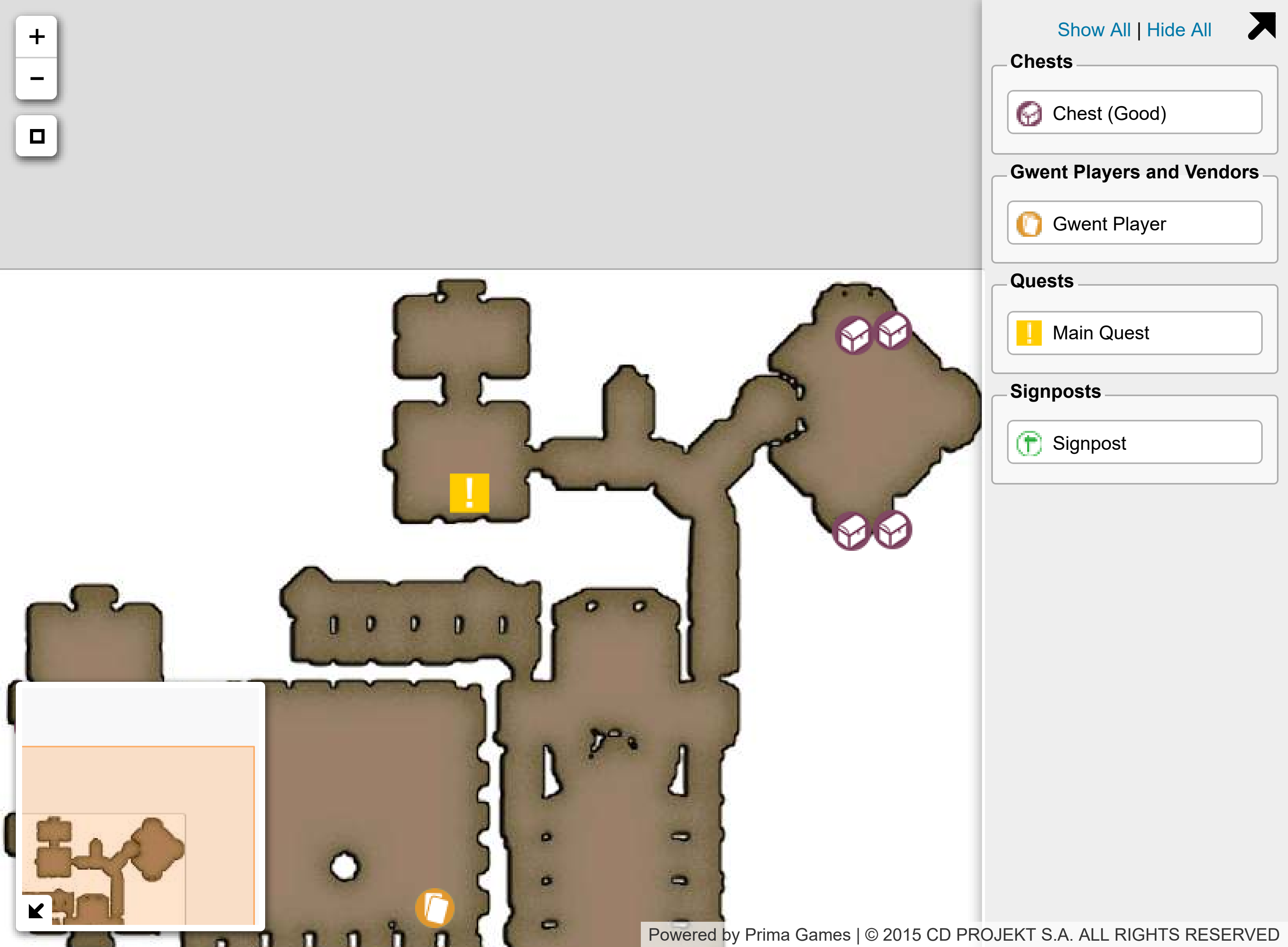
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Chests
Chest (Good)
Gwent Players and Vendors
Gwent Player
Quests
!
Main Quest
Signposts
Signpost

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Atlas

Using the Atlas

Welcome to the Atlas of the Northern Realms, Witcher! In this expansive chapter, cartographers have pinpointed hundreds of areas of interest, danger, and general exploration so you can survey the landscape with an increased air of certainty. The following introduction explains how this information is disseminated on a realm, territory, and area basis.

A LAND DIVIDED: REALMS, TERRITORIES, AND AREAS

This Atlas is divided into the same Realms as those you discover on your World Map. However, expect to see more information than the in-game maps provide.

REALMS

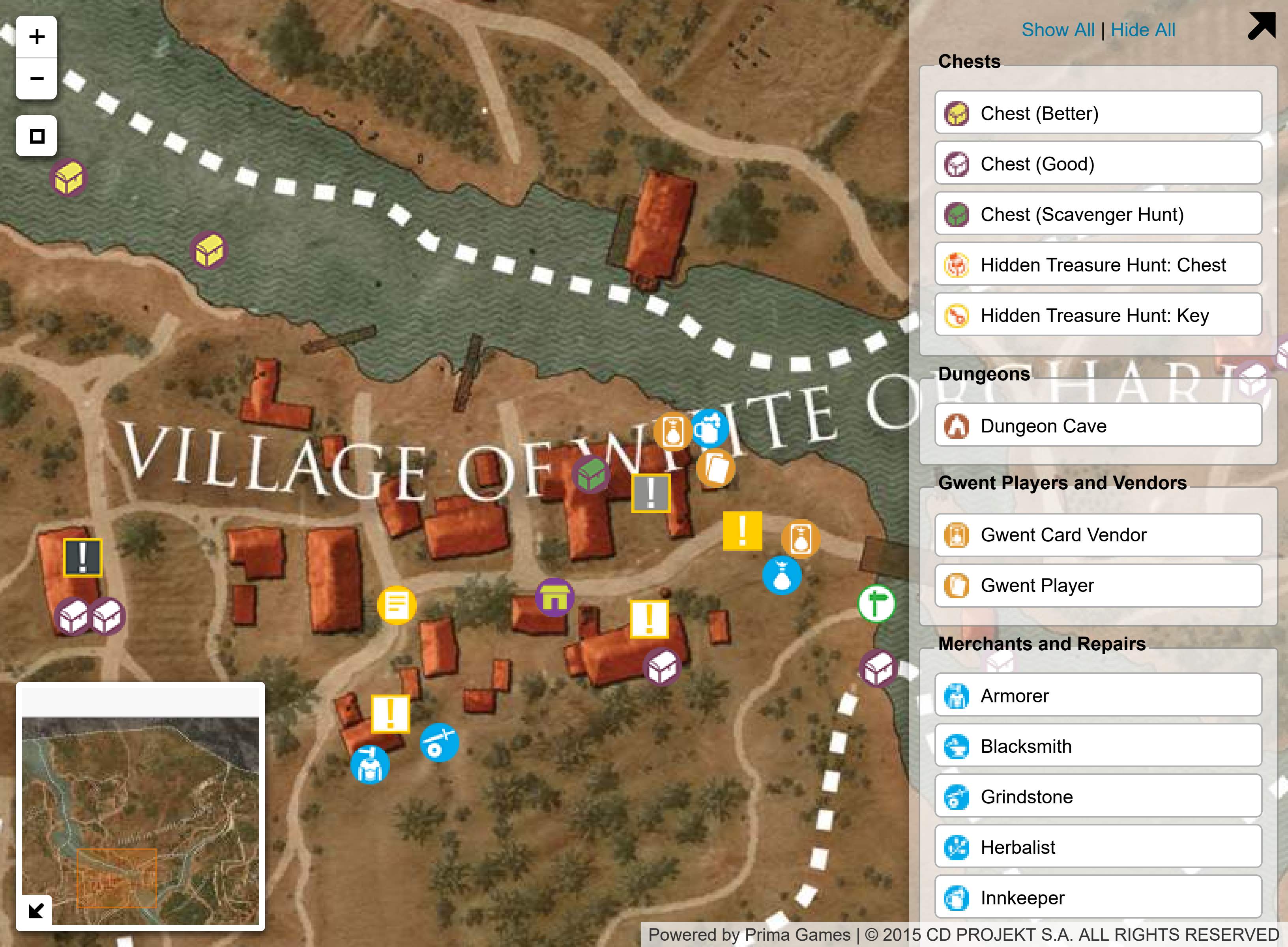
The following realms are detailed:

White Orchard: An area once belonging to the Temerians, where Geralt spends most of his time during the Main Quest Prologue.
Vizima Royal Castle: The seat of Nilfgaardian power, where Emhyr var Emreis rules with an iron fist. This is a single, interior location.
Velen (No Man's Land): A war-torn and descimated landscape of pestilence and woe, fought over by the Nilfgaard and Redanians, while the peasant underclass ekes out a pitiful existence.
Novigrad: Encompassing the largest city of the Realms, as well as the northern territories (including the extensive Gustfields territory), and the second city of Oxenfurt. Ravaged by war, but in better shape than the corpse-strewn south.
The Skellige Isles: An archipelago off into the western oceans; a number of islands ruled over by war-like clans and chiefs known as jarls. A central seat of power resides on the largest island of Ard Skellig.
Other Worlds: During two Main Quests (The Isle of Mists, and Through Time and Space) you end up visiting hidden and strange locations that are otherwise impossible to access. Make the most of your time here by searching every nook and cranny.
Kaer Morhen: The hidden fortress of the Wolf School Witchers, this is as close to a home as Geralt knows. The rugged mountain landscape is both beautiful and dangerous to behold.
Toussaint: Ancient volcanic activity has sculpted the landscape of this duchy into an idyllic place where the wine flows freely, though recently, so has the blood.

TERRITORIES AND ISLANDS

Due to their tremendous size, the Territories of Velen, Novigrad, and Skellige have been further sub-divided into smaller land masses known as "territories" (or islands in the case of Skellige). These aren't shown on your in-game maps, and are segmented across naturally-occurring topography, such as rivers and roads, wherever possible. The following Territories are detailed:

Velen: Crow's Perch.
Velen: Mudplough.
Velen: Grayrocks.
Velen: The Descent.
Velen: Spitfire Bluff.
Velen: The Mire.
Velen: Crookback Bog.
Velen: Bald Mountain.
Novigrad: City of Novigrad.
Novigrad: Grassy Knoll.
Novigrad: Gustfields.
Novigrad: City of Oxenfurt.
Skellige: Ard Skellig.
Skellige: An Skellig.
Skellige: Faroe.
Skellige: Hindarsfjall.
Skellige: Spikeroog.
Skellige: Undvik.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Show All | Hide All
Chests
Chest (Better)
Chest (Good)
Chest (Scavenger Hunt)
Hidden Treasure Hunt: Chest
Hidden Treasure Hunt: Key
Dungeons
Dungeon Cave
Gwent Players and Vendors
Gwent Card Vendor
Gwent Player
Merchants and Repairs
Armorer
Blacksmith
Grindstone
Herbalist
Innkeeper
VILLAGE OF W ITE ORCHAR
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How To Use This Guide

Additional Content

Geralt of Rivia's adventures don't end at the culmination of the Critical Path, as there are a number of free DLC assets, as well as two larger-scaled Expansions, available to you. The more basic DLC is covered here. The more involved DLC, and both Expansions, are introduced here, and a page number where more detailed information can be found, is also listed.

CONTENT MAY HAVE SHIFTED

Make sure you access the "Downloadable Content" section of your Main Menu, as this shows all DLC and expansions you have installed as well as four new options: to turn off and on the alternative looks for Ciri, Triss, and Yennefer, as well as the Ballad Heroes card set.

DOWNLOADABLE CONTENT

There are 13 pieces of Downloadable Content (DLC) for you to access for free. That's correct, no crowns need to change hands! Whenever you see the DLC icon throughout this guide, it refers to one of the following pieces of content:

ARMOR AND ARMAMENTS

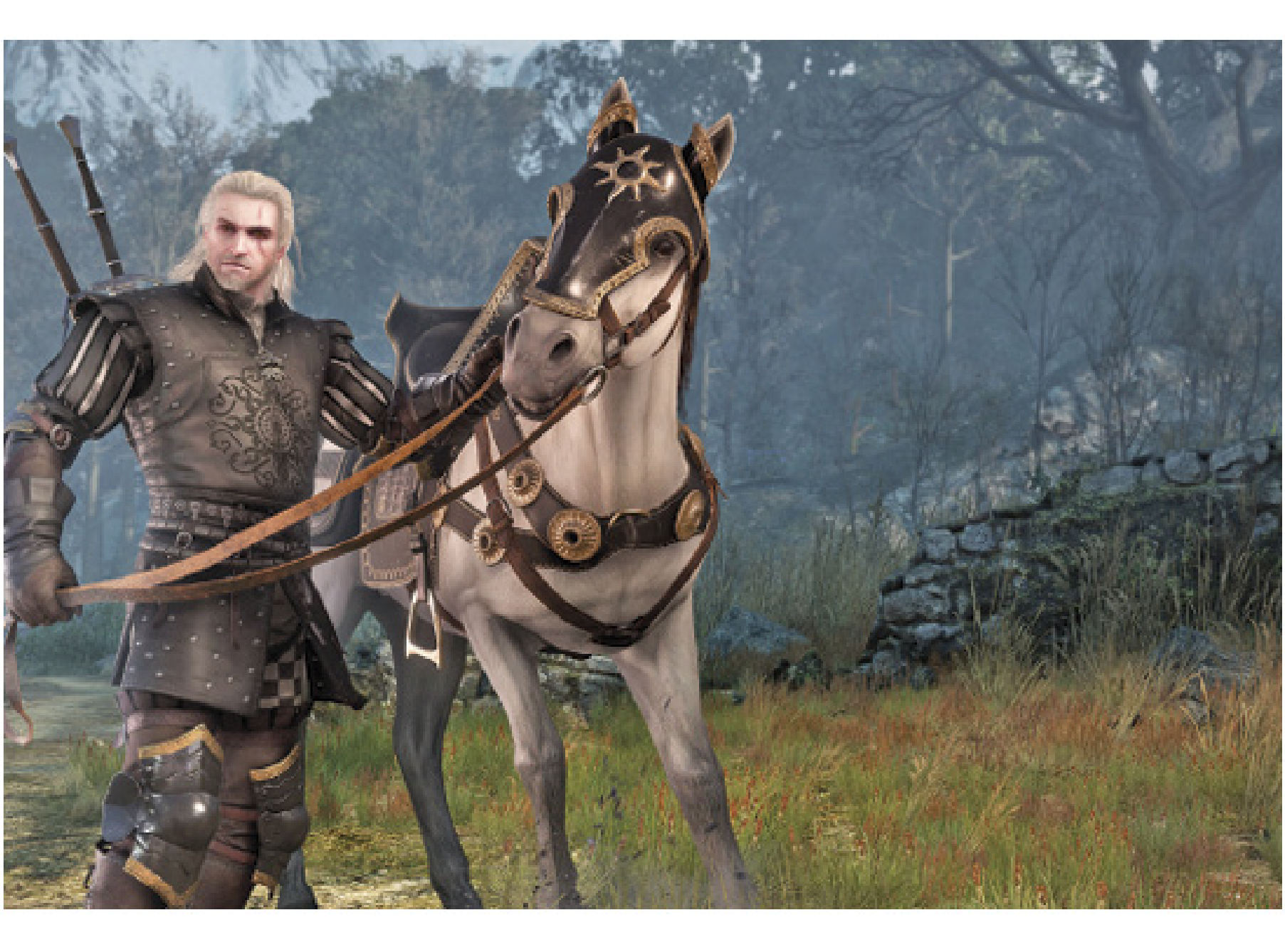
The following content is additional armor for yourself (torso, gloves, boots, and trousers) and your horse (blinders, saddle, and saddlebags); or armaments (crossbows that complement a particular armor set). If you'd like to "look the part" when roaming a specific location, feel free to purchase this equipment, which costs you crowns, and can only be worn when you reach a certain level. For statistical information on these items, see A Witcher's Tools in your free online eGuide.

Elite Crossbow Set

This offers you three different crossbows, each accessible when you reach a different level (though you can buy them beforehand), and each requiring you to purchase them from a particular vendor. Consider them to be part of the three new Armor Sets, if you wish to fully complete each one.

Crossbow Type	Vendor	Nearest Signpost	Specific Location	Approximate Cost
Nilfgaardian Crossbow (Level 7)	Merchant (Quartermaster)	Crow's Perch	In the upper stronghold, inside Crow's Perch	300
Elven Crossbow (Level 21)	Merchant	St. Gregory's Gate	The Merchant Shop, off Gildorf Square, south of the signpost, next to the Noticeboard	450
Skellige Crossbow (Level 14)	Blacksmith (Journeyman)	Bridge to Kaer Trolde	On the northern battlements, west of the Signpost	420

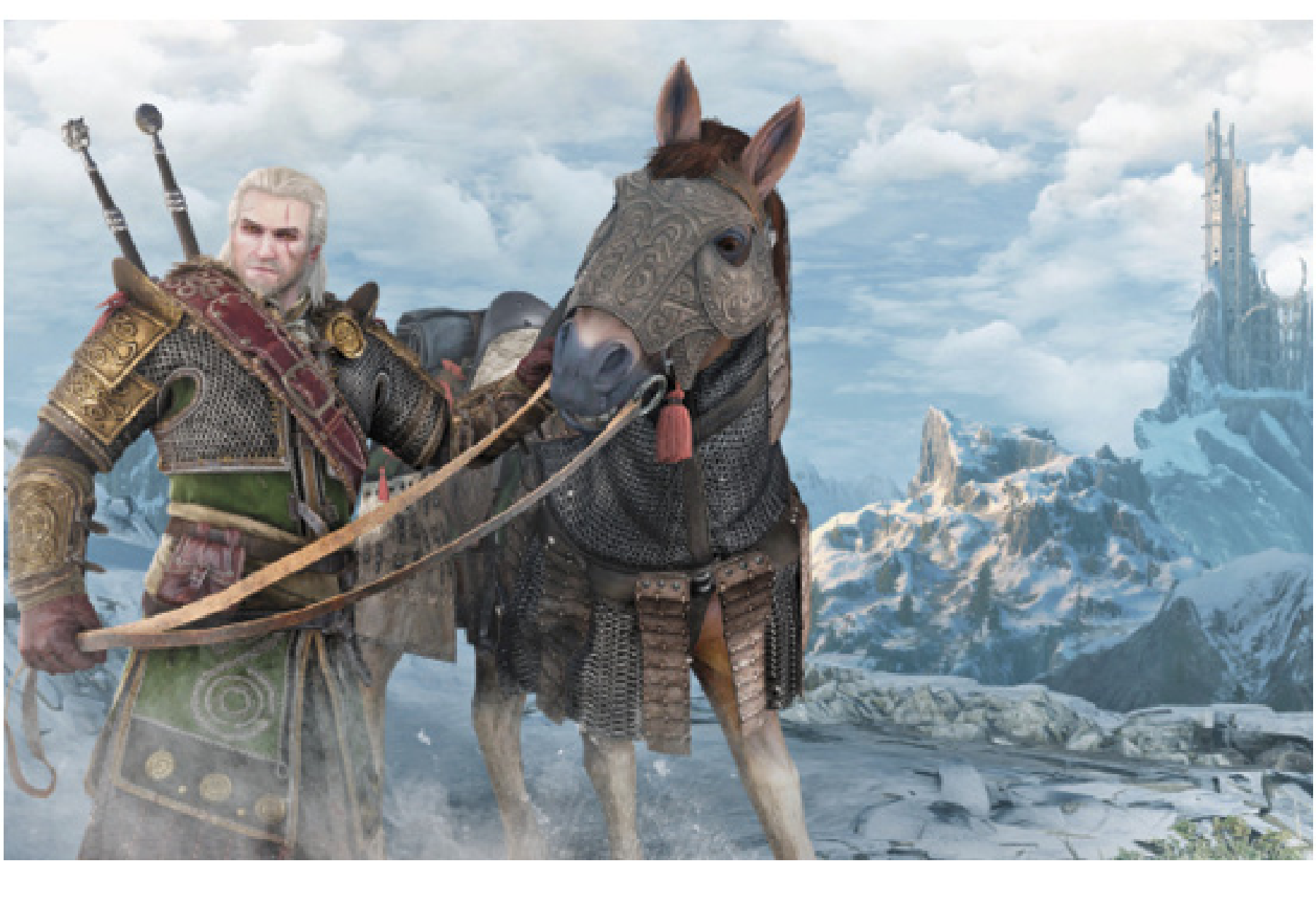
Nilfgaardian Armor Set



This offers you a complete set of armor for yourself and Roach. All the pieces of this set are available to purchase from the Quartermaster Merchant, in the upper stronghold, inside Crow's Perch, in Velen.

Armor Piece	Notes	Approximate Cost
Nilfgaardian Armor	Medium, Relic, Level 35	700
Nilfgaardian Boots	Medium, Relic, Level 35	260
Nilfgaardian Trousers	Medium, Relic, Level 35	150
Nilfgaardian Gloves	Medium, Relic, Level 35	205
Nilfgaardian Horse Blinders	Common	230
Nilfgaardian Saddle	Common	460
Nilfgaardian Saddlebags	Common	320
Total Cost (Approximate)		2325

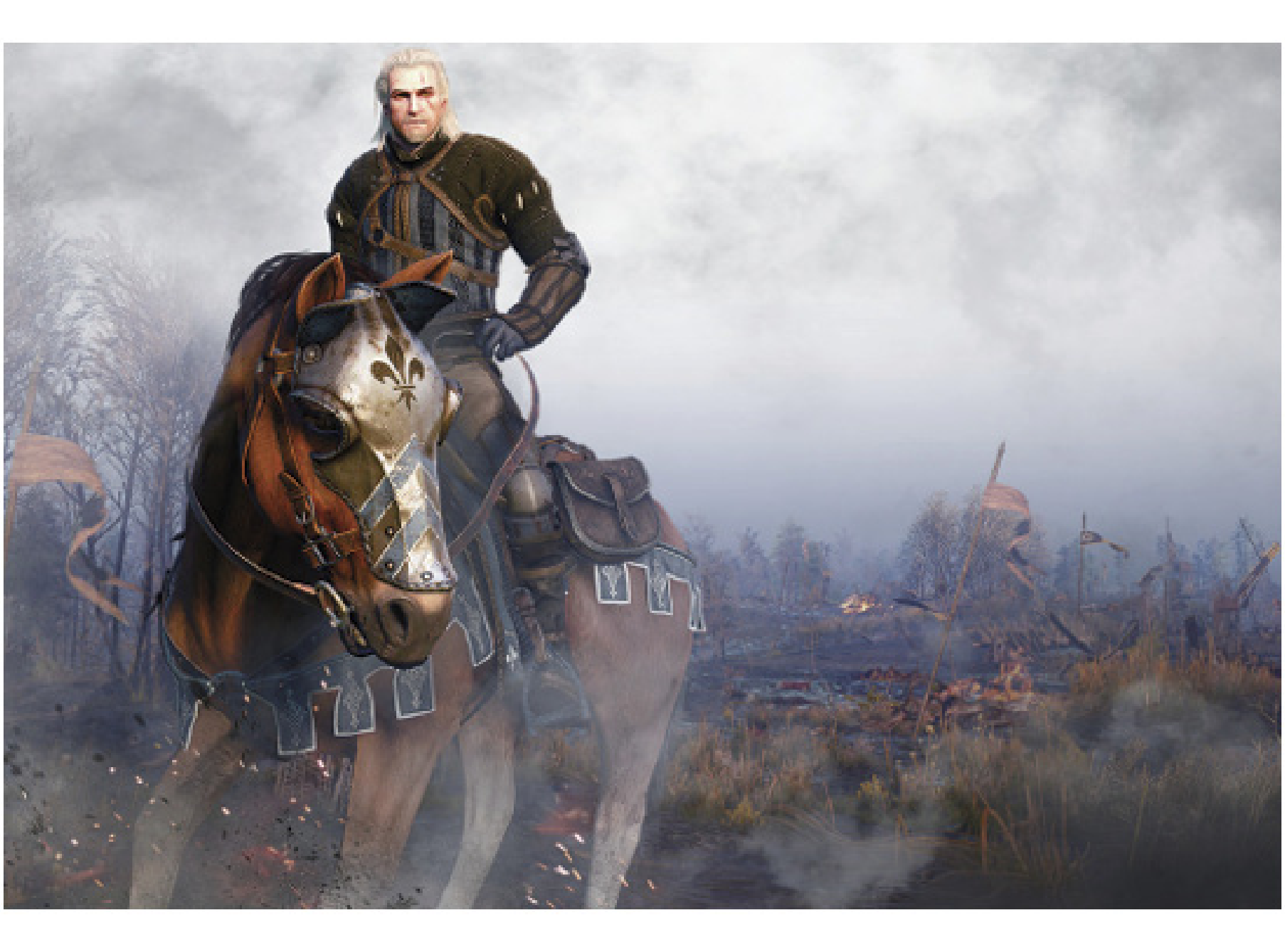
Skellige Armor Set



This grants you a complete set of armor for yourself and Roach. All of the elements of this set are available to purchase from the Journeyman Armorer on the northern battlements, west of the Bridge to Kaer Trolde Signpost, in Skellige.

Armor Piece	Notes	Approximate Cost
Undvik Armor	Heavy, Relic, Level 41	2230
Undvik Boots	Heavy, Relic, Level 41	130
Undvik Trousers	Heavy, Relic, Level 41	1640
Undvik Gauntlets	Heavy, Relic, Level 41	120
Undvik Horse Blinders	Common	840
Undvik Saddle	Common	960
Undvik Saddlebags	Common	840
Total Cost (Approximate)		6760

Temerian Armor Set



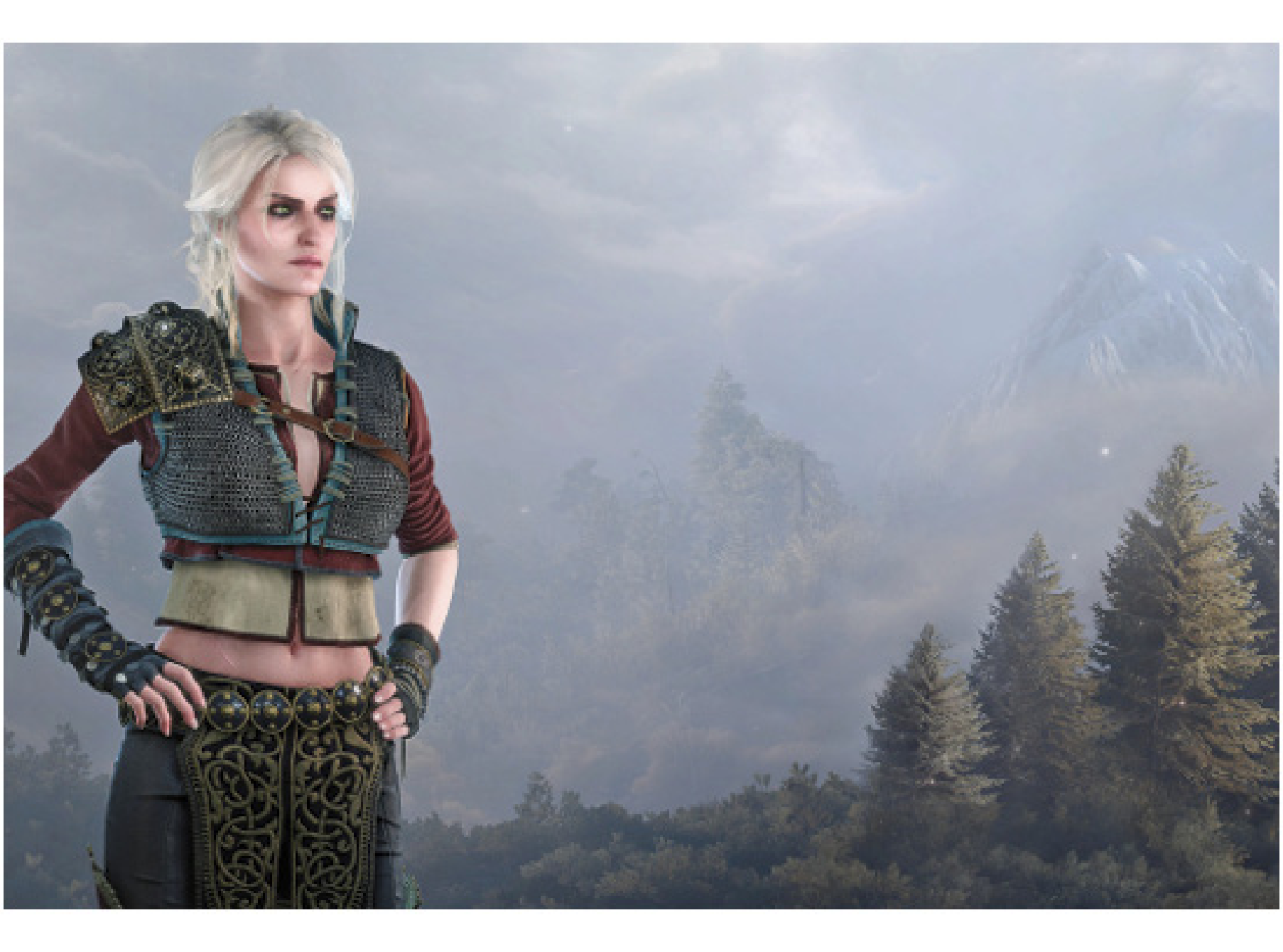
This enables you to gather a fine set of armor for Roach and yourself. All of the pieces of this set are available to buy from Bram, a merchant just west of Woesong Bridge (after you rescue him from a griffin during the Prologue).

Armor Piece	Notes	Approximate Cost
Temerian Armor	Light, Relic, Level 29	640
Temerian Boots	Light, Relic, Level 29	250
Temerian Trousers	Light, Relic, Level 29	160
Temerian Gloves	Light, Relic, Level 29	230
Temerian Horse Blinders	Common	185
Temerian Saddle	Common	230
Temerian Saddlebags	Common	185
Total Cost (Approximate)		1880

ALTERNATIVE LOOKS AND STYLES

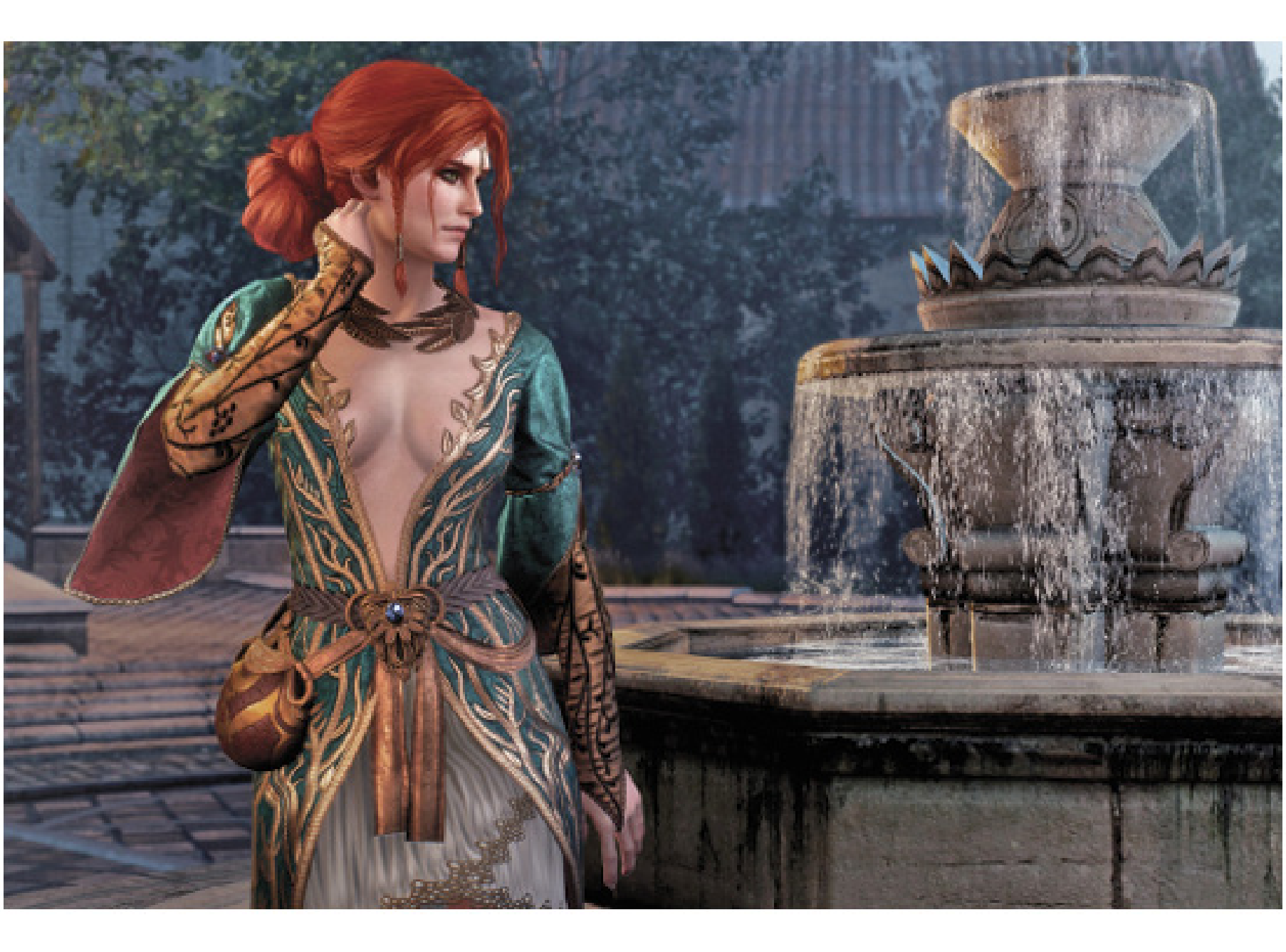
This type of content changes the appearance one of your closest friends, allows more styles to be attempted by a barber, and gives an alternate look to some of your Neutral Gwent cards. You can switch between looks for Ciri, Triss, Yennefer, and the Neutral Gwent cards in the "Options" part of the Downloadable Content Menu.

Alternative Look For Ciri



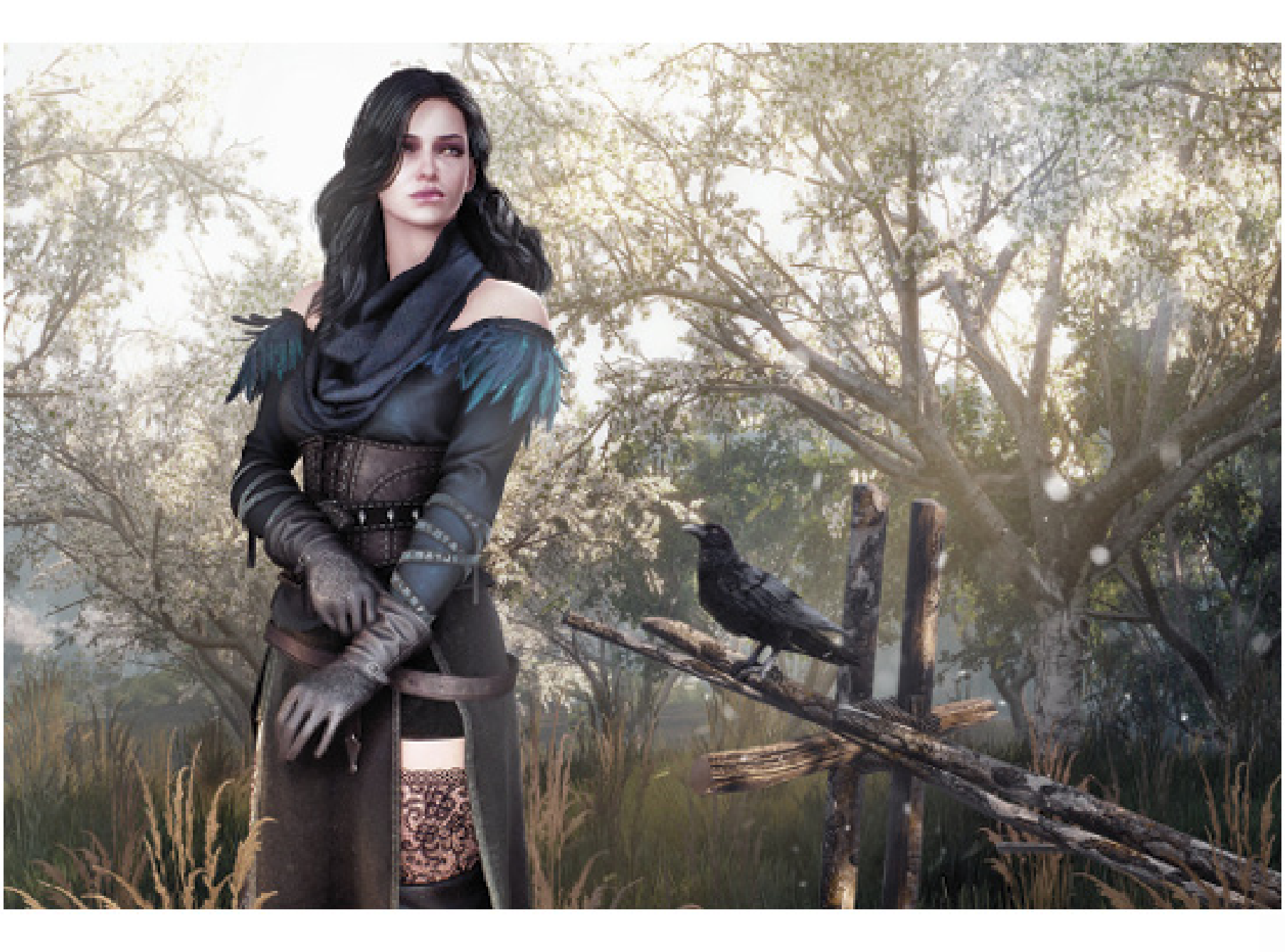
Ciri sports a more Skellige-centric look any time you see her (or play as her) during your adventure.

Alternative Look For Triss



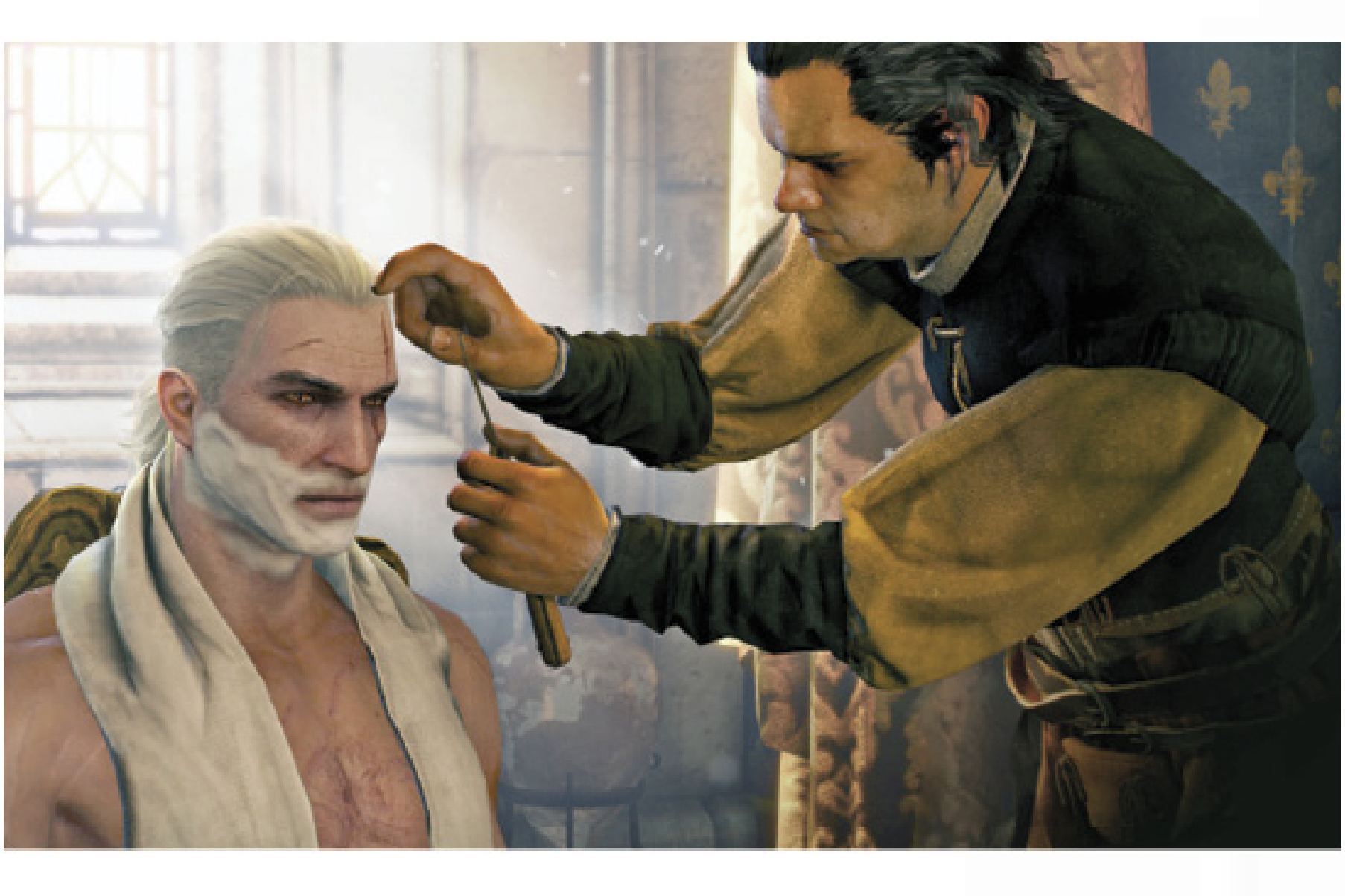
Triss has a lavish and ornate dress befitting a flame-haired sorceress, any time you see her.

Alternative Look For Yennefer



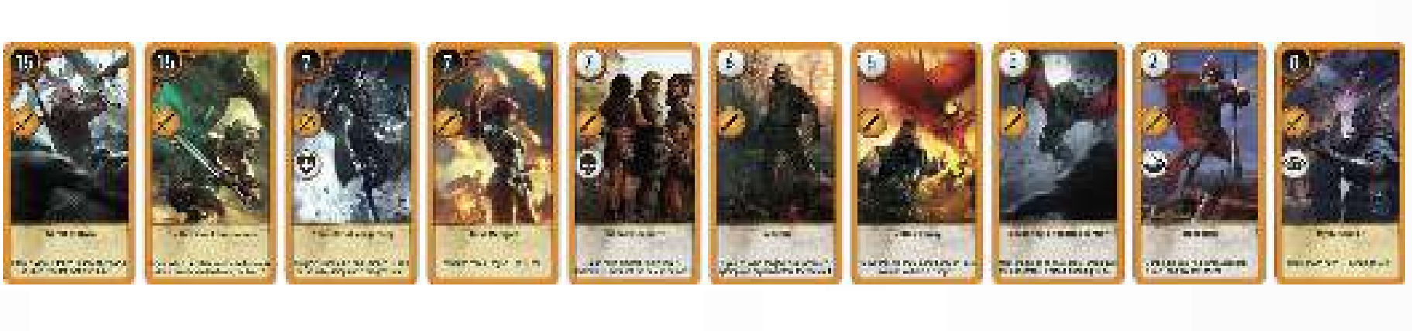
Yennefer's alternate outfit is still predominantly black, with raven feathers and a hint of naughtiness.

Beard And Hairstyle Set



When you visit any Barber across the Northern Realms and beyond, you can now choose from an increased number of looks for your locks and stubble. A haircut usually costs 10 crowns, and a beard style is five crowns. To locate a Barber, please consult this guide's Atlas.

"Ballad Heroes" Neutral Gwent Card Set

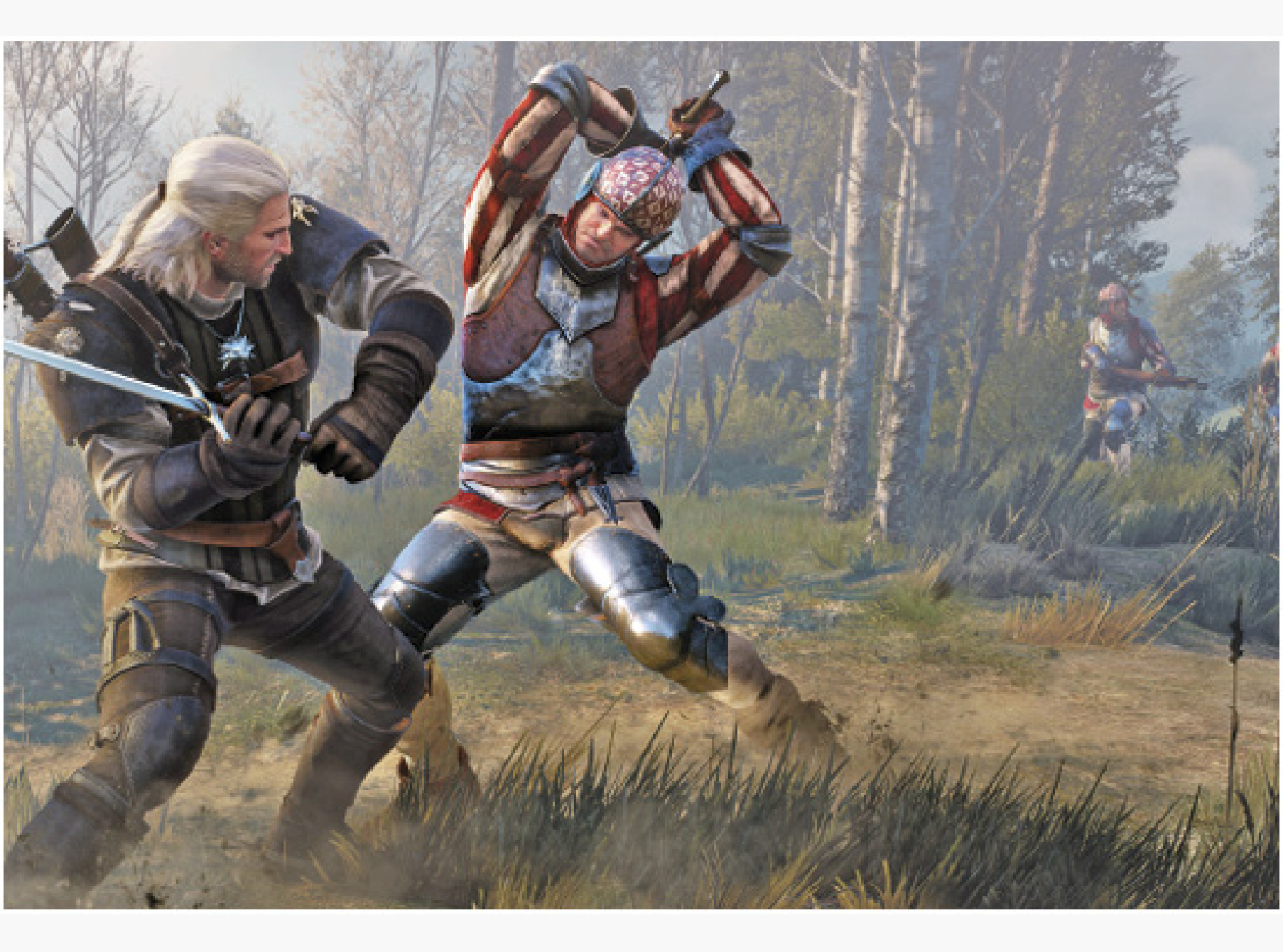


This is an alternate "look" to ten of your Gwent cards. Obviously, you need to have collected the cards before you can switch between the looks. Aside from the different picture on each of the ten Neutral cards, nothing changes. You can switch between the "Ballad Heroes" art and the original art in the "Options" part of the Downloadable Content Menu.

ADDITIONAL QUESTS AND OTHER CONTENT

The following pieces of content add to your overall adventuring experience. Some elements may be simply superficial additional ways to cleave a foe in twain. Others are entire quests.

New "Finisher" Animations



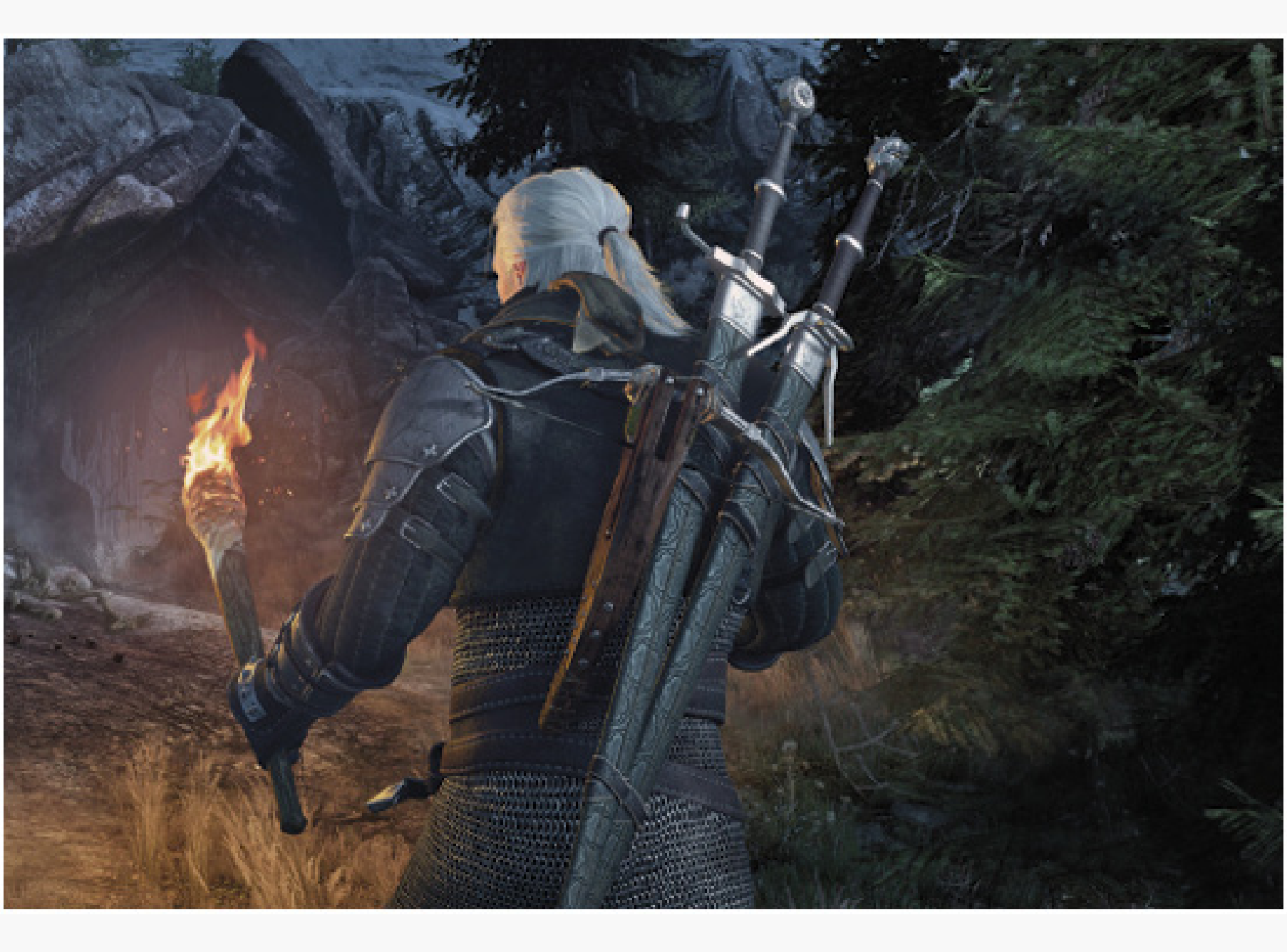
Slay your foes in new brutal and spectacular ways with this visceral end to certain bouts of combat! This works most proficiently when you strike a finishing (killing) blow on an enemy you are more powerful than, in terms of your level. Only human-sized enemies "benefit" from this series of dismemberment deaths!

New Game +

This is a new game mode that is accessible once you start a "New Game". This option then appears as a choice. It becomes available only after you complete the Critical Path quests. New Game + allows you to keep your character's progression and items, though all of the enemies encountered in the world are scaled up to provide you with new challenges.

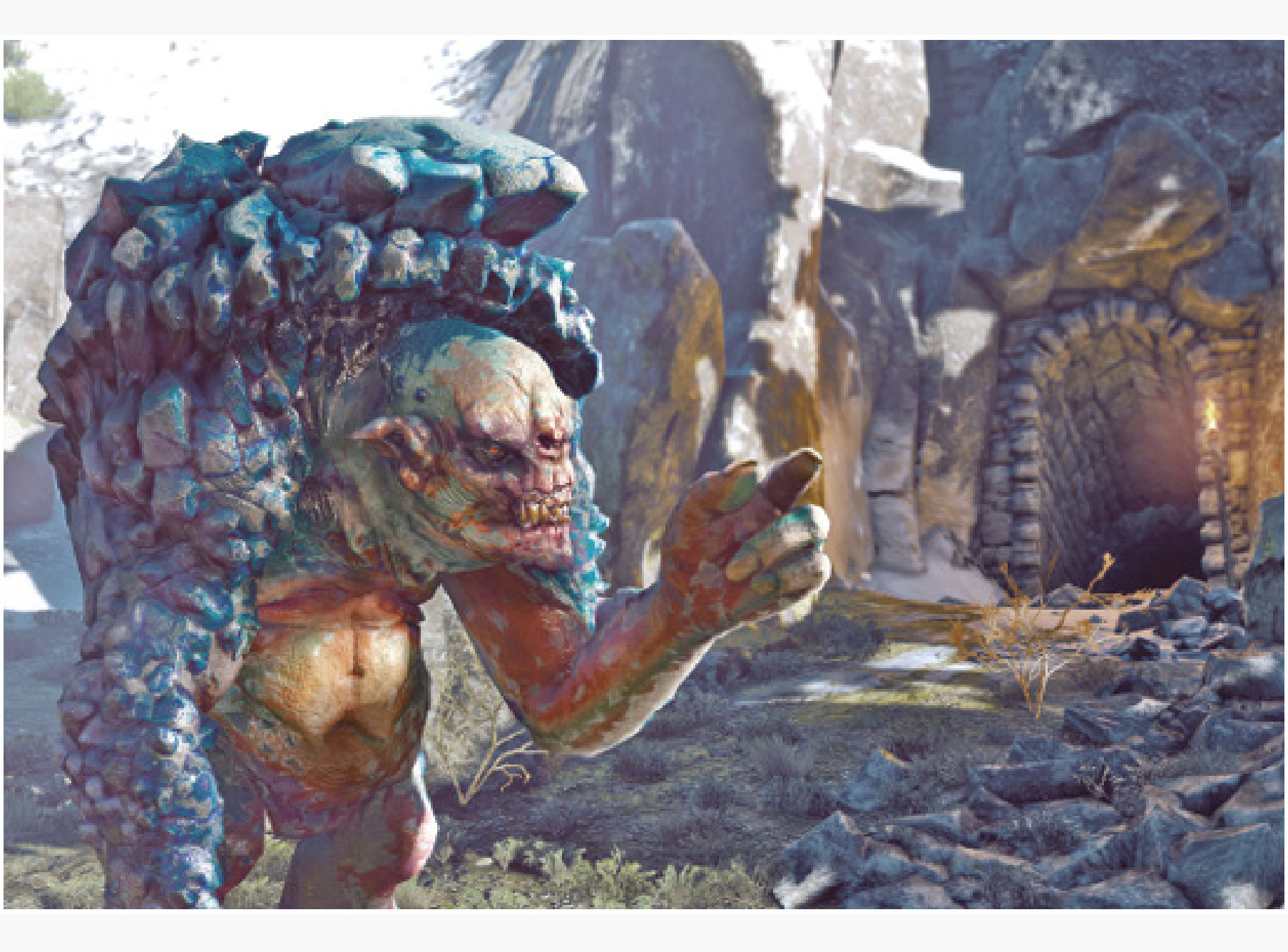
Need further challenge? Then choose a high difficulty level as well as New Game +!

New: Contract: Missing Miners



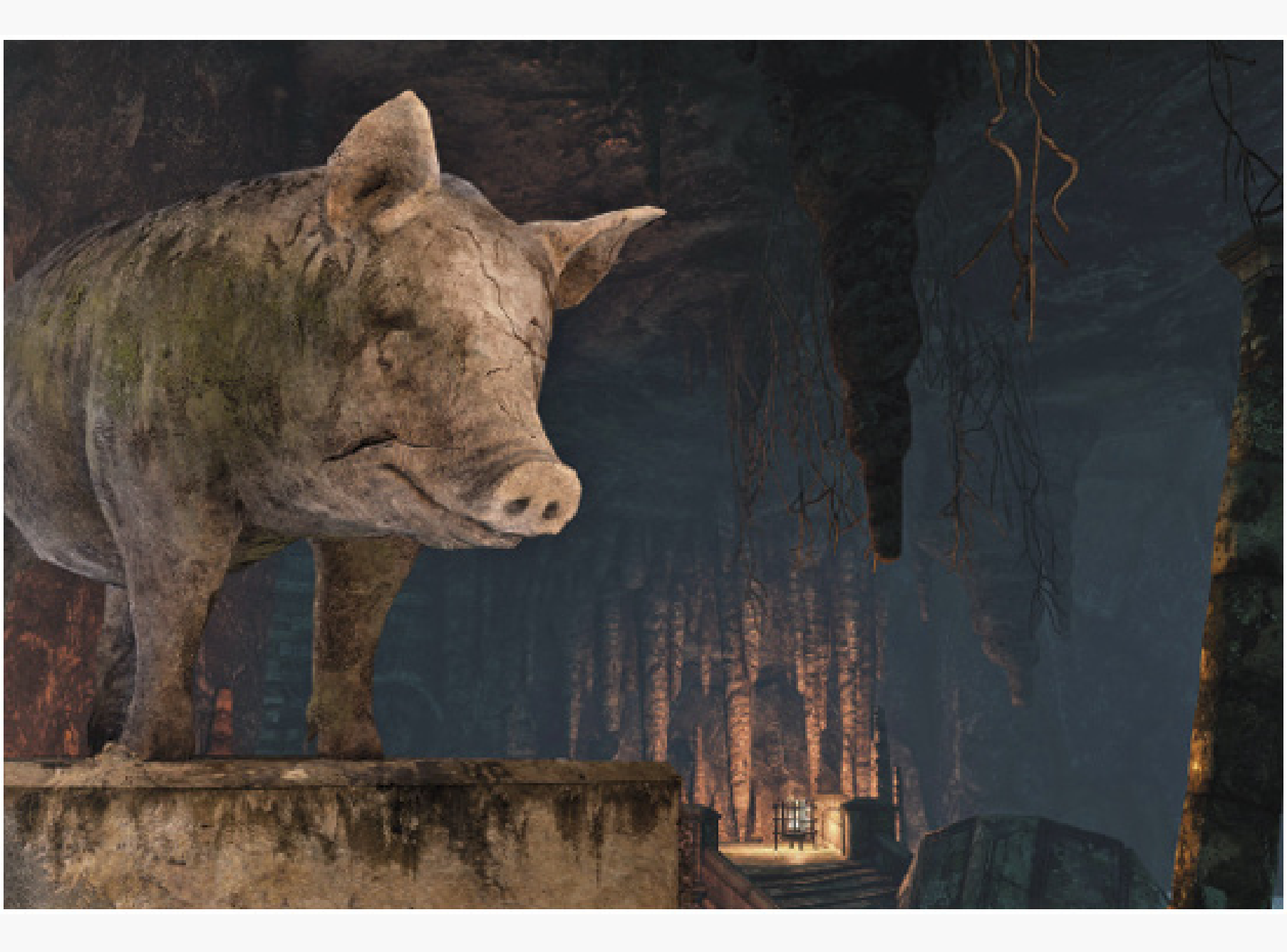
A group of miners has recently gone missing in the wilds of Ard Skellig. Can you track the beast responsible for their demise?

New: Contract: Skellige's Most Wanted



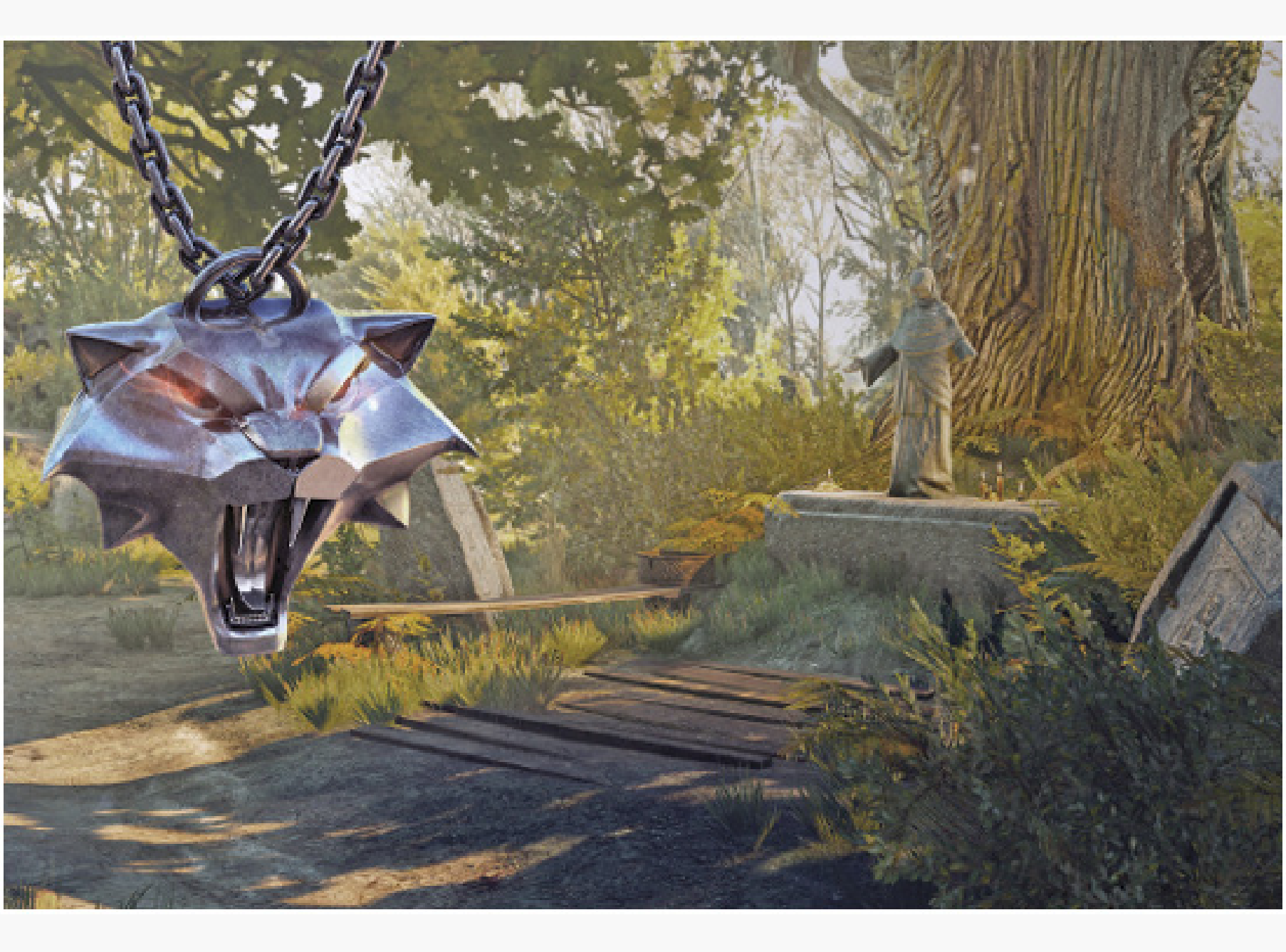
A quest in the Ard Skellig village Fyresdal piques your interest, though something doesn't seem quite right about the quest giver..

New: Secondary Quest: Fool's Gold



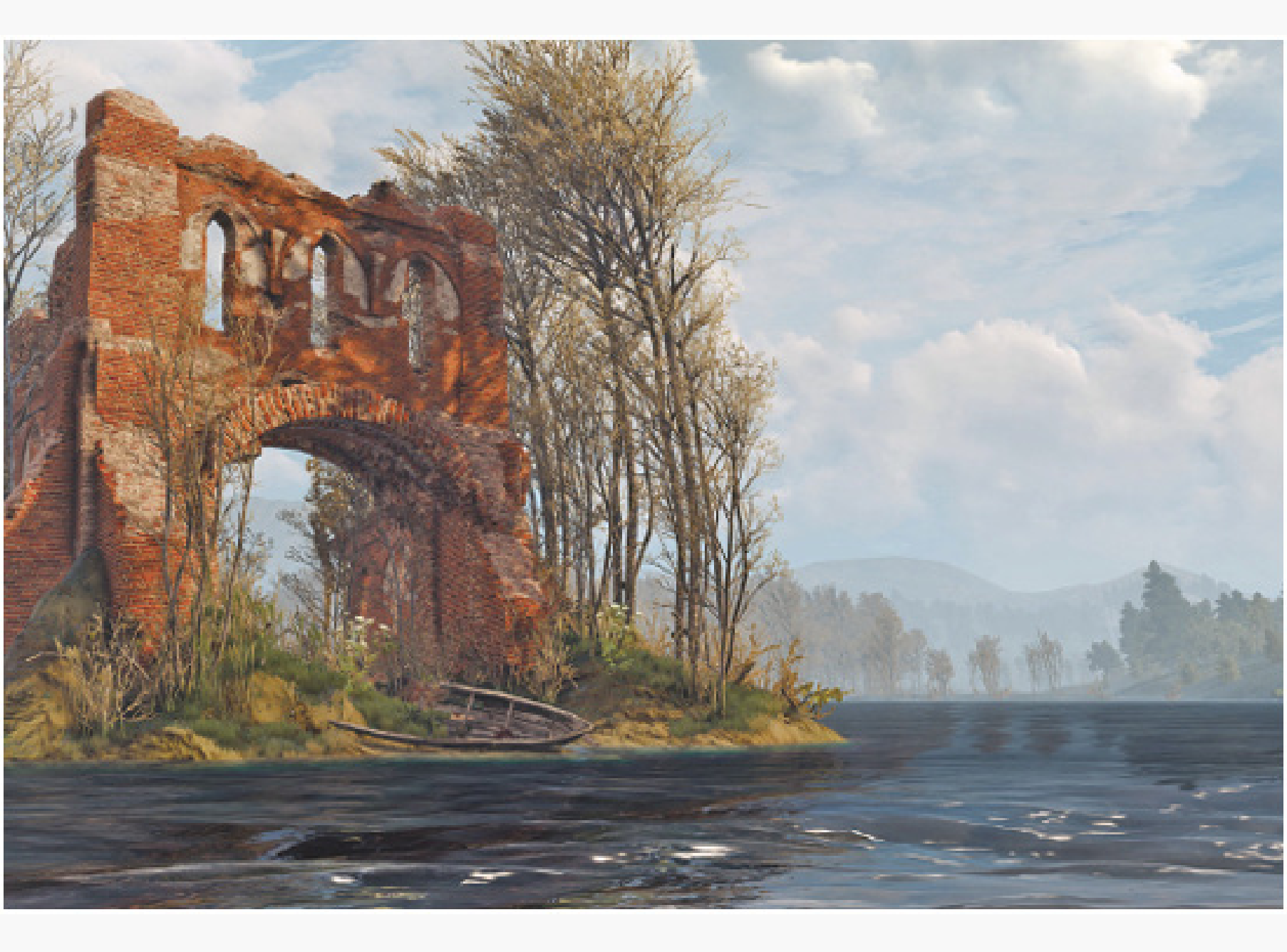
The village idiot of Lurtek is being bothered by hungry bandits: Time to visit this Velen hamlet and help him, and put a porcine plan into action.

New: Secondary Quest: Where The Cat And Wolf Play



Pinned to the Noticeboard in the Velen village of Oreton is a plea to help you discover the infamous "Beast of Honorton."

New Quest: Scavenger Hunt: Wolf School Gear



If you're craving some of the finest weapons and armor ever crafted, be sure to start the lengthy freeform foraging for Wolf School Gear.

EXPANSION CONTENT

This guide provides exhaustive information on all aspects of Geralt's two additional epic adventures:

Hearts Of Stone

This takes you on an adventure into the wilds of No Man's Land, and the nooks and alleys of Oxenfurt, where you'll try and complete a contract from the mysterious Man of Glass. Caught in a thick tangle of deceit, you will need all your cunning and strength to solve this mystery and emerge unscathed!

Blood And Wine

This tale introduces you to an all-new adventuring region of Toussaint; a land mostly untainted by war, where an atmosphere of careful indulgence and knightly ritual masks an ancient, bloody secret. Come for the wine, but stay for the intrigue!

Atlas
Map Legend

This Atlas employs a number of icons you may find familiar if you utilize the in-game map. For each area under examination, expect a brief synopsis of the important facts related to the area, followed by maps and imagery labeled with the following icons:

MAP LEGEND

SIGNPOSTS

These are important geographical locations and Fast-Travel points. All the nearby quests, points of interest, Gwent opportunities, and merchants are listed.

QUESTS

Every important quest that appears in your quest menu is flagged using these icons so you can quickly flip to the quest itself.

Main Quest	A critical path Main Quest begins at this point.
Secondary Quest	An optional Secondary Quest begins at this point.
Contracts	An optional monster hunt can begin at this point; this is usually the location of the quest giver, though most of these quests can be started by stumbling into the monster's territory.
Gwent Quest	An optional Secondary Quest related to the card game Gwent begins at this point.
Fistfight	An optional bout of fisticuffs is available here.
Horse Race	An optional race on horseback can occur at this point. Hearts of Stone and Blood and Wine Horse Races are also flagged with this iconography.
Scavenger Hunts	An optional treasure hunt to find diagrams for fabled arms and armor of the Witcher schools is available here (this may not be a starting point, as these quests can begin at any diagram stash).
Treasure Hunts	If you're looking for the smaller Treasure Hunts, usually involving the finding of a clue and key, before locating the chest itself, look for the Key and Chest icons in the "Chests" part of this legend.
Epilogue	One of the game's endings begins at this point.
DLC	Occasionally, a Secondary Quest or Contract is flagged with the letters "DLC", meaning it is a downloadable quest.
Hearts of Stone Content	This quest is available in the Hearts of Stone Expansion.
Blood and Wine Content	This quest is available in the Blood and Wine Expansion.
Hearts of Stone: Main Quests	A critical path Main Quest in the Hearts of Stone expansion begins at this point.
Hearts of Stone: Secondary Quests	An optional Secondary Quest in the Hearts of Stone expansion begins at this point.
Blood and Wine: Main Quests	A critical path Main Quest in the Blood and Wine expansion begins at this point.
Blood and Wine: Secondary Quests	An optional Secondary Quest in the Blood and Wine expansion begins at this point.

POINTS OF INTEREST

A variety of interesting areas not immediately obvious are dotted across the landscapes. They are divided into the following:

Abandoned Site	A location, sometimes in disrepair, that may have been taken over by monsters. Any Merchants you may see on the maps of this general area only appear after clearing the vicinity of enemies.
Bandit Camp	A (usually) small encampment with human-sized foes, who are almost always hostile. Usually, they are guarding a chest of reasonable value.
Boats	If you require a boat to sail the waterways of the Realms, look here.
Guarded Treasure	Expect treasure guarded by an enemy or monsters here. The type of enemy is listed.
Hanse	An outlaw stronghold, governed by an anarchic band of bandits, their dogs, and (usually insane) leader.
Knight Errant in Distress	A small bandit camp where a Ducal Knight is being held prisoner. Mount a rescue, without the foes killing the knight.
Monster Den	A monster-infested location, and constant worry for those living nearby. Investigate and rid the area of foes.
Monster Nest	A disgusting collection of spittle, rocks, branches, or other detritus. A Samum, Dancing Star or Grapeshot bomb required to destroy these nests.
Notice Board	A wooden board, usually found within a settlement, with a variety of notes. You can start some Secondary, Contract, Heroes' Pursuits, Fist Fights, and Gwent quests by reading the missives here. Initial tasks are listed throughout this Atlas; but additional tasks may be pinned to Notice Boards later on, so keep checking back.
Person(s) in Distress	A citizen, usually caged and in despair. Free them and they head to a particular location (also indicated).
Place of Haunting	These are areas where ghosts are known to have been seen. Produce the Magic Lamp given to you by Keira Metz to uncover more.
Place of Power	An important stone of magic that increases a particular ability. The Sign of the Place of Power is indicated, as well.
Smuggler's Cache	A small hidden item, sometimes valuable, and inside a chest or a bundle.
Spoils of War	Usually the site of a battle, and now usually pockmarked with bodies of the fallen. Sift through here for valuables.
Stash	A large chest, and permanent fixture in the location you find it, allows you to dump any unwanted equipment you've found.
The Prophet Lebioda's Footsteps	A series of five locations where stone mason caravans have encountered problems, and must be rescued. Only available during Blood and Wine Secondary Quest: Big Feet to Fill.
Unmarked Location	A dwelling of interest that does not appear on your World Map. Sometimes it is a place of business that you can visit, such as a tavern or local landmark in a city.
Vineyard Infestation	A local vintner is having a heck of a time with a Monster Nest, and prowling or burrowing enemies ruining his grapes. Treat these encounters just like Monster Nests.
Vintner's Contract	A special, Toussaint-only contract where you must rid the immediate area of any hostile beasts, before being rewarded by a grateful wine merchant.

MERCHANTS AND REPAIRS

Merchants and Repairs: Interact with the following traders and obtain a variety of services and enhancements. Most of these individuals are also Gwent players, too. Also seek out the complete list of Merchants.

Alchemy Supplies	Alchemists specialize in selling the materials required for Alchemy.
Armorer (Amateur, Journeyman, Master, or Grandmaster)	These traders specialize in making protective equipment from materials salvaged in the field, as well as selling basic equipment. If they have the skill to follow diagrams you bring to them, for a fee and for the materials required, an Armorsmith can make what you request. These smiths can sell equipment diagrams as well.
Barber	Change the appearance of Geralt's beard and flowing locks at any of these establishments.
Blacksmith (Amateur, Journeyman, or Master)	These traders focus entirely on the sales and creation of weaponry. For your purposes, this means steel swords, silver swords, and crossbows. As with Armorers, the Blacksmith's individual skill determines what diagrams they can craft from. Blacksmiths may also sell equipment diagrams.
Brothel	If you fancy an evening (or even a morning) of rumpy-pumpy, feel free to visit one of the three knocking shops of Novigrad.
Grindstone	Grindstones and Armorer's Tables are often found near a blacksmith or armorer. They provide a temporary increase to the effectiveness of your weapons (Grindstones) and armor (Armorer's Tables). They do not restore lost durability.
Armorer's Table	
Herbalist	Instead of exploring the wilderness for wild flowers, mushrooms, or berries, purchase them here, instead.
Innkeep	Expect a variety of consumable goods; mainly food and alcoholic beverages.
Merchant (Shopkeeper)	A wide variety of goods can be found here, from rare books to swords, equipment, Gwent cards, foodstuffs, and many other trinkets.
Runewright	An Ofieri Runewright crafts runes and glyphs and can also form them into words to be placed in swords and armor. Rune- and glyphwords give their items new, powerful properties.
Wandering Merchant	Some merchants wander the roads, plying their wares. They tend to use the paths shown, resting at the start and finish of their path.
Vintner	Occasionally, Toussaint has these type of merchants, who specialize in various types of wine. These can be sold and drunk. What a bouquet… I'm getting the smell of chestnut… a soupcon of honey… and just the faintest whiff of dead Drowner...

GWENT PLAYERS AND VENDORS

Whether you're after a quick bout of Gwent, or you're aching to spend some crowns for a couple of rare cards, seek out the following individuals. Also seek out the complete list of Gwent Players and Vendors.

Gwent Player	Expect a game of Gwent at this location. The name of the Gwent player is noted. Remember that some Gwent vendors are also players, some players give you a random card if you beat them, and others are only accessible if you're completing a particular Gwent quest (so may not be available immediately).
Gwent Card Vendor	Expect to purchase multiple Gwent cards at this location. These sellers may not always be available, so buy what they have as soon as possible.

CHESTS

Gathering valuable items is extremely important during your adventure, and this guide details the (random) quality of the treasure you should expect to find:

Good Chest	Expect reasonably valuable (random) items in this type of chest.
Better Chest	Expect better, more valuable (random) loot.
Relic Chest	An extremely valuable relic is found in this chest.
Scavenger Hunt Chest	Loot from the Witcher School is found here, almost always in Diagram form.
Quest Chest	This chest is utilized in a specific quest. The loot itself is not required to complete the quest. Such quests may also be accessible when this quest isn't active, but it's usually advisable to find them during a quest that takes you to this location. Check the quest you are on to see if the location is mentioned.
Treasure Hunts: (Hidden Treasure)	Some chests require a key to unlock. This may be hidden somewhere, on the corpse of a fallen fellow with clues to read, or in an area to loot. Check the area where they key is shown carefully. A large proportion of these refer to named Treasure Hunt Quests.

DUNGEONS

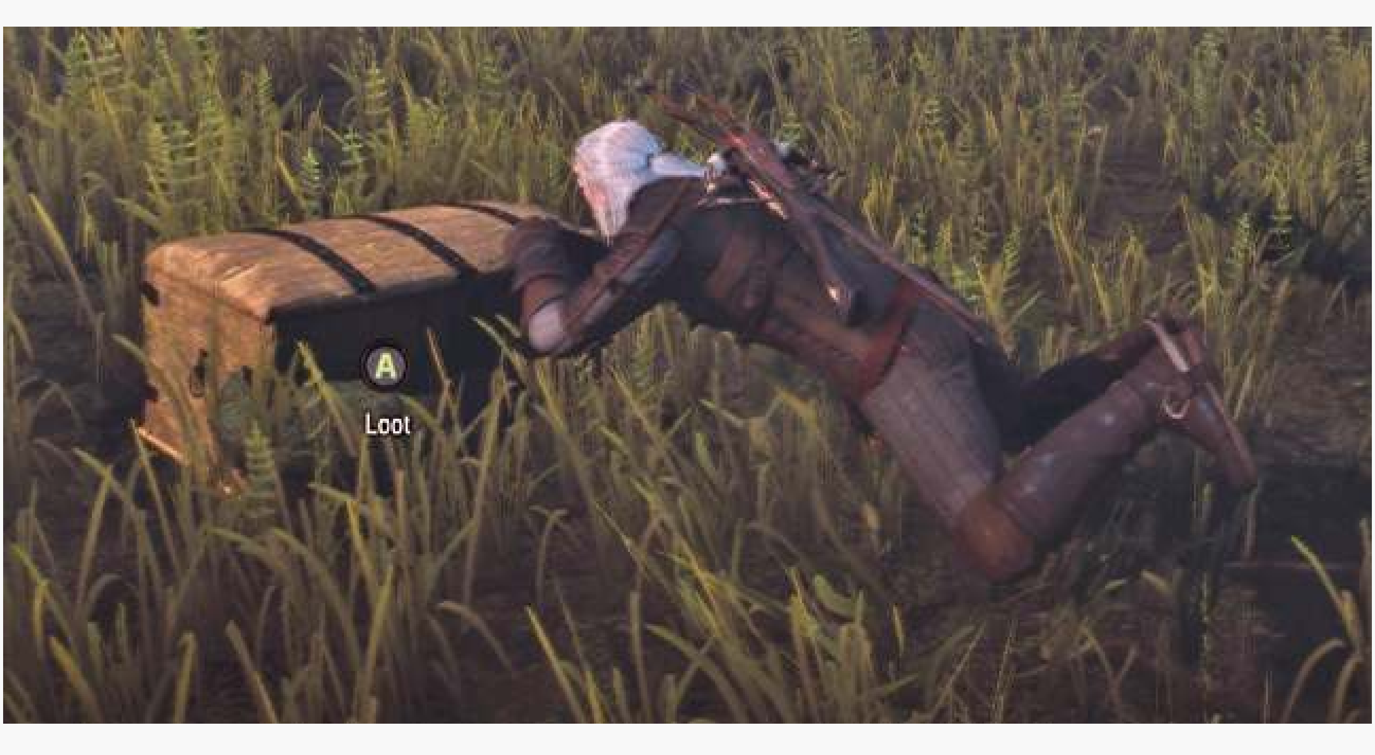
It is well worth checking each map area for these two icons—which show the locations of dungeons within a realm—instead of stumbling into a cavern without the knowledge of the monsters that may lie within. If a dungeon has an interior larger than a house, that map is also included so you can see how big the dungeon is that you're about to explore. A Dungeon icon with a small green chest in the lower-right, indicates that an important Scavenger Hunt chest is contained within the Dungeon itself.

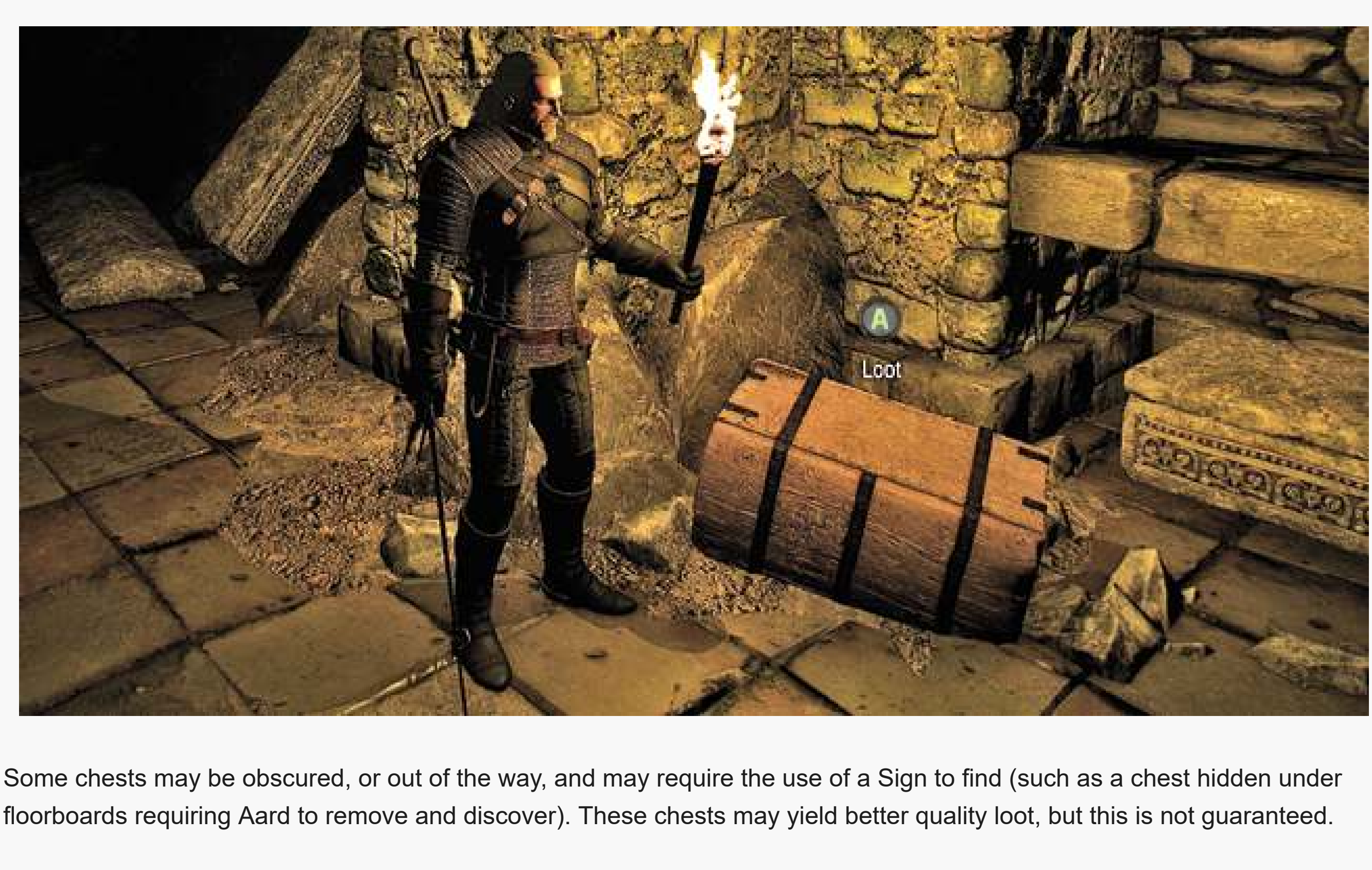
TYPES OF CHESTS

Chests of loot, for the most part, contain random items. However, some chests have more valuable contents than others, described in the Legend.

Chests can also be discovered while swimming underwater, or peering down into the water while on a boat, or by using your Witcher Senses.

Submerged underwater chests often yield better loot than those on dry land.





Some chests may be obscured, or out of the way, and may require the use of a Sign to find (such as a chest hidden under floorboards requiring Aard to remove and discover). These chests may yield better quality loot, but this is not guaranteed.

GETTING THE BEST GEAR

To be sure you're getting the best gear, recipes, Gwent cards, and ingredients we recommend keeping your Atlas chapter, or *The Witcher 3: Wild Hunt* Offical Map App, at hand. This way you can be confident you're getting as many nearby chests as possible.

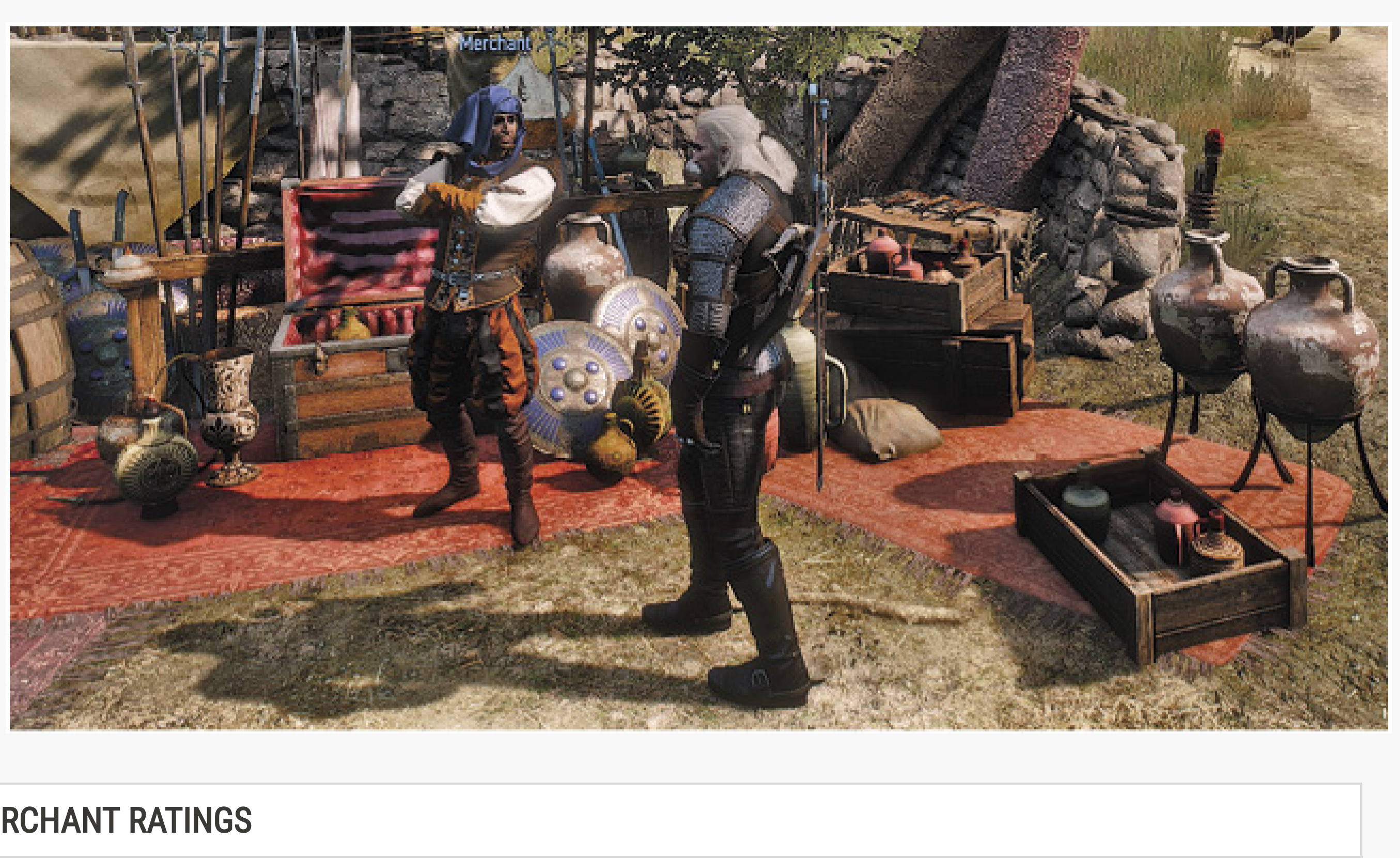
The chest icon also incorporates barrels, crates, otherwise seemingly-innocuous containers, and even occasional dead bodies, which hold valuable items. So, if you see a chest icon in this Atlas, but no chest in your game, be sure to rummage through any nearby containers.

JUST AN ILLUSION

During your travels there may be loot that is indicated on the Atlas maps, that is excellent in value, but seemingly unable to be accessed. Usually this is blocked by an illusion (a clue is an "*" asterisk icon appearing on the scenery blocking your path). We recommend you complete Main Quest: Wandering in the Dark, obtain the Eye of Nehaleni from Keira Metz, and interact with these illusions to dispel them, allowing access.

MERCHANTS, SELLING, AND STASHING

A thorough inspection from White Orchard to Toussaint, has revealed every single Merchant and trader you can interact with, so when your saddle bags are full, and you've become over-encumbered, you can sell off your haul as quickly as possible. Or, you can find a Stash Chest (also marked) and keep your valuables if you're more of a hoarding type.



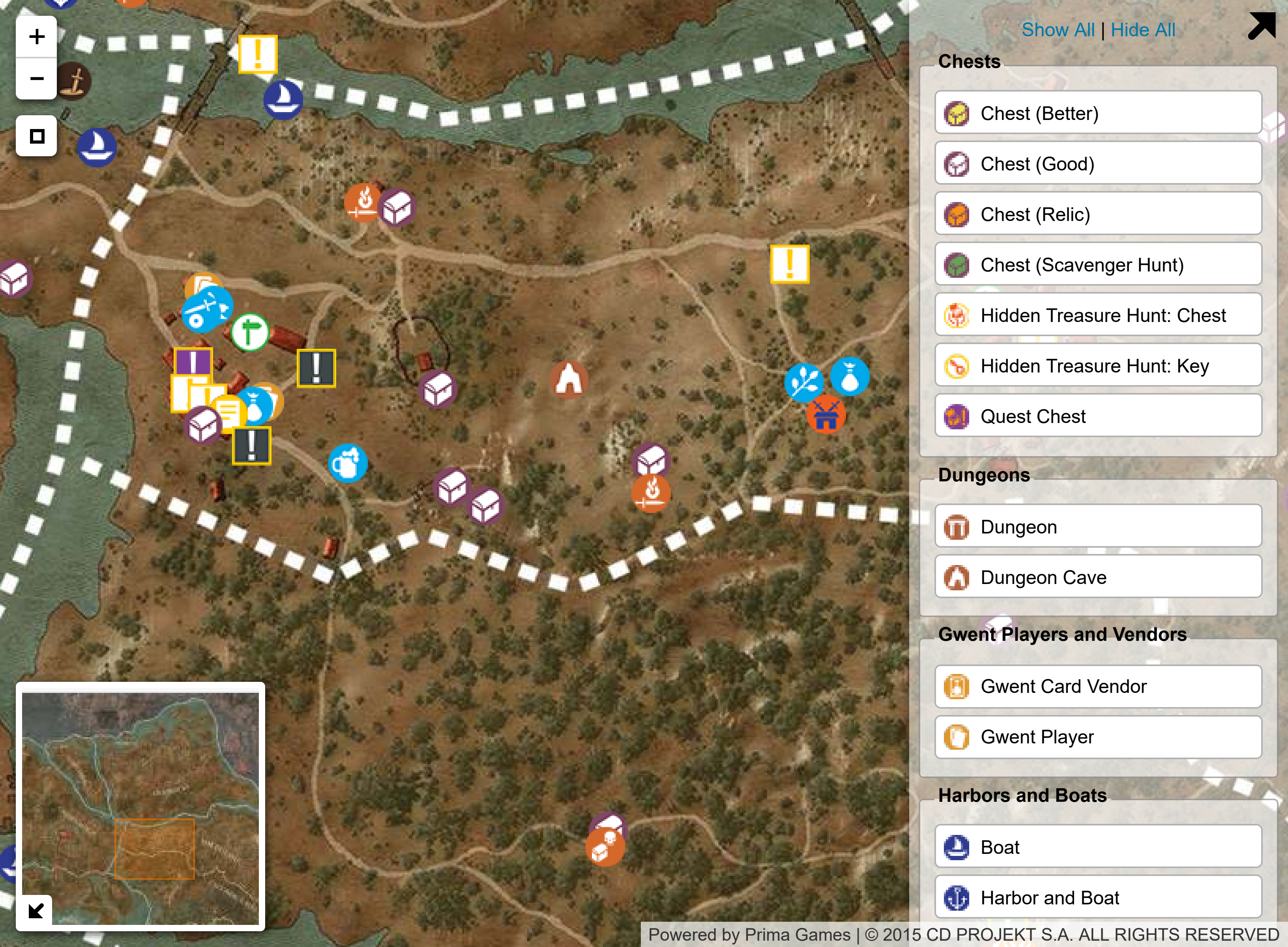
MERCHANT RATINGS

Available Crowns	Money Rating
0	Zero
1-199	Poor
200-499	Below Average
500-999	Average
1000-1999	Above Average
2000+	Rich

GOOD HUNTING TO YOU!

This Atlas could best be described as "exhaustive." There are locations of every Witcher Gear diagram and every Relic class item, but the pleasure of exploration and overcoming the obstacles needed to find certain chests has been left to you. We have striven to show what types of monsters may be nearby, but we leave the preparation up to you. If you're unsure about what monsters you might encounter and where, look around you, observe the area (always using your Witcher Senses) and turn to this guide's Bestiary for advice on tackling any threats you spot.

It's a pleasure to immerse yourself in the search for hidden treasure, and often hunts of this kind provide a very palatable sense of the world. While we have given you the chest's location, we encourage you to obtain and read any lore that might hint toward the approximate location of the treasure. Keep your eyes open, however, for the power of observation alone is sometimes enough to learn the story behind a cache.



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Chests

- Chest (Better)
- Chest (Good)
- Chest (Relic)
- Chest (Scavenger Hunt)
- Hidden Treasure Hunt: Chest
- Hidden Treasure Hunt: Key
- Quest Chest

Dungeons

- Dungeon
- Dungeon Cave

Gwent Players and Vendors

- Gwent Card Vendor
- Gwent Player

Harbors and Boats

- Boat
- Harbor and Boat

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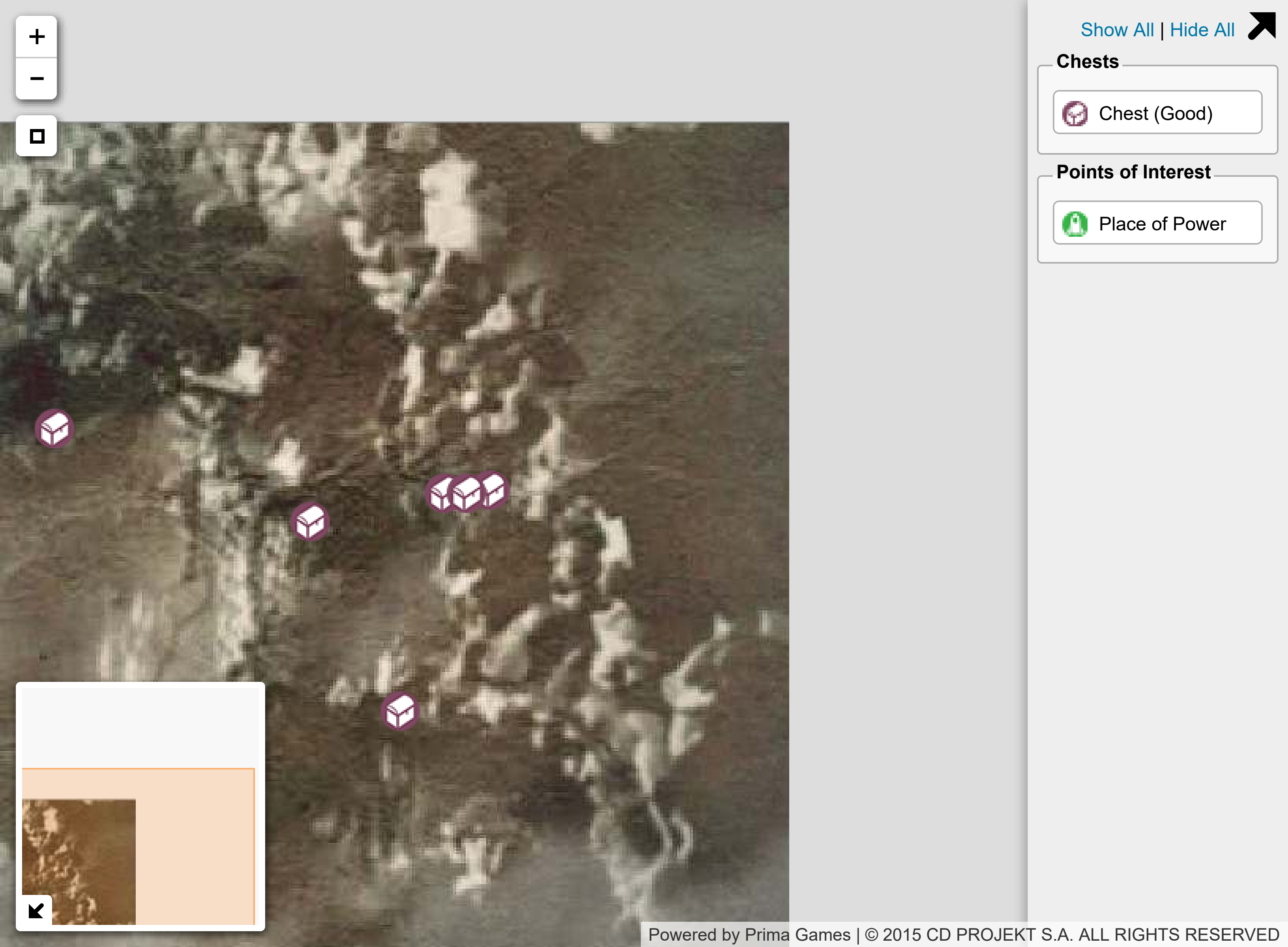
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Chests
Chest (Good)
Points of Interest
Place of Power

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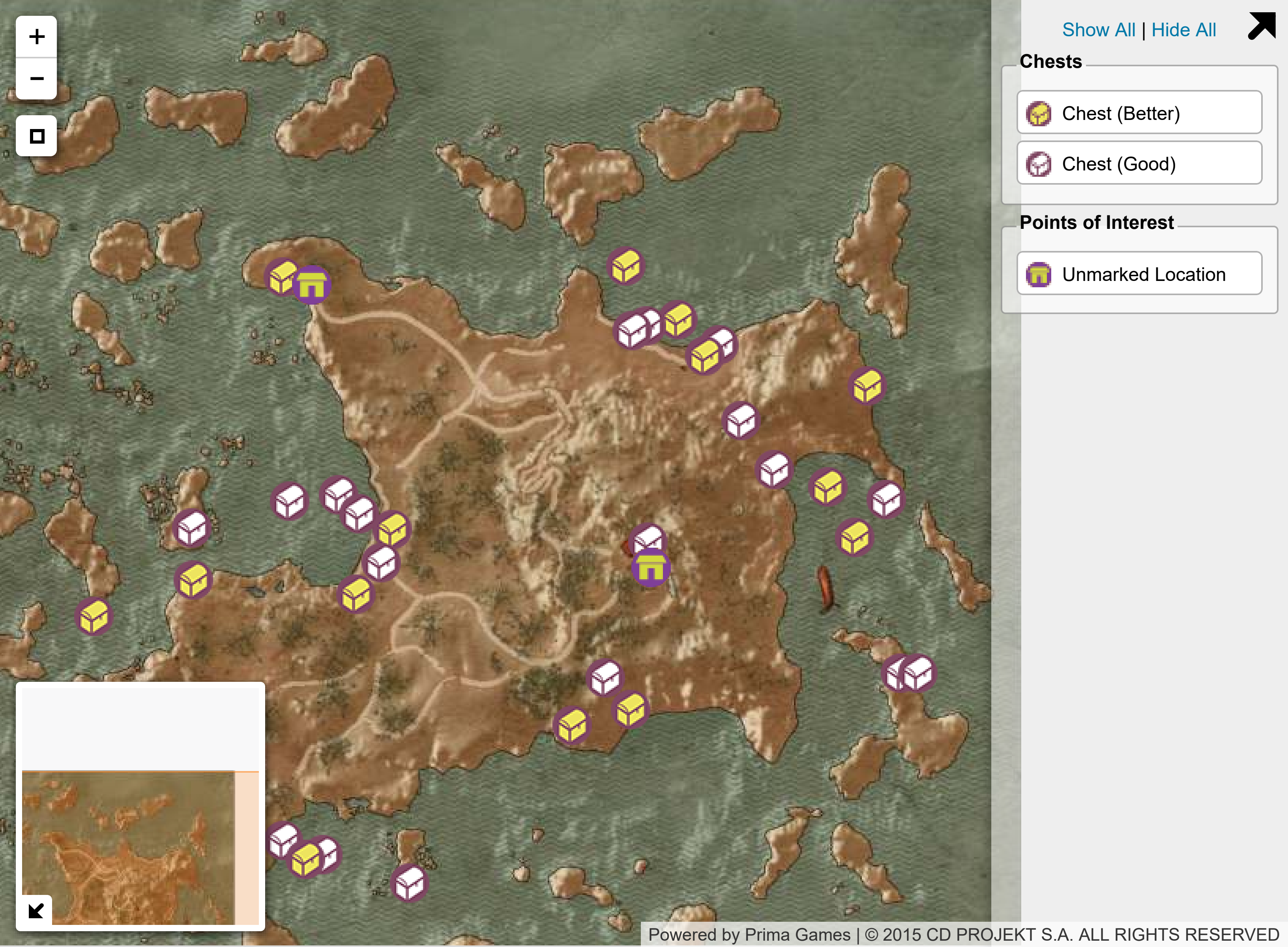
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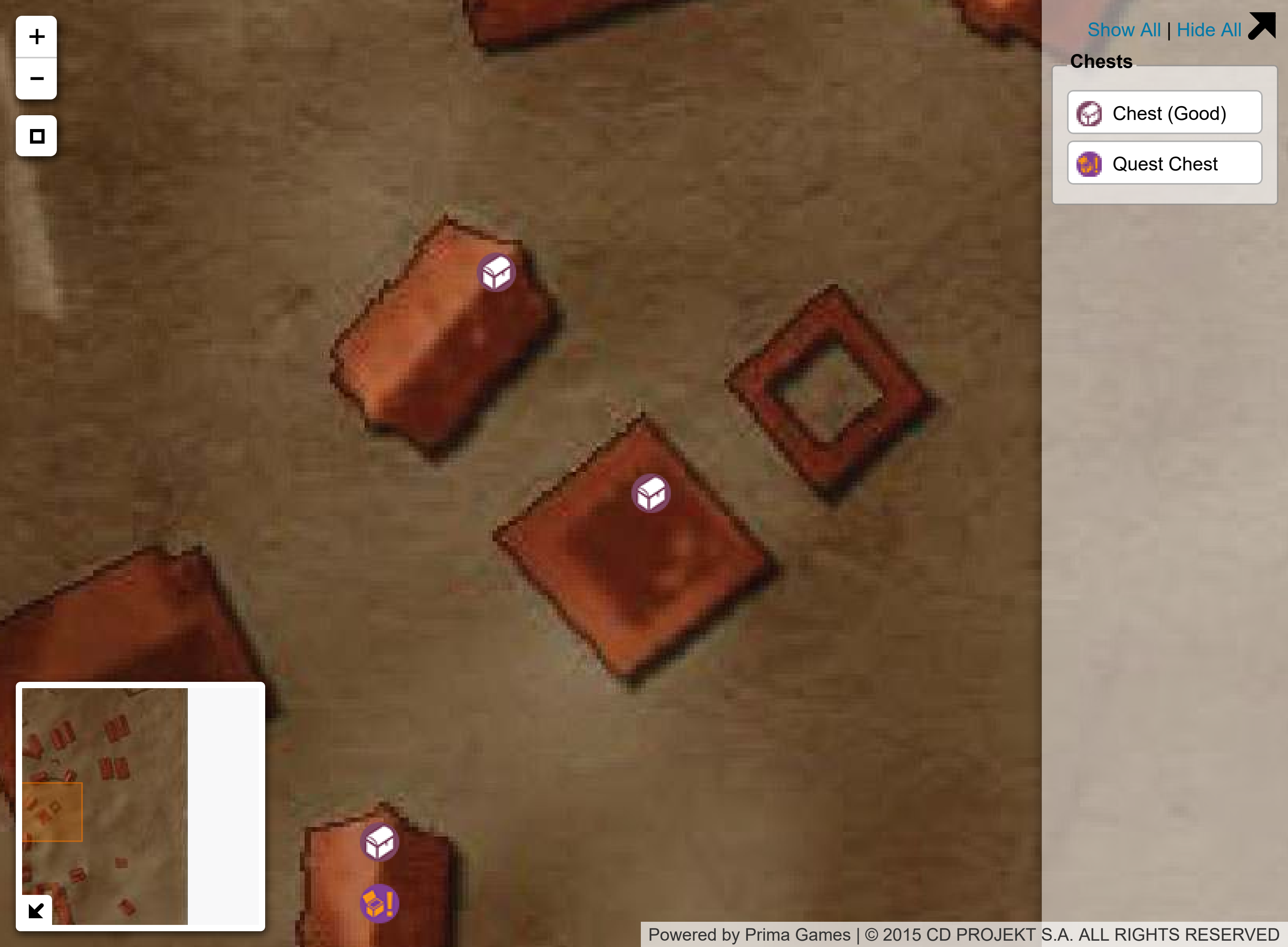
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Chests
Chest (Good)
Quest Chest

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How To Use This Guide

Quest List Table (Alphabetical)

QUEST CHAPTER: CRITICAL PATH

This part of the walkthrough gathers all of the original Main Quests in chronological order. These are divided into the Prologue and three Acts. They chart the critical path of Geralt and his adventures against the Wild Hunt.

In addition, Secondary Quests that influence the later decisions you make in the Critical Path, or are only accessible during a Main Quest, are also listed in this large chapter.

Quest Chapter: Main Quests: Hearts of Stone: This section covers all of the Main Quest activities that Geralt undertakes during the *Hearts of Stone* expansion.

Quest Chapter: Main Quests: Blood and Wine: The adventures Geralt of Rivia continue into the Duchy of Toussaint; all *Blood and Wine* expansion Main Quest activities are covered here.

QUEST CHAPTER: SECONDARY QUESTS

This part of the Walkthrough gathers all of the Secondary Quests of every different type. All are optional. Expect the following Secondary Quests:

- **Secondary Quests (General):** Ranging from small to immense, any time you see an exclamation point ("!") on your map, it is likely to start a quest. Simply check the quest name with the one in your in-game Quest menu, and follow the advice in this tome. The quests are listed by Territory, so you can (and should) easily cross-reference them in this guide's Atlas.
- **Secondary Quests (DLC):** These are Secondary Quests that are part of the free DLC.
- **Secondary Quests: Hearts of Stone:** This covers all non-critical quests that are available to you as part of this expansion.
- **Secondary Quests: Blood and Wine:** Every optional quest in the Duchy of Toussaint is detailed in this section of the guide.
- **Contracts:** Also known as Monster Hunts, these are high-level quests involving the tracking and slaughter of one or more named beasts; always high-level versions of a specific (and usually large) enemy. Advice on finding and killing them is detailed, along with a cross-reference to the guide's Bestiary.
- **Gwent Quests:** These appear in-game as Secondary Quests, but any that specifically require you to collect Gwent cards, or play professional Gwent players, occur in this specific section.
- **The Heroes' Pursuits:** These are further sub-divided into Fistfights and Horse Races: Gain notoriety by pummeling rivals for quick cash across the countryside, we tell you where! Also, gallop to victory in a variety of locations, winning equipment for your faithful steed named Roach (items that make him faster, or carry more stored items, for example).
- **Treasure Hunts or Scavenger Hunts:** Though the Atlas shows every chest of note, there are a number of specific Treasure Hunts to undertake too, and this section shows them all. Also in this section are in-depth Scavenger Hunt tactics, which take you on a freeform quest to uncover the very best Witcher gear.
- **Epilogues and Endings:** A complete list of every ending, and how previous choices you made affected the endings you received, are shown here. As you'd imagine, there are spoilers aplenty!

ATLAS OF THE NORTHERN REALMS

This sizable section of the guide reveals every hidden area, merchant, signpost, and building of note across the Northern Realms and beyond. It is designed so that you can see what you're about to encounter before you visit a new area. A full legend and introduction at the start of this chapter reveals much more. Then expect cartographical evidence for the following territories:

Cross-reference the interior maps of this chapter to the Walkthrough quest you are on, if you wish to gain further knowledge of an important area. Otherwise, this chapter is mainly useful for gaining pinpoint knowledge of where everything is, including hidden treasure chests, valuable loot, Gwent players, merchants, and your stash chests.

APPENDICES AND COMPENDIUMS

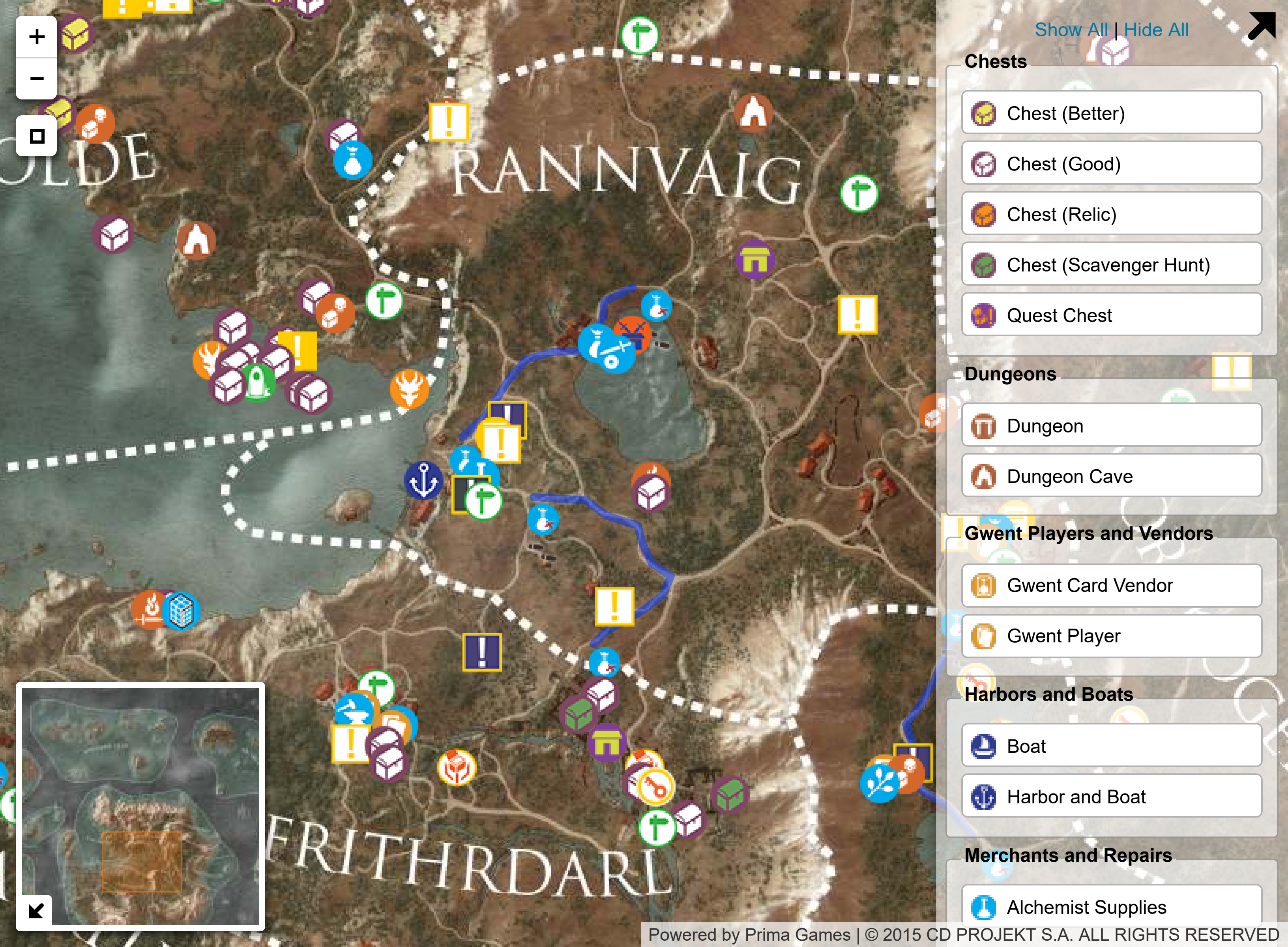
The back end of the book is crammed with a wealth of helpful information, much of it in handy table form, designed so that everything you require in a particular subject is showcased in one location. Here's what to look for:

- **Bestiary:** A document revealing critical combat knowledge for every single foe you'll ever encounter in your adventure, including some you only ever fight once!
- **Merchants of the Northern Realms:** If you're attempting to better your bartering, or find rare items to trade or sell, you need to know where to go for the best prices, and the largest collection of useful items to add to your own inventory. As luck would have it, a list of every single merchant throughout the Northern Realms and Toussaint is presented here.
- **Inventory and Unique Items:** The entirety of every important item, from swords to alchemy ingredients, is listed here along with helpful advice, statistics, locations, and other data.
- **Places of Power:** Strange monoliths dotted throughout the countryside award you with Sign boosts and ability points. They are shown throughout the Atlas, but this section lists them here, in much greater detail.
- **Carnal Knowledge:** Geralt of Rivia likes to put it about a bit, so it's helpful to learn exactly how many times this can happen, and with whom.
- **Gwent: A Complete Card Checklist:** Wouldn't it be great to have a picture of every single Gwent card, along with information on how exactly it is obtained? Then you've come to the right Appendix!
- **Gwent: The Gwentlefolk of the Northern Realms:** In order to obtain many of the Gwent cards, you must find and best dozens of individuals throughout the land. This Appendix details where every single one of them resides, what card or cards they have, and whether they can sell any to you.
- **Achievements and Trophies:** Every single award you're given during the course of your adventure is tallied here, along with any methodology needed to complete the Achievement or Trophy in question.

Quests

Quest Name
! Main Quest
! Main Quest: Hearts of Stone
! Main Quest: Blood and Wine
! Secondary Quests
! Secondary Quests: DLC
! Secondary Quests: Hearts of Stone
! Secondary Quests: Blood and Wine
! Witcher Contracts
! Gwent Quests
! The Hero's Pursuits
! Treasure Hunts and Scavenger Hunts
! Epilogues and Endings
DLC DLC Content
H&S Hearts of Stone Expansion
B&W Blood and Wine Expansion
! A Bard's Beloved
! A Barnful of Trouble
! A Costly Mistake
! A Dangerous Game
! H&S A Dark Legacy
! A Deadly Plot
! A Dog's Life
! A Favor for a Friend
! A Favor for Radovid
! A Feast for Crows
! A Final Kindness
! A Frying Pan, Spick and Span
! A Greedy God
! A Hallowed Horn
! B&W A Knight's Tales
! A Matter of Life and Death
! H&S A Midnight Clear
! A Plea Ignored
! A Poet Under Pressure
! B&W A Portrait of the Witcher as an Old Man
! A Princess in Distress
! H&S A Surprise Inheritance
! A Tome Entombed
! A Towerful of Mice
! A Walk on the Waterfront
! A Warm Welcome*
! Abandoned Sawmill
! An Elusive Thief
! An Eye for an Eye
! An Invitation from Keira Metz
! An Unfortunate Turn of Events
! An Unpaid Debt
! B&W Applied Escapology
! Armed Assault
! B&W Around the World in Eight Days
! At the Mercy of Strangers*
! H&S Avid Collector
! Bald Mountain
! Bastion
! Battle Preparations
! Battlefield Loot
! B&W Be It Ever So Humble
! Bear School Gear (Basic)
! Bear School Gear (Enhanced)
! Bear School Gear (Mastercrafted)
! Bear School Gear (Superior)
! Berengar's Blade
! B&W Beyond Hill and Dale…
! B&W Big Feet to Fill
! B&W Big Game Hunter
! Bitter Harvest
! Black Pearl
! Blindingly Obvious
! Blood Gold
! Blood on the Battlefield
! B&W Blood Run
! B&W Blood Simple
! Blood Ties
! Bloody Baron
! B&W Bovine Blues
! Brave Fools Die Young
! Broken Flowers
! Brothers in Arms: Nilfgaard
! Brothers in Arms: Novigrad
! Brothers in Arms: Skellige
! Brothers in Arms: Velen
! B&W Burlap is the New Stripe
! B&W But Other Than That, How Did You Enjoy the Play?
! Cabaret
! Call of the Wild*
! B&W Capture the Castle
! Caravan Attack*
! Carnal Sins
! Cat School Gear (Basic)
! Cat School Gear (Enhanced)
! Cat School Gear (Mastercrafted)
! Cat School Gear (Superior)
! Child of the Elder Blood
! B&W Chuchote Cave
! Ciri's Room
! Ciri's Story: Breakneck Speed
! Ciri's Story: Fleeing the Bog
! Ciri's Story: Out of the Shadows
! Ciri's Story: The King of the Wolves
! Ciri's Story: The Race
! Ciri's Story: Visiting Junior
! B&W Cleaning Those Hard-to-Reach Places
! Coast of Wrecks
! B&W Coin Doesn't Stink
! Components for an Armorer
! Coronation
! Count Reuven's Treasure
! Crime and Punishment
! B&W Curse of Carnarvona
! H&S Dead Man's Party
! Deadly Crossing (I)*
! Deadly Crossing (II)*
! Deadly Crossing (III)*
! Deadly Delights
! Death By Fire
! Defender of the Faith (I)
! Defender of the Faith (II)
! Deserter Gold
! Destination: Skellige
! Devil by the Well
! Dirty Funds
! Disturbance
! Don't Play with the Gods
! B&W Don't Take Candy from a Stranger
! Doors Slamming Shut
! Dowry
! Dragon
! Drunken Rabble*
! B&W Duck, Duck, Goosed!
! B&W Dun Tynne Hillside
! Echoes of the Past
! Empty Coop
! H&S Enchanting: Quality Has its Price
! H&S Enchanting: Start-Up Costs
! B&W Envoys, Wineboys
! B&W Equine Phantoms
! H&S Evil's Soft First Touches
! Extreme Cosplay
! Eye for an Eye
! Face Me if You Dare*
! Faithful Friend
! Fake Papers
! Family Fortune
! Family Matters
! Farting Trolls*
! B&W Father Knows Worst
! B&W Feet Cold as Ice
! Fencing Lessons
! B&W Filbert Always Pays His Debts
! Final Preparations
! Finders Keepers
! Fists of Fury: Champion of Champions
! Fists of Fury: Novigrad
! B&W Fists of Fury: Raging Wolf
! Fists of Fury: Skellige
! B&W Fists of Fury: Toussaint
! Fists of Fury: Velen
! Flesh for Sale
! Following the Thread
! DLC Fool's Gold
! For Fame and Glory
! For the Advancement of Learning
! Forefathers' Eve
! Free Spirit
! Freya Be Praised!
! From a Land Far, Far Away
! H&S From Ofier's Distant Shores
! Funeral Pyres
! Get Junior
! Ghosts of the Past
! B&W Goodness, Gracious, Great Balls of Granite!
! B&W Grandmaster Feline Gear
! B&W Grandmaster Griffin Gear
! B&W Grandmaster Manticore Gear
! B&W Grandmaster Ursine Gear
! B&W Grandmaster Wolven Gear
! Greenhouse Effect
! Griffin School Gear (Basic)
! Griffin School Gear (Enhanced)
! Griffin School Gear (Mastercrafted)
! Griffin School Gear (Superior)
! B&W Griffin-in-the-Vines
! Gwent: Big City Players
! Gwent: Collect 'em All!
! Gwent: Old Pals
! Gwent: Playing Innkeeps
! Gwent: Skellige Style
! Gwent: Velen Players
! Harassing a Troll*
! Hard Times
! Hazardous Goods
! Here Comes the Groom
! Hey, You Wanna Look at My Stuff?
! Hidden from the World
! Hidden in the Depths
! Hidden Messages of the Nilfgaardian Kind
! High Stakes
! Highway Robbery*
! Highwayman's Cache*
! Honor Among Thieves
! Hunting a Witch
! Imperial Audience
! In the Heart of the Woods
! In Wolf's Clothing
! Inheritance
! Iron Maiden
! Ironsides' Treasure
! It Takes Three to Tango
! Jenny O' the Woods
! Kaer Morhen
! Karmic Justice*
! King's Gambit
! B&W Knight for Hire*
! Ladies of the Wood
! Last Rites
! Last Wish
! B&W La Cage Au Fou
! Lilac and Gooseberries
! Little Red
! Looters (I)*
! Looters (II)*
! Looters (III)*
! Lord of the Wood
! Lost Goods
! Love's Cruel Snares?
! Lynch Mob
! Magic Lamp
! Man's Best Friend*
! Master Armorers
! Master of the Arena
! B&W Master Master Master Master!
! Message from an Old Friend
! Missing Brother
! Missing in Action
! DLC Missing Miners
! Missing Persons
! Missing Son
! Monster Slayer
! Muire D'yaeblen
! B&W Mutual of Beauclair's Wild Kingdom
! Mysterious Tracks
! Nameless
! B&W Never Fear, Skellige's Here!
! Never Trust Children (I)*
! Never Trust Children (II)*
! Nilfgaardian Treasure
! Nithing
! B&W No Place Like Home
! No Place Like Home
! Not Only Eagles Dare
! Novigrad Dreaming
! Novigrad Hospitality
! Novigrad, Closed City
! Now or Never
! Of Dairy and Darkness
! B&W Of Sheers and a Witcher I Sing
! Of Swords and Dumplings
! On Death's Bed
! On Thin Ice
! H&S Open Sesame
! Out of the Frying Pan, Into the Fire
! Out on Your Arse!
! B&W Paperchase
! Patrol Gone Missing
! Payback
! Peace Disturbed
! Pearls of the Coast
! Phantom of the Trade Route
! B&W Pomp and Strange Circumstance
! Possession
! Practicum in Advanced Alchemy
! Precious Cargo
! Precious Haul
! Pyres of Novigrad
! Queen Zukeyka's Treasure
! Races: Crow's Perch
H&S Races: Swift as the Western Winds
! Races: The Great Erasmus Vegelbud Memorial Derby
! Racists of Novigrad (I)*
! Racists of Novigrad (II)*
! Reason of State
! Redania's Most Wanted
! Return to Crookback Bog
! B&W Rivecalme Storehouse
! H&S Rose on a Red Field
! Rough Neighborhood
! Ruins, Hidden Treasure, You Know…
! H&S Scenes From a Marriage
! Shock Therapy
! Shortcut
! Shrieker
! Siren's Call*
! DLC Skellige's Most Wanted
! Skjall's Grave
! Something Ends, Something Begins (I)
! Something Ends, Something Begins (II)
! Something Ends, Something Begins (III)
! Spooked Mare
! B&W Spontaneous Profits!
! Stranger in a Strange Land
! Strangers in the Night*
! Strumpet in Distress*
! Sunken Chest
! Sunken Treasure
! Suspicious Shakedown
! Swamp Thing
! Taken as a Lass
! Tedd Deireadh, The Final Age
! Temerian Valuables
! B&W Tesham Mutna
! The Apiarian Phantom
! The Battle of Kaer Morhen
! DLC The Beast of Honorton
! B&W The Beast of Toussaint
! The Beast of White Orchard
! B&W The Black Widow
! The Calm Before the Storm
! The Cave of Dreams
! The Creature from the Oxenfurt Forest
! H&S The Cursed Chapel
! The Dead Have No Defense
! H&S The Drakenborg Redemption
! The Dwarven Document Dilemma
! The Fall of the House of Reardon
! The Family Blade
! The Final Trial
! The Flame of Hatred*
! The Four Faces of Hemdall*
! The Gangs of Novigrad
! The Great Escape
! The Heroes' Pursuits: Fayrlund
! The Heroes' Pursuits: For the Goddess' Glory!
! The Heroes' Pursuits: Fyresdal
! The Heroes' Pursuits: Kaer Trolde
! B&W The Hunger Game
! The Incident at White Orchard
! B&W The Inconstant Gardener
! The Isle of Mists
! The King is Dead - Long Live the King
! B&W The Last Exploits of Selina's Gang
! The Lord of Undvik
! B&W The Man from Cintra
! The Merry Widow
! The Most Truest of Basilisks*
! The Mysterious Passenger
! The Mystery of the Byways Murders
! B&W The Night of Long Fangs
! The Nilfgaardian Connection
! The Nobleman Statue
! The Oxenfurt Drunk
! The Path of Warriors
! B&W The Perks of Being a Jailbird
! The Phantom of Eldberg
! The Play's the Thing
! The Price of Honor
! The Price of Passage*
! H&S The Royal Air Force
! The Sad Story of the Grossbart Brothers
! H&S The Secret Life of Count Romilly
! The Soldier Statue
! B&W The Suffering of Young Francois
! The Sunstone
! H&S The Sword, Famine, and Perfidy
! H&S The Taxman Cometh
! The Things Men Do For Coin…
! B&W The Toussaint Prison Experiment
! The Tower Outta Nowheres
! The Truth is in the Stars
! B&W The Tufo Monster
! The Volunteer
! B&W The Warble of a Smitten Knight
! The Whispering Hillock
! The White Lady
! The Witchers' Forge
! B&W The Words of the Prophets are Written on Sarcophagi
! B&W There Can Be Only One
! Thou Shalt Not Pass
! Through Time and Space
! B&W Till Death Do You Part
! H&S Tinker Hunter Soldier Spy
! To Bait a Forktail…
! B&W To Everything - Turn, Turn, Tournament!
! Tough Luck
! Trail of Echoes*
! B&W Turn and Face the Strange
! Twisted Firestarter
! Ugly Baby
! Unlucky's Treasure
! B&W Using Your Loaf*
! Va Fail, Elaine
! Veni Vidi Vigo
! Viper School Gear
! H&S Viper School Gear (Additional)
! B&W Waiting for Goe and Doh
! Wandering in the Dark
! Warehouse of Woe
! Waylaid Transport
! B&W What Lies Unseen
! B&W What was That About Again?
! H&S Whatever a Man Soweth…
! B&W Where Children Toil, Toys Waste Away
! DLC Where the Cat and Wolf Play…
! Wild at Heart
! B&W Wine is Sacred
! B&W Wine Wars: Belgaard
! B&W Wine Wars: Consorting
! B&W Wine Wars: Coronata
! B&W Wine Wars: The Deus in the Machina
! B&W Wine Wars: Vermentino
! Witch Hunter Raids*
! Witcher Wannabe
! H&S Without a Trace
! Woe is Me*
! DLC Wolf School Gear (Basic)
! DLC Wolf School Gear (Enhanced)
! DLC Wolf School Gear (Mastercrafted)
! DLC Wolf School Gear (Superior)
! Woodland Beast
! Worthy of Trust
! X Marks the Spot
! Yustianna Disturbed*

This asterisk next to a quest's name indicates the quest does not appear in your in-game quest menu. This usually occurs only for very minor quests.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Boat
Harbor and Boat
Merchants and Repairs
Alchemist Supplies
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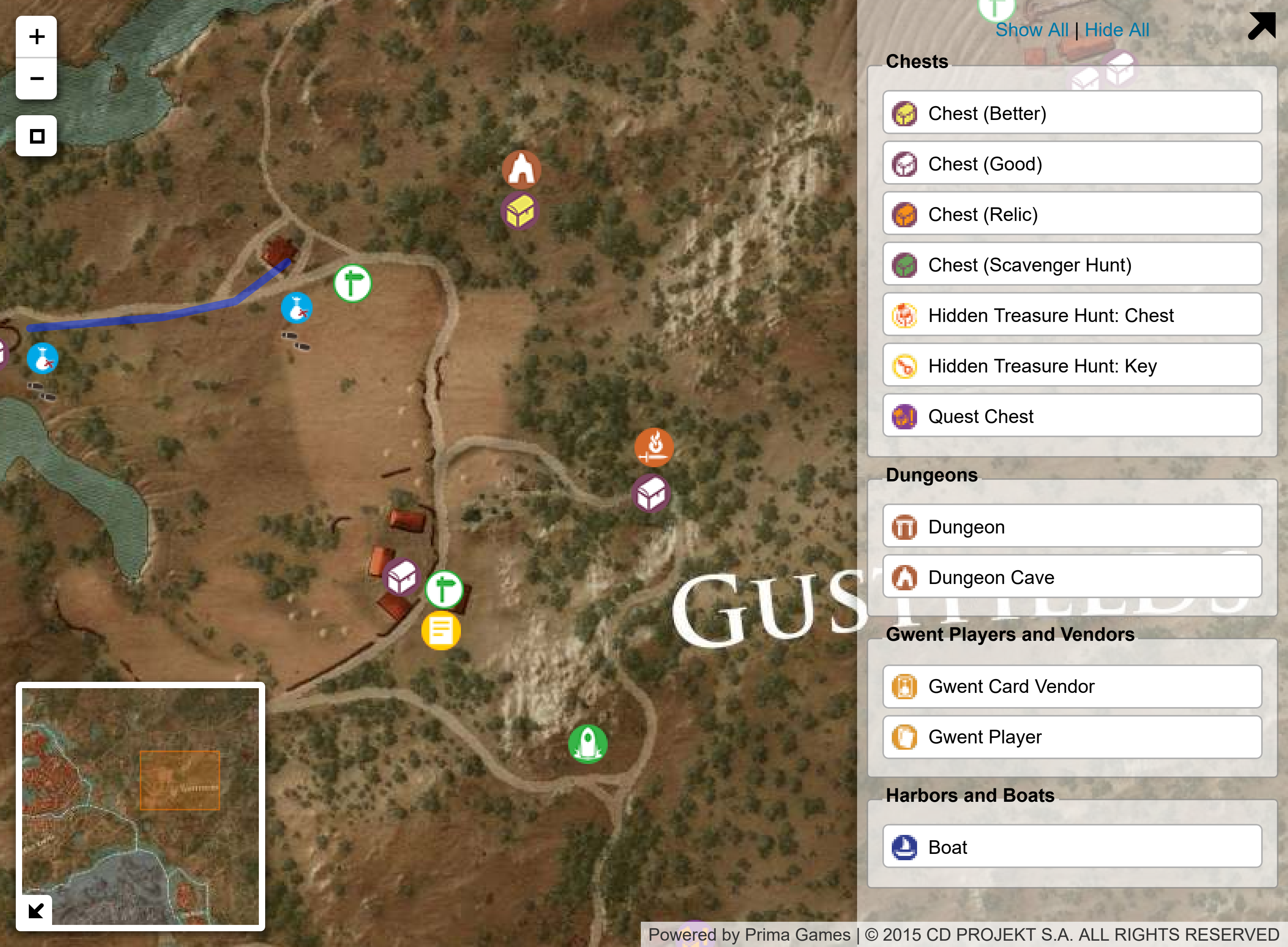
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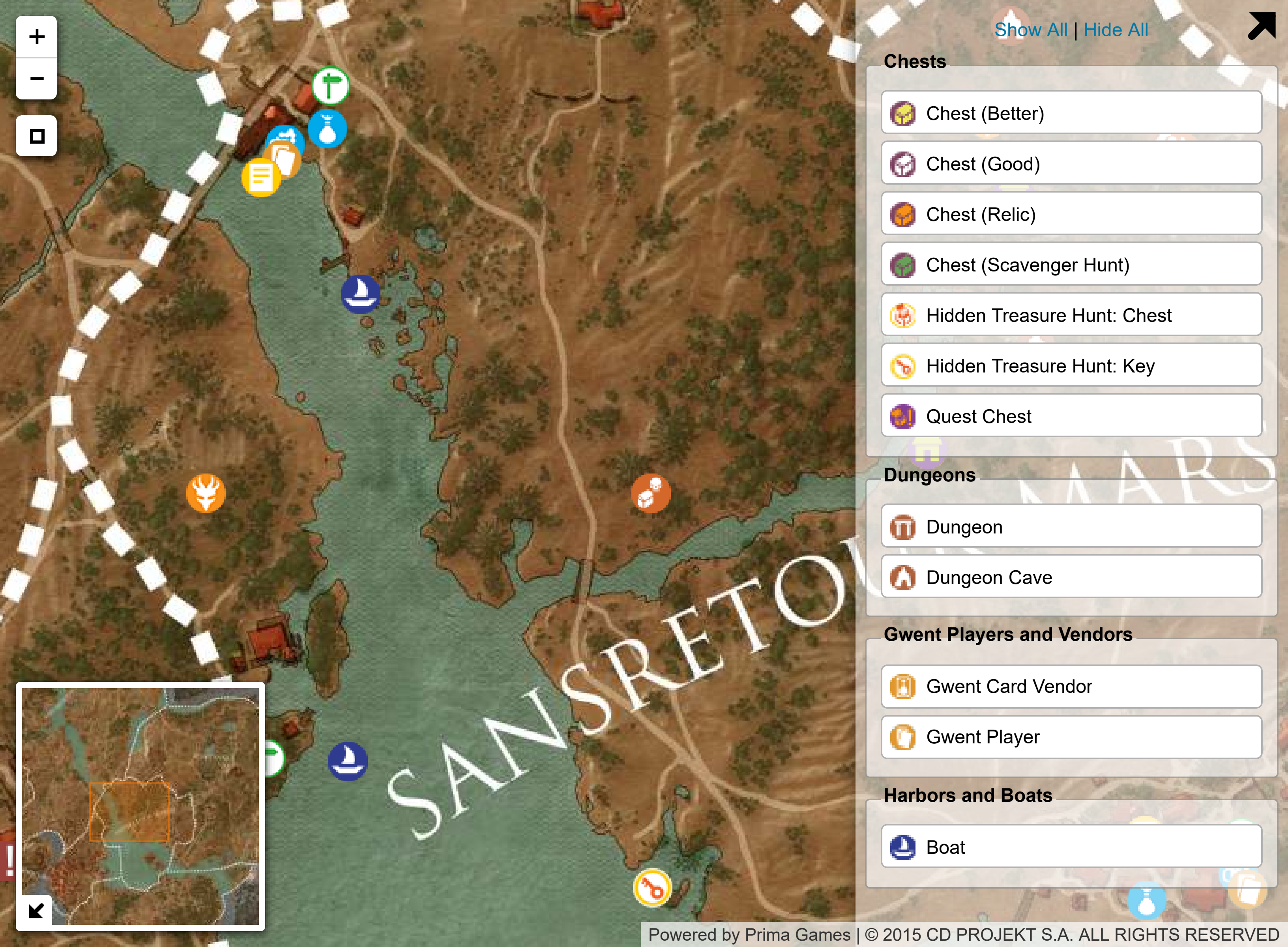
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Dungeons
Dungeon
Dungeon Cave
Gwent Players and Vendors
Gwent Card Vendor
Gwent Player
Harbors and Boats
Boat
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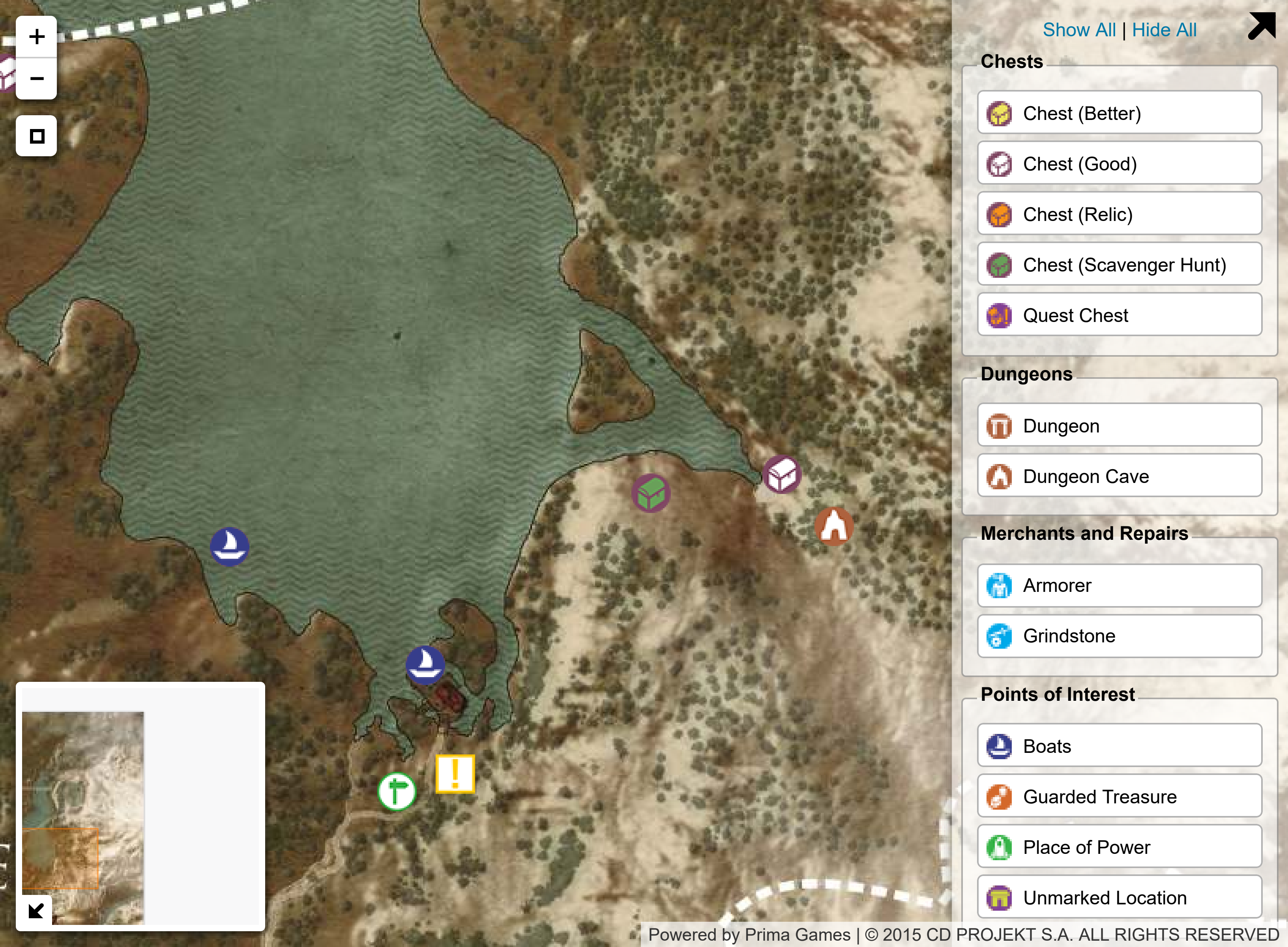
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Chests
Chest (Better)
Chest (Good)
Chest (Relic)
Chest (Scavenger Hunt)
Quest Chest
Dungeons
Dungeon
Dungeon Cave
Merchants and Repairs
Armorer
Grindstone
Points of Interest
Boats
Guarded Treasure
Place of Power
Unmarked Location
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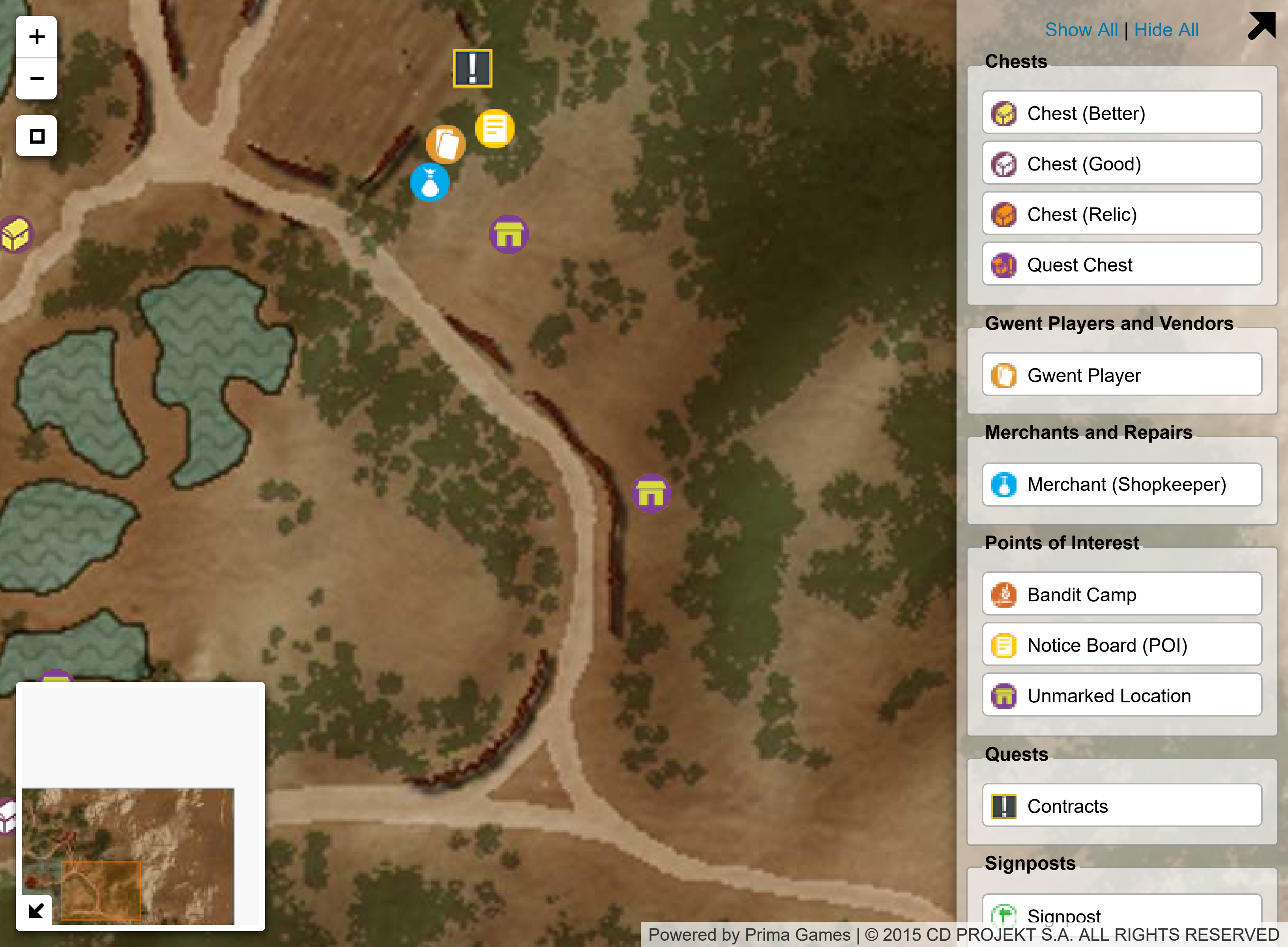
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Show All | Hide All
Chests
Chest (Better)
Chest (Good)
Chest (Relic)
Quest Chest
Gwent Players and Vendors
Gwent Player
Merchants and Repairs
Merchant (Shopkeeper)
Points of Interest
Bandit Camp
Notice Board (POI)
Unmarked Location
Quests
Contracts
Signposts
Signpost
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Introduction and Characters

The Witchers Of Kaer Morhen

GERALT OF RIVIA

Known to the elves as Gwynbleidd, and to those seeking his services, as the White Wolf, Geralt is a member of the Wolf School. He is no mere swinger of swords, but thoughtful, cunning, resourceful, and an exceptional warrior. Beneath a rather stoic exterior are murmurings of good humor, a readiness to help out those in distress, an offering of goodwill and a mastery of both his blades to help those requesting his aid.

CIRILLA FIONA ELEN RIANNON

Heiress to several thrones, the bearer of Elder Blood, and a powerful Source endowed with exceptional magical talent, Ciri is also known as the Lady of Time and Space. She seems to be living up to this name, as she has disappeared during this time of torment, forcing Geralt (who was bound to Ciri by destiny, and helped train her after she escaped a massacre in Cintra as tragedy and war deprived her of her real family) to search the lands of the Northern Realms for her—the "ashen-haired one".

VESEMIR

The oldest surviving member of the Wolf School of Witchers, Vesemir's bones may creak louder than the battlement floors of Kaer Morhen, but he shows no signs of hanging up his swords, especially since he can better any man in combat, with a combination of his blades and magical prowess. Though harsh and demanding of his students, he has become something of a mentor in these later years. His respect is now earned, not demanded.

ESKEL

Although he doesn't command the renown of his brethren, Eskel is a methodical, competent, and supremely talented Witcher that met the White Wolf when they were boys, thrusting their wooden practice swords at Kaer Morhen. Eskel walks the Witcher's Path separately from Geralt, but returns to winter at Kaer Morhen, and drinks to past successes and fallen friends.

LAMBERT

Among the very last to train within the walls of Kaer Morhen, Lambert is the youngest of the remaining Wolf School Witchers. He has a reputation for slaying the most ferocious and ravenous beasts of the Continent, but also a bluntness, arrogance, and caustic wit that many find offputting. Despite these shortcomings, he remains loyal to his companions.

Introduction

WITCHERS: NOT QUITE THE DEVILS YOU THOUGHT

A conviction has arisen amongst both mages and the hoi polloi that Witchers barely rise a hair's breadth above animals, that they are deformed and bloodthirsty mutants, and that in slaking this thirst they do not limit themselves to the fluids of monsters. Meanwhile the research and observations of Virgil of Ban Ard paints an entirely different picture of this caste.

Of course, it is an indisputable fact that the mutations Witchers undergo influence their temperament, immune system, strength and endurance, yet one cannot consider them unthinking beings forged only for killing as a result. In fact, Witchers cultivate a unique culture, a specialized body of knowledge, an effective training system, and even a code of honor. They know an incredible amount about the effects of ingesting various organic and inorganic substances, and also a small amount, but nevertheless, something about the fundamentals of magic (by which I mean the simple spells they call "Signs").

On the surface the Witchers appear to be a homogeneous social entity, but in truth their fighting styles, training regimens, and world views differ significantly depending on which school they adhere to. The best-known Witcher schools on the Continent are: the Wolf School, the Bear School, the Griffin School, the Viper School, and the Cat School.

FAIRYTALES AND STORIES

Then the fairy said to the Witcher: "I will tell you what to do: put on a pair of iron shoes and pick up an iron staff. Walk in the iron shoes to the end of the world, pat the ground before you with the staff, and sprinkle it with tears. Walk through fire and water, do not stop, do not look back. And when your shoes wear out, and when the iron staff shatters, when the wind and the heat dry your eyes so that you cannot shed another tear, then you will have reached the world's end, and you will have found what you seek and what you love. Perhaps."

And so the Witcher walked through fire and water without looking back. But he took neither the iron shoes nor the staff. He took only his Witcher's sword. He did not heed the words of the fairy.

And that's a good thing, because she was an evil fairy.

Sorceresses Of The Lodge

YENNEFER OF VENGERBERG

A formidable sorceress, Yennefer first met Geralt more than twenty years ago, when a djinn intertwined their fates together. Even though the intervening time has proved their relationship to be strong, it is frequently as stormy as the waters off Undvik. Completely the opposite of Geralt, Yennefer is more socially competent, adept at politicking, but was in the wrong place when the Wild Hunt captured her. Fleeing their grasp, she now stands at the right hand of Emhyr var Emreis.

TRISS MERIGOLD

When one turns to a dictionary to look up the word "sorceress," there should be little surprise to find a painting of Triss Merigold. The perfect example of this profession, this former mage advisor to King Foltest holds none of the pretentions and haughtiness so apparent in some of her sisters of the Lodge. A warm and personable charm has won over many cold hearts, not least that of Geralt of Rivia. She was last seen in the city of Novigrad, helping her fellow mages from the pogrom against their kind.

PHILIPPA EILHART

While Miss Eilhart was also an advisor to a king (Vizimir II), she took a more avid interest in the power her standing provided, with the Council of Mages and eventually the Lodge of Sorceresses itself. She has incredible talents, but a rather prickly nature about her. It is said that several kings found out just how prickly, since she was implicated in Vizimir's death, as well as the assassinations of two other monarchs. Little wonder that she has vanished into hiding, and is now the quarry of King Radovid's special forces.

KEIRA METZ

Geralt first met this sorceress when she was flung out of a window and fell on his head during a coup. Then he stumbled upon her deep in the Velen countryside. When her employment with King Foltest came to an end (as had the king himself), she was chased out of Temeria and forced into exile, as she had earned the wrath and hatred of King Radovid. Geralt discovers she is now eking out an existence as a witch—a wisewoman stuck curing ailments of animals and peasants alike, all the while waiting for the winds of fate to blow in her favor.

Friends Of The Witcher

DANDELION

The flamboyant troubadour and Oxenfurt academy graduate, Dandelion would be a court jester if his not-inconsiderable charisma hadn't allowed him to skirt any trouble—whether it was the numerous dalliances and affairs with the fairer sex, or skilled negotiations or stirring oratory to avoid the wrath of the powerful gentry. However, as his current whereabouts are unknown, this actor of some repute may have ruffled feathers one too many times.

ZOLTAN CHIVAY

A veteran of the Battle of Brenna, Zoltan Chivay is a ferocious force when armed with an axe, a master tactician when given a hillside and an ambush to attempt, and offers an ascerbic tongue when placated with mead. A soldier of fortune, player of Gwent, and loyal to both Dandelion and Geralt, he is a true force for good, and proves that no one is more loyal than a dwarf.

AVALLAC'H

Though little is known about this elven sage of the Aen Elle, it is apparent Avallac'h's path had crossed Geralt's in the preceeding years. Displaying an unnerving interest in the child of the Elder Blood, his exact motives remained unclear. With some investigation, it seems Avallac'h was a one-time tutor and mentor to Cirilla, as well as the chief advisor to the King of the Aen Elle—a monarch whose demise had precipitated a conflict between Avallac'h and the successor, Eredin.

Introduction and Characters

The Nilfgaardians

EMHYR VAR EMREIS

There are few more formidable figures alive today than Emhyr var Emreis, Deithwen Addan ya Carn aep Morvudd (the White Flame Dancing on the Grave of his Foes), otherwise known as the Emperor of Nilfgaard. While he rules half of the known world, he has conquering aspirations for the other half. His path crossed that of Geralt's, after the emperor learned his daughter Ciri was in great danger, and that the Witcher was a better tracker than any in his army. That, and a friendship with the sorceress Yennefer of Vengerberg, forged an unlikely (and mostly strained) alliance.

Introduction and Characters

The Redanians

RADOVID V THE STERN

An uncaring and paranoid ruler, seeking vengeance rather than compromise, and allegiance or a slow and wretched death, Radovid seeks to thwart Nilfgaard while continuing to slaughter as many mages as he can find, believing them the root cause of all evil in the world. Setting his sights on the Free City of Novigrad, he hopes to gain control of its treasury and strategic location. An intelligent man and puppet master, but one trapped in his own world of disturbing visions.

The Big Four of Novigrad

SIGISMUND DIJKSTRA

The former head of Redanian intelligence and a man Geralt had many dealings with in the past, Dijkstra the spy is masquerading as a count named Sigi Reuven, and has amassed a great wealth in the city of Novigrad as part of the Big Four crime families. Embroiled with Philippa Eilhart, and Radovid's frenzy of hatred for the sorceress, Dijkstra fell out of favor with the King, and has wisely gone to ground under the assumed name of "Sigi Reuven". But you can never keep a good political wrangler down…

FRANCIS BEDLAM, KING OF BEGGARS

Without a ruler for nigh on two hundred years, Novigrad's only "monarch" is the self-styled King of Beggars, a title that mocks the pomposity of such power. Managing a network of cut-purses and beggars, he offers them protection in exchange for the gossip they overheard as well as a cut of their ill-gotten gains. He holds court in the aptly titled Putrid Grove area of the city.

CARLO "CLEAVER" VARESE

A violent and terrifying dwarf, "Cleaver" lives up to his nickname as he enjoys torturing his victims by feeding them to pigs and hacking off their fingers with his namesake blade. Unbalanced even during periods of peace in Novigrad, a recent attack by his rival, Whoreson Junior, has left Cleaver spitting blood. He means to hunt down and murder every one of Whoreson's men, even if that results in leaving the city in ruins.

CYPRIAN "WHORESON JUNIOR" WILEY

One of Novigrad's most dangerous criminals, Whoreson Junior has inherited his father's businesses across the city, as well as his sadistic and shocking foibles toward the harlots he encounters. With the unwritten armistice between Novigrad's criminal groups broken, thanks to Whoreson's willingness to murder his three rivals, he has turned an already tumultuous time in Novigrad into utter chaos. Perhaps there is method to his madness?

The Temerian Two

VERNON ROCHE

Before his forces were driven from his homelands, and he was forced to camp in a gorge in the woods close to Oxenfurt, Vernon Roche was the commander of the Temerian Special Forces, and one of King Foltest's most trusted subordinates. Few matched Roche's expertise in acts ranging from the modest (slaying a band of Scoia'tael) to the impressive (putting down rebelions). But now, he has lost everything; his king, his lands, and most of his men. Now he stages ambushes against the overwhelming forces that occupy the land.

VES

Once a veteran officer of the Blue Stripes, and one of a handful of soldiers to survive the war with her commander. While Roche is stoic, Ves is much more headstrong, and but driven to reckless despair by the current situation of the war. It is fortunate, then, that her skills with the sword and the crossbow are nothing short of magical. Her sharpshooting and knife skills are utilized whenever she sees fit, a troubling tendency that Roche hopes to rein in.

Introduction and Characters

The Zealots Of Novigrad

THE ETERNAL FIRE

The persecution of the mages, under orders from Radovid himself, has spread to Novigrad. The Church of the Eternal Fire (a religious organization comprised of fanatics with a hunger for group executions) runs the city, at least on the surface. Caleb Menge, the commander of the Temple Guard, is an opportunist and paranoid force of fear in this city, helped by preachers such as Nathaniel Pastodi, who have their own hypocritical deviancy to hide. Now the Eternal Fire allies itself with witch hunters (such as Graden) sworn loyal to Radovid. This is a marriage of the most frightening aspects of zealotry.

The Downtrodden And Deviant

THE BLOODY BARON: PHILLIP STRENGER

After the abandonment of the wooden fortress known as Crow's Perch in northwest Velen, a new baron moved in with his motley band of men: a Temerian opportunist who negotiated this fortification with the Nilfgaard occupiers. The locals call him the "bloody baron," for the handling of his vassals wasn't the most tender. Now he sits and mopes. Some say with his violent bouts of drunkenness. Yet there may be a softer side to this sot.

THE CRONES OF CROOKBACK BOG

Beware the marshes of Crookback Bog, to the southwest of No Man's Land for the three crones (Whispess, Brewess, and Weavess) are said to lure in childen with the promises of sweet treats. Some hypothesize that these unwanted orphans are devoured, but others seem to venerate these ancient crones, said to be around since the reign of the first human kings. Tributes to the crones (in the form of human ears) are demanded. But these are old washerwomens' tales to frighten wayward children from drowning in the bog. Aren't they?

JOHNNY THE GODLING

The Witcher Geralt has a very difficult time believing such a little fellow as Johnny exists. No one could live in the stinking mire of Crookback Bog, unless they hope to become drowner food. But Johnny does indeed scurry about the marshes. He is a godling, a rare breed of creature of which little is known, and less is written about.

Introduction and Characters

The Oppressed, And The Peasantry

NONHUMANS

THE AEN SEIDHE

THE SCOIA'TAEL

DWARFS

HALFLINGS

You may not immediately see many elves (the Aen Seidhe), dwarves, or halflings on your travels through the Northern Realms, since they bear the brunt of oppression by all and sundry, from the lowliest peasant to the pogroms of King Radovid himself. The elves are particularly hated, with racism rife throughout Novigrad and the surrounding territories, and forcing many into shanty towns like Farcorners, to the south of the city. Little wonder that many nonhumans join the ranks of the Scoia'tael—outlaws that camp in the countryside to wait and ambush, existing as bandits. Only the halflings seem to have escaped the most vicious of persecutions. But for how long?

HUMANS

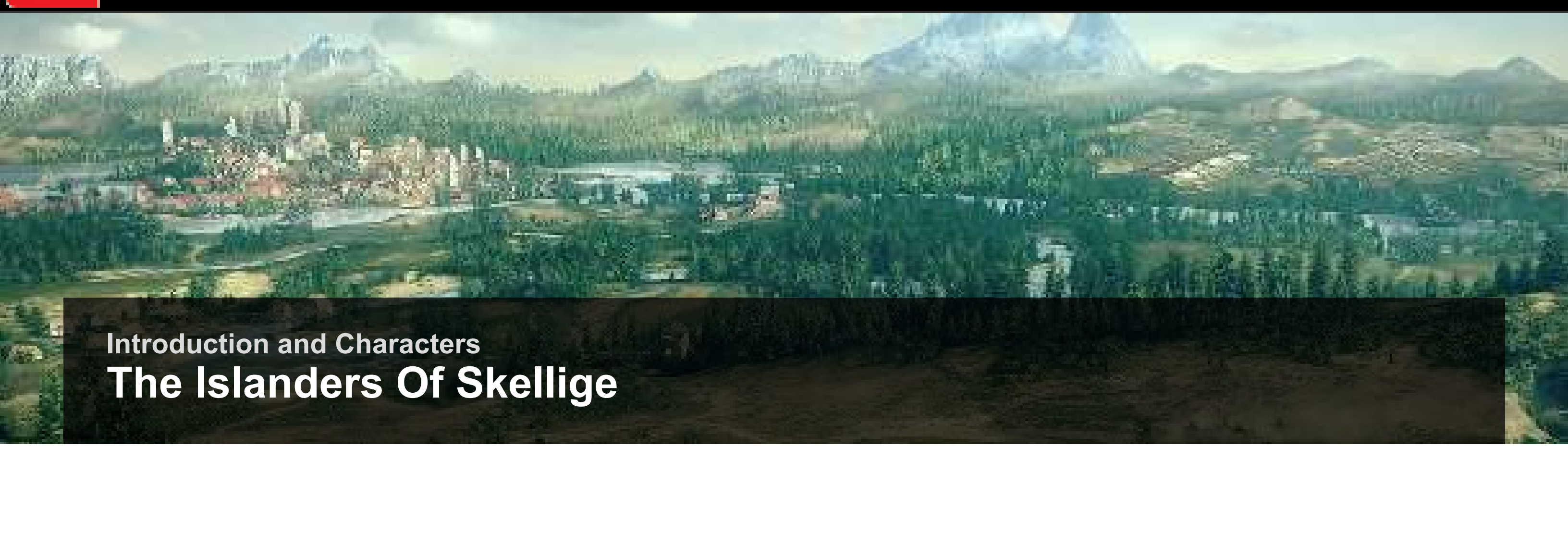
NORDLINGS

HUMANS

SOLDIERS

PRIESTESSES OF FREYA

The general peasant population of the Continent and Skellige have as wide a range of outlooks on life and work as there are ghosts on Fyke Isle. The Nordlings of Novigrad and Velen live in fear of Nilfgaardian invasion.Those existing in No Man's Land having paid a particularly terrible price during this time of war. Many enlist as soldiers. Others farm what is left of their lands. On the islands of Skellige, you'll find priestesses still worshipping the old goddess Freya.



Introduction and Characters

The Islanders Of Skellige

CRACH AN CRAITE

The sagas will sing of Crach an Craite's strength, courage, wisdom and generosity, but not omit the dogged determination he had for pursuing his foes. He is the mightiest of the Skellige Jarls, the Tirth ys Muire (or Wild Boar of the Sea) who devastated coastal villages during the raids of his youth. Long a friend of Geralt and Ciri's mother Pavetta, Crach is now at the apex of a new struggle for power among his people. He is proud that his two children are both favored claimants to the throne of Skellige, left vacant after the recent death of Good King Bran.

ERMION

An old acquaintance of Geralt's, Ermion is the leader of the Druid's Circle in Skellige, and advisor to Crach an Craite on matters concerning magic. He is the closest to a diplomat these islanders have. He is content to use reasoning as well as an uppercut or the swing of an axe. Naturally thoughtful to the point of being obstinate, one must learn patience before Ermion chooses to part any wisdom with you.

CERYS AN CRAITE

Her friends call her Sparrowhawk, she earned the nickname for her swift and fierce nature. Inheriting all of her father's resolve and courage, as well as his stubbornness, she is dauntlessly optimistic about her chances to rule Skellige, despite the many challenges she faces—not least the claim of her older brother. She seeks to prove a great deed that would earn her the widespread honor and respect those of Kaer Trolde already give her.

HJALMAR AN CRAITE

The eldest (by a few minutes) of Crach's twin children, the formidable Hjalmar exhibits many of his father's posture and character, and many saw him match (and perhaps overtake) Crach's fame as he began his own path of violence and bravado. His tendency to be reckless isn't seen as a shortfall, but rather stirs the hearts of the loot-craving youth from Trottheim to Svorlag. This has made him the obvious choice as the next King of Skellige. After one final saga, the defeat of the ice giant of Undvik.

JARL “MADMAN” LUGOS DRUMMOND

Though his silhouette doesn't cut the most imposing of shapes, there are not many islanders that would stand nose to nose with the Jarl of Clan Drummond. Ruling southern Ard Skellig with an almost unhinged fury, he is quick to shouting, faster with a blade, and would overthrow the ruling an Craite clan in a bloody coup if he wasn't bound by the laws of Skellige.

JARL UDALRYK AN BROKVAR

Once a just and fair ruler of the outer isle of Spikeroog, Jarl Udalryk of the Brokvar clan has been recently addled with a strange distemper, causing many of his closer friends to avoid him. Increasingly erratic, rumor has it that Udalryk believes the gods themselves speak to him, demanding sacrifices and revealing prophetic dreams. Most simply see him as madder than Jarl Lugos, which is saying something.

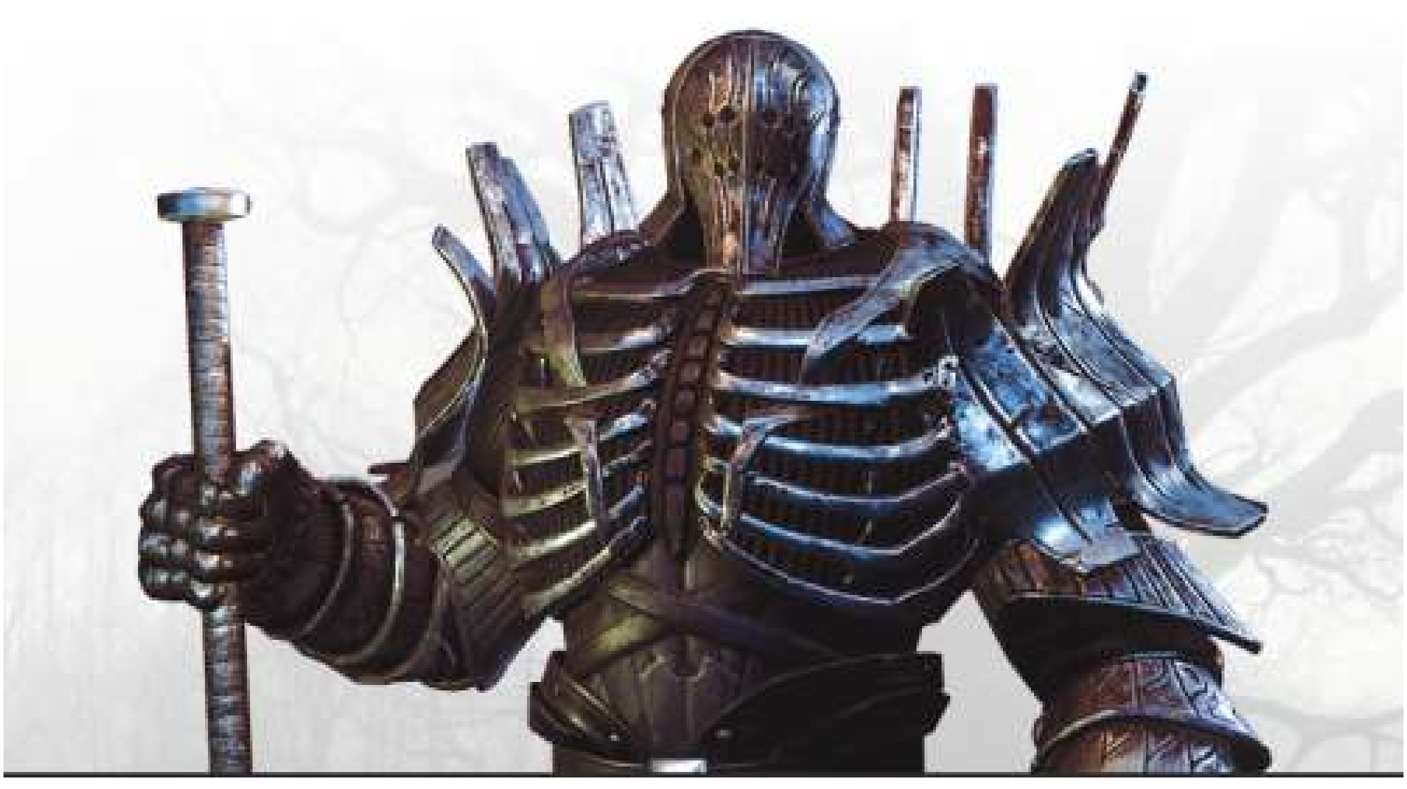
JARL HOLGER BLACKHAND

Jarl of the Dimun clan of Faroe, the thin mountainous outer isle to the southeast, Holger Blackhand may have a face like a slapped arse, a missing eye, and dark discoloring of his hand and forearm (earned by frostbite after his longship ran aground), but his plundering nature is formidable. He sees little difference between razing a village or ship flying a rival clan's flag, or attacking a settlement on the Continent.

JARL DONAR AN HINDAR

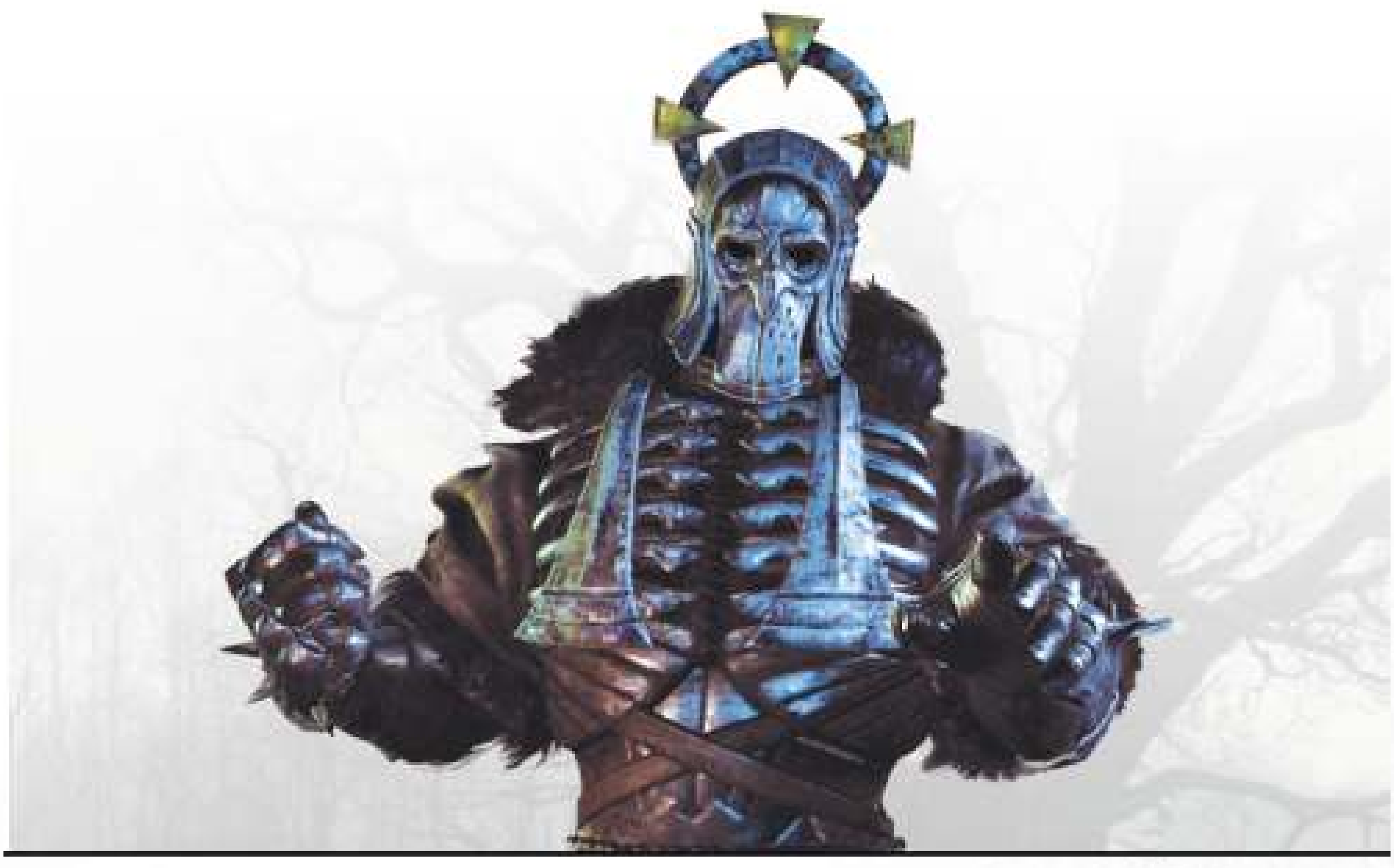
The eldest of the Jarls, Donar an Hindar rules the island that bears his name—Hindarsfjall to the east of Ard Skellig. An advanced age hasn't stopped him from being an active and respected leader. Only the chaotic temprement of Jarl Lugos gets his goat. He shares his home with Freya's Temple, and like the goddess, is considered pious, wise, and just. Unless he was ransacking the temples of the Continent in his youth, of course.

Leaders Of The Wild Hunt



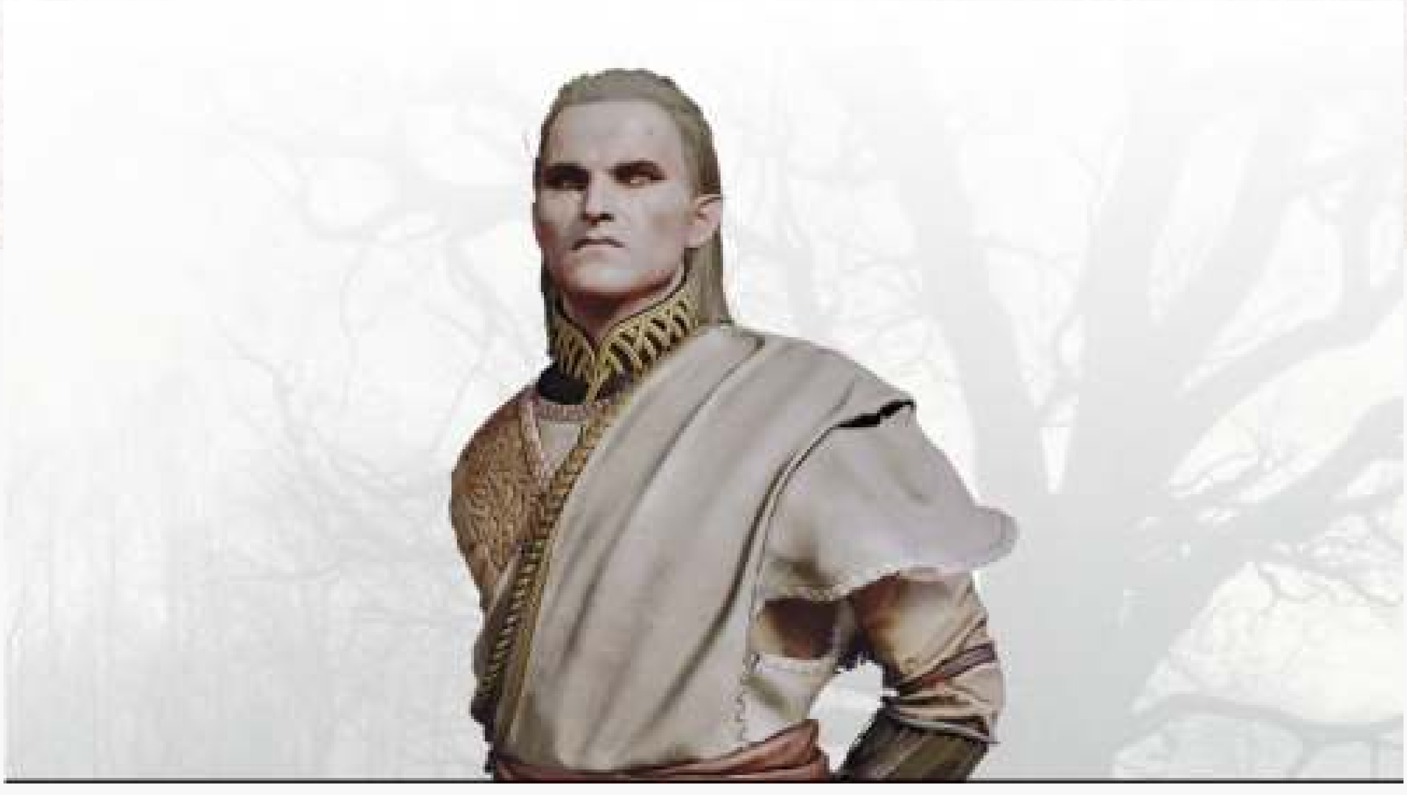
IMLERITH

The Wild Hunt are despoilers, burning red riders, and a portent of the White Frost. Their master tactician is Imlerith, a frequent guest in Geralt's nightmares, and one who had been chasing Ciri relentlessly. He is a powerful and brutal warrior, fighting in countless wars for the Aen Elle, in other worlds. Now he seeks to spill blood here, as he prizes physical confrontation above all else, taking advantage of the Crones' sabbath to wallow in pleasures of the flesh.



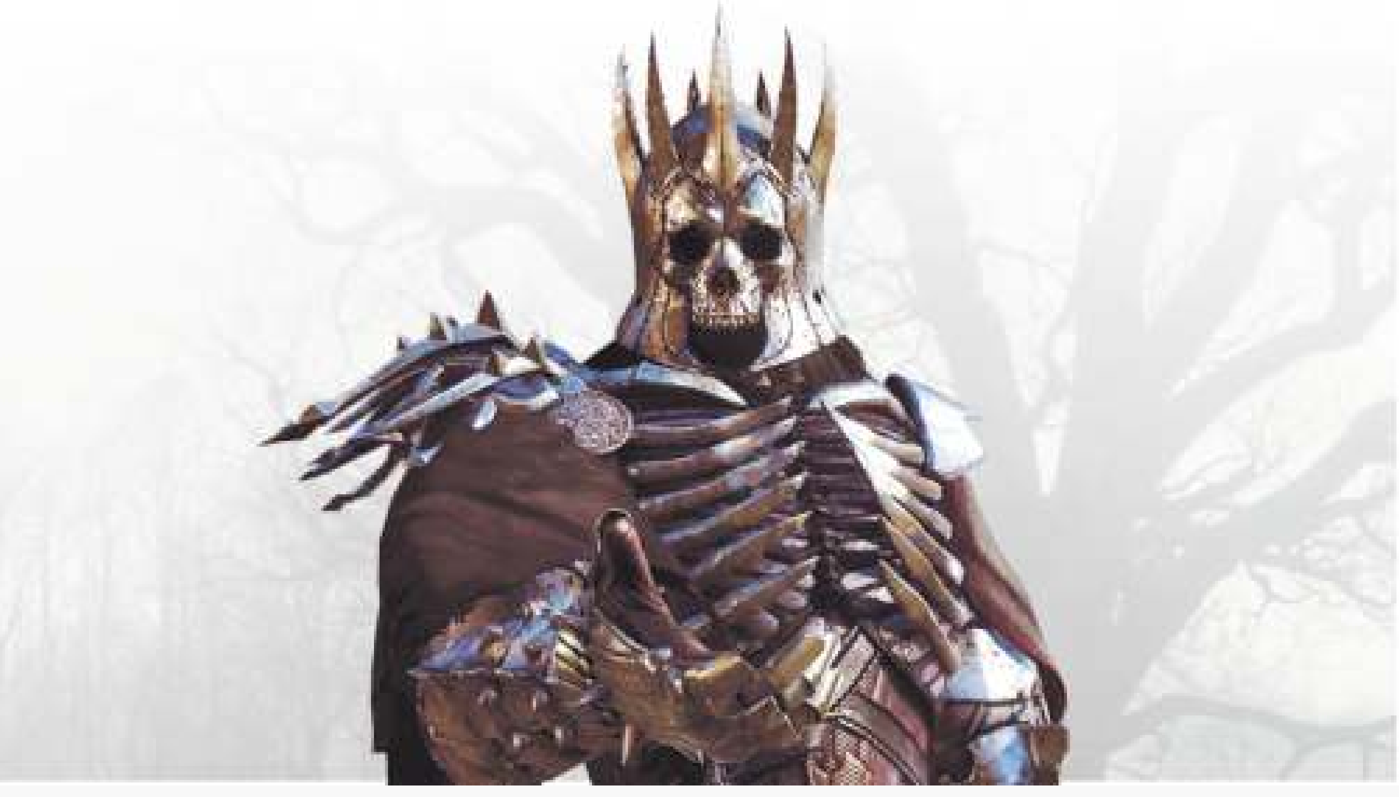
CARANTHIR

A senior adviser to Eredin, and an important asset as he understands nature and the essence of other-worldly passages; a series of portals that can bring a man (or in this case a ghostly unit of warriors) between worlds. He is responsible for the navigation of the Wild Hunt's Riders. He captains the demonic longship said to arrive at the Final Age. A vessel crafted from the claws of the dead. If you see a portal open, and armored foes with skeletal helms stride out, Caranthir was responsible.



GE'ELS

Enjoying the trust and respect of the Aen Elle world, Ge'els holds a high-ranking position after Eredin took power from the previous ruler, Auberon Muircetach. Ge'els is the master of the political theater, a conjurer of illusions, and a seminal orator and rhetorician of the highest ability. He acts as the viceroy while the Wild Hunt travels the worlds, and is rarely seen.



EREDIN BRÉACC GLAS

The king of the Wild Hunt, the lord of nightmares, and the force behind the mask of fright, only vague information about Eredin has coalesced into a terrifying knowledge. Eredin's cavalry (the Dearg Ruadhri) are an elite brigade from the world of the Alder Folk. Traveling via secret paths through the cold emptiness between worlds, he razes villages and summons the White Frost, capturing victims to take back as slaves. His current quarry is a power he wishes to harness, that of the Elder Blooded one called Cirilla.

The Borsodi Brothers (Hearts of Stone)

EWALD BORSODI

While pondering the next step in his adventure, Geralt of Rivia was approached by a mysterious stranger. This man did not say who he was, where he was from, how he knew of the Witcher, or how he had found him. They soon formed an uneasy partnership, one which would lead to Geralt witnessing a battle between two brothers over past wrongs and control of the family fortune.

HORST BORSODI

Horst Borsodi, owner of the most famous auction house in all the North, was considered a snobbish brute by many who knew him. He looked down his nose at all and sundry, and regularly had his men toss “undesirables” out of his place of business, following this up with a rough beating. It was said that none would walk behind the once rich and mighty Horst Borsodi’s casket when he died, and none would shed a tear over his grave...

A Quartet Of Criminals (Hearts of Stone)

CASIMIR BASSI

A demolitions specialist who had cut his teeth in the mines of Mahakam, this dwarf was proposed to Geralt as a possible partner in crime, one who could bypass the vault of a local auction house using explosives. Casimir seemed unreliable, given his oscillations between rage and despair after learning of his wife's cuckoldry, and his methods were far from subtle (though no one could deny their effectiveness).

EVELINE GALLO

To rob a vault, one needs to get inside the building containing said vault. To accomplish this, Geralt could use the help of a certain Eveline Gallo, a circus performer famed through all the North, and who, it seemed, used her considerable talents for less law-abiding purposes as well. As is often the case in life, Eveline was willing to help, but only in exchange for a favor; the Witcher had to save her circus troupe from humiliation.

HUGO HOFF

Geralt needed someone who could scale the glass-smooth wall of a tower abutting the Borsodis' Auction House. One of the few capable of this feat was Hugo Hoff, alias "Beef Patty," a Halfling with countless break-ins and robberies under his belt. His last know whereabouts were the seedy taverns of Oxenfurt, and it turned out Hugo Hoff was in no condition to join Geralt's crew.

QUINTO

Geralt has taken on a mad assortment of tasks in his life, many of which strayed far beyond his core trade of monster hunting. Recruiting a team to break into the vault in the Borsodis' Auction House, however, stood out as atypical even against this motley backdrop. One of the shady characters the Witcher was told would make a good candidate was Quinto, the most famed safecracker north of the Yaruga.

The Von Everec Family (Hearts of Stone)

IRIS VON EVEREC

Olgierd von Everec had once loved the beautiful and wealthy Iris so deeply, he was willing to sacrifice everything to overcome her family's objections and marry her. Yet the price he paid proved too much and their marriage slowly fell apart. Abandoned by Olgierd, Iris withered into a shadow of her former self, haunting his ancestral home with her rage and remorse and escaping into a painted netherworld.

THE BLACK CAT AND DOG

In the von Everec estate, a host of strange and horrifying creatures reside. Among these were a black cat and dog who, though able to speak, chose to say very little about themselves. Geralt surmised they were demons from another sphere, summoned by black magic, trapped in animal bodies, and bound to serve Iris von Everec. They seem not to feel sympathy for their mistress, as such feelings did not form a part of their nature and did not reside in even the darkest corners of their souls.

OLGIERD VON EVEREC

Olgierd was a unique character. He led an informal band who worshipped the ground he walked on, though he clearly was of a different sort than they: educated, a lover of art, and an adherent to a certain noble code. Yet Geralt also perceived something indefinable within the man, something years later he would call "a void crying out to be filled."

It seems once upon a time, Olgierd fell hopelessly in love with Iris, a beautiful young lady from a well-off family. Her parents accepted his proposal of marriage and all seemed set for a happy ending when a storm of misfortune sudden broke over the von Everec family. A chain of bad decisions and a few years of bad harvests left the once-wealthy family deeply in debt. Then the Borsodis purchased this debt and, with their brutal enforcement of its terms, drove the von Everecs into utter bankruptcy. Iris' parents revoked their approval of Olgierd, and betrothed Iris to an Ofieri prince. Out of desperation, Olgierd turned to Master Mirror—and soon won back his confidence, influence, and most importantly, his wife. It was only afterward that Olgierd discovered his contract with Master Mirror had a particularly strange (and horrifying) clause…

VLODIMIR VON EVEREC

The younger von Everec cut a strange figure, even for a ghost. He showed hints of noble refinement, but often his mannerisms better resembled those of a lifelong brawler or hooligan—no doubt because he had spent much of his living years raiding and marauding with a band of rough characters. One thing is certain: Vlodimir liked to have a good time and had found death sorely lacking in quality entertainment.

The Warm- And Cold-Hearted (Hearts of Stone)

SHANI

It came as a surprise to run into Shani, an old and dear friend of Geralt's from the time she was a coltish coed, who had grown into a dignified doctor and a fearless field medic for the Redanian Army. Geralt was reminded that he and Shani had once shared passionate (though passing) feelings for each other. Fate decreed Shani would not linger long in her hometown of Oxenfurt, for as long as the war lasted, she was the Redanian army's to command. Before leaving, Geralt thanked his friend, hoping they would meet again, later or, quite preferably, sooner.

GAUNTER O'DIMM – MASTER MIRROR

Geralt has escaped many predicaments, sometimes of his own doing, sometimes aided by others. One of the strangest helping hands was that extended to him by Master Mirror. Appearing out of nowhere, on the Ofieri boat where Geralt was being held captive, Master Mirror reminded the Witcher of their first encounter, when he helped Geralt find Yennefer in White Orchard. Now he was offering help again—this time for a price. A strange branding appeared on Witcher's face, providing proof of the seriousness of their pact and raising a suspicion later confirmed beyond all doubt...

The Lords And Ladies Of Beauclair (Blood and Wine)

DUCHESS ANNA HENRIETTA

If this world has ever known a ruler who enjoyed the absolute admiration of her subjects without the need for systematic repression or a particularly cruel hangman, it was, without a doubt, the sovereign of Toussaint, Duchess Anna Henrietta. Called Anarietta by those who knew her well, she was the widow of the late lamented Duke Raymund and one-time lover of a very famed and talented artist who would prefer to remain anonymous. A few years prior, when the Witcher and a band of friends were visiting Toussaint, Anna Henrietta had had the pleasure of meeting Geralt of Rivia. When a mysterious Beast began attacking her courtiers, the Duchess thus knew exactly whom to summon.

CAPTAIN DAMIEN DE LA TOUR

One of the Beauclair court was Damien de la Tour, the captain of the Ducal Guard. He was absolutely and unconditionally (to say “unthinkingly” would be unfair, yet not entirely inaccurate) devoted to his position and worshipped the ground the Duchess walked on. Some supposed he was in fact besotted with her. He came across as a typical soldier, i.e., a thickheaded lackey who, seeing Geralt, immediately decided he must prove who had the more massive unmentionables. Geralt treated this challenge with dispassionate superiority, yet accepted it nevertheless and in doing so earned himself another enemy. After he bloodied himself side by side with the Witcher, Damien decided the White Wolf was actually an altogether decent fellow who wished only to help.

MILTON DE PEYRAC-PEYRAN

Milton de Peyrac-Peyran was a baron from Toussaint and a member of Anna Henrietta’s inner circle of knights. This good-humored nobleman never met an overloaded banquet table he failed to unload of its burdens, yet nor did he ever shirk a fight against heavily-armed bandits or any other enemies of the duchy. Geralt had met Milton years ago, under very peculiar circumstances that deserve to be recounted properly and at length. Their roads crossed again when Milton came to the Witcher as the Duchess’ envoy, to ask our hero to journey with him to Toussaint.

PALMERIN DE LAUNFAL

Not all knights errant in Toussaint were embodiments of virtue, but if I had to choose one among them who did personify their chivalric creed, it would be Palmerin de Launfal. He is all the more admirable for the fact that, years ago, he was no stranger to the pleasures of eating, drinking and making merry in a variety of fashions. With time, however, he abandoned vice and drew closer to the knightly ideal. Geralt realized this when Palmerin came to him as an envoy from Anna Henrietta. The old-fashioned and somewhat naïve knight immediately made a good impression on him, for while he did take formalities and courtesies a tad too seriously, he was anything but pompous or grandiose.

GUILLAUME DE LAUNFAL

Guillaume de Launfal was the very model of a knight errant, the placard boy for Toussaint, if you will. When Geralt first met the young man, he was valiantly tilting at a windmill…which, to be fair, turned out to be hiding a ferocious giant. Getting himself into trouble clearly counted among Guillaume’s favorite hobbies. After a second saving, a wounded yet grateful Guillaume asked the Witcher to meet with him about a very urgent matter. The matter turned out, as is matters’ wont in Toussaint, to be an affair of the heart. Guillaume was tormented by unrequited love for the Duchess’ lady-in-waiting, Vivienne de Tabris. He suspected her frigidity and distance must be the result of some malicious curse. Geralt, a professional curse-breaker, naturally took the contract. To get a chance at an audience with Lady Vivienne, he had to take the wounded Guillaume’s place in the knights’ tourney.

SYANNA

Sylvia Anna…a lovely name, don’t you think? This beauty should come as no surprise, given it’s the name of the daughter of a duke and the sister of a duchess. Yet the fate Syanna (as her intimates called her) met was not as beautiful as might have been suspected for one so well-born—though, as it turns out, she had in truth been born rather inopportunely. She came into this world during an eclipse and thus fell victim to the panic surrounding the Curse of the Black Sun, which was said to affect young girls from ruling families birthed in similar circumstances. Though Geralt had serious doubts whether this curse truly existed, many claimed it caused horrible mutations which filled its victims with cruelty and a desire to kill. Syanna’s parents certainly seemed to be among the believers in the curse, for they deemed her too dangerous to be allowed to remain at court and forced her into exile. Syanna then fled to Nazair and soon, for all intents and purposes, dropped off the face of the planet.

Videos

Witcher Archetypes

ADRENALINE RUSH

This archetype focuses heavily on survivability and Adrenaline generation, with the suggested best armor and weapons for it being the Bear School Witcher armor and swords that can be crafted and upgraded (complete the **Bear School Gear Scavenger Hunt Quest** to recover the diagrams for this equipment). You get two of the most powerful swords in the game in terms of steel and silver swords, and heavy armor to survive the physical damage you suffer from wading in for melee.

Video is restricted

CRITICAL REND

This archetype focuses on maximizing the damage from Rend and from your critical hits in general. Rend is one of the most powerful melee moves at Geralt's disposal, but it is not easy to land it consistently. To get the best chances to score critical hits, light armor is needed to make this build shine. The best light armor comes from diagrams of Cat School Witcher Gear (complete the **Cat School Gear Scavenger Hunt Quest** to recover the diagrams for this equipment). Light armor also helps with Stamina regeneration, a key factor in making this build work.

Video is restricted

BOMBADIER

Sometimes you wish you had more bombs. This build provides for that very specific need. It takes a lot of work to hunt down the ingredients for this build to really work, but it is worth it. You will have more than enough bombs, and each bomb will be significantly more effective. Most encounters in the field should end decisively in your favor after many, many explosions.

Video is restricted

SIGNING SURVIVALIST

Survivability on the harder difficulty settings of *Witcher 3: Wild Hunt* can be tough even for the best players. Where on the Story and Sword! and Just the Story! settings, you want to juice up your attack power to kill quickly, on Blood and Broken Bones! and Death March! Mode, you want to lean towards survival. This build allows you to do that with rapid Sign use, combined with significantly faster Stamina regeneration. Heavy focus is placed on Yrden and Quen, with Igni providing your magical punch that can also weaken enemy defenses.

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Allies And Beasts Of Beauclair (Blood and Wine)

EMIEL REGIS ROHELLEC TERZIEFF-GODEFROY

Years ago, Regis joined Geralt's band of fellow travelers (of which Dandelion was a proud part) and set off in search of Ciri. Together they lived through many fascinating adventures and Regis proved himself a loyal friend, the kind you can trust with your life. Sadly, the expedition ended tragically for Regis. He was killed by Vilgefortz, who reduced him to nothing more than a wet stain. Hence the Witcher's immense surprise at encountering his old friend—after all, he had seen Regis die with his own eyes. But the thing is, that was not Regis' "final" death, nor even his first. As a young man, Regis had been a bit of a free spirit and overindulged in the drinking of blood. This lifestyle led to him being butchered by angry villagers. Regenerating from that took him fifty years, or nearly no time at all, for an immortal. When he was back in full health, he kicked the habit of blood drinking for good. Now, the circumstances in Toussaint were so dramatic, that fate brought Regis and Geralt together again in Beauclair, forming a formidable duo.

DETTLAFF VAN DER ERETEIN

When Geralt finally caught up with the Beast of Beauclair, he discovered it was a higher vampire named Dettlaff—and that he and the Beast shared a mutual acquaintance in Geralt's old friend Regis. Regis explained Dettlaff was more bestial than he and felt ill at ease in human society, yet was not a monster who murdered mindlessly. Further investigation revealed Dettlaff had acted out of the very human emotions of rage, revenge, and love. Yet his inability to control these emotions combined with his supernatural ability to kill made him a threat that had to be dealt with, one way or another.

THE UNSEEN ELDER

It is intriguing to learn that higher vampire society is organized in a strict hierarchy based on age: the older a vampire, the greater his say in their matters and the stricter the punishment for going against his will. One extremely elder vampire lived in Beauclair, in the cave where he had been deposited during the Conjunction of the Spheres. The only problem was that the more ancient members of the vampiric race were not very…how to put this…amenable to company. This particular elder so deeply disliked visitors Regis trembled at the very thought of having to disturb his peace.

Treasure Hunts

White Orchard

WHITE ORCHARD

Video is restricted

Treasure Hunts

Velen

VELEN

Video is restricted

Part 1

Video is restricted

Part 2

Treasure Hunts

Novigrad

NOVIGRAD

Video is restricted

Scavenger Hunts

Cat School Gear

CAT SCHOOL GEAR (BASIC)

Video is restricted

CAT SCHOOL GEAR (ENHANCED)

Video is restricted

CAT SCHOOL GEAR (SUPERIOR)

Video is restricted

CAT SCHOOL GEAR (MASTERCRAFTED)

Video is restricted

Treasure Hunts

Skellige

SKELLIGE

Video is restricted

Part 1

Video is restricted

Part 2

Griffin School Gear

GRIFFIN SCHOOL GEAR (BASIC)

Video is restricted

GRIFFIN SCHOOL GEAR (ENHANCED)

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GRIFFIN SCHOOL GEAR (SUPERIOR)

Video is restricted

GRIFFIN SCHOOL GEAR (MASTERCRAFTED)

Video is restricted

Scavenger Hunts

Bear School Gear

BEAR SCHOOL GEAR (BASIC)

Video is restricted

BEAR SCHOOL GEAR (ENHANCED)

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BEAR SCHOOL GEAR (SUPERIOR)

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BEAR SCHOOL GEAR (MASTERCRAFTED)

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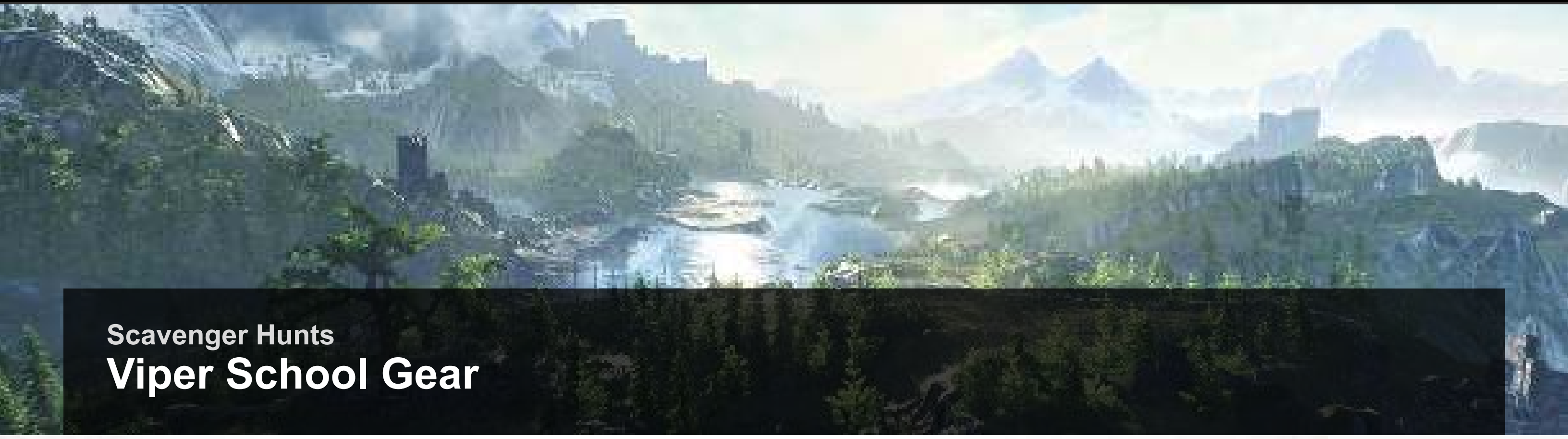

Scavenger Hunts

Viper School Gear

VIPER SCHOOL GEAR

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Training

Main Menu

When you start *Witcher 3: Wild Hunt*, you are greeted by the Main Menu. This allows you to select from the following options:

- **Continue:** If you already started a New Game, this enables you to continue from the very last save point, so you don't need to scroll through all your saved games.
- **New Game:** Select this when you wish to begin a brand new adventure. You are granted a number of choices, and then difficulty settings, which are discussed below (see "Starting a New Game").
- **Load Game:** Every time you save your progress during your adventure, you can access it from this menu selection. This allows you to choose a save point from wherever you like, in case you wish to try finishing a quest by making a different decision, for example.
- **Options:** You are presented with a wealth of self-explanatory options, allowing you to tweak and fiddle with a variety of settings, from audio levels to the buttons on your controller. Some interesting and important ones are discussed below (see "Options of Note").
- **Downloadable Content:** If you have downloaded any of the 16 (free) pieces of Downloadable Content, as well as the two Expansion Packs, they are listed here. Where appropriate, content you can turn "on" or "off" is available in the "Options" menu within this menu.

STARTING A NEW GAME

Begin a new adventure by selecting this menu. This allows you to select from the following menu choices:

- **Fresh Start:** You can begin a new game with any installed expansions included, but the main storyline quests must also be undertaken. This is a brand-new adventure.
- **Hearts of Stone Only:** The main storyline quests are disabled, and your gear and level are enhanced and raised so as to be suitable for the quests of this expansion. Choose this if you are primarily interested in playing this expansion as quickly as possible.
- **Blood and Wine Only:** The main storyline quests are disabled, and your gear and level are enhanced and raised so as to be suitable for the quests of this expansion. Choose this if you wish to play this second expansion as swiftly as possible.
- **New Game +:** Play the game again with added difficulty, by loading a game save you created after finishing the "base game" (the Critical Path adventure) and watched the Endings. A Planning Primer to make the most of this highly-entertaining mode is detailed later in this chapter (see "New Game +: A Planning Primer"), and some specific character archetypes have been created for this mode.

Training

Difficulty Settings

When you start a New Game of *Witcher 3: Wild Hunt*, you have a choice between four difficulty settings:

- **Just the Story! (Easy):** Enemies have less resistance to damage, and do not cause as much damage as they do on the “Story and Sword!” setting. This option is perfect for players who want to experience the narrative and do not wish to worry as much about challenging combat.
- **Story and Sword! (Normal):** The setting the game offers by default. Geralt is
- less resilient than he is on “Just the Story!” difficulty, making combat a more demanding experience. This difficulty is recommended to series veterans, or players who feel confident in their abilities.
- **Blood and Broken Bones! (Hard):** For those seeking a serious challenge. This setting removes health regeneration through Meditation, and couples this with a serious increase in enemy lethality and resilience. Players who want a challenge up front, or those who have already played through the game at least once will find this to be a big, but logical, step up from “Story and Sword!” difficulty.
- **Death March! (Dark):** For the masochistic Witcher who enjoys the taste of their own blood as much as they do the blood of their enemies. Expect no mercy, save that you grant yourself by preparing extensively for every major battle you will face (or better yet, utilizing one of the character archetypes at the end of this chapter designed to thrive in this mode), and even then it may not be enough. Expect to be staring often at a screen that reminds you of what you already know: You Died.

CHANGING DIFFICULTY IN-GAME

If the challenge is becoming too much (or too easy) for you, simply access the Main Menu at any point during a game, visit the Options Menu, and change the difficulty to a level more suitable to you. This is particularly helpful before a nasty fight, and changing to a lesser difficulty technically isn’t considered cheating!

Training

Movement

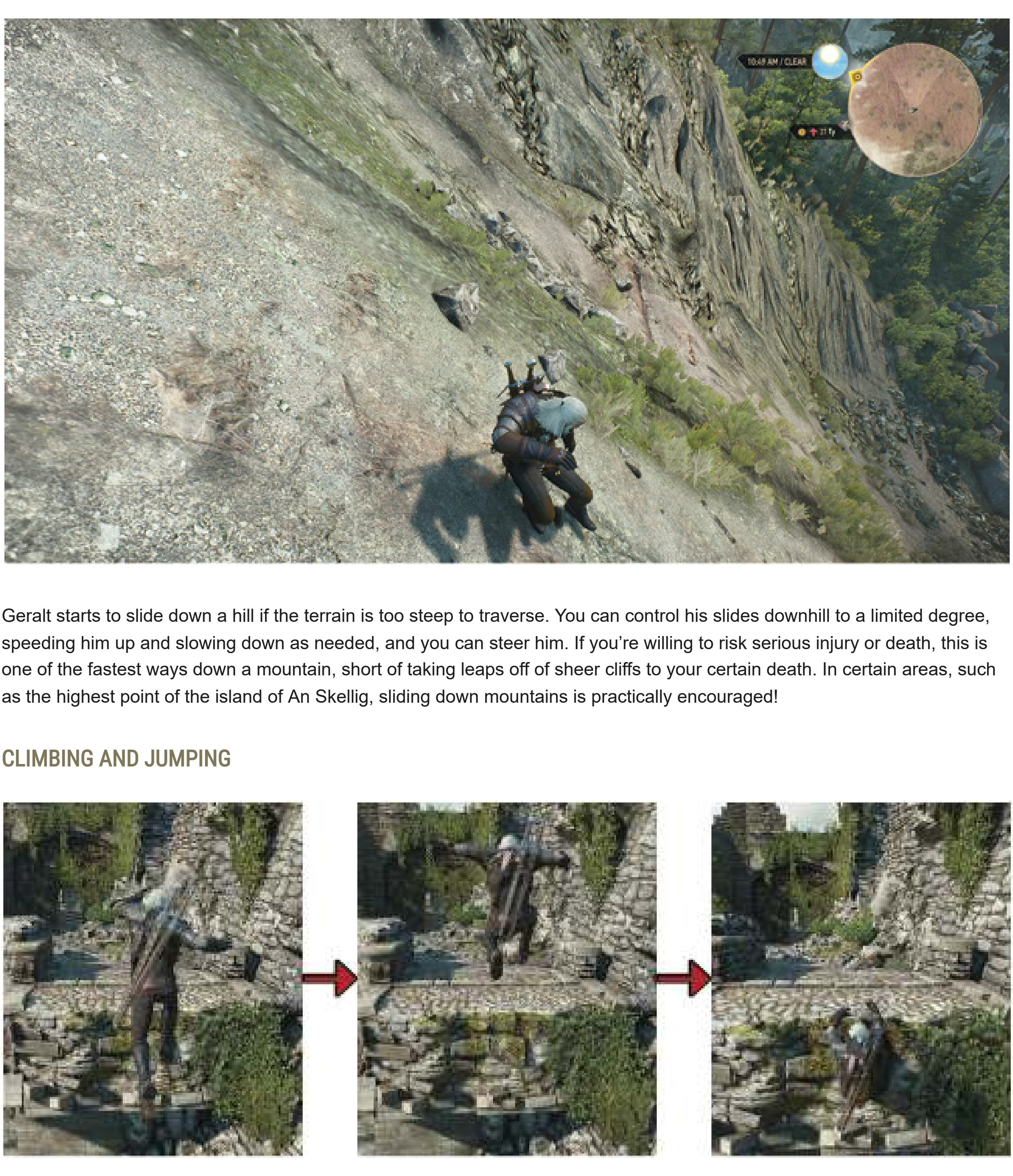
It is important to learn the basics of movement so you can maneuver your way into and out of any situation, whether it's a leap onto a horse, or a slide down a mountain. This section guides you through the main elements of movement.

ON FOOT

Geralt can walk, run, or sprint through the world (the latter of these costing Stamina). You can combine different speeds of movement with your ability to jump to climb ledges, or vault over large gaps.

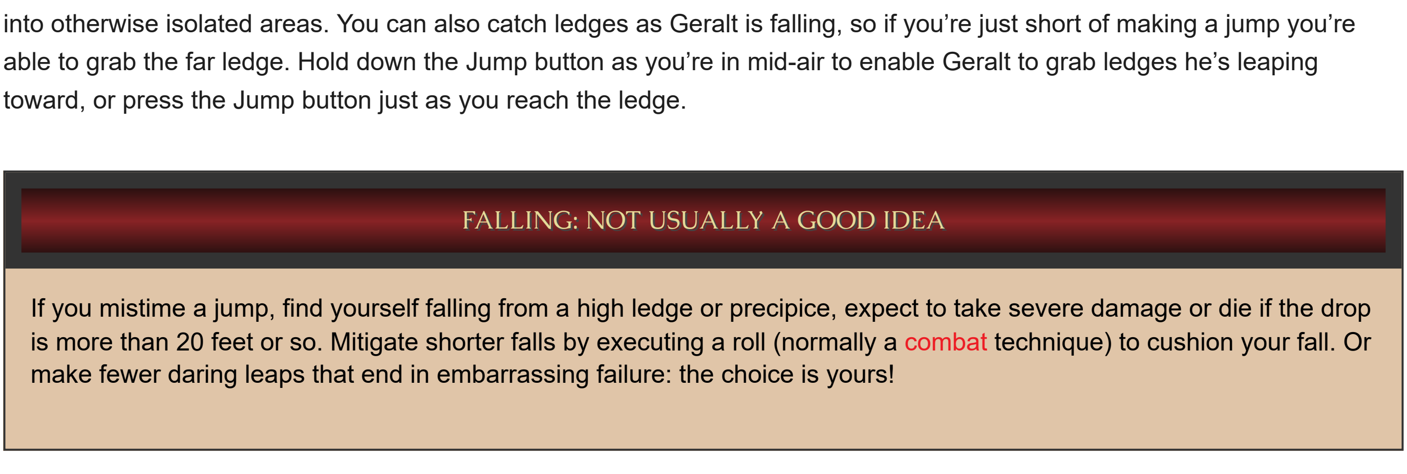
Movement during combat is handled using the same controls, but Geralt himself moves differently. He naturally points himself at the nearest enemy that he's in range of striking, or has been attacked by, in an attempt to prevent attacks from behind. You can also lock your camera on to enemies, which focuses Geralt's movements entirely around them. This is especially useful during one-on-one encounters, as all of Geralt's movements, evasions, and attacks, are aimed at that target. In encounters where Geralt faces many foes, it's important to be more flexible about how Geralt moves through the battle.

SLIDING



Geralt starts to slide down a hill if the terrain is too steep to traverse. You can control his slides downhill to a limited degree, speeding him up and slowing down as needed, and you can steer him. If you're willing to risk serious injury or death, this is one of the fastest ways down a mountain, short of taking leaps off of sheer cliffs to your certain death. In certain areas, such as the highest point of the island of An Skellig, sliding down mountains is practically encouraged!

CLIMBING AND JUMPING



Geralt can jump over small obstacles, clamber over fences and onto crates, climb ladders (by standing near one and using the climb button), or jump up to reach climbable ledges. Combined with Sprinting, you can make some impressive long jumps into otherwise isolated areas. You can also catch ledges as Geralt is falling, so if you're just short of making a jump you're able to grab the far ledge. Hold down the Jump button as you're in mid-air to enable Geralt to grab ledges he's leaping toward, or press the Jump button just as you reach the ledge.

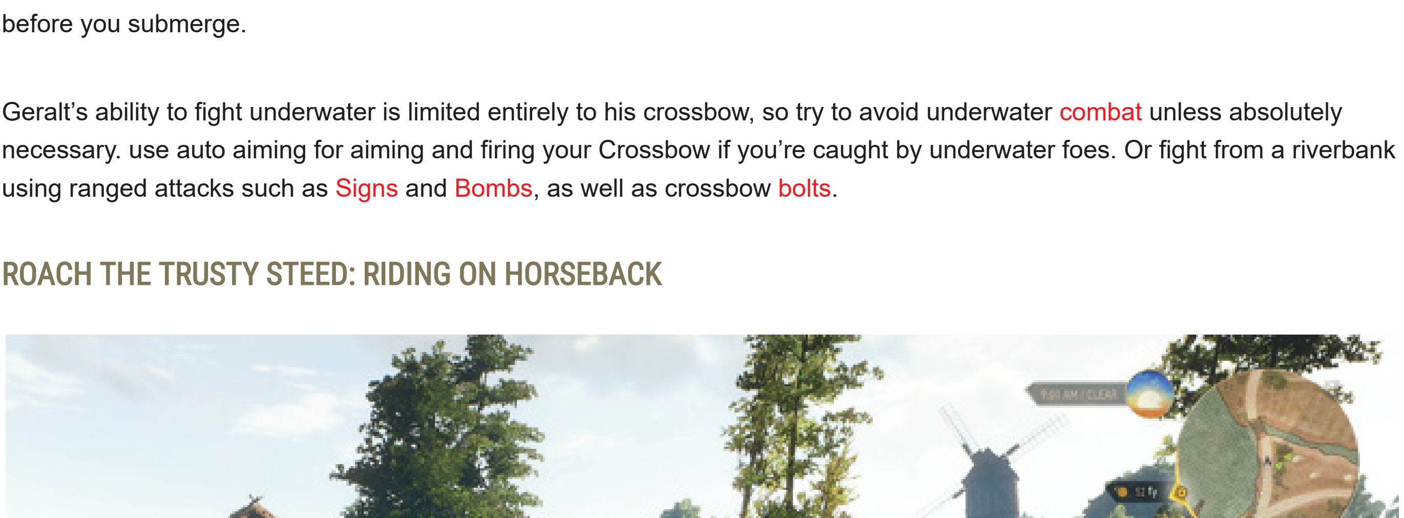
FALLING: NOT USUALLY A GOOD IDEA

If you mistime a jump, find yourself falling from a high ledge or precipice, expect to take severe damage or die if the drop is more than 20 feet or so. Mitigate shorter falls by executing a roll (normally a combat technique) to cushion your fall. Or make fewer daring leaps that end in embarrassing failure: the choice is yours!

LOOKING BEFORE YOU'RE LEAPING

If you're looking for places to land after a leap, or locations that you can definitely climb up, search for edges of rocks stained with bird droppings (these also show up in your Witcher Senses); expect to be able to haul yourself up on these areas, despite the unpleasant odor.

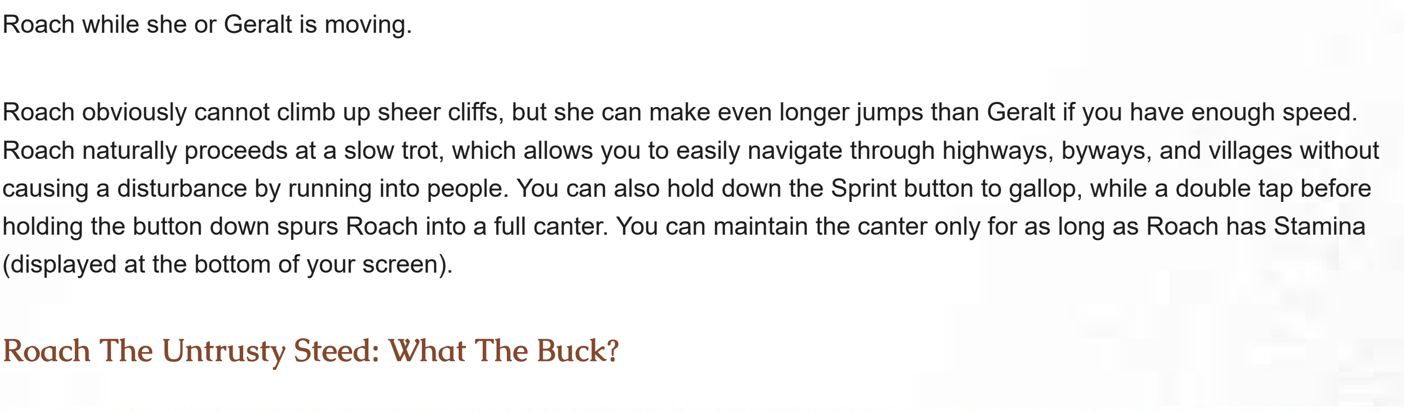
SWIMMING



Geralt is a powerful swimmer, able to "sprint" using the same controls as you would on land. You can also dive underwater to explore areas and seek treasure, just be aware Geralt can't stay underwater forever. If he runs out of breath, he loses Vitality over time until he either dies or gets air in his lungs. Need to lengthen your time underwater? Swig down a Killer Whale potion before you submerge.

Geralt's ability to fight underwater is limited entirely to his crossbow, so try to avoid underwater combat unless absolutely necessary. use auto aiming for aiming and firing your Crossbow if you're caught by underwater foes. Or fight from a riverbank using ranged attacks such as Signs and Bombs, as well as crossbow bolts.

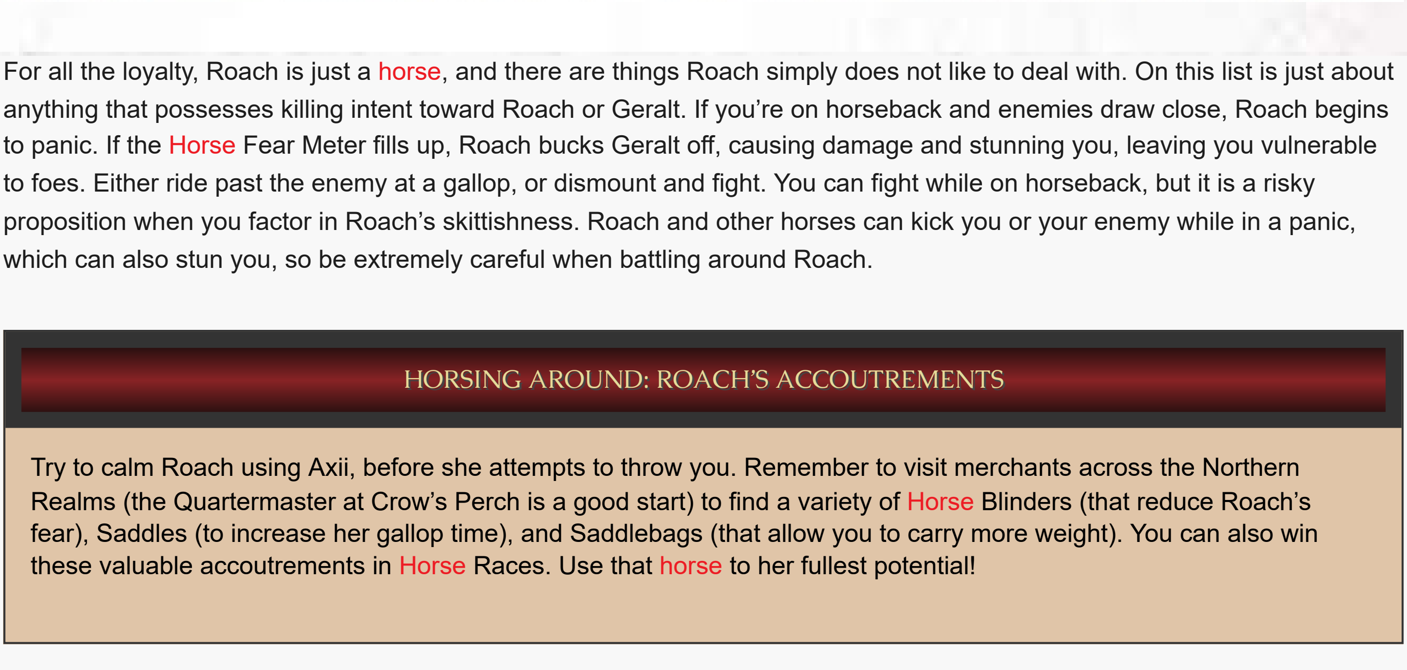
ROACH THE TRUSTY STEED: RIDING ON HORSEBACK



Geralt's trusty steed, Roach, handles similarly to Geralt himself. Roach is a constant companion and is yours from the start of your adventure. If you ever get separated from your horse, just whistle for her. If you need to make a quick escape, mount Roach while she or Geralt is moving.

Roach obviously cannot climb up sheer cliffs, but she can make even longer jumps than Geralt if you have enough speed. Roach naturally proceeds at a slow trot, which allows you to easily navigate through highways, byways, and villages without causing a disturbance by running into people. You can also hold down the Sprint button to gallop, while a double tap before holding the button down spurs Roach into a full canter. You can maintain the canter only for as long as Roach has Stamina (displayed at the bottom of your screen).

Roach The Untrusty Steed: What The Buck?

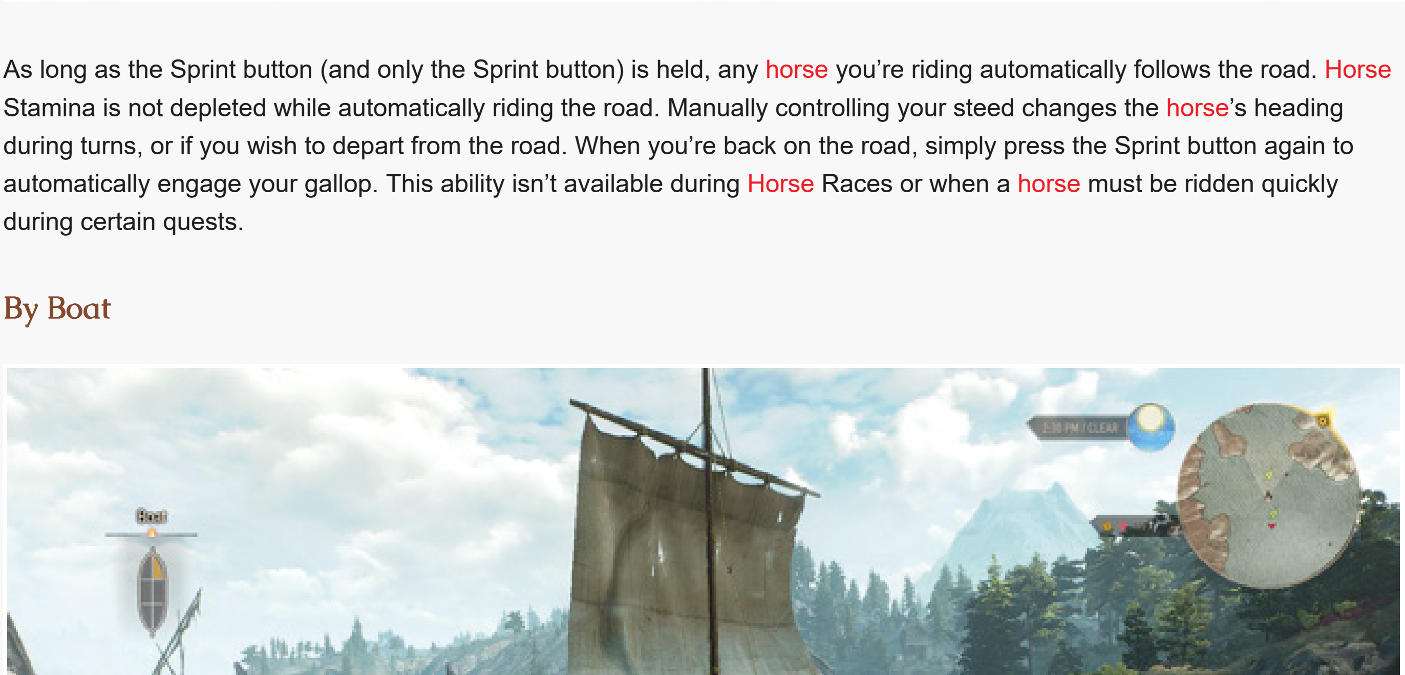


For all the loyalty, Roach is just a horse, and there are things Roach simply does not like to deal with. On this list is just about anything that possesses killing intent toward Roach or Geralt. If you're on horseback and enemies draw close, Roach begins to panic. If the Horse Fear Meter fills up, Roach bucks Geralt off, causing damage and stunning you, leaving you vulnerable to foes. Either ride past the enemy at a gallop, or dismount and fight. You can fight while on horseback, but it is a risky proposition when you factor in Roach's skittishness. Roach and other horses can kick you or your enemy while in a panic, which can also stun you, so be extremely careful when battling around Roach.

HORSING AROUND: ROACH'S ACCOUTREMENTS

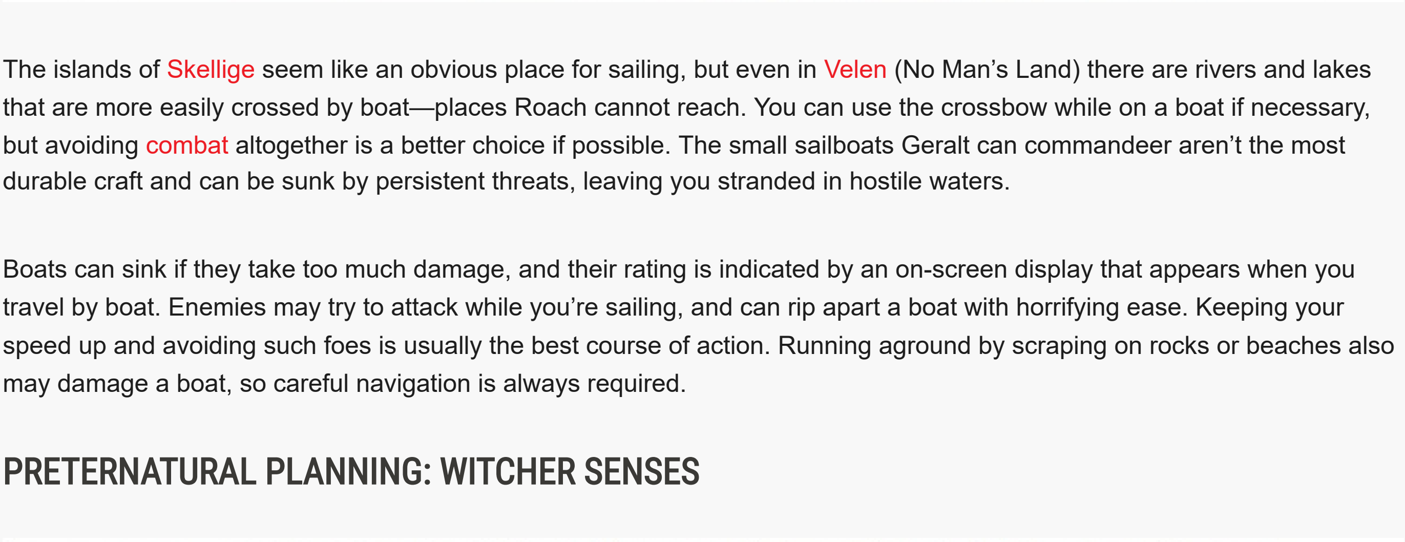
Try to calm Roach using Axii, before she attempts to throw you. Remember to visit merchants across the Northern Realms (the Quartermaster at Crow's Perch is a good start) to find a variety of Horse Blinders (that reduce Roach's fear), Saddles (to increase her gallop time), and Saddlebags (that allow you to carry more weight). You can also win these valuable accoutrements in Horse Races. Use that horse to her fullest potential!

Riding The Road (Automatically)



As long as the Sprint button (and only the Sprint button) is held, any horse you're riding automatically follows the road. Horse Stamina is not depleted while automatically riding the road. Manually controlling your steed changes the horse's heading during turns, or if you wish to depart from the road. When you're back on the road, simply press the Sprint button again to automatically engage your gallop. This ability isn't available during Horse Races or when a horse must be ridden quickly during certain quests.

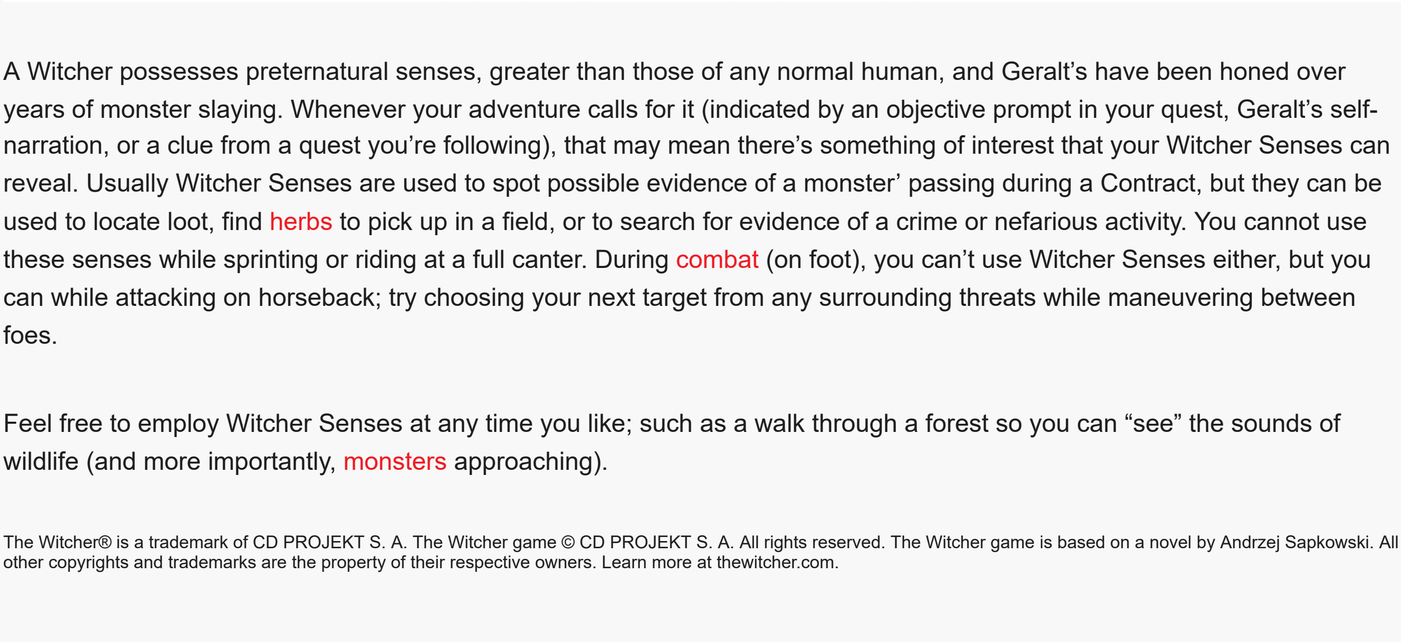
By Boat



The islands of Skellige seem like an obvious place for sailing, but even in Velen (No Man's Land) there are rivers and lakes that are more easily crossed by boat—places Roach cannot reach. You can use the crossbow while on a boat if necessary, but avoiding combat altogether is a better choice if possible. The small sailboats Geralt can commandeer aren't the most durable craft and can be sunk by persistent threats, leaving you stranded in hostile waters.

Boats can sink if they take too much damage, and their rating is indicated by an on-screen display that appears when you travel by boat. Enemies may try to attack while you're sailing, and can rip apart a boat with horrifying ease. Keeping your speed up and avoiding such foes is usually the best course of action. Running aground by scraping on rocks or beaches also may damage a boat, so careful navigation is always required.

PRETERNATURAL PLANNING: WITCHER SENSES



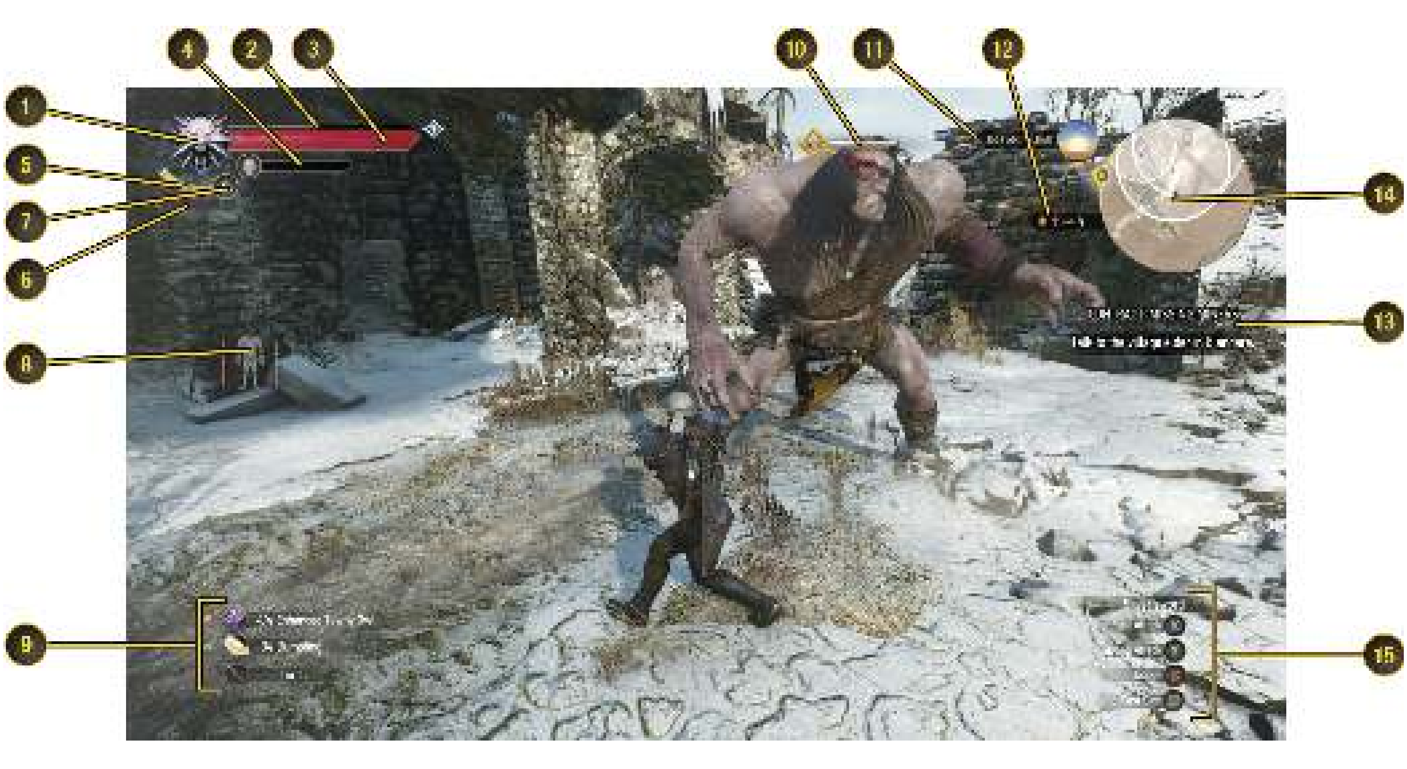
A Witcher possesses preternatural senses, greater than those of any normal human, and Geralt's have been honed over years of monster slaying. Whenever your adventure calls for it (indicated by an objective prompt in your quest, Geralt's self-narration, or a clue from a quest you're following), that may mean there's something of interest that your Witcher Senses can reveal. Usually Witcher Senses are used to spot possible evidence of a monster' passing during a Contract, but they can be used to locate loot, find herbs to pick up in a field, or to search for evidence of a crime or nefarious activity. You cannot use these senses while sprinting or riding at a full canter. During combat (on foot), you can't use Witcher Senses either, but you can while attacking on horseback; try choosing your next target from any surrounding threats while maneuvering between foes.

Feel free to employ Witcher Senses at any time you like; such as a walk through a forest so you can "see" the sounds of wildlife (and more importantly, monsters approaching).

Training

In-Game HUD

The HUD (Heads-Up Display) imparts critical information, particularly during combat, which help keep you alive if you pay attention. There are many elements that appear during special occasions, such as Boss Health meters, but the following items are both the most consistently displayed pieces of information, and also rank among the most important:



① **Wolf Medallion:** This medallion indicates when Geralt is in danger, or is near a powerful source of magic (usually a Place of Power). If you are playing with a force-feedback enabled controller, expect vibrations too!

② **Experience Bar:** As you kill monsters or men within a certain number of levels of Geralt's current level, or complete quests, you gain experience indicated by this meter. If the meter has been filled, it resets and you gain a level. A small indicator appears next to the bar to show that you have an ability point that you can assign to your character trees.

③ **Vitality:**This measure of Geralt's health is possibly the single most important HUD element, other than the enemy's health bar. If it empties, Geralt is a dead man. Fill up your health bar by employing Potions (such as Swallow), or Meditation after combat.

④ **Toxicity:** Consuming certain potions before Meditation, or during combat, raises your Toxicity Bar level. Initially, this can be fairly harmless, even beneficial. However at excessively high levels of toxicity, you can start to suffer negative effects. If the borders of your screen are glowing green, you are being poisoned, and should Meditate or increase your maximum toxicity tolerance with a skill from the Alchemy Tree.

⑤ **Stamina:** The Stamina Bar regulates your ability to sprint, evade and dodge roll, and use Signs in combat. Usually a single sign consumes the entirety of the Stamina Bar. This regenerates over time and can be boosted by potions, armor attributes, or character abilities.

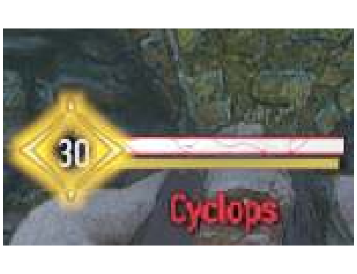
⑥ **Adrenaline:** Adrenaline builds during combat, indicated by the gray marks turning red. Having Adrenaline can lead to very beneficial effects during combat.

⑦ **Chosen Sign:** Next to the Stamina Bar is a symbol that shows which Sign you have selected in your Quick Access Menu. Make sure you have the right Sign chosen for your situation!

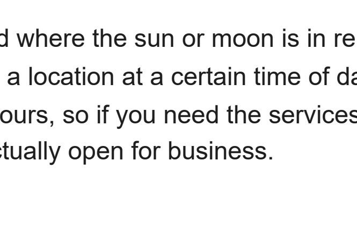
⑧ **Item Condition:** As Geralt uses his weapons, or sustains damage in combat, his equipment sustains damage. Should it become dangerously low on durability, an indicator appears on your HUD. Don't let your gear fall into disrepair!

⑨ **Quick Access Items:** Geralt can have one quickly accessed weapon or tool, such as the Crossbow, and two consumables, set up from the Quick Access Menu and your inventory screen. One helpful item is a torch to light your way in dark places, if you aren't brewing the Cat's Eye potion.

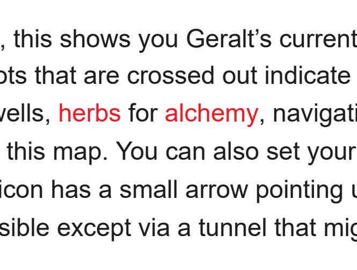
⑩ **Enemy Vitality Bar:** Enemies that have engaged in combat with Geralt will have their current Vitality and Stamina displayed over their head, as well as their current level. If an enemy is vulnerable to Silver Swords, their Vitality is displayed in silver, otherwise it is red. Important to note is the color of the enemy's level:



If it is red, or displayed as a skull, you are in for a very tough fight.



Green is an enemy closer to your level.



White levels indicate a near-inconsequential threat.

⑪ **Current Time:** Displays the time of day, and where the sun or moon is in relation to the time, and even the current weather conditions. You may be asked to go to a location at a certain time of day, which requires you to Meditate to pass the time. Many merchants are not available at all hours, so if you need the services of a blacksmith or ingredients merchant, come back when (or Meditate until) they are actually open for business.

⑫ **Distance to Objective:** Shows how far Geralt is from a waypoint, while indicating if the objective is above or below relative to his position.

⑬ **Mini-map:** An invaluable tool for navigation, this shows you Geralt's current position in relation to his surroundings. Hostile contacts are marked by red dots; red dots that are crossed out indicate a fallen foe that can be looted. Additionally, Signposts for fast travel, cave entrances, stairwells, herbs for alchemy, navigation paths leading to waypoints, and search zones indicated by Quests, are all indicated on this map. You can also set your Witcher Senses to show on the mini-map in the HUD Configuration menu. Finally, if a map icon has a small arrow pointing up, it is above you. If the arrow is pointing down, it is beneath you (and may not be accessible except via a tunnel that might not be immediately obvious or available to you).

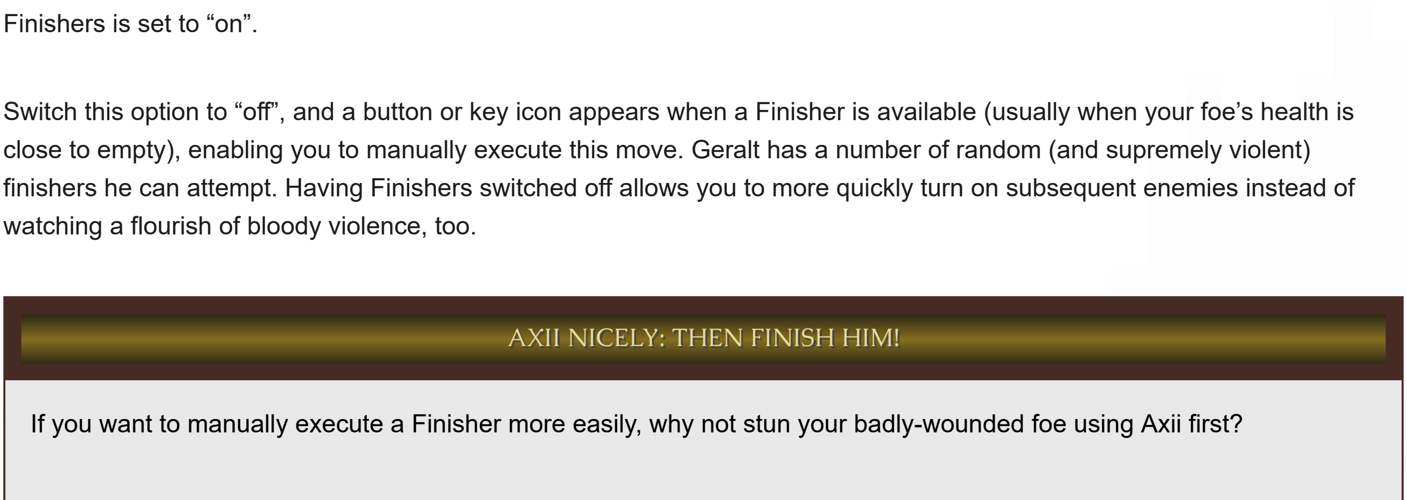
⑭ **Current Quest and Objectives:** Shows the name of the currently tracked quest, and a list of objectives. Change the tracked quest in your Quest Menu.

⑮ **Controls:** Based on Geralt's current state, whether on foot, on horseback, or in combat, a series of control prompts appears in this corner of the screen. If in combat, this display also shows you which sword is currently unsheathed. There may be situations where you're forced to fight humans and monsters simultaneously, and this can help you keep track of what you're using mid-fight.

OPTIONS OF NOTE

There is an abundance of options available to you. Almost all of them are easy to understand (and can be changed at your whim), and are accessible at any point in your adventure if you press Pause. However, a few options stand out as being particularly interesting:

GAMEPLAY > AUTOMATIC FINISHERS ("ON")



Notice the button icon near this badly wounded foe? This allows for manual Finishers, or to ignore Finishers altogether.

"Finishers" are executions you can undertake to complete combat with a human-sized foe. This always ends with a gruesome, and usually appendage-lopping, maneuver, and the copious spilling of enemy blood. Normally, Automatic Finishers is set to "on".

Switch this option to "off", and a button or key icon appears when a Finisher is available (usually when your foe's health is close to empty), enabling you to manually execute this move. Geralt has a number of random (and supremely violent) finishers he can attempt. Having Finishers switched off allows you to more quickly turn on subsequent enemies instead of watching a flourish of bloody violence, too.

AXII NICELY: THEN FINISH HIM!

If you want to manually execute a Finisher more easily, why not stun your badly-wounded foe using Axii first?

GAMEPLAY > COLOR-BLIND FRIENDLY WITCHER SENSES ("OFF")

If you have color-blindness, then switch this mode from "off" to "on." When you are using your Witcher Senses, you normally see areas of interest (such as footprints, partly-hidden corpses, or sounds) with a red outline. This changes the outline to blue. If you do not have color-blindness, you may find the color change makes it easier to spot areas of interest, easing your investigations. Note this option is accessible from the Main Menu > Gameplay option.

GAMEPLAY > TURNOFF WITCHER SENSES FISH-EYE EFFECT

If you suffer from motion sickness while playing games, you may feel queasy when Geralt quickly spins or changes direction. Switch this option to "on" and the background will stop warping during a turn, which can help alleviate this situation.

VIDEO > HUD CONFIGURATION

If you are finding that the In-Game HUD to be a little intrusive, or wish to add another layer of difficulty to your adventure, scroll through this menu and switch a variety of (mainly visual) functions off and on. Everything from your mini-map to your boat durability can be toggled here. For the greatest challenge, turn every HUD option off (though not having a mini-map is perhaps a step too far into the unknown!).

NEW GAME +: A PLANNING PRIMER

New Game + is a new mode that only unlocks after you finish the main Critical Path storyline of the base game. Choosing this mode, you can begin the game anew, but you keep your character progression, items, and all the aspects of the world around you are "scaled up" to provide you with new challenges. This is a great way to fully utilize the potential of items you may not have found until the end of the base game, or to try out new choices during the story. As you may know, the plot of your adventure unravels differently based on choices you make during quests (and this guide shows you each time one of these decisions must be made). Use this mode to try other options, such as romancing a different person, building up a different character archetype, or changing your difficulty settings.

ORIGINAL ASSASSIN: SIMULATING A SAVE

This game mode also allows you to "Simulate Witcher 2 Save", just as before. Select "On", and after the prologue, when you meet General Moorvran Voorhis (during Main Quest: Imperial Audience), you can choose to answer a number of plot-changing questions.

NEW GAME +: CHARACTER PROGRESSION

READ THE BASICS FIRST!

The following information pre-supposes that you already understand leveling, skill points, and other basic elements of your character progression. If you don't, simply look these terms up later in this Training chapter.

It is important to remember that when you transfer your character, all your skills, levels, and experience transfer with you. New Game + has a starting point at level 30, so if your character is below that level you are given enough experience points to raise to this level. However, if you are already above this level, no changes are made (you begin at the level above 30 you finished the previous game at).

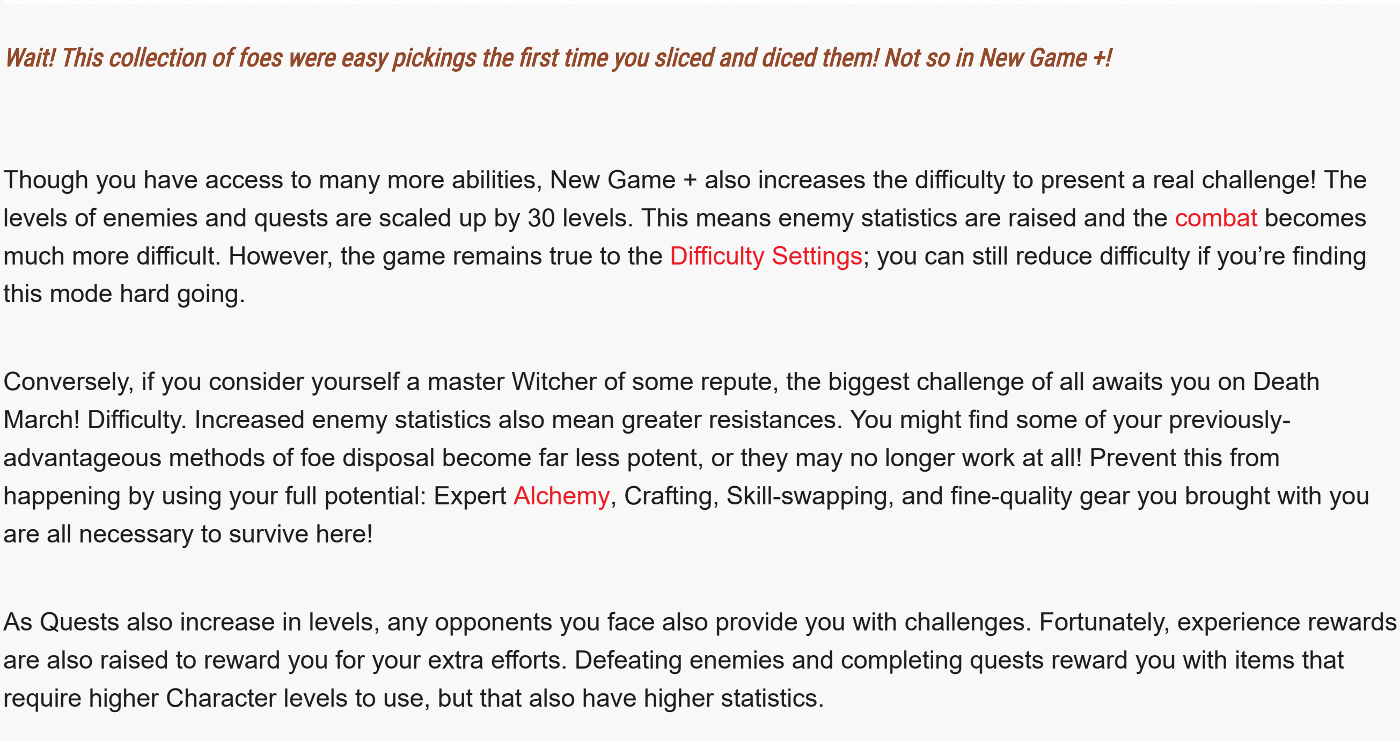
POTION OF CLEARANCE

At the start of the New Game +, you are granted one Potion of Clearance. Once used, it moves all your spent skill points back to the points' pool so you can redistribute them in a different way. This potion can also be bought in game so you can do this multiple times whenever you feel like it.

Ability Points that you obtained via visiting Places of Power are kept on your character. Also visiting Places of Power in New Game + for the first time rewards you with an ability point, just like in the initial adventure. This essentially means you can visit Places of Power in your first adventure, and then visit them all again in New Game +, doubling your ability points!

In New Game + you gain more ability points, but you don't receive additional ability slots. However, this enables you to buy some "support" abilities that you might not want to always employ, but might prove useful in specific circumstances. In the initial playthrough, you either had to resign from doing so due to lack of ability points, or had to redistribute all your points whenever you wanted a change. In New Game +, you can keep your build and use additional points to buy extra abilities and use them whenever you need without those restrictions. This proves especially helpful when playing on Death March difficulty, when enemies prove to be most dastardly in their prowess!

NEW GAME +: CHALLENGES AND A WITCHER'S FULL POTENTIAL



Wait! This collection of foes were easy pickings the first time you sliced and diced them! Not so in New Game +!

Though you have access to many more abilities, New Game + also increases the difficulty to present a real challenge! The levels of enemies and quests are scaled up by 30 levels. This means enemy statistics are raised and the combat becomes much more difficult. However, the game remains true to the Difficulty Settings; you can still reduce difficulty if you're finding this mode hard going.

Conversely, if you consider yourself a master Witcher of some repute, the biggest challenge of all awaits you on Death March! Difficulty. Increased enemy statistics also mean greater resistances. You might find some of your previously-advantageous methods of foe disposal become far less potent, or they may no longer work at all! Prevent this from happening by using your full potential: Expert Alchemy, Crafting, Skill-swapping, and fine-quality gear you brought with you are all necessary to survive here!

As Quests also increase in levels, any opponents you face also provide you with challenges. Fortunately, experience rewards are also raised to reward you for your extra efforts. Defeating enemies and completing quests reward you with items that require higher Character levels to use, but that also have higher statistics.

NEW GAME +: GEAR GATHERING

A good number of items you found during your initial playthrough are carried over to New Game +. However, there are exceptions:

- **Quest Items:** Such as rewards given or items found within a quest, as these could spoil your quests.
- **Monster Trophies:** As these are also quest-related items, your collection of previously-severed heads doesn't make the trip to New Game + mode.
- **Special Items:** Equipment pieces like the Eye of Nehaleni are not accessible (until you locate them during a specific quest), as they are also quest related.
- **Crafting Recipes:** You keep basic schematics on your person, but the rest is ready to be found again (with increased levels and statistics).
- **Gwent Cards:** You will find your Gwent decks demolished; the epic quest to "Collect 'em All" begins once again!
- **Readable Items:** Books, journals, and letters also relate to quests, so they are removed.

Fortunately, you get to keep everything else, so expect to begin your adventure back in White Orchard with your Witcher Sets, relic weapons, and an alchemy bag full of useful potions, bombs, and oils.

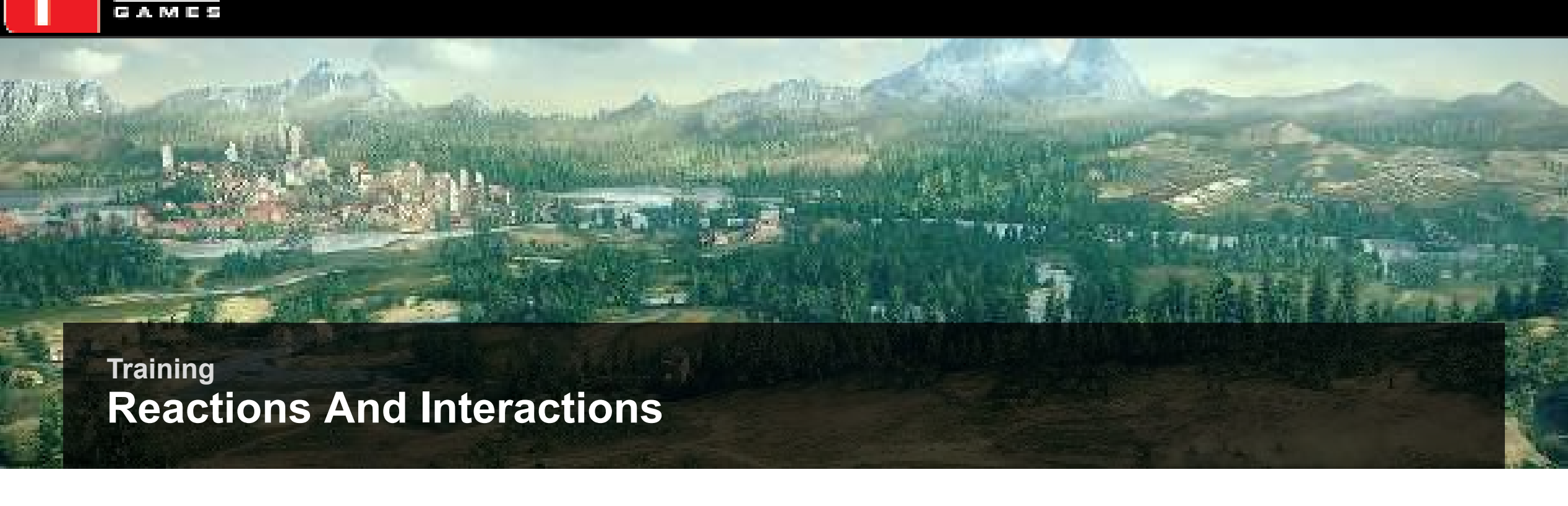
Training

Overview

Prior to traveling into the wilds of the Northern Realms, it is wise for you to fully grasp the actions and abilities of the Witcher Geralt (and to a much lesser extent, Cirilla). Learn about movement, fighting with the steel and silver swords of the Witcher, and mastering the use of Signs; though this is only the beginning of your training. Further your knowledge of alchemy, crafting, Witcher abilities (also known as skills), leveling, weapon and armor maintenance, Meditation and preparation, the economy of trading, and the variety of interesting (and usually dangerous) environmental areas, from Monster Nests to Points of Interest. Don't leave the confines of Kaer Morhen without a full understanding of this information.

Geralt of Rivia is a Witcher; a professional monster slayer for hire, who has collected countless bounties. A mutant feared by the creatures he hunts and the people he protects, Geralt would not have earned his reputation if he were unskilled. In a world plagued by monsters, and the men who would be monsters, Witchers are known for not just their martial prowess and their mutant nature, but also their almost encyclopedic knowledge of their prey, and the amount of preparation they are willing to undergo before battle.

You must be a smart, deliberate hunter—one who is willing to use the tools at your disposal, willing to take the time necessary to ensure that every encounter is weighted as much in your favor as possible, while also being more than capable of responding to the unexpected. But this is more than just being a fearsome combatant, however: Witchers use words almost as often as they employ blades to get what they want, whether it is important information about a contract, the right price for services rendered, or convincing others to allow them into places which they might otherwise be refused access. This section of the *Witcher 3: Wild Hunt* guide helps train you in the basics and more advanced techniques at your disposal.



Training

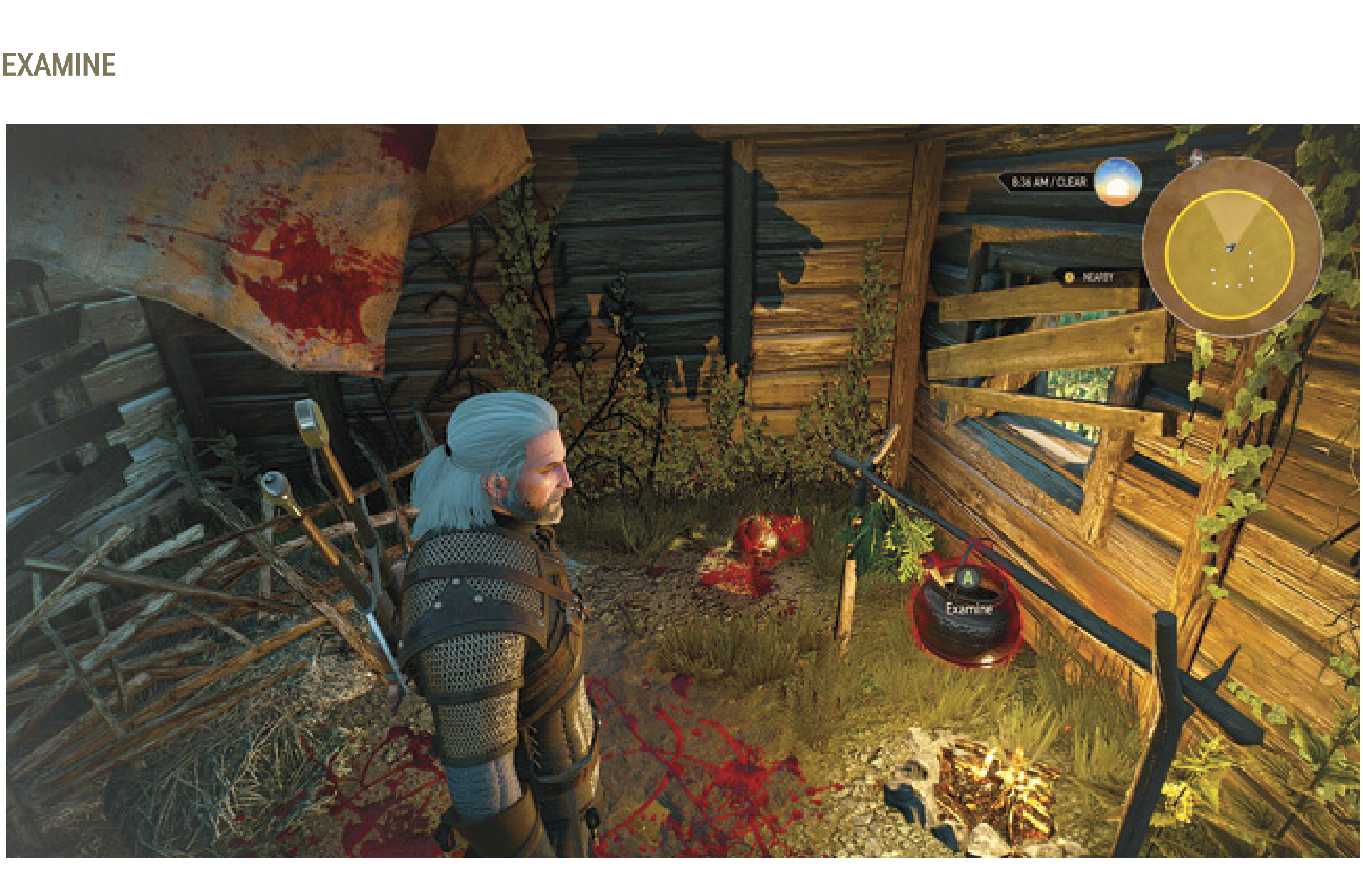
Reactions And Interactions

Geralt can interact with the world using more peaceful methods than putting fists into faces or swords to skulls. He must find the supplies he needs in the environment that surrounds him, pick up on clues or notes, or speak with individuals who know what he needs to know. For this type of interaction, learn the following techniques:

EXAMINATIONS AND ENVIRONMENTAL INTERACTIONS

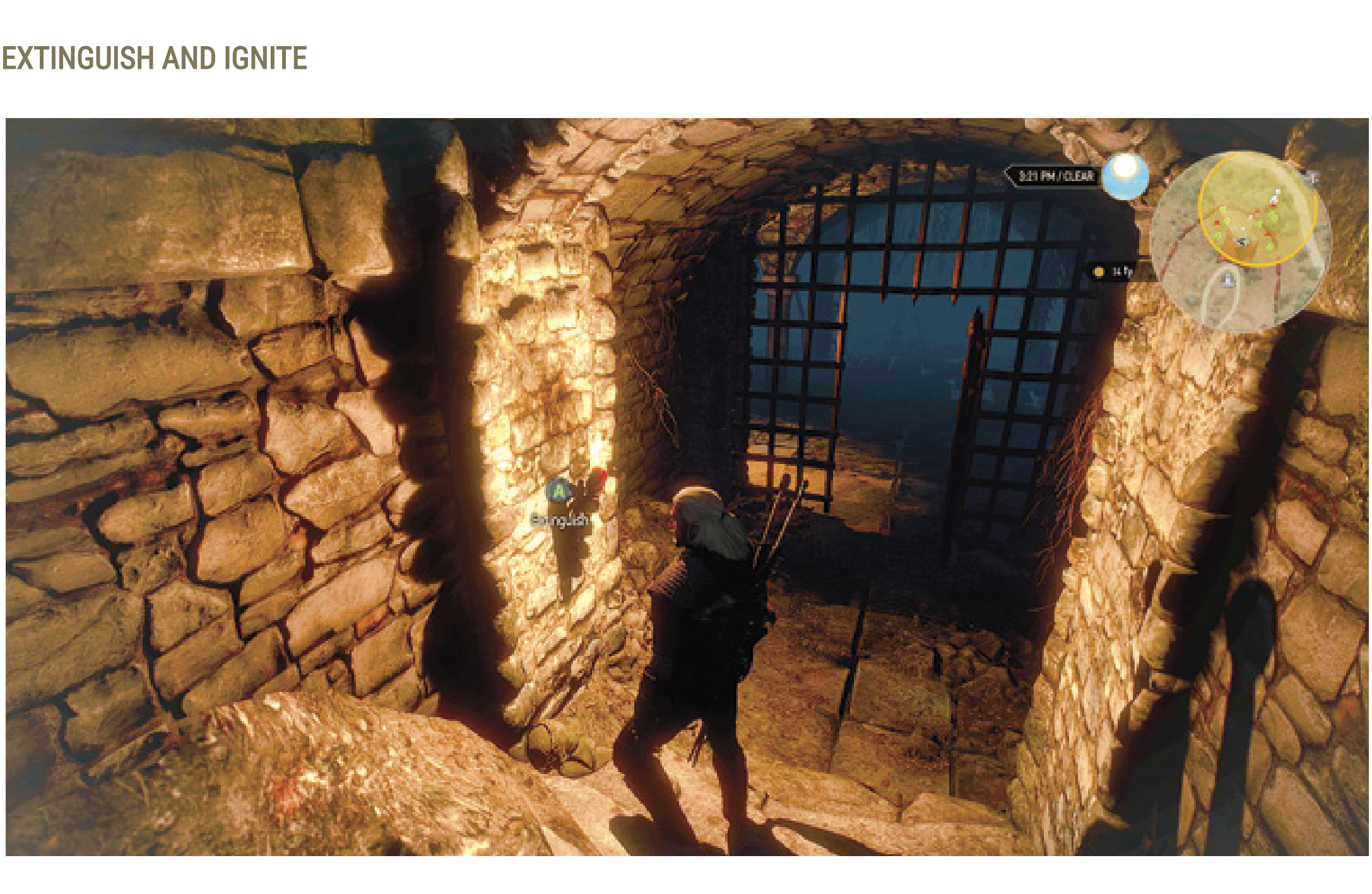
When you walk up to an item, object, or piece of scenery, and there's something to interact with, a context-sensitive button appears on your screen, allowing you a variety of exploratory options. The following are most common:

DESTROY



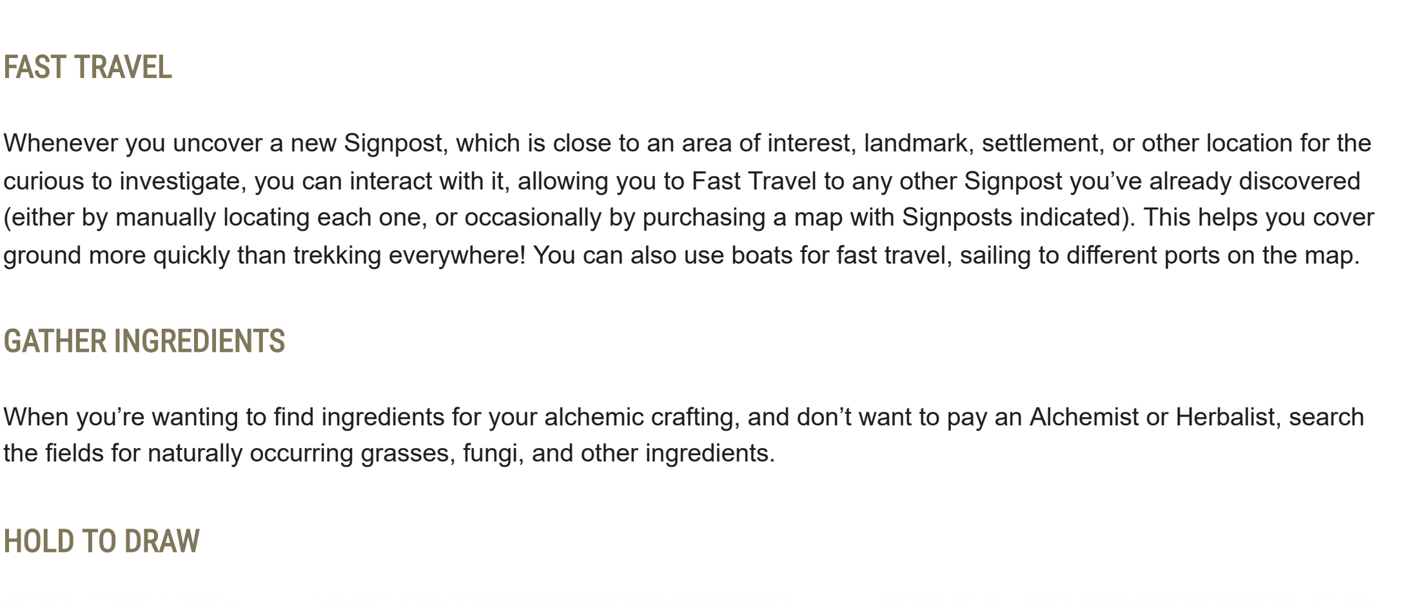
Kill! Rend! Dismember! Actually, as you use your swords and Signs to slay enemies, the only time you're able destroy some scenery is when you approach a Monster Nest. "Destroy" automatically removes a bomb from your inventory, and you drop it into the nest. At this point, you are advised to move away from the ensuing explosion, which occurs a few seconds later. This destroys the nest, removing the local monster threat. Once the dust settles, you can loot any valuables from the nest.

EXAMINE



This occurs almost always when you're using your Witcher Senses, and you discover a glowing area of interest (a mark, blood trail, footprints, or slumped corpse for example) that furthers an investigation during a quest. The mark is accompanied by a magnifying glass icon, which can appear on your mini-map if you switch "Witcher Senses on Mini-map" (in the Video > HUD Configuration Menu) to "on".

EXTINGUISH AND IGNITE



Many torches, candles, bonfires, and oil braziers across the land are either lit or unlit. Though you can use Igni to light these flammable targets, and Aard to extinguish them, you can also simply walk up to a flammable target and snuff the light out or quickly ignite it. This is useful if you're wandering a maze-like dungeon and want to keep track of where you've been, or want to illuminate an area without announcing your presence with a blast of Igni or Aard.

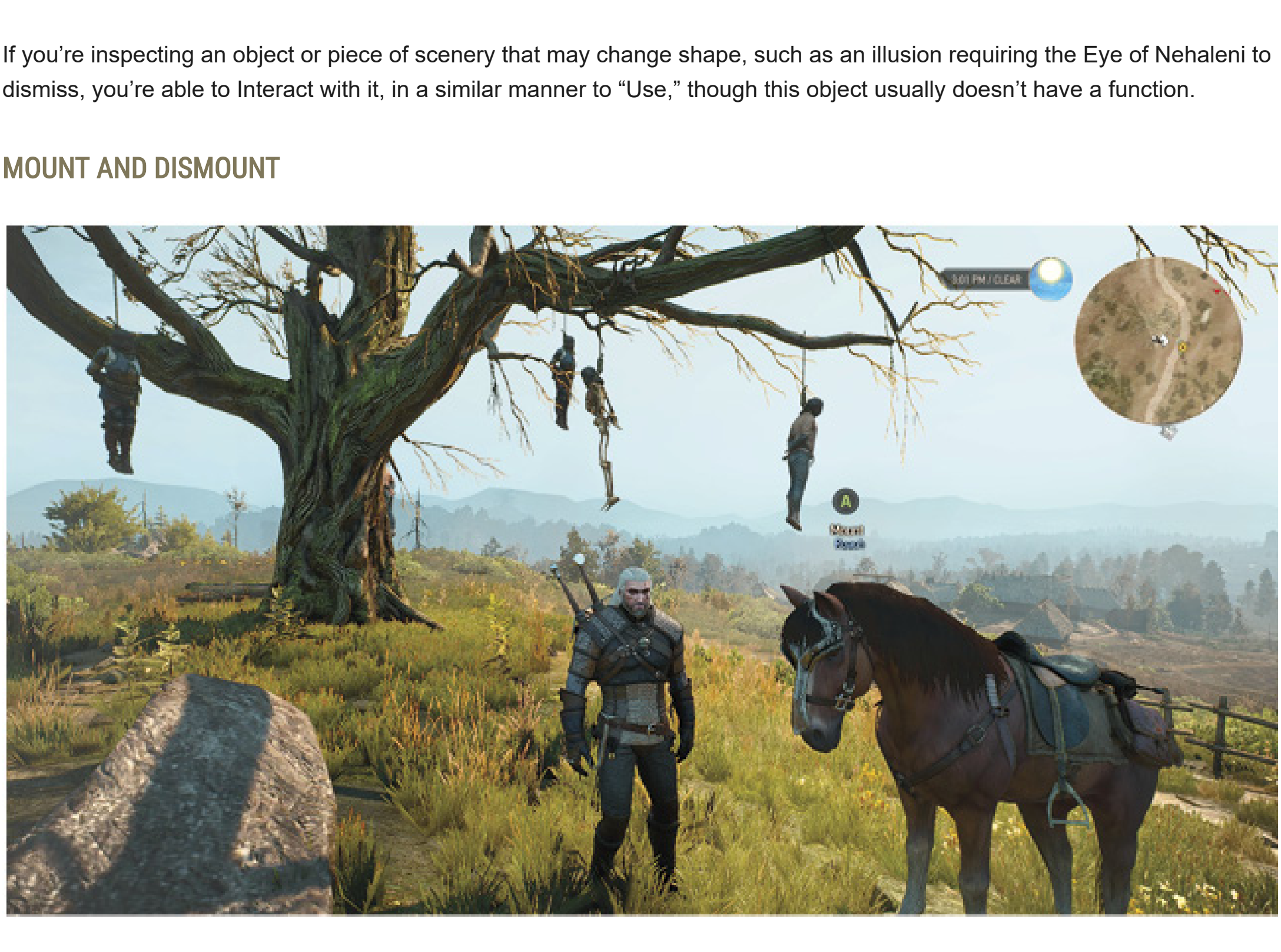
FAST TRAVEL

Whenever you uncover a new Signpost, which is close to an area of interest, landmark, settlement, or other location for the curious to investigate, you can interact with it, allowing you to Fast Travel to any other Signpost you've already discovered (either by manually locating each one, or occasionally by purchasing a map with Signposts indicated). This helps you cover ground more quickly than trekking everywhere! You can also use boats for fast travel, sailing to different ports on the map.

GATHER INGREDIENTS

When you're wanting to find ingredients for your alchemic crafting, and don't want to pay an Alchemist or Herbalist, search the fields for naturally occurring grasses, fungi, and other ingredients.

HOLD TO DRAW

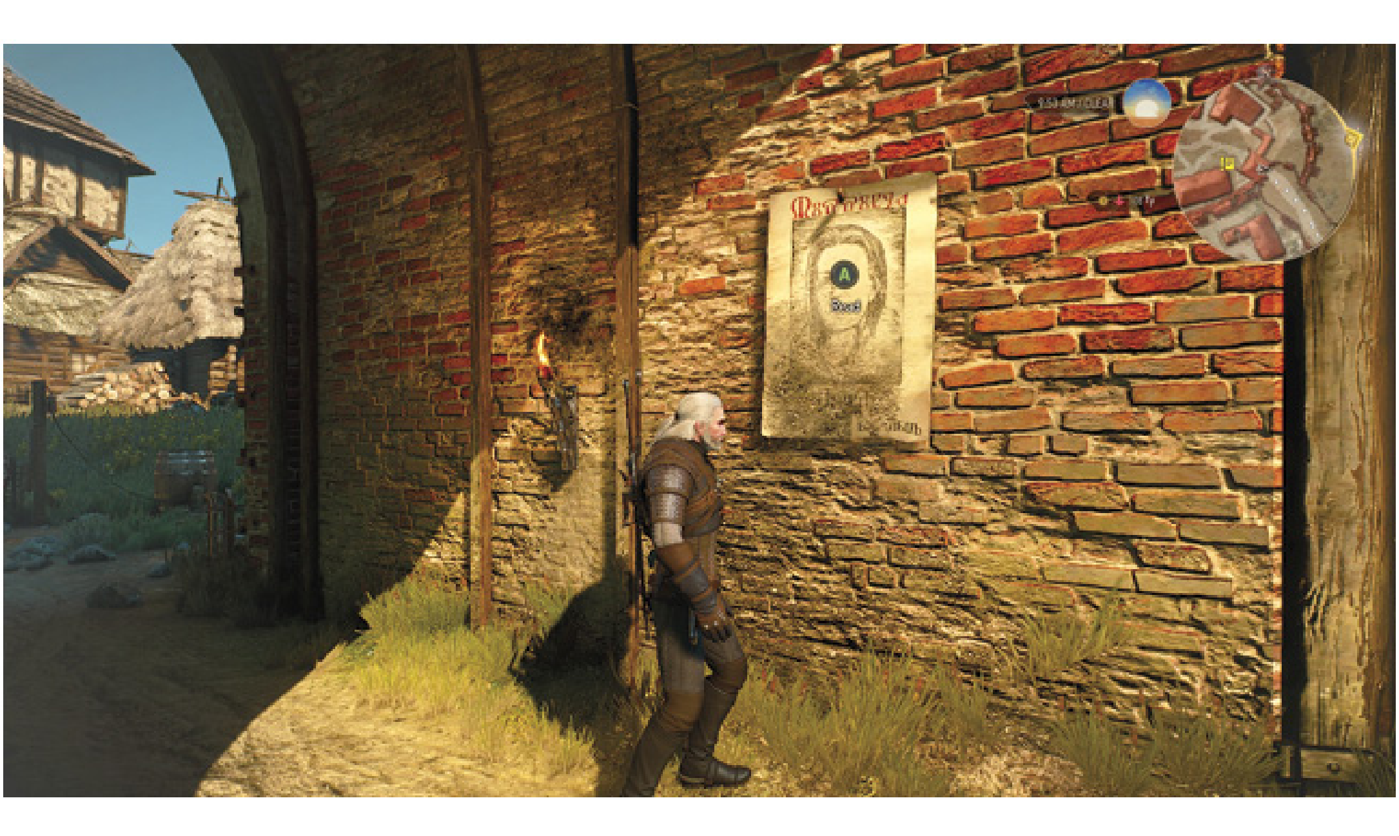


This only occurs when you discover a strange, glowing monument known as a Place of Power. Approach it, and hold the button (rather than tapping it) to draw the power from the monolith.

INTERACT

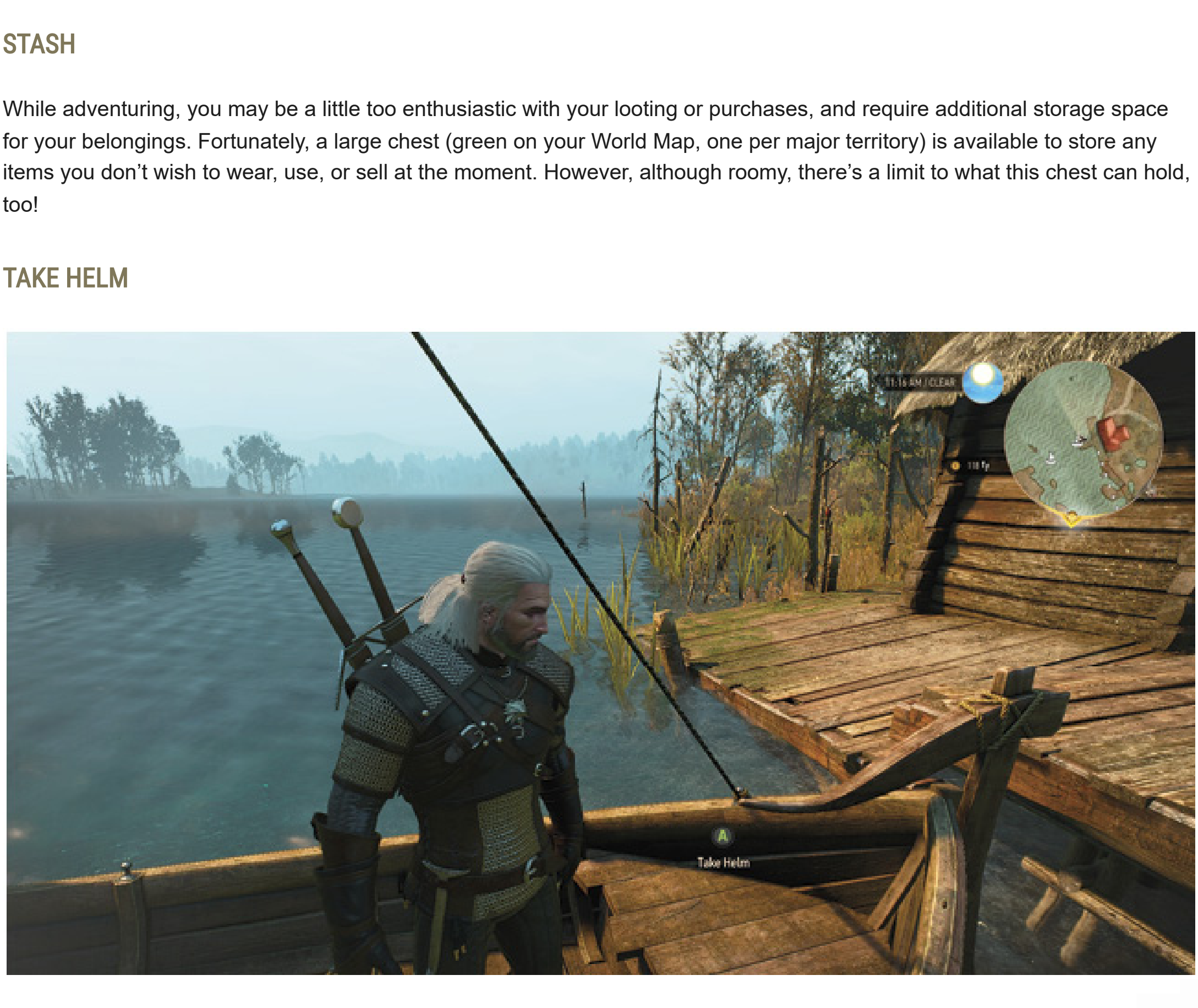
If you're inspecting an object or piece of scenery that may change shape, such as an illusion requiring the Eye of Nehaleni to dismiss, you're able to Interact with it, in a similar manner to "Use," though this object usually doesn't have a function.

MOUNT AND DISMOUNT



Whenever you whistle for Roach, or come across a horse (and perhaps even a unicorn) that you wish to ride, stepping closer to the beast enables you to mount it. Mount from behind to complete an impressive leapfrog onto the mount.

READ

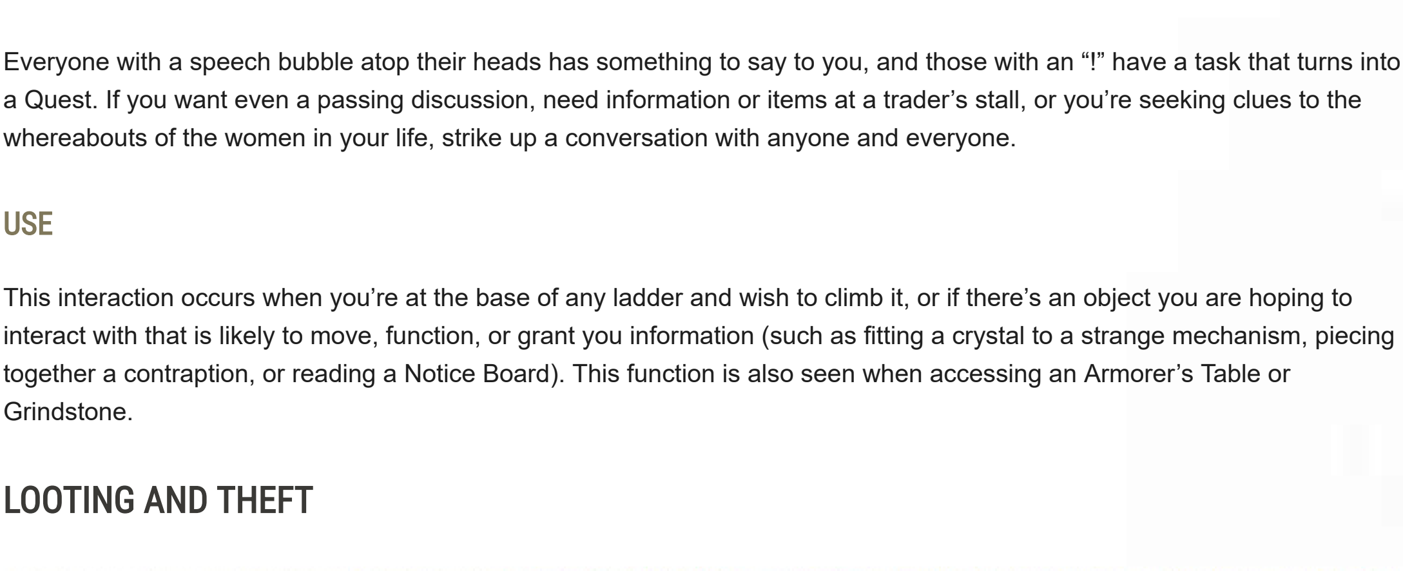


Dotted around settlements, usually plastered to walls, are posters with various information written on them. Feel free to read any of these; they give you pertinent information about the goings on in a settlement, and clues to quests you may wish to participate in. For example, over at Crow's Perch, the Baron's wife has gone missing. Have you seen her?

STASH

While adventuring, you may be a little too enthusiastic with your looting or purchases, and require additional storage space for your belongings. Fortunately, a large chest (green on your World Map, one per major territory) is available to store any items you don't wish to wear, use, or sell at the moment. However, although roomy, there's a limit to what this chest can hold, too!

TAKE HELM



When you're wanting to steer a boat, just standing on it isn't going to get you anywhere; instead you must move to the helm (back) of the vessel, interacting with the rudder, and start to steer your boat.

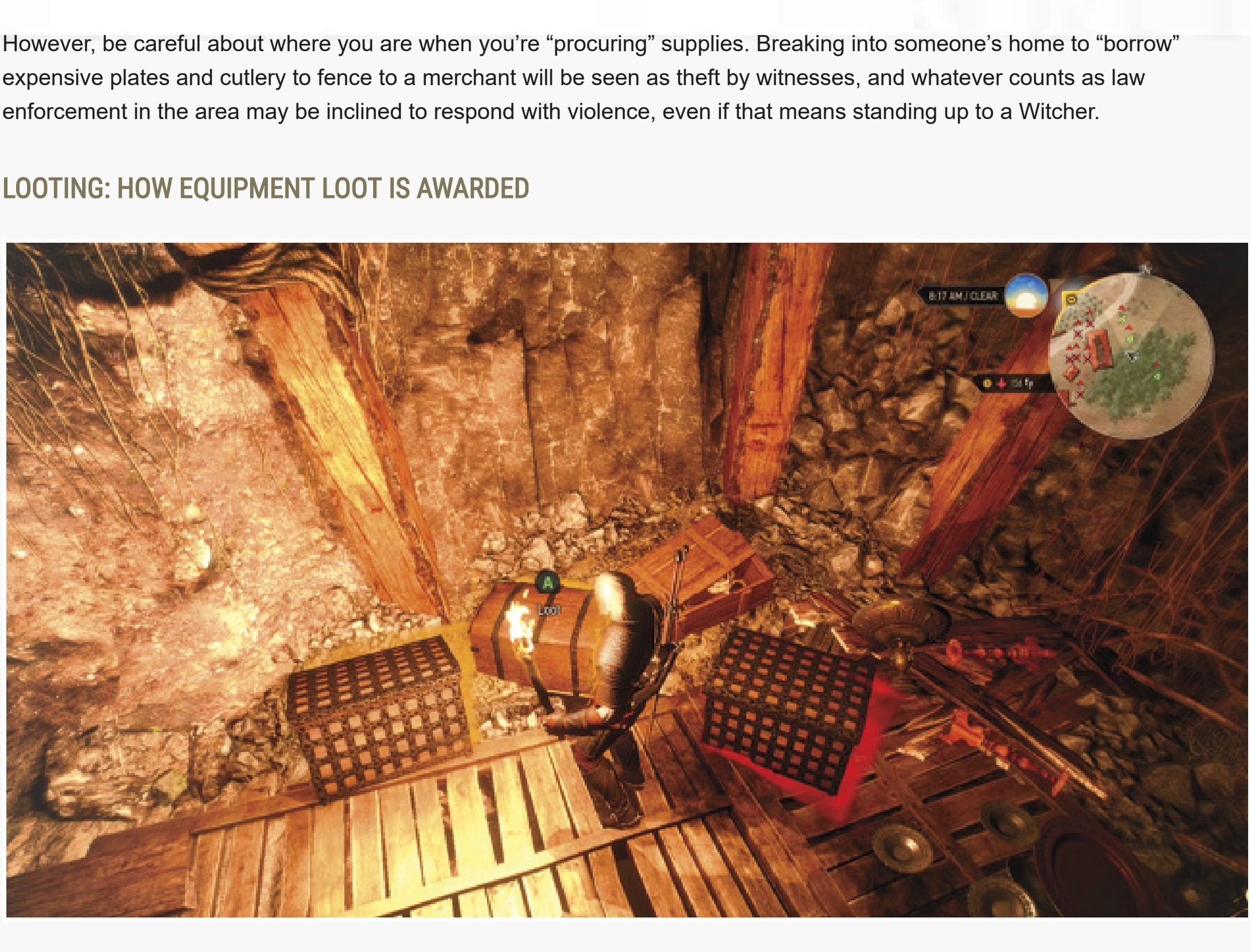
TALK

Everyone with a speech bubble atop their heads has something to say to you, and those with an "!" have a task that turns into a Quest. If you want even a passing discussion, need information or items at a trader's stall, or you're seeking clues to the whereabouts of the women in your life, strike up a conversation with anyone and everyone.

USE

This interaction occurs when you're at the base of any ladder and wish to climb it, or if there's an object you are hoping to interact with that is likely to move, function, or grant you information (such as fitting a crystal to a strange mechanism, piecing together a contraption, or reading a Notice Board). This function is also seen when accessing an Armorer's Table or Grindstone.

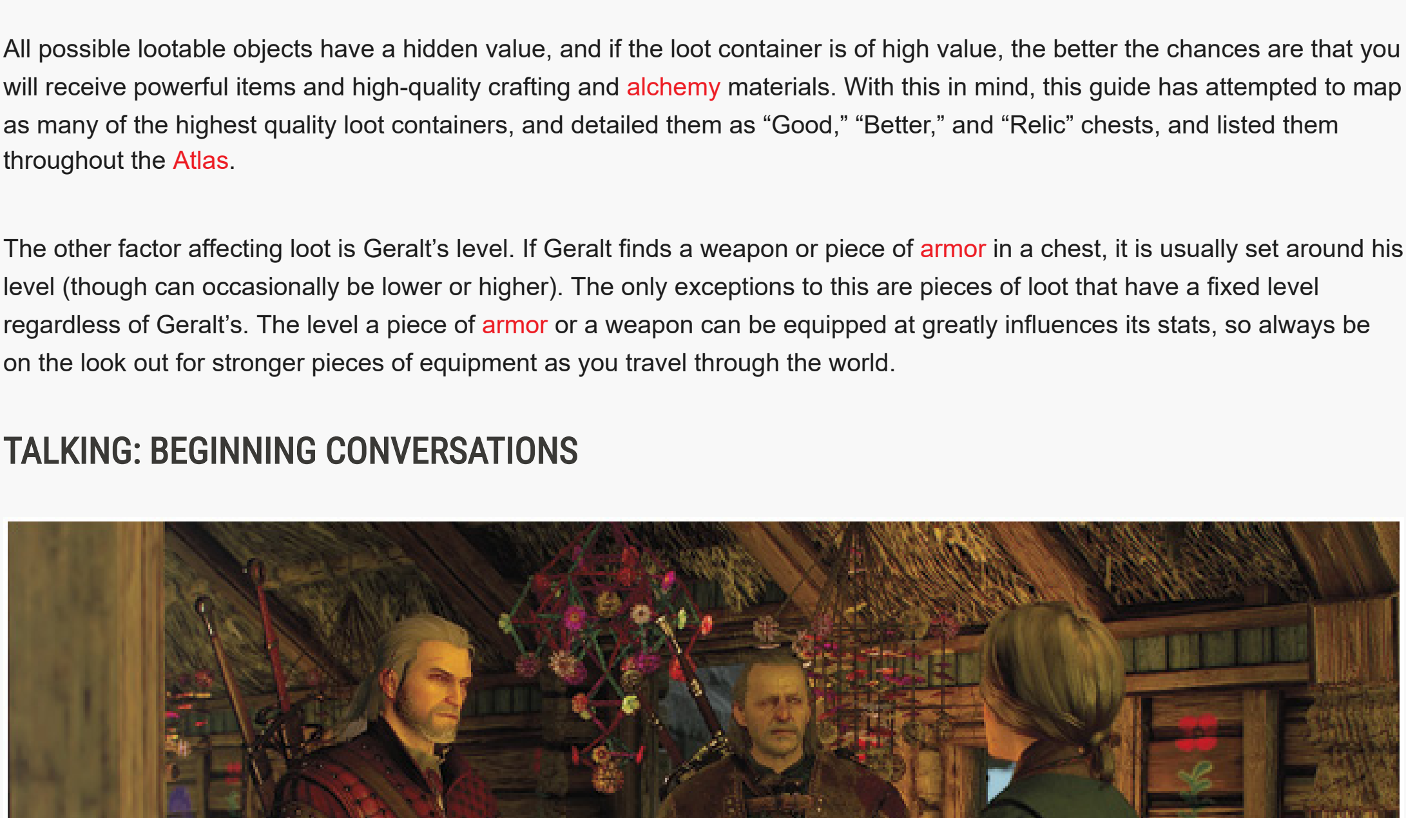
LOOTING AND THEFT



After combat, or while exploring a locale, Geralt can sift through containers, crates, leather bags, treasure chests, dead bodies, and just about anything that could possibly contain something of use. Plants of many varieties can be picked for use in potions and mutagen decoctions. Defeated enemies can be looted, or may leave behind bags that can be looted.

However, be careful about where you are when you're "procuring" supplies. Breaking into someone's home to "borrow" expensive plates and cutlery to fence to a merchant will be seen as theft by witnesses, and whatever counts as law enforcement in the area may be inclined to respond with violence, even if that means standing up to a Witcher.

LOOTING: HOW EQUIPMENT LOOT IS AWARDED

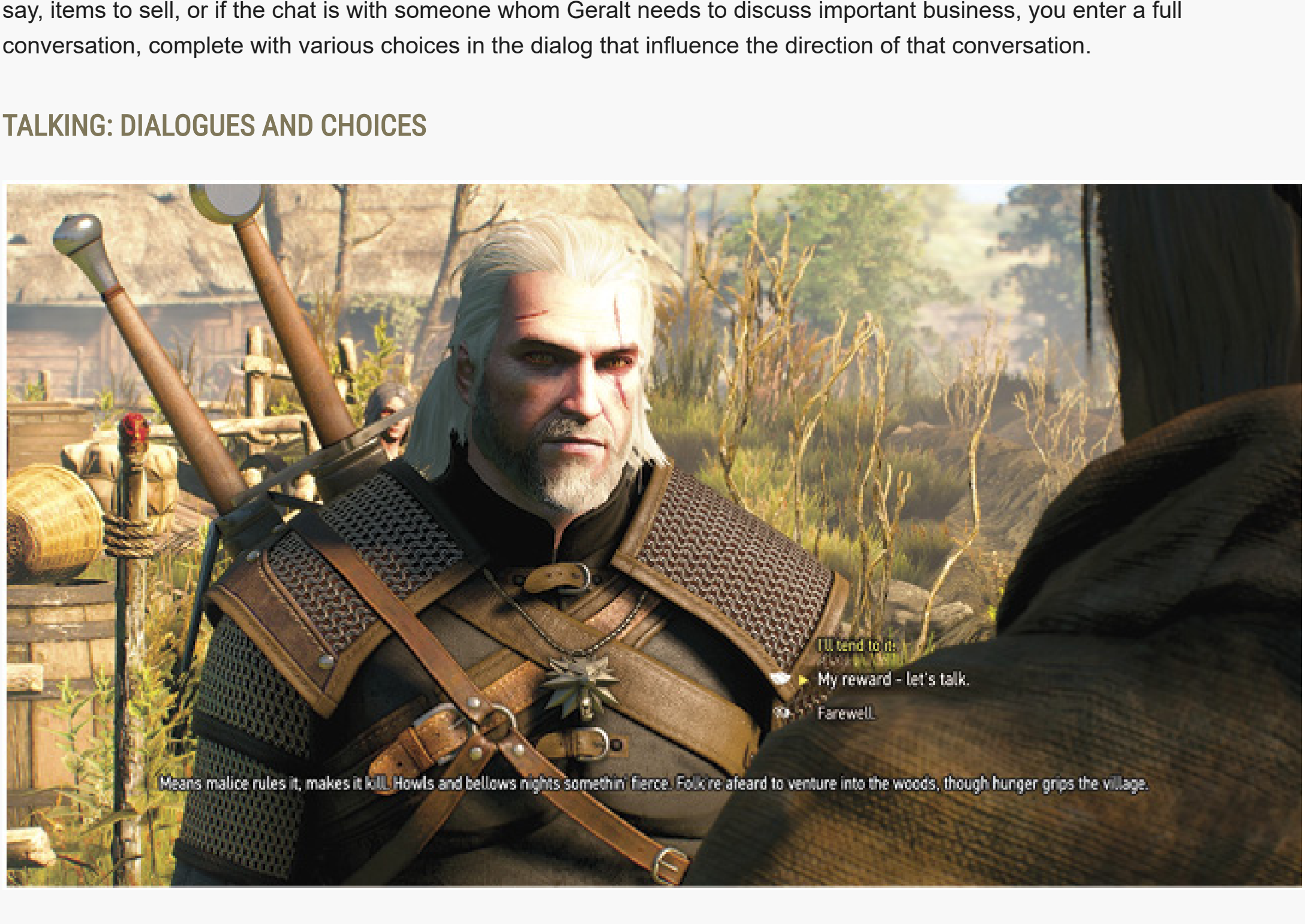


Outside of very specific items, almost all loot from any source (bags, chests, drawers, et al) is generated at random. However, the quality of the loot is usually dependent on the location you're searching. For example, you're much more likely to find Pig Hide or Dwarven Spirit in a farmer's bucket, compared to a Relic silver sword.

All possible lootable objects have a hidden value, and if the loot container is of high value, the better the chances are that you will receive powerful items and high-quality crafting and alchemy materials. With this in mind, this guide has attempted to map as many of the highest quality loot containers, and detailed them as "Good," "Better," and "Relic" chests, and listed them throughout the Atlas.

The other factor affecting loot is Geralt's level. If Geralt finds a weapon or piece of armor in a chest, it is usually set around his level (though can occasionally be lower or higher). The only exceptions to this are pieces of loot that have a fixed level regardless of Geralt's. The level a piece of armor or a weapon can be equipped at greatly influences its stats, so always be on the look out for stronger pieces of equipment as you travel through the world.

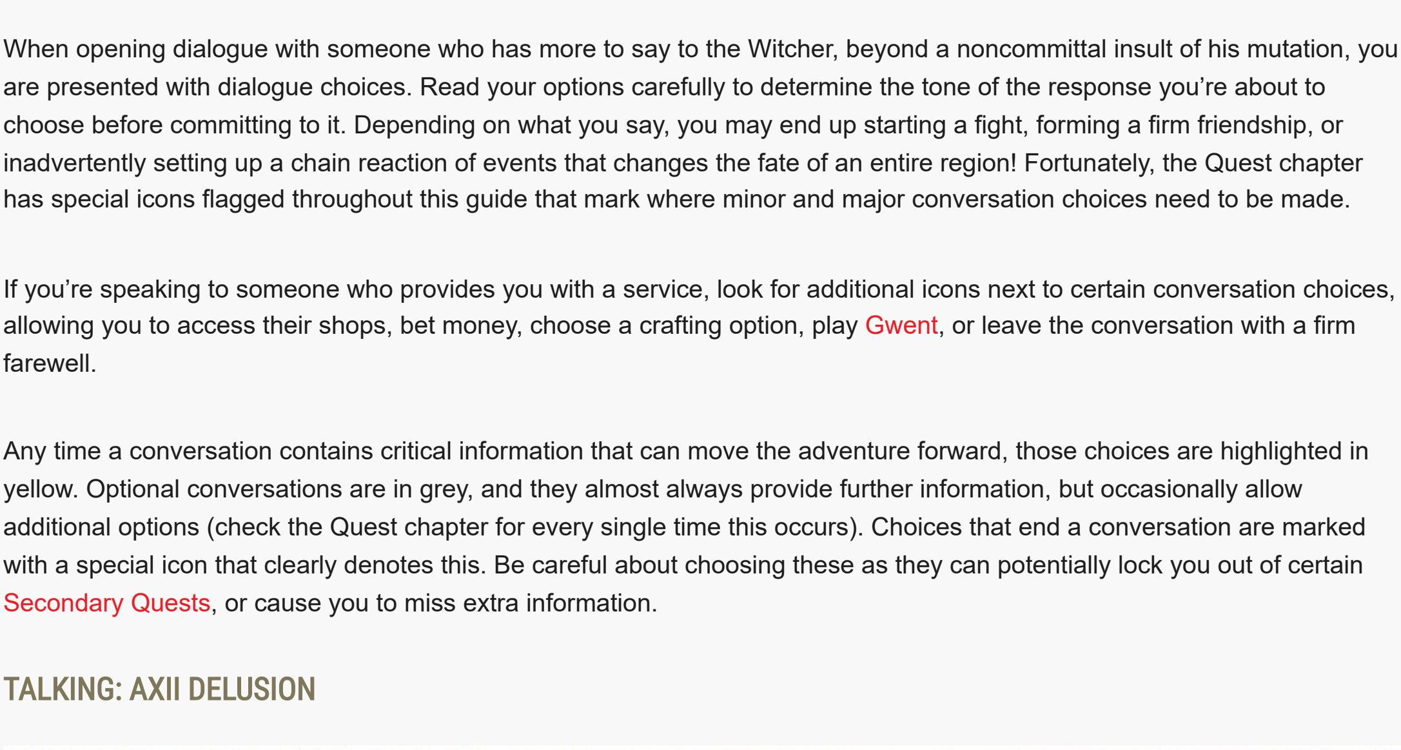
TALKING: BEGINNING CONVERSATIONS



Looking for a woman...
Show me what you got.
Pretty busy place.
There a contract on the griffin?
Master witchers... food and drink on the house. What can I get you?

It's worth at least talking to everyone you meet along your adventures, if only to find out what they have to say before you put the sword to them. Less blood-thirsty types also use conversations to gain additional knowledge, and even play games of Gwent. You can walk up to any individual who isn't already spoiling for a fight and try to speak with them. If they have more to say, items to sell, or if the chat is with someone whom Geralt needs to discuss important business, you enter a full conversation, complete with various choices in the dialog that influence the direction of that conversation.

TALKING: DIALOGUES AND CHOICES



I'll tend to it.
My reward - let's talk.
Farewell.
Means malice rules it, makes it kill. Howls and bellows nights somethin' fierce. Folk're afeard to venture into the woods, though hunger grips the village.

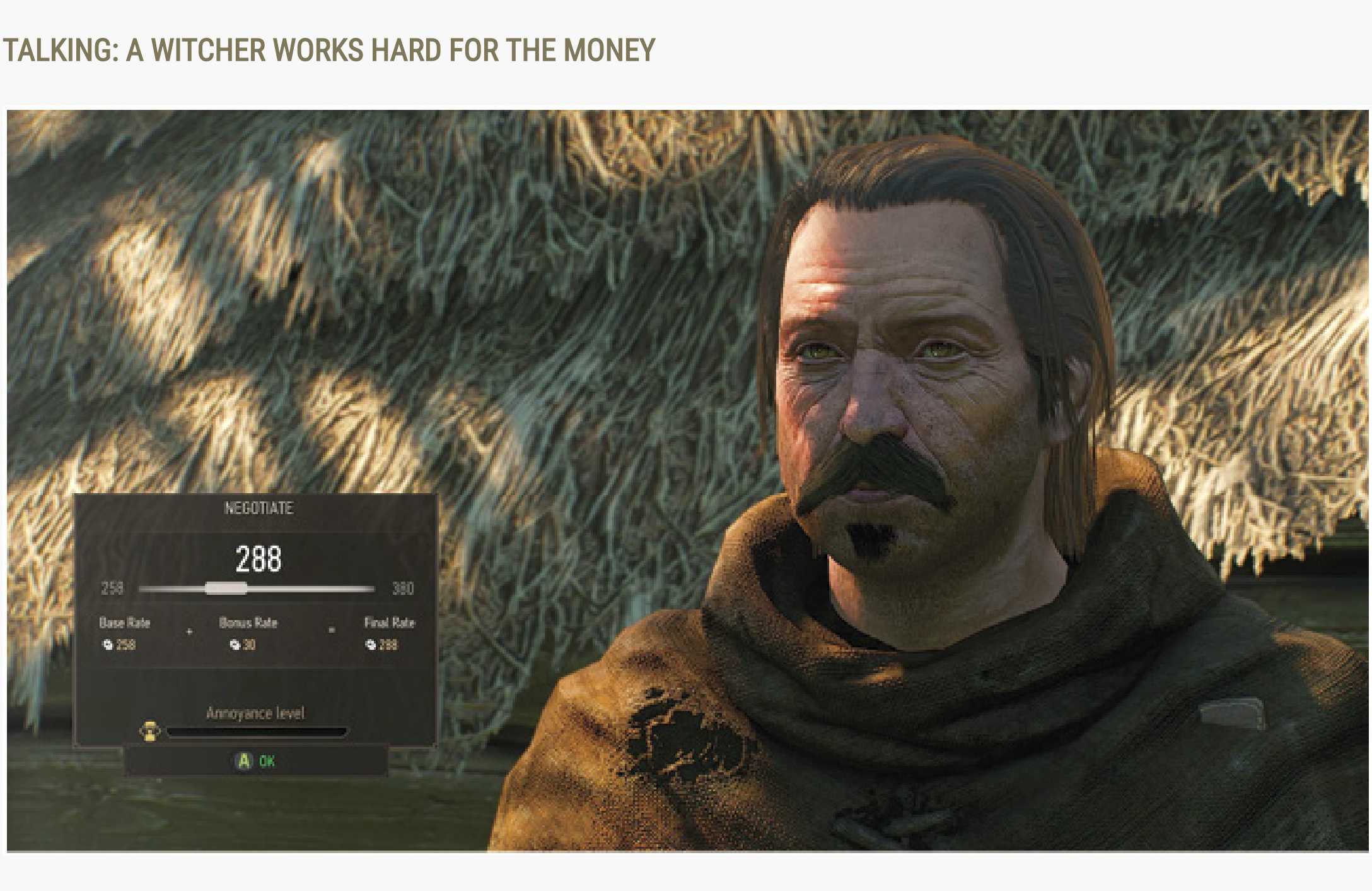
Oftentimes Geralt must use words, and the occasional Axii Delusion Sign, to coerce people to provide the information or items he needs.

When opening dialogue with someone who has more to say to the Witcher, beyond a noncommittal insult of his mutation, you are presented with dialogue choices. Read your options carefully to determine the tone of the response you're about to choose before committing to it. Depending on what you say, you may end up starting a fight, forming a firm friendship, or inadvertently setting up a chain reaction of events that changes the fate of an entire region! Fortunately, the Quest chapter has special icons flagged throughout this guide that mark where minor and major conversation choices need to be made.

If you're speaking to someone who provides you with a service, look for additional icons next to certain conversation choices, allowing you to access their shops, bet money, choose a crafting option, play Gwent, or leave the conversation with a firm farewell.

Any time a conversation contains critical information that can move the adventure forward, those choices are highlighted in yellow. Optional conversations are in grey, and they almost always provide further information, but occasionally allow additional options (check the Quest chapter for every single time this occurs). Choices that end a conversation are marked with a special icon that clearly denotes this. Be careful about choosing these as they can potentially lock you out of certain Secondary Quests, or cause you to miss extra information.

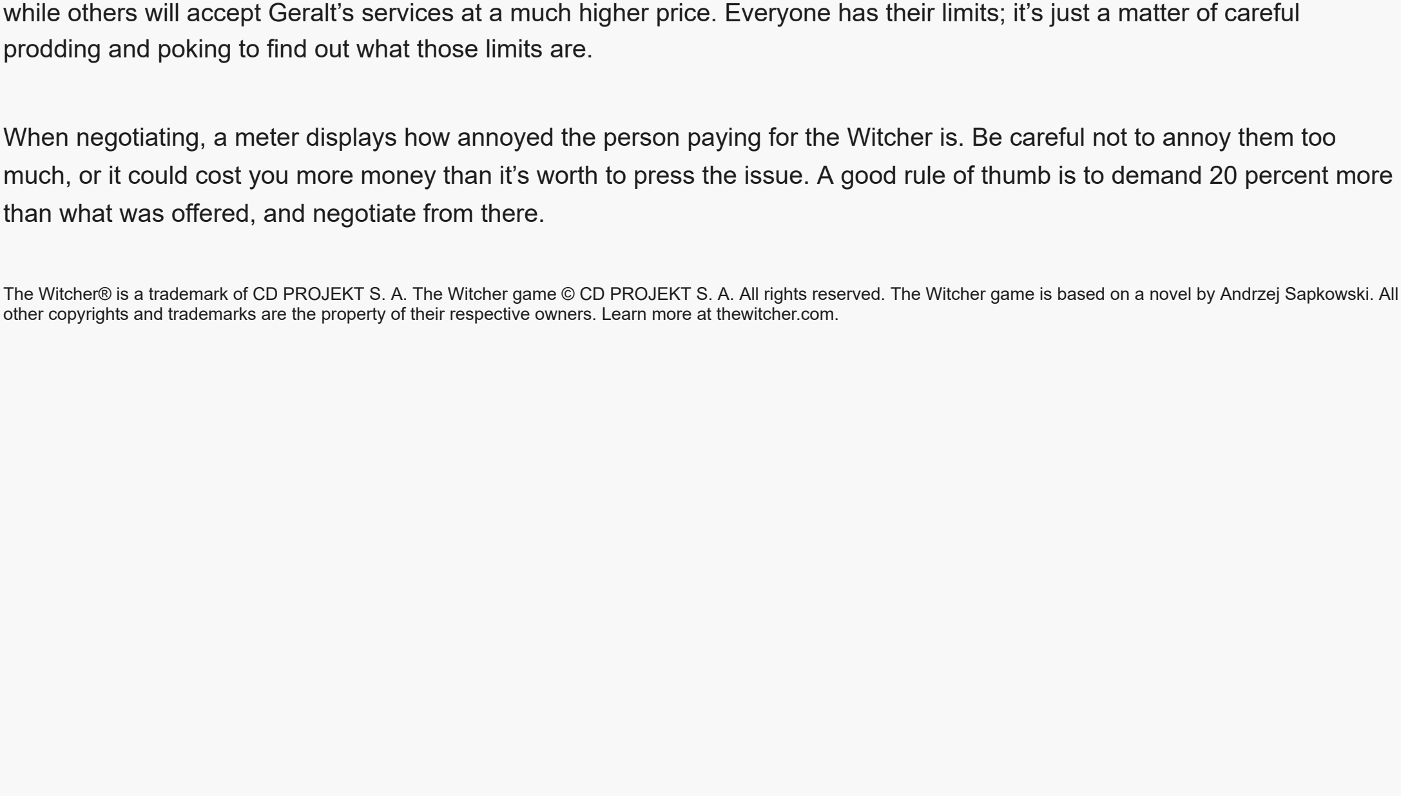
TALKING: AXII DELUSION



Raven-haired woman dressed in black and white. Seen her? Talk.

Occasionally, Geralt can choose to use the Axii Delusion ability to muddle the mind of the individual to whom he's speaking. This can prevent fights from starting, or allow you to convince someone to do something they otherwise would refuse to do. This ability does require you to spend points in Delusion on the Signs Character Ability tree in order to "convince" people who possess resistance to suggestion. The Quest chapter shows each time a conversation choice has an option for the Axii Delusion, and the level needed, so be sure to check there.

TALKING: A WITCHER WORKS HARD FOR THE MONEY



Witcher Contracts found on Notice Boards often start in earnest by finding the issuer of the request and speaking to them. Sometimes they offer a reward that Geralt may not feel the need to debate. Other times, you are given the opportunity to haggle, and squeeze more out of the deal. This takes a bit of finesse. Some people react poorly to demands for more money, while others will accept Geralt's services at a much higher price. Everyone has their limits; it's just a matter of careful prodding and poking to find out what those limits are.

When negotiating, a meter displays how annoyed the person paying for the Witcher is. Be careful not to annoy them too much, or it could cost you more money than it's worth to press the issue. A good rule of thumb is to demand 20 percent more than what was offered, and negotiate from there.

Training

Controls

Geralt's search for Ciri and the Wild Hunt takes him across plains, and through forests, castles, and mountains. He travels by foot, on horseback, and even by boat. He also needs to fight monsters, men, and men who would be monsters if the choice was theirs. Learn how to control Geralt to the fullest, so you're not fumbling with the controls when a pack of Drowners swarms you.

PC CONTROLS

EXPLORATION AND COMBAT

Exploration and Combat	Controls
Movement	W, A, S, D
Call Horse	X
Look Around	Mouse
Lock-On Target/Change Objective	Z
Draw/Sheath Steel Sword	1
Draw/Sheath Silver Sword	2
Consumable 1	R
Consumable 2	F
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses	Hold Right Mouse Button
Block/Counter (Combat Only)	Hold Right Mouse Button to Block, tap RMB just before an enemy attack hits to Counter
Cast Sign	Q
Pause Menu	Escape
Game Menu	Enter
Fast Attack	Left Mouse Button
Strong Attack	Left Mouse Button+Left Shift
Interact	E
Sprinting	Hold Left Shift
Jump/Climb Obstacles/Roll (Combat Only)	Space Bar
Dodge	Double tap of W, A, S, D, orLeft Alt + (optional) W, A, S, D
Roll	Space+(optional) W,S,A,D
Quick Save	F5 (While out of combat)

SAILING

Sailing	Controls
Movement/Steering	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Accelerate	Left Shift
Stop	X
Disembark	E (Also used to board)
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses	Hold Right Mouse Button

HORSE RIDING

Horse Riding	Controls
Movement	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Draw/Sheath Steel Sword	1
Draw/Sheath Silver Sword	2
Consumable 1	R
Consumable 2	F
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses (Cannot use while Galloping)	Hold Right Mouse Button
Cast Axii Sign	Q
Attack/Draw Sword	Left Mouse Button
Canter	Left Shift (Hold)
Gallop	Left Shift (Tap Once, Then Hold)
Jump	Space Bar
Mount/Dismount	E

SWIMMING AND DIVING

Swimming and Diving	Controls
Movement	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Use Witcher Senses	Hold Right Mouse Button
Use Quick Access Item	Middle Mouse Button
Quick Access Menu	Tab
Consumable 1	R
Consumable 2	F
Dive/Submerge	C
Swim Quickly	Hold Left Shift
Surface/Swim Up	Space Bar

PS4 CONTROLS

EXPLORATION AND COMBAT

Exploration and Combat	Controls
Movement	Left Analog Stick
Call Horse	L3
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses	Hold L2
Block/Counter (Combat Only)	L2
Cast Sign	R2
Pause Menu	Options Button
Game Menu	Touchpad
Fast Attack	Square Button
Strong Attack	Triangle Button
Interact	X Button
Sprinting	Hold X Button
Jump/Climb Obstacles	Circle Button
Dodge	Circle Buttton + (optional) Tilt Left Analog Stick (During Combat)
Roll	X Button + (optional) Tilt Left Analog Stick (During Combat)

HORSE RIDING

Horse Riding	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses (Cannot use while Galloping)	L2
Cast Axii Sign	R2
Attack/Draw Sword	Square and Triangle Buttons
Canter	X Button (Hold)
Gallop	X Button (Tap Once, Then Hold while moving)
Jump	Circle Button
Mount/Dismount	Circle Button (Hold)

SAILING

Sailing	Controls
Movement/Steering	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Accelerate	X Button
Stop	Square Button
Disembark	Circle Button
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses	L2

SWIMMING AND DIVING

Swimming and Diving	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Use Witcher Senses	L2
Use Quick Access Item	R1
Quick Access Menu	L1
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Dive/Submerge	Square Button
Swim Quickly/Interaction	X Button (Hold to Swim Quickly)
Surface	Circle Button

XBOX ONE CONTROLS, PC CONTROLS (XBOX ONE OR XBOX 360 CONTROLLER)

EXPLORATION AND COMBAT

Exploration and Combat	Controls
Movement	Left Analog Stick
Call Horse	Click Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses	Hold Left Trigger
Block/Counter (Combat Only)	Left Trigger
Cast Sign	Right Trigger
Pause Menu	Back Button
Game Menu	Start Button
Fast Attack	X Button
Strong Attack	Y Button
Interact	A Button
Sprinting	A Button (Hold To Sprint)
Jump/Climb Obstacles	B Button
Dodge	B Button + (optional) Tilt Left Analog Stick (During Combat)
Roll	A Button + (optional) Tilt Left Analog Stick (During Combat)

HORSE RIDING

Horse Riding	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses (Cannot use while Galloping)	Hold Left Trigger
Cast Axii Sign	Right Trigger
Attack/Draw Sword	X and Y Buttons
Canter	A Button (Hold)
Gallop	A Button (Tap Once, Then Hold while moving)
Jump	B Button
Mount/Dismount	B Button (Hold while standing still or while cantering)

SAILING

Sailing	Controls
Movement/Steering	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Accelerate	A Button
Stop	X Button
Disembark	B Button
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses	Left Trigger

SWIMMING AND DIVING

Swimming and Diving	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Use Witcher Senses	Left Trigger
Use Quick Access Item	Right Button
Quick Access Menu	Left Button
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Dive/Submerge	X Button
Swim Quickly	A Button
Interaction	A Button (Hold To Swim Quickly)
Surface	B Button

Training

Basic Alchemy

The fine art of Alchemy is the action of combining different substances to create a variety of helpful items, such as Bombs, Sword Oils, Potions, and Decoctions. Mixing herbs, substances, minerals, and rare mutagens extracted from monsters, alchemy is a requirement for those who wish to be fully prepared for combat.

ALCHEMY ABILITIES: A MUST FOR THE COMPETENT CHEMIST

Make sure you read the Training section on Abilities, as one of the ability branches involves Alchemy, and there are total of 25 different abilities (with level ranks for each) you can expend points on to make your brewing much more potent!

FINDING ALCHEMY FORMULAE

Many potions, oils, and bombs you can craft have a base formula that allows you to create the most basic form of that item. As you travel through the world and meet new merchants or find various loot caches, you can discover formulae that enhance the strength of your craft. A full list of vendors who sell Alchemy Formulae can be found in the Merchants Appendix.

The easiest way to quickly accrue Alchemic Formulae is to pay an Alchemist or Herbalist a visit; like this diminutive chap here.

EXAMPLE: THE DEVIL'S PUFFBALL (PART 1)

You've taken an interest in bombs. In particular, you're craving the formula for "Devil's Puffball" (as you want to lob poison bombs at Bandits). So you pay a halfling herbalist a visit. After perusing his shop, you come across a "Manuscript Page: Devil's Puffball." Though it's going to cost 248 crowns, you now have the ability to craft this bomb whenever you like, providing you have the ingredients. Remember, you could have discovered this formula by looting random chests, too.

CRAFTING ALCHEMY FORMULAE

Once you have an Alchemy Formula in your possession, whether you're at an Alchemist or Herbalist shop or not, you can set about crafting the formula itself. These "recipes" are listed in your Alchemy Menu; scroll down to the item you wish to craft, check you have the various necessary ingredients, and then craft it. Simple! Then, if the item is to be used by you in combat (such as a potion, oil, or bomb for example), you can place it in your Inventory (so it is carried), or your Consumables, Bombs, or Pockets (where it can easily be accessed).

EXAMPLE: THE DEVIL'S PUFFBALL (PART 2)

With the formula for this bomb in your Alchemy menu, you check the necessary ingredients to make this explosive: Saltpeter (1 unit) and Sewant Mushrooms (2 units). These ingredients make one set of three bombs. The halfling has both ingredients for sale; both the Saltpeter (10 units at 25 crowns each, enabling you to make up to ten sets of bombs) and the Sewant Mushrooms (5 units at 10 crowns each, enabling you to make up to two sets of bombs as each bomb set needs two units).

Alternatively, you could have trekked across the landscape searching for Sewant Mushrooms. Saltpeter is a Mineral, and can only be purchased from Herbalists (or randomly found).

MASTER ALCHEMY FORMULAE

The ultimate in Alchemy is obtaining a variety of rare herbs and ingredients, and collecting all the most potent of formulae, so you can craft the very best potions, bombs, and oils. These formulae can be found by exploring the different Points of Interest and Alchemy shops in the world.

EXAMPLE: THE DEVIL'S PUFFBALL (PART 3)

Craving the most potent Puffball of all, and having already created an Enhanced Devil's Puffball during your adventures, you make the journey to Ard Skellig, pay your dues by completing all the tasks the old druid Gremist has for you, before finally accessing his shop. Sure enough, the "Manuscript Page: Superior Devil's Puffball" is here! Though it's not quite a steal at 549 crowns, the formula is yours. Yes!

EXAMPLE: THE DEVIL'S PUFFBALL (PART 4)

Wait a moment though; it seems the Superior Devi's Puffball requires a great deal more ingredients than the normal and enhanced versions! You need: Endrega Heart (2), Alchemists' Powder (1), Sewant Mushrooms (2), Ginatia Petals (2), Enhanced Devil's Puffball (1), Calcium Equum (2), and Rebis (1).

Gremist has the Alchemists' Powder (5 units at 46 crowns each), the Ginatia Petals (4 units at 8 crowns each), and the Calcium Equum (8 units at 30 crowns each). You bring the Enhanced Devil's Puffball and the Sewant Mushrooms from your previous scavenging.

This just leaves Rebis. What is Rebis? It is a Substance used in alchemy. Though this means more searching for ingredients to make Rebis, the Alchemy Formula itself can be bought from Gremist for around 75 crowns.

BEST PRACTICES FOR ALCHEMY

Veteran Witchers have graciously provided a list of recommended tactics for making the most of Alchemy.

Craft early. Craft often. As soon as you can brew formulae, do so. Did you loot a new formula? Then check your Alchemy Menu to see if you can craft it right away. If not, keep those needed ingredients fresh in your mind so you can add the alchemy item to your inventory as soon as possible.

Purchase formulae in shops as you find them and add those potions, oils, and bombs to your arsenal. You quickly gain more advantages over the beasts and abominations during your adventures.

Geralt's potion supply is automatically restocked when you Meditate, as long as you have hard alcohol in your inventory. Keep a supply of alcohol in your inventory at all times!

Many herbs prefer to grow in certain areas of the world or in particular climates. On rocks, in caves, in shallow water, deep water, or in cultivated terrain that farmer's harvest in the villages Geralt comes across. Learn them and you find what you need in no time.

Herbs and ingredients have no impact on your carried weight, so don't hesitate to snatch up all of the herbs in the wild you can find. Once you've amassed a large supply, you can worry far less about collecting herbs in the later stages of the adventure.

If you're having a difficult time finding ingredients, visit the Alchemist and Herbalist shops and spend some of that extra coin to finish out the ingredients list quickly. This is helpful in even the Prologue quests.

Watch out for monster nests to clear them out and make use of the ingredients they carry. This is also serves as a source of ingredients for the Witcher Gear armor and weapons for crafting those items at blacksmiths.

Know your foe. The Bestiary is your best friend. All of the critical information on the items that work against the hordes of creatures you face is at your personal disposal. Also, learn the creature categories or "families" (for example: necrophages, relicts, elementals, etc.). When you have the chance to spot an enemy at a distance and you know what you're up against, you can pull up your inventory to apply the oils, down the potions, and slot the bombs that help you quickly dispatch the dark denizens before you. If it's not a specific monster you've encountered before, but you think you know what type it is, apply the oil for that enemy type and you'll conquer them in a flash.

If you enter a combat encounter and your sword doesn't have the oil that would help you against your enemies, don't forget to use your potions and bombs. They may be all you need to make quick work of the enemy and disable their most devastating attacks.

If you know you're going to facing large groups of humans, slather some Hanged Man's Venom on your steel sword. These are the most common enemies you face during quests inside the city walls of Novigrad, so it's a safe bet to keep this oil active as often as possible when you're not roaming the wilderness.

Keep a large stock of alcohol bases and Meditate as often as you feel the need to. Remember that Meditation can end any potion buffs you have active due to the passage of time while meditating.

Slot Swallow potions and save the rest. If you keep Swallow and some food handy in combat (such as Hattori's delicious Dumplings, you can always open your inventory to drink the other potions you need less often.

Getting weighed down by dozens of swords after slaughtering a batch of heartless witch hunters? Toss back a fiend decoction to grant you a bonus against your burden and hit some shops to offload for coin.

Locate the Corvo Bianco Vineyard in Toussaint, and after receiving the deed from the Duchess, improve the manor and gardens, uncovering an Alchemy lab, and use the table inside to add one additional charge to your potions (and bombs).

Training

Potions, Bombs, And Oils

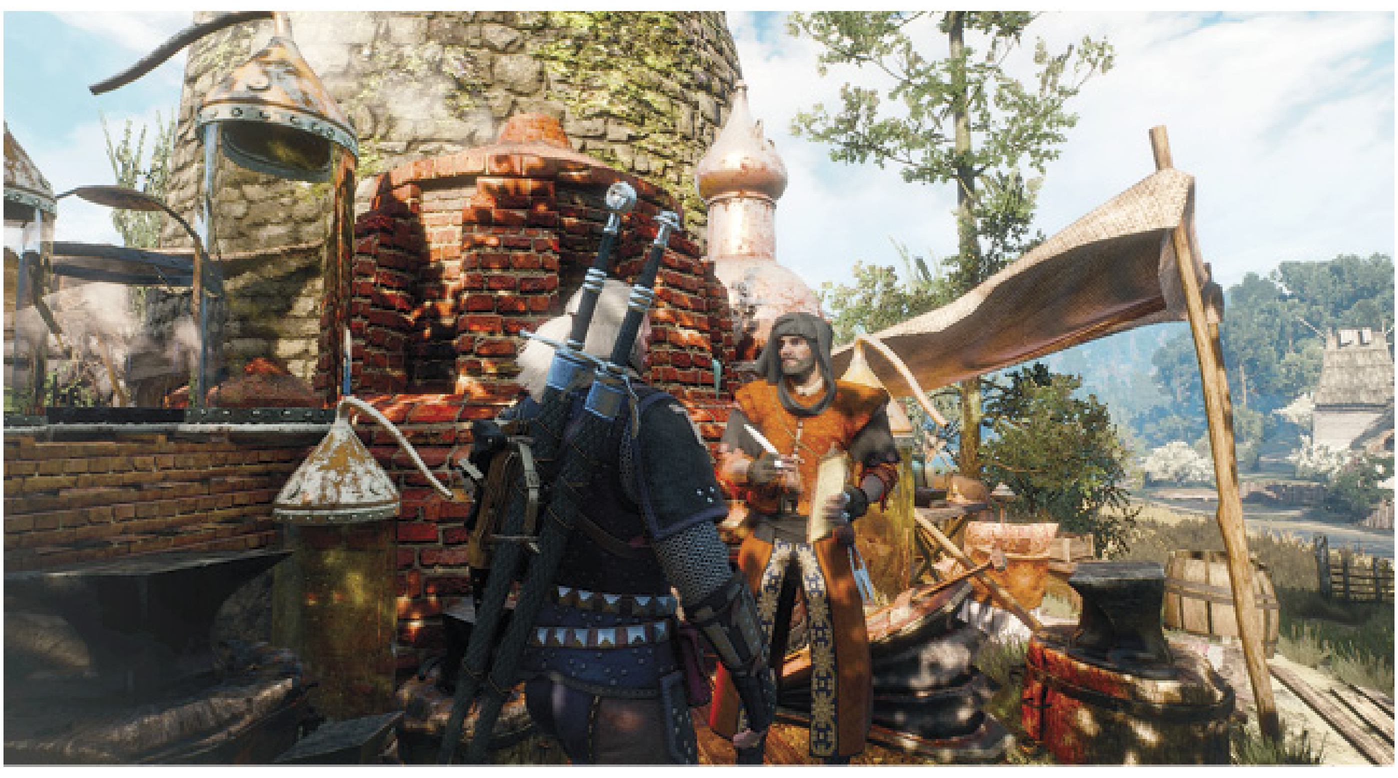
A Witcher is expected to make use of the land to survive. Herbs, minerals, and other alchemical ingredients found in the field or bought from Herbalists are among the many materials used to brew potions, sword oils, or act as the catalysts to bombs. Other materials, like rare metals or strips of cured leather, can be refined and used to craft new weapons and armor that far exceed the quality of worn items looted from dead foes.

To craft items or perform alchemy, Geralt must first possess crafting diagrams and alchemy formulae. These can be found randomly in the field by looting containers, or purchased from specialized vendors. Diagrams for ancient relics, including Witcher Schools Gear, are found during lengthy Scavenger Hunt quests to locate the base diagrams for that equipment. Advanced diagrams that enhance this gear involve additional lengthy searching with few clues. Fortunately, the Scavenger Hunt Quests show you the way.

Training

The Ofieri Runewright

A most accomplished crafter, the Ofieri Runewright, has graced the Northern Realms (and in particular the Upper Mill signpost area of northeast Gustfields territory in Novigrad). Unfortunately, the Runewright has lost his tools, and it is up to you to provide him with new ones. This is quite an expensive endeavor, but well worth the effort.



Once you've financed this Ofieri's operations in the Northern Realms, he becomes the ultimate Armorer, Blacksmith, and crafter!

THE WORLD'S NEVER-ENDING CREATION BE PRAISED!

Runewords and Glyphwords are divided in three tiers. Higher tier Runewords are more potent than ones from lower tier, but to gain access to these tiers, you have to fund better tools by providing gold to the Runewright, as part of Hearts of Stone: Secondary Quest: Enchanting. The total outlay to your funds is as follows:

- 5,000 crowns for Tier 1 (Amateur) Runewords and Glyphwords.
- 10,000 crowns for Tier 2 (Journeyman) Runewords and Glyphwords.
- 15,000 crowns for Tier 3 (Master) Runewords and Glyphwords.

Enchanting: When unlocked, Runewords can be placed only on swords with three available sockets for Runestones. Glyphwords can be placed only on Armor (torso, boots, trousers, and gloves) with three available sockets for Glyphs: Each Glyphword or Runeword takes up three entire sockets.

Add Sockets: However, the Runewright can (for a fee) add new sockets on items. The fee depends on the item quality. This allows any piece of armor or weapon to have Runewords or Glyphwords added. However, this has another effect; it allows lower-quality or lower-level equipment to be imbued with up to three Glyphs or Runestones, allowing you to augment your gear much earlier. Don't forget to do this!

ADDING RUNEWORDS AND GLYPHWORDS

To add a Glyphword or Runeword, you must have collected the requisite Glyphs or Runestones and have them in your Inventory. If an item already has enchantments, adding a Glyphword or Runeword removes all of the Runestones or Glyphs in an item; they are lost.

Just like Glyphs and Runestones, Glyphwords and Runewords can be removed from an item, but only by the Runewright. When removed, it leaves three empty sockets in the item.

The Runewright also sells a large number of Glyphs and Runestones, so it not necessary to scour the Northern Realms looking for them. Of course, they cost quite a number of crowns. The Runewright also sells schematics for these runes so you can craft them by yourself. The offer increases and upgrades the merchant.

This Runewright is also an accomplished Armorer and Blacksmith. Providing you fund his operations, he can craft everything either smith can, but the level of his proficiency depends on the upgrade level (during the quest):

- Tier 1 – Amateur Runewright
- Tier 2 – Journeyman Runewright
- Tier 3 - Master Runewright

EXAMPLE: FUNDING THE OFIERI RUNEWRIGHT

After befriending the Ofieri Runewright, you agree to fund his cause. After spending some considerable crowns (5,000), he can craft Amateur level Armor and Weapons, as well as Tier 1 Glyphwords and Runewords. He can also drill sockets into any weapon or armor, so utilize that skill as early as possible.

With another infusion of 10,000 crowns (15,000 total), Journeyman Armor and Weapons, as well as Tier 2 Glyphwords and Runewords, can be crafted.

With a final emptying of your coffers, you drop another 15,000 crowns (30,000 total!), and the Ofieri Runewright essentially becomes your go-to Armorer, Blacksmith, and crafting professional! Master level Armor and Weapons, as well as Tier 3 Glyphwords and Runewards, are all yours!

EXAMPLE GLYPHWORD: HEFT

Having a set of Feline Armor (Light), but choosing the Character Ability "Bear School Techniques" (each piece of heavy armor increases maximum Vitality by 5% and strong attack damage by 5%), enchanting Feline Armor with Heft enables you to take advantage of both the Bear School Techniques Ability, and a character archetype that usually favors strong attacks.

EXAMPLE RUNEWORD: SEVERANCE

After learning about the Whirl and Rend combat Abilities, this Runeword was embedded into your favorite sword. Now your range for both these attacks is increased by 1.1 and 1.9 yards respectively! Geralt is now a whirling dervish of death!

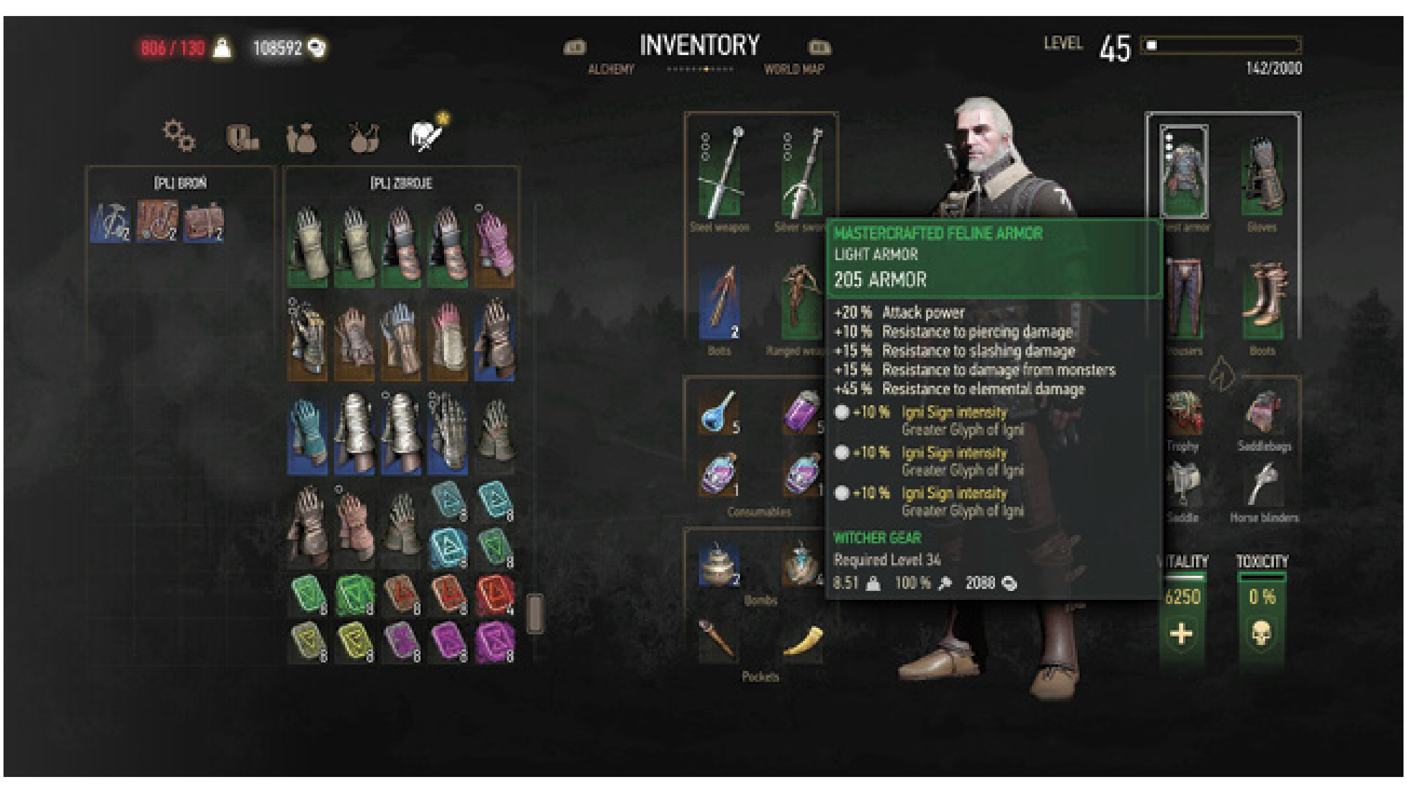
Training

Upgrades (Glyphs And Runestones)

Glyphs and Runestones are “Upgrades” for your Armor and Weapons respectively.

GLYPHS

By placing a Glyph on a socketed piece of armor, a Witcher can enchant the item with a passive bonus that augments existing Sign abilities. Lesser Glyphs may only provide relatively weak bonuses, but can be combined with other lesser Glyphs to create Greater Glyphs with significant boosts to Geralt’s armor potential.



MASTERCRAFTED FELINE ARMOR
LIGHT ARMOR
205 ARMOR
+20 % Attack power
+10 % Resistance to piercing damage
+15 % Resistance to slashing damage
+15 % Resistance to damage from monsters
+45 % Resistance to elemental damage
+10 % Igni Sign intensity
Greater Glyph of Igni
+10 % Igni Sign intensity
Greater Glyph of Igni
+10 % Igni Sign intensity
Greater Glyph of Igni
WITCHER GEAR
Required Level 34
8.51 100 % 2088

Make sure you add additional intensity to your favorite Signs by imbuing all your armor with Glyphs.

In order to enchant a piece of armor, a Glyph of Infusion must be prepared first. The base component to all armor enchantments, Glyphs of Infusion can be found by looting containers and corpses. Additionally, crafters like the blacksmith and armorer sells Glyphs of Infusion in their shop. For those who wish to extensively upgrade multiple pieces of gear, it is recommended you purchase the diagram for crafting Glyphs of Infusion as soon as possible.

Lesser Glyphs are special enchantments you can place into armor upgrade slots in order to receive passive bonuses to Sign abilities. They may be found in containers, nests and the corpses of monsters. Additionally, these enchantments can be found in shops in later stages of the game. The most economical option is to learn the basic techniques and materials needed to craft your own glyphs as needed.

Students of advanced crafting techniques may learn greater enchantments that can be used to combine multiple lesser Glyphs into a single Greater Glyph. This is an excellent way to augment your equipment while keeping additional upgrade slots open for other enchantments. Be warned! Once an enchantment is in place, it is impossible to remove without destroying the item.

RUNESTONES

Runestones can be used to enhance a socketed steel or silver sword with a permanent enchantment that increases weapon damage, adds persistent conditions to enemies, and augments spell power. Once a runestone has been embedded, it cannot be removed without destroying the weapon, and without the help of a smith. Runestones can be crafted from diagrams, or purchased from merchants. Crafting lesser and greater Runestones helps reduce the cost of upgrading, but requires the assistance of higher-level smiths that may be difficult to find early in your adventure.

For a complete list of Runestones and their effects, consult A Witcher’s Tools in your free eGuide.

EXAMPLE: THE ULTIMATE FELINE ARMOR

In your quest to become the most agile Witcher of all, you’ve focused on the Quen sign to help you during combat. Late into your adventure, you manage to obtain all the Grandmaster-level Feline Armor diagrams during a Blood and Wine Scavenger Hunt, bring them to Lazare Lafargue in Beauclair, and have him build you an ultimate set of Feline Armor. But is it?

No! Don’t forget that the Feline Armor has three sockets, and the Boots, Trousers, and Gauntlets each have two sockets: That’s a total of nine sockets! Remember that lower quality Feline armor doesn’t have as many total sockets:

Feline Armor	Number of Sockets
Feline Armor	1
Feline Boots	0
Feline Trousers	0
Feline Gauntlets	0
Feline Armor Total	**1**
Enhanced Feline Armor	2
Enhanced Feline Boots	0
Enhanced Feline Trousers	1
Enhanced Feline Gauntlets	0
Enhanced Feline Armor Total	**3**
Superior Feline Armor	3
Superior Feline Boots	1
Superior Feline Trousers	2
Superior Feline Gauntlets	1
Superior Feline Armor Total	**7**
Mastercrafted Feline Armor	3
Mastercrafted Feline Boots	1
Mastercrafted Feline Trousers	2
Mastercrafted Feline Gauntlets	1
Mastercrafted Feline Armor Total	**7**
Grandmaster Feline Armor	3
Grandmaster Feline Boots	2
Grandmaster Feline Trousers	2
Grandmaster Feline Gauntlets	2
Grandmaster Feline Armor Total	**9**

EXAMPLE: THE ULTIMATE FELINE ARMOR, BUT EARLIER!

Remember that the Ofieri Runewright, once you complete his series of quests, offers you the opportunity to add Sockets to equipment that normally has fewer or no sockets. Usually, this would be to insert Runes into them, but newly-created sockets can take Glyphs too. Now you can create up to seven sockets, and up to +70% Sign Intensity to your regular or Enhanced Feline armor too. Or many other armor types for that matter!

EXAMPLE: THE ULTIMATE FELINE STEEL SWORD

After some considerable adventuring, and a visit to Lazare Lafargue after the conclusion of a long Scavenger Hunt, you finally possess a Grandmaster Feline Steel Sword. Impressive! Furthermore, it has a +15% chance to cause bleeding after each strike. The only way to make this even more potent, is to add three Greater Devana Runestones, each giving you an additional +5% chance to cause bleeding. After visiting Eibhear Hattori, Trentin, the Ofieri Runewright, or Lazare Lafargue again (the only Blacksmiths who can craft Greater Runestones), you have any of them craft three Devana Runestones. This raises your Feline Steel Sword’s chance to cause bleeding to +30%! Amazing!

EXAMPLE: THE ULTIMATE FELINE STEEL SWORD, BUT EARLIER!

Remember that the Ofieri Runewright, once you complete his series of quests, offers you the opportunity to add Sockets to equipment that normally has fewer or no sockets. Usually, this would be to insert Runes into them, but newly-created sockets can take Runestones too. Now you can create up to three sockets for any of your Feline Steel Swords (or any other sword for that matter), enabling you to add up to three Runestones to a weapon that normally only has one or two available slots!

GREATER GLYPHS AND RUNESTONES

Need to find Greater Glyphs and Runestones in a hurry? Then visit the Master Armorers and the Master Blacksmiths and purchase from them, after you complete their associated quests (if necessary).

If you wish to know which Merchants have Glyphs and Runestones for sale, consult the “Upgrades” column in the Merchants Appendix.

Training

Alchemic Creations

The following inventory items are created using Alchemy (though some can be purchased from vendors too, if you wish to expend more crowns instead of brewing your own). Remember that base materials, formulae, and recipes may all be needed in order to create the following items.

ALCHEMY SUBSTANCES: MUTAGENS

As you kill monsters, there's a chance that a Mutagen will be found amongst the loot you can scavenge. There are different types of Mutagens—some that are exclusive to the beast slain and others that are relatively common amongst a variety of monsters.

Mutagens are used in two separate ways. The first is in connection with your Character Abilities. By placing a Mutagen in the slot next to your activated Character Abilities, you gain a statistical bonus.

Once you've killed a fearsome or disgusting monster, inspect their innards for a possible mutagen to add to your collection.

The ability trees are color themed; red, blue, green, and yellow. These colors stand for Combat, Signs, Alchemy, and General Abilities respectively. This also holds true with Mutagens, which can be found in red, blue, and green. If you connect a mutagen to activated abilities of the same color, the bonus provided by the Mutagen increases by 100 percent for each ability matching that Mutagen's color. Geralt can gain thousands of points of Vitality and strike that much harder with his swords. His Signs will see massive intensity boosts. The second use of Mutagens comes with crafting decoctions, covered below.

EXAMPLE: GREATER BLUE MUTAGEN CREATION

Enter your Alchemy menu, and look in the "Alchemy Substances" area for a list of all the Mutagens you can create. In the case of mutagens, these are "Mutagens" (created from a number of "Lesser Mutagens") and "Greater Mutagens" (created from a number of "Mutagens). You're looking for a +10% Sign Intensity bonus for using a Greater Blue mutagen in your Mutagen Slot (Character Menu), so you concoct the following plan:

You kill a variety of monsters, and amass a large number of Lesser Mutagens from their corpses. This took a while, so you want to make the most of them! In your Alchemy Menu, you select "Blue Mutagen." It requires "Lesser Blue Mutagen (4)" to create. Fortunately, you have 13 Lesser Blue Mutagens, so you craft a total of three "Blue Mutagens" and have one Lesser Blue Mutagen left.

Now you select "Greater Blue Mutagen." It requires "Blue Mutagen (3.)" That's handy; you just created three of those from your Lesser Blue Mutagens! So you combine the three Blue Mutagens, create one Greater Blue Mutagens, then place it in your Character Menu, and link Sign Abilities to it to further boost your Sign-casting prowess!

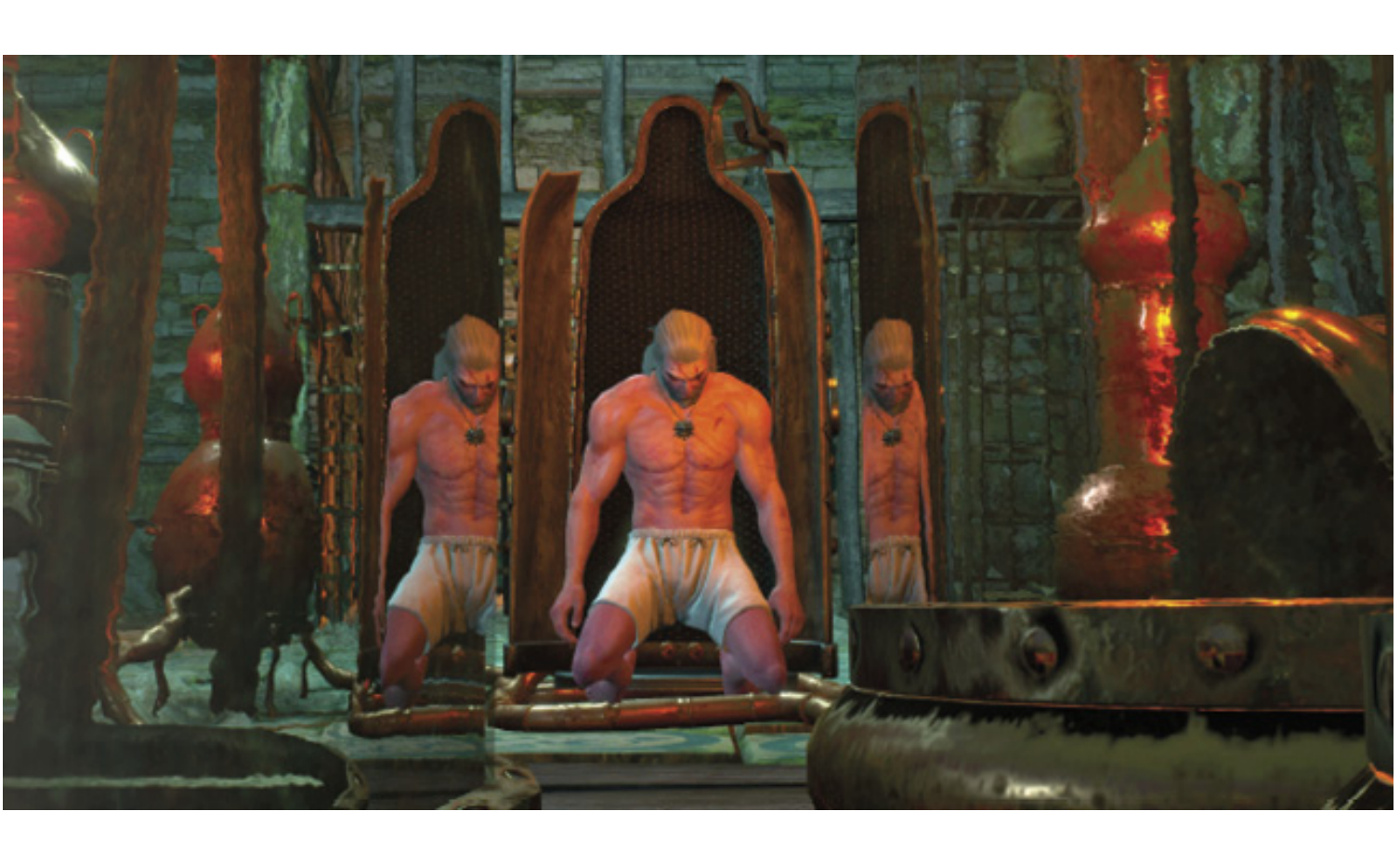
CONTRACT WORK FOR SPECIAL MUTAGENS

Certain beasts that become the target of Witcher Contracts carry unique Mutagens with increased potency over those found on lesser monsters.

MUTAGENS FOR MUTATIONS

If you are adventuring in Toussaint, be sure to complete Blood and Wine Secondary Quest: Turn and Face the Strange. Finding Professor Moreau's mutation laboratory allows you to unlock the Mutations menu. Now, Mutagens are "spent" like Ability points to unlock the most potent mutations of all!

Now Mutagens are able to be created (and their color changed) by locating (or purchasing) diagram recipes scattered throughout this realm. Use the Alchemy > Alchemy Substances menu, and begin to create Mutagens yourself instead of relying on finding them on the corpses of monsters. You are also encouraged to improve the Corvo Bianco Vineyard, as part of Blood and Wine: No Place Like Home, as an improved greenhouse allows herbs to be grown that are essential ingredients to creating mutagens.



In a hidden elven labyrinth deep below the waters of the Sansretour River in Toussaint, lies the laboratory of Professor Moreau. Step into this contraption to trigger the most potent Mutations of all!

ALCOHOL

Alchohest

Dwarven Spirit

White Gull

Alcoholic beverages can be found in every tavern, inn, and watering hole across the Northern Realms, and purchased from Innkeeps there. Visit the Duchy of Toussaint for a masterclass in wine-making. Some of the alcohol you can drink is simply for sustenance. Most allows you to recover from combat during a Meditation (so keep a plentiful supply). But brew Alcohol for alchemic purposes primarily when you require an ingredient for another Alchemic substance, as the following example illustrates:

EXAMPLE: DWARVEN SPIRTS AND BLIZZARD

You want to swig down a Blizzard potion to improve your reflexes and prolong your reaction time, the next occasion you're in combat. You have some of the necessary ingredients to craft Blizzard (White Myrtle Petals (5) and Golem's Heart (1)), but you're missing the Dwarven Spirit (1). Fortunately, you've found the Recipe for Dwarven Spirit, meaning you don't need to visit a merchant to buy some.

Instead, you scour the land for the following: Empty Bottle (1); there's a Merchant in Novigrad specializing in them. Mahakaman Spirit (2), and White Myrtle Petals (1). Combine them together, and you can crank out as many Dwarven Spirits as you need; particularly helpful as this is the base for a large number of Potions.

HARD ALCOHOL: POTION REPLENISHING

It is difficult to overstate how important carrying a large amount of hard alcohol is to your well-being, as this automatically replenishes any potions you may have used when you Meditate. Therefore, it is wise to keep a large collection of the alcohol you can craft (in the Alchemy menu) for just such occasions.

BOMBS

One of the key tools of the Witcher trade is the arsenal of bombs they can craft to suit their needs. Various materials go into making a bomb, and they have a wide range of possible effects that can be used to further stack a battle in their favor. You can option a battle from afar by lobbing a bomb at an unsuspecting foe, or quickly flick one out at a targeted opponent during a heated melee.

Monster nests encountered in the world require specific bombs to completely destroy them. So, if you intend to make a particular area safe to travel through or harvest materials within, make sure you always carry a supply of these explosives. You can set two bomb types in your Inventory menu as "Quick Access" items in the "Bombs" section. If necessary, you can switch out what bombs you have quick access to in the middle of combat as well. As with potions and oils, bombs can be upgraded beyond their initial crafted level to enhanced and superior versions.

A USEFUL BRACE OF BOMBS

Bombs are highly specialized weapons that can cause a variety of effects in battle. It helps to craft bombs as soon as possible, especially the higher ranking versions (Enhanced and Superior), so you are prepared for any situation that requires an explosive solution.

Dancing Star: If you're looking for a bomb with a spectacular explosion resulting in impressive damage to any foes within the blast radius, and additional burning to the already-wounded enemy, choose to craft this bomb. Though it doesn't supersede your more ferocious Igni attacks, this is excellent for long-range blazes.

Devil's Puffball: Though the cloud of toxic vapor that this bomb emits when it explodes can poison you (unless you've taken a potion to negate the effects), it is meant for long-range damage infliction: lob this at a cluster of bandits in areas where you can easily move around the poison cloud. Or, choose to lob one into confined areas you won't immediately venture down, but areas with foes who can choke to death on the fumes.

Dimeritium: If you're facing monsters that are known as "Elementals" in the Glossary (and this guide's Bestiary), this is an excellent choice as it halts any of these monsters' ranged attacks (such as a Gargoyle's flying ability). Stopping the magical abilities of Elementals isn't something you're likely to attempt frequently, so break out this bomb on these special occasions. However, when you're in Dimeritium's cloud, you cannot cast Signs, so use with caution!

Dragon's Dream: This bomb releases a cloud of highly flammable, poisonous gas into the air. But when ignited by Igni, another bomb, a torch, or even a burning enemy, the resulting detonation can set foes on fire! An upgraded Dragon's Dream can cause enemies it kills to explode, as well! Just beware that the blast can damage you, too.

Grapeshot: This is one of the most useful explosives in a Witcher's arsenal. You can destroy monster nests and deal powerful shrapnel damage to enemies, while also causing some fire damage that can harm enemies weak to it. Though it doesn't harm enemies over time (just in one large explosion), it is incredibly potent. Upgraded Grapeshot bombs can make enemy armor completely irrelevant.

Moon Dust: Monsters that are known to transform, such as Foglets, Specters, and Vampires, cannot use this ability when struck by the silver splinters of a Moon Dust bomb. Monsters that can regenerate can find that ability temporarily disabled. The Superior version of this bomb can stop a foe's regeneration permanently!

Northern Wind: A dangerous piece of alchemy, the Northern Wind bomb freezes enemies within its blast radius, and keeps them in place. If a Witcher improves this bomb, the area of effect grows larger, lasts longer, and enemies struck while frozen suffer greater damage.

Samum: A basic but useful bomb, Samum does not just destroy monster nests; it blinds enemies caught in its explosive radius, giving a Witcher a chance to flank them, and attempt an easy sword strike. Upgraded Samum bombs guarantee a critical strike on a blinded and stunned opponent. Just be careful you don't blind yourself with your own Samum bomb.

DECOCTIONS

These Relic-type potions offer incredible combat benefits that are long-lasting, but come at the expense of high toxicity. Assuming you are crafting White Honey Potions (that clear toxicity) in conjunction with Decoctions, these can make you extremely potent in combat. Remember you can use more than one Decoction at a time. For experienced Witchers, the high toxicity of a decoction, and all the risks that come with it, are outweighed by the benefits.

TOP FIVE DECOCTIONS

Troll Decoction: Constant Vitality regeneration in and out of combat. For Witchers who are expecting multiple grueling battles against many foes.

Ekimmara Decoction: With this decoction, a Witcher restores Vitality with every successful strike against the enemy.

Succubus Decoction: The longer a battle lasts, the harder a Witcher strikes.

Alghoul Decoction: Adrenaline is generated more quickly by a Witcher in combat, but the effect is broken by the first successful enemy attack.

Werewolf Decoction: Running, sprinting, and jumping outside of combat doesn't use Stamina; a perfect brew for Witchers exploring large areas.

OILS

To increase the effectiveness of blades, a Witcher can coat them with special oils. These are tailored to damage specific types of foes. Oils that assist against humans should be applied to steel swords, while any monster-specific oils are applied to your silver swords. There are as many oils as there are families of monsters, and so it falls to a Witcher to be prepared for these eventualities. Crafting oils can be done only outside of combat.

Slather on a weapon-improving oil before every battle, after consulting the Bestiary to pick an oil especially formulated for weakening the foe you're about to face.

Similar to potions, once an oil is crafted, it remains in your inventory. You can find formulae for improved versions of oils, requiring the previous level of the oil and new ingredients. This again follows the standard, enhanced, and superior quality scheme used by potions, bombs, and most other items that can be improved.

Oils do not last indefinitely. Each successful strike on an enemy rubs some of the oil off the blade until eventually there is none left and the effect is no longer applied to the foe. You can reapply the oil by going to your Inventory once again, as long as you have not discarded the oil.

OILS FOR COMMON OR SERIOUS THREATS

With so many monsters plaguing the land, Witchers must be prepared with a wide variety of oils to counter any threat with expediency.

Hanged Man's Venom: Sadly, with war raging across the land, humans are as common a threat to a Witcher as any monster. It never hurts to have this oil ready at all times to quickly dispatch soldiers or roaming groups of bandits. This works against any human and nonhuman (but human-sized) foe, so use this on any Scoia'tael you might face, too!

Necrophage Oil: War leaves behind battlefields strewn with corpses, the perfect feeding grounds for necrophages such as Ghouls, Alghouls, and Rotfiends. This oil gets frequent use for most Witchers.

Specter Oil: Another side effect to war is the high number of victims who died with lingering regrets in this world, or died after terrible violence. These dark and powerful emotions have resulted in great numbers of wraiths haunting the living. Prevent them from haunting you by slapping on the Specter Oil!

Elementa Oil: While elementals are not particularly common, their sturdiness against a Witcher's silver sword makes them incredibly dangerous to fight. Every advantage helps.

Relict Oil: Relicts are as rare as the name suggests, but all creatures that fall under this classification can be considered threats of the highest order. If a hunt demands that you fight a Chort or a Fiend, relict oil is one of the few advantages any Witcher can claim over these monsters.

POTIONS

Highly toxic to most normal humans, potions brewed by Witchers provide a variety of effects that can improve combat, enhance even a Witcher's heightened senses, and restore critical energy before, during, or after a battle. However, even a Witcher is not immune to the dangerous nature of these brews. If Geralt's Toxicity meter reaches critical levels, he begins losing Vitality (a swig of White Honey soon cures this however). All potion effects last for only a short while (especially compared to the even more toxic Decoctions), though the efficacy and duration of potions can be enhanced by investing in the correct Character Abilities.

To brew potions, Geralt needs to know the formulae and have the materials they require. Most alchemy requires plants that can be found and harvested in the field. Other alchemic compounds, such as special powders, monster body parts, and minerals, can be found as loot in chests and bags strewn about the world, or from the corpses of your foes. You may also purchase some of the more rare ingredients from herbalists and alchemists found in or around villages.

Once you've brewed a potion, it remains in your inventory, even when it has been used up. Most potions can be upgraded over the course of the adventure, starting with the basic level formulae, Enhanced level, and finally reaching Superior quality.

You either find or purchase formulae for higher-potent versions of potions. These advanced formulae require already crafting the previous-level version of a particular potion, and a new set of ingredients. Upgrading your potions leaves you with the higher level product (which is always better than the basic level).

Always try to have potions readied that fit your current circumstances: Once a fight begins, you can't tell your enemies to wait a few minutes while you sit cross-legged to play with your herbs. Potions can be used before and during combat from the Inventory screen. You can also set them to be one of your four "Consumables" potions, allowing you to use them in battle. Each potion has a limited number of doses, but can be replenished if you enter Meditation and have enough hard alcohol to use for the replenishment. Geralt automatically does this if he has the necessary supplies, making it important to loot as many spirits as you can while out in the field.

USEFUL EARLY-ADVENTURE POTIONS

Although you start the adventure with little in the way of resources, you quickly expand your knowledge of potion formulae with exploration. Then you must ask yourself which potions you should focus on creating:

Swallow: Vitality naturally regenerates very slowly. Swallow grants high and constant Vitality regeneration. If you're hit, the effects of basic and enhanced Swallow are suspended for two seconds. Superior Swallow does not have this penalty, and its effects are never suspended.

White Raffard's Decoction: This potion immediately restores a portion of your Vitality upon use. Try to craft and maintain one of the three levels of this potion to keep a good stash of emergency healing on hand.

Cat: Witcher eyes see better in the dark naturally, compared to the average human, but even they need a boost. The Cat Potions allows a Witcher to see farther and more clearly in dark spaces. At Superior quality, it even delivers immunity to hypnosis and puts a red glow on enemies to make them easier to see.

Golden Oriole: A Witcher's body naturally resists disease and poison, which makes the poisons that can hurt or kill a Witcher deadly to humans. Golden Oriole grants Witchers temporary immunity to poisons while neutralizing all poisons currently in the bloodstream.

Thunderbolt: Most combat a Witcher faces ends by a Witcher's sword. Thunderbolt enhances Attack Power, and the effect only increases with each jump in potion quality. It's a good general use potion against any threat you can face.

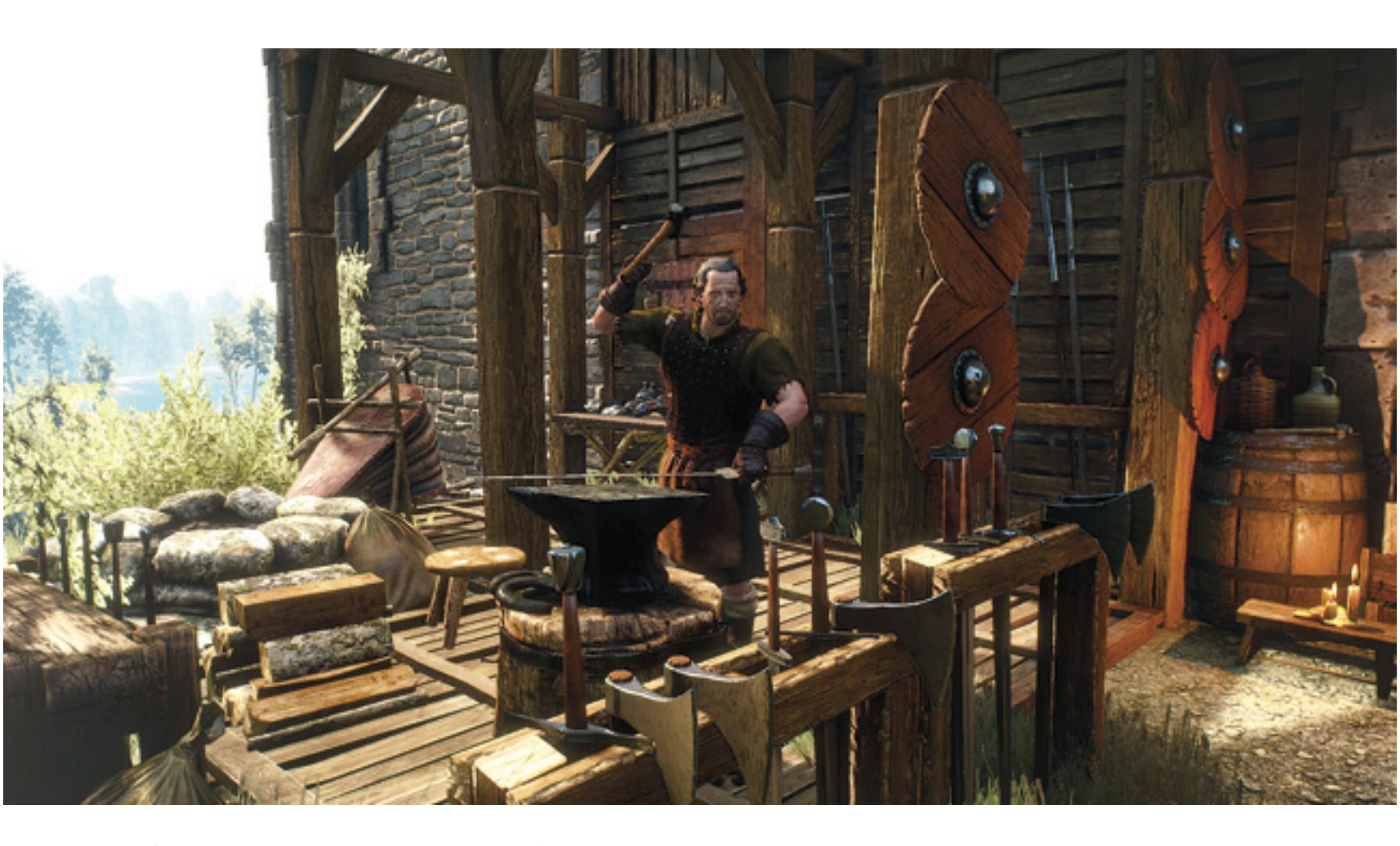
QUEST POTIONS

Also present in your Alchemy Menu are "Quests" potions that are only brewed during specific quests (which are detailed in their specific section of this guide). Don't worry about crafting these potions outside the confines of the quest itself.

Training

Armorers And Blacksmiths

It is important to understand that Geralt himself isn't skilled in the arts of armorsmithing or blacksmithing; he can only repair the equipment he wears or wields (or he can get others to repair equipment for him). For improvements and creating new combat items, he must rely on the numerous smiths scattered across the Northern Realms. There are two kinds of smith, and both offer specialized services. Armorers can craft, sell, and repair armor. Blacksmiths are focused on weapons. Remember though, that both smiths usually have both armor and weapons for sale, and can repair both armor and weaponry. But only Armorers can craft new armor, and only Blacksmiths can craft new weapons.



A swordsmith (known by the general title "Blacksmith") hammers away at an anvil in the second city of Oxenfurt. Visit any of these fine fellows to repair, dismantle, or upgrade your equipment.

Almost all Armorers and Blacksmiths have two levels of talent; either Amateur or Journeyman. Amateur smiths can craft the most basic of items. Journeyman smiths can craft more impressive equipment. In addition, a single Armorer and a single Blacksmith offer skilled services at the fabled Master level (these are listed below): Remember, not all Armorers and Blacksmiths are equal. Many can work on a specific quality of gear and diagrams, so you need to be mindful of a smith's competence level. If they don't have the necessary experience, they won't be able to work with a crafting diagram you found. Also note that if a village is missing a smith, it is likely they have been kidnapped, and are a Person in Distress, caged nearby and waiting to be rescued by you.

CRAFTING: ARMORERS AND BLACKSMITHS

FINDING CRAFTING DIAGRAMS

In order to craft new or improved equipment, you must have a specific Crafting Diagram in your possession. While certain Merchants have these for sale, the majority of the highest-quality diagrams are found during quests, especially the Witcher Gear Scavenger Hunt. Random Crafting Diagrams are also found on corpses and looted from chests. A full list of vendors who sell Crafting Diagrams, and their competence level (Amateur, Journeyman, or Master) can be found in the Merchants Appendix.

*Find Crafting **Diagrams** for powerful weapons and quality **armor** while adventuring across the Northern Realms.*

EXAMPLE: FELINE ARMOR (PART 1)

You recently undertook the Scavenger Hunt: Cat School Gear, and were lucky enough to discover a Crafting Diagram for Feline Armor. As you're currently over Level 17 (and thus able to wear this armor), and want the armor increase and stamina regeneration this light armor gives you, you decide to visit the armorer in the village of Mulbrydale. This chap was previously a Person in Distress whom you rescued from some riverside bandits southwest of the village. After waiting for him to return to his anvil, you ask him to craft something for you. Unfortunately, even though you rescued him, and he's giving you a good deal on purchases and crafting, he is only an Amateur Armorer. A Journeyman Armorer is needed to craft Feline Armor, and this chap isn't competent enough. Curses!

EXAMPLE: FELINE ARMOR (PART 2)

Leaving Mulbrydale and that low-quality anvil-hammering halfwit, you journey to the City of Novigrad, and visit the open-air fish market just south of Hierarch Square. Nestled in one corner is a Blacksmith's. Even though it's midday, the place is empty. Perhaps the smith has gone for lunch? After you Meditate for two hours, the smith opens back up for business. As you've checked his credentials on the Merchant Appendix of this guide, you know he's a Journeyman Blacksmith, so you ask him to craft you some Feline Armor. Alas, he can't—he's a Blacksmith and only forges weapons! Curses again!

EXAMPLE: FELINE ARMOR (PART 3)

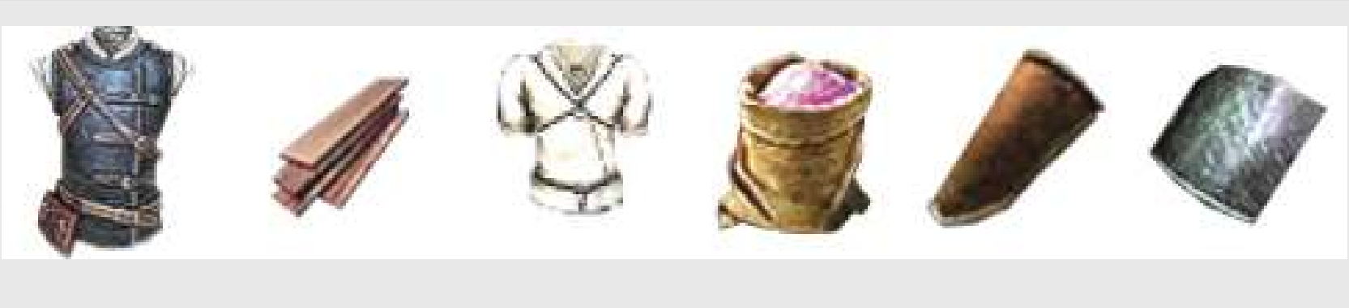
Let's find the correct smith this time! Up the covered walkway from the Vivaldi Bank in Hierarch Square (Novigrad City) is the Armorer you seek; a Journeyman with the correct requirements for crafting the Feline Armor from the diagram. The only problem now? You don't have all the crafting components! Triple curses!

FINDING CRAFTING MATERIALS

In addition to needing a Crafting Diagram to construct a new piece of armor or weapon, a smith also requires a number of material components to work together into the finished product. These materials are scattered throughout the Northern Realms, and are gathered in a number of ways.

- **Crafting:** Some materials you find are known as Crafting Components, and a smith can craft them into a new material you need for a more intricate item. For example, Assassin's Boots require Cured Leather (1) as one of the materials. Check your Inventory for Leather Scraps you may have acquired on your adventure; four units of Leather Scraps can be crafted into one Cured Leather component. Crafting Components are usually rough metal ores, string and thread, timber, or other base materials.
- **Dismantling:** One of the options each smith has is to dismantle items you are carrying in your inventory. Simply select the item, pay the smith, and reduce the item to its base components to be subsequently combined into new equipment. Before you do this, check the price you pay for dismantling compared to that of simply purchasing the base components, or simply selling the item instead; it might be a better investment.
- **Loot:** Pilfer from abandoned houses, dungeons, hostile locations, and even areas where friendly peasants live, as long as the receptacle isn't guarded.
- **Purchase:** If you have the funds, you can visit any Merchant (but primarily Armorers and Blacksmiths have what you need), look through their wares, and buy the necessary material. This is a much more expensive option.

EXAMPLE: FELINE ARMOR (PART 4)



Feline Armor has five different components to gather before crafting to begin. There's Hardened Timber (2), Shirt (1), Powdered Monster Tissue (1), Hardened Leather (2), and Dark Steel Plate (2).

Hardened Timber (2): You found three units of Timber while searching a lumber mill in the wilds of Velen. You had a spare crossbow, and had the Armorer disassemble it for the fourth Timber component. You purchased two units of Resin from the Armorer. This gives you: Timber (4) and Resin (2). You go to the Crafting Components section of the Armorer's Crafting Menu, and look up "Hardened Timber". Then you craft your components to make Hardened Timber (2).

Shirt (1): You took a shirt of a bandit in a past scuffle. Time to use it!

Powdered Monster Tissue (1): You received Specter Dust from a fight with a Noonwraith. The Armorer is happy to Dismantle it for you, transforming it into the Powdered Monster Tissue you need.

Hardened Leather (2): You've picked up some Horse Hide (2) on your travels. Though seen as Junk, the Armorer is happy to Dismantle it into Hardened Leather and Leather Scraps for you.

Dark Steel Plate (2): A rummage around various mines in Velen has yielded both Steel Ingots (4) and Dark Iron Ore (8). At the Armorer's Crafting menu, you can combine them in the Crafting Component section to craft Dark Steel Ingots (4). Two Dark Steel Ingots are needed to Craft into one Dark Steel Plate. When done twice, you have both the Dark Steel Plates you need.

Feline Armor: Finally! After paying your crowns, the Journeyman Armorer crafts this fancy piece of torso armor for you. Of course, now you start the search for the components to create the Feline Boots, Trousers, and Gloves to complete the set!

Using the Witcher's Tools onlne is most helpful in learning exactly what components to dismantle. In addition, the Merchant's Appendix enables you to see the "Type" of item every single Merchant sells (Junk, Upgrades, etc.), allowing you to peruse for specific items more easily.

MASTER CRAFTING DIAGRAMS AND GEAR

Under normal circumstances, the ultimate in armor and weaponry is available when you find Crafting Diagrams that require Master level smiths to craft. These are the very best armor sets and swords you can obtain. For this to happen, you must visit the shop of the previously-listed armorers and smiths who offer equipment of the highest quality. However, some have an involved quest to complete first:

Yoana (Master Armorer): Visit Yoana, over at Crow's Perch in Velen, and complete Secondary Quest: Master Armorers. Afterward, her shop and services become available.

Eibhear Hattori (Master Blacksmith): Visit Hattori over at his Dumpling Shop in Novigrad City, and complete Secondary Quest: Of Swords and Dumplings. Afterward, his shop and services become available.

Beauclair Master Armorer and Master Blacksmith: You are fortunate that the Master Armorer, and Trentin the Master Blacksmith, are both open for business in the city of Beauclair (Toussaint), south of The Gran'place Signpost. Their shops and services are immediately available.

Master Armorer and Blacksmith: Visit the Ofieri Runewright at Upper Mill (Gustfields), and complete Hearts of Stone: Secondary Quest: Enchanting (all three requests for money). For each amount of funding you give him, he can craft Amateur, Journeyman, and finally Master level armor and weapons, acting as both Armorer and Blacksmith.

Grandmaster Armorer and Blacksmith: Visit Lazare Lafargue at his Beauclair shop. It is immediately open and he can craft master-level armor and weapons immediately. For Grandmaster armor (which is only relevant to Witcher gear), the Witcher Gear Scavenger Hunts for Toussaint must be completed. Afterward, Grandmaster armor and weapons for Feline, Griffin, Ursine, Wolven, and Manticore School equipment can be crafted!

Yoana (Master Armorer): The real power behind the throne over at Fergus' armory in Crow's Perch, Yoana is the only Master Armorer in the Northern Realms.

Eibhear Hattori (Master Blacksmith): The elven master blacksmith makes a delicious dumpling as well as crafting Master-level weaponry.

Runewright: If you pay him everything he requests, the Ofieri Runewright, over at Upper Mill acts as a Master Armorer and Blacksmith!

Master Armorer: Seek out the armorer in the city of Beauclair, who can craft Master-level protection for you.

Trentin Master Blacksmith: The blacksmith of Beauclair is also able to craft Master-level weaponry for you.

Lazare Lafargue (Grandmaster Armorer and Blacksmith): Visit this fellow's shop in Beauclair, close to the armorer and blacksmith, and seek the very best armorer and blacksmith of all! He can craft master-level armor and weapons, as well as the fabled Grandmaster Witcher gear!

EXAMPLE: FELINE ARMOR (PART 5)

You seek the ultimate in Cat School armor outside of Toussaint; Mastercrafted Feline Armor! Much later into your adventure, you finish the entire Scavenger Hunt for Cat School Gear, and have all the necessary Crafting Diagrams. You assemble all the necessary materials, visit your Journeyman Armorer friend, and have him build both the Enhanced Feline Armor and the Superior Feline Armor. Then you visit Yoana the Master Armorer, having completed her quest. Alternatively, journey to the Duchy of Toussaint, visit the main city of Beauclair, and see either of the following: The Master Armorer, Lazare Lafargue or the Runewright and have one or more of them craft the Mastercrafted gear. Every Crafting Diagram with Master crafting requirements now opens up: Including the Mastercrafted Feline Armor. Excellent!

EXAMPLE: FELINE ARMOR (PART 6)

You're shocked to discover there is an ever-better selection of Feline armor! However, you must visit Lazare Lafargue in Toussaint, agree to start Scavenger Hunt: Grandmaster Feline Gear, and finish this quest.

Every Crafting Diagram with Grandmaster crafting requirements now opens up: Outstanding!

The Witcher's Tools section of the guide lists the Level of every piece of equipment that's available, so you can study exactly what materials each one needs. You can also compare statistics between different types of armor and weaponry, too.

CRAFTING > CRAFTING

This Armorer and Blacksmith menu allows you to craft the following diagrams: Boots, Chest Armor, Crafting Components, Crossbows, Gauntlets (Gloves), Junk, Silver Swords, Steel Swords, Trousers, and Upgrades.

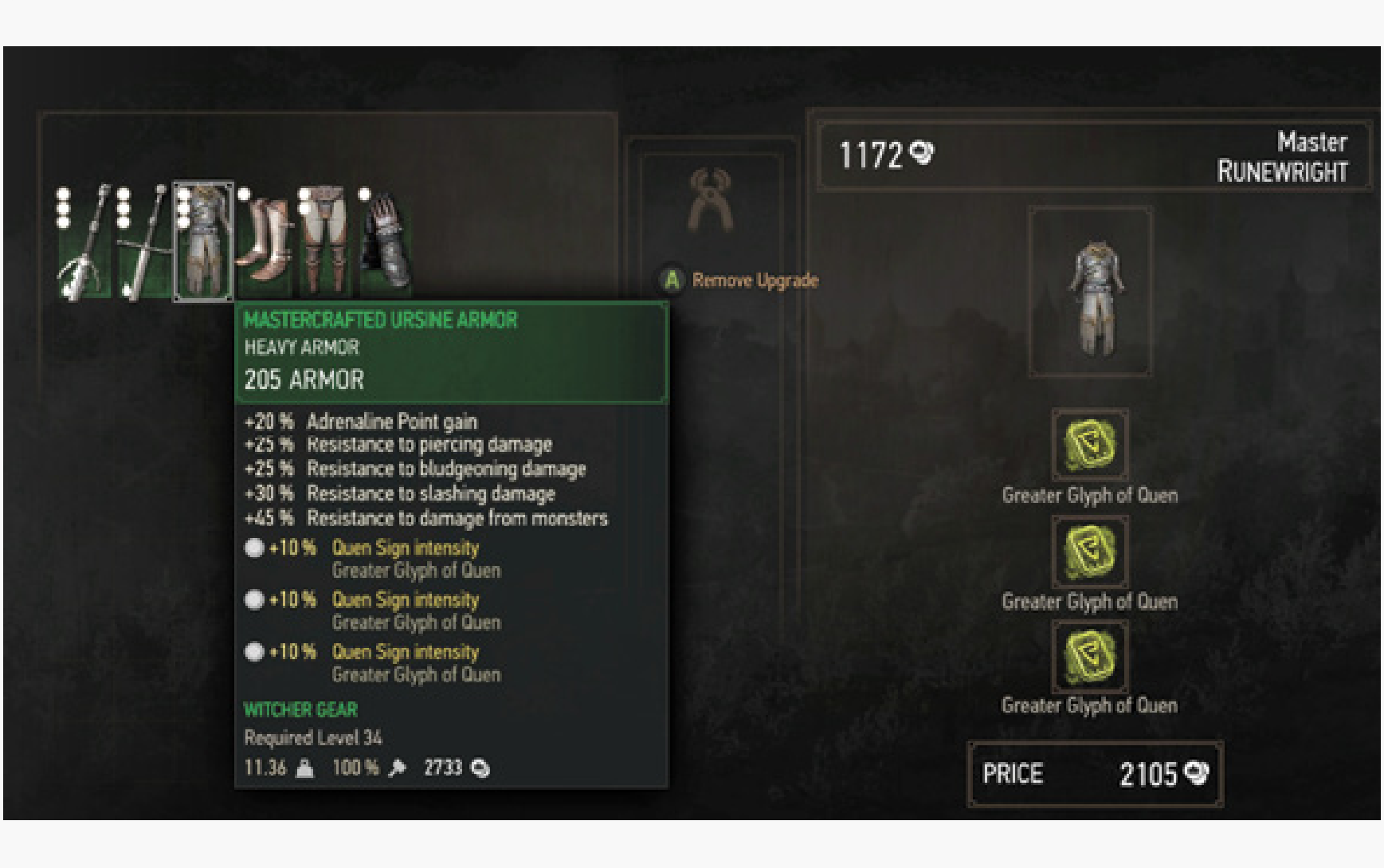
CRAFTING > REPAIR

This Armorer and Blacksmith menu allows you to pay to have your equipment repaired. Single items, or every damaged item you own (at once), can be repaired, if you have the funds. This is also a quick way to see your damaged items in one place.

DAMAGED EQUIPMENT: HAMMER TIME

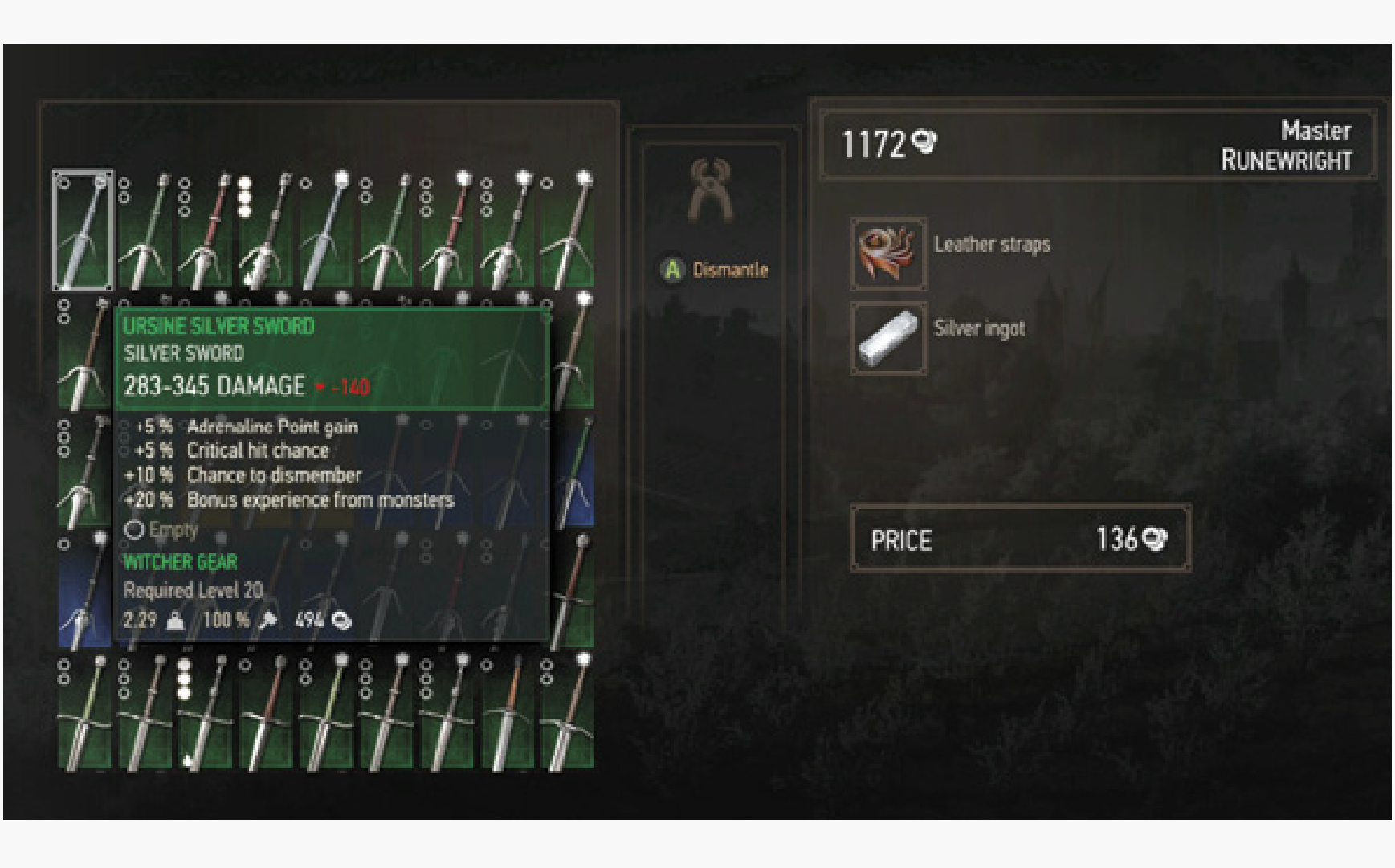
Note that any piece of equipment that is damaged has a small hammer icon attached to it.

CRAFTING > REMOVE UPGRADES


1172
Master
RUNEWRIGHT
A Remove Upgrade
MASTERCRAFTED URSINE ARMOR
HEAVY ARMOR
205 ARMOR
+20 % Adrenaline Point gain
+25 % Resistance to piercing damage
+25 % Resistance to bludgeoning damage
+30 % Resistance to slashing damage
+45 % Resistance to damage from monsters
+10 % Quen Sign intensity
Greater Glyph of Quen
+10 % Quen Sign intensity
Greater Glyph of Quen
+10 % Quen Sign intensity
Greater Glyph of Quen
WITCHER GEAR
Required Level 34
11.36 100 % 2733
Greater Glyph of Quen
Greater Glyph of Quen
Greater Glyph of Quen
PRICE 2105

This Armorer and Blacksmith menu enables you to remove any upgrade (glyphs for armor and runestones for weapons) that you may have augmented a piece of equipment with. Check the section on Upgrades for a list of the different (and recommended) Glyphs and Runestones. Only you can add these augmentations to your equipment. Only a smith can remove them (and the glyphs and runestones are destroyed in the process). Do this when you wish to change the benefits of a glyph or runestone, or you find a better quality glyph or runestone.

CRAFTING > DISMANTLE



As previously discussed, an Armorer or Blacksmith can dismantle a number of your equipment types into base materials so you can recreate other (and hopefully better) equipment. Use this menu to see the components that are created, too. The following item types can be dismantled (at either smith): Witcher Gear, Armor, Swords, Upgrades, Tools, Junk, Crafting Components, Alchemy Ingredients, and Food and Drink.

Dismantling is an incredibly useful function of all smiths; you'll get nowhere with Crafting if you try to buy all the materials yourself. It is best to salvage what you can from equipment left behind by fallen foes, or from older weapons that are no longer of use to you, or from junk acquired during your travels.

If you visit the Duchy of Toussaint, and uncover a hidden Alchemy Laboratory under the Corvo Bianco Vineyard as part of Blood and Wine Secondary Quest: No Place Like Home, you can dismantle items for free!

REPAIRING ITEMS: DURABILITY

Swords dull, armor bends and breaks. As each item wears down, it loses value and becomes less effective. Hiring a properly skilled smith to repair the item can fully restore its durability. Remember that Armorers and Blacksmiths can repair every single damaged piece of armor and weaponry with one choice, if you have the funds: Simply ask to see their wares, back out of the Shop to the Crafting > Repair menu, and choose "Repair All". Additionally, armor and weapon repair kits can be purchased or crafted to help maintain gear in the field.

Some armorers and blacksmiths also have Armorer Tables and Grindstones that provide time-limited bonuses to armor and weapon damage respectively, when used.

The Importance Of Maintenance

Pay attention to the condition of your equipment! Deteriorated swords strike for considerably less damage, while low durability armor does not protect Geralt as well as maintained armor. A smith can fully restore a piece of equipment, and it is possible to use a repair kit to restore items in the field.

Armorers Tables And Grindstones

Armorers Tables (also known as Workbenches) and Grindstones (also known as Whetstones or Sharpening Stones) can be found next to some smiths or in villages. You can use these to provide temporary boosts to your equipment's effectiveness (armor is enhanced at a table, and weapons are enhanced at grindstones). Both are indicated on your maps once you pass near them. This is where to go to get a boost before a tough fight.

Do It Yourself: Armor And Weapon Repair Kits

A well-used sword gradually deteriorates and the damage inflicted lessens. Armor employed in battle gradually weakens and damage resistance lessens. This is your combat equipment's Durability rating, and is the most important statistic after its combat potential. By visiting an Amateur, Journeyman, or Master Armorer or Blacksmith, you can Repair any of your combat items. But why not do it yourself?

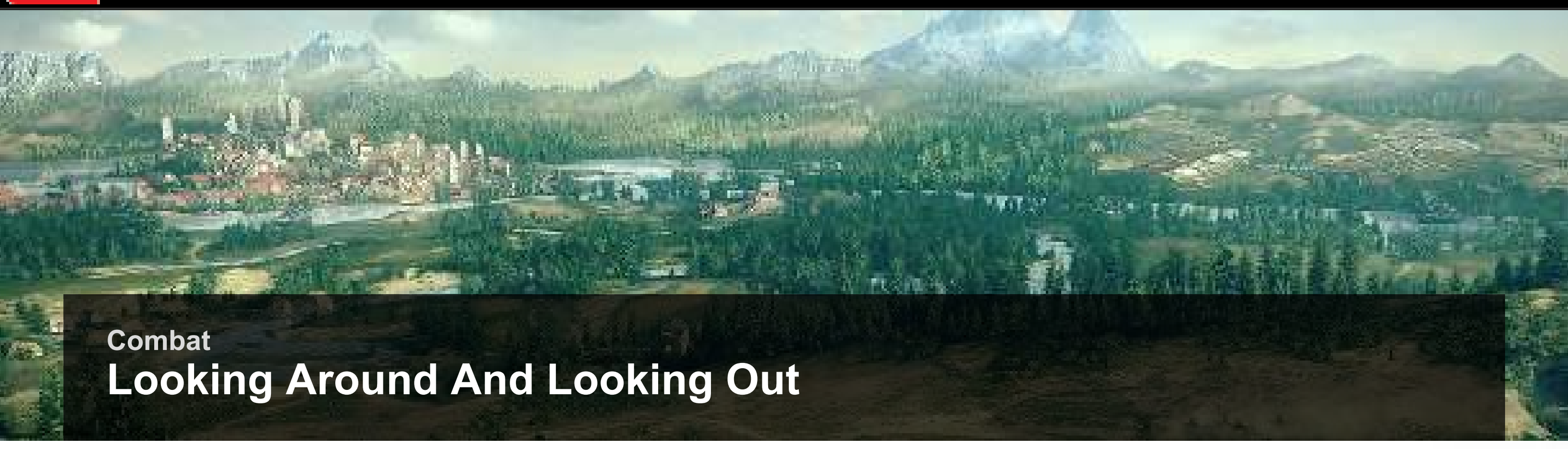
Repair Kits (Armor and Weapon varieties) are accessible at any time once you buy one, as it is part of your Inventory. It is weighty though, so you may wish to return to a Stash and keep your Repair Kits there (or on Roach). Simply highlight the Repair Kit you wish to use, then the armor or weapon you wish to repair, and repair it. The quality of the Repair Kit influences the percentage amount you can add to your Durability. Amateur (15%), Journeyman (40%), and Master (90%) repair kits are available.

REPAIR KIT EXAMPLE: MENDING SOME ARMOR

For example, Geralt's Verden archer's gambeson has seen better days, and is damaged with only 20% Durability left. He uses two Amateur Repair Kits, increasing the Durability to 50% (15% x 2). He then uses a Journeyman Repair Kit to increase the Durability to 90%. That should be fine for a few more battles! Note that if he used a single Master Repair Kit, the armor's durability would increase to 100%, but 10% of the Repair Kit's improvement would be "wasted". So Geralt would have waited until the Gambeson was at 10% Durability or seen the wasted amount as a worthwhile compromise.

KEEP WEAPON REPAIR KITS HANDY!

Avoid having to go to an armorer or blacksmith to repair your weapons and armor by keeping a supply of repair kits available. We recommend favoring a larger number of Weapon Repair Kits compared to Armor. Ideally, you shouldn't allow anything to hit your armor, while your sword should be making multiple contacts with the enemy.

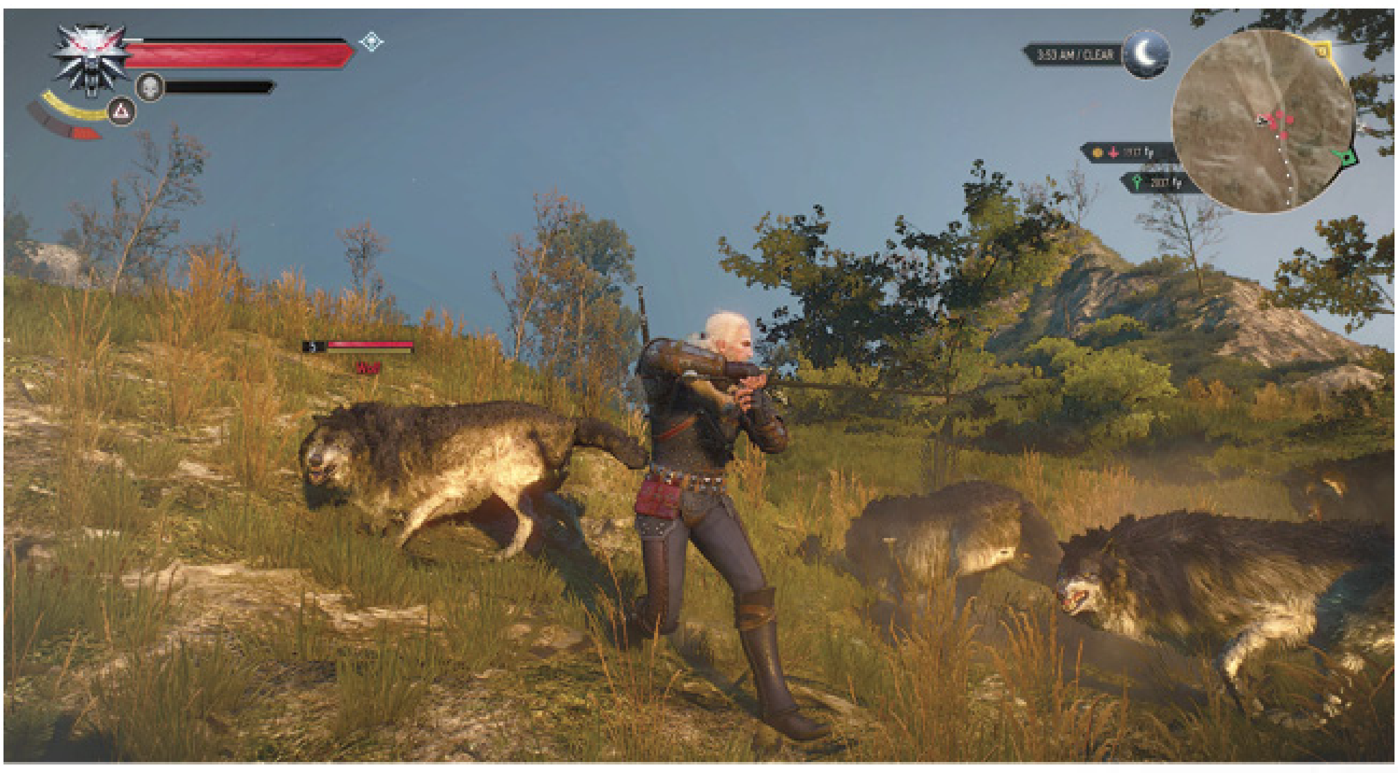


Combat

Looking Around And Looking Out

CONTROLLING YOUR VIEW

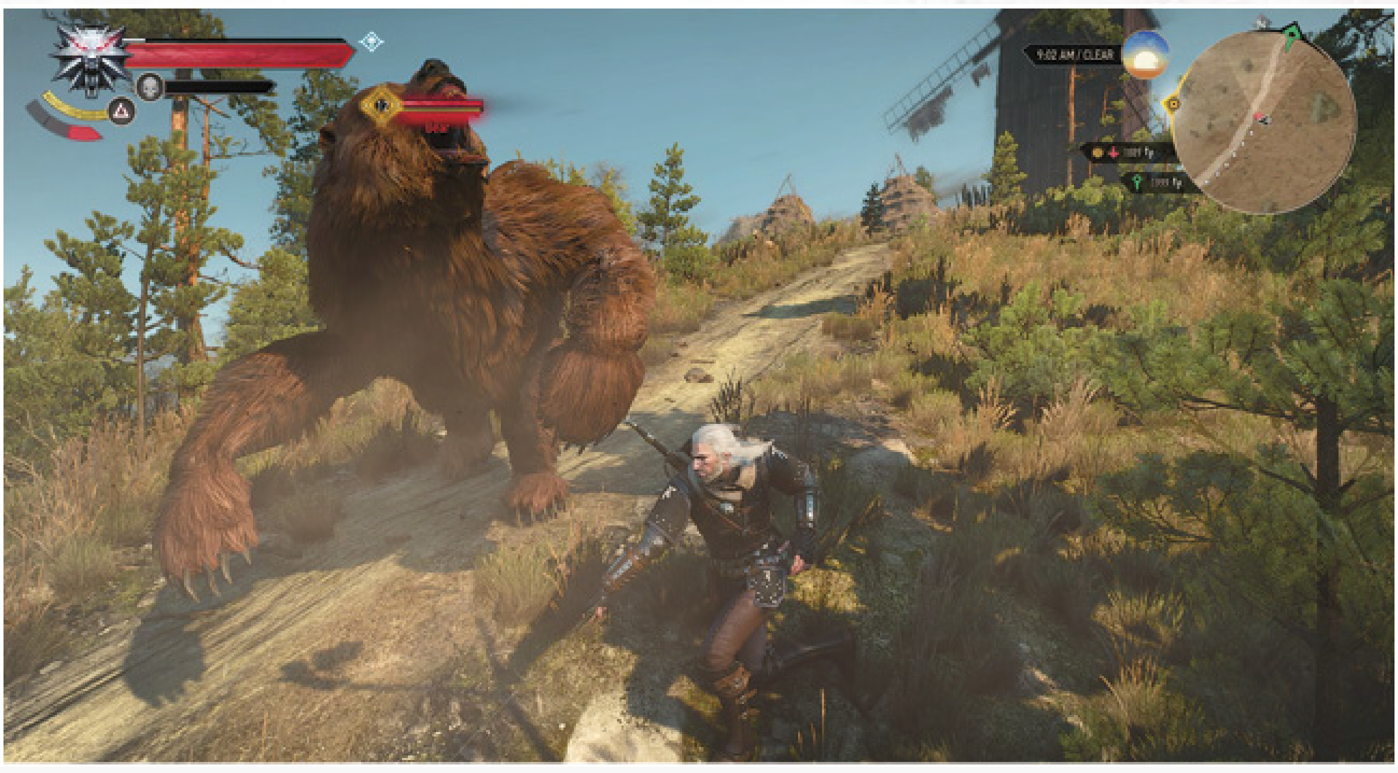
The first rule of combat is to know where your enemies are at all times. You can try relying on the mini-map to reveal the location of your foes during a fight, but it's best to have the camera facing them. That way, you can see what they're doing and react accordingly. Of course, if you're surrounded, this can be difficult. In those cases, try to keep the camera aimed at the most prominent threats.



A combination of good camera maneuvering, and tactical backstepping usually reduces flank or rear attacks when facing multiple threats.

LOCKING ON

While attacking with his swords or fists, Geralt automatically homes in on opponents within a certain range. You can also move him in the direction of an enemy while attacking in order to get him to change his facing. This leaves the camera free to move around as you see fit.



Lock your focus on a single foe when fighting airborne enemies, single threats, foes that move quickly (and are thus difficult to manually track), or leaders of a group you wish to slay before turning to slay their minions.

However, when fighting some opponents, it may be wise to lock the camera on to them. This changes Geralt's movement so that he is still always facing them if they're a good distance away—even while attacking, dodging, or running. A gold-colored diamond appears over a targeted enemy, so you can instantly tell whether you're locked onto them or not.

SEEING RED, JUST FOR A SECOND

Pay special attention to the Vitality bar over the head of your targeted enemy. If you see the area around it flash red, that's your cue to parry or dodge the enemy's attack!

SELECTING TARGETS

In battles with multiple opponents, you must know how to select the correct target of focus. If you're getting punctured with arrows while fighting melee-based foes, spot the position of the archer with your camera, then try to cut them down. Some fights in large groups are best handled by picking off the weaker opponents first. Lock the camera onto them in the middle of a melee.

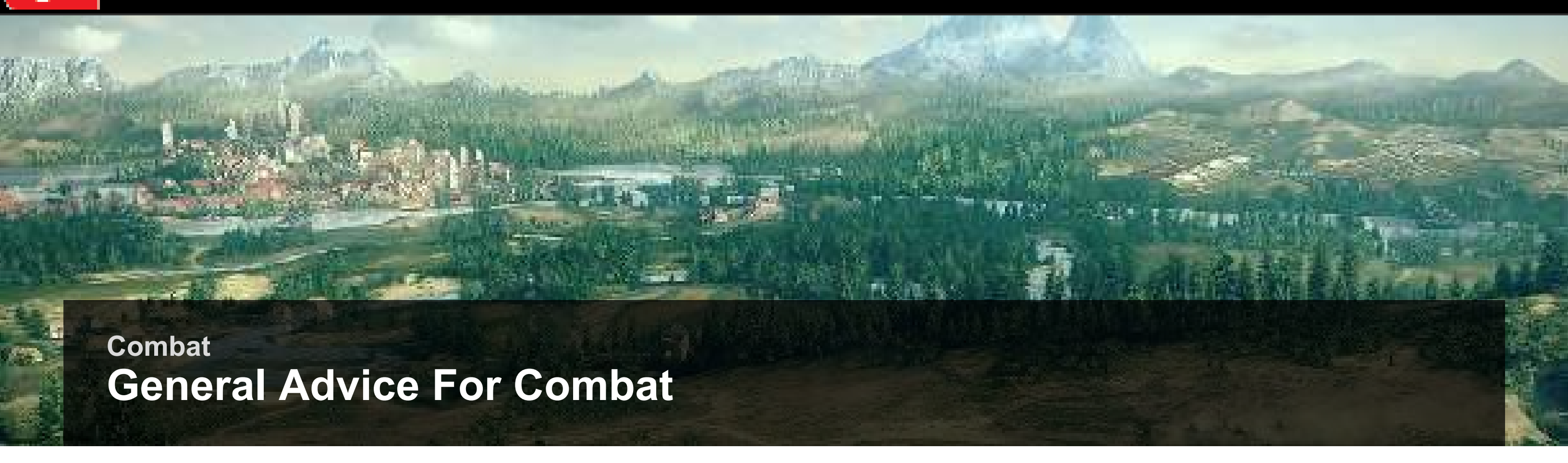
Combat

Overview

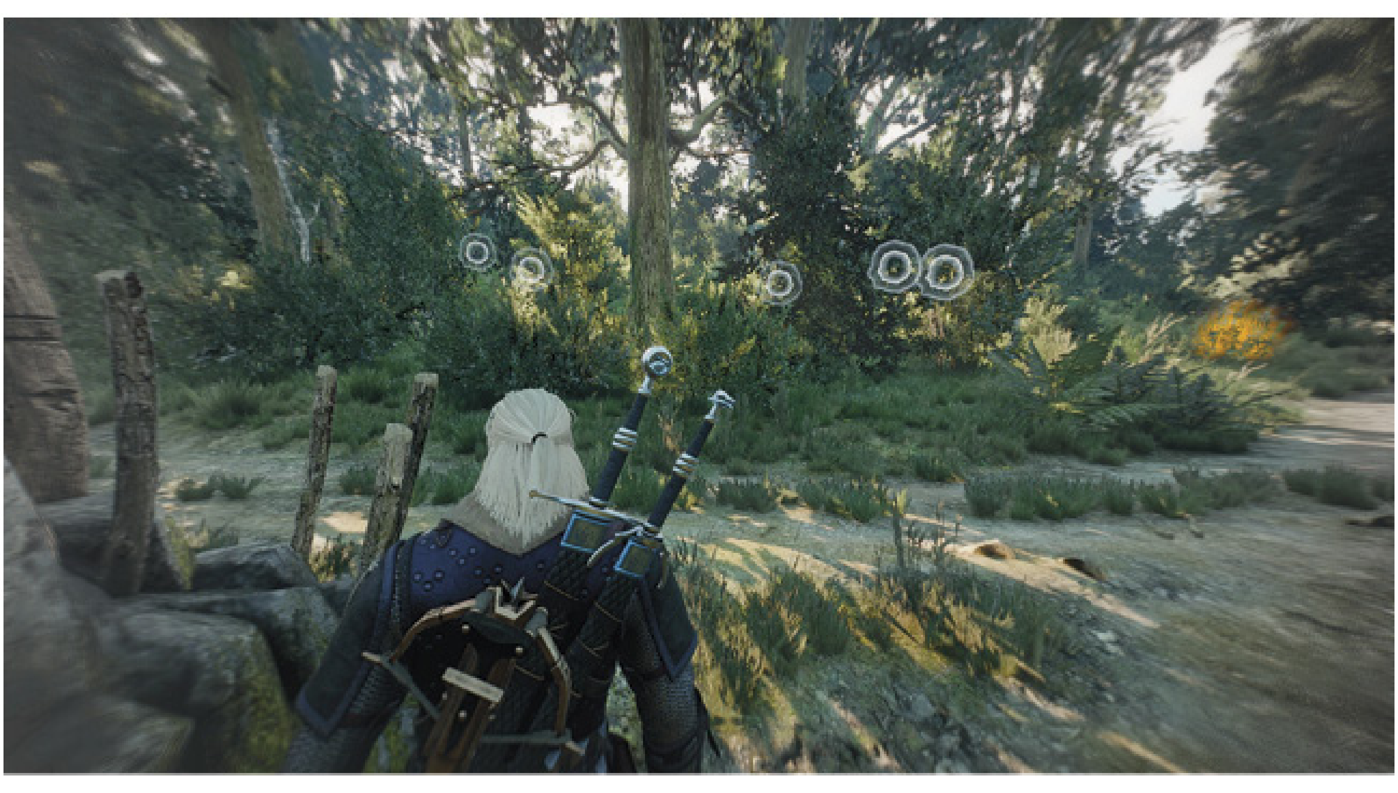
Witchers carry two swords with the knowledge that they will be used against man and beast. Words alone aren't always enough to dissuade everyone and everything from picking a fight with Geralt of Rivia, and so it becomes important to live up to his other name: the Butcher of Blaviken.

Combat in *Witcher 3: Wild Hunt* can be challenging, even on the Story and Sword! difficulty setting. Geralt has a vast array of options at his disposal, which can be daunting at first, especially during battles where the Witcher is greatly outnumbered. A fight can break out spontaneously: bandits stalking a frequented road could run you down on horseback, a pack of wolves or nekkers can suddenly charge from the underbrush, or you may be caught in an ambush in a forgotten alley somewhere in Novigrad. Part of winning combat is being prepared to fight at any time, against a wide variety of opponents.

You must also make good use of the tools available, hurting the enemy as much as possible while avoiding harm yourself. Geralt can fight with his swords, magic Signs, crossbow, or fists. He can augment his abilities with potions, mutagens, and decoctions. With alchemy, he can craft devastating bombs that can cripple man and monster with a variety of effects, or create sword oils that can help his blades inflict maximum harm on specific enemies. The trick is combining all of these tools effectively.



General Advice For Combat



Shh! Did you hear something in the woods? If you use your Witcher Senses, you can "see" the sounds (and the direction) too!

The following tactics are intended to remind you of some basic rules on preparing for and engaging the enemy under any circumstance.

Pay attention to your surroundings: The fights that go the worst are the ones that start when the enemy has surprised you. If you're on foot scouting for supplies, pay attention to your Witcher Senses, which indicate nearby sound or movement.

Meditate before and after a battle, if possible: If you're lucky enough to see a battle coming, meditation is useful before it happens. On Story and Sword! or Just the Story! difficulty settings, Geralt completely heals with a single in-game hour of meditation. More importantly, you can replenish potions, bombs, or oils that you've used if you have the materials on hand. After a battle, you can mediate for another hour to undo any damage.

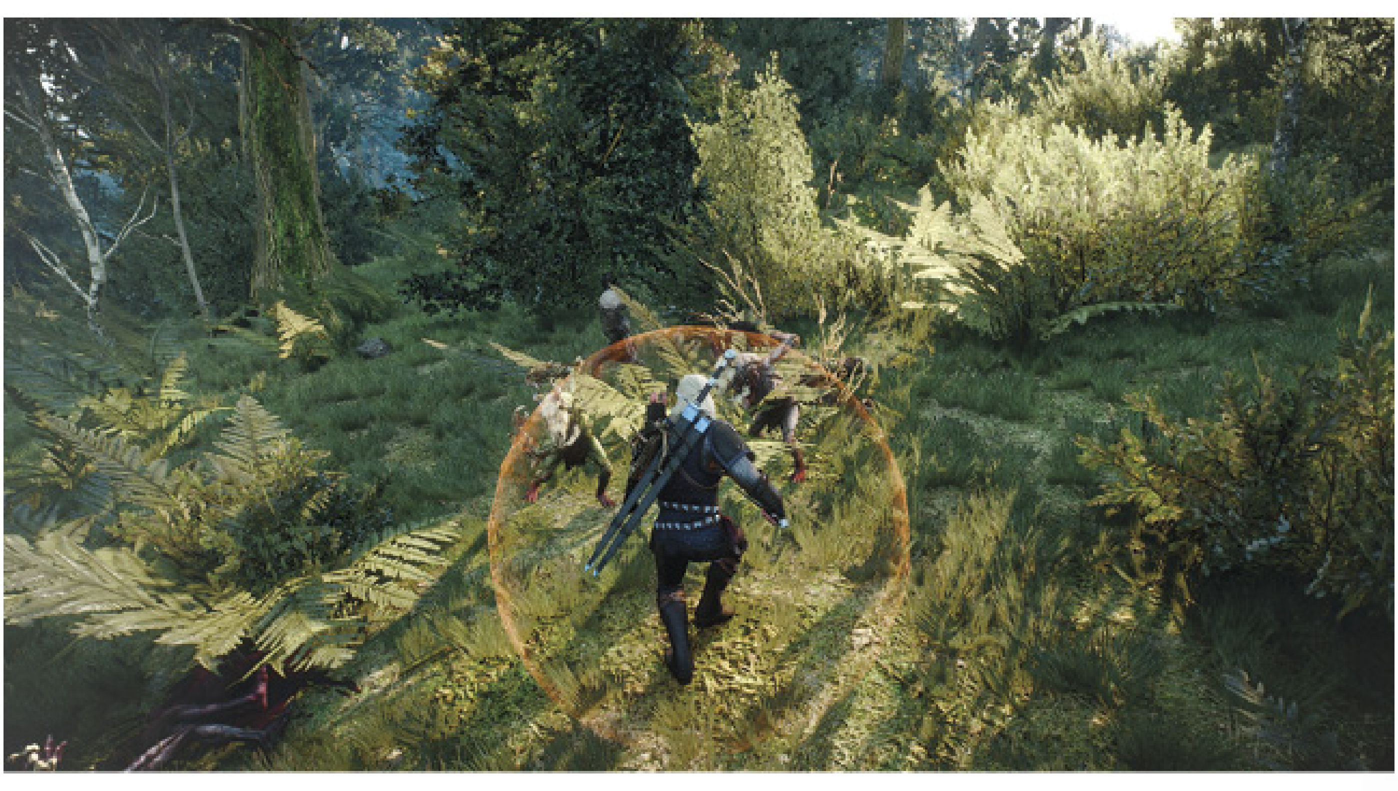
MEDITATION IS FOR THE OLD MAN

Ciri does not Meditate, and she does not have the ability to use potions or oils unless events force her to do so.

Drink potions, apply oils, and prepare your quick-use items: If you know what you're going to fight before the battle begins, use the appropriate oils on your weapons; you can't do so while in combat. If you have potions that are effective against your upcoming opponents, use them. If you're ambushed and don't have time to set up for a fight, it helps to have general quick-use items prepared in your shortcut slots. That way, you at least know what you have immediately available for use even when you're blindsided.

Use your Mutagens: Mutagens can be used to create decoctions that are supremely useful when taken alongside regular potions. However, you should definitely save some to enhance sets of Character Abilities you've chosen in the Character panel. Serious gains in Geralt's stats are possible, making the Witcher more durable and harder hitting with both sword and Sign.

Use Quen: It's usually a good idea to have Quen active before combat begins. It's too useful to be able to absorb a hit with no consequences, and if you've powered Quen up in your Character Ability trees, it can be even more effective as your last line of defense.



If you aren't sure what Signs affect a particular foe, just use Quen to bolster your own defenses while you figure out an attack plan.

Open the fight on your terms: Whether your plan is to simply charge into the crowd or snipe from afar with explosive crossbow bolts, you should always try to open battles with the initiative. Have buffs ready and oils applied, then strike first and strike hard. Once the fight is on, you have significantly less control over what your enemies do, so make those opening seconds count.

Strike the enemy from their flanks: If you can, attacking an enemy from the side or back can be devastating, even against well armored foes. Once combat begins, most enemies face you. However, well-timed dodges and evasive rolls can create opportunities to cause devastating wounds to your foe.

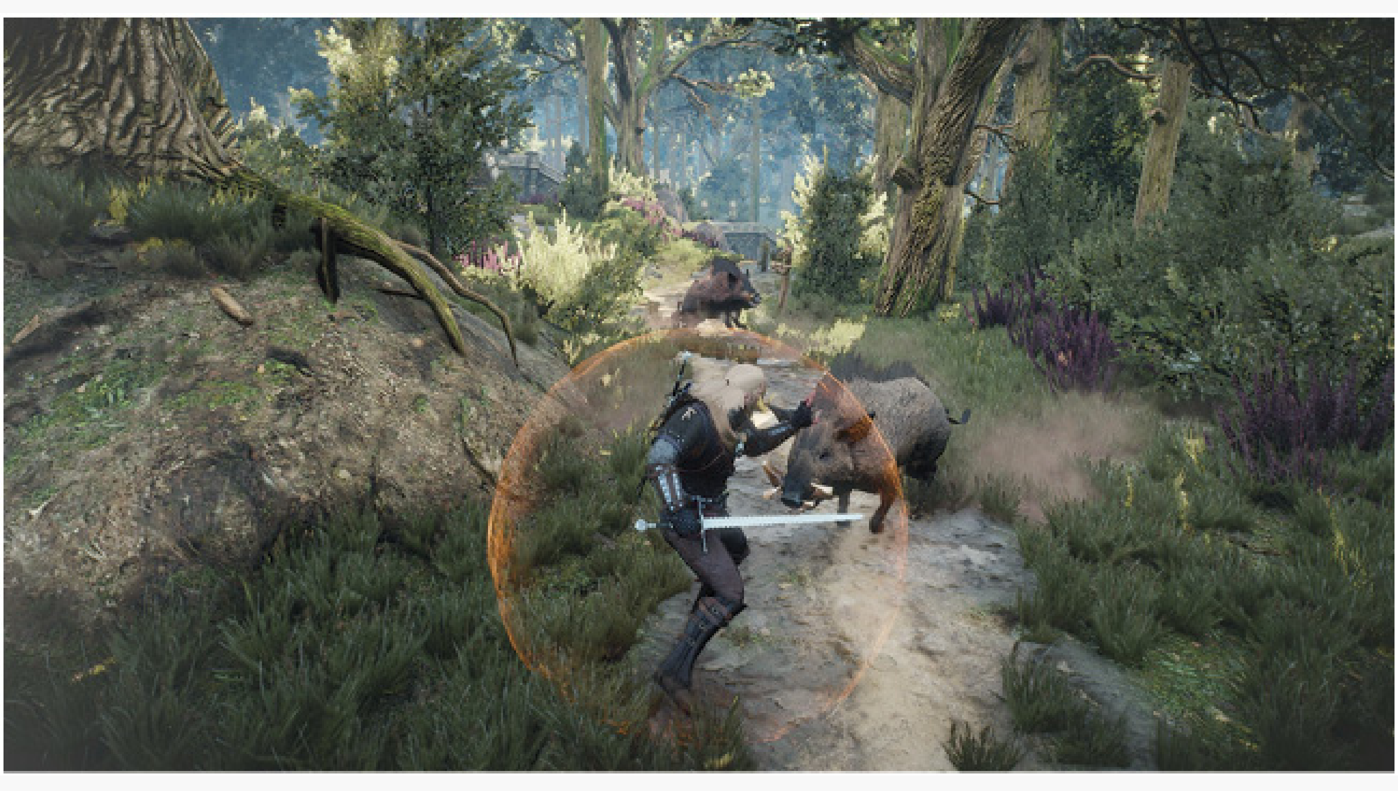
Do not allow yourself to remain surrounded: Geralt and Ciri are both quite maneuverable on their feet. Use this skill to avoid being encircled by the enemy. It's much harder to defend yourself if you're being attacked from all sides at once.

Destroy the ranged threats first: When dealing with many foes at once, it's often easy to get distracted by serious threats, especially if you're being assaulted from all sides. Bow- wielding humanoids can deal heavy damage while you're occupied with melee fighters. In these instances, run down and eliminate the ranged threats as soon as possible. Against humanoids, catching bowmen before they can switch to their own swords results in certain death for them, and affords you one less problem to worry about. When it comes to monsters, however, those with ranged abilities are never the weak foes of the group. If you mean to take them out first, they will make you work for it.

Manage your Stamina: You need Stamina to fight effectively with sword and Sign alike. Without Stamina, you cannot evade, dodge roll, parry, counter-attack, or cast Signs. You can use potions during combat to regenerate Stamina quicker, but the real essence of Stamina management is to make the correct moves at the appropriate time. One solution is to wear light armor, but this comes with its own set of problems.

Manage your Adrenaline: Adrenaline builds up with every blow you land on the enemy, and is lost for every blow you sustain. Each Adrenaline point earned improves weapon damage by 10%, maxing out at a 30% increase. Getting wounded is something you always want to avoid when it comes to managing Adrenaline, but there are certain abilities that require spending it. Save Adrenaline for crucial moments in a fight to maintain that bonus damage for as long as possible.

Use Signs wisely: Signs are one of your greatest combat advantages, but they can also get you killed just as easily. Casting a Sign takes all of Geralt's Stamina, and he cannot cast again until his Stamina is fully restored.



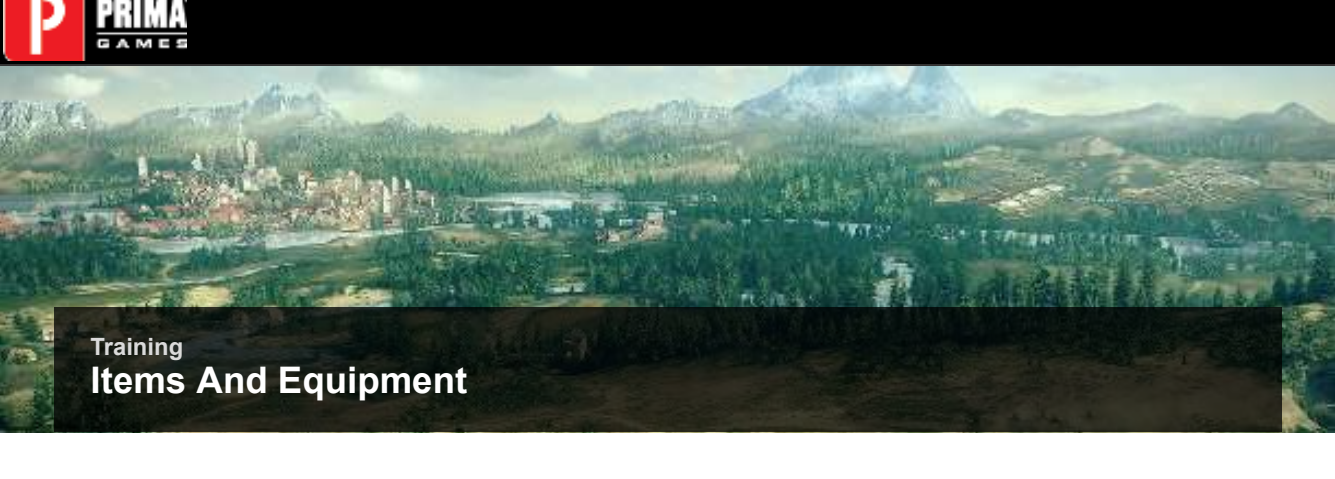
There's nothing quite as incompetent as wasting all your stamina on an ineffectual Sign attack. Instead, concentrate on well-timed, precise magical attacks or defensive techniques.

Maintain your equipment: Don't go into battle with damaged weapons and armor. Repair at a blacksmith or armorsmith (or use repair kits) on a regular basis to maintain your gear. It also helps to use grindstones and workbenches to further improve the effectiveness of your swords and armor, if only for a short time. Yrden is also effective at slowing opponents down enough to set up flanking opportunities.

Know your enemy's level: An enemy's health bar reveals everything you need to know; whether they are harmed by a silver sword (silver health) or steel sword (red health), whether they are an easy kill (shown by their level compared to yours); a worrisome challenge (shown by the skull instead of their level number); or a foe you've locked onto (shown by a gold diamond around their level number).

ADVANCED ADVICE: BEHOLD THE BESTIARY!

Having trouble with Water Hags? Halberd-wielding city guards got you down? Problems with foes carrying shields? Don't despair; this guide's Bestiary has critical combat information for every single enemy! Consult that section, and specific quests for particular combat tactics.

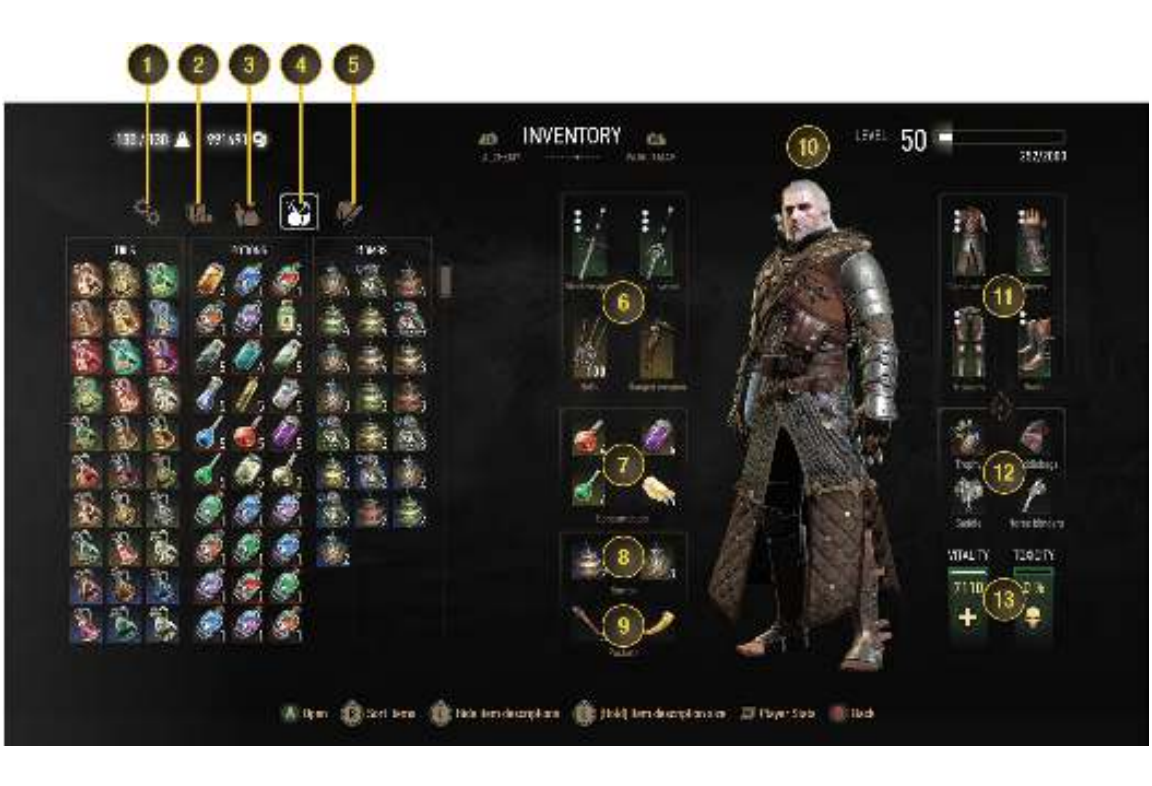


Training

Items And Equipment

As you adventure throughout the Northern Realms, inspecting the items you have won, scavenged, looted, or stolen becomes increasingly important, especially as you run the risk of becoming over-encumbered if you're a hoarder. This section details the types of items you will find in your Inventory panel, and on your travels.

THE INVENTORY PANEL



1 **Crafting and Alchemy:** This houses all the Crafting Components and Alchemy Ingredients you have on your person, which are used to craft gear and items. The section on Crafting details how these are used.

2 **Quest Items and Other Items:** Quest items are, as you'd expect, gathered during any of the hundreds of quests. Once a Quest item has seen all the use required from it, it can be sold to a vendor, or dropped and forgotten. Some of the key quest items can be used while exploring the Northern Realms. Other Items take the form of monster trophies you can affix to Roach's saddle for a bonus. Currency (Crowns and Orens), any books and notes not related to quests, junk items, and "other" items are placed here.

3 **Food and Drink, and Roach:** This rather self-explanatory section houses all the consumables you can digest, or place in the "Consumables" inventory area. The Horse Items area houses all the items you can affix to Roach, from Trophies to Saddles, Saddle Bags, and Horse Blinders.

4 **Oils, Potions, and Bombs:** This lists every single Oil, Potion, and Bomb you have either bought or crafted, and these are placed in the Consumables or Bombs area of your Inventory for quick access (aside from Oil, which is combined with a weapon just before combat).

5 **Weapons, Armor, and Upgrades:** This menu gathers every single one of your Steel Swords, Silver Swords, other weapons (such as maces), Crossbows, Bolts, and Upgrades (Runestones) for your weapons. Weapon Repair Kits are also accessed from here, too. On the second part of the menu, all the sets of Armor, along with Gloves, Trousers, and Boots are catalogued, along with Upgrades (Glyphs) for your armor. Armor Repair Kits are also accessed from here, too.

6 **Carried Weapons:** These are the weapons you have strapped to your back, and use in combat. A Steel Sword, Silver Sword, Crossbow, and type of Crossbow Bolt are shown here, along with small circular icon slots to determine whether the weapon can be upgraded (empty circle) or has been upgraded (white circle). Swap between your Weapons menu and here if you wish to change weapons.

7 **Consumables:** These are the Potions, Decoctions, and Food you have placed in one of the four slots to allow easy access before, during, or after combat. Healing potions, food such as Dumplings, or combat-enhancing potions or decoctions should be placed here.

8 **Bombs:** You have two slots where the bombs you most frequently use can be placed for easy access. Try to tailor your bombs to favor those that can affect a wide variety of targets, switching out for more specialized explosives if you're hunting something that demands it.

9 **Pockets:** You have two slots where you can place other items you frequently use. One great example is a Torch to light your way during Dungeon explorations (if you aren't using Cat Potion), while another could be the Hornwall Horn (used to neutralize sirens).

10 **Geralt of Rivia (Level and Experience):** This handsome fellow shows off his current armor and weaponry. Above and right of his head is your current level, and the experience points needed to reach the next level.

11 **Worn Armor or Outfits:** These four slots show the armor or outfits you are wearing. Torso armor, Gloves, Trousers, and Boots each have a slot, along with small circular icon slots to determine whether the armor can be upgraded (empty circle) or has been upgraded (white circle). Swap between your Armor menu and here if you wish to change outfits.

12 **Roach's Equipment:** Your horse has a small inventory of her own, which features a slot for a Trophy (the head of a vanquished Contract monster), Saddlebags (increasing carry weight), Saddle (allowing Roach to canter further before tiring), and Horse Blinders (to reduce Roach's panic when enemies are near).

13 **Vitality and Toxicity:** This quickly allows you to note your current vitality (both as a percentage and a points total; the higher the better), and your Toxicity (whether you've been poisoned by enemies, environmental effects, or potions you have used).

THE PLAYER STATISTICS MENU

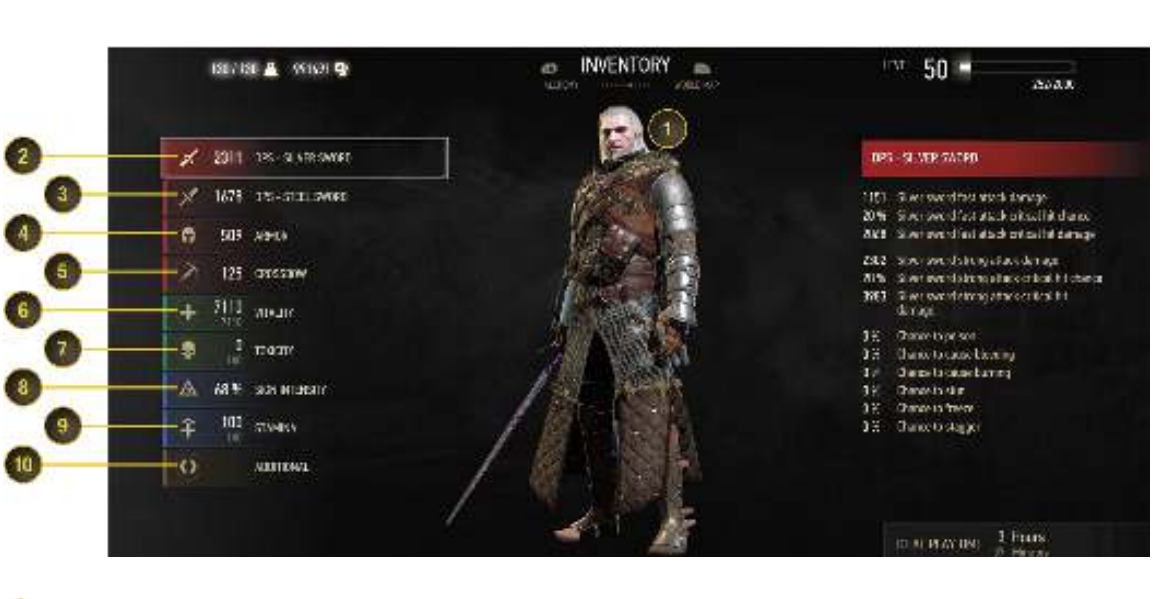
The Player Statistics Menu, sums up your various bonuses so you can see how all your different enhancements and other elements are helping Geralt, along with other pertinent data. This menu is influenced by your equipment, enchantments, and primarily by the Character Menu Abilities of the same color:

🟥 Red is Combat-related data.

🟩 Green is Alchemy-related data.

🟦 Blue is Signs-related data.

🟫 Yellow/Brown is general data.



1 **Geralt of Rivia:** You can rotate and examine Geralt, and unsheathe both his blades.

2 **DPS – Silver Sword:** This details the DPS (Damage-Per-Second) of your currently-equipped silver blade, along with current bonus/es.

3 **DPS – Steel Sword:** This details the DPS (Damage-Per-Second) of your currently-equipped steel blade, along with current bonus/es.

4 **Armor:** This details all the bonuses your torso armor, gloves, trousers, and boots are giving you (all together).

5 **Crossbow:** This indicates the impressiveness of your ranged weapon.

6 **Vitality:** This shows your current and maximum Vitality; which is your general health. In addition, it shows your Vitality regeneration in and out of combat.

7 **Toxicity:** This shows your current and maximum Toxicity levels. Current levels increase every time you drink a potion or decoction (and the amount is shown when you highlight the potion or decoction in question).

8 **Sign Intensity:** This reveals the statistical data for each of your five Signs. Compare your base levels before and after equipping items and abilities that increase this statistic, to discover your bonuses. Each Sign has its own information.

9 **Stamina:** This details your current and maximum Stamina (which governs how long you can sprint, and more importantly, how often you can cast Signs). It also shows your Stamina regeneration in and out of combat.

10 **Additional:** This gathers some general data, usually based on equipment from your Inventory screen (such as those given by Roach's Trophies) and abilities (such as the Deadly Precision ability, which influences the chance of an instant kill).

THE BURDEN OF ITEMS AND INVENTORY

A Witcher doesn't succeed simply by being a great fighter. It requires preparation and using everything in their inventory to craft an arsenal that ensures victory. Outside of the armor he wears and the swords he wields, Geralt's Inventory can be filled with items of various kinds, used for different circumstances before, during, and after combat. You can find items in the world, receive them as quest rewards, or buy them from merchants. Neglecting items makes the Witcher's life very hard, as weapons can fall into disrepair unless properly maintained.

Managing your inventory is important. You can't take absolutely everything you find with you everywhere you go. If you try, Geralt becomes overburdened, and unable to move beyond a slow walk while on foot, and his ability to fight is severely diminished. However, you do need to seek out a good supply of materials to keep your potion, oil, and bomb supplies well stocked.

Utilize Roach's saddlebags, and the Stash chests, to carry and hoard the items you really need.

Geralt can carry 60 units of weight on his person at any time, and more on his faithful steed Roach, if you purchase Saddle Bags from a merchant (or win them in a Horse Race). This increases the maximum to 160 units. Avoid problems by remembering to sell or disassemble any useless weapons and armor you loot from foes, as these tend to weigh the most.

Try not to carry items specified as "Junk" if they have a weight value, unless they sell for a decent price, or you know they can be broken down into useful crafting components. The golden rule here is to take only what you need or can use in some way. Attempting to collect every single item you find is a little like a dulled sword—pointless.

ITEMS: INGREDIENTS

Making things requires their material components, and the world provides these if a Witcher takes the time to hunt for them. Materials found within monsters and wild animals can be combined with various plants found growing throughout the world to make potions, bombs, and oils. Other materials you find, such as ores, planks of wood, or leather skinned from wild animals, can be used by armorers and blacksmiths to craft better armor and weapons.

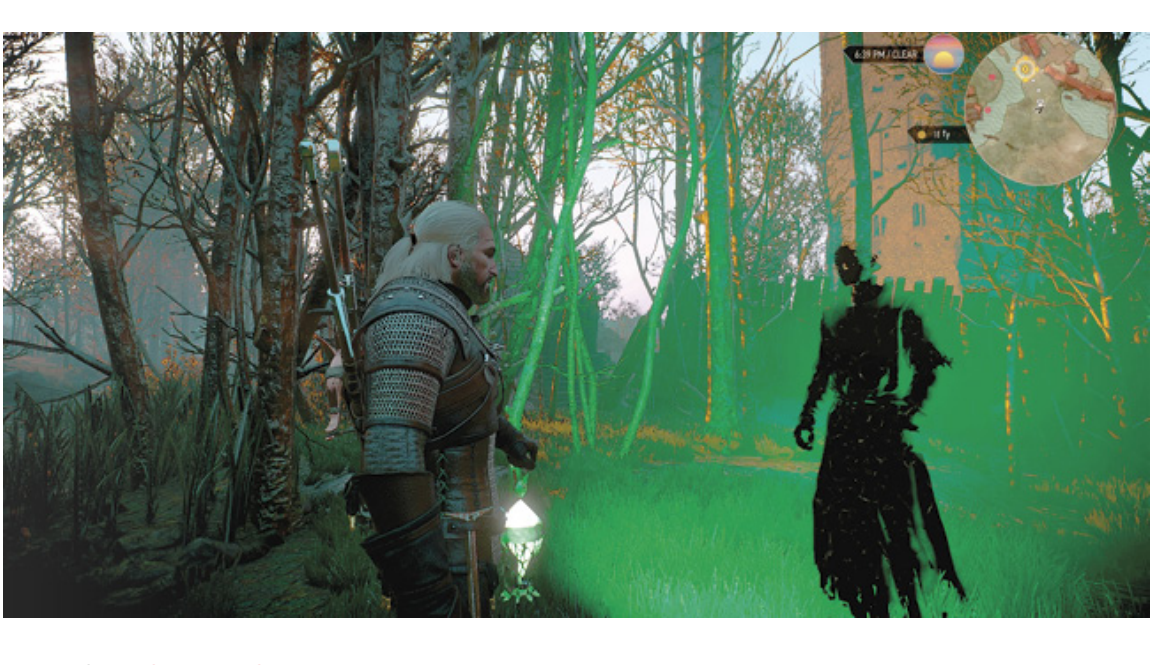
Weapons and equipment found in the field can be another source of ingredients. An armorer or blacksmith of the right skill level can break down equipment, as well as other items in your inventory, to help you receive extra crafting materials. This process does cost money though.

ITEMS: QUEST ITEMS

Geralt finds a variety of key items throughout his questing, and while some have monetary worth, it would be a mistake to get rid of them so easily. Quest items are marked as such when you inspect them in your Inventory Menu, and are always filed away in the Quest items area. They remain in your inventory and cannot be discarded until they are no longer needed. Once a Quest item has seen all the use required from it, it can be sold to a vendor, or dropped and forgotten. Some of the key items can be used while exploring the game world.

A quest item usually performs one of two functions: It allows additional areas to be explored, interactions to occur, or gives you an advantage in combat. Or, it is starts a quest, or is utilized as part of a quest objective. The following examples show a variety of quest items, but are by no means close to showing them all: Consult each individual Quest for items that are needed or found during the course of a quest.

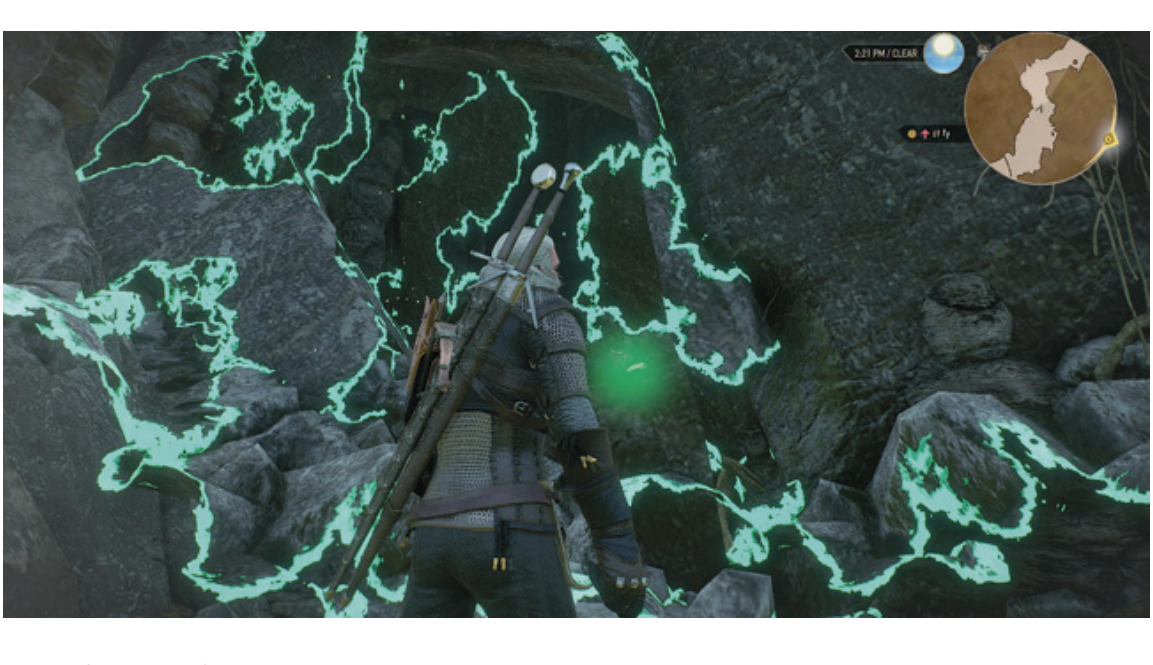
QUEST ITEM: THE MAGIC LAMP



Related Quest: Secondary Quest: Magic Lamp

The Magic Lamp allows you to watch the terrifying past communications of ghosts, a necessity for completing an early quest. When you approach one of these locations (which are tracked on your World Map and in the Atlas), they appear as green-tinged energy fields close to bones or corpses.

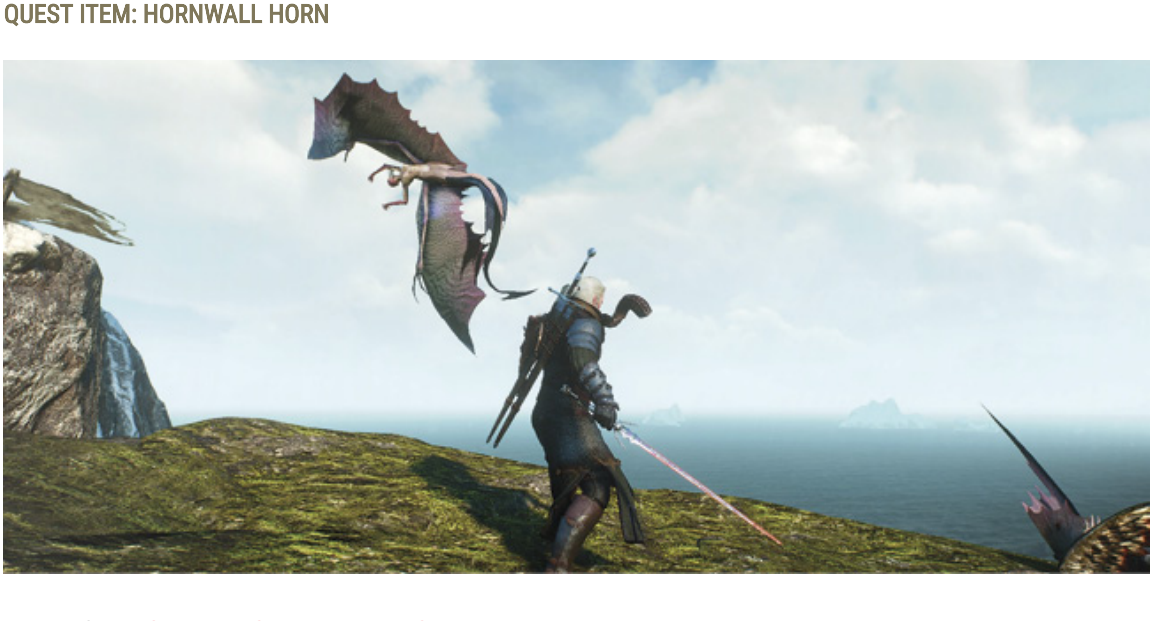
QUEST ITEM: THE EYE OF NEHALENI



Related Quest: Main Quest: Wandering in the Dark

This is used to dispel magic illusions that guard hidden passages throughout the world. When you approach an object that can be dispelled, Geralt actually points out that his medallion is indicating a strong magic presence. Once you have the Eye of Nehaleni, you can dispel the illusion.

QUEST ITEM: HORNWALL HORN



Related Quest: Secondary Quest: The Lord of Undvik

If you care to complete this terrifying quest across the Skellige island of Undvik, one of the prizes is this horn, which can cause any Sirens (or related airborne enemies across this realm) to shriek and plummet to the ground. This is exceptionally helpful when boating across oceans!

QUEST ITEM: THE CURIOUS CASE OF VIRTUOUS VEGGA

Related Quest: Secondary Quest: Free Spirit

Though you may not know it when you purchase it from a merchant in the Gildorf district of Novigrad City, this book is a key to providing knowledge to a stranded Skellige, over on the extinct Skellige volcano known as Snidhall Isle. There are other books to collect, too.

QUEST ITEM: LIZARD FIGURINE

Related Quest: Secondary Quest: Of Dairy and Darkness

The fancy merchant in the Gildorf district of Novigrad City also has a variety of trinkets to examine and purchase. One of them (a small Lizard Figurine) enables you to discover the otherwise-inaccessible underground laboratory of a mad, cheese-obsessed mage!

ITEMS: LORE BOOKS, TORN NOTES, AND NOTICES

Lore books, torn notes, and notices collected during your adventures deserve a reading: not only do these items give information and history about the Northern Realms and the quests you are undertaking, they can also occasionally lead to knowledge about Points of Interest! Some lore books also add information to the Bestiary. A good place to start your rummaging through old books is the Scrolls and Books shop in Hierarch Square, Novigrad City. Tell that Hodgson fellow we sent you!

ITEMS: FOOD, JUNK AND OTHER MINOR ITEMS

Junk items and items that don't fall into other categories include currency that can be changed into crowns at the Bank of Novigrad, torn sheets from notebooks, lore books, food, Witcher Contract notes, and mutagens found on dead bodies. Don't forget to chow down on any Food you collect either; it allows you to regenerate health quickly (even during combat) without the need to Meditate. Mutagens can be used on the Character Abilities menu to provide significant boosts to your statistics.

Junk Items should be sold or stored in your Stash chest. Unless the description of the item tells you that it is an ingredient or can be dismantled (broken down) for base components, there's little reason to keep Junk in your inventory, as it just weighs you down.

EQUIPMENT: AN OVERVIEW

A sword is only as good as the Witcher using it, and his armor is only as good as the materials he was willing to invest in its creation. To survive this adventure, you must wield a multitude of swords both steel and silver. Should those fail you, only a durable set of armor is all that prevents the claws of your enemies from rending your flesh to shreds.

Equipment in *Witcher 3: Wild Hunt* requires Geralt to reach a requisite level of experience before he can use it. Any weapon not available to you is crossed out in your Inventory menu. Common weapons and armor can be found randomly with stats that reflect Geralt's current level. However, crafted items, relics, and unique pieces of armor (such as Witcher School Gear) have set level requirements and stats. While earning these pieces of gear takes supreme effort, they are often the best items one could equip.

EQUIPMENT: SWORDS

Geralt carries two types of sword; Steel and Silver. These blades are intended for two very different threats; Steel for humans and beasts, Silver for monsters. At lower difficulty levels, Geralt draws one of these blades automatically when combat begins, typically the sword meant for his nearest threat. Some battles require you to switch between both blades, so be prepared to adapt to those situations.

Swords deteriorate with use. With each blow landed, or shunted aside by sword, shield, armor, or claw, a blade continues to lose Durability until the weapon becomes unusable. Low Durability weapons strike for less damage. This is a serious liability in battle and can cost you life and limb.

Regular maintenance at an Armorer or Blacksmith will help keep your gear in shape at the cost of some coin. When venturing on to a difficult quest or facing extended battles that will test the durability of your equipment, make sure to purchase or craft Armor and Weapon Repair Kits to maintain your edge in the field.

In addition to acting as your primary offense, swords are your defense against any physical attack. You can block most melee attacks with either type of sword, though some attacks must be dodged rather than blocked. With sharp timing, you can also counterattack most melee attacks, placing your foe off balance while you remain on the offensive.

Every sword has a base attack rating representing the damage per second (DPS) it's capable of under ideal conditions. Additional values exist for fast and strong attacks, including damage and critical hit chance. Any enchantment, skill, or upgrade that increases a sword's damage applies a bonus to the weapon's base attack rating. An opponent's armor, resistances, and other modifiers will affect a sword's damage during combat.

IMPROVING WEAPONS

Enchanted swords have a chance to cause additional effects on their target with each strike. These enchantments can poison, bleed, burn, stun, freeze, or stagger a target. Lesser and Greater runestones can be placed in weapon upgrade slots to further increase a blade's effectiveness (see the Upgrades section). However, if a target's resistances are too great, these additional effects may be dispelled.

Another way to improve the effectiveness of your swords is to apply special oils to them before combat. Unlike runestones, this bonus is temporary and ends after repetitive attacks wipe the oil away. This is the most economical way to enhance your swords and allows for a great deal of flexibility when preparing for multiple types of targets. You cannot apply these oils in the middle of a fight, so pay attention to your surroundings and spot threats before you must engage them. Unfortunately, you don't always have this opportunity.

Finally, a very rare set of crafted weapons can be improved by finding diagrams for more powerful versions of the weapons. These diagrams and the materials to produce these weapons are rare, indeed, so you must be thorough in your exploration of the world.

ALTERNATE WEAPONS

While Geralt has no formal training with weapons beyond the swords of his profession, he is not helpless with the odd axe or bludgeon nicked from bandits foolish enough to cross his path. These weapons are not as lethal as a good sword, but you can still put down humans with them if a situation demands it.

If you're charging a group of bandits armed with a pickaxe, you're doing something terribly wrong. Or perhaps you fancy a challenge?

Equipping alternate weapons places them in the slot that would be occupied by your steel sword. You can also apply the appropriate blade oils to them. Realistically, though, you should stick with your swords if you have a choice.

EQUIPMENT: WITCHER'S CROSSBOWS AND BOLTS

Very early in Geralt's search for Ciri, he is gifted a crossbow, which comes with an unlimited number of standard bolts that Geralt can fire at enemies or wildlife. These bolts are typically quite weak, but they can stagger enemies in the middle of an attack, and even knock flying enemies out of the sky. The crossbow is also the only weapon Geralt can use underwater. Armed with this weapon, he is not without defenses when he must explore the depths of the ocean or an underground tributary.

Remember your training at Kaer Morhen; you can automatically or manually fire a crossbow. Use this weapon for ranged strikes or to knock foes out of the sky.

You can find more powerful crossbows over the course of the game. Some of the most deadly are crafted from secret Witcher School Gear diagrams, hidden in the world.

Don't scrimp on the more esoteric ammunition for your crossbow; it's very satisfying to hit a bandit in the neck with an explosive bolt!

Crossbows become more effective in two different ways. The first is through the use of specialized ammunition. You can loot them from caches in the world, and even craft special ammunition from diagrams. Specialized bolts not only hit harder, but can also cause additional effects. Explosive Bolts, for example, can knock enemies to the ground and are especially devastating against flying foes. Another type of bolt splits into three arrows, making it easier to shoot fast moving enemies. The statistics on bolts may not look impressive by themselves, but when you factor in the power of your chosen crossbow, you can easily see the bow overpowering lone monsters and humans before they even get close!

Another way crossbows see great improvement is through purchasing specific character abilities from the Combat and General branches. You can earn flat increases to the overall damage of each shot or slow the world down to take more time to carefully aim your shots.

EQUIPMENT: ARMOR

Geralt's armor consists of four separate pieces: Chest Armor, Gloves, Trousers, and Boots. Together, these provide protection against physical damage and persistent effects. Each piece of armor has an armor rating, along with a number of additional protection ratings against the different types of damage that Geralt can suffer in combat: slashing, piercing, bludgeoning, elemental, and rending damage.

There are three weight classes for all pieces of armor: Light, Medium, and Heavy. These classes determine how much protection an armor piece provides, but can also affect statistics like stamina regeneration. Each weight class caters to specific combat tactics, but you can mix and match your gear to fit your preferences.

Light armor provides a significant bonus to stamina regeneration, at the cost of sturdiness. This allows Geralt to control the pace of a fight by staying agile, engaging or evading enemies at will.

Medium armor provides no regenerative benefits or penalties, and is the weight class Geralt starts the game with.

Heavy armor provides the most protection, but slows down stamina regeneration. While movement is slowed, Geralt can wade into the melee and survive far more punishment.

IMPROVING ARMOR

Glyphs can be used to upgrade high-quality pieces of armor, providing bonuses to Sign abilities. As with weapons slots and runestones, some armors have slots that allow Glyphs to be placed. Glyphs can be found as loot in the field or on monsters, and there are diagrams that allow you to craft lesser and greater Glyphs, provided you can find them. Consult the Upgrades section for more details.

DYEING ARMOR

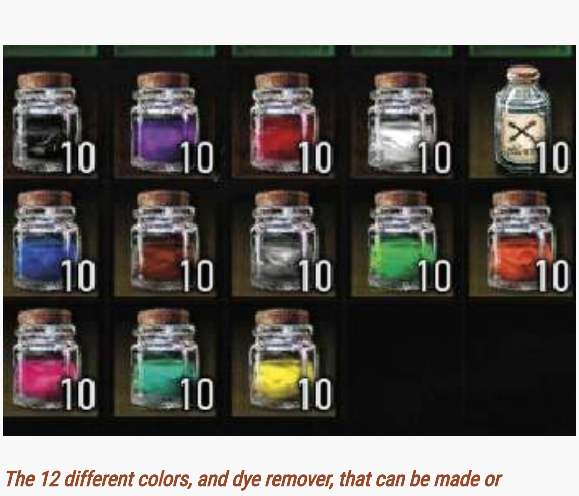
Should you find the color of your Witcher gear to be less than ideal, and you prefer to dye Witcher armor in a variety of colors, you can color each part (chest armor, gloves, trousers and boots) in aone of 12 colors. Examples are shown below.

Dyed Feline Armor: Green.

Dyed Feline Armor: Pink.

Dyed Feline Armor: Red, White, and Blue.

This is achieved by completing the following: Plan 1: Purchase Armor Dyes from merchants. Plan 2: Find or purchase special Alchemy recipes that dye Witcher armor. Then pick ingredients needed to mix the dye, and complete the dye in your Alchemy menu. If you own the Corvo Bianco Vineyard, and you've improved it as part of Blood and Wine: Secondary Quest: No Place Like Home, you can grow herbs in your orchard that are specifically for armor dyeing.



The 12 different colors, and dye remover, that can be made or purchased.

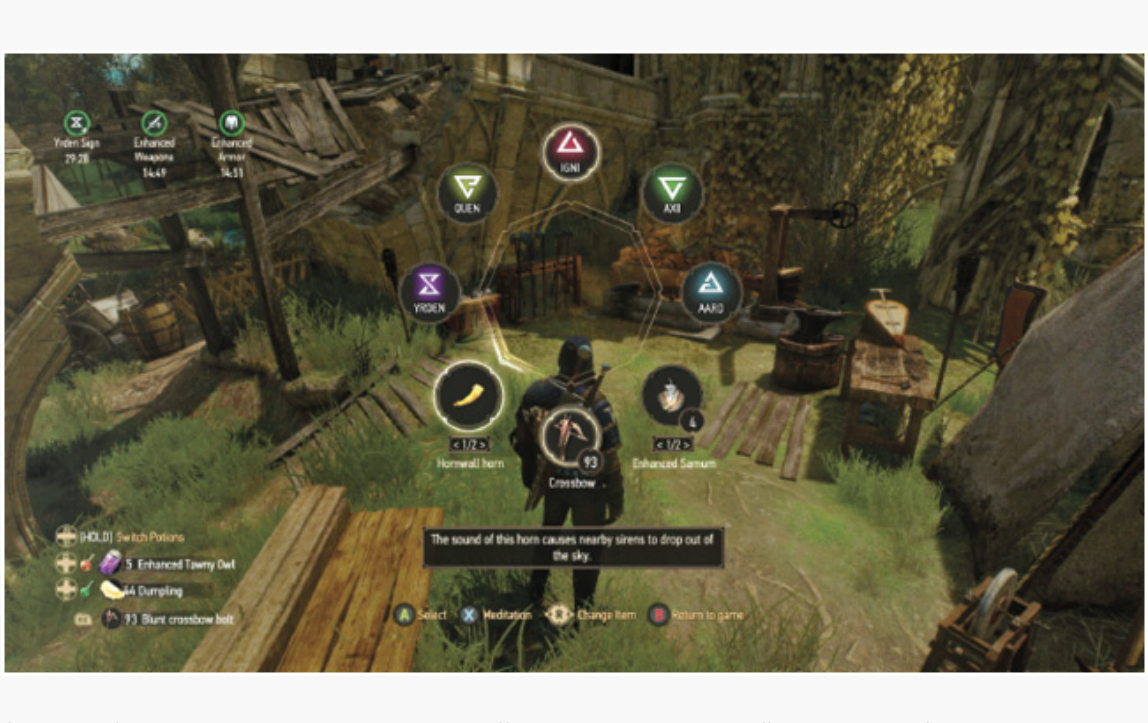
Then simply apply vials of dye to your piece of Witcher armor (and only Witcher armor). You require four amounts of a dye to fully cover all your armor. If you wish to change your color, use dye remover (made or purchased in the same manner).

CONSUMABLES, BOMBS, AND POCKETS: ADDITIONAL EQUIPMENT

It's possible to set consumables, bombs, and pocket items for quick use in the field. Consumables include food, or Witcher potions and decoctions. It's usually best to keep potions that have immediate beneficial effects in these slots, either focused on enhancing your combat effectiveness or survivability. Food, potions, and decoctions can be consumed from the Inventory menu too. Potions can determine whether or not you survive to even do that. With bombs, try to tailor your choices to favor bombs that can affect a wide variety of targets, switching out for more specialized explosives if you're hunting something that demands it. Your two pocket slots, however, will likely be occupied by key items that are required for specific purposes, generally for non-combat reasons.

PREPARATION: SETTING UP QUICK-USE ITEM SLOTS

Part of preparation is making sure you have the right items in your item slots. Wearing your best armor and using your best swords is obvious advice. Having the right consumables and bombs set up for quick use can mean the difference between life and death.


QUEN
IGNI
AXII
YRDEN
AARD
Hornwall Horn
Crossbow
Enhanced Samum
The sound of this horn causes nearby sirens to drop out of the sky.

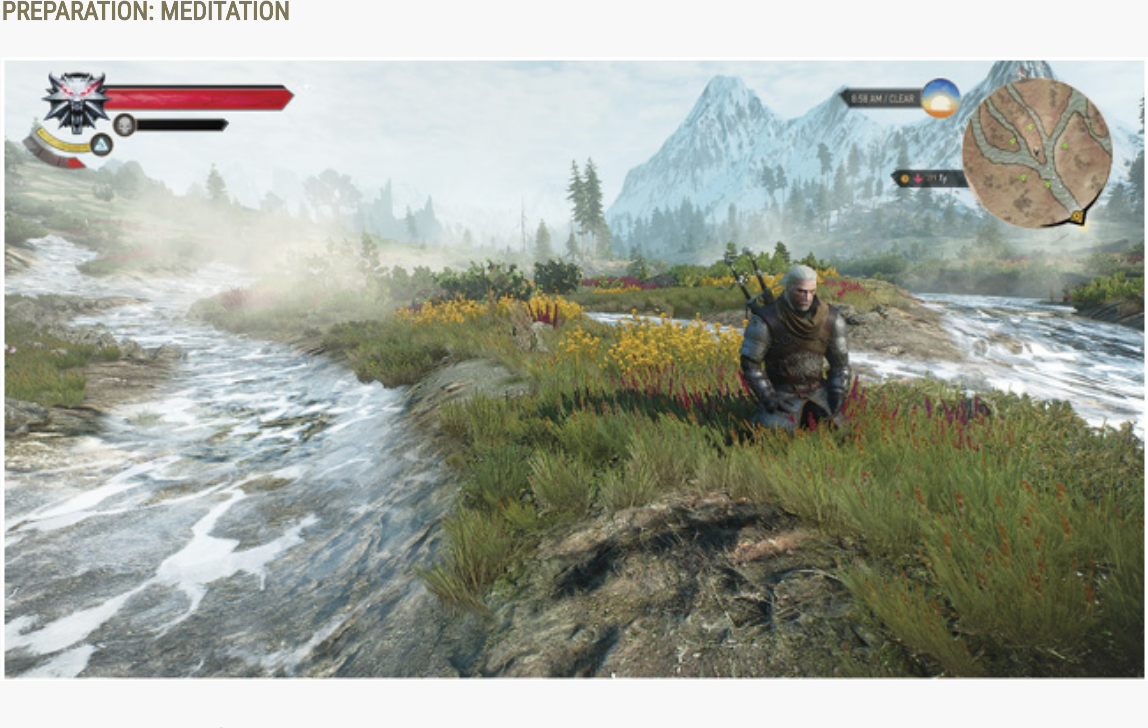
Quick-Use Consumables should have immediate effects: Potions like White Raffard's Decoction, for immediate burst healing, or Thunderbolt, for a short burst of increased attack power, are excellent for the quick use item slots. In place of White Raffard's Decoction, you can use any form of healing food to speed up health regeneration in combat. Potions like Cat, or decoctions, which have very long lasting effects compared to most other potions, are best accessed from the Inventory menu.

Tailor quick-use potions to your strategy and build: You can build Geralt to focus on his swordsmanship and crossbow skills; his Sign use; the bombs, potions, and enhancements gained through alchemy; or have a spread of skills throughout all of his ability trees. Likewise, there are potions that can greatly enhance the effectiveness of these aspects. If you want to have high-powered signs on demand, use Potions that power up their intensity. If you want your swords to hit harder, Thunderbolt is an obvious choice.

At least one bomb should be general use: There are many types of bombs, but you can have only two set up for on-demand use. Grapeshot is an excellent general purpose bomb that falters only against fire resistant foes. Samum is also good for its ability to blind or stun enemies caught in the blast radius.

Your second bomb slot should fit the situation: There's little reason to carry two bombs that accomplish similar tasks. If you know you're up against enemies weak to fire, switch in Dragon's Dream to set up a powerful combo with Igni. If you know you'll be battling large numbers of enemies, Northern Wind can literally bring the fight to a standstill, allowing Geralt to calmly pick out a priority target to bring down first.

PREPARATION: MEDITATION

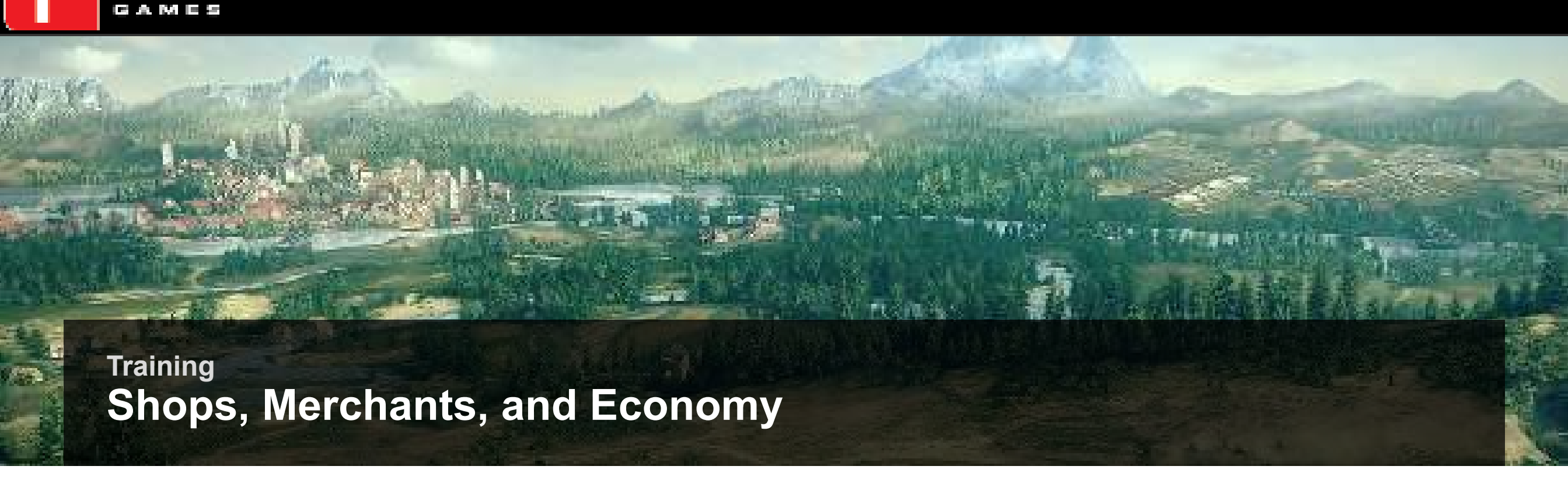


You need to prepare before you can start killing monsters. It's not just about throwing on the best equipment you've got and running in to battle. Geralt is a skilled alchemist if he's got the materials and formulae to work with, but more importantly, he can Meditate.

Meditation is one of Geralt's most important abilities. Doing this allows you to skip ahead a set amount of time, changing the time of day and, at lower difficulty levels, restoring any Vitality he has lost. While meditating, Geralt automatically replenishes any prepared potions and oils as long as he has base alcohol in his inventory.

WHEN NOT TO MEDITATE

On the Blood and Broken Bones! and Death March! difficulties, Meditation does not restore health. On these difficulty settings, you are forced to carefully manage your inventory of health recovery items.



Training

Shops, Merchants, and Economy

Merchants can be found in the various major settlements throughout White Orchard, Velen, Novigrad, Skellige, and Toussaint. They provide a number of different, and most necessary services. While Armorers and Blacksmiths sell you equipment, mend and craft your gear; and Herbalists and Alchemists sell crafting supplies (as discussed earlier in this chapter), there are other merchant types to talk to and barter with, as well.

VENDORS OF THE NORTHERN REALMS

Some merchants provide general goods and food, others deal in alchemic formulae and ingredients, while still others may be simple booksellers or innkeeps. As described earlier, vendors are marked on your map with specialized icons as you discover them. Some wandering merchants are constantly traveling the roads between towns, which places them in danger from the local wildlife. If they come under attack, you must rescue them or risk losing their services. Other merchants can be found as prisoners, known as "Persons in Distress," inside or close to Bandit Camps.

PROSTITUTES AND CARNAL KNOWLEDGE

A Witcher has certain needs, like any non-mutant, and these can be sated by ladies of the night or day, willing to spend time with the likes of him. If you're flush with coin and want to spend it on someone not named Triss or Yennefer, there are opportunities in the city of Novigrad.

Simply visit a Madame at a knocking shop in Novigrad, choose your lady, and engage in decidedly risqué form of unarmed wrestling.

Some Secondary Quests end with opportunities for Geralt to gain or pass on some carnal knowledge without needing to pay crowns in advance. We have also highlighted these opportunities when they present themselves throughout the quest walkthroughs, as well as in the Carnal Knowledge Appendix.

BARBERS

Geralt's beard grows over time, and time marches ever onward. Go unshaven long enough and Geralt starts to resemble a dangerous and murderous hobo. You can visit barbers in certain villages and cities for a shave and a new hair-style, if you choose.

THE LIVING ECONOMY: GERALT SELLS, BUT WHO'S BUYING?

Like Geralt, every shopkeeper has a finite amount of money and Inventory items available for trade. The amount of funds is indicated in the Merchants Appendix, while the items for sale is listed in the eGuide Inventory, A Witcher's Tools. If a Merchant's funds are depleted, they are temporarily unable to purchase additional items from you. While their funds and inventory replenish over time, this limitation may prevent you from selling everything in a single visit. If you cannot wait, consider purchasing goods to help quickly generate income. A better plan is to purchase and sell goods at more favorable prices, due to the many emergent properties the world's economy has.

ITEM TYPE

Not all items are created equally. Some are made of weaker components; some carry rare enchantments. Some are for dealing damage, others protect you from it. Some are consumable while others are used to craft and modify other items. Whatever it's use, each item is valued differently based on the type of merchant you are dealing with, the region you are in, and a variety of other price modifications and quest-based bonuses.

The following Economy sub-sections explain the various factors that affect the purchase and sale of items around the world.

TYPE OF MERCHANT

Every merchant has a specific type that determines their level of interest in a particular set of items. For instance, Innkeepers are only interested in acquiring foods and gear they to need to service their patrons while crafters like the Blacksmith and Armorer are focused on buying and selling weapons, armor and the materials used to craft them. Herbalists are focused on their connection to the land offering a variety of herbs, healing foods, and drink. The more scientific Alchemists are a fantastic source for books and upgrades you can use to enchant your equipment, learn new skills, and gain a deeper understanding of the living world. Both are a source of many natural herbs and alcohols you might need. Specialty merchants like the Barber and Book Dealer offer rare items you cannot find anywhere else.

Example: This Blacksmith is a merchant who purchases "Horse"-related items from you at 20% more than their base value. So sell any saddles to him rather than to an Innkeep, who only gives you a 6% bonus.

MERCHANT REGION

The world has been separated into distinct areas, each having a unique economy with its own rates and bonuses. Velen has been ravaged by war, meaning weapons and armor are common while food is a rare and expensive commodity. While travelling through Novigrad and Nilfgaard make sure to check out the many goods for sale. While more expensive, they offer a great selection of the items you'll need to heal, prepare, and maintain your gear. Skellige, while remote, has the best assortment of weapons and armor, crafting items and upgrades. Scattered across a series of islands, their resources are plentiful and offer many opportunities for entrepreneurs that would purchase goods for trade.

ITEM ORIGIN

Some items can be identified by the region in which they were designed and created. While merchants may be interested in trading for local goods, the exchange of rare items from distant lands can result in large profits based on your investment.

REGION BONUS

Each Region, i.e. White Orchard, No Man's Land, Novigrad, and Skellige, offers a quest that rewards you with a 10% discount toward all future purchases in that region. These are the Main Quests of your original adventure; finish these to secure this discount.

MERCHANT BONUS

Some of the merchants you will meet are in distress and have need of a hero. While their services and goods may be available immediately, successfully resolving their plight may result in a 10% discount for all future purchases. Additionally, this discount will stack with other bonuses. For example, if the Region Bonus has already been acquired, successfully completing this objective will result in a 20% discount on all purchases from this shop.

MERCHANT CHART NOTES

For Rarity, any items with a particular value are flagged in your Inventory, as well as the online eGuide charts of this guide.

Of all the Merchant Regions (over the page), these are self-explanatory, with the exception of "Nilfgaard", which indicate any merchant's origin who isn't in one of the other specified Regions of this table.

MERCHANT BONUS BY TYPE

CATEGORIES	WANDERING	ALCHEMIST	ARMORER	TAILOR	BLACKSMITH	BOOK DEALER	HERBALIST	INNKEEPER
Alchemy	7%	15%	-5%	0%	-3%	-6%	15%	-4%
Alcohol	3%	5%	-3%	-2%	-5%	-3%	4%	12%
Armor	11%	-10%	20%	15%	13%	-10%	-5%	-10%
Book	6%	0%	-5%	-9%	-3%	20%	-2%	-6%
Crafting	10%	-11%	5%	-10%	8%	-8%	-5%	-7%
Food	3%	-2%	-3%	-6%	-2%	-1%	3%	7%
Horse	15%	-2%	18%	-7%	20%	-7%	-2%	6%
Upgrade	10%	10%	20%	-6%	20%	-8%	-10%	-10%
Weapon	12%	-3%	15%	-2%	20%	-7%	-6%	-12%
Secondary	4%	-5%	20%	-8%	0%	-5%	-10%	15%
Junk	1%	-2%	-5%	-3%	-4%	-2%	-4%	5%
MERCHANT BONUS BY RARITY								
Valuable	8%	4%	8%	5%	7%	3%	9%	10%
Precious	0%	20%	5%	8%	10%	1%	5%	20%
Collectible	0%	100%	0%	0%	0%	0%	100%	0%
Legendary	100%	100%	100%	100%	100%	100%	100%	100%

PRICE MODIFICATION BY REGION

CATEGORIES	BEAUCLAIR	NO MANS LAND	NON-HUMAN	SKELLIGE	NOVIGRAD	NILFGAARD
Alchemy	15%	15%	0%	-15%	15%	0%
Alcohol	-10%	-10%	-5%	20%	15%	20%
Armor	-10%	-10%	-5%	5%	10%	15%
Book	-15%	-15%	-30%	-5%	10%	15%
Crafting	-5%	-5%	-10%	2%	5%	10%
Food	100%	100%	50%	-15%	-10%	5%
Horse	-15%	-15%	-20%	10%	20%	25%
Upgrade	-15%	-15%	-25%	5%	15%	30%
Weapon	-20%	-20%	-10%	-5%	5%	15%
Secondary	-20%	-20%	-10%	-5%	1%	5%
Junk	15%	15%	-15%	0%	-15%	-15%
PRICE MODIFICATION BY ORIGIN						
BEAUCLAIR	100%	105%	75%	115%	115%	110%
NO MANS LAND	105%	100%	40%	105%	85%	80%
NONHUMAN	130%	110%	100%	115%	120%	110%
SKELLIGE	108%	105%	80%	100%	120%	105%
NOVIGRAD	110%	95%	50%	110%	100%	95%
NILFGAARD	105%	90%	20%	105%	95%	100%
OFIER	110%	95%	105%	110%	120%	110%

GET RICH QUICK: COLLECTING CROWNS

The previous information on the economy of the Northern Realms has all the statistical advantages you need for making the most of every trade you try. But what about other ways to gain crowns? Try some or all of the following:

KNOWING A MERCHANT'S WORTH

The Merchants Appendix lists a description of what to expect when you check the coffers of each merchant. This varies constantly, so only approximate values are stated. This is helpful so you can find merchants with more crowns and sell off more unwanted items at one time. The merchants with the deepest pockets are:

Master Armorer Yoana (Crow's Perch), the Journeyman Blacksmith (Fish Market, Novigrad City), Madame Serenity (Passiflora, Novigrad City), Master Blacksmith Eibhear Hattori (Novigrad City), Olivier the Innkeep (Kingfisher Tavern, Novigrad City), and the Kaer Trolde Blacksmith (Ard Skellig).

WAITING A WEEK

Make a note of a merchant you've sold items to, and avoid revisiting them for one entire week (seven 24-hour periods). As there's a wealth of areas (and other merchants) to investigate, this shouldn't be a difficult proposition. If you wish to wile away a bit of time, you can always Meditate and then return to a merchant as they start to replenish their coinage. This may not be the coin they had when you first sold to them, but it's a start.

THE BOVINE OFFENSE FORCE

Time was, if you were west of Woesong Bridge at the entrance to White Orchard, you could butcher the two cows grazing there, strip their bones for hide, Meditate a spell until two more cows appeared, and continue amassing hide to sell for good profit. That was, till the terrible "Bovine Defense Force" came—a fearsome level 27 Chort that could tear a man's gizzards from his goolies in the time it takes to sneeze! Now this is still a possible plan, but results in far less bounty, as well as a visit from the tax man.

Another option is to make a meager wage as a hunter, using your crossbow to drop deer or hares in the woods, and cut them open for meat or hides. You can also hit beehives with a shot of Igni to clear out the pesky bees, netting you a decent profit. Velen merchants pay good money for raw meat, but there are far better methods of gathering crowns.

COMPLETING YOUR CONTRACTS AND TROPHIES

The variety of Contracts you can undertake are purely optional, but always end with a reasonable sum of coins if you're successful, as well as a trophy you can sell. The first few contracts may not seem worth the trouble for the low payout, but as you continue into Velen, you start to see some that offer about 250 Crowns each. Most of these are in the level 10 range, so ensure that Geralt's level is equal or better. Such Contracts include Jenny 'o The Woods, Shrieker, Woodland Beast, The Merry Widow, and Swamp Thing. All of these should pay you a decent amount of Crowns, and each can be completed relatively quickly.

As well as selling the trophy, remember to affix the head of a vanquished Contract monster to Roach's saddle, as four of them grant you extra funds: The Doppler (Contract: An Elusive Thief), Ekhidna (Contract: Here Comes the Groom), Foglet (Contract: Swamp Thing), and Succubus (Contract: Deadly Delights) Trophies all grant you 5% bonus gold. The recommended trophy to find first is the Foglet Trophy.

EXPLORING THE NORTHERN REALMS

As legitimate as completing Contracts is, there is something natural about simply exploring the land and spending some time with the random events that pop up along the way. This is where the question marks on your map come into play, as they always indicate an item of interest, and in one way or another you will always find a way to put some Crowns in your pocket. Be careful of Points of Interest that are higher level than you are currently. If they are too dangerous, come back once you've gained more experience. Careful looting and ingredient-gathering is also a method of harvesting a great number of items, and with stops at your Stash to store materials for sale, before visiting a merchant you know will give you the best prices, is a good way to steadily accrue funds.

GWENT

The Gwent chapter of this guide details some truly exceptional methods of ensuring you win almost every game of Gwent you attempt. With a moderately powerful Northern Realms deck, start playing the Gwent Players of White Orchard, before challenging no-name players (almost always vendors) throughout Velen. Every time you play against an opponent, bet the full 10 Crowns. When you win you'll double that to 20 Crowns. While it may not seem like much, it adds up after awhile. It also helps you acquire better cards, too.

With a maximum of 20 crowns a match, a game of Gwent is not only a great way to pass the time, but it readies you for Gwent quests too.

FISTS OF FURY: VELEN

This secondary quest pits Geralt against four opponents in a fistfight. Save your progress before each match, then wager the maximum amount. If you win, you'll double that, which equates to several hundred Crowns once the quest is over. If you lose, reload and try again. You can bet up to 50 Crowns on the first fight, 70 on the second and third and 80 on the fourth. With a maximum bet you can earn 540 Crowns from this quest.

Knock folk about a bit for fun and profit!

All you have to do to make sure you win every fight is back away from your opponent and let him attempt the first swing. As soon as he does, counter with a strong attack and then a flurry of quick attacks until the opponent starts to block again. Once this happens, back away and repeat the process. If your timing is good you shouldn't take a single hit during these matches, giving you quick and easy cash.

RACES: CROW'S PERCH

This Secondary quest works in a similar manner to the Fists of Fury: Velen secondary quest. You race against three competitors, placing a bet on each race. If you win you double your wager, and when the quest is complete you'll get an additional 70 Crowns on top of whatever you won through wagers. You can wager 50 Crowns on each of the three races, which doubles if you win, giving you 370 Crowns for the entire quest. It's worth investing in a Racing Saddle so Roach doesn't tire as quickly.

Example: Gallop toward a tidy sum of winnings over at the Baron's fortress.

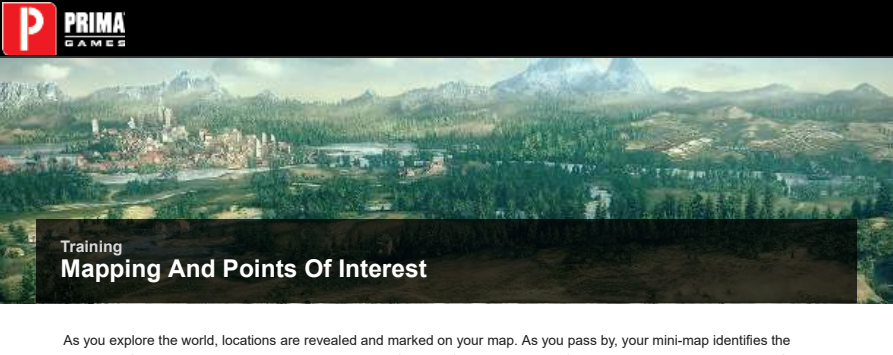
Once the race begins, follow the black line on your mini-map as it loops around in a circular pattern. Watch for explosive barrels, dips in the road that stop your horse from galloping, and even logs that may block your path. If one of these obstacles trips you up and your opponent takes the lead, don't remain directly behind him when you try to pass.

Your horse will slow if you get too close while you're directly behind an opponent. You need to move to the right or left to create plenty of space when you pass. Depending on the stamina level of your horse you can canter the entire race for an easy win.

THE HEROES' PURSUITS

Remember these bouts of fisticuffs and racing opportunities in Velen aren't the only times you're able to acquire cash with your fists or equine competence. Consult The Heroes' Pursuits quests to find many more Fists of Fury and Race-related quests to undertake.

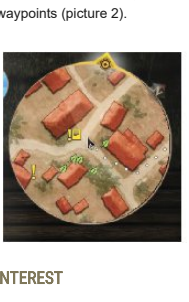
PRIMA GAMES

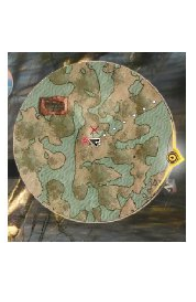


Training

Mapping And Points Of Interest

As you explore the world, locations are revealed and marked on your map. As you pass by, your mini-map identifies the locations of herbs as you pass them. Enemy positions (picture 1) are also marked (including the positions where they fell—an "x" mark—to allow for finding and looting the corpses), as well as stairwells and important cave entrances, merchant locations, and quest objective waypoints (picture 2).





DISCOVERING A POINT OF INTEREST

Points of Interest cover a wide variety of locations (and types of locations) in the world, including special events, battles, or hidden treasures that can help increase Geralt's strength, line his coffers with crowns to use to better equip himself, or contain diagrams and formulae for better armor, weapons, potions, or sword oils. Most Points of Interest appear on the World Map as a large "?" question mark after Geralt overhears interesting information from townsfolk, or reads about a location on a Notice Board, flyer posted to a wall, or obtains special maps from a vendor (when adventuring across the isles of Skellige). It is then up to you to decide whether or not to travel to those locations and discover what's there. It's also possible to stumble upon a Point of Interest with no prior knowledge of its existence.

Exploring Points of Interest can not only fatten Geralt's coin purse and inventory, but he also gains experience once a POI is explored and any problems at the location are solved, and/or treasure is looted. It's in your best interest to take the time and explore the world, and visit all these Points of Interest.

POINTS OF INTEREST: TYPES (WORLD MAP)

This section details all the different Points of Interest you can discover on your travels. These all appear on your World Map, and can be toggled "on" or "off." Most important are Signposts, after which all other POIs are presented in alphabetical order. They are also tracked throughout the Atlas section of this guide. Interactive versions appear on the free digital guide Atlas maps that accompany this tome.

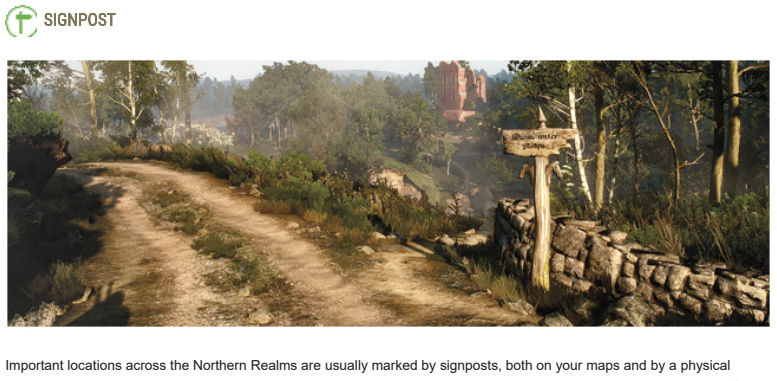
FADE TO GREY: CLEARING OUT AND VISITING LOCATIONS

As you progress throughout Velen and beyond, and wish to visit and clear out as many locations as possible as you go, be sure to check your World Map once you are about to leave a location. When you have killed all the enemies, and looted all the chests of note at a particular location, the marker usually turns grey. This doesn't occur for icons such as boats (obviously), but for locations such as Places of Power, Monster Dens and Nests, and Guarded Treasure; you can easily keep track of what you've visited by making sure everything is grey when you finally step away!

LEARN THE CUSTOMS: MAKE YOUR MARK ON THE MAP!

It is extremely useful, when navigating the World Map, to employ the Custom Marker tool. This allows you to place a marker (shown) anywhere you like. As this icon shows up on your mini-map, it can be utilized as a waypoint to an unexplored area to more easily reach it. Simply look at a location you haven't found using this guide's Atlas, plot a Custom Marker at the approximate location, and go exploring! Hold the Custom Waypoint Button and pop-up containing additional custom waypoints appears. You can place a total of 10 of these icons on the map. This is particularly helpful for finding all the Places of Power, but can be used any time you like!

SIGNPOST



Important locations across the Northern Realms are usually marked by signposts, both on your maps and by a physical signpost placed somewhere in that location. These signposts act as a Fast Travel network that you can use to more swiftly move from one location to another. This can significantly cut down on travel times, particularly during quests that span entire regions. However, you can only fast-travel to signposts you have already discovered (either by visiting them already, or by reading a map you've bought or found). Think of Signposts as anchor points across the Northern Realms; explore around each of them to discover other Points of Interest, and then find more signposts so you can perfect your fast-travel network.

OCEANS APART: FAST-TRAVEL ACROSS WATER

One example where fast-travel proves invaluable is when you're navigating the seas around Skellige. Instead of braving an ocean each time you navigate to another island, open your World Map and pick an already-known harbor as your destination. While you have to travel by ocean to each of the islands once, you don't need to do it again and again! The only downside is when you wish to set sail to one of the many tinier islands that have no signpost; then you're at the mercy of the seas and your boating skills!

ABANDONED SITE

Also known as "Abandoned Settlements," these are locations where the usual peasantry are nowhere to be seen. Shrines left abandoned after monsters took interest; logging mills overrun by bandits; villages plundered by soldiers—all of these are examples of settlements or landmarks that have been left to rot in the hands (or claws) of those who usurped them from the innocent. If you can clear these locations of all danger, the people will return, rewarding you for your efforts. Reclaiming (also known as "liberating") abandoned sites can open up new merchants, blacksmiths, or armorers to purchase goods and services from. Additionally, each reclaimed settlement awards an experience point bonus, as well as a fistful of crowns. For a definite enemy fight, followed by a possible vendor appearance and money reward, seek these settlements out.

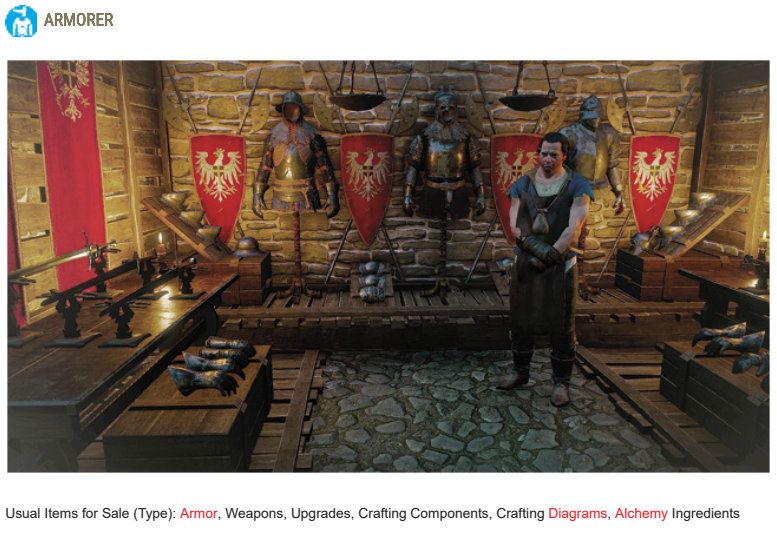
ALCHEMISTS AND ALCHEMY SUPPLIES

Usual Items for Sale (Type): Upgrades, Junk, Crafting Components, Alchemy Formulae, Alchemy Ingredients

Crafting Opportunities: Alchemy Substances (Mutagens), Alcohol, Bombs, Oils, Potions

This location, usually a building within a hamlet or village, has a supplier of alchemy ingredients for you to use in your crafting. As the current political situation has forced many of these vendors to flee or ply their trade underground, don't expect a large number of these merchant types. This trader almost certainly is a Gwent player too. For a complete list of Alchemists, and the type of wares they sell, consult the Merchants Appendix.

ARMORER



Usual Items for Sale (Type): Armor, Weapons, Upgrades, Crafting Components, Crafting Diagrams, Alchemy Ingredients

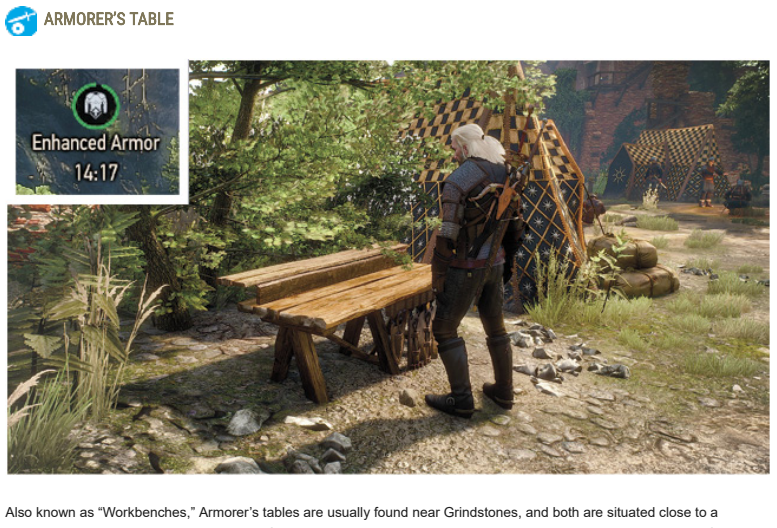
Crafting Opportunities: Chest Armor, Crafting Components, Junk

Repair Opportunities: Weapons and Armor

Remove Upgrade and Dismantle Opportunities: Available

Here, you can craft armor, repair damaged equipment (armor and weapons), dismantle equipment for parts, or remove upgrades from sockets. Be certain you know the experience of any Armorer you wish to utilize the talents of: Amateur, Journeyman, Master, and Grandmaster Armorers craft increasingly better quality equipment. Their skill elvel also increases the number of components they are able to recycle when disassembling items. This trader almost certainly is a Gwent player too. For a complete list of Armorers, and the type of wares they sell, consult the Merchants Appendix.

ARMORER'S TABLE



Also known as "Workbenches," Armorer's tables are usually found near Grindstones, and both are situated close to a Blacksmith or Armorer within a settlement. Simply walk up to a table, and use it to grant your gear increased Armor for a limited duration. This is where to go to get a boost before a tough fight.

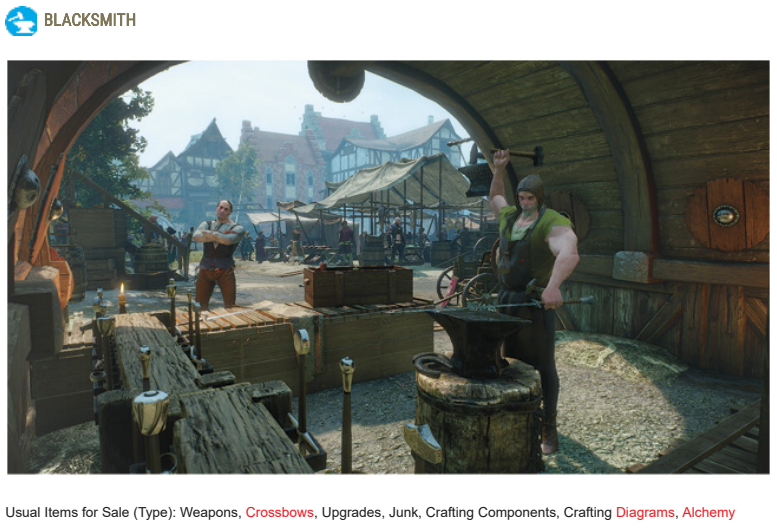
BANDIT CAMP

As the war between Redania and Nilfgaard drives on, deserters or common thugs have seen an increase in numbers, forming roaming gangs that attack travelers, usually on the roads between villages. Some of these gangs are organized enough to have set up camps to rest, recuperate, and divide the loot of the day. Entering these camps unprepared can be a fatal mistake, even for a Witcher, as you must face off with large numbers of bandits who wish to keep their camp a secret for as long as possible. Of course, dead men tell no tales! You are encouraged to remove this threat, as the spoils that can be gained from killing all the bandits and looting the camp are potentially quite lucrative, and can occasionally lead to the discovery of a quest.

BARBER

Visit a barber for a shave (usually costing five crowns) or a new haircut (usually costing 10 crowns). Look for the large scissors both on your World Map, but also hanging as a sign above a Barbershop door. Unlike most traders, Barbers don't concern themselves with Gwent playing.

BLACKSMITH



Usual Items for Sale (Type): Weapons, Crossbows, Upgrades, Junk, Crafting Components, Crafting Diagrams, Alchemy Formulae, Alchemy Ingredients

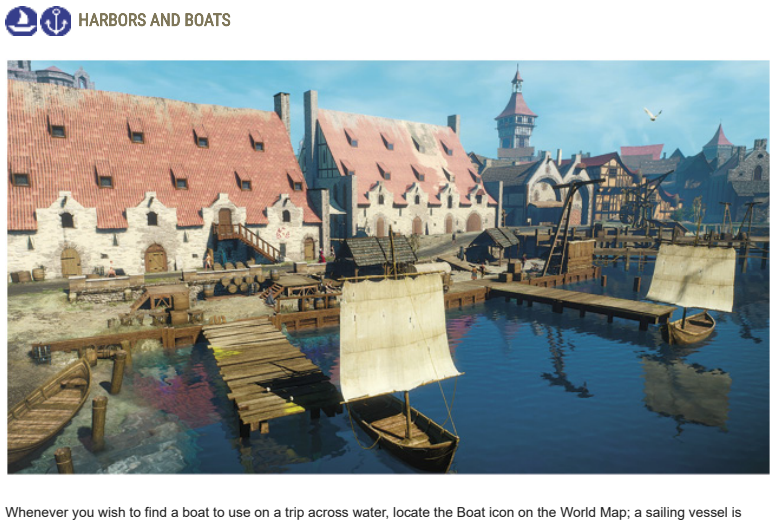
Crafting Opportunities: Chest Armor, Crafting Components, Junk

Repair Opportunities: Weapons and Armor

Remove Upgrade and Dismantle Opportunities: Available

Here, you can craft weapons, repair damaged equipment (armor and weapons), dismantle equipment for parts, or remove upgrades from sockets. Be certain you know the experience of any Blacksmith you wish to utilize the talents of: Amateur, Journeyman, and Master, and Grandmaster Blacksmith craft better quality equipment. Their skill elvel also increases the number of components they are able to recycle when disassembling items. This trader almost certainly is a Gwent player too. For a complete list of Blacksmiths, and the type of wares they sell, consult the Merchants Appendix.

HARBORS AND BOATS



Whenever you wish to find a boat to use on a trip across water, locate the Boat icon on the World Map; a sailing vessel is always at the indicated location.

BROTHEL

Usual Items for Sale (Type): Prostitutes

Should the mood take you, and you wish to spend a night of naughtiness among the brothels of Novigrad City, visit the madame indicated with this symbol. You can choose the lady you visit to enjoy relations with beforehand. This trader almost certainly is a Gwent player too. For a complete list of Brothels, consult the Merchants Appendix. For a complete list of ladies to invite to a bed chamber, consult the Carnal Knowledge Appendix.

DUNGEON

This signifies an interior or underground area, either a location that is primarily man-made (signified in the guide with a Temple icon) or naturally-occurring (signified in the guide with a Cave icon). Dungeons have their own cartography appearing on your mini-map, and are sometimes labyrinthine in nature. If you come across a Dungeon on your travels, be sure to consult the Atlas so you know how deep and intricate the area is. Some Dungeons are part of Signposted areas, while others have their own unique names.

GRINDSTONE

Enhanced Weapons
13:41

Also known as "Sharpening Stones", Grindstones are usually found near to Armorer's Tables, and both are situated close to a Blacksmith or Armorer, within a settlement. Simply walk up to a Grindstone, and use it to grant your weapons an increase in its sharpness (allowing for more damage to be dealt for a short while). This is where to go to get a boost before a tough fight.

GUARDED TREASURE

Sometimes shipments of goods or treasures are lost between villages. The reasons for this are numerous, but bandits or monsters have become the distressingly common cause. You may hear about such loot as you pass through the villages of the Northern Realms, and may even feel inclined to investigate this personally. The bandits or monsters can be found surrounding the item of interest (usually a chest or corpse with treasure of reasonable value); and it stands to reason that they must be forcibly removed before you can claim the goods for yourself.

HERBALIST

Usual Items for Sale (Type): Upgrades, Junk, Crafting Components, Alchemy Formulae, Alchemy Ingredients

Crafting Opportunities: Alchemy Substances (Mutagens), Alcohol, Bombs, Oils, Potions

A high proportion of Herbalists are halflings, and may have gardens surrounding their place of operations where further ingredients can be harvested. Such Herbalists are vital for their knowledge of formulae, and for mixing Alchemy ingredients. This trader almost certainly is a Gwent player too. For a complete list of Herbalists, and the type of wares they sell, consult the Merchants Appendix.

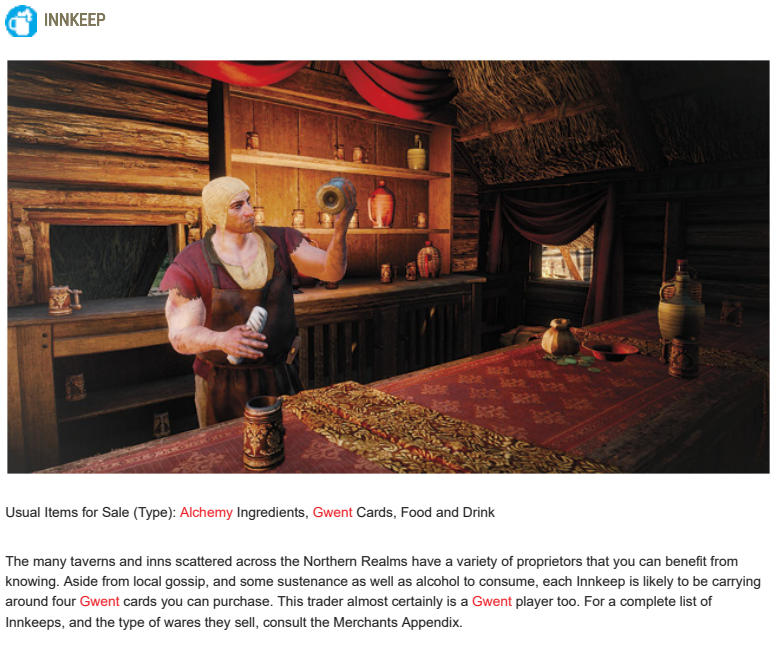
HIDDEN TREASURE

You also come across information about treasures hidden in various parts of the wilderness, left forgotten to the world. In these instances, it is simply a matter of finding the treasure and claiming it to resolve these Points of Interest. Usually, the place where hidden treasure is indicated on the map has a small area of investigation. This leads to a clue (and sometimes a key) to the whereabouts of the actual treasure, and a small quest begins until the treasure is found. There are well over 40 of these secret Treasure Hunts, and all with a related quest are revealed in the Treasure Hunt chapter of this guide.

In addition, some Hidden Treasures start much more involved Scavenger Hunts, which always uncover a wealth of written materials, clues, and other information regarding a different Witcher School, and its associated gear. These more involved Scavenger Hunts are detailed later in this guide.

Finally, there may be occasional Hidden Treasure that doesn't start either a Treasure Hunt or Scavenger Hunt quest. Simply find the icon on the map, and the treasure will be nearby.

INNKEEP



Usual Items for Sale (Type): Alchemy Ingredients, Gwent Cards, Food and Drink

The many taverns and inns scattered across the Northern Realms have a variety of proprietors that you can benefit from knowing. Aside from local gossip, and some sustenance as well as alcohol to consume, each Innkeep is likely to be carrying around four Gwent cards you can purchase. This trader almost certainly is a Gwent player too. For a complete list of Innkeeps, and the type of wares they sell, consult the Merchants Appendix.

MONSTER DEN

This location is infested by monsters and a constant worry for those living nearby. Hopefully some white-haired cat-eyed mutant warrior with a penchant for Signs might deem the location interesting enough to visit? If you do, expect to battle one or more monsters, before gathering any treasure afterward. This location only turns grey once the quality loot, and the unpleasant entities, are both removed. Clearing Dens provides experience, treasure, and monster materials used for crafting and alchemy.

MONSTER NEST

Drowner Nest

Endrega Nest

Ghoul Nest

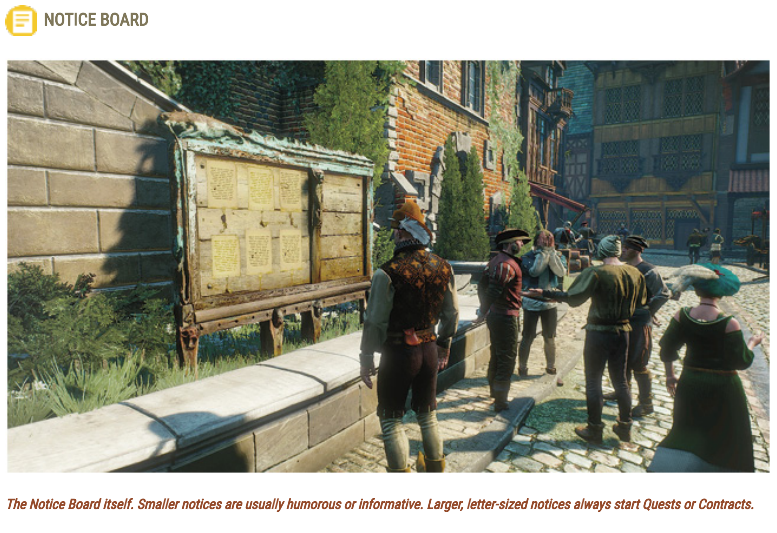
Nekkers, Ghouls and Alghouls, Rotfiends, Drowners, Harpies, and Endrega are some of the most common threats that plague the land, and they tend to be the most aggressive at colonizing new regions to build nests. While every nest encountered may not be part of a Contract, it benefits you to destroy Nests as you encounter them to make a region safer. As one might expect, monsters guard their nests ferociously. However, once the defenders of a Nest are slain, you can destroy the Nest using one of the many bombs you can craft. Destroying nests provides experience and monster materials used for crafting and alchemy.

Harpy Nest

Nekker Nest

Rotfiend Nest

NOTICE BOARD



The Notice Board itself. Smaller notices are usually humorous or informative. Larger, letter-sized notices always start Quests or Contracts.

Many villages and city districts have a Notice Board (the city of Novigrad contains more than one) where citizens post news. Informative and sometimes humorous notes can be found on Notice Boards, revealing Points of Interest on your World Map. More often than

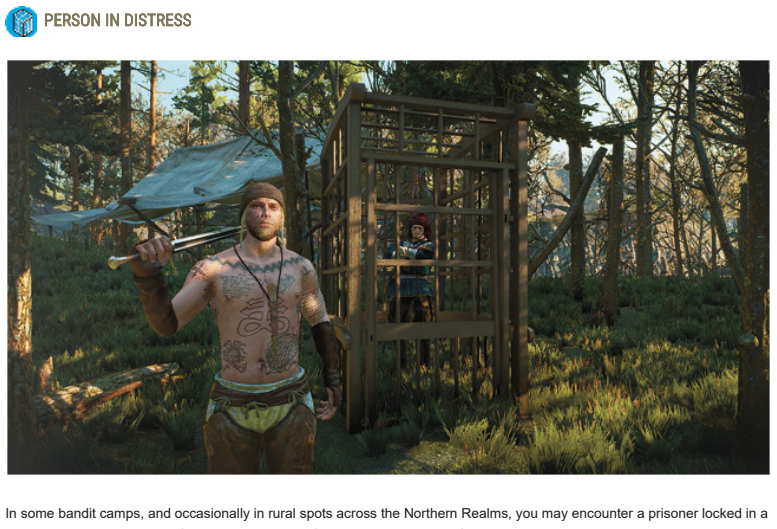
not, Secondary Quests and Contracts are pinned to notes left on a Board. Contracts send you after a dangerous mark at the request of a village or local lord.

ALL ABOVE BOARD: WHEN TO CHECK FOR NOTICES

If a Notice Board icon on your World Map is white, no quests are available. If a Notice

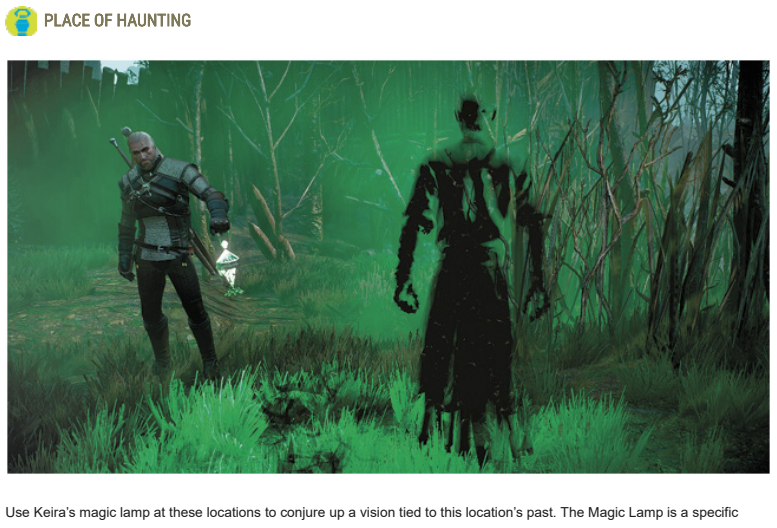
Board icon on your World map is yellow, with a "!" sign near it, expect to find at least one Quest at this location.

PERSON IN DISTRESS



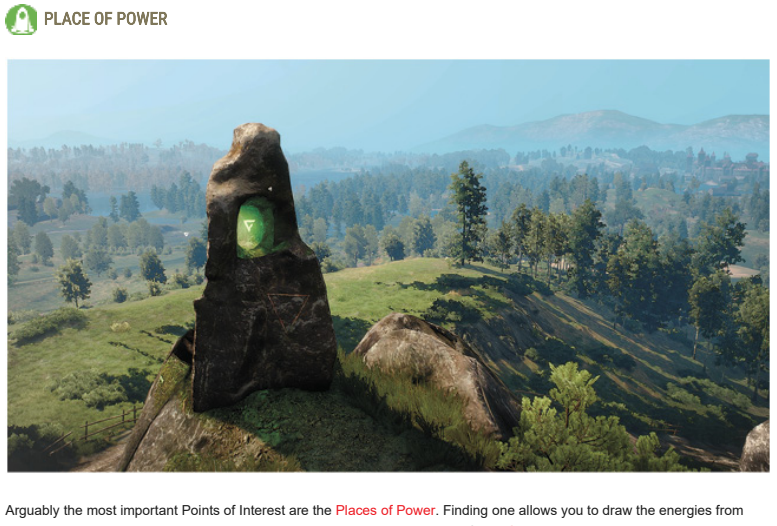
In some bandit camps, and occasionally in rural spots across the Northern Realms, you may encounter a prisoner locked in a holding cage. Freeing these folk—almost always after delivering a series of killing blows to their captors and looting the cage key from the captor leader—may result in rewards. In some cases, the prisoners are actually merchants, armorers, or blacksmiths, who then return to their home villages and offer you their services at a reduced rate, as thanks for the rescue.

PLACE OF HAUNTING



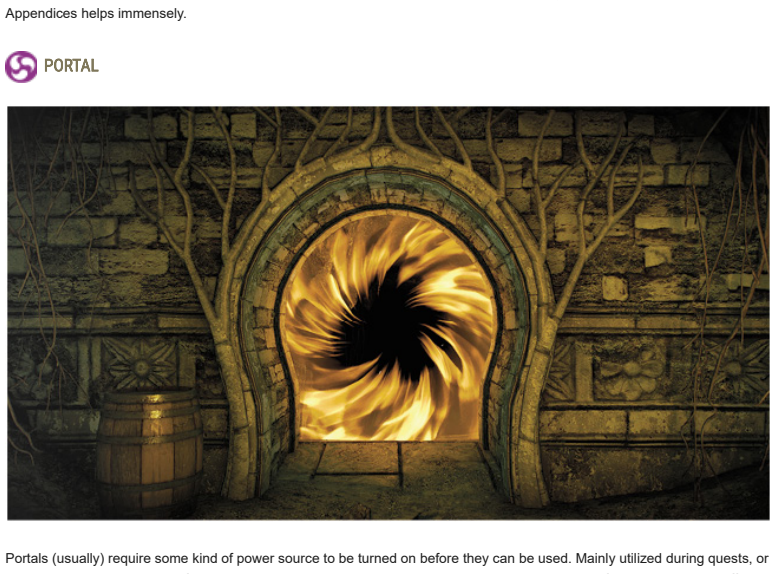
Use Keira's magic lamp at these locations to conjure up a vision tied to this location's past. The Magic Lamp is a specific quest item, and allows you to watch a ghostly past happening occur on the cursed land on which you stand. Most are related to quests.

PLACE OF POWER



Arguably the most important Points of Interest are the Places of Power. Finding one allows you to draw the energies from these stone monoliths, providing a temporary magical enchantment to one of your Signs. They also reward you with an Ability Point which you can use to purchase upgrades from your Character Ability trees. For this reason, it is worth knowing where every Place of Power monument is, and if any are guarded by foes or only accessed during a quest. The Places of Power Appendices helps immensely.

PORTAL



Portals (usually) require some kind of power source to be turned on before they can be used. Mainly utilized during quests, or by sorceresses as a means of rapid travel, expect to walk through these rips in time and space, before emerging in a different location—and sometimes even a different world! These icons aren't shown in the guide's Atlas, as they are always related to a particular quest, and the quest information reveals exact routes to take where portals are concerned.

QUEST AVAILABLE

A new quest is available at this location. Sometimes, the conversations (or lamentations) of a person at a location reveal a quest. Other times it is a Notice Board missive. Or simply walking near to a person enables this icon on your World Map. Move to the location of the quest when you wish to start it. Your World Map does not differentiate between quest types (aside from Hearts of Stone quests (blue) and Blood and Wine quests (red). However, this guide's Atlas does further subdivide quests; so check the Atlas maps for the type of quest, and where the quest walkthrough is in this guide.

ROACH, FAITHFUL STEED

Your loyal, if somewhat finicky mount is never more than a whistle away. Even if you've dismounted in Velen and fast-traveled to Ard Skellig, Roach always appears when you whistle, except when you're underground. Remember Roach can be given items that improve her usefulness:

Contract Trophies

A gruesome severed head hanging from your steed proves your prowess!

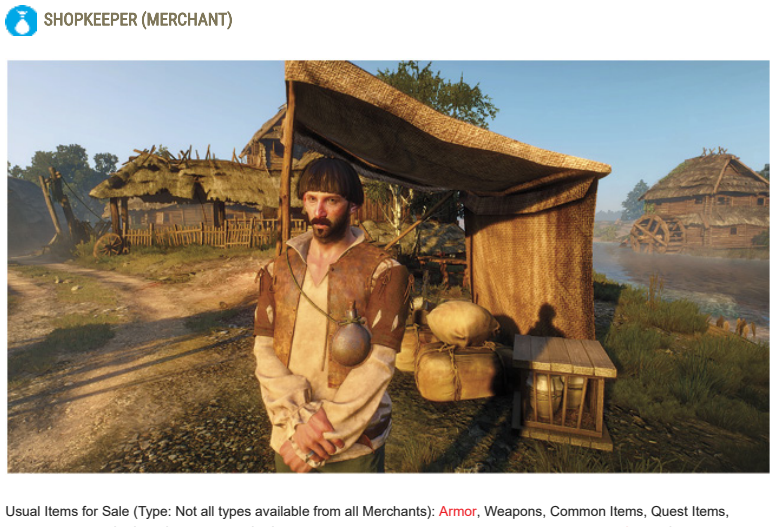
Trophies from successful Contracts can be mounted on a hook hanging from the side of the horse to provide special bonuses. For example, if you slay a Cockatrice during Contract: Shrieker, and fix it to Roach's hook, you receive a +10% chance to dismember enemies! Trophies can be swapped depending on the bonus you want, or sold for crowns if you wish to give up the bonus. Look for Trophies in your Food and Drink menu, and place the desired trophy in Roach's Inventory space (on the right side of the Inventory Menu screen).

Horse Blinders, Saddles, And Saddle Bags

Saddles can be purchased from certain vendors (see the Merchants Appendix) or won during Horse Races, or found as loot. Saddles allow you to gallop for longer distances before Roach tires herself out.

Saddle Bags are earned in the same way, and allow Roach to take some of the burden off your back. You can even find Horse Blinders that help Roach remain calmer for longer when enemies are closing in.

SHOPKEEPER (MERCHANT)



Usual Items for Sale (Type: Not all types available from all Merchants): Armor, Weapons, Common Items, Quest Items, Upgrades, Junk, Crafting Components, Crafting Diagrams, Alchemy Formulae, Alchemy Ingredients, Gwent Cards, Food and Drink, Books, Money-lending.

Merchants are by far the most ubiquitous trader you find in your travels. Some Merchants provide food, others deal in formulae and ingredients, and others sell books. Merchants are marked with a special icon. Some merchants are constantly traveling the highways and byways (usually between two settlements), which places them in danger from the local wildlife. If they come under attack, you must rescue them or else risk losing their services. Other merchants can be found as prisoners (Persons in Distress). All have good to trade, and coin to gather as you sell off items you don't need. Merchants almost certainly are Gwent players too. For a complete list of Merchants and Wandering Merchants, and the type of wares they sell, consult the Merchants Appendix.

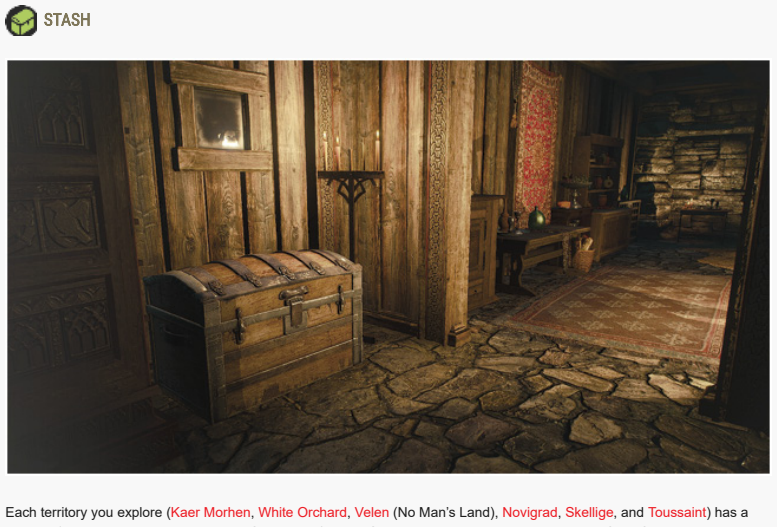
SMUGGLERS' CACHE

Similar to hidden treasure, Smugglers' Caches are locations where clandestine peasants hid a variety of goods with the intent that only they would ever find them. The caches themselves tend to be well camouflaged to the unpracticed eye, and Witcher Senses are recommended to find them. A cache could be found hidden under a bridge, or could be a series of treasure chests dangling from barrels floating in water. Search the area where you see this icon to find the cache you crave.

SPOILS OF WAR

Battles between Redanian and Nilfgaardian factions have left fields littered with corpses. Squabbles in Skellige have led to the spilling of blood. Ships have been sunk at sea and in rivers. You can often find valuable supplies left behind by the victors and the defeated, if you search these areas.

STASH



Each territory you explore (Kaer Morhen, White Orchard, Velen (No Man's Land), Novigrad, Skellige, and Toussaint) has a location (usually the largest settlement of the region) with a Stash crate where you can store items for safekeeping. As you constantly risk the penalties for being over-encumbered (slow movement, ineffectual combat techniques), and even with Saddle Bags, Roach may not carry enough for those adventurers with hoarding tendencies, you may wish to utilize this large chest. It keeps any items you don't wish to carry or sell. Simply return here if you want to take an item (if you want to sell it or break it down for parts, for example). Stashes are also perfect for:

Starting a collection of items, such as swords you find on your journeys through Skellige, and displaying them in a Stash.

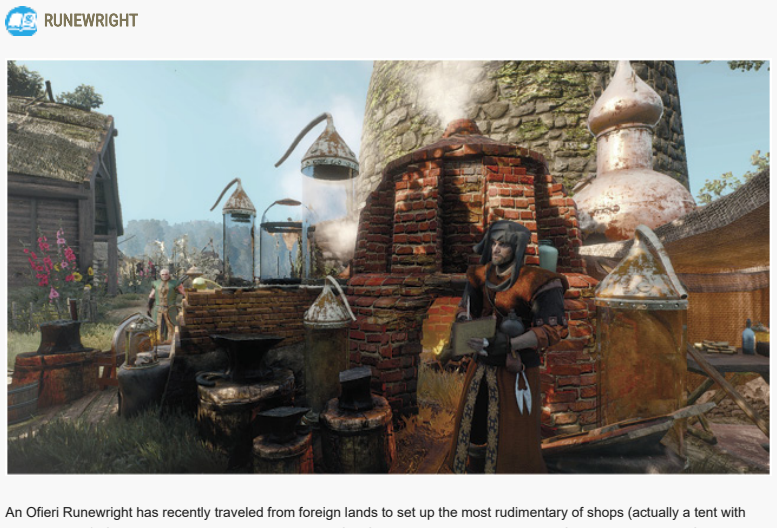
Placing an item at one Stash, and then finding it at a Stash in a different location (all Stashes are linked to each other).

But remember that Stashes can get full too. If you're finding you and Roach are weighted down, and your Stash is full, you really need to find a Merchant and start selling some of your hoard!

POINTS OF INTEREST: ADDITIONAL

The Hearts of Stone Expansion gives you another mapping point of interest to discover, along with more points of interest you should already be familiar with:

RUNEWRIGHT

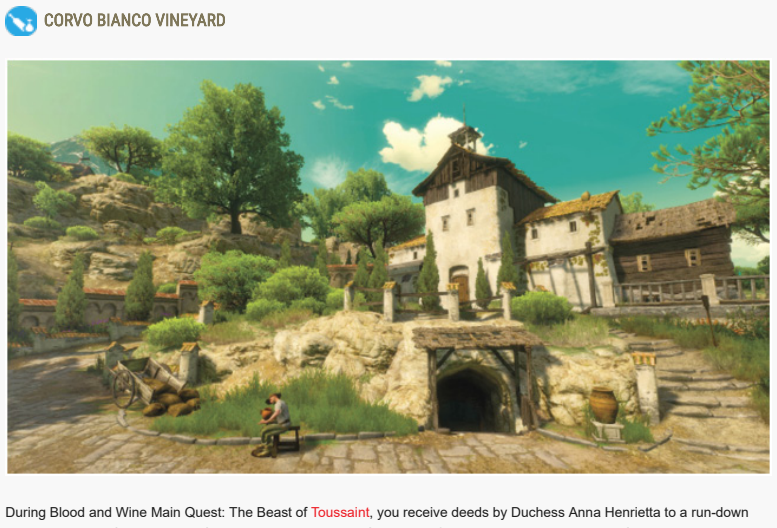


An Ofieri Runewright has recently traveled from foreign lands to set up the most rudimentary of shops (actually a tent with nothing to sell). Once you visit him at the Upper Mill in Gustfields, and complete his series of quests, agreeing to finance his operations (and giving him close to 30,000 crowns in the process), he is able to imbue your weapons and armor with a specific runic word. This is an alternative enchantment to runes and glyphs. To find out more about the Runewright.

POINTS OF INTEREST: ADDITIONAL

The Blood and Wine Expansion allows exploration into a brand new realm; the Duchy of Toussaint. Here, along with the usual points of interest to find, are some brand new exploration areas to familiarize yourself with:

CORVO BIANCO VINEYARD



During Blood and Wine Main Quest: The Beast of Toussaint, you receive deeds by Duchess Anna Henrietta to a run-down winery known as Corvo Bianco. Complete Blood and Wine Secondary Quest: No Place Like Home to fully upgrade this location, allowing the growing of greenhouse herbs create and change the colors of mutagens for your Mutations, an orchard where you can grow plants to create dyes to change the color of your Witcher gear, as well as the following:

Corvo Bianco Master Bedroom: Bed

Inside Corvo Bianco is a master bedroom, which should be upgraded. There is a bed to sleep on, which can also be upgraded (to Level 3) during the quest. Rest (Meditate by accessing the bed) for at least one hour to receive the following bonuses:

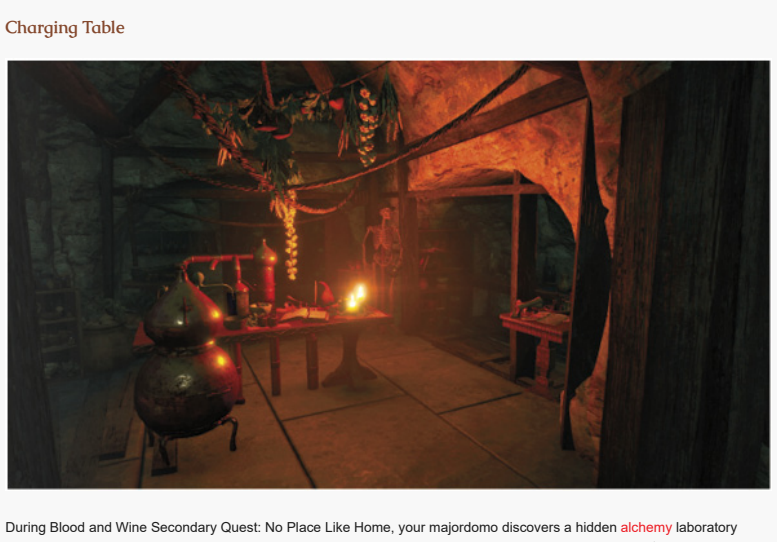
- Initial Bed: No bonuses.
- Bed Level 1: Heals you.
- Bed Level 2: +500 Maximum Health.
- Bed Level 3: +1000 Maximum Health.

Corvo Bianco Stables

Rest in your bed for at least one hour, once you've improved the stables at Corvo Bianco, and Roach receives +100 Stamina.

Alchemy Laboratory: Dismantling Table

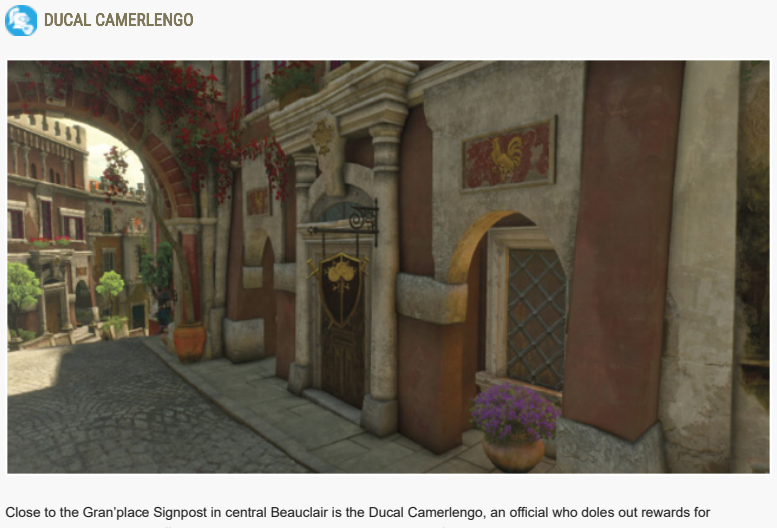
Charging Table



During Blood and Wine Secondary Quest: No Place Like Home, your majordomo discovers a hidden alchemy laboratory under your manor, in the wine cellar. Further exploration uncovers a table where you can Dismantle items (without having to bring them to a merchant and pay them for this).

Rest in your bed for at least one hour, then visit your Alchemy Laboratory under the manor house, and access the Charging Table, which grants you one additional charge for each set of bombs and potions every time you use it.

DUCAL CAMERLENGO



Close to the Gran'place Signpost in central Beauclair is the Ducal Camerlengo, an official who doles out rewards for unmarked contracts. He offers 100 crowns each time you complete the following:

- Save a Knight Errant in Distress.
- Save a Person in Distress.
- Remove all threats in most (but not all) Abandoned Sites.
- Remove all threats at an Outlaw Hanse.

Simply visit him and request your reward. Note he only pays for successful clearings of areas (if a Knight Errant in Distress dies, no reward is given for example), and he's only interested in contracts completed in Toussaint: So saving a Person in Distress in Velen makes no difference to him!

KNIGHT ERRANT IN DISTRESS

At this location, which is ostensibly a Bandit Camp, a group of bandits are engaged in combat with a Knight Errant of the Duchy. You are encouraged to save the knight before he is killed, after which you can claim a reward (100 crowns) from the Duchy Camerlengo. Fail, and this is simply a bandit camp and place where a Knight Errant met his match.

OUTLAW HANSE

Three large-scale fortifications (Tulasens Caves, Arthach Palace Ruins, and Mont Crane Castle) have been overrun by an outlaw gang of bandits, who have Bandit Camps (and sometimes Knight Errants in Distress and Abandoned Sites) surrounding this central stronghold. They are armed-to-the-teeth, number in the dozens, and can call upon reinforcements if you let a torch-carrying bandit light a signal fire at this location. Clear the Hanse of all foes (Bandits, Hanse Dogs, and

the bandit leader), and expect the Knights Errant to arrive to secure the area (and an armorer or blacksmith to offer deep discounts depending on the location). You can also claim a reward (100 crowns) from the Duchy Camerlengo for each Outlaw Hanse you wipe out.

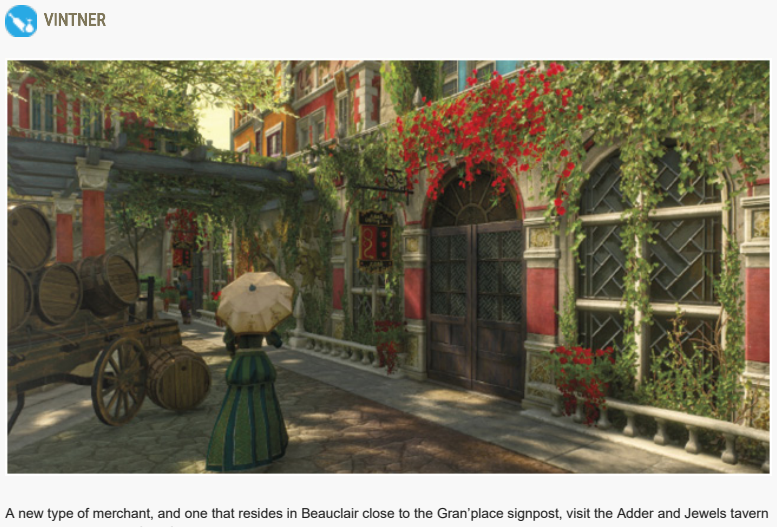
GRANDMASTER ARMORER AND BLACKSMITH

Northwest of the Metinna Gate in Beauclair is the residence and shop of Lazare Lafargue, an enthusiastic armorer and blacksmith who studied under the fabled Thrahaearn's side, a legendary elven master armorer. Should you complete the Blood and Wine Scavenger Hunts of Toussaint, he can craft fabled Grandmaster Witcher gear, as well as Master gear, and both armor and blacksmith items. He's a must-visit fellow!

THE PROPHET LEBIODA'S FOOTSTEPS

The foreman at the Ardaiso Quarry in eastern Toussaint is currently managing the transportation of workers and tools to a building site in northwest Toussaint where a massive statue of the Prophet Lebioda is being erected. However, there are five locations where the foreman's wagons have run into problems, indicated by this icon. All are part of Secondary Quest: Big Feet to Fill.

VINTNER



A new type of merchant, and one that resides in Beauclair close to the Gran'place signpost, visit the Adder and Jewels tavern and purchase some of the finest wines known to humanity. In all other aspects, the vintner acts as an Innkeep.

VINTNER'S CONTRACT

Here you can help a vintner clear a cave of monsters. The vintner is a merchant who offers you discounts on his goods once you succeed in ridding his nearby cave (used for wine storage) of a particular pack of monsters.

VINEYARD INFESTATION

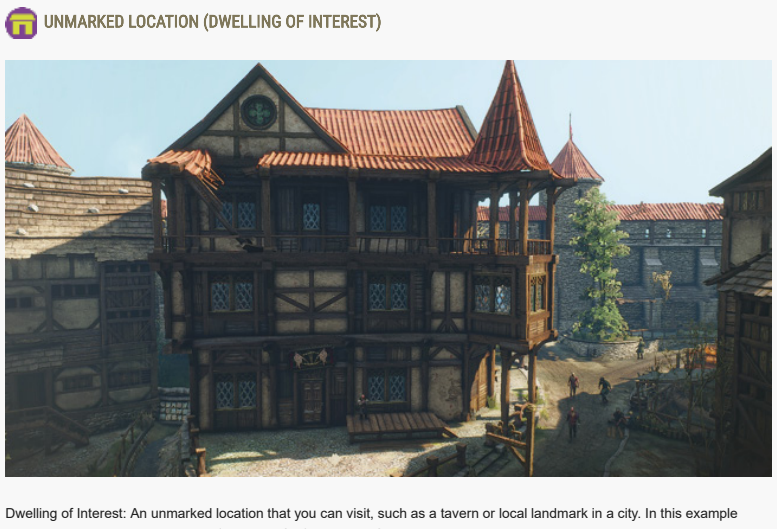
Giant Centipede Nest

Monster Nest threats that plague the Duchy of Toussaint's vineyards, and have built nests at these locations. Treat these like Monster Nests you've encountered before; destroy these infestations to make the region safer. Once the creatures at an infestation are slain, destroy the nest using one of the many bombs you can craft. Destroying nests provides experience and monster materials used for crafting and alchemy.

POINTS OF INTEREST: ADDITIONAL (GUIDE ONLY)

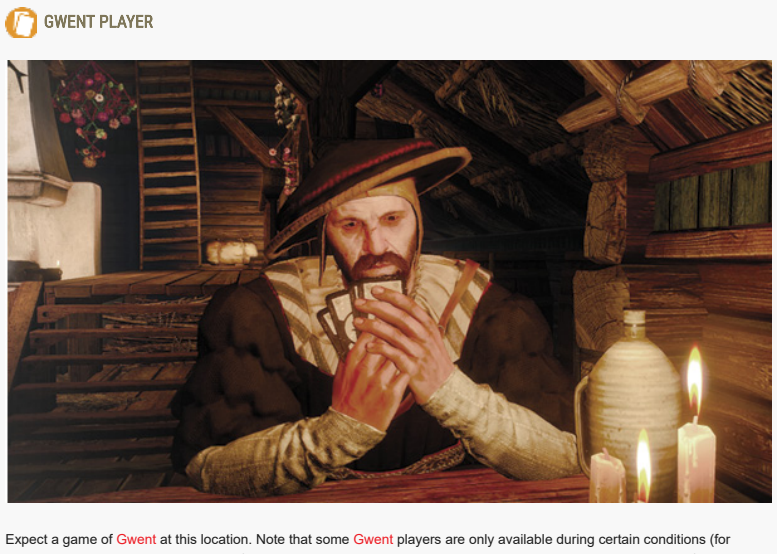
This guide also gives you more information than even a fully-traversed World Map! In addition to all the previously-listed Points of Interest, this guide tracks the following additional Points of Interest:

UNMARKED LOCATION (DWELLING OF INTEREST)



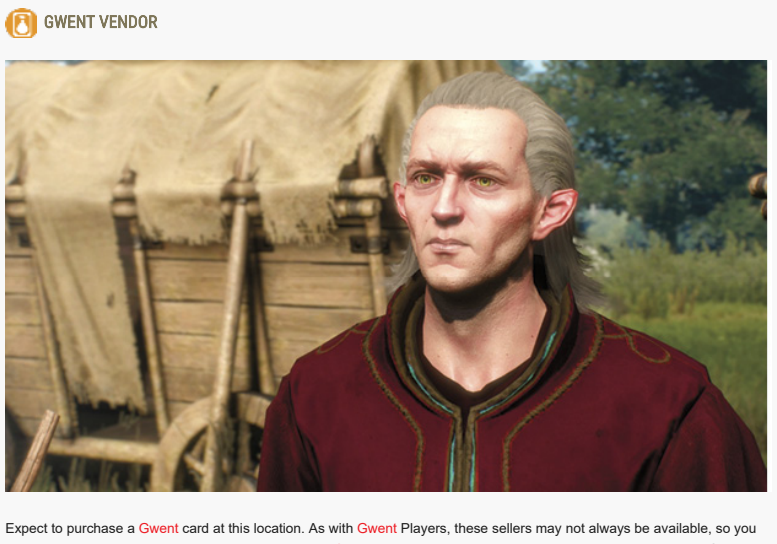
Dwelling of Interest: An unmarked location that you can visit, such as a tavern or local landmark in a city. In this example picture, the Rosemary and Thyme (Novigrad City) is shown. Occasionally when you are journeying into a new area that doesn't have a Signpost, you may notice the name of the area appear on-screen for a few moments. Where appropriate, such locations are flagged and described in the Atlas.

GWENT PLAYER



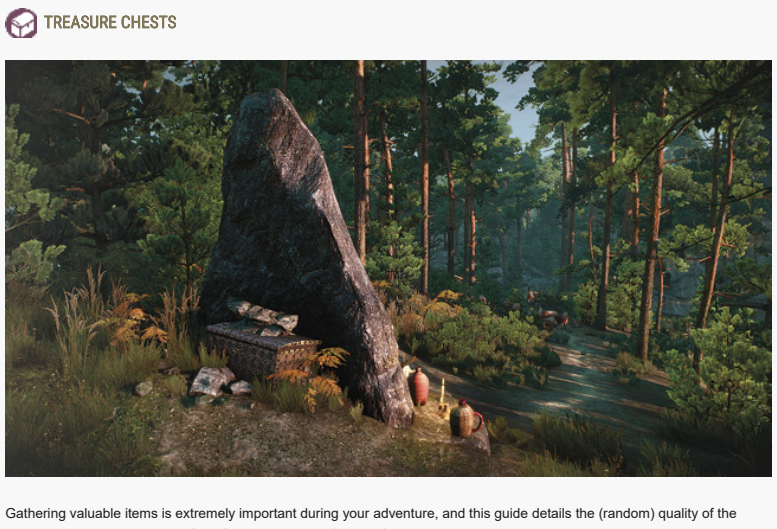
Expect a game of Gwent at this location. Note that some Gwent players are only available during certain conditions (for example, they might die during a quest), so don't expect them to be available consistently. They are also usually (but not always) a Trader already at the location shown in the Atlas.

GWENT VENDOR



Expect to purchase a Gwent card at this location. As with Gwent Players, these sellers may not always be available, so you may wish to buy what they have as soon as possible. Gwent Vendors are usually Merchants or Innkeeps, and have four cards (and occasionally more) for sale. Buy these as early as you can to bolster your deck. For a complete list of Gwent Vendors.

TREASURE CHESTS



Gathering valuable items is extremely important during your adventure, and this guide details the (random) quality of the treasure you should expect to find. Consult the Atlas Chapter for all chest locations dotted throughout the Northern Realms.

Good chest: Expect reasonably valuable (random) items in this type of chest.

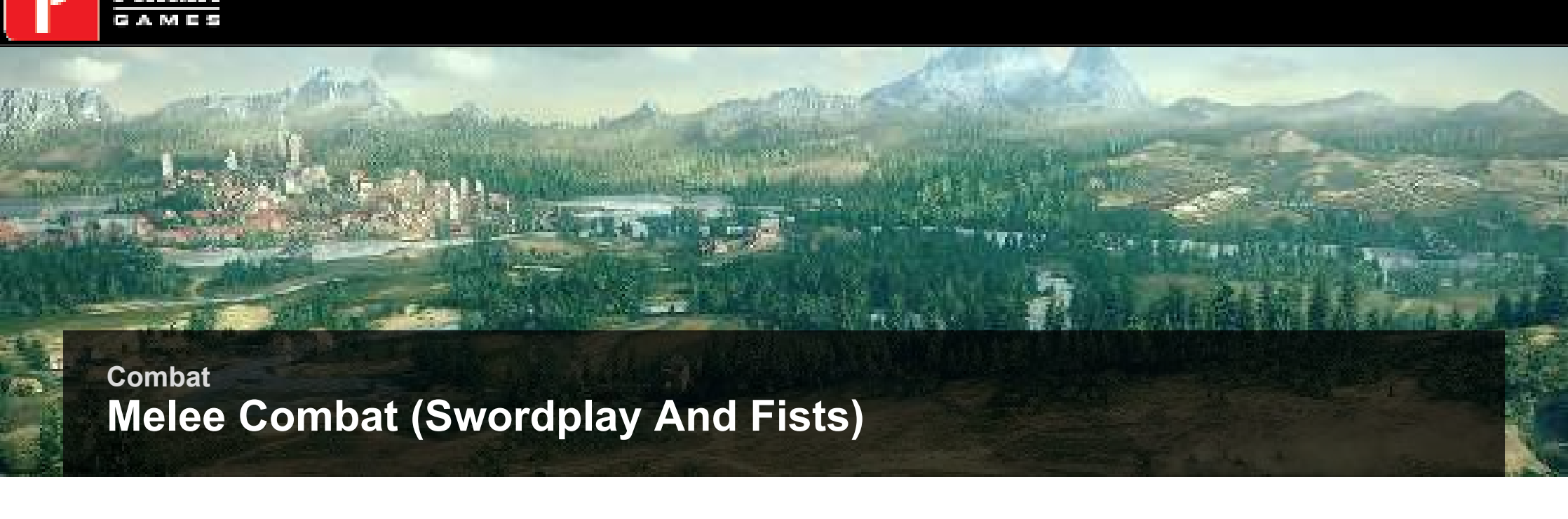
Better Chest: Expect better, more valuable (random) loot

Relic Chest: An extremely valuable relic is found in this chest.

Scavenger Hunt Chest: Loot from the Witcher School is found here.

Quest Chest: This chest is utilized in a specific quest. The loot itself is not required to complete the quest. Such quests may also be accessible when this quest isn't active, but it's usually advisable to find them during a quest that takes you to this location. Check the quest you are on to see if the location is mentioned.

Hidden Treasure Key and Chest: Some chests require a key to unlock. This may be hidden somewhere, on the corpse of a fallen fellow with clues to read, or in an area to loot. Almost all of them are related to named Treasure Hunts. Check the area where they key is shown carefully.



Combat

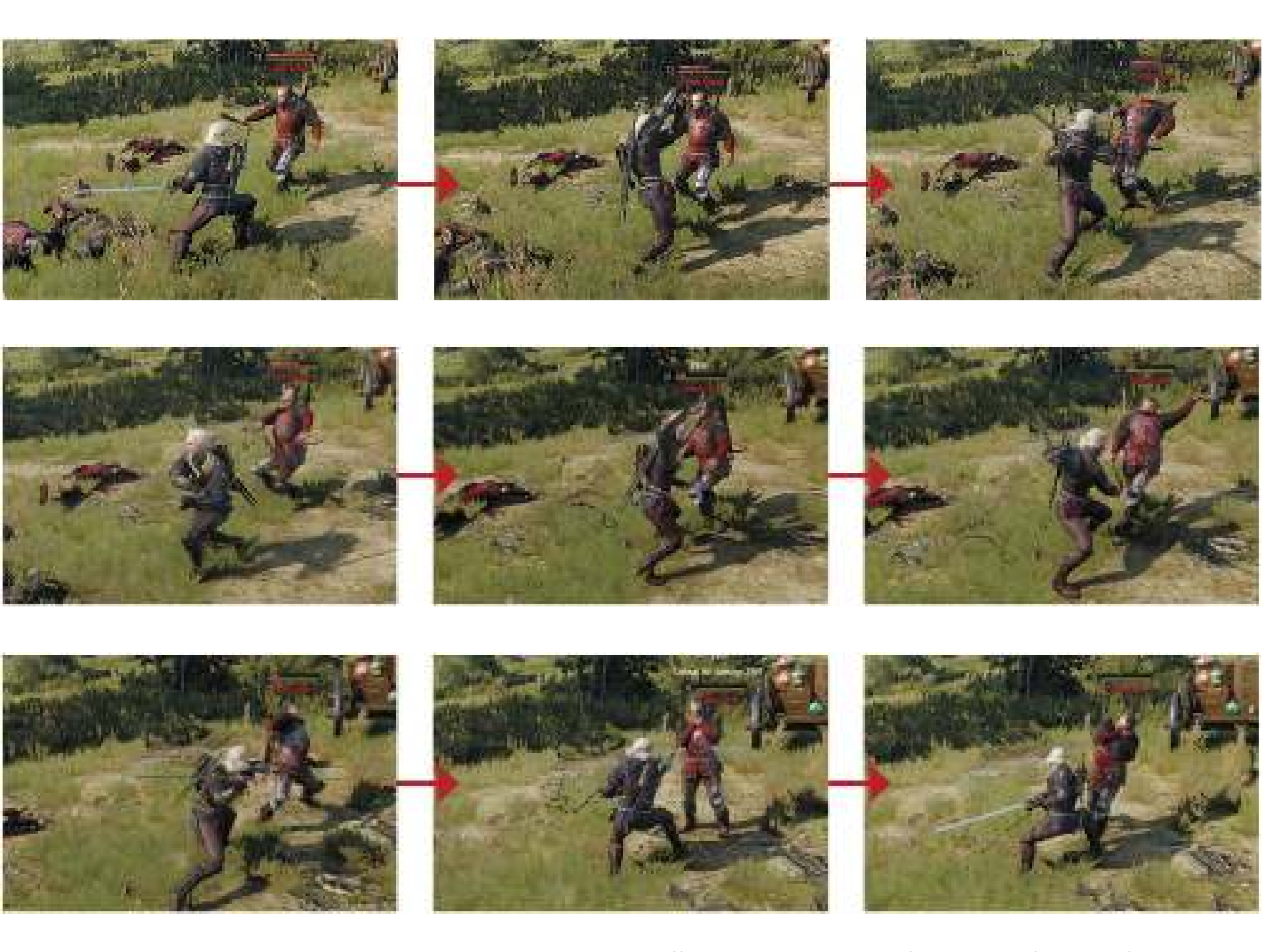
Melee Combat (Swordplay And Fists)

This section introduces you to the main combat techniques you need to master so that your adventures across the Northern Realms are both bloody and satisfying, rather than a series of panicked sprints away from overwhelming enemies.

FAST ATTACKS

The basic offensive technique at Geralt’s disposal, fast attacks are light, rapid blows that can be chained together quickly. Against opponents whose guard has been lowered, you can string together three quick strikes before they even have chance to block. Against average humans, a flurry of fast attacks can keep them firmly on the defensive, while more trained opponents can parry or even count a fast attack.

Fast attacks can be alternated with strong attacks, and vice versa. This allows you to string together a series of strikes that not only keeps the enemy on the defensive, but will also be a costly Stamina drain (to them) as they try to block and parry. Watch the small yellow bar beneath enemy Vitality gauges to determine how much Stamina they have.

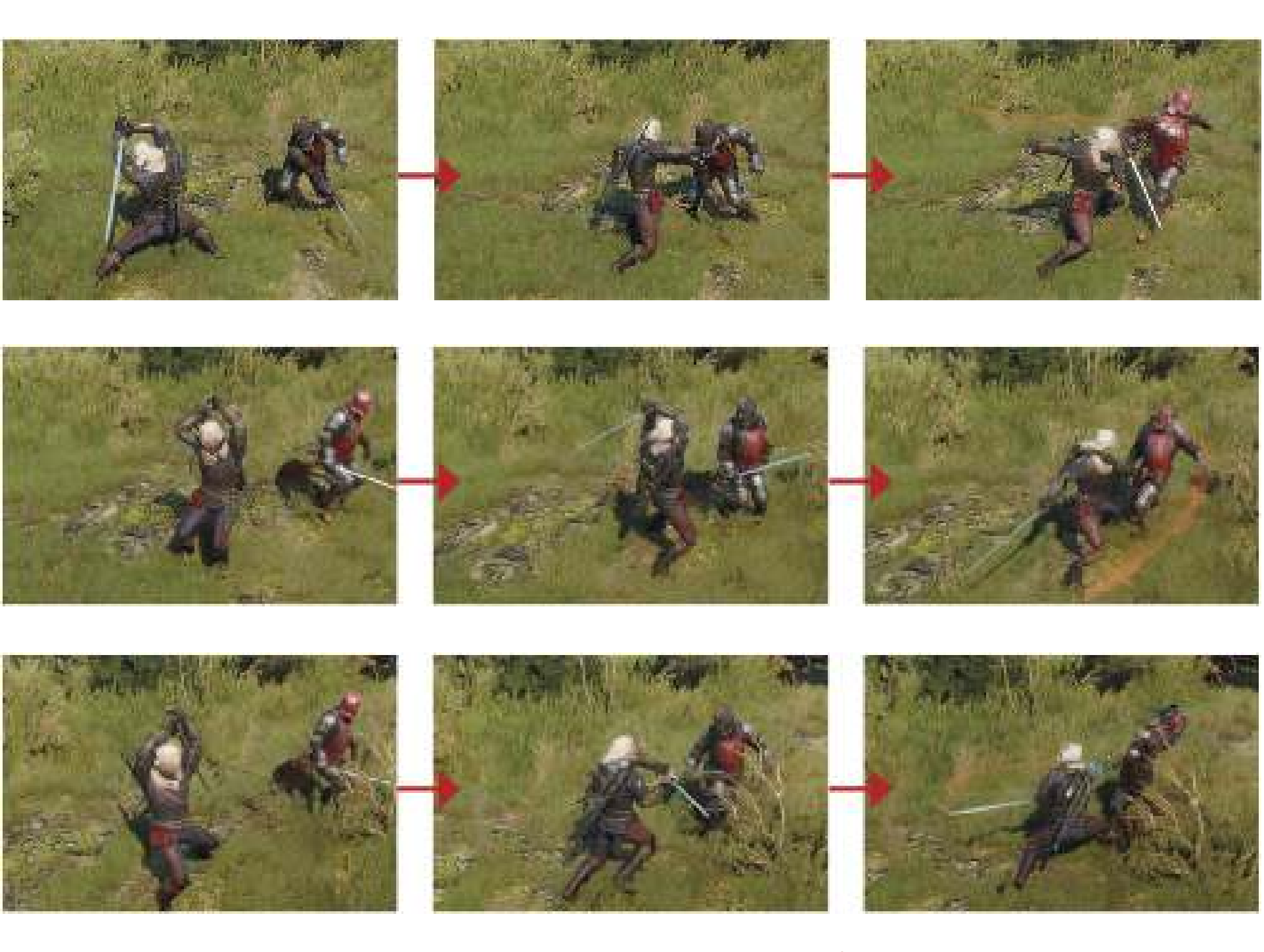


Fast attacks are easily chained together into a three-hit combination that offers quick, light strikes before a regular foe can defend.

STRONG ATTACKS

Strong attacks ignore the enemy’s armor and, even if they manage to block the attack, the drain on their Stamina may be more than they can handle. However, as each strike has a wind-up time (a short delay) before Geralt’s sword or fists finally lash out, swift enemies can actually interrupt a strong attack with a fast attack of their own.

All sword or hand-to-hand attacks can be chained into lengthy combination of both fast and strong strikes. Practice in the grounds of Kaer Morhen until you perfect your striking. You can even suddenly switch the direction Geralt is attacking in in mid-combo. This is especially useful when surrounded by enemies. Either quickly shift focus with fast attacks to interrupt enemies striking at your flanks, or surprise them by whirling on them with a heavy attack to knock their defenses aside.



Strong attacks can really hammer the point home, though you need to time the slight delay before the attack strikes, so you aren’t interrupted.

ADRENALINE

Every attack you land builds Adrenaline Points. You can have a maximum of three Adrenaline Points. Each point counts as a 10% attack power increase, which makes it exceedingly valuable to Geralt in combat. However, taking damage can cause you to lose Adrenaline, and some Abilities require the use of Adrenaline.

There are Character Abilities that can prevent this, and there are other abilities that increase how much Adrenaline you generate! See the various character abilities later in this chapter to see how you can improve your Adrenaline generation, or even use it to power your Stamina!

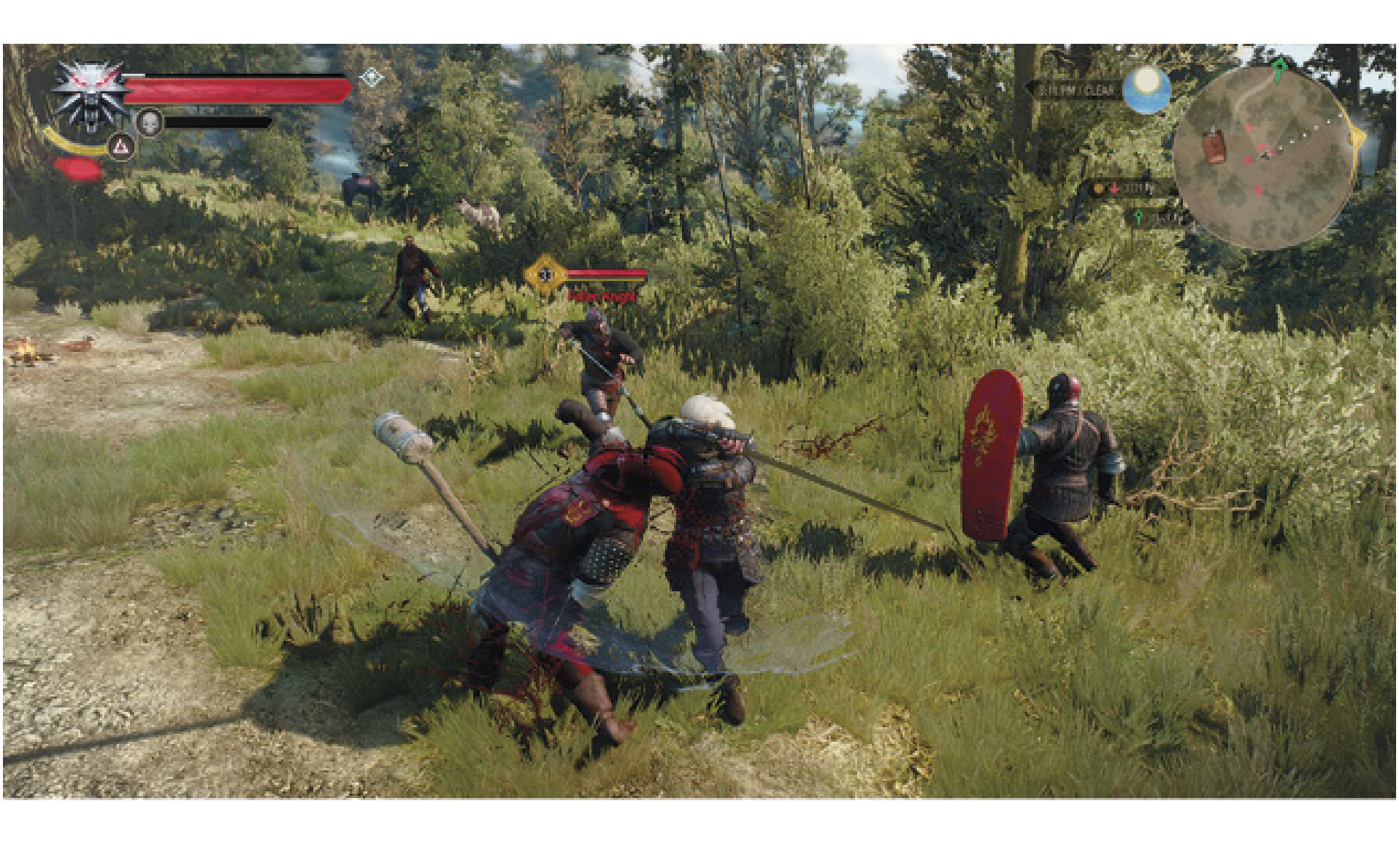
SPECIAL ATTACKS

Activating certain abilities in the Character Ability branches unlocks special attacks that use Stamina and Adrenaline Points, which are earned by landing successful attacks on enemies. Adrenaline is lost by sustaining damage, but certain Character Abilities can limit this loss.

There are two special attacks for swords: Whirl and Rend. Whirl is earned by purchasing the ability in the Fast Attack section of the Combat Ability Branch (remember you need to place it in an empty slot in your Character menu!). Rend is found in the Strong Attack section. See the information on the Combat Ability Tree later in this chapter for more details on these abilities. To use them, you must invest Ability Points and then activate either by setting it in an Ability Slot.

SPECIAL ATTACK: WHIRL

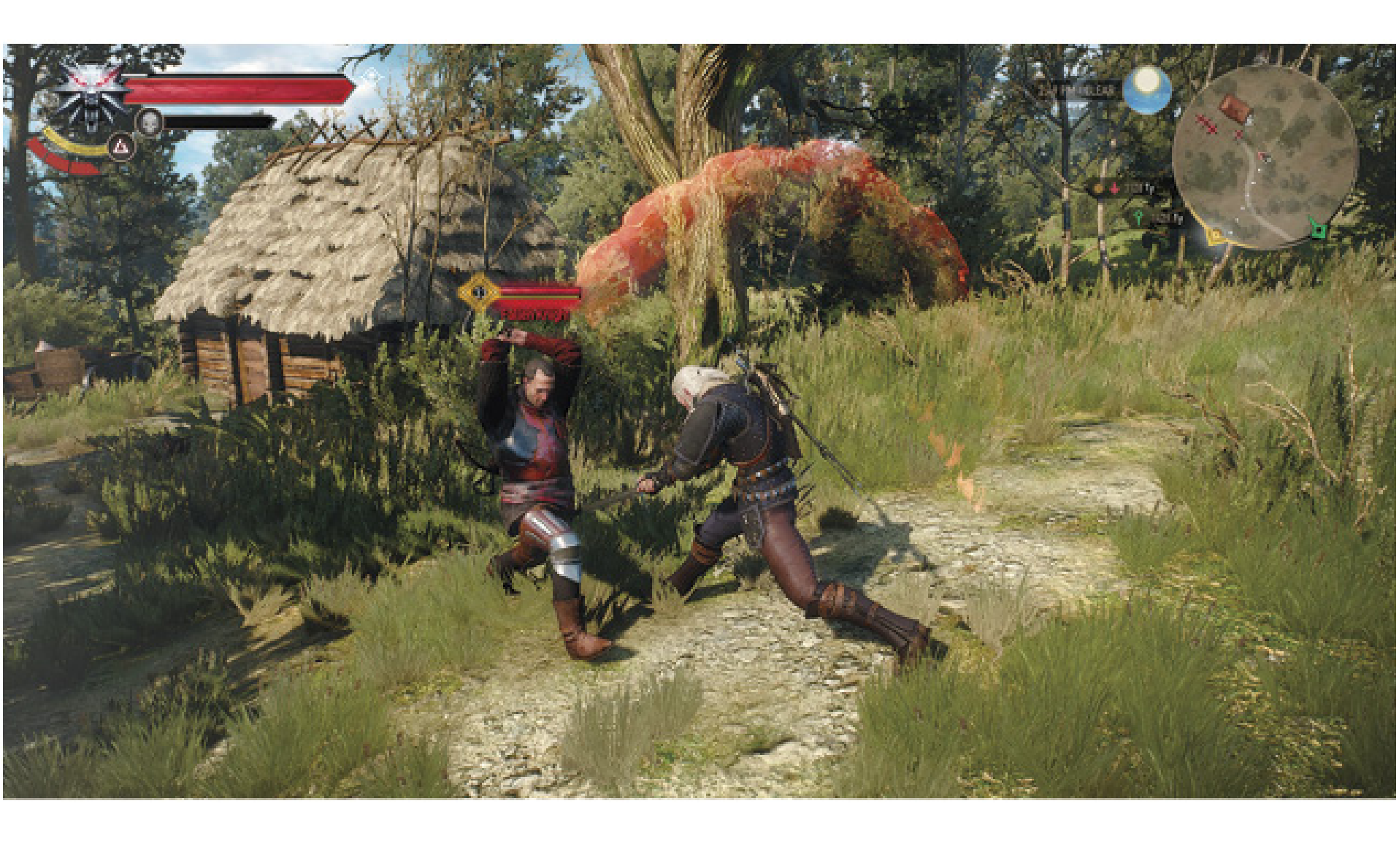
After ensuring that Whirl is set up as an active Character Ability, you can use it in combat. As long as you have Stamina to spare, hold down your fast attack button to become a dervish of death! This attack cuts anyone that gets close to Geralt as he spins and pirouettes forward, sword lashing out in all directions. The attack drains Stamina and then Adrenaline, so you do not need Adrenaline to start the attack. You only need Stamina to start.



Note that Geralt is still vulnerable to attacks while using Whirl. So be wary of ranged attackers and enemies trying to flank you. Large enemies can also fight through the barrage of attacks to still score an interrupting strike!

SPECIAL ATTACK: REND

You can use Rend in combat once it’s set up as an active Character Ability. Hold down the strong attack button to begin storing Stamina and Adrenaline for a single, powerful strike. This attack can be upgraded to increase your chances of scoring a critical hit. The more Adrenaline you have while charging the strike, the greater the damage you cause.



Are you fighting a slow, lumbering behemoth? Rend it into more sizable chunks with this special attack: Ensure you’ve targeted your victim to make certain this vertical chop hits home!

To get maximum effect out of Rend, you must spend significant time charging up the strike. This process can be interrupted out of the attack by damage you sustain, so be mindful of the situation and use the attack wisely.

IT’S ALL IN THE WRIST: USING REND WISELY

Try to hold the Strong Attack button just long enough for you to attack with Rend, then let go. The shorter the time you hold before the attack, the less Stamina you use; this allows you to try multiple Rend strikes while keeping your Stamina up.

FINISHERS (EXECUTIONS)

Mortally wounded human-sized enemies may fall to the ground slowly, gasping out their final breaths. If an indicator appears next to them, prompting you to press your fast attack button to finish them off, Geralt performs a brutal finishing strike to foes still on their feet. For those lying on the ground thanks to a bomb or a blast of Aard, he simply runs them through with his blade. You can also enable or disable Geralt automatically using executions on dying foes in the Gameplay > Options menu.

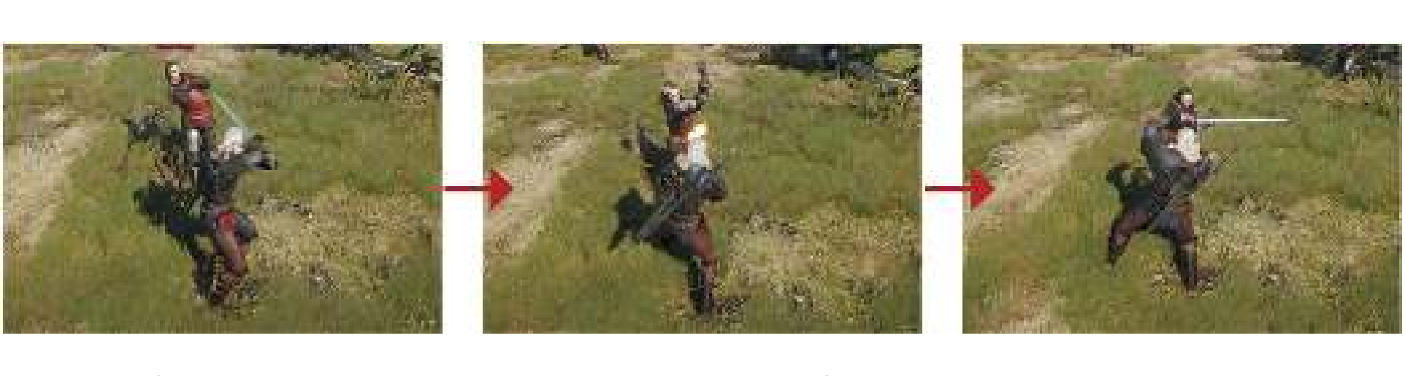
FIGHTING ON HORSEBACK

Geralt can use his swords (and crossbow) while on horseback to a limited degree. It’s generally not the best option to fight on horseback unless you absolutely must. Your mount can throw you off the saddle if it gets too frightened. Watch the Horse Fear meter to avoid this, which stuns Geralt for quite some time and leaves him vulnerable to the enemy. You can calm your mount by using Axii. Certain upgrades for Roach (Horse Blinders) can also assuage the horse during combat.

PARRYING

Geralt can stop fists with his hands, or deflect weapon strikes (and the claws—and even the tongues—of some beasts) with his swords. By holding down the Parry button, Geralt prepares to guard against any strike coming at him. Geralt can parry anything from any direction, but repeated blows can break through his defenses, and some blows cannot be parried at all. Arrows can be parried if you spend points on the Arrow Deflection Character Ability, and you can eventually reflect them back at the shooter!

You cannot parry every physical attack. Humans with massive two-handed weapons easily overwhelm your parry attempts, and some beasts strike with such power and ferocity that they break your guard and land punishing blows regardless of your Stamina level. Damage is reduced trying to parry some of these attacks, but Geralt staggers from the force of the attack. In these cases, it’s best to either evade or dodge roll the attack, or attempt a counter-attack.



An attack by a foe who is easily parried allows you to guard against his strike, nullifying damage.

COUNTERATTACKS

Mastering this skill can be a great help for many of the battles that Geralt faces. If you press the Parry button just before an attack hits Geralt, he blocks the attack, then performs a special counterattack that can either cause damage to foes or knock them off balance, allowing you to unleash your full fury upon them. You cannot counterattack any foe wielding a two-handed weapon, or attacks from larger foes such as giants.

SPECIAL ATTACK: REND

You can use Rend in combat once it’s set up as an active Character Ability. Hold down the strong attack button to begin storing Stamina and Adrenaline for a single, powerful strike. This attack can be upgraded to increase your chances of scoring a critical hit. The more Adrenaline you have while charging the strike, the greater the damage you cause.

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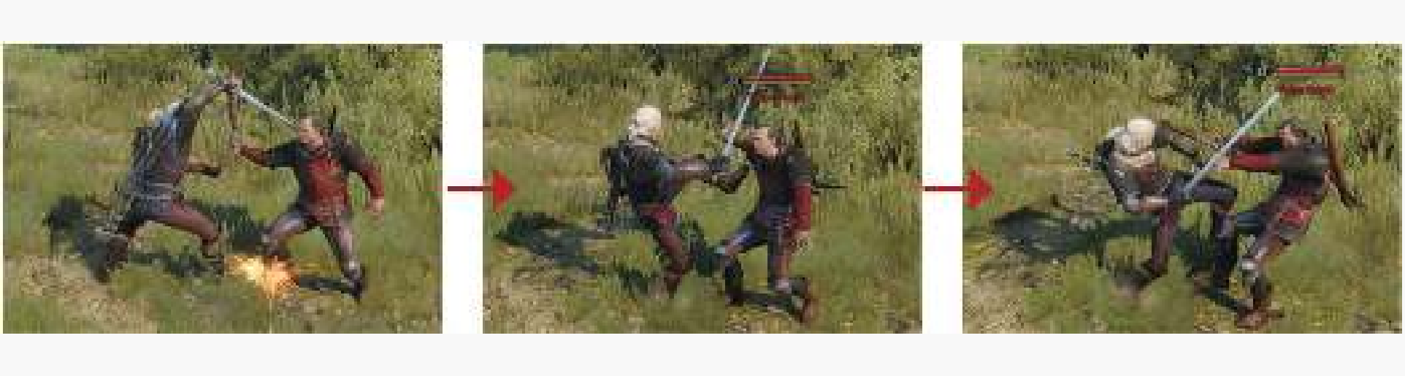
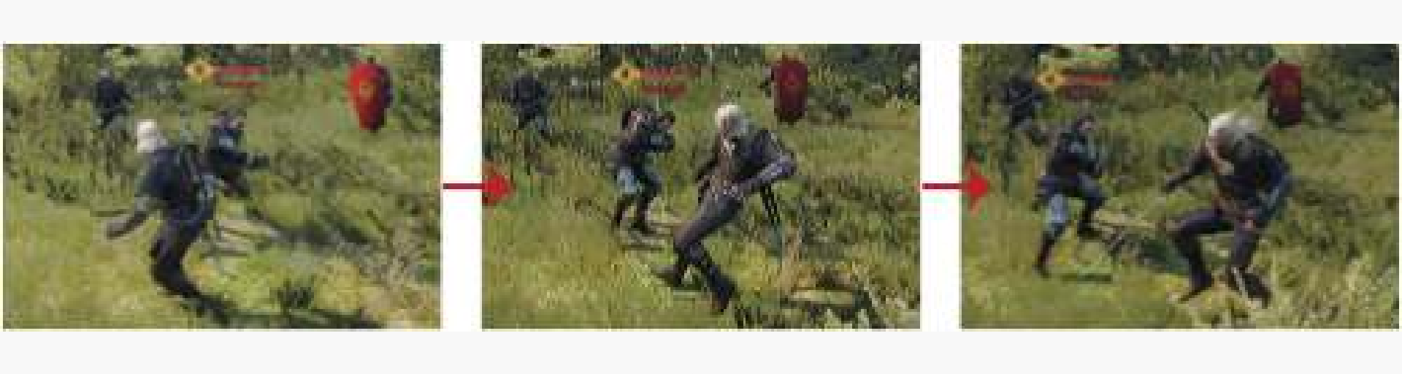
You can either eyeball when to counterattack by watching the incoming attacks closely, or by paying attention to the health and Stamina bars floating over the heads of enemies fighting you. If you see the area around this target information flash red, that’s your cue to parry and perform a counterattack! As with parrying, not every attack can be countered, such as the melee strikes from powerful beasts or two-handed weapons from humans.



A more expertly-timed block continues with a counterattack designed to knock your foe off-balance, after which you can launch an offensive flurry.

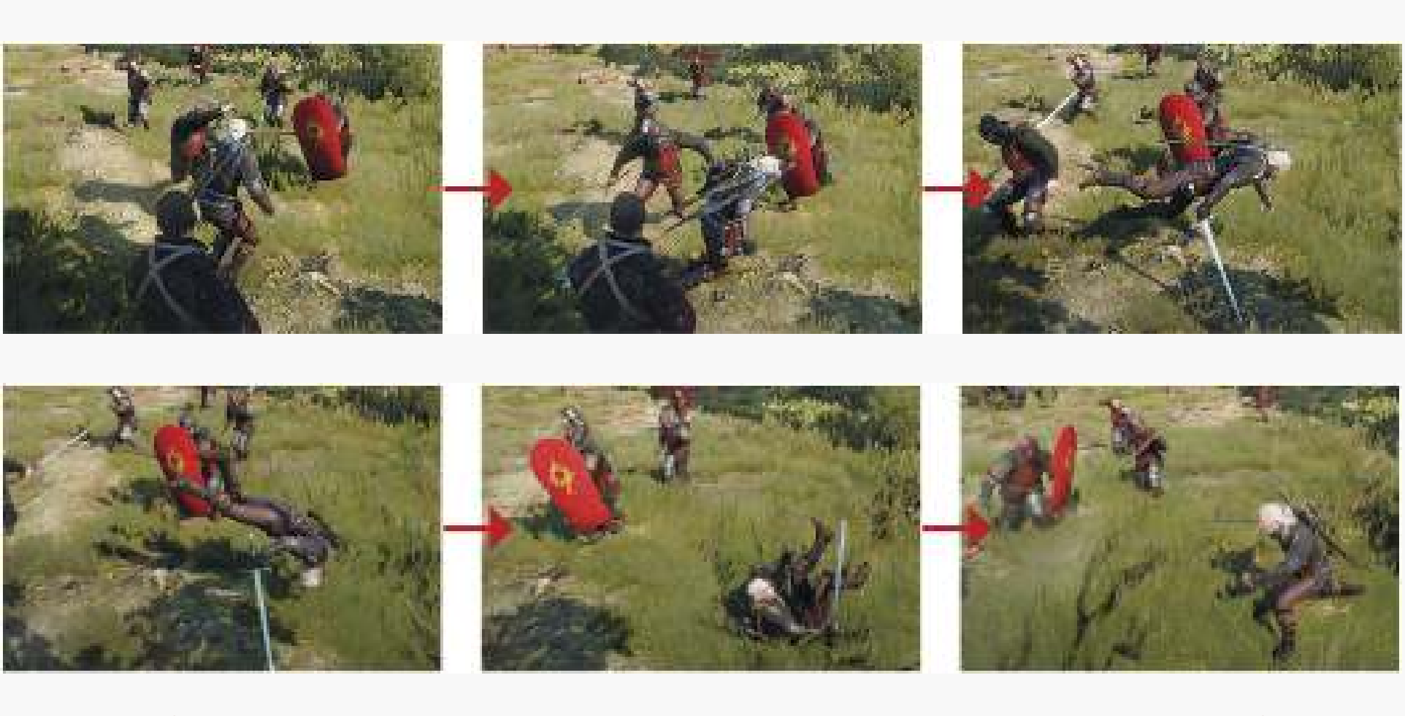
DODGING AND ROLLING

Geralt can dodge away from most melee and ranged attacks. This is ideal for avoiding attacks that Geralt cannot parry or counter, while still keeping him within light or strong attack range.



Dodge: Use a dodge to avoid ranged or melee attacks, or to start the flanking of an enemy.

Some attacks have so much reach that a simple hop backward isn’t enough to keep you safe. In these instances, tap the Roll button while moving him away from the attack to roll to safety. This costs Stamina, and places Geralt well out of range for an immediate counter strike, but it can help ‘reset’ the fight in a one-on-one situation, or get him safely away from opponents that have him surrounded. However, it does temporarily stop Stamina regeneration, so you can’t roll constantly if you want to also make use of his Signs.



Roll: With larger foes, or those that cover ground quickly or have an attack with a wide arc, you’ll cover more distance with a defensive roll.

MANAGING STAMINA

Managing Stamina is one of the most important aspects of combat. For example, a full bar of Stamina is required to cast any Signs in battle. Stamina is needed for special melee attacks and Signs. Any time you use an ability that requires Stamina its regeneration is temporarily halted. You can boost Stamina regeneration with Potions, and there are Character Abilities that can improve your Stamina recovery.

CROSSBOW ATTACKS

The crossbow is a useful tool that can be used before combat begins, or in the middle of a melee. If you take the time to aim the crossbow manually before firing, time dilates, letting you aim with greater accuracy. This effect can be increased through Character Abilities such as Marksmanship.

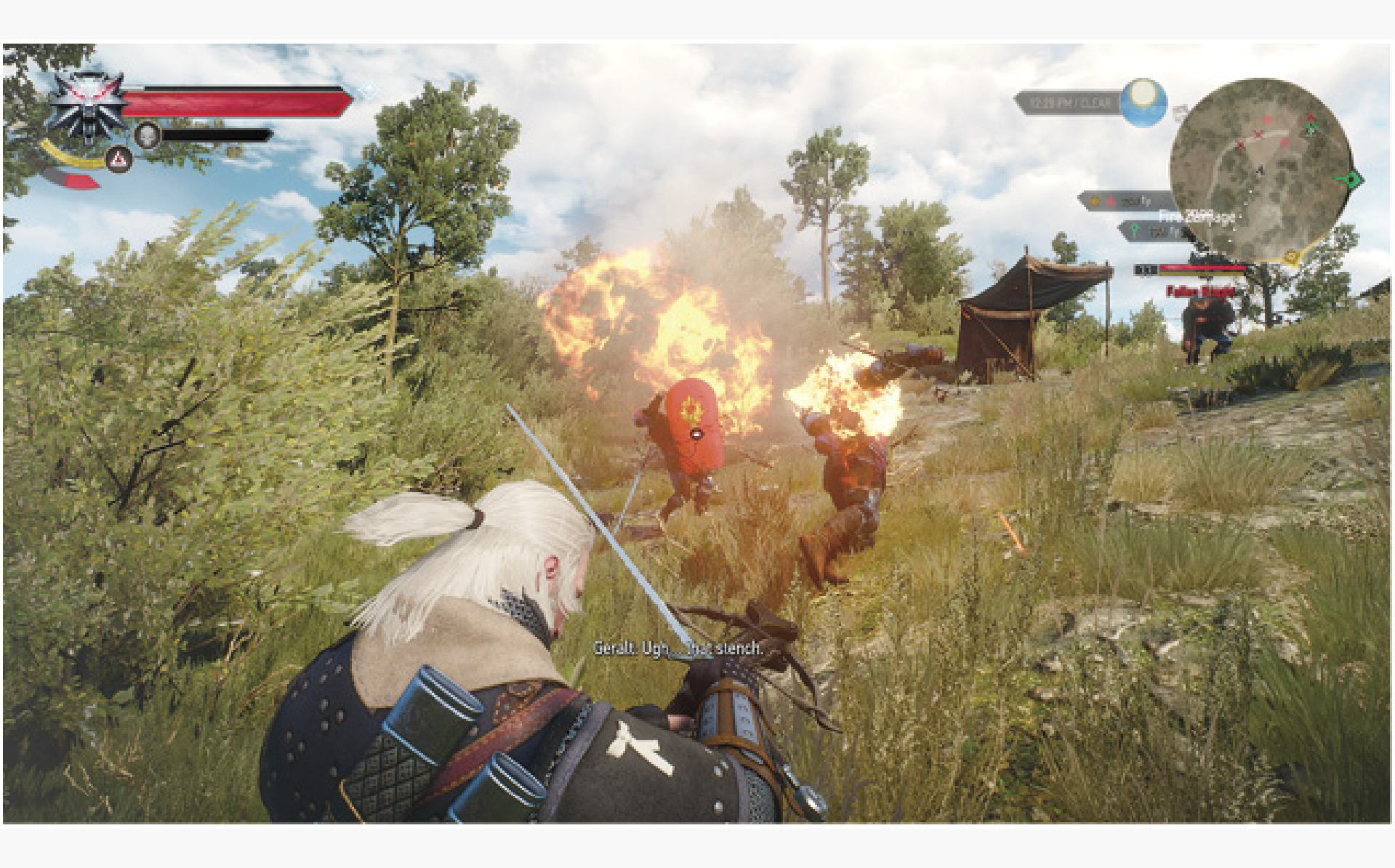
You can also quick-fire the crossbow. Tapping the Crossbow button once causes Geralt to draw and fire the weapon at the locked-on target. You can also influence where he fires by moving him in the direction of a potential target. This works well for interrupting flanking enemies; just avoid quick-firing explosive bolts at enemies right next to you!

With special ammo loaded or with the standard bolts, the starting crossbow can be fired three times before Geralt must reload.

Crossbows work as amplifiers to the damage ratings of the bolts loaded into them. Always keep an eye out for stronger crossbows to maximize the potential of your chosen bolts, and you absolutely should consider hunting down the recipes for the most powerful crossbows in the game.

SPECIAL BOLTS

Special bolts can be looted from caches in the field or crafted at a blacksmith. These bolts are what make even the starting crossbow a vicious weapon in any fight.



Though your normal crossbow ammunition is infinite, special bolts are limited in number—but their effects can be explosively entertaining!

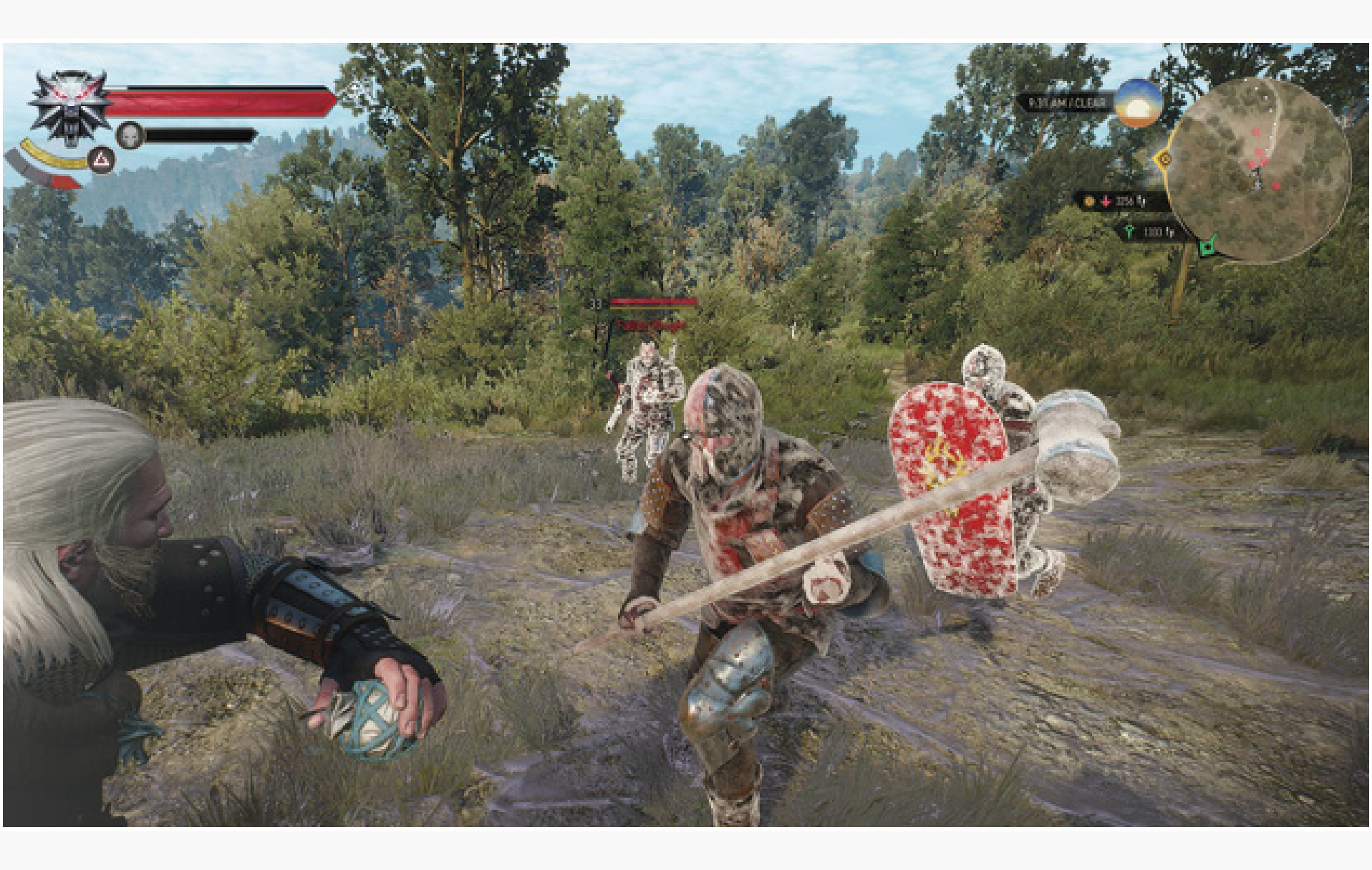
Special bolts can have a variety of effects. Some cause bleeding damage, others split into multiple shots. One type of bolt can attract wild animals to the victim, another acts as a high-powered bomb! Unfortunately, special bolts are limited in number. Check your Quick Access menu to see which bolts you’ve loaded in the crossbow to avoid wasting good ammunition on petty targets.

RUNNING LOW ON AMMO

If you run out of special bolts in the middle of a fight, you can select a different type directly from the radial menu during combat.

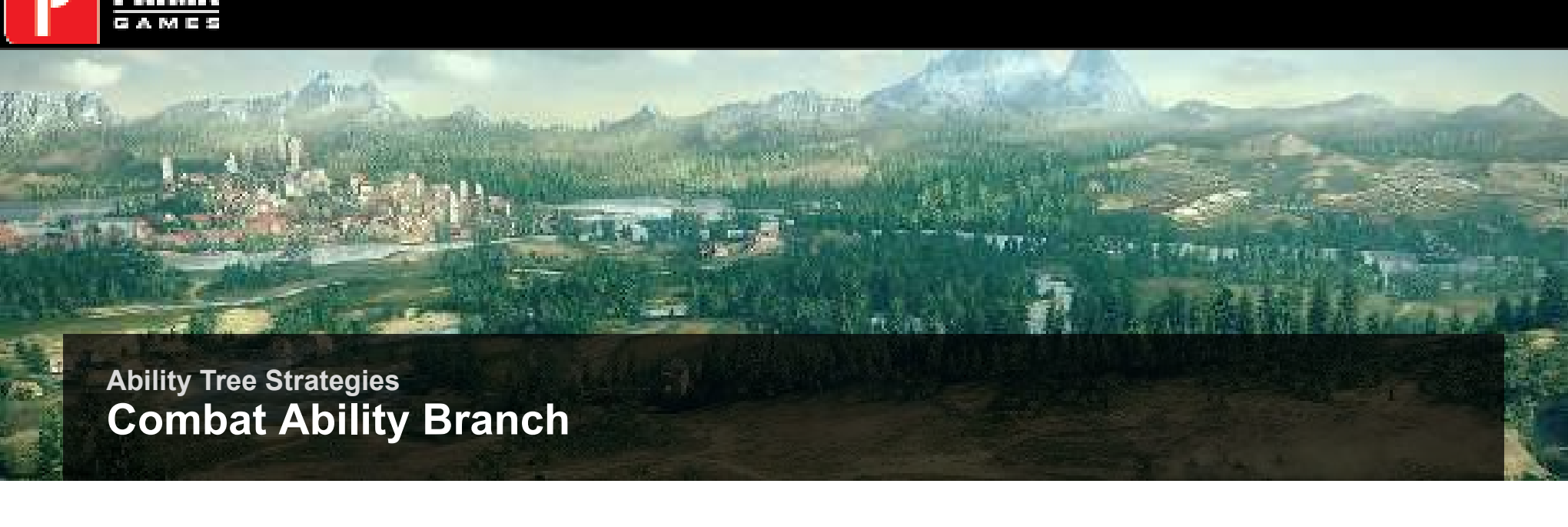
BOMBS

Similar to the crossbow, you can quick-throw a prepared bomb by first selecting it in your Quick-access menu, then tapping the button to throw it. This quick lob is especially effective against single opponents. If you want to affect multiple targets more reliably, aim where you place your bombs by holding down the Throw button. When you’re dealing with multiple foes that are affected by the same type of bomb, this is a great way to start to any encounter.



Don’t forget to soften up your enemy by lobbing some well-aimed projectiles into them first!

Bombs have a wide variety of effects that can be useful for specific foes. Dimeritium Bombs can weaken magic users, Moon Dust bombs can prevent transformations, and the powerful Northern Wind bombs can freeze huge swaths of a battlefield, allowing a Witcher to quickly flank foes.



Ability Tree Strategies

Combat Ability Branch

COMBAT (ABILITY BRANCH: 91 TOTAL POINTS)

The Combat Ability branch builds upon Geralt's skills in battle, with a heavy focus on how Geralt fights and defends with his swords.

From special sword strikes (such as this Whirl attack) to increased adrenaline points, the Combat branch of abilities is for those who crave better ways to shed blood.

RECOMMENDED ABILITIES

★

If an ability has this icon next to it, you should seriously consider purchasing it above non-recommended abilities, unless you're building a specific character archetype. Non-recommended abilities are still fine to use, but are usually not employed as often, have special conditions, don't stack with as many enchantments and equipment, or have shortfalls to worry about.

FAST ATTACK ABILITIES (4 ABILITIES, 20 POINTS)

Perform fast melee attacks with either sword.

★ Muscle Memory (5 Levels)

Fast attack damage is increased by the following:

Level	Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 0	

Notes: If you have a redisposition to utilize fast attacks, and want each strike to inflict more pain, then use this ability. It is one of the first recommended abilities to purchase, forms the base of most Combat archetypes, and enables you to cut down foes in fewer strikes (as more damage is awarded). Thoroughly recommended, as this damage stacks with other abilities.

★ Precise Blows (5 Levels)

Increases the chance of landing a fast attack critical hit and fast attack critical hit damage by the following:

Level	Increased Chance (%)	Damage (%)
1	2%	15%
2	4%	30%
3	6%	45%
4	8%	60%
5	10%	75%
Points in branch needed to unlock: 8		

Notes: An amazing ability for those wishing to perfect the unsubtle art of slicing up foes with swords. Though the Critical Hit chance may seem small (and you are encouraged to increase the Level to 5), the sheer number of times you employ fast attacks, and the fact this ability stacks with other abilities and equipment that increases your Critical Hit chance (such as the Ursine Swords for example), means you're never more than a few sword swings from a massive influx of damage. Think about partnering this Ability with Whirl, and think about how many opportunities for Critical carnage you have!

★ Whirl (5 Levels)

A spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline. Higher Levels of this ability lessen the Stamina and Adrenaline needed as follows:

Level	Stamina and Adrenaline Needed (%)
1	Normal
2	-20%
3	-30%
4	-40%
5	-50%
Points in branch needed to unlock: 20	

Notes: This allows Geralt to spend Adrenaline and Stamina, executing a spinning frenzy that strikes all targets around him. If you favor an aggressive melee style to your combat, and need additional methods to resolve violence, this can be a worthy talent to spend points on. In fact, some utilize this for every fight, especially against human-sized foes where you can "mow down" foes quickly. This is especially true if you have enchantements, armor, weapons, or other abilities that help negate the extra Adrenaline and Stamina needed. Don't forget this doesn't work with fists, and is an "alternate attack"; place this ability into a slot, and hold down the fast attack button to execute it!

Crippling Strikes (5 Levels)

Fast attacks now also apply a Bleeding effect. Affected enemies lose a number of Vitality or Essence points per second as follows. Duration is five seconds for all Levels.

Level	Vitality/Essence lost
1	25
2	50
3	75
4	100
5	150
Points in branch needed to unlock: 30	

Notes: Anyone skilled in quick strikes enjoys bleeding their enemies out in addition to all the other damage they can cause. Crippling Strikes, especially at high Levels, deliver guaranteed number of health points for each successful strike. So, at level 4, expect to inflict 400 more points of damage on a foe, assuming they aren't resistant to bleeding. However, you may find your three Greater Dervana Runestones imbued into your Feline Mastercrafted Sword grants you much more damage potential, leaving you up to five Points to spend on combat skills in the Strong Attack branch.

STRONG ATTACK ABILITIES (4 ABILITIES, 20 POINTS)

Allows you to perform strong melee attacks which ignore enemy armor.

★ Strength Training (5 Levels)

Strong attack damage is increased by the following:

Level	Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 0	

Notes: Just as Muscle Memory was the go-to Ability for Fast Attacks, so Strength Training is for Strong Attacks; especially as increasing both to Level 4 allows you to "unlock" the second tier of Combat abilities (as you've spent 8 points). Before you spend wildly on this, compared to Fast Attack abilities, gauge how many Strong Attacks you inflict in normal combat; if you find you aren't using this attack type as often, you may wish to come back to this attack later. But make no mistake; for Combat-driven archetypes, this is a must-have purchase!

★ Crushing Blows (5 Levels)

Increases the chance of landing a strong attack critical hit and strong attack critical hit damage by the following:

Level	Increased Chance (%)	Damage (%)
1	2%	15%
2	4%	30%
3	6%	45%
4	8%	60%
5	10%	75%
Points in branch needed to unlock: 8		

Notes: Once again, this is the equivalent of a Fast Attack ability (Precise Blows), and it ups your chances of a successful Critical Hit, inflicts a huge amount of extra damage, and stacks with the other abilities, weapons, and enchantments that also raise the chances of inflicting some truly horrific damage. The only slight downside is that you don't strike as often with Strong Attacks compared to Fast ones. The up side is that partnering this with abilities like Rend almost guarantees a single, devastating blow that will make you wince with pain and pleasure!

★ Rend (5 Levels)

Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by the following amounts. Adrenaline Points increase total damage by 100%, per point spent of every level of this Ability.

Level	Critical Chance (%)
1	10%
2	20%
3	30%
4	40%
5	50%
Points in branch needed to unlock: 20	

Notes: This is another excellent choice for those looking to augment a combat-heavy archetype. This ability ignores defense with a charged-up strong attack, and works extremely well for those to know how to take advantage of openings the enemy provides. As long as you execute the attack (and time the release of the Strong button so you're not using as much Stamina), you can attempt this again and again. The Critical Hit chance stacks with other abilities and bonuses, making this a truly grotesquely-powerful alternate strike in the right hands! Remember to equip this ability in a slot, and hold down the button to execute.

★ Sunder Armor (5 Level)

Reduces enemy damage resistance by the following amounts:

Level	Reduction (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 30	

Notes: Though the ability name mentions "armor," this affects foes with or without protective shielding, including monsters. It simply reduces the damage resistance of a foe by an (increasingly impressive) amount, essentially allowing you to strike with more damage. The best news is that once you use this Strong attack successfully, you can can switch and slice away using faster attacks, and enjoy the reduction in enemy damage resistance whether you're employing Fast or Strong attacks.

DEFENSE ABILITIES (4 ABILITIES, 13 POINTS)

Wolf School defensive techniques.

Arrow Deflection (3 Levels)

Perfectly timed parries reflect back arrows with the following bonuses:

Level	Bonus
1	No Bonus
2	Arrows reflected back at attacker
3	Arrows reflected back, double damage
Points in branch needed to unlock: 0	

Notes: While highly situational, this can prove to be a life saver, particularly against large groups of human bandits or other foes with archers. Arrows are often slung at Geralt throughout the adventure, and it helps to be able to negate the damage they cause. However, there are other abilities, such as Yrden Magic Trap (Signs Branch of Ability Tree), that have a similar effect with a great deal of additional help to your combat. Think about how many times you've been struck by an arrow—usually in Bandit Camps—making this ability more redundant (as you can always dodge or deflect an arrow and focus on an archer first).

Fleet Footed (5 Levels)

Damage from hits received while dodging is reduced by the following:

Level	Reduction (%)
1	20%
2	40%
3	60%
4	80%
5	100%
Points in branch needed to unlock: 8	

Notes: This takes some practice (as does normal dodging), but with the correct amount of room (don't hit any scenery while dodging), you can withstand enemy strikes during a dodge. Try moving toward and around a foe rather than to the side, and learn the special attacks the larger enemies attempt, such as the stomp of a Golem or the pound of a Cyclops. Though this helps with damage, there is still the threat of being hit, so don't expect invulnerability! Similarly, with practice, you may be able to dodge any foe's attack without this ability, leaving you free to insert more sword-based carnage-causing abilities instead.

Counterattack (3 Levels)

After a successful counterattack, the next attack deals the following extra damage per skill level, and is a critical hit with a chance for knockdown based on the number of Adrenaline Points.

Level	Extra Damage
1	30%
2	30% (60% total)
3	30% (90% total)
Points in branch needed to unlock: 20	

Notes: If your enemy is the type that uses swords, such as humanoid opponents, members of the Wild Hunt, and other unsavory types (but not monsters), and you find you're attempting a normal counterattack anyway, this can be an excellent choice. Practice the timing of normal counterattacks, or this ability is useless. If you're already inflicting a large amount of damage with critical hits, this can really help finish off a foe, and at Level 3, the chances of a knockdown are almost assured (after which you can kill them with a stab to their corpse on the ground). The only potential problem this the relatively few times enemies can be countered, compared to abilities that are helpful in almost every combat situation (such as Whirl).

Deadly Precision (2 Levels)

Each Adrenaline Point adds the following to the chance of killing an opponent instantly:

Level	Chance of Kill
1	1%
2	2%
Points in branch needed to unlock: 30	

Notes: Though it takes a while to unlock, and is usually for Combat-centric archetypes that wish to place an ability in the four new "revealed" slots after *Blood and Wine* Mutations are unlocked, this is well worth adding. Initially, the chance of an instant kill seems small. But at Level 2, with helpful abilities like Razor Focus (giving you an Ability Point when entering combat and better Ability Point gains), and the Superior Maribor Forest (giving you another AP and gains), this percentage leaps to 6 percent; that's a chance of one in just over 16 hits! Now think how many strikes you connect with using Whirl or Fast attacks, and you can see the benefits!

MARKSMANSHIP ABILITIES (4 ABILITIES, 18 POINTS)

Allows you to wield a light hand-held crossbow.

Lightning Reflexes (3 Levels)

Time slowed by additional amount while aiming the crossbow, as follows:

Notes: As you use the Crossbow far less often than your swords, these abilities may not get the respect that Fast and Strong Attacks have, but Lightning Reflexes still has its uses. Perhaps you're trying to shoot heads to complete the Master Marksman Achievement/Trophy? Or you want to more easily tag Drowners underwater, the flying Harpies of Velen, or swooping Sirens across the isles of Skellige? Then this gives you the extra time you may need. Of course, with practice you may find you don't need this extra slowdown.

Cold Blood (5 Levels)

Each bolt that hits its target adds the following Adrenaline Points:

Level	Adrenaline Points
1	0.04
2	0.08
3	0.12
4	0.16
5	0.2
Points in branch needed to unlock: 8	

Notes: This helps you continuously fire your crossbow for longer, and build up your Adrenaline Points before switching to melee combat weaponry. As the crossbow isn't a particularly damaging weapon, and Signs and Combat abilities are far less situational, pick this if you're intending on foraging for wild animals, and are purely focused on a ranged archetype, perhaps with the Relic Crossbow Death from Above (which has an AP gain as well).

Anatomical Knowledge (5 Levels)

Increases crossbow critical hit chance by the following amount:

Level	Chance (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 20	

Notes: It can be extremely satisfying to whittle down the health of a foe by a more measurable degree before charging in to finish with swords, and this ability helps provide the chance at really inflicting some nasty ranged damage. It is also helpful when used with Crippling Shot (see below). Seek out a quality Crossbow, such as the Ursine Crossbow which has its own Critical Hit chance bonus, to further augment this ability.

Crippling Shot (5 Levels)

Critical hits dealt with the crossbow disable monster special abilities for the following time:

Level	Time (Seconds)
1	5 (Seconds)
2	10 (Seconds)
3	15 (Seconds)
4	20 (Seconds)
5	25 (Seconds)
Points in branch needed to unlock: 30	

Notes: Even if you just spend a single point on this ability, you've negated any special ability a monster may attempt to use on you; that alone could save you from some otherwise highly dangerous attacks, such as Hypnosis from a Fiend's third eye. Partner this with Anatomical Knowledge and a good quality Crossbow with built-in critical hit chance bonuses, and you can effectively cripple the most fearsome of foes before launching bombs or melee strikes.

BATTLE TRANCE ABILITIES (4 ABILITIES, 20 POINTS)

Blows landed during combat generate Adrenaline Points. Each Adrenaline Point increases weapon damage by 10%.

Resolve (5 Levels)

Adrenaline Point loss upon taking damage is lowered by the following amount:

Level	Lowered by (%)
1	20%
2	40%
3	60%
4	80%
5	100%
Points in branch needed to unlock: 0	

Notes: Though it is always better to learn how to effectively dodge, roll, and parry (as well as counterattack) instead of getting hit, sometimes your combat techniques fail you. When starting your adventure, especially on higher difficulty settings, it may behoove you to purchase this, simply so you can function in battle. You may find partnering this with other abilities that influence Adrenaline (such as Rage Management, or equipment with added Adrenaline bonuses) also helps. This is also a good ability to partner with Undying.

Undying (5 Levels)

When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used, plus an additional amount, as follows:

Level	Amount (%)
1	0
2	25%
3	50%
4	75%
5	100%
Points in branch needed to unlock: 8	

Notes: This effectively keeps you from dying in combat, which is a fantastic idea if you haven't grasped the concept of training with a large number of cohesive abilities that work well in tandem with one another. Eventually, you need to change the way you view battles, and utilize swordplay and Signs, Alchemy and defensive magic, to thwart an enemy. The problem with Undying (aside from the fact you need a good reserve of Adrenaline Points) is that you'll still be alive, but weakened by a lack of available Adrenaline Points. Quickly use Potions or Food to raise Vitality; or better yet, do this just before you die, and negate the need for this ability completely!

★ Razor Focus (5 Levels)

Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by the following amount:

Level	Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 20	

Notes: There are many abilities that work from Adrenaline Points, so having a free point at the start of any fight really synergizes well with other combat abilities, especially those from the Fast and Strong Attack branches. If fighting with swords is your primary plan, this is essential. If Rage Management is helping you syphon Adrenaline to use in place of Stamina to cast Signs, this is excellent. This is one of the best abilities to continuously top up your Adrenaline, as you're likely to be inflicting sword damage most often. This helps with Whirl and Rend too, and stacks with Adrenaline bonuses from equipment, such as the Ursine Armor. Amazing!

Flood Of Anger (5 Levels)

When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by the following amount:

Level	Increase (%)
1	25%
2	50%
3	75%
4	100%
5	125%
Points in branch needed to unlock: 30	

Notes: Unless you have other abilities (or potions) working to increase your Adrenaline Points quickly, by the time you're ready to cast this, the fight may well be over! However, it is always an option to try at the very start of a fight, if you want to begin with a hugely-powerful Sign attack (using Igni, Aard, or Axii for example, or want to enjoy the most powerful defenses of Yrden and Quen) and you're using a Combat-centric archetype. This is helpful if you aren't already enjoying these benefits having unlocked these Sign abilities beforehand. It also works with equipment and abilities that increase your Adrenaline.

Ability Tree Strategies

Signs Ability Branch

SIGNS (ABILITY BRANCH: 79 POINTS)

Geralt can utilize magic from five magic signs, all of which have important uses in and out of combat. The Signs Ability branch dedicates one upgrade path for each sign, and within each path there are alternate Sign modes that change how a Sign is used (and are utilized by holding instead of tapping your Sign button).

Spending points on new Signs abilities turns you from a simple conjurer to a master of magic in all its forms; both offensive and defensive.

AARD SIGN ABILITIES (4 ABILITIES, 16 POINTS)

A directed blast of telekinetic energy that staggers opponents, leaving them open for a subsequent attack.

Far-Reaching Aard (3 Levels)

Increases Aard's range by the following yards:

Level	Range (Yards)
1	+1 (Yard)
2	+2 (Yards)
3	+3 (Yards)
Points in branch needed to unlock: 0	

Notes: Remember that an unimproved Aard attack causes foes to stumble; you're just increasing the range of the attack. Choose this if you wish to focus on the Aard Sign, either as a Signs build, or usually with Combat abilities, as keeping a foe off-balance allows you to quickly follow up with a sword strike. At higher levels, you can cast Aard earlier, which is more beneficial (quicker Stamina regeneration, for example).

Aard Sweep (3 Levels)

Alternate Sign Mode: Aard strikes all opponents in a certain radius. However, the Knock-down chance is lowered (until Level 3):

Level	Knock-down Chance (%)
1	21 (% lower)
2	17 (% lower)
3	0 (As normal Aard strike)
Points in branch needed to unlock: 6	

Notes: When fully upgraded, this can be an excellent ability that synergizes well with Combat-centric archetypes. Enemies all around Geralt can be pushed back or knocked over instead of a single one; which is well worth it in terms of crowd control. Also explore the *Blood and Wine* Mutations, as the infamous Piercing Cold shatters foes that fall over into fragments, instead of causing them to fall, and freeze others that are still standing!

Aard Intensity (5 Levels)

Increases Aard Sign intensity by the following amounts:

Level	Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 18	

Level	Time Slowed by (%)
1	15%
2	30%
3	45%
Points in branch needed to unlock: 0	

Notes: This is always handy to have in archetypes where Aard is your primary focus, and can stack with equipment or other abilities that increase your Aard, such as Glyphs and Order of the Flaming Rose armor. If you enjoy knocking foes over or staggering them, this increases that potency. Almost every foe on horseback falls at your Aard strikes, and knocked over foes are easily executed with your swords as they lie prone.

Shock Wave (5 Levels)

Increases the damage dealt by Aard to the following amounts:

Level	Damage Dealt (points)
1	40 (points)
2	80 (points)
3	120 (points)
4	160 (points)
5	200 (points)
Points in branch needed to unlock: 28	

Notes: Though this requires a lot of points to even unlock, and is used by those mainly focused on this Sign, it is worthwhile if you wish to augment damage inflicted by your swords, bombs, crossbow, or other stacked bonuses. If you've made the proper advancements in the Signs Branch of the Ability tree, as well as utilizing Rage Management and can consistently cast Aard, you're easily able to keep multiple foes at bay while whittling down their health. However, at higher levels, there are quicker ways to damage foes.

IGNI SIGN ABILITIES (4 ABILITIES, 18 POINTS)

A directed fiery blast that damages enemies. Damage scales with Sign intensity.

Melt Armor (5 Levels)

Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to a maximum percentage, as follows:

Level	Maximum (%)
1	15%
2	30%
3	45%
4	60%
5	75%
Points in branch needed to unlock: 0	

Notes: This improvement to Igni is a great asset to offensive adventurers; and fully upgrading it removes three-quarters of a foe's armor, improving Geralt's damage-dealing capacity in any fight. It can also be partnered with other Igni abilities, such as Firestream, for a more targeted removal. This also tends to remove shields more quickly than other techniques. However, it is less useful against foes that are tough enough without armor.

Firestream (3 Levels)

Alternate Sign Mode: Emits a continuous stream of fire that damages enemies. Stamina cost is reduced by the following amount:

Level	Stamina Cost Reduction (%)
1	0%
2	25%
3	50%
Points in branch needed to unlock: 6	

Notes: Hugely entertaining, this alternate Sign mode requires you to "equip" this ability in a slot, before holding down the Signs button and launching your stream of fire at a foe. Instead of regular Igni, which hits in an arc, this is for individual immolation, and keeps the victim in a reasonably stationary position, too. Remember to invest in Rage Management if you find yourself running out of Stamina. Unless you're fully invested in Igni, don't expect this to cause any creature to topple over in a great gout of fire; use Firestream to weaken more powerful foes, before stepping in with swords.

Igni Intensity (5 Levels)

Increases Igni Sign intensity by the following amount:

Level	Intensity Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 18	

Notes: If you're finding that Firestream or your normal Igni offensive attacks aren't getting the job done, and need more flaming damage in your repertoire, spend some points on Igni Intensity. Also look for enchantments and equipment that help increase Sign intensity too, as these bonuses stack. Simply find a couple of Bandit Camps, and compare the damage you cause before and after Igni Intensity is equipped; at Level 5 this can really roast foes, even the larger monsters!

Pyromaniac (5 Levels)

Increases the chance to apply Burning by the following amount:

Level	Burning Chance (%)
1	20%
2	40%
3	60%
4	80%
5	100%
Points in branch needed to unlock: 28	

Notes: An often-overlooked effect of Igni is the continuous burning damage, which is simply extra damage over time, for a few seconds until the foe either dies (which happens occasionally with weaker foes, depending on the intensity) or you attack an enemy (or use Aard), and the fire goes out. As you likely want to slay foes quickly, rather than watch them stagger around on fire, this isn't a necessary ability to crave. But it does allow you to easily deal with crowds, lighting folks on fire before turning and concentrating on other enemies. It is also helpful when targeting airborne enemies like the Griffin.

YRDEN SIGN ABILITIES (4 ABILITIES, 15 POINTS)

Magic trap that slows enemies who enter its area of effect.

Sustained Glyphs (2 Levels)

Increases Sign duration by the following time (in seconds). Number of alternative mode charges changes. Number of standard mode traps changes; all to the following amounts:

Level	Time Increase (Seconds)	Mode Charges	Mode Traps
1	5 (Seconds)	7	1
2	10 (Seconds)	9	2
Points in branch needed to unlock: 0			

Notes: Allow for more tactical battlefield herding of foes through the quagmire of a magical circle. Sustained Glyphs adds a number of helpful improvements, designed with other Yrden abilities in mind. The increase in time is most helpful, as it slows enemies down for longer, allowing you to strike them more leisurely. Mode Charges increases the potency of Magic Trap, so it's recommended you equip both abilities to make full use of this. At Level 2, this grants you a second trap, effectively doubling the space or enabling you to cast Yrden more frequently, or overlapping with previous circles. All are designed to slow down and damage foes.

Magic Trap (3 Levels)

Alternate Sign Mode: Damages and slows all enemies within a specific yard radius. Destroys projectiles passing through this area. Damage increases by the following amount:

Level	Radius (Yards)	Damage Increase (%)
1	10 (Yards)	0 (%)
2	12 (Yards)	25 (%)
3	14 (Yards)	50 (%)
Points in branch needed to unlock: 6		

Notes: A useful alternate mode as foes are wounded as well as slowed down, and projectiles are removed. It's a great way to defend yourself without lifting a sword, and an excellent method of nullifying a ranged attacker. The increase in the affected area over the normal version of Yrden enables you to slow down larger groups or foes. Partner this with Sustained Glyphs for multiple mode charges.

Yrden Intensity (5 Levels)

Increases Yrden Sign intensity by the following amount:

Level	Increase (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 18	

Notes: If you're thinking Yrden isn't powerful enough, and enemies can quickly escape the sluggishness of the traps you're laying for them, then make a concerted effort to increase your Signs and Yrden Intensity using the Glyph of Yrden, Griffin armor, Griffin School Techniques, Mutagen slots, and this ability. As your Yrden sign increases, you inflict more damage, slow foes down dramatically to the point they are almost frozen, and you may never need to take damage again!

Supercharged Glyphs (5 Levels)

Enemies under the influence of Yrden lose a set number of Vitality or Essence points per second, as follows:

Level	Points Loss (/Second)
1	10 (/Second)
2	20 (/Second)
3	30 (/Second)
4	40 (/Second)
5	50 (/Second)
Points in branch needed to unlock: 28	

Notes: By the time you reach this ability, you may have enough Yrden Intensity to remove foes by using Magic Trap alone, making this ability a little less useful. But having foes stagger through your trap while dropping more Vitality or Essence is always recommended, and if you can keep Yrden functioning, you can watch foes fall before even reaching you! The drawback? Your sword's damage-per-second is likely to be a lot higher than this, especially if you've invested points in combat abilities.

QUEN SIGN ABILITIES (4 ABILITIES, 16 POINTS)

Protective shield that lasts until it has absorbed damage totaling 4% of maximum Vitality.

Exploding Shield (3 Levels)

Quen shield pushes opponents back and deals damage when it breaks, with the following additional benefits:

Level	Benefit
1	None
2	Deals damage when it breaks
3	Deals damage when it breaks, chance for knock-down
Points in branch needed to unlock: 0	

Notes: If you're feeling aggressive, you can be a little more reckless with this ability active: As the shield breaks, foes are knocked back and a knock-down chance occurs, allowing you to easily counter or press attacks against lightweight opponents. The space the explosion gives you between yourself and the foe allows you to time an attack. This also makes it easier to know when Quen has run out!

Active Shield (3 Levels)

Alternate Sign Mode: Maintaining an active shield. Blocking attacks drains Stamina. Damage absorbed by the shield restores player Vitality. Additional Shortfall or Benefit:

Level	Shortfall/Benefit
1	Maintaining it drains Stamina (Shortfall)
2	Maintaining it drains 50% less Stamina (Benefit).
3	Maintaining it does not drain Stamina (Benefit).
Points in branch needed to unlock: 6	

Notes: As long as you have the Stamina to maintain this alternate mode, this ability works: If you eat food or take a healing potion, then begin channeling this, Geralt can regenerate his Vitality in relative safety even amongst his enemies. Take this ability as soon as you can, and press the Signs button down to activate it (once the ability is equipped in the Character Menu, of course!). When your Signs Intensity increases, or if you're using Rage Management that uses Adrenaline if Stamina runs out, you have an exceptional shield and healing spell in one!

Quen Intensity (5 Levels)

Increases Quen Sign intensity by the following amount:

Level	Intensity (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 18	

Notes: Are you finding your Quen shield only holds up to one enemy strike? Are you constantly trying to recast Quen? Then make some decent headway into increasing your general Signs Intensity (using Mutagens in your Character Menu, employing the Quen Glyph, and using armor with Sign Intensity, like Griffin armor). Choose Griffin School Techniques: All this increases your Quen Intensity, toughening your shield in the process. Then expect it to last longer during battles, usually an exceptional help to your longevity!

Quen Discharge (5 Levels)

Reflects an amount of absorbed damage back to the attacker, as follows:

Level	Reflected damage (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 28	

Notes: Though this forces you to "take a hit" and weaken your Quen shielding, it also reflects up to a quarter of a foe's strike back at them, which is particularly satisfying if the enemy's attacks are hard-hitting! Obviously, you can't rely on this to finish a foe, but it is handy to have Quen cause damage as well as your offensive combat techniques, whether they are Sign or sword-based in nature.

AXII SIGN ABILITIES (4 ABILITIES, 14 POINTS)

Charms an opponent's mind, temporarily eliminating him from combat. Effect Duration: 7 seconds.

Delusion (3 Levels)

Target does not move toward Geralt while he is casting Axii. Increases the effectiveness of Axii in dialogues. Additional effects are as follows:

Level	Additional Effects
1	None
2	Reduces Axii casting time
3	Reduces Axii casting time. Failed Axii attempts stagger target (combat).
Points in branch needed to unlock: 0	

Notes: Do you want to seek alternate solutions to problems when verbally sparring (rather than physically sparring) with characters? Three points spent here guarantees that any dialogue choice that can be influenced by Axii always goes in Geralt's favor. Outside of conversations, this serves to stall foes, or stagger them at Level 3. Also use this to slow a foe enough to attack from the side or behind (where you can deal additional damage with a Doppler decoction, for example); try this on a bear before challenging something more monstrous! It is also used to tame horses, calm Roach, and bewilder peasants.

Puppet (3 Levels)

Alternate Sign Mode. Targeted enemy briefly becomes an ally and deals more damage, as follows:

Level	Enemy Damage (%)
1	20% more Damage
2	40% more Damage
3	60% more Damage
Points in branch needed to unlock: 6	

Notes: Remember you need to hold down the Signs button in order to attempt this amusingly potent ability: with a glow of Axii behind the eyes, your chosen foe starts to attack his previous brethren (and their name turns from red to orange), causing no end of chaos, and helping you in the process! This helps immensely, allowing you to turn troublesome foes (such as Bandit leaders, or those with two-handed weapons or shields, or archers) into allies. Another fine trick is to cast it twice on airborne foes; the second time it stuns them out of the sky, allowing you to skewer them easily. This also nullifies large foes for a few seconds (depending on your Level and that of the opponent); so try it on a Cyclops for example; effectively stunning it before trying a hard-hitting attack.

Axii Intensity (5 Levels)

Increases Axii Sign intensity by the following amount:

Level	Intensity (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 18	

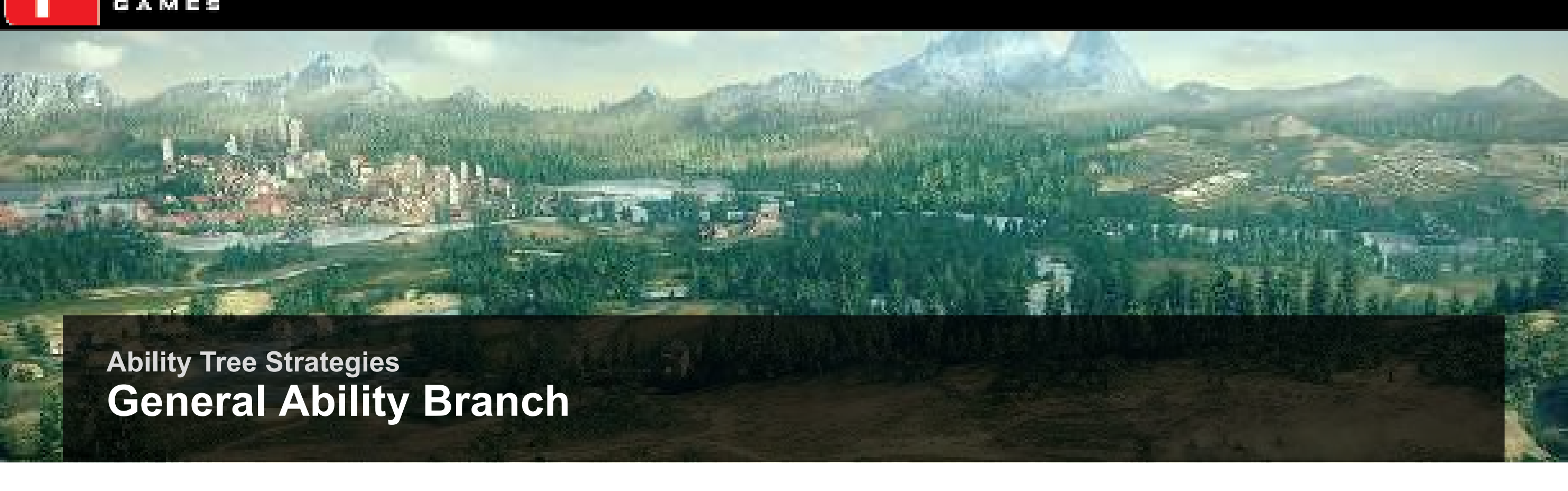
Notes: Just like the other Intensity abilities for other Signs, this enhances your already-impressive offense techniques when it comes to Axii. If you enjoy flummoxing foes with Delusion or Puppet, for example, and you wish the Cyclops you're controlling wouldn't shake off the effects of Puppet quite so quickly, then select this. Usually, Signs such as Yrden and Quen are utilized more often, so this ability is more for archetypes with Axii as their main focus. Don't forget your Axii Glyph and equipment that raises the general Intensity of all your Signs, which stacks with this.

Domination (3 Levels)

Two opponents can be influenced by Axii at the same time, though the effect is weaker by the following amount:

Level	Weakness (%)
1	50%
2	25%
3	0%
Points in branch needed to unlock: 28	

Notes: Unless you're insisting on murdering city guards just for fun, by the time you get to unlock Domination, you may not need to influence two opponents rather than one, as a single foe acting confused or fighting on your behalf (or casting Delusion or Puppet twice) is almost as effective as Domination. But for additional crowd control, and true mastery of Axii in all its forms, this is a good addition.



Ability Tree Strategies

General Ability Branch

GENERAL (ABILITY BRANCH: 20 POINTS)

The General Abilities branch does not focus on any given aspect of a Witcher's skills. However, the abilities found here can influence your overall archetype. You can purchase any of the 20 abilities here at any time you like (none need to be "unlocked"), and each one costs only a single point (none of them have "Levels"). However, unlike groups of Combat, Signs, or Alchemy abilities, these do not "stack" together with Mutagens, lessening their usefulness. As you progress, you may find no more than three of these abilities are needed when perfecting a character build.

General Abilities are color-coded yellow, and offer a variety of effects. Some of the best are the Techniques, granting amazing armor bonuses for only one ability point (such as Griffin School Techniques, offering excellent bonuses to your Sign Intensity and Stamina for each piece of medium armor you wear)! Use them to gain statistical bonuses depending on the armor you wear. Pictured is an example of Aard at its maximum intensity; look at those bandits fly!

Metabolism Boosts

If available, Adrenaline Points will be consumed to reduce the Toxicity cost of drinking potions by 33% per point. Does not affect mutagen decoctions.

Points in branch needed to unlock: 0

Notes: This can be helpful if you haven't bothered to place many points into Alchemy to build up your tolerance, or you want to drink more Potions as combat progresses. The Adrenaline Point deduction can be worrying if you're using other abilities (like sword attacks!) that require Adrenaline too, so check the benefits of swigging multiple potions outweigh your AP drain. Beware of using this with certain abilities (such as Endure Pain) that actually require a Toxicity level, as this makes acquiring a high Toxicity more difficult!

Trick Shot

You can shoot one additional bolt before you must reload.

Points in branch needed to unlock: 0

Notes: If you're finding it troublesome to fiddle with your crossbow string every so often, and you're focusing on an archetype that is mainly planning on dropping every foe using a crossbow from a distance, then this is marginally useful. But there are many more helpful abilities. Think about how often you're reloading a crossbow in fights compared to, say, using a sword and requiring an Adrenaline boost. If the answer is "not as often," then this ability may not be for you.

Advanced Pyrotechnics

Damage dealt by a bomb's explosion generates 0.1 Adrenaline Points.

Points in branch needed to unlock: 0

Notes: You're usually employing bombs at only limited points during your adventure. But if you're lobbing explosives at foes more often than slaying with swords, give this ability a chance; the Adrenaline Points it helps generate (through damage; you must hurt a foe with a bomb!) helps you continue the fight. Note that bombs which explode into fragments, and therefore inflict more damage (and to multiple targets) generate more APs. However, it is usually better to utilize Combat abilities (as each gives an AP gain) instead.

★ Battle Frenzy

Instead of its previous effect, Battle Trance now increases critical hit chance by 8% per Adrenaline Point.

Points in branch needed to unlock: 0

Notes: Battle Trance is a branch of your Combat abilities, and each time you land a blow in combat, Adrenaline Points are generated. Each AP increases weapon damage by 10 percent. But with Battle Frenzy, each AP increases your critical hit chance by eight percent instead. This is helpful for character archetypes where your critical damage is large, but your chance of scoring a critical hit is low. Of course, you can also use it with characters that already have a higher chance to score critical hits, and almost guarantee a critical hit for each attack! Simply check to see how impressive your critical damage is first, so you're maximizing this ability.

Strong Back

Maximum inventory weight is increased by 60.

Points in branch needed to unlock: 0

Notes: This is a helpful "spare" ability to purchase and utilize when you're foraging, rather than preparing for a difficult battle. Before you choose it, think about the weight bonuses that adding Saddlebags to Roach gives you, and the items you can store in your Stash chests. If you still need more carry weight, pick this.

Gorged On Power

The bonus from a chosen Place of Power lasts indefinitely – but one such bonus can be active at a given time.

Points in branch needed to unlock: 0

Notes: Though this isn't as useful as one of the three "Techniques" General abilities or Rage Management, having a permanent bonus from one of the Places of Power (which increases the intensity of one of your five Signs) is moderately beneficial. But remember you still have to equip this ability into a slot, so this takes away a bonus that may stack, or offer larger bonuses when partnered with a Mutagen (such as linking three Signs abilities together in your Character Menu). Also, with Fast-Travel you're always less than 30 minutes away from a Place of Power to redraw the power from (30 minutes being the time the power normally lasts for).

Balanced Diet

Vitality Regeneration after eating lasts 20 minutes.

Points in branch needed to unlock: 0

Notes: This affects any "Food" items only, such as dumplings and other goods found sold primarily by Innkeeps. Though helpful, there are much more potent potions to use during combat, and the simple act of Meditation restores Vitality once combat is over. However, if you lack potions and decoctions, and primarily use food during fights to increase your health, this is most helpful.

In Combat's Fires

You ignore bomb and special bolt effects.

Points in branch needed to unlock: 0

Notes: One of the biggest drawbacks when using bombs or special bolts at close range, is being struck by shrapnel, or the after-effects of an explosion. This nullifies that completely, and is a reasonable choice for those wishing to engage foes (particularly crowds of bandits) in more brazen combat while juggling projectiles. The only negative of this ability, is the lack of obvious times when it helps you immeasurably (you can heal, or be more careful with your area-effect weapons instead), but it does help fighting using bombs in confined spaces, like dungeons.

Heavy Artillery

Bomb damage is increased by 200% – but the number of bombs in slots is decreased by 50%. This does not apply to bombs which deal no damage.

Points in branch needed to unlock: 0

Notes: For any bomb causing pain on your foe, the number you carry is halved, but the damage is doubled. This allows you to drop a well-aimed bomb on a large enemy or group of foes, and really decimate them with a single strike. The downside is if you miss! In addition, as this takes up an Ability slot, you may find that lobbing two bombs of regular damage is just as effective (and doesn't require you to purchase this skill). However, if you're wishing to clear a battlefields of enemies with a single bomb, or wish your bombs did greater damage (and you end up having some left over after each combat), pick this skill, then augment it by working at your Corvo Bianco Alchemy Lab (when unlocked, which adds one to each bomb count), as well as Efficiency and Cluster Bombs from the Alchemy Tree that help increase your bomb number and potency, too.

Relentless Attack

Each defensive action generates Adrenaline Points: Parries 0.1 points, Counterattacks 0.4 points, Dodges 0.3 points, Leaps 0.2 points. Cannot be activated more than once every 5 seconds.

Points in branch needed to unlock: 0

Notes: If you're the type of Witcher who tends to try a more defensive strategy when facing bandits and monsters, and find you're running out of Adrenaline Points, then give this ability a try. Though its biggest downside is its activation delay (once every five seconds), having a quicker regeneration of Adrenaline Points is always helpful. This allows you to use the enemy's attacks against them; Countering and claiming almost half an AP at the same time! Obviously, Counters and Dodges are the best way to increase your AP with this Ability as they have the highest partial-point number, so focus on those instead of Parrying. This forces you to perfect Counters, and therefore keeps you effective in combat for longer. However, you may have other ways to keep your APs up, making this Ability unnecessary.

Sun And Stars

During the day, Vitality regenerates by an additional 10 points per second when not in combat. At night, Stamina regenerates by an additional 1 point per second during combat.

Points in branch needed to unlock: 0

Notes: This is useful to start with, and especially so when attempting the Blood and Broken Bones! Or Death March! difficulty modes. The additional boosts to health and Stamina regeneration can be the difference between success and failure. However, your Vitality can regenerate fully when you Meditate, and the time of day means this isn't a constant regeneration of Stamina. A better plan is a fool-proof plan of purchasing abilities for a particular character archetype, and using Potions.

★ Adrenaline Burst

Increases Adrenaline generation by 5%. Using Signs now generates Adrenaline Points.

Points in branch needed to unlock: 0

Notes: Useful earlier rather than later into your adventure, this is mainly utilized by those investing heavily in Signs, in conjunction with the Rage Management General ability (which allows you to cast Signs using Adrenaline Points). Combat/Sign hybrids, who wish to use Ursine gear (with Adrenaline bonuses) but also employ Signs may also find this helpful. In the field, this simply allows you to cast Signs more frequently in combat. As you gain experience however, this becomes less helpful as your later Sign abilities tend to allow Stamina regeneration without the need for waiting, which is what this ability circumvents.

★ Focus

Adrenaline Points increase both weapon damage and Sign intensity.

Points in branch needed to unlock: 0

Notes: Adrenaline, under ideal circumstances, only gets used up when you make use of an ability that requires it. Focus allows Adrenaline that isn't being used to increase your weapon damage and Sign intensity, effectively giving you free additional combat potential. It can also be combined with Battle Frenzy (a General ability listed previously) so that the Battle Trance passive bonuses are applied, along with the ones for Battle Frenzy. Though there are ways to increase weapons damage and Sign intensity by other means (the Sign Branches' "Intensity" abilities that can increase Sign Intensity by far more than Focus), this is worth considering.

Metabolic Control

Increases maximum Toxicity by 30 points.

Points in branch needed to unlock: 0

Notes: If you're drinking your own brews heavily and often, the extra points of Toxicity can mean the difference between using a White Raffard's Decoction in a heated battle, or not. However, the Alchemy ability Acquired Tolerance is a better bet; in the long run this adds much more to your Toxicity level, and there are other benefits for having an almost maxed-out Toxicity sooner, such as Delayed Recovery.

Survival Instinct

Increases maximum Vitality by 500.

Points in branch needed to unlock: 0

Notes: Though helpful in the early days of your adventuring, you should be focusing on abilities that stack with each other, and offer a constant regeneration of Adrenaline, Vitality, or Stamina. Simply adding to your health keeps you in fighting shape for longer, but think about investing your point into better sword skills or Sign abilities. Why not invest in Quen's Exploding Shield instead? Improve your combat prowess so foes find it harder to whittle down your Vitality!

★ Bear School Techniques

Each piece of heavy armor increases the maximum Vitality by 5% and strong attack damage by5%.

Points in branch needed to unlock: 0

Notes: If you are focusing on a character that uses the Strong Attacks from the Combat Branch of the Ability Tree, and also require a higher Vitality (which you can add more to using Green Mutagens), this is a key ability and utilized time and time again for those wanting to wear (and gain the added benefits of) Heavy Armor. This bonus can get extremely high, as there are four pieces of armor to wear (torso, gloves, trousers, and boots). Remember that the Runewright's Glyphword "Heft" causes any armor to be treated as Heavy Armor, if you want to mix and match equipment but still use this bonus.

★ Rage Management

If your current Stamina level is too low, Signs can be cast using Adrenaline Points.

Points in branch needed to unlock: 0

Notes: This forms the foundation of many different archetypes, and should be seriously considered in almost every adventure. Partner this ability with other elements that increase your Adrenaline Points, such as Razor Focus or Ursine Witcher gear. Or Whirl, which actually generates Adrenaline Points! Then simply let rip with any and all Signs, and continue to cast (using Adrenaline) when your Stamina is depleted! With a number of methods of maintaining a reservoir of Adrenaline, you may never run out of Sign power again! Feel free to continuously light foes on fire with Igni, or cause damage while defending yourself with Quen Active Shield, with fewer worries about lacking Sign-casting capabilities. This is tremendous help for hybrid or Signs archetypes, and even pure Combat builds benefit (as you should have a healthy Adrenaline Point regeneration, allowing both swordplay and Signs without rest!).

★ Griffin School Techniques

Each piece of medium armor increases Sign intensity by 5% and Stamina regeneration by 5%.

Points in branch needed to unlock: 0

Notes: Are you wearing Medium armor (or using the Glyphword "Balance" that allows any armor to be treated as Medium armor)? Does your character specialize primarily in magic that requires an impressive Sign intensity and Stamina regeneration? Then this is a must-have ability! Choose this as soon as possible, then find four pieces of medium armor (torso, gloves, trousers, and boots) to wear. This offers large and easy to obtain bonuses and should be the cornerstone of a mage-style archetype.

★ Cat School Techniques

Each piece of light armor increases critical hit damage by 25% and fast attack damage by 5%.

Points in branch needed to unlock: 0

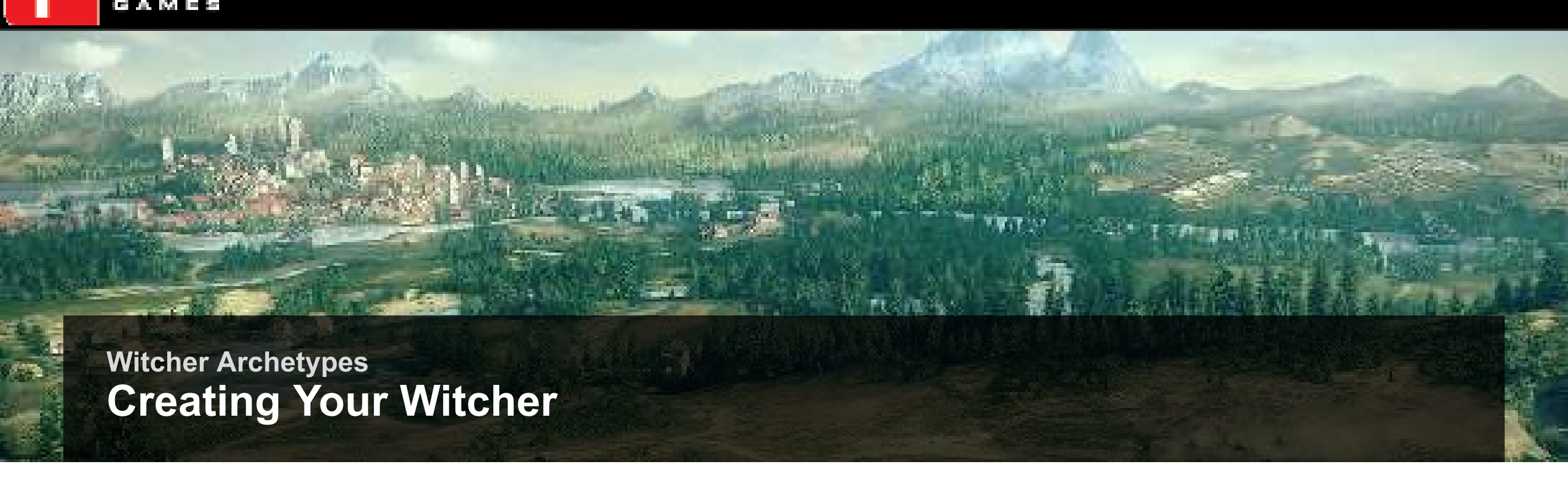
Notes: If you're utilizing a Combat-centric archetype and paying particular attention to Fast attacks, as well as scoring critical hits, then this is an exceptional ability, and the cornerstone of a build. It offers immediate and multiple bonuses (with only one ability point expended!), as long as you're clad in Light Armor, such as the Feline torso, gloves, trousers, and boots. Alternatively, have the Runewright enchant the Levity Glyphword, turning any armor you're wearing into Light Armor, which also enables this ability.

Steady Shot

Crossbow bolts deal 25% more damage.

Points in branch needed to unlock: 0

Notes: You may find partnering the Marksmanship Combat Abilities, which also augment your crossbow, more helpful as you can place them with Combat Abilities for Mutagen bonuses, whereas this is a stand-alone ability. While it's helpful to tag a foe at range in fewer hits, especially when using bolts that you only have a finite supply of, the fact that there's an infinite supply of bolts means shots may not need to count in most situations. If you want to be the ultimate huntsman though, this is a good ability to add.



Witcher Archetypes

Creating Your Witcher

The key to creating an entertaining, flexible, and powerful Archetype is to focus on the type of ways you like to survive and fight.

OVERALL ARCHETYPE

If you're purely interested in using swords (and to a lesser extent, the crossbow), look primarily at Combat Archetypes with a couple of General Abilities. If you enjoy using magic against foes, Signs are the way to go. Should you feel the need to concoct potions, bombs, decoctions, and oils, focus on an Alchemy build. If you're intending on adventuring at a higher difficulty, pick a Hybrid build where two (or more) Ability branches are chosen.

STATISTICAL PROWESS AND COMPLEMENTARY ELEMENTS

The key to becoming a legend across the Northern Realms is to be very, very good at one particular aspect of fighting. Initially, that's usually focusing on Fast Attack Abilities to out-perform enemies you fight against. But that is only the beginning! You should read about all the different abilities, and research how they affect each other, and how the vast array of items you gather can also bolster your statistics.

EXAMPLE: THE HARD-HITTING COMBAT MACHINE

The Archetype examples are geared to improving a variety of different sets of statistics that are imperative to bolster, but just one of these would be Adrenaline Point gains (which allows for harder-hitting attacks and other combat benefits); at the most basic level, you may decide having as many Adrenaline Points as possible would be beneficial (and it is!).

The first step is looking through all the Ability branches to see which abilities add to your Adrenaline: Each Combat Ability gives you a 1% gain no matter what ability it is. Blows landed during combat generate Adrenaline Points and each one increases weapon damage by 10%. Strong Attacks and Battle Trance Abilities are particularly focused on Adrenaline Point (AP) management, and some effects work well with other abilities:

- **Rend (Combat)** has other effects, but it also enables APs to increase total damage by 33-100%.
- **Deadly Precision(Combat)** allows every AP to add 1% to the chance of instantly killing a foe.
- **Resolve (Combat)**lowers AP loss upon taking damage by 20-100%.
- **Undying (Combat)** uses APs to restore Vitality instead of death.
- **Razor Focus(Combat)** gives you an AP for just entering combat, and increases APs generated by sword attacks by 5-25%.
- **Flood of Anger(Combat)** allows you to consume APs to upgrade a Sign to its highest level and increase its intensity

So Rend and Razor Focus seem to be must-haves (and once you spend 20 points on other Abilities in order to unlock it, you should level it up to 5). In the mean-time, you are finding Combat Abilities that complement Adrenaline, or use Adrenaline effectively; such as the Fast Attack and Strong Attack branches. Don't forget to look over the other Ability branches too. Here are some initial picks (which don't need to be "unlocked" by purchasing other Abilities first):

- **Hunter Instinct (Alchemy)** allows blades coated with oil (used against an enemy susceptible to the oil) to inflict 20% more critical hit damage, if your APs are at their maximum.
- **Rage Management (General)** allows you to cast Signs using APs if your Stamina levels are too low.
- **Adrenaline Burst (General)** increases AP generation by 5% and using Signs generates APs.
- **Focus (General)** allows APs to increase weapon damage and Sign intensity.
- **Mutagens (General)** allows you to link Abilities from the same branch for extra bonuses.

The next plan is to check A Witcher's Tools, the comprehensive inventory available in the free eGuide, and find items that also help bolster your Adrenaline, before locating them in your adventuring! The following examples are particularly related to Adrenaline:

- **Potion: Maribor Forest** accelerates the generation of Adrenaline Points by 0.15 with extending durations depending on the quality of the Potion.
- **Swords: Ursine Steel and Silver Swords** both grant you a +5-20% gain in APs, depending on the quality of the weapon.
- **Armor: Wolven Armor** Torso armor grants you +5-20% AP gain, while Boots, Trousers, and Gloves increase Attack power.
- **Perun Runestones** are imbued on your weapons, and give between 2-5% AP gain, so three Greater Perun Runestones grants a single sword with three sockets +15% APs!
- **Replenisment Runewords** allow you to consume an AP after casting a Sign, to charge your sword attack with the power of that Sign.
- **Elation Runewords** give you up to 0.25 Adrenaline Points every time a fatal blow is delivered by the sword this is imbued to.
- **Placation Runestones** cause your APs to decline once they reach maximum level, in return for increased Stamina and Vitality regeneration, and Toxicity decline.

As you can see, learning the items or enchantments to "stack" and utilize together on your character is the key to turning them into a combat or Sign-conjuring machine! Now learn which elements work in conjunction with one another, and you'll eventually perfect an Archetype that can handle any battle, in any mode of difficulty! Or just build one of the Archetypes built for Death March! Difficulty instead!

LEVELLING UP

The following Archetypes give you a general selection of armor, weapons, and abilities you should be finding and unlocking by the time you reach certain levels, in order to keep your Archetype on the right path. There's no need to follow these guidelines exactly; these are just pointers so you understand what you should be gathering, or the general order of ability points spending on during your adventure.

ABILITY POINTS

As mentioned earlier, outside of two quests, there are only two ways to acquire Ability Points; by leveling up and by visiting Places of Power. There are 30 Places of Power to locate (though three are only available during the Main Quest, and are therefore important to find during the quests or afterward, and one is in another world, and cannot be returned to!). It is important to read the Places of Power Appendix so you know where all of these monoliths are. Then you should follow the Archetype guidelines and collect these additional points as early as possible, "front-loading" the Abilities you can unlock.

BUDGET CONSTRAINTS FOR ABILITY POINTS

It's important not to waste Ability Points, as you only receive one per level (or for each Place of Power you visit). Therefore, when you're choosing the initial 12 Abilities to place into each of the four "slots" in the middle of your Character Menu, you should initially focus on 12 Abilities that complement each other (and can be linked by Greater Mutagens for additional bonuses).

Then, you can spend additional points unlocking Mutations, so you can add another four Ability slots bringing the total to 16, as well as unlock a special Mutation effect (from a choice of 12). This takes considerable time, so expect to perform this during a New Game + adventure, during your second visit to each Place of Power, and after completing the Blood and Wine Secondary Quest: Turn and Face the Strange..

However, you are free to purchase more Abilities than you have slots to use. For example, you may wish to keep Axii Delusion off your slots during combat, but place it into a slot when conversing with characters. Or you may have a set of three Aard abilities you use sometimes, and swap between them depending on the enemy. If you tailor your fighting against human-sized foes and monsters differently, you may wish to swap out a few Abilities accordingly.

If all else fails, use a Potion of Clearing and purchase Abilities again, all at once, without making mistakes this time!

ARMOR MAKES THE MUTANT

Using a particular type of armor (and weaponry) is usually critical to help augment the abilities, glyphs (and runestones), and other enchantments you need to add to maximize the effectiveness of your archetype. For this, the best available armor (and weapons) has been recommended. If you can't find this equipment, or lack the Level to wear it, find some with a similar weight, or statistics before you graduate to the optimal outfit and armaments. When in doubt, use Witcher gear!

AN OUTFIT FOR EVERY OCCASION

As you progress, you should think about setting up various outfits that coordinate—not with fabrics but with similar elements or effects. For example, you should try an outfit for Fast Attacks, Strong Attacks, Sign Intensity, or a mixture of different elements, as you decide which one you prefer using in combat, and what is most suitable to your style of play.

Example: You wish to increase your Sign intensity. To get the best bonuses, you should choose Griffin School armor (as they have an innate Intensity bonus). In addition, you should partner the armor with the General Ability: Griffin School Techniques, which adds more bonuses to Sign Intensity.

SPENDING YOUR CROWNS WISELY

It is worth making money in order to unlock advantages such as the Ofieri Runewright, Armorers and Blacksmiths to craft your most impressive gear, and other accouterments the influence an archetype. It costs crowns and time to craft a set of Mastercrafted armor, and Witcher Gear is even more time-consuming to find and build. But the results are well worth it!

UPPER LEVELS AND NG+

Once you reach upper Levels (50+), or you're starting a New Game +, you should have built your Archetype to the state where it is optimal, and started to unlock Mutations. At this point you can continue to add abilities so you become more and more focused, or change and opt for a different Archetype completely. Starting New Game + is usually a great idea, as you're able to access all the Places of Power again, adding a potential 30 extra points, as well as slowly gaining experience points and Character Levels.

LAST ON YOUR LIST: MUTATIONS

Remember that the final abilities you crave are the mysterious Mutations; accessed only after completing Blood and Wine: Secondary Quest: Turn and Face the Strange. This eventually increases your total Abilities from 12 to 16, and adds a specific, immensely powerful Mutation you can employ. Each archetype lists 16 Abilities, so you can choose which order the first 12 of them are placed, before the final four are unlocked after Mutations are complete. Fair warning; it takes 55 points (each from raising a level or finding a Place of Power) to unlock all four Ability Slots (so you can activate all 16) as well as researching any of the 12 available Mutations, so expect to start a New Game + and revisit all 30 Places of Power again to bolster your points.

POTION OF CLEARANCE

Remember this potion, available at select Merchants (as detailed in the Merchant Appendix) allows you to wipe away all Abilities, and redistribute all the points, in case you wish to change Archetypes at any time.

I WANT A SECOND OPINION!

The following Archetypes represent opinions from multiple adventures with Witchers from various Schools, and advice from the elder Witcher Vesemir himself. Though highly recommended, such advice may not sit well with your particular style of play, and you are free to use, augment, or ignore every one of these Archetypes. They are meant to be a peek into the countless possibilities of creating the ultimate Witcher, not a set of rules to abide by.

ARCHETYPE SPECIFICS: BUILDING A BETTER ARCHETYPE

The following archetypes offer you a great range of possible ways to augment Geralt as your adventure continues. All are primarily focused on the Character Menu, where your abilities are unlocked. Archetypes are divided into four main groups:

Combat Related: Emphasis on the (red) Combat Branch of Ability Tree.

Signs Related: Emphasis on the (blue) Signs Branch of Ability Tree.

Alchemy Related: Emphasis on the (green) Alchemy Branch of Ability Tree.

Hybrids: Elements from all four main branches of the Ability Tree, including the (yellow) General Branch of Ability Tree.

AN ARTIST'S IMPRESSION OF EACH ARCHETYPE

The Archetype information begins with a picture of Geralt as the archetype in question, clad in archetype-specific armor and carrying specific weaponry. Hairstyles, masks, or eyewear are just for show. The statistical data next to the screen includes some permanent buffs (from Glyphs for example), but not temporary buffs (from potions, for example), and no bonuses from the Runewright. Each character's statistics are based on the ultimate versions of items (Greater Runestones, Greater Mutagens, Grand Master armor, and Grand Master weapons, for example), and Geralt's Level is set at 50. Blood and Wine is also included in the statistics. This is to give you some idea of the bonuses you should be aiming for.

(DM!) DEATH MARCH! AND {NG+) NEW GAME +

If an Archetype has "(DM!)" after its name, it is recommended for Death March! difficulty level. If an Archetype has "(NG+)" after its name, it is recommended for New Game +.

THE RECOMMENDED ABILITIES CHART

Each Archetype has a chart showing the following information:

- **Ability Tree:** The number of recommended abilities for each of the four Branches of the Ability Tree.
- **Points to Unlock:** How many ability points must have been spent to unlock the ability. These range from 0-30.
- **Levels:** How many levels the recommended ability has. These range from 0-5. The chart always recommends the maximum ability, but you can purchase the ability levels in any order you like.
- **Branch and Ability Name:** Which of the five sections of a particular branch the ability is from, and its name. These are listed as they appear left to right on your Character Menu.
- **Total Ability Points Needed:** This number shows how many ability points are needed to reach the maximum level in all 12 of the recommended abilities (essentially, how many Levels you need to raise your character, minus any Places of Power you interact with). A second, asterisked number indicates the four additional abilities you may wish to unlock after the first 12, once Blood and Wine Mutations are active. If a third number appears, these indicate abilities that should be unlocked in order to reach a more important, recommended Ability.

UNIMPROVED COMBAT OFFENSE: STILL USEFUL!

Just because an aspect of Geralt's combat offense hasn't been advanced through expenditure in abilities, doesn't mean it should ignored in ctombat. For example, Igni is helpful for setting enemies ablaze, whether you've spent points in this Sign's branch or not.

THE RECOMMENDED EQUIPMENT AND ENHANCEMENTS

After the ability chart is a list of important equipment and enhancements, along with the recommended specific item to further improve the Archetype. These are elements that increase the potency of the Archetype and offer incredible "stacking" bonuses (that are added on top of other bonuses) to turn Geralt into an almost unstoppable killing machine. Every element is battle-tested and approved, from the types of Bombs to lob to the Runewords your swords should be inscribed with.

URSINE ARMOR? BUT I'M ONLY LEVEL 3!

The recommended equipment represents the final and most potent items and enhancements to obtain. It will take considerable time to reach this demi-god like status, so if you see an item you can't use, such as Ursine Witcher armor you can't wear because you aren't a high enough level, consult the Inventory In A Witcher's Tools section of the eGuide online, and look at the statistics for the element in question. Then compare it to a lower level substitute; such as Heavy Armor in place of Ursine Armor.

NO OILS? UNMENTIONED ITEMS? STILL USEFUL!

There are no recommended oils for archetypes as each is specific to a type of enemy, and thus situational. You are also encouraged to utilize elements that aren't necessarily mentioned but are still worthwhile, such as Swallow potion for your Vitality, or bombs that may not have been mentioned. The listed elements are simply the items and enhancements best suited to the build in question.

GENERAL ADVICE

After the list is some general advice regarding why specific elements were chosen for the archetype. An explanation of what this archetype's main reason for existing is (to have the best damage per second, for example), and how the various items and enhancements work together, are explained.

WHAT'S THE POINT OF IT ALL?

Just how many Ability Points is it possible to acquire? The answer may surprise you!

Points for Leveling Up: 99 (you receive 1 point each time you reach a new level, starting at Level 2, and ending at Level 100).

Points for visiting Places of Power: 30 (you receive 1 point for each Place of Power you examine).

Points for visiting Places of Power in New Game +: 30 (when you begin New Game +, you can revisit all 30 Places of Power once again).

Points for completing quests: 3 (You receive 2 skill points for eating the acorn lying under the tree during Main Quest: Bald Mountain. You receive 1 point obtaining the golden egg, laid by the Golden Goose, during Blood and Wine: Secondary Quest: Duck, Duck, Goosed!).

Points for completing quests in New Game +: 3 (you can complete both the quests again in New Game + and claim the three ability points a second time).

Total Points available: 164 (assuming you complete all tasks listed previously).

Points needed to unlock all Combat Branch Abilities: 91.

Points needed to unlock all Signs Branch Abilities: 79.

Points needed to unlock all Alchemy Branch Abilities: 90.

Points needed to unlock all General Branch Abilities: 20.

Total Points (known as Research Points) needed to unlock all 12 Blood and Wine Mutations: 55

Total Points to unlock everything: 335.

As you cannot ever hope to unlock every single Ability and Blood and Wine Mutations, simply focus on those abilities of particular interest to you that work in conjunction with other abilities, with specializations that benefit you the most.

Finally, remember that some Ability points are easier to come by than others. For example, there are six Places of Power in White Orchard alone, so it is helpful that you locate these monoliths as early as possible, as long as you aren't placing yourself in too much danger. Need to know where all the Places of Power are? Consult the appendix.

Character Abilities And Mutations

Character Development

A Witcher possesses a wide variety of skills needed to survive the tasks their profession demands of them. In *Witcher 3: Wild Hunt*, you have the chance to customize Geralt the way you want, and maximize his effectiveness based around how you want to tackle the challenges you face.

Properly managing and accessing every aspect of the knowledge Geralt gains as he progresses through the adventure is the key to unlocking the very best from him.

EXPERIENCE AND LEVELING

Geralt earns experience by slaying foes, completing quests, accomplishing special tasks, or by making certain conversational choices. Additionally, visiting Points of Interest on your map and resolving the tasks that await you there, can earn you additional experience. If you want to level up quickly, jump at the chance to take on any tasks presented to Geralt, regardless of their level of importance. Quests with a suggested level that is five or more levels lower than Geralt's level receive an experience reward penalty, so if you want to maximize the awards you earn from a quest, make sure you attempt it when you are close to its recommended level.

Look to your Inventory, to furnish you with the exact Level you need to be in order to enjoy the benefits of rare armor, such as this set from the Order of the Flaming Rose!

After earning enough experience, Geralt gains a level, which gives him stat increases, and one ability point (also known sometimes as a skill point) that he can spend in one of the Ability Branches. The obvious benefit to gaining levels is the boost in strength and survivability, allowing Geralt to take on increasingly tougher opponents and quests. The other major benefit is that many pieces of equipment require you to be a certain level before you can use them.

LEVEL UP, VITALITY UP

Leveling up fully restores Geralt's Vitality and Stamina, even while in combat. This can be used to your advantage if you are close to leveling and take on an enemy or a group of foes that are slightly stronger than you.

DIMINISHING RETURNS

Killing monsters rewards the most experience if the enemy is five levels over Geralt's current level. The closer to, or farther below his level, the less experience that enemy is worth. If you want to reach level 100 (the highest available level), questing provides a large chunk of the experience points needed.

Experience gained from fighting changes depending on the level of the foe relative to Geralt's. If the foe's level is white, you gain reduced experience, as they are significantly weaker than Geralt. Green level indicators mean the enemy is close to Geralt's level, and you gain the standard amount of experience. A red level foe is much tougher than Geralt, but defeating them provides increased experience. If their level is indicated by a skull rather than a number, you gain much more experience if you can win. However, you are more likely to earn a swift death should you try.

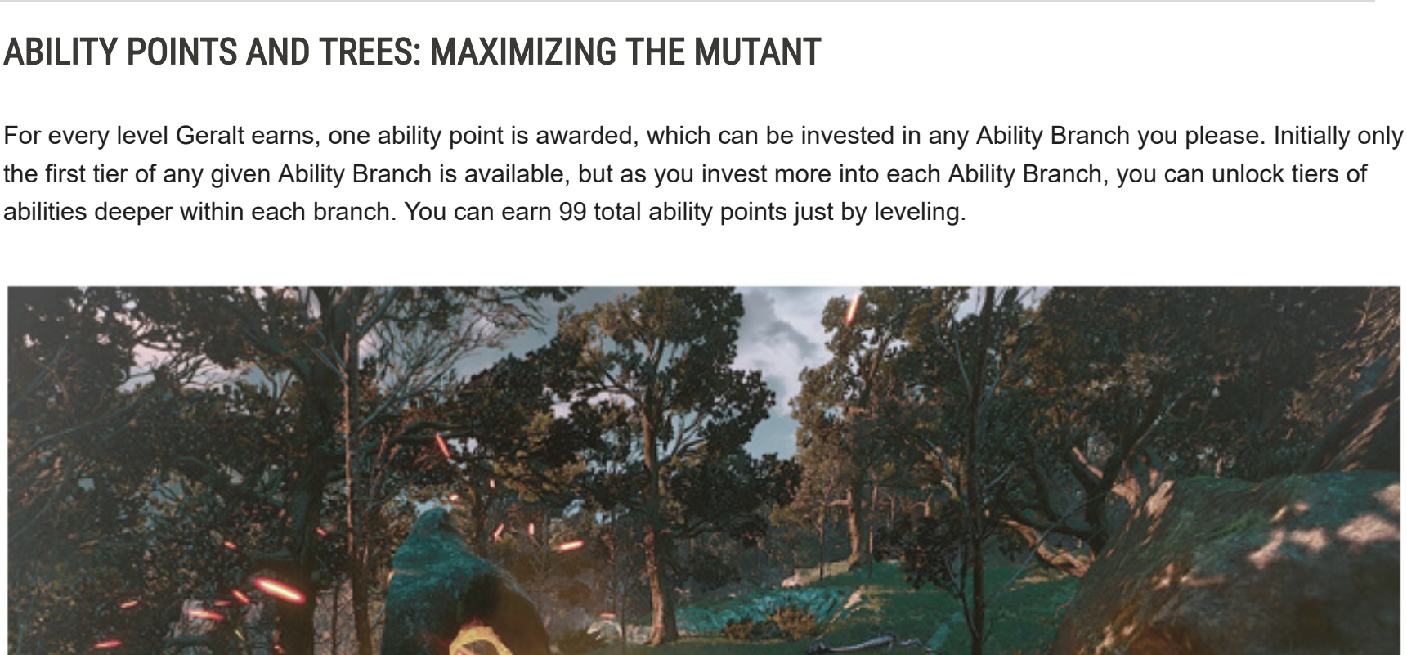
LEVELS AND EXPERIENCE CHART

The following chart shows you the experience requirements from level 1 to level 100.

Level	XP to level	Total XP	Ability Points Awarded
1	0	0	0
2	1000	1000	1
3	1000	2000	1
4	1000	3000	1
5	1000	4000	1
6	1000	5000	1
7	1000	6000	1
8	1000	7000	1
9	1000	8000	1
10	1000	9000	1
11	1500	10500	1
12	1500	12000	1
13	1500	13500	1
14	1500	15000	1
15	1500	16500	1
16	1500	18000	1
17	1500	19500	1
18	1500	21000	1
19	1500	22500	1
20	1500	24000	1
21	2000	26000	1
22	2000	28000	1
23	2000	30000	1
24	2000	32000	1
25	2000	34000	1
26	2000	36000	1
27	2000	38000	1
28	2000	40000	1
29	2000	42000	1
30	2000	44000	1
31	2000	46000	1
32	2000	48000	1
33	2000	50000	1
34	2000	52000	1
35	2000	54000	1
36	2000	56000	1
37	2000	58000	1
38	2000	60000	1
39	2000	62000	1
40	2000	64000	1
41	2000	66000	1
42	2000	68000	1
43	2000	70000	1
44	2000	72000	1
45	2000	74000	1
46	2000	76000	1
47	2000	78000	1
48	2000	80000	1
49	2000	82000	1
50	2000	84000	1
51	2000	86000	1
52	2000	88000	1
53	2000	90000	1
54	2000	92000	1
55	2000	94000	1
56	2000	96000	1
57	2000	98000	1
58	2000	100000	1
59	2000	102000	1
60	2000	104000	1
61	2000	106000	1
62	2000	108000	1
63	2000	110000	1
64	2000	112000	1
65	2000	114000	1
66	2000	116000	1
67	2000	118000	1
68	2000	120000	1
69	2000	122000	1
70	2000	124000	1
71	2000	126000	1
72	2000	128000	1
73	2000	130000	1
74	2000	132000	1
75	2000	134000	1
76	2000	136000	1
77	2000	138000	1
78	2000	140000	1
79	2000	142000	1
80	2000	144000	1
81	2000	146000	1
82	2000	148000	1
83	2000	150000	1
84	2000	152000	1
85	2000	154000	1
86	2000	156000	1
87	2000	158000	1
88	2000	160000	1
89	2000	162000	1
90	2000	164000	1
91	2000	166000	1
92	2000	168000	1
93	2000	170000	1
94	2000	172000	1
95	2000	174000	1
96	2000	176000	1
97	2000	178000	1
98	2000	180000	1
99	2000	182000	1
100	2000	184000	1

ABILITY POINTS AND TREES: MAXIMIZING THE MUTANT

For every level Geralt earns, one ability point is awarded, which can be invested in any Ability Branch you please. Initially only the first tier of any given Ability Branch is available, but as you invest more into each Ability Branch, you can unlock tiers of abilities deeper within each branch. You can earn 99 total ability points just by leveling.



Ability points are the key to creating a particular character archetype. Gain one every time you level up, or the first time you draw energy from each Place of Power (as shown). An arrow symbol to the right of your Vitality bar shows you've leveled up, and have one (or more) Ability Points to spend.

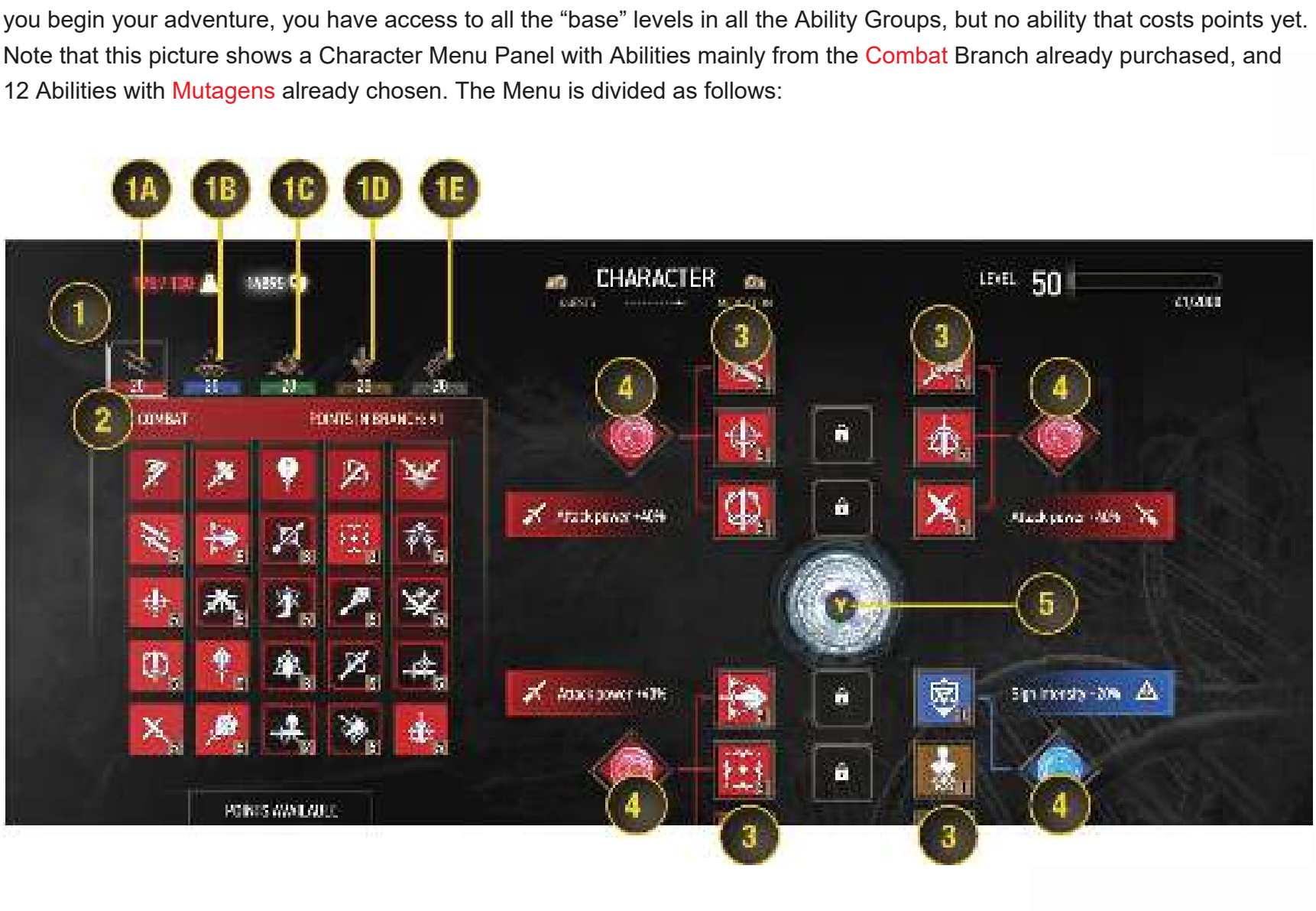
You can earn extra skill points by drawing them from Places of Power hidden throughout the world. However, even if you find every Place of Power, and achieve maximum level, you cannot max every skill in the game. Because of the limited total number of ability points, it helps to consider in advance the sort of Witcher you want to play. There are a total of 30 Places of Power in the world (and therefore additional Ability points to gain by visiting all of them). Their locations are described in our Atlas.

THE POTION OF CLEARANCE

Are you unhappy with the abilities you have chosen? Then you can simply purchase a Potion of Clearance, and refund all of Geralt's invested Ability points, allowing you to redistribute them all again. The potion is available from certain vendors (consult the Merchants Appendix for each one), and when bought, the potion is found in your Inventory > Food and Drink menu.

THE CHARACTER MENU: ABILITY TREES AND ABILITY GROUPING

This shows the Character Menu Panel, where all allotted abilities are both purchased and slotted into play. Note that when you begin your adventure, you have access to all the "base" levels in all the Ability Groups, but no ability that costs points yet. Note that this picture shows a Character Menu Panel with Abilities mainly from the Combat Branch already purchased, and 12 Abilities with Mutagens already chosen. The Menu is divided as follows:



1 Ability Tree: Five Branches are available (and the Combat Branch is currently shown):

1A Combat Branch (20 Abilities, 91 Points in Branch): Five Ability Groups are available:

Fast Attack (4 Abilities, 20 Points): Perform fast melee attacks with either sword: Abilities related to your Fast Attacks (with swords and fists).

Strong Attack (4 Abilities, 20 Points): Allows you to perform strong melee attacks which ignore enemy armor: Abilities related to your Strong Attack (with swords and fists).

Defense (4 Abilities, 13 Points): Wolf School defensive techniques: Allows you to bolster your defensive combat capabilities.

Marksmanship (4 Abilities, 18 Points): Allows you to wield a light hand-held crossbow: Enables you to add more potent methods of using this weapon.

Battle Trance (4 Abilities, 20 Points): Blows landed during combat generate Adrenaline Points. Each Adrenaline Point increases weapon damage by 10%: This allows more numerous and hard-hitting weapon combat.

1B Signs Branch (20 Abilities, 79 Points in Branch): Five Ability Groups are available:

Aard Sign (4 Abilities, 16 Points): A directed blast of telekinetic energy that staggers opponents, leaving them open for a subsequent attack.

Igni Sign (4 Abilities, 18 Points): A directed fiery blast that damages enemies. Damage scales with Sign intensity.

Yrden Sign (4 Abilities, 15 Points): Magic trap that slows enemies who enter its area of effect.

Quen Sign (4 Abilities, 16 Points): Protective shield that lasts until it has absorbed damage totaling 4% of maximum Vitality.

Axii Sign (4 Abilities, 14 Points): Charms an opponent's mind, temporarily eliminating him from combat.

1C Alchemy Branch (20 Abilities, 90 Points in Branch): Five Ability Groups are available:

Brewing (4 Abilities, 18 Points): Enables the brewing and drinking of Witcher potions.

Oil Preparation (4 Abilities, 18 Points): Enables the creation of oils that can be applied to swords.

Bomb Creation (4 Abilities, 18 Points): Enables the creation of handheld bombs that can be thrown at enemies.

Mutation (4 Abilities, 18 Points): Enables the extraction of mutagens from the corpses of powerful monsters. Witchers use these to grant their bodies new abilities.

Trial of the Grasses (4 Abilities, 18 Points): Mutation that lets Witchers withstand the toxicity of potions that would kill normal people.

1D General Branch (20 Abilities, 20 Points in Branch): This is a series of 20 one-point Abilities that aren't related to one another, except that they are all contained here. These run the gamut from Vitality and Stamina regeneration to increasing your carry weight.

1E Mutagens: These are all the Mutagens (Lesser, Regular, and Greater) that you have collected, of all three colors (Red for Combat, Blue for Signs, and Green for Alchemy); up to

four are inserted into the Mutagen Slots.

2 Ability Branch (Combat Branch Shown): This is where each individual Ability from a particular branch is unlocked, and placed in an Ability Slot.

3 Ability Slots: This is where an Ability you wish to use is placed. There are 12 available slots initially, arranged into groups of three. You are encouraged to place abilities of the same type (and color) together. When you unlock the full power of your Mutation Menu, you can unlock a further four Ability Slots for a total of 16 Abilities you can use simultaneously. This example is from a Combat-heavy archetype.

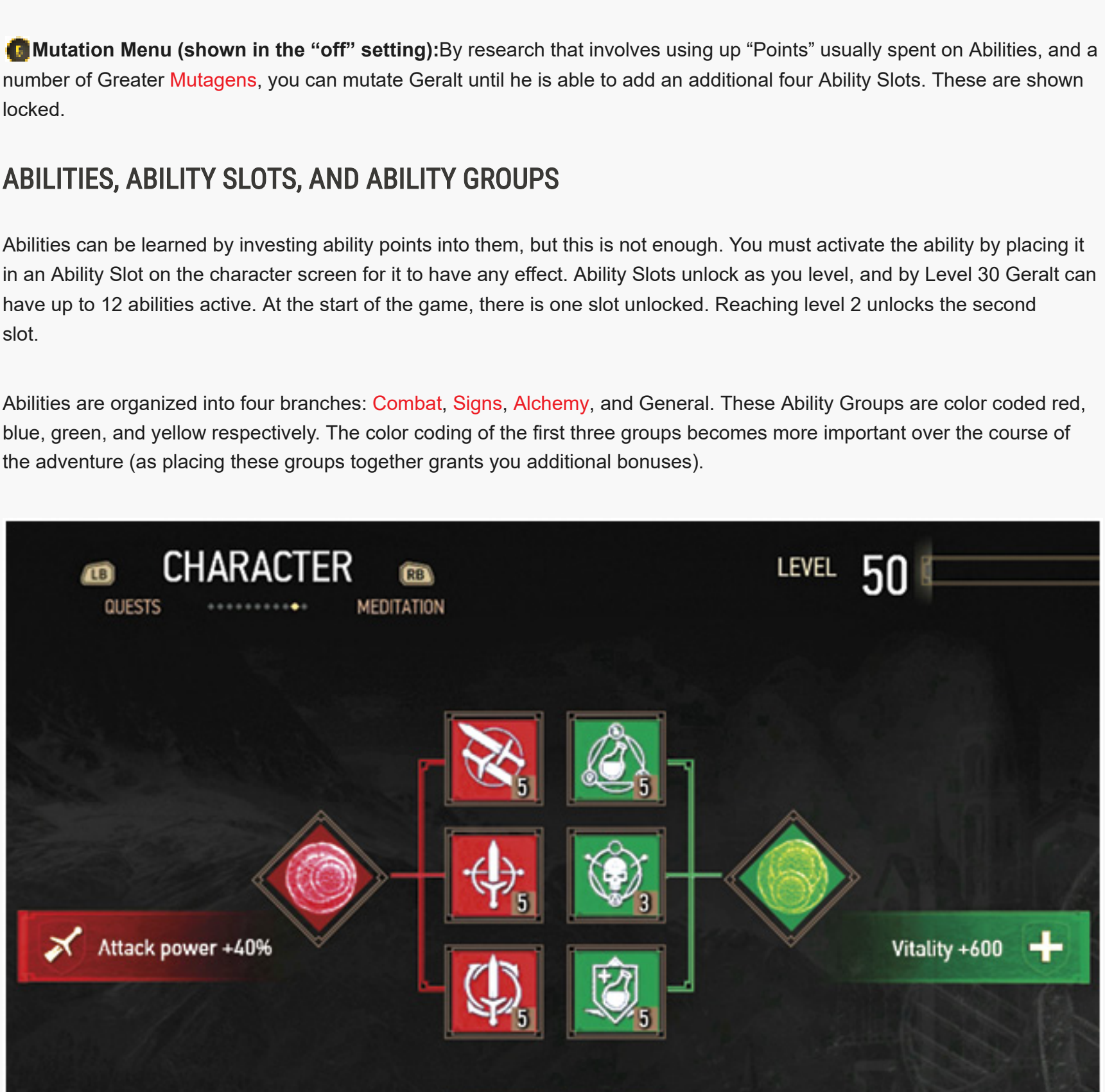
4 Mutagen Slots: This is where a Mutagen you wish to link to a Ability Slot is placed. There are four available slots, each related to a group of three Abilities. Linking these allows for additional bonuses for each linked ability, so you are encouraged to link groups as soon as you can. Mutagen Slots are eventually replaced by a brand new Ability Slot (an additional one for each of the four groups).

5 Mutation Menu (shown in the "off" setting): By research that involves using up "Points" usually spent on Abilities, and a number of Greater Mutagens, you can mutate Geralt until he is able to add an additional four Ability Slots. These are shown locked.

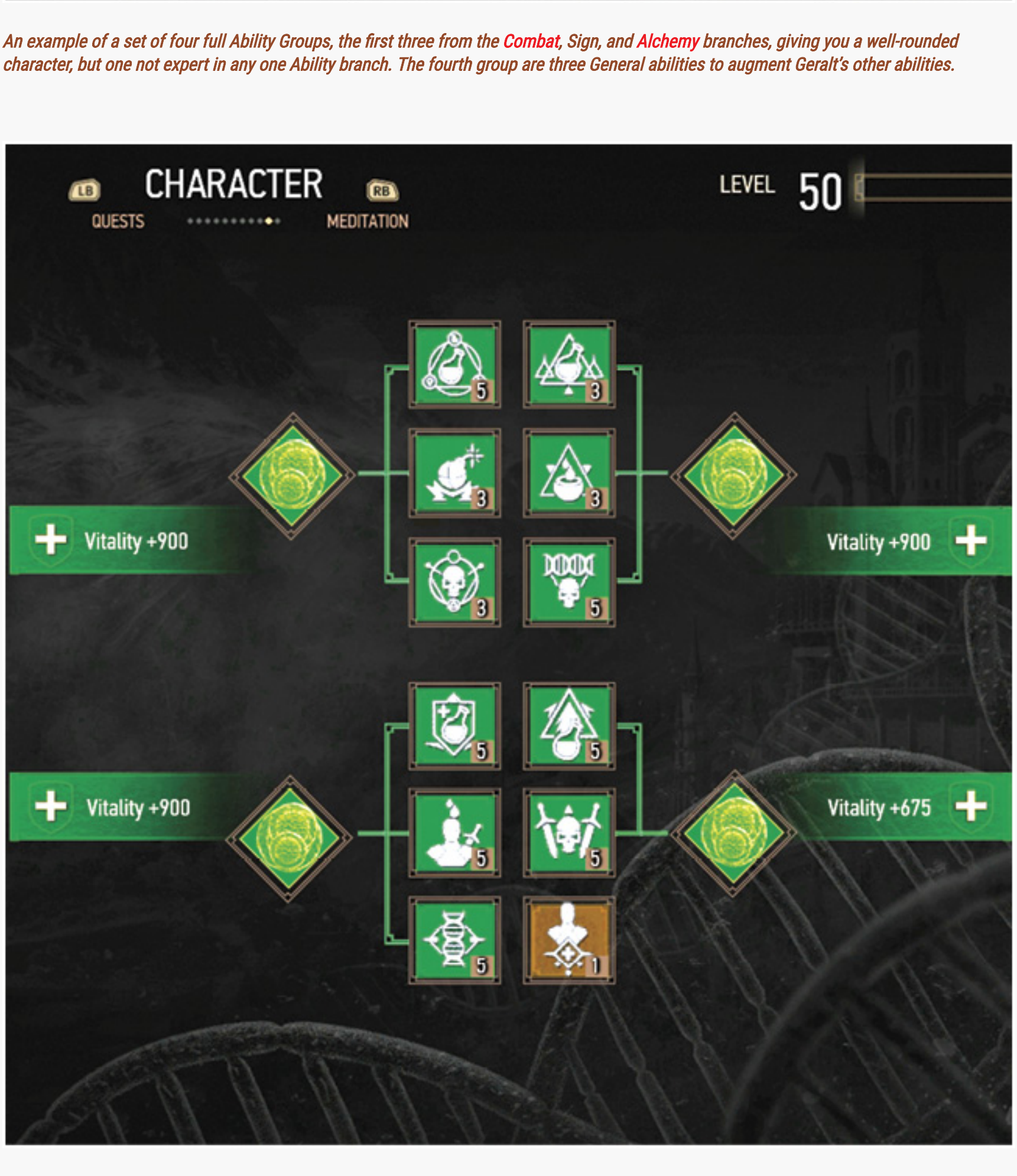
ABILITIES, ABILITY SLOTS, AND ABILITY GROUPS

Abilities can be learned by investing ability points into them, but this is not enough. You must activate the ability by placing it in an Ability Slot on the character screen for it to have any effect. Ability Slots unlock as you level, and by Level 30 Geralt can have up to 12 abilities active. At the start of the game, there is one slot unlocked. Reaching level 2 unlocks the second slot.

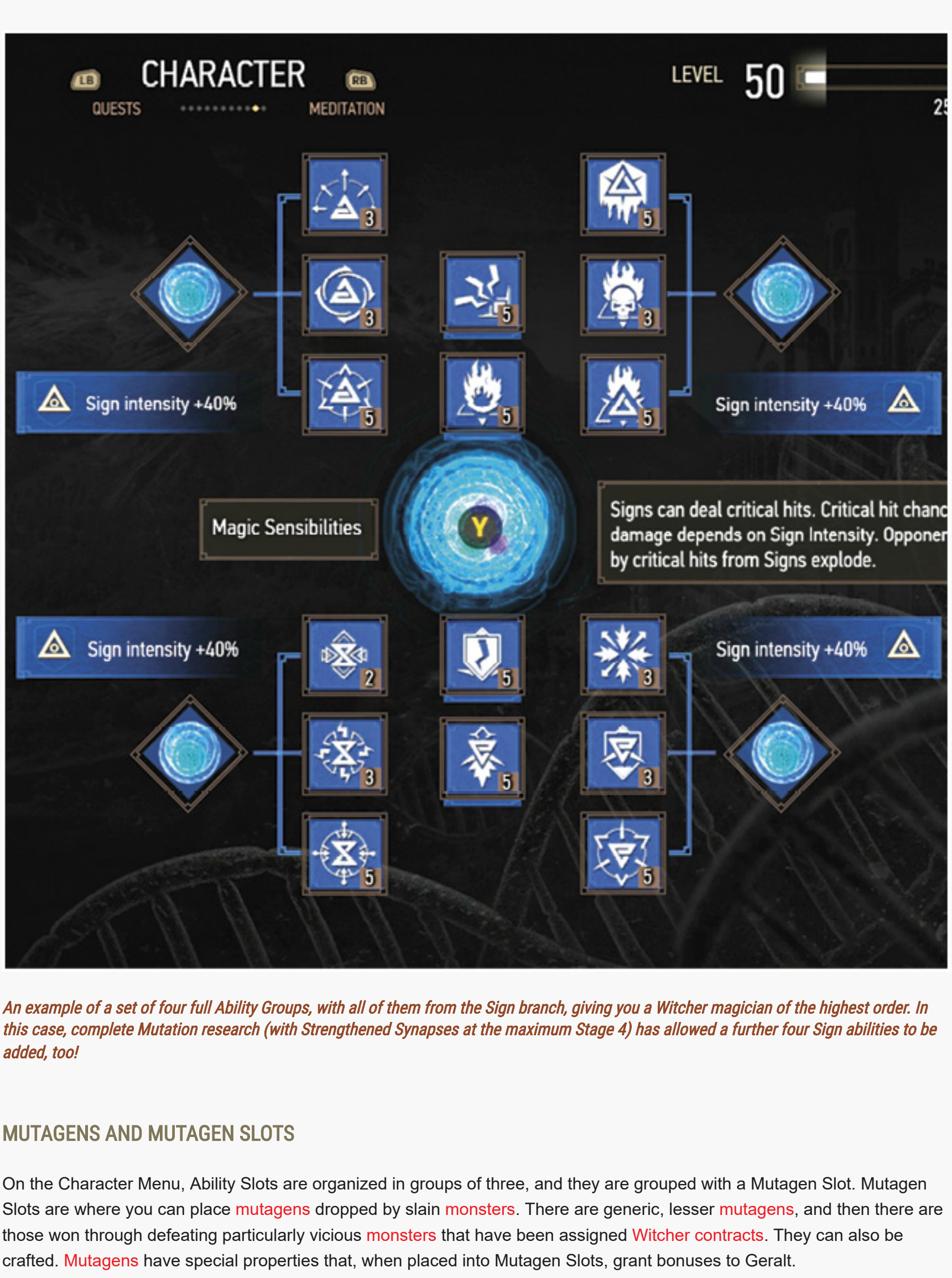
Abilities are organized into four branches: Combat, Signs, Alchemy, and General. These Ability Groups are color coded red, blue, green, and yellow respectively. The color coding of the first three groups becomes more important over the course of the adventure (as placing these groups together grants you additional bonuses).



An example of a set of four full Ability Groups, the first three from the Combat, Sign, and Alchemy branches, giving you a well-rounded character, but one not expert in any one Ability branch. The fourth group are three General abilities to augment Geralt's other abilities.



An example of a set of three full Ability Groups, with all of them from the Alchemy branch (plus a fourth grouping with a helpful General Ability), giving you a character fully committed to augmenting combat with crafting. Greater Green Mutagens are added to give the character even more potency!



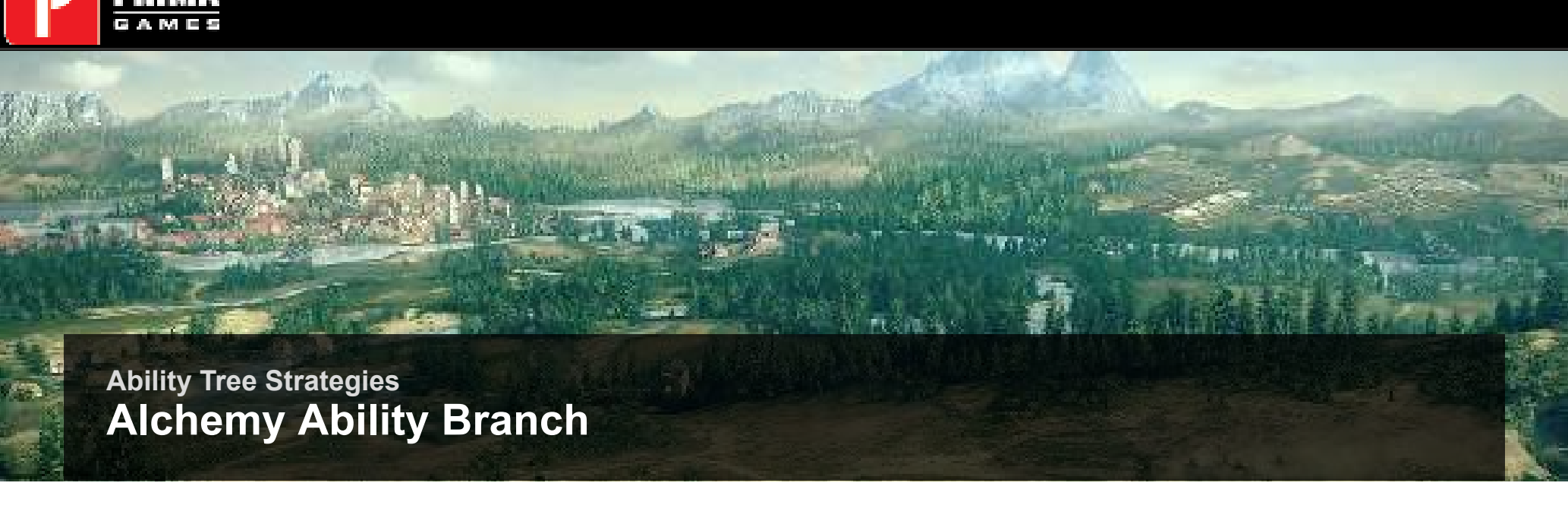
An example of a set of four full Ability Groups, with all of them from the Sign branch, giving you a Witcher magician of the highest order. In this case, complete Mutation research (with Strengthened Synapses at the maximum Stage 4) has allowed a further four Sign abilities to be added, too!

MUTAGENS AND MUTAGEN SLOTS

On the Character Menu, Ability Slots are organized in groups of three, and they are grouped with a Mutagen Slot. Mutagen Slots are where you can place mutagens dropped by slain monsters. There are generic, lesser mutagens, and then there are those won through defeating particularly vicious monsters that have been assigned Witcher contracts. They can also be crafted. Mutagens have special properties that, when placed into Mutagen Slots, grant bonuses to Geralt.

You begin the game with no Mutagen Slots unlocked. However, by level 28, you unlock the fourth and final slot. There are three colors of mutagen: red, blue, or green, coinciding with the Combat, Signs, and Alchemy ability groups.

If you have activated abilities that match the color of the mutagen in-slot, the bonus of that mutagen is increased. You can use this in many ways depending on how you've built Geralt. For example, if you have focused on his Combat abilities, activating 12 combat abilities with four red mutagens makes his sword strikes utterly devastating. The ultimate Witcher warrior is one that has researched all Mutations, and increased the combat abilities total from 12 to 16!



Ability Tree Strategies

Alchemy Ability Branch

ALCHEMY (ABILITY BRANCH: 90 POINTS)

Alchemy is the source of a Witcher's fearsome crafting power. As training begins, Witcher candidates are mutated with lesser mutagens that enhance speed, endurance, strength, and grant the tremendous regenerative abilities required to imbibe the toxic decoctions they consume. This ancient knowledge is also used to brew potions, create bombs that can be thrown at targets with a large area of effect, and prepare sword oils that augment damage to specific breeds of monster. Don't overlook a few of these abilities if you think you're more comfortable creating a Combat or Signs-focused build, as certain Alchemy abilities (such as Synergy) offer incredible bonuses to any part of your Character Tree.

Whether you're crafting oil to coat on blades, turning an alarming facial color after too many poisonous potions and decoctions, or wanting to dismember everyone with bombs, there's something here for you.

BREWING ABILITIES (4 ABILITIES, 18 POINTS)

Enables the brewing and drinking of Witcher potions.

★ Heightened Tolerance (5 Levels)

Increases potion overdose threshold by the following additional amount:

Level	Threshold (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 0	

Notes: Before choosing this ability, and the Acquired Tolerance in the Mutations branch, every potion and decoction you take adds to your Toxicity percentage. Reach over 80% Toxicity, and you lose Vitality; the "potion overdose threshold." Hit 100% Toxicity, and you can't drink any more potions and decoctions. Heightened Tolerance solves this problem (thus allowing more potions to be supped) by increasing the level at which you start losing Vitality due to Toxicity. However, your total Toxicity level does not change; making Acquired Tolerance more helpful as a first ability. Choose both in time, allowing you to easily drink four potions without poisoning yourself.

★ Refreshment (5 Levels)

Each potion dose imbibed heals a percentage amount of maximum Vitality.

Level	Amount (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 8	

Notes: Normally, to heal during combat, you would attempt to scarf down food, swig a Swallow potion, or use Quen Active Shield. For those well-versed in alchemy, having any potion grant you additional Vitality recovery is a fantastic way to gain a second use out of all your potions. You are also encouraged to raise your total Vitality (via green Mutagens or abilities) as the percentage increase is for your total health. The only problem is reaching a Toxicity level faster, so employ Heightened and Acquired Tolerance to help with this.

★ Delayed Recovery (3 Levels)

Potion effects don't wear off until potion Toxicity falls to a certain percentage amount of the maximum level.

Level	Amount (%)
1	90%
2	80%
3	70%
Points in branch needed to unlock: 20	

Notes: If you are investing into an Alchemist archetype, this ability is excellent for getting the most use out of your potions. For long fights, and if you're willing to manage your toxicity with careful imbibing of potions, you can ensure you have multiple potions effects going for significantly longer than usual. Also employ other Abilities to ensure your Toxicity stays high without detrimental side effects, such as Acquired Tolerance.

Side Effects (5 Levels)

Imbibing a potion gives a percentage chance of activating the effects of another randomly-selected potion, without additional Toxicity cost.

Notes: This is another ability that is perfect for an alchemist archetype that is focusing on potion and decoction drinking to win battles, but isn't usually taken by hybrid build characters. As the random nature of this ability means the secondary effects of potion may not be helpful (such as Killer Whale being activated in a fight on land), this means you need to know what the effect is, and what bonuses it gives you to get the most out of it. Other times, you receive a fantastic bonus that turns the tide in battle. Entertaining, rather than optimal.

OIL PREPARATION (4 ABILITIES, 18 POINTS)

Enables the creation of oils that can be applied to swords.

★ Poisoned Blades (5 Levels)

Oil applied to blades gives a percentage chance of poisoning the target on each hit. The chance is greater the higher the level of oil used.

Level	Chance (%)
1	3%
2	6%
3	9%
4	12%
5	15%
Points in branch needed to unlock: 0	

Notes: If you're using oils, you need to be using this! As long as you have the correct oil on a given enemy, there's a chance you may poison your foe. This is especially useful against monsters that are the target of a Witcher contract, or foes that regenerate health. Don't forget to further augment your chances by selecting blades with a poison chance (such as the Viper Venomous Swords) and the Morana Runestones.

★ Protective Coating (5 Levels)

Adds additional protection against attacks from the monster type the oil targets, as a percentage:

Level	Added Protection (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 8	

Notes: Let's assume you are diligent at learning how to craft all the available oils, and have a bestiary full of information regarding what oils to coat your blade with before each fight. Now you have the ability to shrug off up to a quarter of any damage a foe might inflict on you. Conjure Quen to further your cause, and you soon find a combination of defenses proves highly effective. Only refrain from this ability if you feel your dexterity at dodging and general avoidance of enemy strikes makes it moot.

★ Fixative (3 Levels)

Blade oils last an additional amount of time, as a percentage of the usual time:

Level	Time (%)
1	33% longer
2	67% longer
3	Blade oils do not wear off
Points in branch needed to unlock: 20	

Notes: This is a straightforward ability to understand, and should be taken only if you're finding that your oil is wearing off too soon during a fight. Level 3 of this ability may not be needed at all (especially as oils are relatively easy to craft); you don't need to coat a weapon in oil once the foes you used it on are lying dead at your feet!

★ Hunter Instinct (5 Levels)

When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by the following amount:

Level	Increase (%)
1	20%
2	40%
3	60%
4	80%
5	100%
Points in branch needed to unlock: 28	

Notes: Remember to coat oil on your chosen blade for this to be effective! Assuming you have maximum Adrenaline Points, or helpful abilities that quickly increase your APs (Combat abilities, Resolve, Razor Focus), then this can cause a huge amount of damage with a single strike. This favors a well-timed strong attack on a foe to ruin their chances of survival.

BOMB CREATION (4 ABILITIES, 18 POINTS)

Enables the creation of handheld bombs that can be thrown at enemies, or dropped down Monster Nests.

Steady Aim (3 Levels)

Time is slowed a further percentage amount while aiming bombs, as follows:

Level	Amount (%)
1	15%
2	30%
3	45%
Points in branch needed to unlock: 0	

Notes: If you're trying to manually aim bombs in a fight, and you're finding yourself overwhelmed, especially against fast and aggressive enemy types, use Steady Aim: It allows you to take a little more time to perfect a throw, and score a maximum effect for every bomb you use. If, however, you're finding you only use bombs occasionally, or you have quick enough manual dexterity, there are other, more important abilities to spend a hard-earned point on.

Pyrotechnics (5 Levels)

All bombs, even those that usually do not inflict damage, now deal additional damage in addition to their normal effects, as follows:

Level	Damage (Points)
1	+30 (Points)
2	+60 (Points)
3	+90 (Points)
4	+120 (Points)
5	+150 (Points)
Points in branch needed to unlock: 8	

Notes: While it's always helpful to increase the damage every time something explodes next to an adversary, the amount of damage caused doesn't scale as you increase in experience levels, meaning you could use other abilities to cause much greater damage compared to this. However, early on in your adventure, this is much more of a help.

Efficiency (5 Levels)

Increases the maximum number of bombs in each slot by the following:

Level	Number (Bombs)
1	+1
2	+2
3	+3
4	+4
5	+5
Points in branch needed to unlock: 20	

Notes: You're usually able to carry up to four bombs of the same type in each quick menu slot, ready to be lobbed at enemies. Efficiency ups this total, so at Level 5 you're able to carry nine bombs in either slot instead. That's 18 bomb-throwing opportunities before you need to delve into your Inventory Menu to find more explosives! If you're using bombs frequently, this is great, though it doesn't increase potency or other effects at all, only what you can carry. If it's taking more than eight bombs (four in each slot) to take down foes in a fight, choose this. If you can manage without a large amount of explosives in your breeches, ignore this (especially if you don't have nine bombs to place in a slot!).

★ Cluster Bombs (5 Levels)

Upon detonation, bombs separate into explosive fragments:

Level	Fragments
1	2
2	3
3	4
4	5
5	6
Points in branch needed to unlock: 28	

Level	Chance (%)
1	20%
2	40%
3	60%
4	80%
5	100%
Points in branch needed to unlock: 28	

Notes: If you're really pushing the plan to destroy foes purely by explosive warfare, this is the ultimate in dismemberment! Though you take damage if struck by your own bombs, it is usually worth it for the entertainment value alone. Interior locations with multiple foes become horrific dismemberment abattoirs! It essentially turns any bomb into up to six fragments that detonate with the same force as the main bomb. Remember that Grapeshot *already* separates before exploding, so the effects aren't quite as severe. But for everything else, expect carnage!

MUTATION (4 ABILITIES, 18 POINTS)

Enables the extraction of mutagens from the corpses of powerful monsters. Witchers use these to grant their bodies new abilities. Note these are distinct and different from the Mutations Menu.

Acquired Tolerance (3 Levels)

Every known particular level of an alchemy formula increases maximum Toxicity by 1.

Level	Formula Level
1	1
2	1 or 2
3	1, 2, or 3
Points in branch needed to unlock: 0	

Notes: Before choosing this ability, and the Heightened Tolerance in the Brewing branch, every potion and decoction you take adds to your Toxicity percentage. Reach over 80% Toxicity, and you lose Vitality; the "potion overdose threshold." Hit 100% Toxicity, and you can't drink any more potions and decoctions. Acquired Tolerance solves this problem by raising your total Toxicity level. Even though you still lose Vitality when you reach 80% of your total Toxicity, that Toxicity is bigger (effectively doubled), and is therefore more helpful than Heightened Tolerance. Choose both in time, allowing you to easily drink four potions without poisoning yourself.

★ Tissue Transformation (5 Levels)

When consumed, mutagen decoction increases maximum Vitality by a set number of points for decoction's effective duration:

Level	Increased Vitality (Points)
1	200 (Points)
2	400 (Points)
3	600 (Points)
4	800 (Points)
5	1000 (Points)
Points in branch needed to unlock: 8	

Notes: If you're experimenting with Decoctions, including drinking two at once to gain multiple bonuses during battle, and don't want to worry too much about the Vitality drain from becoming to "toxic," invest in this ability. If you've invested in the two "Tolerance" Alchemy abilities, this can up the number of decoctions, and grant you a huge bonus to your health (without it reducing due to you being poisoned by decoctions, as your threshold for tolerance is raised). Do you need more Vitality in a fight, and enjoy the taste of a decoction (or four)? Then pick this ability!

★ Synergy (5 Levels)

Increases bonus for mutagen placed in mutagen slot by an additional amount, as follows:

Level	Amount (%)
1	10%
2	20%
3	30%
4	40%
5	50%
Points in branch needed to unlock: 20	

Notes: Want a potentially massive boost in mutagen effectiveness? Then access this ability. If you've spent points evenly between the Combat and Alchemy branches just to unlock this, then maximize this ability's effectiveness. Geralt is a formidable monster in melee combat with the right mutagens! For example, let's say you have a Greater Green Mutagen (+150 Vitality) in one of your four character slot areas, along with three Alchemy abilities (raising your Vitality to +600). Add a Level 5 Synergy, and you gain an additional 300 Vitality (+900). Are all four character slots using Greater Green Mutagens (with an all-Alchemy archetype)? Then your Vitality shoots up to +3,600! Remember this only applies to Green Mutagens.

Adaptation (5 Levels)

Extends effective duration of all mutagen decoctions by the following amount:

Level	Amount (%)
1	10%
2	20%
3	30%
4	40%
5	50%
Points in branch needed to unlock: 28	

Notes: Remember this only affects decoctions, rather than potions. If you're Alchemy-based in your abilities, this is a superb skill to acquire, though you are encouraged to check whether decoctions are running out during combat first. If you need the extra time, or wish to move from combat to combat with decoctions working continuously (and have the Toxicity tolerance to help cope with the Vitality drains), this is a great idea. Otherwise, you may wish to ignore this for other abilities (especially if you find decoctions easy to craft).

TRIAL OF THE GRASSES (4 ABILITIES, 18 POINTS)

Mutation that lets Witchers withstand the toxicity of potions that would kill normal people. Note these are distinct and different from the Mutations Menu.

Frenzy (3 Levels)

If potion Toxicity is above 0, time automatically slows when an enemy is about to perform a counterattack. The slowing effect and duration increase as follows:

Level	Slowing Effect and Duration
1	Does not increase
2	Greater than level 1
3	Greater than level 2
Points in branch needed to unlock: 0	

Notes: If you're known to partake in copious potion-chugging, this is amazingly useful; the ability to read when an enemy is about to counter-attack, and have the time to properly react to it, can be game-changing. So long as you have potions to use, you can receive something positive out of the Toxicity that is building up inside Geralt. However, later into your adventure, when you've correctly timed your parrying, this becomes less useful, as it is highly situational.

Endure Pain (5 Levels)

Increases maximum Vitality by the following amount, when Toxicity exceeds the safe threshold:

Level	Amount (%)
1	10%
2	20%
3	30%
4	40%
5	50%
Points in branch needed to unlock: 8	

Notes: This ability remains dormant at all times until the decoctions and potions you've taken cause your Toxicity tolerance levels to be reached. Instead of a large Vitality loss and a slow reduction in your health, your Vitality increases instead. There are other ways to stop Vitality loss (the "Tolerance" abilities for example), making this less effective, especially if you don't take multiple potions and decoctions in every fight. But if you do, and don't have the Vitality to finish a fight while being poisoned by your own drinking habits, choose this ability.

Fast Metabolism (5 Levels)

Toxicity drops by a set number of points per second faster than normal.

Level	Points per Second
1	1 (Point per Second)
2	2 (Points per Second)
3	3 (Points per Second)
4	4 (Points per Second)
5	5 (Points per Second)
Points in branch needed to unlock: 20	

Notes: This ostensibly allows you to swig down more potions and decoctions so your Vitality losses once you reach unsafe Toxicity levels are minimized.

While this sounds great in theory, and is a good choice if you aren't building a character that is utilizing linked alchemy abilities to flirt with keeping Toxicity high, it usually isn't necessary if you've purchased Acquired Tolerance, or simply don't drink multiple decoctions in a fight (to reach unsafe levels). It is also one of the few abilities that shouldn't be partnered with another ability; Delayed Reaction is far less effective if your Toxicity reduction is sped up.

Killing Spree (5 Levels)

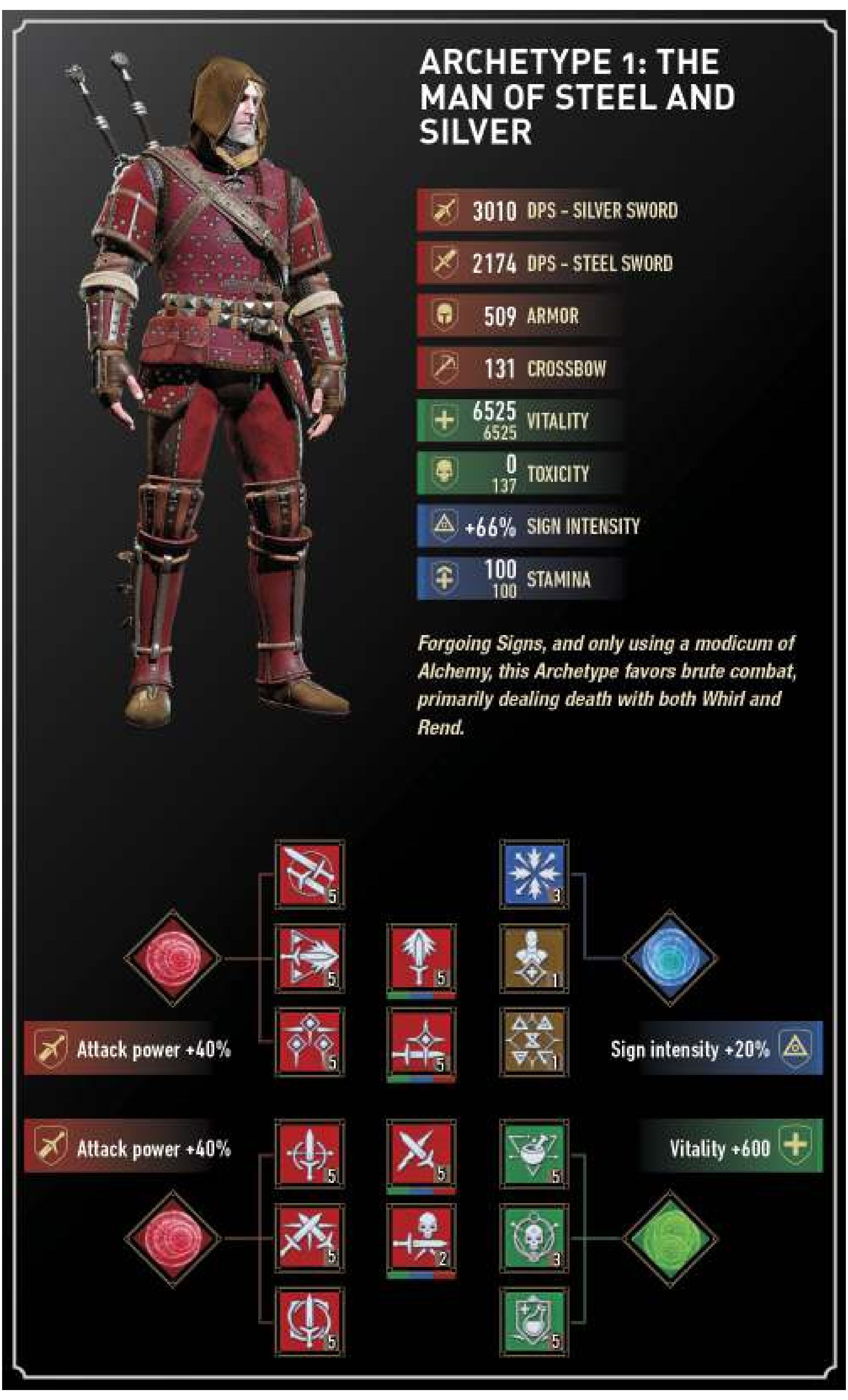
If potion Toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional amount, as follows:

Level	Amount (%)
1	5%
2	10%
3	15%
4	20%
5	25%
Points in branch needed to unlock: 28	

Notes: This works with potions rather than decoctions, and basically allows you a greater chance of scoring a critical hit for bonus damage. This is highly situational (you need to have used potions so your Toxicity is over zero, and you need to have a good Critical Damage bonus once the hit actually wounds a foe), but it does stack with your other attacks that have a critical hit chance. The biggest problem is the large number of points needed to access Killing Spree. After 28 ability points are spent, you may well be defeating foes without the need for this extra critical hit chance, and there are much more potent Alchemy abilities to spend your points on (like Synergy).

Combat-focused Archetypes

Archetype 1: The Man Of Steel And Silver



Forgoing Signs, and only using a modicum of Alchemy, this Archetype favors brute combat, primarily dealing death with both Whirl and Rend.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Strong Attack: Strength Training
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Strong Attack: Crushing Blows
20	5	Fast Attack: Whirl
20	5	Strong Attack: Rend
20	5	Battle Trance: Razor Focus
30	5	Fast Attack: Crippling Strikes*
30	2	Defense: Deadly Precision*
0	3	Quen Sign: Exploding Shield*
0	5	Oil Preparation: Poison Blades
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment
0	1	Cat School Techniques
0	1	Rage Management*
Total Ability Points Needed		
12/16* Abilities	54/65* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Feline Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Samum, Northern Wind

Potions: Blizzard, Swallow, Maribor Forest, Thunderbolt

Decoctions: Archgriffin, Doppler, Katakan, Succubus

Glyphs: Quen, Mending, Reinforcement

Runestones: Devana, Perun, Stribog

Glyphwords: Protection, Retribution

Runewords: Rejuvenation, Elation, Severance

Mutations: Deadly Counter (2 Research Points), Bloodbath (5 Research Points)

If you enjoy using swords over Signs (and the building up of Stamina and Adrenaline), and this is one of your first times adventuring, use this basic archetype that focuses most on swordplay abilities. Choose light armor before you secure Feline gear. The Cat School Techniques are recommended for use with light armor, due to the large critical hit damage bonus the ability confers for each piece of light armor you wear. Rage Management allows you to opt for Quen protection using your bounty of Adrenaline Points, when your Stamina level is low.

The Fast Attack and Strong Attack Combat branches further enhance your ability to score critical hits, while making each critical hit that much more devastating to an enemy. Your additional Adrenaline (from Abilities such Razor Focus) enables you to utilize both Whirl and Rend for longer, and this allows for attack flexibility: Whirl primarily for groups of human-sized opponents, and well-timed Rends for larger, stronger foes when you really need additional critical hit chances (as long as you time the strike correctly!). Deadly Precision gives you a 2 percent chance of an instant kill, which is an amusing and random event.

Signs are mostly ignored, which isn't usually recommended (but this is a combat-centric build). Quen helps with a modicum of protection, but your agility, rolling and dodging (that is, not being hit) is your protection plan here! Instead, a light focus on Alchemy gives you a chance at poisoning your foes, a better tolerance for Toxicity, but the main ability is Refreshment, enabling you to use any potion you like to increase your Vitality, so you don't need to depend on Swallow quite as often.

Though crossbows aren't the main focus of this build by any means, always choose the best quality one you can find.

Potions like Blizzard are helpful for maintaining your Stamina. Thunderbolt offers an increase in attack power to further demolish your foes. Maribor Forest is extremely helpful as it accelerates the generation of Adrenaline Points; the cornerstone of what makes this Archetype so successful. Swallow is obviously to help with your Vitality.

Samum and Northern Wind bombs allow you to soften up foes, but also to either blind or freeze them; couple this with the Doppler decoction and attacks from behind to thoroughly savage your chosen enemy.

Archgriffin Decoctions are imperative for dealing additional damage to a particularly tough foe. Katakan Decoctions increase your critical hit chance, and Doppler does the same with attacks from behind; as you're wearing light armor and are nimble, this is an excellent ploy, especially after bomb-lobbing. Succubus Decoctions grow your attack power, and should be imbibed at the start of a fight that you know will take a little longer than usual.

Glyphs should primarily be Quen-related, to bolster your less-than impressive Sign ability. Play around with Mending and Reinforcement depending on whether you need the additional Vitality regeneration or toughened armor. Runestones can be fashioned depending on where you need additional bonuses; Perun's Adrenaline Point gain is fantastic, though you may wish to use Stribog to stagger (as you aren't using Aard offensively). Devana is another choice to add additional bleeding damage, but not quite as effective as the stacked bonuses of Perun.

Glyphwords like Protection give you a stamina-free Quen at the start of combat, which allows you to wade in without delay. Or try Retribution in case you're hit and wish to return damage automatically (30 percent of the time). Runewords are for you to ensure even more combat potency; Stamina or Adrenaline point restoration every time you kill with Rejuvenation or Elation, and Severance is a must to increase both Whirl and Rend; the true focus of this archetype!

Bloodbath or Deadly Counter are the Mutations of choice for this archetype. The former results in a finisher for each kill, which is amusing, but each critical hit generates more adrenaline, filling you up with fewer need for defense or down-time in combat. The latter allows you to counterattack wounded foes with a finisher, which quickens combat against groups. For larger monster foes, you'll need the increased damage when fighting at higher levels. Feel free to unlock more potent Mutations as you progress still further in your adventure.

Ability Tree Strategies

Mutagen Branch

MUTAGEN BRANCH

This branch simply lists all the Mutagens you have successfully collected, or created into Mutagens of a different size or color. The following chart lists all available Mutagens that can be used in conjunction with Activated Abilities (that are in your "slots") to provide statistic bonuses for Geralt, as well as the type of creatures that may possess them. The chart concludes with a list of Lesser, Regular, and Greater Mutagens, and their effects.

Icon	Mutagen Name	Bonus	Price	Weight
	Katakan Mutagen	+5% Attack power	20	0.1
	Arachas Mutagen	+50 Vitality	20	0.1
	Cockatrice Mutagen	+5% Sign Intensity	20	0.1
	Archgriffin Mutagen	+5% Attack power	20	0.1
	Griffin Mutagen	+50 Vitality	20	0.1
	Water Hag Mutagen	+5% Sign Intensity	20	0.1
	Nightwraith Mutagen	+50 Vitality	20	0.1
	Ekimmara Mutagen	+50 Vitality	20	0.1
	Chort Mutagen	+5% Sign Intensity	20	0.1
	Foglet Mutagen	+5% Sign Intensity	20	0.1
	Wyvern Mutagen	+5% Attack power	20	0.1
	Doppler Mutagen	+5% Attack power	20	0.1
	Troll Mutagen	+50 Vitality	20	0.1
	Noonwraith Mutagen	+50 Vitality	20	0.1
	Succubus Mutagen	+5% Attack power	20	0.1
	Greater Foglet Mutagen	+5% Attack power	20	0.1
	Fiend Mutagen	+50 Vitality	20	0.1
	Forktail mutagen	+5% Sign Intensity	20	0.1
	Grave Hag Mutagen	+50 Vitality	20	0.1
	Wraith Mutagen	+50 Vitality	20	0.1
	Earth Elemental Mutagen	+5% Sign Intensity	20	0.1
	Ekhidna Mutagen	+5% Sign Intensity	20	0.1
	Ancient Leshen Mutagen	+5% Sign Intensity	20	0.1
	Basilisk Mutagen	+5% Sign Intensity	20	0.1
	Werewolf Mutagen	+5% Attack power	20	0.1
	Nekker Warrior Mutagen	+5% Attack power	20	0.1
	Leshen Mutagen	+5% Sign Intensity	20	0.1
	Lesser Red Mutagen	+5% Attack power	20	0.1
	Lesser Blue Mutagen	+5% Sign Intensity	20	0.1
	Lesser Green Mutagen	+50 Vitality	20	0.1
	Red Mutagen	+7% Attack power	20	0.1
	Blue Mutagen	+7% Sign Intensity	20	0.1
	Green Mutagen	+100 Vitality	20	0.1
	Greater Red Mutagen	+10% Attack power	20	0.1
	Greater Blue Mutagen	+10% Sign Intensity	20	0.1
	Greater Green Mutagen	+150 Vitality	20	0.1

MUTATIONS PANEL MENU

Your adventures through the Duchy of Toussaint net you more than some fine wines and a series of gruesome murder-mysteries to solve. It is here, after completing Blood and Wine: Secondary Quest: Turn and Face the Strange, that you are able to finally unlock the full potential of your Mutations!

THE MUTATIONS MENU

The Character Menu screen now has an additional area of interest: the Mutations menu, where you can invest ability points and mutagens in order to develop brand new mutations. This eventually leads to four "Levels" of mutation research. Furthermore, you have one of 12 exceptional mutations you can pick from, which influences your various Combat, Signs, Alchemy, or a combination of abilities.

NEW PLANS AND OLD WAYS

This is a brand new menu, and not directly related to the Mutations branch in the Alchemy Menu. If you decide that the expenditure of Ability points and Mutagens should be delayed until you've purchased a greater number of Abilities instead (or ranks of an ability), you can do that instead.

THE FOUR MUTATION ABILITIES SLOTS

As your Mutation research continues, it is important to note that the newly-unlocked Ability Slots are more related to the active Mutation than you may realize:

- Firstly, the mutations don't receive a linked bonus from any active Mutagens that are linked to the four groups of three "normal" Abilities in slots that you have chosen.

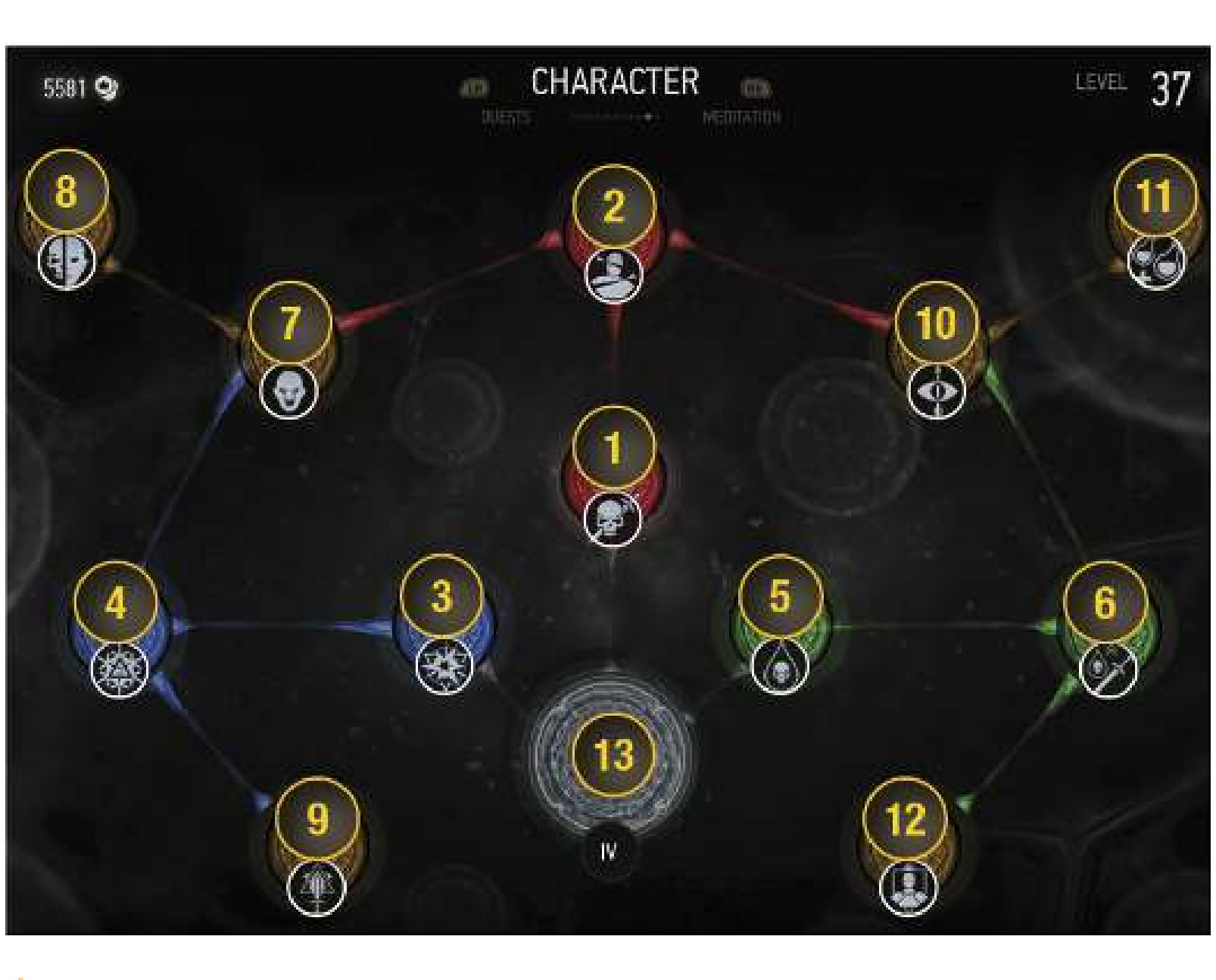
- Secondly, only Abilities directly related to the active Mutation can be placed in these new slots. For example, if the active Mutation is "Bloodbath", a Pure Combat Mutation, only combat-related ("red") abilities can be placed in these slots. For example, if the active Mutation is "Second Life", a Combat/Signs/Alchemy Hybrid Mutation, then any of those three abilities ("red", "blue", or "green") can be placed.

- Thirdly, General abilities cannot be placed on Ability Slots unlocked by Mutation research. This means you should pre-plan exactly how to place all your favorite Abilities to gain the maximum bonuses from the linked Mutagens!

RESEARCHING MUTATIONS: THE MUTATIONS TREE MENU

Researching Mutations requires a great deal of Ability Points and Greater Mutagens (as the chart below indicates). The former are obtained every time you level up, each time you visit a Place of Power, and during a couple of quests. This means you need to put your usual ability selecting on hold while you research mutations. For this reason, Mutation research is recommended once you already have filled your Character Menu slots with 12 abilities and four Mutagens; certainly after you reach Level 40, and usually during a New Game + (so you can collect all the Places of Power ability points again).

The Mutations Menu Tree reveals a total of 12 different Mutations that are available for research, all centered around a central mutation known as Strengthened Synapses: This thirteenth mutation improves automatically when you develop other mutations (the unlocking process is known as "Stages"). As it does, it unlocks additional Ability slots. To begin with, here's a look at a fully-unlocked Mutation Panel Menu:



① **Deadly Counter:** An initial pure Combat mutation.

② **Bloodbath:** An unlockable pure Combat mutation.

③ **Magic Sensibilities:** An initial pure Signs mutation.

④ **Piercing Cold:** An unlockable pure Signs mutation.

⑤ **Toxic Blood:** An initial pure Alchemy mutation.

⑥ **Euphoria:** An unlockable pure Alchemy mutation.

⑦ **Adrenaline Rush:** An unlockable hybrid mutation (Combat and Signs).

⑧ **Second Life:** An unlockable hybrid mutation (Combat, Signs, and Alchemy).

⑨ **Conductors of Magic:** An unlockable hybrid mutation (Combat and Signs).

⑩ **Cat Eyes:** An unlockable hybrid mutation (Combat and Alchemy).

⑪ **Metamorphosis:** An unlockable hybrid mutation (Combat, Signs, and Alchemy).

⑫ **Mutated Skin:** An unlockable hybrid mutation (Combat and Alchemy).

⑬ **Strengthened Synapses:** The so-called "13th Mutation", which doesn't directly require Ability Points or Mutagens to improve, but instead increases in "Stages" as you unlock the other 12 Mutations.

RESEARCHING MUTATIONS: UNLOCKING YOUR FULL POTENTIAL

The way the Mutation research menu unlocks allows you to research specific types (i.e. "colors") of mutations, or work your way out from the center of the Mutations menu. For each Mutation you're interested in researching, highlight it, examine the mutation in the menu, and discover what it will take (in terms of Research Points, Greater Mutagens, and the unlocking of other Mutations) to unlock. For every three Mutations you fully unlock, your Strengthened Synapses mutation bar fills up one quarter and advances one Stage, as follows:

Number of Mutations Unlocked	Strengthened Synapses Stage (and new Ability Slots)
0-1	0
2-3	1
4-7	2
8-11	3
12	4

As you can see from the labeled picture previously, the color of the lines show how you access the mutations on the outer edges of your Mutations menu, and the type ("color") of the mutations you need to unlock first. The following chart gives a complete run-down of what it costs to fully unlock the power of all 12 mutations, and reach Stage 4 of "Strengthened Synapses". Remember you don't have to unlock Deadly Counter first; any of the first three available Mutations can be yours once you pay for them!

Mutation Name	Mutation Type	Mutations to Unlock	Research Points to Unlock (Collectively)	Greater Mutagens to Unlock (Red/Blue/Green)
Deadly Counter	Pure Combat	None	2 (2)	1/0/0
Bloodbath	Pure Combat	Deadly Counter	3 (5)	3/0/0
Magic Sensibilities	Pure Signs	None	2 (2)	0/1/0
Piercing Cold	Pure Signs	Magic Sensibilities	3 (5)	0/3/0
Toxic Blood	Pure Alchemy	None	2 (2)	0/0/1
Euphoria	Pure Alchemy	Toxic Blood	3 (5)	0/0/3
Adrenaline Rush	Combat/Signs	Bloodbath and Piercing Cold	5 (15)	1/2/0
Second Life	Combat/Signs/Alchemy	Adrenaline Rush	10 (25)	1/1/1
Conductors of Magic	Combat/Signs	Piercing Cold	5 (10)	1/2/0
Cat Eyes	Combat/Alchemy	Bloodbath and Euphoria	5 (15)	1/0/2
Metamorphosis	Combat/Signs/Alchemy	Cat Eyes	10 (25)	1/1/1
Mutated Skin	Combat/Alchemy	Euphoria	5 (10)	1/0/2
Totals	12 Mutations	—	55	10/10/10

MUTATION RESEARCH EXAMPLE: DEADLY COUNTER

You want to unlock the combat mayhem contained within the Deadly Counter Mutation. And why not? Simply select the Mutation itself, and spend two Research Points, along with a Greater Red Mutagen to research the Mutation (collectively, a total of five), and it is yours! As an added bonus, you can now access the Bloodbath Mutation, which was previously locked!

MUTATION RESEARCH EXAMPLE: SECOND LIFE

You want to unlock the immense resurrection capabilities contained within the Second Life Mutation. Nice! For this, you need to have first unlocked Adrenaline Rush (which itself required other Mutations to be unlocked; a total of 15 collective Research Points). Assuming all previous mutations were researched, spend another 10 Research Points (collectively, a whopping total of 25), along with 1 Red, 1 Blue, and 1 Green Greater Mutagen, and it is yours! As this is one of the more "pricy" Mutations to unlock, no further Mutations are available on this branch; so unlock other parts of the Mutations tree afterwards.

MUTATION RESEARCH: MUTAGEN MADNESS!

Aside from Research Points (gained by leveling up, completing two different quests, or finding a Place of Power for the first time), Greater Mutagens are gathered in the following ways:

- By collecting them from slain monsters (usually at the end of a Witcher Contract).

- By finding mutagen diagram recipes in (random) loot, or purchased from vendors across Toussaint.

- By crafting Lesser Mutagens into Mutagens, and Mutagens into Greater Mutagens. Use the Alchemy Menu > Alchemy Substances section when crafting.

- Be sure to visit your Corvo Bianco greenhouse (once you improve the property) to secure herbs you can use to create Mutagens.

MUTATIONS TREE (55 ABILITY POINTS, 10 GREATER RED, BLUE, AND GREEN MUTAGENS)

The ultimate deviation from the norm, researching these mutations may cost a lot of blood, time, and sweat, but the results are worthwhile! Not only do you unlock up to 12 mutations, one of which you can use at any time (and which you can swap freely between the mutations you've researched), but at each Stage in your Strengthened Synapses research, another Ability slot opens up, allowing you more room to place abilities and toughen Geralt up even more than before! The following information details tactics related to each Mutation. After this, the Archetypes section flags additional recommended abilities to place in the newly-opened ability slots, and includes the recommended greater mutation, too.

DEADLY COUNTER (PURE COMBAT)

Sword attacks deal 25% more damage to human opponents immune to counterattacks and monsters. In all other cases, if the attacker's Vitality is less than 25%, a counterattack immediately triggers a finisher.

Research needed to unlock: 2 Research Points, 1 Greater Red Mutagen

Notes: This severely curtails combat against multiple humanoid foes, allowing you to automatically slay badly-wounded enemies quickly and with a flourish, assuming you've mastered the art of counterattacking by now! This helps when facing a whole horde of foes, such as the clearing of outlaw Hanses in Toussaint. It also means you needn't worry about timing a finisher if you're manually slaying the enemy. For foes that you can't kill with a "finisher" (monsters, for example), any sword attack grants you 25% of extra damage. Not 25 percent though! If your weapons are currently delivering huge damage anyway, a bonus of 25 points may not be exceptional, but remember this is for every successful hit (so Whirl attacks become much more potent, for example).

BLOODBATH (PURE COMBAT)

Each fatal blow dealt by a sword dismembers the enemy or activates a finisher. Each blow dealt by a weapon in melee combat increases Attack Power by 5% until combat ends (to a maximum of 250%). The bonus is lost if you take damage (not including damage from Toxicity).

Research needed to unlock: Deadly Counter Mutation, 3 Research Points, 3 Greater Red Mutagens

Notes: The dismemberment or finisher part of this Mutation are more or less for show, and essentially add a huge dollop of gore and flying appendages to every combat, and the finisher means manually timing an enemy execution is a thing of the past. But the real boon to your combat prowess comes with the percentage increase of Adrenaline Points every time you successfully land a Critical hit. This allows Abilities (and Character Archetypes) that are purposefully chosen for high critical chances become even more deadly, and combat can be lengthened as your APs are prolonged before becoming depleted. Consult Abilities and weapons that increase your Critical Hit chances to really make this mutation shine, and the blood flow!

MAGIC SENSIBILITIES (PURE SIGNS)

Signs can deal critical hits. Critical hit chance and damage depends on Sign intensity. Opponents killed by critical hits from Signs explode. Based on your current statistics, additional information is shown regarding the exact bonus.

Research needed to unlock: 2 Research Points, 1 Greater Blue Mutagen

Notes: This is a superb bit of "extra offense" those with a majority of Signs abilities should seriously consider using. Any Sign that already damages an enemy (including as the alternate sign modes of Yrden or Quen, as well as Aard and Igni) has a change to inflict a critical hit. To really unlock this Mutation's

full potential, however, you must purchase and use as many Signs as possible, including the third "tier" of Sign abilities (the "Intensity") and employ them with Greater Blue Mutagens to heighten the chances of a critical still further; you want the highest "Sign Intensity" rating in your Inventory menu that you can muster. That way you can see your foes writhe in agony before you, then detonate in a disgusting explosion of fleshy chunks!

PIERCING COLD (PURE SIGNS)

When the Aard Sign is cast, it additionally has a 25% chance of freezing opponents. Opponents knocked down and frozen simultaneously die immediately. Opponents who are not frozen are dealt an additional amount of damage which scales with Aard sign intensity.

Research needed to unlock: Magic Sensibilities Mutation, 3 Research Points, 3 Greater Blue Mutagens

Notes: If you rely on this Sign more than most, then this Mutation is incredibly useful. When attacking groups of human-sized opponents (including airborne monsters like harpies), this can stop hordes dead in their tracks, and allow you to mow through crowds of humans in seconds, selecting only the toughest foes (that are still standing) to finish off while they attempt to free themselves from the freezing effects of your Sign. Obviously, focus all your Ability points on Aard to make the most of this Mutation, and remember that larger monsters (like Cyclopses for example) aren't immobile when frozen, but simply slowed down by a great amount. For others, the benefits of having mutations with less specific uses (Piercing Cold is only useful in conjunction with Aard) is of greater interest.

TOXIC BLOOD (PURE ALCHEMY)

Each time you are injured in melee combat, the attacking opponent receives damage in the amount of 1.5% of damage dealt for every point of your Toxicity level (to a maximum of 150%).

Research needed to unlock: 2 Research Points, 1 Greater Green Mutagen

Notes: Though this is situationally dependent, and requires a thorough use of potions and decoctions (and perhaps Abilities that allow you to shrug of the effects of being poisoned), as well as being struck by an enemy's blow, it allows you to dish out damage by means other than your swords and Signs. Many Witchers may not wish to be struck, in which case this Mutation is not for you; but those that have fallen by being overwhelmed or attacked from the flanks or behind, and use potions and decoctions almost exclusively, will find the extra "safety" afforded by this Mutation to be well worth the damage foes inflict on you. Just ensure your Toxicity level is the highest it can be, so the wounding is worth absorbing, and obviously use healing tactics (potions, Quen, etc.) to ensure no wounds are fatal to you!

EUPHORIA (PURE ALCHEMY)

"Each point of Toxicity increases damage dealt by swords and Sign Intensity by 0.75% (to a maximum of 75%).

Research needed to unlock: Toxic Blood Mutation, 3 Research Points, 3 Greater Green Mutagens

Notes: If you're a well-rounded character who employs all types of offense in combat, or you're focusing on Alchemy and your swords and Sign strikes are normally a little weaker than you'd like them to be, this Mutation solves that problem! As long as you maintain your Toxicity levels and keep them "artificially" high through Attributes designed for Alchemy-related archetypes, you can have the added flexibility of additional sword damage and Sign intensity. This added benefits can mean you're swigging down potions and decoctions you don't usually need, just to get the extra benefits of your swords and sorcery: Just don't poison yourself without knowing how to keep your Toxicity levels high, and yourself alive!

ADRENALINE RUSH (COMBAT/SIGNS)

At start of combat, sword Attack Power and Sign Intensity increase for 30s by 30% for each foe (after first). So, when fighting 11 foes, the bonus is 300%. Once it wears off, sword Attack Power and Sign Intensity drop by 10% for each participating foe after first (modifier cannot exceed 70%). Duration: 30 seconds.

Research needed to unlock: Bloodbath and Piercing Cold Mutations, 5 Research Points, 1 Greater Red Mutagen, 2 Greater Blue Mutagens

Notes: Useful for characters employing both Signs and swords in combat, and those hoping combat will last no longer than 30 seconds (after which the 15 percent decrease kicks in, meaning elongated battles don't favor this Mutation). While a "pure" archetype, relying on just combat, signs, or alchemy, has mutations with more focus in its advantages, this is a spectacular mutation to try, simply because it rewards you the higher your attack power or intensity is; 30 percent better Attack Power from a sword and bonuses that inflicts 1,000 damage is obviously better than one inflicting only 100 damage. If you're confident in a quick victory, this offers sizable gains in attack power and Sign intensity. But if you're more focused on a single style of combat (only using Signs, for example), other Mutations with a more specific benefit might be more to your liking.

SECOND LIFE (COMBAT/SIGNS/ALCHEMY)

When Vitality reaches 0, you become temporarily invulnerable and regenerate 100% vitality. This effect can only be triggered once every 180 seconds (three minutes).

Research needed to unlock: Adrenaline Rush Mutation, 10 Research Points, 1 Greater Red Mutagen, 1 Greater Blue Mutagen, 1 Greater Green Mutagen

Notes: Quite simply, this makes you immortal, providing you can survive for three minutes after a regeneration. For those attempting New Game + on the most difficult setting, this is incredibly helpful. However, by the point you reach in your adventuring where this Mutation is accessible, you may have trained sufficiently to ensure you're never killed in combat, making this Mutation moot. Though there's nothing more powerful than returning from the dead, perfecting your potion intake, Sign use, swordplay, and projectile combat to ensure you're ready for any type of combat without worrying about death, and choosing a different Mutation, is another option to consider. Or reloading your game.

CONDUCTORS OF MAGIC (COMBAT/SIGNS)

When drawn, magic, unique, and Witcher swords increase Sign damage dealt by 50% of their own damage dealt.

Research needed to unlock: Piercing Cold Mutation, 5 Research Points, 1 Greater Red Mutagen, 2 Greater Blue Mutagens

Notes: For those that care for the quality of the blades they are carrying, and also employ Signs during combat, this is an interesting Mutation to consider. Choosing the very best blades involves seeking out and having Witcher gear crafted for you; Grandmaster Griffin, Feline, Ursine, Wolven, or Manticore swords are the very best around, and coupling a steel and silver sword of a Witcher School (chosen based on your style of archetype) enables you to increase your Sign Intensity to even more potent levels. Assuming Sign Intensity is something you lack, but wish to increase, this is an excellent choice.

CAT EYES (COMBAT/ALCHEMY)

Crossbow damage is now increased, and crossbow critical hit chance is increased by 50%. Crossbow bolts pierce and knock down or stun opponents. Opponents struck when they have full Vitality lose 15% of Vitality.

Research needed to unlock: Bloodbath and Euphoria Mutations, 5 Research Points, 1 Greater Red Mutagen, 2 Greater Green Mutagens

Notes: For those seeking the ultimate huntsman, partner this Mutation with the very best quality crossbow you can find, as well as bolts that are either normal or have a specific enhancement to them. The damage each bolt inflicts is technically tripled, aiming the weapon becomes even easier, and you can line up multiple targets to skewer them with a single shot!

METAMORPHOSIS (COMBAT/SIGNS/ALCHEMY)

Applying critical effects to opponents activates a random decoction for 120 seconds with no Toxicity cost. The maximum number of decoctions that can be activated simultaneously by the mutation is three. Witcher Senses help you see better in dark places.

Research needed to unlock: Cat Eyes Mutation, 10 Research Points, 1 Greater Red Mutagen, 1 Greater Blue Mutagen, 1 Greater Green Mutagen

Notes: There's a reason this requires 10 Ability Points to unlock, as well as a Greater Mutagen of each color; it's an incredibly potent Mutation that benefits those with offensive capabilities that cause critical effects to opponents. Now, for each critical you inflict, a random decoction also occurs. Can you stack normal decoctions on top of these "free" ones? Yes (as long as you don't have more than three active at once). Having a decoction without Toxicity penalties is incredibly useful, as you can hope the benefits of the random decoction augment your attacks without worrying about after-effects, or managing potions or other decoctions[md]which is also great if you haven't bothered with Alchemy at all. But for true Alchemists, or those that want to pick specific bonuses for each fight, the random nature of this Mutation may put you off. Remember the non-combat effect this also has; put out your torch or ignore the Cat potions in favor of using Witcher Senses to see in the dark!

MUTATED SKIN (COMBAT/ALCHEMY)

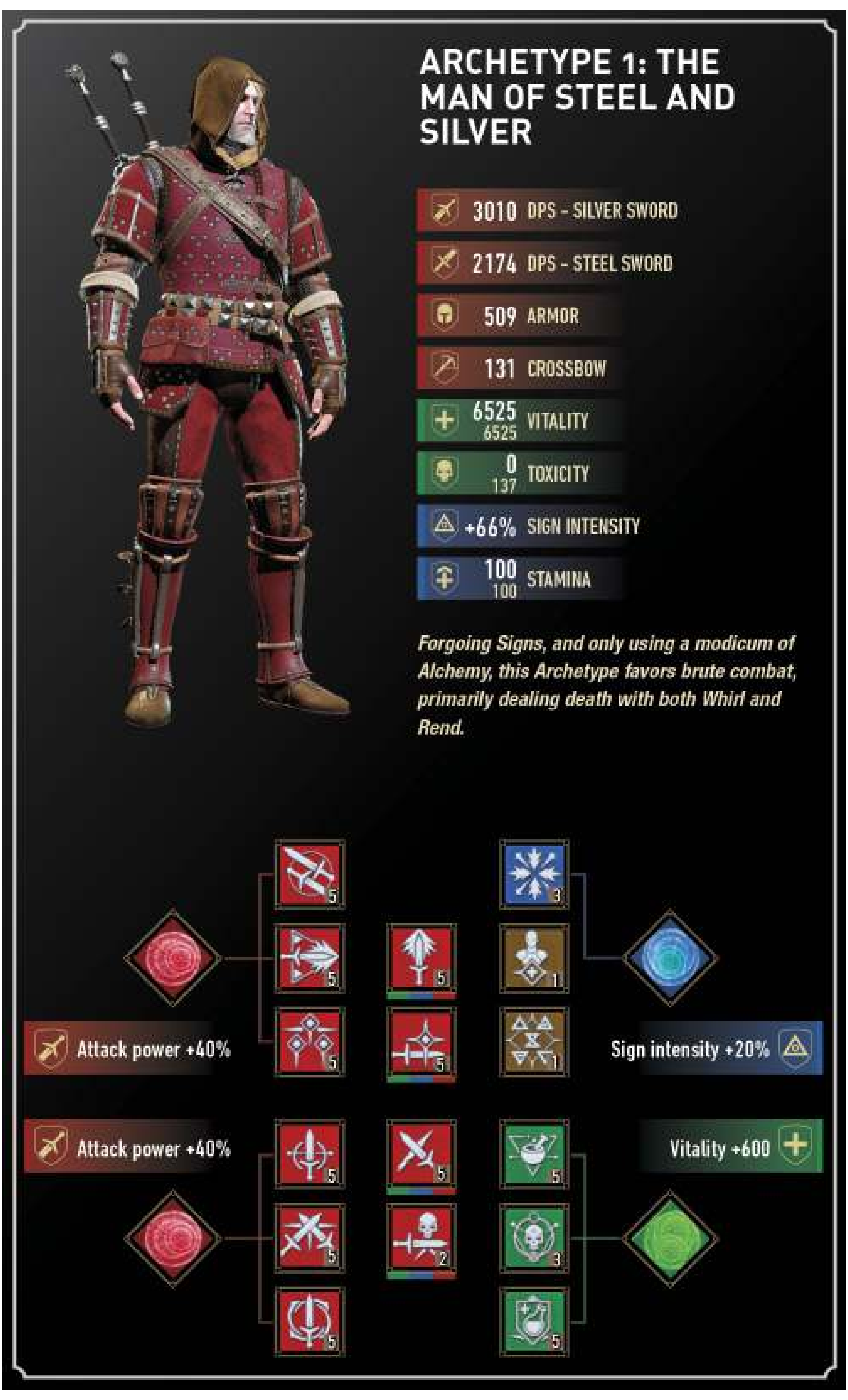
Each Adrenaline Point decreases damage received by 15% (to a maximum of 45%).

Research needed to unlock: Euphoria Mutation, 5 Research Points, 1 Greater Red Mutagen, 2 Greater Green Mutagens

Notes: If you require extra protection due to the Archetype you have created, over the armor you've crafted and the combat tactics you employ, then toughen up with this Mutation. Just like Toxic Blood, this presupposes you're letting the enemy successfully strike you in order to apply the benefits of this mutation, which isn't usually how to win fights, though this is great for maneuvering through environmental hazards like ground spikes, or shrugging off enemy hits before retaliation. Obviously, choose abilities that raise your Adrenaline Points as quickly as possible so you can keep your damage reduction up; so you end up ignoring almost half of the attack inflicted.

Combat-focused Archetypes

Archetype 1: The Man Of Steel And Silver



ARCHETYPE 1: THE MAN OF STEEL AND SILVER

3010 DPS - SILVER SWORD

2174 DPS - STEEL SWORD

509 ARMOR

131 CROSSBOW

6525 / 6525 VITALITY

0 / 137 TOXICITY

+66% SIGN INTENSITY

100 / 100 STAMINA

Forgoing Signs, and only using a modicum of Alchemy, this Archetype favors brute combat, primarily dealing death with both Whirl and Rend.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Strong Attack: Strength Training
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Strong Attack: Crushing Blows
20	5	Fast Attack: Whirl
20	5	Strong Attack: Rend
20	5	Battle Trance: Razor Focus
30	5	Fast Attack: Crippling Strikes*
30	2	Defense: Deadly Precision*
0	3	Quen Sign: Exploding Shield*
0	5	Oil Preparation: Poison Blades
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment
0	1	Cat School Techniques
0	1	Rage Management*
Total Ability Points Needed		
12/16* Abilities	54/65* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Feline Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Samum, Northern Wind

Potions: Blizzard, Swallow, Maribor Forest, Thunderbolt

Decoctions: Archgriffin, Doppler, Katakan, Succubus

Glyphs: Quen, Mending, Reinforcement

Runestones: Devana, Perun, Stribog

Glyphwords: Protection, Retribution

Runewords: Rejuvenation, Elation, Severance

Mutations: Deadly Counter (2 Research Points), Bloodbath (5 Research Points)

If you enjoy using swords over Signs (and the building up of Stamina and Adrenaline), and this is one of your first times adventuring, use this basic archetype that focuses most on swordplay abilities. Choose light armor before you secure Feline gear. The Cat School Techniques are recommended for use with light armor, due to the large critical hit damage bonus the ability confers for each piece of light armor you wear. Rage Management allows you to opt for Quen protection using your bounty of Adrenaline Points, when your Stamina level is low.

The Fast Attack and Strong Attack Combat branches further enhance your ability to score critical hits, while making each critical hit that much more devastating to an enemy. Your additional Adrenaline (from Abilities such Razor Focus) enables you to utilize both Whirl and Rend for longer, and this allows for attack flexibility: Whirl primarily for groups of human-sized opponents, and well-timed Rends for larger, stronger foes when you really need additional critical hit chances (as long as you time the strike correctly!). Deadly Precision gives you a 2 percent chance of an instant kill, which is an amusing and random event.

Signs are mostly ignored, which isn't usually recommended (but this is a combat-centric build). Quen helps with a modicum of protection, but your agility, rolling and dodging (that is, not being hit) is your protection plan here! Instead, a light focus on Alchemy gives you a chance at poisoning your foes, a better tolerance for Toxicity, but the main ability is Refreshment, enabling you to use any potion you like to increase your Vitality, so you don't need to depend on Swallow quite as often.

Though crossbows aren't the main focus of this build by any means, always choose the best quality one you can find.

Potions like Blizzard are helpful for maintaining your Stamina. Thunderbolt offers an increase in attack power to further demolish your foes. Maribor Forest is extremely helpful as it accelerates the generation of Adrenaline Points; the cornerstone of what makes this Archetype so successful. Swallow is obviously to help with your Vitality.

Samum and Northern Wind bombs allow you to soften up foes, but also to either blind or freeze them; couple this with the Doppler decoction and attacks from behind to thoroughly savage your chosen enemy.

Archgriffin Decoctions are imperative for dealing additional damage to a particularly tough foe. Katakan Decoctions increase your critical hit chance, and Doppler does the same with attacks from behind; as you're wearing light armor and are nimble, this is an excellent ploy, especially after bomb-lobbing. Succubus Decoctions grow your attack power, and should be imbibed at the start of a fight that you know will take a little longer than usual.

Glyphs should primarily be Quen-related, to bolster your less-than impressive Sign ability. Play around with Mending and Reinforcement depending on whether you need the additional Vitality regeneration or toughened armor. Runestones can be fashioned depending on where you need additional bonuses; Perun's Adrenaline Point gain is fantastic, though you may wish to use Stribog to stagger (as you aren't using Aard offensively). Devana is another choice to add additional bleeding damage, but not quite as effective as the stacked bonuses of Perun.

Glyphwords like Protection give you a stamina-free Quen at the start of combat, which allows you to wade in without delay. Or try Retribution in case you're hit and wish to return damage automatically (30 percent of the time). Runewords are for you to ensure even more combat potency; Stamina or Adrenaline point restoration every time you kill with Rejuvenation or Elation, and Severance is a must to increase both Whirl and Rend; the true focus of this archetype!

Bloodbath or Deadly Counter are the Mutations of choice for this archetype. The former results in a finisher for each kill, which is amusing, but each critical hit generates more adrenaline, filling you up with fewer need for defense or down-time in combat. The latter allows you to counterattack wounded foes with a finisher, which quickens combat against groups. For larger monster foes, you'll need the increased damage when fighting at higher levels. Feel free to unlock more potent Mutations as you progress still further in your adventure.

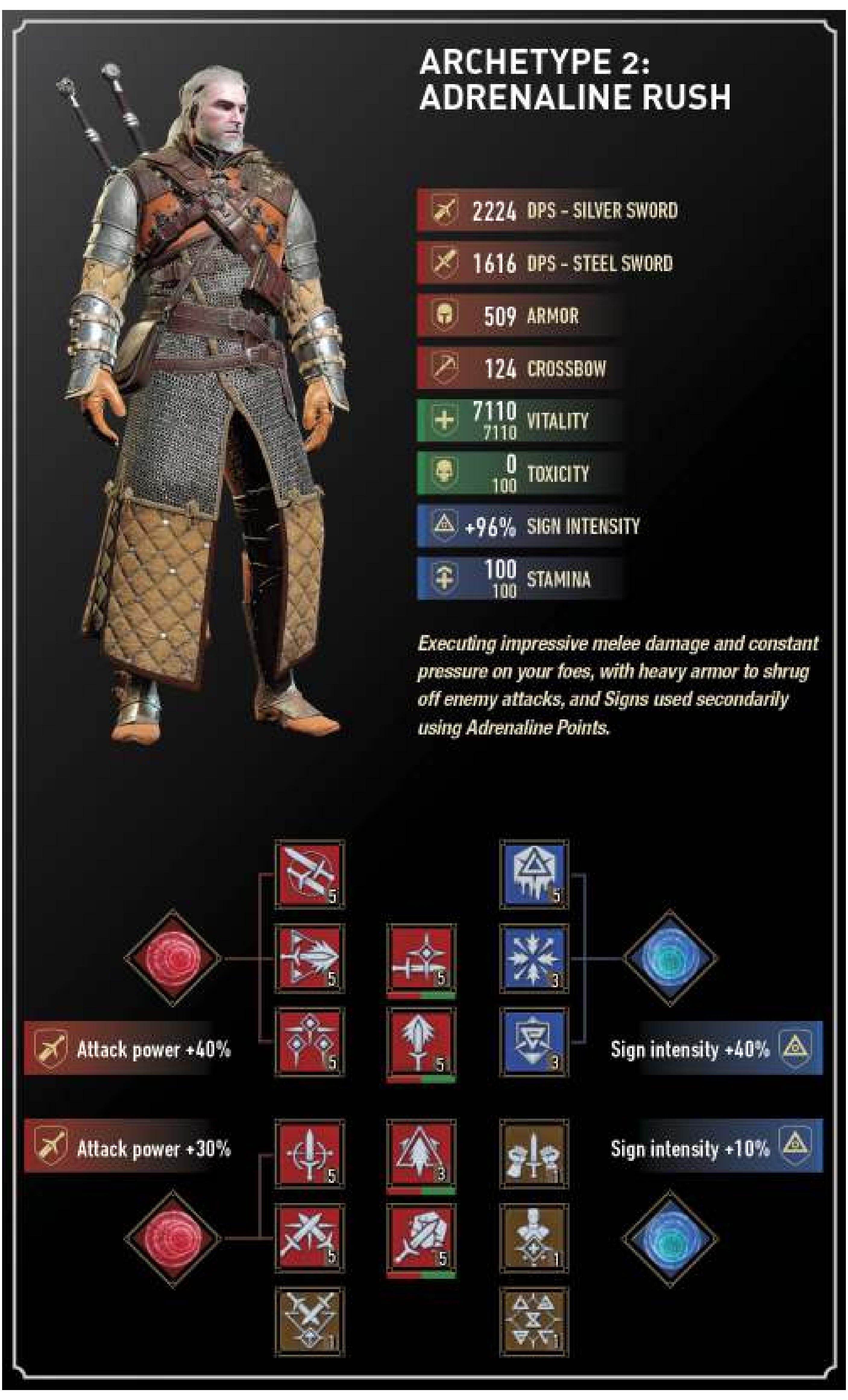
Witcher Archetypes

Overview

A Witcher possesses a wide variety of skills needed to survive the things their profession demands of them. In *Witcher 3: Wild Hunt*, you have the chance to customize Geralt the way you want, and maximize his effectiveness based around how you want to tackle the challenges you face. With so many ways to customize Geralt, one of the greatest challenges of *Witcher 3: Wild Hunt* is simply deciding how to set yourself up to be truly effective. After hundreds of hours of adventuring, we have provided you with a dozen Witcher Archetypes that can help you understand more about the importance of armor, weapons, combat, signs, alchemy, runes and glyphs, mutations, and more!

Combat-focused Archetypes

Archetype 2: Adrenaline Rush



Executing impressive melee damage and constant pressure on your foes, with heavy armor to shrug off enemy attacks, and Signs used secondarily using Adrenaline Points.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Strong Attack: Strength Training
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Strong Attack: Crushing blows
20	5	Strong Attack: Rend*
20	3	Defense: Counterattack*
20	5	Battle Trance: Razor Focus
30	5	Sunder Armor*
0	5	Igni Sign: Melt Armor
0	3	Quen Sign: Exploding Shield
6	3	Quen Sign: Active Shield
0	1	Adrenaline Burst
0	1	Bear School Techniques
0	1	Focus*
0	1	Rage Management
Total Ability Points Needed		
12/16* Abilities	44/58 Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Ursine Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Samum, Northern Wind

Potions: Blizzard, Maribor Forest, Thunderbolt

Decoctions: Archgriffin, Alghoul, Katakan, Succubus

Glyphs: Quen

Runestones: Chernobog, Perun, Svarog

Glyphwords: Protection, Retribution, Rotation

Runewords: Elation

Mutations: Bloodbath (5 Research Points), Mutated Skin (10 Research Points)

Rage Management is the lynchpin ability at the start of this Archetype's adventure, allowing you to spend Adrenaline in place of Stamina to cast Signs (though magic isn't the focus of this Archetype). Adrenaline burst allows signs you've cast to generate Adrenaline; creating a constant feedback loop of Adrenaline use and regeneration that seems contradictory at first, but its usefulness soon becomes more obvious. Maximum Razor Focus makes sword strikes generate massive amounts of Adrenaline, while Resolve allows you to take hits in melee, and lose less Adrenaline in the process. A high Adrenaline allows you to inflict much more damage in combat.

After choosing these abilities, pick from the Combat Branch (as each point also increases your Adrenaline Point gain no matter what the ability); leveling up Muscle Memory, Precise Blows, Strength Training, and Crushing Blows. As you suffer from Stamina regeneration penalties due to your heavy armor, it helps to have the ability to use Signs—regardless of your Stamina level thanks to Rage Management—at all times. Focusing on Igni and Quen when Signs are needed allows you to shrug off further enemy hits, and weaken them in the process.

Bear School Techniques provides a significant boost to your Strong Attack damage (which stacks with your other boosts), and the Bear School Witcher Armor has Adrenaline Bonuses that also stack. Your chosen swords are the finest for pure combat, and it's always pleasant to complete a Witcher School look!

Though crossbows aren't the main focus of this build by any means, always choose the best quality one you can find or purchase.

As Adrenaline is needed for this Archetype to really shine in combat, your primary brewing plan is Maribor Forest, which accelerates the generation of Adrenaline Points, and works well with the various abilities. Thunderbolt is a valuable potion for this melee-heavy Archetype, as greater critical hit chances are always welcome. Blizzard is helpful for maintaining your Stamina.

Samum and Northern Wind bombs allow you to soften up foes, but also to either blind or freeze them; and stalling enemies so you can pick a foe you need to tackle, or disable them before you wade in, is always helpful.

Archgriffin Decoctions are imperative for dealing additional damage to a particularly tough foe. Katakan Decoctions increase your critical hit chance. Succubus Decoctions grow your attack power, and should be imbibed at the start of a fight that you know will take a little longer than usual. Alghoul Decoctions give you increased Adrenaline generation until you suffer an enemy attack. Though it's high-risk, if you're competent at countering, the effects can be devastating!

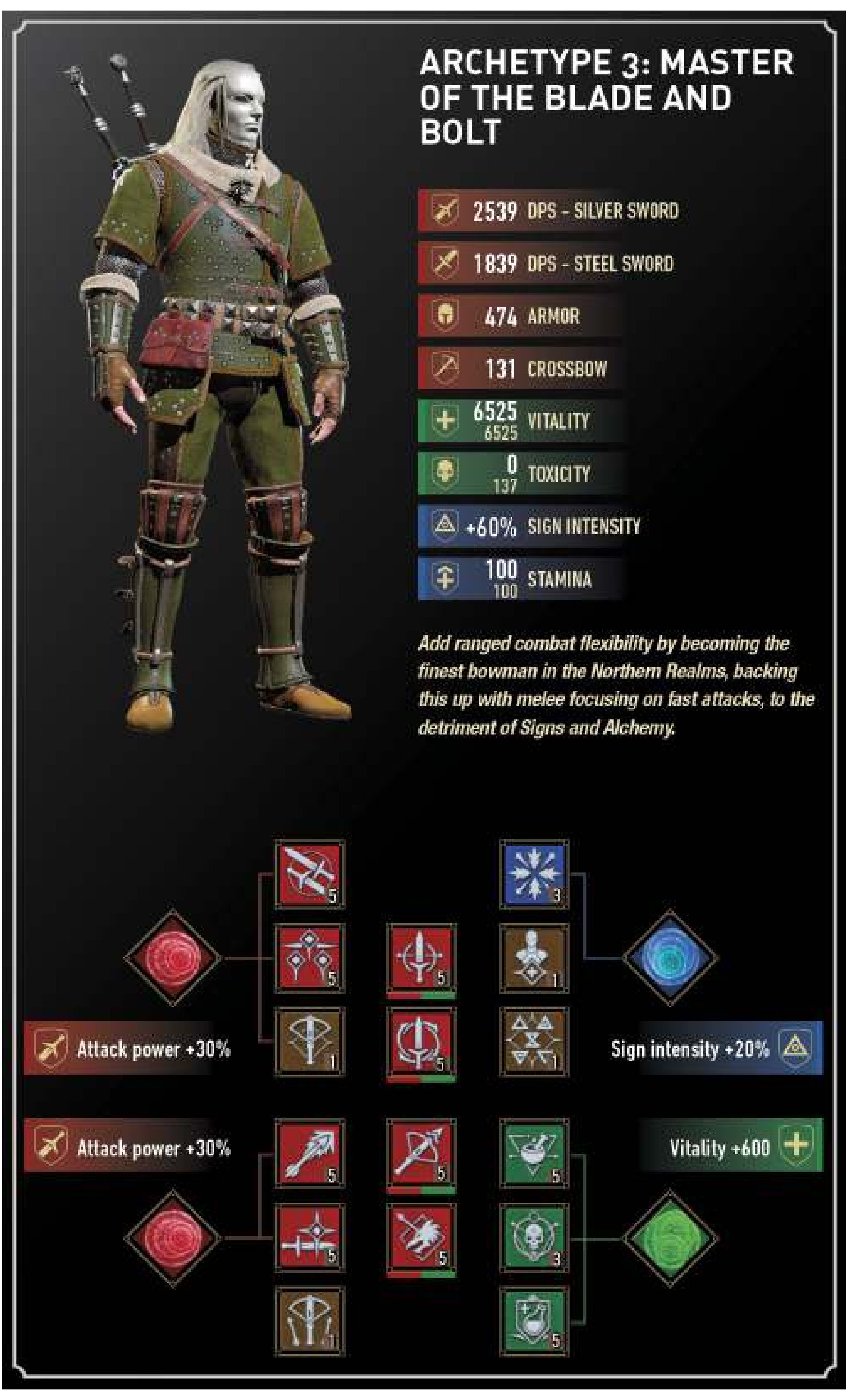
Glyphs should primarily be Quen-related, to bolster the Sign ability you are primarily focused on. Runestones can be fashioned depending on where you need additional bonuses; Perun's Adrenaline Point gain is fantastic, though you may wish to use Chernobog for the Attack power bonus, or Svarog for cutting through armor like butter.

Glyphwords like Protection give you a stamina-free Quen at the start of combat, which allows you to wade in without delay. Or try Retribution in case you're hit and wish to return damage automatically (30 percent of the time). Rotation or other Igni-related Glyphwords are also to be considered, but only as a last-ditch effort when you're relying on Signs after a combat flurry. Runewords are for you to ensure even more Adrenaline-related combat potency; Adrenaline point restoration every time you kill Elation!

While the base Combat Mutation Deadly Counter is a good possible Mutation choice, the Adrenaline generation for each critical hit makes Bloodbath a more potent choice for the professional slaughterer. Don't overlook Mutated Skin as a possibility either; Adrenaline points can decrease incoming damage, which is helpful if you have a large number of them that this Archetype creates.

Combat-focused Archetypes

Archetype 3: Master Of The Blade And Bolt


ARCHETYPE 3: MASTER OF THE BLADE AND BOLT
2539 DPS - SILVER SWORD
1839 DPS - STEEL SWORD
474 ARMOR
131 CROSSBOW
6525 6525 VITALITY
0 137 TOXICITY
+60% SIGN INTENSITY
100 100 STAMINA
Add ranged combat flexibility by becoming the finest bowman in the Northern Realms, backing this up with melee focusing on fast attacks, to the detriment of Signs and Alchemy.
5
5
5
1
5
3
1
1
Attack power +30%
Sign intensity +20%
Attack power +30%
Vitality +600
5
5
5
5
5
3
1
5

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Marksmanship: Cold Blood
20	5	Fast Attack: Whirl
20	5	Marksmanship: Anatomical Knowledge
20	5	Battle Trance: Razor Focus
30	5	Marksmanship: Crippling Shot*
0	3	Quen Sign: Exploding Shield*
0	5	Oil Preparation: Poison Blades
0	3	Mutation: Acquired Tolerance*
8	5	Brewing: Refreshment
0	1	Cat School Techniques
0	1	Rage Management
0	1	Steady Shot
0	1	Trick Shot*
Total Ability Points Needed		
12/16* Abilities	48/60* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Feline Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Ursine Crossbow or Geralt of Rivia's Crossbow or Ravix of Fourhorn's Crossbow,, Explosive Bolts, Split Bolts

Bombs: Samum, Northern Wind

Potions: Maribor Forest, Tawny Owl, Thunderbolt

Decoctions: Doppler, Katakan, Succubus

Glyphs: Quen

Runestones: Perun, Triglav, Zoria

Glyphwords: Protection

Runewords: Elation, Rejuvenation, Severance

Mutations: Cat Eyes (15 Research Points), Second Life (25 Research Points)

If you're a crack shot with the crossbow, and wish to soften enemies up with this weapon (perhaps using explosive bolts occasionally on more troublesome creatures). Use the crossbow to distract, wound, or stun a foe, or to counter ranged enemies (such as Sirens) and those underwater (such as Drowners), as well as increasing your own Adrenaline. Then, providing you and your foes are on firm ground, finish the job using a flurry of fast attacks. The balance with this Archetype is the crossbow at range, and fast attacks for the majority of the time.

This Archetype begins with Cat School Techniques serving to augment your Light Armor by an incredible amount (critical hits increase by 100 percent, and fast attack damage by 20 percent with four Light Armor pieces worn). Remember that critical hits with your crossbow are also affected! Fast Attacks were chosen over Strong ones, as the Light Armor and focus on the Crossbow means you need to be nimble; and Abilities such as Rend (Strong Attack) are more difficult to pull off when harried by foes. Instead, use the Whirl attack as the mainstay of your offensive capabilities, increasing your Adrenaline in the process.

Note that Lightning Reflexes is the only one of the Marksmanship abilities not chosen, as you should be able to aim and fire a crossbow without the additional time slowdown, especially after practice, and this wastes points that could be otherwise spent on more potent skills. Another option not listed in the Abilities list is using Deadly Precision, as this also allows any Crossbow or Whirl strikes the chance to instantly kill an opponent (imagine taking down a Royal Griffin with a single shot!); though the chances of this happening is relatively small.

Steady Shot is another helpful and easily purchased General Ability, giving you 25 percent more damage each time you fire a bolt. However, it is best to choose this after Rage Management, so you have the option to utilize Quen (or other Signs) using Adrenaline Points if you need to defend and retreat. Signs are the shortfall of this Archetype; you usually ignore them completely. Only consider Quen for defensive purposes.

For Alchemy, only a glance at three Abilities is necessary: Refreshment, along with the standard Swallow potion, allows flexibility with your healing, and is the main reason for investing six points into Alchemy (you can always ignore this, and choose Lightning Reflexes or Deadly Precision as alternatives). However, it is always an excellent idea to use Poisoned Blades, especially during Whirl attacks.

The Crossbow is your main ranged weapon (compared to bombs, for example), so you need the best; the Ursine Crossbow. The Feline Crossbow, and to a lesser extent the Elven Crossbow are also good choices (the latter is available at lower levels). When you visit the Tourney Grounds and win a marksmanship competition, you're awarded a Crossbow with your crest on it; this is another great option. Feel free to craft any of the different crossbow bolt types as you can, though Exploding and Precision Bolts are most effective in almost every combat situation.

Potions brewed are mainly Maribor Forest (for generating Adrenaline Points quickly), Thunderbolt (for increasing critical hits can melee or range), and Tawny Oil for regenerating Stamina. Add Swallow if you're finding combat tough-going, but focus instead on the Quen armor and Rage Management to aid you over potion healing.

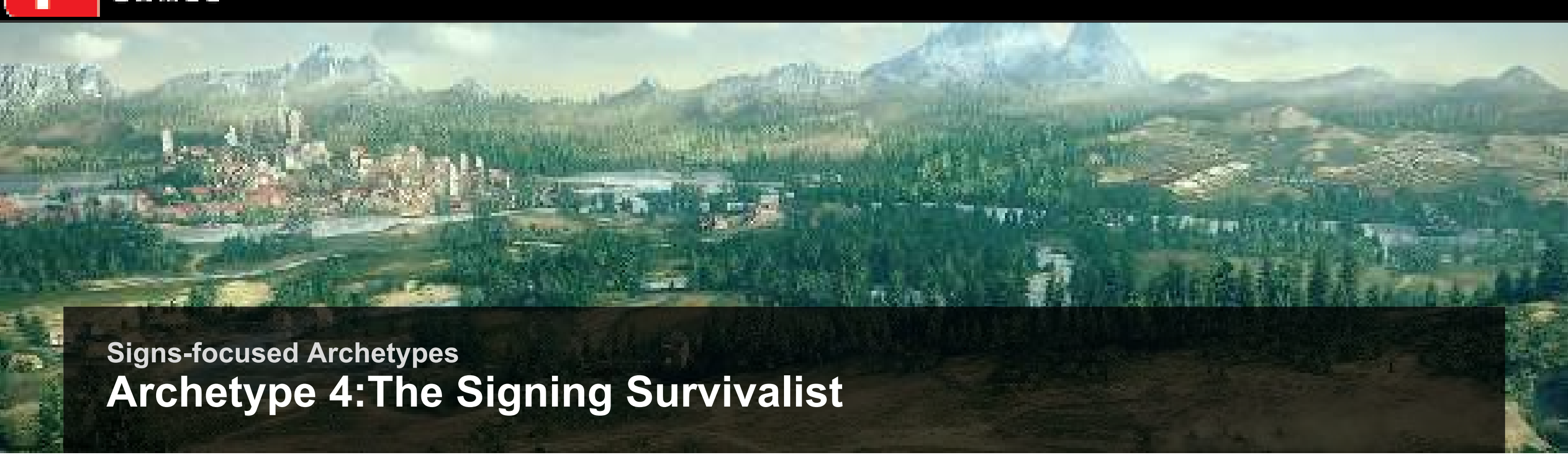
Once again, Samum and Northern Wind bombs allow you to soften up foes, but also to either blind or freeze them; leaving them sitting ducks for your crossbow attacks, especially those with explosive tips!

Katakan Decoctions increase your critical hit chance. Succubus Decoctions grow your attack power, and should be imbibed at the start of a fight that you know will take a little longer than usual. Try other Decoctions associated with the previous Combat builds as you wish. Doppler Decoctions is another option if you've frozen or stopped your foes using bombs, and want extra critical damage when attacking from behind.

As with most combat Archetypes, Quen-related Glyph words augment what little Sign power you have in your protective defenses. Runestones should focus on Adrenaline Point gain, so use Perun. Triglav or Zoria are other options, allowing you to stun or freeze a foe, before finishing them with bolts. Otherwise, Chernobog and Svarog are choices to try, too.

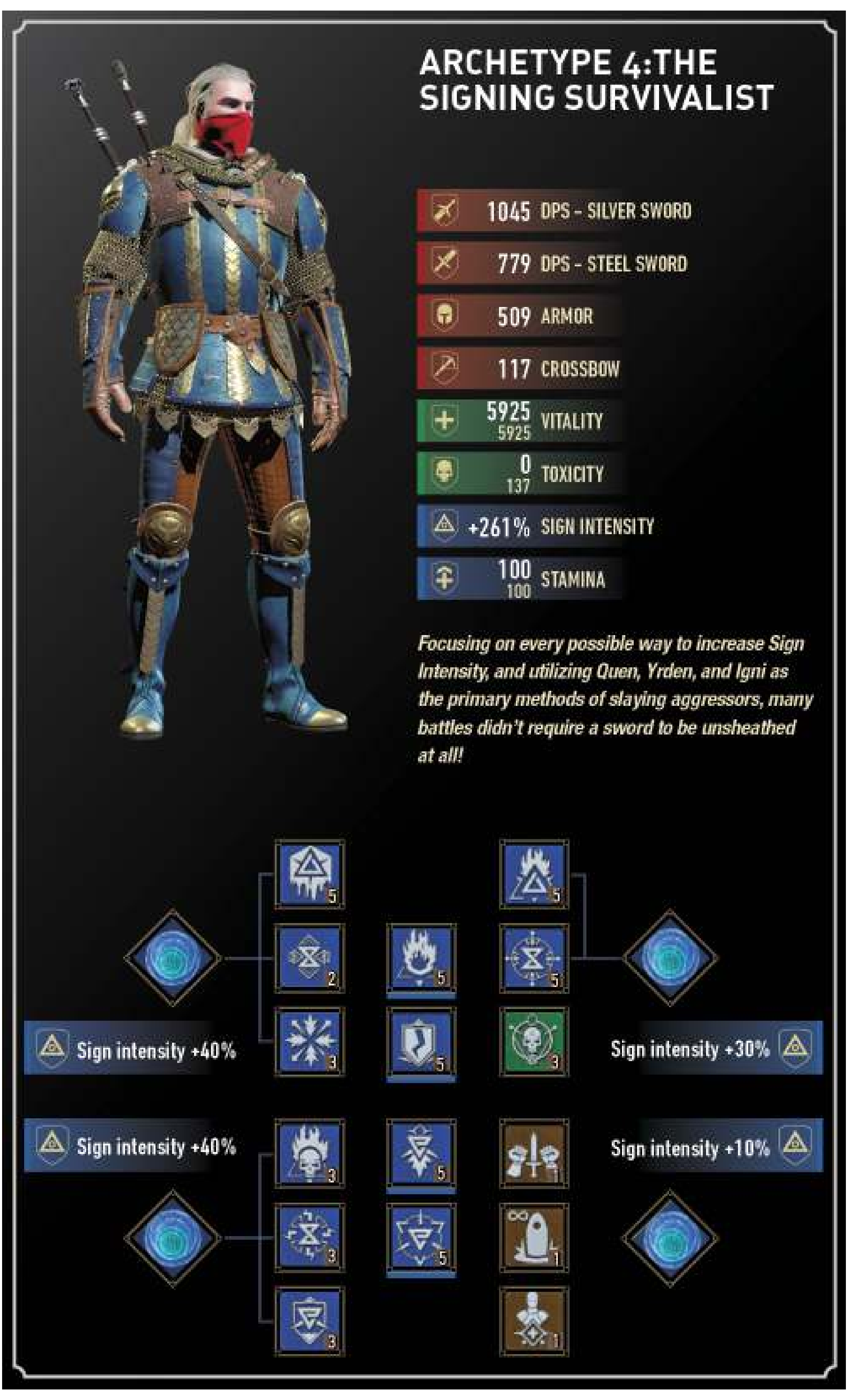
Glyphwords like Protection give you a stamina-free Quen at the start of combat, which allows you to wade in without delay. As your primary melee combat attack is Whirl, imbuing Severance (which increases the range of this attack) is an exceptional choice, though Rejuvenation (fatal blows restore some Stamina) or Elation (fatal blows restore some Adrenaline) are also good options.

Bloodbath (generating Adrenaline for each critical hit) is a good Mutation for combat-heavy Whirling strikes. Also worth considering is Second Life (for times you're overwhelmed and need that instant resurrection, especially if you're caught aiming a crossbow when attacked), and Cat Eyes, which upgrades your Crossbow process to previously unimaginable levels, and lets you see in the dark!



Signs-focused Archetypes

Archetype 4:The Signing Survivalist


ARCHETYPE 4:THE SIGNING SURVIVALIST
1045 DPS - SILVER SWORD
779 DPS - STEEL SWORD
509 ARMOR
117 CROSSBOW
5925 5925 VITALITY
0 137 TOXICITY
+261% SIGN INTENSITY
100 100 STAMINA
Focusing on every possible way to increase Sign Intensity, and utilizing Quen, Yrden, and Igni as the primary methods of slaying aggressors, many battles didn't require a sword to be unsheathed at all!
Sign intensity +40%
Sign intensity +30%
Sign intensity +40%
Sign intensity +10%

Points to Unlock	Levels	Branch and Ability Name
0	5	Igni Sign: Melt Armor
0	2	Yrden Sign: Sustained Glyphs
0	3	Quen Sign: Exploding Shield
6	3	Igni Sign: Firestream
6	3	Yrden Sign: Magic Trap
6	3	Quen Sign: Active Shield
18	5	Igni Sign: Igni Intensity
18	5	Yrden Sign: Yrden Intensity
18	5	Quen Sign: Quen Intensity
28	5	Igni Sign: Pyromaniac*
0	5	Igni Sign: Melt Armor
0	3	Quen Sign: Exploding Shield
0	3	Acquired Tolerance*
0	1	Adrenaline Burst*
0	1	Gorged on Power*
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16* Abilities	45/53* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Griffin Armor

Swords: Griffin Steel Sword, Griffin Silver Sword

Crossbow: Any

Bombs: Dragon's Dream, Northern Wind

Potions: Petri's Philter, Tawny Owl, Swallow

Decoctions: Ancient Leshen, Ekhidna, Ekimmara, Foglet

Glyphs: Igni, Yrden, Quen

Runestones: Stribog, Veles, Zoria

Glyphwords: Eruption, Entanglement, Ignition, Protection, Rotation

Runewords: Replenishment

Mutations: Magic Sensibilities (2 Research Points), Conductors of Magic (10 Research Points)

Begin with lessons from the Griffin School Techniques, allowing each piece of medium armor to increase your Sign intensity by five percent and Stamina regeneration by five percent. Then find some medium armor to wear before choosing either Griffin or Wolf School gear (the latter is useful if you intend on augmenting your Signs with a few combat abilities much later into your adventure, but the Griffin increases your Sign intensity instead of Adrenaline, making this the go-to armor for Sign-specialists). To start with though, spend your points within the Sign branches, focusing on the boosting of Stamina regeneration in combat.

Notice the heavy emphasis on Yrden and Quen in this archetype. Advancements in Yrden turn this trap from a quagmire (Sustained Glyphs, which increases the duration and allows for alternate mode charges and more traps) to a highly-damaging circle, allowing you to coax enemies into this ring of purple death! Magic Trap starts this nasty damage, and allows you to stop worrying about projectiles heading your way. Yrden Intensity bolsters this Sign by up to 25 percent. But the real damage is caused with Supercharged Glyphs, which can drop groups of lesser foes in seconds without your lifting a sword!

For additional protection you have the full gamut of Quen Abilities, giving you some of the best protection from physical damage outside of armor. Quen Discharge can deliver a punishing shock to attacking opponents, so long as you have the Stamina to hold up Quen in Active Shield Mode. When you need to take a more offensive posture, Igni is powered up a great deal through the Intensity boosts (the 'innate' skill of each Signs branch Ability), as well as through Melt Armor, which maintains effectiveness throughout your adventure. Firestream allows you to weaken entire groups of enemies before setting upon them with your blades or bombs.

The one drawback to this Archetype is the time it takes to build up the most effective defensive capabilities. You don't reach Quen Discharge until you've spent 28 points in the Signs Branch of the Ability Tree. This leads to a more deliberate and defensive plan in combat, focusing the maximizing of Quen and Yrden to stay alive. Griffin School Techniques, combined with the bugs for wearing medium armor, can help make this Archetype shine. Once you've purchased all 12 initial abilities, you can choose what you like, though maximizing your Igni skills, and perhaps choosing Gorged on Power (which allows a bonus from one Place of Power to last indefinitely and applying that to your favorite Sign) are good options.

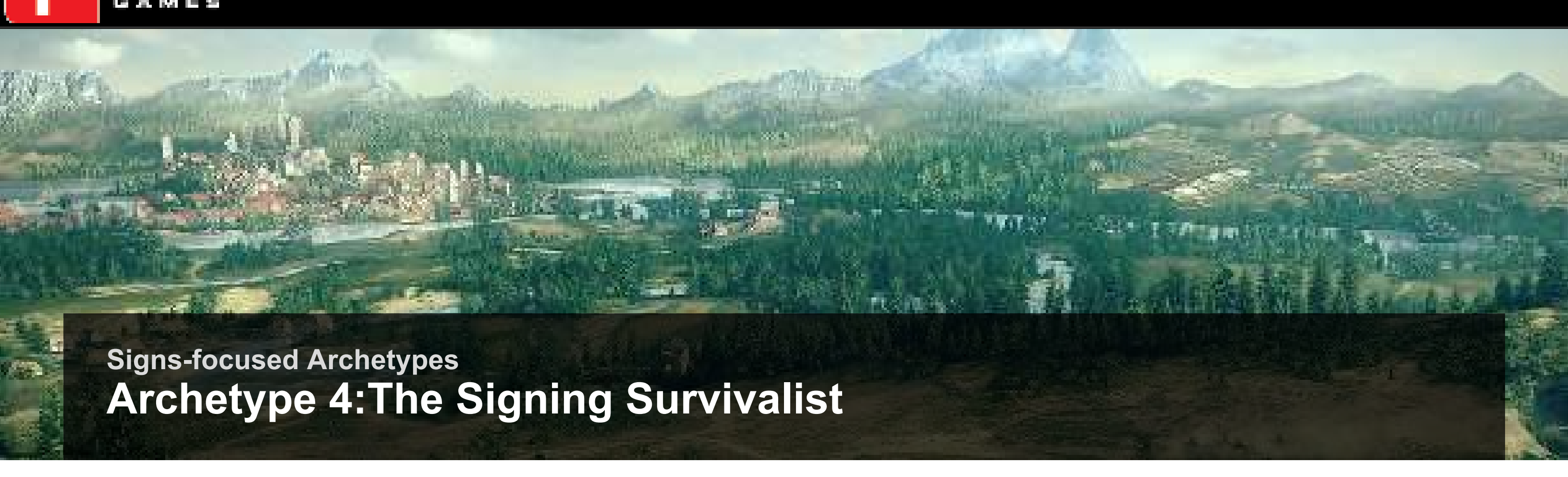
When picking a Crossbow, the best for your level is fine to choose, as this isn't the focus of this archetype. For Bombs, Dragon's Dream needs Igni to reach maximum effectiveness, and coupled with Igni attacks, this can be devastating. Northern Wind freezes foes, which is helpful if Yrden isn't slowing all of your enemies, or you need a stationary target to immolate with Igni.

Petri's Philter makes your Signs more powerful, an obvious bonus to such a focused build. Tawny Owl is your other key potion, as Geralt needs to have as much Stamina regeneration as possible if you want to survive. When consuming Decoctions, Foglet decoction has a strange requirement to be effective, but if it is cloudy in the world, you receive a significant Sign Intensity boost. The Ekhidna decoction is another fine bet for increasing your survivability, restoring Vitality whenever you use Stamina. The Ancient Leshen decoction increases Stamina regeneration for every Sign cast for the duration of a given fight. Since you will be using Signs often in this Archetype, you can work Geralt into many repeated uses of a Sign over the course of a long fight. Finally, Ekimmara decoction is another good choice for survivability; 10% of the damage he deals to an enemy goes toward his Vitality.

Glyphs are straightforward. You are imbuing those with a Sign intensity you utilize most often: Igni, Yrden, and Quen. Feel free to focus on multiple Glyphs of a single Sign, if you require extra Intensity at the expense of your secondary Signs. Runestones are also easily picked; Veles grants you extra Sign intensity, and is your main focus. Also think about Stribog and Zoria; causes a chance to stagger or freeze respectively, helping you prevent an enemy charge so you can attack back with magic.

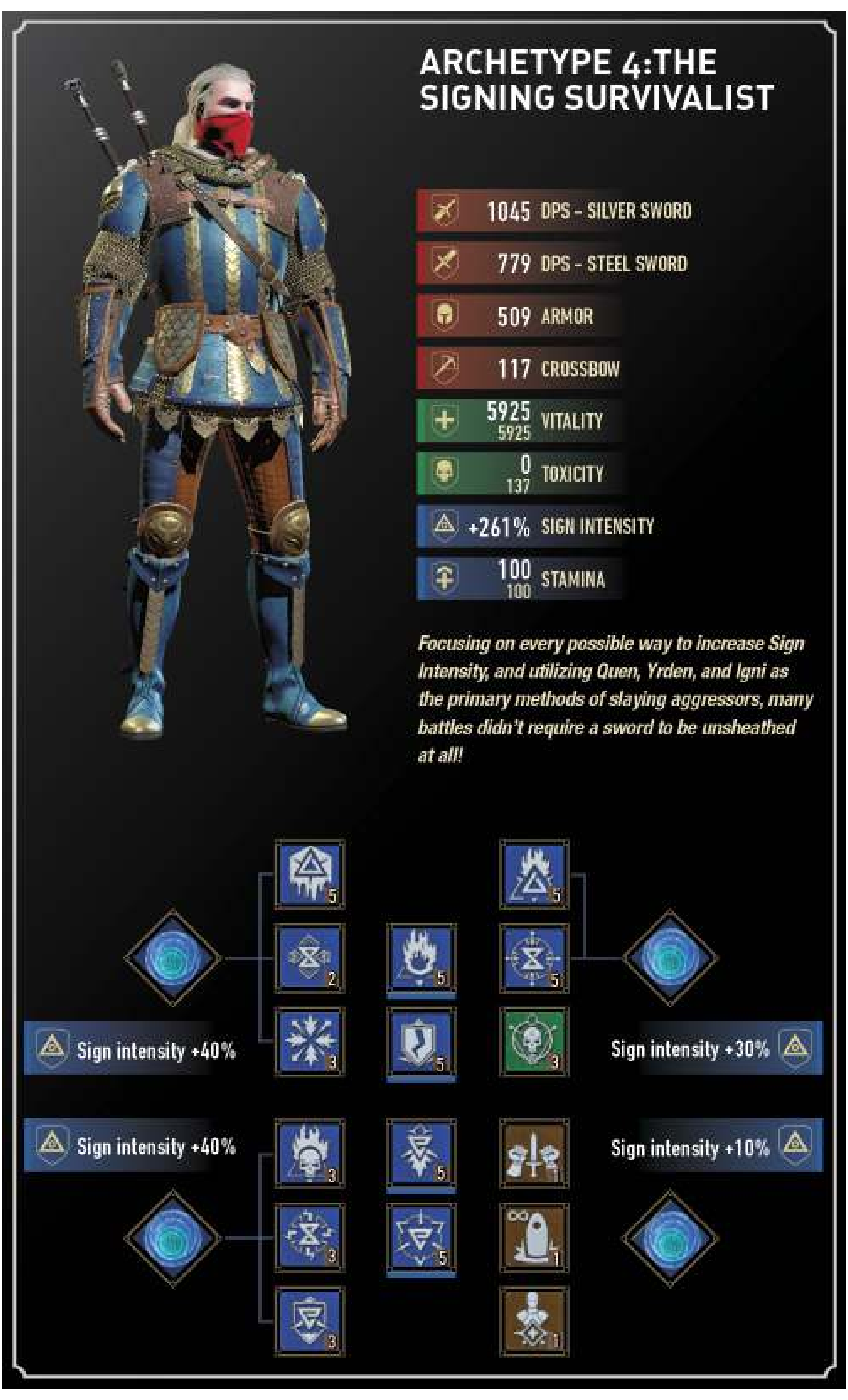
There are many Glyphwords to help your progress: Eruption, Ignition, and Rotation all augment your Igni Sign attacks in different ways. Protection enables a "free" Quen shield when entering combat, and Entanglement sets another Yrden trap when Yrden first hits them. You're spoilt for choice here! However, Runewords don't have the same help to your Signs Intensity, but Replenishment (which consumes an Adrenaline Point after you cast a Sign, before imbuing your sword with the power of that Sign on your next sword attack) is a great idea; the flaming sword of Igni is always a favorite!

When you finally think about an active Mutation, Conductors of Magic increases your Signs damage with the level and quality of your swords (and your blades should be by this time in your adventure!). Or, try Magic Sensibilities, for Signs that have a critical hit chance which scales with the power of the Sign, and have the wonderful added effect of exploding enemies upon death! Fortunately, you're likely to be thriving instead of simply surviving long before this point.



Signs-focused Archetypes

Archetype 4:The Signing Survivalist



ARCHETYPE 4:THE SIGNING SURVIVALIST

1045 DPS - SILVER SWORD

779 DPS - STEEL SWORD

509 ARMOR

117 CROSSBOW

5925 / 5925 VITALITY

0 / 137 TOXICITY

+261% SIGN INTENSITY

100 / 100 STAMINA

Focusing on every possible way to increase Sign Intensity, and utilizing Quen, Yrden, and Igni as the primary methods of slaying aggressors, many battles didn't require a sword to be unsheathed at all!

Points to Unlock	Levels	Branch and Ability Name
0	5	Igni Sign: Melt Armor
0	2	Yrden Sign: Sustained Glyphs
0	3	Quen Sign: Exploding Shield
6	3	Igni Sign: Firestream
6	3	Yrden Sign: Magic Trap
6	3	Quen Sign: Active Shield
18	5	Igni Sign: Igni Intensity
18	5	Yrden Sign: Yrden Intensity
18	5	Quen Sign: Quen Intensity
28	5	Igni Sign: Pyromaniac*
0	5	Igni Sign: Melt Armor
0	3	Quen Sign: Exploding Shield
0	3	Acquired Tolerance*
0	1	Adrenaline Burst*
0	1	Gorged on Power*
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16* Abilities	45/53* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Griffin Armor

Swords: Griffin Steel Sword, Griffin Silver Sword

Crossbow: Any

Bombs: Dragon's Dream, Northern Wind

Potions: Petri's Philter, Tawny Owl, Swallow

Decoctions: Ancient Leshen, Ekhidna, Ekimmara, Foglet

Glyphs: Igni, Yrden, Quen

Runestones: Stribog, Veles, Zoria

Glyphwords: Eruption, Entanglement, Ignition, Protection, Rotation

Runewords: Replenishment

Mutations: Magic Sensibilities (2 Research Points), Conductors of Magic (10 Research Points)

Begin with lessons from the Griffin School Techniques, allowing each piece of medium armor to increase your Sign intensity by five percent and Stamina regeneration by five percent. Then find some medium armor to wear before choosing either Griffin or Wolf School gear (the latter is useful if you intend on augmenting your Signs with a few combat abilities much later into your adventure, but the Griffin increases your Sign intensity instead of Adrenaline, making this the go-to armor for Sign-specialists). To start with though, spend your points within the Sign branches, focusing on the boosting of Stamina regeneration in combat.

Notice the heavy emphasis on Yrden and Quen in this archetype. Advancements in Yrden turn this trap from a quagmire (Sustained Glyphs, which increases the duration and allows for alternate mode charges and more traps) to a highly-damaging circle, allowing you to coax enemies into this ring of purple death! Magic Trap starts this nasty damage, and allows you to stop worrying about projectiles heading your way. Yrden Intensity bolsters this Sign by up to 25 percent. But the real damage is caused with Supercharged Glyphs, which can drop groups of lesser foes in seconds without your lifting a sword!

For additional protection you have the full gamut of Quen Abilities, giving you some of the best protection from physical damage outside of armor. Quen Discharge can deliver a punishing shock to attacking opponents, so long as you have the Stamina to hold up Quen in Active Shield Mode. When you need to take a more offensive posture, Igni is powered up a great deal through the Intensity boosts (the 'innate' skill of each Signs branch Ability), as well as through Melt Armor, which maintains effectiveness throughout your adventure. Firestream allows you to weaken entire groups of enemies before setting upon them with your blades or bombs.

The one drawback to this Archetype is the time it takes to build up the most effective defensive capabilities. You don't reach Quen Discharge until you've spent 28 points in the Signs Branch of the Ability Tree. This leads to a more deliberate and defensive plan in combat, focusing the maximizing of Quen and Yrden to stay alive. Griffin School Techniques, combined with the bugs for wearing medium armor, can help make this Archetype shine. Once you've purchased all 12 initial abilities, you can choose what you like, though maximizing your Igni skills, and perhaps choosing Gorged on Power (which allows a bonus from one Place of Power to last indefinitely and applying that to your favorite Sign) are good options.

When picking a Crossbow, the best for your level is fine to choose, as this isn't the focus of this archetype. For Bombs, Dragon's Dream needs Igni to reach maximum effectiveness, and coupled with Igni attacks, this can be devastating. Northern Wind freezes foes, which is helpful if Yrden isn't slowing all of your enemies, or you need a stationary target to immolate with Igni.

Petri's Philter makes your Signs more powerful, an obvious bonus to such a focused build. Tawny Owl is your other key potion, as Geralt needs to have as much Stamina regeneration as possible if you want to survive. When consuming Decoctions, Foglet decoction has a strange requirement to be effective, but if it is cloudy in the world, you receive a significant Sign Intensity boost. The Ekhidna decoction is another fine bet for increasing your survivability, restoring Vitality whenever you use Stamina. The Ancient Leshen decoction increases Stamina regeneration for every Sign cast for the duration of a given fight. Since you will be using Signs often in this Archetype, you can work Geralt into many repeated uses of a Sign over the course of a long fight. Finally, Ekimmara decoction is another good choice for survivability; 10% of the damage he deals to an enemy goes toward his Vitality.

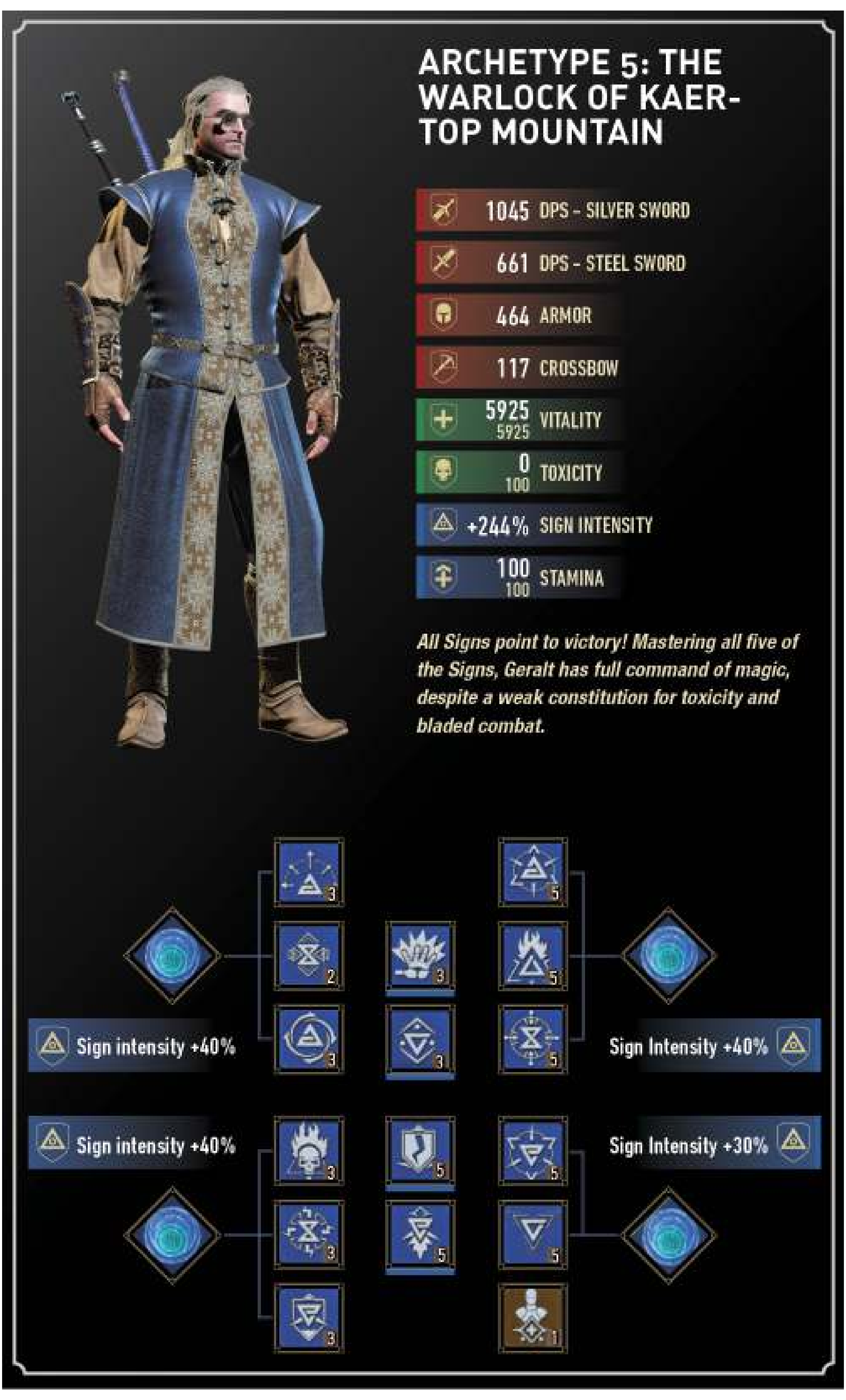
Glyphs are straightforward. You are imbuing those with a Sign intensity you utilize most often: Igni, Yrden, and Quen. Feel free to focus on multiple Glyphs of a single Sign, if you require extra Intensity at the expense of your secondary Signs. Runestones are also easily picked; Veles grants you extra Sign intensity, and is your main focus. Also think about Stribog and Zoria; causes a chance to stagger or freeze respectively, helping you prevent an enemy charge so you can attack back with magic.

There are many Glyphwords to help your progress: Eruption, Ignition, and Rotation all augment your Igni Sign attacks in different ways. Protection enables a "free" Quen shield when entering combat, and Entanglement sets another Yrden trap when Yrden first hits them. You're spoilt for choice here! However, Runewords don't have the same help to your Signs Intensity, but Replenishment (which consumes an Adrenaline Point after you cast a Sign, before imbuing your sword with the power of that Sign on your next sword attack) is a great idea; the flaming sword of Igni is always a favorite!

When you finally think about an active Mutation, Conductors of Magic increases your Signs damage with the level and quality of your swords (and your blades should be by this time in your adventure!). Or, try Magic Sensibilities, for Signs that have a critical hit chance which scales with the power of the Sign, and have the wonderful added effect of exploding enemies upon death! Fortunately, you're likely to be thriving instead of simply surviving long before this point.

Signs-focused Archetypes

Archetype 5: The Warlock Of Kaer-Top Mountain



All Signs point to victory! Mastering all five of the Signs, Geralt has full command of magic, despite a weak constitution for toxicity and bladed combat.

Points to Unlock	Levels	Branch and Ability Name
0	3	Aard Sign: Far-Reaching Aard
0	3	Yrden Sign: Sustained Glyphs
0	3	Axii Sign: Delusion*
6	3	Aard Sign: Aard Sweep
6	3	Igni Sign: Firestream
6	3	Yrden Sign: Magic Trap
6	3	Quen Sign: Active Shield
6	3	Axii Sign: Puppet*
18	5	Aard Sign: Aard Intensity
18	5	Igni Sign: Igni Intensity
18	5	Yrden Sign: Yrden Intensity
18	5	Quen Sign: Quen Intensity
18	5	Axii Sign: Axii Intensity
28	5	Yrden Sign: Supercharged Glyphs*
28	5	Quen Sign: Quen Discharge*
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16* Abilities	44/60* Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Ofieri Armor

Swords: Ofieri Sabre, Griffin Silver Sword

Crossbow: Any

Bombs: Dragon’s Dream, Northern Wind

Potions: Petri’s Philter, Tawny Owl, Swallow

Decoctions: Ancient Leshen, Basilisk, Ekhidna, Ekimmara, Foglet

Glyphs: Aard, Igni, Yrden, Quen, Axii

Runestones: Stribog, Veles, Zoria

Glyphwords: Beguilement, Depletion, Eruption, Entanglement, Ignition, Protection, Possession, Rotation, Usurpation

Runewords: Dumplings, Placation, Replenishment

Mutations: Magic Sensibilities (2 Research Points), Conductors of Magic (10 Research Points)

Once you’ve chosen your only General Ability, Griffin School Techniques which immediately adds to your Sign Intensity, and you’ve procured some Medium armor so this ability is useful (look for the Ofieri armor by visiting the merchant at Upper Mill to start your search), it is time to build up your Sign Intensity (just as with any Sign-based Archetype), but with special attention paid to every single section of the Signs branches of the Ability Tree. Though you’re not going to be able to fully level up all five Signs branches, you can increase the potency of all five magical abilities to such a potent level that foes won’t be able to withstand your power! Swords are a secondary thought; choose Griffin blades when you can, or any blade that improves your Signs Intensity (such as the Ofieri Sabre).

Other Signs Archetypes may falter when facing a foe who is impervious to their main focused Sign (Archetype 6: Incendiary Sorcerer, for example, has great difficulty with Fire Elementals). Not so with this Archetype; the flexibility of choosing any of the five Signs to deal with adversaries most troublesome is the key to success here:

Far-Reaching Aard and Aard Sweep are generally used for humans and crowd-control, before finishing with swords or Igni. Firestream is your main roasting attack (it is used on every foe that you can damage with fire), and Melt Armor was ignored in favor of unlocking more potent abilities in other Signs branches. The Yrden branch was fully unlocked (with 16 Abilities), limiting the maneuverability of foes (particularly fast-moving ones); Magic Trap is used to prevent ranged attacks from striking you, as well as damaging already sluggish enemies. Quen allows you to withstand damage while healing yourself (with Active Shield employed), and Quen Discharge reflects damage back should a foe strike you. Finally, Axii Puppet enables foes to fight your battles for you, and causes general confusion. This Archetype’s strength is in the full range of Signs Abilities (both regular and alternate), backed up with the defensive posturing of Quen and a full complement of Yrden abilities.

For other complementary elements, pick a Crossbow most potent for your level. When using bombs, partner Dragon’s Dream with Igni for even more devastation, and to a lesser extent, pick Northern Wind to slow foes down; a help in almost every combat situation.

With all this powering up of your Signs, both the Combat and Alchemy branches are neglected completely, forcing you to use only a few Potions and especially Decoctions, as your Toxicity constitution is low. Petri’s Philter makes your Signs more powerful, an obvious bonus to such a focused build. Tawny Owl is your other key potion, as Geralt needs to have as much Stamina regeneration as possible if you want to survive (though you may find adventuring at night, when Superior Tawny Owl never expires, is a favored activity). Decoctions are troublesome as you’re very susceptible to toxicity, but for that extra boost, the Ekhidna decoction is a good choice in more desperate situations, restoring Vitality whenever you use Stamina. At other times, the Ancient Leshen decoction is an almost automatic Stamina regenerating buff. Another one to think about choosing is Basilisk decoction, though the Sign intensity given is random: However, as you’re using all Signs, this has less of a drawback!

You have a wealth of Glyph choices; the five Signs Glyphs (Aard, Igni, Yrden, Quen, and Axii) are all optimal picks; focus on the Signs you need extra Intensity power for, or those you use more often. As with other Signs Archetypes, Runestones are also easily picked; Veles grants you extra Sign intensity, and is your main focus. Secondary choices are Stribog (which can stagger) or Zoria (which can freeze); both crippling the movements of foes.

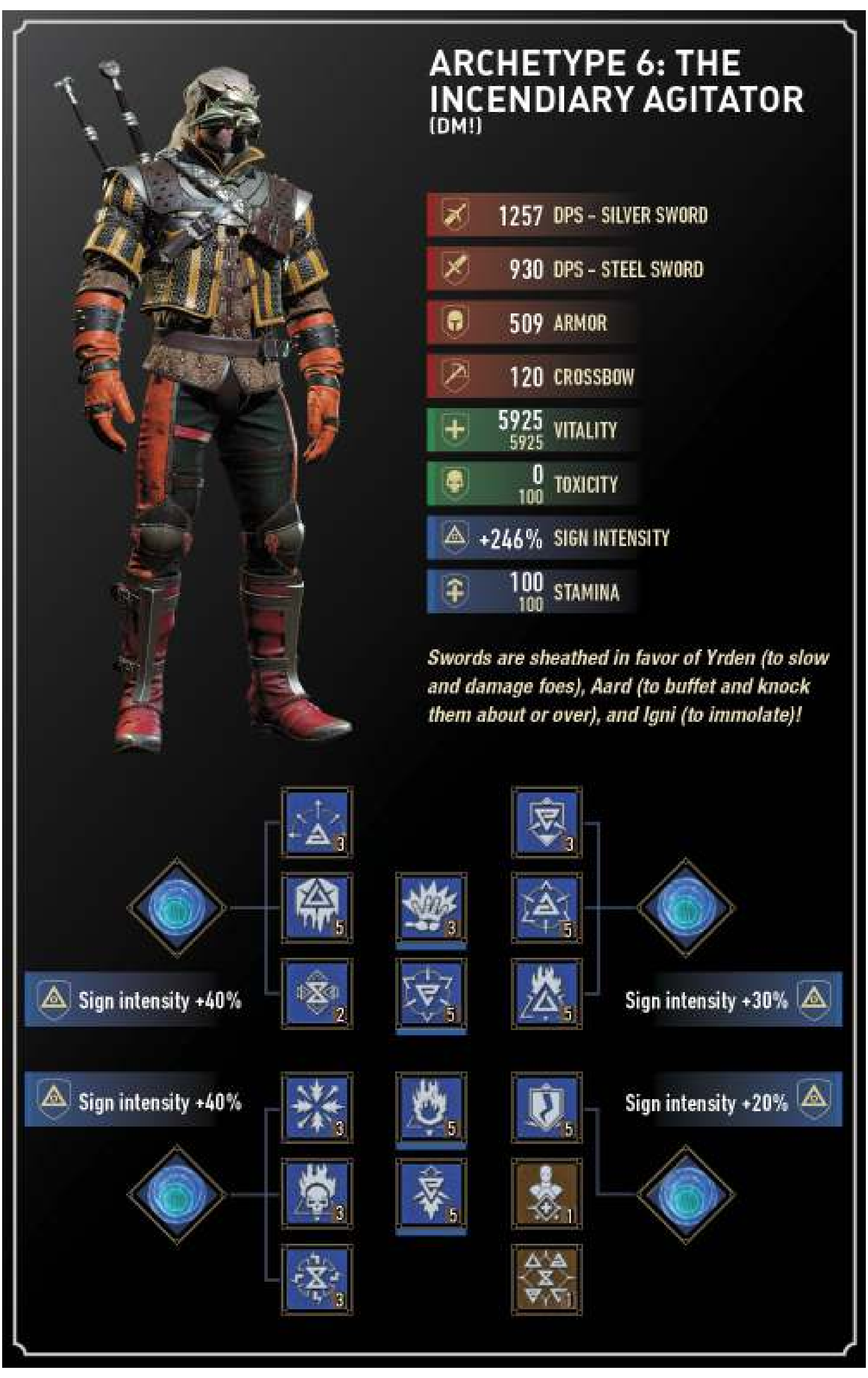
You’re spoiled for choice with Glyphwords: If you enjoy roasting foes with Igni, Eruption (foes set alight explode and ignite others), Ignition (struck foes have a 25% chance to ignite others within two yards), and Rotation (Igni basic attacks strike 360 degrees but don’t burn) are great options. Protection enables a “free” Quen shield when entering combat and Entanglement sets another Yrden trap when Yrden first hits them. As you’re using all five Signs, Beguilement (enemies affected by Axii are affected twice as long for each blow they land), Possession and Usurpation (when an Axii-affected opponent dies, the effect transfers to a nearby target, with duration increase for each enemy blow landed for Possession), are all great choices when employing Axii. Depletion (striking foes with Aard reduces their Stamina) is the only Aard choice, so you may wish to imbue multiple Igni or Axii effects instead.

Runewords are easier to choose from; Replenishment (which consumes an Adrenaline Point after you cast a Sign, before imbuing your sword with the power of that Sign on your next sword attack) is a favorite, but Dumplings (food regenerates more Vitality) is a good way to make the most out of your non-Quen healing, and Placation (using Adrenaline Points to regenerate Vitality and Stamina) are also good, if situational, picks.

As with other Signs archetypes, you’re likely to enjoy both the following pure-Signs Mutations: Conductors of Magic (increasing your Signs intensity of your blades are of high quality) and Magic Sensibilities (Signs have a critical hit chance which scales with the power of the Sign, exploding the enemy upon death). As long as you correctly predict and prepare for each battle, and know the Sign your foe is weak against, you are assured victory!

Signs-focused Archetypes

Archetype 6: The Incendiary Agitator



Swords are sheathed in favor of Yrden (to slow and damage foes), Aard (to buffet and knock them about or over), and Igni (to immolate)!

Points to Unlock	Levels	Branch and Ability Name
0	3	Aard Sign: Far-Reaching Aard
0	5	Igni Sign: Melt Armor
0	2	Yrden Sign: Sustained Glyphs
0	3	Quen Sign: Exploding Shield
0	3	Axii Sign: Delusion*
6	3	Igni Sign: Firestream
6	3	Yrden Sign: Magic Trap
6	3	Quen Sign: Active Shield
18	5	Aard Sign: Aard Intensity
18	5	Igni Sign: Igni Intensity
18	5	Quen Sign: Quen Intensity*
28	5	Igni Sign: Pyromaniac*
28	5	Yrden Sign: Supercharged Glyphs
28	5	Quen Sign: Quen Discharge*
0	1	Griffin School Techniques
0	1	Rage Management
Total Ability Points Needed		
12/16* Abilities	39/57* Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

Armor: Wolven Armor

Swords: Wolven Steel Sword, Wolven Silver Sword

Crossbow: Any

Bombs: Dragon's Dream

Potions: Petri's Philter, Tawny Owl, Swallow

Decoctions: Ancient Leshen, Ekhidna, Ekimmara, Foglet

Glyphs: Aard, Igni, Yrden, Quen

Runestones: Perun, Veles

Glyphwords: Depletion, Entanglement, Eruption, Ignition, Protection, Rotation

Runewords: Dumplings, Placation, Replenishment

Mutations: Magic Sensibilities (2 Research Points), Piercing Cold (5 Research Points), Euphoria (5 Research Points), Conductors of Magic (10 Research Points)

The purpose of this Archetype is to buffet and burn enemies into submission from range, and using a combination of Aard and Igni attacks, along with Yrden to slow them down, and Quen to damage them even if they manage to reach you. As Igni damages foes continuously once they are set on fire, but sword strikes put out the flames, you are encouraged to stay at range, continuously utilizing Igni until the protesting enemies are flailing on the ground in a raging blaze.

To begin with, Griffin School Techniques are learned to make the most out of your Medium Armor, which in this case is Wolven. Griffin is the obvious choice, but as you're being more offensive in your combat, the other bonuses granted by Wolven gear and blades, the fact your Sign Intensity is likely to be good enough without adding even more potency, and the fact you should choose Rage Management (which allows Signs to be cast using Adrenaline Points, which Wolven armor increases), gives you a little more flexibility in combat. Don't like this plan? Then switch to Griffin gear instead.

Your focus is more offensive attacks before Yrden and Quen, though slowing your foes and protecting yourself is almost as important. Pick Far-Reaching Aard and Aard Intensity to really knock a foe around, and should they fall to the ground you can finish them with an easy sword skewering. However, your main plan is lighting anything you're battling on fire, after slowing them with Yrden first (so they are easier to hit, and using Magic Trap and eventually Supercharged Glyphs to damage foes even before Aard or Igni are utilized). Melt Armor, Firestream, and Igni Intensity, along with your other Sign Intensity bonuses, can really roast your foes, no matter what their protective clothing. Then leave them to burn while attending other adversaries.

Should anything get through this Aard-blasting, Yrden-slowing, Igni-igniting dance of death, you have Quen to protect you, using Active Shield along with Rage Management to help you use Adrenaline Points to maintain it, if your Stamina is low. Though it's better to spend points unlocking Mutations, you may also wish to purchase superfluous Signs Abilities just to add to your Stamina regeneration in combat.

In most other respects, the type of secondary gear and augmentations you choose to adorn this Archetype with follow the similar plans as the previous Signs-related builds. Any Crossbow you choose is fine. When lobbing Bombs, Dragon's Dream (after you slow foes with Yrden) is excellent to deploy just before a roasting with Igni.

Your lack of Toxicity resistance is an issue, forcing you to choose carefully when supping on potions and decoctions. Petri's Philter (increasing Sign intensity) is a must-use potion, and Tawny Owl keeps your Stamina from sapping (though Rage Management helps this problem). If it's cloudy out, take a swig of the Foglet decoction (Sign intensity increases in overcast conditions). Otherwise, the Ancient Leshen decoction is an almost automatic Stamina regenerating buff.

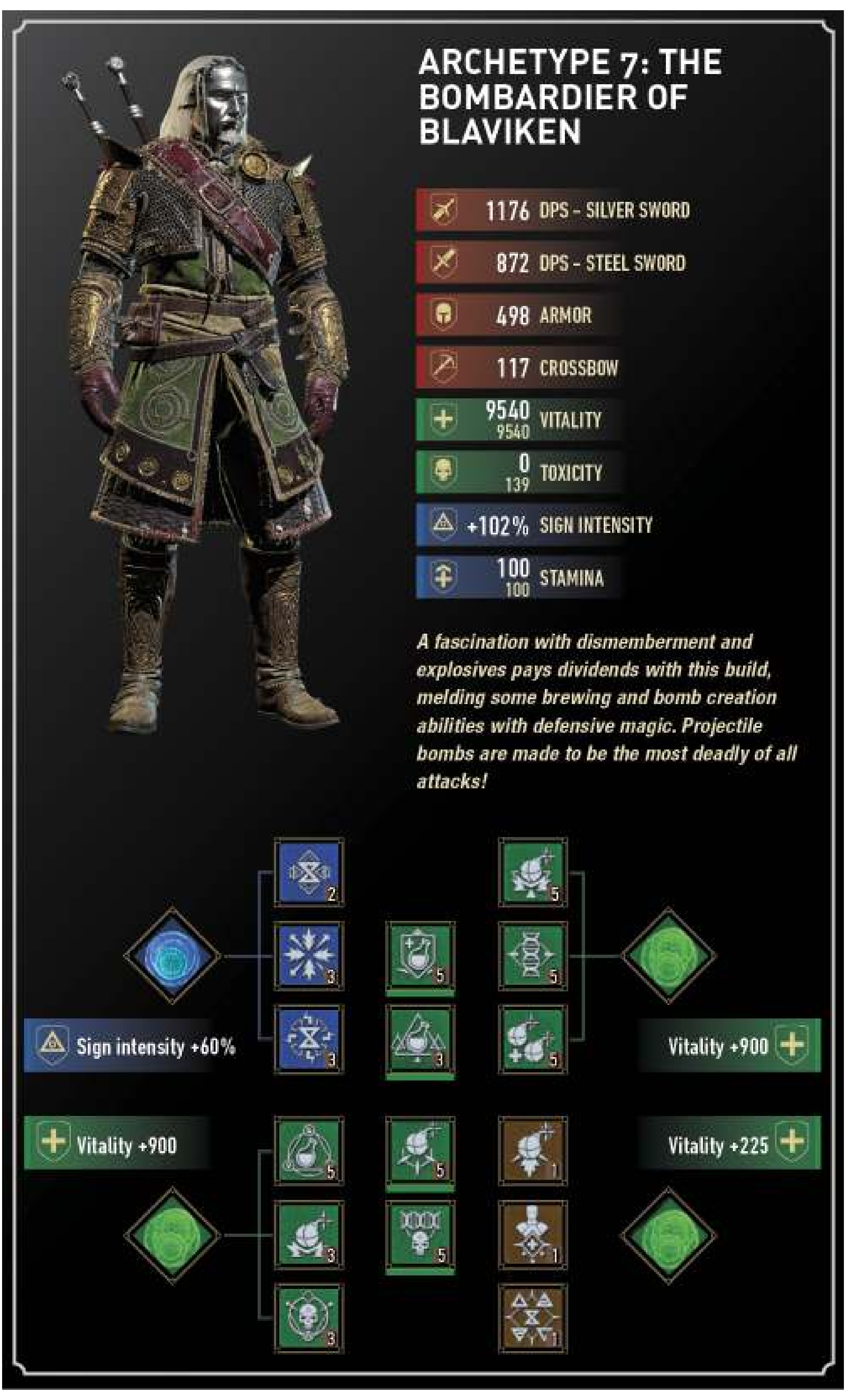
When it comes to Glyphs, Aard, Igni, and Yrden are great picks, as well as Quen if you're finding foes are getting too close for comfort. Runestones are usually straightforward; Veles gives you extra Sign intensity, while Perun gives an Adrenaline Point gain; useful as you're employing Rage Management.

Glyphwords should focus on your Igni ability. Eruption is a Level 3 enchantment that causes foes to explode when they die, igniting others, if you set them on fire. The other Igni-related Glyphwords (Rotation and Ignition) are good choices. Don't overlook Depletion (enemies struck by Aard have their Stamina halved) and Entanglement (augmenting your Yrden Sign). Or you could utilize Protection (automatically get a Quen shield at the start of combat). Using the Runeword Placation (Adrenaline Points drain, giving you Vitality and Stamina) helps maintain Sign availability, though Rage Management does this for you. Otherwise, try Dumplings (for extra nourishment) or Replenishment (which consumes an Adrenaline Point after you cast a Sign, before imbuing your sword with the power of that Sign on your next sword attack).

When looking at Mutations, other Signs archetypes tend to use Conductors of Magic (increasing your Signs intensity if the weapons you wield are of high quality) and Magic Sensibilities (Signs have a critical hit chance which scales with the power of the Sign, exploding the enemy upon death). However, don't overlook Euphoria if you're constantly using Potions and Decoctions; as your Toxicity level rises quickly, the increased Attack Power and Sign Intensity can be incredible (though you'll have difficulty placing all 16 Abilities as the Euphoria slots are Alchemy-only). Another option? Piercing Cold, to really take advantage of Aard!

Alchemy-focused Archetypes

Archetype 7: The Bombardier Of Blaviken



A fascination with dismemberment and explosives pays dividends with this build, melding some brewing and bomb creation abilities with defensive magic. Projectile bombs are made to be the most deadly of all attacks!

Points to Unlock	Levels	Branch and Ability Name
0	2	Yrden Sign: Sustained Glyphs
0	3	Quen Sign: Exploding Shield
6	3	Yrden Sign: Magic Trap*/**
6	3	Quen Sign: Active Shield*/**
0	5	Brewing: Heightened Tolerance
0	3	Bomb Creation: Steady Aim
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment*
8	5	Bomb Creation: Pyrotechnics
8	5	Mutation: Tissue Transmutation
28	5	Bomb Creation: Cluster Bombs
0	1	Bear School Techniques
0	1	Rage Management
0	1	Advanced Pyrotechnics*
Total Ability Points Needed		
12/16* Abilities	43/59* Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities require another Signs ability to be unlocked before they are accessed)*

Armor: Undvik Armor or Ursine Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Grapeshot, Dancing Star, Dragon's Dream, Devil's Puffball

Potions: Blizzard, Maribor Forest, Swallow, Thunderbolt, White Raffard's Decoction

Decoctions: Cockatrice, Katakan, Ekimmara, Succubus

Glyphs: Quen

Runestones: Dazhbog, Stribog, Triglav, Zoria

Glyphwords: Protection

Runewords: Invigoration, Prolongation, Rejuvenation

Mutations: Toxic Blood (2 Research Points)

Sometimes you wish you had more bombs. This archetype provides for that very specific need. It takes a lot of work to hunt down the ingredients for this archetype to really work, but the results are worthwhile. You end up with more than enough bombs, and each bomb is significantly more effective. Most encounters in the field should end decisively in your favor after many, many explosions.

Any spare Ability Points can go into branches that fit your preferences. If you want a bit more bite out of your swords, the early parts of the Combat Branch of the Ability Tree are a safe bet. If you're trying to push your survivability, investing in Sign improvements for Yrden and Quen is not a bad call (and this archetype abilities list reflects a small selection of Signs to use, too). Yrden is of particular interest; you might find yourself utilizing the Magic Trap to slow down fast foes so your bombs hit their intended targets more easily. Or, you may wish to continue your Brewing, especially as your Toxicity is toughened.

Bombs are the centerpiece of this archetype. Steady Aim gives you more time to aim bombs. Pyrotechnics increases your damage capacity with Dragon's Dream and Devil's Puffball; projectiles that normally inflict no immediate damage by themselves. Efficiency increases the maximum number of bombs you can have in slot. However, the real star of the show is Cluster Bomb. Maxed out, Cluster Bomb causes your bombs to scatter additional explosive fragments (up to six at the highest level). A Superior Grapeshot and Dancing Star, already powerful, become pocket-portable battlefield devastators, and with maxed out Efficiency, you'll have a lot more of them to throw around.

The other talents suggested in the Alchemy Branches of the Ability Tree aren't just so you can reach Cluster Bomb: Tissue Transmutation to greatly boost your survivability when maxed out while consuming a decoction (likely the cockatrice decoction). Heightened Tolerance gives you a little more room to work with in terms of your toxicity levels, and Synergy allows your Mutagen Slots to be even more effective at stat boosts.

In terms of armor, the Undvik gear of Skellige (bolstered by sockets created by the Runewright) helps you withstand punishment while you try lobbing bombs (and Bear School Techniques keep your Vitality and Strong Attacks up), while the extra protection of Ursine gear does more than shield you from your own mis-thrown projectiles; the Adrenaline Point gains, coupled with Rage Management (Signs are cast using Adrenaline Points if your Stamina level is too low), enables you to utilize Yrden and Quen for longer than you're normally capable of; allowing a "Signs first, Bombs second" approach to combat. Add more Adrenaline Points with both the Ursine blades.

With this archetype, there aren't particular potions you *need* to use. In most situations, a focus on survival potions, like White Raffard's Decoction and Swallow, is the best plan. Whereas, with bombs you have the pick of the crop: This build gives you a ridiculous amount of bombs to work with. Use your heavy hitters: Grapeshot, Dancing Star, Dragon's Dream for especially now-vulnerable monsters, and Devil's Puffball for those weakened by poison.

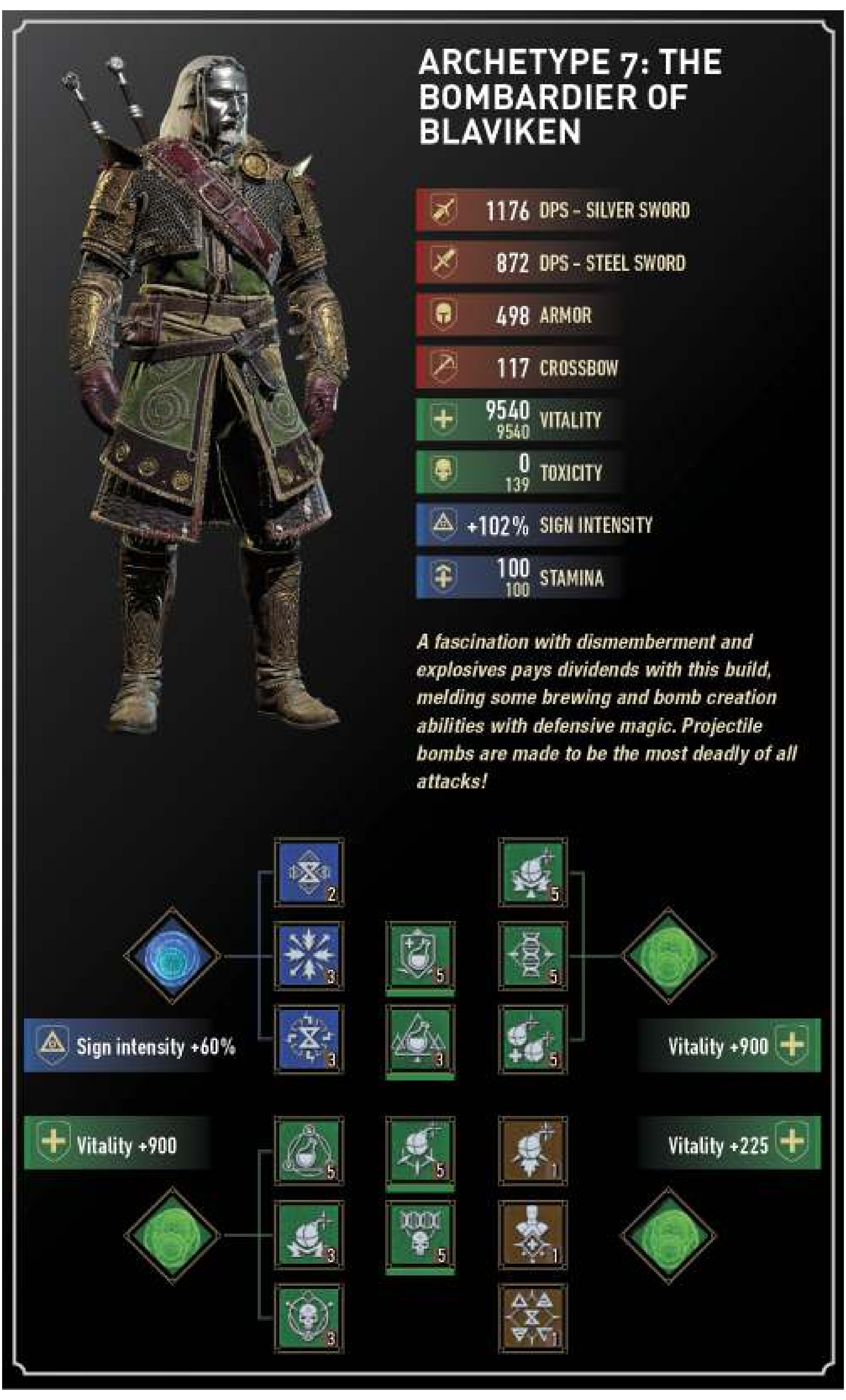
When choosing decoctions, Cockatrice decoctions allow all alchemy creations to be used one additional time. **ALL** of them. This is hands down the most useful decoction for this archetype. On the off-chance you're not chugging down Cockatrice decoctions, choose ones that benefit elements such as your Attack Power (Succubus), Critical Hits (Katakan), or Vitality (Ekimmara).

With Glyphs and Glyphwords from the Runewright, the usual plan of adding Intensity to your Quen sign helps your defenses as you fiddle with more bombs to throw. Runestones should be chosen if they help you strike foes with your projectiles. Dazhbog (chance to cause burning), Zoria (freezing), and Triglav (stunning), and Stribog (staggering) all have a chance of immobilizing an enemy to a certain degree, after which more bombing can occur. A similar plan is in effect with Runewords; Rejuvenation restores your Stamina for each fatal blow you inflict (these don't need to be sword strikes, which is key). Also for your consideration is Invigoration. If you're keeping away from foes, your Vitality is likely to be at maximum for longer, so Vitality regeneration increases damage on your next attack. Or, choose Prolongation to increase your potion effects.

Mutations related to Alchemy (and to a lesser extent, Signs) are most beneficial here. With potions and decoctions upping your Toxicity, Toxic Blood is worthwhile; if you're struck, the enemy receives damage that scales with your Toxicity. Euphoria (Potion Toxicity increases sword and Sign power) isn't a wise choice as it doesn't affect bomb damage.

Alchemy-focused Archetypes

Archetype 7: The Bombardier Of Blaviken



ARCHETYPE 7: THE BOMBARDIER OF BLAVIKEN

1176 DPS – SILVER SWORD

872 DPS – STEEL SWORD

498 ARMOR

117 CROSSBOW

9540 / 9540 VITALITY

0 / 139 TOXICITY

+102% SIGN INTENSITY

100 / 100 STAMINA

A fascination with dismemberment and explosives pays dividends with this build, melding some brewing and bomb creation abilities with defensive magic. Projectile bombs are made to be the most deadly of all attacks!

Points to Unlock	Levels	Branch and Ability Name
0	2	Yrden Sign: Sustained Glyphs
0	3	Quen Sign: Exploding Shield
6	3	Yrden Sign: Magic Trap*/**
6	3	Quen Sign: Active Shield*/**
0	5	Brewing: Heightened Tolerance
0	3	Bomb Creation: Steady Aim
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment*
8	5	Bomb Creation: Pyrotechnics
8	5	Mutation: Tissue Transmutation
28	5	Bomb Creation: Cluster Bombs
0	1	Bear School Techniques
0	1	Rage Management
0	1	Advanced Pyrotechnics*
Total Ability Points Needed		
12/16* Abilities	43/59* Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities require another Signs ability to be unlocked before they are accessed)*

Armor: Undvik Armor or Ursine Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Grapeshot, Dancing Star, Dragon's Dream, Devil's Puffball

Potions: Blizzard, Maribor Forest, Swallow, Thunderbolt, White Raffard's Decoction

Decoctions: Cockatrice, Katakan, Ekimmara, Succubus

Glyphs: Quen

Runestones: Dazhbog, Stribog, Triglav, Zoria

Glyphwords: Protection

Runewords: Invigoration, Prolongation, Rejuvenation

Mutations: Toxic Blood (2 Research Points)

Sometimes you wish you had more bombs. This archetype provides for that very specific need. It takes a lot of work to hunt down the ingredients for this archetype to really work, but the results are worthwhile. You end up with more than enough bombs, and each bomb is significantly more effective. Most encounters in the field should end decisively in your favor after many, many explosions.

Any spare Ability Points can go into branches that fit your preferences. If you want a bit more bite out of your swords, the early parts of the Combat Branch of the Ability Tree are a safe bet. If you're trying to push your survivability, investing in Sign improvements for Yrden and Quen is not a bad call (and this archetype abilities list reflects a small selection of Signs to use, too). Yrden is of particular interest; you might find yourself utilizing the Magic Trap to slow down fast foes so your bombs hit their intended targets more easily. Or, you may wish to continue your Brewing, especially as your Toxicity is toughened.

Bombs are the centerpiece of this archetype. Steady Aim gives you more time to aim bombs. Pyrotechnics increases your damage capacity with Dragon's Dream and Devil's Puffball; projectiles that normally inflict no immediate damage by themselves. Efficiency increases the maximum number of bombs you can have in slot. However, the real star of the show is Cluster Bomb. Maxed out, Cluster Bomb causes your bombs to scatter additional explosive fragments (up to six at the highest level). A Superior Grapeshot and Dancing Star, already powerful, become pocket-portable battlefield devastators, and with maxed out Efficiency, you'll have a lot more of them to throw around.

The other talents suggested in the Alchemy Branches of the Ability Tree aren't just so you can reach Cluster Bomb: Tissue Transmutation to greatly boost your survivability when maxed out while consuming a decoction (likely the cockatrice decoction). Heightened Tolerance gives you a little more room to work with in terms of your toxicity levels, and Synergy allows your Mutagen Slots to be even more effective at stat boosts.

In terms of armor, the Undvik gear of Skellige (bolstered by sockets created by the Runewright) helps you withstand punishment while you try lobbing bombs (and Bear School Techniques keep your Vitality and Strong Attacks up), while the extra protection of Ursine gear does more than shield you from your own mis-thrown projectiles; the Adrenaline Point gains, coupled with Rage Management (Signs are cast using Adrenaline Points if your Stamina level is too low), enables you to utilize Yrden and Quen for longer than you're normally capable of; allowing a "Signs first, Bombs second" approach to combat. Add more Adrenaline Points with both the Ursine blades.

With this archetype, there aren't particular potions you *need* to use. In most situations, a focus on survival potions, like White Raffard's Decoction and Swallow, is the best plan. Whereas, with bombs you have the pick of the crop: This build gives you a ridiculous amount of bombs to work with. Use your heavy hitters: Grapeshot, Dancing Star, Dragon's Dream for especially now-vulnerable monsters, and Devil's Puffball for those weakened by poison.

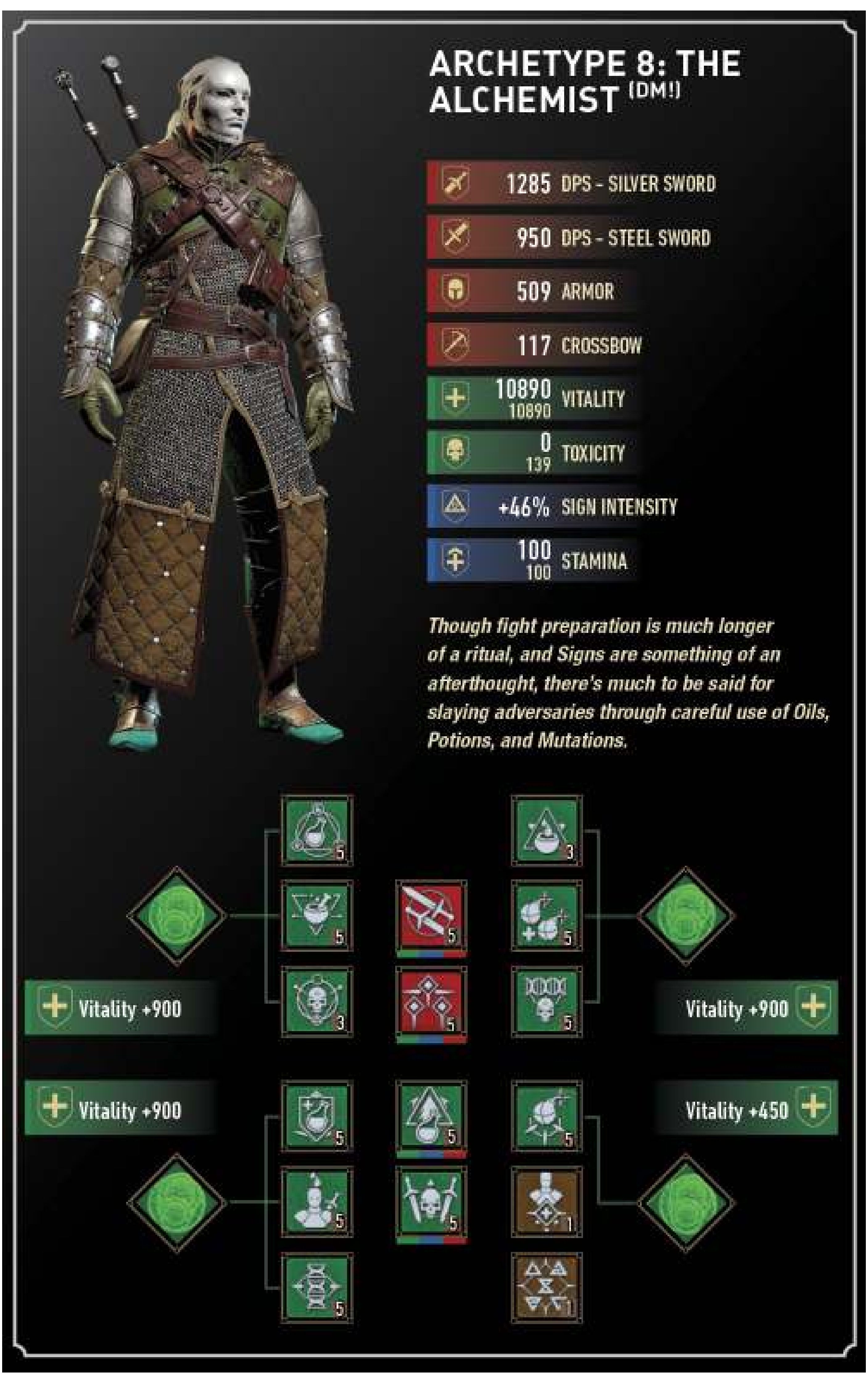
When choosing decoctions, Cockatrice decoctions allow all alchemy creations to be used one additional time. **ALL** of them. This is hands down the most useful decoction for this archetype. On the off-chance you're not chugging down Cockatrice decoctions, choose ones that benefit elements such as your Attack Power (Succubus), Critical Hits (Katakan), or Vitality (Ekimmara).

With Glyphs and Glyphwords from the Runewright, the usual plan of adding Intensity to your Quen sign helps your defenses as you fiddle with more bombs to throw. Runestones should be chosen if they help you strike foes with your projectiles. Dazhbog (chance to cause burning), Zoria (freezing), and Triglav (stunning), and Stribog (staggering) all have a chance of immobilizing an enemy to a certain degree, after which more bombing can occur. A similar plan is in effect with Runewords; Rejuvenation restores your Stamina for each fatal blow you inflict (these don't need to be sword strikes, which is key). Also for your consideration is Invigoration. If you're keeping away from foes, your Vitality is likely to be at maximum for longer, so Vitality regeneration increases damage on your next attack. Or, choose Prolongation to increase your potion effects.

Mutations related to Alchemy (and to a lesser extent, Signs) are most beneficial here. With potions and decoctions upping your Toxicity, Toxic Blood is worthwhile; if you're struck, the enemy receives damage that scales with your Toxicity. Euphoria (Potion Toxicity increases sword and Sign power) isn't a wise choice as it doesn't affect bomb damage.

Alchemy-focused Archetypes

Archetype 8: The Alchemist



ARCHETYPE 8: THE ALCHEMIST (DM!)

Though fight preparation is much longer of a ritual, and Signs are something of an afterthought, there's much to be said for slaying adversaries through careful use of Oils, Potions, and Mutations.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory*
0	5	Strong Attack: Strength Training**
0	5	Battle Trance: Resolve*
8	5	Fast Attack: Precise Blows**
0	5	Brewing: Heightened Tolerance
0	5	Oil Preparation: Poisoned Blades
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment
8	5	Oil Preparation: Protective Coating
8	5	Mutation: Tissue Transmutation
20	3	Oil Preparation: Fixative
20	5	Bomb Creation: Efficiency
20	5	Mutation: Synergy
28	5	Bomb Creation: Cluster Bombs
28	5	Mutation: Adaptation
28	5	Trial of the Grasses: Killing Spree*
0	1	Bear School Techniques
0	1	Rage Management*
Total Ability Points Needed		
12/16*/18** Abilities	52/68*/78** Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities are optional, and are alternative Combat abilities)*

Armor: Undvik or Ursine Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Samum, Northern Wind

Potions: Blizzard, Maribor Forest, Tawny Owl, Thunderbolt

Decoctions: Cockatrice, Katakan, Ekimmara, Succubus

Glyphs: Quen

Runestones: Dazhbog, Morana, Stribog

Glyphwords: Protection

Runewords: Elation, Prolongation, Rejuvenation

Mutations: Toxic Blood (2 Research Points), Metamorphosis (25 Research Points)

This Archetype chooses the very best parts of the Alchemy Branches and uses it to incredible effect, though the first Ability to pick is Bear School Techniques (General Branch); as this increases your Vitality and Strong Attacks for each piece of Heavy armor you wear. As your Vitality increases are going to be astronomical in this build, this is well worth taking. A mixture of impressive resistances and Adrenaline increases using the Ursine Armor and bladed weaponry, this is useful for helping your bladed attacks, which don't utilize Combat abilities, but rather the deadly oils you've coated your blade with. Another option is to don the Undvik armor (as shown), as this has incredible protection against all manner of attacks.

Begin with Brewing; Heightened Tolerance allows many more potions to be taken. Refreshment is also a very important choice, as it heals your Vitality each time you take a potion. Poisoned Blades enhances your blades, and although you don't have the Combat Abilities to muster, continuously damaging the enemy with poison, even after your attack has finished, more than makes up for this deficit. Protective Coating adds further protection to enemies you're facing provided you've coated your blade in the oil they are vulnerable to; don't forget this important point! This allows you to wade into combat with fewer worries about being savaged. Complete the devastation by adding Fixative; at Level 3 this keeps oil on your blade for the entire fight, which is a sensational buff, and allows you to take fewer risks (as you have more time to kill; literally!).

Ignoring the first two Bomb Creation abilities (which aren't imperative to purchase), pick Efficiency (which increases the bombs in each slot) and Cluster Bombs (which separates bombs into explosive fragments). If you've higher quality bombs (especially Grapeshot, which itself separates into fragments), you have the best parts of the Bombadier of Blaviken archetype, but with additional combat flexibility!

In the Mutations branch, Acquired Tolerance is the foundation of this archetype, as it allows a much greater number of potions and decoctions to be consumed; almost always at once! You aren't using this Archetype properly if you don't have three or four potion or decoction effects occurring (at higher levels)! Add more free Vitality by purchasing Tissue Transmutation. As you're using large amounts of Decoctions throughout a fight, keeping Vitality up without thinking about it is always helpful. Synergy increases the bonus for mutagens placed in the slots linking your chosen abilities, essentially giving you even more Vitality (with green mutagens). Lastly, Adaptation grants you additional Decoction duration, all helping your decoction buffs last almost as long as your oil!

Also, as each Alchemy ability increases your potion duration time, slotting in as many as possible (11 of the 12, with the last being Bear School Techniques, before the *Blood and Wine* Mutations bolster this to 16) is a possibility. Otherwise, make three of your slots Combat-based.

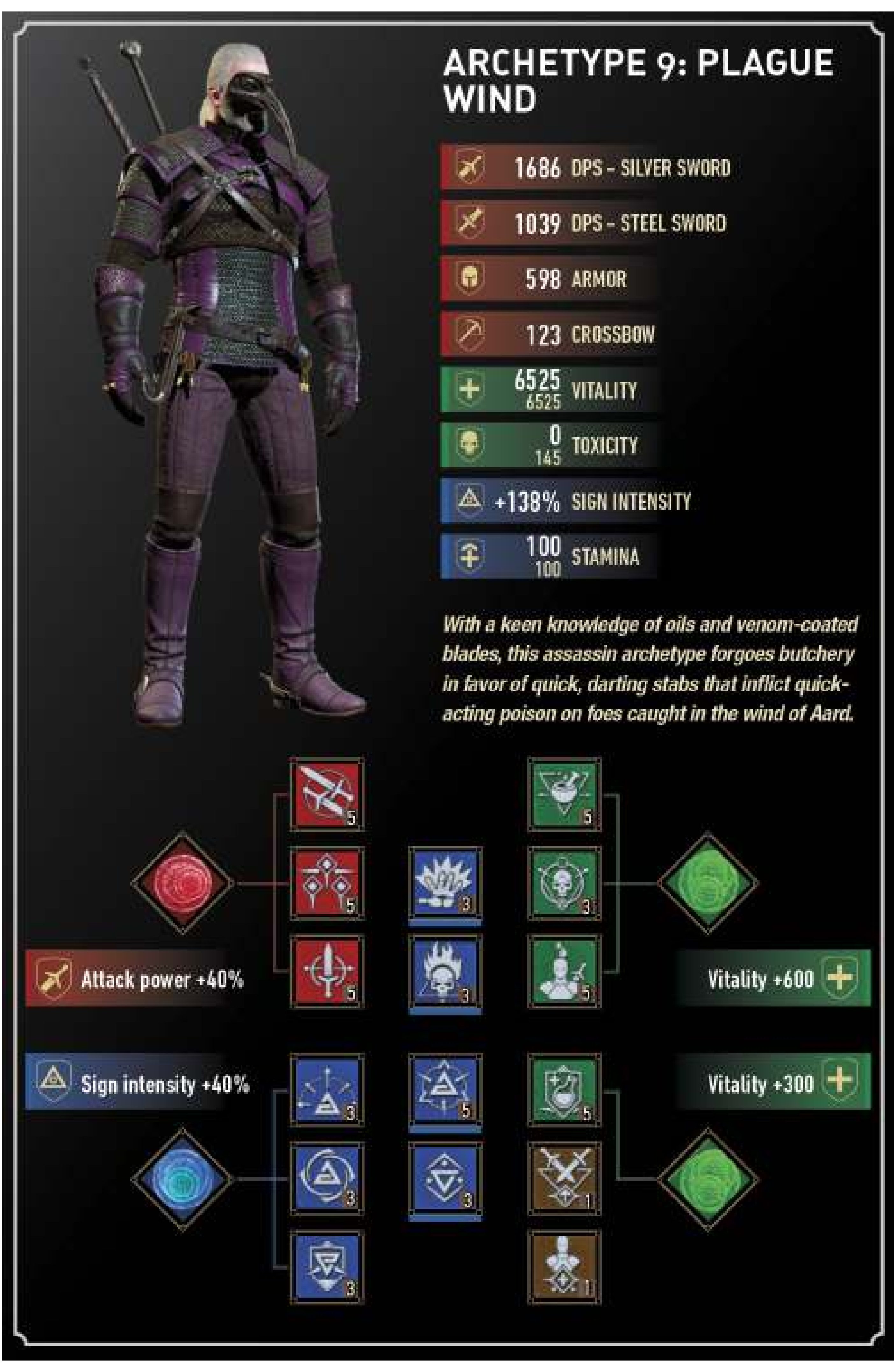
While a good crossbow is of secondary importance, find the best one you can. Concentrate on learning and mixing Oils before fights, and consuming multiple potions and decoctions as your Toxicity toughness is so high. All the listed potions and decoctions are there to aid in almost every fight, but choose others too for specific uses. Remember Cockatrice decoctions (allowing you to use all your alchemic creations one additional time) grant you a host of additional bonuses, essentially for free!

As you're hardly the most proficient swordsman in the land, focus your Glyph imbuing on Quen. For Runestones, pick those that can cause foes to falter (such as Stribog) or better yet, receive a possible poisoning (Morana). With Glyphwords, Protection helps your meager Sign defenses. For Runewords, Prolongation (increasing your potion duration time for each unblocked blow you strike) seems exceptional, unless your potions are already lasting throughout most fights. In that case, think about Elation or Rejuvenation (fatal blows with your sword give you Adrenaline Points or Stamina respectively).

When the time comes to choose Mutations, Toxic Blood is one option that turns a foe's successful strikes on you into death for them (especially as your Toxicity is likely to be high, killing them quickly). However, you may find it difficult to slot in your combat abilities as this is a pure Alchemy Mutation. But arguably the best Mutation is Metamorphosis; allowing you to swig down a decoction for free, along with increased sword Attack Power, Sign Intensity, and Vitality!

Hybrid Archetypes

Archetype 9: Plague Wind



With a keen knowledge of oils and venom-coated blades, this assassin archetype forgoes butchery in favor of quick, darting stabs that inflict quick-acting poison on foes caught in the wind of Aard.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Defense: Fleet Footed*
20	5	Fast Attack: Whirl*
0	3	Aard Sign: Far-Reaching Aard
0	3	Axii Sign: Delusion**
6	3	Aard Sign: Aard Sweep
6	3	Igni Sign: Firestream**
6	3	Quen Sign: Active Shield
6	3	Axii Sign: Puppet**
18	5	Aard Sign: Aard Intensity
0	5	Brewing: Heightened Tolerance**
0	5	Oil Preparation: Poisoned Blades
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment*
8	5	Oil Preparation: Protective Coating
20	3	Oil Preparation: Fixative*
0	1	Focus
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16*/20** Abilities	44/62*/76** Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities are optional, and the Signs-related ones can be swapped into your Signs slots if Aard isn't helpful in battle, or you have a Mutation that doesn't accept an Attribute type))*

Armor: Viper Armor

Swords: Viper Venomous Steel Sword, Viper Venomous Silver Sword

Crossbow: Any

Bombs: Devil's Puffball, Northern Wind, Samum

Potions: Maribor Forest, Petri's Philter, Tawny Owl, Thunderbolt

Decoctions: Doppler, Ekhidna, Ekimmara, Katakan

Glyphs: Aard, Quen

Runestones: Morana, Veles, Zoria

Glyphwords: Depletion, Protection, Rotation

Runewords: Preservation, Replenishment, Severance

Mutations: Toxic Blood (2 Research Points), Piercing Cold (5 Research Points)

This Archetype focuses on the knowledge of correct oils to coat already-potent blades, to ensure every foe you face is poisoned and comes to a most unpleasant end on the battlefield. Though it doesn't damage as significantly as other builds, this is a true hybrid of the three main ability branches, and is more subtle, forcing you to take more time and tactical forethought before committing to combat. With this in mind, any improvements and abilities are focused on poison and attack damage.

The fabled Viper Armor, which offers substantial resistance to every type of enemy attack, is an excellent choice (though New Moon is another favorite). Viper Armor is Medium weight, allowing your Griffin School Techniques (Sign intensity and Stamina regeneration bonuses) to stack to an impressive degree. But the real potential are the two Viper Venomous Swords, both offering large Aard Intensity bonuses (which is why this Sign is your main focus outside of swordplay), as well as increased critical hit opportunities, and a 15 percent chance to poison. Take this sword into combat, but not before coating your weapon with an oil the enemy you are about to face is susceptible to, and the true power of this archetype is revealed.

Beginning with Alchemy, your focus is augmenting the poison potential of your blades still further. Poisoned Blades offers immense potential of inflicting poison damage for each oil-coated sword strike (up the level of oil used for almost certain poison damage). Protective Coating grants you damage resistance against the monster the oil is targeting, and Fixative gives you almost limitless oil. When partnered with a group of three Fast Attacks (including Whirl), the opportunity for poison damage is constant and mostly assured. Then think about adding Refreshment and Acquired Tolerance to up the potions and decoctions you're taking. But this is only half the battle.

The bolstering of your Aard abilities, plus the buffs of Focus, Griffin School Techniques, and your Viper blades, mean you can keep multiple foes off-balance, on their back, or away from the main enemies in crowded battles. Slay foes on the ground easily, and for foes that Aard isn't as helpful to use against, switch to Igni, along with an active shield. If you're having trouble losing Adrenaline, employ Resolve (AP loss when struck by a foe is lowered) and use the General Focus Ability for extra weapon damage and Sign intensity when you have more Adrenaline Points.

Choose any crossbow you wish; compare statistics and pick the one most potent. Oils are all dependent on the combat situation, so read up on the beasts you're about to face (using the guide Bestiary) and prepare your Oils accordingly. Bombs are more important than you'd think; with an assassin-style, the Devil's Puffball (with its poison cloud) fits the style of combat, and Northern Wind freezes foes, which is helpful if you're employing flank or rear attacks.

As your potions are extra-potent, and you have extra tolerance, multiple buffs are possible. Maribor Forest helps to keep your Adrenaline up. Petri's Philter increases your Sign Intensity; good for augmenting both Aard to nullify even more foes, or to bolster the Signs you haven't placed many points into (such as Yrden). Tawny Owl and Thunderbolt potions are obvious help to Stamina and Attack power respectively.

Swig down a couple of decoctions, too: Help your criticals with Katakan. Regenerate your Vitality each time you damage a foe with Ekimmara (which is amazingly helpful during Whirl attacks!). Ekhidna also helps restore Vitality, any time you use Stamina. Doppler decoctions increase your critical hits when attacking from behind; roll and dodge around a foe you've already staggered with Aard and slay them!

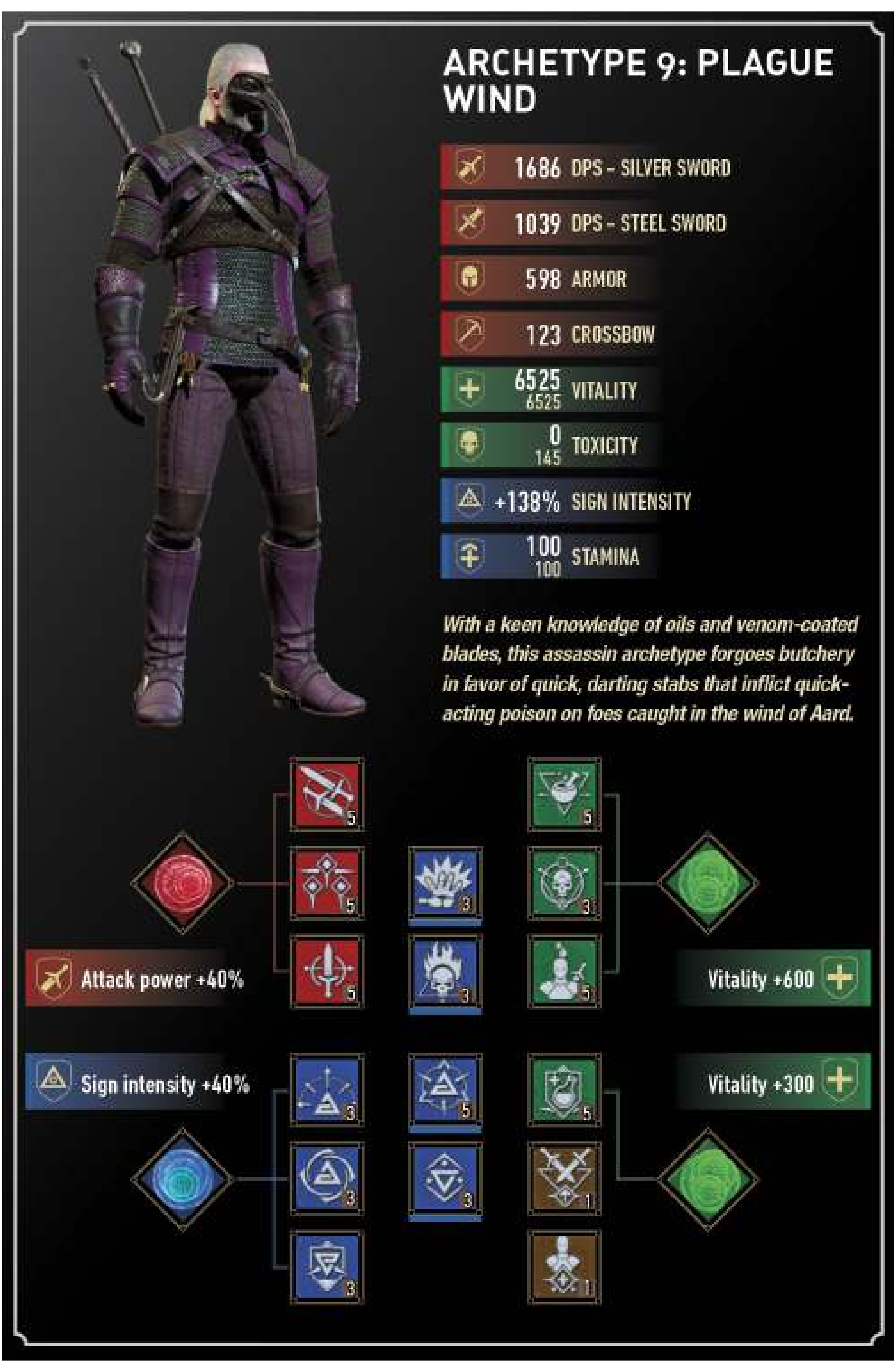
When you're imbuing armor with Glyphs, the tendency is toward Quen. While this is recommended, also test out Aard, and see how this affects your Sign attacks in combat. Regarding Runestones, Veles is always helpful at improving your Sign intensity, but for true assassin professionals, adding Morana (increasing the chance to poison) stacks well with your swords and Alchemy abilities. Otherwise, choose Runestones from combat builds.

When the Runewright has been financed, Protection (automatic Quen) is the obvious choice. But consider Rotation. Igni strikes everyone in 360 degrees, but without burning, which is exceptional for crowd control and your fast attacks put out the flames of the foe you're striking anyway. Depletion is also a worthy choice; halving a foe's Stamina with any Aard attack is incredibly potent as you've invested heavily in this Sign. For Runewords, Replenishment is amazing, as this effectively echoes any Sign attack you might make. Preservation (giving you permanent Armorer's Table and Grindstone bonuses) keeps you and your blades looking sharp, and Severance is worth a look if you're always using Whirl and need the extra range.

When choosing a Mutation, the seldom-used Piercing Cold suddenly becomes both amusingly entertaining and imperative to try! Any foes knocked down are shattered into pieces (and die), while those not knocked down are frozen in place, and ripe for a poisoning or rear strike! A less potent, but more measured mutation is Toxic Blood. If you're struck, the foe is damaged, and due to your expected high Toxicity, and the fact the foe's damage scales with it, you can drop foes after they strike you, though you risk huge damage loss on higher difficulty levels.

Hybrid Archetypes

Archetype 9: Plague Wind



With a keen knowledge of oils and venom-coated blades, this assassin archetype forgoes butchery in favor of quick, darting stabs that inflict quick-acting poison on foes caught in the wind of Aard.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Battle Trance: Resolve
8	5	Fast Attack: Precise Blows
8	5	Defense: Fleet Footed*
20	5	Fast Attack: Whirl*
0	3	Aard Sign: Far-Reaching Aard
0	3	Axii Sign: Delusion**
6	3	Aard Sign: Aard Sweep
6	3	Igni Sign: Firestream**
6	3	Quen Sign: Active Shield
6	3	Axii Sign: Puppet**
18	5	Aard Sign: Aard Intensity
0	5	Brewing: Heightened Tolerance**
0	5	Oil Preparation: Poisoned Blades
0	3	Mutation: Acquired Tolerance
8	5	Brewing: Refreshment*
8	5	Oil Preparation: Protective Coating
20	3	Oil Preparation: Fixative*
0	1	Focus
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16*/20** Abilities	44/62*/76** Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities are optional, and the Signs-related ones can be swapped into your Signs slots if Aard isn't helpful in battle, or you have a Mutation that doesn't accept an Attribute type))*

Armor: Viper Armor

Swords: Viper Venomous Steel Sword, Viper Venomous Silver Sword

Crossbow: Any

Bombs: Devil's Puffball, Northern Wind, Samum

Potions: Maribor Forest, Petri's Philter, Tawny Owl, Thunderbolt

Decoctions: Doppler, Ekhidna, Ekimmara, Katakan

Glyphs: Aard, Quen

Runestones: Morana, Veles, Zoria

Glyphwords: Depletion, Protection, Rotation

Runewords: Preservation, Replenishment, Severance

Mutations: Toxic Blood (2 Research Points), Piercing Cold (5 Research Points)

This Archetype focuses on the knowledge of correct oils to coat already-potent blades, to ensure every foe you face is poisoned and comes to a most unpleasant end on the battlefield. Though it doesn't damage as significantly as other builds, this is a true hybrid of the three main ability branches, and is more subtle, forcing you to take more time and tactical forethought before committing to combat. With this in mind, any improvements and abilities are focused on poison and attack damage.

The fabled Viper Armor, which offers substantial resistance to every type of enemy attack, is an excellent choice (though New Moon is another favorite). Viper Armor is Medium weight, allowing your Griffin School Techniques (Sign intensity and Stamina regeneration bonuses) to stack to an impressive degree. But the real potential are the two Viper Venomous Swords, both offering large Aard Intensity bonuses (which is why this Sign is your main focus outside of swordplay), as well as increased critical hit opportunities, and a 15 percent chance to poison. Take this sword into combat, but not before coating your weapon with an oil the enemy you are about to face is susceptible to, and the true power of this archetype is revealed.

Beginning with Alchemy, your focus is augmenting the poison potential of your blades still further. Poisoned Blades offers immense potential of inflicting poison damage for each oil-coated sword strike (up the level of oil used for almost certain poison damage). Protective Coating grants you damage resistance against the monster the oil is targeting, and Fixative gives you almost limitless oil. When partnered with a group of three Fast Attacks (including Whirl), the opportunity for poison damage is constant and mostly assured. Then think about adding Refreshment and Acquired Tolerance to up the potions and decoctions you're taking. But this is only half the battle.

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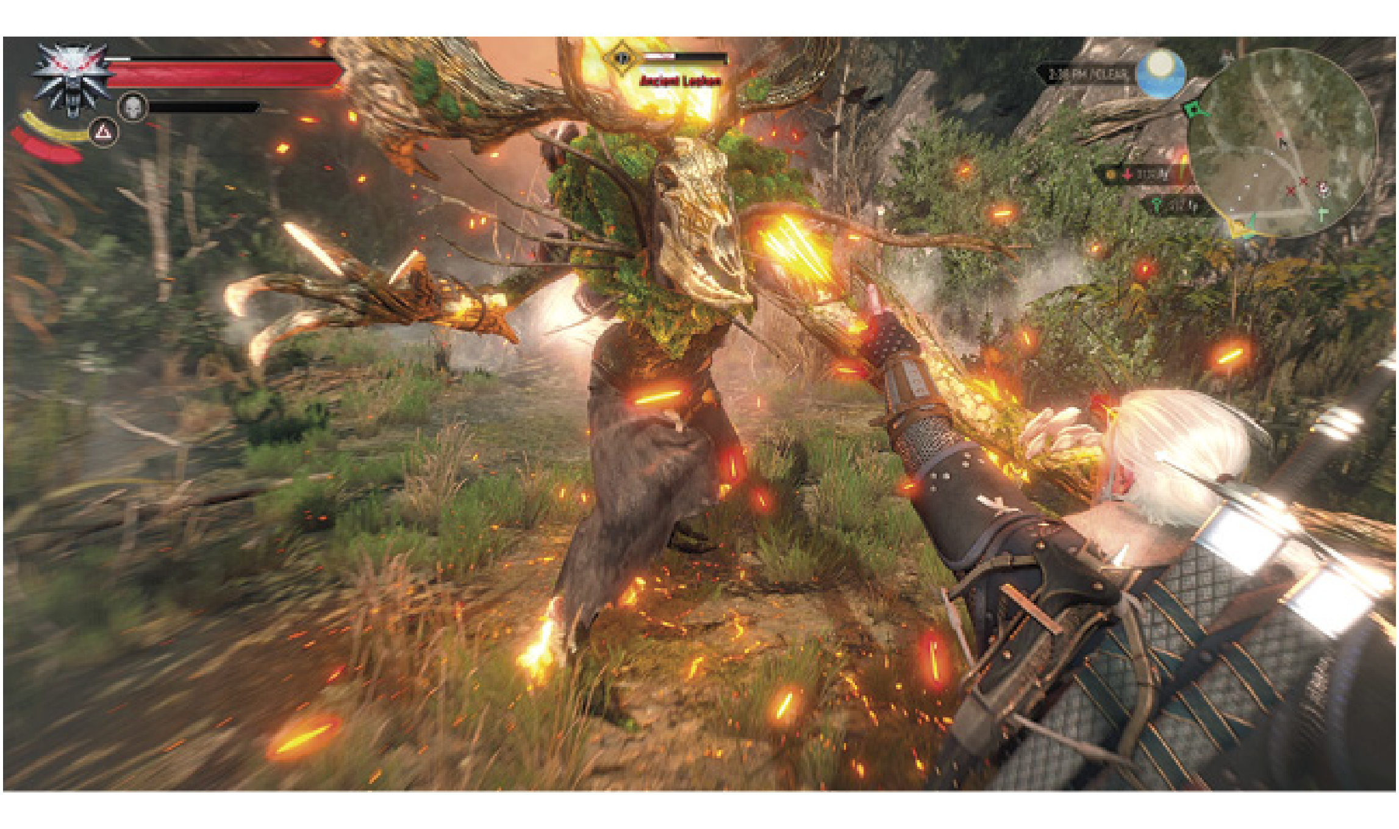
Combat

Signs

Geralt can cast five different magic signs: Yrden, Quen, Igni, Axii, and Aard (as listed from left to right on your quick access menu). Each has specific uses before and during combat. Casting a Sign requires a full bar of Stamina, so it's important to know when to cast a Sign and why.



Learn to swiftly access the Quick Access menu to quickly switch between Selected Signs and Items, so combat is more fluid. Or keep the screen up to slow time down between maneuvers, so you can plan an effective strike, such as this alternate attack display of Igni fire; the firestream.

All Signs can be upgraded in the Character Ability trees. These not only provide enhanced effectiveness, but even offer alternate Sign modes that change how they work in battle.

SWIFT SIGN SWITCHING

You don't have to access the Selected Signs and Items screen each time you wish to switch a Sign. Instead, during combat, hold the block button, and cycle through your Signs using left and right on the d-pad, if you're using a controller.

YRDEN: A MAGIC TRAP

Cast this Sign and a circle of Yrden symbols appears around Geralt. Most foes that wander into that ring are significantly slowed, though some monsters are unaffected by it. This circle is one of the best tools at your disposal to control multiple enemies in melee range. Yrden is invaluable against noonwraiths and nightwraiths, who remain incorporeal most of the time unless caught within an Yrden circle. Yrden's ability to slow opponents increases with Sign Intensity.

QUEN: PROTECTIVE SHIELD

This Sign can be the difference between life and death. Quen's basic ability is to cover Geralt in a protective shield that absorbs a limited amount of damage. Usually, this means a single hit against most equal level foes, but that doesn't mean Quen isn't useful. If you're using Light Armor, your Stamina regeneration can be so swift that you can cast Quen multiple times in a fight, keeping you safe from damage. Investing in Quen can make it capable of sustaining several hits before breaking. This scales with Sign Intensity.

IGNI: DEALS FIRE DAMAGE

The fiery Igni Sign allows Geralt to spread a wave of embers at his foes. It can also be used for something more subtle, such as lighting a torch or campfire. Igni is incredibly effective against foes that are weak to fire. It can light enemies on fire and do damage over time. In some cases, this effect causes the enemy to panic. Additionally, any flammable gasses in the air, or barrels on the ground, can be ignited to cause powerful explosions that can hurt and stun your enemies. Enemies with shields are also exposed when doused with Igni fire, and airborne foes swooping in to attack you can be damaged and dropped out of the air with a well-timed Igni blast. Damage for Igni scales with Sign Intensity.

IGNI STARTS FIRES AND FIGHTS

If you use Igni to light torches or braziers, nearby enemies will notice Geralt and begin to attack. You can approach torches, candles, and braziers to interact with them instead; in a less obvious manner, should you wish to illuminate the darkness.

AXII: INFLUENCES OPPONENTS' MINDS

This Sign muddles the mind of an opponent, making it possible to take them out of the fight temporarily. It's most effective against humans, but can also work on certain monsters. Target an enemy that looks to be especially troublesome, then cast Axii to keep them out of the fight until you're ready to deal with them.

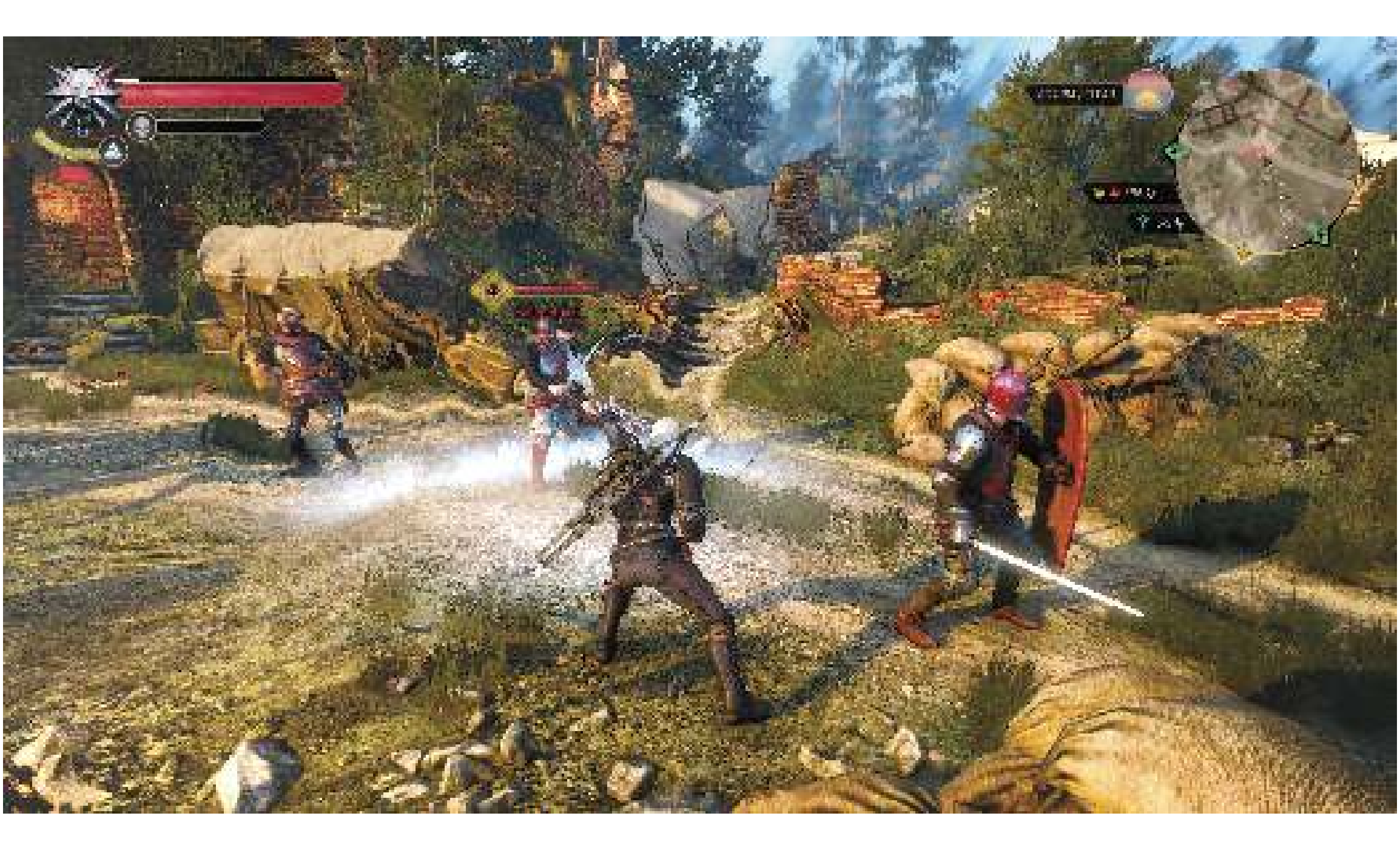
Axii can also be used in conversations with other characters in some cases, though some people are strong willed and can resist it. Avoid this by investing Ability Points in the Delusion ability.

This opens new options and possibly resolves a matter more peacefully, if not just making the ensuing fight easier with one threat temporarily removed.

Axii can even be used to calm Roach or tame wild horses for transportation. Axii's ability to confuse enemies increases in power and duration with greater Sign Intensity.

AARD: TELEKINETIC BLAST

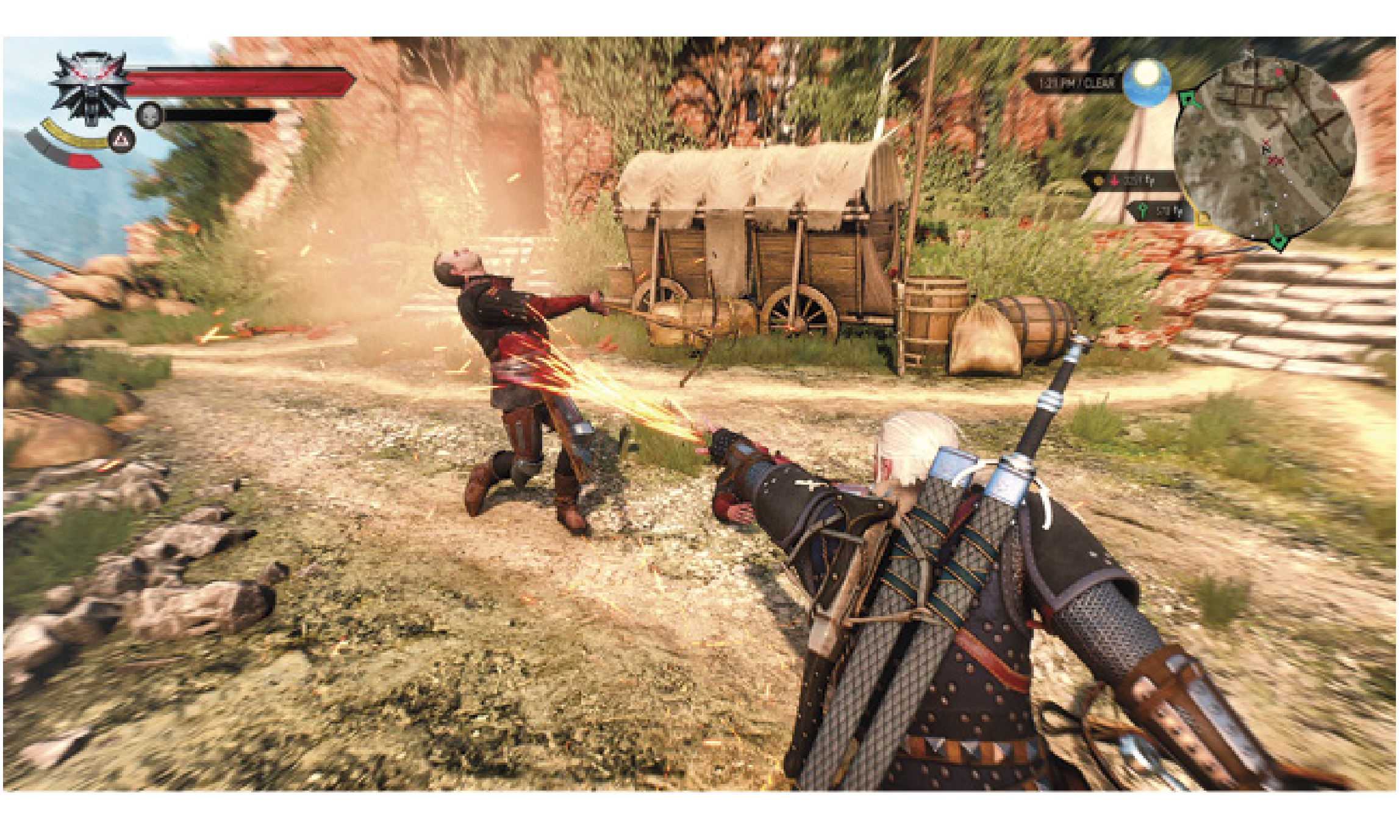
This Sign casts a directed wave of telekinetic energy that can stagger or knock down opponents, leaving them open for attack. Aard can also blow out any existing fires, blast open poorly secured doors, or punch through cracked or damaged walls.



Do not underestimate how useful this skill can be. Some enemies that are knocked over can even be finished off with an immediate execution technique. Foes that are normally adept at blocking (such as those carrying shields or two-handed weapons) may be exposed as they are staggered. Flying enemies may also be blasted out of the sky and brought down within reach of your blades. Aard's chances to knock enemies down increases with higher Sign intensity.

ALTERNATE SIGN MODES

Invest in the Signs Character Abilities tree to unlock alternate Sign modes that change how a Sign operates. To use these modes, you must first Activate the Ability by placing it in an Ability Slot (later in this chapter). Then, instead of just a brief press of the Sign button, hold it down to unleash the Alternate Sign. You can read about these alternate signmodes in our Character Abilities section.



Firestream and Igni: If you're after a different effect with a Sign, look for its alternate mode as an Ability you can purchase and Level up.

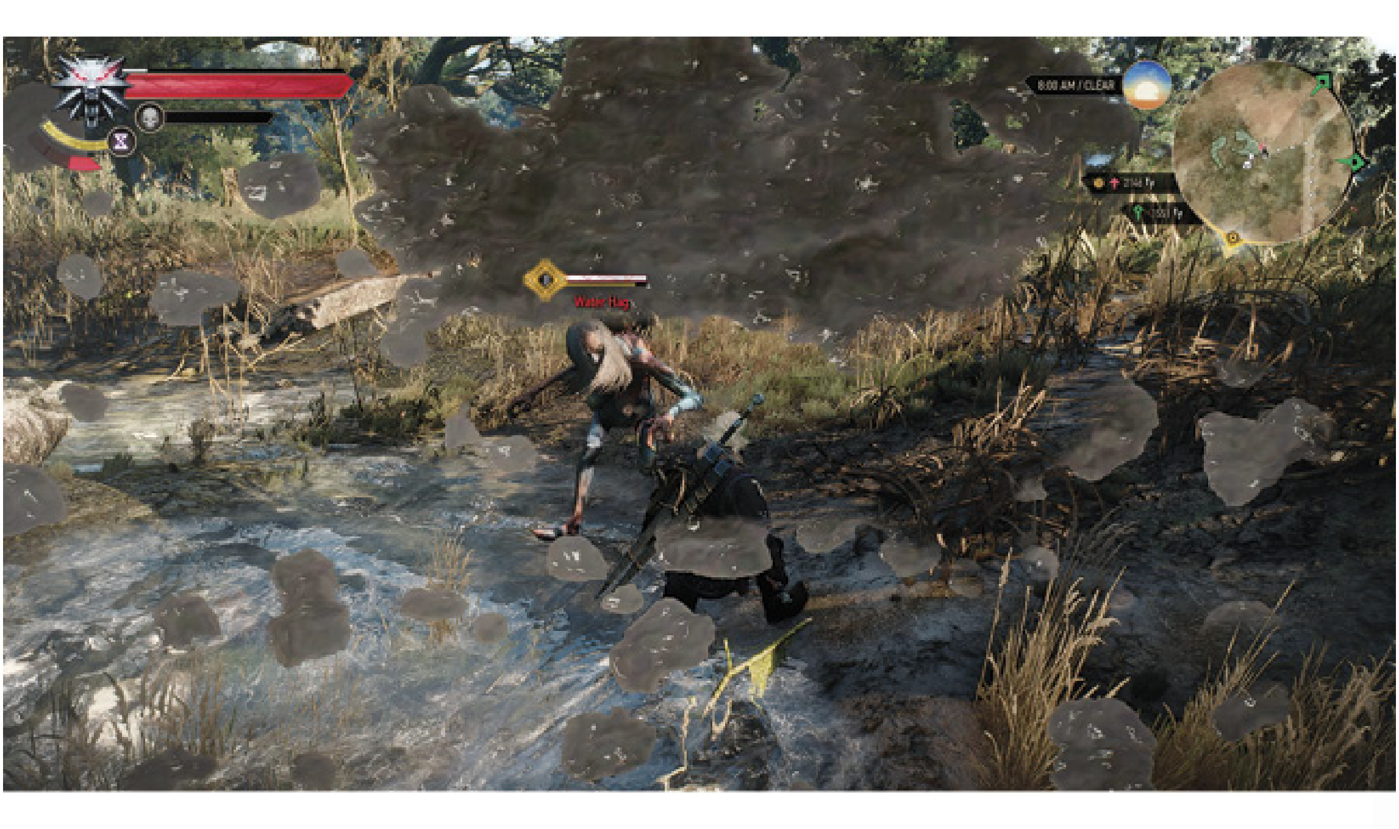
EXAMPLE: FIRESTREAM

You're a big fan of Igni, and you wish to employ an alternate offensive attack using fire. You purchase and choose Firestream from the Igni Signs in your Character menu. Now, when you hold down the Signs button, you cast a focused river of fire that burns with ferocity and focus!

TEMPORARY EFFECTS (FROM YOU OR YOUR FOES)

Combat may often cause unpleasant temporary debuffs on Geralt: sword strikes and the claws of monsters can cause bleeding, or inject poisons. Fires in the environment or used by enemies can cause burning damage over time. Water Hags can throw projectiles that temporarily stun Geralt. Sometimes, the environment itself is filled with noxious or flammable gasses that choke Geralt, unless he burns them away with Igni or clears the air with Aard. Extreme temperatures in the world can still hurt a Witcher.

Armor and armor enhancements can help mitigate some of these temporary effects. Every piece of armor has individual defense ratings for elemental damage, poisoning, bleeding, burning, and damage from monsters. Some armor might have special effects that can further enhance Geralt's resistances to dwebuffs. For things that stun or knock Geralt to the ground, Quen is your chief defense.



When you're fighting something as disgusting as a Hag, watch for attacks that can obscure your vision as well as damage you physically.

FISTFIGHTS (FOR FUN AND PROFIT)

As you travel the land, there are numerous opportunities to challenge opponents to fistfights. Some of these brawls are actually sanctioned; bet upon by those with the coin to do so, and represent an opportunity to make a lot of coin yourself. But sometimes, the fistfights come to Geralt: belligerent or drunken thugs who are looking for a scrap. Geralt foregoes the use of his swords and Signs to pound some sense into them. Fistfighting plays out very similarly to standard armed combat:

Combat with your fists involves the same timing and controls as you would have with a sword. If you're choosing to go bare-knuckle out in the field (outside a bout you're betting on), you can even use your Signs, bombs, crossbow, potions, or anything else you need to win.

The Fists of Fury quests reveal all the enemies you can win coin from by displaying your pugilistic prowess!

However, if it's an official fistfighting match as part of a regional tournament, Geralt cannot use any magic or weapons. In these brawls, he climbs into the ring shirtless, relying entirely on his strength and agility to pound his foes. Fistfighting tournaments and the opponents you face are covered in the Fists of Fury quests.

PLAYING AS CIRILLA FIONA ELEN RIANNON

At select points in the Main Quest, the perspective switches from Geralt to Cirilla. His adopted daughter is central to the plot, and Geralt's efforts to find and safeguard her are his ultimate goals. However, Ciri is no mere damsel. She's a sword fighter, trained by Geralt and his fellow Witchers at Kaer Morhen. She has seen more than her fair share of struggles in her lifetime and has fought through them all. You gain control of Ciri to experience certain events and battles from her perspective.

The Lion Cub of Cintra, as Cirilla is also known, is a most formidable fighter, with more magical prowess than even the Butcher of Blaviken!

Ciri is a different combatant from Geralt. She's lighter on her feet. Her aggressive (almost reckless) fighting style relies on a single sword as opposed to the Witcher's two. She cannot brew potions the way Geralt can, nor can she improve her stats by leveling or with mutagens and decoctions. Despite this, she's a capable Witcher in her own right, and possesses unique abilities that become more apparent during the course of the story.

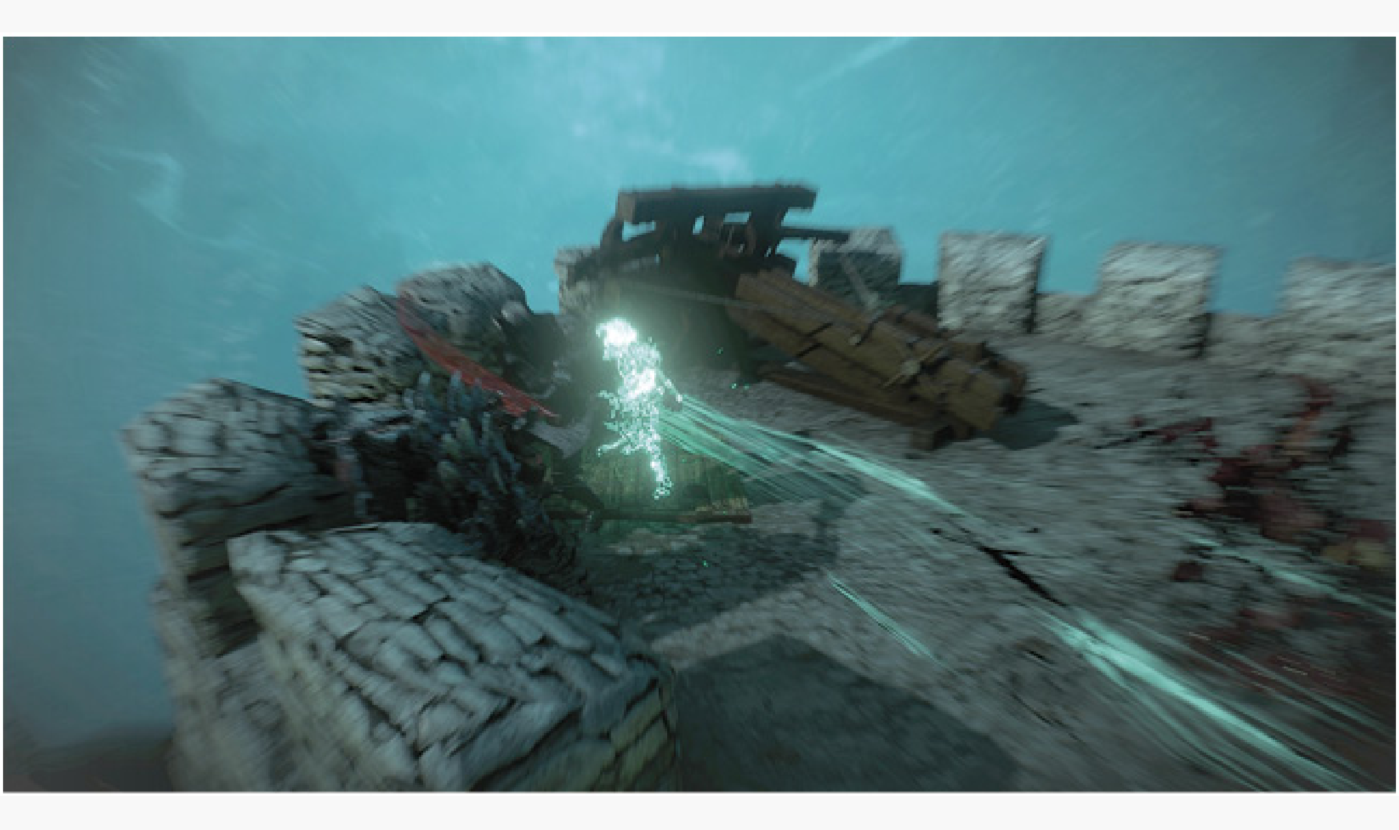
CIRI'S SWORDFIGHTING AND COUNTERING

Ciri is an accomplished swordswoman, despite her impetuousness. She can use Fast and Strong Attacks as Geralt would. Her combinations come out faster than Geralt's. However, unlike Geralt, she carries only one sword—but what a blade it is!

Like Geralt, Ciri can parry, turning aside some blows with her sword, and even counterattack if she times her defense just right.

CIRI'S TELEPORTATION AND MAGIC

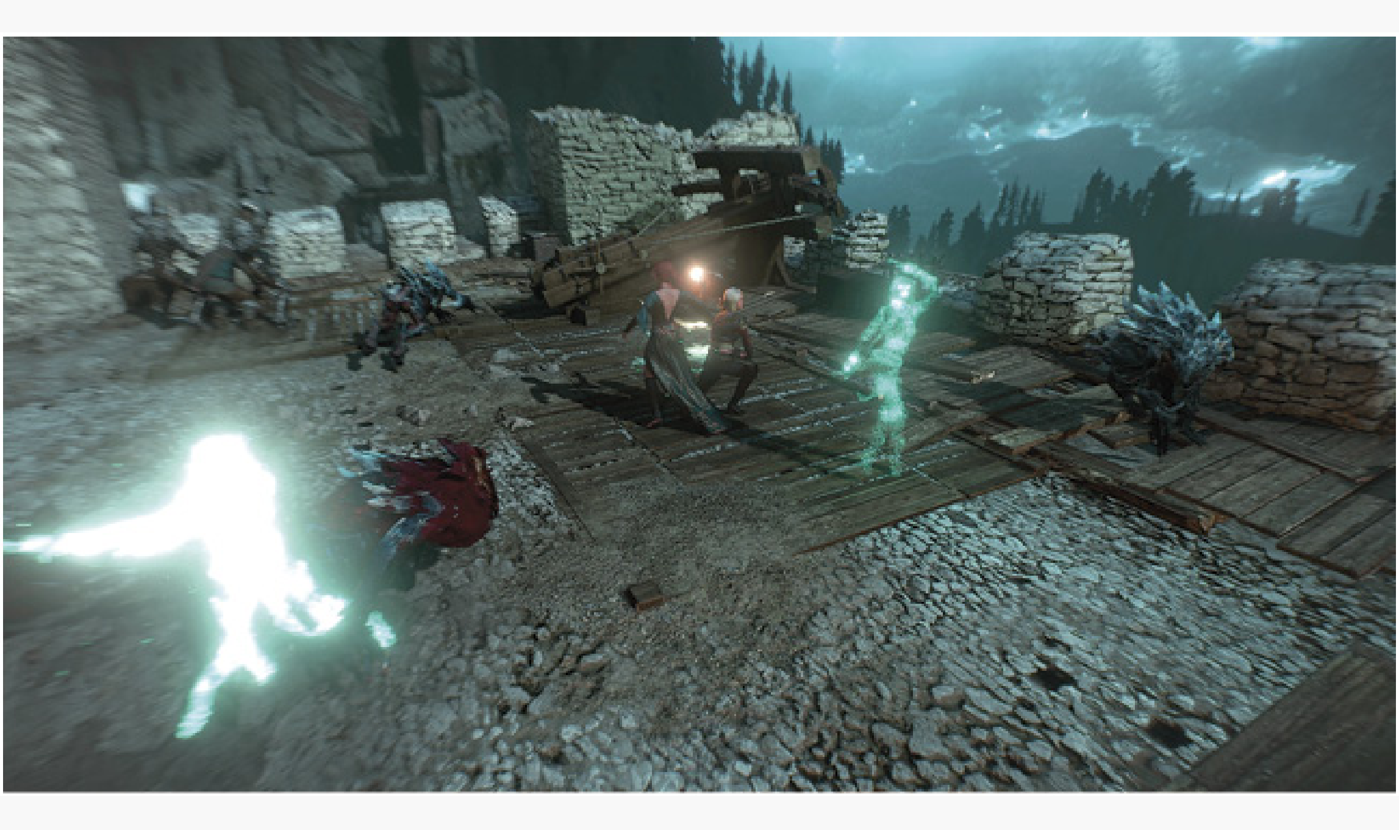
CHARGE



A very strong and fast attack that can knock down foes.

In due time, Ciri gains immense power that she uses to enhance her combat ability. Once she gains those powers, you can execute a short range charged sword strike. Ciri focuses power into her sword, then dashes at the closest target and delivers a devastating blow.

BLINK

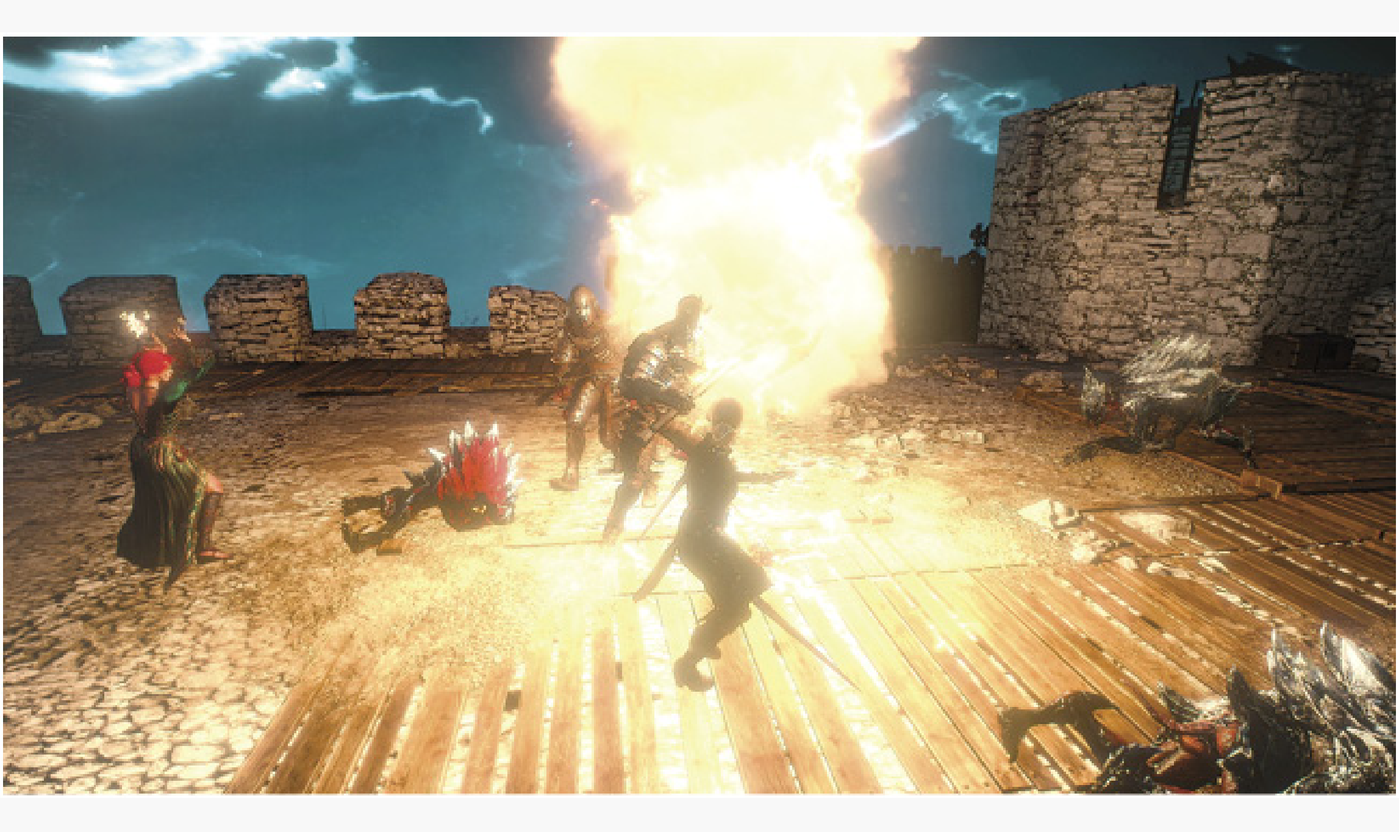


Teleport during combat to get behind your foes.

Ciri's ability to teleport acts as her dodge technique, dashing forward in a blur of light. Later into the adventure, she can charge up her strong attacks, and then teleport straight at the closest foe, cutting them down before they even have a chance to consider a defense! This attack has short range, but little can stand up to it.

As her ability grows, she can create a magical field that expands over a vast swath of the battlefield. This allows Ciri to teleport to each enemy caught in the field to deliver brutal slashes from her sword. These immediately slay any standard opponent.

MAGIC AMULET

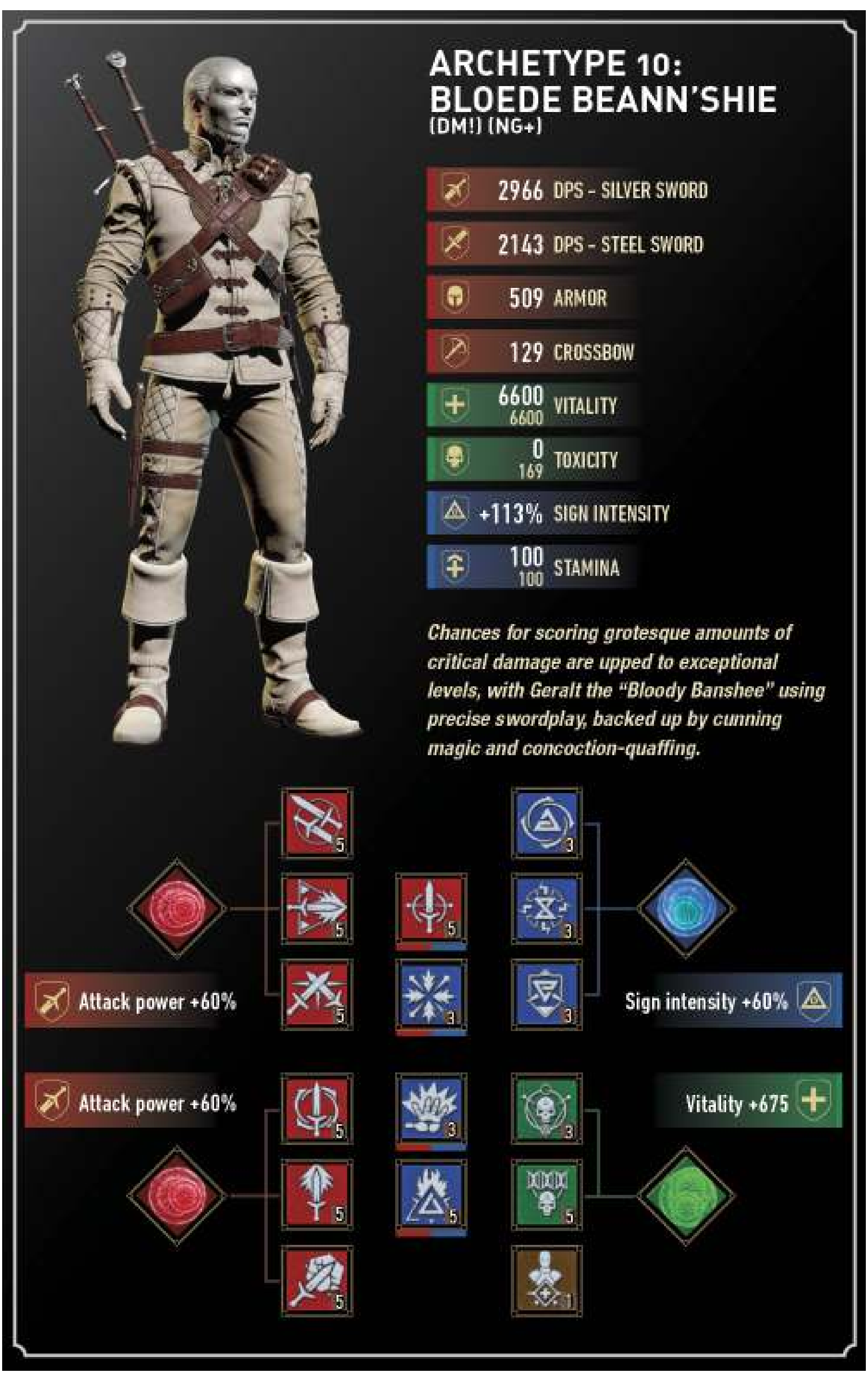


Calls down a fireball to pulverize a given area.

Should you wish to immolate a foe (or close group of enemies) with a column of fire from the heavens, utilize the Magic Amulet attack; ensuring you remove yourself from the area of effect after casting this powerful spell, which heavily damages foes. This is great for finishing foes you've staggered, or those just completing a sprint towards you, as there's about a second delay before the maelstrom of fire arrives. You receive this amulet later in the adventure.

Hybrid Archetypes

Archetype 10: Bloede Beann'shie



ARCHETYPE 10: BLOEDE BEANN'SHIE

(DM!) (NG+)

2966 DPS - SILVER SWORD

2143 DPS - STEEL SWORD

509 ARMOR

129 CROSSBOW

6600 / 6600 VITALITY

0 / 169 TOXICITY

+113% SIGN INTENSITY

100 / 100 STAMINA

Chances for scoring grotesque amounts of critical damage are upped to exceptional levels, with Geralt the "Bloody Banshee" using precise swordplay, backed up by cunning magic and concoction-quaffing.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory*
0	5	Strong Attack: Strength Training
8	5	Fast Attack: Precise Blows*
8	5	Strong Attack: Crushing Blows
20	5	Fast Attack: Whirl
20	5	Strong Attack: Rend
30	5	Strong Attack: Sunder Armor
0	3	Quen Sign: Exploding Shield*
0	3	Axii Sign: Delusion*
6	3	Aard Sign: Aard Sweep
6	3	Yrden Sign: Magic Trap
6	3	Quen Sign: Active Shield
18	5	Ingi Sign: Igni Intensity
0	5	Brewing: Heightened Tolerance**
0	5	Oil Preparation: Poisoned Blades**
0	5	Mutation: Acquired Tolerance
0	5	Brewing: Refreshment**
20	5	Mutation: Synergy
0	1	Griffin School Techniques
Total Ability Points Needed		
12/16*/19** Abilities	50/66*/81* Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities are optional, and were unlocked so Synergy Ability could be accessed)*

Armor: Manticore Armor, New Moon Armor

Swords: Manticore Steel Sword or Viper Venomous Steel Sword, Manticore Silver Sword or Viper Venomous Silver Sword

Crossbow: Any

Bombs: Dancing Star, Northern Wind, Samum

Potions: Petri's Philter, Thunderbolt

Decoctions: Doppler, Ekhidna, Ekimmara, Katakan, Water Hag

Glyphs: Aard, Igni

Runestones: Chernobog, Morana, Perun, Veles

Glyphwords: Eruption, Levity, Protection

Runewords: Severance

Mutations: Conductors of Magic (10 Research Points), Adrenaline Rush (15 Research Points)

Combining the finest abilities of the Combat, Signs, and Alchemy Branches of the Ability Tree, this focuses on surviving the frightening combat of Death March! difficulty, and is also suitable for using during New Game +. Arms and armor have been tailored to ensure critical hits occur frequently. Both the Manticore Steel and Silver Swords (or alternatively, the Viper Steel and Silver Swords) are utilized in this archetype, giving Armor Piercing (with Manticore) or Aard (with Viper) a healthy bonus, as well as great damage potential and bonuses to critical hits and damage (not to mention poison). Partner these tremendously powerful blades with your favored Combat abilities; pick either the first three Fast or Strong attacks, along with Sunder Armor. Ensure you have both Whirl and Rend at your disposal (as you should enchant both weapons with the Severance Runeword).

Manticore or New Moon Armor is chosen for its impressive critical damage resistance and good attack boosting, along with Griffin School Techniques enabling you to boost your Sign Intensity and Stamina regeneration for each piece of armor worn. Begin by adding Quen protective abilities; Active Shield is a go-to defense on higher difficulties, and Aard attacks (such as Aard Sweep) are critical for situations where you need to buffet foes back (the intensity of Aard has a bonus from your weapons). Switch to Igni, choosing Igni Intensity to roast foes for higher damage than normal, and slow them down with Magic Trap. Round off this battle-tested behemoth with Mutation abilities from the Alchemy branch; Acquired Tolerance raises your Toxicity to allow more Potions and Decoctions for a longer time, and Synergy provides exception Mutagen slot bonuses.

When you're choosing a crossbow, it matters little to your overall tactics, but the finest ranged weapon is always the best choice. Similarly, bombs aren't primarily utilized in this build, so choose ones that can stagger or slow foes (like Dancing Star or Northern Wind), or simply damage (like Samum); the only bombs you don't want to use are those that explode at later points, as you'll be in the thick of battle by then.

The Potions you take vary depending on your situation, but Thunderbolt is a key effect to add to your Attack Power, while Tawny Owl helps Stamina regeneration. Petri's Philter is a great way to increase the power of your Signs (and ensure their special effects occur); swig this if foes aren't succumbing to your Aard or Igni attacks. Decoctions range from Ekimmara (damage to foes regenerates Vitality), to Katakan, which increases your critical hit chance.

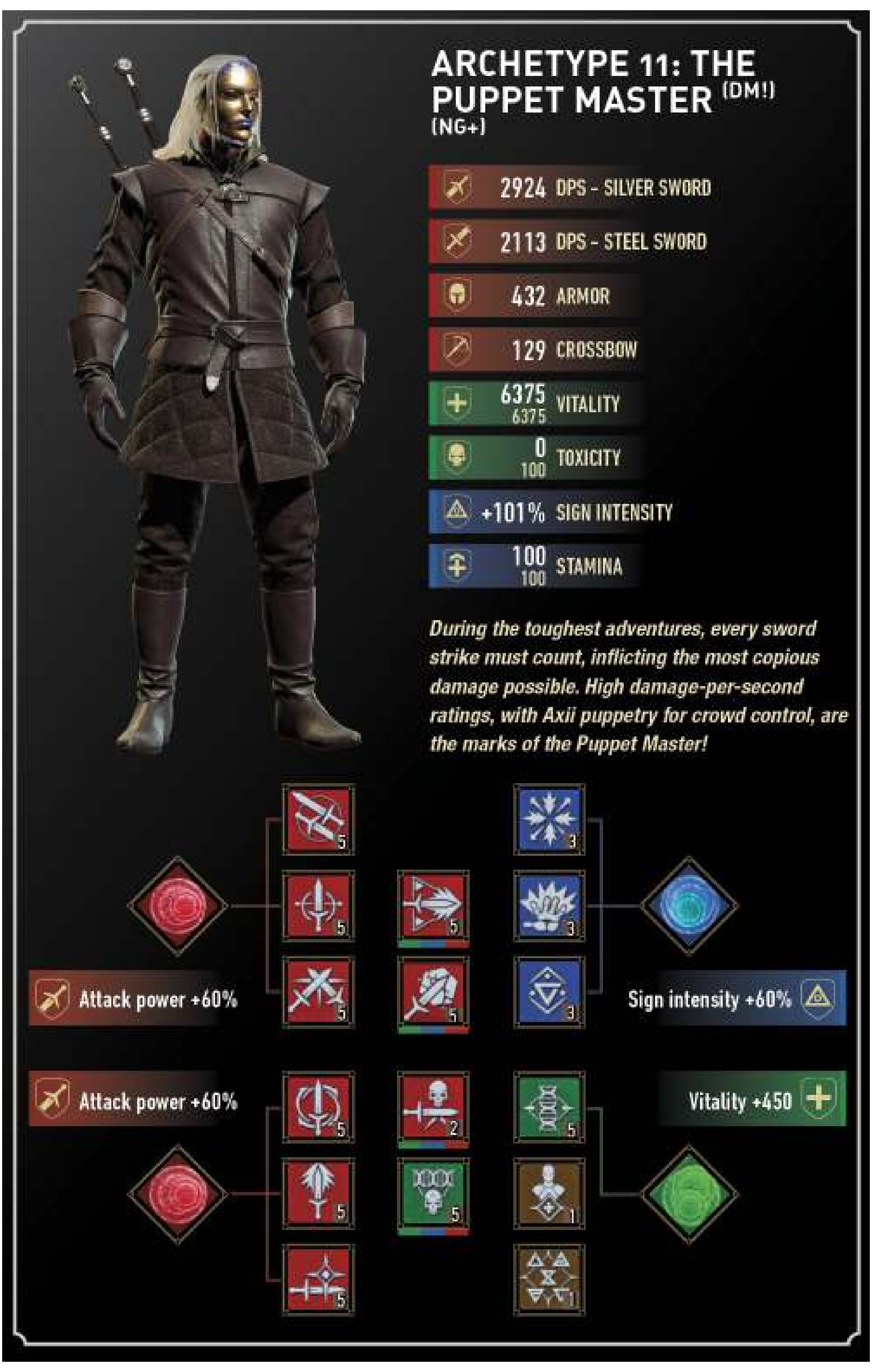
The Quen glyph is a great choice when barging into combat, though Aard or Igni is also an excellent plan, as enhancing your magical offense shouldn't be overlooked. Further augment your Signs with Veles Runestones, adding more Sign Intensity, Chernobog for Attack Power, or Perun for Adrenaline Points, depending on which you're lacking.

The Levity Glyphword (which turns any armor you own into Medium armor) enables you to take advantage of the Griffin School Techniques if you haven't located the New Moon Armor yet. Once this armor is in your possession, switch to the Quen-related qualities of Protection, or the Igni-enhancing Eruption. Your focus on Whirl and Rend means the focus of your Runewords should be on enchanting both blades with Severance. The increased range of Whirl and Rend allows you to more safely split foes open.

The world of end-game Mutations is wide open, as you can pick from any type you like. It depends purely on the attack style you end up utilizing the most. Combat is usually the primary way to slaughter, so Adrenaline Rush (granting bonuses to Adrenaline and Stamina that increase depending on enemies, though watch the lack of healing afterward). Conductors of Magic is another great choice, increasing Sign damage if the sword you wield is of high quality, but there are 12 choices and most provide a variety of incredible enhancements to pick from.

Hybrid Archetypes

Archetype 11: The Puppet Master



ARCHETYPE 11: THE PUPPET MASTER (DM!) (NG+)

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- 2113 DPS - STEEL SWORD
- 432 ARMOR
- 129 CROSSBOW
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- 0 / 100 TOXICITY
- +101% SIGN INTENSITY
- 100 / 100 STAMINA

During the toughest adventures, every sword strike must count, inflicting the most copious damage possible. High damage-per-second ratings, with Axii puppetry for crowd control, are the marks of the Puppet Master!

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Strong Attack: Strength Training*
8	5	Fast Attack: Precise Blows
8	5	Strong Attack: Crushing Blows
20	5	Fast Attack: Whirl
20	5	Strong Attack: Rend
20	5	Battle Trance: Razor Focus
30	5	Strong Attack: Sunder Armor
30	5	Defense: Deadly Precision*
0	3	Quen Sign: Exploding Shield
0	3	Axii Sign: Delusion*
6	3	Axii Sign: Puppet
0	5	Brewing: Heightened Tolerance**
0	5	Oil Preparation: Poisoned Blades**
0	5	Mutation: Acquired Tolerance**
8	5	Mutation: Tissue Transformation*
20	5	Mutation: Synergy
0	1	Cat School Techniques
0	1	Rage Management
Total Ability Points Needed		
12/16*/19** Abilities	48/66*/81** Points	

(Additional Abilities as 16 Slots are unlocked through Mutations)*

*(** These Abilities are optional, and were unlocked so Synergy Ability could be accessed)*

Armor: New Moon Armor

Swords: Ursine Steel Sword, Ursine Silver Sword

Crossbow: Any

Bombs: Samum, Northern Wind

Potions: Maribor Forest, Tawny Owl, Thunderbolt

Decoctions: Ancient Leshen, Archgriffin, Katakan

Glyphs: Quen, Axii

Runestones: Chernobog, Perun, Veles

Glyphwords: Levity

Runewords: Preservation, Severance

Mutations: Deadly Counter (2 Research Points), Bloodbath (5 Research Points), Second Life (25 Research Points)

Should you attempt your adventure on the most difficult of settings (Death March!), and want to ensure your fights aren't plagued by ineptitude, or a lack of abilities for any situation, while inflicting the most damage in the shortest possible time, this Archetype is a worthy choice. It primarily relies on your blades to inflict damage at close range, but has enough elements from other Ability Trees to augment your melee bloodletting. Early on, build up your Combat branch (Fast and Strong Attacks), and unlock both Whirl and Rend, before finally utilizing Sunder Armor along with Rend to cut through the largest of foes, providing your attack-timing is spot-on. Add potions and you begin to see the benefits of this build.

You want quick and highly-damaging attacks, so your Attack Power, and Criticals should be as impressive as possible based on the equipment you have foraged. At the highest levels, the Witcher school blades are good choices, but utilizing the Ursine swords has the edge, due to the Adrenaline Point gain. Until the Mastercrafted School gear is available, New Moon Armor is an excellent choice, though it is Medium weight and therefore you're unable to utilize the Critical Damage bonuses from Cat School Techniques (General Branch)—that is, of course, until you unlock the Runewright's Levity Glyphword, meaning all equipped armor is treated as Light Armor. This means you can wear whatever you like and get those Cat School Techniques bonuses!

Signs are tempered to favor Combat Branches, but two of the available Abilities are critically important to augment your swordplay. Exploding Shield is obviously to gain protection in case of overwhelming odds, and Puppet (essentially turning some foes into allies) is useful when needing to control crowds of enemies. For monstrous entities, it's simply your swords against their attacks, so prepare poisoned blades accordingly, and ensure Synergy in the Alchemy branch is chosen, so your Mutagen slots grant you spectacular bonuses. Rage Management is key here too, giving you flexibility to cast Signs using Adrenaline rather than Stamina.

Other equipment is up to your preferences, including the crossbow you employ. Bombs are mainly situational, though it's always a good idea to lob a Samum from time-to-time; higher quality Samums cause criticals, too.

Potions are taken to increase your Adrenaline (Maribor Forest), Attack Power (Thunderbolt), and provide Stamina (Tawny Owl), while the Acquired Tolerance Ability helps mitigate any Toxicity problems (and used optionally). Similarly, Decoctions should influence the damage you are inflicting, with Archgriffin (strong attacks consume Stamina for extra damage to your foe), Ancient Leshen (Signs cast increase Stamina regeneration), and Katakan (increases your critical hit chance) all augmenting your already-impressive combat strengths.

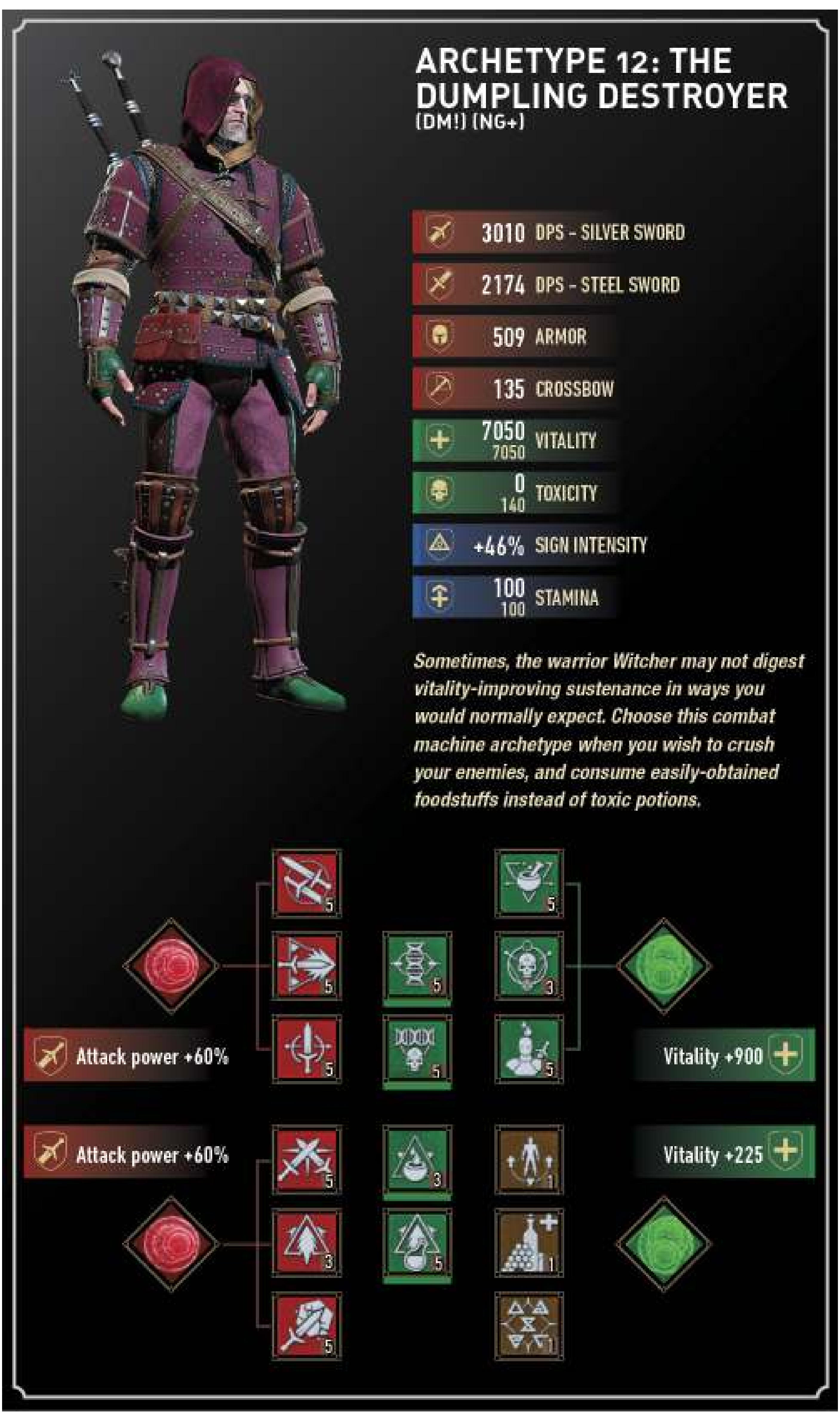
Glyphs are chosen to bolster defenses, though your use of Axii means this glyph is an option. Runestones are to your preference, though it's great to increase your Adrenaline Points with Perun, or Attack Power with Chernobog.

As mentioned previously, your Glyphword choice is straightforward; Levity allows any armor you wear to be treated as Light (and thus, your Cat School Techniques bonuses are awarded). For Runewords, Preservation never causes your Armorer's Table or Grindstone bonuses to expire, which is helpful for increasing your damage as much as possible. Once you start using Whirl and Rend, Severance (which increases the range of both attacks) is your key enchantment.

Finally, for Mutations, look for ones with a Combat component to them. In particular, you may find Bloodbath a superb help, as critical hits generate adrenaline. Deadly Counter allows you to counter human-sized foes that are wounded with a finisher, and all damage against monstrous foes is increased by a huge amount. Second Life is also optional, if you're having problems staying alive on higher difficulty levels, though by the time you access Mutations, you should never have to worry about combat conditions favoring the enemy!

Hybrid Archetypes

Archetype 12: The Dumpling Destroyer



ARCHETYPE 12: THE DUMPLING DESTROYER

(DM!) (NG+)

Sometimes, the warrior Witcher may not digest vitality-improving sustenance in ways you would normally expect. Choose this combat machine archetype when you wish to crush your enemies, and consume easily-obtained foodstuffs instead of toxic potions.

Points to Unlock	Levels	Branch and Ability Name
0	5	Fast Attack: Muscle Memory
0	5	Strong Attack: Strength Training
8	5	Fast Attack: Precise Blows
8	5	Strong Attack: Crushing Blows
20	3	Defense: Counterattack
30	5	Strong Attack: Sunder Armor
0	5	Oil Preparation: Poisoned Blades
0	3	Mutation: Acquired Tolerance
8	5	Oil Preparation: Protective Coating
8	5	Mutation: Tissue Transformation*
20	3	Oil Preparation: Fixative*
20	5	Mutation: Synergy*
20	5	Mutation: Adaptation*
0	1	Metabolism Boosts
0	1	Gourmet
0	1	Rage Management
Total Ability Points Needed		
12/16* Abilities	44/62 Points	

(Additional Abilities to swap in, or insert as 16 Slots are unlocked through Mutations)*

Armor: Grandmaster Feline Armor

Swords: Grandmaster Feline Steel Sword, Grandmaster Feline Silver Sword

Crossbow: Any

Bombs: Northern Wind, Samum

Potions: Thunderbolt, Maribor Forest, White Raffard's Decoction, Blizzard

Decoctions: Archgriffin

Glyphs: None

Runestones: None

Glyphwords: Deflection

Runewords: Dumpling (x2, one for each sword)

Mutations: Euphoria (5 Research Points)

With only 59 Points required to fully commit to both the first 12 Abilities and the Euphoria Mutation, this archetype is easily accessible, and extremely proficient at combat, certain aspects of Alchemy, and the consumption of dumplings for reasons that will soon be clear. To begin with, obtain the Grandmaster Feline armor and equipment, along with both blades; though Cat School Techniques (the General Ability) isn't chosen, the listed Combat Abilities are all available with one overall goal in mind: The mastering of a combination of fast and strong attacks (strong attacks enhancing the fast ones) that cut deep with extra damage, especially when stabbing foes in the flanks or from the rear, into their backs.

Secondarily, Alchemic Abilities are focused on improved tolerance to potion and decoction consumption that allows even more damage to be inflicted, as well as the Attack Power bonuses given by oils; critical when wearing light Cat Armor. The General Abilities include Rage Management and Metabolism Boosts; a pair of skills that are fantastic and useful for managing the extra Adrenaline Points that are easily generated with your variety of Combat abilities. They solve the otherwise-weak aspects of this build; susceptibility to toxicity (Metabolism Boosts use Adrenaline Points to reduce toxicity costs of drinking potions, though this doesn't affect decoctions), and low stamina regeneration (Rage Management, allow Signs to be cast using Adrenaline Points if you're low on Stamina).

The bombs useful when employing this build, Northern Wind and Samum, are the best choices to make (though any offensive projectile is good to lob); their extra ability to freeze or blind multiple enemies gives you the flexibility of crowd control necessary to perform assassinations (attacks from behind) where the combat-heavy nature of this archetype shines.

When it comes to chugging down Potions and decoctions, the ones chosen simply bolster all the benefits of this archetype. Blizzard slows time down when you slay a foe, allowing you to quickly switch to your next assassination target and position yourself properly. Maribor Forest and Thunderbolt accelerate the generation of Adrenaline Points and Attack Power respectively, which is what the combat abilities utilize. White Raffard's Decoction immediately restores a chunk of your Vitality, when nibbling on dumplings won't get you the health boost you need quickly. Finally, the Archgriffin Decoction (which steals your Stamina and inflicts 5% extra damage for each Strong attack you land) focuses your combat abilities to the fullest.

When you're assaulting an outlaw Hanse in the Duchy of Toussaint, and you've multiple bandits to contend with, the only downfall of this archetype is his weakness to being struck by enemy arrows. In such conditions, it sometimes isn't feasible to wade through other foes to reach archers, so the Grandmaster Feline Armor was imbued with Deflection Glyphword; with deflects all arrows, effectively immunizing you from all human-sized projectiles.

Due to the novel way in which this ultimate warrior regains lost vitality, Runestones are ignored in favor of the Dumpling Runeword (one on each weapon). Though this is easily overlooked, Dumpling regenerates 100 percent more Vitality each time you consume food. Combine this with the Gourmet General Ability (Vitality Regeneration after eating lasts 20 minutes), and you have extremely potent healing from food. As you'll soon be the proud owner of the Corvo Bianco Vineyard, and have an old lady named Marlene Trastamara to rescue (Secondary Quest: The Hunger Game) who bakes you free food daily, and a bounty of easy-to-find food to loot or hunt, this technique of Vitality regeneration is well worth employing.

Finally, research the Euphoria Mutation, as it boosts the damage-per-second (and Sign Intensity) for every Toxicity point that affects you. When you correctly manage your toxicity so you aren't becoming poisoned too quickly, this adds even more to your combat potential.

Overview

Welcome to the Official Guide to *The Witcher 3: Wild Hunt,* and all expansion content! As you can tell, no stone has been left unturned (or griffin un-bludgeoned) in our attempts to provide a thorough and informative strategy guide. In order for you to receive the most enjoyment from this weighty tome, it is wise to understand what the different chapters are, and how they relate to each other:

INTRODUCTION AND CHARACTERS

After a short story about an evil fairy, the major characters you encounter during your adventures are given a brief introduction. These include the Witchers of Kaer Morhen, the Sorceresses of the Lodge, Friends of the Witcher, the different factions; Nilfgaardians, Redanians, the Zealots of Novigrad, The Big Four, the Temerian Two, the Downtrodden and Deviant, and the numerous races and peasantry you'll encounter. Also present are the Islanders of Skellige, the Leaders of the Wild Hunt, and the characters appearing in the expansions, *Hearts of Stone* and *Blood and Wine*.

TRAINING – SURVIVING AS A WITCHER

This chapter introduces the movement, combat, interactions, and other activities. There's advice on difficulty settings, the in-game heads-up display, Witcher Senses, mapping and the environment, interactions (including looting and repairing items), conversations, items of all kinds, shops and merchants, crafters, the general economy of the Northern Realms, alchemy and crafting, meditation and preparation, and a helpful section on basic combat along with using Signs.

The second part of the Training chapter focuses on developing your character, including the different facets of experiencing and gaining levels, and the huge benefits you can obtain from abilities (and ability branches), as well as mutagens. There's information on combat abilities to enhance your bloodletting, Sign abilities to back up your two swords and crossbow, alchemy abilities to help keep you strong in even the most arduous of fights, and general abilities influencing your overall character. This section concludes with a variety of character archetypes to model your adventuring on, some good general tips for making money, and a selection of recommended weapons and armor you should think about utilizing.

GWENT – A GAME OF CARDS

This chapter reveals the intricacies of this fabled dwarven card game. After giving general information on who plays Gwent and how to obtain cards, a general overview of how a Gwent game works is shown, along with an introduction to each of the five Deck Factions. Card abilities are detailed, before a more advanced section with in-depth tactics for each card type, and how card abilities are related to (and used in unison with) other cards. Numerous tactical examples (to ensure you win every Gwent bout) are shown, before a section on deck-building advice and management, and a table showing every single card with an ability. A true master class awaits you!

QUEST WALKTHROUGH

This is a gigantic part of the guide, providing information and tactics for all available quests. These are further sub-divided based on when you can access them (the Critical Path), or the location they begin in (Secondary Quests).

At the start of each quest in this guide, you receive the following bounty of knowledge:

- Related Quests: Any related quests that start or finish during the quest you're reading
- Locations: Areas you will be exploring, along with a named reference to a Signpost or Unmarked location, so you can check the location in this guide's Atlas for any pertinent maps or optional treasure, if applicable.
- Characters: Entities you encounter, usually (but not always) friendly.
- Enemies: The foes you're likely to fight, which you can cross-reference with this guide's Bestiary if you need further help.
- Recommended Items: Whether an amount of money, Axii Delusion ability, or other items are needed before you start the quest.

WARNING! SPOILER ALERT!

Are you sensitive about spoilers? Then be sure to check the top-right corner of each quest title, as the "Spoiler Level" is shown here; that way you can gauge how much of the plot is revealed, and avoid accordingly!

SPOILER ALERT X

Indicates mild spoilers, such as explanations on how to complete the quest, and perhaps pictures of enemies you encounter and places you visit.

SPOILER ALERT XX

Indicates a good amount of spoilers, including revelations on one or more major decisions you must make that have ripple effects as you progress.

SPOILER ALERT XXX

Major spoilers here! Perhaps a main character dies, a shocking discovery that changes the course of history, or other hugely important information is revealed.

OBJECTIVES:

Also present is this objective box, listing the tasks you need to accomplish, before the text beneath explains how this is completed.

NOTES: IMPORTANT POINTS TO REMEMBER

This box appears when there's something important to remember, such as references to actions or other quests you must have knowledge of.

TIPS: SPECIFIC AND HELPFUL ADVICE

This box appears where there's something specifically helpful that needs clarifying, or to be called out, so you can take advantage of a situation as early, and as cunningly, as possible. These are boxes designed to aid your progress.

CAUTIONS: WARNINGS OF DANGER

This box appears when there's something particularly troubling that you're about to encounter, or a choice to make with ramifications you can't take back.

▶ ✶ Major Effect / Minor Effect

Every minor and major choice you make (which can affect everything from how a character treats you, to the fate of an entire realm) are also listed in these quest chapters.

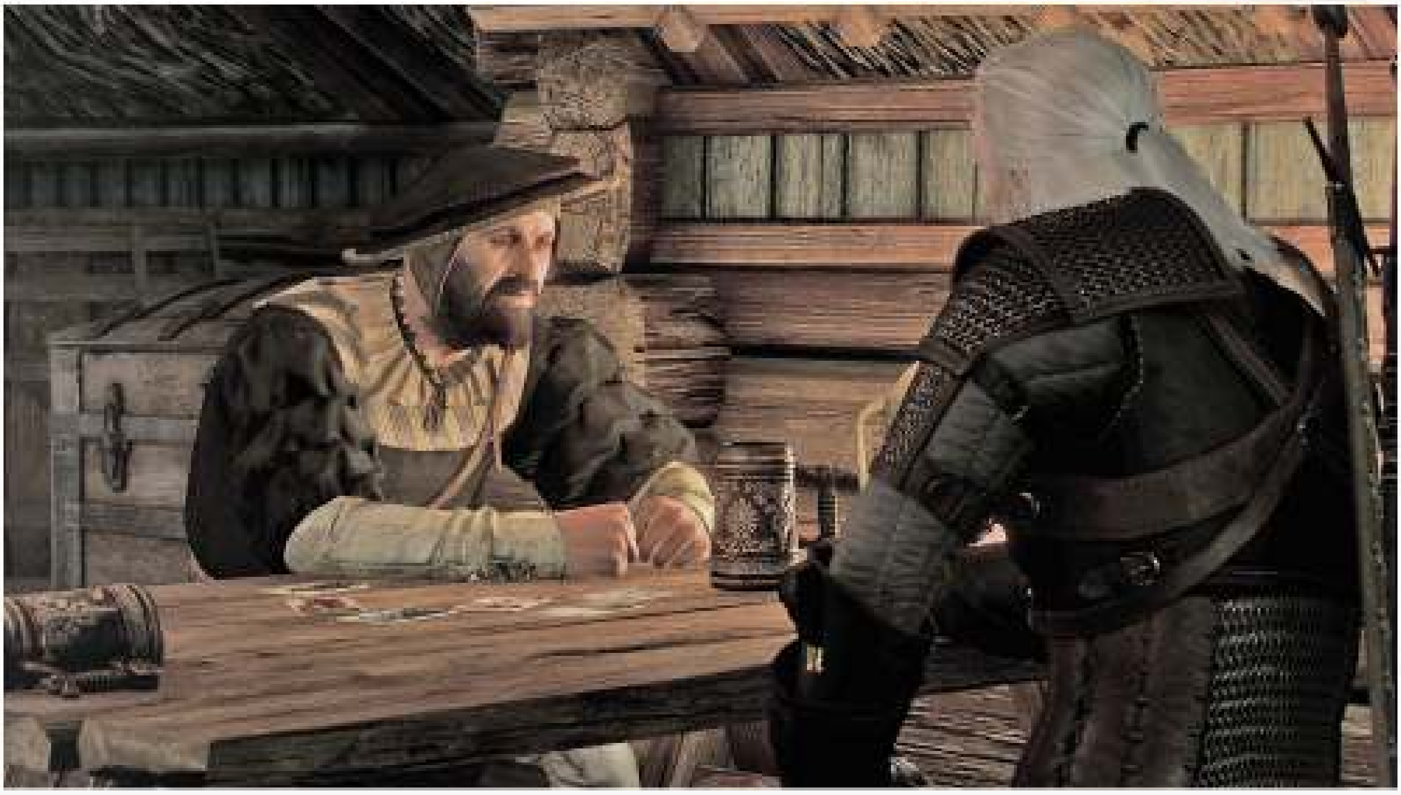
These quests are segmented into two different orders:

- Chronological Order: for Critical Path and Main Quests (and Secondary Quests that can only be accessed via a Main Quest)
- By Territory and Alphabetical Order: For all other types of quest.

The Alphabetical quest listing in the following section links you to the section where you can find every quest in this guide.

Introduction To The Game

Gwent is a dwarven card game that simulates battle between two opposing armies. Your first opportunity to play it is in the small village of White Orchard, which you visit at the beginning of your adventure. A scholar, named Aldert Geert, inside the White Orchard tavern, is willing to teach you the ropes with a tutorial, and this opens you up to the world of Gwent, as well as an extensive series of Secondary Gwent quests that pit you against the best players across the known world!



Learn the rudiments of this fine pastime by chatting with the Scholar at White Orchard tavern.

Gwent

Overview

At the very basic level, a game of Gwent consists of the following:

1. A conversation with a Gwent player, and a small bet by you on the likelihood of your victory.

2. The Gwent battlefield appears. The starting player is chosen via a coin toss.

3. Each player draws 10 random cards from their current deck of no fewer than 22 cards, and no more than 35 cards, then chooses up to two cards from this hand to discard, which are redrawn in the hopes of replacing them with better cards. The discard is optional. The 10 cards you end up with after any redrawing become your hand for the duration of the match (although special card abilities can affect your draw).

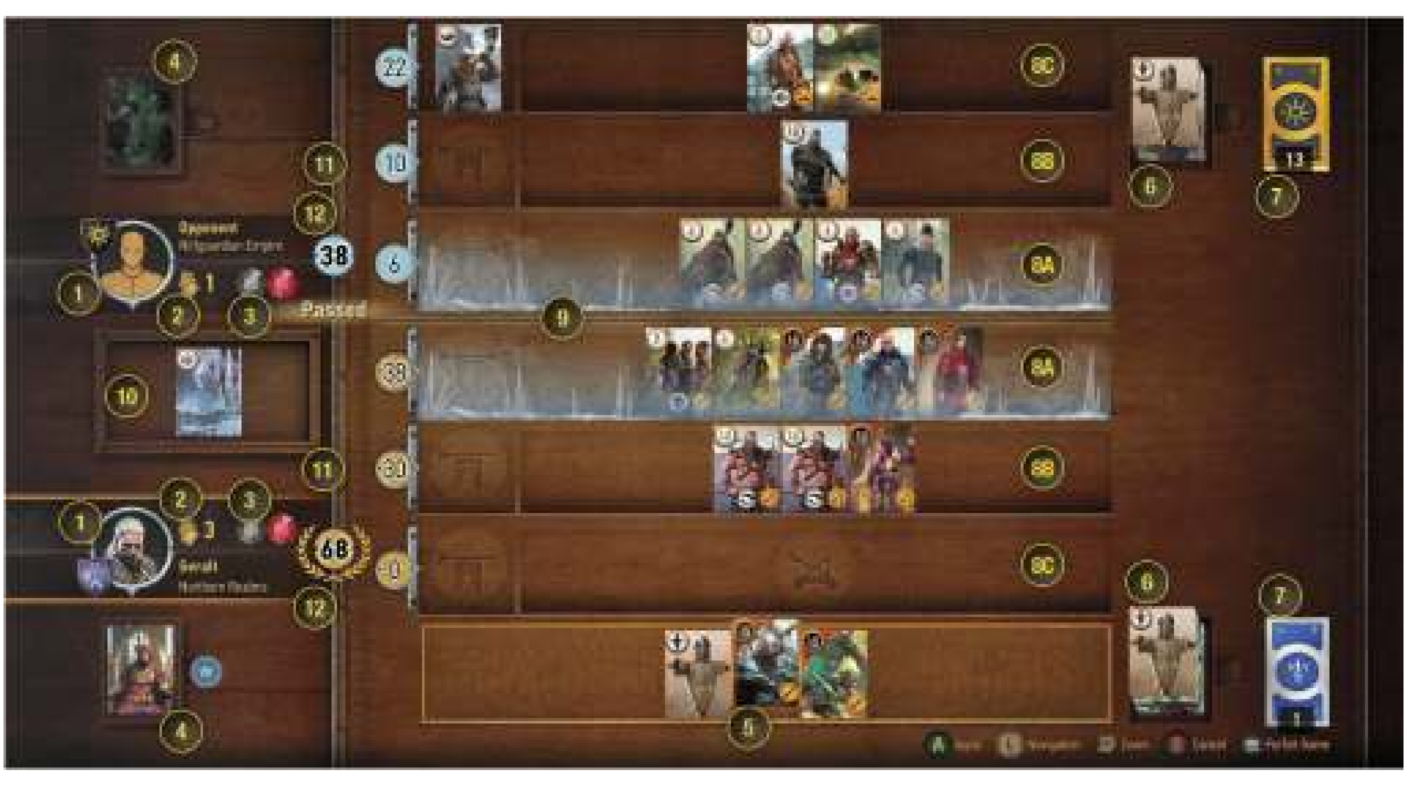
4. The match begins! When you start the first of (up to) three rounds, players remove a unit card from their hand, and place it on the battlefield in the appropriate combat rows, one card per turn (unless special abilities of the card deck dictate otherwise). Additionally, Weather cards can be put into play to further influence unit card strength points. Each unit card is worth a certain number of strength points, which are added to your overall total. The ultimate goal in a round is to have more points than your opponent.

5. Play continues until cards are exhausted, or a player passes their turn, which allows their opponent to continue to play until their cards are exhausted, or they pass. The player with the highest total points wins that round.

6. The next round starts with the remaining cards in hand still in play. The first player to win two rounds is the winner of the match (or bout).

THE GWENT BATTLEFIELD: A PICTURE

The following image shows a sample Gwent battlefield, or board, where each Gwent match takes place.



①**The Players:** This shows the opponent (at the upper half) and you (at the lower half of the battlefield). The shield and deck type under the name of the opponent is helpful, as it shows which Faction you are going up against (and which you are using yourself). Adjust your strategies accordingly.

②**Cards in Hand:** This is the number of cards you and your opponent have left to play. It is usually important that you have more remaining cards than your opponent, so you aren't outdrawn at the end of the final round.

③**Round Gems:** You each have two red gems indicating how many rounds each of you has won. Lose a round, and a gem is shattered. Lose two rounds, and the match is lost.

④**Leader Ability:** In the top left (opponent) or bottom left (you) corner of the battlefield, your Leader sits. He or she has a specific ability, which you can choose before the match starts. Note in this picture, the opponent has already used his Leader Ability (which is why the Leader card is darkened). Remember to hit the "use leader card" button when you wish to unleash this ability (which is used once per game). It is extremely important you know what both you and your opponent's Leader abilities are, so you can prepare for them! Remember to zoom in on your opponent's Leader card to learn more about their ability. Forewarned is forearmed!

⑤**Your Hand:** The opponent's hand isn't visible (that would be cheating), but here you can see all the cards you still have left to play.

⑥**Discard pile (also known as Graveyard):** This shows the cards you and your opponent have played, and have been discarded in previous rounds, or in this round if a card has been scorched. You can look through this pile (especially as Medic cards allow you to return non-Hero cards from this pile).

⑦**Remaining Deck Cards:** These cards are the remaining ones that you didn't draw at the start of the match, and aren't used.

⑧**Combat Rows:** There are three combat rows of the battlefield, and the icon of the swords (8A: Close Combat), bow (8B: Ranged), and catapult (8C: Siege) are carved to indicate the unit types you can place there. Your opponent also has the same three rows, but in the opposite direction (so both Close Combat rows are in the middle of the battlefield. With the exception of Spies (which are placed on enemy rows), and Weather cards (which are placed in the "Weather" area, all your cards are placed on your own side of the battlefield.

⑨**Commander's Horn and Mardroeme Placement:** This area on the left side of each row indicates whether a Commander's Horn card (all Factions) or a Mardroeme card (Skellige Clans only) is augmenting the row in question. Note that in this example, the opponent has played a Commander's Horn on his Siege Combat Row.

⑩**Weather Effect:** If a Weather card is placed, it affects both you and your opponent's rows, and the type of Weather is shown on the row. Any Weather cards in play are placed here, between both players. In this example, a Biting Frost card is in play, reducing the effectiveness of the Close Combat Rows for both sides.

⑪**Row points totals.** The totals for all of the strength points for each card you and your opponent have played in each row are shown here.

⑫**Total Points Value:** This shows total points value of the cards on each of your three rows, as well as those of your opponent. The highest total wins the round.

DECK FACTIONS

There are five types of deck in Gwent, each related to a particular faction. Each faction has its own perk, which is important to learn, and their own Leader with a number of unique Leader abilities you can choose from. They are listed in your Gwent menu in the following order:

MONSTERS

A close-combat heavy army of frightening beasts that favor Muster abilities.

- **Leader:** Eredin
- **Faction Perk:** One randomly-chosen card stays on the battlefield after each round.

NILFGAARDIAN EMPIRE

The army of the Emhyr, with Tight Bond units, Spies, and Medics).

- **Leader:** Emhyr var Emreis
- **Faction Perk:** Win whenever there is a draw.

NORTHERN REALMS

The army of King Foltest, with close combat and siege weaponry, sprinkled with Spies and Tight Bond units.

- **Leader:** Foltest
- **Faction Perk:** Draw a card from your deck whenever you win a round.

SCOIA'TAEL

Elves and dwarves combine to offer units with Muster, Medic, and a whole lot of agility.

- **Leader:** Francesca Findabair
- **Faction Perk:** You decide who goes first at the start of a battle.

SKELLIGE CLANS

The Clans of Skellige combine to form a hard-hitting marauding band of Muster, Tight Bond; and Beserker troops with bear-faced ferocity.

- **Leader:** King Bran or Crach an Craite
- **Faction Perk:** Two random cards from the graveyard (discard pile) come to play on the board at the start of round three.

Gwent

Who Plays Gwent?

A multitude of merchants and innkeepers, as well as some more infamous players and friends of yours, have been known to partake in this pastime. You may also stumble across professionals in a regional competition or encounter an ongoing tournament at a larger social event. There are also a few Gwent players that you have only one opportunity to challenge while tackling another quest. Almost all of these players reward you with a new Gwent card the first time you beat them.

WHO REALLY PLAYS GWENT, THOUGH?

A CARD-COLLECTING: AN OVERVIEW

Obtaining cards for your increasingly-large Gwent collection (the complete card collection numbers 255 cards) involves winning a multitude of games (also known as rounds or bouts), the successful completion of certain quests, or purchasing cards from particular vendors, and other general tomfoolery. These can be segmented into the following categories:

Collection Plan #1A: In Your Base Deck (32 Cards)

Congratulations! You already have 32 Cards (mainly from the Northern Realms Deck), meaning you can start playing Gwent immediately (find your cards in the "Gwent Deck" part of the Main Menu (the left column menu, not your inventory menu). Obviously, there's (much more) room for improvement in terms of creating better decks, but this leaves only 223 left to find!

Collection Plan #1B: In Your Blood and Wine Base Deck (24 Cards)

Great news! When you embark on your adventures into the realm of Toussaint, by Starting the Gwent Quest: To Everything Turn, Turn, Tournament!, you receive an additional 24 Cards, all related to the fifth Faction: The Skellige Clans deck. As you'd expect, there are additional cards to bolster this faction (another 19, in fact) as you explore this new territory.

Collection plan #2: purchased from traders (87 Cards)

Over one hundred of the Gwent cards you're after are found at the shops of various traders across the Northern Realms. These are always one of the following:

- Merchants (most, but not all)
- Innkeeps (most, but not all)
- Named characters you know (such as Marquise Serenity of the Passiflora brothel in Novigrad City).

Simply hand over your hard-earned crowns in return for the card you want. Each vendor has a specific collection of (usually four or five) cards to buy, so always buy from them if you have the funds. Each card costs between 10 and 70 crowns, and for all of them, expect to pay no more than 26,000 crowns! This may sound like a lot, but have you seen how much that Ofieri Runewright needs to start his business?

If you don't want to meticulously gather only a few cards from traders in the Northern Realms, there's good news. The Duchy of Toussaint's Innkeeps sell a large number of random cards from a specific list. This is a very quick way to bolster your decks without the more involved hunting for cards, though you can't find the most potent cards by simply purchasing them from Toussaint Innkeeps.

GWENT TRADERS: HOW TO FIND THEM

Traders that offer Gwent cards are marked with this icon throughout the guide's Atlas section (this icon doesn't appear on your World Map). For a complete list of traders you can buy from, consult the Merchant Appendix.

Collection Plan #3: Won From A (Non-Quest) Gwent Player (53 Cards)

Over 50 of your cards are won by challenging a no-name Gwent fan scattered through towns and countryside. Most offer a random card if you better them, though some give you specific cards. There are a variety of Gwent types that would love to play you:

- Armorers, Blacksmiths, Brothel Madames*, Herbalists, Innkeeps*, a Loneshark, Merchants*, Quartermasters*, Scholars, and Traders.*

**Some—but not all—of this type of Gwent Player may also have cards to sell, too.*

PLAYERS WITH SPECIFIC CARDS TO WIN (6 PLAYERS AND CARDS)

There are 6 Gwent players (Aldert Geert the Gwent tutor in the White Orchard Tavern, the Nilfgaardian Nobleman inside the Royal Palace in Vizima, The Elven Merchant of the Traveling Circus Camp outside Carsten, Shani, Olgierd von Everec, and Hilbert at the Borsodi Auction House during Hearts of Stone Main Quest: Open Sesame who don't have an associated quest, but hand over a specific Gwent card if you beat them. Over in Toussaint, there are 19 Gwent players (almost all merchants of some kind) that have a specific Skellige Clans card you must win from them. .

PLAYERS WITH RANDOM CARDS TO WIN (83 PLAYERS, 67 CARDS)

There are 83 Gwent players (across White Orchard, Velen, Novigrad, and Skellige) that hand over a random Gwent card if you beat them. The rest of the Gwent cards are won by challenging them. The first time you beat a Gwent player, you receive the (random) card. Each subsequent time, you simply win any money you bet before the bout. This means you must visit a minimum of 52 of the 65 Gwent players to obtain all the randomly-given cards.

GWENT PLAYERS: HOW TO FIND THEM

Though you can look on your World Map to find merchants, armorers, blacksmiths, and other folks who are likely to be Gwent players, those that you can win cards from are marked with the first (blue) icon throughout the guide's Atlas section (this doesn't appear on your World Map). If you're talking to someone who is up for a Gwent game, the second (orange) icon appears as a conversation choice. At this point, it would be really great to have a complete list of who and where these people are; which is why that has been provided (see the Gwentfolk of the Northern Realms.

Collection Plan #4: Found Or Won During A Gwent Quest (23 Cards)

There are 23 cards you need to win from a specific individuals as part of one of the five available Gwent Quests (Playing Innkeeps, Velen Players, Big City Players, Old Pals, and Skellige Style). Opponents always give you a specific card, and you must face each one in a particular order (subsequent players in a quest won't play until you've beaten previous ones first). The last (and most difficult) opponent in each Gwent Quest gives you two specific cards (one from their deck, and one for completing the quest. Consult these quests first, and follow the objectives mentioned within each quest.

NOVIGRAD
VIVALDI BANK

OFF THE CARDS: KNOW WHEN TO HOLD 'EM!

It is vitally important that you check the Gwent: Complete Card Checklist section before embarking on Gwent and Secondary Quests if you want every single card. Certain players, such as those you find at the Vegelbud Residence during Secondary Quest: A Matter of Life and Death, won't be seen again. The same goes for characters that might die during your adventure. If they're dead, they can't be challenged to a game of Gwent now, can they? However, in certain circumstances, they may leave their card behind. If this occurs, it is mentioned in the appendices, but don't count on this as a way to gather all cards!

CARD TOTALS

The numbered totals aren't necessary to worry about, as some cards can be gathered from multiple sources. Instead, concentrate on finding the cards you need, as quickly as possible. A visit to Toussaint helps, as certain Innkeeps sell a good (random) variety of cards to quickly bolster your decks.

Collection Plan #5: Found Or Won During A Secondary Quest (15 Cards)

There are 15 cards that are only acquired during a Secondary Quest (excluding Toussaint). Some are won during tournaments with the very best players around, and some are found during a quest. Take great care not to miss these cards, as they can't be gathered after the quest concludes!

HIGH STAKES
Win your match against Bernard Tulle.

Collection Plan #6: Loose Cards: Found On The Ground (1 Card)

Someone left a card lying around in a barn in Brunwich. It's the fabled Cow card, with hidden depths to its statistics. Don't forget that prized heifer! Also, some cards you can't win from an opponent (due to them dying, for example). These are placed loose for you to pick up, though this isn't the optimal way to find these cards.

OFF THE CARDS: KNOW WHEN TO FOLD 'EM!

Pay special attention to cards that appear on the lists only once; there's only one available! Check the Gwent: Complete Card Checklist Chart before you start any related quests, so you don't finish a quest or kill off a character and finish the quest without a card. Are you coming up to a tournament bout of Gwent? Then save your game before each bout in case you fail. As there are multiple times you might accidentally lose a card forever, some scholars have deemed Gwent Quest: Collect 'em All to be the most difficult quest of Geralt's life!

HEARTS OF STONE: GWENT CARDS APLENTY!

HoS

Included in these totals are the 25 additional cards (some are duplicates, and some are brand new cards) that are available in the Hearts of Stone Expansion. Be sure to find these, too!

BLOOD AND WINE: A FINAL BOUT OF CARD COLLECTING!

BAW

Included in these totals are the 43 additional cards (making up the Skellige Clans deck, along with two new types of Weather cards) that are available in the Blood and Wine Expansion. Make sure you gather all these, too!

GWENT DIFFICULTY LEVEL: A REAL CHALLENGE

Are you finding your Gwent bouts too easy? Need more of a challenge? Or are you about to start a quest involving a Gwewnt tournament, and want to increase your odds of victory? Then fiddle with the Gwent difficulty level! There are three levels of difficulty: Easy, Normal, and Hard. Increase your difficulty if you require a more competitive opponent who is more likely to play stronger cards against you. This has no impact on the cards you receive from winning, however.

Show me what you got
Master witchers... food and drink on the house. What can I get you?

Gwent

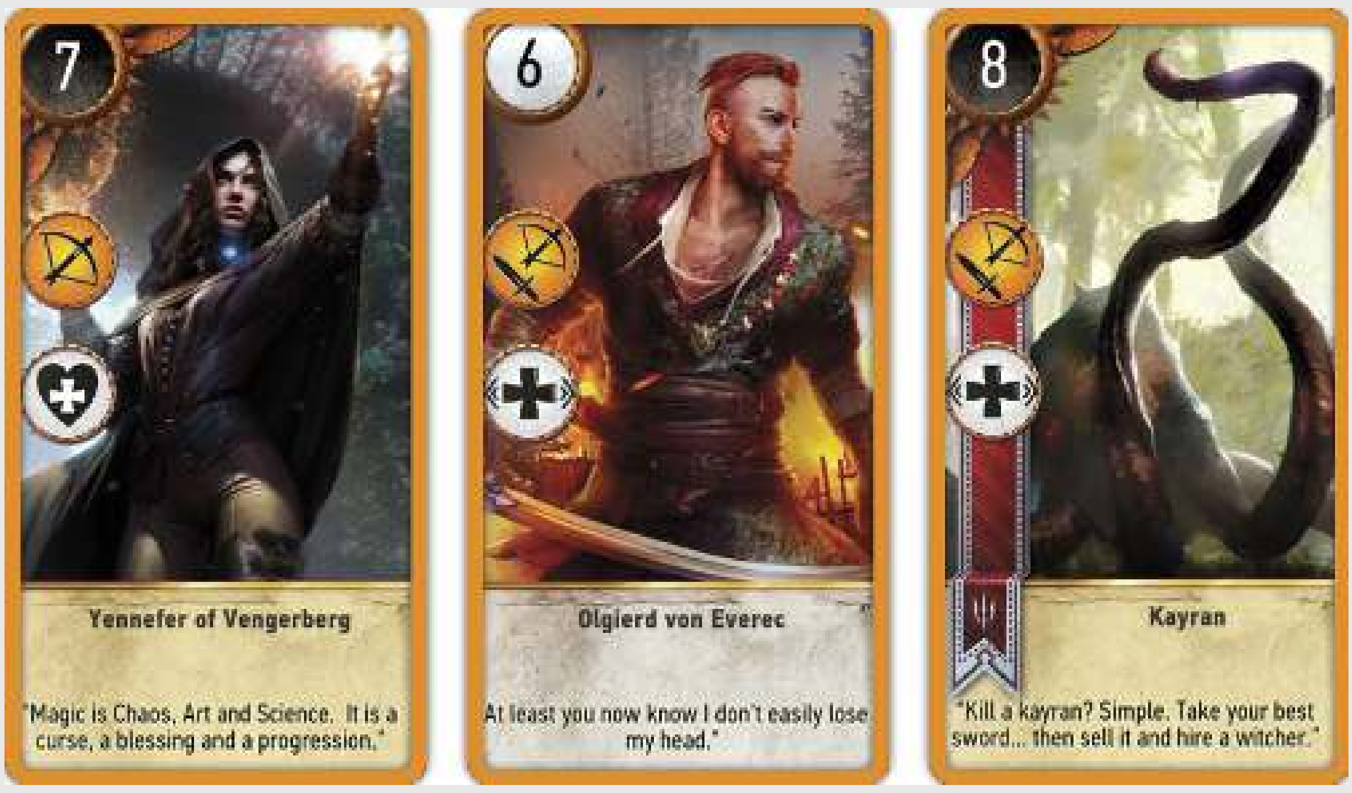
Deck Building

Amassing a huge collection of Gwent cards means nothing if you can't effectively trounce your opponents during a game itself! With this in mind, the following section exhaustively details all the available Gwent cards and their abilities, and delivers individual tactics for specific cards (or sets of cards), as well as general and advanced tactics for each Faction Deck you are building. This proves invaluable before you face any opponent, and particularly the ones mentioned in the tables that are related to Secondary and Gwent quests.

CARD UNIT AND ABILITY TYPES: AN OVERVIEW

By now, you should understand the variety of symbols that adorn each Gwent card you collect. The next step is learning and understanding just how many of each type of card is available (to both you and your opponent), which in turn can dramatically help you to plan your own decks and bouts. This section focuses on Unit Type, and also Unit abilities.

GWENT PLAN OF ATTACK: MUTIPLE ABILITY CARDS


7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."
6
Olgierd von Everec
At least you now know I don't easily lose my head."
8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

Remember that certain cards may have more than one ability, such as Yennefer of Vengerberg, who is both a Hero and a Medic. That rapscallion Olgierd von Everec isn't only Agile, but he offers a morale boost too. and the disgusting Kayran from the Monster Deck is the only card with three abilities: Hero, Agile, and Morale Boost.

UNIT TYPES AND ABILITIES: A TABLE

Study the following table carefully; it breaks down the number of cards of each a particular type and the number of cards with a particular ability (excluding weather). This is helpful in determining which Faction relies on a type of card more heavily than another. After this table, more specific advice is imparted. If you wish to see a complete breakdown of abilities for all cards, consult the table at the very end of this chapter.

Name	TOTAL CARDS	LEADER CARDS	UNIT CARDS	CLOSE COMBAT UNIT	RANGED UNIT	SIEGE UNIT	HEROES	AGILE	BERSERKER
SPECIAL / WEATHER (13/15)**	13+15	0	0	0	0	0	0	0	0
NEUTRAL (16)**	16	0	0	10*	6*	1	5	1*	0
MONSTER	46	5	41	30*	10*	4	4	3*	0
NILFGAARDIAN EMPIRE	42	5	37	18	13	6	4	0	0
NORTHERN REALMS	43	5	38	17	9	12	4	0	0
SCOIA'TAEL	43	5	38	22*	24*	1	4	9*	0
SKELLIGE CLANS	37	2	35	18*	13*	5	4***	1	4
GRAND TOTAL	255	22	189	115*	75*	29	25	14	4

includes cards with the "Agile" ability that can be placed in either row Includes all non-Weather related Special cards***Includes Hemdall, which is summoned via the Kambi card*

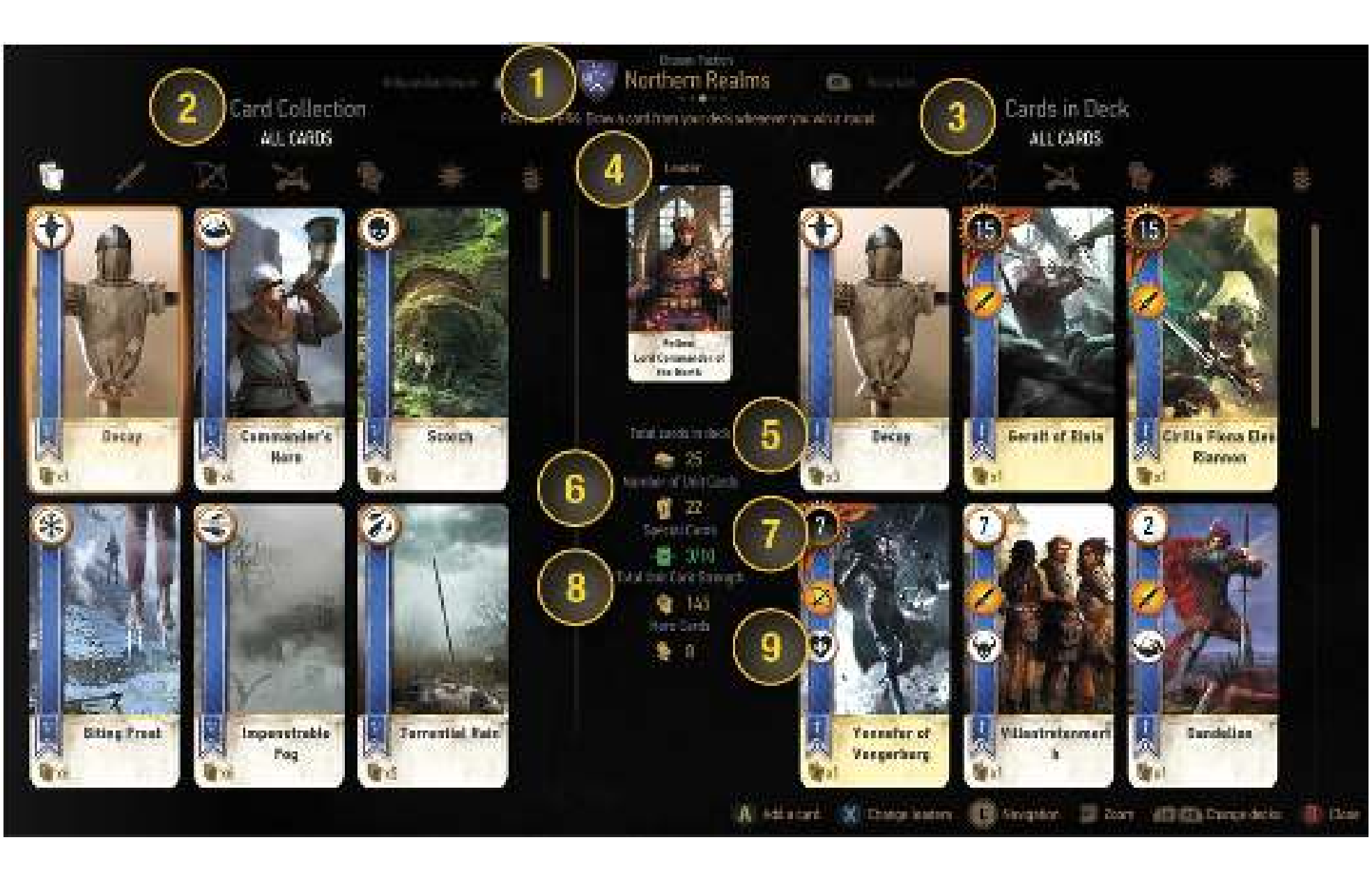
***** includes the Transformed Vildkaarl, which has this ability only when Berserked ***** includes Cerys, who summons non-Muster cards; the Shield Maidens ****** includes the three Transformed Young Vildkaarls, which have this ability only when Berserked*

Gwent

Basics Of Gwent

You begin your adventure with a meager collection of mainly Northern Realms Gwent cards (and a small, but reasonable, Skellige Clans deck if you're starting the Blood and Wine Expansion). To excel at this game, you must collect many more cards, so you can build a deck suitable to challenge every player in the realm. Access your Gwent Deck from the Main (left vertical) Menu. It is here that you can inspect all five Faction decks, individual cards, and prepare decks before a match. This deck-building is also possible just before a match starts, after your wager. Here, you can inspect the following:

THE BASICS OF THE GWENT MENU



① Deck faction. Scroll through the five Factions and choose the one you wish to build a deck with. When you commence your adventure, you only have enough cards for a Northern Realms deck (and Skellige Clans deck if Blood and Wine Expansion is active). The ultimate goal is to create a variety of strong decks for each faction.

② **Card Collection:** Look through all of your cards in the deck faction you have highlighted. You can sort them by Unit type (Close Combat, Ranged, and Siege), as well as by Hero, Weather, and Special type.

③ **Cards in Deck:** You have the same sorting ability when you place cards from your collection into a deck you are building. This area showcases the cards you have access to during a match, so place all the ones you want to use, and none of the ones you don't!

④ **Leader:** Press "Change Leaders" to swap between the Leader cards you have for this Faction. You can collect up to five, except for Skellige Clans, which has two.. Base the deck you are creating around the Leader's ability.

⑤ **Total Cards in Deck:** This is the total number of every card type you can place in your deck (your total unit, Hero, Weather, and special cards). Aside from number limits on Special cards, there is no upper limit, but the deck maxes out when you've placed all your Neutral and Unit cards and have nothing left. However, this is far too big a deck to be effective, so pair down cards to ones you really want to use.

⑥ **Number of Unit cards:** This counts the number of Close Combat, Ranged, Siege, and Hero units in your deck. You must have 22 of these cards, and they can be from your faction or neutral cards. The maximum number of cards is only limited by your collection of unit cards that are neutral or for the faction you're building a deck with. But again, the most effective Gwent players try to keep their card total down to around 22-24 Unit cards.

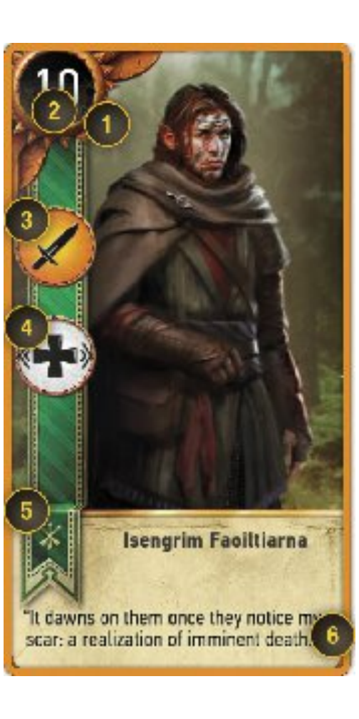
⑦ **Special cards:** This counts the number of Weather and special cards you place in your deck. There is no minimum (you don't have to use any of these cards), but you can't have more than ten special cards in a deck. Usually, professional players tend to limit these cards to only 1-6, depending on tactics.

⑧ **Total Unit Card Strength:** This is the only strength points value for all the cards with an actual strength (not special or Weather cards) that are in your deck. Remember that certain cards (like Spies) have strength that counts towards an enemy's total, and not your own, while other units (like those with Tight Bond ability) have a much higher strength when placed together. Although the bigger the number, the stronger the army, but in all actuality, the best decks follow this mantra: The bigger the number (excluding Spies) with as small a deck as possible. This means you should be creating decks where your deck minimum of 22 cards gives you a Total Card Strength of around 150-165 points.

⑨ **Hero Cards:** This shows how many Neutral and Faction Heroes exist within your deck. Heroes aren't affected by Special cards (whether the effects are good or bad), so they are a little more "stable" to employ.

THE BASICS OF A GWENT CARD

When you're examining a Gwent card, it's worth learning what different aspects of the card mean. Here, the Scoia'Tael Hero Isengrim Faoiltiarna shows his mettle. Here's how the information is imparted:


10
1
2
3
4
5
6
Isengrim Faoiltiarna
"It dawns on them once they notice my scar: a realization of imminent death."

① **Hero Sunburst:** If the card is a Hero (and Isengrim Faoiltiarna is), an extra orange sunburst and flourish appears in the top left corner. A regular unit card does not have this.

② **Unit Strength (Power or Value) or Icon:** For Unit cards, the strength points are shown here (in this case, 10). The maximum strength a card can give you is 15, and the least is 0. For Special cards, the icon of that card (such as a sun icon for Clear Weather) is seen instead.

③ **Unit Row:** This weapon indicates which row the unit fights in. Isengrim, and all Close Combat units, have a sword icon. Ranged units have a bow. Agile units have a sword and a bow. Siege units have a catapult icon.

④ **Ability:** Aside from Hero and Agile abilities, if your unit has a special ability, it is flagged in icon form here. Isengrim Faoiltiarna's ability—aside from being difficult to spell—is a Morale Boost.

⑤ **Faction banner:** A banner scroll fills the left side of the card, and is color-coded to the faction, along with the faction's insignia at the bottom. Isengrim is part of the Scoia'Tael faction.

⑥ **Notes:** The name of the unit is shown (which is important as some units increase their power when placed with units of the same name), along with a quote to delight you.

CARD ABILITITES: A QUICK LOOK

Each ability a card might possess receives a thorough tactical inspection later in this chapter. But to begin with, here's a list of all possible card abilities:

Combat: Close Combat: This unit fights on the Close Combat row.

Combat: Ranged: This unit fights on the Ranged row.

Combat: Siege: This unit fights on the Siege row.

Agile: This unit has the flexibility to be placed on either the Close Combat or Ranged rows.

Berserker: This unit changes into a much stronger version of itself if a Mardroeme is played before or after it.

Commander's Horn: This appears as a non-unit Neutral card (place on any row), or as a character's ability (affects only the row the character is played on). It doubles the strength of all unit cards in that row. Limit to 1 per row.

Decoy: This non-unit Neutral card allows you to swap it with a card on the battlefield to return it to your hand.

Hero: This unit is immune to any special effects or abilities.

Medic: After playing this card, choose one card from the discard pile and play it instantly (no Heroes or Special cards).

Morale Boost: Adds +1 to all units in the row (excluding itself).

Mardroeme: This appears as a non-unit Skellige card (place on any row), or as a character's ability (affects only the row the character is played on). It triggers transformation of all Berserker Cards on the same row.

Muster: Find any cards with the same name in your deck and play them instantly.

Scorch (Specific Row or All Rows): Destroy enemy's strongest unit in a specific row, if the combined strength of all his or her units is 10 or more. "Scorch" and "Clan Dimom Pirate" cards affect the whole battlefield. "Scorch (Specific Row)" cards (which are all "character" cards, beside the Clan Dimom Pirate) affect only one row.

Spy: Place on your opponent's battlefield and draw 2 cards from your deck.

Tight Bond: Placing this unit next to a card with the same name will double the strength of both cards.

Weather: Biting Frost: This appears as a non-unit Neutral card. It sets the strength of all Close Combat cards to 1 for both players.

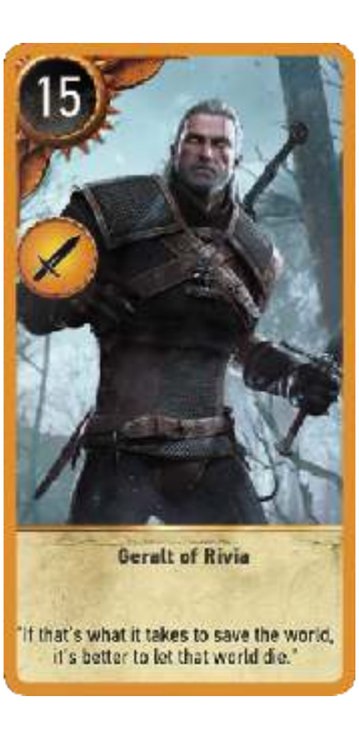
Weather: Impenetrable Fog: This appears as a non-unit Neutral card. It sets the strength of all Ranged cards to 1 for both players.

Weather: Torrential Rain: This appears as a non-unit Neutral card. It sets the strength of all Siege cards to 1 for both players.

Weather: Skellige Storm: This appears as a non-unit Skellige card. It sets the strength of all Ranged and Siege cards to 1 for both players.

Weather: Clear Weather: This appears as a non-unit Neutral card. It removes any current weather effects across the entire battlefield.

NEUTRAL CARDS

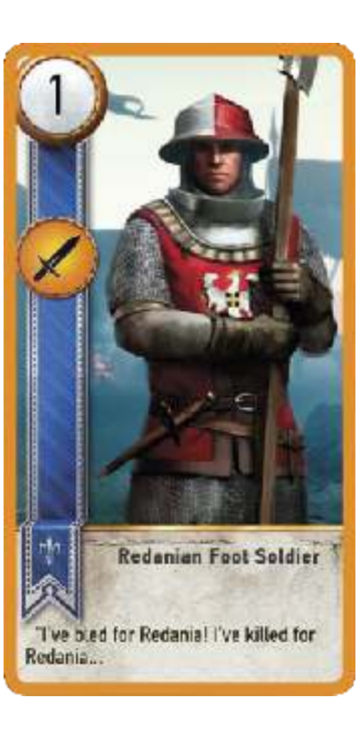

15
Geralt of Rivia
"If that's what it takes to save the world, it's better to let that world die."

There are a number of cards that feature both Hero and non-Hero unit cards that do not belong to a specific faction. These Neutral cards include Geralt of Rivia, Cirilla, Yennefer of Vengerberg, and even Gaunter O'Dimm. They fill the roles of various Unit types and some have special abilities to further improve other cards on the battlefield. They do not care which faction they are used by, and are sometimes added so a deck without a particular ability can utilize one held by a neutral card.

For example, a Gwent player is creating a Monster deck, but has no medic (as all Monster faction cards don't have this ability). However, Yennefer of Vengerberg does have a Medic ability, so she is added to the deck.

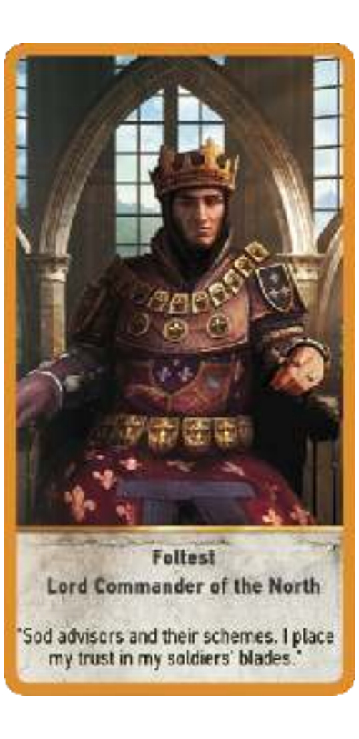
> **THE BALLAD OF HEROES**
>
> The Ballad of Heroes DLC adds new card art to some of these Neutral Cards.

UNIT CARDS


1
Redanian Foot Soldier
"I've bled for Redania! I've killed for Redania..."

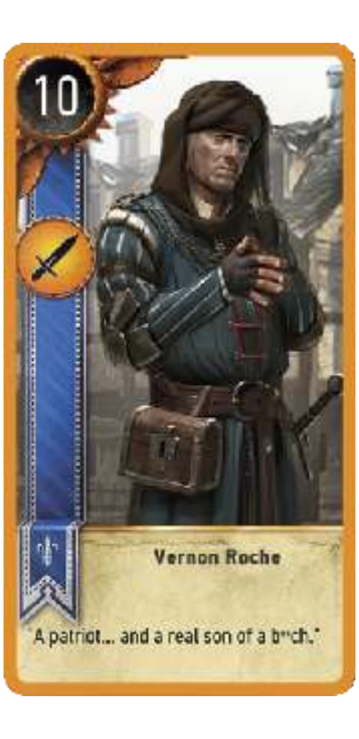
Unit Cards constitute your primary means of earning strength points in a Gwent game. There are three types of Unit Cards to place on the combat rows of your battlefield: Close Combat (shown), Ranged, and Siege. Some of these cards possess special abilities that enhance the Strength of other cards on the battlefield, and can allow for dramatic reversals in the middle of a bout. Just what all these abilities are, and how to use them, is explained later into this chapter.

LEADER CARDS


Foltest
Lord Commander of the North
"Sod advisors and their schemes. I place my trust in my soldiers' blades."

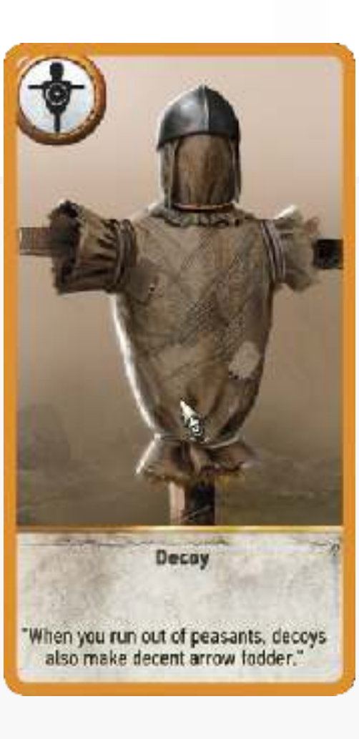
Each of the five deck types in Gwent has a Leader Card (selected before a bout), the commander of the forces represented by that deck. These special cards have abilities that can be invoked during a player's turn, once per match. Used correctly, a Leader Card can cause dramatic comebacks, so it is important to understand what your Leader Card can do and then use that ability accordingly. There are a variety of Leader Cards for each Faction; all aspects of the Leader or Leaders in question. These variants (that are separate cards collected throughout your adventure) can be earned, found, or purchased, and each has a unique special ability. Consult the in-depth section next for more pertinent information on Leader Cards.

HERO CARDS


10
Vernon Roche
"A patriot... and a real son of a b**ch."

Heroes are unique to each deck. These special individuals are related to the factions represented by the five Gwent deck types. Heroes are immune to abilities, which makes them very useful in situations where the rest of your card draw is being stymied in some way by Special or Weather cards. In general, Hero Cards are far more powerful than standard unit cards. However, they have a drawback; any abilities your other cards may have which could be deemed positive, such as the Medic's ability to bring a discard card back to battle, do not work on Heroes.

SPECIAL CARDS

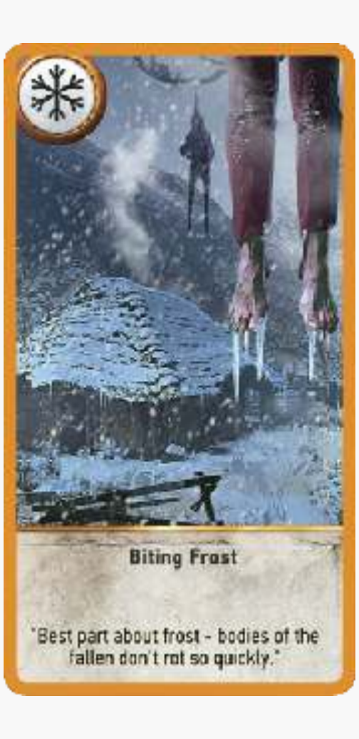

Decoy
"When you run out of peasants, decoys also make decent arrow fodder."

Special Cards are different. They offer no strength point amount. They offer a single, specific advantage when played, and are designed to be utilized when the abilities of your unit cards. There are four non-Weather special cards to learn to use:

- **Decoy:** These swap with a card on your battlefield, returning it to your hand, enabling you to retrieve a card you don't wish to utilize, but wish to keep.
- **Commander's Horn:** This doubles the strength of all unit cards in a row. They are placed in the "horn section", on the left side of the battlefield. Only one Horn can be placed in a row, so a maximum of three Horns can be used (one in each of your three rows). The fancy fop Dandelion and the Skellige bard Draig Bon-Dhu also have this ability.
- **Scorch:** This slays the strongest card(s) on the battlefield, whether it is your card or your opponent's card. Careful strategy is needed here as Scorch seeks out the highest non-Hero card value, and torches it into the discard pile and then follows it there. Three unit (or "character") cards have a variation of this Scorch ability too (Villentretenmerth, Toad, and Schirru).
- **Mardroeme:** This triggers transformation of all Young Berserker, and Berserker Cards on the same row; changing into ravenous Vildkaarls with a much higher strength value. As Berserker cards are specific to the Skellige Clans deck, the Mardroeme only becomes useful when utilized with this faction. The Skelliger Druid Ermion also has this ability.

Remember that Hero cards are not affected by Decoy, Commander's Horn, Scorch, or Mardroeme cards.

WEATHER CARDS


Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."

Weather cards are a subset of Special cards. Each deck type has access to Weather cards, which give you additional ways to respond to plays made by an opponent. Four inclement Weather Cards can cripple the strength points of all cards in a given row or rows on the battlefield, reducing all the strength in both your and your opponent's row to 1 (excluding Hero cards). Playing them requires some forethought, as this can wildly affect the Strength totals for both sides. There's also a fifth Weather Card, Clear Weather, that clears all other Weather Cards in play. This can completely negate a stratagem relying on Weather cards.

- Biting Frost affects Close Combat cards.
- Impenetrable Fog affects Ranged cards.
- Torrential Rain affects Siege cards.
- Skellige Storm affects Ranged and Siege cards.

All Weather cards should be played with care, as they can ruin your own strategy, as well as your opponent's! Remember that just as you can play a Weather-clearing card, so too can your opponent.

BECOMING A TRUE GWENTLEMAN: GENERAL GWENT TIPS

Before this chapter expands on the tactics of a Gwent game to mind-bending proportions, it is worth learning a few general tips to aid you in your initial competitions:

- **Play Cautiously:** You draw only 10 cards from your customized deck at the start of a match. Outside of any special abilities that allow you to draw more cards from the deck, that's it! Don't blow all of your best cards too early in a match; you must win two rounds with those 10 cards!
- **Pass if you must, and pass wisely:** You can choose to pass a turn for any number of reasons. If your opponent's cards feel too overwhelming for that round, if you feel that they might be over extending their cards and playing too strong in an early round, if you're confident they cannot counter your hand, etc. Just remember that passing a turn is not automatically forfeiting a match! It is just as much a part of your strategy as playing a card at the right time. Again, remember that you have only 10 cards to work with across potentially three rounds of Gwent, but so does your opponent!
- **Weather Cards are a double-edged sword:** Weather Cards can dampen the effects of cards for both players. Knowing this, if you intend to use a Weather Card, wait until it looks like your opponent is favoring a row that your Weather can affect, then try to strengthen combat rows that aren't going to suffer the Weather effect.
- **Acquire new Gwent cards at your earliest convenience:** The deck you begin with might be capable of beating your earliest competition, but if you want to defeat all comers, including the special opponents holding onto the rarest cards in the world, you must form a much better deck. You can buy new cards as early as the Inn at White Orchard during the prologue, where you first learn how to play Gwent.
- **Integrate powerful new cards into your deck as soon as you get them:** Decks do not make themselves. You need to add the cards to your deck for them to be of any use.
- **Minimize your deck size:** The more cards you have in a deck, the less chance you have of drawing the specific ones you want. Craft your decks to be as lean as possible, ensuring a good spread of Unit, Special, Neutral, and Hero Cards to cover your bases. It's just as important to cull weaker cards or those that don't fit the strategy to which you're tailoring the deck.
- **Challenge Gwent players met during quests:** Some quests involve larger events where Geralt may encounter Gwent players while he takes on other important tasks. If you have an interest in collecting all the cards, challenge them as soon as possible. You may not get another chance, and this can cost you some rare and powerful cards! This guide has identified quests where Geralt encounters Gwent opponents in the Quest section of this guide.

> **GWENT CARDS: COLLECT 'EM ALL!**
>
> With over 250 Gwent cards out there to find, gathering all these cards can become overwhelming, so remember the following:
>
> You can win (random) cards by beating merchants, crafters, traders, and innkeepers you meet. All are stationary and linked to a settlement. You only receive one card from them when you beat them for the first time; if you want a second (random) card, you must find another player.
>
> You can win unique cards by playing different individuals as part of Gwent-related quests, or during specific events and on-Gwent related quests. Watch out! It's possible to miss out on some of these cards entirely, so be sure to play any important tournament players or acquaintances you encounter over the course of your adventure.
>
> You're able to purchase Gwent cards from vendors. These are usually in taverns or inns throughout the realm. Various curio merchants in Novigrad may also offer a selection of cards; usually between four and five.
>
> Need to know where all these potential players are? Then look for the Gwent Player icon in the Atlas, and consult the Gwentfolk of the Northern Realms section in this guide's Appendix.
>
> Need to know where every single Gwent card is located, including those from Hearts of Stone and Blood and Wine? Then consult the Gwent Cards section in this guide's Appendix.
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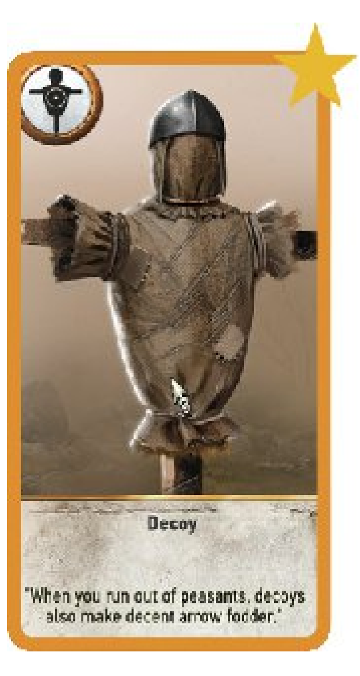
3. You're able to purchase Gwent cards from vendors. These are usually in taverns or inns throughout the realm. Various curio merchants in Novigrad may also offer a selection of cards; usually between four and five.

> **BARNABAS-BASIL: YOU CAN'T 'FOULT' HIS GWENT PLAY!**
>
> Need a player who isn't going to sap your funds, who you can practice Gwent against for free? Then visit the Corvo Bianco Vineyard in Toussaint. As part of Blood and Wine Secondary Quest: No Place Like Home, your majordomo Barnabas-Basil Foulty, offers to play Gwent with you:
>
> Should you challenge him, you can request he play as any of the five factions (or "surprise" you and play as a random faction), and then request he uses a strong, middle, or weak deck depending on the challenge you require. This is an excellent way to train for the Gwent tournaments both in Toussaint, and across the Northern Realms!

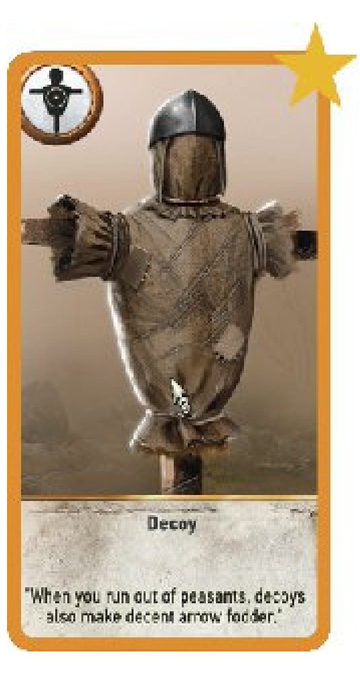
Gwent

Special Cards (13)


Decoy
"When you run out of peasants, decoys also make decent arrow fodder."

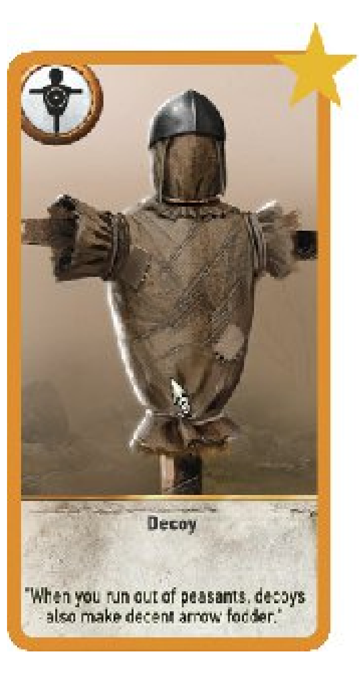
DECOY

Purchased from Trader (20 Crowns), White Orchard, Elsa, Innkeeperess of White Orchard Tavern.


Decoy
"When you run out of peasants, decoys also make decent arrow fodder."

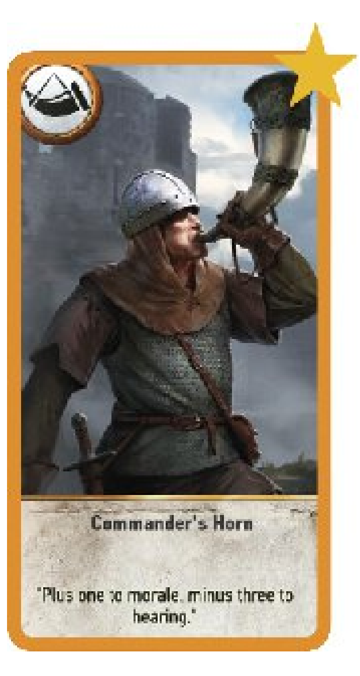
DECOY

Purchased from Trader (20 Crowns),Velen (Crow's Perch), The Quartermaster, Baron's Store, Crow's Perch.


Decoy
"When you run out of peasants, decoys also make decent arrow fodder."

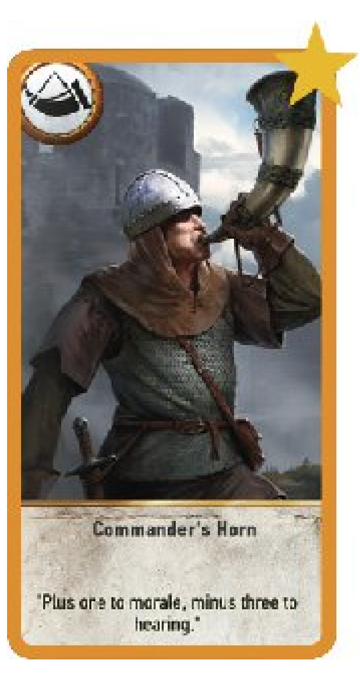
DECOY

Purchased from Trader (20 Crowns), Novigrad (Gustfields), The Innkeep at Seven Cats Inn.


Commander's Horn
"Plus one to morale, minus three to hearing."

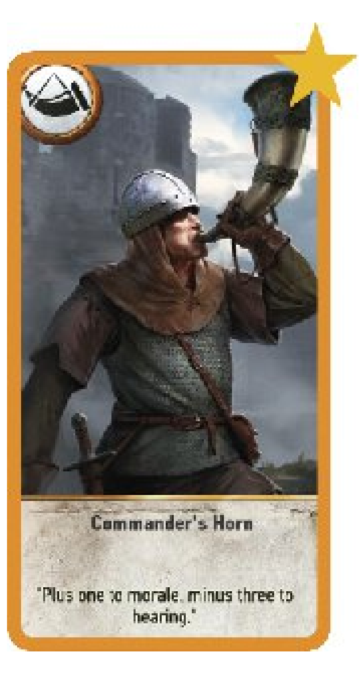
COMMANDER'S HORN

Purchased from Trader (10 Crowns), Velen (Mudplough), Innkeep at the Inn at the Crossroads.


Commander's Horn
"Plus one to morale, minus three to hearing."

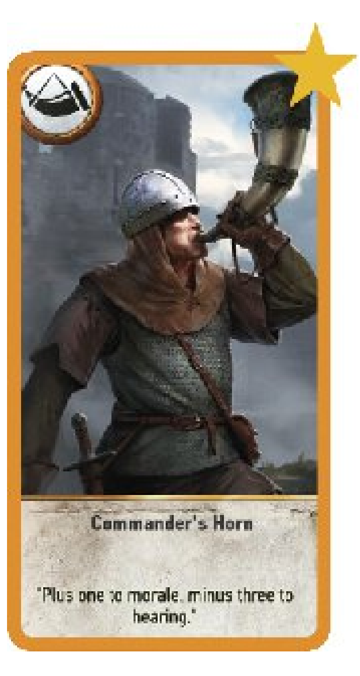
COMMANDER'S HORN

Purchased from Trader (10 Crowns), Novigrad City (Gildorf), Marquise Serenity at Passiflora.


Commander's Horn
"Plus one to morale, minus three to hearing."

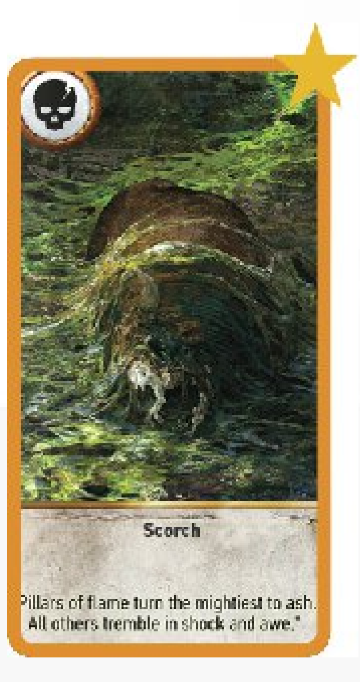
COMMANDER'S HORN

Purchased from Trader (10 Crowns), Novigrad (Oxenfurt City), Stjepan the Innkeep, at the Alchemy Inn.


Commander's Horn
"Plus one to morale, minus three to hearing."

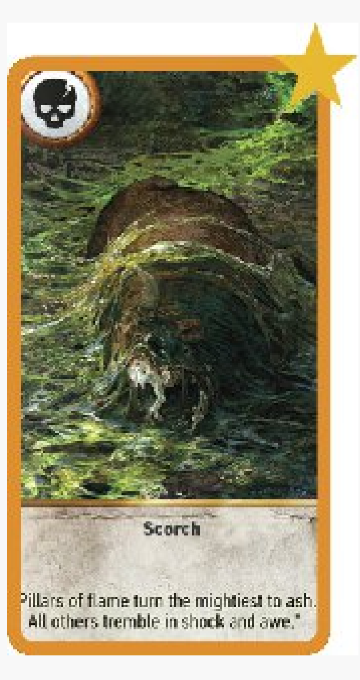
H&S COMMANDER'S HORN

Purchased from Trader (10 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

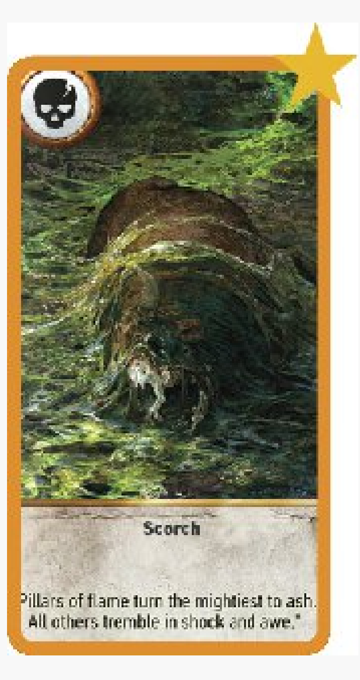
SCORCH

Purchased from Trader (50 Crowns), Novigrad (Grassy Knoll), The Innkeeper at Cunny of the Goose.


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

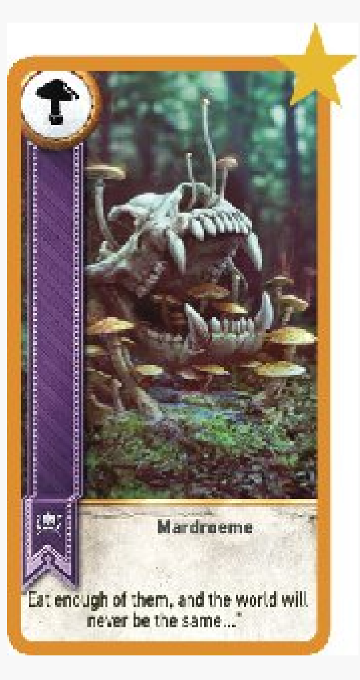
SCORCH

Purchased from Trader (50 Crowns), Skellige (Ard Skellig), Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor.


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

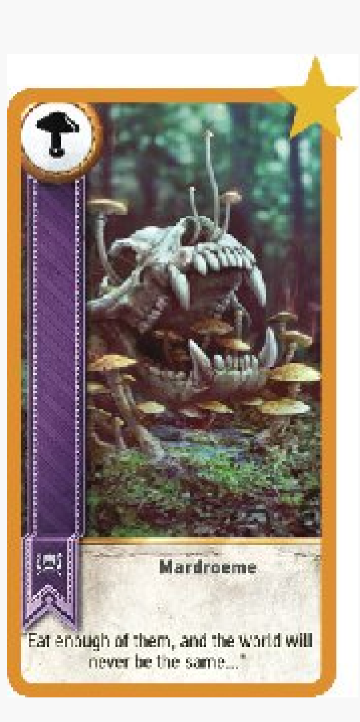
SCORCH

Purchased from Trader (50 Crowns), Skellige (An Skellig), The Innkeep of Urialla Harbor.


Mardroeme
"Eat enough of them, and the world will never be the same..."

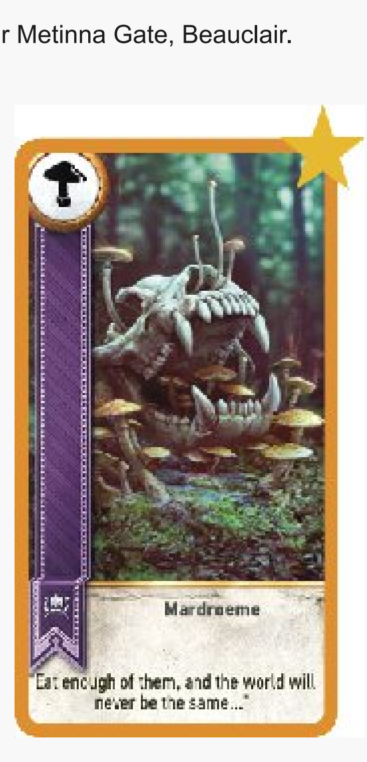
B&W MARDROEME

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


Mardroeme
"Eat enough of them, and the world will never be the same..."

B&W MARDROEME

Won from the Herbalist at the Herb Store, near Metinna Gate, Beauclair.

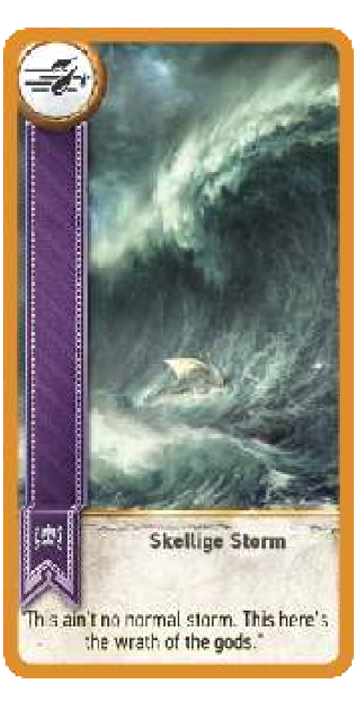

Mardroeme
"Eat enough of them, and the world will never be the same..."

B&W MARDROEME

Won from the Madame, at the Belles of Beauclair – House of Pleasure, near Beauclair Port.

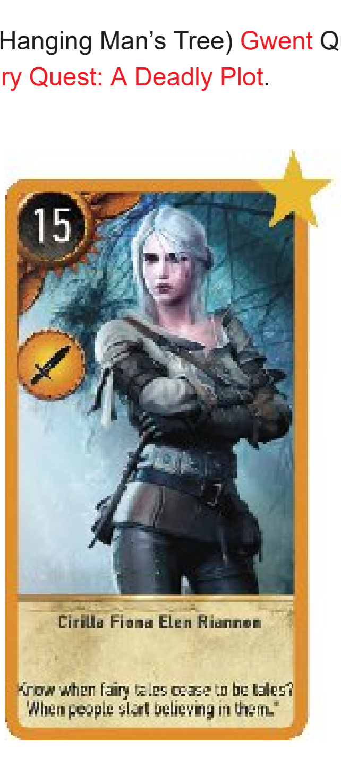
Gwent

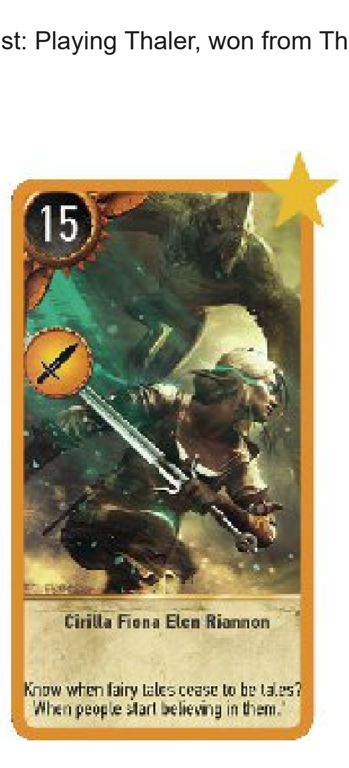
Neutral Cards (16)


Skellige Storm
"This ain't no normal storm. This here's the wrath of the gods."

SKELLIGE STORM

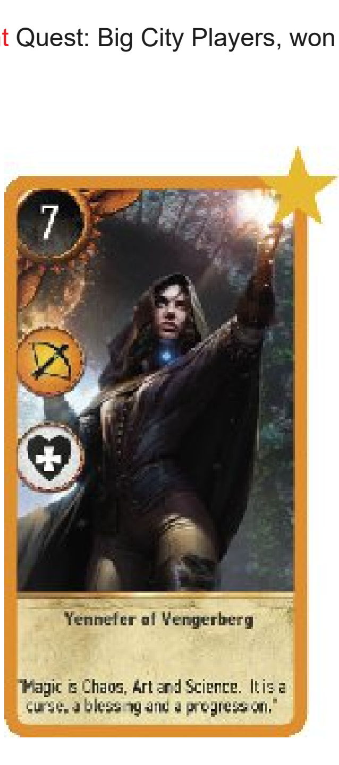
Won from the Butcher, at the Butcher's Shop, near Beauclair Port.

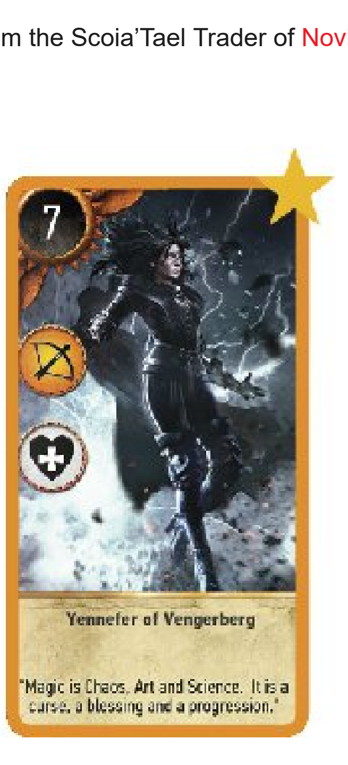

15
Geralt of Rivia
"If that's what it takes to save the world, it's better to let that world die."


15
Geralt of Rivia
"If that's what it takes to save the world, it's better to let that world die."

GERALT OF RIVIA

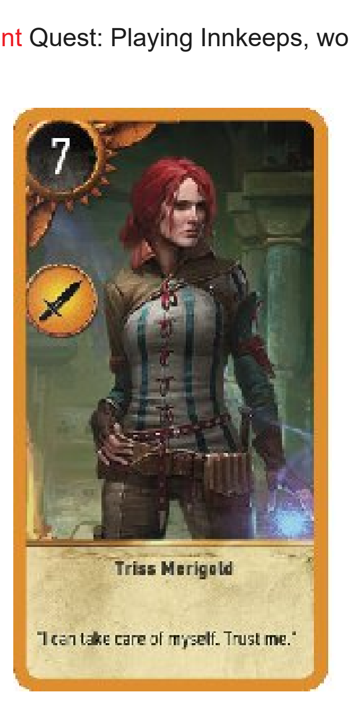
Velen (Troll Cave northwest of Hanging Man's Tree) Gwent Quest: Playing Thaler, won from Thaler the erstwhile Shoe Peddler, at the end of Secondary Quest: A Deadly Plot.

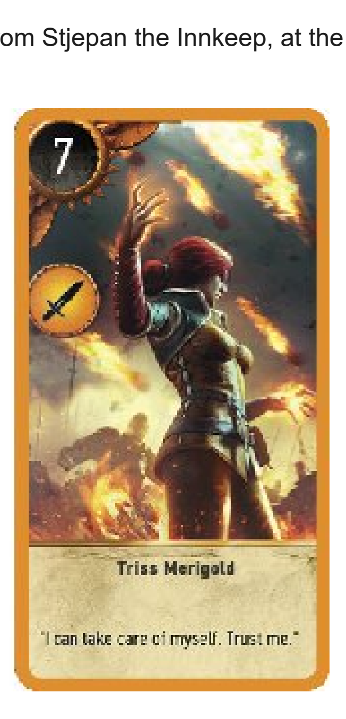

15
Cirilla Fiona Elen Riannon
"Know when fairy tales cease to be tales? When people start believing in them."


15
Cirilla Fiona Elen Riannon
"Know when fairy tales cease to be tales? When people start believing in them."

CIRILLA FIONA ELEN RIANNON

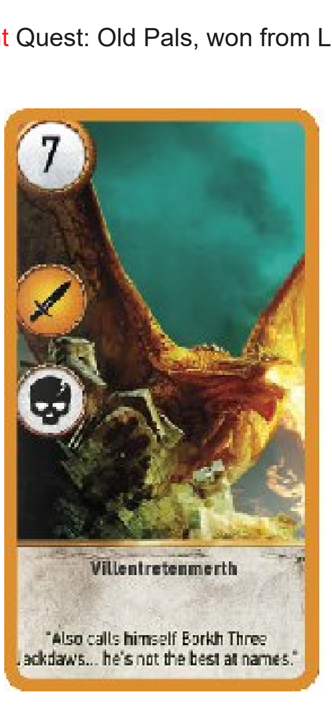
Novigrad (Grassy Knoll), Gwent Quest: Big City Players, won from the Scoia'Tael Trader of Novigrad Forest (west of Farcorners, in woods).

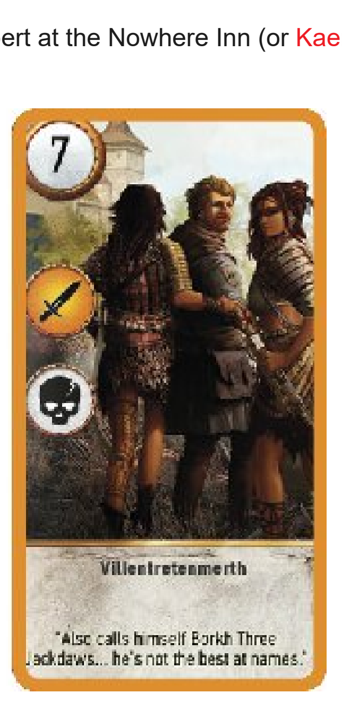

7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."


7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."

YENNEFER OF VENGERBERG

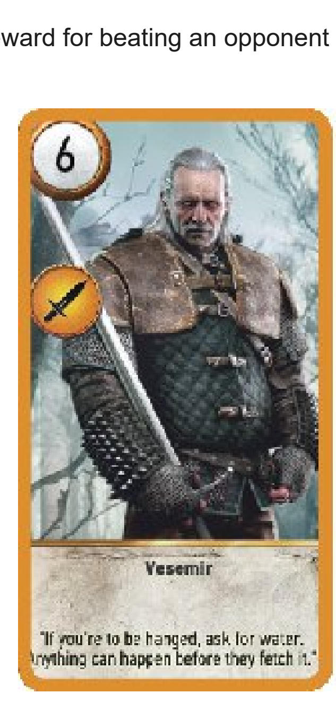
Novigrad (Oxenfurt City), Gwent Quest: Playing Innkeeps, won from Stjepan the Innkeep, at the Alchemy Inn.

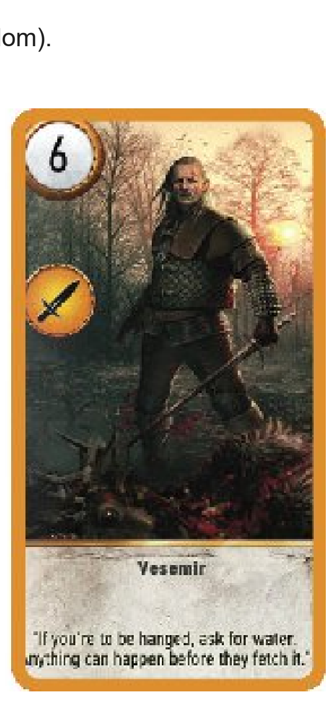

7
Triss Merigold
"I can take care of myself. Trust me."


7
Triss Merigold
"I can take care of myself. Trust me."

TRISS MERIGOLD

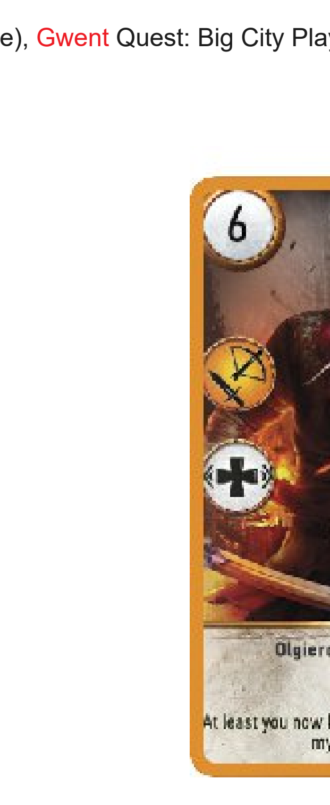
Novigrad City (The Bits), Gwent Quest: Old Pals, won from Lambert at the Nowhere Inn (or Kaer Morhen).

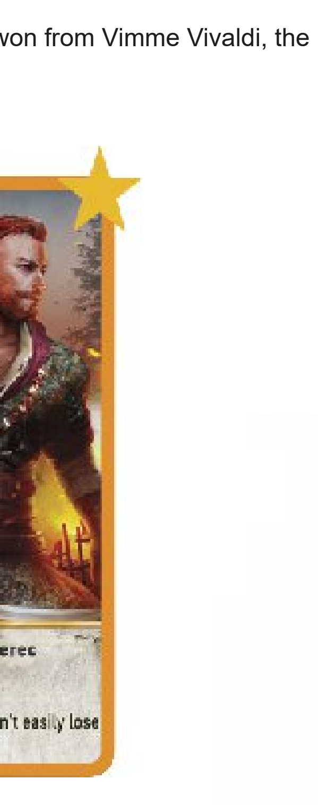

7
Villentretenmerth
"Also calls himself Borkh Three Jackdaws... he's not the best at names."


7
Villentretenmerth
"Also calls himself Borkh Three Jackdaws... he's not the best at names."

VILLENTRETENMERTH

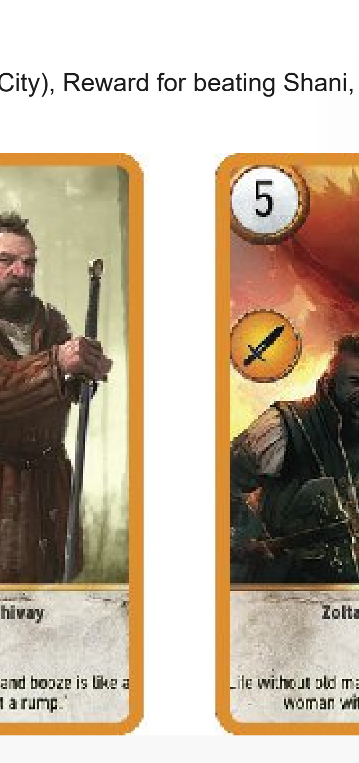
Won from a Gwent Player, Reward for beating an opponent (random).


6
Vesemir
"If you're to be hanged, ask for water. Anything can happen before they fetch it."


6
Vesemir
"If you're to be hanged, ask for water. Anything can happen before they fetch it."

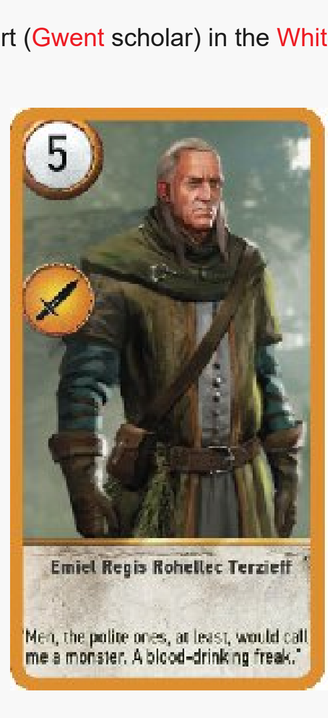
VESEMIR

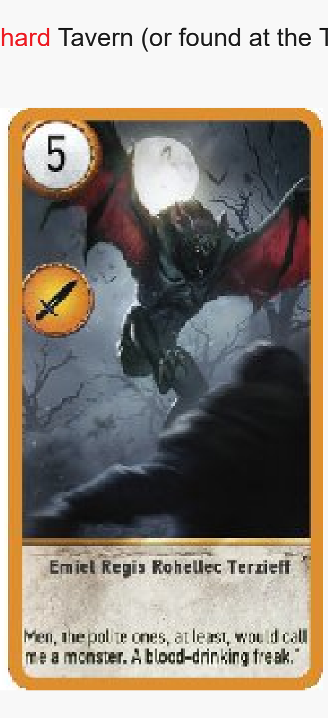
Novigrad City (Hierarch Square), Gwent Quest: Big City Players, won from Vimme Vivaldi, the Dwarven Banker of Hierarch Square.


6
Olgierd von Everec
At least you now know I don't easily lose my head."

OLGIERD VON EVEREC

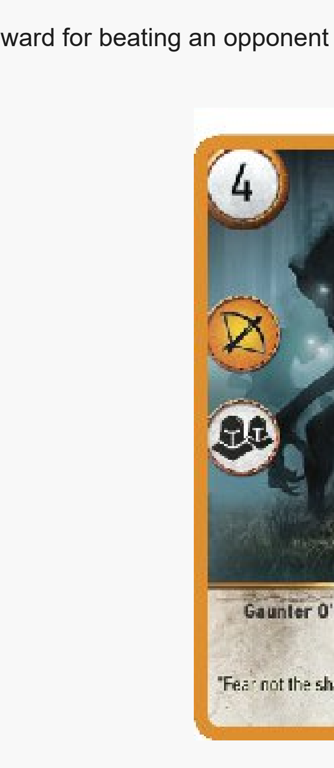
Won from a Gwent player, Novigrad (Oxenfurt City), Reward for beating Shani, at her Clinic in Oxenfurt.

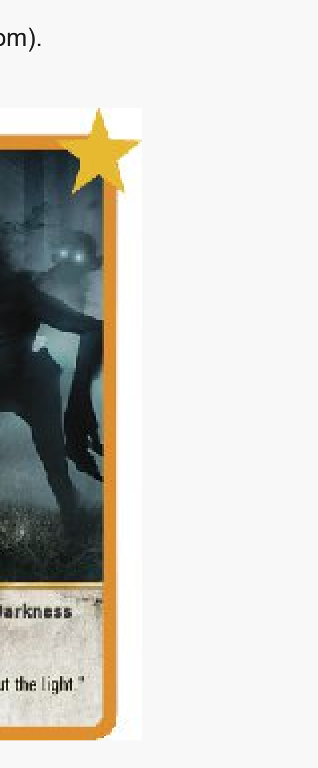

5
Zoltan Chivay
Life without old mates and booze is like a woman without a rump."


5
Zoltan Chivay
Life without old mates and booze is like a woman without a rump."

ZOLTAN CHIVAY

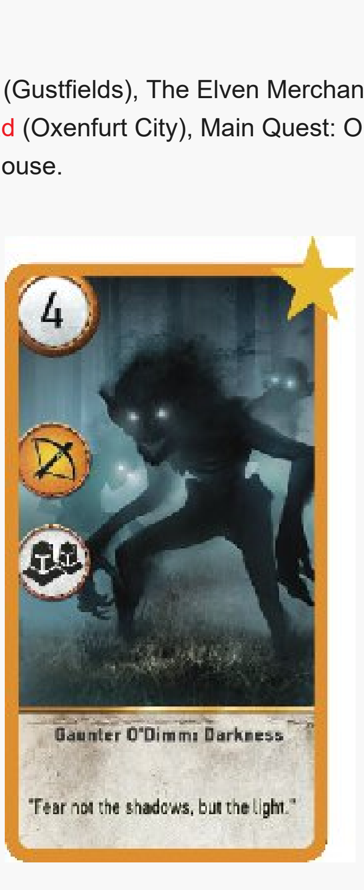
Reward for beating Aldert Geert (Gwent scholar) in the White Orchard Tavern (or found at the Tavern if you miss him).


5
Emiel Regis Rohellec Terzieff
Men, the polite ones, at least, would call me a monster. A blood-drinking freak."


5
Emiel Regis Rohellec Terzieff
Men, the polite ones, at least, would call me a monster. A blood-drinking freak."

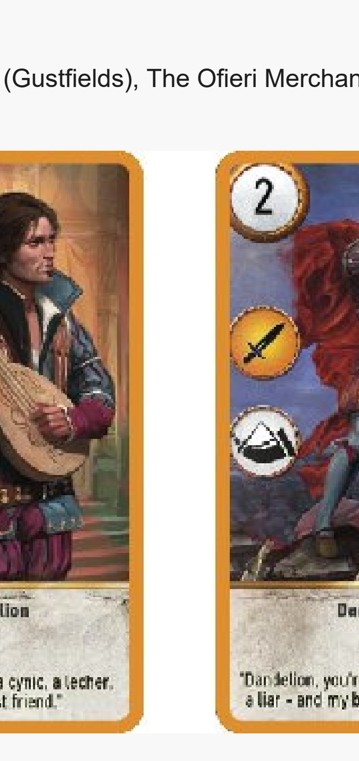
EMIEL REGIS ROHELLEC TERZIEFF

Won from a Gwent Player, Reward for beating an opponent (random).


4
Gaunter O'Dimm: Darkness
"Fear not the shadows, but the light."

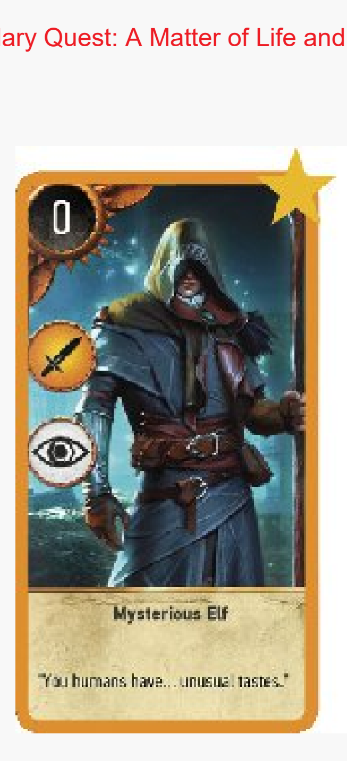
GAUNTER O'DIMM: DARKNESS

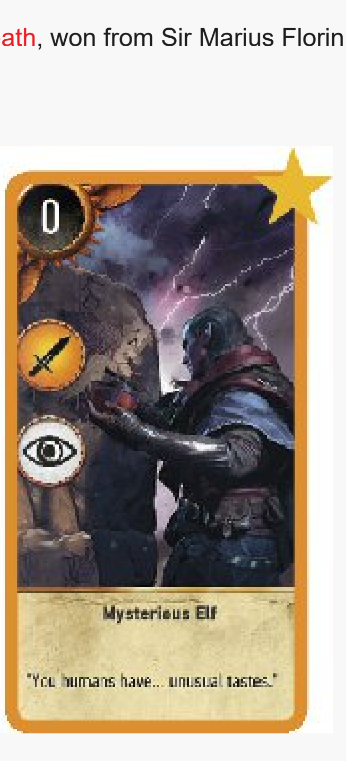
Purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten), or won from a Gwent Player, Novigrad (Oxenfurt City), Main Quest: Open Sesame (Part 1), reward for beating Hilbert the Auction Bidder at Borsodi Auction House.


4
Gaunter O'Dimm: Darkness
"Fear not the shadows, but the light."

GAUNTER O'DIMM: DARKNESS

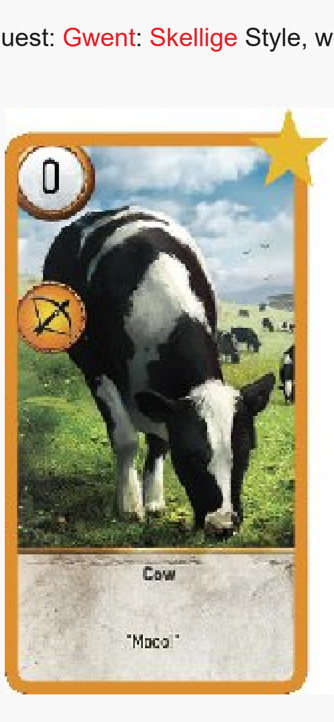
Purchased from Trader (20 Crowns), Novigrad (Gustfields), The Ofieri Merchant of Upper Mill.

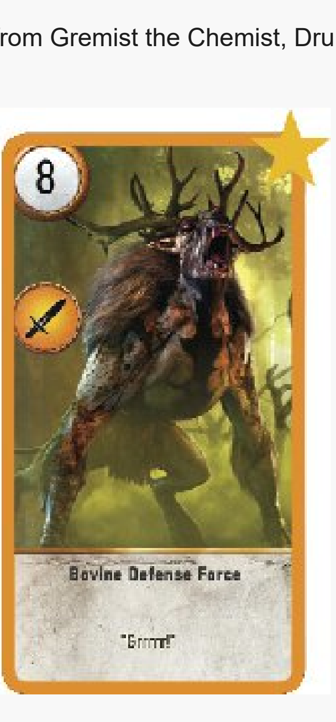

2
Dandelion
"Dandelion, you're a cynic, a lecher, a liar – and my best friend."


2
Dandelion
"Dandelion, you're a cynic, a lecher, a liar – and my best friend."

DANDELION

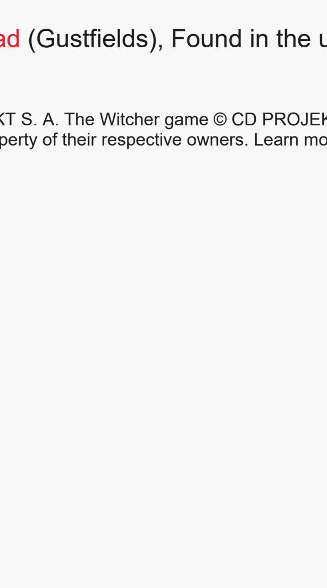
Novigrad (Gustfields), Secondary Quest: A Matter of Life and Death, won from Sir Marius Florin, the Gwent Players of Vegelbud Estate.

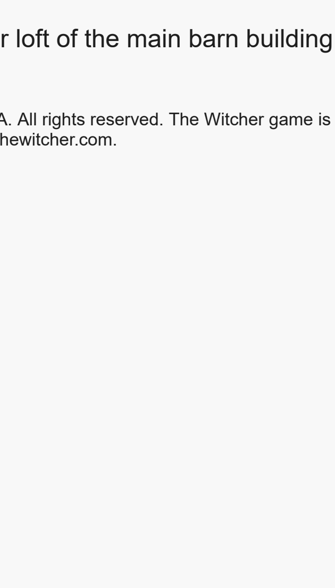

0
Mysterious Elf
"You humans have... unusual tastes."


0
Mysterious Elf
"You humans have... unusual tastes."

MYSTERIOUS ELF

Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Gremist the Chemist, Druid of Gedyneith.




8
Bovine Defense Force
"Brrrrr!"

COW (AND BOVINE DEFENSE FORCE)

Picked up (loose card), Novigrad (Gustfields), Found in the upper loft of the main barn building of Brunwich.

PRIMA GAMES

Gwent

Deck Building and Factions: Advanced Tactics

This Gwent masterclass concludes by revealing a general location of where each Faction's cards are spread out, so you know how far through the adventure you're likely to need to get to before you gather all of a Faction's cards. This is followed by some deck-building strategies (both generally and for each Faction). Finally, a sample Gwent bout is undertaken, with the overriding tactics you should attempt.

A GWENTLEMAN NEVER INSISTS ON STRATEGEMS

Remember that you may not agree with the optimal tactics present in these sections. If you have discovered other strategies that work well for you, feel free to use them. However, the tactics employed here usually give you an advantage over any opponent you might meet (and obviously, a greater advantage if your collection of Gwent cards is more complete.

MONSTERS FACTION

A beastly host of mainly Close Combat troops led by the frightening Eredin Beacc Glas.

GENERAL LOCATIONS OF MONSTER DECK CARDS

WHERE FOUND	NUMBER (46)*
Geralt of Rivia (You)	1
Randomly Acquired**	19
White Orchard	0
Palace of Vizima	0
Velen (No Man's Land)	2
Novigrad City	2
Novigrad (including Oxenfurt)	3
Skellige	19

*This number includes the five Leader Cards, and 41 Deck cards**This is from players found throughout all territories

EXPANSION CARDS***	NUMBER (2)
Hearts of Stone	2
Blood and Wine	0

***Expansion Cards are included in the main total of 46

As you can see, the vast majority of Monster cards are found by randomly beating Gwent players, or challenging specific players across Skellige. This means you won't be able to amass a very strong Monster deck until well into your adventure. Expect to perfect your Monster deck (collecting and strategies) after NIlfgaardian and Northern Realms decks, unless you really focus on finding these cards ahead of others.

MONSTER DECK STRATEGIES

- The Monster deck focuses mainly on overwhelming an opponent using Close Combat troops. Ensure victory by using the Eredin: Commander of the Red Riders ability, which acts like a Commander's Horn for your Close Combat units. It's another good option as it is always available, and doesn't add to your deck "bloat".
- Eredin: Destroyer of Worlds (discard two cards, and draw one card of your choice from your deck) may seem counter-intuitive to those planning to out-draw their opponents. But if you require a specific card to win a late round (such as a Clear Weather, Muster unit, or Hero), it can win a bout!
- A better bet is usually Eredin: Bringer of Death, which acts in the same way as a Medic (drawing a card from your discard pile); helpful because Monster decks are devoid of Medics. Augment that by adding Yennefer of Vengerberg (a seven-point Hero Medic).
- Your overarching tactics is to tactically play Muster groups, beginning with the least-threatening, and stopping your foe from Scorching higher-value Muster groups (such as the Crones). Use your Vampires and Arachas Muster groups as one of their group has a higher strength-point, and can take the brunt of a Scorch while leaving the rest of the units intact. If you haven't collected all the Muster cards in a group, and all Muster groups in general, Monster decks are far less effective. Remember to add yet another Muster group with Gaunter O'Dimm's group (Neutral).
- Remember you have a few Ranged units too, including the Toad (a seven-point non-Hero unit) which has the ability to Scorch an opponent's Siege row if the total value of units present is greater than or equal to 15. It's spectacular when playing against Scoia'Tael decks! Partner Toad with Villentretenmerth (Neutral) to bring devastation to an opposing Close Combat row too.
- As you perfect your Gwent card collecting, your mid-strength cards (such as the Frightener or Ice Giant) should be removed and replaced with High-value Heroes and Neutral cards, to avoid deck "bloat".
- Use the Mysterious Elf to enable one Spy ability; otherwise your lack of Spies and Medics is a shortfall. Only use your Mysterious Elf once your Muster units are in play; you don't want to waste your Elf on gathering a duplicate Muster.

NILFGAARDIAN EMPIRE FACTION

The Black Ones, a collection of troops for most types of combat, supplemented by Medics, Spies and Tight Bond units, led by Emhyr var Emreis.

GENERAL LOCATIONS OF NILFGAARDIAN EMPIRE DECK CARDS

WHERE FOUND	NUMBER (42)*
Geralt of Rivia (You)	1
Randomly Acquired**	9
White Orchard	0
Palace of Vizima	0
Velen (No Man's Land)	21
Novigrad City	4 or 5***
Novigrad (including Oxenfurt)	5 or 6***
Skellige	1

*This number includes the five Leader Cards, and 37 Deck cards**This is from players found throughout all territories

***Total reflects cards that can be bought either in Novigrad City, or Novigrad Territory, but not bought twice.

EXPANSION CARDS****	NUMBER (2)
Hearts of Stone	2
Blood and Wine	0

**** Expansion Cards are included in the main total of 42*****This total includes one card you have an additional chance to purchase.

This deck is usually the second you end up securing all your cards for, after the Northern Realms. The majority (26) of the cards can be purchased at various traders, and only a few (nine) are randomly found. Of the rest, seven are secured during quests, and one is with you in your base deck (the first Leader card). If you have the funds, gather most of this deck quickly, and strengthen your deck without too much hope for a random outcome.

NILFGAARDIAN EMPIRE DECK STRATEGIES

- The Nilfgaard's faction perk isn't especially helpful, but if you see an opportunity for a draw (without expending more cards), take it.
- Though not available until you complete Secondary Quest: High Stakes, the Emhyr var Emreis: The Relentless Leader card (draw a card from your opponent's discard pile) is a critically-helpful card; allowing you to use a powerful non-Hero from your opponent's pile, or a Spy card you may have played earlier.
- A good complement of Spy cards (three, plus the Neutral Mysterious Elf); additional help (though giving your opponent more strength points than the Northern Realms Spies) to out-draw your opponent.
- Offers three Medics that can be placed in two different rows; vital to use throughout your Gwent gaming with this deck when gathering previously-discarded non-Hero cards. Be sure to complement them with Decoy cards so you can reuse Medics as often as you need to.
- A focus on both the Close Combat and Ranged row (but with a few Siege row cards to help spread out your forces, minimizing the effects of Weather Cards).
- The largest number of ten-point non-Heroes (two Black Infantry Archers and the Heavy Zerrikanian Fire Scorpion) of any Faction; augment these with Commander's Horn, Morale Boost, and Medic them back into play. Or use Decoys on these, or other high-value non-Heroes.
- Your Tight Bond cards (Young Emissary, Impera Brigade Guards, and Nausicaa Cavalry Riders) are invaluable during early Gwent bouts, and are less likely to be Scorched due to their low individual strength. But remove them as you gain higher-value units (especially Heroes and Neutral Heroes) so you don't "bloat" your deck.
- Always play Villentretenmerth; even over Special Scorch cards, to obliterate the highest non-Hero from your enemy's Close Combat row.

NORTHERN REALMS FACTION

A mixture of units from all three rows (with a slight favoring of close combat and siege troops), along with many Tight Bond cards, a few Spies and Morale Boosts, and a single Medic, led by King Foltest.

GENERAL LOCATIONS OF NORTHERN REALMS DECK CARDS

WHERE FOUND	NUMBER (43)*
Geralt of Rivia (You)	22
Randomly Acquired**	2
White Orchard	4
Palace of Vizima	1
Velen (No Man's Land)	8
Novigrad City	3 or 4***
Novigrad (including Oxenfurt)	1 or 2***
Skellige	1

*This number includes the five Leader Cards, and 38 Deck cards

**This is from players found throughout all territories

***Total reflects cars that can be bought either in Novigrad City, or Novigrad Territory, but not bought twice.

EXPANSION CARDS****	NUMBER (2)
Hearts of Stone	2*****
Blood and Wine	0

****Expansion Cards are included in the main total of 43

*****This total includes one card you have an additional chance to purchase.

This is likely to be the deck you utilize for your first few dozen Gwent bouts, simply because you start your adventure with the majority of this deck (22 cards). Of the rest, 13 can be had through purchasing at vendors across the lands, one is secured by beating the Nilfgaardian Nobleman in Vizima, only five are found during quests, and only two cards are randomly rewarded. This makes the Northern Realms deck easy to collect, learn, and augment.

NORTHERN REALMS DECK STRATEGIES

- The Faction Perk (draw a card from your deck whenever you win a round) allows you to outdraw your opponent more easily. Combine this with Spies and Medics to keep your card hand full until you're ready to unleash hell!
- Visit the Inn at White Orchard and purchase the Foltest: Lord Commander of the North Leader card. The ability this gives you (to clear all Weather effects) enables you to reduce Clear Weather cards in your deck, and ignore any Weather effects in later rounds that your opponent attempts.
- A good complement of Spy cards (three, plus the Neutral Mysterious Elf) offer additional help to out-draw your opponent.
- A focus on both the Close Combat and Siege row. The latter is especially useful, as this row isn't utilized as often in other factions. It forces an opponent to carry a larger variety of Weather cards, which lessens their chances of drawing a high-point card.
- Though you only have one Medic (Dun Banner Medic), she is worth her weight in gold! Use her in the second and third rounds to resurrect an important non-Hero (like Villentretenmerth). Add Yennefer of Vengerberg for her Medic powers too.
- Tight Bond cards offer excellent points potential, if you can dissuade a foe from Scorching them. The two Tight Bond Catapults offer exceptional strength from just two cards (32).
- Employ all your Hero cards, plus any you've collected from your Neutral deck, to provide some hard-hitting strength unaffected by Scorch and Weather.
- Your Poor F--king Infantry cards are initially seen as pathetic, until you realize you can place them to coax a foe into action, or use up this Infantry to eke out a victory (usually after an opponent passes).

SCOIA'TAEL FACTION

Led by the charismatic Francesca Findabair, this collection of non-humans uses the first two rows of combat almost exclusively, with many Agile cards to add flexibility, and Muster groups plus a quartet of Medics to round out this deck.

GENERAL LOCATIONS OF SCOIA'TAEL DECK CARDS

WHERE FOUND	NUMBER (43)*
Geralt of Rivia (You)	1
Randomly Acquired**	15
White Orchard	0
Palace of Vizima	0
Velen (No Man's Land)	0
Novigrad City	6-12
Novigrad (including Oxenfurt)	12-18
Skellige	3

*This number includes the five Leader Cards, and 38 Deck cards

**This is from players found throughout all territories

***Total reflects cards that can be bought either in Novigrad City, or Novigrad Territory, but not bought twice.

EXPANSION CARDS****	NUMBER (11)
Hearts of Stone	11*****
Blood and Wine	0

****Expansion Cards are included in the main total of 43

*****This total includes nine cards you have an additional chance to purchase.

Only the first Leader card is found in your deck. The rest can be purchased (18), won randomly (15), or won from the Elven Merchant near Carsten (1). Add to this deck during quests by securing eight more cards, though four of them are during Secondary quests; ensure you save your progress before each bout! You're likely to use this deck later in your adventure.

SCOIA'TAEL DECK STRATEGIES

- The Faction Perk allows you to automatically choose who goes first. As you usually want your opponent to go first (so you can see what they are planning and counter them), always choose to go second.
- Scoia'Tael units have the largest number of troops that are Agile and can be placed in either Close Combat or Ranged rows. Use this to circumvent Weather cards, and in conjunction with the Francesca Findabair: Hope of the Sen Seidhe (Leader ability) that can shift Agile units to your most optimal row; a tactic your foe won't likely be expecting!
- Francesca Findabair: Daisy of the Valley allows you to draw an extra card at the beginning of battle; an obvious advantage when trying to out-draw your opponent. Use it! Francesca Findabair: The Beautiful acts like a Commander's Horn for your Ranged units; another good option (as it is always available, and doesn't add to your deck "bloat").
- Of the four Factions, the Scoia'Tael have the most impressive Ranged row troops, so focus on this and, to a slightly lesser extent, your Close Combat row.
- With only one Siege row card, don't expect to place a card at the back of your battlefield. But remember that Schirru (an eight-point non-Hero Siege unit) has the ability to Scorch an opponent's Siege row; spectacular when playing against Northern Realms and Nilfgaard decks! Add Villentretenmerth (which does the same Scorching to your foe's Close Combat row), and Francesca Findabair: Queen of Dol Blathanna (Leader ability; Scorches your foe's Close Combat row as well), and you have three enemy-Scorching possibilities per game!
- Augment your lack of Spies with the Mysterious Hero (Neutral). Play all your Medics (combining them with Decoys so you can use them again and again), and ensure your Muster forces (lower strength to begin with, and Havekar Smuggler units at later stages) are fully ready to fight; the three Smugglers can add 15 points to your Close Combat row in one placement!
- All your Medics aren't combat-ready (they have a zero strength), but if you add a Morale Boost to the Ranged row (with Milva, for example), they add three points; don't forget this benefit!
- You have a 10-point non-Hero named Isengrim Faoiltiarna. Use this mighty troop to give your Ranged units a Morale Boost, then bring Isengrim back using a Medic time and time again.

SKELLIGE CLANS FACTION

Offering one of two legendary Skelligers to lead the assembled clansfolk, the Skellige Clans deck favors ill winds and weather, unique Berserker troops, a couple of powerful characters, and a few unique abilities to overcome and overwhelm, as well as Tight Bond and Muster groups.

GENERAL LOCATIONS OF SKELLIGE CLANS DECK CARDS

EXPANSION CARDS***	NUMBER (37)
Hearts of Stone	0
Blood and Wine	37

EXPANSION CARDS***	NUMBER (2)
Geralt of Rivia (You: Blood and Wire Adventure)	23
Toussaint	14

***Expansion Cards are included in the main total of 37. Remember the Weather Cards are counted as Neutral, though they are specifically used by this deck faction.

You have a base deck of this faction when you begin Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!. Find the remaining cards by challenging 19 different merchant types across this realm. This is likely to be the last deck you perfect. Remember the Gwent players of Toussaint use any of the five decks; not just this one!

SKELLIGE CLANS DECK STRATEGIES

- You only have a choice of two Leaders, so build your deck tactics around either King Bran (employ additional Weather Cards including Skellige Storm) or Crach an Craite (a more aggressive plan going for a two-round win; using up high-value cards as early as possible so you can gather them back and reuse them in the second round).
- Remember your Faction ability allows you to return two random discarded cards to your hand at the start of round three only. Employ this with Crach an Craite's ability if you wish (though your aggressive style of play should mean you never reach the third round as you're going for round wins as early as possible).
- With your Faction ability, it's possible to use two Heroes up to three times in a game: once each in the first round and once each again in the second round, using Crach an Craite's ability. You can use them once again in the third round, if they were randomly picked from your discard pile. For this reason, keep your discard pile small (using Medics) to maximize your chances of gathering high-value discarded cards.
- Olaf is a mighty unit, offering Morale Boost, the Agile ability, and a massive points. He's also Scorch-bait, so employ him tactically and Medic him back into play.
- Cerys is a godsend as she summons the Clan Drummond Shieldmaidens who instantly use their Tight Bond ability to grant you 46 Close Combat points. Have her in your hand at the start of a match rather than a Shieldmaiden, if you can. Then use Crach an Craite's Leader ability and use her again!
- Use your Berserkers not only to eke out a win (in the case of the Young Berserkers individually, or in groups), but also as Scorch-bait. Stack your deck with Mardroemes (and Ermion) to ensure there's a high chance of a Berserker transformation.
- You only have three active Heroes; your fourth is Hemdall, who only appears once the Kambi card is played and discarded. So use your Kambi as soon as you can, and prepare for Hemdall to arrive in the second round, as a Close Combat killing machine.
- Light Longship units have Muster, so you only need one in your hand.
- War Longships have Tight Bond, and Draig Bon-Dhu has Commander's Horn; combine them both to maximize your Siege row (along with Gaunter O'Dimm).
- Use Birna Bran (and Yennefer) to bring back Olaf (powerful card), the Clan Dimun Pirate (Scorch), or one of the Light Longship (Muster) units.
- The Clan Dimun Pirate and Villentretenmerth both have Scorch and are great to employ one after another for constant devastating demoralization!

GENERAL LOCATIONS OF NEUTRAL CARDS

WHERE FOUND	NUMBER (16)
Geralt of Rivia (You)	0
Randomly Acquired*	2
White Orchard	1
Palace of Vizima	0
Velen (No Man's Land)	0
Novigrad City	1 or 2
Novigrad (including Oxenfurt)	10 or 11
Skellige	1

*This is from players found throughout all territories

**Total reflects cards that can be bought either in Novigrad City, or Novigrad Territory, but no bought twice.

EXPANSION CARDS***	NUMBER (7)
Hearts of Stone	6****
Blood and Wine	0

***Expansion Cards are included in the main total of 17

****This total includes one card you have an additional chance to purchase.

Neutral cards are all over the place! Seven of them are picked up during quests (all but one are Gwent-specific). Two are won randomly (including Villentretenmerth unfortunately, so keep playing merchants until you secure this much sought-after card!). Four are purchased (most of the Gaunter O'Dimm units), one is won from Aldert Greet during the Tutorial back in White Orchard Tavern (Zoltan Chivay is the card), or it can be found at Hanged Man's Tree in Velen if you miss Aldert, and finally, one card is loose (the Cow). Use these to augment your faction decks, and fill in gaps with higher-point cards or those with abilities you lack.

GENERAL LOCATIONS OF WEATHER AND SPECIAL CARDS

WHERE FOUND	NUMBER (28)*
Geralt of Rivia (You)	7
Randomly Acquired**	5
White Orchard	1
Palace of Vizima	0
Velen (No Man's Land)	2
Novigrad City	1
Novigrad (including Oxenfurt)	4
Skellige	2

*This number includes **This is from players found throughout all territories

EXPANSION CARDS***	NUMBER (7)
Hearts of Stone	1
Blood and Wine	6

EXPANSION CARDS***	NUMBER (6)
Geralt of Rivia (You: Blood and Wire Adventure)	1
Toussaint	5

***Expansion Cards are included in the main total of 28

Most Weather cards (12) are either found in your deck to start with (seven) or won randomly (five). It isn't usually a huge benefit to have three of each card type (especially Torrential Rain; who plays this three times in a match?), so don't worry too much about finding these. The three Skellige Storm cards are either looted (2) or won (1) from a character during your Blood and Wine adventuring in Toussaint.

Most Special cards (10) are purchased from traders; find them at the earliest point you can, as most are useful no matter what tactical plans you're trying. The three Mardroeme cards are gathered during your Blood and Wine adventure; one you start with, and two are won from characters in Toussaint.

GWENT: BUILDING A BETTER DECK

Your first deck-building plans occur with the Northern Realms deck. It is advisable to perfect your Gwent deck build with this Faction first, before turning to the Nilfgaard, and finally to the Monsters and Scoia'Tael. Use the Skellige Clans deck as soon as you wish, when playing the Blood and Wine Expansion.

The following advice applies to all five factions:

As you build up the quality of cards in your deck, refrain from adding Weather cards (or at the very least, add a single Biting Frost); you want a slim deck (so your best cards are drawn more often), and ability cards (and Decoys) are usually a lot more helpful, especially in early matches.

Decoys should be placed into a deck as often as possible. Even if you use one to remove a card you don't really need, this card keeps your card count up. Utilize Decoys to return a high-value card back into your hand (after it is affected by Weather, for example).

The Commander's Horn is usually played at the end of a round (or the opponent focuses on this bonus and usually attempts to thwart this card with Weather). It is another card to "burn." But a better plan is to place it on a row the opponent isn't expecting. Or use on an empty row to make your foe think you'll be amassing cards there, and watch your foe's tactics before countering them. But in the grand scheme of things, the Horn isn't used as often as you'd think. So keep it (or multiples of this card) away from your deck. Or use Dandelion.

During your initial Gwent bouts, always pick the units with abilities over your "normal" cards. Spies, Medics, Tight Bond, and Muster cards are all favored over a lower-level cards like Sabrina Glevissig (Northern Realms four-point ranged non-Hero). This is because ability cards give you more flexibility, plus Spies and Medics add to your card hand total; the key to winning.

At low to mid-level Gwent games (when you're still collecting, but don't have all the cards of a Faction), use troops with five or six strength points or higher. As you receive more 7 or 10 point cards (whether they are Heroes, non-Heroes, or Neutral cards), replace your lower-value non-ability cards with the higher-point cards.

Your aim is to create a Faction deck with the smallest number of high-value cards. Use only the highest-point cards available to you, and ditch the rest, unless they have an ability you use constantly.

You can place between zero and ten Special cards in your deck. Don't feel obliged to utilize Special cards if you never find yourself using them (though Decoys offer an important deck-maintaining strategy). At a maximum, keep Decoys, one Commander's Horn (unless you have a number of Heroes which aren't affected by the Horn), one Scorch, and one Clear Weather until you develop your own strategies.

If you see three Torrential Rain decks in your deck as you're about to face off in a match with a Scoia'Tael player, you're doing something very wrong. If you don't know why this is wrong, please re-read this chapter!

Beware of deck "bloat"; keep your card deck lean and mean (if your total deck size gets over 26, you may start losing because you aren't drawing your better cards). Your aim is to bring a 22-24 card Gwent deck to a bout with a total strength count of between 150-165+ points.

If you have a deck that permits this, spread your troops out over all three rows to minimize the effectiveness of Weather cards your opponent plays.

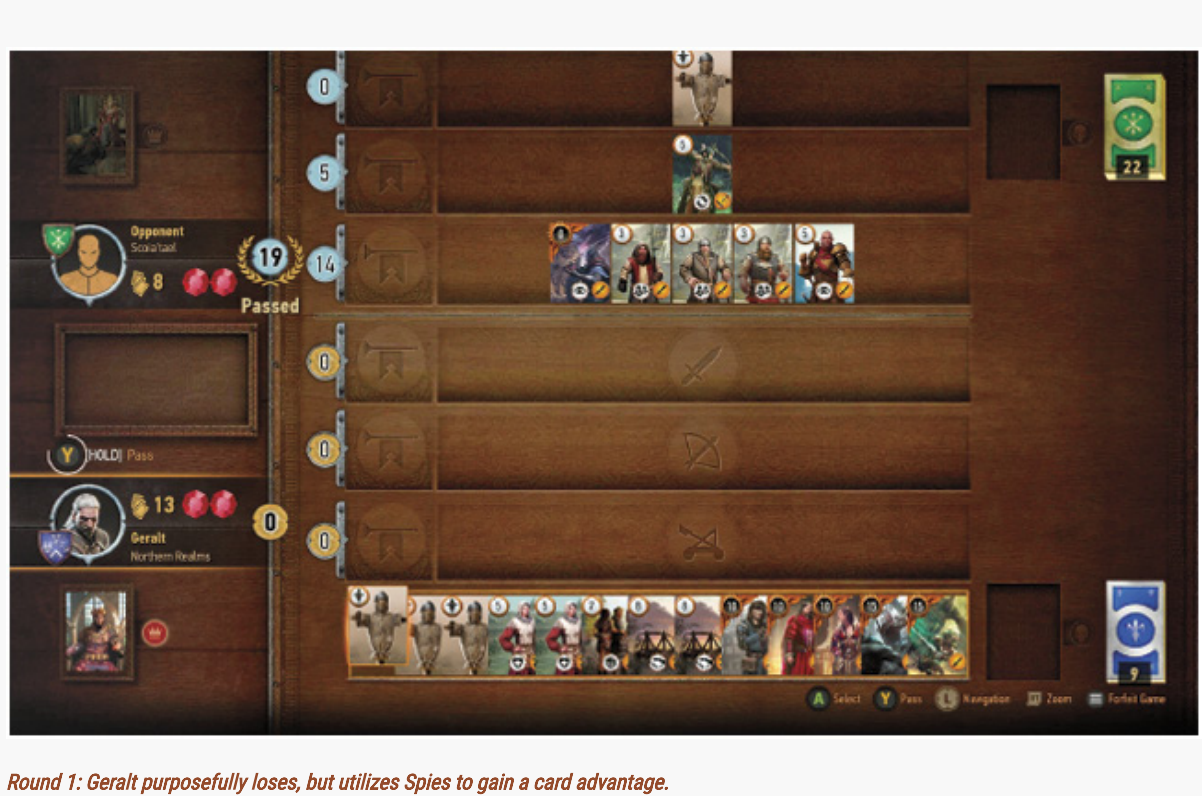
Remember your opponent doesn't change decks between games, so if you lose, retry the bout with a tweaked deck (perhaps with a different Leader ability) more suitable to take them down.

Use Villentretenmerth (Neutral), Toad (Monster), Schirru (Scoia'Tael), and Clan Dimun Pirate (Skellige Clans) wherever possible: A Scorch is devastating.

GWENT: A SAMPLE CARD GAME

ROUND 1 TACTICS

Before the round starts, swap up to two of your least-impressive, weakest, and usually lowest-point cards (with the exception of Spies) to maximize the potential of your hand in the game to come. If you have too many duplicates of Special cards or other ability cards you don't use, think about removing them from your deck before your next match. Then play the first round with one of the following two tactics in mind:



Round 1: Geralt purposefully loses, but utilizes Spies to gain a card advantage.

Play To Win:

Depending on your opponent's actions (they may pass early, or not take advantage of their position), you can try to win the round. A massive combat presence is usually not advisable, as you need your best forces for the second or third round. But you can try to win in two rounds if you wish. The trick is to win without expending all your best cards. So place lower-value cards on the board. A one-point advantage at the end of this round is still a win!

Play To Lose (But With A Card Advantage):

Usually after you see what your opponent is doing, you should attempt to maintain a card advantage in your available deck (to the right of your portrait, on the left side of the battlefield). Remember that the remaining cards in the deck (bottom right corner of the battlefield) aren't normally used; you only have the cards in your hand! So you want to keep the majority of the best cards for the rounds you are assured victory in. This means conserving cards. Why? Because a player with more cards left to play has more options. Use the following tactics:

Add to your deck with a Spy (and to a much lesser extent, a Medic). This keeps your remaining cards from being depleted. If your foe uses Spies, Decoy them into your hand and use them against your foe. No matter what your plans, use up all your Spies in this round (to gain the card advantage).

"Burn" your less important cards, judging whether their abilities are worth ignoring. For example, you may have a Poor F--king Infantry card, and take a turn using it instead of wasting a much higher card. The Infantry has a Tight Bond ability, but it's sometimes worth ignoring that ability in order to finish a round with a stronger set of cards to play later.

Bring some inclement Weather onto the battlefield. Though this can be seen as wasteful, it is better than dropping a large-point card you wish to keep until a future round. Weather cards also usually push an opponent into their card reserves (to counter with Clear Weather, commit further units, or pass).

Remember you can always pass, which leaves your strength total as-is, and allows the opponent to keep playing. Do this when you've set up a good and devastating series of cards you want to place in the next round. Passing is usually done early, as you can't lose more than one round!

Finish a round without committing your more potent cards into the battlefield. A massive first-round victory isn't tactically advantageous (as you have fewer options for future rounds); save your best troops for rounds two or three. On the other hand, Medic heavy decks can push harder in the first round.

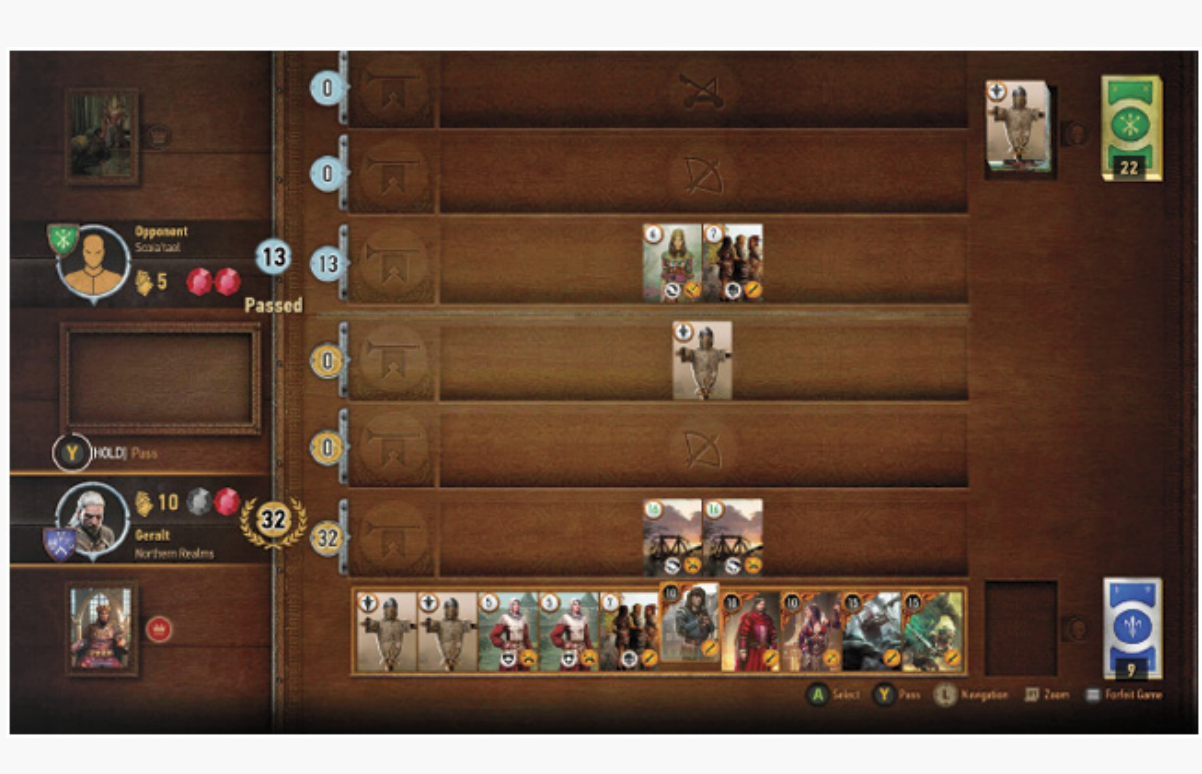
Delay Your Play: Fear Of Commitment

You should exercise caution when committing a card to the battlefield. A Hero can never be brought back into your hand. A non-Hero can only be brought back into your hand by using up a Decoy, and a Medic (after discarding). But keeping a group of high-value cards in your hand as long as possible is much more advantageous. Why? Because:

- It forces your opponent to start playing their cards, so you can react to their tactics.
- It forces your opponent to play Weather and Scorch cards early, so you can play cards that might have succumbed to these Special cards if you played them too early.
- It enables you to watch for openings in the battlefield. Has your foe played a Biting Frost? Then refrain from playing a Clear Weather in case your opponent has a second Weather card, or the round tactics change and you don't need to use it. Then employ Clear Weather at the last possible moment.
- It sometimes causes your opponent to think you are weak, and pass. Then you can eke out a win with the lowest possible cards that guarantee a win.

ROUND 2 TACTICS

You should have ended the first round by eking out a win (and maintaining either an equal number, or slight card advantage compared to your opponent), or a loss but with at least two or three additional cards compared to your opponent. The tactics for this round are different depending on how the first round went:



Round 2: With this round to win, Geralt starts to use Decoys and Medics, winning decisively, but keeping most of his best units for the final round.

Round 1 Won? Let Battle Commence!

If you won the first round, you're usually more evenly matched with your opponent, making this round a little tougher. At this point, you can:

Immediately pass: If you wish to play a purely strategic game, you can pass immediately (or after expending one or two low-point cards in the hope your opponent drops some higher-point cards). If your opponent uses a card (or two) to claim victory, all the better; this plan gives you the advantage in the third round; a similar tactic to "losing" in Round 1. This plan is more advantageous if you're placing cards first in this round, as your foe will go first in the final round; which allows you to see what your opponent is planning, and counter it.

Make this the Final Round: If you reckon your deck is strong enough, and your foe's deck is weak enough to claim victory after two rounds, then go for it! Remember your opponent is likely to have more high-point cards than in the final round, especially if you didn't "sucker" your foe into dropping their best troops earlier. Use the Final Round tactics from this point.

Coax more cards out: Though you'll probably need to commit some of your higher-quality cards, you can "pretend" that you've fully committed to winning this round, watch your opponent play some of his or her best troops, and then wave the white flag and pass (after Decoying any high-point cards, of course!). As long as the units your foe is committing are more powerful than yours, you put yourself in a good position to win the last round. A worthy sacrifice to your own deck!

Round 1 Lost? Let Carnage Commence!

If you lost the first round, you should have a significant card advantage over your opponent, in terms of quality (high-value units) and quantity (you should be able to out-draw your opponent by at least 2-3 cards). You must win, employing Final Round tactics, but with the knowledge that you should be keeping a number of high-value cards in reserve for the final round. Medics and Decoys come into play here (use the tactics described earlier in this chapter). Commit one or two of your "group" ability cards (Muster or Tight Bond groups). Drop in a powerful non-Hero, and Decoy it back. If your opponent passes (and never pass first!), Decoy cards you need for the final round, swapping them for lower-point cards if you can still maintain a victory.

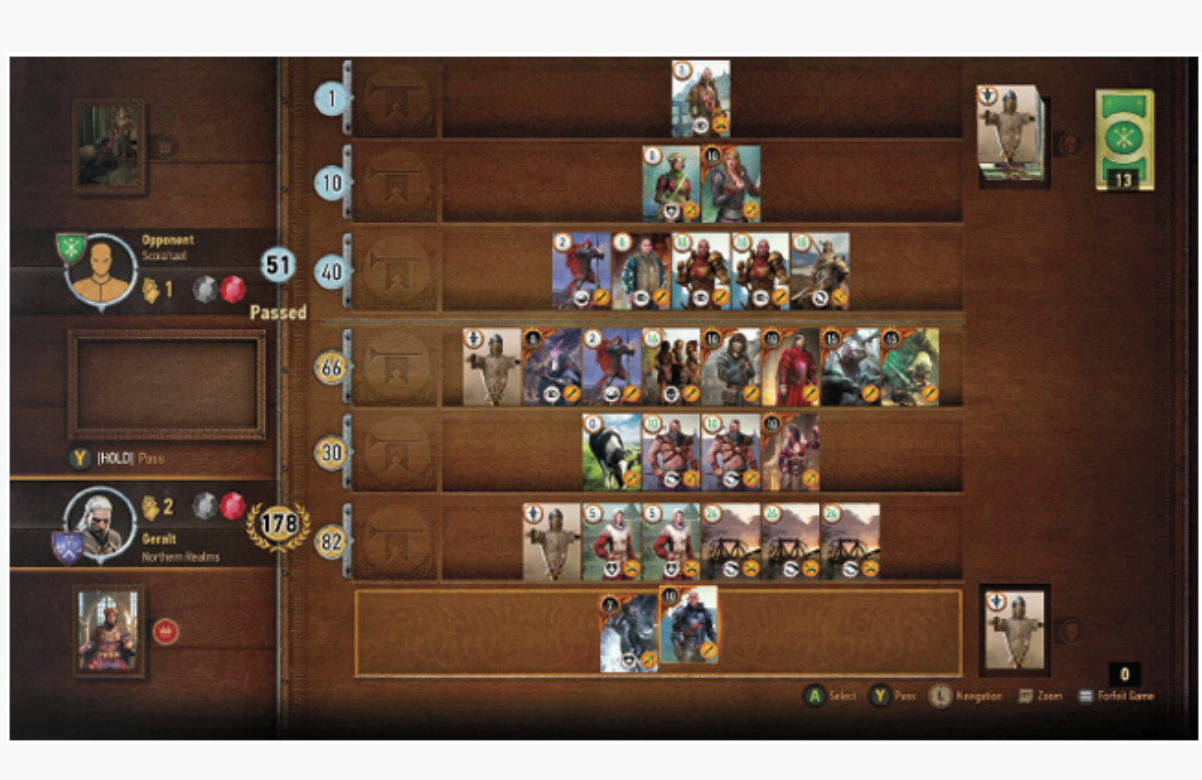
You should be keeping your best cards for the last round, but during critical moments in this round, feel free to use up some of your strength. Place your Heroes first (as they add a good amount of value without being Scorched or crippled by Weather). Then see what your opponent does before committing high-value non-Hero units.

Cards that give you additional bonuses, such as Morale Boost, Olgierd von Everec, Commander's Horn, and Dandelion, are most useful during this round to ensure victory. Then use Medics to resurrect Olgierd and Dandelion for use in the final round.

Use Scorch, but judge the board and place it when it is at its most destructive; taking out multiple five-point targets is better than one eight-point target. But play it before your own non-Heroes enter the battlefield, or you'll only end up Scorching yourself! Use Villentretenmerth in this round too, with a Medic to return him for the final round.

ROUND 3 (FINAL ROUND) TACTICS

If the Gwent bout reaches this point, there's no need to worry about committing Hero troops into the fray—give your foe everything you've got! You should have a small card advantage, which helps you counter any plans your foe might have for winning. The trick here is when to place all your cards. As your foe doesn't know what you have, and your deck should be stacked with your best quality troops, only the order you play your cards in is important: Place them with enemy Weather and Scorch cards in mind.



Round 3: Geralt baits out his opponent's Scorch, then uses his own Scorch card, along with Heroes and Clear Weather to secure victory!

The Baiting Game To The Bitter End

Nothing can cramp your style like a foe who decimates your key non-Hero troops with a well-timed Scorch or Weather card.

- Firstly, ensure you have a Clear Weather card to hand (either via a card or a Leader ability, if possible). Then your enemy's Weather cards don't matter at all. After only concerning yourself with Scorch, place everything you've got (even after Weather cards are played by yourself or your foe). At the very end of the round, check the totals. If you still need points, play the Clear Weather.
- Secondly, ensure that your enemy's Scorch attacks are minimized, by employing the multitude of Scorch tactics listed in that section of this chapter. But generally, try placing a single high-value non-Hero so the opponent plays Scorch, then bring it back (if you need it) using a Medic. Afterwards, commit your higher-point group cards (Tight Bond units, for example).

Decoy cards should already have been used in earlier rounds, but if you still have any, use them to retrieve a Medic so you can play it again (and to a lesser extent, an enemy Spy to play yourself and gain a card).

AFTER THE BOUT

Battle to the bitter end, hopefully claim victory, and strengthen your deck by adjusting it after every Gwent game. Remove cards you only use rarely. Look to find complete "sets" of cards (such as a group of Muster or Tight Bond cards of the same name) on your travels. Start to use new decks as you receive enough cards of that Faction, bolstering them with Neutral cards and become the finest Gwent player in the land!

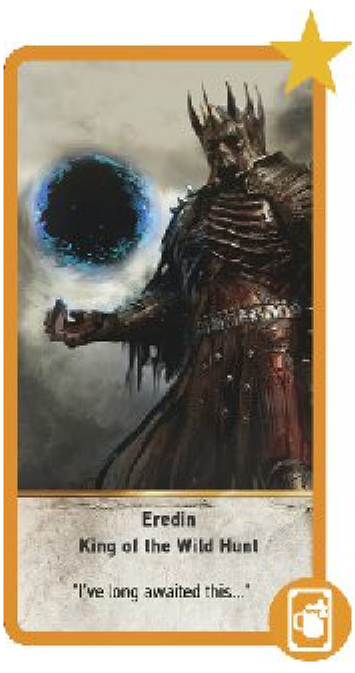
GWENT CARDS: COLLECT 'EM ALL!

Need to know where all these potential players are? Then look for the Gwent Player icon in the Atlas, and consult "The Gwentlefolk of the Northern Realms" section in this guide's Appendix.

Need to know where every single Gwent card is located, including those from Hearts of Stone and Blood and Wine? Then consult the "Gwent: A Complete Card Checklist" section in this guide's Appendix.

Need to know the ins and outs of the specific Gwent quests? Consult the Gwent Quest section..

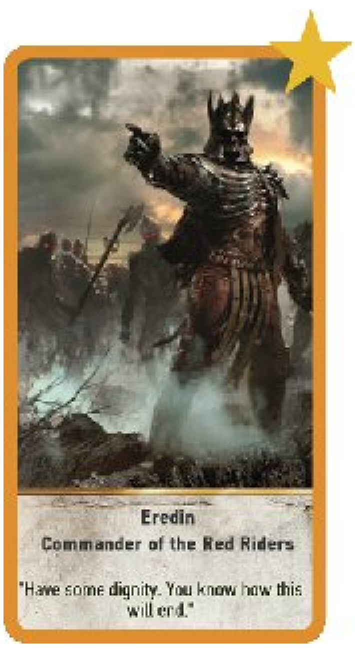
Monsters Deck: Leader Cards (5)


Eredin
King of the Wild Hunt
"I've long awaited this..."

EREDIN: KING OF THE WILD HUNT

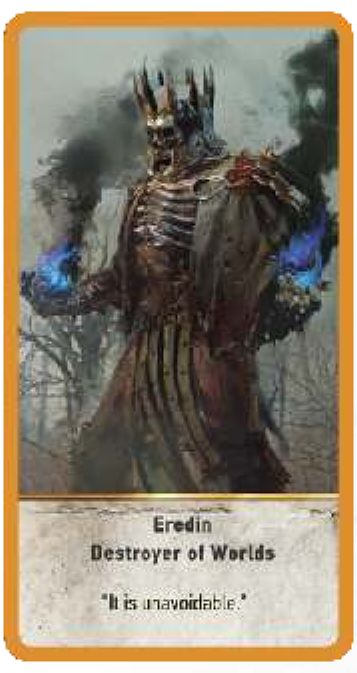
Pick any weather card from your deck and play it instantly.

Base Deck, Geralt of Rivia (You), You start with this card.


Eredin
Commander of the Red Riders
"Have some dignity. You know how this will end."

EREDIN: COMMANDER OF THE RED RIDERS

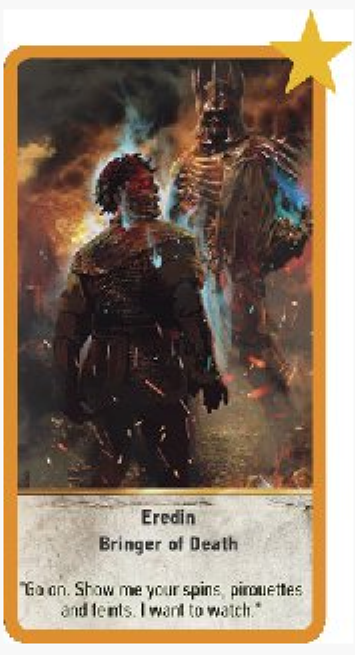
Double the strength of all your Close Combat units (unless a Commander's Horn is also present on that row). Purchased from Trader (50 Crowns), Skellige (Ard Skellig), Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor.


Eredin
Destroyer of Worlds
"It is unavoidable."

EREDIN: DESTROYER OF WORLDS

Discard two cards and draw one card of your choice from your deck.

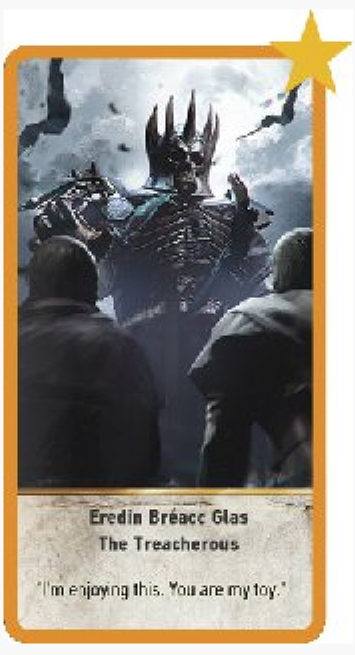
Novigrad City (Gildorf), Secondary Quest: High Stakes, won from Count Tybalt the Gwent Player, during quest.


Eredin
Bringer of Death
"Go on. Show me your spins, pirouettes and feints. I want to watch."

EREDIN: BRINGER OF DEATH

Restore a card from your discard pile to your hand.

Velen (Spitfire Bluff), Gwent Quest: Velen Players, won from Haddy the Card Prodigy of Midcopse, at quest completion.


Eredin Bréacc Glas
The Treacherous
"I'm enjoying this. You are my toy."

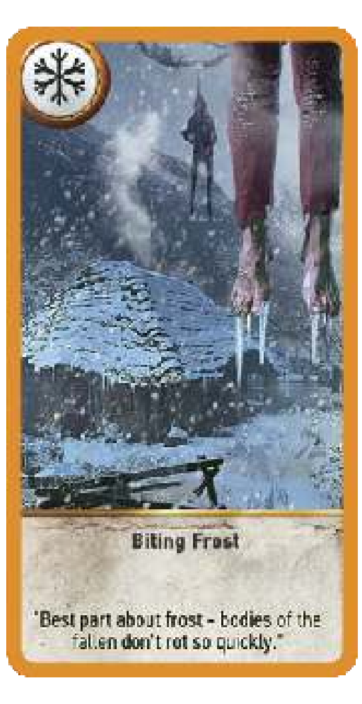
EREDIN BRÉACC GLAS: THE TREACHEROUS

Passive, doubles the strength of all spy cards (affects both players).

Purchased from Trader (60 Crowns), Novigrad (Gustfields), The Ofieri Merchant of Upper Mill.

Gwent

Weather Cards (15)


Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."

BITING FROST

Base Deck, Geralt of Rivia (You), You start with this card.

Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."

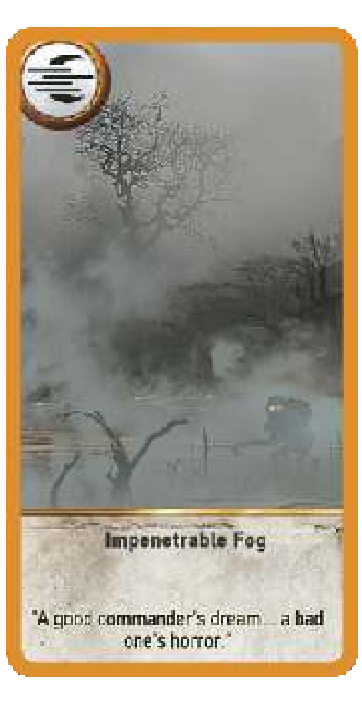
BITING FROST

Base Deck, Geralt of Rivia (You), You start with this card.

Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."

BITING FROST

Won from a Gwent Player. Reward for beating an opponent (random).


Impenetrable Fog
"A good commander's dream... a bad one's horror."

IMPENETRABLE FOG

Base Deck, Geralt of Rivia (You), You start with this card.

Impenetrable Fog
"A good commander's dream... a bad one's horror."

IMPENETRABLE FOG

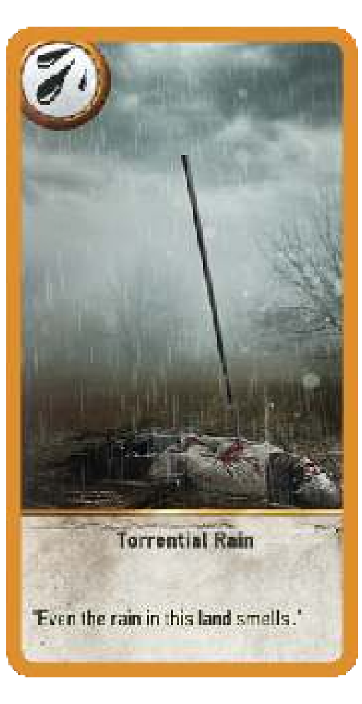
Base Deck, Geralt of Rivia (You), You start with this card.

Impenetrable Fog
"A good commander's dream... a bad one's horror."

IMPENETRABLE FOG

Won from a Gwent Player. Reward for beating an opponent (random).

TORRENTIAL RAIN


Torrential Rain
"Even the rain in this land smells."

Base Deck, Geralt of Rivia (You), You start with this card.

Torrential Rain
"Even the rain in this land smells."

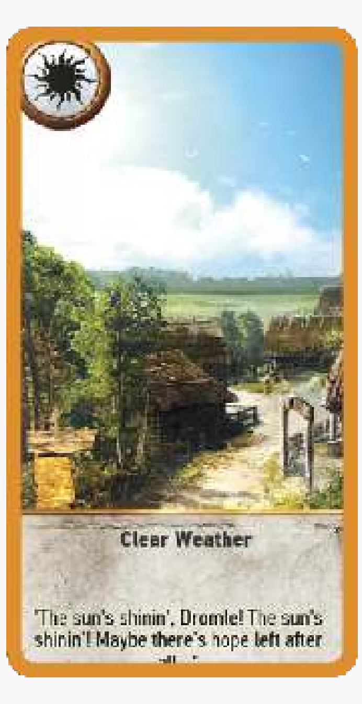
TORRENTIAL RAIN

Base Deck, Geralt of Rivia (You), You start with this card.

Torrential Rain
"Even the rain in this land smells."

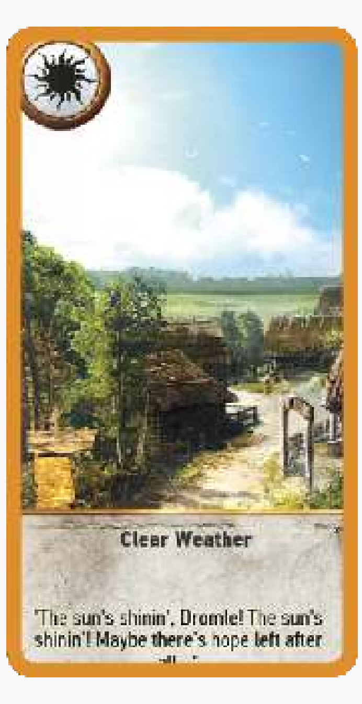
TORRENTIAL RAIN

Won from a Gwent Player. Reward for beating an opponent (random).


Clear Weather
"The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after

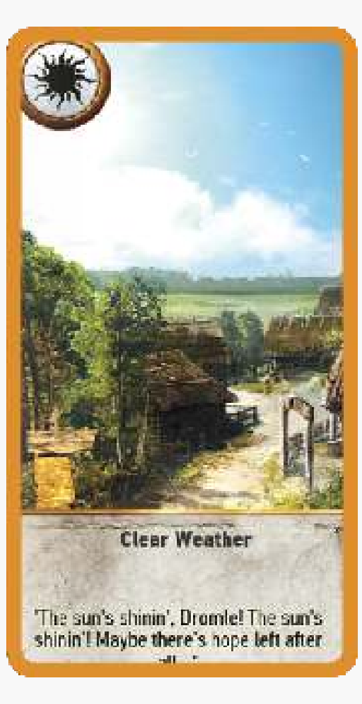
CLEAR WEATHER

Base Deck, Geralt of Rivia (You), You start with this card.


Clear Weather
"The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after

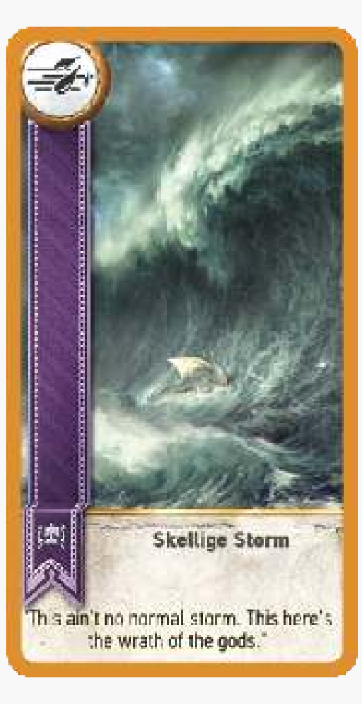
CLEAR WEATHER

Base Deck, Geralt of Rivia (You), You start with this card.


Clear Weather
"The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after

CLEAR WEATHER

Won from a Gwent Player. Reward for beating an opponent (random).


Skellige Storm
"This ain't no normal storm. This here's the wrath of the gods."

SKELLIGE STORM

Won from the Barber at the Barber's Tent, in the Tourney Grounds.

Skellige Storm
"This ain't no normal storm. This here's the wrath of the gods."

SKELLIGE STORM

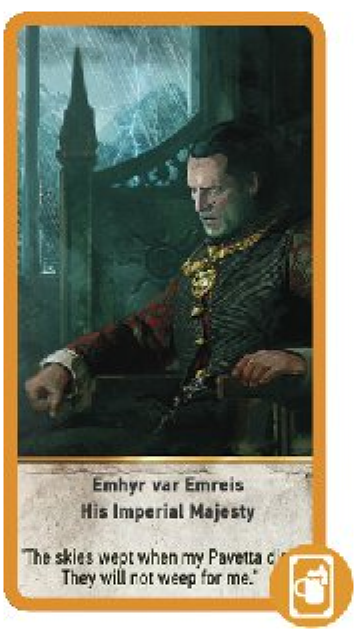
Won from the Armorer at the Armorer's Tent, in the Tourney Grounds.

Gwent

A Complete Card Checklist

★The following pages detail every single Gwent card you can collect throughout your adventure. The star () at the upper right of certain cards indicates that the card is powerful, and we recommend that you obtain it as early as possible. At the end of this list is a table with all this information amalgamated. Cards marked with this symbol , may be randomly available from the innkeeps in Toussaint. Their selection changes throughout the game.

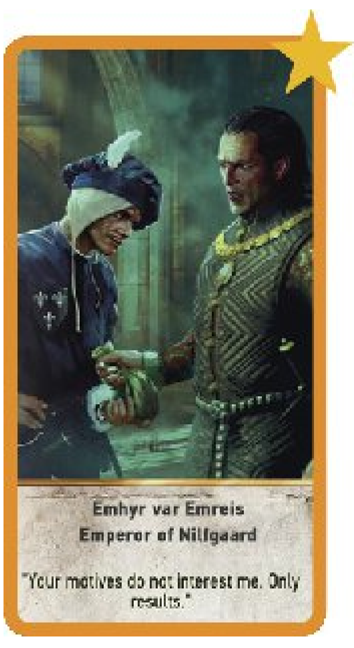
Nilfgaardian Empire: Leader Cards (5)


Emhyr var Emreis
His Imperial Majesty
"The skies wept when my Pavetta c
They will not weep for me."

EMHYR VAR EMREIS: HIS IMPERIAL MAJESTY

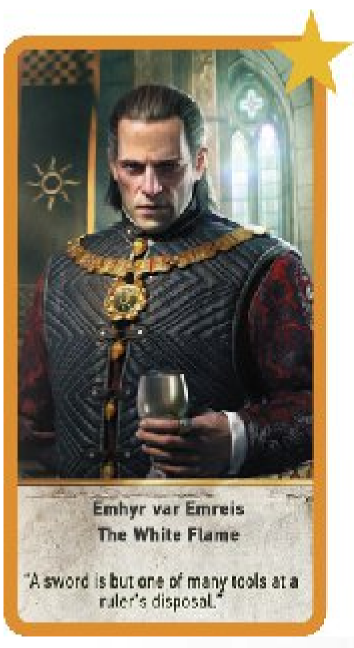
Pick a Torrential Rain card from your deck and play it instantly.

Base Deck, Geralt of Rivia (You), You start with this card.


Emhyr var Emreis
Emperor of Nilfgaard
"Your motives do not interest me. Only results."

EMHYR VAR EMREIS: THE EMPEROR OF NILFGAARD

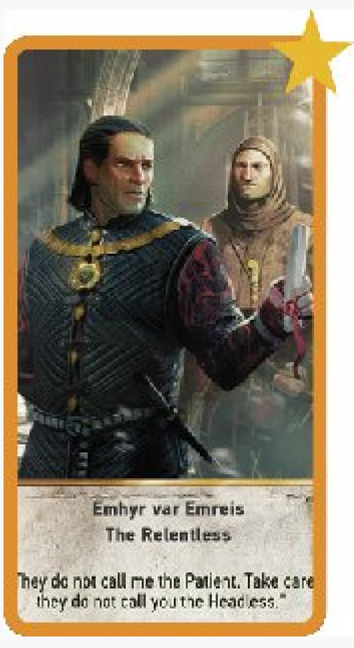
Look at three random cards from your opponent's hand. Purchased from Trader (50 Crowns), Velen (Mudplough), Innkeep at the Inn at the Crossroads.


Emhyr var Emreis
The White Flame
"A sword is but one of many tools at a ruler's disposal."

EMHYR VAR EMREIS: THE WHITE FLAME

Cancel your opponent's Leader Ability.

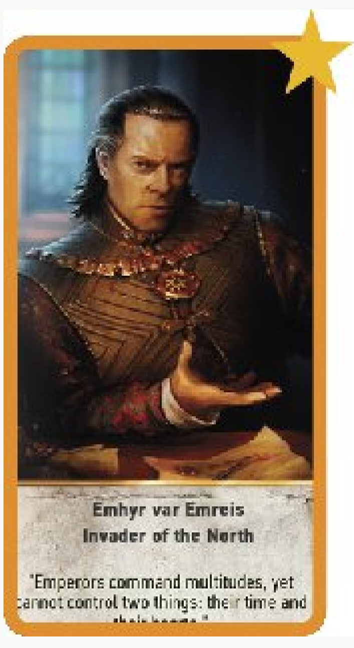
Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Jarl "Madman" Lugos of Kaer Muire (or Kaer Trolde), at quest completion.


Emhyr var Emreis
The Relentless
hey do not call me the Patient. Take care
they do not call you the Headless."

EMHYR VAR EMREIS: THE RELENTLESS

Draw a card from your opponent's discard pile.

Novigrad City (Gildorf), Secondary Quest: High Stakes, won from Madame Sasha the Gwent Player, during quest.

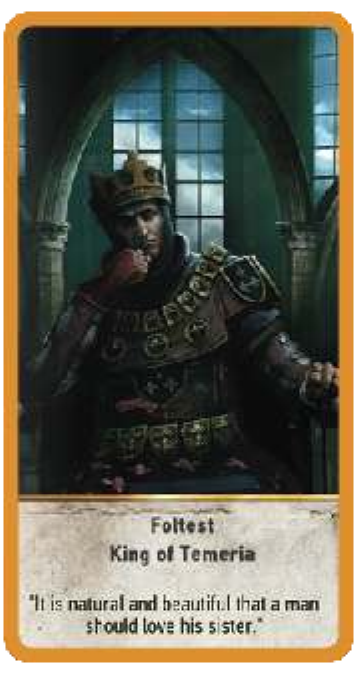

Emhyr var Emreis
Invader of the North
"Emperors command multitudes, yet
cannot control two things: their time and

EMHYR VAR EMREIS: INVADER OF THE NORTH

Abilities that restore a unit to the battlefield restore a randomly-chosen unit. Affects both players. Purchased from Trader (70 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).

Northern Realms Deck

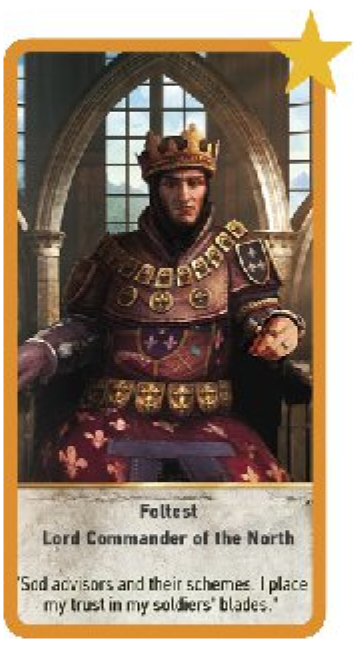
Northern Realms: Leader Cards (5)


Foltest
King of Temeria
"It is natural and beautiful that a man should love his sister."

FOLTEST: KING OF TEMERIA

Pick an Impenetrable Fog card from your deck and play it instantly.

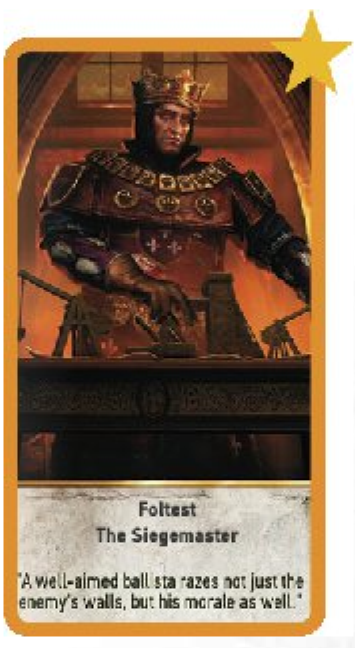
Base Deck, Geralt of Rivia (You), You start with this card.


Foltest
Lord Commander of the North
"Sod advisors and their schemes. I place my trust in my soldiers' blades."

FOLTEST: LORD COMMANDER OF THE NORTH

Clear any weather effects (resulting from Biting Frost, Torrential Rain, or Impenetrable Fog) in play.

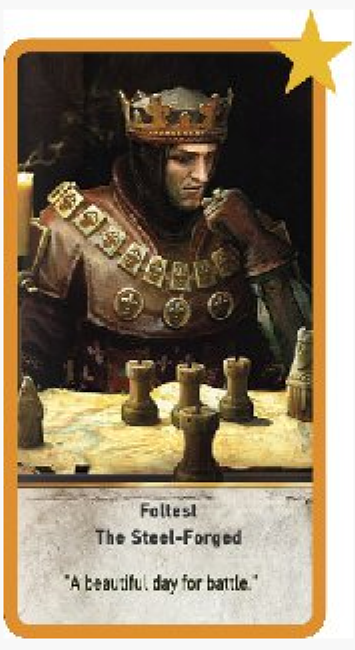
Purchased from Trader (50 Crowns), White Orchard, Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard.


Foltest
The Siegemaster
"A well-aimed ballista razes not just the enemy's walls, but his morale as well."

FOLTEST: THE SIEGEMASTER

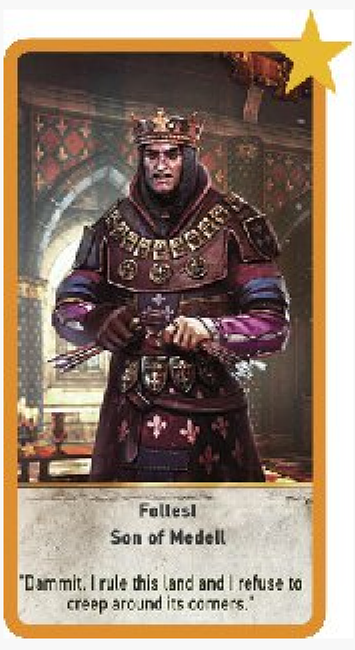
Doubles the strength of all your Siege units (unless a Commander's Horn is also present on that row).

Won from a Gwent Player, Palace of Vizima, Main Quest: Imperial Audience, Reward for beating the Nilfgaardian Nobleman.


Foltest
The Steel-Forged
"A beautiful day for battle."

FOLTEST: THE STEEL-FORGED

Destroy your enemy's strongest Siege unit(s) if the combined strength of all his or her Siege units is 10 or more. Novigrad City (Gildorf), Secondary Quest: High Stakes, won from Bernard Tulle the Gwent player, during quest.

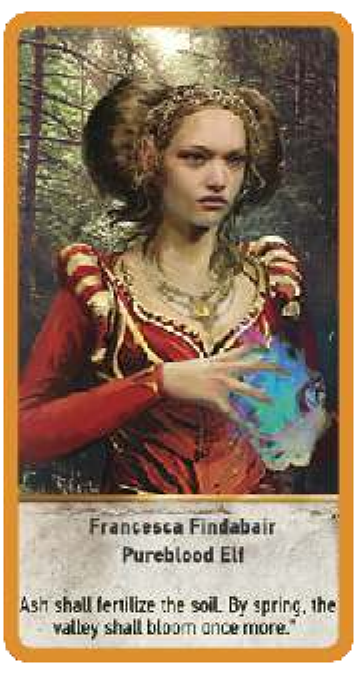

Foltest
Son of Medell
"Dammit, I rule this land and I refuse to creep around its corners."

FOLTEST: SON OF MEDELL

Destroy your enemy's strongest Ranged Combat unit(s) if the combined strength of all his or her Ranged Combat units is 10 or more. Purchased from Trader (70 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).

Scoia'tael Deck

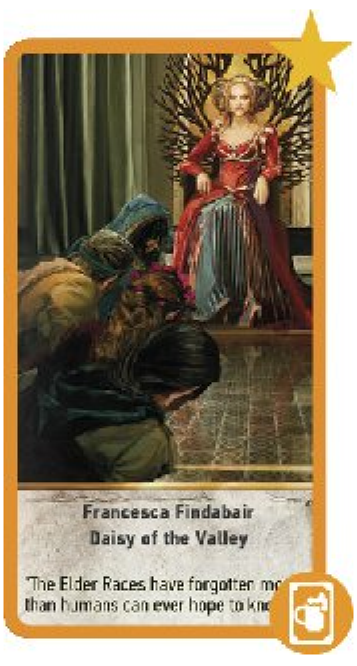
Scoia'tael: Leader Cards (5)


Francesca Findabair
Pureblood Elf
Ash shall fertilize the soil. By spring, the valley shall bloom once more."

FRANCESCA FINDABAIR: PUREBLOOD ELF

Pick a Biting Frost card from your deck and play it instantly.

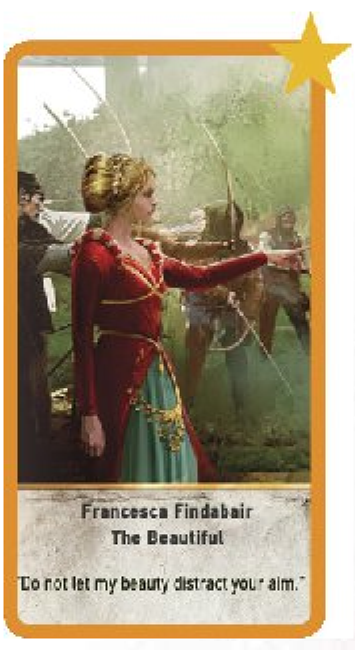
Base Deck, Geralt of Rivia (You), You start with this card.


Francesca Findabair
Daisy of the Valley
"The Elder Races have forgotten mo
than humans can ever hope to kn

FRANCESCA FINDABAIR: DAISY OF THE VALLEY

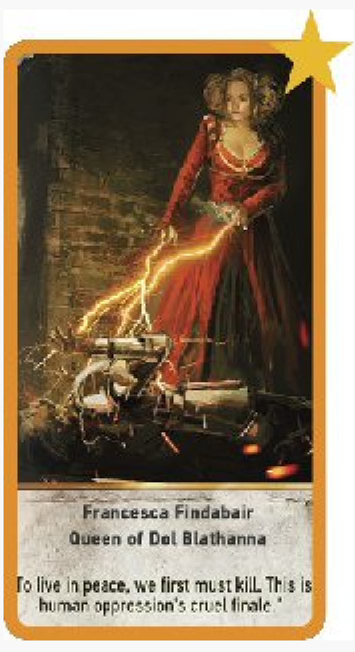
Draw an extra card at the beginning of the battle.

Purchased from Trader (50 Crowns), Novigrad (Grassy Knoll), The Innkeeper at Cunny of the Goose.


Francesca Findabair
The Beautiful
"Do not let my beauty distract your aim."

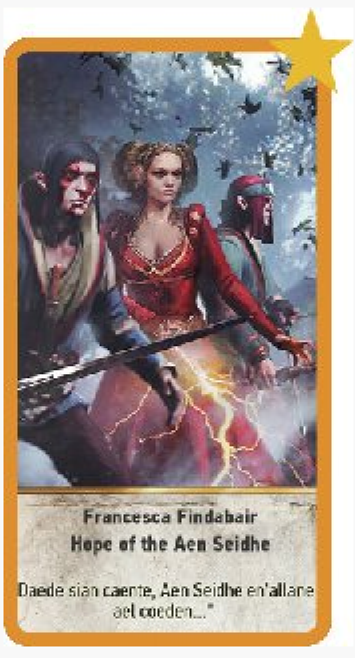
FRANCESCA FINDABAIR: THE BEAUTIFUL

Doubles the strength of all your Ranged Combat units (unless a Commander's Horn is also present on that row). Novigrad (Grassy Knoll), Gwent Quest: Big City Players, won from the Scoia'Tael Trader of Novigrad Forest (west of Farcorners, in woods), at quest completion.


Francesca Findabair
Queen of Dol Blathanna
To live in peace, we first must kill. This is human oppression's cruel finale."

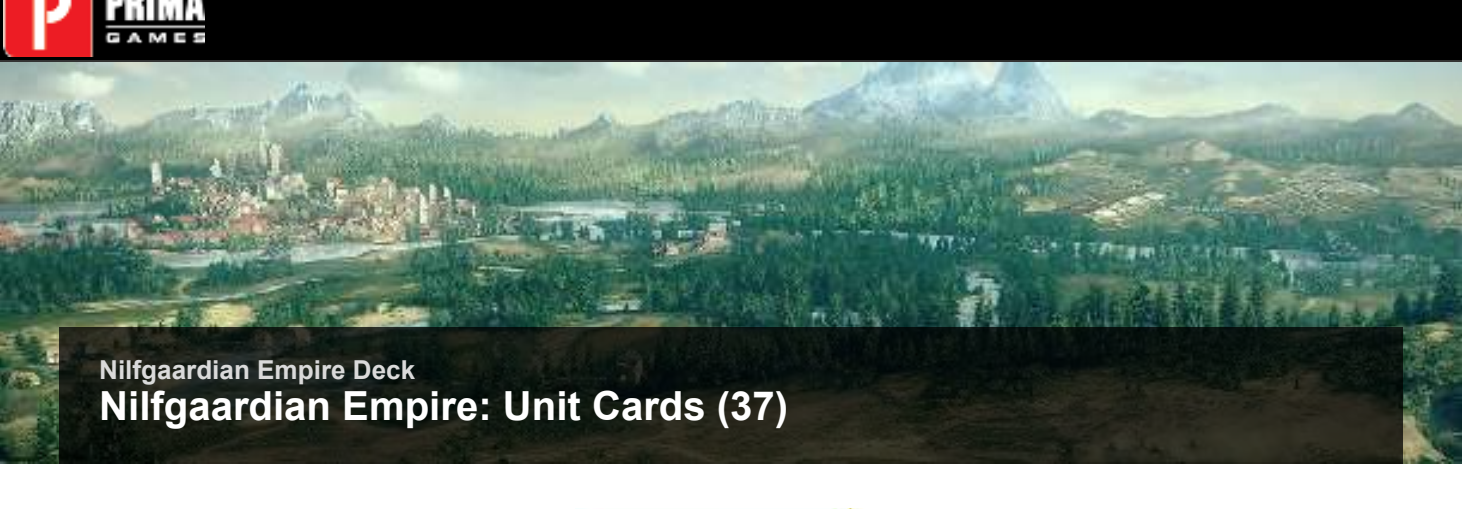
FRANCESCA FINDABAIR: QUEEN OF DOL BLATHANNA

Destroy your enemy's strongest Close Combat unit(s) if the combined strength of all his or her Close Combat units is 10 or more. Novigrad City (Gildorf), Secondary Quest: High Stakes, won from Finneas the Gwent Player, during quest.


Francesca Findabair
Hope of the Aen Seidhe
Daede sian caente, Aen Seidhe en'allane ael coeden..."

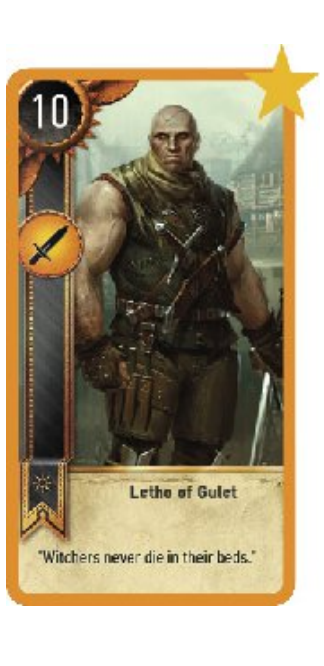
FRANCESCA FINDABAIR: HOPE OF THE AEN SEIDHE

Move Agile units to whichever valid row maximizes their strength (don't move units already in optimal row) Purchased from Trader (70 Crowns), Novigrad (Gustfields), The Ofieri Merchant of Upper Mill.



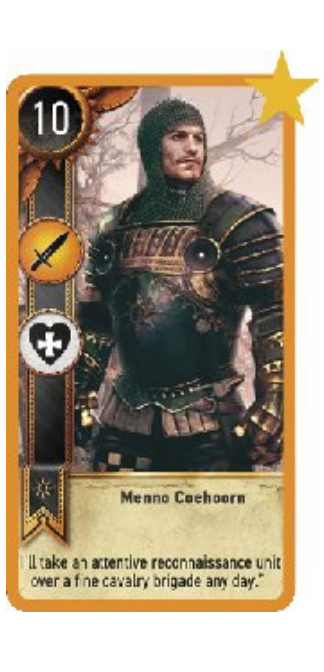
Nilfgaardian Empire Deck

Nilfgaardian Empire: Unit Cards (37)


10
Letho of Gulet
"Witchers never die in their beds."

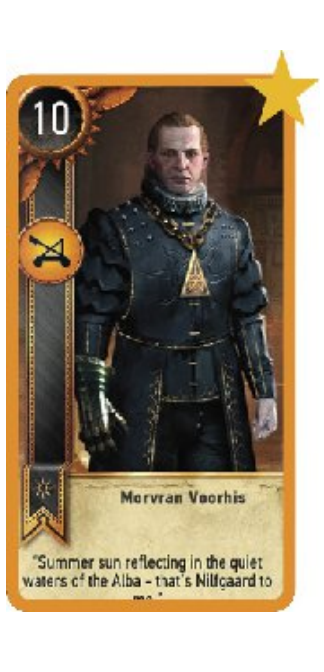
LETHO OF GULET

Velen (The Mire), Gwent Quest: Velen Players, won from The Boatwright of Oreton.


10
Menno Coehoorn
I'll take an attentive reconnaissance unit over a fine cavalry brigade any day."

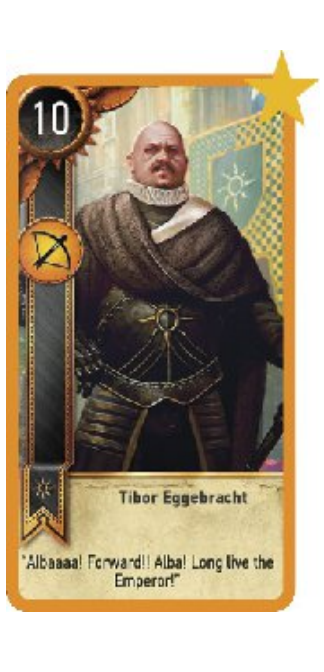
MENNO COEHOORN

Velen (Mudplough), Gwent Quest: Playing Innkeeps, won from Innkeep at the Inn at the Crossroads.


10
Morvran Voorhis
"Summer sun reflecting in the quiet waters of the Alba - that's Nilfgaard to me."

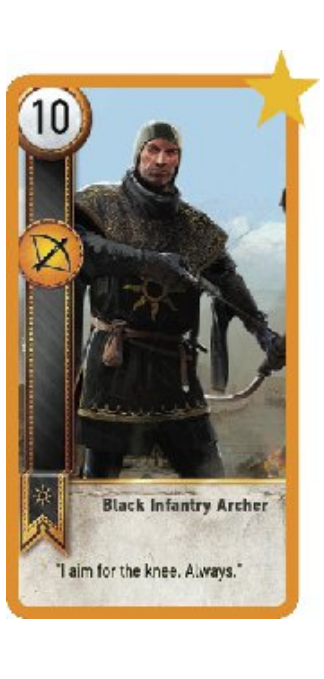
MORVRAN VOORHIS

Novigrad City (Gildorf), Gwent Quest: Big City Players, won from Marquise Serenity, Passiflora.


10
Tibor Eggebracht
"Albaaaa! Forward! Alba! Long live the Emperor!"

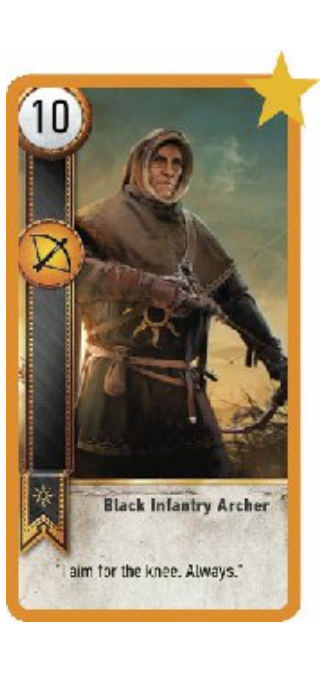
TIBOR EGGEBRACHT

Novigrad City (Hierarch Square), Gwent Quest: Playing Innkeeps, won from Olivier the Innkeep at The Kingfisher Inn.


10
Black Infantry Archer
"I aim for the knee. Always."

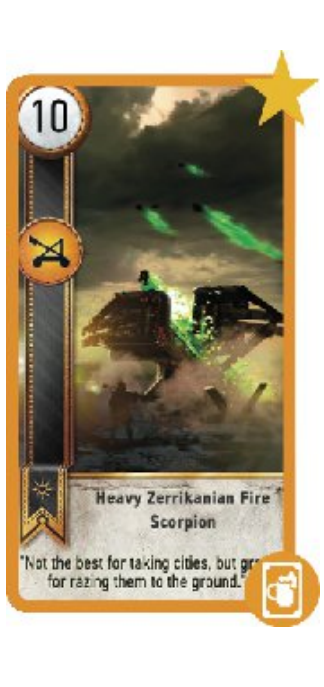
BLACK INFANTRY ARCHER

Purchased from Trader (50 Crowns), Velen (The Descent), The Merchant of Lindenvale.


10
Black Infantry Archer
"I aim for the knee. Always."

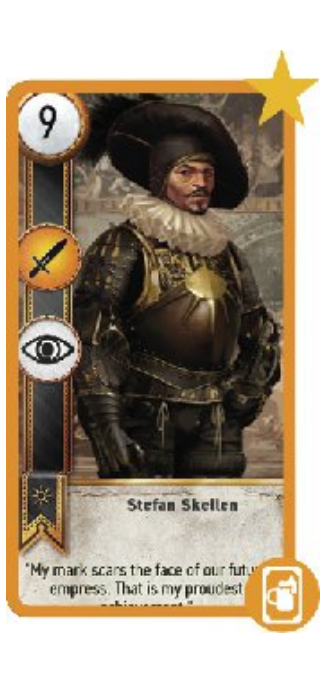
HEAVY ZERRIKANIAN FIRE SCORPION

Purchased from Trader (50 Crowns), Velen (The Descent), The Merchant of Lindenvale.


10
Heavy Zerrikanian Fire Scorpion
"Not the best for taking cities, but gr... for razing them to the ground."

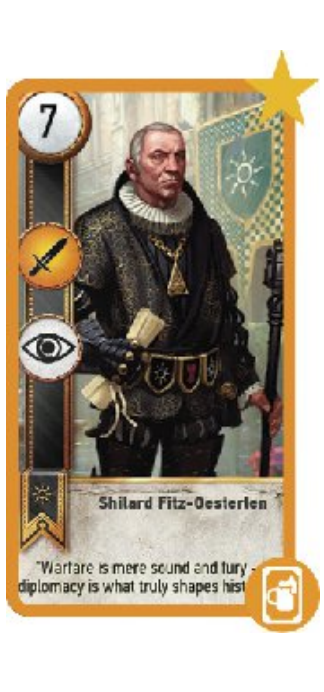
STEFAN SKELLEN

Won from a Gwent Player, Reward for beating an opponent (random).


9
Stefan Skellen
"My mark scars the face of our futu... empress. That is my proudest achievement."

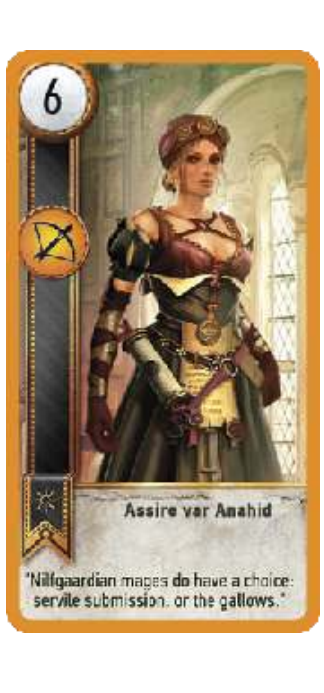
SHILARD FITZ-OESTERLEN

Won from a Gwent Player, Reward for beating an opponent (random).


7
Shilard Fitz-Oesterlen
"Warfare is mere sound and fury - diplomacy is what truly shapes hist..."

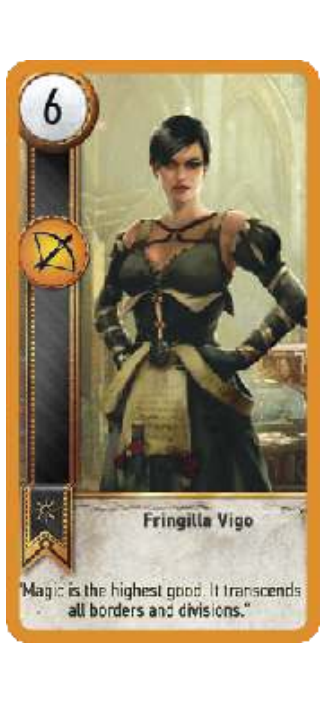
ASSIRE VAR ANAHID

Won from a Gwent Player, Reward for beating an opponent (random).


6
Assire var Anahid
"Nilfgaardian mages do have a choice: servile submission, or the gallows."

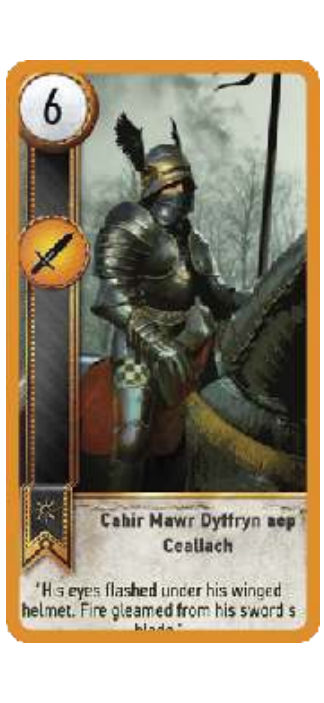
FRINGILLA VIGO

Novigrad City (Harborside and Glory Lane), Secondary Quest: A Dangerous Game, Inside Caesar Blizen's house during quest, or Zoltan Chivay at end of quest.


6
Fringilla Vigo
Magic is the highest good. It transcends all borders and divisions."

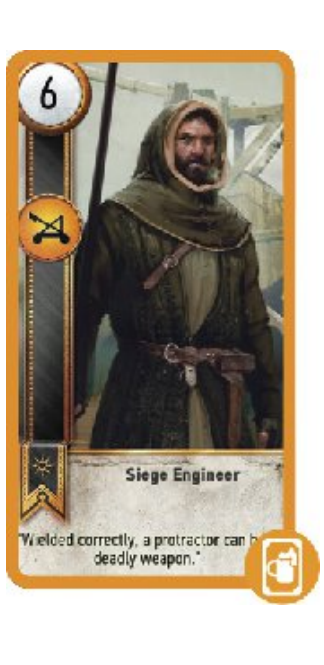
FRINGILLA VIGO

Novigrad City (Harborside and Glory Lane), Secondary Quest: A Dangerous Game, Inside Caesar Blizen's house during quest, or Zoltan Chivay at end of quest.


6
Cahir Mawr Dyffryn aep Ceallach
"His eyes flashed under his winged helmet. Fire gleamed from his sword's blade."

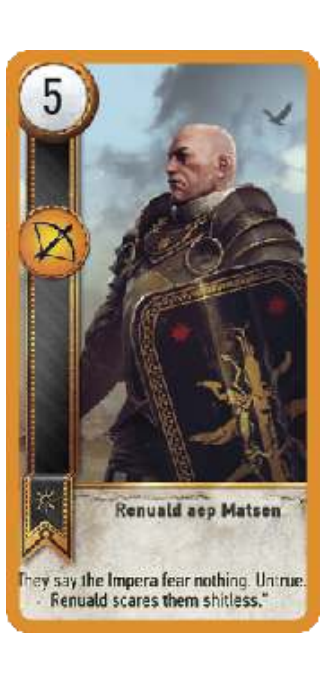
CAHIR MAWR DYFFRYN AEP CEALLACH

Won from a Gwent Player, Reward for beating an opponent (random).


6
Siege Engineer
"Wielded correctly, a protractor can b... deadly weapon."

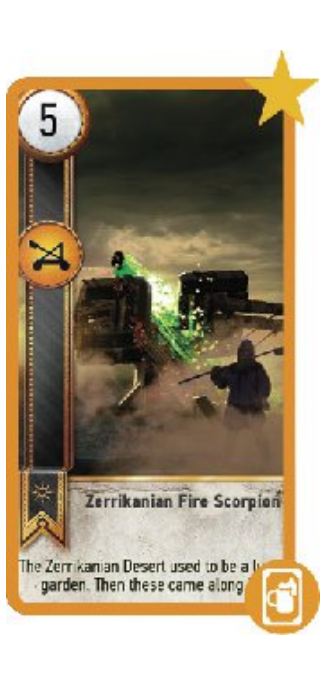
SIEGE ENGINEER

Purchased from Trader (20 Crowns), Velen (Mudplough), Innkeep at the Inn at the Crossroads.


5
Renuald aep Matsen
They say the Impera fear nothing. Untrue - Renuald scares them shitless."

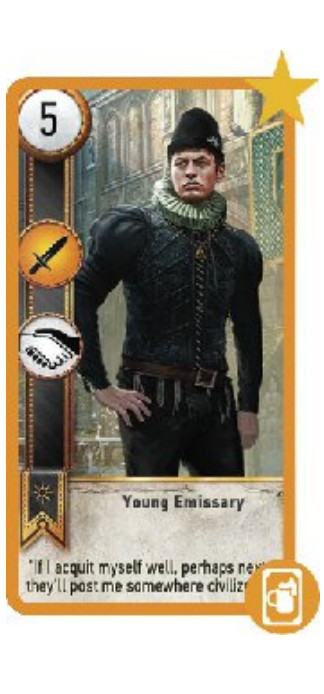
RENUALD AEP MATSEN

Won from a Gwent Player, Reward for beating an opponent (random).


5
Zerrikanian Fire Scorpion
The Zerrikanian Desert used to be a l... garden. Then these came along

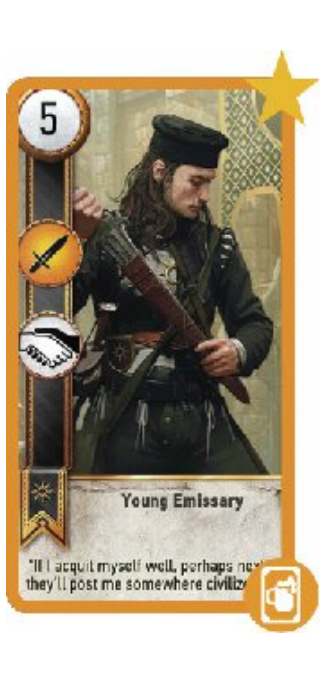
ZERRIKANIAN FIRE SCORPION

Purchased from Trader (50 Crowns), Velen (Crow's Perch), Trader, Crow's Perch Village.


5
Young Emissary
"If I acquit myself well, perhaps ne... they'll post me somewhere civiliz..."

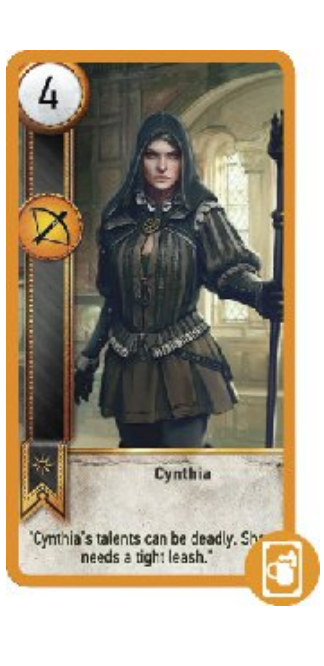
YOUNG EMISSARY

Purchased from Trader (20 Crowns), Novigrad (Grassy Knoll), The Innkeeper at Cunny of the Goose.


5
Young Emissary
"If I acquit myself well, perhaps ne... they'll post me somewhere civiliz..."

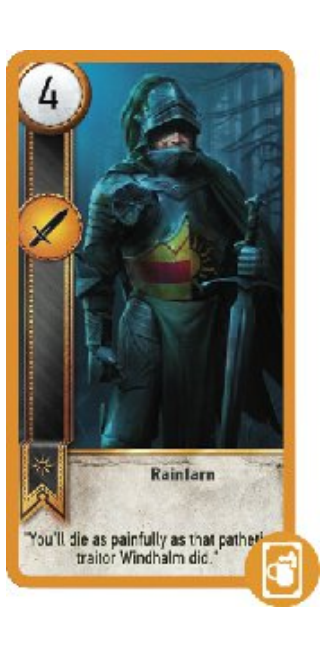
YOUNG EMISSARY

Purchased from Trader (50 Crowns), Novigrad (Gustfields), The Innkeep at Seven Cats Inn.


4
Cynthia
"Cynthia's talents can be deadly. Sh... needs a tight leash."

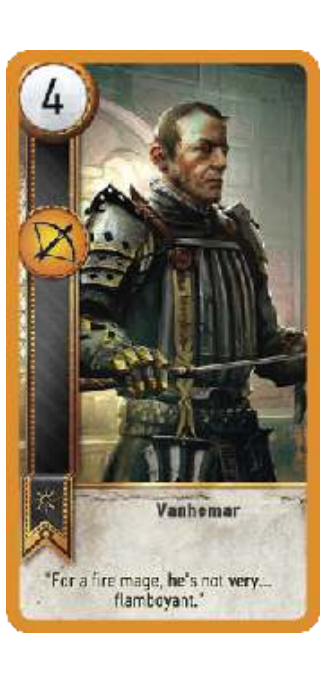
CYNTHIA

Purchased from Trader (10 Crowns), Velen (Crow's Perch), The Quartermaster, Baron's Store, Crow's Perch.


4
Rainfarn
"You'll die as painfully as that pathet... traitor Windhalm did."

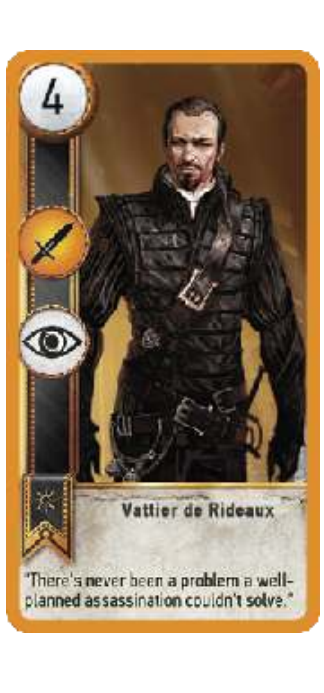
RAINFARN

Purchased from Trader (10 Crowns), Velen (The Descent), The Merchant of Lindenvale.


4
Vanhemar
"For a fire mage, he's not very... flamboyant."

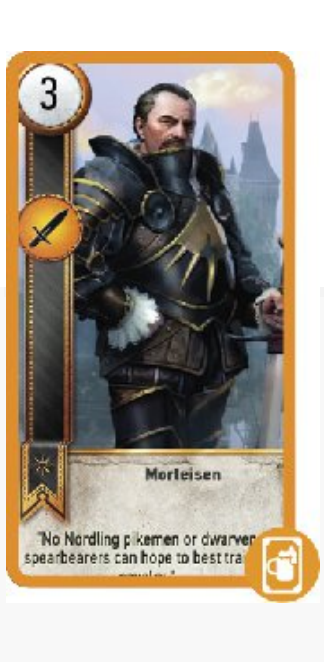
VANHEMAR

Won from a Gwent Player, Reward for beating an opponent (random).


4
Vattier de Rideaux
"There's never been a problem a well-planned assassination couldn't solve."

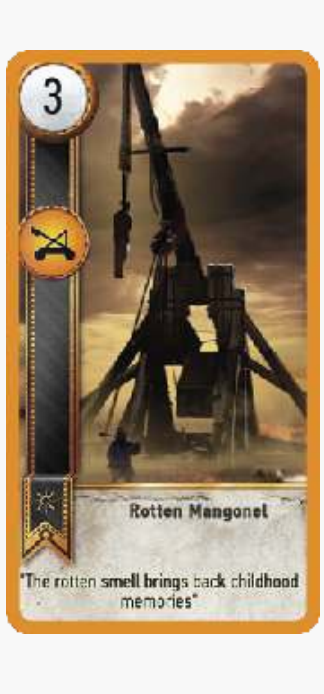
VATTIER DE RIDEAUX

Won from a Gwent Player, Reward for beating an opponent (random).


3
Morteisen
"No Nordling pikemen or dwarven spearbearers can hope to best tra..."

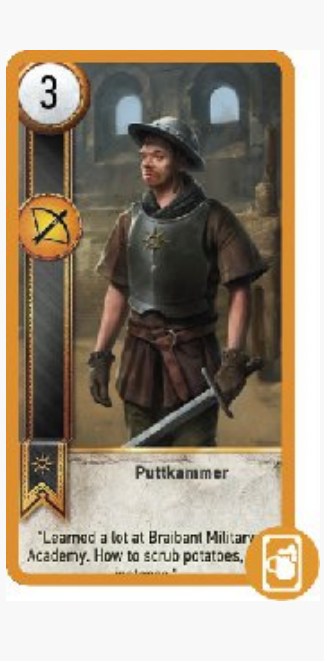
MORTEISEN

Purchased from Trader (10 Crowns), Velen (Spitfire Bluff), The Merchant of Midcopse.


3
Rotten Mangonel
"The rotten smell brings back childhood memories"

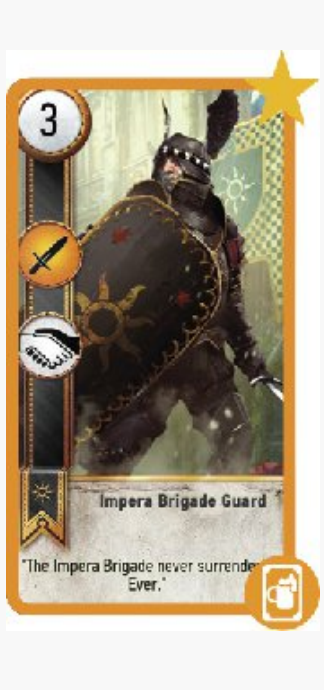
ROTTEN MANGONEL

Won from a Gwent Player, Reward for beating an opponent (random).


3
Puttkammer
"Learned a lot at Braibant Military Academy. How to scrub potatoes, ..."

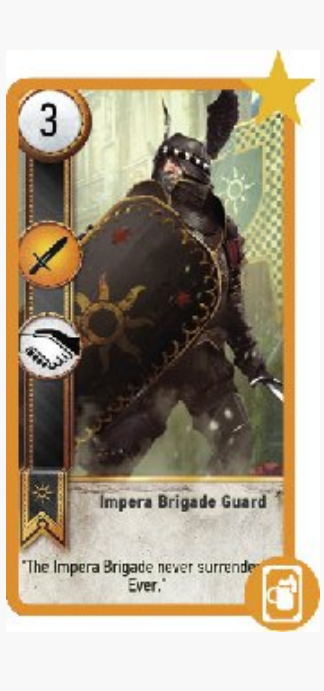
PUTTKAMMER

Purchased from Trader (10 Crowns), Velen (The Mire), The Merchant of Claywich (after rescuing him).


3
Impera Brigade Guard
"The Impera Brigade never surrende... Ever."

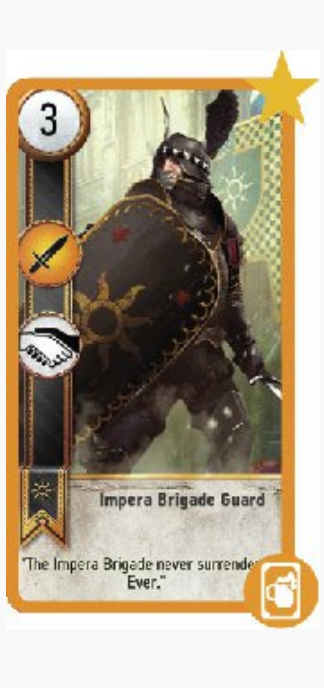
IMPERA BRIGADE GUARD

Purchased from Trader (20 Crowns), Velen (Crow's Perch), Trader, Crow's Perch Village.


3
Impera Brigade Guard
"The Impera Brigade never surrende... Ever."

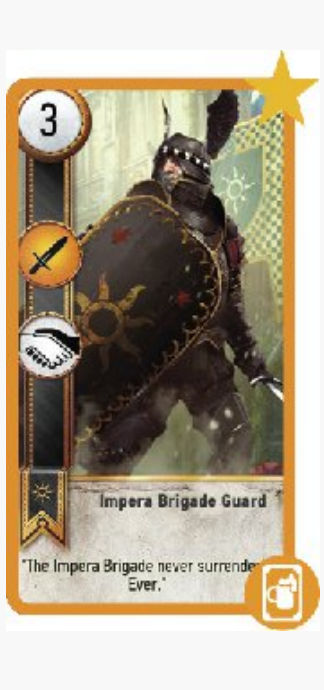
IMPERA BRIGADE GUARD

Purchased from Trader (20 Crowns), Velen (Mudplough), Innkeep at the Inn at the Crossroads.


3
Impera Brigade Guard
"The Impera Brigade never surrende... Ever."

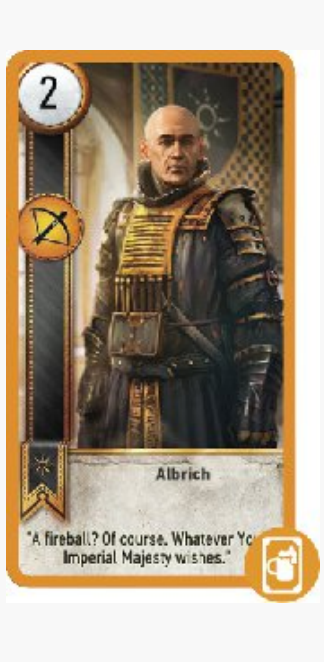
IMPERA BRIGADE GUARD

Purchased from Trader (20 Crowns), Novigrad (Grassy Knoll), The Innkeeper at Cunny of the Goose.


3
Impera Brigade Guard
"The Impera Brigade never surrende... Ever."

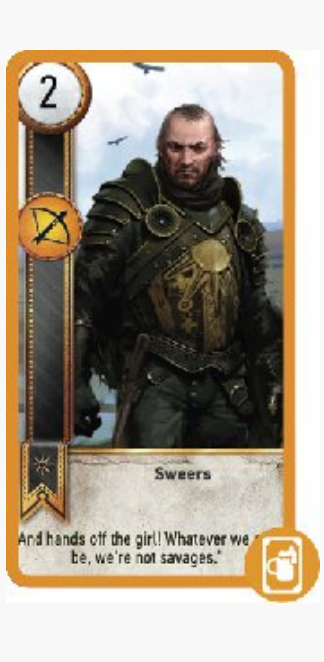
IMPERA BRIGADE GUARD

Purchased from Trader (20 Crowns), Novigrad (Gustfields), The Innkeep at Seven Cats Inn.


2
Albrich
"A fireball? Of course. Whatever Yo... Imperial Majesty wishes."

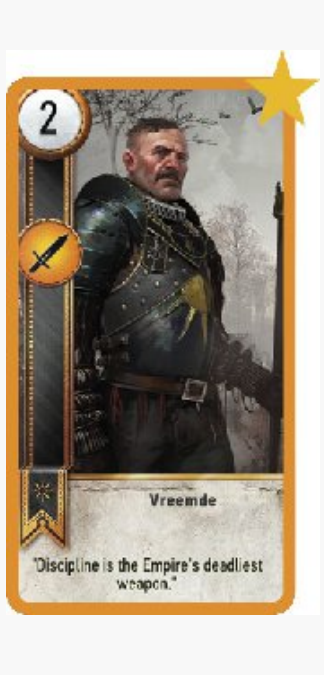
ALBRICH

Purchased from Trader (10 Crowns), Velen (Crow's Perch), Trader, Crow's Perch Village.


2
Sweers
And hands off the girl! Whatever we ... be, we're not savages."

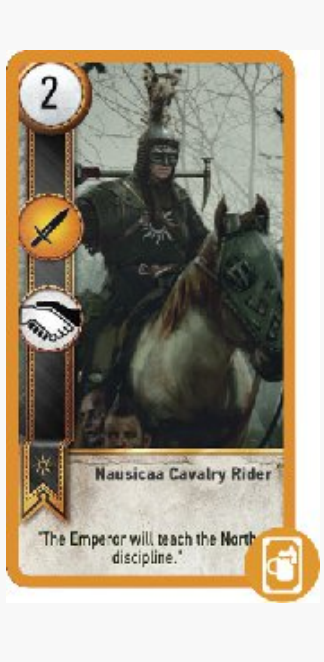
SWEERS

Purchased from Trader (10 Crowns), Velen (The Mire), The Merchant of Claywich (after rescuing him).


2
Vreemde
"Discipline is the Empire's deadliest weapon."

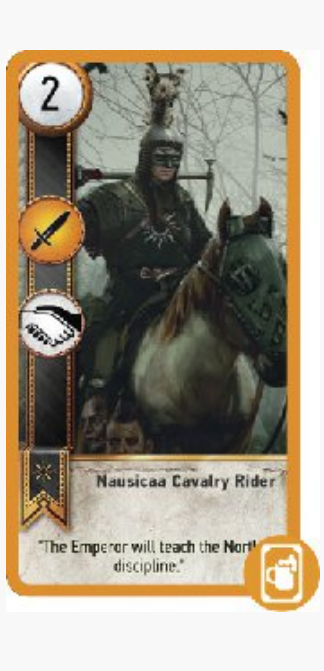
VREEMDE

Won from a Gwent Player, Reward for beating an opponent (random).


2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."

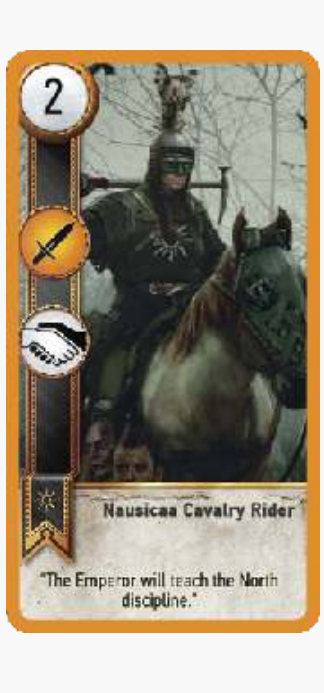
NAUSICAA CAVALRY RIDER

Purchased from Trader (20 Crowns), Velen (Crow's Perch), Trader, Crow's Perch Village.


2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."

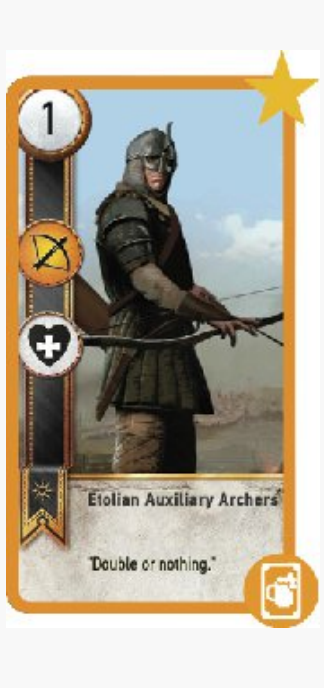
NAUSICAA CAVALRY RIDER

Purchased from Trader (20 Crowns), Velen (Crow's Perch), The Quartermaster, Baron's Store, Crow's Perch.


2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."

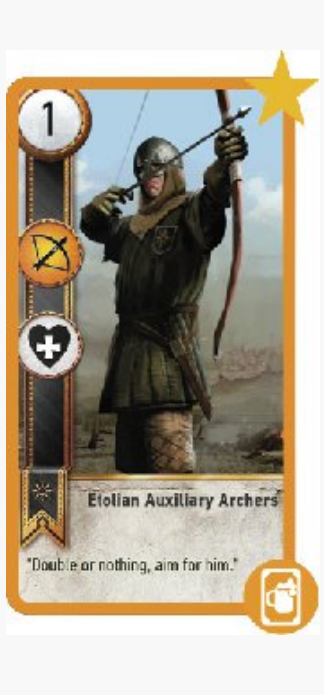
NAUSICAA CAVALRY RIDER

Purchased from Trader (20 Crowns), Velen (Mudplough), Innkeep at the Inn at the Crossroads.


1
Etolian Auxiliary Archers
"Double or nothing."

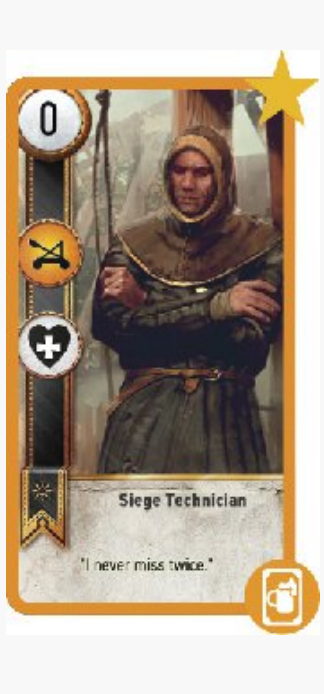
ETOLIAN AUXILIARY ARCHERS

Purchased from Trader (50 Crowns), Velen (The Descent), The Merchant of Lindenvale.


1
Etolian Auxiliary Archers
"Double or nothing, aim for him."

ETOLIAN AUXILIARY ARCHERS

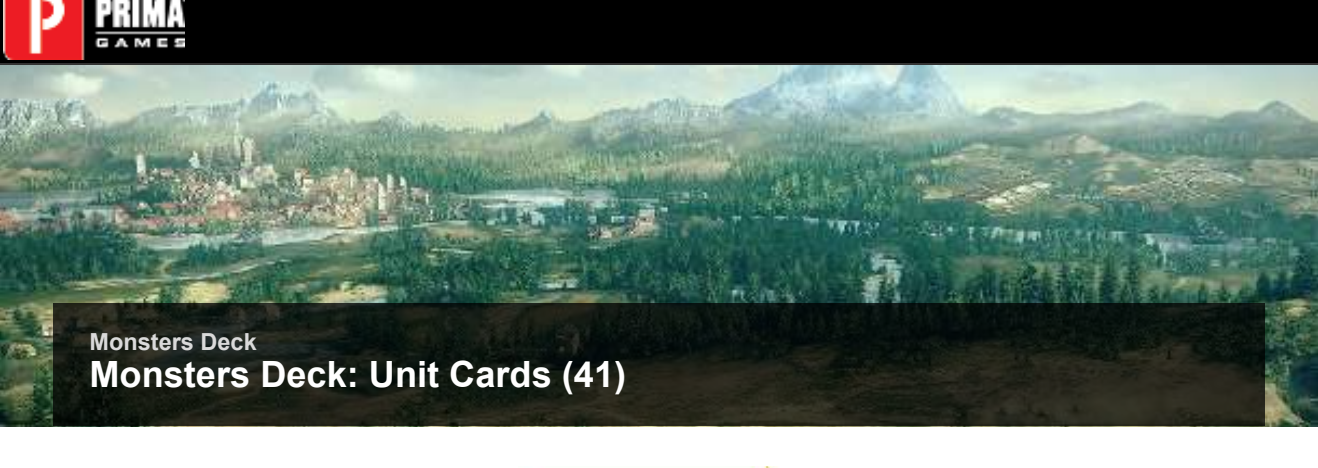
Purchased from Trader (50 Crowns), Velen (The Mire), The Merchant of Claywich (after rescuing him).


0
Siege Technician
"I never miss twice."

SIEGE TECHNICIAN

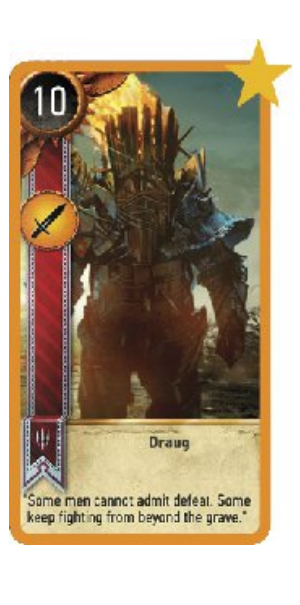
Purchased from Trader (20 Crowns), Novigrad City (Silverton), The Innkeep of The Golden Sturgeon.

OR, purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).



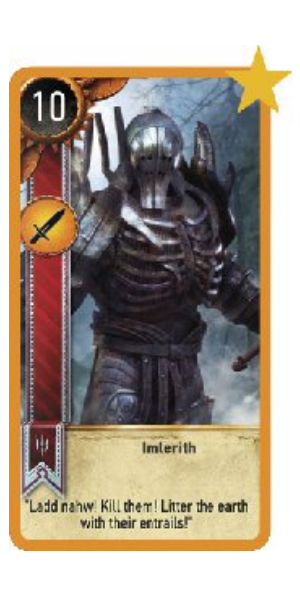
Monsters Deck

Monsters Deck: Unit Cards (41)


10
Draug
"Some men cannot admit defeat. Some keep fighting from beyond the grave."

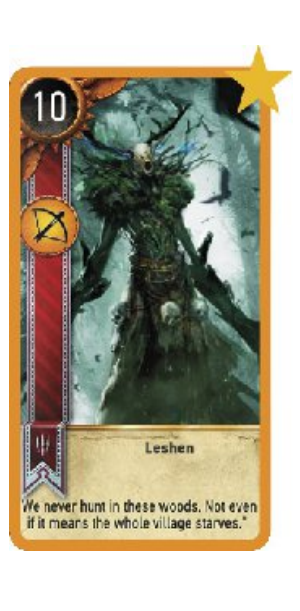
DRAUG

Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Crach an Craite of Kaer Trolde.


10
Imlerith
"Ladd nahw! Kill them! Litter the earth with their entrails!"

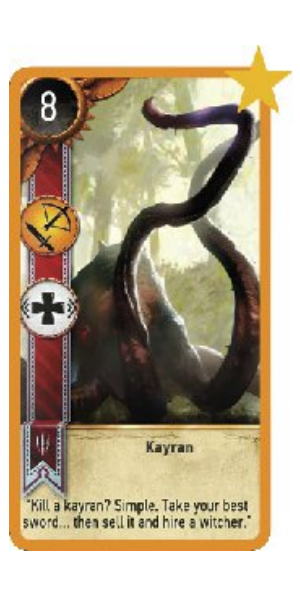
IMLERITH

Won from a Gwent Player, Reward for beating an opponent (random).


10
Leshen
"We never hunt in these woods. Not even if it means the whole village starves."

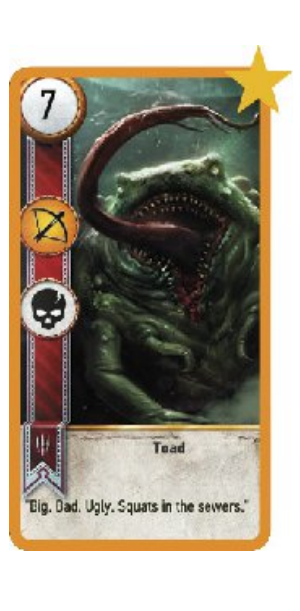
LESHEN

Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Ermion the Druid of Kaer Trolde.


8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

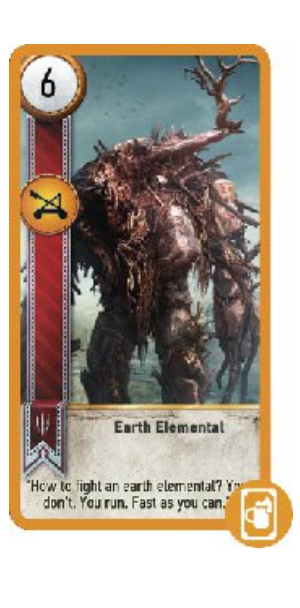
KAYRAN

Won from a Gwent Player, Reward for beating an opponent (random).


7
Toad
"Big. Bad. Ugly. Squats in the sewers."

TOAD

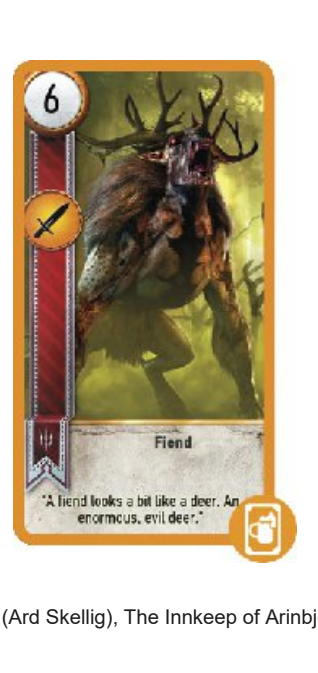
Won from a Gwent Player, Novigrad (Oxenfurt City), Reward for beating Olgierd von Everec, at the Alchemy Inn.


6
Earth Elemental

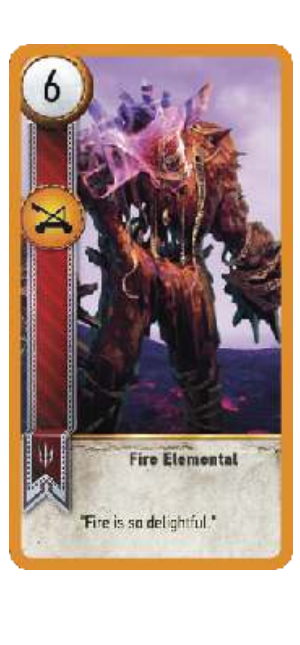
EARTH ELEMENTAL

Purchased from Trader (20 Crowns), Skellige (Ard Skellig), Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor.

FIEND

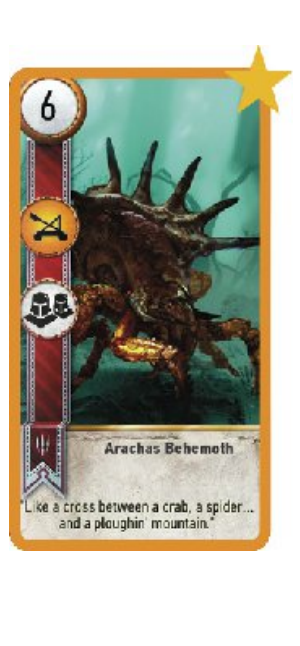


Purchased from Trader (20 Crowns), Skellige (Ard Skellig), The Innkeep of Arinbjorn.


6
Fire Elemental
"Fire is so delightful."

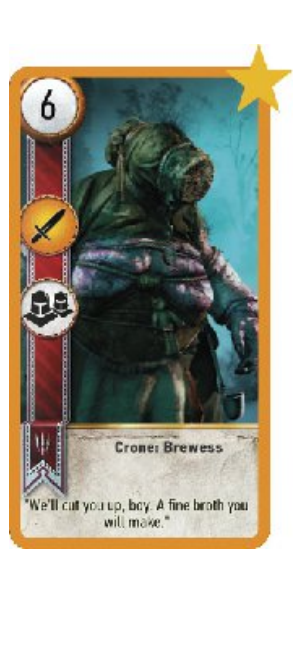
FIRE ELEMENTAL

Won from a Gwent Player, Reward for beating an opponent (random).


6
Arachas Behemoth
"Like a cross between a crab, a spider... and a ploughin' mountain."

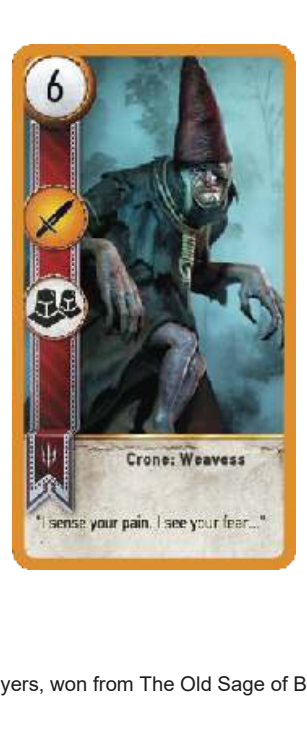
ARACHAS BEHEMOTH

Won from a Gwent Player, Reward for beating an opponent (random).


6
Crone: Brewess
"We'll cut you up, boy. A fine broth you will make."

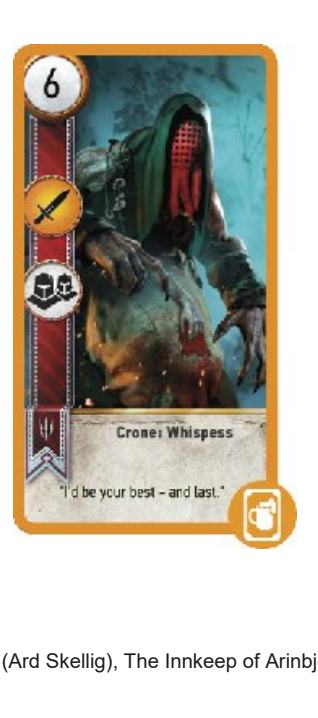
CRONE: BREWESS

Won from a Gwent Player, Reward for beating an opponent (random).


6
Crone: Weavess
"I sense your pain. I see your fear..."

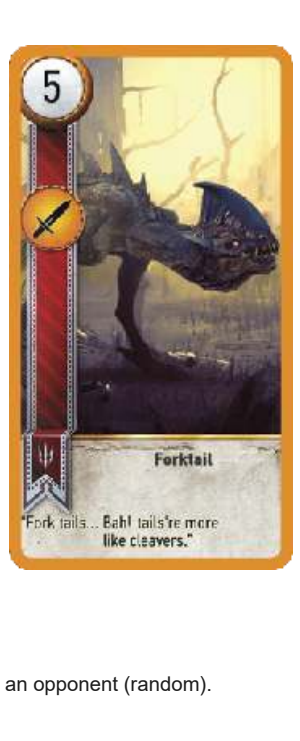
CRONE: WEAVESS

Velen (The Descent), Gwent Quest: Velen Players, won from The Old Sage of Benek.


6
Crone: Whispess
"I'd be your best – and last."

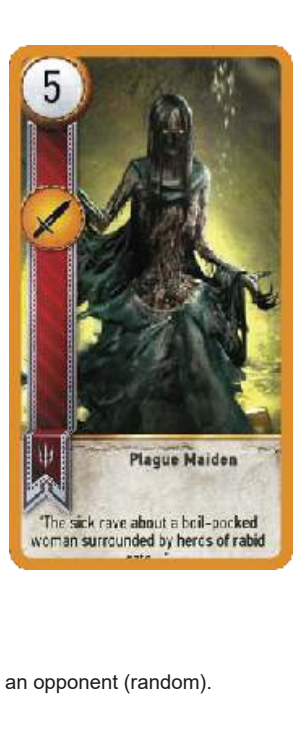
CRONE: WHISPESS

Purchased from Trader (20 Crowns), Skellige (Ard Skellig), The Innkeep of Arinbjorn.



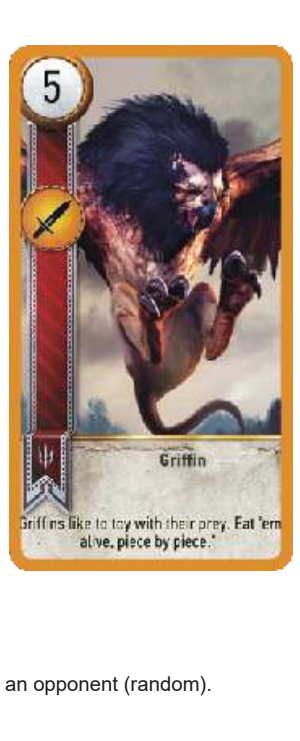
FORKTAIL

Won from a Gwent Player, Reward for beating an opponent (random).


5
Plague Maiden

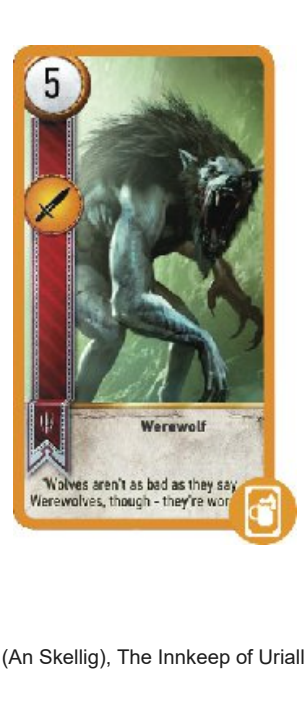
PLAGUE MAIDEN

Won from a Gwent Player, Reward for beating an opponent (random).


5
Griffin
alive, piece by piece."

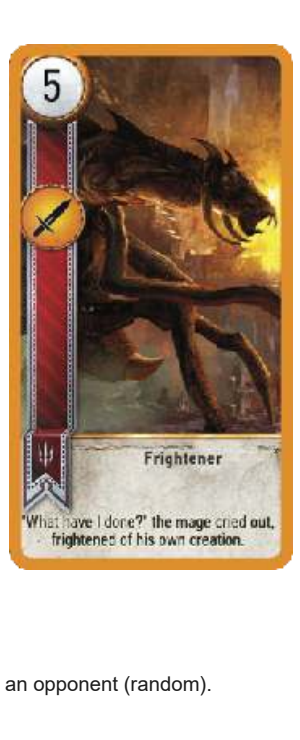
GRIFFIN

Won from a Gwent Player, Reward for beating an opponent (random).



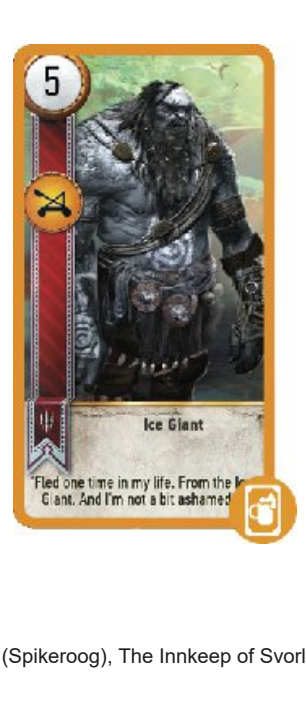
WEREWOLF

Purchased from Trader (20 Crowns), Skellige (An Skellig), The Innkeep of Urialla Harbor.


5
Frightener
frightened of his own creation.

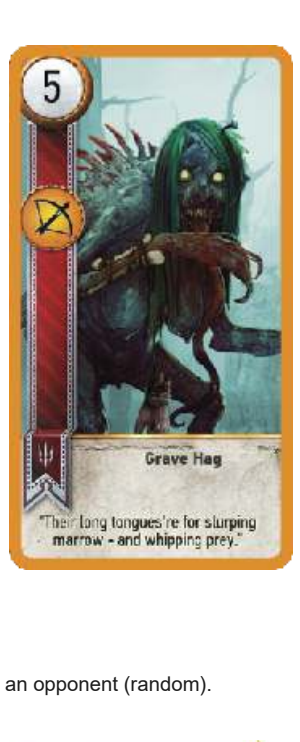
FRIGHTENER

Won from a Gwent Player, Reward for beating an opponent (random).



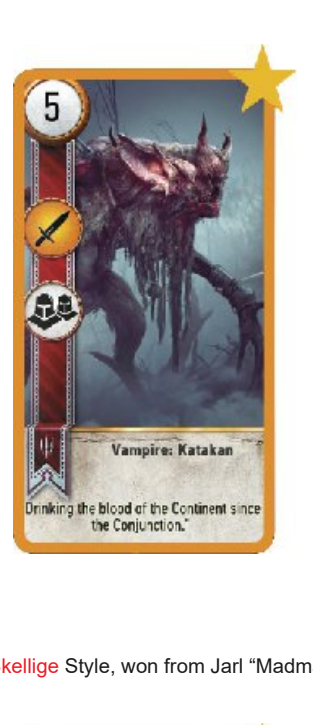
ICE GIANT

Purchased from Trader (10 Crowns), Skellige (Spikeroog), The Innkeep of Svorlag.


5
Grave Hag
marrow – and whipping prey."

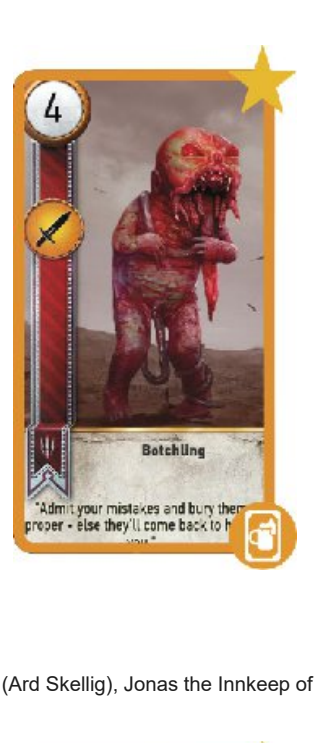
GRAVE HAG

Won from a Gwent Player, Reward for beating an opponent (random).


5
Vampire: Katakan
Drinking the blood of the Continent since the Conjunction."

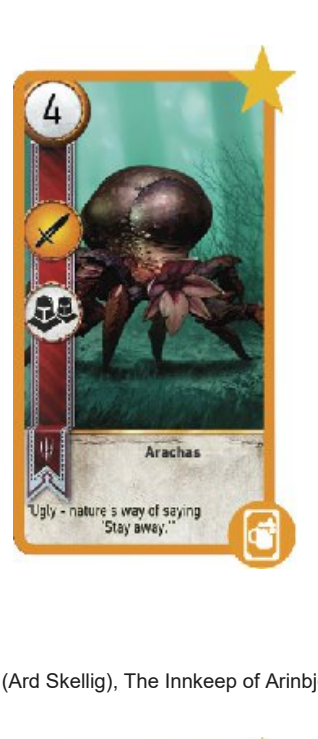
VAMPIRE: KATAKAN

Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Jarl "Madman" Lugos of Kaer Muire (or Kaer Trolde).


4
Botchling

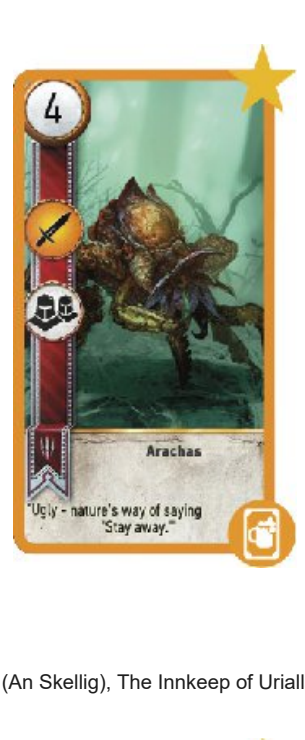
BOTCHLING

Purchased from Trader (10 Crowns), Skellige (Ard Skellig), Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor.



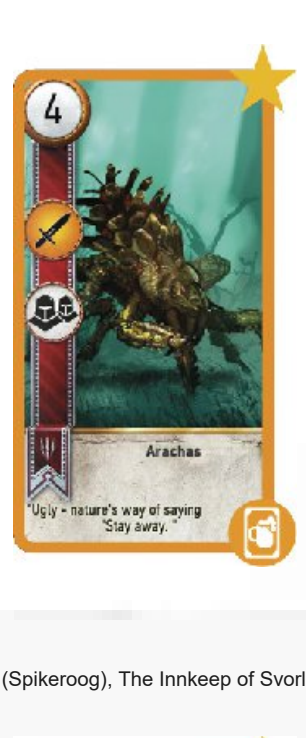
ARACHAS

Purchased from Trader (20 Crowns), Skellige (Ard Skellig), The Innkeep of Arinbjorn.



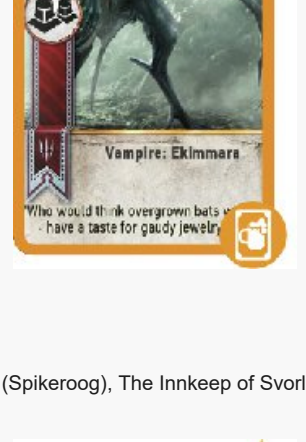
ARACHAS

Purchased from Trader (20 Crowns), Skellige (An Skellig), The Innkeep of Urialla Harbor.



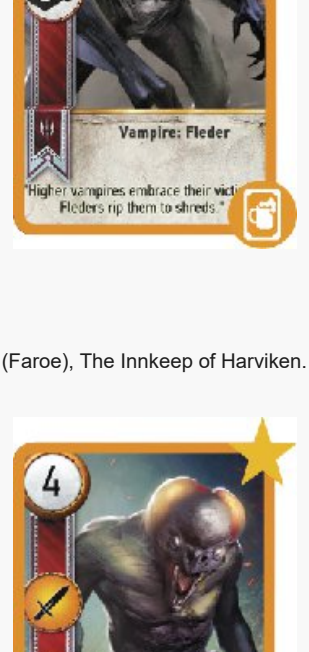
ARACHAS

Purchased from Trader (50 Crowns), Skellige (Spikeroog), The Innkeep of Svorlag.


4
Vampire: Ekimmara

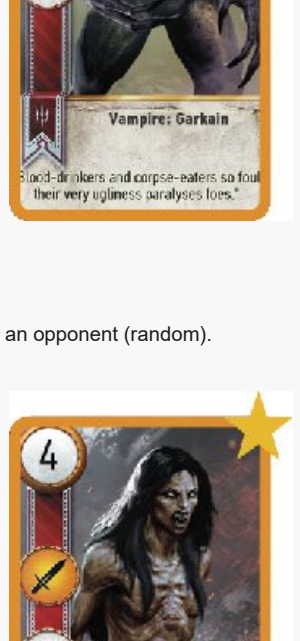
VAMPIRE: EKIMMARA

Purchased from Trader (20 Crowns), Skellige (Spikeroog), The Innkeep of Svorlag.


4
Vampire: Fleder

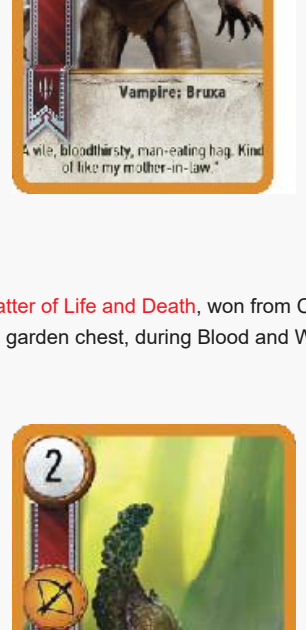
VAMPIRE: FLEDER

Purchased from Trader (50 Crowns), Skellige (Faroe), The Innkeep of Harviken.


4
Vampire: Garkain

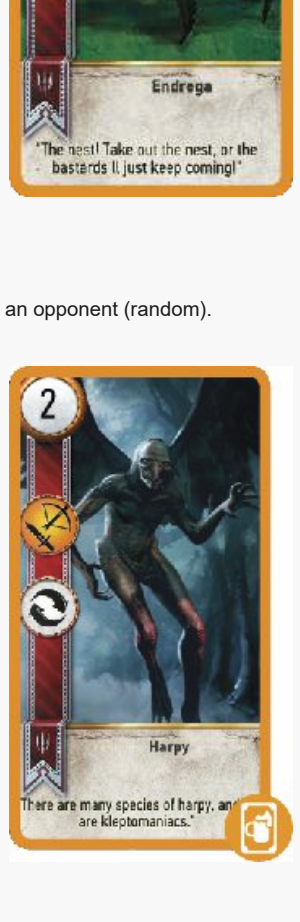
VAMPIRE: GARKAIN

Won from a Gwent Player, Reward for beating an opponent (random).


4
Vampire: Bruxa
of like my mother-in-law."

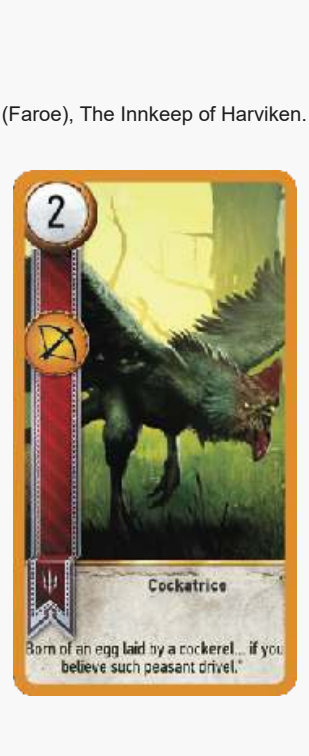
VAMPIRE: BRUXA

Novigrad (Gustfields), Secondary Quest: A Matter of Life and Death, won from Count Gomo Seeling, the Gwent Players of Vegelbud Estate. OR as a reward from the garden chest, during Blood and Wine Secondary Quest: Till Death Do You Part.


2
Endrega
"The nest! Take out the nest, or the bastards'll just keep coming!"

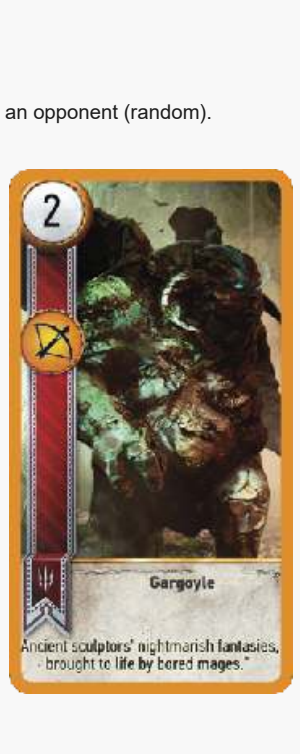
ENDREGA

Won from a Gwent Player, Reward for beating an opponent (random).



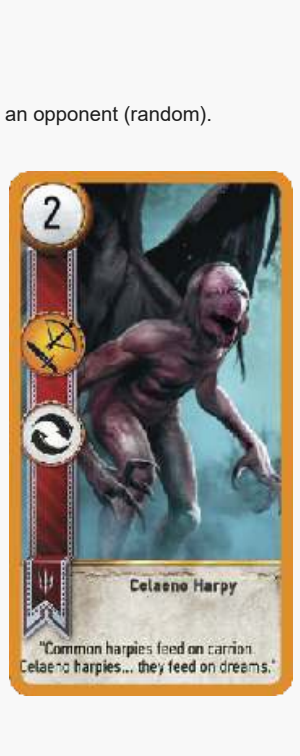
HARPY

Purchased from Trader (20 Crowns), Skellige (Faroe), The Innkeep of Harviken.


2
Cockatrice
believe such peasant drivel."

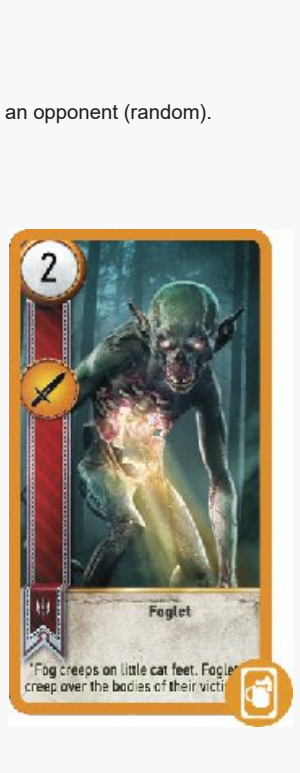
COCKATRICE

Won from a Gwent Player, Reward for beating an opponent (random).


2
Gargoyle
brought to life by bored mages."

GARGOYLE

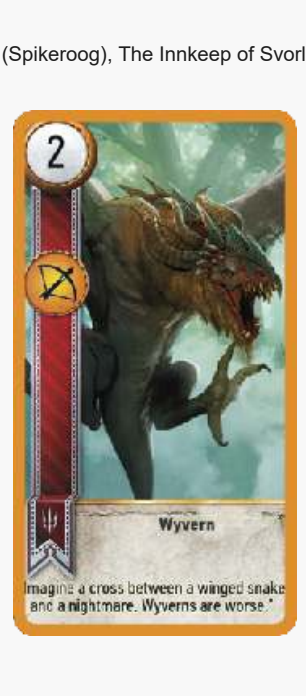
Won from a Gwent Player, Reward for beating an opponent (random).


2
Celaeno Harpy
"Common harpies feed on carrion. Celaeno harpies... they feed on dreams."

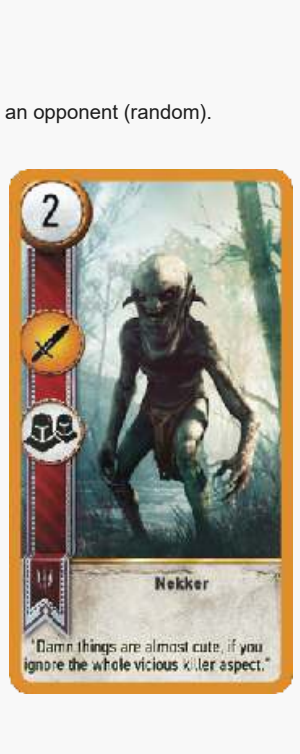
CELAENO HARPY

Won from a Gwent Player, Reward for beating an opponent (random).

FOGLET

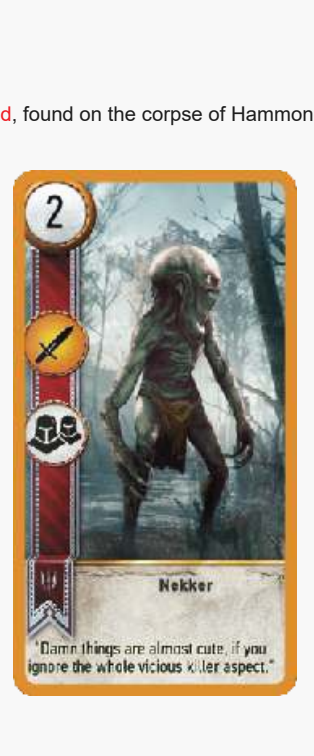


Purchased from Trader (10 Crowns), Skellige (Spikeroog), The Innkeep of Svorlag.



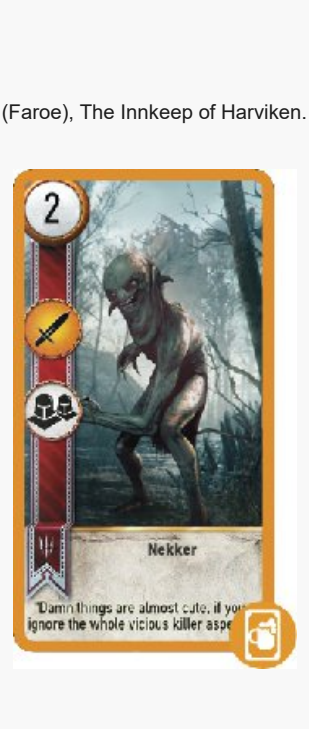
WYVERN

Won from a Gwent Player, Reward for beating an opponent (random).


2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

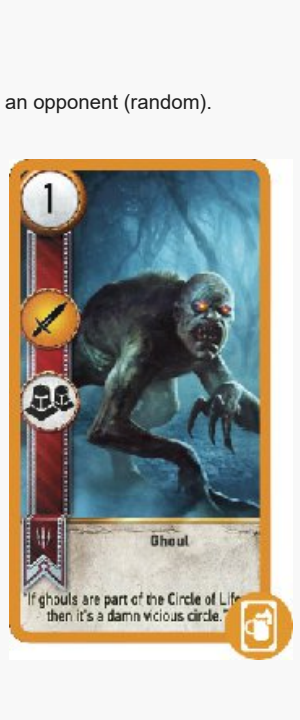
NEKKER

Faroe, Secondary Quest: Following the Thread, found on the corpse of Hammond the Skelliger during this quest.


2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

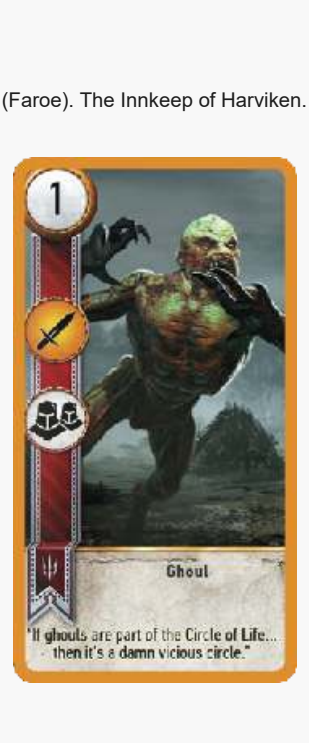
NEKKER

Purchased from Trader (10 Crowns), Skellige (Faroe), The Innkeep of Harviken.



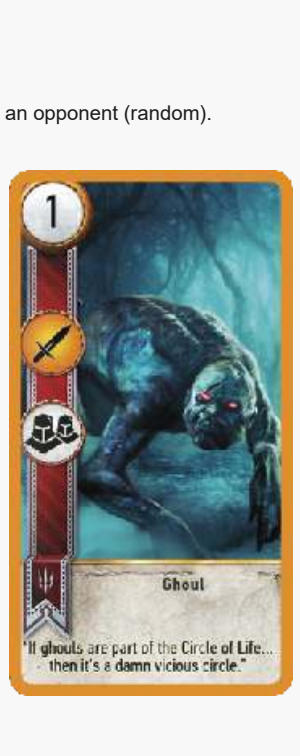
NEKKER

Won from a Gwent Player, Reward for beating an opponent (random).



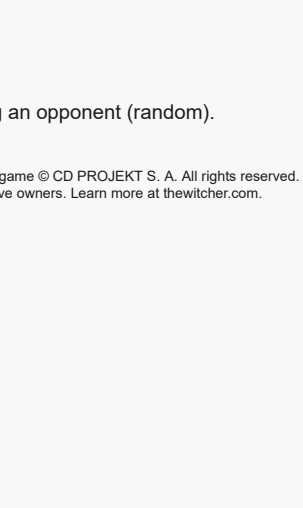
GHOUL

Purchased from Trader (10 Crowns), Skellige (Faroe). The Innkeep of Harviken.


1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."

GHOUL

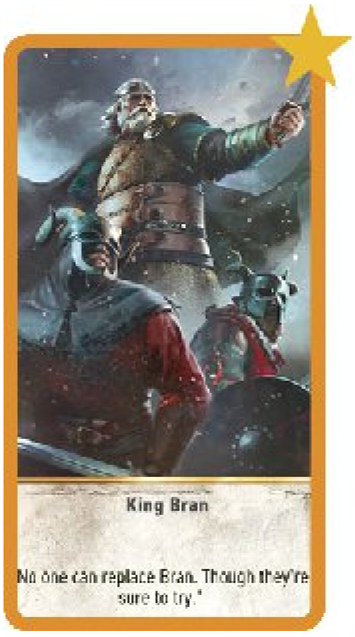
Won from a Gwent Player, Reward for beating an opponent (random).


1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."

GHOUL

Won from a Gwent Player, Reward for beating an opponent (random).

Skellige Clans Deck: Leader Cards (2)

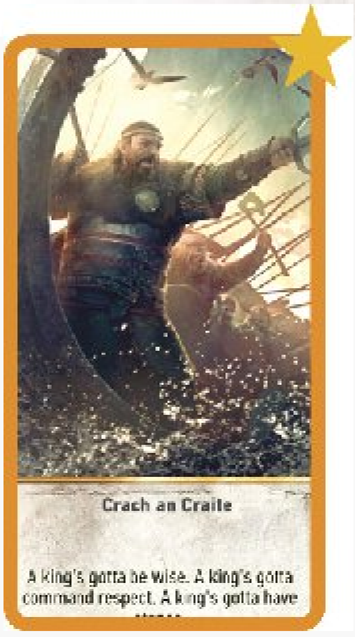

King Bran
No one can replace Bran. Though they're sure to try."

KING BRAN

Units only lose half their values in bad weather conditions.

Won at the Toussaint Tournament (The Pheasantry Inn, Beauclair) during Gwent Quest: To Everything – Turn, Turn, Tournament!

OR, Won from the Ducal Camerlengo (near The Gran'place, Beauclair).


Crach an Craite
A king's gotta be wise. A king's gotta command respect. A king's gotta have

CRACH AN CRAITE

Shuffles graveyards (discard pile) back into main decks (for both players).

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.

The Gwentlefolk Of The Northern Realms

Gwent Vendors And Players: Overview

As you embark on your adventure, and in particular, Gwent Quest: Collect 'em All, it is well worth pinpointing every single card you can obtain in a detailed manner, from every single vendor and player (all 159 of them!) This section details where to find the following:

GWENT VENDORS

Gwent cards you purchase from Traders are listed. Look for traders (who are marked throughout the Atlas and in this section) with the icon by their name. These traders are responsible for selling (or giving) you 122 of the total number of Gwent cards (excluding the Innkeeps in Toussaint selling you random cards, which cannot be tracked). There are 29 different Vendors to find:

Two are available in White Orchard.

Six are available in Velen (No Man's Land).

Eight are available in Novigrad (City and territories).

Five are available across the Isles of Skellige.

There is one "vendor" of sorts in the Duchy of Toussaint (Blood and Wine Expansion); Count Monnier who hands you the base Skellige Clans deck (24 cards!).

All of the seven Innkeeps throughout the Duchy of Toussaint have a supply of over 20 random cards from the four initial decks. The exact cards vary throughout your adventure, and the pool of cards you could find at these vendors is listed on the previous pages. For the purposes of this guide, these random cards do not count toward your card totals. You can carry, but not use, multiples of the same card over and above the number available in the preceding chart.

GWENT PLAYERS (SPECIFIC CARDS)

Specific Gwent cards you win by challenging (usually named) Gwent players (who are marked throughout the Atlas and in this section) with the icon by their name are also listed. There are 55 different players with specific cards to hand over:

- One is in the Royal Palace in Vizima.
- Five are available in Velen (No Man's Land), with a total of six cards to hand over.
- Ten are available within the walls of Novigrad City, with a total of 13 cards to hand over.
- Twelve are available outside Novigrad City, in the countryside and in Oxenfurt, with a total of 13 cards to hand over. Included is the "loose" card in Brunwich.
- Six are available across the Isles of Skellige, with a total of seven cards to hand over. There's also a Skelliger you need to kill for one card, too.

20 are available throughout the Duchy of Toussaint (Blood and Wine Expansion). All grant you cards from the Skellige Clans deck (though King Bran is only awarded once, and two possible players have him).

These traders are responsible for you gathering 60 of the total number of Gwent cards.

IT'S ON THE CARDS: WHERE ARE THEY NOW?

As some players may travel to different parts of the Northern Realm (for example, Lambert the Witcher could be found in Kaer Morhen), and other cards may appear during Secondary Quests, the optimal location for each player is listed.

GWENT PLAYERS (RANDOM OR NO CARDS)

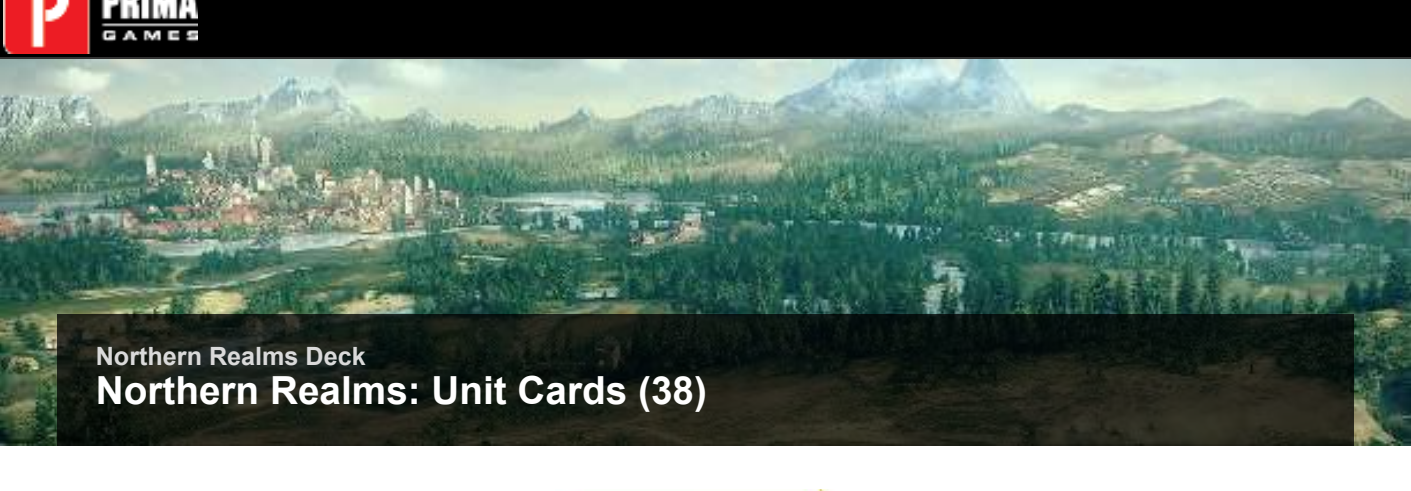
Random Gwent cards you win by challenging a Gwent player (usually a vendor, and marked throughout the Atlas and in this section) with the icon by their name are also listed. There are 66 different players with a random card to hand you:

- One is in White Orchard.
- Fifteen are in Velen (No Man's Land).
- Seventeen are in Novigrad City.
- Seven are outside Novigrad City, in the countryside and in Oxenfurt.
- Twenty-six are available across the Isles of Skellige.
- Four are available throughout the duchy of Toussaint (Blood and Wine Expansion), but they don't have a (random) card to give you; play them for practice or after betting money. One of the four Toussaint players, Barnabas-Basil Foulty, is the majordomo at the winery you can own, and acts as a practice player. You can choose the exact deck faction, and strength of his hand, without having to outlay (or win) any funds. He's great for practicing against! Another three Toussaint players are found during the Gwent Tournament in Toussaint; these seven folk are only interested in either passing the time or betting for money.

With the exception of the Toussaint players, each player offers you one card only when you beat them for the first time. This means you must visit (and beat) a minimum of 52 of the 66 Gwent players (outside Toussaint) to obtain all the randomly-given cards. Also included are two "loose" cards found in a garden chest in Beauclair (Toussaint), at the end of a Secondary Quest.

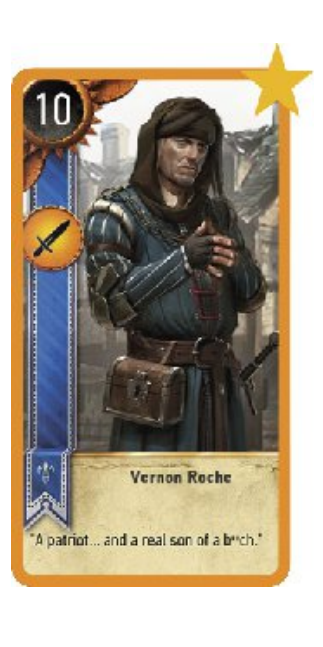
GWENT VENDORS AND PLAYERS:

The remainder of this section is devoted to precisely pinpointing each Gwent trader or player across the Northern Realms.



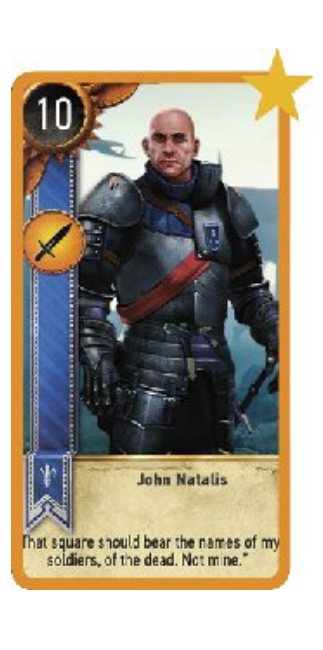
Northern Realms Deck

Northern Realms: Unit Cards (38)


10
Vernon Roche
"A patriot... and a real son of a b*ch."

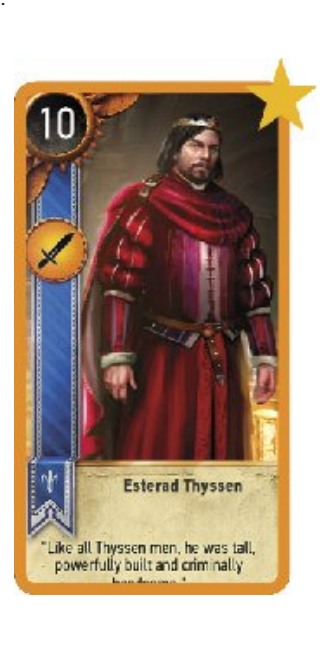
VERNON ROCHE

Velen (Spitfire Bluff), Gwent Quest: Velen Players, won from Haddy the Card Prodigy of Midcopse.


10
John Natalis
"That square should bear the names of my soldiers, of the dead. Not mine."

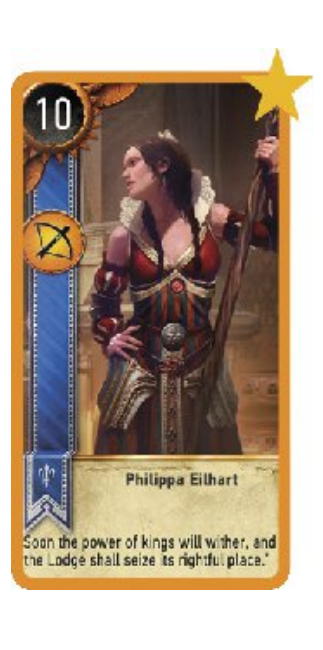
JOHN NATALIS

Novigrad City (Harborside and Glory Lane), Secondary Quest: A Dangerous Game, From Ravvy (Golden Sturgeon Tavern) during quest, or Zoltan Chivay at end of quest.


10
Esterad Thyssen
"Like all Thyssen men, he was tall, powerfully built and criminally

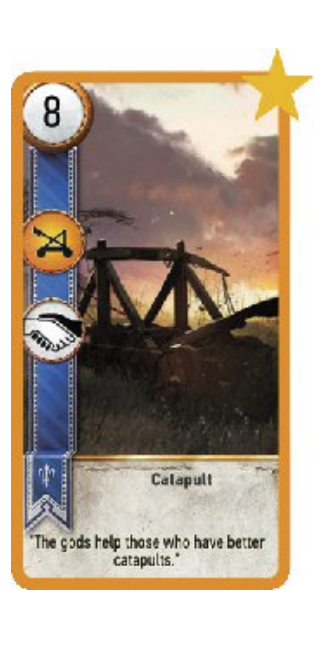
ESTERAD THYSSEN

Novigrad City (Gildorf), Gwent Quest: Big City Players, won from Sigismund Dijkstra, at the Bathhouse.


10
Philippa Eilhart
"Soon the power of kings will wither, and the Lodge shall seize its rightful place."

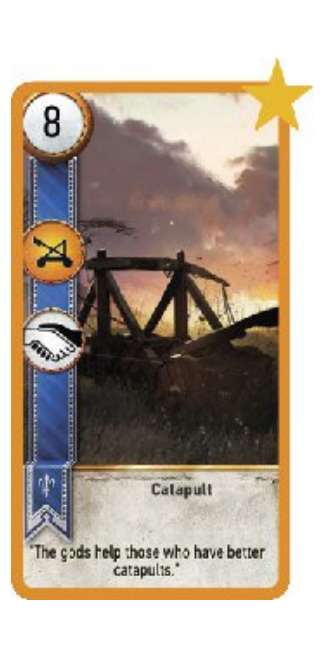
PHILIPPA EILHART

Won from a Gwent Player, Reward for beating an opponent (random).


8
Catapult
"The gods help those who have better catapults."

CATAPULT

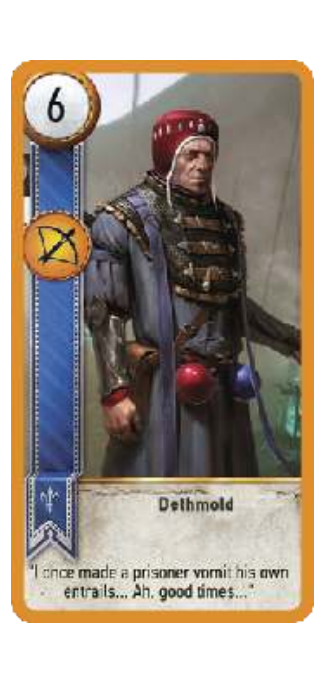
Purchased from Trader (50 Crowns), White Orchard, Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard.


8
Catapult
"The gods help those who have better catapults."

CATAPULT

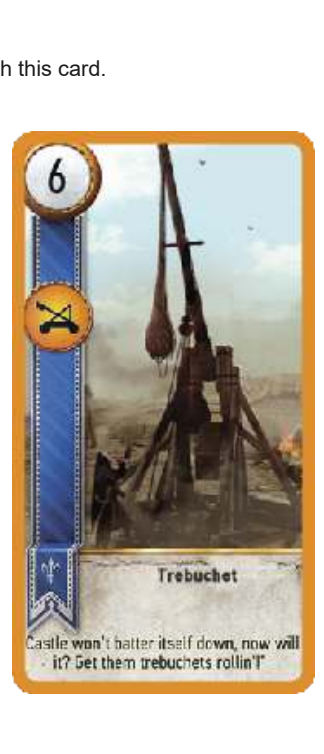
Won from Marquise Serenity at Passiflora.

OR purchased from Trader (50 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


6
Dethmold
"I once made a prisoner vomit his own entrails... Ah, good times..."

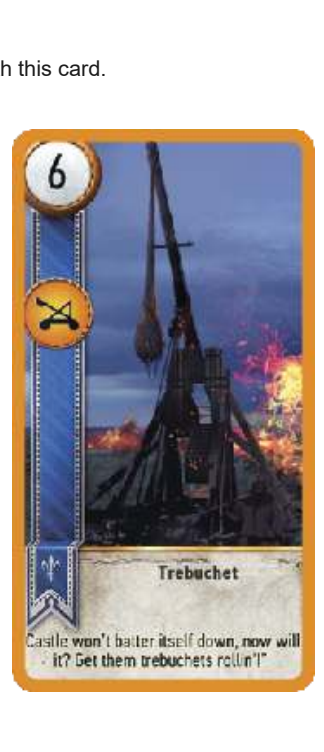
DETHMOLD

Base Deck, Geralt of Rivia (You), You start with this card.


6
Trebuchet
"Castle won't batter itself down, now will it? Get them trebuchets rollin'!"

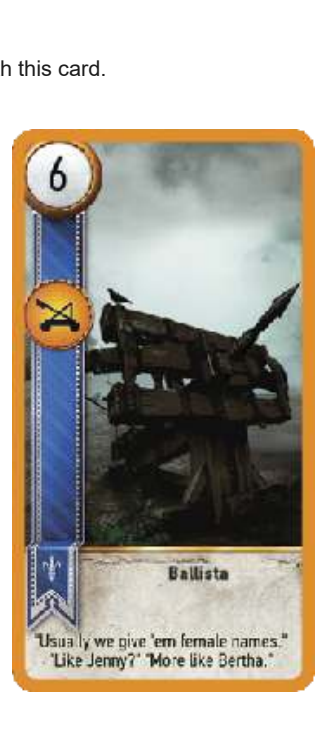
TREBUCHET

Base Deck, Geralt of Rivia (You), You start with this card.


6
Trebuchet
"Castle won't batter itself down, now will it? Get them trebuchets rollin'!"

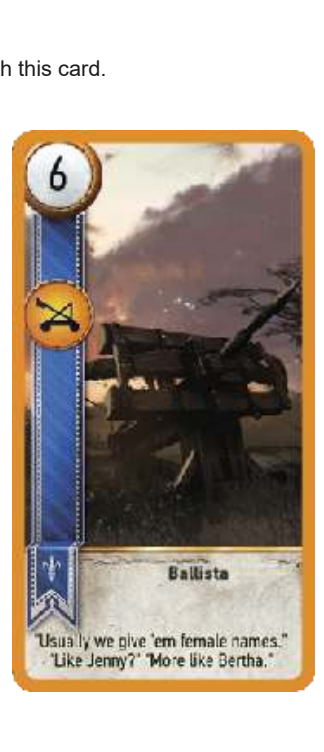
TREBUCHET

Base Deck, Geralt of Rivia (You), You start with this card.


6
Ballista
"Usually we give 'em female names." "Like Jenny?" "More like Bertha."

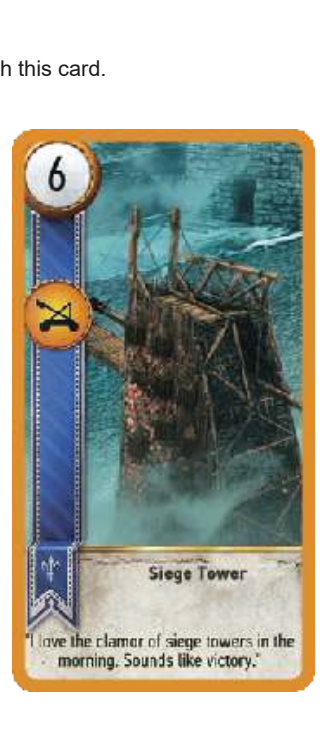
BALLISTA

Base Deck, Geralt of Rivia (You), You start with this card.


6
Ballista
"Usually we give 'em female names." "Like Jenny?" "More like Bertha."

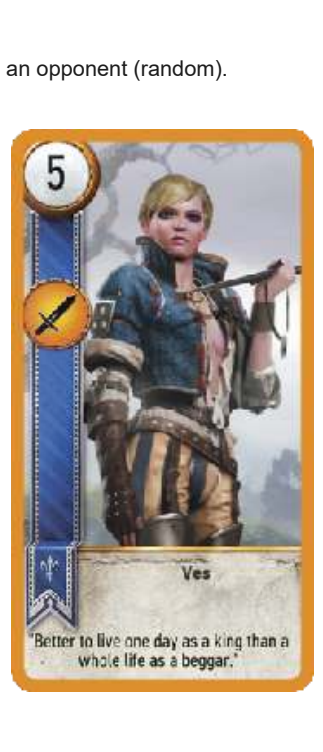
BALLISTA

Base Deck, Geralt of Rivia (You), You start with this card.


6
Siege Tower
"I love the clamor of siege towers in the morning. Sounds like victory."

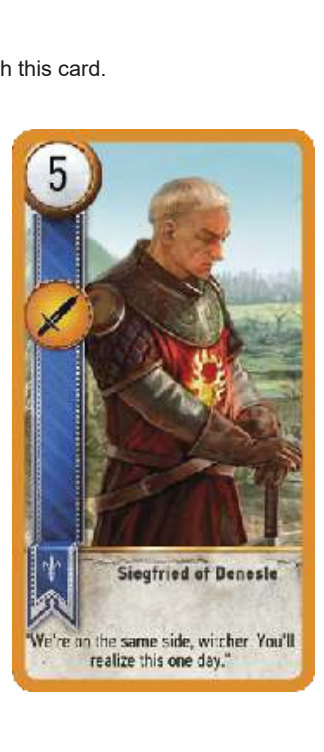
SIEGE TOWER

Won from a Gwent Player, Reward for beating an opponent (random).


5
Ves
"Better to live one day as a king than a whole life as a beggar."

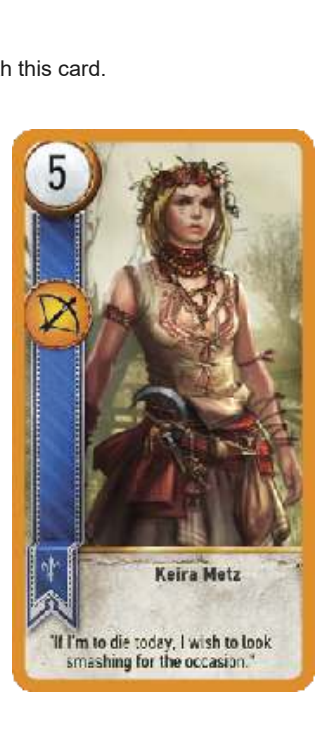
VES

Base Deck, Geralt of Rivia (You), You start with this card.


5
Siegfried of Denesle
"We're on the same side, witcher. You'll realize this one day."

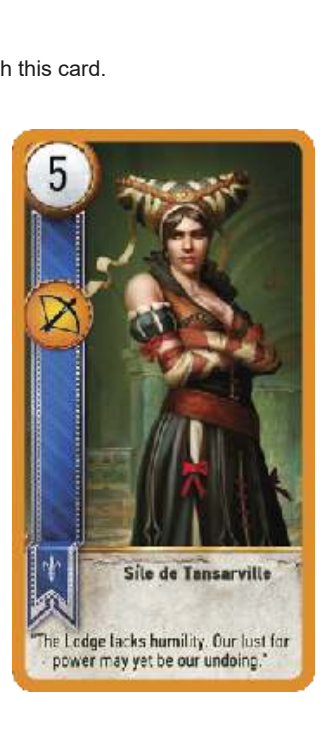
SIEGFRIED OF DENESLE

Base Deck, Geralt of Rivia (You), You start with this card.


5
Keira Metz
"If I'm to die today, I wish to look smashing for the occasion."

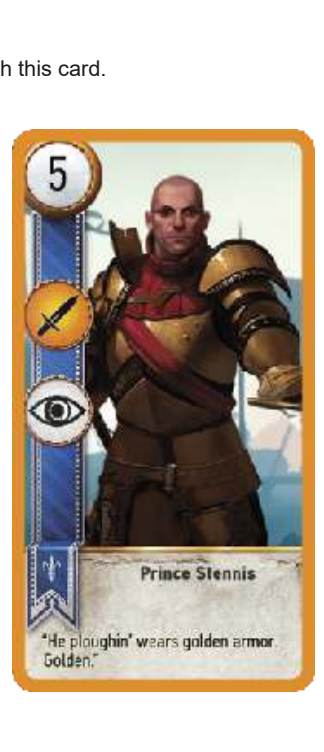
KEIRA METZ

Base Deck, Geralt of Rivia (You), You start with this card.


5
Síle de Tansarville
"The Lodge lacks humility. Our lust for power may yet be our undoing."

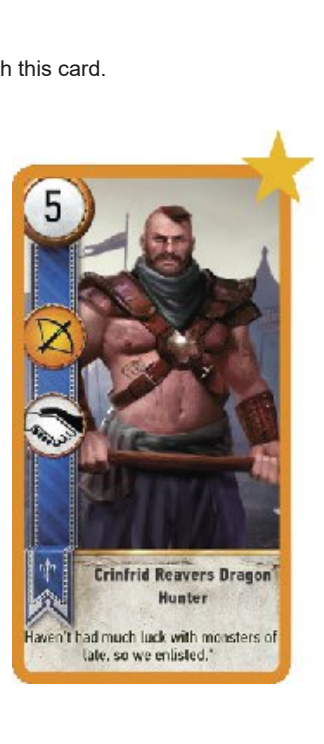
SÍLE DE TANSARVILLE

Base Deck, Geralt of Rivia (You), You start with this card.


5
Prince Stennis
"He ploughin' wears golden armor. Golden."

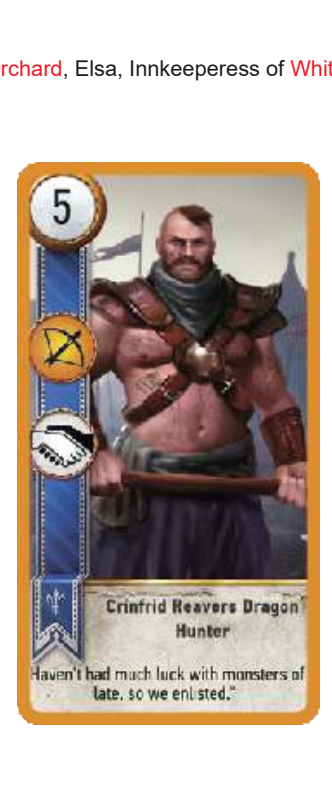
PRINCE STENNIS

Base Deck, Geralt of Rivia (You), You start with this card.


5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

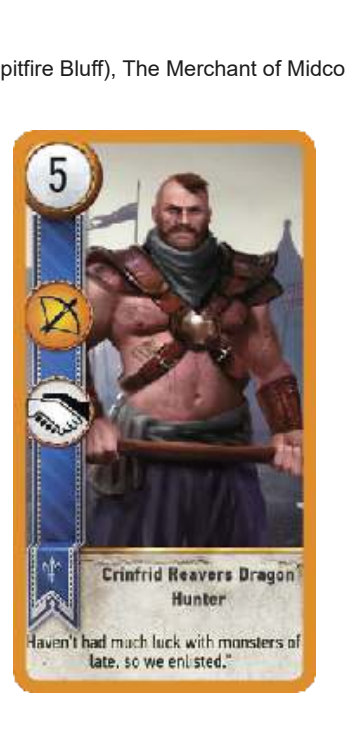
CRINFRID REAVERS DRAGON HUNTER

Purchased from Trader (20 Crowns), White Orchard, Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard.


5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

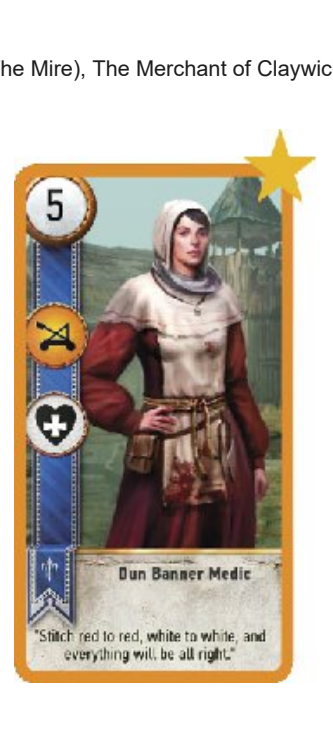
CRINFRID REAVERS DRAGON HUNTER

Purchased from Trader (50 Crowns), Velen (Spitfire Bluff), The Merchant of Midcopse.


5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

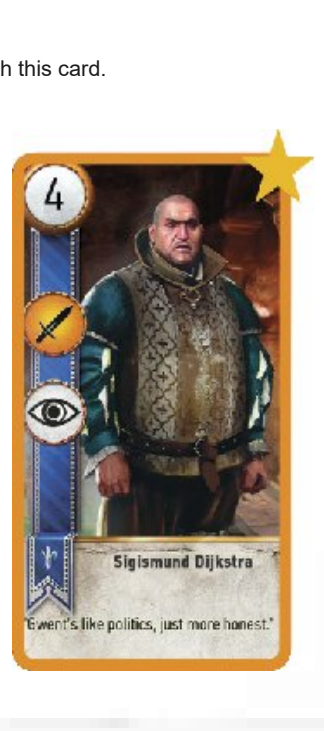
CRINFRID REAVERS DRAGON HUNTER

Purchased from Trader (50 Crowns), Velen (The Mire), The Merchant of Claywich (after rescuing him).


5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

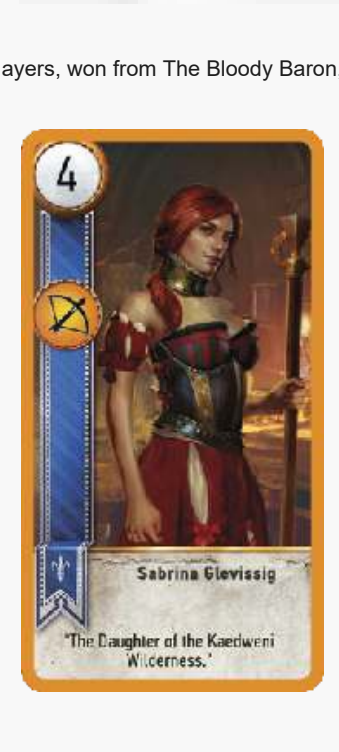
DUN BANNER MEDIC

Base Deck, Geralt of Rivia (You), You start with this card.


4
Sigismund Dijkstra
"Gwent's like politics, just more honest."

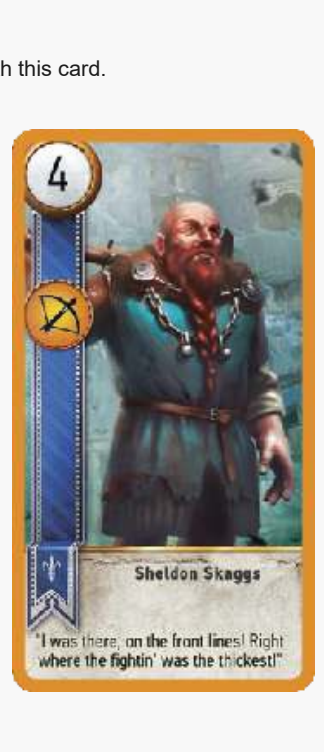
SIGISMUND DIJKSTRA

Velen (Crow's Perch), Gwent Quest: Velen Players, won from The Bloody Baron, Phillip Strenger, Crow's Perch.


4
Sabrina Glevissig
"The Daughter of the Kaedweni Wilderness."

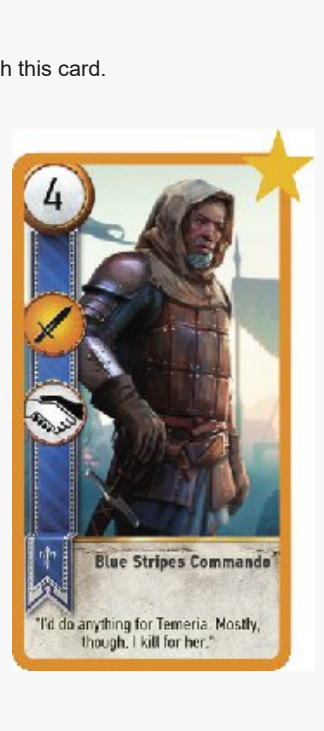
SABRINA GLEVISSIG

Base Deck, Geralt of Rivia (You), You start with this card.


4
Sheldon Skaggs
"I was there, on the front lines! Right where the fightin' was the thickest!"

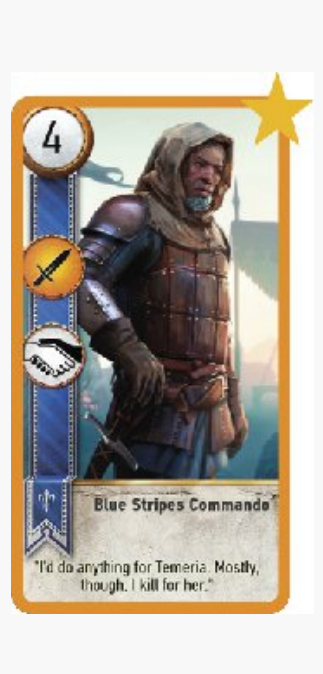
SHELDON SKAGGS

Base Deck, Geralt of Rivia (You), You start with this card.


4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

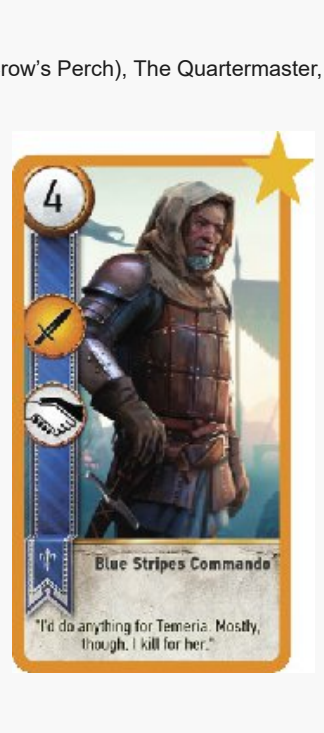
BLUE STRIPES COMMANDO

Purchased from Trader (20 Crowns), White Orchard, Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard.


4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

BLUE STRIPES COMMANDO

Purchased from Trader (50 Crowns), Velen (Crow's Perch), The Quartermaster, Baron's Store, Crow's Perch.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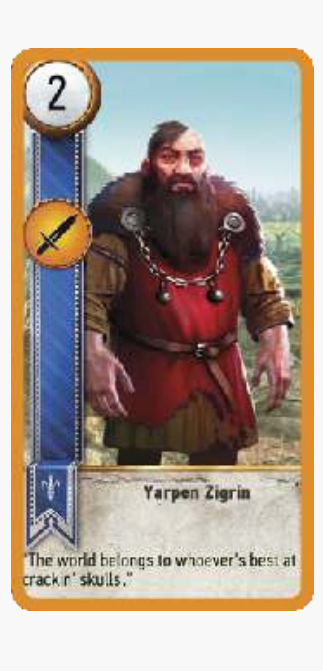
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

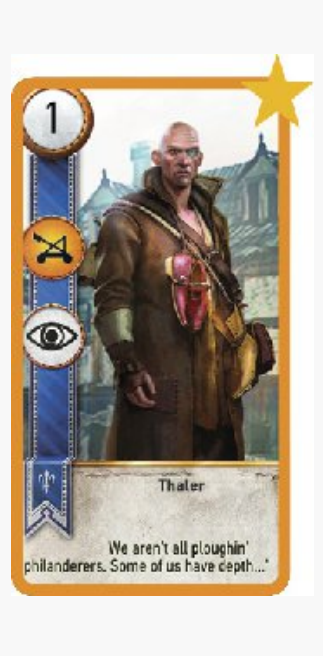
BLUE STRIPES COMMANDO

Purchased from Trader (50 Crowns), Velen (Spitfire Bluff), The Merchant of Midcopse.


2
Yarpen Zigrin
"The world belongs to whoever's best at crackin' skulls."

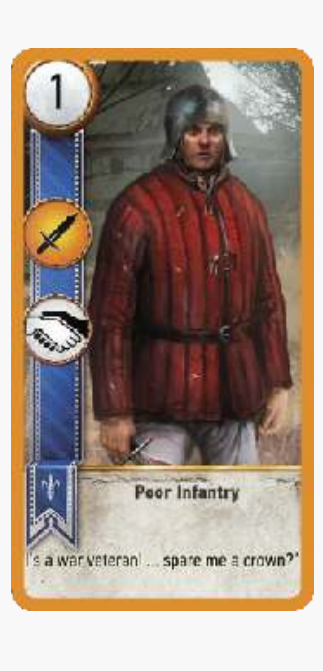
YARPEN ZIGRIN

Base Deck, Geralt of Rivia (You), You start with this card.


1
Thaler
"We aren't all ploughin' philanderers. Some of us have depth..."

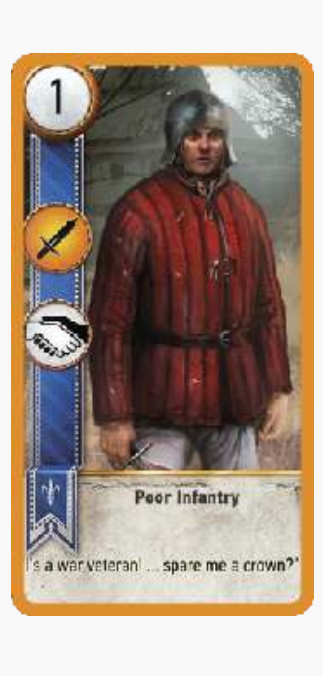
THALER

Purchased from Trader (20 Crowns), Skellige (Ard Skellig), The Innkeep of Arinbjorn.


1
Poor Infantry
s a war veteran! ... spare me a crown?"

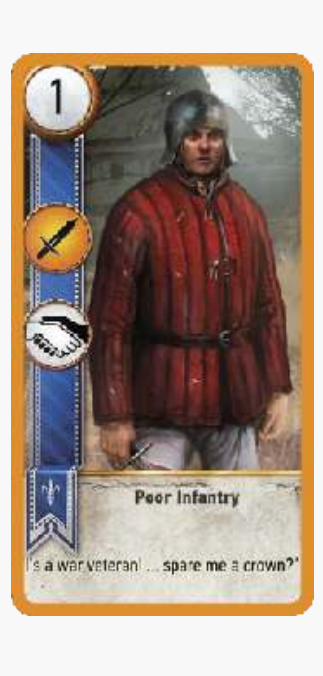
POOR F–KING INFANTRY

Base Deck, Geralt of Rivia (You), You start with this card.


1
Poor Infantry
s a war veteran! ... spare me a crown?"

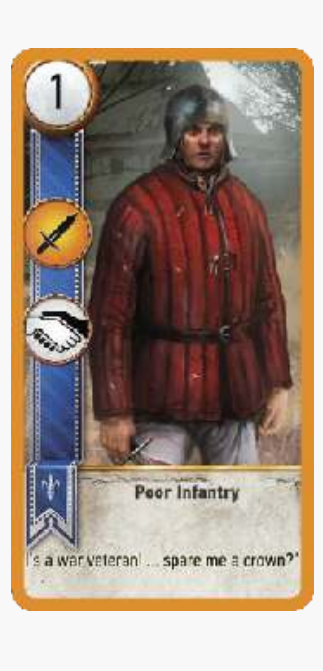
POOR F–KING INFANTRY

Base Deck, Geralt of Rivia (You), You start with this card.


1
Poor Infantry
s a war veteran! ... spare me a crown?"

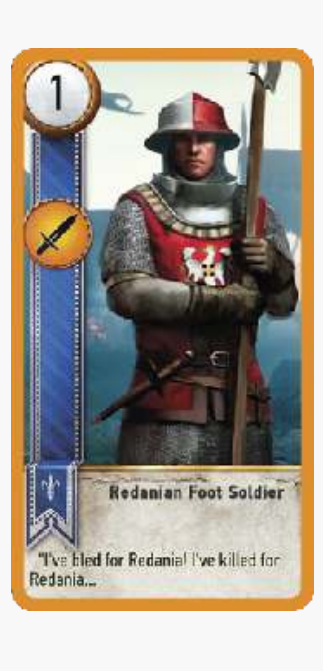
POOR F–KING INFANTRY

Purchased from Trader (20 Crowns), Velen (The Descent), The Merchant of Lindenvale.


1
Poor Infantry
s a war veteran! ... spare me a crown?"

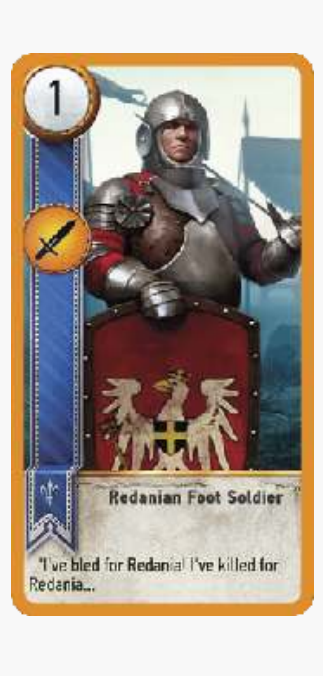
POOR F–KING INFANTRY

Purchased from Trader (20 Crowns), Velen (Spitfire Bluff), The Merchant of Midcopse.


1
Redanian Foot Soldier
"I've bled for Redania! I've killed for Redania..."

REDANIAN FOOT SOLDIER

Base Deck, Geralt of Rivia (You), You start with this card.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REDANIAN FOOT SOLDIER

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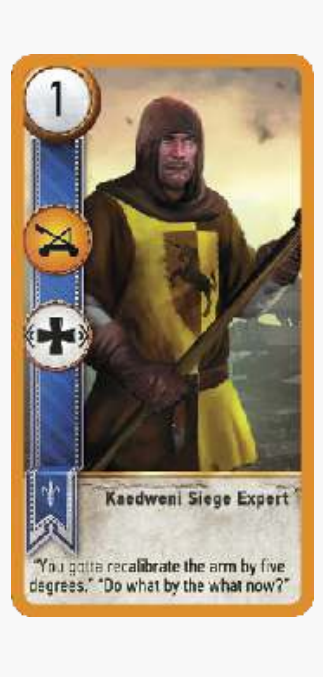
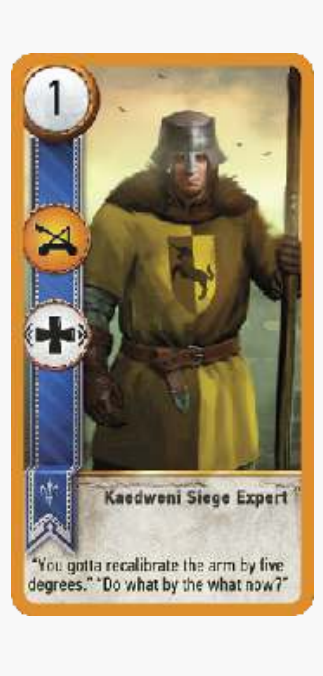

1
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

KAEDWENI SIEGE EXPERT

Base Deck, Geralt of Rivia (You), You start with this card.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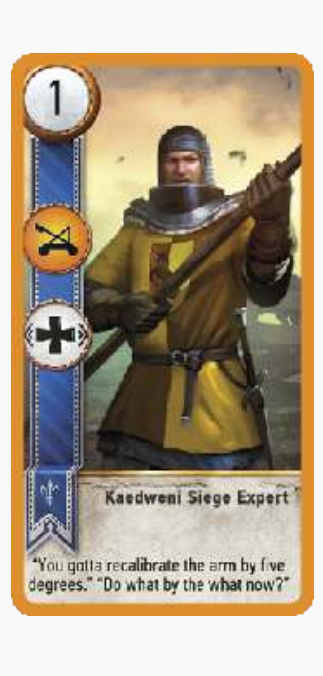
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KAEDWENI SIEGE EXPERT

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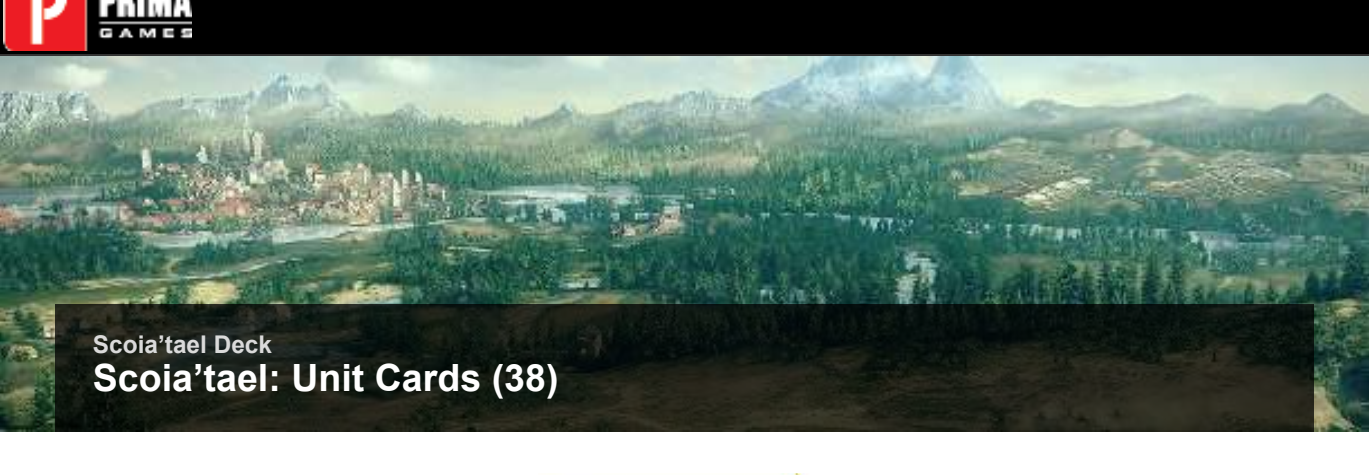
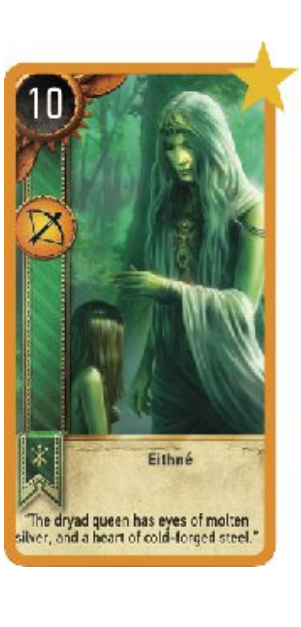


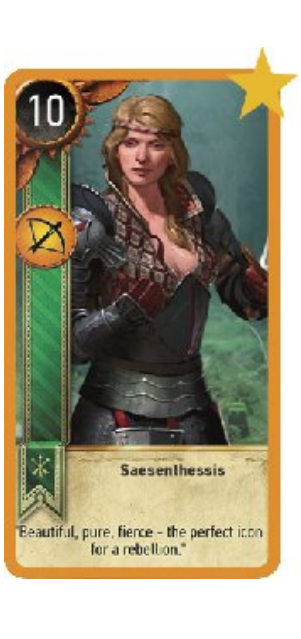
Scoia'tael Deck

Scoia'tael: Unit Cards (38)


10
Eithné
"The dryad queen has eyes of molten silver, and a heart of cold-forged steel."

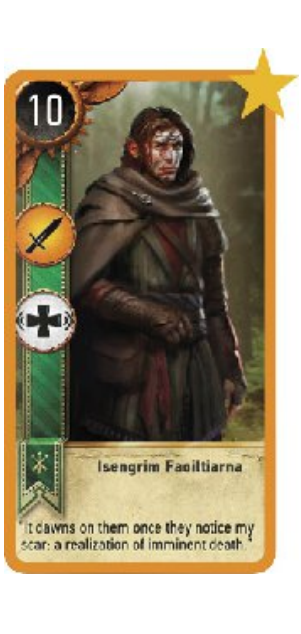
EITHNÉ

Novigrad City (Glory Lane), Gwent Quest: Old Pals, won from Zoltan Chivay at the Rosemary and Thyme.


10
Saesenthessis
"Beautiful, pure, fierce – the perfect icon for a rebellion."

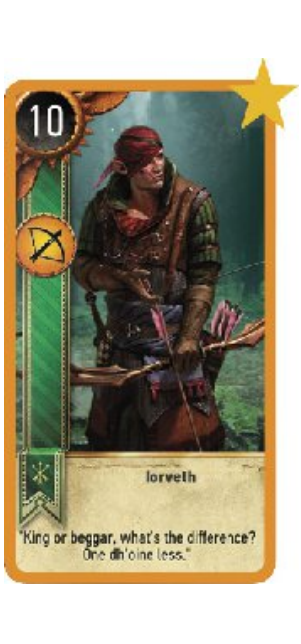
SAESENTHESSIS

Novigrad (Gustfields), Gwent Quest: Old Pals, won from Vernon Roche, Temerian Partisan Hideout.


10
Isengrim Faoiltiarna
"It dawns on them once they notice my scar: a realization of imminent death."

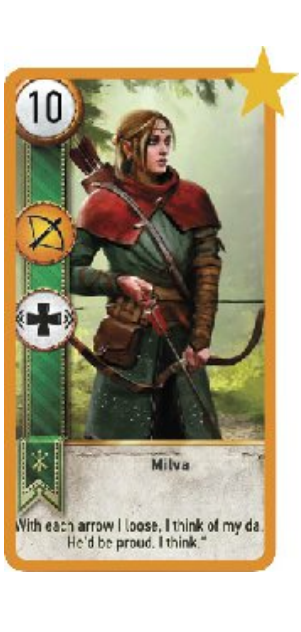
ISENGRIM FAOILTIARNA

Novigrad City (Harborside and Glory Lane), Secondary Quest: A Dangerous Game, Inside Zed's house during quest, or Zoltan Chivay at end of quest.


10
Iorveth
"King or beggar, what's the difference? One dh'oine less."

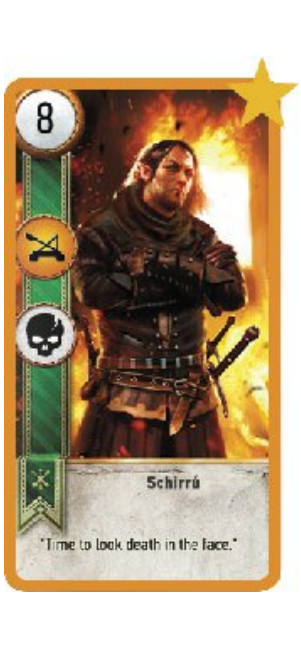
IORVETH

Skellige (Ard Skellig), Secondary Quest: Shock Therapy, Reward from the concerned druid after quest, in Gedyneith.


10
Milva
"With each arrow I loose, I think of my da. He'd be proud, I think."

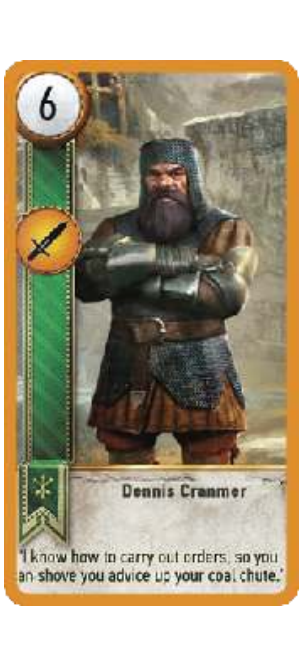
MILVA

Novigrad (Gustfields), Secondary Quest: A Matter of Life and Death, won from Margrave Vladimir de Cret, the Gwent Players of Vegelbud Estate.


8
Schirrú
"Time to look death in the face."

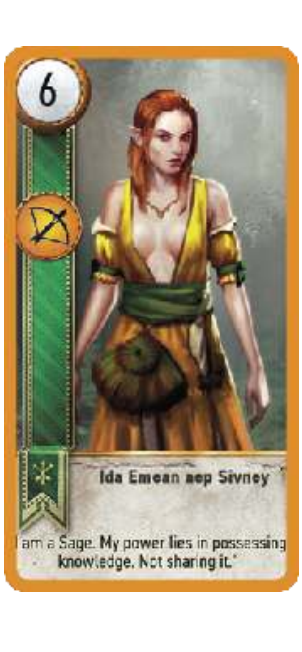
SCHIRRU

Won from a Gwent Player, Novigrad (Gustfields), Reward for beating the Elven Merchant of the Traveling Circus Camp (outside Carsten).


6
Dennis Cranmer
"I know how to carry out orders, so you can shove you advice up your coal chute."

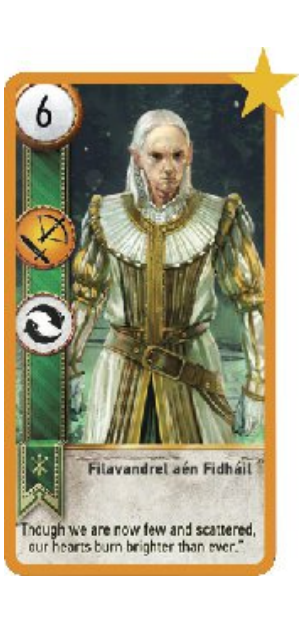
DENNIS CRANMER

Won from a Gwent Player, Reward for beating an opponent (random).


6
Ida Emean aep Sivney
"I am a Sage. My power lies in possessing knowledge. Not sharing it."

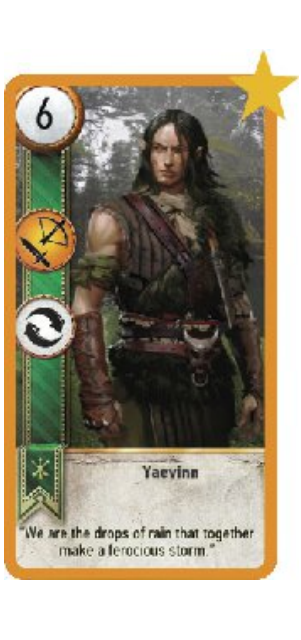
IDA EMEAN AEP SIVNEY

Won from a Gwent Player, Reward for beating an opponent (random).


6
Filavandrel aén Fidháil
"Though we are now few and scattered, our hearts burn brighter than ever."

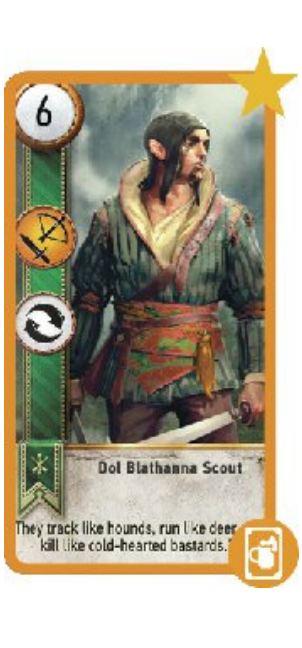
FILAVANDREL AEN FIDHAIL

Won from a Gwent Player, Reward for beating an opponent (random).


6
Yaevinn
"We are the drops of rain that together make a ferocious storm."

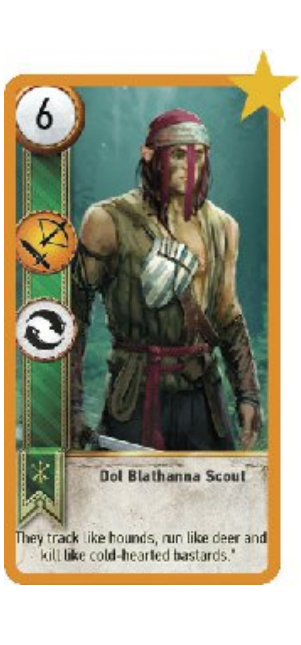
YAEVINN

Skellige (Ard Skellig), Gwent Quest: Gwent: Skellige Style, won from Sjusta the Tailor of Kaer Trolde Harbor.


6
Dol Blathanna Scout
"They track like hounds, run like deer, kill like cold-hearted bastards."

DOL BLATHANNA SCOUT

Won from a Gwent Player, Reward for beating an opponent (random).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"They track like hounds, run like deer and kill like cold-hearted bastards."

DOL BLATHANNA SCOUT

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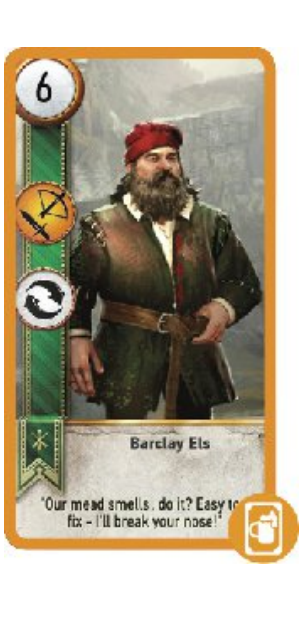
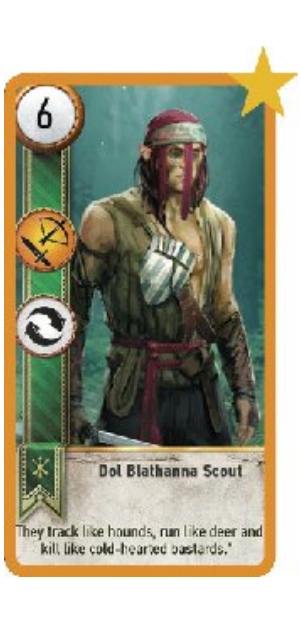

6
Barclay Els
"Our mead smells, do it? Easy to fix – I'll break your nose!"

BARCLAY ELS

Purchased from Trader (20 Crowns), Novigrad City (Silverton), The Innkeep of The Golden Sturgeon.

OR purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).

OR as a reward from the garden chest, during Blood and Wine Secondary Quest: Till Death Do You Part.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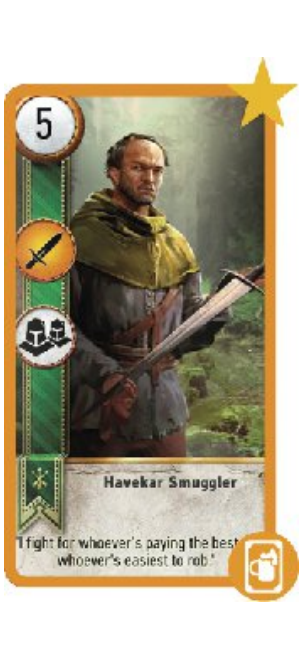
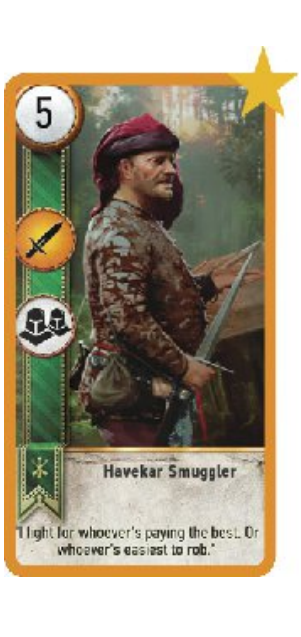

5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."

HAVEKAR SMUGGLER

Won from a Gwent Player, Reward for beating an opponent (random).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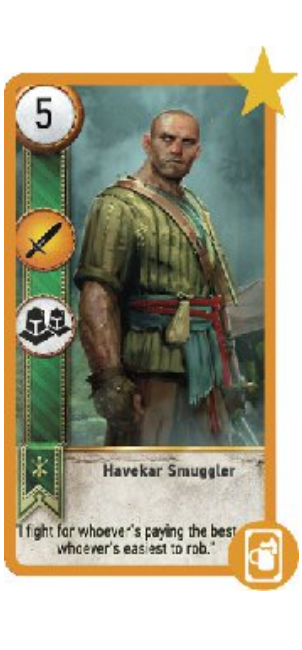
HAVEKAR SMUGGLER

Purchased from Trader (20 Crowns), Novigrad City (Hierarch Square), Olivier the Innkeep at The Kingfisher Inn.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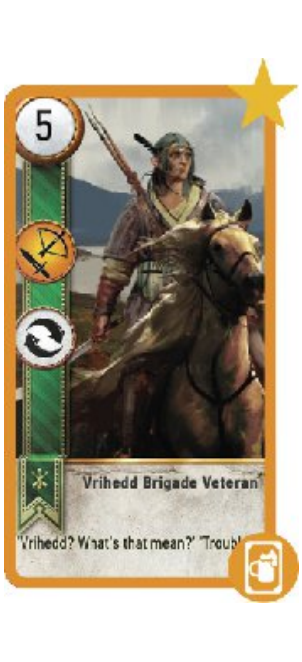
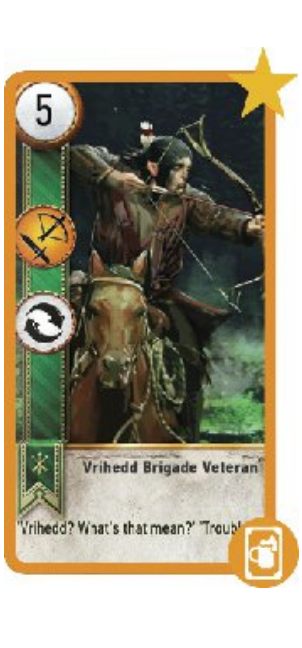
OR, purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


5
Vrihedd Brigade Veteran
"Vrihedd? What's that mean?" "Troub

VRIHEDD BRIGADE VETERAN

Purchased from Trader (20 Crowns), Novigrad City (Hierarch Square), Olivier the Innkeep at The Kingfisher Inn.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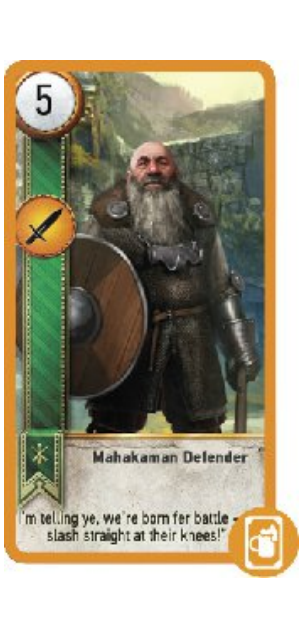
Vrihedd Brigade Veteran
"Vrihedd? What's that mean?" "Troub

VRIHEDD BRIGADE VETERAN

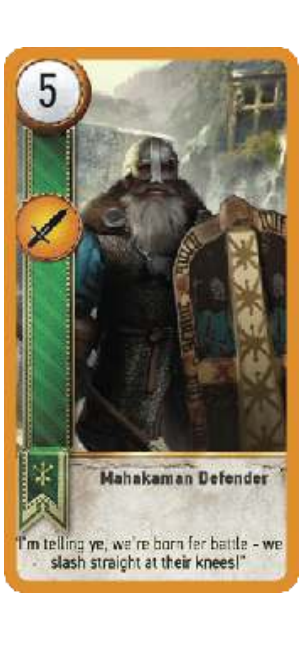
Purchased from Trader (10 Crowns), Novigrad (Oxenfurt City), Stjepan the Innkeep, at the Alchemy Inn.

OR purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


5
Mahakaman Defender
"I'm telling ye, we're born for battle – we slash straight at their knees!"

MAHAKAMAN DEFENDER

Purchased from Trader (20 Crowns), Novigrad (Gustfields), The Innkeep at Seven Cats Inn.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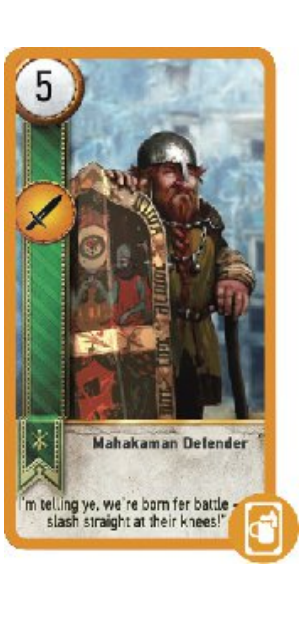
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MAHAKAMAN DEFENDER

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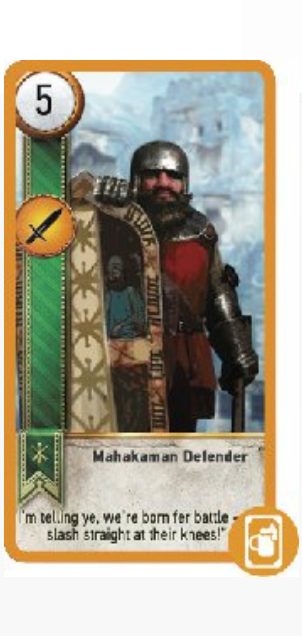
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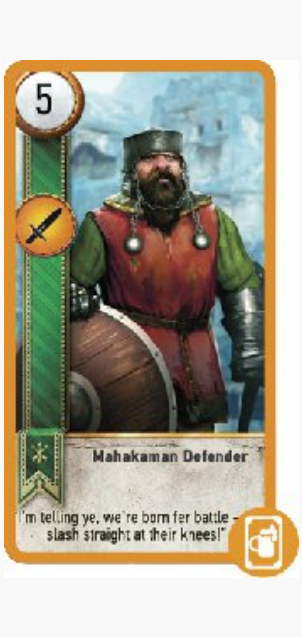
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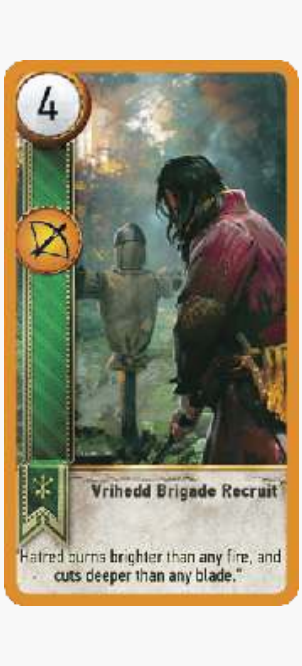
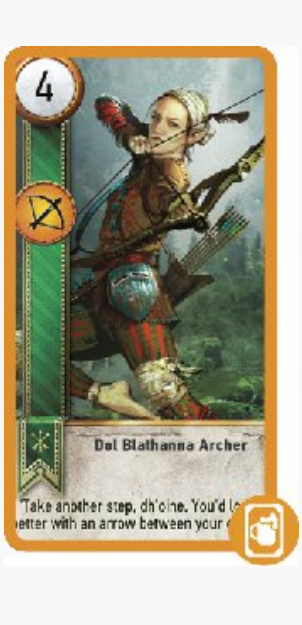
OR purchased from Trader (20 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


4
Vrihedd Brigade Recruit
"Hatred burns brighter than any fire, and cuts deeper than any blade."

VRIHEDD BRIGADE RECRUIT

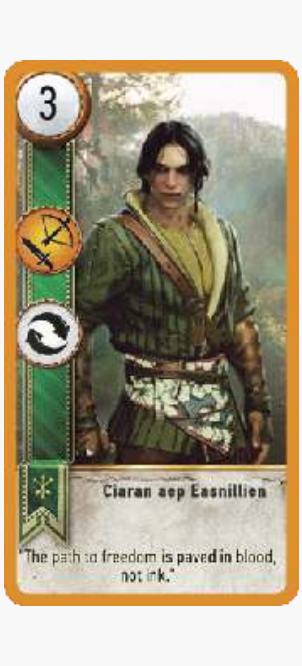
Won from a Gwent Player, Reward for beating an opponent (random).


4
Dol Blathanna Archer
"Take another step, dh'oine. You'd leave with an arrow between your

DOL BLATHANNA ARCHER

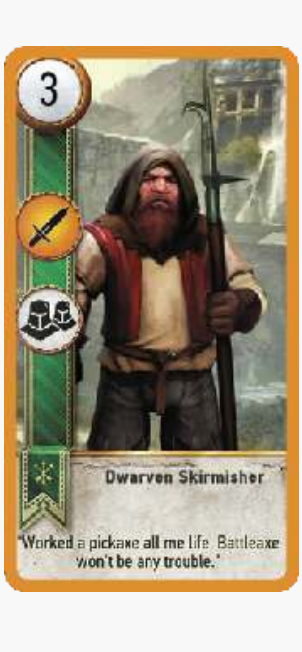
Purchased from Trader (10 Crowns), Novigrad City (Gildorf), Marquise Serenity at Passiflora.

OR purchased from Trader (10 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).


3
Ciaran aep Easnillien
"The path to freedom is paved in blood, not ink."

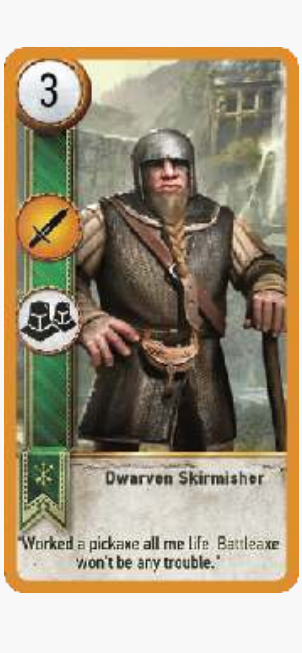
CIARAN AEP EASNILLIEN

Won from a Gwent Player, Reward for beating an opponent (random).


3
Dwarven Skirmisher
"Worked a pickaxe all me life. Battleaxe won't be any trouble."

DWARVEN SKIRMISHER

Purchased from Trader (10 Crowns), Novigrad (Oxenfurt City), Stjepan the Innkeep, at the Alchemy Inn.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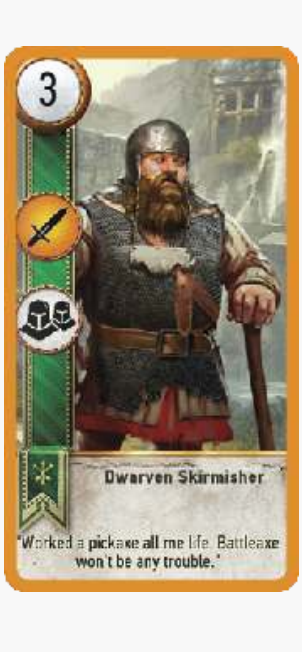
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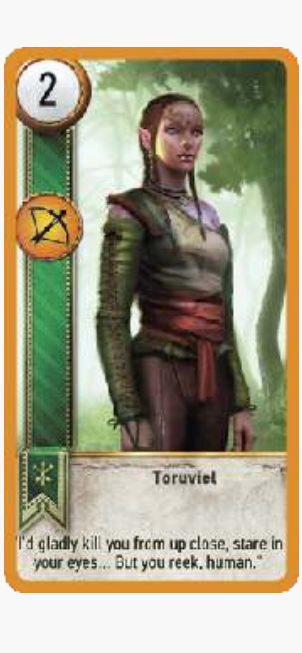
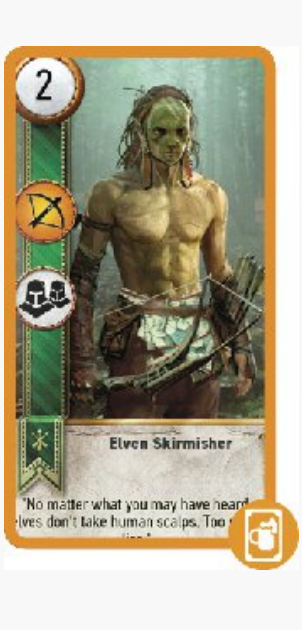

2
Toruviel
"I'd gladly kill you from up close, stare in your eyes... But you reek, human."

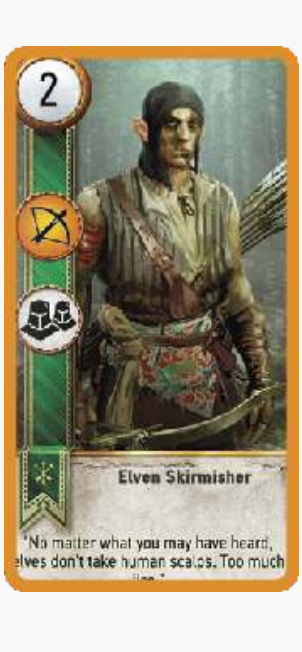
TORUVIEL

Won from a Gwent Player, Reward for beating an opponent (random).


2
Elven Skirmisher
"No matter what you may have heard, elves don't take human scalps. Too

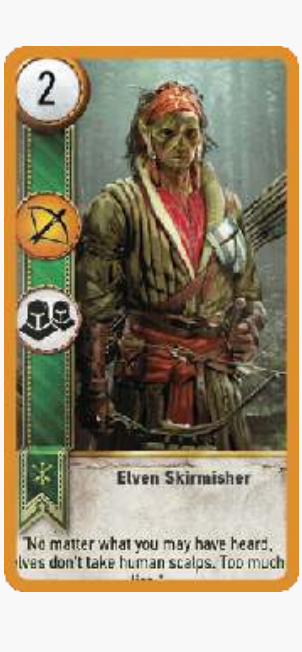
ELVEN SKIRMISHER

Purchased from Trader (10 Crowns), Skellige (An Skellig), The Innkeep of Urialla Harbor.


2
Elven Skirmisher
"No matter what you may have heard, elves don't take human scalps. Too much

ELVEN SKIRMISHER

Won from a Gwent Player, reward for beating an opponent (random).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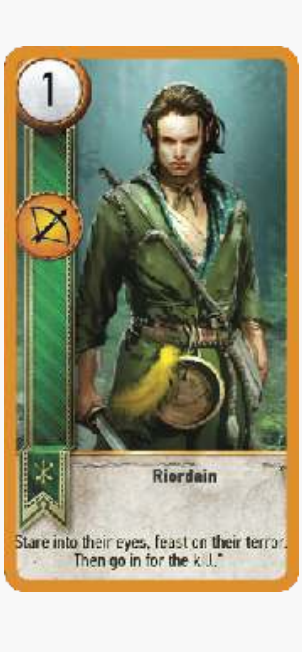
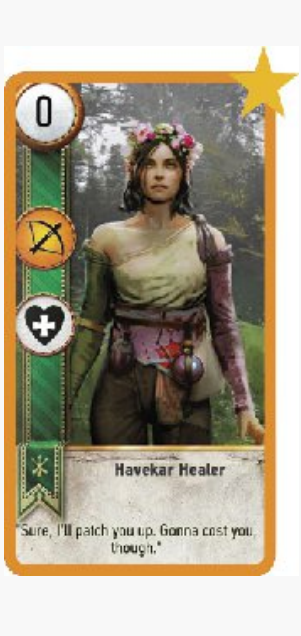
ELVEN SKIRMISHER

Won from a Gwent Player, Reward for beating an opponent (random).


1
Riordain
"Stare into their eyes, feast on their terror. Then go in for the kill."

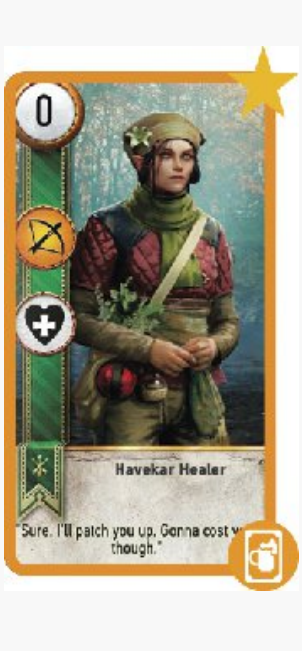
RIORDAIN

Won from a Gwent Player, Reward for beating an opponent (random).


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."

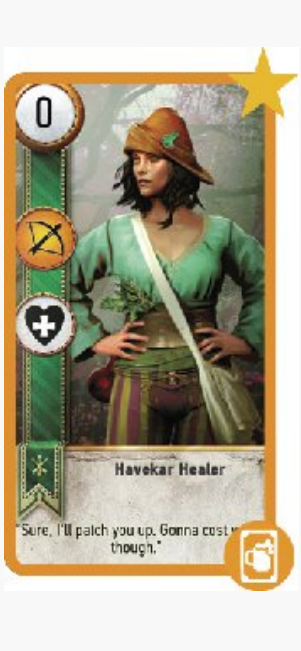
HAVEKAR HEALER

Won from a Gwent Player, Reward for beating an opponent (random).


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost y though."

HAVEKAR HEALER

Purchased from Trader (50 Crowns), Novigrad City (Hierarch Square), Olivier the Innkeep at The Kingfisher Inn.


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost y though."

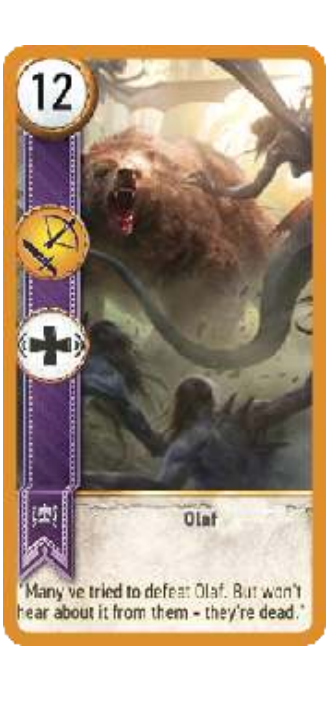
HAVEKAR HEALER

Purchased from Trader (20 Crowns), Novigrad (Grassy Knoll), The Innkeeper at Cunny of the Goose.

OR purchased from Trader (50 Crowns), Novigrad (Gustfields), The Elven Merchant of the Traveling Circus Camp (outside Carsten).

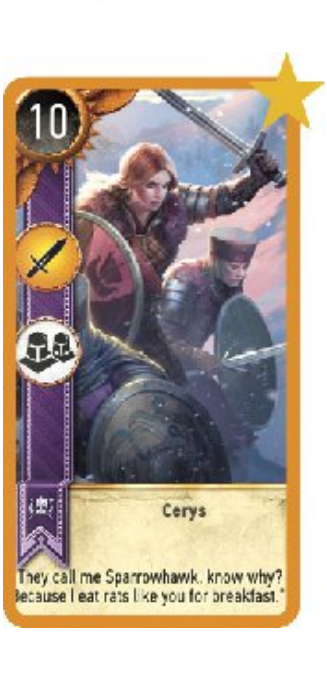
Skellige Clans Deck

Skellige Clans Deck: Unit Cards (35)


12
Olaf
"Many've tried to defeat Olaf. But won't hear about it from them - they're dead."

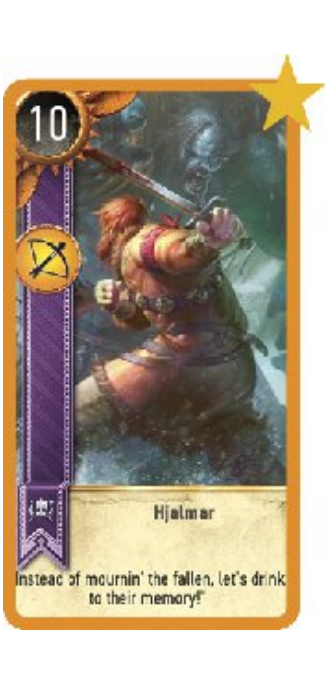
OLAF

Won from the Innkeep at The Adder and Jewels Winery (near The Gran'place, Beauclair).


10
Cerys
"They call me Sparrowhawk, know why? Because I eat rats like you for breakfast."

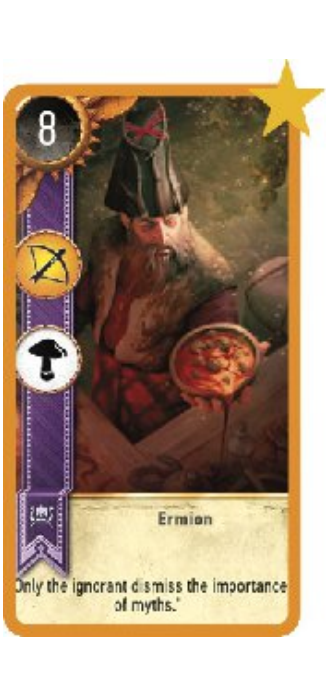
CERYS

Won from the Innkeep at The Barrel and Bung Inn, Flovive.


10
Hjalmar
"Instead of mournin' the fallen, let's drink to their memory!"

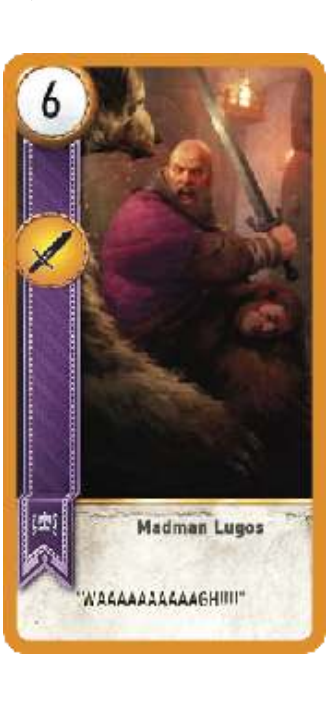
HJALMAR

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


8
Ermion
"Only the ignorant dismiss the importance of myths."

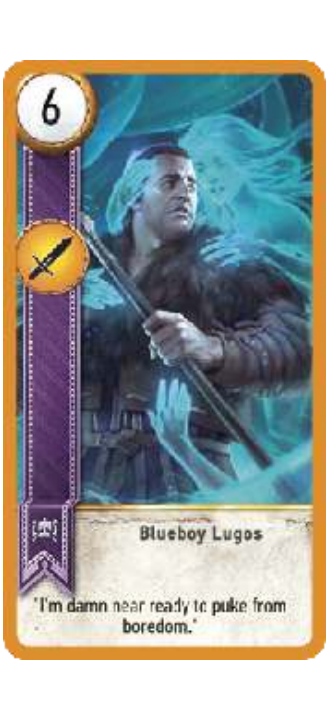
ERMION

Won from the Innkeep at The Scarlet Cardinal Inn, Francollarts.


6
Madman Lugos
"WAAAAAAAAAAAGH!!!!"

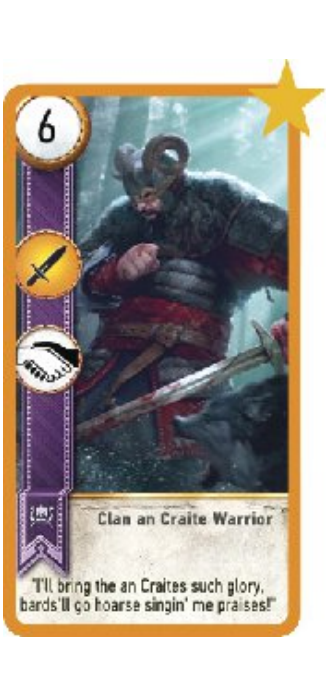
MADMAN LUGOS

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


6
Blueboy Lugos
"I'm damn near ready to puke from boredom."

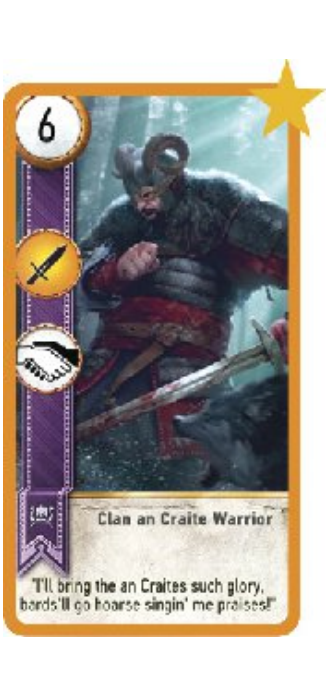
BLUEBOY LUGOS

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


6
Clan an Craite Warrior
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"

CLAN AN CRAITE WARRIOR

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.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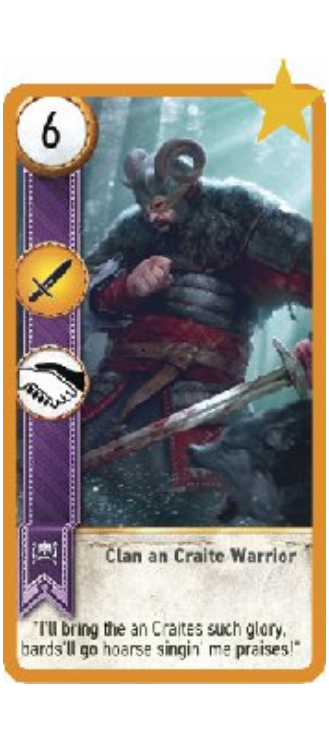
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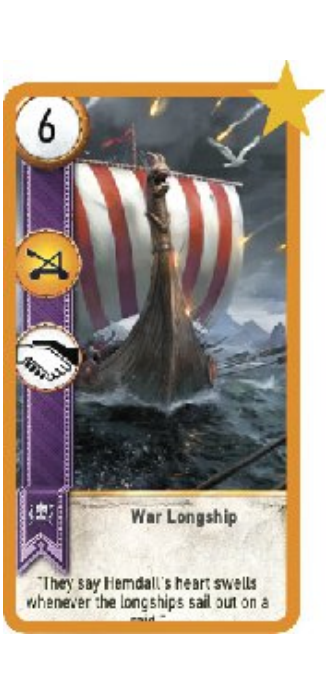
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"

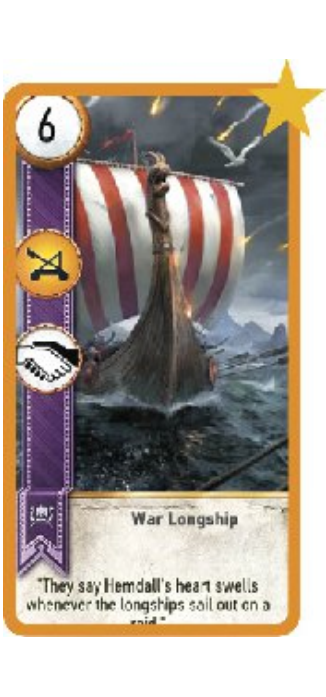
CLAN AN CRAITE WARRIOR

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."

WAR LONGSHIP

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.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WAR LONGSHIP

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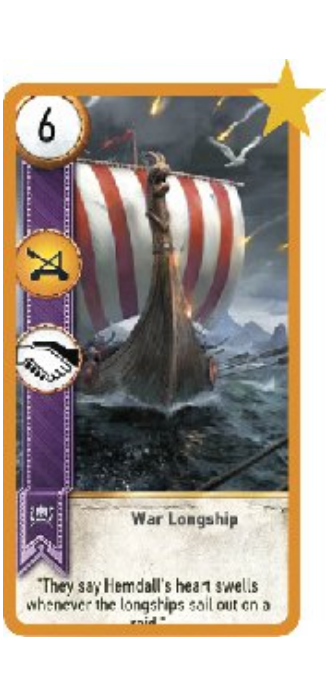
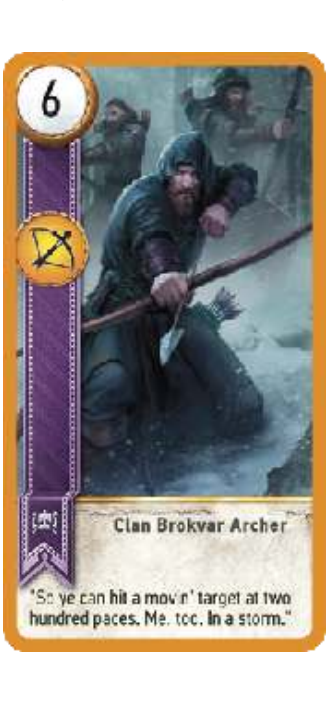

6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."

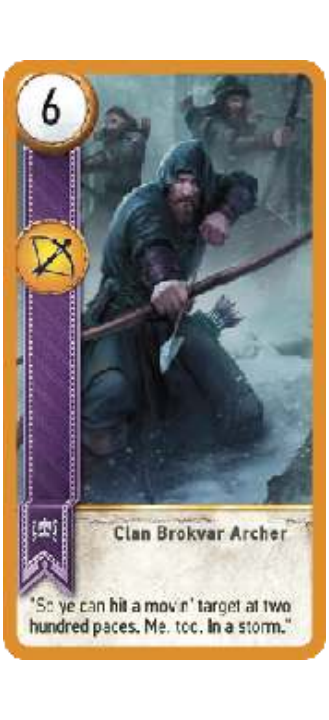
WAR LONGSHIP

Won from the Innkeep at the Tourney Tavern, Tourney Grounds.


6
Clan Brokvar Archer
"So ye can hit a movin' target at two hundred paces. Me, too. In a storm."

CLAN BROKVAR ARCHER

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.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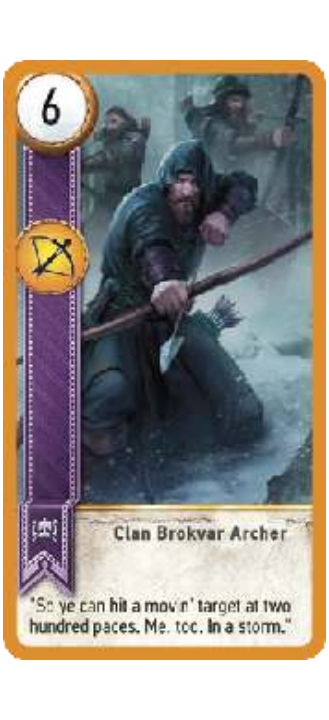
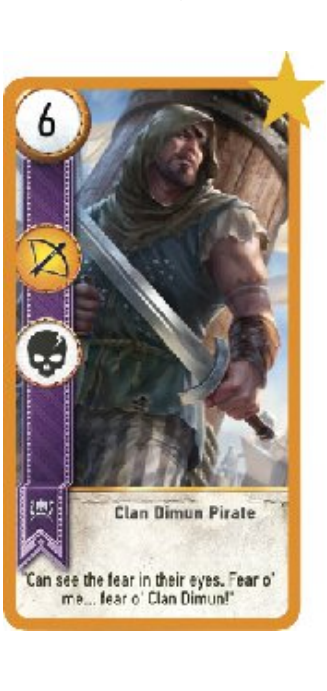

6
Clan Brokvar Archer
"So ye can hit a movin' target at two hundred paces. Me, too. In a storm."

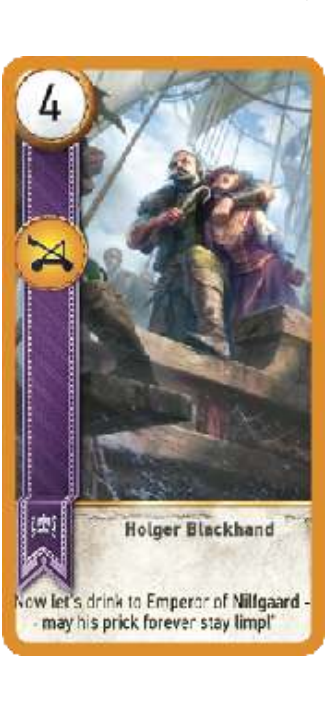
CLAN BROKVAR ARCHER

Won from the Herbalist at the Herb Store, in Castel Ravello Vineyard.


6
Clan Dimun Pirate
"Can see the fear in their eyes. Fear o' me... fear o' Clan Dimun!"

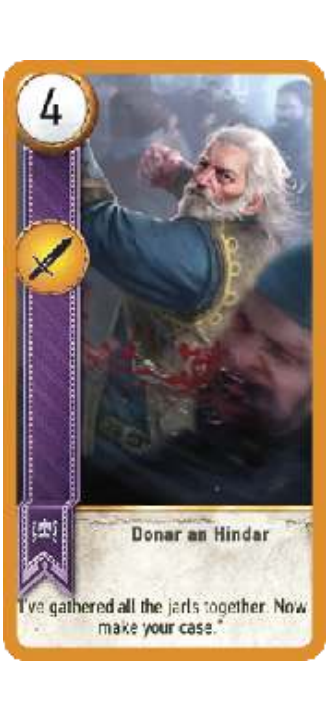
CLAN DIMUN PIRATE

Won from the Merchant, at Dupont & Sons Emporium of Diverse Mercandise, near Melinna Gate, Beauclair.


4
Holger Blackhand
"Now let's drink to Emperor of Nilfgaard - may his prick forever stay limp!"

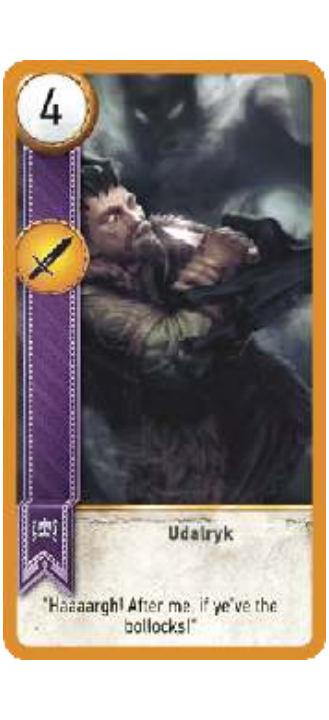
HOLGER BLACKHAND

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Donar an Hindar
"I've gathered all the jarls together. Now make your case."

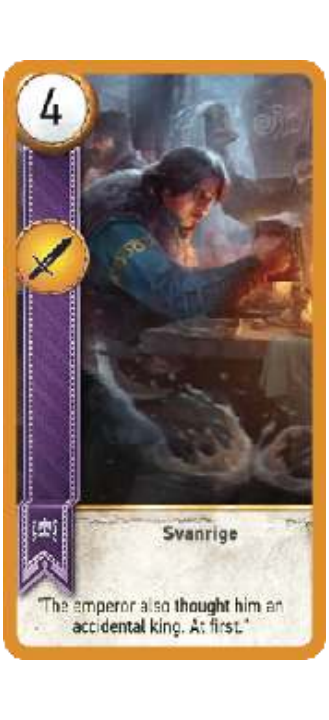
DONAR AN HINDAR

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Udalryk
"Haaaargh! After me, if ye've the bollocks!"

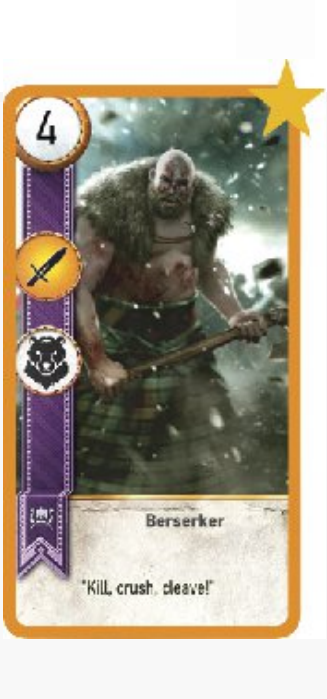
UDALRYK

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Svanrige
"The emperor also thought him an accidental king. At first."

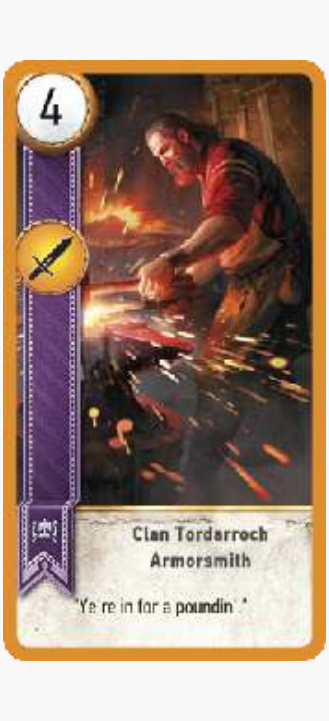
SVANRIGE

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Berserker
"Kill, crush, cleave!"

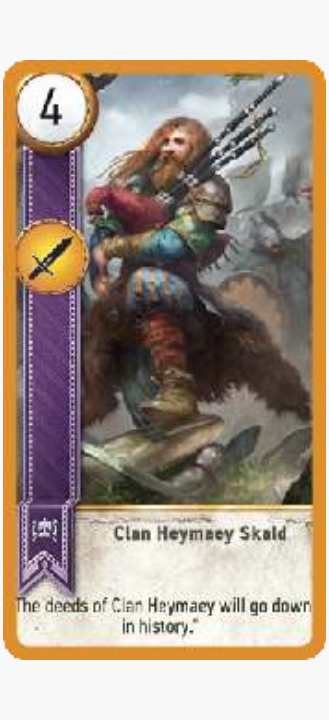
BERSERKER/VILDKAARL

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Clan Tordarroch Armorsmith
"Ye're in for a poundin'."

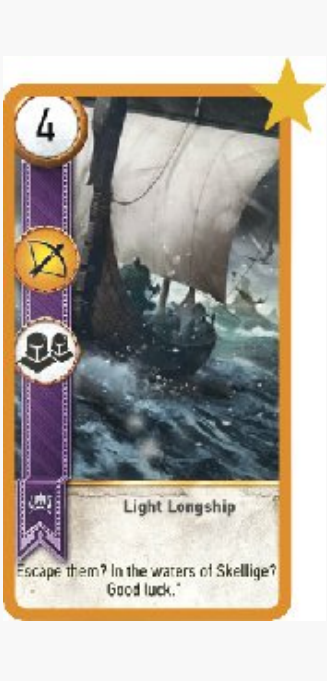
CLAN TORDARROCH ARMORSMITH

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Clan Heymaey Skald
"The deeds of Clan Heymaey will go down in history."

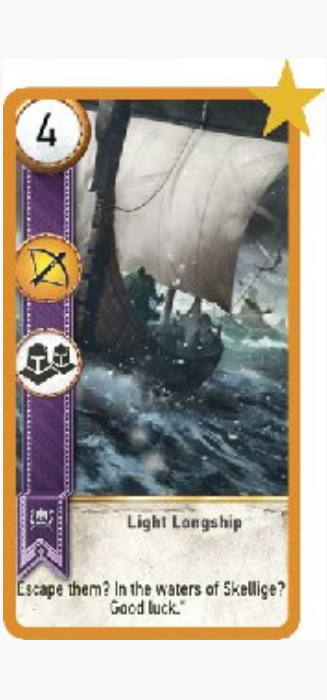
CLAN HEYMAEY SKALD

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Light Longship
"Escape them? In the waters of Skellige? Good luck."

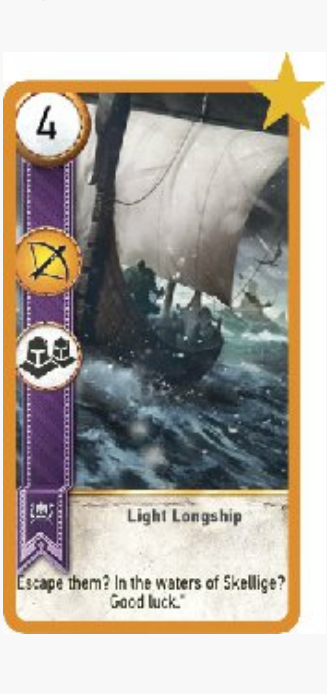
LIGHT LONGSHIP

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Light Longship
"Escape them? In the waters of Skellige? Good luck."

LIGHT LONGSHIP

Won from the Herbalist, at the Perfumery, near Nilfgaardian Embassy, Beauclair.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"Escape them? In the waters of Skellige? Good luck."

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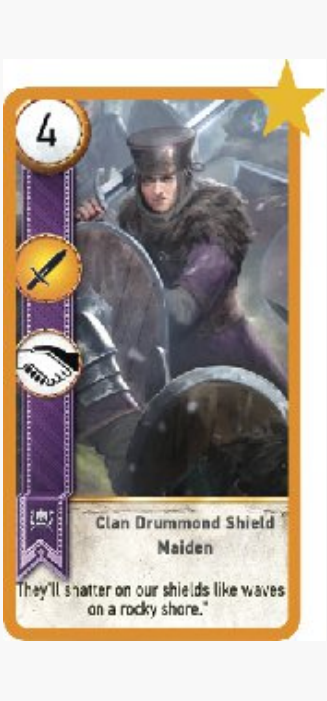
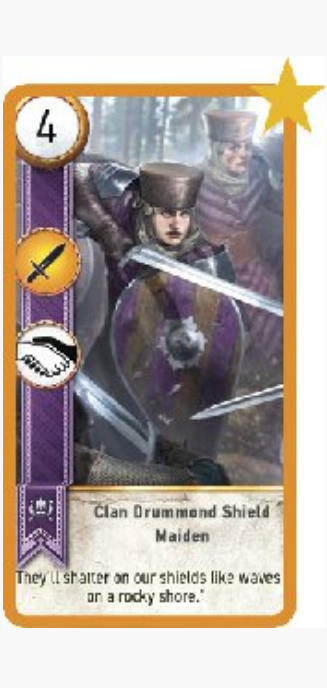

4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

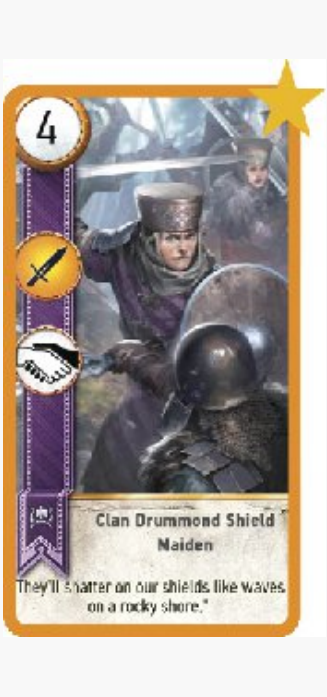
CLAN DRUMMOND SHIELDMAIDEN

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

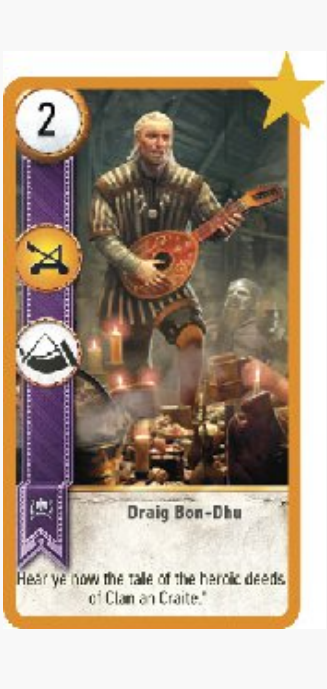
CLAN DRUMMOND SHIELDMAIDEN

Won from the Innkeep at The Cockatrice Inn.


4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

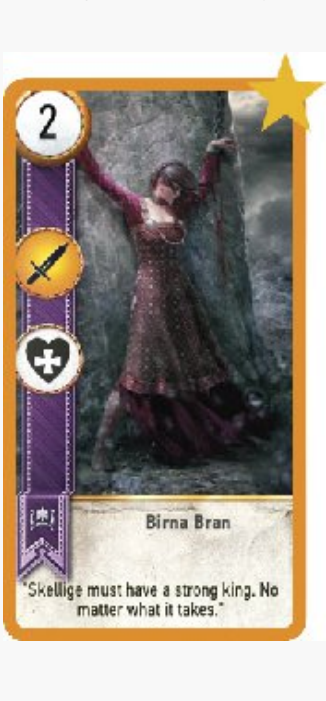
CLAN DRUMMOND SHIELDMAIDEN

Won from the Armorer at the Armorer's Workshop, in Francollarts.


2
Draig Bon-Dhu
"Hear ye now the tale of the heroic deeds of Clan an Craite."

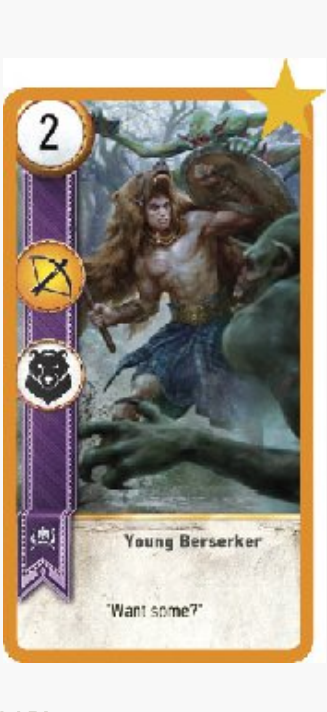
DRAIG BON-DHU

Won from the Innkeep at The Pheasantry Inn, near Nilfgaardian Embassy, Beauclair.


2
Birna Bran
"Skellige must have a strong king. No matter what it takes."

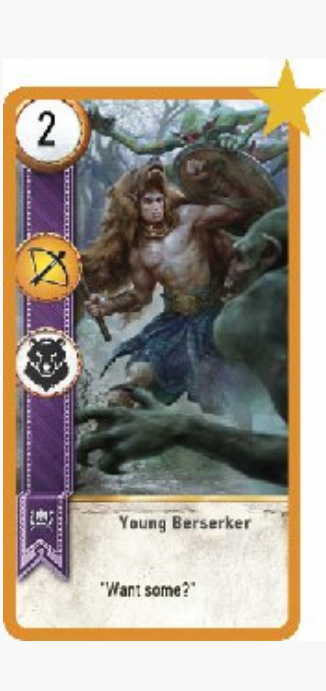
BIRNA BRAN

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


2
Young Berserker
"Want some?"

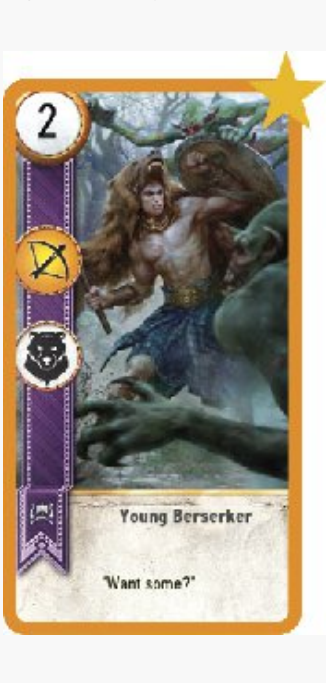
YOUNG BERSERKER / YOUNG VILDKAARL

Base Deck (Blood and Wine): You start with this card once you meet Count Monnier at the beginning of Gwent Quest: To Everything – Turn, Turn, Tournament!.


2
Young Berserker
"Want some?"

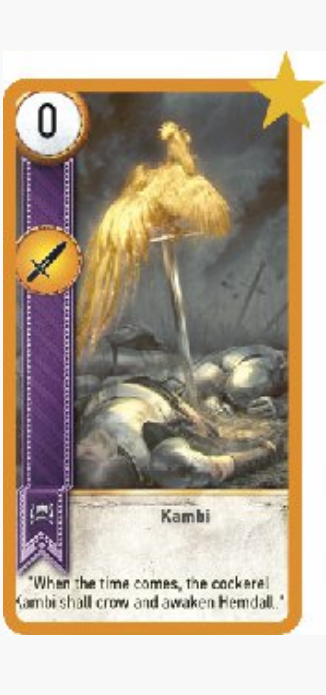
YOUNG BERSERKER / YOUNG VILDKAARL

Won from the Blacksmith, at the Blacksmith's Forge at Tourney Grounds.


2
Young Berserker
"Want some?"

YOUNG BERSERKER / YOUNG VILDKAARL

Won from Pierre the Tailor, Tailor's Workshop near The Gran'place, Beauclair.


0
Kambi
"When the time comes, the cockerel Kambi shall crow and awaken Hemdall."

KAMBI / HEMDALL

Won from the Armorer at Beauclair Armory, near Nilfgaardian Embassy, Beaclair.

The Gwentlefolk Of The Northern Realms

The Gwentlefolk Of White Orchard

ELSA, INNKEEPERESS OF WHITE ORCHARD

NEAREST SIGNPOST: Woesong Bridge

SPECIFIC LOCATION: Inside White Orchard village tavern.

AVAILABLE CARDS (Price): Decoy (20), Catapult (50), Blue Stripes Commando (20), Crinfrid Reavers Dragon Hunter (20), Foltest: Lord Commander of the North (50)

Elsa is the Innkeeperess inside the tavern of White Orchard. You speak to her during Main Quest: Lilac and Gooseberries. Her cards can be purchased at any time (if you leave White Orchard for Velen, then return, Elsa leaves and you must find Bram the Rescued Merchant instead).

ALDERT GEERT, SCHOLAR OF WHITE ORCHARD

NEAREST SIGNPOST: Woesong Bridge

SPECIFIC LOCATION: Inside White Orchard village tavern.

AVAILABLE CARD: Zoltan Chivay

Aldert Geert is the assistant professor in contemporary history at Oxenfurt Academy. He is the scholar that teaches you the basics of Gwent (if you agree to listen to him). Win a game, and claim The Zoltan Chivay card. If you miss the Tutorial with Aldert, and he isn't here, search at the Hanged Man's Tree (Signpost) in Velen for it.

BRAM, THE RESCUED MERCHANT OF WHITE ORCHARD

NEAREST SIGNPOST: Woesong Bridge

SPECIFIC LOCATION: West of bridge, entrance to White Orchard village.

AVAILABLE CARDS (Price): Catapult (50), Blue Stripes Commando (20), Crinfrid Reavers Dragon Hunter (20), Foltest: Lord Commander of the North (50)

This is the merchant you and Vesemir saved from the griffin during Main Quest: Lilac and Gooseberries. He becomes the seller of Elsa's Gwent cards once the Inkeeperess of White Orchard moves to Novigrad.

The Gwentlefolk Of The Northern Realms

The Gwentleman Of The Royal Palace In Vizima

NILFGAARDIAN NOBLEMAN

NEAREST SIGNPOST: Royal Palace in Vizima

SPECIFIC LOCATION: On a bench in the main (exterior) courtyard.

AVAILABLE CARD: Foltest: The Siegemaster

When you’re strolling about the lavish palace of the Nilfgaard, sit down to play with the Nilfgaardian Nobleman. Win, and he has a specific card to grant you. Don’t be put off by his talents; just come back later with a better deck if you can’t beat him yet!

The Gwentlefolk Of The Northern Realms

The Gwentlefolk Of Velen (No Man's Land)

CROW'S PERCH TERRITORY

THE AMATEUR BLACKSMITH OF BLACKBOUGH

NEAREST SIGNPOST: Blackbough
SPECIFIC LOCATION: The Blacksmith's forge, southwest area of the village.
AVAILABLE CARD: Random

Challenge the blacksmith to a game of Gwent to secure another random card for your collection.

THE MERCHANT OF BLACKBOUGH

NEAREST SIGNPOST: Blackbough
SPECIFIC LOCATION: Merchant, main thoroughfare by the Signpost.
AVAILABLE CARD: Random

Hankering to play a round of Gwent? Then challenge this merchant of meager wares.

TRADER, CROW'S PERCH VILLAGE

NEAREST SIGNPOST: Crow's Perch
SPECIFIC LOCATION: In the lower village, just through the main gates.
AVAILABLE CARDS (Price): Zerrikanian Fire Scorpion (50), Impera Brigade Guard (20), Nausicaa Cavalry Rider (20), Albrich (10)
AVAILABLE CARD (Gwent game): Random

Gwent? Play this trader for his random card, and continue to keep your collection going. Then pursue the quartet of cards he's selling, and bolster your deck even further.

THE QUARTERMASTER OF CROW'S PERCH

NEAREST SIGNPOST: Crow's Perch
SPECIFIC LOCATION: Within the Baron's fortified courtyard.
AVAILABLE CARDS (Price): Decoy (20), Nausicaa Cavalry Rider (20), Blue Stripes Commando (50), Cynthia (10)
AVAILABLE CARD (Gwent game): Random

Aside from a quartet of cards to purchase, the Baron's quartermaster has a trick or two up his sleeves if you challenge him to a Gwent hand.

FERGUS GRAEM THE JOURNEYMAN ARMORER OF CROW'S PERCH

NEAREST SIGNPOST: Crow's Perch
SPECIFIC LOCATION: Within the Baron's fortified courtyard.
AVAILABLE CARD: Random

What would this dwarf say to a round of Gwent? When he's not moaning to his betrothed (Yoanna), or crafting items, he's ready to play.

YOANNA THE MASTER ARMORER OF CROW'S PERCH

NEAREST SIGNPOST: Crow's Perch
SPECIFIC LOCATION: Within the Baron's fortified courtyard.
AVAILABLE CARD: Random

Care to play some Gwent? Yoanna the Skelliger is the brains behind the operation at this smithy, and she's a mean Gwent player to boot!

THE BLOODY BARON, PHILLIP STRENGER

NEAREST SIGNPOST: Crow's Perch
SPECIFIC LOCATION: Within Crow's Perch fortress
AVAILABLE CARD: Sigismund Dijkstra (Gwent Quest: Velen Players)

Expect to be tested by the Bloody Baron when you challenge him to a game before the conclusion of his questline. If the Baron is "indisposed", go to the Crow's Perch Notice Board, read the parchment entitled "Gwent: Looking for New Players", and visit the Baron's study inside Crow's Perch, opening a tiny box on a sideboard.

MUDPLOUGH TERRITORY

INNKEEP AT THE INN AT THE CROSSROADS

NEAREST SIGNPOST: Inn at the Crossroads
SPECIFIC LOCATION: Inside the Inn.
AVAILABLE CARDS (Price): Commander's Horn (10), Siege Engineer (20), Impera Brigade Guard (20), Nausicaa Cavalry Rider (20), Emhyr Var Emreis: The Emperor of Nilfgaard (50)
AVAILABLE CARD (Gwent game): Menno Coehoorn (Gwent Quest: Playing Innkeeps)

The Innkeep at the tavern in southern Mudplough territory has a quintet of cards to spend your hard-earned crowns on. Once you speak to him about the Baron, you can buy his cards. After beating Olivier the Innkeep at the Kingfisher Inn (Novigrad City), return and challenge him to conclude Gwent Quest: Playing Innkeeps, to claim his unique card; Menno Coehoorn.

GRAYROCKS TERRITORY

THE ARMORER OF MULBRYDALE

NEAREST SIGNPOST: Mulbrydale
SPECIFIC LOCATION: Person in Distress, riverside hut, southwest of Signpost
AVAILABLE CARD: Random

Nilfgaardian soldiers and Slavers have recently kidnapped the Armorer of Mulbrydale, and have him behind bars, inside a riverside hut southwest of Mulbrydale. Slay the slavers, taking a key that opens the. Meditate (or wait for at least two hours) before returning to Mulbrydale, where the armorer should have set up shop.

THE DESCENT TERRITORY

THE AMATEUR BLACKSMITH OF LINDENVALE

NEAREST SIGNPOST: Lindenvale
SPECIFIC LOCATION: At his forge, on the northern threshold of the village.
AVAILABLE CARD: Random

This chap isn't a particularly difficult adversary to better in Gwent, but his card might not be all that, either.

THE MERCHANT OF LINDENVALE

NEAREST SIGNPOST: Lindenvale
SPECIFIC LOCATION: At his stall, close to the Signpost.
AVAILABLE CARDS (Price): Poor F--king Infantry (20), Etolian Auxiliary Archers (50), Black Infantry Archer (50), Heavy Zerrikanian Fire Scorpion (50), Rainfarn (10)
AVAILABLE CARD (Gwent game): Random

Though his stall may be as shabby as the rest of this downtrodden village, he's some cards to purchase, and another random one to win.

THE OLD SAGE OF BENEK

NEAREST SIGNPOST: Benek
SPECIFIC LOCATION: Sitting outside his hut, west of the windmill.
AVAILABLE CARD: Crone: Weavess (Gwent Quest: Velen Players)

Ready yourself for a cunning player, despite the shaggy appearance and slightly mad nonsense this seer likes to spew. Claim your unique card from him, if you can beat him in a game!

SPITFIRE BLUFF TERRITORY

THE MERCHANT OF MIDCOPSE

NEAREST SIGNPOST: Midcopse
SPECIFIC LOCATION: At his stall, west of the Signpost.
AVAILABLE CARDS (Price): Poor F--king Infantry (20), Crinfrid Reavers Dragon Hunter (50), Blue Stripes Commando (50), Morteisen (10)
AVAILABLE CARD (Gwent game): Random

Bring a few crowns to purchase four different Gwent cards, then win another one if you choose to play this merchant.

THE AMATEUR ARMORER OF MIDCOPSE

NEAREST SIGNPOST: Midcopse
SPECIFIC LOCATION: At his forge, just north of the center of the village.
AVAILABLE CARD: Random

This armorer has much to offer you in terms of items to purchase, as well as a card you can win from him, if you challenge him to a round of Gwent.

HADDY THE CARD PRODIGY OF MIDCOPSE

NEAREST SIGNPOST: Midcopse
SPECIFIC LOCATION: By the pile of logs at Ealdorman Bolko's hut.
AVAILABLE CARD: Vernon Roche (Gwent Quest: Velen Players), Eredin: Bringer of Death (Gwent Quest: Velen Players)

The ultimate player in Velen is a small child named Haddy. He doesn't appear during Gwent Quest: Velen Players until you've beaten the three previous Gwent fans: The Baron, the Oreton Boatbuilder, and the Old Sage of Benek.

THE MIRE TERRITORY

THE MERCHANT OF CLAYWICH

NEAREST SIGNPOST: Claywich
SPECIFIC LOCATION: Once rescued, at his riverside hut, southwest edge of the village
AVAILABLE CARDS (Price): Etolian Auxiliary Archers (50), Black Infantry Archer (50), Crinfrid Reavers Dragon Hunter (50), Puttkammer (10), Sweers (10)
AVAILABLE CARD (Gwent game): Random

The village of Claywich was recently overrun by Bandits; seek out the Person in Distress in the Bandits' Camp on the large island due east of Claywich. Defeat the bandit, obtain the key from one of their corpses, and free the merchant from his cage. Meditate (or wait for at least two hours) before returning to Claywich, where the merchant should have set up shop.

THE MERCHANT OF ORETON

NEAREST SIGNPOST: Oreton
SPECIFIC LOCATION: On the stilt hut, on the north side of the village.
AVAILABLE CARD: Random

With a shockingly-poor selection of wares, you're better off bettering this halfwit in a battle of Gwent.

THE BOATWRIGHT OF ORETON

NEAREST SIGNPOST: Oreton
SPECIFIC LOCATION: Working on the boats in the marshy harbor.
AVAILABLE CARD: Letho of Gulet (Gwent Quest: Velen Players)

Along with the Baron and the Old Sage of Benek, you need to better this Boatwright in Gwent before you're able to challenge Haddy the child prodigy of Midcopse.

CROOKBACK BOG TERRITORY (WEST)

THE MERCHANT OF DOWNWARREN

NEAREST SIGNPOST: Downwarren
SPECIFIC LOCATION: Inside the Merchant's cottage, upper Downwarren.
AVAILABLE CARD: Random

Find the merchant of Downwarren, and play a bout with him. However, he is only available before the Baron's men arrive and string him up; if you see his corpse hanging by his shop (once Secondary Quest: Return to Crookback Bog has been started), you're too late! Don't worry though; there are plenty of other players to visit.

CROOKBACK BOG TERRITORY (EAST)

QUARTERMASTER EGGEBRACHT OF THE NILFGAARD

NEAREST SIGNPOST: Nilfgaardian Army Group 'Center' Camp
SPECIFIC LOCATION: In the Quartermaster's tent, by the Notice Board.
AVAILABLE CARD: Random

Visit the far southeastern corner of Crookback Bog, and ask Quartermaster Eggebracht if he has any work. Afterwards, one conversation option involves a quick round of Gwent.

Quest Walkthrough: Prologue

Overview

This lengthy chapter details all of the Main Quests you undertake throughout your adventure, both in your original adventure, and across both expansions (Hearts of Stone and Blood and Wine). Remember you are able to leave a Main Quest under most circumstances) at any time and complete other (optional) quests, uncover points of interest, prepare or meditate, or simply explore. The way each quest is presented is discussed here.

ORIGINAL ADVENTURE: MAIN QUESTS

Your original adventure is divided into five separate sections (three Acts with a Prologue and an Epilogue):

1: PROLOGUE (6 QUESTS)

- Main Quests: 5. Secondary Quests: 1.

After a vivid dream of your past times at Kaer Morhen with a young Ciri, you begin an introductory romp through the lands of White Orchard, where a Griffin must be killed prior to a meeting with Emperor Emreis in Vizima.

2: ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD (54 QUESTS)

ACT I: VELEN (NO MAN'S LAND) (21 QUESTS)

- Main Quests: 12. Secondary Quests: 9,.

ACT I: NOVIGRAD (21 QUESTS)

- Main Quests: 10. Secondary Quests: 11,.

ACT I: SKELLIGE (12 QUESTS)

- Main Quests: 6. Secondary Quests: 6,.

This is a large-scale search across three immense areas, in order to find out what happened to Geralt's adopted daughter Ciri. The adventures take place in war-torn Velen (also known as No Man's Land), the sprawling city of Novigrad, and the windswept archipelago of Skellige. Quests within these areas can be completed in any order you like. For example, you can finish some (or all) of the Main Quests in Novigrad, then sail to Skellige, and then return to Velen. The way the quests are presented in this guide (Velen, then Novigrad, then Skellige) represent the optimal paths.

In addition to the mandatory Main Quests that must be completed during Act I, there are a number of optional Secondary Quests, which always involve a special character. These are included here (and presented by territory), as the choices you make during these quests (including not completing them at all) always have an influence on the later Acts of the Main Quest. You are advised to check these, and complete them.

3: ACT II: THE GREAT BATTLE (13 QUESTS)

- Main Quests: 9. Secondary Quests: 4,.

This offers advice based on your previous exploits, as you muster additional forces for the forthcoming battle in Kaer Morhen with the forces of the Wild Hunt. Though there are some Secondary Quests, they all relate to bolstering your allies for the battle to come. The aftermath of the attack is also presented, too.

4: ACT III: THE FINAL AGE (16 QUESTS)

ACT III (PART 1 OF 2): TYING UP LOOSE ENDS (9 QUESTS)

- Main Quests: 6. Secondary Quests: 3,.

The locating and battling of those who launched the attack on Kaer Morhen is undertaken. As the leaders of the Wild Hunt are themselves tracked and battled, it becomes clear a war in Skellige is looming.

ACT III (PART 2 OF 2): TEDD DEIREADH (7 QUESTS)

- Main Quests: 6. Secondary Quests: 1,.

The final set of Main Quests are shown, as Geralt's path comes to a close, and the decisions you made throughout the adventure come back to help (or haunt) you.

5: EPILOGUES AND ENDINGS (3 QUESTS)

- Main Quests: 3,.

Placed after all other quest content, as the information is extremely spoiler heavy, are the three epilogues that can occur in the aftermath of your main adventure. Instructions on accessing every possible ending are also included in this section.

HEARTS OF STONE: CRITICAL PATH QUESTS

6: CRITICAL PATH QUESTS (6 QUESTS)

- Main Quests: 5. Secondary Quests: 1,.

A chance encounter with Master Mirror, and a meeting with the rapscallion Olgierd von Everec, unravel a mystery of intrigue and horror. This self-contained adventure, which takes place mainly in the Novigrad territory of Gustfields, is revealed in this section.

BLOOD AND WINE: CRITICAL PATH QUESTS

7: CRITICAL PATH QUESTS (19 QUESTS)

- Main Quests: 16. Secondary Quests: 2. Contracts: 1,.

A contract from Duchess Anna Henrietta herself, and offered to you by her two most trusted Knights, sparks interest in returning to the Duchy of Toussaint. While there, a series of terrifying murders requires a deft investigation, and displays of swordplay worthy of a venerable Witcher. This takes place almost entirely in the Duchy of Toussaint.

TOTAL CRITICAL PATH QUESTS (117 QUESTS)

- Main Quests: 78. Secondary Quests: 38. Contracts: 1.

The total number of quests you can undertake as part of the Critical Path is 117.

Main Quest: Kaer Morhen

A Good Bath Spoiled

DANGER ALERT SPOILER ALERT

MAIN QUEST: KAER MORHEN

RELATED QUESTS : Main Quest: Lilac and Gooseberries

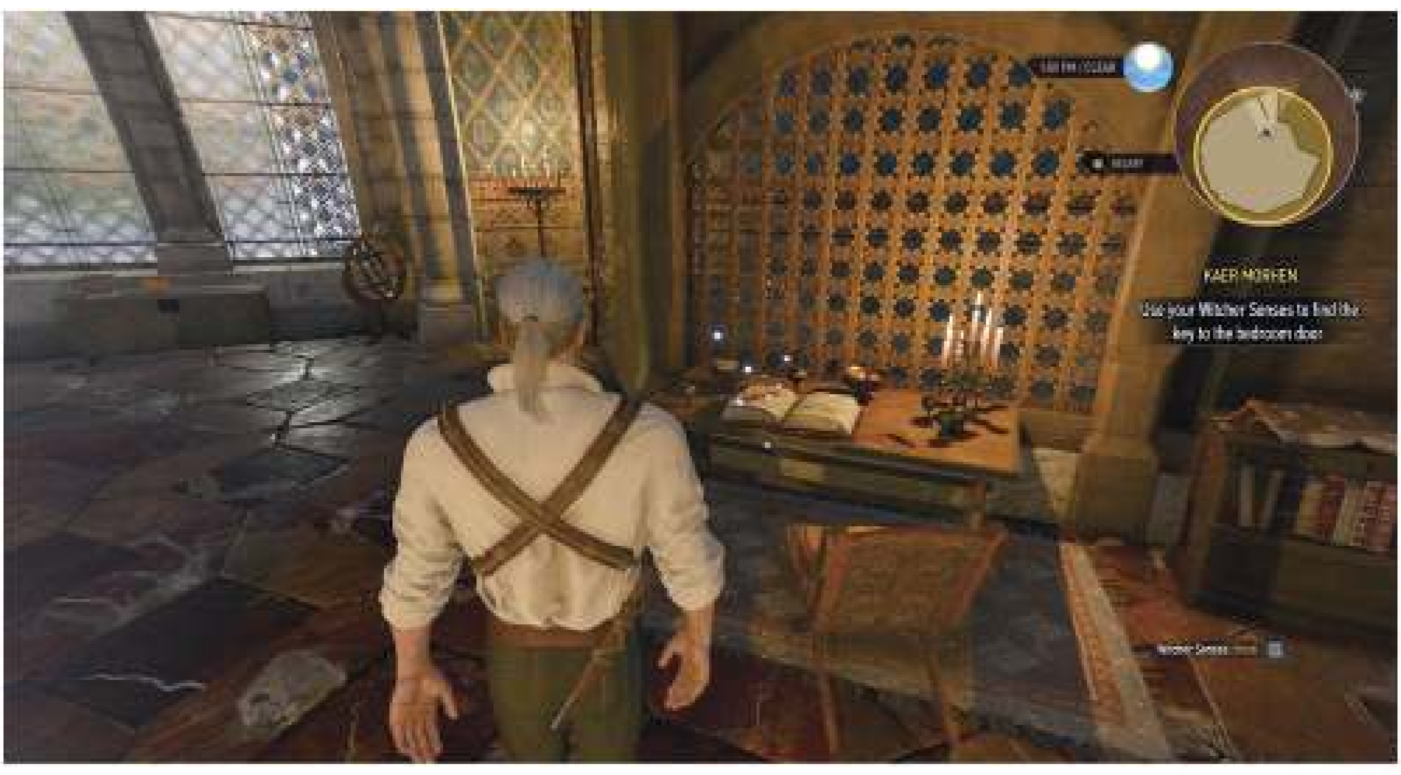
LOCATIONS : KAER MORHEN

CHARACTERS : Yennefer, Vesemir, Cirilla

ENEMIES : None

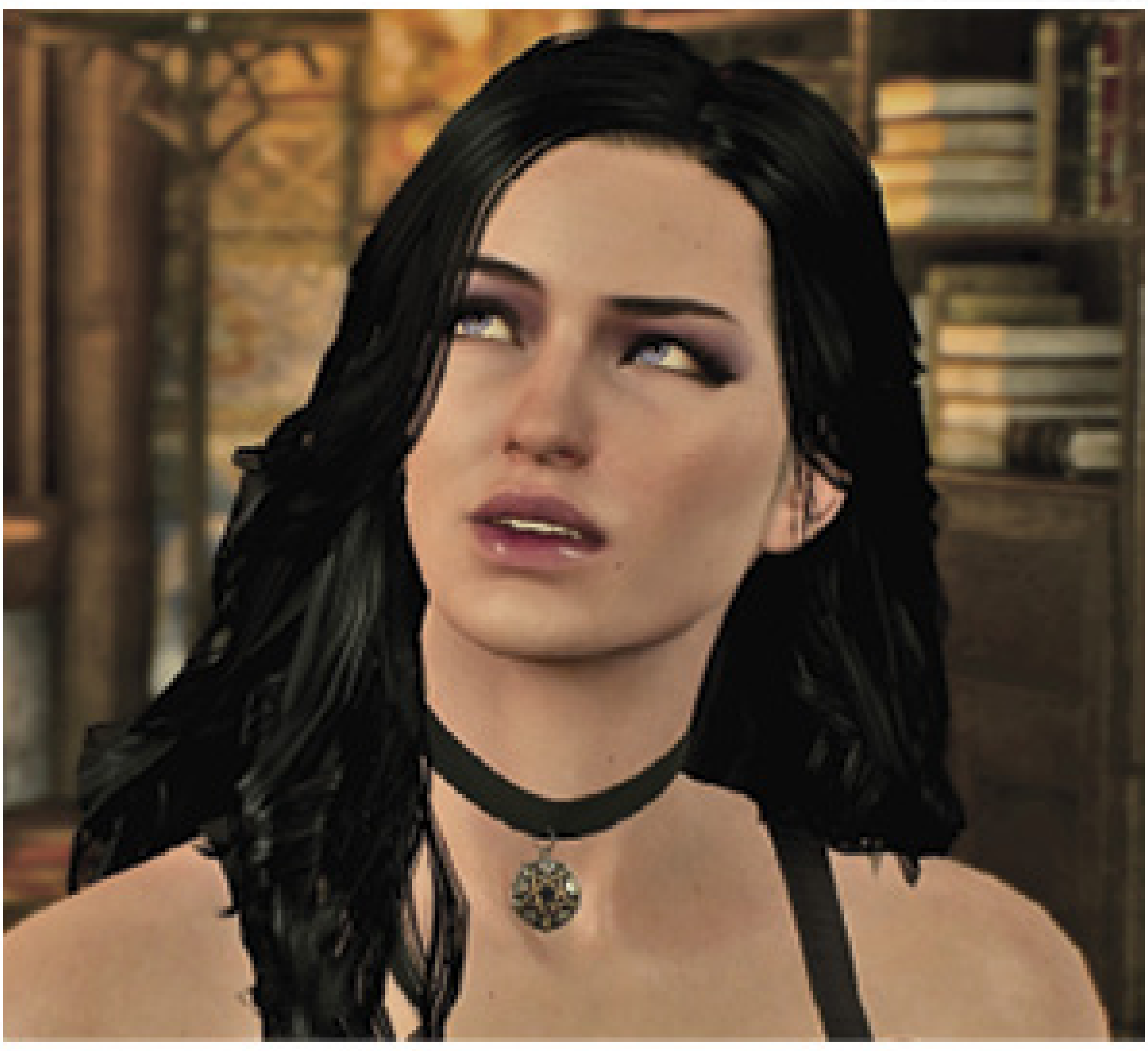
OBJECTIVES:

- Use your Witcher Senses to find the key of the bedroom door.
- Go to the lower level.

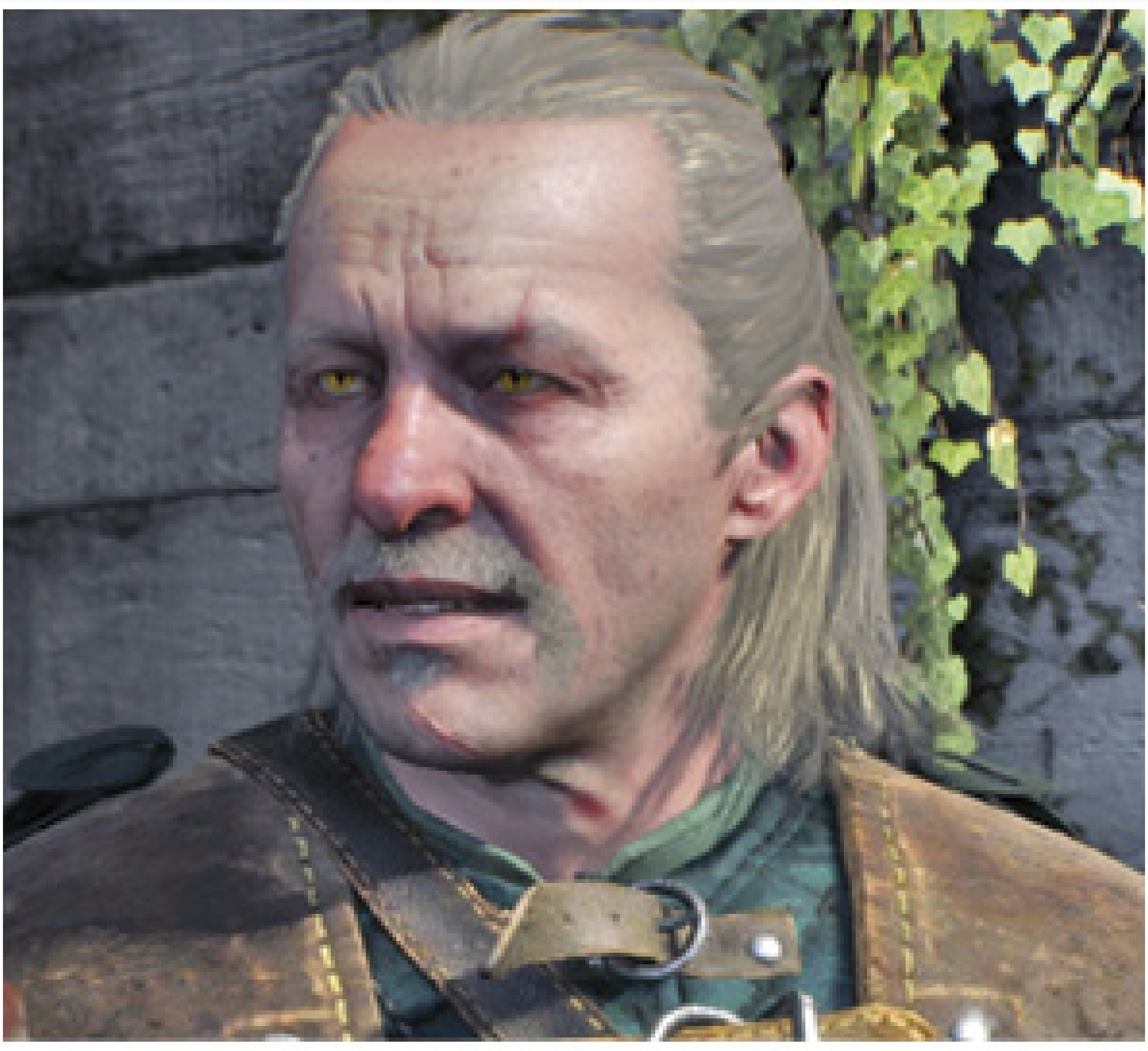

KAER MORHEN
Use your Witcher Senses to find the key to the bedroom door.

After your bath is interrupted by an inquisitive crustacean, you speak to the rather becoming Yennefer (strange that she's with you at Kaer Morhen), and begin to search your bedchamber. You can:

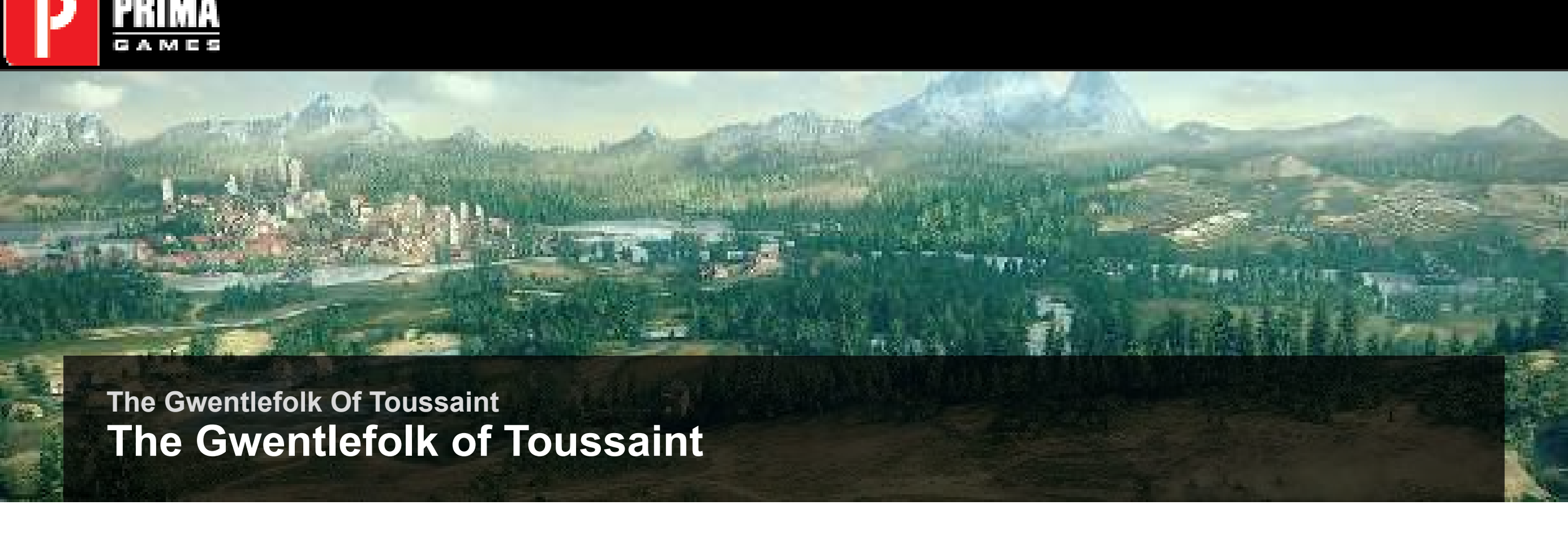
- (Optional) Converse with Yennefer if you wish.
- Bring up your Witcher Senses (hold the button) and learn the basics of this crucial and beneficial skill. Areas of interest within the environment stand out in a red hue. There are various items to inspect, such as Yennefer's clothing and a goblet, but the item you're interested in is the key on the book to the north, close to the bedroom exit.



Yennefer of Vengerberg



Master Witcher Vesemir



The Gwentlefolk Of Toussaint

The Gwentlefolk of Toussaint

VEDETTE AND SANSRETOUR VALLEY

THE INNKEEP AT THE SILVER SALAMANDER INN

NEAREST SIGNPOST: The Silver Salamander Inn
SPECIFIC LOCATION: Inside the Inn, once the area is liberated.
AVAILABLE CARDS : Over 20 random cards, marked with the 🍺 symbol, in the list on page 782.

This vendor has been scared off by around a dozen Bandits from the nearby Hanse, and this location is an Abandoned Site. Once you liberate it, feel free to purchase a variety of (random) cards from this Innkeep.

THE HERBALIST AT THE HERB STORE (CASTEL RAVELLO)

NEAREST SIGNPOST: Castel Ravello Vineyard
SPECIFIC LOCATION: Inside the Herb Store in the peasants' quarter near the manor.
AVAILABLE CARD: Clan Brokvar Archer

This Herbalist has ingredients to purchase, but her real passion is playing a mean hand using the Nilfgaardian Empire deck. Find her behind the main mansion, in the peasants' area.

BARNABAS-BASIL FOULTY OF CORVO BIANCO

NEAREST SIGNPOST: Corvo Bianco Vineyard
SPECIFIC LOCATION: Inside the Manor house, or standing outside.
AVAILABLE CARD: None

Barnabas-Basil is in charge of the daily running of your deeded winery, and he's also a splendid fellow to practice Gwent with. Though no wagers are involved or cards awarded, you can request he plays with any of the five factions, at one of three skill levels for practice.

THE BARBER AT TOURNEY GROUNDS

NEAREST SIGNPOST: Tourney Grounds
SPECIFIC LOCATION: Barber's Tent.
AVAILABLE CARD: Skellige Storm

The only Barber in the land with a deck of Gwent cards (Skellige Clans, specifically), visit him for a trimming, but not a fleecing.

THE INNKEEP AT TOURNEY TAVERN

NEAREST SIGNPOST: Tourney Grounds
SPECIFIC LOCATION: The Tourney Tavern near the lake.
AVAILABLE CARD: War Longship, over 20 random cards, marked with the 🍺 symbol, in the list on page 782.

You can challenge the Innkeep to show you her Scoia'tael deck. She also has a random assortment of cards from the first four factions, if you're in need of some quick card-gathering of non-Skellige Clans cards.

THE BLACKSMITH AT TOURNEY GROUNDS

NEAREST SIGNPOST: Tourney Grounds
SPECIFIC LOCATION: Blacksmith's Forge
AVAILABLE CARD: Young Berserker

Along the main thoroughfare is a raised area where the blacksmith is tending to his forge. He uses Skellige Clans; challenge him to win.

THE ARMORER AT TOURNEY GROUNDS

NEAREST SIGNPOST: Tourney Grounds
SPECIFIC LOCATION: Armorer's Tent
AVAILABLE CARD: Skellige Storm

Close to the Blacksmith, and within spitting distance of the main arena, is a man who likes his deck stacked with Nilfgaardian Empire cards.

BARON PALERMIN DE LAUNFAL

NEAREST SIGNPOST: Tourney Grounds
SPECIFIC LOCATION: The Marksmanship Trial during Secondary Quest: The Warble of a Smitten Knight only
AVAILABLE CARD: None

Wile away the hours (literally; if you win you get a preferred time of day for your forthcoming marksmanship competition) during the aforementioned quest, when you strike up a conversation with Palmerin.

SANSRETOUR MARSH

THE INNKEEP AT COCKATRICE INN

NEAREST SIGNPOST: The Cockatrice Inn
SPECIFIC LOCATION: Inside the Cockatrice Inn.
AVAILABLE CARD: Clan Drummond Shield Maiden, over 20 random cards, marked with the 🍺 symbol, in the list on page 782.

Though he has little gossip to impart, he is carrying a card you need to complete your Skellige Clans faction. He plays this deck, too. He also has a random assortment of cards to purchase, if you want to quickly bolster your first four faction decks.

THE INNKEEP AT THE BARREL AND BUNG

NEAREST SIGNPOST: Flovive
SPECIFIC LOCATION: Inside the Barrel and Bung Inn.
AVAILABLE CARD: Cerys, over 20 random cards, marked with the 🍺 symbol, in the list on page 782.

Challenge the Innkeep at this watering hole and claim one of the best Skellige Clans cards around. This Innkeep uses Northern Realms. She also carries over 20 random cards from the first four factions to sell.

THE PRISONER OF TOUSSAINT

NEAREST SIGNPOST: Toussaint Prison
SPECIFIC LOCATION: Inside the jail, during Main Quest: Burlap is the New Stripe (Gwent Quest: Using Your Loaf*) only
AVAILABLE CARD: None (Bread)

If you've made some crucial decisions previously in the Main Quest, and end up spending time in Toussaint Prison, feel free to challenge the prisoner to Gwent. Win, and the jail's mouse goes hungry.

BEAUCLAIR

HIS EXCELLENCY THE AMBASSADOR OF THE EMPIRE OF NILFGAARD, MASTER VON HIMM

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: North of the Embassy, on the Pheasantry terrace, during Gwent Quest To Everything – Turn, Turn, Tournament!; during the Tournament! only).
AVAILABLE CARD: Tournament only

The semi-finalist in the Gwent Tournament of Beauclair is Master von Himm, who as you'd expect, uses the faction he himself is part of.

COUNT MARTIN MONNIER

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: North of the Embassy, on the Pheasantry terrace.
AVAILABLE CARDS : Skellige Base Deck (Gwent Quest: To Everything – Turn, Turn, Tournament!; at the start of the quest), King Bran (Gwent Quest: To Everything – Turn, Turn, Tournament!; during the Tournament!)

Count Monnier is your main Gwent man in the Duchy of Toussaint, as he and his departed brother invented the Skellige Clans deck! He hands you a base deck at the start of the quest. King Bran can be won during the tournament, but only if you haven't won it from the Ducal Camerlengo. Monnier uses Skellige Clans; what else?

HAMAL OGN DANGBAHLI THE OFIERI MERCHANT

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: North of the Embassy, on the Pheasantry terrace, during Gwent Quest To Everything – Turn, Turn, Tournament!; during the Tournament! only).
AVAILABLE CARD: Silver Sword: Blave

Hamal brings out his Monster deck and makes a side bet at the start of the bout that you can agree or ignore; the winner gets a silver sword (lose, and it's the one off your back!).

THE INNKEEP AT THE PHEASANTRY

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: North of the Embassy, by the lake in Beauclair.
AVAILABLE CARD: Draig Bon-Dhu, over 20 random cards, marked with the 🍺 symbol, in the list on page 782.

The Gwent Tournament has an Innkeep who can be bettered to build up your deck beforehand. She uses the Monster faction. She also has a selection of over 20 random cards from the first four decks if you wish to quickly improve these factions.

YAKI RAFIBERG

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: North of the Embassy, on the Pheasantry terrace, during Gwent Quest To Everything – Turn, Turn, Tournament!; during the Tournament! only).
AVAILABLE CARD: None, only bragging rights

This dwarf registers his displeasure at the inclusion of new faction with swearing and violence. After he's calmed down, face him after the final in the tournament. His Monster deck is no pushover.

THE HERBALIST AT THE PERFUMERY

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: Inside the Perfumery
AVAILABLE CARD: Light Longship

Though the sniffs and whiffs are more pronounced here than anywhere else in the city, you're here to extricate a card from a Herbalist who uses Skellige Clans to challenge you.

THE CAMERLENGO AT THE DUCAL CAMERLENGO

NEAREST SIGNPOST: The Gran'place
SPECIFIC LOCATION: Inside the Ducal Camerlengo at the top of the cobblestone road near the main Palace Bridge in Beauclair; Knights Dormant Square
AVAILABLE CARD: King Bran

If you didn't win King Bran during the Gwent Tournament quest, you can challenge this fellow, who also pays you to help his Knights Errant. He uses a Nilfgaardian Empire deck.

PIERRE THE TAILOR AT THE TAILOR WORKSHOP

NEAREST SIGNPOST: The Gran'place
SPECIFIC LOCATION: Inside the Tailor Workshop, close to the main Palace bridge in Beauclair.
AVAILABLE CARD: Young Berserker

Adept at sewing and withering put-downs, come to Pierre for more than some fancy attire; demolish his Nilfgaardian Empire deck while you're here, too!

THE BANK CUSTOMER AT CLANFANELLI BANK

NEAREST SIGNPOST: The Gran'place
SPECIFIC LOCATION: Inside the Clanfanelli Bank, during Secondary Quest: Paperchase only.
AVAILABLE CARD: Wager only

When spending an inordinate amount of time securing some funds from Beauclair's bank, be sure to agree to pass the time playing Gwent with a fellow customer.

THE INNKEEP AT THE ADDER AND JEWELS WINERY

NEAREST SIGNPOST: The Gran'place
SPECIFIC LOCATION: Inside The Adder and Jewels Winery (Somelier)
AVAILABLE CARD: Olaf

A key Skellige Clans card is on offer if you can beat the Vintner at this place, which is under the main thoroughfare down from The Gran'place. He uses the Skellige Clans deck.

THE ARMORER AT BEAUCLAIR ARMORY

NEAREST SIGNPOST: Nilfgaardian Embassy
SPECIFIC LOCATION: Inside the Armory.
AVAILABLE CARD: Kambi (Rooster)

A skilled molder of metal, and also a big fan of the Northern Realms deck, this Armorer gives up a strange Rooster card if you beat him. Note the nearby Blacksmith (next door) doesn't have a card for you.

THE MERCHANT AT DUPONT & SONS

NEAREST SIGNPOST: Metinna Gate
SPECIFIC LOCATION: Inside Dupont & Sons Emporium of Diverse Merchandise
AVAILABLE CARD: Clan Dimun Pirate

Perhaps you're here to purchase some art for your Corvo Bianco walls? But don't leave here without challenging the merchant to bettering his Monster deck.

THE HERBALIST AT THE HERB STORE OF BEAUCLAIR

NEAREST SIGNPOST: Metinna Gate
SPECIFIC LOCATION: Inside the Herb Store northwest of the gate.
AVAILABLE CARD: Mushroom

Though there isn't "mushroom" inside the herbalist's store, this skilled player and fan of the Skellige Clans deck can part with more than alchemy ingredients.

THE BUTCHER OF BEAUCLAIR PORT

NEAREST SIGNPOST: Beauclair Port
SPECIFIC LOCATION: West of The Belles of Beauclair.
AVAILABLE CARD: Skellige Storm

The Butcher's is in an alley off the main square where Beauclair's brothel is located. Challenge the Butcher to better his Skellige Clans deck.

THE MADAME OF THE BELLES OF BEAUCLAIR

NEAREST SIGNPOST: Beauclair Port
SPECIFIC LOCATION: Inside the House of Pleasure.
AVAILABLE CARD: Mushroom

Work your way through the bevy of strumpets to reach the madame herself: There's time for some show-and-tell before agreeing to challenge her Scoia'tael deck.

GORGON FOOTHILLS

THE INNKEEP OF THE RUDDY BRUSH AUBERGE

NEAREST SIGNPOST: Fox Hollow
SPECIFIC LOCATION: Inside the the Ruddy Brush Auberge Tavern
AVAILABLE CARDS : Over 20 random cards, marked with the 🍺 symbol.

The village of Fox Hollow in northwest Gorgon Foothills is overrun by bandits. Remove these threats, and this Abandoned Site returns to a thriving hamlet, complete with a tavern, and an innkeep more than willing to sell you his (random) Gwent card collection.

CAROBERTA WOODS

THE ARMORER OF FRANCOLLARTS

NEAREST SIGNPOST: Francollarts
SPECIFIC LOCATION: At the Armorer's Workshop.
AVAILABLE CARD: Clan Drummond Shield Maiden

When visiting the village of Francollarts in Caroberta Woods Territory, pay this Armorer a visit. He uses the Northern Realms deck.

THE INNKEEP OF THE SCARLET CARDINAL INN

NEAREST SIGNPOST: Francollarts
SPECIFIC LOCATION: Inside The Scarlet Cardinal Inn
AVAILABLE CARD: Ermion, over 20 random cards, marked with the 🍺 symbol.

Favoring the Nilfgaardian Empire deck, this Innkeep can be challenged and beaten, securing one of the many Skellige Clan cards you need to bolster your deck. If you need to increase the potency of your first four faction decks, seek out her (random) collection of cards to purchase, too.

The Gwentlefolk Of The Northern Realms

The Gwentlefolk Of Skellige

ARD SKELLIG: KAER TROLDE (NORTH)

ERMION THE DRUID OF KAER TROLDE

NEAREST SIGNPOST: Bridge to Kaer Trolde*
SPECIFIC LOCATION: Grand Hall inside Kaer Trolde Keep*
AVAILABLE CARD: Leshen (Gwent Quest: Gwent: Skellige Style)
**Depending on your questing, Ermion may instead be at Gedyneith or the Druid's Camp*

Read the Gwent notice on the board in Kaer Trolde Harbor, and visit Ermion; your first veteran Gwent player on Ard Skellig. Challenge him and win to secure the Leshen card. Crach an Craite is next!

JARL CRACH AN CRAITE OF KAER TROLDE

NEAREST SIGNPOST: Bridge to Kaer Trolde
SPECIFIC LOCATION: Battlements or inside Kaer Trolde keep.
AVAILABLE CARD: Draug (Gwent Quest: Gwent: Skellige Style)
** Depending on your questing, Crach may instead be at Gedyneith*

After beating Ermion the druid at a game of Gwent (find him in Kaer Trolde, at Gedyneith, or near the Druid's Camp depending on your questing), head to Kaer Trolde and challenge Crach himself. Win, and you secure another spectacular Gwent card! Sjusta the Tailor of Kaer Trolde is next!

4:11 PM / CLEAR
GWENT: SKELLIGE STYLE
Win a unique card from Gremist.
Win a unique card from Crach an Craite.

JARL "MADMAN" LUGOS OF KAER MUIRE

NEAREST SIGNPOST: Bridge to Kaer Trolde*
SPECIFIC LOCATION: Grand hall inside Kaer Trolde Keep.*
AVAILABLE CARDS : Vampire: Katakan (Gwent Quest: Gwent: Skellige Style), Emhyr var Emreis: The White Flame (Gwent Quest: Gwent: Skellige Style)
**Depending on your questing, Lugos may be at Kaer Muire, or indisposed.*

Do gulls shit off cliffs? Of course Lugos knows this game! Once you've beaten Ermion, Crach, Sjusta, and Gremist, you're ready for the most proficient player in all of Skellige! Win against him, and take his Katakan card, and the White Flame card for completing the quest. Is Lugos "indisposed"? Then try searching his bedroom at Kaer Muire for the card.

THE JOURNEYMAN ARMORER OF KAER TROLDE

NEAREST SIGNPOST: Bridge to Kaer Trolde
SPECIFIC LOCATION: In the north armory battlements across the bridge
AVAILABLE CARD: Random

Keen to know what has happened to a family member, but just as anxious to take you down in a game of Gwent; don't let that happen!

THE JOURNEYMAN BLACKSMITH OF KAER TROLDE

NEAREST SIGNPOST: Bridge to Kaer Trolde
SPECIFIC LOCATION: In the north armory battlements across the bridge
AVAILABLE CARD: Random

Though he sometimes keeps odd hours (Meditate to midday if he isn't speaking to you), the blacksmith sharing the battlements with the armorer is also a keen Gwent player.

JONAS THE INNKEEP OF THE NEW PORT INN

NEAREST SIGNPOST: Kaer Trolde Harbor
SPECIFIC LOCATION: New Port Inn, north of the Signpost, across from the barbers.
AVAILABLE CARD (Price): Earth Elemental (20), Eredin: Commander of the Red Riders (50), Scorch (50), Botchling (10)
AVAILABLE CARD (Gwent game): Random

What smells so delicious? Cooked chicken and pork for sale, but the real prizes are four Gwent cards, and another if you challenge and beat Jonas in a Gwent bout.

THE HERBALIST OF KAER TROLDE HARBOR

NEAREST SIGNPOST: Kaer Trolde Harbor
SPECIFIC LOCATION: East of the Signpost
AVAILABLE CARD: Random

With a well-stocked shop, the Skelliger herbalist can also pass the time with you by challenging you to a round or two of Gwent.

SJUSTA THE TAILOR OF KAER TROLDE HARBOR

NEAREST SIGNPOST: Kaer Trolde Harbor
SPECIFIC LOCATION: Tailor shop across from New Port Inn.
AVAILABLE CARD: Yaevinn (Gwent Quest: Gwent: Skellige Style)

After beating both Ermion and Crach an Craite at Gwent, seek out this portly tailor in the lower harbor area of Kaer Trolde. Assuming you better him, you're rewarded with the Yaevinn card. Gremist is next!

ARD SKELLIG: SHATTERED REACH

THE AMATEUR BLACKSMITH OF ARINBJORN

NEAREST SIGNPOST: Arinbjorn
SPECIFIC LOCATION: The smithy at the north end of the village.
AVAILABLE CARD: Random

Challenge this friend of Dandelion's to a match and secure another random card for your collection.

THE INNKEEP OF ARINBJORN

NEAREST SIGNPOST: Arinbjorn
SPECIFIC LOCATION: The tavern just north of the Signpost.
AVAILABLE CARDS (Price): Thaler (20), Crone: Whispess (20), Fiend (20), Arachas (20)
AVAILABLE CARD (Gwent game): Random

Though you may have a little trouble with some hooligans when first entering this establishment, the Innkeep at the back holds four great cards to buy, and another random one to win.

ARD SKELLIG: WILD SHORES

THE MERCHANT OF HOLMSTEIN'S PORT

NEAREST SIGNPOST: Holmstein's Port
SPECIFIC LOCATION: On the wooden dock, north of the Signpost.
AVAILABLE CARD: Random

Hides, a map, a variety of fish, and cotton. This trader also has a random Gwent card on his person if you beat him at a game.

ARD SKELLIG: SNOW GIANT'S ARM

THE JOURNEYMAN ARMORER OF KAER MUIRE

NEAREST SIGNPOST: Kaer Muire
SPECIFIC LOCATION: Inside the grounds of the fortification.
AVAILABLE CARD: Random

"The sea provides," so says this armorer. But you're willing to bet your Gwent prowess can provide more than just some rusty gauntlets and bleached diagrams.

THE JOURNEYMAN BLACKSMITH OF KAER MUIRE

NEAREST SIGNPOST: Kaer Muire
SPECIFIC LOCATION: Inside the fortification, by the Armorer.
AVAILABLE CARD: Random

Clan Drummond are a morose lot, but this chap has a face like a slapped arse. Either talk more about his demeanor, look at his wares, or cheer him even more up by winning his Gwent card from him.

ARD SKELLIG: OFRITHRDARL TERRITORY (NORTH)

THE AMATEUR BLACKSMITH OF FAYRLUND

NEAREST SIGNPOST: Fayrlund
SPECIFIC LOCATION: Smithy just south of the Signpost.
AVAILABLE CARD: Random

Though the folks in this village are having a Leshen problem, one of the two blacksmiths can distract himself from the terror by playing a round of Gwent, if you're interested.

THE MERCHANT OF FAYRLUND

NEAREST SIGNPOST: Fayrlund
SPECIFIC LOCATION: Merchant stall southeast of the Signpost.
AVAILABLE CARD: Random

With a fresh shipment of goods that's just arrived, you can peruse this fellow's wares, or challenge him and win a random card.

ARD SKELLIG: OFRITHRDARL TERRITORY (SOUTH)

THE AMATEUR BLACKSMITH OF FYRESDAL

NEAREST SIGNPOST: Fyresdal
SPECIFIC LOCATION: Inside the smithy hut south of the Signpost.
AVAILABLE CARD: Random

An excellent selection of goods, and a game of Gwent are possible if you chinwag with this one.

THE MERCHANT OF FYRESDAL

NEAREST SIGNPOST: Fyresdal
SPECIFIC LOCATION: The merchant stall south of the Signpost, by the shore.
AVAILABLE CARD: Random

Though his wares are less than impressive, it's still worth speaking to the merchant so you can challenge him to a Gwent bout.

ARD SKELLIG: FYRESDAL TERRITORY

THE MERCHANT OF KVALHEIM ISLE

NEAREST SIGNPOST: Palisade
SPECIFIC LOCATION: The Person in Distress to the south of Blandare, in the Unmarked location "Kvalheim Isle".
AVAILABLE CARD: Random

If you rid Kvalheim Isle (actually the settlement on the west side of the lake), the Herbalist offers you goods and a game of Gwent afterward.

ARD SKELLIG: RANNVAIG TERRITORY

THE MERCHANT OF BLANDARE

NEAREST SIGNPOST: Blandare
SPECIFIC LOCATION: East of the Signpost, in the village.
AVAILABLE CARD: Random

The merchant in the middle of this settlement hasn't a great deal of wares to be thrilled about, but he's prepped his Gwent deck for your arrival.

ARD SKELLIG: MORSKOGEN FOREST TERRITORY

GREMIST THE CHEMIST, DRUID OF GEDYNEITH

NEAREST SIGNPOST: Gedyneith
SPECIFIC LOCATION: Usually in or around his cave, north of the Signpost.
AVAILABLE CARD: Mysterious Elf (Gwent Quest: Gwent: Skellige Style)

Assuming you've completed his related quest (Secondary Quest: Practicum in Advanced Alchemy), you've started Gwent: Skellige Style, and taken cards from Ermion, Crach an Craite, and Sjusta the Tailor, you can challenge Gremist to card battle.

THE CONCERNED DRUID OF GEDYNEITH

NEAREST SIGNPOST: Gedyneith
SPECIFIC LOCATION: The cave on the western side of the ancient oak.
AVAILABLE CARD (Price): Iorveth (Secondary Quest: Shock Therapy)

Visit the concerned druid with a quest to give you, complete the quest by scaring druid Egill until his voice returns, and receive this exceptional card as a reward.

AN SKELLIG

THE AMATEUR BLACKSMITH OF URIALLA HARBOR

NEAREST SIGNPOST: Urialla Harbor
SPECIFIC LOCATION: Smithy, just northwest of the Signpost.
AVAILABLE CARD: Random

Whether you'd remove the strange tower from this island or not, the blacksmith in the village has a random card for you to win.

THE AMATEUR ARMORER OF URIALLA HARBOR

NEAREST SIGNPOST: Urialla Harbor
SPECIFIC LOCATION: Armorer's Shop, southeast of the Signpost.
AVAILABLE CARD: Random

Seek a random card, and a good amount of equipment and diagrams from this armorer whose skill at Gwent is matched only by fine beard.

THE INNKEEP OF URIALLA HARBOR

NEAREST SIGNPOST: Urialla Harbor
SPECIFIC LOCATION: Inside the tavern, eastern edge of the village
AVAILABLE CARD (Price): Arachas (20), Werewolf (20), Scorch (50), Elven Skirmisher (10)
AVAILABLE CARD (Gwent game): Random

Come for the roasted meats, and stay for the five Gwent cards you can obtain from this friendly shopkeeper. Four are bought, and the (random) fifth card is won.

HINDARSFJALL

THE AMATEUR ARMORER OF LARVIK

NEAREST SIGNPOST: Larvik
SPECIFIC LOCATION: On the mound just northwest of the Signpost.
AVAILABLE CARD: Random

Speak to this bearded fellow, and claim a random card if you best him in card combat.

THE MERCHANT OF LARVIK

NEAREST SIGNPOST: Larvik
SPECIFIC LOCATION: Outside the tavern, just north of the Signpost.
AVAILABLE CARD: Random

Standing outside on the narrow end of the tavern is a merchant with the usual array of Skellige goods. Pick apart his Gwent game for a random card.

THE INNKEEP OF LARVIK

NEAREST SIGNPOST: Larvik
SPECIFIC LOCATION: Inside the tavern, northeast of the Signpost.
AVAILABLE CARD: Random

This house of warriors (or "tavern" if you're from the Continent) has an innkeep who's ready to battle you in a more cerebral manner.

THE AMATEUR BLACKSMITH OF LARVIK

NEAREST SIGNPOST: Larvik
SPECIFIC LOCATION: Outside the smithy, on the eastern edge of the village.
AVAILABLE CARD: Random

Challenge this anvil-hammering fellow to a quick game of Gwent, and make off with his random card.

FAROE

THE INNKEEP OF HARVIKEN

NEAREST SIGNPOST: Harviken
SPECIFIC LOCATION: In the tavern, down the path, southwest of the Signpost.
AVAILABLE CARDS (Price): Nekker (10), Vampire: Fleder (50), Harpy (20), Ghoul (10)
AVAILABLE CARD (Gwent game): Random

Though you may have a thirst for gambling, check the Innkeep's stock of Gwent cards too and challenge the greasy-haired fellow to a round for his fifth (and random) card too.

THE AMATEUR BLACKSMITH OF HARVIKEN

NEAREST SIGNPOST: Harviken
SPECIFIC LOCATION: Down the path, southwest of the Signpost.
AVAILABLE CARD: Random

Though Hemdall watches over this island, he probably won't be giving this blacksmith any help when you beat him at Gwent.

HAMMOND THE SKELLIGER

During Secondary Quest: Following the Thread, you are called upon to find and interrogate a burly Skelliger named Hammond. Find him in Faroe. He's a fighter, not a player; kill him and his cohorts, and loot the Nekker card from his corpse.

SPIKEROOG

THE INNKEEP OF SVORLAG

NEAREST SIGNPOST: Trottheim
SPECIFIC LOCATION: At the Shrine to Hemdall in the southeast bluffs of the island.
AVAILABLE CARD: Nekker

Though there's some initial confusion over the type of entertainment this tavern offers, further chatting with the Innkeep reveals a quartet of cards to purchase, and a fifth (random) one to win.

THE AMATEUR BLACKSMITH OF SVORLAG

NEAREST SIGNPOST: Svorlag
SPECIFIC LOCATION: Inside the tavern, south of the Signpost.
AVAILABLE CARDS (Price): Ice Giant (10), Arachas (50), Vampire: Ekimmara (20), Foglet (10)
AVAILABLE CARD (Gwent game): Random

Face this smithy in Gwent combat and obtain yet another random card to add to your collection. Gotta Collect 'em All!

THE MERCHANT OF SVORLAG

NEAREST SIGNPOST: Svorlag
SPECIFIC LOCATION: The forge just east of the Signpost.
AVAILABLE CARD: Random

After mooring your boat, stroll along the harbor of Svorlag to find the merchant, and best him to gather another random card for your deck.

NEAREST SIGNPOST: Svorlag
SPECIFIC LOCATION: On the beach, standing under the open hut.
AVAILABLE CARD: Random

Quest Walkthrough: Prologue

Quest Guidance

The following information is presented to help you use this section of the guide more effectively:

> **LOOKING FOR MAPS?**
>
> If you're looking for maps, the main locations you visit are listed at the start of every quest. Make sure you check out any maps in the Atlas for nearby chests and other areas of interest (such as Places of Power, Monster Nests, Gwent players, and the like).

DECISION NOTATIONS

► **Minor Effect:** When you see this arrow, prepare to make a decision (usually a conversation choice) that impacts the remainder of this quest, or a future quest, in a small but significant manner. Perhaps a future chat may be different, or a reward changes depending on your actions here. Think before making decisions marked with this sign.

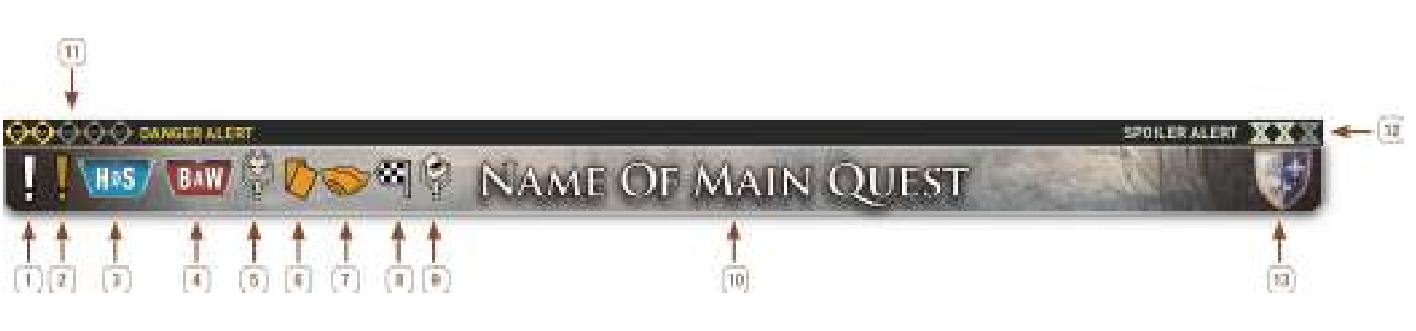
► **Major Effect:** When you see this arrow, read the information thoroughly! You are about to make a decision that impacts one or more future quests in a hugely significant manner! The fate of characters, endings, and even entire villages, depends on what your actions are here.

► **Ending:** When you see this arrow, it marks a possible ending (Original Adventure only).

These are the most important choices you can make during the Original Adventure, since they have direct consequences on the ending (Epilogues)—and the fate of Ciri herself!

QUEST BANNER NOTATIONS

At the start of every quest is a banner revealing pertinent details about the quest you are about to undertake. Be sure you understand every element of this banner, so you can easily understand the actions you'll be undertaking:



① This indicates a Main Quest.

② This indicates a Secondary Quest.

③ This indicates a Hearts of Stone Main or Secondary Quest.

④ This indicates a Blood and Wine Main or Secondary Quest.

⑤ This indicates a Witcher Contract.

⑥ This indicates a Secondary Quest where Gwent is the main focus, also known as a Gwent Quest.

⑦ This indicates a Secondary Quest involving Fistfights, also known as The Heroes' Pursuits or Fists of Fury.

⑧ This indicates a Secondary Quest involving Horse Racing, also known as The Heroes' Pursuits or Races.

⑨ This indicates a Treasure Hunt (for a single chest or receptacle of valuable loot) or a Scavenger Hunt (a more lengthy quest for Wtcher gear).

⑩ This indicates the type and name of the quest.

⑪ This indicates how difficult and dangerous the quest is likely to be. The greater the danger, the higher the level of your character should be. Also check the recommended level under the quest name in your Quest menu (in-game) for more specific information.

⑫ This indicates how much of the story is revealed in the quest information. Read carefully if "Major Spoilers" is flagged!

- Very Minor Spoilers (no markers filled): Read on without any problems.
- Minor Spoilers (one marker filled): Some light mysteries are revealed and solved.
- Moderate Spoilers (two markers filled): Expect a plot twist or important point revealed.
- Major Spoilers (all three markers filled): A major plot point or shocking revelation is revealed!

⑬ These shields indicate that your quest starts, or you spend time in, one of the seven realms you can adventure in. Check your World Map for the corresponding shield:

- Kaer Morhen.
- White Orchard.
- Royal Palace in Vizima.
- Velen – No Man's Land.
- Novigrad.
- The Skellige Isles.
- The Duchy of Toussaint.

QUEST TYPES AND CRITICAL PATH QUEST CHART

There are a total of 117 quests to complete to finish the entirety of the Main Quests, with all related Secondary Quests, the Contract (during Blood and Wine), and all Expansion content from Hearts of Stone and Blood and Wine. The following chart shows every quest you should attempt during the Critical Path of your Original Adventure, Hearts of Stone Expansion, and Blood and Wine Expansion. The chart has quest names with specific color-coding:

Black: These are Original Adventure Main Quests, and are mandatory.

Deep Green: These are Original Adventure Secondary Quests, and are optional. However, they may influence future Main Quests, and sometimes in a major way!

Dark Blue: These are Hearts of Stone Main Quests, and are mandatory.

Light Blue: These are Hearts of Stone Secondary Quests, and are optional.

Dark Red: These are Blood and Wine Main Quests, and are mandatory.

Light Red: These are Blood and Wine Secondary Quests, and are optional.

Pink: This is a Blood and Wine Contract, and is optional.

(* If a quest has this asterisk next to its name, this is an unmarked quest, and the name will not appear in your Quest menu. However, an exclamation mark ("!") may appear on your in-game map to signify the start of this quest).

> **QUEST GROUPING**
>
> Certain groups of quests in the Original Adventure must be undertaken together, or one after another, before all of them can be considered complete. One example would be all the quests related to the sorceress Keira Metz.

> **"!" MARKS THE SPOT**
>
> Feel free to check through this guide's Atlas section, where every single one of these quests has its starting location flagged with a similarly-colored exclamation mark.

CRITICAL PATH QUESTS
PROLOGUE (6 QUESTS)
QUEST NAME
Kaer Morhen
Lilac and Gooseberries
The Beast of White Orchard
On Death's Bed
The Incident in White Orchard
Imperial Audience
ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD
ACT I: VELEN -- NO MAN'S LAND (21 QUESTS)
CRITICAL QUESTS
The Nilfgaardian Connection
Bloody Baron
Ciri's Story: The King of the Wolves
Family Matters (Part 1 of 2)
Ciri's Room
A Princess in Distress
Family Matters (Part 2 of 2)
Ciri's Story: The Race
Ciri's Story: Out of the Shadows
Hunting a Witch
Wandering in the Dark
Magic Lamp
Ladies of the Wood
The Whispering Hillock
Ciri's Story: Fleeing the Bog
KEIRA METZ'S QUESTS (OPTIONAL)
An Invitation from Keira Metz
A Towerful of Mice
A Favor for a Friend
For the Advancement of Learning
LETHO OF GULET'S QUEST (OPTIONAL)
The Fall of the House of Reardon
Ghosts of the Past
THE BLOODY BARON'S QUEST (OPTIONAL)
Return to Crookback Bog
ACT I: NOVIGRAD (21 QUESTS)
CRITICAL QUESTS
Pyres of Novigrad
Novigrad Dreaming
Broken Flowers
Get Junior
The Gangs of Novigrad
Honor Among Thieves
ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD
ACT I: NOVIGRAD (21 QUESTS)
CRITICAL QUESTS
Ciri's Story: Visiting Junior
A Favor for Radovid
Count Reuven's Treasure
The Play's the Thing
A Poet Under Pressure
Ciri's Story: Breakneck Speed
DANDELION'S QUESTS (OPTIONAL)
Cabaret
Carnal Sins
ZOLTAN CHIVAY'S QUEST (OPTIONAL)
A Dangerous Game
TRISS MERIGOLD'S QUESTS (OPTIONAL)
A Matter of Life and Death
Novigrad, Closed City
Now or Never
THE ASSASSINS' QUESTS (OPTIONAL)
Eye for an Eye
A Deadly Plot
Redania's Most Wanted
ACT I: SKELLIGE (12 QUESTS)
CRITICAL QUESTS
Destination: Skellige
The King is Dead - Long Live the King
Echoes of the Past
Missing Persons
Nameless
The Calm Before the Storm
The Mysterious Passenger
YENNEFER OF VENGERBERG'S QUEST (OPTIONAL)
Last Wish
CLAN AN CRAITE QUESTS (OPTIONAL)
The Lord of Undvik
Possession
King's Gambit
Coronation
ACT II: THE GREAT BATTLE (13 QUESTS)
CRITICAL QUESTS
Ugly Baby
Disturbance
To Bait a Forktail…
The Final Trial
No Place Like Home
ACT II: THE GREAT BATTLE (13 QUESTS)
CRITICAL QUESTS
Va Fail, Elaine
Brothers in Arms: Nilfgaard
Brothers in Arms: Velen
Brothers in Arms: Novigrad
Brothers in Arms: Skellige
The Isle of Mists
The Battle of Kaer Morhen
Blood on the Battlefield
ACT III: THE FINAL AGE (16 QUESTS)
ACT III (PART 1 of 2): TYING UP LOOSE ENDS (9 QUESTS)
CRITICAL QUESTS
Bald Mountain
Final Preparations
Blindingly Obvious
A Final Kindness
The Great Escape
Payback
It Takes Three to Tango
Through Time and Space
KING RADOVID'S QUEST (OPTIONAL)
Reason of State
ACT III (PART 2 of 2): TEDD DEIREADH (7 QUESTS)
CRITICAL QUESTS
Battle Preparations
The Sunstone
Veni Vidi Vigo
Child of the Elder Blood
Skjall's Grave
On Thin Ice
Tedd Deireadh, The Final Age
EPILOGUES (3 QUESTS)
Something Ends, Something Begins (I)
Something Ends, Something Begins (II)
EPILOGUES (3 QUESTS)
Something Ends, Something Begins (III)
HEARTS OF STONE: CRITICAL PATH QUESTS (6 QUESTS)
CRITICAL QUESTS
Evil's Soft First Touches
Dead Man's Party
Open Sesame
Scenes From a Marriage
Whatever a Man Soweth…
SHANI'S QUEST (OPTIONAL)
A Midnight Clear
BLOOD AND WINE: CRITICAL PATH QUESTS (19 QUESTS)
CRITICAL QUESTS
Envoys, Wineboys
The Beast of Toussaint
Blood Run
La Cage Au Fou
Where Children Toil, Toys Waste Away
Wine is Sacred
The Man from Cintra
Capture the Castle
The Night of Long Fangs (Part 1 of 2)
Blood Simple
The Night of Long Fangs (Part 2 of 2)
Beyond Hill and Dale…
What Lies Unseen
Tesham Mutna
Burlap is the New Stripe
Pomp and Strange Circumstance
Be It Ever So Humble
FABLESPHERE QUEST (OPTIONAL)
Contract: Duck, Duck, Goosed!
JAILBIRD QUESTS (OPTIONAL)
The Perks of Being a Jailbird
Using Your Loaf*
TOTAL CRITICAL PATH QUESTS (117 QUESTS)

** Any quests with this symbol are "unmarked" and don't appear in your Quest Menu*

CRITICAL PATH QUESTS

The Gwentlefolk Of The Northern Realms

The Gwentlefolk Or Novigrad

NOVIGRAD CITY: THE BITS

INNKEEP AT THE NOWHERE INN

NEAREST SIGNPOST: Oxenfurt Gate (Novigrad City)
SPECIFIC LOCATION: Within the Nowhere Inn, northern part of The Bits.
AVAILABLE CARD: Random

Ready for a game? The Innkeep over at the Nowhere Inn will challenge you to a hand or two.

LAMBERT THE WITCHER AT THE NOWHERE INN

NEAREST SIGNPOST: Oxenfurt Gate (Novigrad City)
SPECIFIC LOCATION: Within the Nowhere Inn, northern part of The Bits.
AVAILABLE CARDS (Gwent Game): Triss Merigold (Gwent Quest: Old Pals), (Secondary Quest: Following the Thread)

Prior to the conclusion of Secondary Quest: Following the Thread, visit Lambert and attempt to win his card. To heighten your chances, start the quest first, continuing it until there's an objective to meet him. Challenge him to a game of Gwent. If Lambert is indisposed, try checking his bedside chest in Kaer Morhen for the card.

THE LOAN SHARK'S SHOP IN THE BITS

NEAREST SIGNPOST: Oxenfurt Gate (Novigrad City)
SPECIFIC LOCATION: Inside the Loan Shark's Shop, just south of Whoreson's casino.
AVAILABLE CARD: Random

As well as purchasing a strange book, you can also claim a random Gwent card from this seedy fellow.

THE MERCHANT OF THE BITS

NEAREST SIGNPOST: Oxenfurt Gate (Novigrad City)
SPECIFIC LOCATION: On the raised muddy ground on the main thoroughfare, south of Whoreson's casino.
AVAILABLE CARD: Random

What would you say to some Gwent? Say "yes," and thrash this downtrodden fellow for a random card.

NOVIGRAD CITY: GILDORF

MARQUISE SERENITY AT PASSIFLORA

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: Passiflora brothel, just northeast of the Signpost
AVAILABLE CARDS (Price): Mahakaman Defender (20), Commander's Horn (10), Catapult (50), Dol Blathanna Archer (10)
AVAILABLE CARD (Gwent game): Morvan Vhooris (Gwent Quest: Big City Players)

Your old friend Marquise Serenity is more than happy to sell you four cards to bolster your deck. She is an exceptional Gwent player, though she can't be challenged during Gwent Quest: Big City Players until you've beaten Vimme Vivaldi. This Vendor's cards are only for sale if you didn't purchase them from The Elven Merchant of the Traveling Circus Camp (Carsten).

BERNARD TULLE THE GWENT PLAYER

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: Passiflora brothel, just northeast of the Signpost
AVAILABLE CARD: Foltest: The Steel-Forged (Gwent Quest: High Stakes)

Bernard the Halfling is your first serious opponent to beat during this quest, inside the Passiflora. He's a most gracious loser.

MADAME SASHA THE GWENT PLAYER

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: Passiflora brothel, just northeast of the Signpost
AVAILABLE CARD: Emhyr var Emreis: The Relentless (Gwent Quest: High Stakes)

Should you beat Bernard Tulle during this quest, your next opponent is the comely Madame Sasha. Face her as part of the Passiflora tournament.

FINNEAS THE GWENT PLAYER

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: Passiflora brothel, just northeast of the Signpost
AVAILABLE CARD: Francesca Findabair: Queen of Dol Blathanna (Gwent Quest: High Stakes)

A more pompous opponent has yet to be met; beat Madame Sasha to face him as part of the tournament, and give him another reason to hate mutants.

COUNT TYBALT THE GWENT PLAYER

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: Passiflora brothel, just northeast of the Signpost
AVAILABLE CARD: Eredin: Destroyer of Worlds (Gwent Quest: High Stakes)

Your final opponent in this quest, assuming you beat Finneas, then play a mean game of cards against Count Tybalt himself. Win for more than just bragging rights.

THE MERCHANT OF GILDORF SQUARE

NEAREST SIGNPOST: St. Gregory's Gate
SPECIFIC LOCATION: West side of Gildorf Square, inside the shop by the Notice Board.
AVAILABLE CARD: Random

Though this fellow has two strange figurines to sell you (Secondary Quests: Dairy of Darkness, the Nobleman Statuette, and the Soldier Statuette), he has no cards to part with, except the random one you take from him after challenging him to a round of Gwent.

SIGISMUND DIJKSTRA, AT THE BATHHOUSE

NEAREST SIGNPOST: St. Gregory's Bridge (Novigrad City)
SPECIFIC LOCATION: The Bathhouse, under the raised road south of the Signpost.
AVAILABLE CARD (Gwent game): Esterad Thyssen (Gwent Quest: Big City Players)

Sigismund Dijkstra, one of Novigrad's "big four" criminal masterminds, and this cunning extends to Gwent. Find him inside his bathhouse, or during quests you interact with him. Challenge him to Gwent and claim his unique card. He is only available to play during Gwent Quest: Big City Players once you've beaten Vimme Vivaldi and Marquise Serenity. Is Dijkstar indisposed? Then the Scoai'Tael Trader (in the woods west of Farcorners) has this card.

NOVIGRAD CITY: TEMPLE ISLE

PRIEST OF THE ETERNAL FIRE

NEAREST SIGNPOST: Electors' Square
SPECIFIC LOCATION: On the eastern side of Electors' Square
AVAILABLE CARD: Random

After some slight subterfuge with a priest who is also secretly selling herbs, you can challenge him to a game. Come for alchemy formulas and crafting diagrams. Stay for the Gwent.

NOVIGRAD CITY: SILVERTON (AND NORTH HARBORSIDE)

THE FOOD MERCHANT OF SILVERTON

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Inside the shop building northwest of the Signpost.
AVAILABLE CARD: Random

Journey deep into Silverton, to the main gathering market, and enter the shopkeeper's store via the door to the northwest. Inside, claim your card after a ferocious bout of Gwent.

THE AMATEUR BLACKSMITH OF SILVERTON

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: At his forge, northwest of the Signpost.
AVAILABLE CARD: Random

Head into Silverton, and make a stop at the sweaty fellow banging his hammer on an anvil. A game of cards is available here.

THE FISH MERCHANT OF SILVERTON

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: At his stall, west of the Signpost
AVAILABLE CARD: Random

After inspecting his baubles, you can challenge this fishy fellow to a game of Gwent.

THE INNKEEP OF THE GOLDEN STURGEON

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Inside The Golden Sturgeon tavern, west of the Signpost.
AVAILABLE CARDS (Price): Dol Blathanna Scout (10), Siege Technician (20), Mahakaman Defender (20), Barclay Els (20)
AVAILABLE CARD (Gwent game): Random

Not only does this innkeep play a mean round of Gwent for a random card, but he sells four cards too. They are only for sale if you didn't purchase them from The Elven Merchant of the Traveling Circus Camp (Carsten); this is one of two places to buy them.

NOVIGRAD CITY: HIERARCH SQUARE (CITY CENTER)

THE HERB MERCHANT OF FISH MARKET SQUARE

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Northwest corner of the fish market.
AVAILABLE CARD: Random

This chap looks like a Gwent aficionado, though he's not always at his herb stall (meditate or come back later). Win a random card from him.

THE BLACKSMITH OF FISH MARKET SQUARE

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Northeast corner of the fish market.
AVAILABLE CARD: Random

There's not only sturgeon for sale in this whiffy part of town; a journeyman blacksmith is banging his anvil here too. Challenge him to a Gwent match.

VIMME VIVALDI THE DWARVEN BANKER OF HIERARCH SQUARE

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Bank of Vivaldi, western end of Hierarch Square
AVAILABLE CARD: Vesemir (Gwent Quest: Big City Players)

The diminutive dwarf is a big-league player. Aside from swapping currency or pleading for a loan, you can challenge him to a Gwent game and secure the Vesemir card.

MARCUS THADDEUS KNUT HODGSON THE BOOKSELLER

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Books and Scrolls, northern end of Hierarch Square
AVAILABLE CARD: Random

After Hodgson recognizes you (and Secondary Quest: Message from an Old Friend begins), speak to this purveyor of verbose prose and win a card.

OLIVIER THE INNKEEP AT THE KINGFISHER INN

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: Kingfisher Inn, northeast corner of Hierarch Square
AVAILABLE CARDS (Price): Mahakaman Defender (20), Havekar Smuggler (20), Vrihedd Brigade Veteran (20), Havekar Healer (50)
AVAILABLE CARD (Gwent game): Tibor Eggebracht (Gwent Quest: Playing Innkeeps)

Olivier the innkeep has four Gwent cards he can part with, if the price is right. Buy them as soon as you can, as Olivier becomes embroiled in helping Triss during Secondary Quest: Now or Never. He's also a keen Gwent player challenge him once you've beaten Stjepan over at the Alchemy Inn (in Oxenfurt). If Olivier isn't about any more, find his unique card on the desk in his back room. This Vendor's cards are only for sale if you didn't purchase them from The Elven Merchant of the Traveling Circus Camp (Carsten).

THE MERCHANT AT TRETOGOR GATE

NEAREST SIGNPOST: Tretogor Gate
SPECIFIC LOCATION: Inside the circular market just northwest of the gate.
AVAILABLE CARD: Random

Standing outside some rolled-up rugs, there's meager pickings from this merchant, so obtain a Gwent card from him instead.

NOVIGRAD CITY: HARBOR SIDE AND GLORY LANE

THE MADAME OF CRIPPLED KATE'S

NEAREST SIGNPOST: Portside Gate
SPECIFIC LOCATION: Directly north of Portside Gate, inside Crippled Kate's brothel
AVAILABLE CARD: Random

If you aren't interested in the knocking shop services, you can always ask the Madame for a quickie. A quickie game of Gwent, that is.

THE ALCHEMIST MERCHANT OF LACEHALLS

NEAREST SIGNPOST: Gate of the Hierarch
SPECIFIC LOCATION: West and a little north, inside Lacehalls
AVAILABLE CARD: Random

Meet the merchant just inside the King of Beggar's domain (knock to get in, assuming you've met the King already). He has a card waiting for you if you can better him.

THE HALFLING HERBALIST OF GLORY LANE

NEAREST SIGNPOST: Hierarch Square
SPECIFIC LOCATION: South across the river in Glory Lane, northern market.
AVAILABLE CARD: Random

Tucked in to the left of Kluhg's store is a small shop with an equally diminutive shopkeeper; a Halfling herbalist with an excellent selection of goods, and a single Gwent card if you better him in a game.

ZOLTAN CHIVAY

NEAREST SIGNPOST: Gate of the Hierarch
SPECIFIC LOCATION: Outside the Rosemary and Thyme, Glory Lane district.
AVAILABLE CARDS (Rewards): John Natalis (Secondary Quest: A Dangerous Game), Fringilla Vigo (Secondary Quest: A Dangerous Game), Isengrim Faoiltiama (Secondary Quest: A Dangerous Game)
AVAILABLE CARDS (Gwent Game): Eithne (Gwent Quest: Old Pals)

Your old dwarven friend and reprobate Zoltan Chivay is usually hanging around the Rosemary and Thyme, and is always up for a game of Gwent. Challenge him in any quests where you have a bit of time to kill, too.

There are also three unique cards associated with Zoltan, and these can be found during Secondary Quest: A Dangerous Game:

The Isengrim Faoiltiama card is found in Zed's house (east-west thoroughfare in Glory Lane, north of Glory Gate) during the quest, or given as an optional reward by Zoltan at the end of the quest.

The John Natalis card is is either won from a man named Ravvy in the Golden Sturgeon Inn during the quest, or given as an optional reward by Zoltan at the end of the quest.

The Fringilla Vigo card is either found snooping around upstairs in Caesar Blizen's house (south edge of Hierarch Square) during the quest, or given as an optional reward by Zoltan at the end of the quest.

NOVIGRAD CITY: FARCORNERS

ELIHAL THE GARMENT TRADER OF FARCORNERS

NEAREST SIGNPOST: Tretogor Gate
SPECIFIC LOCATION: The riverside shop just southeast of the Signpost.
AVAILABLE CARD: Random

The elven charmer has more than the finest tailored attire about his person; play a game of Gwent and win another random card.

NOVIGRAD: GRASSY KNOLL TERRITORY (WEST)

SCOIA'TAEL TRADER OF NOVIGRAD FOREST

NEAREST SIGNPOST: Lucian's Windmill
SPECIFIC LOCATION: Northwest of the Signpost, on a raised forested hillock.
AVAILABLE CARD: Esterad Thyssen (Gwent Quest: Big City Players), Cirilla Fiona Elen Rianno (Gwent Quest: Big City Players), Francesca Findabair: The Beautiful (Gwent Quest: Big City Players)

A band of roving Scoia'Tael live in the forest east of Portside Gate, and you saved their merchant leader in the dim and distant past. Aside from a fine supply of glyphs and diagrams, the trader is the ultimate Gwent player in Gwent Quest: Big City Players. Win the Cirilla card from him (as well as the Francesca card for completing the quest), but only after beating Vimme Vivaldi, Marquise Serenity, and Sigismund Dijkstra. If Sigismund Dijkstra is indisposed, face the trader to win the Esterad Thyssen card instead.

NOVIGRAD: GRASSY KNOLL TERRITORY (EAST)

THE INNKEEPER AT CUNNY OF THE GOOSE

NEAREST SIGNPOST: Cunny of the Goose
SPECIFIC LOCATION: Inside the lakeside tavern.
AVAILABLE CARDS (Price): Havekar Healer (20), Scorch (50), Impera Brigade Guard (20), Young Emissary (20), Francesca Findabair: Daisy of the Valley (50)
AVAILABLE CARD (Gwent game): Random

Head inside the questionably-named lakeside drinking establishment, and challenge the innkeep to a game of Gwent. He isn't one of the Innkeepers you need to challenge in the Gwent Quest: Playing Innkeeps, so expect a random card if you beat him. You're here to buy cards too.

NOVIGRAD: GUSTFIELDS TERRITORY (CENTER)

THE ALCHEMIST AT THE CHAPEL

NEAREST SIGNPOST: Oxenfurt Gate
SPECIFIC LOCATION: Inside the small chapel just north of the Signpost, outside Novigrad City.
AVAILABLE CARD: Random

Pretending to be an apothecary trader, this alchemist is on the look out for Eternal Fire zealots. After convincing him he's safe, feel free to play a round of Gwent for his card.

THE INNKEEP AT SEVEN CATS INN

NEAREST SIGNPOST: Seven Cats Inn
SPECIFIC LOCATION: Inside the Inn
AVAILABLE CARDS (Price): Havekar Smuggler (10), Mahakaman Defender (20), Decoy (20), Impera Brigade Guard (20), Young Emissary (50)
AVAILABLE CARD (Gwent game): Random

Aside from a choice tipple and succulent meats, the Innkeep at the Seven Cats Inn has five different Gwent cards for purchase, as well as a random card if you best her at a game.

THALER THE ERSTWHILE SHOE PEDDLER

NEAREST SIGNPOST: Hanged Man's Tree
SPECIFIC LOCATION: Outside the Troll Cave
AVAILABLE CARD: Geralt of Rivia (Gwent Quest: Playing Thaler)

Once you've finished Secondary Quest: A Deadly Plot, find Thaler in the trolls' cave during A Deadly Plot and rescue him. You can play Gwent at the quest conclusion (either by talking to him, or waiting for him to move to the Seven Cats Inn or Nowhere Inn. Is Thaler indisposed? Then consider this card to be out of your reach.

THE GWENT PLAYERS OF VEGELBUD ESTATE

NEAREST SIGNPOST: Vegelbud Residence
SPECIFIC LOCATION: In the formal gardens within the grounds of the estate (only during the quest).
AVAILABLE CARDS (Gwent Game): Milva (Secondary Quest: A Matter of Life and Death), Vampire: Bruxa (Secondary Quest: A Matter of Life and Death), Dandelion (Secondary Quest: A Matter of Life and Death)

There are three unique Gwent cards to be won, but only during Secondary Quest: A Matter of Life and Death. Visit the Vegelbud Estate with Triss Merigold and, during the masquerade ball, look for the Gwent table. This is your only opportunity to gather these cards:

Defeat the first player; the reckless Margrave Vladimir de Cret to win the Milva card.

Defeat the first player, then Count Gomo Seeling to win the Vampire: Bruxa card.

Defeat the first and second players, and then the impressive Sir Marius Florin to win the Dandelion card.

THE ELVEN MERCHANT OF THE TRAVELING CIRCUS CAMP

NEAREST SIGNPOST: Carsten
SPECIFIC LOCATION: In the elven circus camp just northwest of Carsten.
AVAILABLE CARDS (Price) (Number Available): Gaunter O'Dimm (20) (if not already won), Emhyr var Emreis: Invader of the North (70), Foltest: Son of Medell (70), Gaunter O'Dimm: Darkness (20), Havekar Healer* (50), Mahakaman Defender* (20) (3), Commander's Horn (10), Catapult* (50), Dol Blathanna Archer* (10), Siege Technician* (20), Barclay Els* (20), Dol Blathanna Scout* (10), Havekar Smuggler* (20), Vrihedd Brigade Veteran* (20)
AVAILABLE CARD (Gwent game): Schirru

Someone almost obsessed about Gwent as you are is the elven merchant sitting near the fire-eater at the elven circus camp where you recruit Eveline during Hearts of Stone: Main Quest: Breaking and Entering. Make sure you visit him, as the first four listed cards are brand new, while the rest are duplicates to add to your collection. Challenge him to Gwent for his unique card. The cards marked "*" are only for sale if you didn't purchase them from Madame Serenity, the Innkeep at the Golden Sturgeon, or Olivier the Innkeep at The Kingfisher Inn (all in Novigrad City); this is one of two places to buy them.

NOVIGRAD: GUSTFIELDS TERRITORY (SOUTH)

VERNON ROCHE THE TEMERIAN PARTISAN

NEAREST SIGNPOST: Temerian Partisan Hideout
SPECIFIC LOCATION: By a campfire inside the hideout.
AVAILABLE CARD: Saesenthessis (Gwent Quest: Old Pals)

Northeast of Oxenfurt in the rocky gorge where the Temerians hide and plan revenge for their slaughter, you can find your old friend Vernon Roche. You must have beaten Zoltan Chivay first, before Vernon can be asked for a game.

THE HALFLING HERBALIST IN HIS HUT

NEAREST SIGNPOST: Herbalist's Hut
SPECIFIC LOCATION: Inside the hut
AVAILABLE CARD: Random

The Halfling with a passion for innovative gardening methods also fills his time with the hobby of Gwent. Challenge him for a random card.

NOVIGRAD: GUSTFIELDS TERRITORY (NORTHWEST)

THE COW IN THE BARN

NEAREST SIGNPOST: Brunwich
SPECIFIC LOCATION: On the upper loft of the barn.
AVAILABLE CARD: Cow

Ideally during Hearts of Stone: Main Quest: Dead Man's Party, climb the ladder into the upper loft of the main barn building of Brunwich, and use your Witcher Senses to find a stray card lying on the wooden palettes near the barrels and sacks.

A SMALL GAME OF GWENT

NEAREST SIGNPOST: Brunwich
SPECIFIC LOCATION: In the grass within the walled village.
AVAILABLE CARD: None

During Hearts of Stone: Main Quest: Dead Man's Party, one of the activities you can undertake (as Vlodimir) is challenging a group of halflings to a round of Gwent. The loser forfeits some cash and gains donkey's ears. Win, and receive crowns, but no card.

THE OFIERI MERCHANT OF UPPER MILL

NEAREST SIGNPOST: Upper Mill
SPECIFIC LOCATION: By the windmill, near the Ofieri tent.
AVAILABLE CARDS (Price): Francesca Findabair: Hope of the Aen Seidhe (70), Eredin Bréacc Glas: The Treacherous (60), Gaunter O'Dimm: Darkness (20)

On the east side of Miller's Lake in the far northeast corner of Gustfields is an old mill (one of two in the vicinity). Look for the Signpost, speak to the Ofieri Merchant (whom you can start Race: A Swift as the Western Winds or Secondary Quest: From Ofier's Distant Shores). You're here for Gwent cards. Three of them.

NOVIGRAD: SECOND CITY OF OXENFURT

THE MERCHANT OF OXENFURT

NEAREST SIGNPOST: Oxenfurt Harbor
SPECIFIC LOCATION: The market square in the northern part of Oxenfurt (west side)
AVAILABLE CARD: Random

Seek out the merchant selling to the wealthy townsfolk of Oxenfurt. Aside from the paint you can purchase for a troll in need, you can also challenge the trader to a quick game of Gwent.

THE JOURNEYMAN ARMORER OF OXENFURT

NEAREST SIGNPOST: Novigrad Gate (Oxenfurt City)
SPECIFIC LOCATION: At the armorer's shop, north market.
AVAILABLE CARD: Random

This armorer has a host of wares to sell, and can tinker for you, but he's also here to provide an opportunity to win a hand of Gwent.

STJEPAN THE INNKEEP, AT THE ALCHEMY INN

NEAREST SIGNPOST: Oxenfurt Harbor
SPECIFIC LOCATION: At the bar, inside the Alchemy Inn
AVAILABLE CARD (Price): Dwarven Skirmisher (10), Mahakaman Defender (20), Vrihedd Brigade Veteran (20), Commander's Horn (10)
AVAILABLE CARD (Gwent game): Yennefer of Vengerberg (Gwent Quest: Playing Innkeeps)

While visiting Oxenfurt, be sure to head into the main watering hole and chat to the barkeep; a Gwent fan named Stjepan. Although he has cards to sell, the real prize is winning his Yennefer of Vengerberg card from him, to start the Gwent Quest: Playing Innkeeps. Olivier at the Kingfisher Inn in Novigrad is next!

THE JOURNEYMAN BLACKSMITH OF OXENFURT

NEAREST SIGNPOST: Western Gate
SPECIFIC LOCATION: On the balconied smithy, southeast Oxenfurt
AVAILABLE CARD: Random

Toiling over a hot anvil can be stressful; so this fellow likes to unwind with a quick game of Gwent. Oblige him for a random card, but only if you win!

HILBERT THE AUCTION BIDDER

NEAREST SIGNPOST: Oxenfurt Harbor
SPECIFIC LOCATION: Borsodi Auction House, during the Hearts of Stone Main Quest: Open Sesame (Part 1)
AVAILABLE CARD: Gaunter O'Dimm (Hearts of Stone: Main Quest: Open Sesame (Part 1))

When you visit the Borsodi Auction House in Oxenfurt for the first time during Hearts of Stone: Main Quest: Open Sesame (Part 1), spend time before the auction starts introducing yourself to Vimme Vivaldi's friends. One is a keen Gwent player named Hilbert who asks for a game. This is your only opportunity to win his card.

SHANI THE PHYSICIAN

NEAREST SIGNPOST: Oxenfurt Harbor
SPECIFIC LOCATION: Shani's Clinic, west Oxenfurt
AVAILABLE CARD: Olgierd von Everec

Ideally after Hearts of Stone: Secondary Quest: A Midnight Clear has been completed, feel free to visit Shani back at her clinic in Oxenfurt, and play a round of Gwent with her. If she departs before you have a chance for a game, look for the card on an upstairs table.

OLGIERD VON EVEREC, THE TORTURED SOUL

NEAREST SIGNPOST: Oxenfurt Harbor
SPECIFIC LOCATION: The Alchemy Inn
AVAILABLE CARD: Toad

Optimally after Hearts of Stone: Secondary Quest: A Midnight Clear has been completed, visit Olgierd von Everec at the Alchemy Inn, and after other conversations, settle down for a bout of Gwent with the fellow. If Olgierd is indisposed, you can claim the card on a bar table inside the Alchemy Inn.

Main Quest: Kaer Morhen

Running the Walls

OBJECTIVE:

- Join Ciri in a run along the ramparts down to the Lower Courtyard.

KAER MORHEN
Join Ciri in a race along the ramparts down to the lower courtyard.

Learn the fundamentals of movement en route to meeting with Vesemir in the lower courtyard below.

MOVEMENT FUNDAMENTALS

At the end of this run, you should know how to:

- Climb a ladder (remember you can drop from a ladder too for a quicker—but potentially more dangerous descent).
- Climb an obstacle (remember to press and hold the button, and be close to the obstacle first).
- Fall without killing yourself (if you're plummeting more than about 20 feet, expect to sustain heavy damage, and after 30 feet, expect to reload the game).
- Running and Jumping (exceptionally important when used to retreat from combat, or leaping gaps; spend some time letting Ciri win the race, and ensure you can accurately leap gaps along the route).
- Jumping and grabbing (try holding the "climb" button after a jump to automatically grab a ledge and pull yourself up. Practice this!)

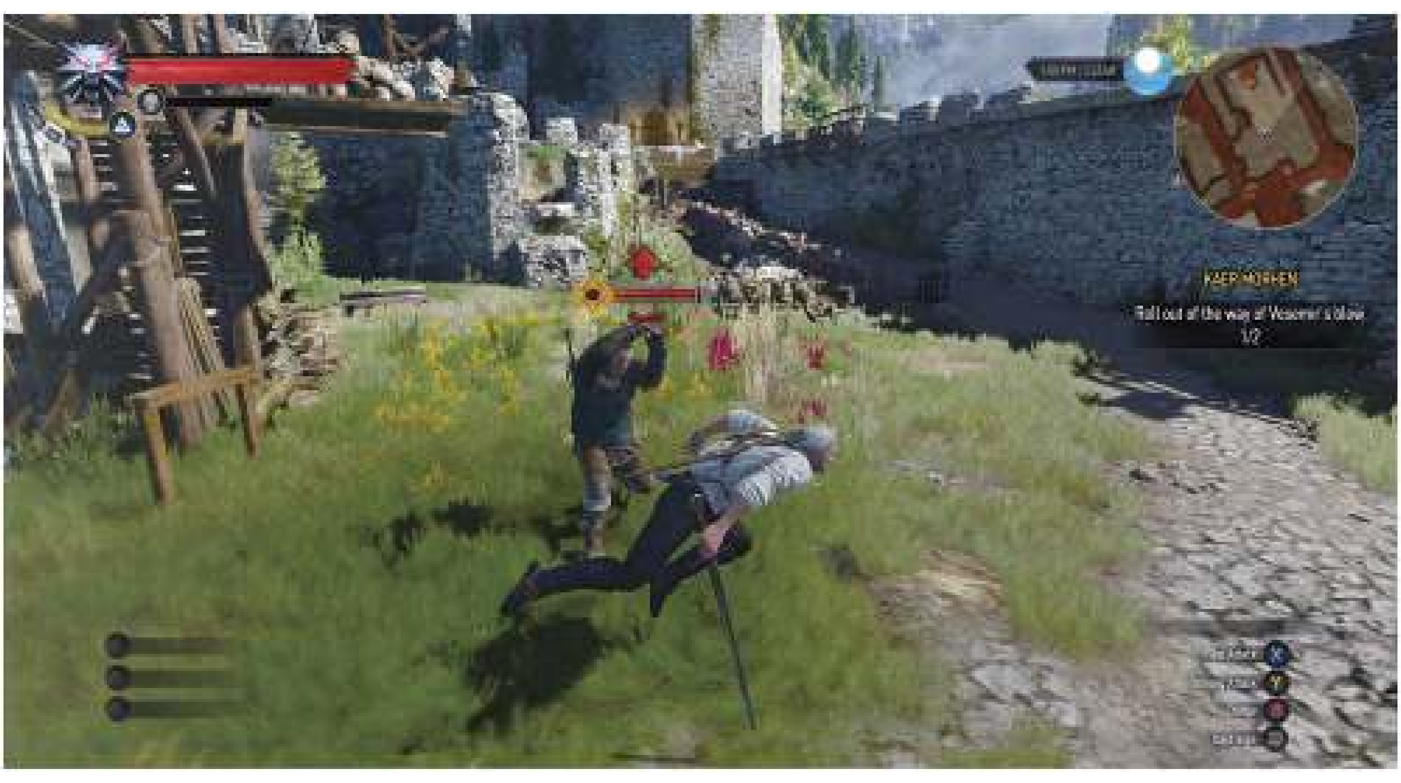
Follow the crenelations until you reach the wooden platform overlooking the lower courtyard. Speak with Ciri (who has something to say depending on whether you finished the race before or after her), then speak with Vesemir again. Answer how you wish, before choosing the following:

- Agreeing to test combat fundamentals (recommended).
- Choosing to start free training.

Main Quest: Kaer Morhen

Steel, Silver, and Signs

While Ciri practices on a dummy, you're able to test your mettle (and your metal) against Vesemir. Follow the on-screen instructions, and concentrate on learning as much as you can during this tutorial, since these fundamentals of combat are key to the unforgiving world outside the walls of this keep.



OBJECTIVES:

- Draw your sword. Aim at Vesemir and mark him as your target.
- Perform a series of fast attacks (3).
- Perform a series of strong attacks (3).
- Perform a series of dodges (3).
- Roll out of the way of Vesemir's blow (2).
- Perform a series of parries (3).
- Perform a series of counterattacks (3).

SWORDPLAY FUNDAMENTALS

At the conclusion of this duel, you should know how to:

- Draw and sheathe your steel sword (though you automatically draw your preferred weapon when enemies are near. Remember that your steel sword is for fighting human or "natural" enemies (like wolves), while your silver sword—which isn't used during these fights—sinks into the flesh of monsters.
- Execute Fast and Strong Strikes (the former hits quickly but lightly, while the latter inflicts more damage but is more easily blocked).
- Perform Dodges (these are key to avoiding incoming attacks; quickly dodge as soon as you see an enemy's attack start, and you avoid it, and follow it up with violent retribution!).
- Parry and Counterattack (also known as blocking and riposte; a slightly more advanced method of remaining locked in combat with a foe you want to focus on killing, parrying them to start a defensive posture whenever you wish—though you obviously can't attack during this time—and then executing a counterattack as soon after your blocked sword is struck as possible. The counterattack is incredibly useful as it pushes a foe back, and usually off-balance).

VESEMIR'S HEALTH

Notice Vesemir's Health bar? It is the color red (indicating the steel sword should be used; monsters have a silver health bar). It also has a diamond icon to the left of it, with a "skull" inside. This shows Vesemir's level compared to your own, and spotting this while fighting later into your questing is the key to understanding the strength of a foe you're facing. Consult the **Training** section of this strategy guide for further information.

OBJECTIVES:

- Cast the Quen Sign.
- Cast the Igni Sign.
- Cast the Aard Sign.
- Cast the Axii Sign.
- Cast the Yrden Sign.

Vesemir's training continues with the activation of your five different Witcher Signs. This magic is critical to augmenting your already-impressive sword skills.

SIGN-CASTING FUNDAMENTALS

Pay close attention so you know the basics of your five magical skills. Learn the following:

- Cast Quen (which defends you against damage and certain critical effects, and should be cast before you enter combat).
- Cast Igni (which deals fire damage and has a chance to apply an incineration effect on your opponents and is a great way to dish out extra damage, clip the wings of airborne opponents, and set fire to flammable objects such as exploding barrels. Expect to use this Sign often).
- Cast Aard (which stuns opponents or, in some cases, knocks them to the ground and is another highly-useful ability, especially when you want to clear an area of multiple foes, or want to destroy weak walls or certain blockages of debris).
- Cast Axii (which temporarily disorients your opponents, allowing you to focus on battering one foe at a time if multiple enemies are engaging you, or weakening a single enemy you're facing).
- Cast Yrden (which lays a magic trap that slows anyone walking over it, a perfect accouterment to your dexterous swordplay, and a great defensive way to quickly heal yourself, change signs, or otherwise tone down a ferocious battle you may find yourself in).

ACTIVATING SIGNS WITH EASE

Beware of low Stamina, as this stops you from casting Signs. Increase the dexterity in your fingers by learning to quickly bring up your Signs menu, select a Sign (after memorizing where each of them are), and use it effectively, as combat slows down—but critically, does not stop—while you choose your Sign. Floundering while not learning the layout of your Signs menu is a critical mistake!

OBJECTIVES:

- Throw a bomb.
- Stand in the highlighted spot.
- Throw a bomb at the training post.
- Sheathe your sword.

END: A FEVERED DREAM

Vesemir's training concludes with a spot of projectile-wrangling. Produce a Moon Dust bomb and learn to aim it both at near and far ranges. Follow the on-screen advice, and then finish your training by sheathing your sword. Afterwards, your mind becomes addled, as if in a fevered dream, and the second part of this quest (Lilac and Gooseberries) begins.

ITEM: Moon Dust (2)

BOMB-LOBBING FUNDAMENTALS

As this tutorial draws to a close, you should know how to access your Items menu (to select bombs, or another item you wish to lob), as well as how to throw bombs at close or long ranges (automatically or while aiming). The maximum distance is from the indicated spot to the training dummy, so use this knowledge when facing foes, and try to damage them with these projectiles before they close in.

Main Quest: Lilac and Gooseberries

A Fresh Trail, But a Fetid Air

DANGER ALERT SPOILER ALERT

MAIN QUEST: LILAC AND GOOSEBERRIES

RELATED QUESTS : Main Quest: Kaer Morhen; Main Quest: The Beast of White Orchard

LOCATIONS : Ransacked Village, Ford, Woesong Bridge, White Orchard, Nilfgaardian Garrison

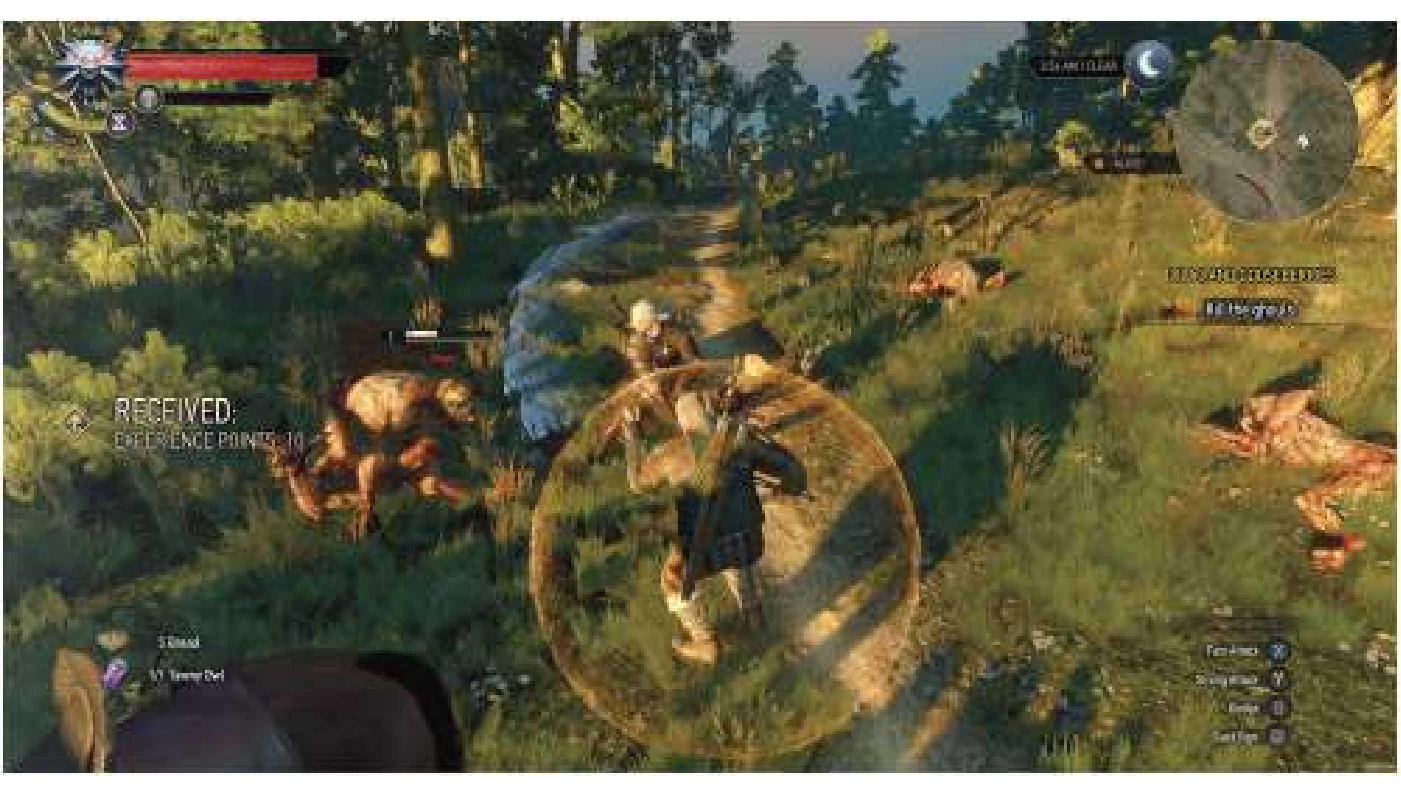
CHARACTERS : Vesemir, Gaunter O'Dim, Nilfgaardian Officer

ENEMIES : Ghouls, Griffin, Deserters, Peasants, Wolves, Drowners

OBJECTIVE:

- Kill the ghouls.

You wake from your nightmare on the road to Vizima, closing in on the settlement of White Orchard. Vesemir speaks with you. Choose your conversation as you wish. After re-reading a missive from Yennefer, your search for Ciri is interrupted by the foul stench of ghouls infiltrating this hillock. Wipe them out.



CHOOSE YELLOW: QUICKENING THE CONVERSATION

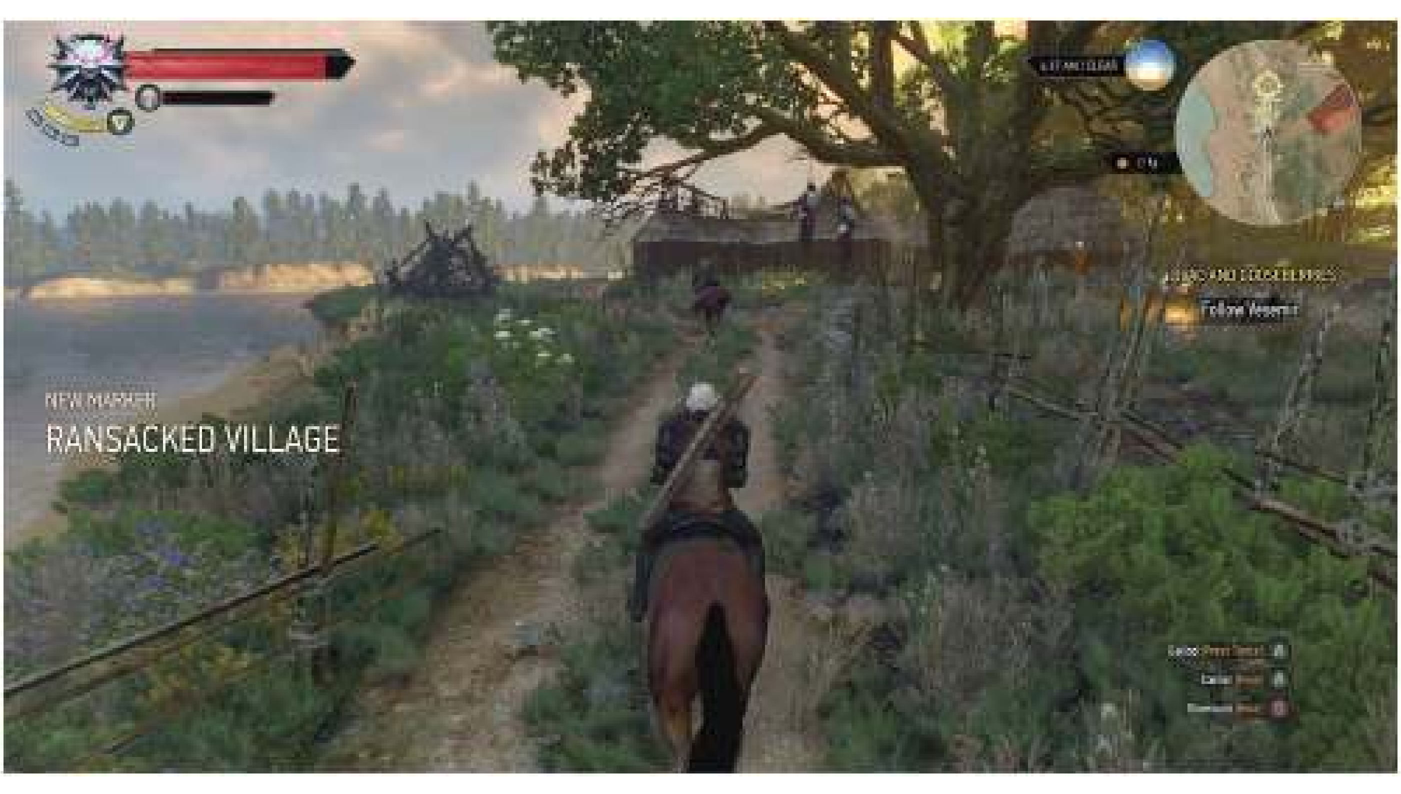
Notice the in-game conversation choices marked in yellow? These indicate an important choice if there are multiple yellow utterances to be made. But in the case of one yellow choice, and one or more other choices, the yellow choice moves the conversation along. Usually, the white choices are there simply for lore and flavor, but not all the time! Be sure to follow this guide so you don't overlook an important choice that isn't written in yellow!

NULLIFYING NECROPHAGES

The ghouls you're slaughtering should pose only a limited threat, as long as you remember to use your silver sword (look to their silver-color health bars as a clue), and push any foes back using Aard, while setting them alight with Igni. Once slain, check your Bestiary to learn more about the horrors you've fought, as well as their weaknesses. Or simply check the **Bestiary** section of this strategy guide.

OBJECTIVE:

- Follow Vesemir.



After the fracas with the ghouls, inspect the area close to the path that sparkles with a strange glittering light. Obtain the Crystal Skull (evidence of Yennefer you surmise) and mount your faithful steed Roach. Even though you can head off on your own, this isn't the best time to do so (attempt this shortly).

ITEM: Quest Item (Relic): Crystal Skull

MORE THAN VALUABLE BAUBLES: RELICS

Though the Crystal Skull isn't a hugely helpful item, some chests throughout the lands contain much more valuable relics; the most valuable of treasures. Be sure to check the **Atlas** to see where all these chests are!

PINNED TO A TREE: POSTERS

The tree you made camp at has a poster nailed to its trunk. Though easy to overlook, it's worth checking any posters you see on trees, or nailed to walls in settlements, since they provide helpful information, and possible indications of activities or quests.

CORPSE-LOOTING, GREEN LEAF: AND ALCHEMY

Scavenging those you slay yields crowns, weaponry, and alchemic ingredients, so be sure to inspect any corpse you come across. Also look to the minimap, as naturally-occuring ingredients (usually plant-life) also appears in the nearby vicinity, with a green leaf icon. Gather these too. Brewing a potion requires you harvesting from the lands you roam.

ALL THAT GLITTERS...

Important objects you should investigate are always bathed in faint glittering light. Such objects may start Secondary Quests, or be important to an ongoing mission. Many also appear in your Witcher Sense visions, too.

RIDING ROACH BEYOND REPROACH

Your faithful steed is always around to help you maneuver through the wilds at a faster speed. As you follow Vesemir, practice the following techniques (which are detailed in **Training**):

- Mounting and Dismounting (remember your speed and direction influence how you climb onto and off your horse).
- Cantering and Galloping (increase the speed of your horse to cover distances more quickly, at the expense of quick manuverabiliy and a steady loss of your horse's Stamina, except when you're galloping on a road or path).
- Horses and Roads (an often-overlooked method of following a path is to let your horse do the steering automatically).
- Calling for Roach (though you won't need to do this yet, remember you can whistle and Roach appears. This occurs most of the time, and allows you to swiftly mount and ride through more inhospitable locations instead of slogging through on foot).

Follow the winding path, speaking with Vesemir as you pass two new signposts. The latter of which is a Ransacked Village. Evidence of the recent war is everywhere. Follow Vesemir along the river bank, and jump across the ruins of a brick bridge.

A FOOTNOTE ON SIGNPOSTS AND FAST TRAVEL

Signposts are everywhere, and appear on both your minimap and World Map as you discover them. It is usually a good idea to explore the area around a signpost thoroughly for hidden chests, optional quests, ingredients, monsters, collectibles, and other interesting phenomena. Each discovered signpost allows you to Fast Travel from it to any other signpost you may have discovered. This becomes hugely helpful after you venture off the mainland to the Isles of Skellige, and don't wish to return via small boat in a stormy sea.

You venture across an upturned trader's cart, a mass of sinewy feathered limbs tearing away at a slain horse. After chasing away the griffin, you speak with the trader whose life you saved. He points you in the direction of White Orchard, and an inn where further information may be obtained.

At this point, you may wish to return to the Ransacked Village, and speak to the villager named Dune who shouts as you pass, pleading for your help. Temporarily leaving Vesemir in order to attempt the White Orchard Secondary Quest: Missing In Action, though optional, is a good idea.

AN EXCLAMATION PROCLAMATION!

Keep an eye open for exclamation marks appearing on your minimap (and World Map) as you explore new areas or return to old ones. These indicate a Secondary Quest is available, usually by speaking to someone.

BESTIARY: A MONSTROUS COMPENDIUM

For each entity you meet, whether you slay it or not, an entry to your Bestiary is added. If you slay a foe proficiently, the Bestiary updates, so you always have the most up-to-date hints on defeating foes you may not have faced in a while. Naturally, this guide's own **Bestiary** offers the best possible preparation plans and takedown methods, and is offered to you as a preferred solution.

AFORE YE GO: FREEFORM EXPLORATION

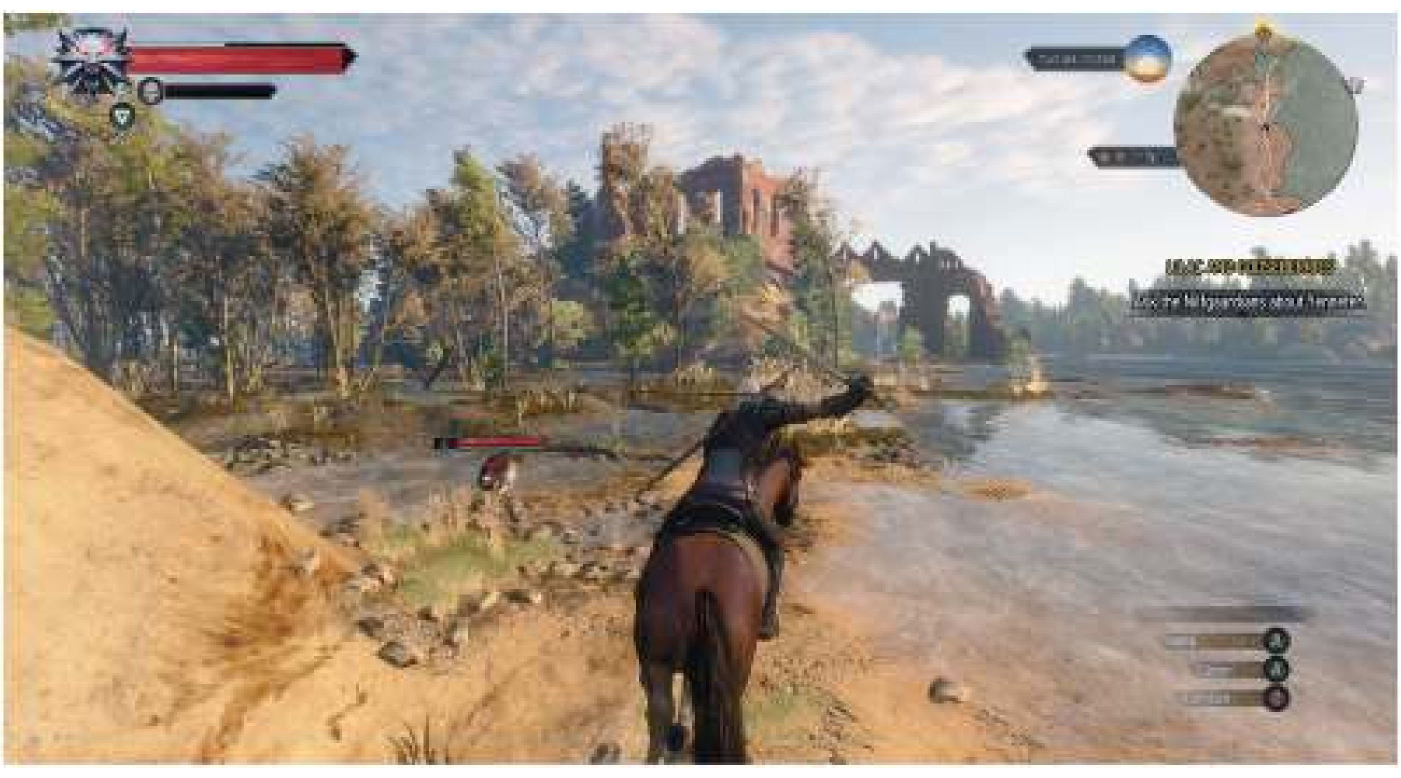
Once you've spoken to the trader the griffin terrorized, Vesemir rides to the tavern in White Orchard, and you are free to either follow him, or spend some time exploring this area more completely. Consult this guide's **Atlas** for some areas of interest. But before you go on with this Main Quest, be sure to attempt at least some of the following. You can:

- Collect more ingredients from the lakes, woods, and rolling countryside.
- Attack some deserters within the walls of the ruined brick keep adjacent to the Ransacked Village, uncover a chest inside the brick tower, and start the quest **Scavenger Hunt: Viper School Gear** to obtain impressive Viper School gear.
- Learn the ways of the World Map; including zooming in and out, and the placement of Waypoints at locations this guide's **Atlas** has referenced.
- Investigate the Monster Nests that infest this land; this is a good way to level up, providing you have the skills to survive waves of foes. The nests can only be destroyed with bombs (usually the Dancing Star or Grapeshot); another reason collecting ingredients (and Alchemy) is important!
- Investigate the Places of Power (there are five in this part of the world). Each is guarded by a nasty foe, so you may need to level up and return later, but as each stone grants you an Ability Point, they are exceptionally helpful and must be found!
- Complete as many **Secondary Quests** as you wish; there are five to initially find.
- Learn about more Secondary Quests by inspecting the Notice Board in White Orchard, as well as in other settlements.
- Inspect whetstones at nearby forges across the landscape, where you can repair items damaged by battle.
- And of course, learn the advantages of meditation; preparing for combat as well as concocting potions and bombs, waiting to certain times of the day, and obtaining certain bonuses. See **Training** for more information.

Main Quest: Lilac and Gooseberries

Ess Soond Jakkten (Good Hunting to You)

The Nilfgaardian garrison is to the northwest of White Orchard. The easiest route to reach it is by heading along the river bank in a westerly direction, following it northwest into a small swamp (watch for wolves and drowners). As the brick edifice looms at you from the hill ahead, pass under the archway of a broken bridge, past some exercising troops, and under a second archway. Dismount at the small jetty and climb the wooden steps. You're met by two brusers manning the gated entrance. A brief chat, and you're allowed through.



TREASURE ON THE BRIDGE

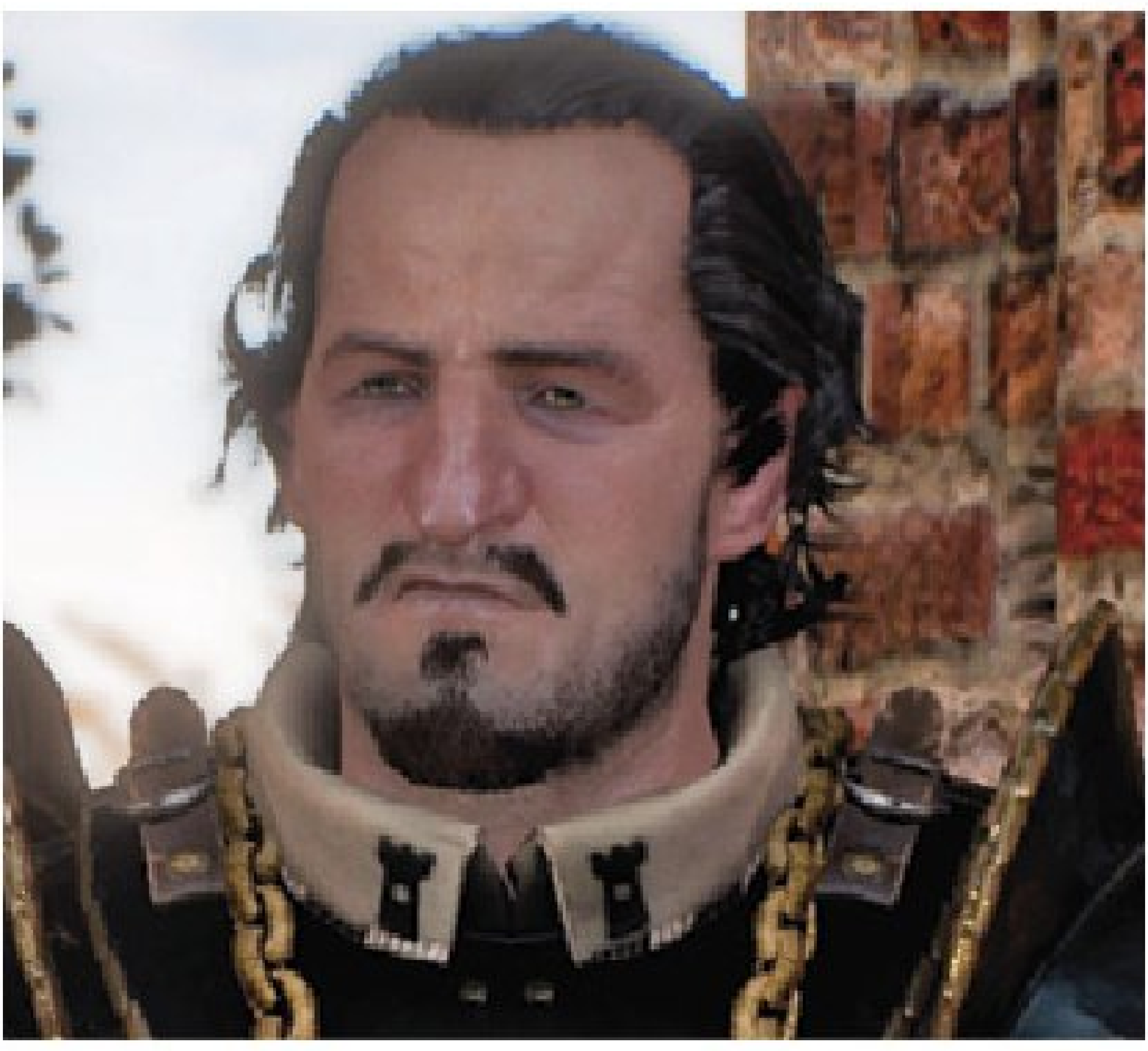
Did you check the edge of the broken bridge over the water. Even though the drop is deadly, there's some choice treasure in a chest here. Be sure to thoroughly explore each new area for such trinkets, and check the **Atlas** maps during each quest for all nearby chests and points of interest.

THE SIGNS ARE EVERYWHERE

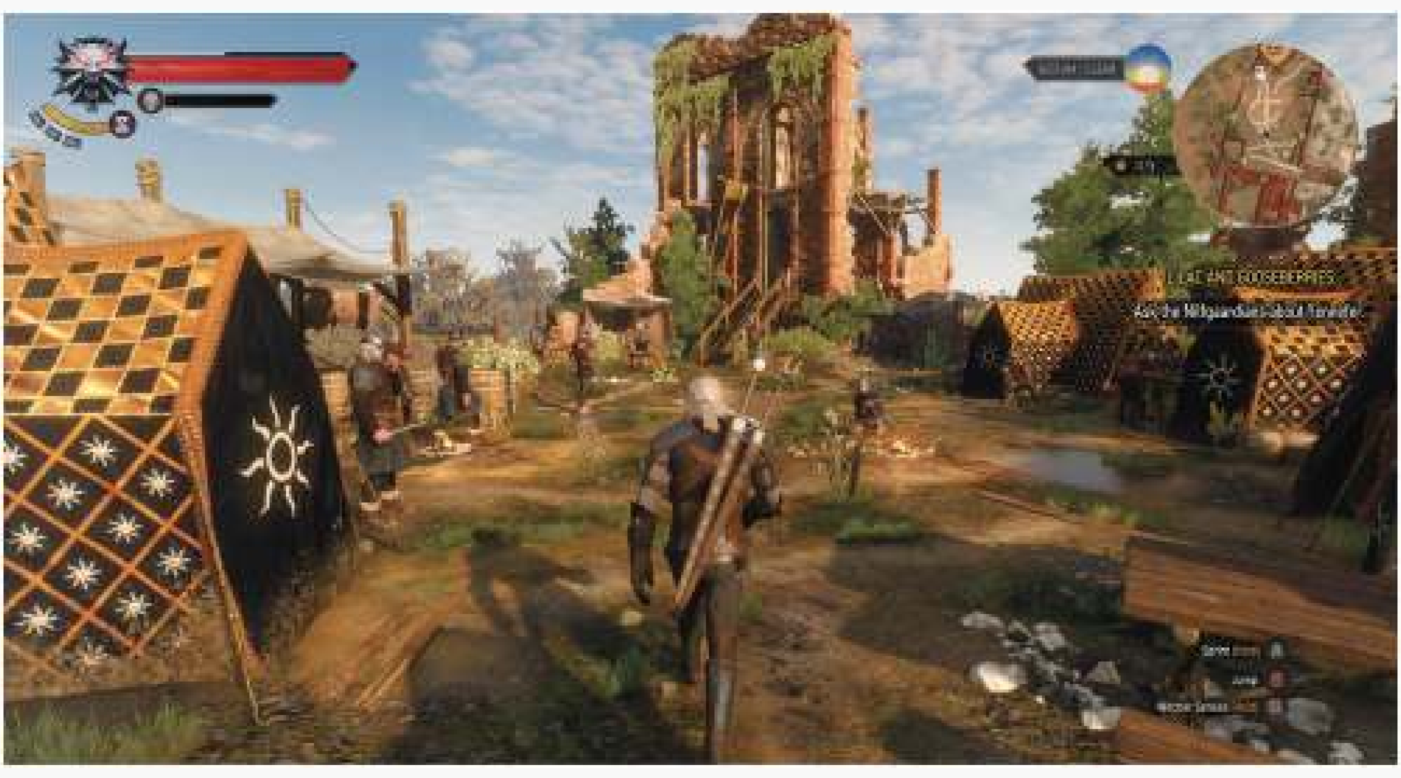
Be sure you access the signpost marker here, so you can Fast Travel back to the garrison when you wish to return here. You are finding all the signposts on the World Map as you go, aren't you?

SUBTLE SECRETS

Did you try returning to the exercising troops between the hours of midnight and one in the morning? They should be "resting" at this point!



Captain Peter Saar Gwynleve



Once inside the gates, head southeast toward the ruins of a brick tower, and speak to the garrison commander. It seems he may have some knowledge of Yennefer's whereabouts, but he'll only impart that information if you agree to rid the area of a troublesome griffin. Agree to this quid pro quo, and be sure you ask the following before you leave:

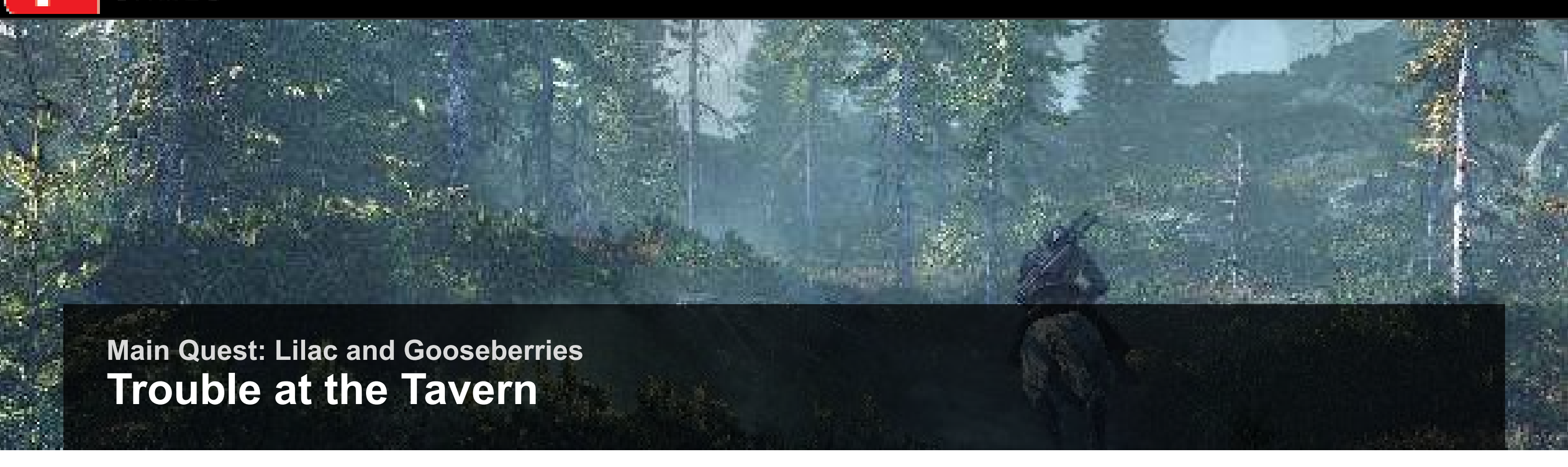
- About a specific herb in the hunt for the griffin.
- About more information regarding the griffin.

OBJECTIVE

- Complete the griffin contract.

MANAGING MULTIPLE OBJECTIVES

Right now, this quest (Lilac and Gooseberries) is still active, but has been superceded by Main Quest: The Beast of White Orchard. This is a linked quest that must be completed before the rest of this quest can be finished. For now, highlight "The Beast of White Orchard" in your Quest menu, and follow those objectives.



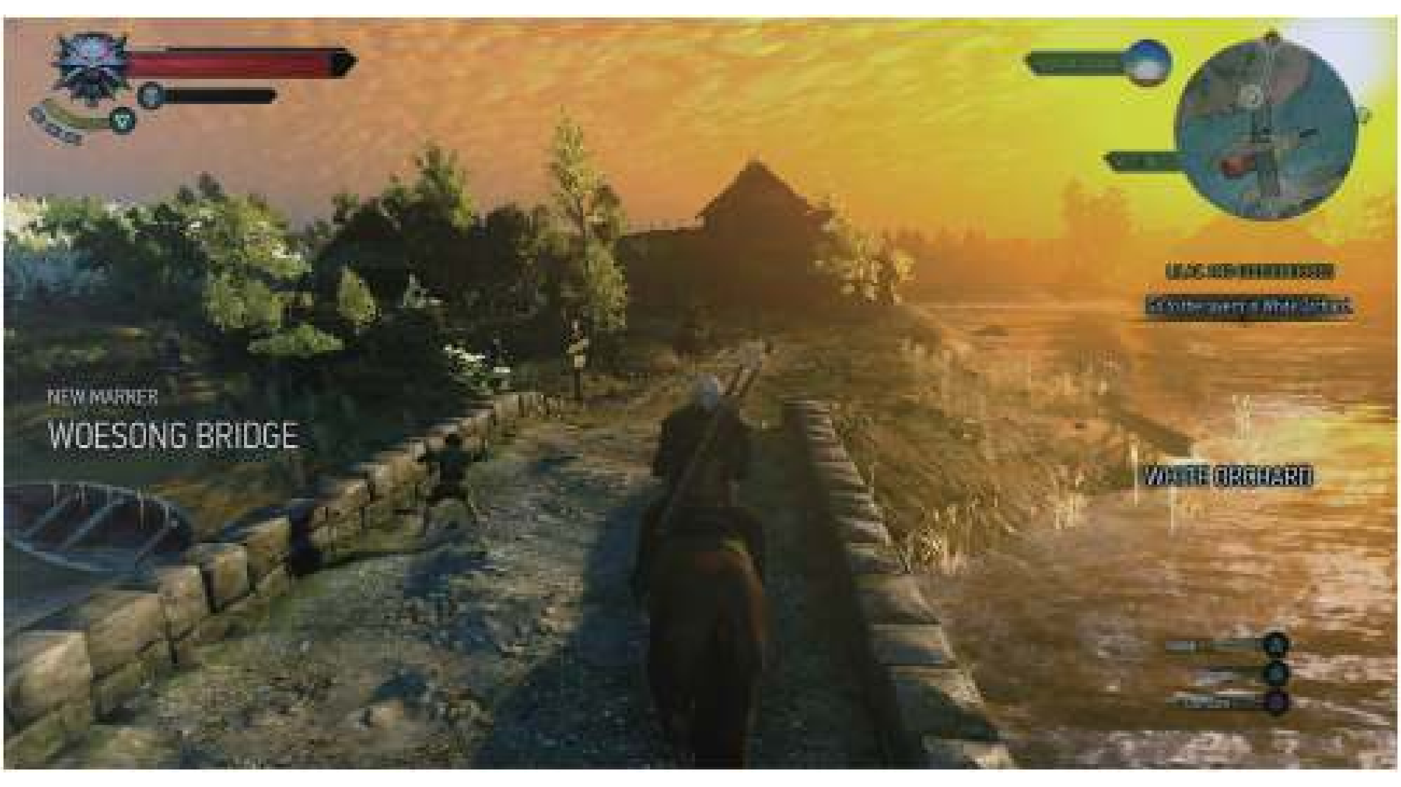
Main Quest: Lilac and Gooseberries

Trouble at the Tavern

OBJECTIVES:

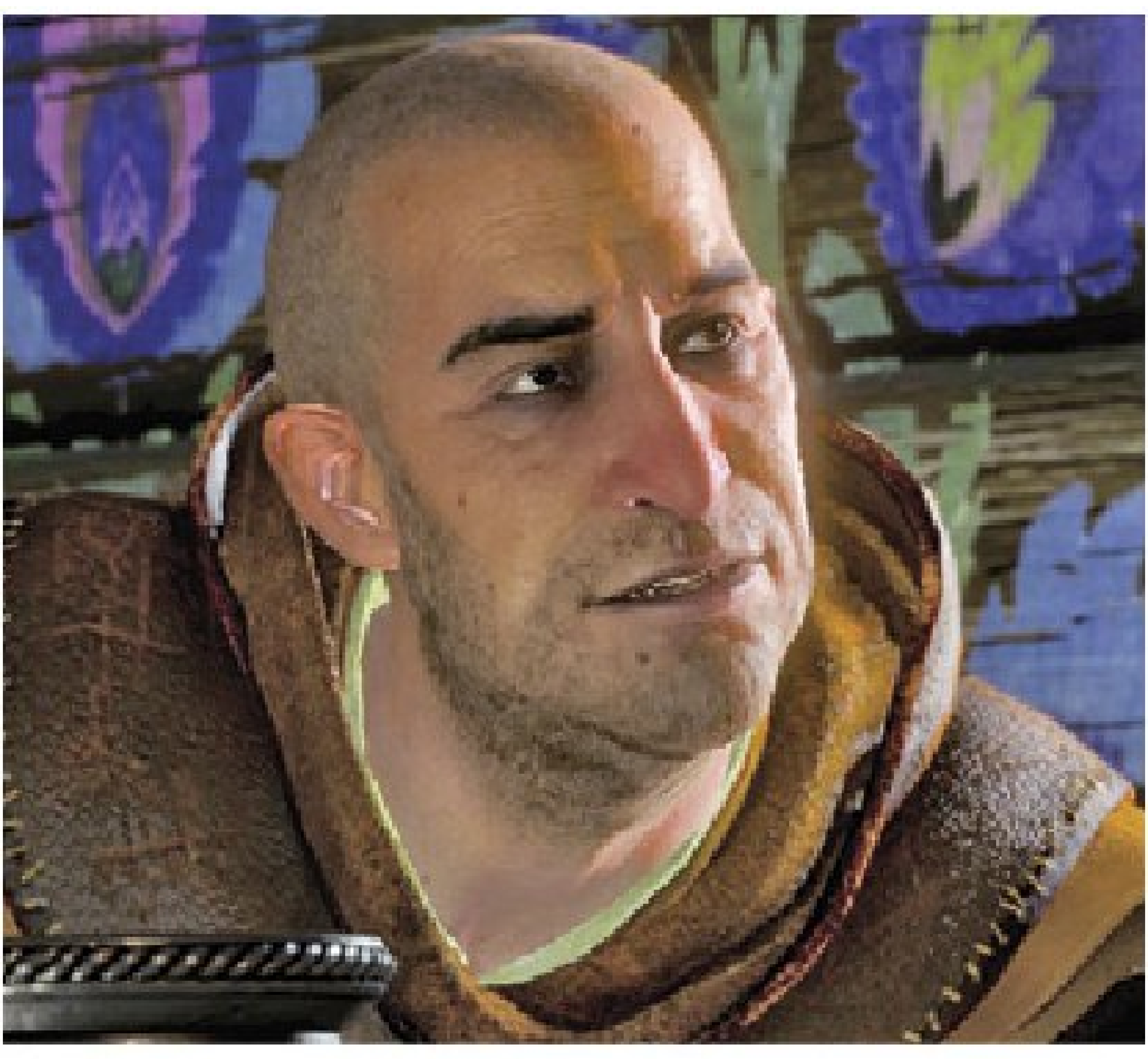
- Go to the taven in White Orchard. Ask travelers about Yennefer.
- Nearest Signpost: Woesong Bridge.

Canter into town, and dismount at the tavern. Once inside, the patrons could best be described as “jumpy”. Conversing with the bar-woman, who advises you to speak to the travelers drinking here if you want information on either of the women you’re trying to find.



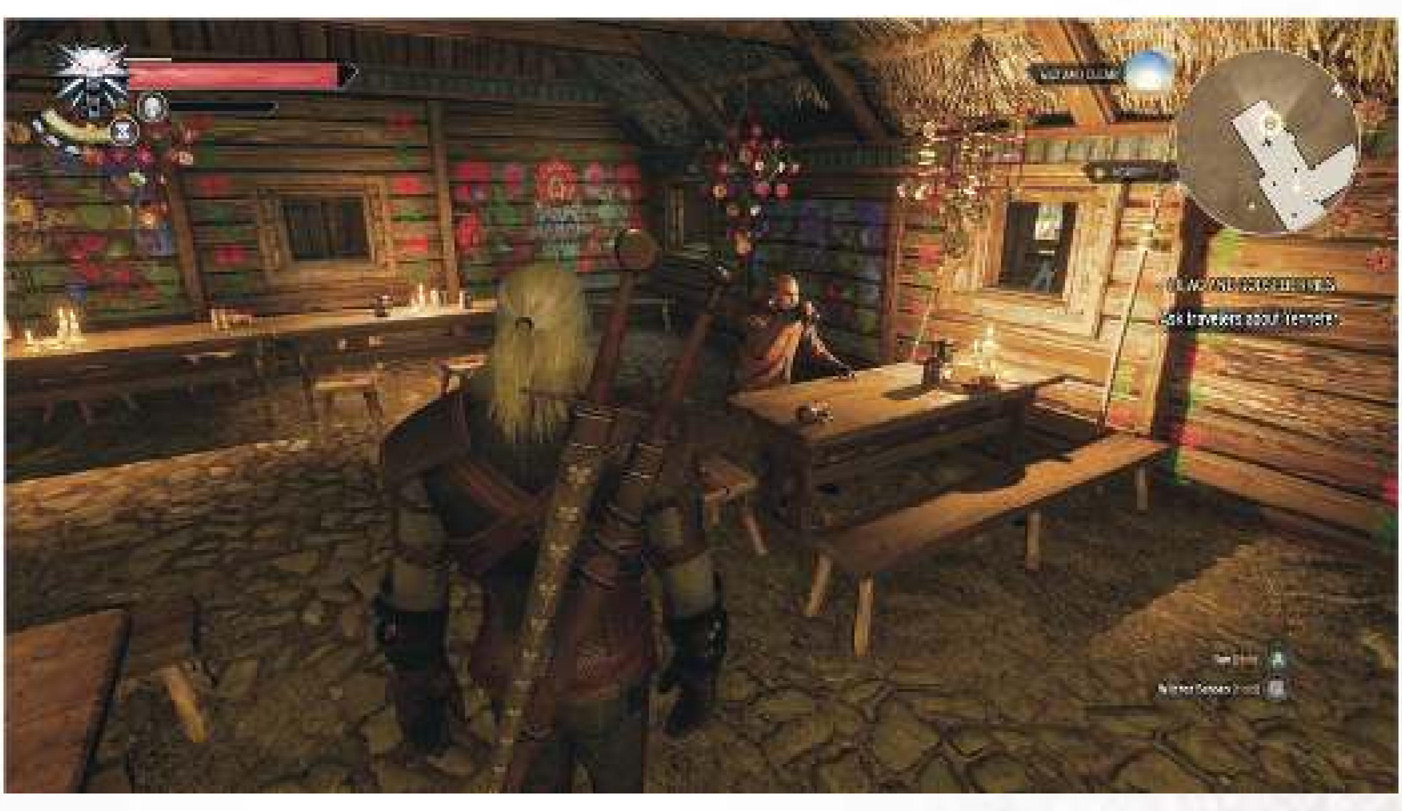
SHOP TILL YOU DROP: TRADING WARES

The bar-woman is one of many traders throughout the lands which you can trade with. Options marked with the “bag” icon show where a trader is, and conversations with this icon also bring up the items the trader has to offer. In this case, a variety of alcohol, Gwent cards, and edible foodstuffs.



Gaunter O’Dim

While Vesemir finishes his drink, speak to the two nearby peasants at a table. There are differing conversation options, including one that uses your Axii Sign, but none reveal any information of note (aside from the racism against those of your kind). A second pair of patrons offer you little more than an introduction to the card game Gwent, so focus your attention on the bald, shifty-looking customer sitting by the window. He knows of Yennefer by name, and reckons the Nilfgaardians may know more about her whereabouts.



A SPOT OF DWARVEN SPIRIT

While you’re here, it’s a good idea to purchase a single bottle of dwarven spirit (for around 47 Crowns), if you have the funds (and if you don’t, why not go exploring?). This is a critical ingredient for a potion you make during a Secondary Quest: On Death’s Bed, and having the potion to hand now makes brewing the potion easier once you start this optional quest.

THIS CHARMING MAN: AXII DURING DIALOGUE

The Axii Sign marked during dialogue allows you to charm stubborn individuals into answering your questions. Remember to add points to your Delusion ability (Character menu) to increase this for more intelligent people you try to befuddle to your will. And watch for other folks witnessing this witchcraft, and possibly acting aggressively. However, most of the time this allows you to receive information or succeed in a chat without forgoing crowns.

ON THE CARDS: GWENT

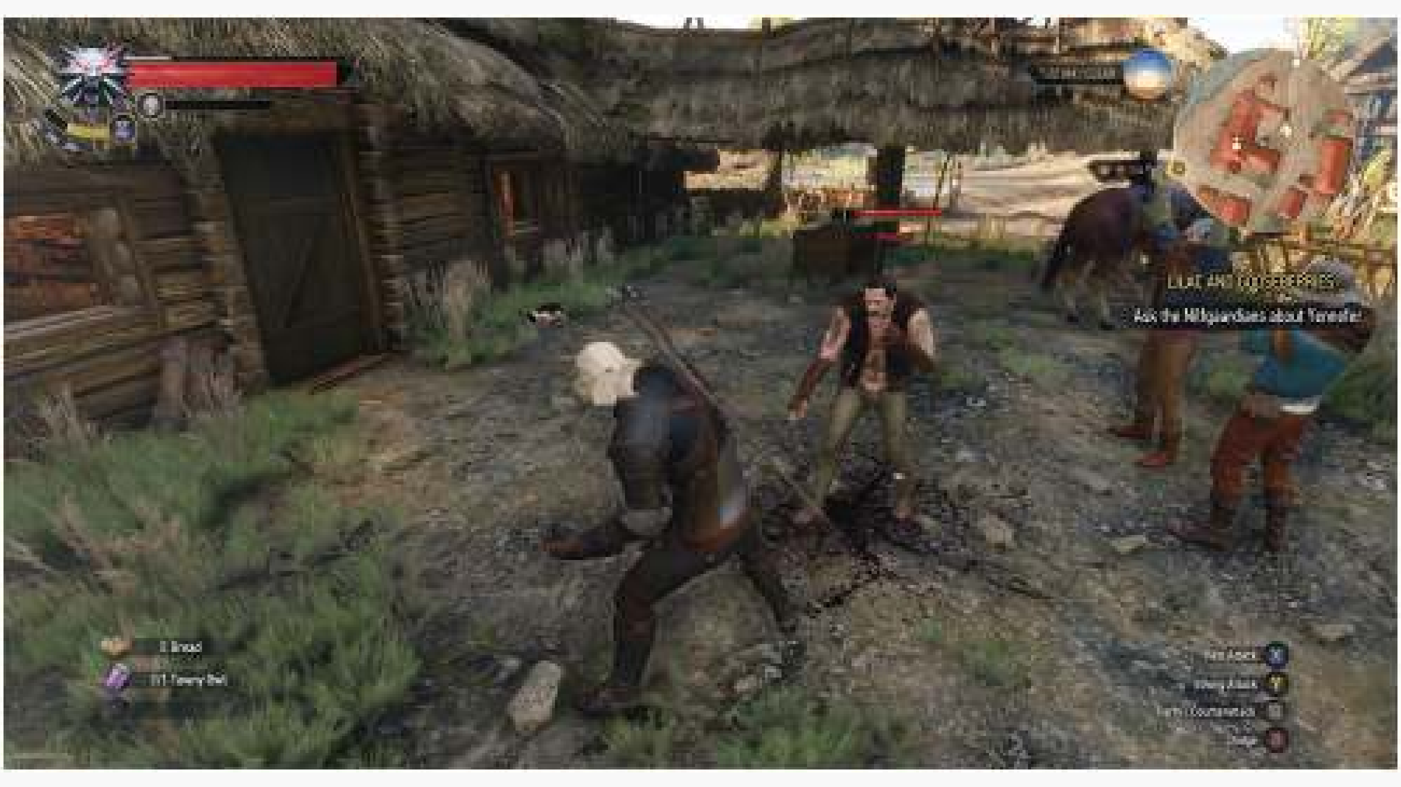
Learning the basics of the card game Gwent is imperative if you are to (optionally) search the lands for the best players, and collect a selection of rare cards with which to bolster your decks. For more information on Gwent, check the Training chapter.

OFF THE CARDS: GWENT CARD COLLECTING

It is advisable to learn this game now, and start collecting cards immediately (purchase as many as you can from the bar-woman). Innkeeps, your friends, and many other challenges offer you games, and winning them allows you to obtain rare cards to bolster your deck. Most importantly, some games are only available during certain periods of time. For example, the bar-woman’s cards aren’t able to be purchased once you leave for Vizima!

OBJECTIVE:

- Ask the Nilfgaardians about Yennefer



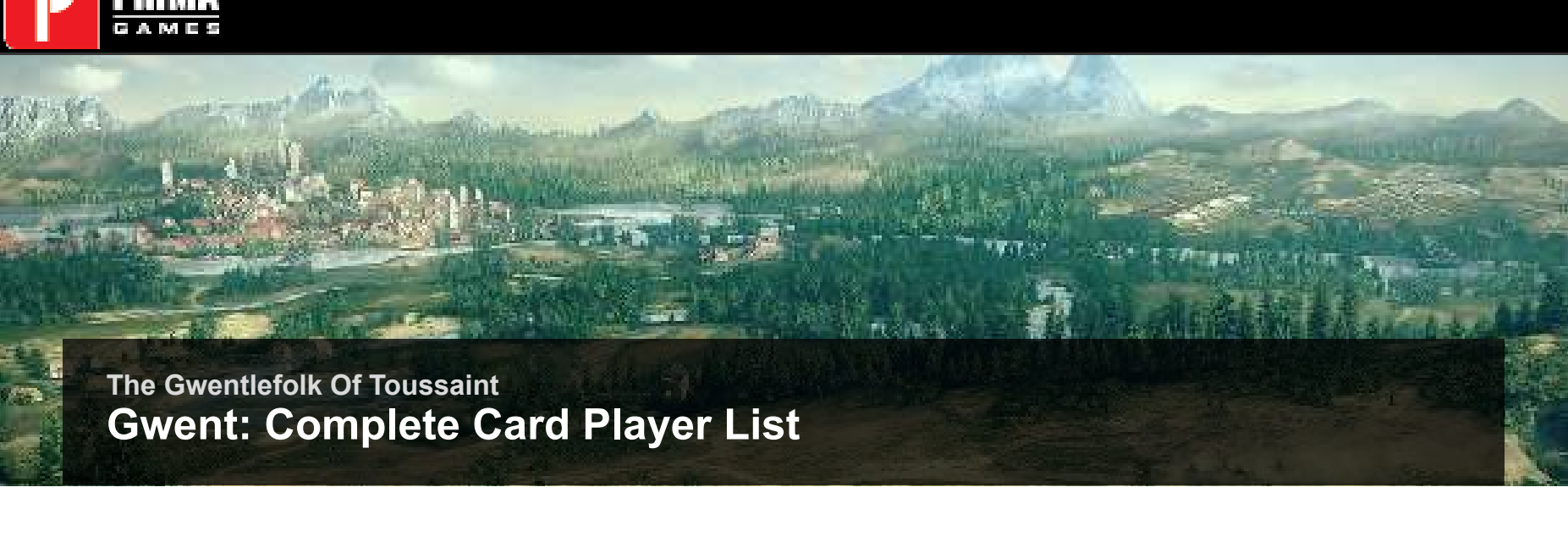
As you exit the tavern, two armored peasants and a thug decide to threaten you with a mixture of racism and unarmed combat. Even an Axii dialogue choice only ends in violence. Retaliate with the following:

- Quickly block the incoming strikes, and retaliate with a series of fast attacks and dodges from your fists, until all three are knocked out.
- Or draw your weapon, optionally use Signs, and slaughter these ne’er-do-wells where they stand.

PUTTING UP YOUR DUKES: FISTFIGHTS

You may be interested to know that unarmed combat utilizing a mixture of fast fist work, blocks, and dodging, can lead to you challenging a variety of hardened folks from here to Skellige. Learn more about the finer aspects of fistfights in the **Training** section. For all the Fistfight Quests, consult **The Heroes' Pursuits**.

This situation can only end in violence. At this point, you can begin to explore the town of White Orchard, optionally completing some Secondary Quests in the area.



The Gwentlefolk Of Toussaint

Gwent: Complete Card Player List

The following chart reveals the specific location of each Gwent vendor or player, segmented by type (Vendor, Specific Player, or Random Player), in case you quickly need to find someone to play a round of Gwent with.

GWENT VENDORS (29)

Name of Card Holder	Province (Territory)	Nearest Signpost	Related Quest	Powerful Card
Elsa, Innkeeperess of White Orchard*	White Orchard	Woesong Bridge	Gwent Quest: Collect 'em All	Decoy, Catapult, Blue Stripes Commando, Crinfrid Reavers Dragon Hunter, Foltest: Lord Commander of the North
Bram, the Rescued Merchant of White Orchard*	White Orchard	Woesong Bridge	Gwent Quest: Collect 'em All	Catapult, Blue Stripes Commando, Crinfrid Reavers Dragon Hunter, Foltest: Lord Commander of the North
Trader, Crow's Perch Village	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Zerrikanian Fire Scorpion, Impera Brigade Guard, Nausicaa Cavalry Rider, Albrich
The Quartermaster of Crow's Perch	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Decoy, Nausicaa Cavalry Rider, Blue Stripes Commando, Cynthia
Innkeep at the Inn at the Crossroads	Velen (Mudplough)	Inn at the Crossroads	Gwent Quest: Collect 'em All	Commander's Horn, Siege Engineer, Impera Brigade Guard, Nausicaa Cavalry Rider, Emhyr Var Emreis: The Emperor of Nilfgaard
The Merchant of Lindenvale	Velen (The Descent)	Lindenvale	Gwent Quest: Collect 'em All	Poor F--king Infantry, Etolian Auxiliary Archers, Black Infantry Archer, Heavy Zerrikanian Fire Scorpion, Rainfarn
The Merchant of Midcopse	Velen (Spitfire Bluff)	Midcopse	Gwent Quest: Collect 'em All	Poor F--king Infantry, Crinfrid Reavers Dragon Hunter, Blue Stripes Commando, Morteisen
The Merchant of Claywich	Velen (The Mire)	Claywich	Gwent Quest: Collect 'em All	Black Infantry Archer, Crinfrid Reavers Dragon Hunter, Puttkammer, Sweers
Marquise Serenity at Passiflora	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: Collect 'em All	Mahakaman Defender**, Commander's Horn, Catapult**, Dol Blathanna Archer**
The Innkeep of The Golden Sturgeon	Novigrad City (Silverton)	Hierarch Square	Gwent Quest: Collect 'em All	Dol Blathanna Scout**, Siege Technician**, Mahakaman Defender**, Barclay Els**
Olivier the Innkeep at The Kingfisher Inn	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Collect 'em All	Mahakaman Defender**, Havekar Smuggler**, Vrihedd Brigade Veteran**, Havekar Healer**
The Innkeeper at Cunny of the Goose	Novigrad (Grassy Knoll)	Cunny of the Goose	Gwent Quest: Collect 'em All	Scorch, Impera Brigade Guard, Yound Emissary, Francesca Findbair: Daisy of the Valley
The Innkeep at Seven Cats Inn	Novigrad (Gustfields)	Seven Cats Inn	Gwent Quest: Collect 'em All	Havekar Smuggler, Mahakaman Defender, Decoy, Impera Brigade Guard, Young Emissary
HoS The Elven Merchant of the Traveling Circus Camp (Carsten)	Novigrad (Gustfields)	Carsten	Gwent Quest: Collect 'em All	Gaunter O'Dimm (if not already won), Emhyr var Emreis: Invader of the North, Foltest: Son of Medell, Gaunter O'Dimm: Darkness (2), Havekar Healer**, Mahakaman Defender (3**), Commander's Horn, Catapult**, Dol Blathanna Archer**, Siege Technician**, Barclay Els**, Dol Blathanna Scout**, Havekar Smuggler**, Vrihedd Brigade Veteran**
HoS The Ofieri Merchant of Upper Mill	Novigrad (Gustfields)	Upper Mill	Gwent Quest: Collect 'em All	Francesca Findbair: Hope of the Aen Seidhe, Eredin Bréacc Glas: The Treacherous, Gaunter O'Dimm: Darkness
Stjepan the Innkeep, at the Alchemy Inn (Oxenfurt)	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	Gwent Quest: Collect 'em All	Dwarven Skirmisher, Mahakaman Defender, Vrihedd Brigade Veteran, Commander's Horn
Jonas the Innkeep of the New Port Inn (Kaer Trolde Harbor)	Skellige: Ard Skellig (Kaer Trolde)	Kaer Trolde Harbor	Gwent Quest: Collect 'em All	Earth Elemental, Eredin: King of the Wild Hunt, Scorch, Botchling
The Innkeep of Arinbjorn	Skellige: Ard Skellig (Shattered Reach)	Arinbjorn	Gwent Quest: Collect 'em All	Thaler, Crone: Whispess, Fiend, Arachas
The Innkeep of Urialla Harbor	Skellige: An Skellig	Urialla Harbor	Gwent Quest: Collect 'em All	Arachas, Werewolf, Scorch, Elven Skirmisher
The Innkeep of Harviken	Skellige: Faroe	Harviken	Gwent Quest: Collect 'em All	Nekker, Vampire: Fleder, Harpy, Ghoul
The Innkeep of Svorlag	Skellige: Spikeroog	Svorlag	Gwent Quest: Collect 'em All	Ice Giant, Arachas, Vampire: Ekimmara, Foglet
The Innkeep at The Silver Salamander Inn	Toussaint: Vedette Valley	The Silver Salamander Inn	Gwent Quest: Collect 'em All	Over 20 random cards, marked with the symbol, as listed on pages 782-794.
The Innkeep at Tourney Tavern	Toussaint: Sansretour Valley	Tourney Grounds	Gwent Quest: Never Fear, Skellige's Here!	Over 20 random cards, marked with the symbol, as listed on pages 782-794.
The Innkeep at the Cockatrice Inn	Toussaint: Sansretour Marsh	Cockatrice Inn	Gwent Quest: Never Fear, Skellige's Here!	Over 20 random cards, marked with the symbol, as listed on pages 782-794.
The Innkeep at The Barrel and Bung Inn	Toussaint: Sansretour Marsh	Flovive	Gwent Quest: Never Fear, Skellige's Here!	Over 20 random cards, marked with the symbol, as listed on pages 782-794.
The Innkeep at The Pheasantry Inn	Toussaint: Beauclair	Nilfgaardian Embassy	Gwent Quest: Never Fear, Skellige's Here!	Over 20 random cards, marked with the symbol, as listed on pages 782-794.
Count Monnier at The Pheasantry Inn	Toussaint: Beauclair	Nilfgaardian Embassy	Gwent Quest: To Everything - Turn, Turn, Tournament!	Mushroom, Crach an Craite, Hjalmar, Madman Lugos, Blueboy Lugos, Clan An Craite Warrior (3), War Longship (2), Clan Brokvar Archer (2), Holger Blackhand, Donar an Hindar, Udlryk, Svanrige, Berserker, Clan Tordarroch Armorsmith, Clan Heymaey Skald, Light Longship (2), Clan Drummond Shieldmaiden, Birna Bran, Young Berserker
The Innkeep of the Ruddy Brush Auberge	Toussaint: Gorgon Foothills	Foxhollow	Gwent Quest: Collect 'em All	Over 20 random cards, marked with the symbol, as listed in the list on page 782.
The Innkeep of The Scarlet Cardinal Inn	Toussaint: Caroberta Woods	Francollarts	Gwent Quest: Never Fear, Skellige's Here!	Over 20 random cards, marked with the symbol, as listed in the list on page 782.

*Available from Bram if Elsa departs for Novigrad once you start Velen-related questing**Card available only if not purchased already; this has two locations to buy

GWENT PLAYERS (SPECIFIC CARDS) (55)

Name of Card Holder	Province (Territory)	Nearest Signpost	Related Quest	Powerful Card
Aldert Geert, Scholar of White Orchard	White Orchard	Woesong Bridge	Gwent Quest: Collect 'em All	Zoltan Chivay
Nilfgaardian Nobleman (Royal Palace in Vizima)	Vizima	Royal Palace in Vizima	Gwent Quest: Collect 'em All	Foltest: The Siegemaster
The Bloody Baron, Phillip Strenger (Crow's Perch)	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Velen Players	Sigismund Dijkstra
Innkeep at the Inn at the Crossroads	Velen (Mudplough)	Inn at the Crossroads	Gwent Quest: Playing Innkeeps	Menno Coehoorn
The Old Sage of Benek	Velen (The Descent)	Benek	Gwent Quest: Velen Players	Crone: Weavess
Haddy the Card Prodigy (Midcopse)	Velen (Spitfire Bluff)	Midcopse	Gwent Quest: Velen Players	Vernon Roche, Eredin: Bringer of Death
The Boatwright of Oreton	Velen (The Mire)	Oreton	Gwent Quest: Velen Players	Letho of Gulet
Lambert the Witcher (Nowhere Inn, Seven Cats Inn, or Kaer Morhen)	Novigrad City (The Bits)	Oxenfurt Gate	Gwent Quest: Old Pals, Secondary Quest: Following the Thread	Triss Merigold
Marquise Serenity at Passiflora	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: Big City Players	Morvan Vhooris
Bernard Tulle the Gwent Player (Passiflora)	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: High Stakes	Foltest: The Steel-Forged
Madame Sasha the Gwent Player (Passiflora)	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: High Stakes	Emhyr var Emreis: The Relentless
Finneas the Gwent Player (Passiflora)	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: High Stakes	Francesca Findbair: Queen of Dol Blathanna
Count Tybalt the Gwent Player (Passiflora)	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: High Stakes	Eredin: Destroyer of Worlds
Sigismund Dijkstra at the Bathhouse	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: Big City Players	Esterad Thyssen
Vimme Vivaldi, the Dwarven Banker	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Big City Players	Vesemir
Olivier the Innkeep at The Kingfisher Inn	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Playing Innkeeps	Tibor Eggebracht
Zoltan Chivay	Novigrad City (Harbor Side and Glory Lane)	Gate of the Hierarch	Gwent Quest: Old Pals, Secondary Quest: A Dangerous Game	Eithne, John Natalis, Fringilla Vigo, Isengrim Faoiltiama
Scoia'Tael Trader of Novigrad Forest	Novigrad (Grassy Knoll)	Lucian's Windmill	Gwent Quest: Big City Players	Cirilla Fiona Elen Rianno, Francesca Findabair: The Beautiful
Thaler the Erstwhile Shoe Peddler (Seven Cats Inn)	Novigrad (Gustfields)	Seven Cats Inn	Gwent Quest: Old Pals	Geralt of Rivia
The Gwent Players of Vegelbud Estate: Margrave Vladimir de Cret	Novigrad (Gustfields)	Vegelbud Residence	Secondary Quest: A Matter of Life and Death	Milva
The Gwent Players of Vegelbud Estate: Count Gomo Seeling	Novigrad (Gustfields)	Vegelbud Residence	Secondary Quest: A Matter of Life and Death	Vampire: Bruxa
HoS The Gwent Players of Vegelbud Estate: Sir Marius Florin	Novigrad (Gustfields)	Vegelbud Residence	Secondary Quest: A Matter of Life and Death	Dandelion
The Elven Merchant of the Traveling Circus Camp (Carsten)	Novigrad (Gustfields)	Carsten	Gwent Quest: Collect 'em All	Schirru
HoS Vernon Roche (Temerian Partisan Hideout)	Novigrad (Gustfields)	Temerian Partisan Hideout	Gwent Quest: Old Pals	Saesenthessis
Found card (Brunwich barn)	Novigrad (Gustfields)	Brunwich	Gwent Quest: Collect 'em All	Cow
HoS Stjepan the Innkeep, at the Alchemy Inn (Oxenfurt)	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	Gwent Quest: Playing Innkeeps	Yennefer of Vengerberg
HoS Hilbert the Auction Bidder (Borsodi Auction House, Oxenfurt)	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	Hearts of Stone: Main Quest: Open Sesame (Part 1)	Gaunter O'Dimm
HoS Shani the Physician (Clinic, Oxenfurt)	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	After Secondary Quest; A Midnight Clear	Olgierd von Everec
Olgierd von Everec (Alchemy Inn, Oxenfurt)	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	After Secondary Quest: A Midnight Clear	Toad
Ermion the Druid of Kaer Trolde	Skellige: Ard Skellig (Kaer Trolde)	Bridge to Kaer Trolde	Gwent Quest: Gwent: Skellige Style	Leshen
Crach an Craite of Kaer Trolde	Skellige: Ard Skellig (Kaer Trolde)	Bridge to Kaer Trolde	Gwent Quest: Gwent: Skellige Style	Draug
"Madman" Lugos of Kaer Muire	Skellige: Ard Skellig (Kaer Trolde)	Bridge to Kaer Trolde	Gwent Quest: Gwent: Skellige Style	Vampire: Katakan, Emhyr var Emreis: The White Flame
Sjusta the Tailor of Kaer Trolde Harbor	Skellige: Ard Skellig (Kaer Trolde)	Kaer Trolde Harbor	Gwent Quest: Gwent: Skellige Style	Yaevinn
Gremist the Chemist of Gedyneith	Skellige: Ard Skellig (Morskogen Forest)	Gedyneith	Gwent Quest: Gwent: Skellige Style	Mysterious Elf
The Concerned Druid of Gedyneith	Skellige: Ard Skellig (Morskogen Forest)	Gedyneith	Secondary Quest: Shock Therapy	Iorveth
Hammond the Skelliger (only available from corpse after killing him)	Skellige: Faroe	Trottheim	Secondary Quest: Following the Thread	Nekker
BAW Herbalist at the Herb Store	Toussaint: Sansretour Valley	Castel Ravello Vineyard	Gwent Quest: Never Fear, Skellige's Here!	Clan Brokvar Archer
BAW Barber at Barber's Tent	Toussaint: Sansretour Valley	Tourney Grounds	Gwent Quest: Never Fear, Skellige's Here!	Skellige Storm
BAW Innkeep at the Tourney Tavern	Toussaint: Sansretour Valley	Tourney Grounds	Gwent Quest: Never Fear, Skellige's Here!	War Longship
BAW Blacksmith at Blacksmith's Forge	Toussaint: Sansretour Valley	Tourney Grounds	Gwent Quest: Never Fear, Skellige's Here!	Young Berserker
BAW Armorer at Armorer's Tent	Toussaint: Sansretour Valley	Tourney Grounds	Gwent Quest: Never Fear, Skellige's Here!	Skellige Storm
BAW Innkeep at The Cockatrice Inn	Toussaint: Sansretour Marsh	The Cockatrice Inn	Gwent Quest: Never Fear, Skellige's Here!	Clan Drummond Shield Maiden
BAW Innkeep at The Barrel and Bung Inn	Toussaint: Sansretour Marsh	Flovive	Gwent Quest: Never Fear, Skellige's Here!	Cerys
BAW Innkeep at The Pheasantry	Toussaint: Beauclair	Nilfgaardian Embassy	Gwent Quest: Never Fear, Skellige's Here!	Draig Bon-Dhu
BAW Count Martin Monnier	Toussaint: Beauclair	Nilfgaardian Embassy	During Gwent Quest: Using Your Loaf* only	King Bran*** and/or The Victor's Cup
BAW Herbalist at the Perfumery	Toussaint: Beauclair	Nilfgaardian Embassy	Gwent Quest: Never Fear, Skellige's Here!	Light Longship
BAW Camerlengo at the Ducal Camerlengo	Toussaint: Beauclair	The Gran'place	Gwent Quest: Never Fear, Skellige's Here!	King Bran***
BAW Pierre the Tailor at the Tailor Workshop	Toussaint: Beauclair	The Gran'place	Gwent Quest: Never Fear, Skellige's Here!	Young Berserker
BAW Innkeep at The Adder and Jewels Winery	Toussaint: Beauclair	The Gran'place	Gwent Quest: Never Fear, Skellige's Here!	Olaf
BAW Armorer at Beauclair Armory	Toussaint: Beauclair	Nilfgaardian Embassy	Gwent Quest: Never Fear, Skellige's Here!	Kambi (Rooster)
BAW Merchant at Dupont & Sons Emporium of Diverse Merchandise	Toussaint: Beauclair	Metinna Gate	Gwent Quest: Never Fear, Skellige's Here!	Clan Dimun Pirate
BAW Herbalist at the Herb Store	Toussaint: Beauclair	Metinna Gate	Gwent Quest: Never Fear, Skellige's Here!	Mardroeme
BAW Butcher at Butcher's Shop	Toussaint: Beauclair	Beauclair Port	Gwent Quest: Never Fear, Skellige's Here!	Skellige Storm
BAW Madame at The Belles of Beauclair - House of Pleasure	Toussaint: Beauclair	Beauclair Port	Gwent Quest: Never Fear, Skellige's Here!	Mardroeme
BAW Armorer at The Armorer's Workshop	Toussaint: Caroberta Woods	Francollarts	Gwent Quest: Never Fear, Skellige's Here!	Clan Drummond Shield Maiden
BAW Innkeep at The Scarlet Cardinal inn	Toussaint: Caroberta Woods	Francollarts	Gwent Quest: Never Fear, Skellige's Here!	Ermion

*** Card available only if not won during Toussaint Tournament (Gwent Quest: To Everything - Turn, Turn, Tournament!)

GWENT PLAYERS (RANDOM OR NO CARDS) (75)

Name of Card Holder	Province (Territory)	Nearest Signpost	Related Quest	Powerful Card
The Amateur Blacksmith of Blackbough	Velen (Crow's Perch)	Blackbough	Gwent Quest: Collect 'em All	Random
The Merchant of Blackbough	Velen (Crow's Perch)	Blackbough	Gwent Quest: Collect 'em All	Random
Trader, Crow's Perch Village	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Random
The Quartermaster of Crow's Perch	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Random
Fergus Graem the Journeyman Armorer of Crow's Perch	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Random
Yoanna the Master Armorer of Crow's Perch	Velen (Crow's Perch)	Crow's Perch	Gwent Quest: Collect 'em All	Random
The Armorer of Mulbrydale	Velen (Grayrocks)	Mulbrydale	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Lindenvale	Velen (The Descent)	Lindenvale	Gwent Quest: Collect 'em All	Random
The Merchant of Lindenvale	Velen (The Descent)	Lindenvale	Gwent Quest: Collect 'em All	Random
The Merchant of Midcopse	Velen (Spitfire Bluff)	Midcopse	Gwent Quest: Collect 'em All	Random
The Amateur Armorer of Midcopse	Velen (Spitfire Bluff)	Midcopse	Gwent Quest: Collect 'em All	Random
The Merchant of Claywich	Velen (The Mire)	Claywich	Gwent Quest: Collect 'em All	Random
The Merchant of Oreton	Velen (The Mire)	Oreton	Gwent Quest: Collect 'em All	Random
The Merchant of Downwarren	Velen (Crookback Bog)	Downwarren	Gwent Quest: Collect 'em All	Random
Quartermaster Eggebracht of the Nilfgaardian Army Group 'Center' Camp	Velen (Crookback Bog)	Nilfgaardian Army Group 'Center' Camp	Gwent Quest: Collect 'em All	Random
The Innkeep at The Nowhere Inn	Novigrad City (The Bits)	Oxenfurt Gate	Gwent Quest: Collect 'em All	Random
The Loan Shark's Shop in The Bits	Novigrad City (The Bits)	Oxenfurt Gate	Gwent Quest: Collect 'em All	Random
The Merchant of The Bits	Novigrad City (The Bits)	Oxenfurt Gate	Gwent Quest: Collect 'em All	Random
The Merchant of Gildorf Square	Novigrad City (Gildorf)	St. Gregory's Bridge	Gwent Quest: Collect 'em All	Random
Priest of the Eternal Fire (Temple Isle)	Novigrad City (Temple Isle)	Electors' Square	Gwent Quest: Collect 'em All	Random
The Food Merchant of Silverton	Novigrad City (Silverton)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Silverton	Novigrad City (Silverton)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Fish Merchant of Silverton	Novigrad City (Silverton)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Innkeep of The Golden Sturgeon	Novigrad City (Silverton)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Herb Merchant of Fish Market Square	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Blacksmith of Fish Market Square	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Collect 'em All	Random
Marcus Thaddeus Knut Hodgson	Novigrad City (Hierarch Square)	Hierarch Square	Gwent Quest: Collect 'em All	Random
The Merchant at Tretogor Gate	Novigrad City (Hierarch Square)	Tretogor Gate	Gwent Quest: Collect 'em All	Random
The Madame of Crippled Kate's	Novigrad City (Harbor Side and Glory Lane)	Portside Gate	Gwent Quest: Collect 'em All	Random
The Alchemist Merchant of Lacehalls	Novigrad City (Harbor Side and Glory Lane)	Gate of the Hierarch	Gwent Quest: Collect 'em All	Random
The Halfling Herbalist of Glory Lane	Novigrad City (Harbor Side and Glory Lane)	Hierarch Square	Gwent Quest: Collect 'em All	Random
Elihal the Garment Trader of Farcorners	Novigrad City (Farcorners)	Tretogor Gate	Gwent Quest: Collect 'em All	Random
The Innkeeper at Cunny of the Goose	Novigrad (Grassy Knoll)	Cunny of the Goose	Gwent Quest: Collect 'em All	Random
The Alchemist at the Chapel (Oxenfurt Gate)	Novigrad (Gustfields)	Oxenfurt Gate	Gwent Quest: Collect 'em All	Random
The Innkeep at Seven Cats Inn	Novigrad (Gustfields)	Seven Cats Inn	Gwent Quest: Collect 'em All	Random
The Halfling Herbalist in his Hut (Herbalist's Hut)	Novigrad (Gustfields)	Herbalist's Hut	Gwent Quest: Collect 'em All	Random
The Merchant of Oxenfurt	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	Gwent Quest: Collect 'em All	Random
The Journeyman Armorer of Oxenfurt	Novigrad (Second City of Oxenfurt)	Oxenfurt Harbor	Gwent Quest: Collect 'em All	Random
The Journeyman Blacksmith of Oxenfurt	Novigrad (Second City of Oxenfurt)	Western Gate	Gwent Quest: Collect 'em All	Random
The Journeyman Armorer of Kaer Trolde	Skellige: Ard Skellig (Kaer Trolde)	Bridge to Kaer Trolde	Gwent Quest: Collect 'em All	Random
The Journeyman Blacksmith of Kaer Trolde	Skellige: Ard Skellig (Kaer Trolde)	Bridge to Kaer Trolde	Gwent Quest: Collect 'em All	Random
Jonas the Innkeep of the New Port Inn (Kaer Trolde Harbor)	Skellige: Ard Skellig (Kaer Trolde)	Kaer Trolde Harbor	Gwent Quest: Collect 'em All	Random
The Herbalist of Kaer Trolde Harbor	Skellige: Ard Skellig (Kaer Trolde)	Kaer Trolde Harbor	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Arinbjorn	Skellige: Ard Skellig (Shattered Reach)	Arinbjorn	Gwent Quest: Collect 'em All	Random
The Innkeep of Arinbjorn	Skellige: Ard Skellig (Shattered Reach)	Arinbjorn	Gwent Quest: Collect 'em All	Random
The Merchant of Holmstein's Port	Skellige: Ard Skellig (Wild Shores)	Holmstein's Port	Gwent Quest: Collect 'em All	Random
The Journeyman Armorer of Kaer Muire	Skellige: Ard Skellig (Snow Giant's Arm)	Kaer Muire	Gwent Quest: Collect 'em All	Random
The Journeyman Blacksmith of Kaer Muire	Skellige: Ard Skellig (Snow Giant's Arm)	Kaer Muire	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Fayrlund	Skellige: Ard Skellig (Ofrithrdarl North)	Fayrlund	Gwent Quest: Collect 'em All	Random
The Merchant of Fayrlund	Skellige: Ard Skellig (Ofrithrdarl North)	Fayrlund	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Fyresdal	Skellige: Ard Skellig (Ofrithrdarl South)	Fyresdal	Gwent Quest: Collect 'em All	Random
The Merchant of Fyresdal	Skellige: Ard Skellig (Ofrithrdarl South)	Fyresdal	Gwent Quest: Collect 'em All	Random
The Herbalist of Kvalheim Isle (Palisade)	Skellige: Ard Skellig (Fyresdal)	Palisade	Gwent Quest: Collect 'em All	Random
The Merchant of Blandare	Skellige: Ard Skellig (Rannvaig)	Blandare	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Urialla Harbor	Skellige: An Skellig	Urialla Harbor	Gwent Quest: Collect 'em All	Random
The Amateur Armorer of Urialla Harbor	Skellige: An Skellig	Urialla Harbor	Gwent Quest: Collect 'em All	Random
The Innkeep of Urialla Harbor	Skellige: An Skellig	Urialla Harbor	Gwent Quest: Collect 'em All	Random
The Amateur Armorer of Larvik	Skellige: Hindarsfjall	Larvik	Gwent Quest: Collect 'em All	Random
The Merchant of Larvik	Skellige: Hindarsfjall	Larvik	Gwent Quest: Collect 'em All	Random
The Innkeep of Larvik	Skellige: Hindarsfjall	Larvik	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Larvik	Skellige: Hindarsfjall	Larvik	Gwent Quest: Collect 'em All	Random
The Innkeep of Harviken	Skellige: Faroe	Harviken	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Harviken	Skellige: Faroe	Harviken	Gwent Quest: Collect 'em All	Random
The Innkeep of Svorlag	Skellige: Spikeroog	Svorlag	Gwent Quest: Collect 'em All	Random
The Amateur Blacksmith of Svorlag	Skellige: Spikeroog	Svorlag	Gwent Quest: Collect 'em All	Random
The Merchant of Svorlag	Skellige: Spikeroog	Svorlag	Gwent Quest: Collect 'em All	Random
BAW Barnabas-Basil Foulty	Toussaint: Sansretour Valley	Corvo Bianco Vineyard	During and after Secondary Quest: No Place Like Home	None
BAW Baron Palmerin de Launfal	Toussaint: Sansretour Valley	Tourney Grounds	During Secondary Quest: The Warble of a Smitten Knight only	None
BAW Prisoner	Toussaint: Sansretour Marsh	Toussaint Prison	During Main Quest: Burlap is the New Stripe (Gwent Quest: Using Your Loaf*) only	None
BAW Hamal ogn Dangbahli at The Pheasantry Inn	Toussaint: Beauclair	Nilfgaardian Embassy	During Gwent Quest: Using Your Loaf* only	None
BAW His Excellency the Ambassador of the Empire of Nilfgaard, Master von Hinn	Toussaint: Beauclair	Nilfgaardian Embassy	During Gwent Quest: Using Your Loaf* only	None
BAW Yaki Rafiberg	Toussaint: Beauclair	Nilfgaardian Embassy	During Gwent Quest: Using Your Loaf* only	None
BAW Bank Customer at Cianfanelli Bank	Toussaint: Beauclair	The Gran'place	During Secondary Quest: Paperchase only	None
BAW Found card (Garden Chest, De Corentin Residence)	Toussaint: Beauclair	Coopes' Gate	During Secondary Quest: Till Death Do You Part only	Vampire: Bruxa
BAW Found card (Garden Chest, De Corentin Residence)	Toussaint: Beauclair	Coopes' Gate	During Secondary Quest: Till Death Do You Part only	Barclay Els

*** Won from either Count Martin OR the Ducal Camerlengo, not both

All Gwent cards are related to Gwent Quest: Collect 'em All, even when not explicitly flagged in the Related Quest column.

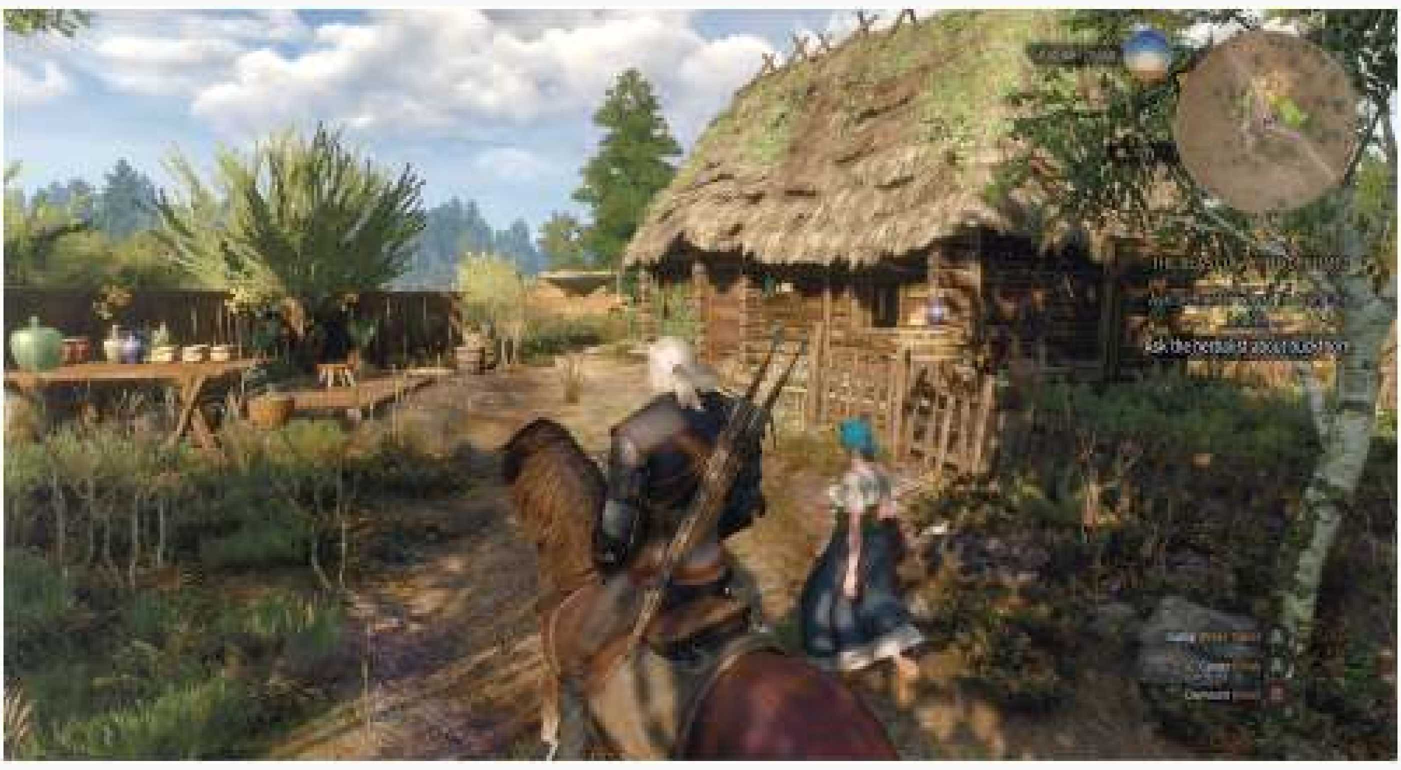
Main Quest: The Beast of White Orchard

Trawling for Buckthorn

OBJECTIVES:

- Ask the herbalist about buckthorn.
- Nearest signpost: East of Sawmill.

Tomira the Herbalist



Journey south, looking for the herbalist's cottage (where there are rich ingredients pickings), and enter the premises. Speak with the herbalist on matters regarding the war, her demeanor, and the peasant she hopes to save.

- While speaking about her patient, choose the conversation "Griffin do that?" when speaking with her, to begin Secondary Quest: On Death's Bed.
- While speaking about her patient, choose the conversation "Looking for buckthorn" to ignore this quest. This quest continues.

MAKING TIME FOR TOMIRA

Remember you can return to Tomira and purchase items and ingredients from her.

Main Quest: The Beast of White Orchard

Griffin Hunt Begins

DANGER ALERT SPOLER ALERT

MAIN QUEST: THE BEAST OF WHITE ORCHARD

RELATED QUESTS : Main Quest: Lilac and Gooseberries; Main Quest: The Incident at White Orchard. Secondary Quest: On Death's Bed.

LOCATIONS : Nilfgaardian Garrison, Tomira's Cottage , Mislav's Hut , Velpine Woods, Mill

CHARACTERS : Nilfgaardian Officer, Tomira, Mislav

ENEMIES : Wild Dogs, Royal Griffin

TOMIRA AND MISLAV

This quest is available as part of Main Quest: Lilac and Gooseberries; once you agree to help the Nilfgaardian Officer rid the immediate area of its griffin problem.

Probe the officer for more information regarding the ingredients needed to hunt a griffin, as well as the name of a hunter who can explain the beast's recent activities, then leave the garrison. Gallop across the swamp (watching for drowners), passing a stranded merchant as you pick up the road (Secondary Quest: Precious Cargo), and then choose which citizen you wish to speak to first.

A CHOICE

These two Objectives can be done in any order. However, the herbalist is closer to your current location.

Secondary Quest: On Death's Bed

Swallow this Concoction

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: ON DEATH'S BED

RELATED QUESTS : Main Quest: Lilac and Gooseberries; Main Quest: The Incident at White Orchard.

LOCATIONS : Tomira's Cottage, White Orchard Tavern

CHARACTERS : Tomira, Lena

ENEMIES : Drowners

OBJECTIVE:

- Brew a dose of the Swallow potion. Take the potion to the herbalist.

Tomira's patient (Lena) is extremely sick with blood on the brain. Mention that you "could try to help her," before selecting this quest from your Quests Mmenu.

Finish your chat with Tomira, then bring up your Alchemy menu, scroll down through your Potions menu recipes to the one called "Swallow", and inspect the ingredients you need.

ON DEATH'S BED
Brew a dose of the Swallow potion

You may not have gathered any of these ingredients yet, but it's worth doing so, if only to understand how to brew potions. Fortunately, all three ingredients are close by:

- Find the five celandine flower bushes in the fields east and southeast of Tomira's cottage.
- Then head to the Tavern in White Orchard, and purchase a bottle of dwarven spirit from the bar-woman for around 47 crowns. If you don't want to spend the crowns, brew your own (but this involves finding further ingredients).
- Finally, head to any river bank, such as the area southeast of Woesong Bridge, and look for a group of drowners by the water's edge. Slay four of them, looting their corpses for their brains.

ITEMS: Dwarven Spirit (1), Celandine (5), Drowner Brain (4), Quest Item: Swallow Potion

Conclude this quest by returning to Tomira's Cottage after brewing (combining) the dose of Swallow, letting Tomira know you have it, and receive the following for your troubles.

ITEM: Manuscript Pages (2), Book: Of Sweat and Blood

Main Quest: The Beast of White Orchard (continued)

Continue the Quest

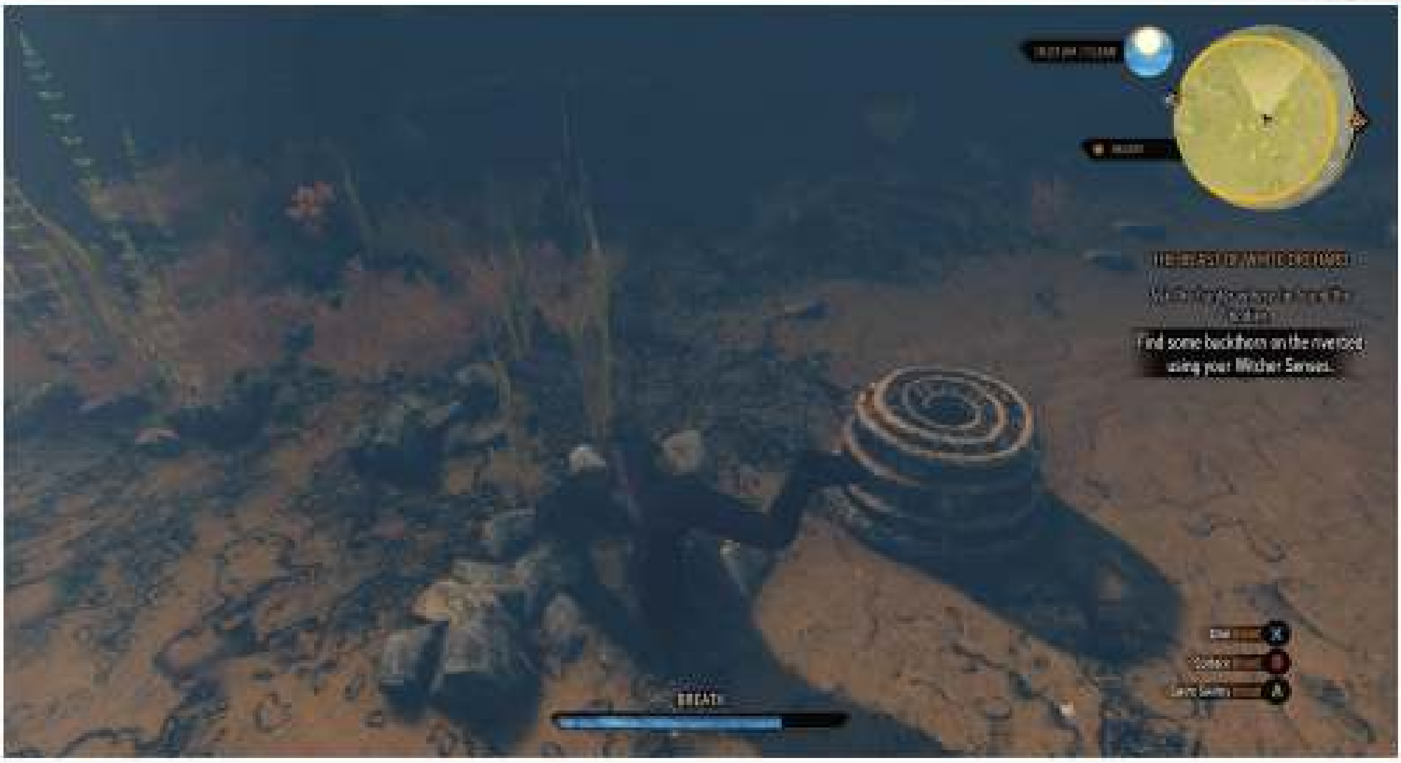
DANGER ALERT SPOILER ALERT

! MAIN QUEST: THE BEAST OF WHITE ORCHARD (CONTINUED)

When you finish Secondary Quest: On Death's Bed, steer the conversation with Tomira to the location of Buckthorn; a foul-smelling weed used to lure a griffin.

OBJECTIVE:

- Find some buckthorn on the riverbed using your Witcher Senses.


Find some buckthorn on the riverbed using your Witcher Senses.
BREATH

She points out the bottom of the river to the northwest. It is now a simple matter of riding there, dismounting, diving in past the fishing nets, and searching the bottom of the river for the orange-colored herb (optionally with your Witcher Senses to make the plant glow red). Gather multiple bunches of this plant if you're interested in its alchemical qualities outside of the scope of this quest.

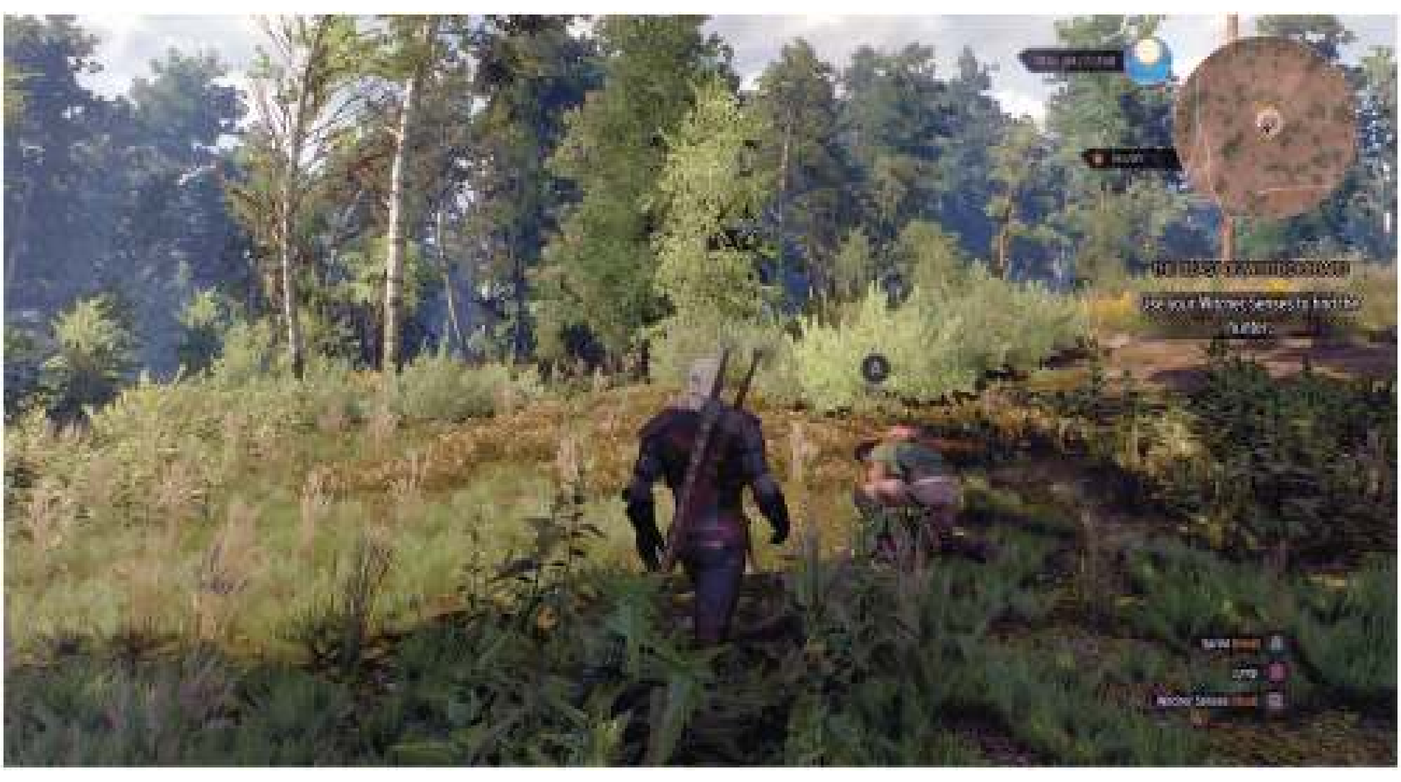
ITEM: Ingredient: Buckthorn

Main Quest: The Beast of White Orchard (continued)

The Sorrowful Hunter, The Bloodied Ascent

OBJECTIVES:

- Ask the hunter where he found the bodies. Use your Witcher Senses to find the hunter.
- Nearest Signpost: Northeast of Broken Bridge.



The hunter's cottage is southwest of White Orchard, along a foot trail. When you reach the hut the hunter is nowhere to be seen. Use your Witcher Senses to find his fresh trail of red glowing footprints, and follow them southwards into the Vulpine Woods. Mislav is checking the ground for evidence of wild dogs, plans to divulge where the Nilfgaardian bodies the griffin attacked are, if you help him. You can:

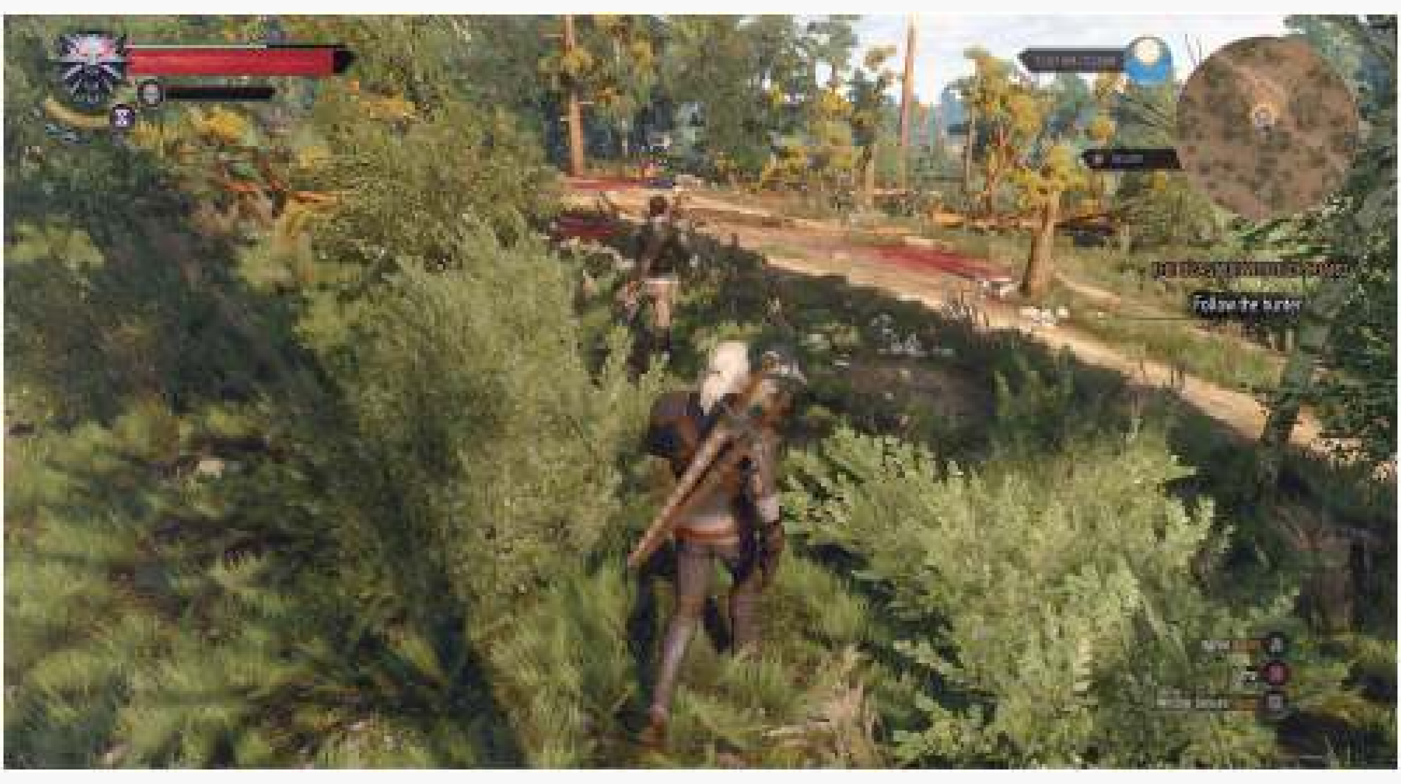
- Agree to help. Or,
- Refuse to help with the killing of wild dogs (Mislav still helps you find the Nilfgaardian bodies).

OBJECTIVES:

- Kill the wild dogs.
- Talk to the Hunter.
- Follow the Hunter.

Mislav the Hunter

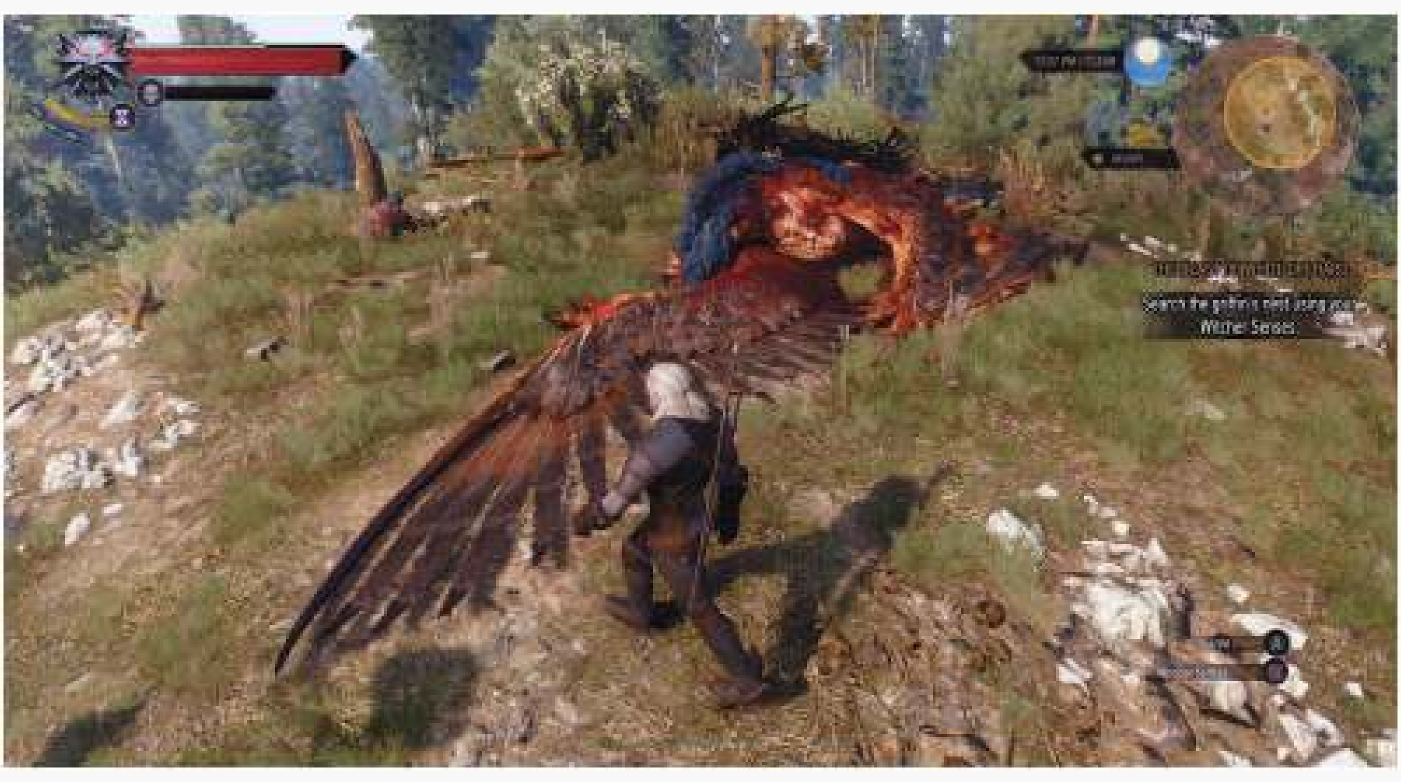
If you chose to help him, follow Mislav deeper (eastward) into the woods, and set upon a small pack of these savage beasts who are gnawing on the bloodied corpses of the townsfolk. After combat, talk to Mislav again. He agrees to lead you to the site of the battle with the griffin and heads off in a roughly westerly direction. It isn't long before you reach this scarred place. After speaking to Mislav again (and perhaps finding out more about his sorrowful nature), begin to inspect the area.



OBJECTIVES:

- Examine the site of the Nilfgaardian soldiers' death.
- Follow the Nilfgaardian soldiers' tracks using your Witcher Senses.
- Search the griffin's nest using your Witcher Senses.

With your Witcher Senses, inspect the blood-stained earth; the griffin interrupted a celebration. Check the saturated ground, and move roughly southward until you find some older footprints. These lead you towards the Broken Bridge (signpost). Leap (or climb up) to the other side and pick up the footprints trail again. It leads left (southeast) to a series of rocky outcrops to climb onto. Leap the gap between the rocky crags (or climb the steep rock slope) near the lone tree, and ascend to the griffin's nest.



Inspect the area, examining two corpses, a variety of bones, the nest, and the large feathered body of a griffin. Examine the wounds, determine the age and type before you step away; this royal griffin has beeen dead for at least a week. Its mate is the beast terrorizing the land with good reason. Now to find the enraged griffin, but not before returning to Vesemir.

Main Quest: The Beast of White Orchard (continued)

Ruffling Some Feathers

OBJECTIVES:

- Talk to Vesemir.
- Prepare to fight the griffin.
- Meet Vesemir in the field where you plan to ambush the griffin.

Vesemir is where you left him; at the tavern in White Orchard. Inform him of the contract you undertook with the Nilfgaardians. When you are ready to set the trap for the griffin, tell Vesemir this. Then, head to his location on the other side of the stream in the fields just east of White Orchard. Vesemir is finishing the preparation of a sheep dummy. This is a lure to coax the griffin into combat.

CORRECT COMBAT PREPARATION

Before you reach Vesemir, it is a good idea to meditate and prepare before the battle to come. Brew the Thunderbolt potion first, which increases your attack power, and is helpful against most larger monsters. Also use the guide's **Bestiary entry on griffins** in this preparation. Once combat begins, refer to the tactics in that section to rid the land of the royal griffin.

ITEM: Potion: Thunderbolt

GRIFFIN VULNERABILITIES

The royal griffin is vulnerable against the following:

BOMB: GRAPESHOT

POTION: HYBRID OIL

SIGN: AARD

OBJECTIVE:

- Kill the griffin.

The screeching and heavy flapping of wings announces the beast's arrival. You stifle your conversation with Vesemir, who hands you a crossbow he won in a card game, just before the griffin swoops down to maul you with his talons.

ITEM: Weapon: Witcher Crossbow

THE CROSSBOW IN COMBAT

The witcher's crossbow (and other **ranged weapons** you may find during your adventure) offers helpful firing options for enemies you're too far from to affect with Signs or swords. In this case, fire at the griffin as he swoops down, just before dodging those talons: A direct hit sends the beast tumbling into the field where he's more easily struck.

CLIPPING THE WINGS OF THE ROYAL GRIFFIN

As well as judicious crossbow use, your Signs offer constant damage (if you fire Igni at the griffin before dodging those talons). Aard is another option for dropping the foe from the skies. Then follow up with dodges and retaliatory strikes using your silver (not steel) sword.

After losing around half its health, the royal griffin takes to the skies and flees to the northwest, heading to the higher pasture around the leaning Mill (signpost). Follow the foe to this location, and deliver your final killing blow.

OBJECTIVES:

- Take a trophy from the griffin's corpse.
- Collect your reward from the Nilfgaardians.

Vesemir has some constructive criticism regarding your battle style, after which you should inspect the griffin's corpse, and cut the head off as a trophy. This is all the evidence you need to present to the Nilfgaardians.

[Take the coin.]
[Turn down the coin.]
Time left to decide

We are not done. It's yours, this gold. I would not want you to say you were inadequately compensated.

ITEM: Quest Item (Relic): Griffin Trophy

Gallop (or Fast Travel) to the Nilfgaardian Garrison, and watch as the officer deals rather drastically with a villager who isn't providing the grain the officer is expecting. Tell the officer you've slain the beast, and he offers you information on Yennefer's whereabouts, as well as a bag of gold for your troubles. You can:

- Take the coin, reasoning it can be put to better use instead of being stored in Nilfgaardian coffers.
- Turn down the coin, reasoning you don't want the gold of a faction with so much innocent blood on its hands.

ITEM: Crowns

This quest now concludes.

CHARACTER DEVELOPMENT PLANS

By now you should have gained a level, so you you can (immediately) select the Abilities panel of your menu and learn a new skill. The exact type of skills you want to spend your points on are discussed in the **Character Abilities** section of this guide.

Main Quest: The Incident at White Orchard

An Emperor's Offer You Cannot Refuse

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE INCIDENT AT WHITE ORCHARD

RELATED QUESTS : Main Quest: Lilac and Gooseberries; Main Quest: Imperial Audience

LOCATIONS : White Orchard (Tavern)

CHARACTERS : Vesemir, Yennefer

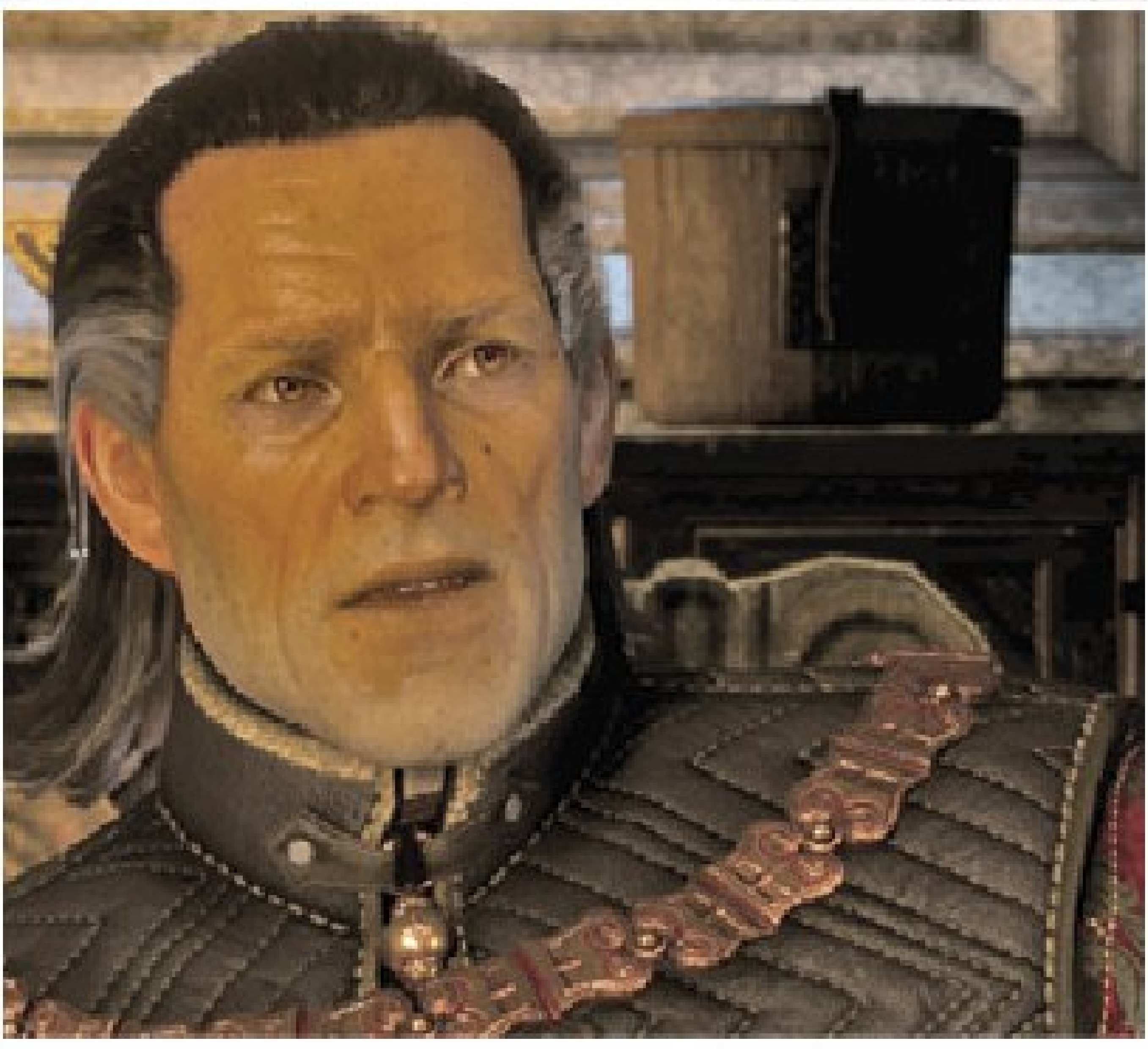
ENEMIES : Bandits, The Wild Hunt

OBJECTIVE:

- Kill the bandits.

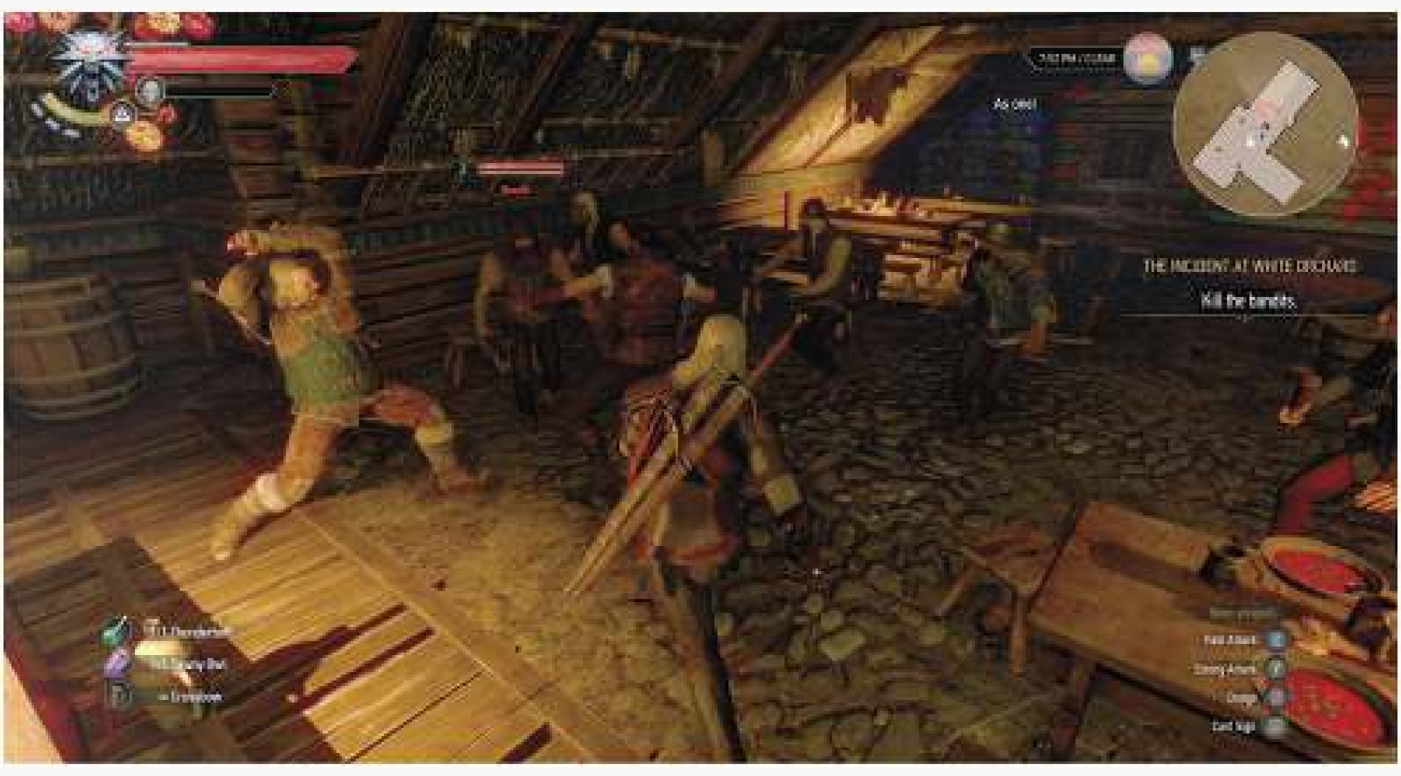
Yennefer of Vengerberg

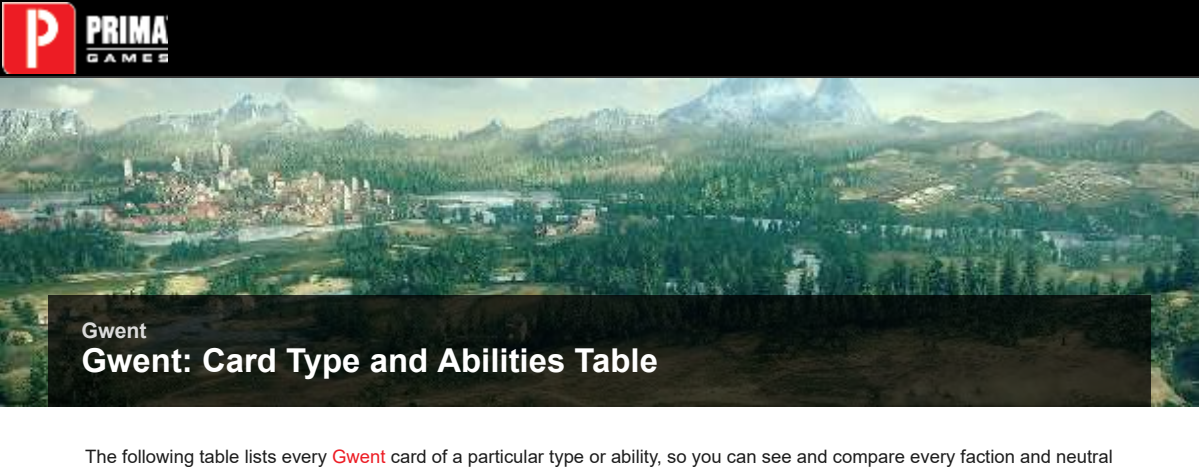
After arriving at the White Orchard tavern, the tension in the air is almost palpable. After speaking with Vesemir, your hand is forced to your steel sword, as a group of bandits are threatening you. Deal with their kind using your blade and Signs. Afterwards, you're forced into the open, where a squad of heavily-armored Nilfgaardian knights surround the tavern. Surprisingly, they are lead by Yennefer. You seek explanations. She agrees to provide them once you're both spirited away to Vizima.



Emperor Emhyr var Emrels

It seems the Emperor Emhyr var Emreis wishes to make you an offer. Vesemir won't be accompanying you. After bidding him farewell, the Nilfgaardian procession is ambushed and chased. It is only through Yennefer's use of powerful magic that your pursuers (the Wild Hunt) are stopped. Soon the palace of Vizima looms out in the misty distance.





Gwent: Card Type and Abilities Table

The following table lists every Gwent card of a particular type or ability, so you can see and compare every faction and neutral card to one another. Note that some cards (with multiple abilities) may appear more than once.

⬜	Neutral (from any deck)
🟥	Monsters deck
🟦	Northern Realms deck
🟫	Nilfgaard deck
🟩	Scoia'Tael deck
🟪	Skellige Clans deck
★	Indicates a powerful card that you want to be sure to add to your collection!

CARD TYPE AND ABILITIES: ALL CARDS (121)

CARD NAME	VALUE	RANGE	ABILITIES	POWER
CLOSE COMBAT UNIT CARDS (115)				
Geralt of Rivia	15	Close Combat Unit	Hero	★
Cirilla Fiona Elen Rianno	15	Close Combat Unit	Hero	★
Triss Merigold	7	Close Combat Unit	Hero	—
Villentretenmerth	7	Close Combat Unit	Scorch: Close Combat	★
Vesemir	6	Close Combat Unit	—	—
HoS Olgierd von Everec	6	Close Combat and Ranged Unit	Agile and Morale Boost	★
Zoltan Chivay	5	Close Combat Unit	—	—
Emiel Regis Rohellec Terzieff	5	Close Combat Unit	—	—
Dandelion	2	Close Combat Unit	Commander's Horn	—
Mysterious Elf	0	Close Combat Unit	Hero and Spy	★
Draug	10	Close Combat Unit	Hero	★
Imlerith	10	Close Combat Unit	Hero	★
Kayran	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	★
Fiend	6	Close Combat Unit	—	—
Crone: Brewess	6	Close Combat Unit	Muster	★
Crone: Weavess	6	Close Combat Unit	Muster	★
Crone: Whispess	6	Close Combat Unit	Muster	★
Forktail	5	Close Combat Unit	—	—
Plague Maiden	5	Close Combat Unit	—	—
Griffin	5	Close Combat Unit	—	—
Werewolf	5	Close Combat Unit	—	—
Frightener	5	Close Combat Unit	—	—
Vampire: Katakan	5	Close Combat Unit	Muster	★
Botchling	4	Close Combat Unit	—	—
Arachas	4	Close Combat Unit	Muster	★
Arachas	4	Close Combat Unit	Muster	★
Arachas	4	Close Combat Unit	Muster	★
Vampire: Ekimmara	4	Close Combat Unit	Muster	★
Vampire: Fleder	4	Close Combat Unit	Muster	★
Vampire: Garkain	4	Close Combat Unit	Muster	★
Vampire: Bruxa	4	Close Combat Unit	Muster	★
Harpy	2	Close Combat and Ranged Unit	Agile	—
Celaeno Harpy	2	Close Combat and Ranged Unit	Agile	—
Foglet	2	Close Combat Unit	—	—
Nekker	2	Close Combat Unit	Muster	—
Nekker	2	Close Combat Unit	Muster	—
Nekker	2	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Letho of Gulet	10	Close Combat Unit	Hero	★
Menno Coehoorn	10	Close Combat Unit	Hero and Medic	★
Stefan Skellen	9	Close Combat Unit	Spy	★
Shilard Fitz-Oesterlen	7	Close Combat Unit	Spy	—
Cahir Mawr Dyffryn aep Ceallach	6	Close Combat Unit	—	—
Young Emissary	5	Close Combat Unit	Tight Bond	★
Young Emissary	5	Close Combat Unit	Tight Bond	★
Rainfarn	4	Close Combat Unit	—	—
Vattier de Rideaux	4	Close Combat Unit	Spy	—
Morteisen	3	Close Combat Unit	—	—
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Vreemde	2	Close Combat Unit	—	—
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Vernon Roche	10	Close Combat Unit	Hero	★
John Natalis	10	Close Combat Unit	Hero	★
Esterad Thyssen	10	Close Combat Unit	Hero	★
Ves	5	Close Combat Unit	—	—
Siegfried of Denesle	5	Close Combat Unit	—	—
Prince Stennis	5	Close Combat Unit	Spy	—
Sigismund Dijkstra	4	Close Combat Unit	Spy	—
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Yarpen Zigrin	2	Close Combat Unit	—	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Redanian Foot Soldier	1	Close Combat Unit	—	—
Redanian Foot Soldier	1	Close Combat Unit	—	—
Isengrim Faoiltiarna	10	Close Combat Unit	Hero and Morale Boost	★
Dennis Cranmer	6	Close Combat Unit	—	—
Filavandrel aen Fidhail	6	Close Combat and Ranged Unit	Agile	★
Yaevinn	6	Close Combat and Ranged Unit	Agile	★
* HoS Barclay Els	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
* HoS Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Havekar Smuggler	5	Close Combat Unit	Muster	—
Havekar Smuggler	5	Close Combat Unit	Muster	—
* HoS Havekar Smuggler	5	Close Combat Unit	Muster	—
Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
* HoS Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
Mahakaman Defender	5	Close Combat Unit	—	—
Mahakaman Defender	5	Close Combat Unit	—	—
* HoS Mahakaman Defender	5	Close Combat Unit	—	—
* HoS Mahakaman Defender	5	Close Combat Unit	—	—
* HoS Mahakaman Defender	5	Close Combat Unit	—	—
Ciaran aep Easnillien	3	Close Combat and Ranged Unit	Agile	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
BAW Olaf	12	Close Combat and Ranged Unit	Agile and Morale Boost	★
BAW Cerys	10	Close Combat Unit	Hero, Muster (Shield Maidens)	★
BAW Madman Lugos	6	Close Combat Unit	—	—
BAW Blueboy Lugos	6	Close Combat Unit	—	—
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW Donar an Hindar	4	Close Combat Unit	—	—
BAW Udalryk	4	Close Combat Unit	—	—
BAW Svanrige	4	Close Combat Unit	—	—
BAW Berserker/Transformed Vildkaarl	4 / 14	Close Combat Unit	Berserker / Morale Boost	★
BAW Clan Tordarroch Armorsmith	4	Close Combat Unit	—	—
BAW Clan Heymaey Skald	4	Close Combat Unit	—	—
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Birna Bran	2	Close Combat Unit	Medic	★
BAW Kambi/Hemdall	0/11	Close Combat Unit	Hero (Hemdall)	★
RANGED UNIT CARDS (75)				
Yennefer of Vengerberg	8	Ranged Unit	Hero and Medic	★
HoS Olgierd von Everec	6	Close Combat and Ranged Unit	Agile and Morale Boost	★
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Cow	0	Ranged Unit	—	—
Leshen	10	Ranged Unit	Hero	★
Kayran	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	★
HoS Toad	7	Ranged Unit	Scorch: Ranged	★
Grave Hag	5	Ranged Unit	—	—
Endrega	2	Ranged Unit	—	—
Harpy	2	Close Combat and Ranged Unit	Agile	—
Cockatrice	2	Ranged Unit	—	—
Gargoyle	2	Ranged Unit	—	—
Celaeno Harpy	2	Close Combat and Ranged Unit	Agile	—
Wyvern	2	Ranged Unit	—	—
Tibor Eggebracht	10	Ranged Unit	Hero	★
Black Infantry Archer	10	Ranged Unit	—	★
Black Infantry Archer	10	Ranged Unit	—	★
Assire var Anahid	6	Ranged Unit	—	—
Fringilla Vigo	6	Ranged Unit	—	—
Renuald aep Matsen	5	Ranged Unit	—	—
Cynthia	4	Ranged Unit	—	—
Vanhemar	4	Ranged Unit	—	—
Puttkammer	3	Ranged Unit	—	—
Albrich	2	Ranged Unit	—	—
Sweers	2	Ranged Unit	—	—
Etolian Auxiliary Archers	1	Ranged Unit	Medic	★
Etolian Auxiliary Archers	1	Ranged Unit	Medic	★
Philippa Eilhart	10	Ranged Unit	Hero	★
Dethmold	6	Ranged Unit	—	—
Keira Metz	5	Ranged Unit	—	—
Sile de Tansarville	5	Ranged Unit	—	—
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Sabrina Glevissig	4	Ranged Unit	—	—
Sheldon Skaggs	4	Ranged Unit	—	—
Eithné	10	Ranged Unit	Hero	★
Saesenthessis	10	Ranged Unit	Hero	★
Iorveth	10	Ranged Unit	Hero	★
Milva	10	Ranged Unit	Morale Boost	★
Ida Emean aep Sivney	6	Ranged Unit	—	—
Filavandrel aen Fidhail	6	Close Combat and Ranged Unit	Agile	★
Yaevinn	6	Close Combat and Ranged Unit	Agile	★
* HoS Barclay Els	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
* HoS Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
* HoS Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
Vrihedd Brigade Recruit	4	Ranged Unit	—	—
* HoS Dol Blathanna Archer	4	Ranged Unit	—	—
Ciaran aep Easnillien	3	Close Combat and Ranged Unit	Agile	—
Toruviel	2	Ranged Unit	—	—
Elven Skirmisher	2	Ranged Unit	Muster	—
Elven Skirmisher	2	Ranged Unit	Muster	—
Elven Skirmisher	2	Ranged Unit	Muster	—
Riordain	1	Ranged Unit	—	—
Havekar Healer	0	Ranged Unit	Medic	★
Havekar Healer	0	Ranged Unit	Medic	★
* HoS Havekar Healer	0	Ranged Unit	Medic	★
BAW Olaf	12	Close Combat and Ranged Unit	Agile and Morale Boost	★
BAW Hjalmar	10	Ranged Unit	Hero	★
BAW Ermion	8	Ranged Unit	Hero and Mardroeme	★
BAW Clan Brokvar Archer	6	Ranged Unit	—	—
BAW Clan Brokvar Archer	6	Ranged Unit	—	—
BAW Clan Brokvar Archer	6	Ranged Unit	—	—
BAW Clan Dimun Pirate	6	Ranged Unit	Scorch (All Rows)	★
BAW Light Longship	4	Ranged Unit	Muster	★
BAW Light Longship	4	Ranged Unit	Muster	★
BAW Light Longship	4	Ranged Unit	Muster	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
SIEGE UNIT CARDS (29)				
HoS Gaunter O'Dimm	2	Siege Unit	Muster	—
Earth Elemental	6	Siege Unit	—	—
Fire Elemental	6	Siege Unit	—	—
Arachas Behemoth	6	Siege Unit	Muster	★
Ice Giant	5	Siege Unit	—	—
Morvran Voorhis	10	Siege Unit	Hero	★
Heavy Zerrikanian Fire Scorpion	10	Siege Unit	—	★
Siege Engineer	6	Siege Unit	—	—
Zerrikanian Fire Scorpion	5	Siege Unit	—	★
Rotten Mangonel	3	Siege Unit	—	—
* HoS Siege Technician	1	Siege Unit	Medic	—
Catapult	8	Siege Unit	Tight Bond	★
* HoS Catapult	8	Siege Unit	Tight Bond	★
Trebuchet	6	Siege Unit	—	—
Trebuchet	6	Siege Unit	—	—
Ballista	6	Siege Unit	—	—
Ballista	6	Siege Unit	—	—
Siege Tower	6	Siege Unit	—	—
Dun Banner Medic	5	Siege Unit	Medic	—
Thaler	1	Siege Unit	Spy	—
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
HoS Schirru	8	Siege Unit	Scorch: Siege	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW Holger Blackhand	4	Siege Unit	—	—
BAW Draig Bon-Dhu	2	Siege Unit	Commander's Horn	★
HERO CARDS (25)				
Geralt of Rivia	15	Close Combat Unit	Hero	★
Cirilla Fiona Elen Rianno	15	Close Combat Unit	Hero	★
Yennefer of Vengerberg	8	Ranged Unit	Hero and Medic	★
Triss Merigold	7	Close Combat Unit	Hero	—
Mysterious Elf	0	Close Combat Unit	Hero and Spy	★
Draug	10	Close Combat Unit	Hero	★
Imlerith	10	Close Combat Unit	Hero	★
Leshen	10	Ranged Unit	Hero	★
Kayran	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	★
Letho of Gulet	10	Close Combat Unit	Hero	★
Menno Coehoorn	10	Close Combat Unit	Hero and Medic	★
Morvran Voorhis	10	Siege Unit	Hero	★
Tibor Eggebracht	10	Ranged Unit	Hero	★
Vernon Roche	10	Close Combat Unit	Hero	★
John Natalis	10	Close Combat Unit	Hero	★
Esterad Thyssen	10	Close Combat Unit	Hero	★
Philippa Eilhart	10	Ranged Unit	Hero	★
Eithné	10	Ranged Unit	Hero	★
Saesenthessis	10	Ranged Unit	Hero	★
Isengrim Faoiltiarna	10	Close Combat Unit	Hero and Morale Boost	★
Iorveth	10	Ranged Unit	Hero	★
BAW Cerys	10	Close Combat Unit	Hero, Summons Shield Maidens	★
BAW Hjalmar	10	Ranged Unit	Hero	★
BAW Ermion	8	Ranged Unit	Hero and Mardroeme	★
BAW Kambi/Hemdall	0/11	Close Combat Unit	Hero (Hemdall)	★
AGILE CARDS (14)				
HoS Olgierd von Everec	6	Close Combat and Ranged Unit	Agile and Morale Boost	★
Kayran	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	★
Harpy	2	Close Combat and Ranged Unit	Agile	—
Celaeno Harpy	2	Close Combat and Ranged Unit	Agile	—
Filavandrel aen Fidhail	6	Close Combat and Ranged Unit	Agile	★
Yaevinn	6	Close Combat and Ranged Unit	Agile	★
* HoS Barclay Els	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
* HoS Dol Blathanna Scout	6	Close Combat and Ranged Unit	Agile	★
Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
* HoS Vrihedd Brigade Veteran	5	Close Combat and Ranged Unit	Agile	—
Ciaran aep Easnillien	3	Close Combat and Ranged Unit	Agile	—
BAW Olaf	12	Close Combat and Ranged Unit	Agile and Morale Boost	★
BERSERKER (4) AND Mardroeme (4) CARDS				
BAW Berserker/Transformed Vildkaarl	4 / 14	Close Combat Unit	Berserker / Morale Boost	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond	★
BAW Mardroeme	—	—	Special: Mardroeme	★
BAW Mardroeme	—	—	Special: Mardroeme	★
BAW Mardroeme	—	—	Special: Mardroeme	★
BAW Ermion	8	Ranged Unit	Hero and Mardroeme	★
COMMANDER'S HORN CARDS (6)				
Commander's Horn	—	—	Special: Horn	★
Commander's Horn	—	—	Special: Horn	★
Commander's Horn	—	—	Special: Horn	★
HoS Commander's Horn	—	—	Special: Horn	★
Dandelion	2	Close Combat Unit	Horn (Close Combat)	—
BAW Draig Bon-Dhu	2	Siege Unit	Commander's Horn	★
DECOY CARDS (3)				
Decoy	—	—	Special: Decoy	—
Decoy	—	—	Special: Decoy	—
Decoy	—	—	Special: Decoy	—
MEDIC CARDS (12)				
Yennefer of Vengerberg	8	Ranged Unit	Hero and Medic	★
Menno Coehoorn	10	Close Combat Unit	Hero and Medic	★
Etolian Auxiliary Archers	1	Ranged Unit	Medic	★
Etolian Auxiliary Archers	1	Ranged Unit	Medic	★
* HoS Siege Technician	1	Siege Unit	Medic	—
Dun Banner Medic	5	Siege Unit	Medic	—
Havekar Healer	0	Ranged Unit	Medic	★
Havekar Healer	0	Ranged Unit	Medic	★
* HoS Havekar Healer	0	Ranged Unit	Medic	★
BAW Birna Bran	2	Close Combat Unit	Medic	★
MORALE BOOST CARDS (8)				
HoS Olgierd von Everec	6	Close Combat and Ranged Unit	Agile and Morale Boost	★
Kayran	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	★
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	—
Isengrim Faoiltiarna	10	Close Combat Unit	Hero and Morale Boost	★
Milva	10	Ranged Unit	Morale Boost	★
BAW Olaf	12	Close Combat and Ranged Unit	Agile and Morale Boost	★
BAW Berserker/Transformed Vildkaarl	4 / 14	Close Combat Unit	Berserker / Morale Boost (Vildkaarl only)	★
MUSTER CARDS (37)				
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Gaunter O'Dimm: Darkness	4	Ranged Unit	Muster	—
HoS Gaunter O'Dimm	2	Siege Unit	Muster	—
Arachas Behemoth	6	Siege Unit	Muster	★
Crone: Brewess	6	Close Combat Unit	Muster	★
Crone: Weavess	6	Close Combat Unit	Muster	★
Crone: Whispess	6	Close Combat Unit	Muster	★
Vampire: Katakan	5	Close Combat Unit	Muster	★
Arachas	4	Close Combat Unit	Muster	★
Arachas	4	Close Combat Unit	Muster	★
Arachas	4	Close Combat Unit	Muster	★
Vampire: Ekimmara	4	Close Combat Unit	Muster	★
Vampire: Fleder	4	Close Combat Unit	Muster	★
Vampire: Garkain	4	Close Combat Unit	Muster	★
Vampire: Bruxa	4	Close Combat Unit	Muster	★
Nekker	2	Close Combat Unit	Muster	—
Nekker	2	Close Combat Unit	Muster	—
Nekker	2	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Ghoul	1	Close Combat Unit	Muster	—
Havekar Smuggler	5	Close Combat Unit	Muster	—
Havekar Smuggler	5	Close Combat Unit	Muster	—
* HoS Havekar Smuggler	5	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Dwarven Skirmisher	3	Close Combat Unit	Muster	—
Elven Skirmisher	2	Ranged Unit	Muster	—
Elven Skirmisher	2	Ranged Unit	Muster	—
Elven Skirmisher	2	Ranged Unit	Muster	—
BAW Cerys	10	Close Combat Unit	Hero, Muster (Shield Maidens)	★
BAW Light Longship	4	Ranged Unit	Muster	★
BAW Light Longship	4	Ranged Unit	Muster	★
BAW Light Longship	4	Ranged Unit	Muster	★
SCORCH CARDS (6)				
Scorch	—	—	Special: Scorch (All Rows)	★
Scorch	—	—	Special: Scorch (All Rows)	★
Scorch	—	—	Special: Scorch (All Rows)	★
Villentretenmerth	7	Close Combat Unit	Special: Scorch (Close Combat Row)	★
HoS Toad	7	Ranged Unit	Special: Scorch (Ranged Row)	★
HoS Schirru	8	Siege Unit	Special: Scorch (Siege Row)	★
BAW Clan Dimun Pirate	6	Ranged Unit	Special: Scorch (All Rows)	★
SPY CARDS (7)				
Mysterious Elf	0	Close Combat Unit	Hero and Spy	★
Stefan Skellen	9	Close Combat Unit	Spy	★
Shilard Fitz-Oesterlen	7	Close Combat Unit	Spy	—
Vattier de Rideaux	4	Close Combat Unit	Spy	—
Prince Stennis	5	Close Combat Unit	Spy	—
Sigismund Dijkstra	4	Close Combat Unit	Spy	—
Thaler	1	Siege Unit	Spy	—
TIGHT BOND CARDS (30)				
Young Emissary	5	Close Combat Unit	Tight Bond	★
Young Emissary	5	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Impera Brigade Guard	3	Close Combat Unit	Tight Bond	★
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	—
Catapult	8	Siege Unit	Tight Bond	★
* HoS Catapult	8	Siege Unit	Tight Bond	★
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Crinfrid Reavers Dragon Hunter	5	Ranged Unit	Tight Bond	★
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Blue Stripes Commando	4	Close Combat Unit	Tight Bond	★
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
Poor F---ing Infantry	1	Close Combat Unit	Tight Bond	—
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW Clan An Craite Warrior	6	Close Combat Unit	Tight Bond	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW War Longship	6	Siege Unit	Tight Bond	★
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Clan Drummond Shieldmaiden	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	★
BAW Young Berserker/Transformed Young Vildkaarl	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	★
TRANSFORMATION (2)				
HoS Cow/Bovine Defense Force	0/8	Ranged/Close Combat Unit	Bovine Defense Force	★
BAW Kambi/Hemdall	0/11	Close Combat Unit	Hero (Hemdall)	★
WEATHER CARDS (15)				
Biting Frost	—	—	Special: Weather (Close Combat Row)	—
Biting Frost	—	—	Special: Weather (Close Combat Row)	—
Biting Frost	—	—	Special: Weather (Close Combat Row)	—
Impenetrable Fog	—	—	Special: Weather (Ranged Row)	—
Impenetrable Fog	—	—	Special: Weather (Ranged Row)	—
Impenetrable Fog	—	—	Special: Weather (Ranged Row)	—
Torrential Rain	—	—	Special: Weather (Siege Row)	—
Torrential Rain	—	—	Special: Weather (Siege Row)	—
Torrential Rain	—	—	Special: Weather (Siege Row)	—
Clear Weather	—	—	Special: Weather (Clears Bad Weather)	—
Clear Weather	—	—	Special: Weather (Clears Bad Weather)	—
Clear Weather	—	—	Special: Weather (Clears Bad Weather)	—
BAW Skellige Storm	—	—	Special: Weather (Ranged and Siege Rows)	—
BAW Skellige Storm	—	—	Special: Weather (Ranged and Siege Rows)	—
BAW Skellige Storm	—	—	Special: Weather (Ranged and Siege Rows)	—

** Card may aslo be found in the base game.*

Main Quest: Imperial Audience

Common Courtesy Before the Emperor

DANGER ALERT SPOILER ALERT

MAIN QUEST: IMPERIAL AUDIENCE

RELATED QUESTS : Main Quest: The Incident in White Orchard.

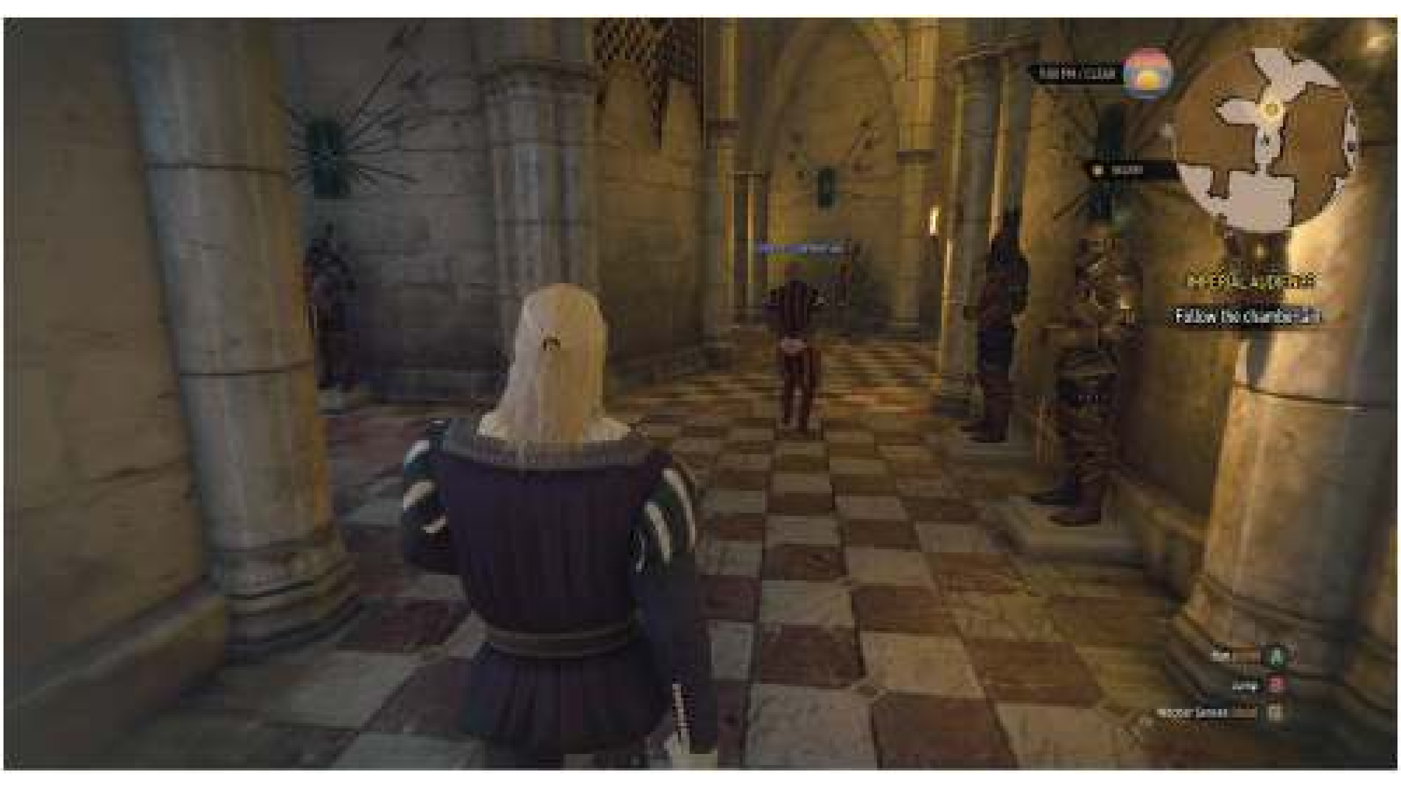
LOCATIONS : Vizima Royal Castle

CHARACTERS : Commander Morvran Voorhis, Emhyr's Chamberlain, Emperor Emhyr var Emreis, Yennefer, Ambassador var Attre

ENEMIES : None

OBJECTIVE:

- Get dressed and talk to the chamberlain.



After being bathed and carefully shaved, your initial tour of the Castle of Vizima commences with a talk from Morvran Voorhis about the altercation you had with the Wild Hunt. Then the Emhyr's Chamberlain—a pendant of a man with exacting standards and little time for facial hair—requests you choose an outfit for your forthcoming audience with the Nilfgaardian ruler.

Commander Morvran Voorhis

Emhyr's Chamberlain

Your talk with Morvran Voorhis can prove to be of major importance if you don't have a *Witcher 2* save on your PC (though you can be playing on an Xbox One or PS4 to start this, too). The conversation turns to your following past exploits (the events of Witcher 2):

Arjan LaValette

- If you killed Arjan LaValette (PC save game), or tell Voorhis you did (PC, consoles without save game), your interactions with a woman named Molly are different during **Main Quest: Broken Flowers**.

The path of Roche or Iorveth

- This only effects a very small conversation choice during **Main Quest: Get Junior**, when you visit Roche's camp for the first time.

Sile de Tansarville

- If you allowed her to die (PC save game) or tell Voorhis this (PC, consoles without save game), she does not appear during **Main Quest: The Great Escape**.

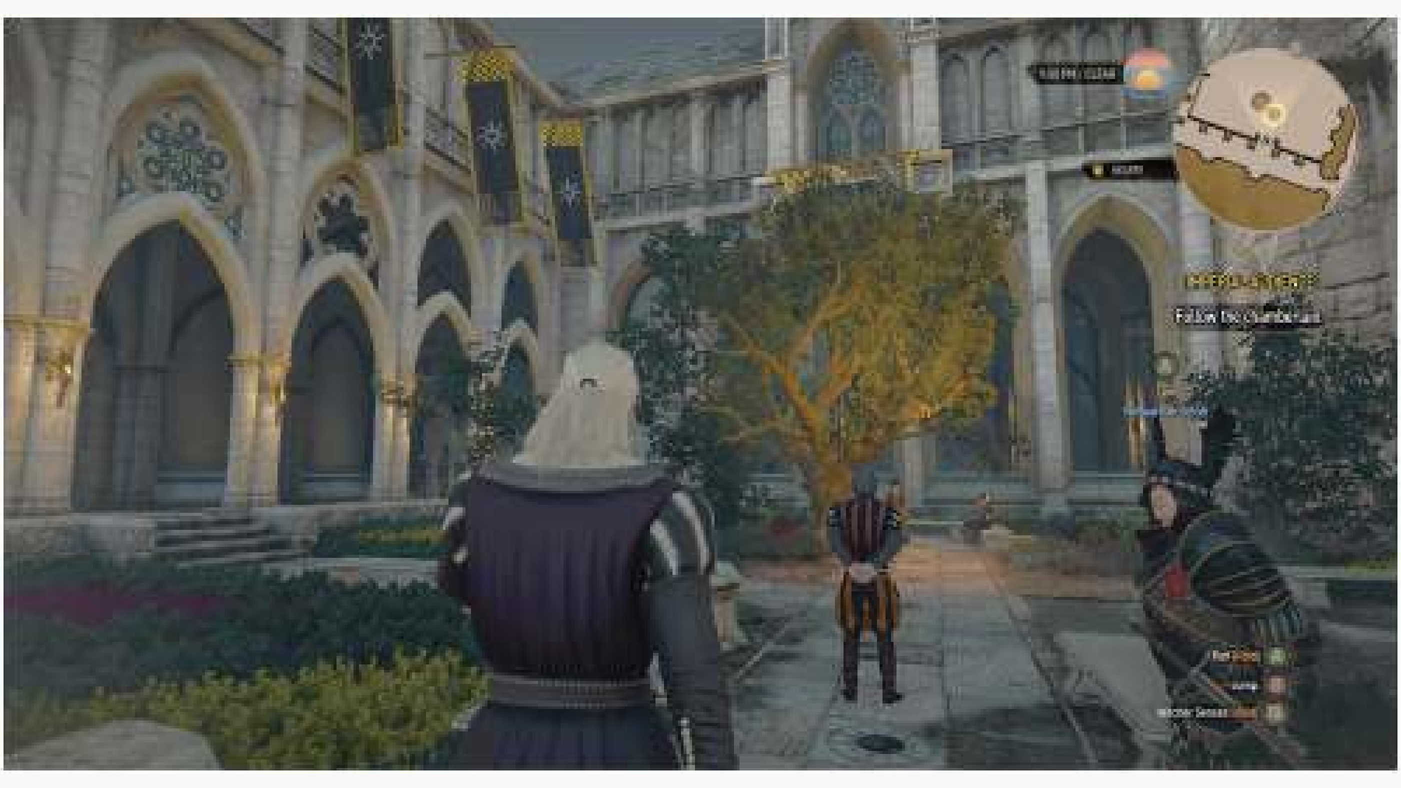
The Witcher Letho

- Answer any questions and mention Letho is still alive, and **Secondary Quest: Ghosts of the Past**, becomes active later.
- Mention that Letho is dead, or ignore the conversation, and **Secondary Quest: Ghosts of the Past** cannot be accessed.

OBJECTIVE:

- Follow the chamberlain.

To avoid a sassy response, choose any of the three outfits before you (pick your favorite), then enter your Inventory menu to wear it (since you won't be meeting the emperor wearing just a towel). Next, the chamberlain drones on about proper bowing etiquette. When it comes time to rehearse, choose "extend left leg forward, place right hand on chest" (the second option), or you'll be here a while. Then follow the chamberlain along the impressive castle hallway, up the stairs, to an audience with the emperor.



Your talk with the emperor is one-sided. He makes a different comment depending on whether you bow in front of him, then wishes that you search the lands for his daughter (Ciri) before the Wild Hunt catches her. Your agreement is unimportant. Then he waves you out of his chamber. Continue to follow the chamberlain into the great hall of the castle. Here, you have a chance to discuss politics and warfare with Morvran, or ignore these uptight Nilfgaardians. Then follow the chamberlain once more, through some formal gardens, to the entrance of Yennefer's room.

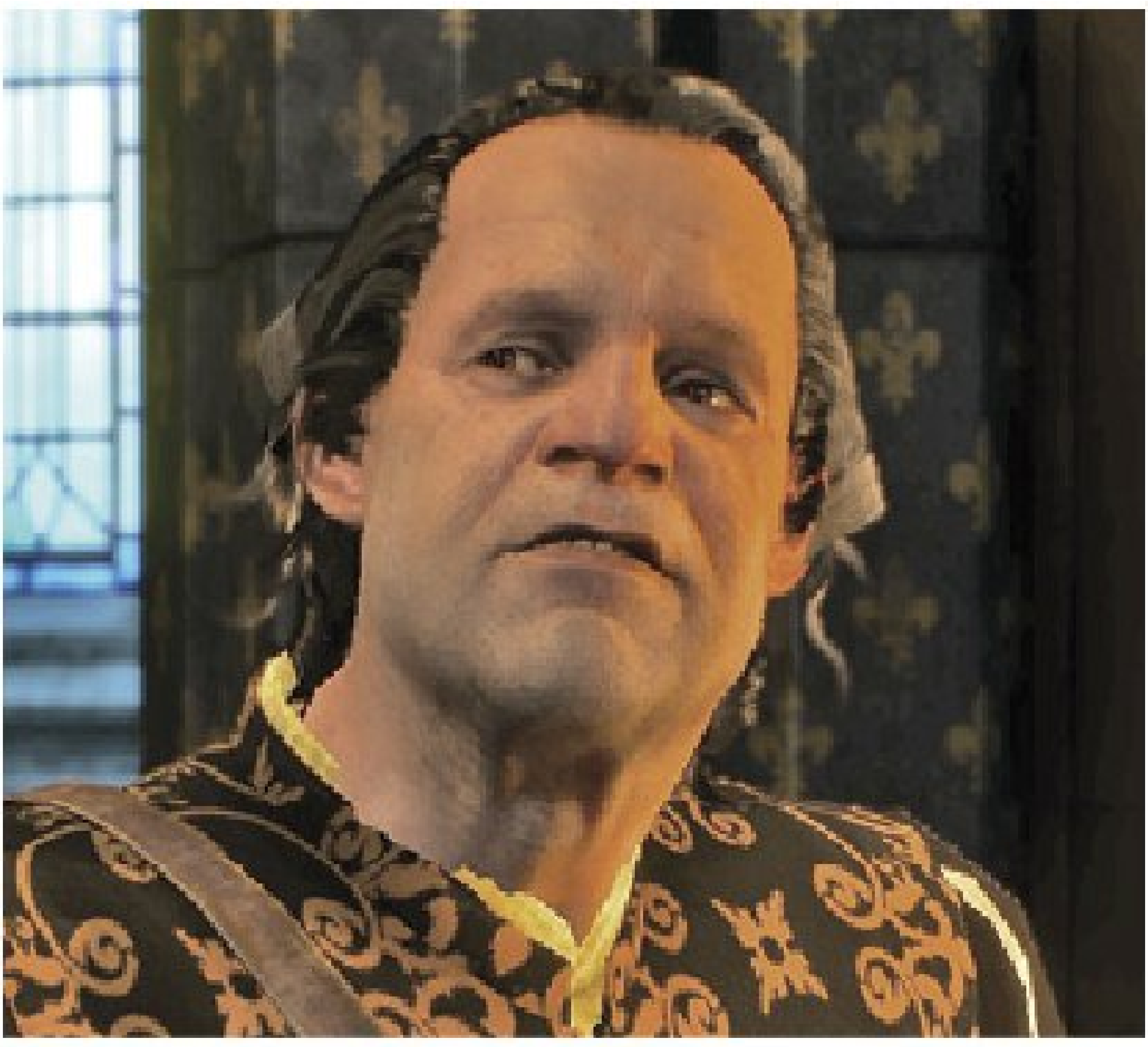
Main Quest: Imperial Audience

May the Great Sun Light Your Path

OBJECTIVE:

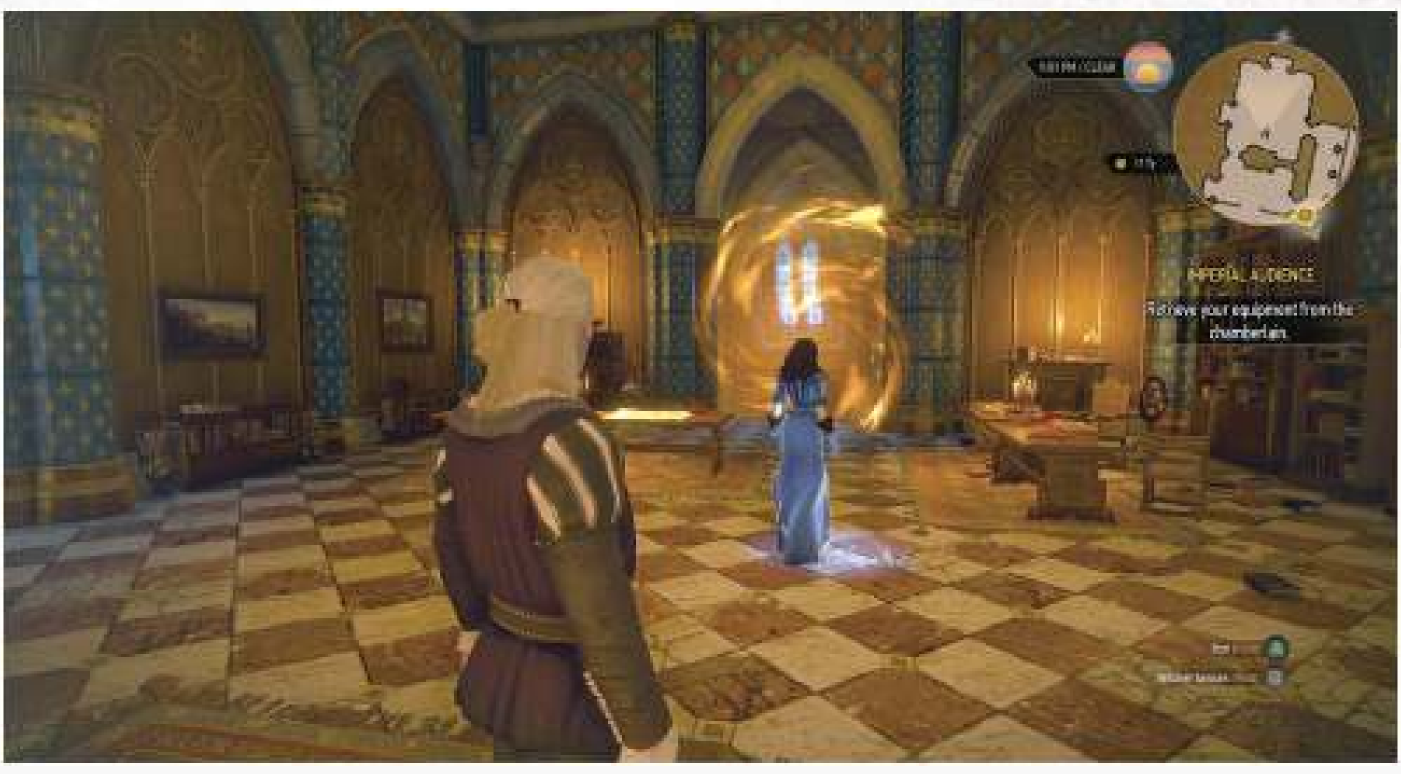
- Talk to Yennefer.

Pass the fireplace and enter Yennefer's bedchamber. It seems you and the emperor's goals are not too dissimilar. After seeing a recent etching of what Ciri looks like, ask Yennefer where she was last seen. The answers are two sprawling parts of the map—Velen and Novigrad.



Ambassador var Attre

Yennefer recommends the following:



- That the trail at Velen is most promising. Find a merchant named Hendrick at the Inn at the Crossroads to further your search.
- When you visit Novigrad, be on the look out for a “mutual acquaintance” named Triss Merigold to aid your progress.
- That you journey to Skellige after Yennefer, as she's set to head there to investigate a magic explosion that blew down half a forest. Meet her once you've learned something.
- That you speak to Ambassador var Attre (in the next room) to learn what happened in the world while you and Vesemir roamed the wilderness.

With that, she summons a portal and disappears into the ether.

OBJECTIVES:

- Retrieve your equipment from the chamberlain.
- Travel to Velen.

Feel free to check Yennefer's room for a personal letter, before optionally speaking to Attre about the war, the situation in Velen, Novigrad, and Skellige. Then exit the chambers, speaking to the chamberlain to gather your belongings (remember to equip everything!).

GWENT: ON THE CARDS

Optionally, locate the Nilfgaardian nobleman, and play Gwent with him, if you're interested in obtaining his card. He may not be here later, so it's worth pausing to play right now.

When you're ready, leave the castle via the large doors in the great hall to conclude this quest.

Main Quest: The Nilfgaardian Connection

Bantering with the Baron's Boys

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE NILFGAARDIAN CONNECTION

RELATED QUESTS : Main Quest: The Bloody Baron; Main Quest: Witch Hunt
LOCATIONS : The Hanging Tree; Mulbrydale, Inn at the Crossroads, Heatherton
CHARACTERS : Hendrik
ENEMIES : Bandit, Rabid Dog

QUESTING DECISIONS

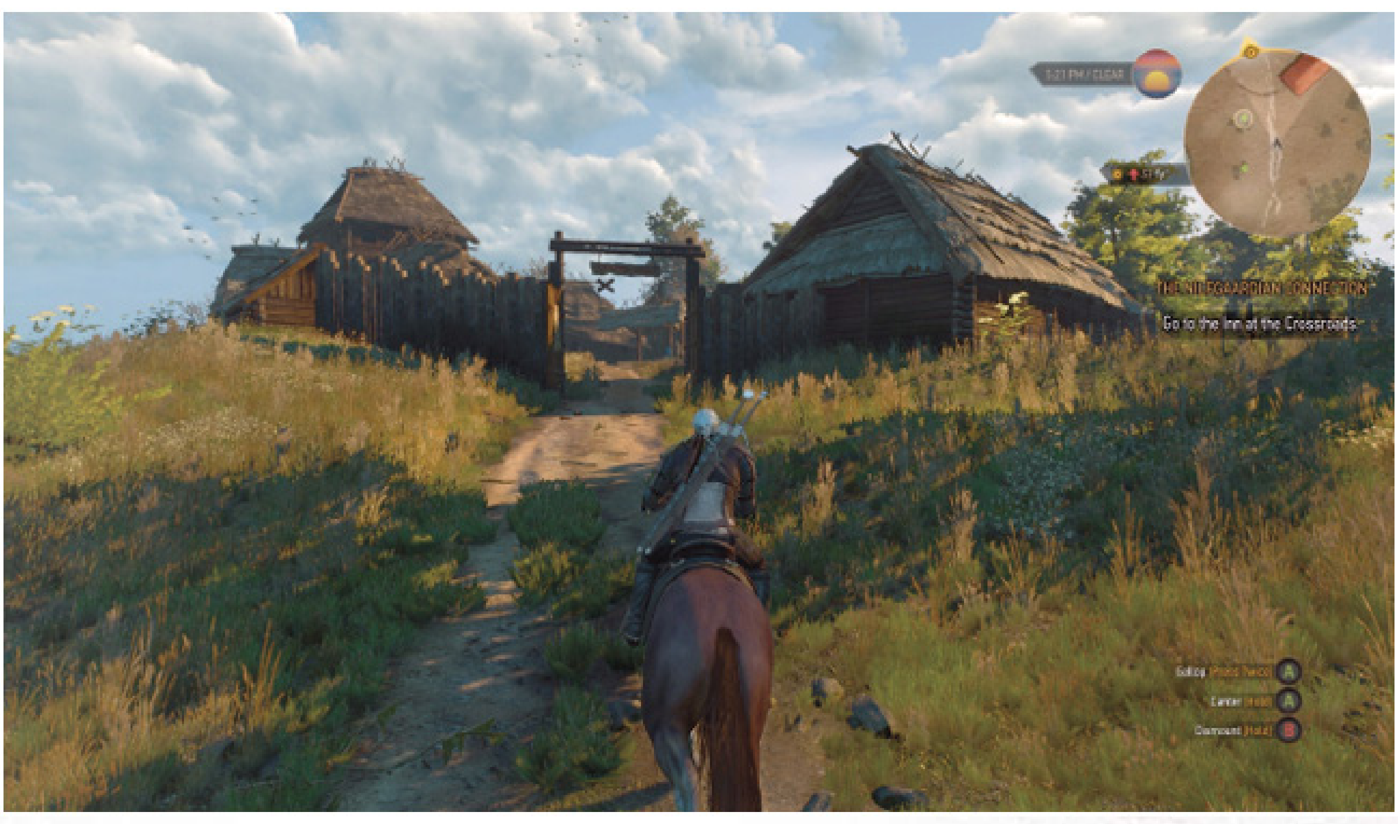
Though you are able to commence this Main Quest, which allows you to thoroughly explore No Man's Land (also known as Velen), you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

- **Main Quest: The Nilfgaardian Connection**, and commence the Main Quests across **Velen (No Man's Land)** (this quest).
- **Main Quest: Pyres of Novigrad**, and commence the Main Quests across **Novigrad**.
- **Main Quest: Destination: Skellige**, and commence the Main Quests across **Skellige**.

OBJECTIVE:

- Go to the Inn at the Crossroads.

Velen has been hardest hit in the recent wars, as is evidenced from the corpses swaying from the tree you pass, and the burned-out dwellings you witness as you follow the path through the hamlet of Mulbrydale. Continue on a roughly westerly direction to the river's edge, north to a ford, and across and up the hillock into the wooden-walled Inn at the Crossroads. Dismount at the inn's threshold, and enter.

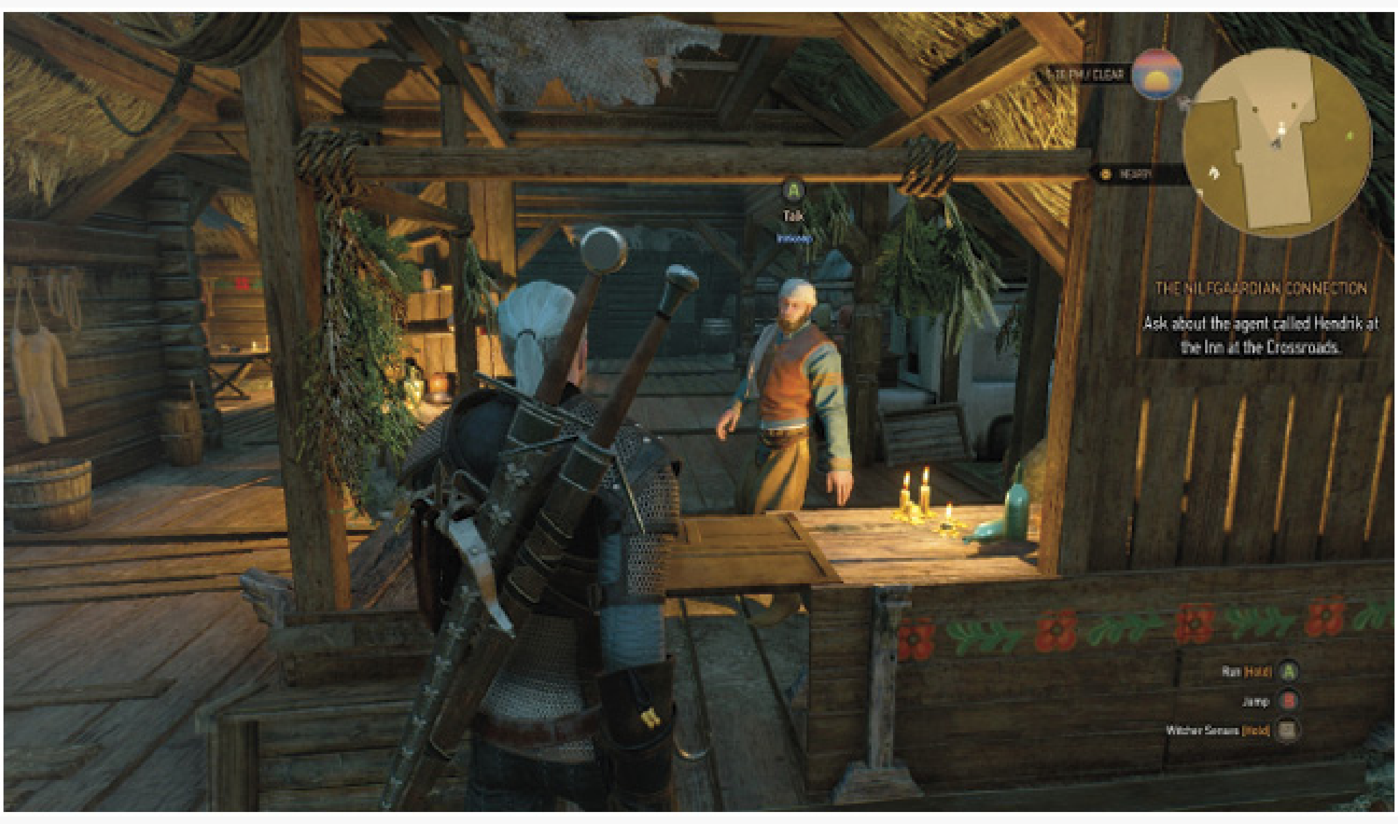


OBJECTIVES:

- Finish talking to the innkeep about the agent called Hendrik.
- OR: Defeat the Baron's men.

You can have a natter at the two peasants sitting near the entrance, but you get little except a worried husband and scolding wife. Speak to the innkeep, ordering a drink until the peasants scarper, and some well-armored company saunters in, offering little but verbal offense against your kind. You can:

- Tell them to back off or die, and start a pitched battle with the Baron's men. Slay the three in the bar, then take the fight outside to a couple more henchmen near their horses.
- Tell them you're a witcher, offering some verbal put-downs, but ending the conversation without unsheathing your blade.
- Ask if the men would care for a drink, and pay for their alcohol. This civility is likely to pay dividends down the road.


Talk
THE NILFGAARDIAN CONNECTION
Ask about the agent called Hendrik at the Inn at the Crossroads.
Run [Hold]
Jump
Witcher Senses [Hold]

DECISIONS, DECISIONS: DEALING WITH THE BARON'S MEN

These boisterous idiots are the guards of the Baron's fortification, and your actions with them affect how easy or difficult it is to gain entry into the Baron's fort at Crow's Perch during Main Quest: The Bloody Baron. The problems aren't insurmountable if you accidently kill everyone that offends you, but are considerably easier if you're a pleasant sort.

OBJECTIVE:

- Finish talking to the innkeep about Hendrik.

Conclude your chat with the innkeep, who explains where Hendrik is (Heatherton), what he's doing (shacked up with a widow) and his demeanor (he keeps to himself).

Main Quest: Lilac and Gooseberries (continued)

Continue the Quest

OBJECTIVE:

- Prepare to leave White Orchard with Vesemir.

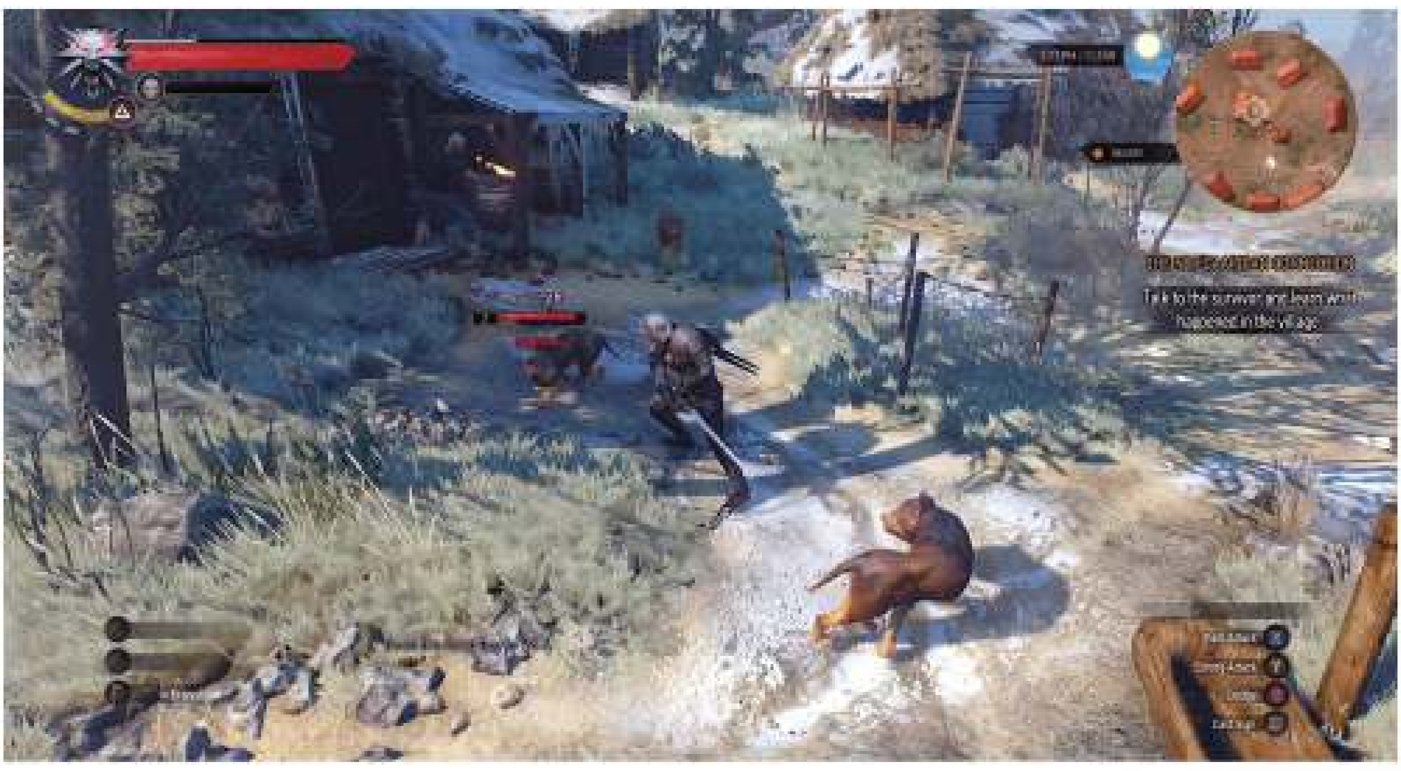
At this point, the quest concludes, and Main Quest: Lilac and Gooseberries starts up again. Travel back to White Orchard, and find Vesemir in the tavern you already frequented. This leads immediately to Main Quest: The Incident in White Orchard.

Main Quest: The Nilfgaardian Connection

The Suffering of Heatherton

OBJECTIVES:

- Look for Hendrik in the village of Heatherton.
- Talk to the survivor and learn what happened in the village.


THE NILFGAARDIAN CONNECTION
Talk to the survivor and learn what happened in the village.

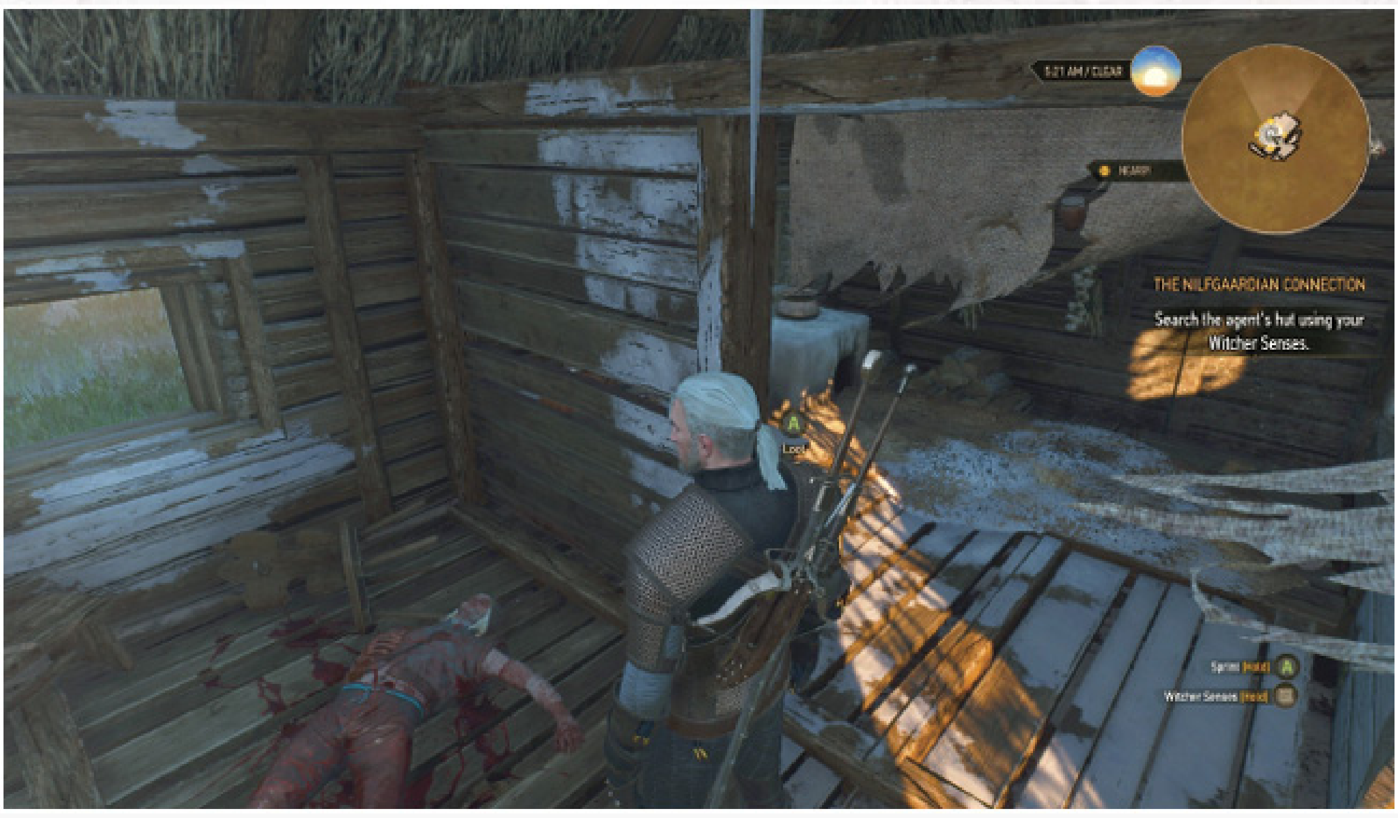
Depart from the Inn at the Crossroads, following the rough road eastward across fords and around forests. Avoid or engage any wild creatures, before descending a hill into the mist-laden Heatherton, seemingly cast in a strange frost. Wild dogs are picking the place clean; rid the only inhabitant of these scavengers before speaking with him.

The frightened villager must be calmed using Axii during conversation, after which he tells of the time the Wild Hunt razed this village, torturing poor Hendrik before casting a chill over the place.

OBJECTIVES:

- Find the agent called Hendrik.
- Search Hendrik's hut using your Witcher Senses.

Head to the cabin southwest of the addled villager. The bloodied corpse of Hendrik is easy to spot, hideous in his countenance. Rummage around in his clothing (specifically, his boots) to obtain a well-hidden key. Inspect the bear skin with your Witcher Senses; a draft reveals a trapdoor the key unlocks. Descend into the gloomy cellar.


THE NILFGAARDIAN CONNECTION
Search the agent's hut using your Witcher Senses.

With your Witcher Senses working, pass the poster offering a reward for the return of the Baron's daughter, and move into the adjacent room where Hendrik's merchant ledgers must be found. Investigate the candle holder mounted on a nearby wall between the two cellar rooms; use it and a secret compartment appears, revealing the ledgers.

- "Missing and Wanted": A report on someone matching Ciri's description appearing in Skellige.
- "Drunken Swine": That Ciri visited the Baron at his illegally-appropriated fort called Crow's Perch.
- "Clashed with a Witch": That Ciri landed in a swamp and there was conflict with a witch. Those in Midcopse may know more.v
- "Caution Advised": Hendrik remarks that he's being watched, his dog ran off, and there was a strange glow observed in the sky.

This quest concludes with the only two probable leads allowing you to begin two separate new Main Quests: The Bloody Baron and Witch Hunt.

Main Quest: Bloody Baron

Halt! Who Goes There?!

DANGER ALERT SPOILER ALERT

MAIN QUEST: BLOODY BARON

CONVERGING QUESTS : Main Quest: The Nilfgaardian Connection; Main Quest: The Bloody Baron; Main Quest: Witch Hunt

LOCATION : Crow's Perch

CHARACTERS : "Bloody" Baron Phillip Strenger, Sergeant Ardal, Old Peasant, Baron's Guard (you met at the Crossroads), Baron's Guard (Gatekeeper)

ENEMIES : Water Hag, Baron's Guards

QUESTING DECISIONS

This quest starts automatically once Main Quest: The Nilfgaardian Connection concludes. However, your previous decisions affect this quest. Did you:

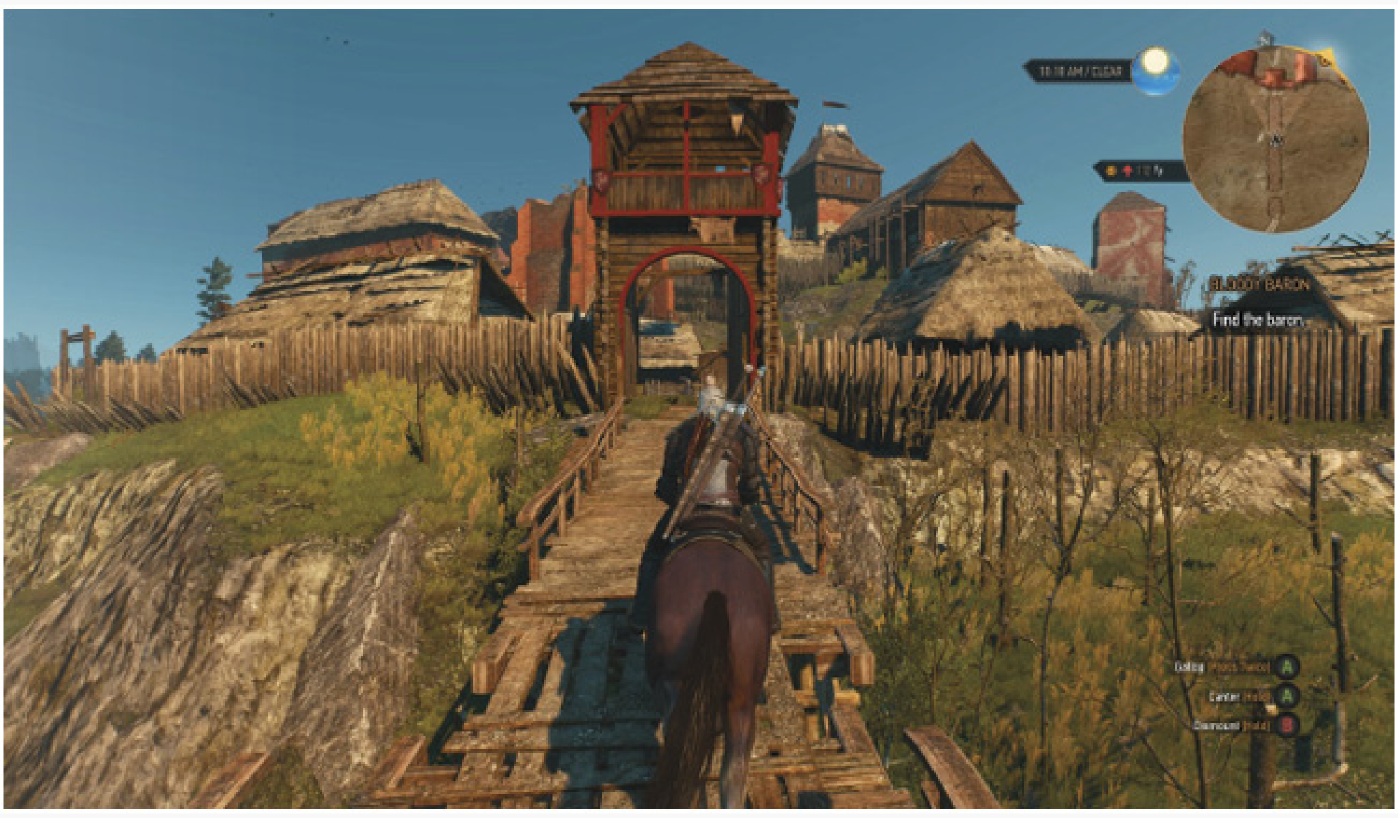
- Meet the Baron's men in the Inn at the Crossroads while completing The Nilfgaardian connection? If you did or didn't; you have minor conversation changes when attempting to enter Crow's Perch.
- Meet the Baron's men in the Inn at the Crossroads, and then buy them a drink? If you did, the soldiers aren't hostile, and you can enter Crow's Perch peacefully.
- Meet the Baron's men in the Inn at the Crossroads, and then kill them? If you did, the remaining soldiers are hostile, and you must find an alternate route into Crow's Perch.
- Avoid the Inn at the Crossroads entirely, and not run into the Baron's men? Then expect them not to trust you, leaving only crowns as payment for the method to gain entry (or the alternate way).

OBJECTIVES:

- Go to the Baron's castle.
- Find the Baron.

Locate the wooden fortification on a marshy tract of land known as Crow's Perch, and enter via the rickety bridge (or jump the gap of the adjacent, even more rickety bridge). Pass through into the small village behind the outer walls. Turn right (east), and head along the main thoroughfare to a large brick gate. Push open the doors, race up the hill and stop at the main gate and portcullis, where the signpost is. What follows is a conversation with the Baron's men:

- If you bought the Baron's men a drink, one of them is standing outside of this gate. Choose pleasant conversations, and you're let through into the inner courtyard, and you're told to follow the sergeant.
- If you weren't violent towards the Baron's men at the Inn at the Crossroads, or never met the Baron's men previously, four faces are guarding the outside of this gate. Choose pleasant conversations, and you're let through only after paying a bribe of 15 crowns. Then you're told to follow the sergeant.
- If you killed the Baron's men at the Inn at the Crossroads, two unfamiliar faces are guarding the portcullis from the inside. They know what you did, and aren't about to let you into this castle. You now need to find an alternate way to enter this place.



UNDERGROUND OR OVER GROUND

You can choose to find a different way into the castle even if the Baron's men aren't hostile.

Main Quest: Bloody Baron

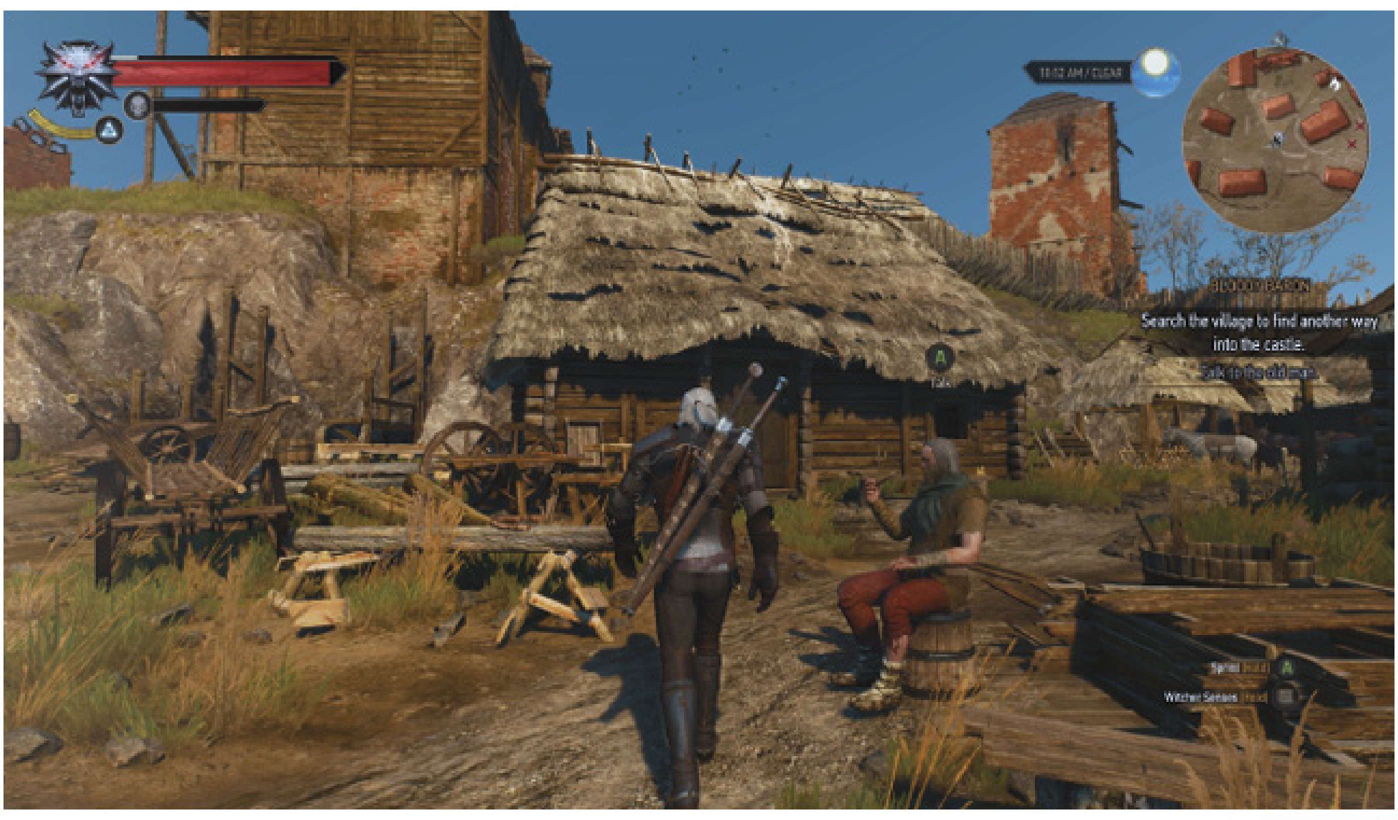
A Forceful Path: Investigations Lead to a Submerged Swim

OBJECTIVES:

- Search the village to find another way into the castle.
- Talk to the old man.

NONE SHALL PASS

If you try this path before completing Main Quest: The Nilfgaardian Connection, the cave leading under Crow's Perch is blocked by fallen debris, with two of the Baron's men standing around arguing about who will clear it up. Arrive here during this quest, and the blockage has been removed.



Return to the village, and inspect this mostly deserted place—the villagers fled at the sight of you—for signs of someone who can help. An old geezer resting by the side of the thoroughfare is too old to move, but reckons he knows another way into the castle. For a humble offering, of course. You can:

- (15 Crowns) Agree to pay the man, who tells you a story of a boy, drowned by a well near a shrine. A well that the man is certain leads into the castle via a submerged passage. The location of where the boy's body is found now appears on your minimap.
- Refuse to pay the man, and simply search the surrounding area outside the castle (using this guide) to uncover the entrance.

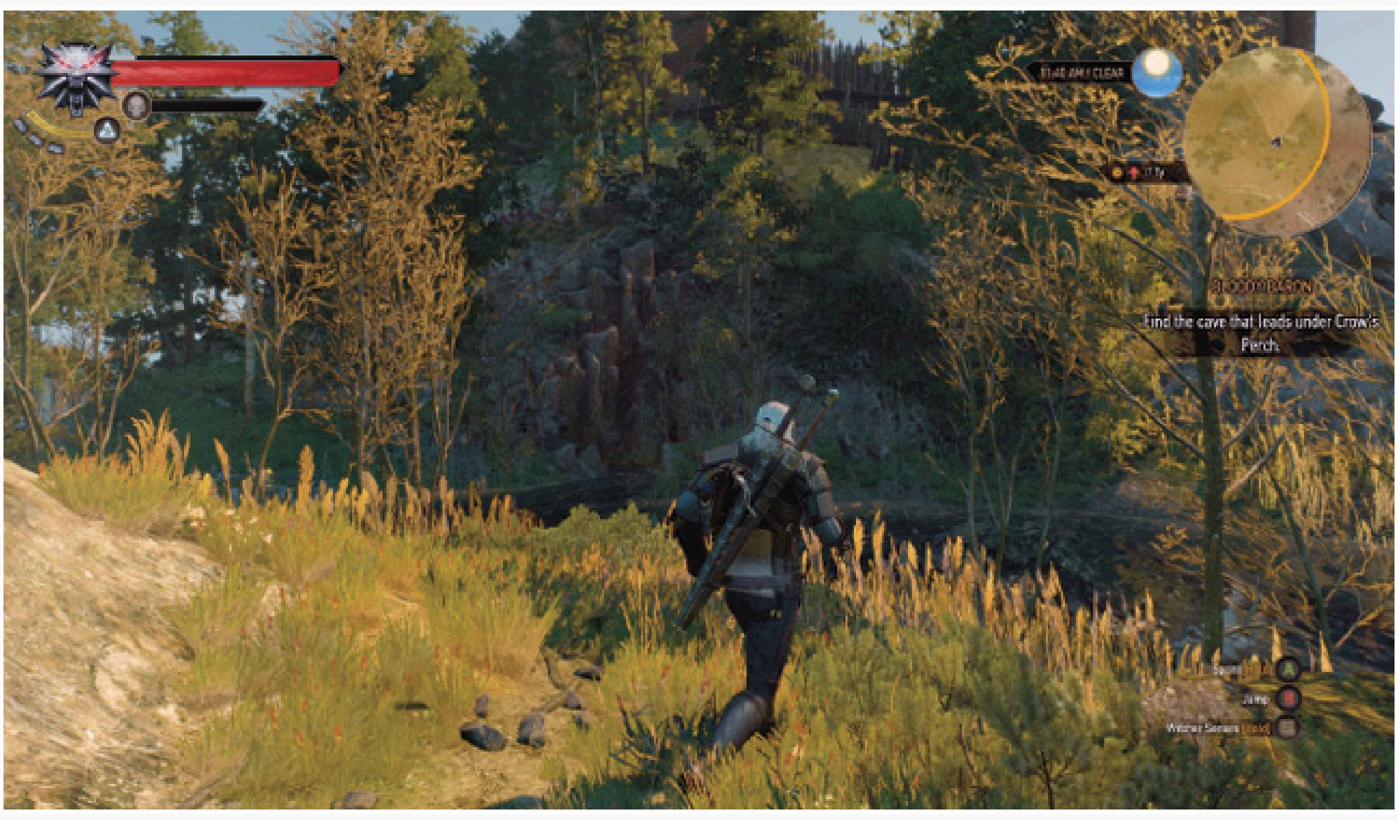
ANYBODY HOME?

You can visit the village at the foot of the main fort, and knock on every door to see if the inhabitants can help. Nobody answers, but you can hear them murmuring about your terrible reputation.

OBJECTIVES:

- Explore the area where the boy's body was found.
- Find the cave that leads under Crow's Perch.
- Dive underwater to enter the cave.

Call Roach, gallop down the rickety bridge and swing right (west), following the trail to an area of grassy high ground northwest of Crow's Perch. Locate this shrine, then wade down into the moat. A few steps to the southeast is an opening. Dive underwater, and swim southeast, and then south before surfacing inside the cave.



OBJECTIVES:

- Explore the cave and find a way into the castle.
- Climb up through the old well to enter the castle.

Climb onto the dry ground, vault up and over the climbable rocks, and look around until you spot light above—and a warty old water hag in front of you. After dispatching her, find a rough slope of stalagmites to ascend between, leading to a lamp-lit well with a ladder. Climb the ladder, and extract yourself from the well, landing in the gardens where the Baron awaits.

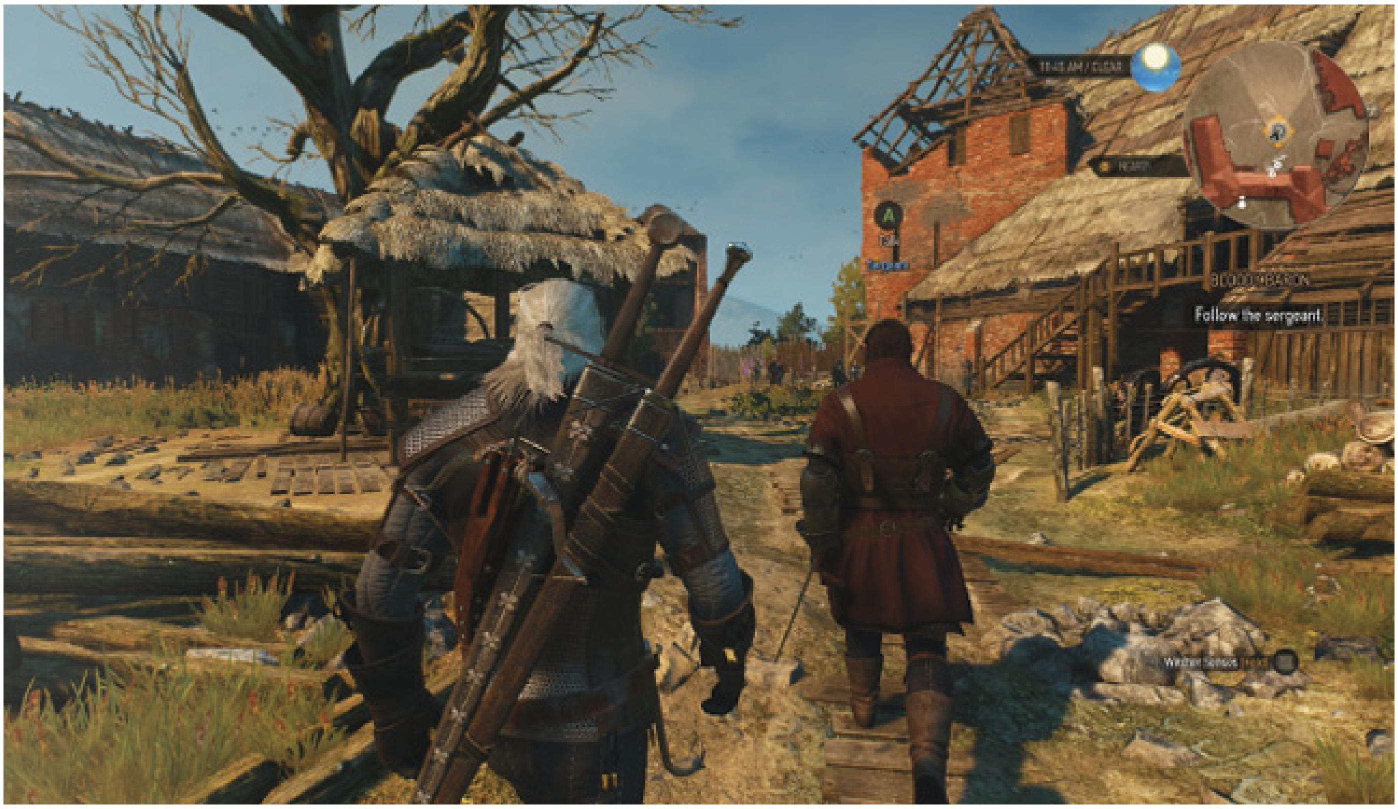
Main Quest: Bloody Baron

A Peaceful Path: Strolling Through the Crow's Perch Bailey

OBJECTIVE:

- Follow the sergeant.

Follow in the footsteps of the sergeant, quizzing him about his desertion and how this motley band of men are fighting in the war. After a stroll past the stables, you're shown into the gardens where the Baron awaits.


BLOODY BARON
Follow the sergeant.
Witcher Senses

Main Quest: Bloody Baron

End: One Tough C--ker

Baron Phillip Strenger

The Baron is meeting with a Nilfgaardian officer. He promptly leaves, and the Baron speaks with you in an almost jovial manner, asking you to join him in his chambers. Your conversation choices should be based on your personal preferences; you can refuse a tipple or choose vodka if you wish. After some further waffle, the Bloody Baron finally reveals some juicy information. It seems Ciri visited the Baron appearing exhausted, wounded, and stinking like a soaked hound after a hard hunt. This quest now concludes, and Ciri's Story: The King of the Wolves begins.

Main Quest: Ciri's Story: The King of the Wolves

Wolf Killer

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: THE KING OF THE WOLVES

RELATED QUESTS : Main Quest: The Bloody Baron, Main Quest: Family Matters

LOCATION : Riverbed near Lindenvale

CHARACTERS : Ciri, Gretka, Baron Phillip Stenger, Geralt

ENEMIES : Wolves, King of the Wolves

ARE YOU LOST?

This quest (which is the first of many to take the form of a flashback of Ciri's adventure before Geralt's) becomes available immediately after the conclusion of Main Quest: The Bloody Baron.

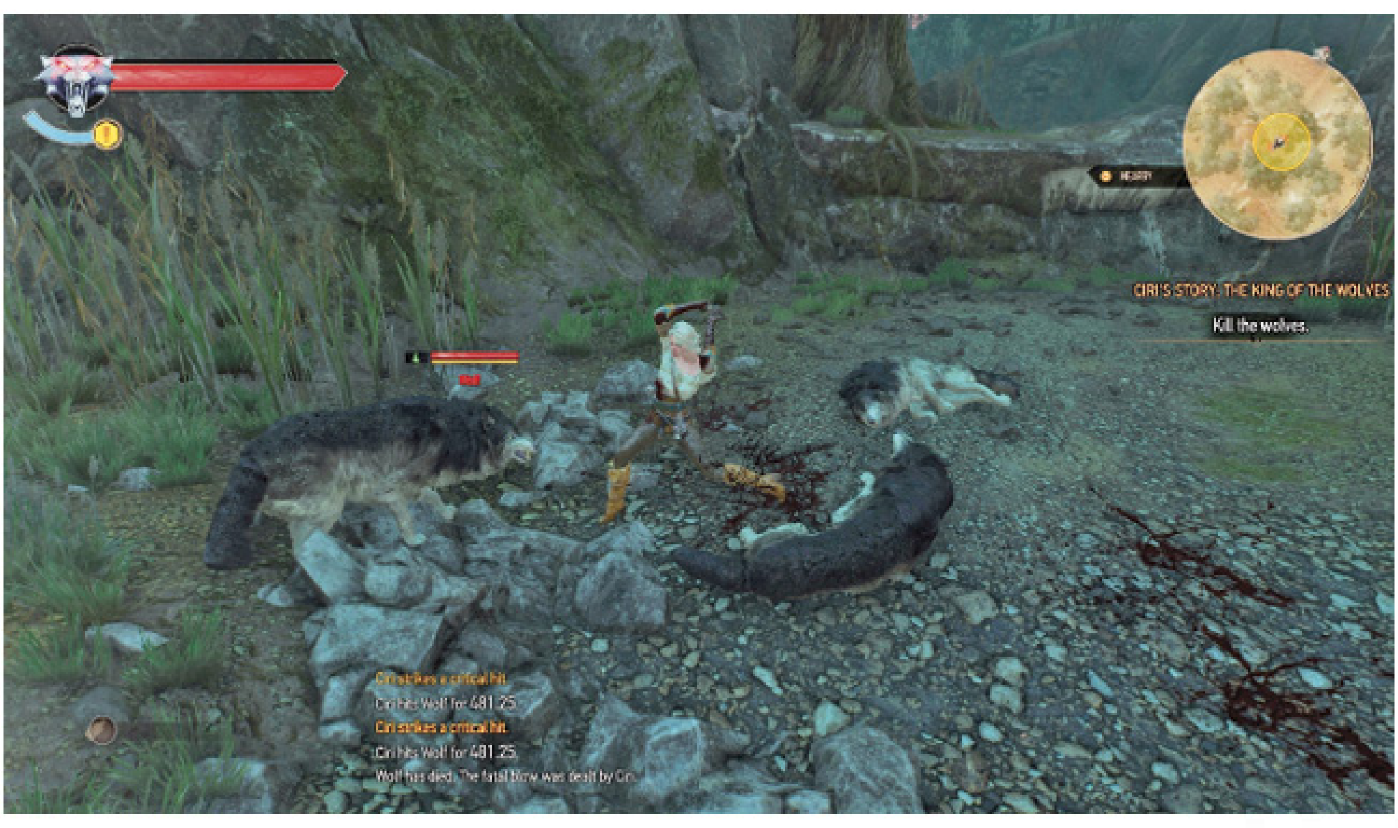
GRACE UNDER PRESSURE: CONTROLLING CIRILLA

Ciri is now the character that you control. She has the same maneuvering techniques as Geralt. In subsequent quests she develops some impressive magical capabilities. To further your knowledge of controlling her, see the **Playing as Cirilla** section.

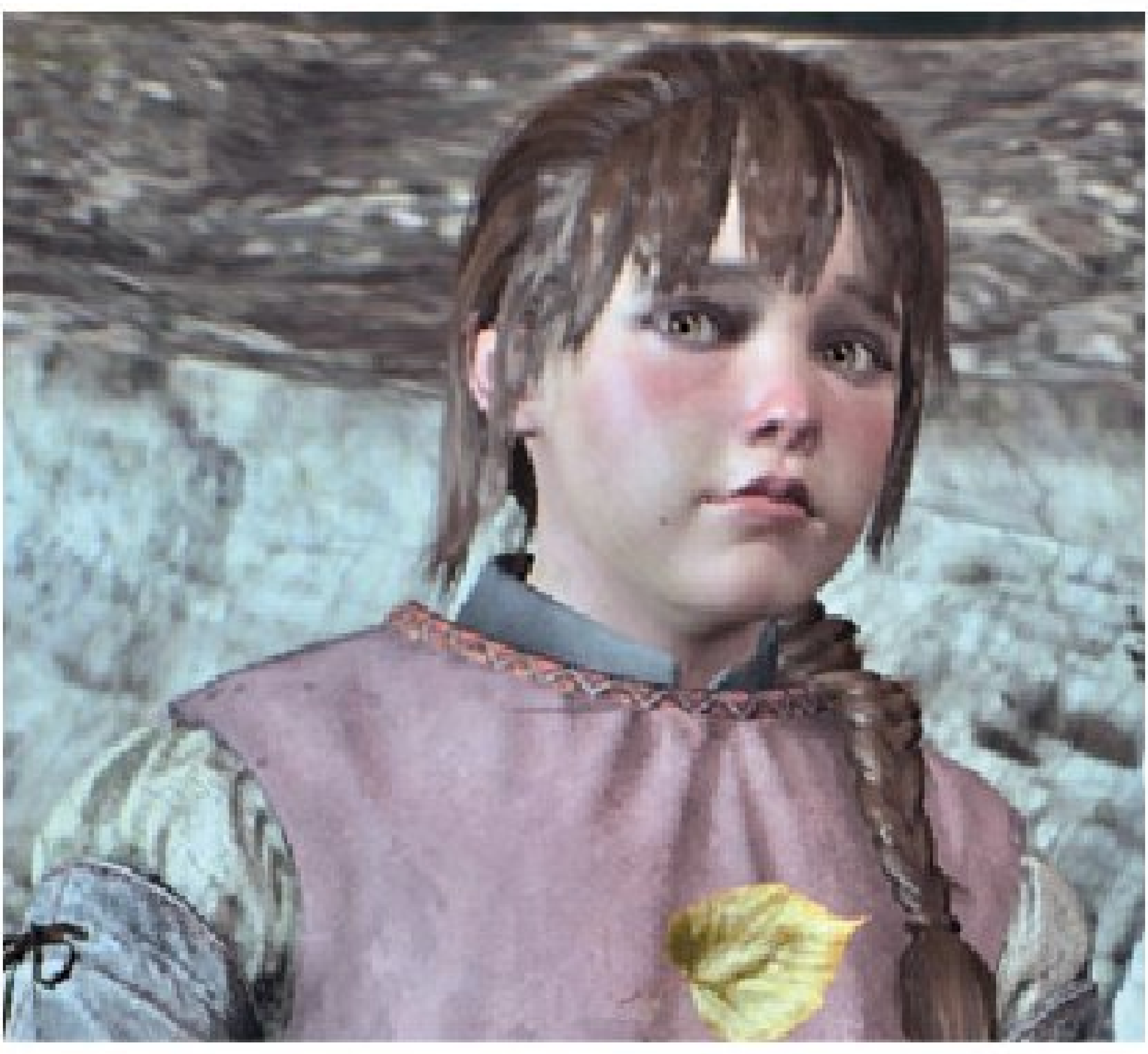
OBJECTIVES:

- Follow the riverbed and find help.
- Kill the wolves.

You land roughly with a thud. The river bank walls are too steep to climb. So you must venture forward, wading into the water and heading in a vaguely northerly direction along the pooled water of the low-running river.



Ciri strikes a critical hit.
Ciri hits Wolf for 481.25.
Ciri strikes a critical hit.
Ciri hits Wolf for 481.25.
Wolf has died. The fatal blow was dealt by Ciri.



Gretka

A quick look ahead and up reveals a trio of wolves prowling a tree. A girl sits petrified, up on a high branch. Defeat these wolves with gusto, and rescue the girl (Gretka) and agree to follow her to Lindenvale. She murmurs something about "The Wolf King," but reassure her that, despite your wounds, you're more than a match for any hairy beast.

HARVESTING

There are numerous plants to pick along the river bed, and wolf corpses to search. Do this now, as you're required to later.

OBJECTIVES:

- Follow Gretka.
- Protect Gretka from the wolves.

A few yards farther, Gretka retreats in fright and leaves you to slay a pack of five wolves ripping at a cow's carcass. Continue down the river bed, to the remains of half a boat, and even less of a corpse, torn and mangled. With Gretka away from this horror, inspect the following:

- The eyes—bloodshot and moist; he died recently.
- The head—his lips are parted and bloated; he bit through his tongue.
- The chest—crushed, with ribs piercing the fellow's lungs.
- The leg—something gnawed off one of his legs.
- The belly—strewn intentines cover the boat like escaping sausage.

Summing up: a lycanthrope slaughtered this hapless peasant. This requires the mixing of some potent blade oil your uncle Vesemir taught you to brew, to help you when you face "The Wolf King."

NO FIENDS HERE

It is extremely important that you check the key wounds of this corpse (the chest, leg, and belly) to conclude these wounds were made by a werewolf. If you don't, your conclusion is that a fiend was responsible. This results in you preparing a different oil (that is effective against relics, and not lycanthropes). The recipe is similar (three mistletoe instead of three wolfsbane), but this oil is useless against the King of the Wolves, and combat becomes more difficult.

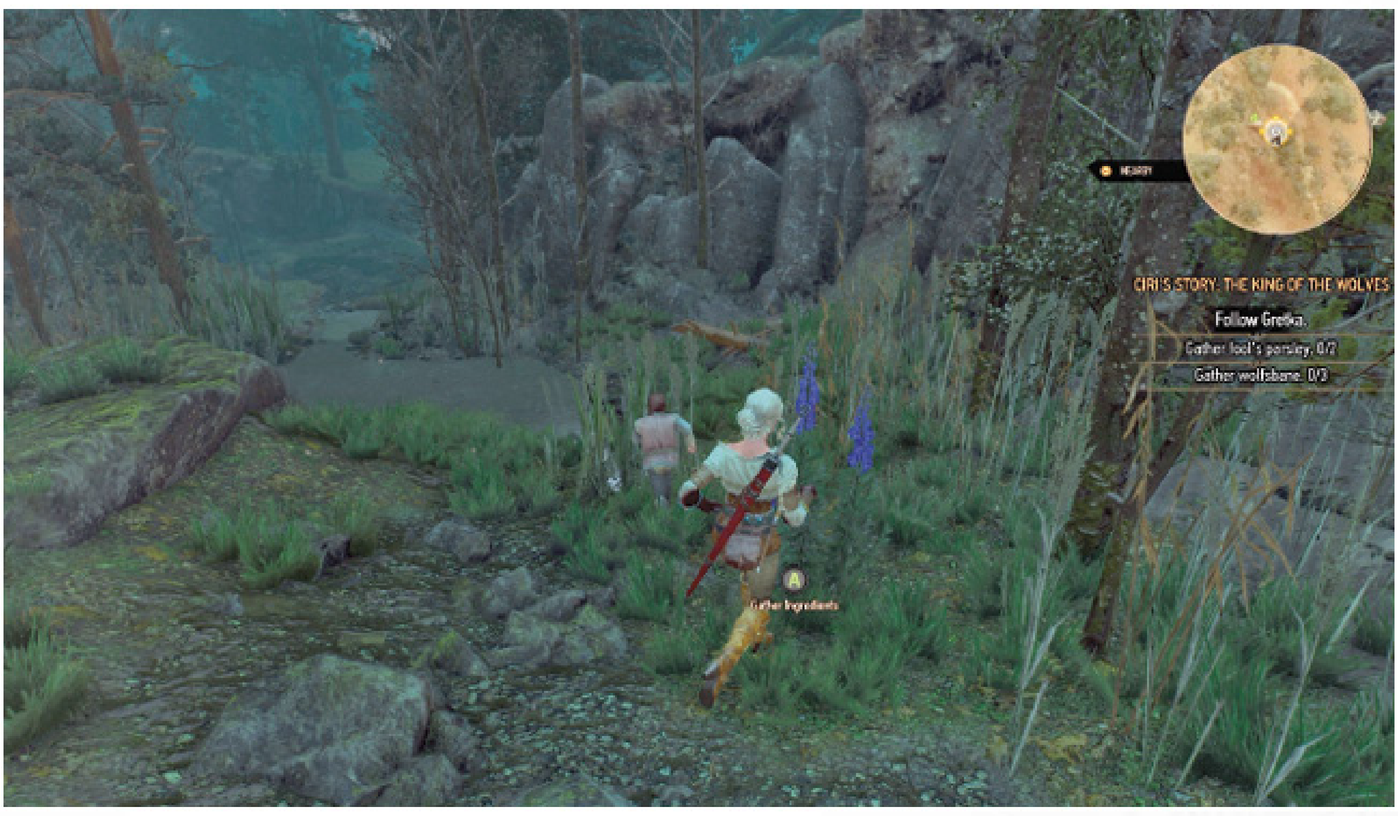
Main Quest: Ciri's Story: The King of the Wolves

You Afraid? Then I'm Not, Neither

OBJECTIVES:

- Acquire dog tallow (1).
- Acquire wolf's liver (1).
- Gather fool's parsley (2).
- Gather wolfsbane (3).

The first two items are found on the corpses of wolves. The second two items grow naturally along the river bed; so carefully continue down the river bed, picking plants as you go. Stop to defeat the three wolves, and search them for items. Don't venture further than the dead dog if you want to concoct your blade oil. With all ingredients found, you pause and grease your sword.


NEARBY
CIRI'S STORY: THE KING OF THE WOLVES
Follow Gretka.
Gather fool's parsley. 0/2
Gather wolfsbane. 0/3
Gather Ingredients

PATIENCE WITH YOUR POTIONS

If you ignore the acquisition of these ingredients, the forthcoming fight becomes much more of a dangerous slog.

If you mistakenly made oil that affects relics, when you strike the werewolf, it utilizes a skill called Full Moon, causing it to bulk up in size and transform into a stronger entity.

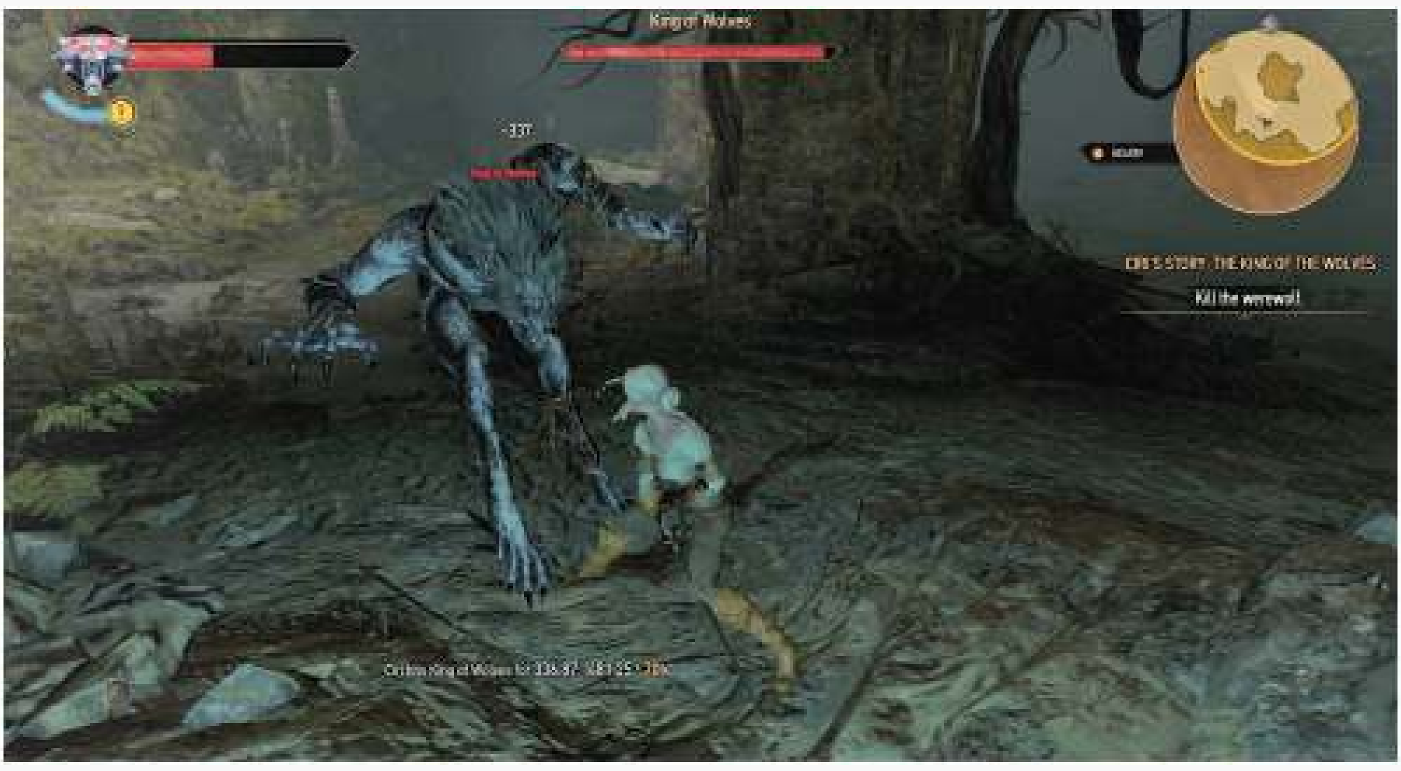
Now follow Gretka down the dry waterfall, and head right slightly into the foreboding cave, rather than towards Lindenvale itself.

OBJECTIVE:

- Kill the werewolf.

You need not meditate because you've already prepared for this battle. Take your greased-up silver sword and bound down to attack the King of the Wolves, a hefty werewolf that must be cut down. After the battle, you're taken to Crow's Perch, where the confused peasant isn't given any kind of reward for rescuing the Baron's daughters, as neither of them are apparently his kin, but Ciri is allowed to rest.

Now Geralt and the Baron are talking. Agree to help the Baron in the search for his missing daughter, and in the process learn more about Ciri's actions and whereabouts. This quest concludes, while the Main Quest: Family Matters and the Secondary Quest: Ciri's Room both begin.


King of Wolves
-337
NEARBY
CIRI'S STORY: THE KING OF THE WOLVES
Kill the werewolf.

Main Quest: Family Matters

Scrutinizing the Baron's Bedchamber

DANGER ALERT SPOILER ALERT

MAIN QUEST: FAMILY MATTERS

RELATED QUESTS : Main Quest: Ciri's Story: The King of the Wolves, Secondary Quest: Ciri's Room, Main Quest: A Princess in Distress

LOCATIONS : Crow's Perch, Blackbough

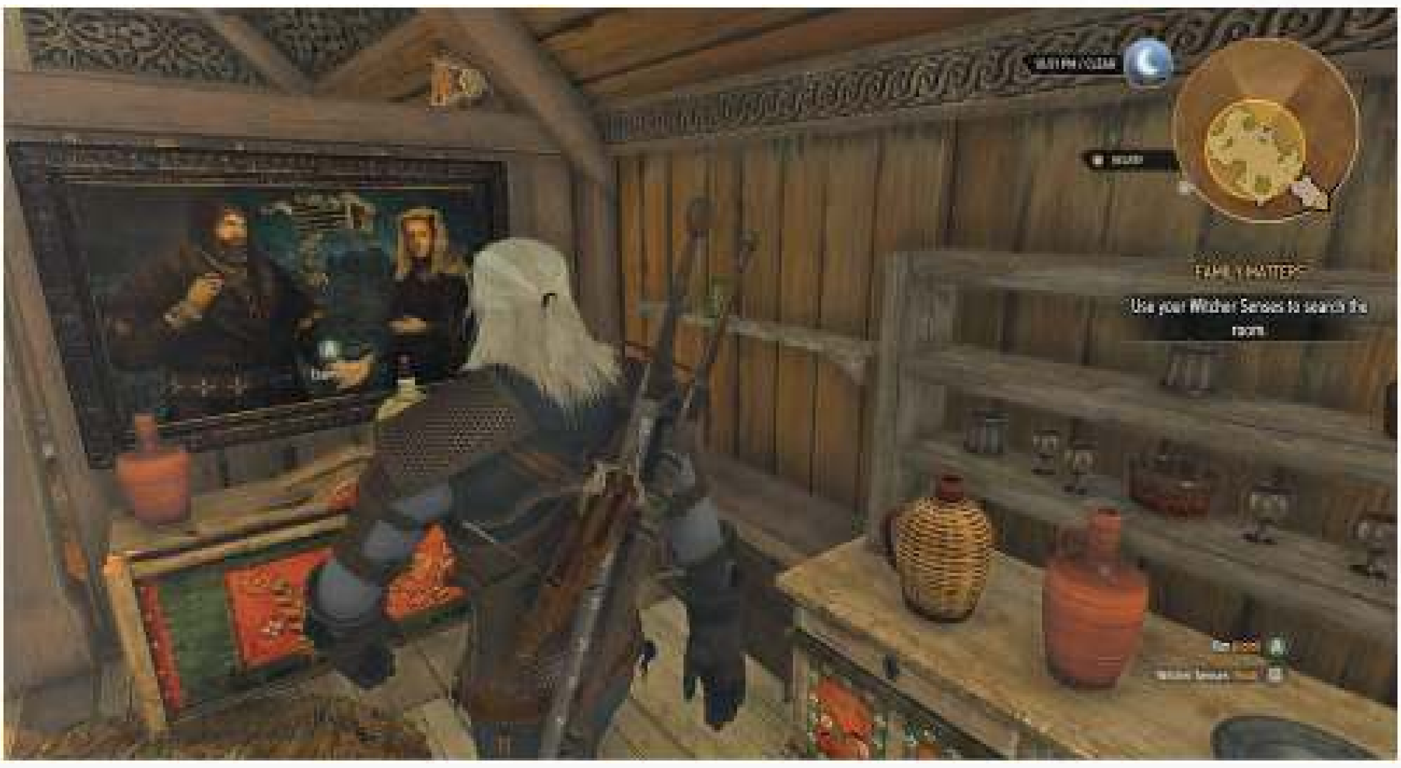
CHARACTERS : Baron Phillip Strenger, The Pellar

ENEMIES : Baron's Men

OBJECTIVES:

- Follow the Baron.
- Use your Witcher Senses to search the room.

Follow the Baron up the stairs (listening to the anecdote about his daughter Tamara and a deer's arse), enter the Baron's bedchamber, and then Tamara's nearby room. You're here to make a thorough and complete sweep of all rooms on this floor of the castle, with your Witcher Senses picking out areas of particular interest. In the Baron's bedchamber, find the following:



- A wooden candlestick with a broken stem.
- Fresh flowers on a side table (the Baron hopes his kin will return soon).
- A differently-colored section of the right wall where a painting once hung.
- A picture of the Baron and his wife. They look happy enough until you examine this picture more closely—which was moved from the right wall—and discover a hole behind the painting.
- Head around to the wardrobe behind the painting. Inside is a piece of candlestick; someone smashed it against a wall, and it broke through into the wardrobe.
- Check the wooden pillar near the desk; there are deep nicks as if a heavy object struck it.
- Return to the table with the candlestick on it. You can now make out wine stains from a smashed bottle. The wine stains are still visible.

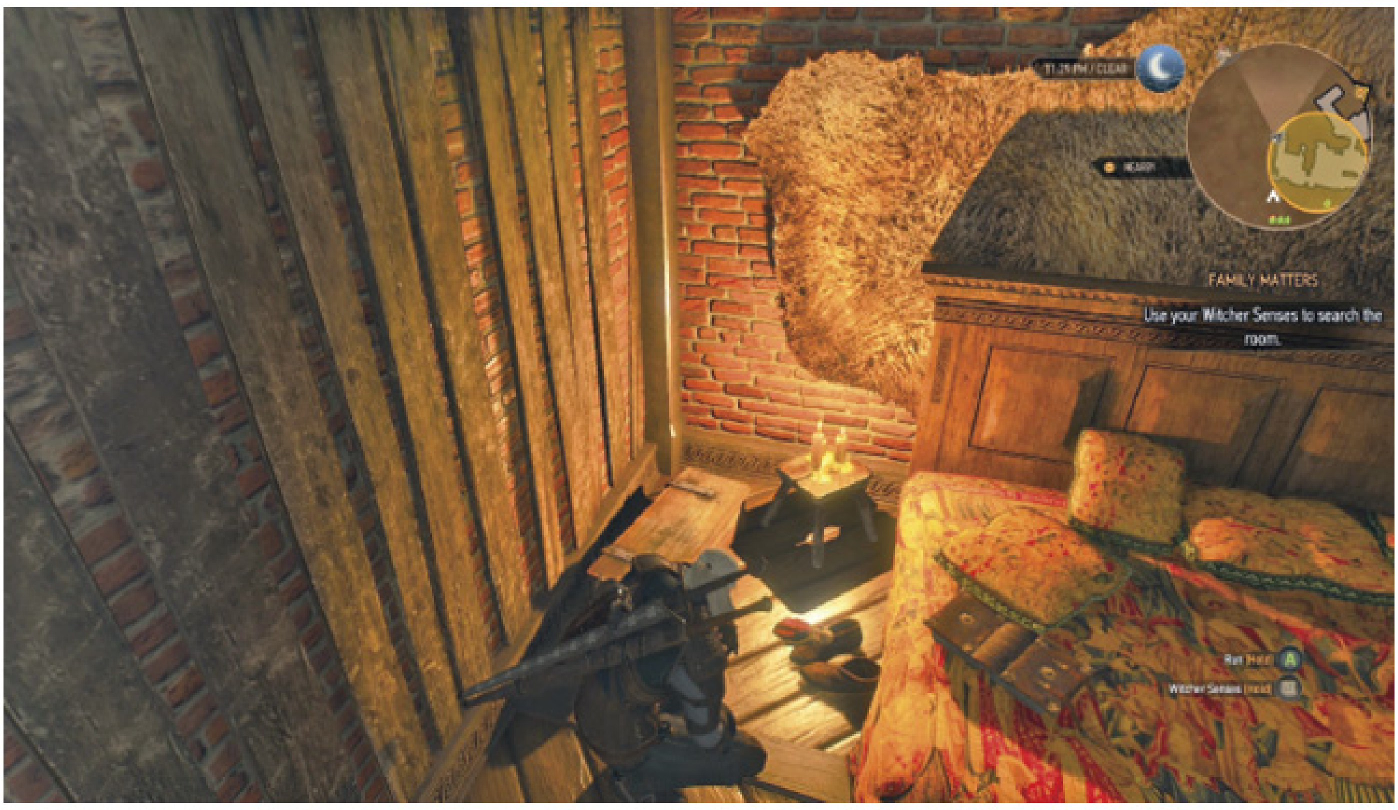
Follow the scent trail across the landing and down the steps you just walked up with the Baron. As the scent disperses on the small landing between floors, examine a loose floorboard, and remove a strange folk talisman hidden underneath.

ITEM: Quest Item: Talisman

Main Quest: Family Matters

Tamara's Hidden Tabernacle

The room to the right of the stairs (Tamara’s room) also yields some interesting information, even though this is purely an optional investigation:



- An ugly doll by the side of the bed.
- A letter to Tamara on a sideboard, which can be read to give you clues to her background and whereabouts.
- Incense and an old rusty key can be found in a wardrobe here, too.

ADDITIONAL LOOT

There are numerous chests and furniture to loot as well, though it’s best if you check no one is looking before rifling through the Baron’s belongings.

OBJECTIVE:

- Use your Witcher Senses to locate where the scent is coming from.

Find the incense and old rusty key in the wardrobe in Tamara’s chamber. When you wish to follow the scent of saffron, use your Witcher Senses to see the misty odor, and follow it down the stairs. This eventually leads down to a gloomy basement. You must maneuver between sacks of goods and grain to reveal a secretly-prepared shrine to the Eternal Fire, a religious sect famous for their hatred of mages. Examine the bowl with burning coal if you wish. There is also a prayer, seemingly written by Tamara.

There’s another optional area to explore too. Inside the dining room where you first spoke with the Baron is a letter revealing Nilfgaardian demands on the Baron, as well as a few guards exhibiting just the right amount of contempt for your kind.

ITEM: Quest Item: Rusty Key, Quest Item: Incense, Quest Item: Letter to Tamara, Quest Item: Nilfgaardian Demands

Secondary Quest: Ciri's Room

Curses, Clothing, and a Small Spinning Top

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: CIRI'S ROOM

OBJECTIVES:

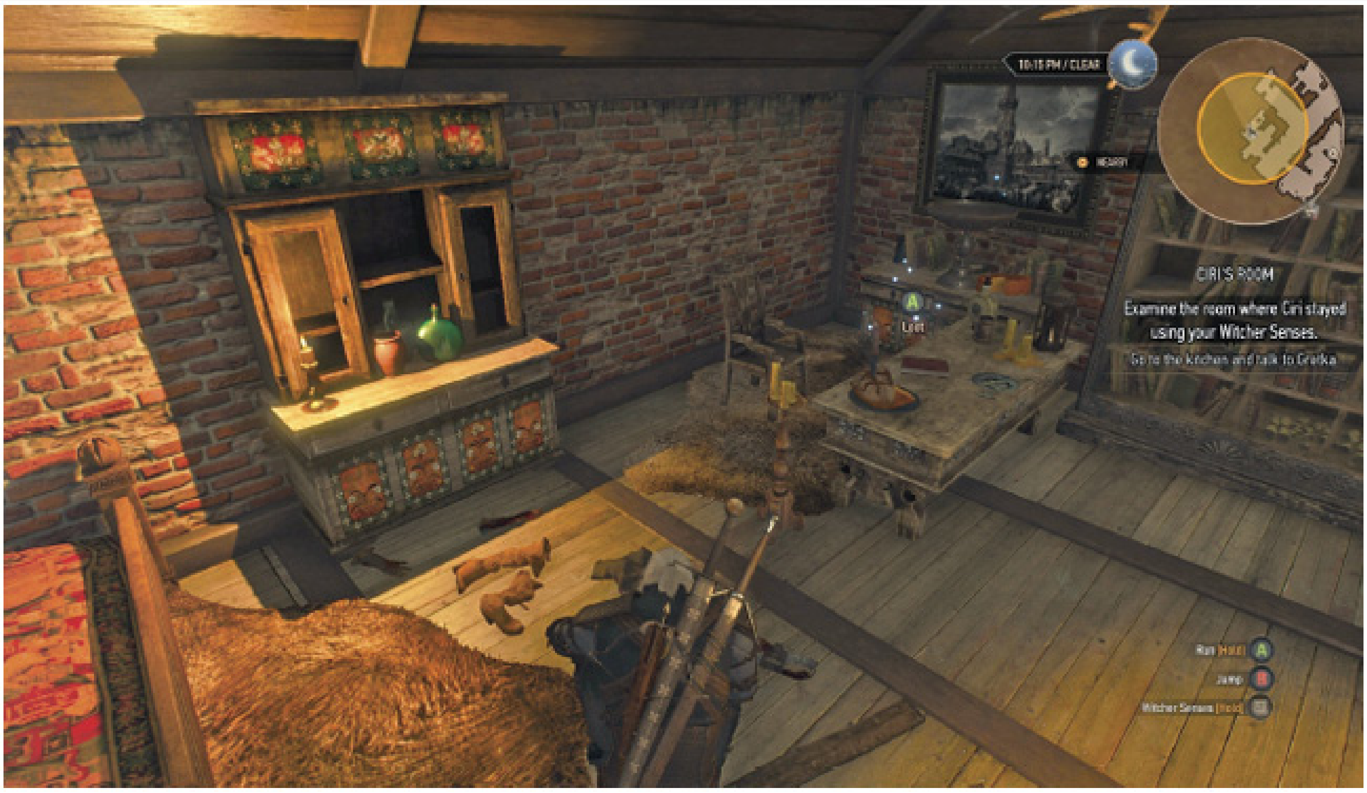
- Examine the room where Ciri stayed using your Witcher Senses.
- Go to the kitchen and talk to Gretka.

Yet more evidence awaits you in Ciri's room, which is across from the kitchens on this floor (last door on the right). Inside you discover:

- A spinning top, which looks to belong to Gretka, who was rescued from the King of the Wolves.
- A set of Ciri's clothing (it seems she might have escaped via a nearby window).
- A strange book on the desk (read the notes from this book, and you discover Ciri was researching curses for some reason).

ITEM: Quest Item: Spinning Top, Quest Item: The Natural Obscurity of Curses

Move to the the kitchen area, farther along this floor (last door on the left, past the barracks and the passage on the right leading outside). Here you find Gretka resting near the barrels in a storage area, taking a break from her hired chores. She tries to be helpful, especially after you give her the Spinning Top Ciri made for her, and mentions Ciri's recent activities. This Secondary Quest now concludes.


10:15 PM / CLEAR
NEARBY
Loot
CIRI'S ROOM
Examine the room where Ciri stayed using your Witcher Senses.
Go to the kitchen and talk to Gretka
Run (Hold)
Jump
Witcher Senses (Hold)

Main Quest: Family Matters (Part 2)

Unstable: Return to Crow's Perch

DANGER ALERT SPOILER ALERT

MAIN QUEST: FAMILY MATTERS (PART 2)

RELATED QUESTS : Main Quest: A Princess in Distress; Main Quest: Ciri's Story: The Great Race

LOCATIONS : Crow's Perch, Smokehouse, Pellar's Hut, Wolven Glade, Fisherman's Hut, Oxenfurt

CHARACTERS : Oswin the Stablehand, Baron Phillip Strenger, Botchling (Dea), Lubberkin, the Pellar, Voytek the Fisherman, Tamara Strenger, Graden, Uma

ENEMIES : Botchling, Drowner, Rotfiend, Wraiths, Endriaga, Wolves

OBJECTIVES:

- Read the bestiary to learn more about botchlings.
- Talk to the Baron.

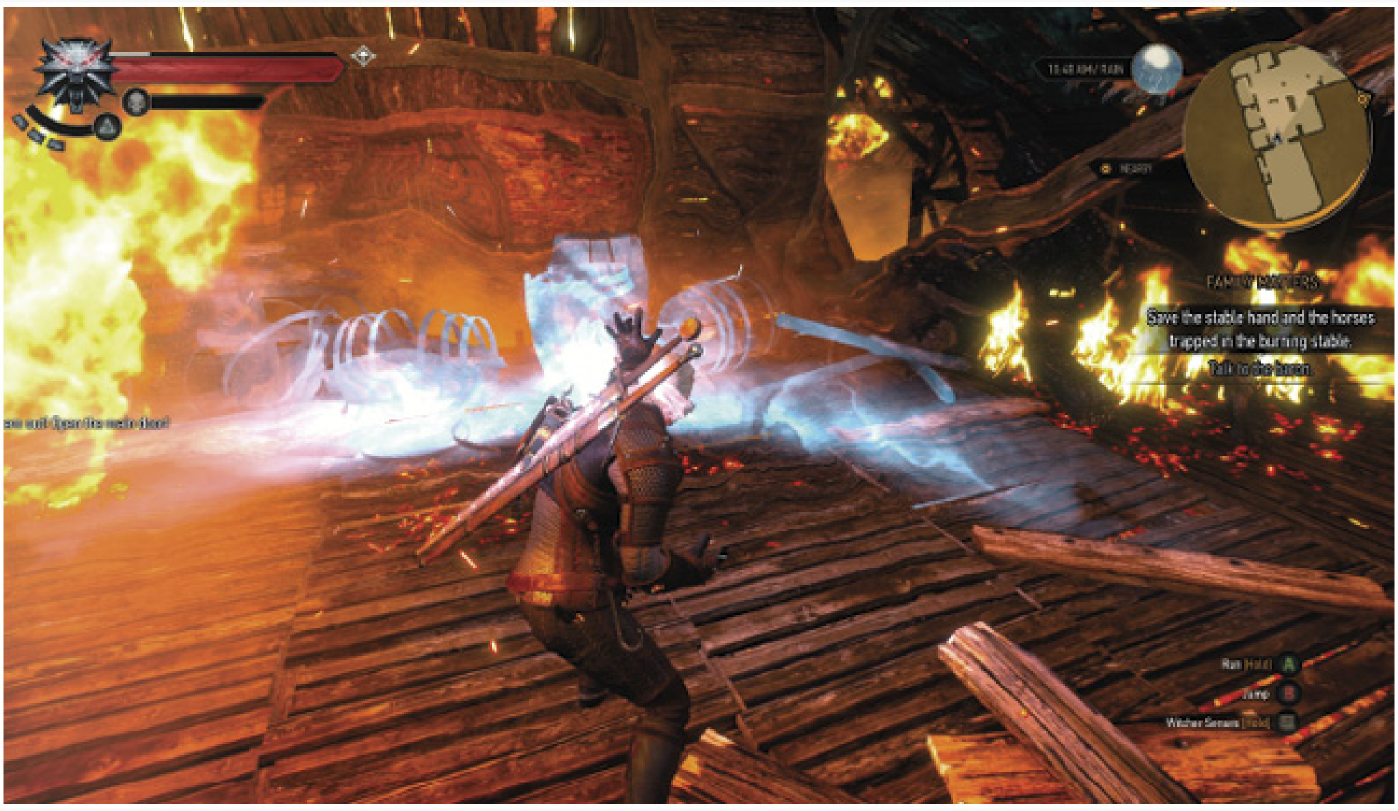
A thorough read of your Bestiary entry on botchlings reveals the true horror of their creation. Now gallop back to Crow's Perch. As you arrive, you may notice one of the large structures within the castle's walls has been set ablaze! Race up to the inner bailey. It seems the Baron has set the stables alight, and has drunk himself into a violent stupor. One of the stablehands is trapped inside the burning stables, along with the horses. You can:

- Choose to save Oswin the stablehand, and his mares. Additional objectives are available before you meet the Baron. Attempt this, and you receive gratitude and a reward (in the form of crowns) from Oswin himself, once you leave Crow's Perch.
- Or more callously ignore the whinnying and screams, and focus on finding the Baron himself.

OBJECTIVES:

- Save the stable hand and the horses trapped in the burning stable.
- Open the main gate to stables.

Race to the stables (the larger of the two burning buildings) and climb the exterior ladder, with Aard ready to cast. Work your way through the collapsing structure. When you reach a blockage, remove it using Aard. Drop down to the pens where Oswin and the horses are, and open the gate. Scramble to the right, head to the main gate, open it, and free the whinnying steeds.



FAMILY MATTERS

Save the stable hand and the horses trapped in the burning stable.

Talk to the Baron.

...and Open the main door

Main Quest: Family Matters (Part 2)

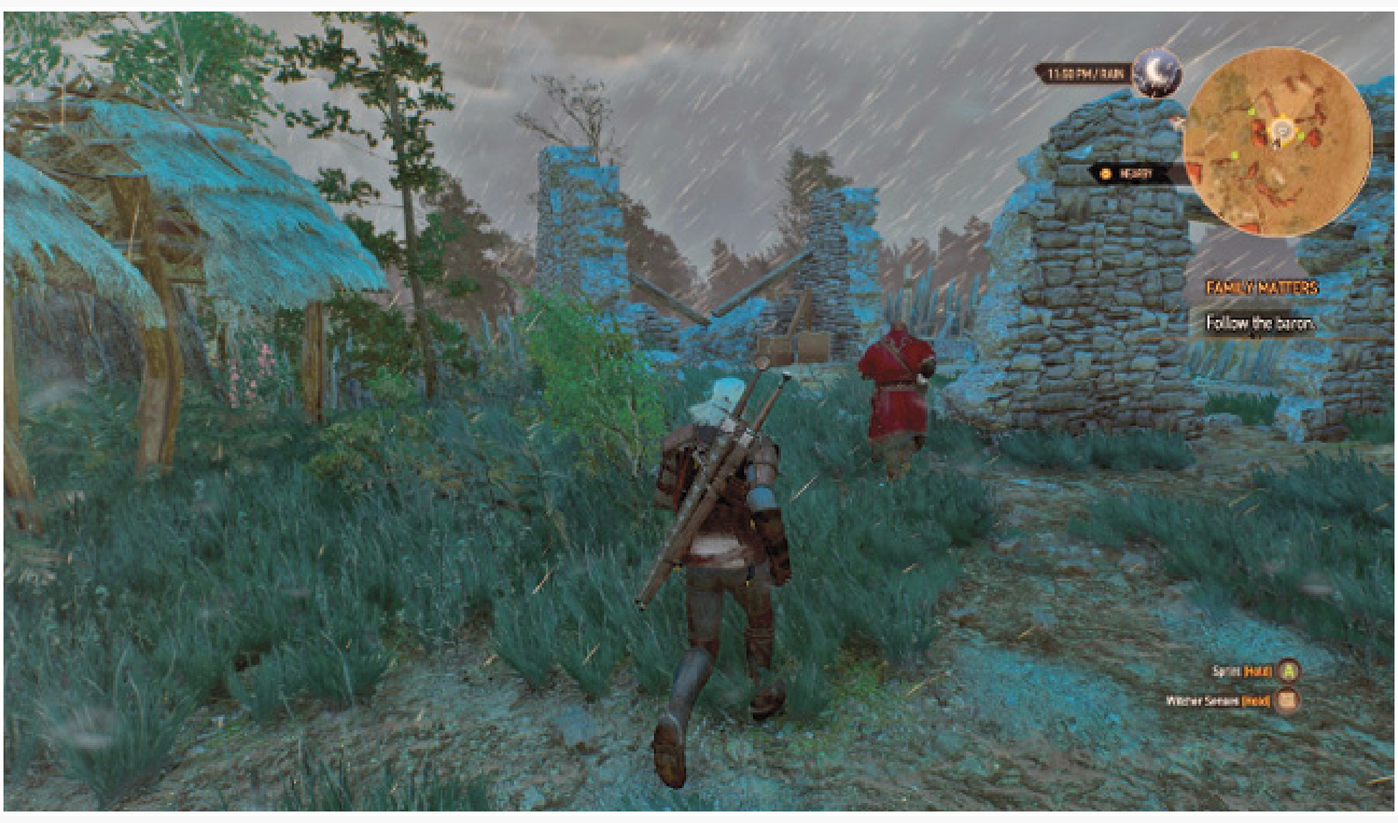
A Miscarriage of Justice

OBJECTIVE:

- Follow the Baron.

Botchling (placated)

Botchling (seething)


11:50 PM / RAIN
FAMILY MATTERS
Follow the baron.
Sprint [Hold]
Witcher Senses [Hold]

At the witching hour, follow the Baron down to the ruins of an old stone structure where the child's corpse was left, but not laid to rest. The botchling is on the prowl. You can:

- Bury a botchling under the family's threshold, so it turns into a lubberkin (a spirit that could lead you to his family).
- Kill the botchling, syphon its blood, and take it to the pellar.

The option you choose impacts the remainder of this quest, since there are two methods to pick from.

Main Quest: Family Matters (Part 2)

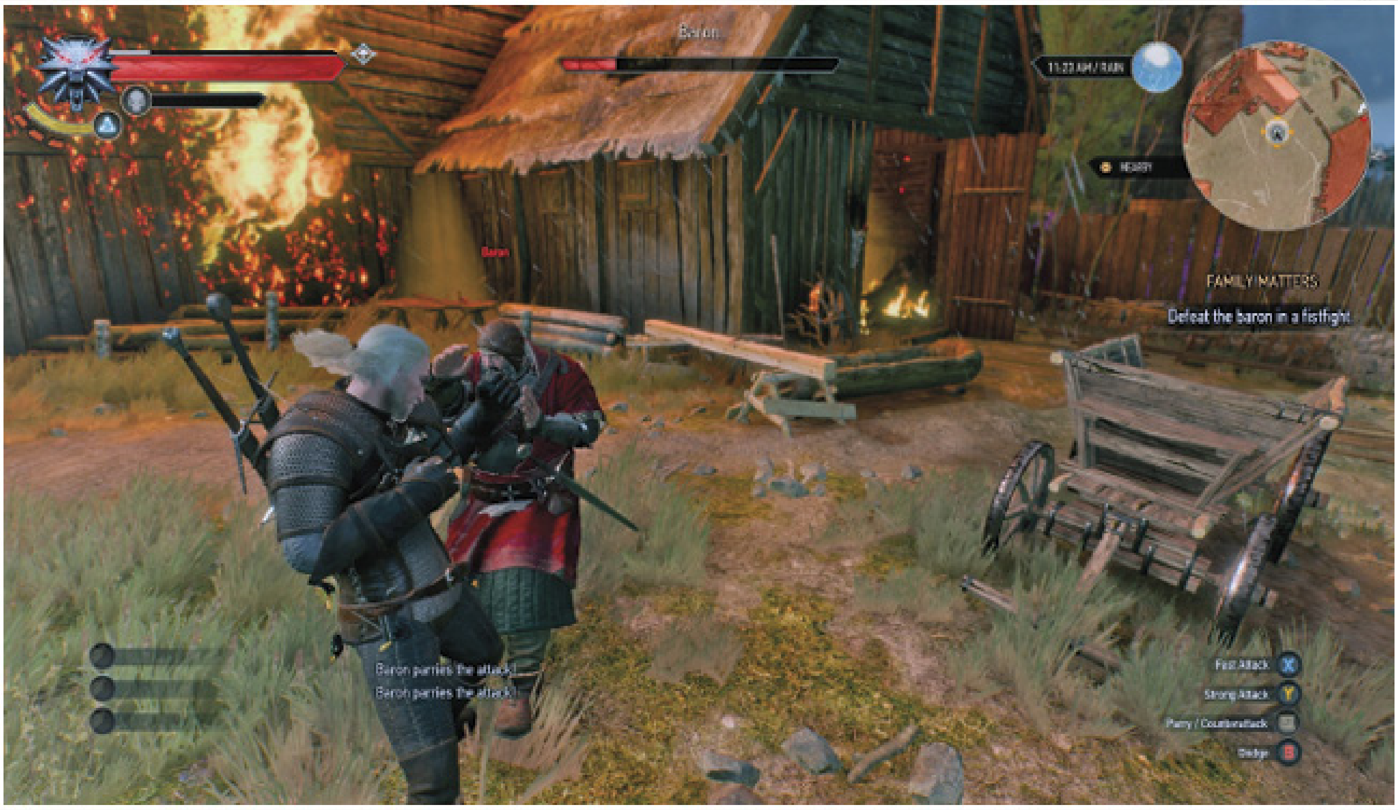
A Sobering Conversation with Baron Strenger

OBJECTIVE:

- Defeat the Baron in a fistfight.

Whether you saved the stablehand and horses or not, you must find the Baron close to the burning structure, and try talking to him. He is sotted, and can't be reasoned with; pummel him into submission with your fists and feet.

With knowledge of the Baron's violent behavior, tell the Baron he already knew his kin ran away, and choose any of the main conversation choices depending on how disgusted you are with the Baron (this only affects his verbal responses). He recalls the time Anna fled; a grim recollection of a bedchamber with blood everywhere. It was there on the bed—a stillborn. There was little else to do than take it outside and bury it. Now this child has turned. It is a botchling, with a blood bond still strong between it and the Baron's wife. This is the key to finding Anna and Tamara. For now, you wait until midnight, and dig the tiny corpse up.


Baron
11:23 AM / RAIN
NEARBY
Baron
FAMILY MATTERS
Defeat the baron in a fistfight
Baron parries the attack!
Baron parries the attack!
Fast Attack
Strong Attack
Parry / Counterattack
Dodge

Main Quest: Family Matters (Part 2)

Life for a Lubberkin: Keeping the Little One Calm

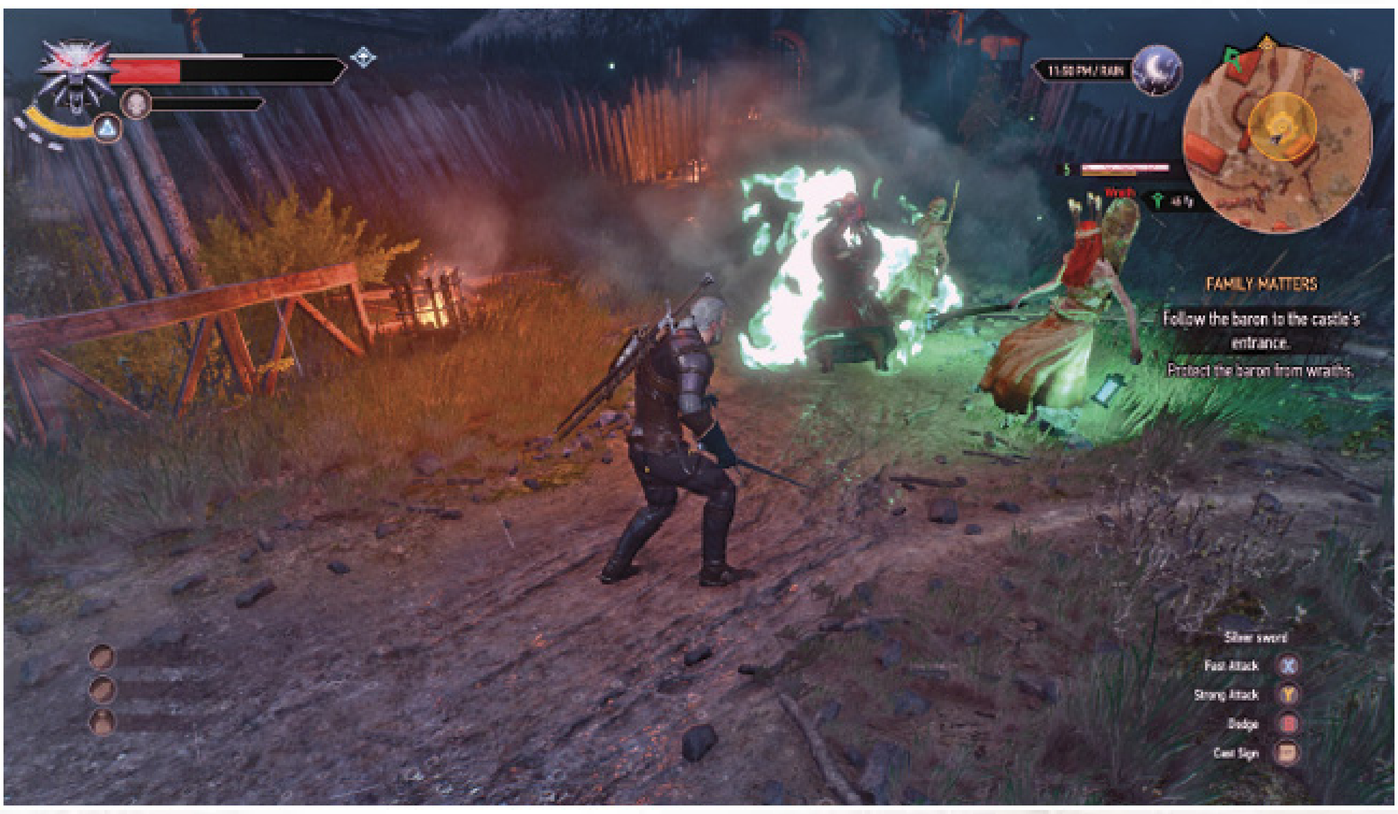
OBJECTIVES:

- Follow the Baron to the castle's entrance.
- Use the Axii Sign to calm the botchling.
- Protect the Baron from the wraiths.

If you spared the botchling's life, you order the Baron to gather the tiny terror into his arms, and head back up to the castle's threshold. Follow him as he goes, pausing only to deliver some killing blows on wraiths attracted to this abomination. Periodically, the botchling starts to squirm in the Baron's arms, and must be calmed. You can:

- Cast Axii close by the Baron, and keep the botchling placated.
- Ignore the Baron, or cast Axii too late, after which the botchling transforms into a much more dangerous form, which can't be reasoned with. It must be slain, and the second option (syphoning its blood) chosen.

Assuming you keep the botchling calm, you chaperone the Baron up through the castle's entrance, into the inner bailey, before tackling two more wraiths along the way. Finally at the threshold (by the main castle building), the Baron recites a chant, and the little one is consumed by the dirt. In one day's time, Dea should change into a lubberkin.

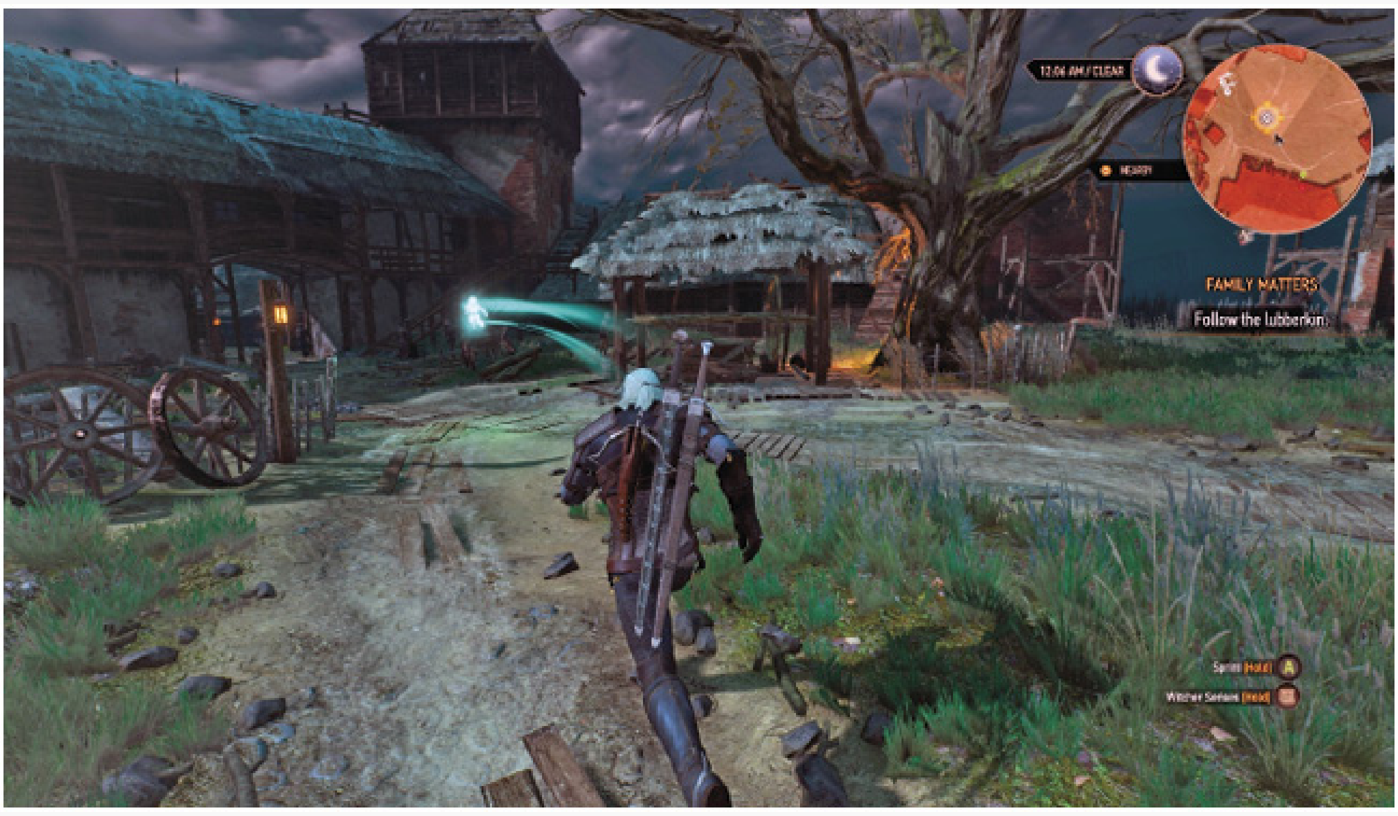


Follow the baron to the castle's entrance.
Protect the baron from wraiths.

OBJECTIVES:

- Wait a day to be able to call the lubberkin.
- Summon it where the botchling is buried.
- Follow the lubberkin.

Interact with the grave (you automatically wait until midnight while meditating), and after some incantations, a blue transparent ghost rises up; the lubberkin has been summoned! This transparent miscreant darts off, and must be followed (on foot or horseback). It leaves Crow's Perch, heads left (southeast) past some drowners you should dispatch, to a lone smokehouse with a strange smell, near the Burned Ruins marker.



Follow the lubberkin.

Main Quest: Family Matters (Part 2)

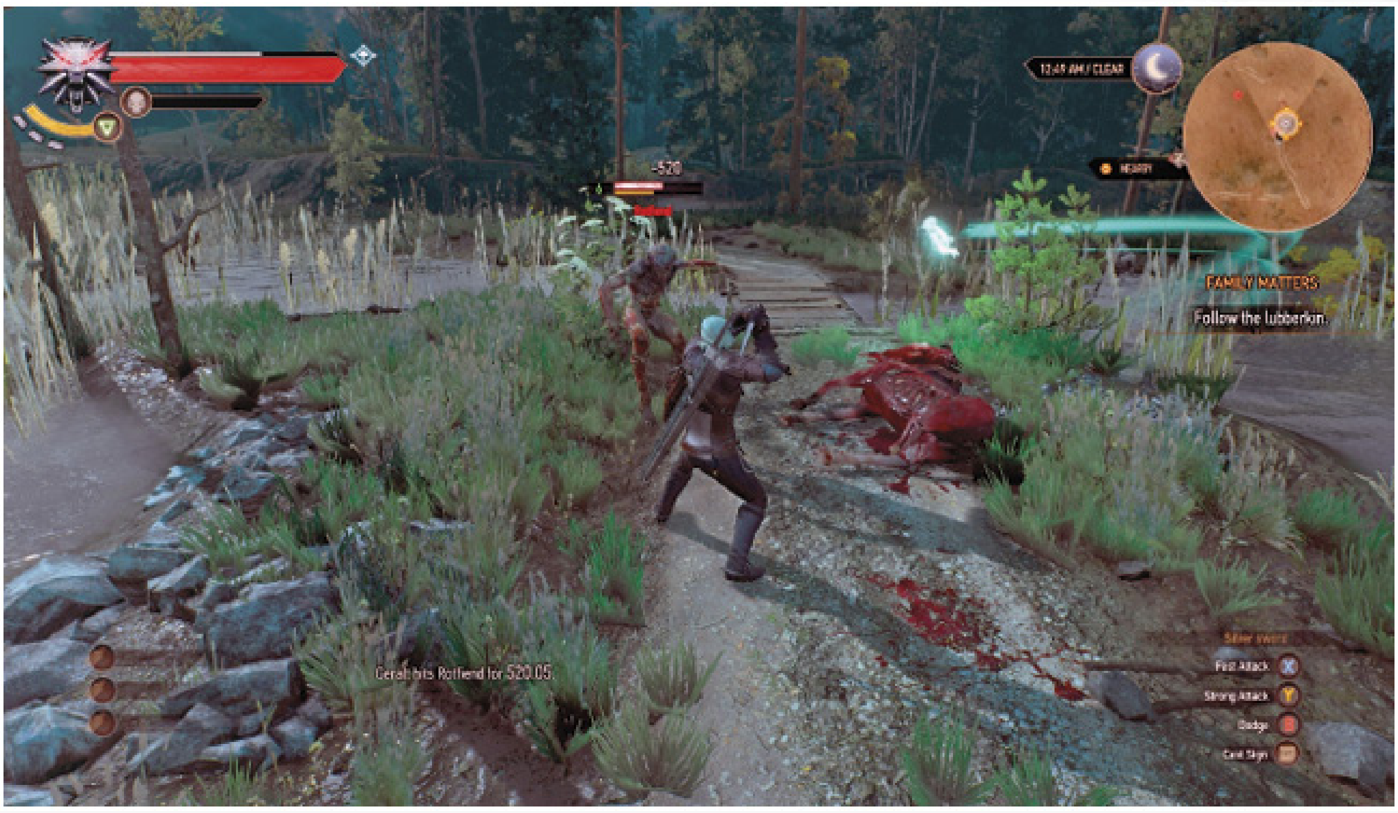
Life for a Lubberkin: Trail of Carnage

OBJECTIVES:

- Search the area around the smokehouse using your Witcher Senses.
- Follow the lubberkin.
- Examine the dead horses.

Locate the following using your Witcher Senses:

- A bracelet near a group of barrels; one of the Baron's kin may have dropped it.
- Hoof marks and a horseshoe, indicating that they rode away.
- A change of clothing, showing they may have had help in their escape.


12:49 AM / CLEAR
NEARBY
-520
FAMILY MATTERS
Follow the lubberkin.
Geralt hits Rotfiend for 520.05
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

Set off following the lubberkin again. Further down the road, you stop at a horse carcass, and are set upon by two rotfiends. Flee or fight. Choose the latter, as you're able to inspect the various indignities the horse suffered:

- Bones—They have been here a while.
- Saddle—Partly chewed, possibly by a necrophage.
- Ribs—With marks from giant claws; not the necrophages currently in these parts.
- Legs—A missing horseshoe; perhaps this is the animal from the workshop?
- Head—Torn clean off by a powerful beast.

To summarize, a strong and huge entity slew this horse after surprising the riders. You hope they got away. The lubberkin wants you to follow her. After a few twisting paths, you end up at a fisherman's hut (east of the Burned Ruins marker). The quest paths now merge.

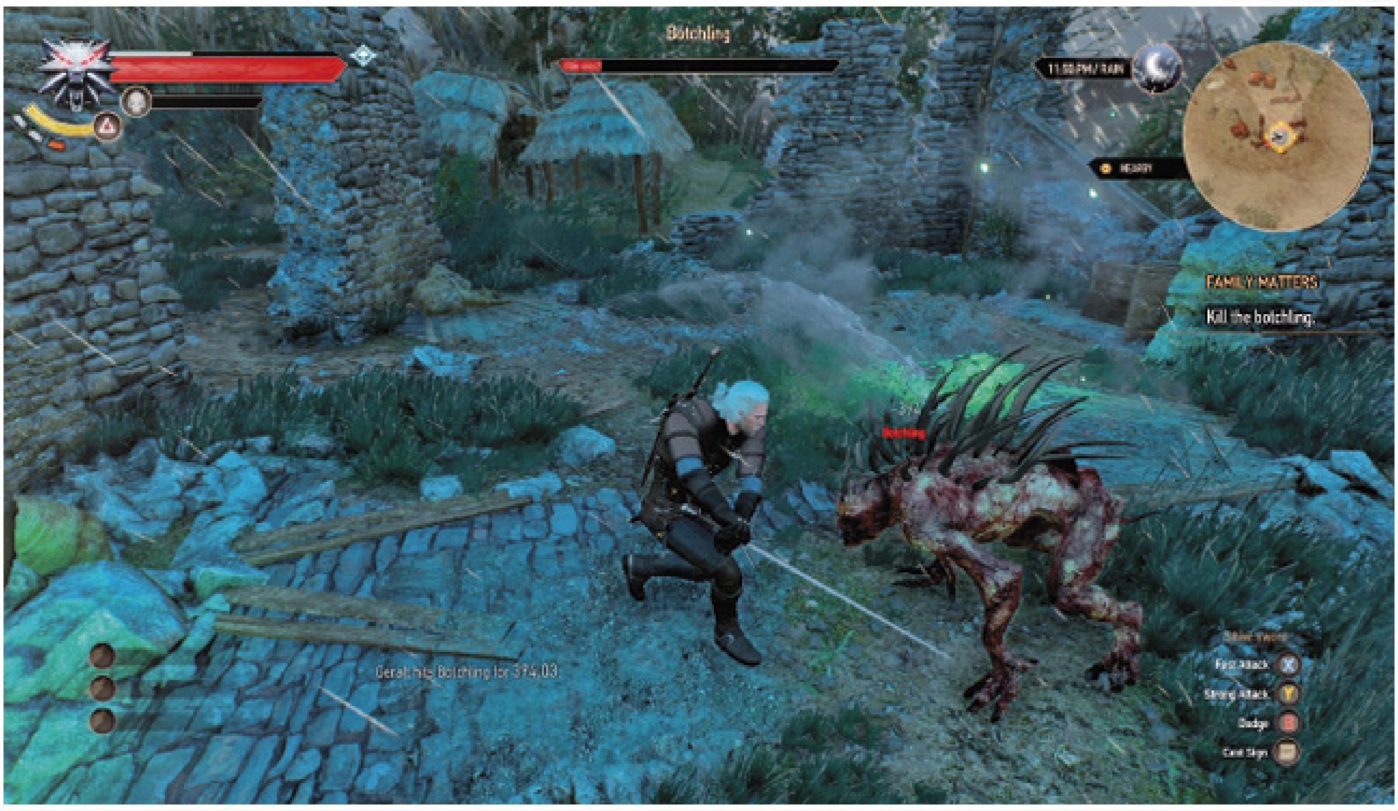
Main Quest: Family Matters (Part 2)

Death to the Botchling: A Terrible Tantrum

OBJECTIVES:

- Kill the botchling.
- Talk to the pellar.

Draw your weapon and slay the botchling. It transforms into a large and ravenous beast. When you batter it below half its health, it becomes enraged. Spikes protrude from its back, and it regenerates quickly after each strike. It also summons hungry wraiths to further thwart you! After the fight, draw the blood despite the Baron's protests.


Botchling
11:50 PM / RAIN
FAMILY MATTERS
Kill the botchling.
Geralt hits Botchling for 394.03
Fast Attack
Strong Attack
Dodge
Cast Sign

A LESS BOTHERSOME BOTCHLING

The botchling is vulnerable against the following:

OIL: CURSED

SIGN: AXII

Lessen the impact of this enraged monster by casting Axii on the botchling, which stops its fast regeneration and causes its spikes to retract.

ITEM: Botchling Blood

Main Quest: Family Matters (Part 2)

Merged Paths: Fishing for Clues

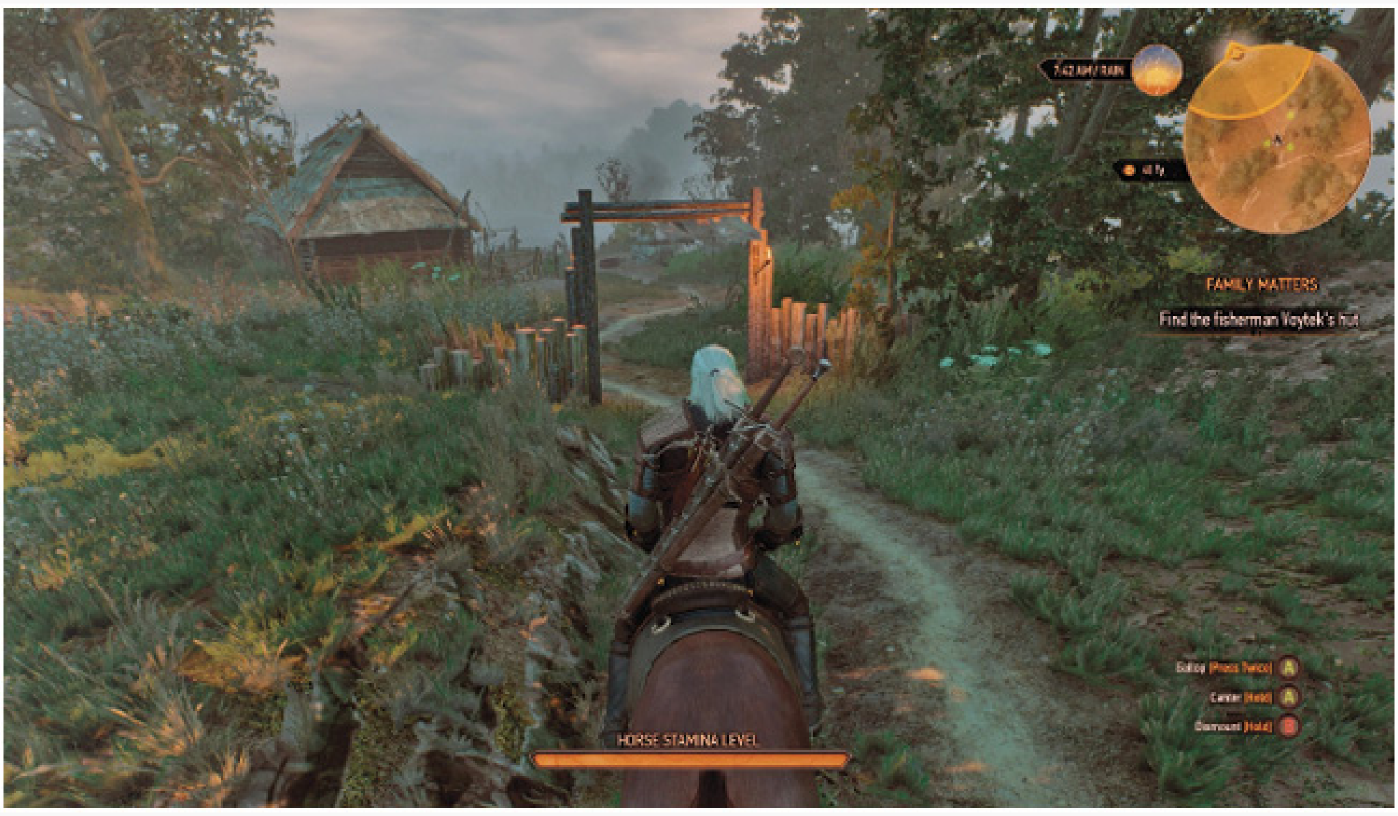
OBJECTIVES:

- Look around the fisherman's hut.
- Find Anna, the Baron's wife.

Voytek the Fisherman

Enter the home, with a number of children who are promptly shooed away, except for one. You ask for the location of the Baron's kin, but the fisherman and his wife seem a little evasive, until one child spills the beans. Further questioning reveals that Tamara is staying with the fisherman's brother in Oxenfurt. Whereas Anna's location is more of a mystery. There's talk of a fiend attack, strange symbols burned into Anna's hands, and her speaking in the tones of a wisewoman. Time to pay the Baron another visit; before or after optionally attempting to find Tamara.

- If you choose to find Tamara, it impacts the conversations available during Main Quest: Return to Crookback Bog, although it doesn't affect anything critical.


7:42 AM / RAIN
FAMILY MATTERS
Find the fisherman Voytek's hut
Gallop (Press Twice)
Canter (Hold)
Dismount (Hold)
HORSE STAMINA LEVEL

Main Quest: Family Matters (Part 2)

Death to the Botchling: A Ritual at Wolven Glade

OBJECTIVES:

- Follow the pellar.
- Prepare for the ritual and light the fires (3).
- Relight the fires in the braziers if they go out during the ritual (3).

Set off to find the pellar, at his previously-visited hut near Blackbough. Speak to him and convince him to perform a small ritual, deep within the woods to the north. Follow the pellar through this forest, removing any threats of wolves along the way. You reach the ancient circle of rocks—known to the locals as Wolven Glade—after speaking with the pellar about Vserad, the old lord of these lands. You are instructed to prepare for the ritual by lighting three brazier fires. Before the last one is lit (use Igni), you should meditate and prepare for a fraught battle to come. Do not come to the Wolven Glade unprepared!

The pellar daubs his face with botchling blood, and begins prophesying. As the winds whip up, and a flock of crows appear at each brazier in turn, their beating wings snuff the fires out. This creates a breach in the light through which wraiths can enter the circle and attack you! Relight these fires immediately, keeping a constant watch on all three of them. When one fire goes out, the longer you take to relight it, the greater the chances there is of more crows appearing to snuff out the next light, summoning more wraiths.

RITUAL BURNINGS: KEEPING YOURSELF SAFE

There are some tactics to ensure the ritual doesn't become overrun with wraiths:

- Position yourself close to the braziers and wait, so you can quickly relight them with Igni, rather than wasting time sprinting across the glade to light one.
- Don't use Igni as a Sign, but rather as an interaction at the brazier; the latter doesn't consume your Stamina.
- Concentrate on lighting the braziers first, before dealing with any wraiths, so further crows and wraiths don't appear.

Every time the braziers are fully lit, the pellar continues his prophecy. Once his seering is complete, no more wraiths enter the circle, so finish any remaining ones off. Expect to light the braziers three times. Fortunately, at the end of the ritual, the pellar speaks about a fisherman named Voytek, who apparently knows the whereabouts of Tamara and Anna. Afterwards, you can decide on the following:

- Walk the pellar back through the woods to his hut, to acquire his gratitude and a small reward.

- Tell the old man to traipse back to his hut on his own.

With your new found knowledge about Voytek, you can simply ride to the fisherman's hut.

Main Quest: Family Matters (Part 2)

Optional: Radovid's Witch-Hunting Maiden

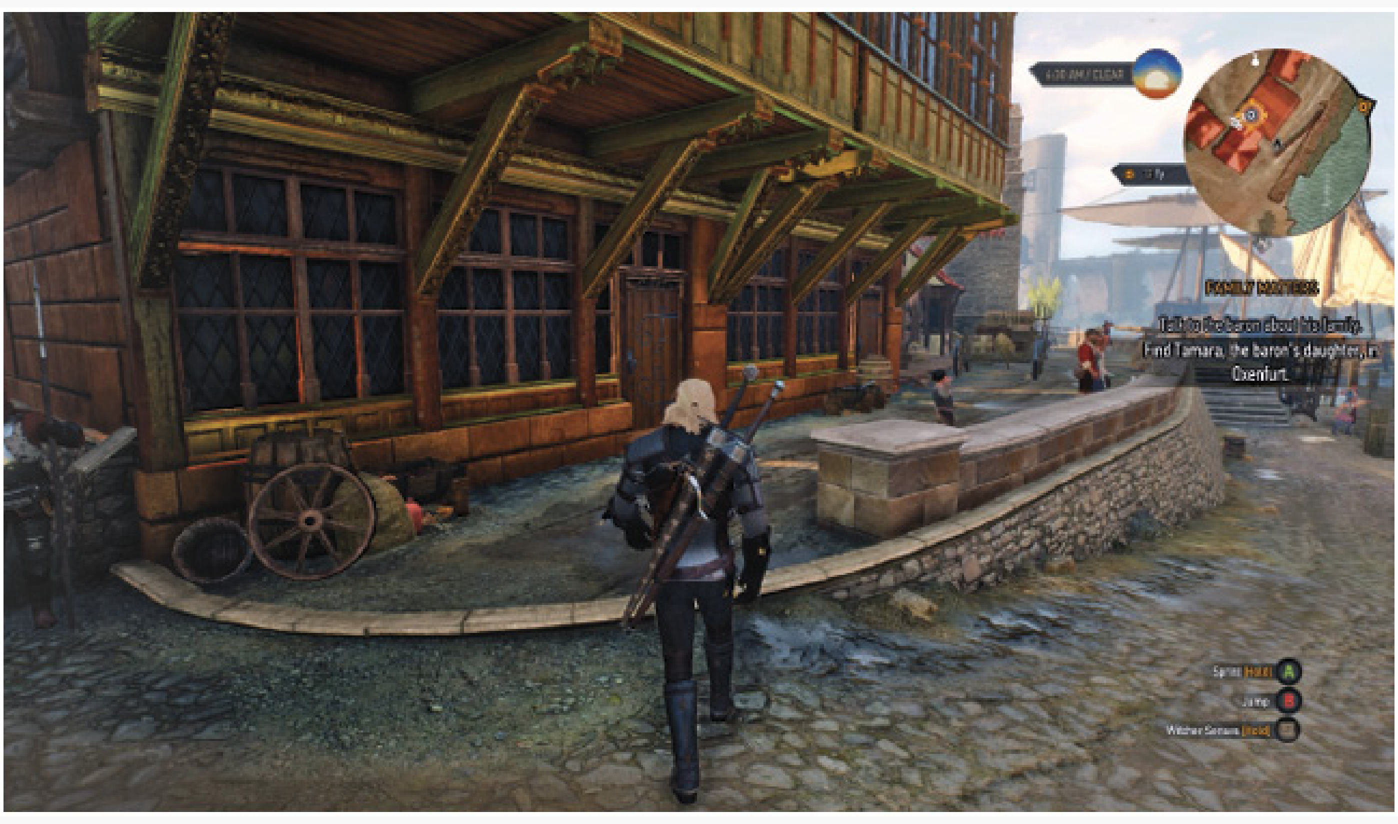
OBJECTIVE:

- Find Tamara, the Baron's daughter, in Oxenfurt.

Tamara Strenger

Graden

Summon Roach, and gallop northeastward, to the smaller port city of Oxenfurt, which is under Redanian rule. In fact, the gates to the city may be closed. This isn't a problem, as you can simply dive into the river, and swim across into town!


FAMILY MATTERS
Talk to the baron about his family.
Find Tamara, the baron's daughter, in Oxenfurt.
Sprint (Hold)
Jump
Witcher Senses (Hold)

Dash along the shoreline street, and find the corner residence (in the northern part of the island) with a rug store and whetstones nearby.

- Inside, the fisherman's brother quickly summons Tamara. Ask any questions as you wish, as these don't impact your future actions. You can learn more about the Baron, the "thing" that grabbed Tamara's mum and disappeared into the woods, and the miscarriage. She won't see the Baron again, as she has new—and powerful—friends, the Church of the Eternal Fire: Redanian witch hunters. Graden, a witch hunter in the service of Roadovid of Redania saunters in to belittle you. But you leave Tamara to make her own decisions, and this objective ends.

- If, after talking to Voytek, you returned to the Baron instead, he asks you to find Tamara. Agree, and as you leave, the Baron stops and hands you a doll; the one you may have found earlier in Tamara's room. During your conversation with Tamara, you can hand her this doll, and the conversation is slightly different, and more emotional.

Main Quest: Ciri's Story: The Race

The Great Race

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: THE RACE

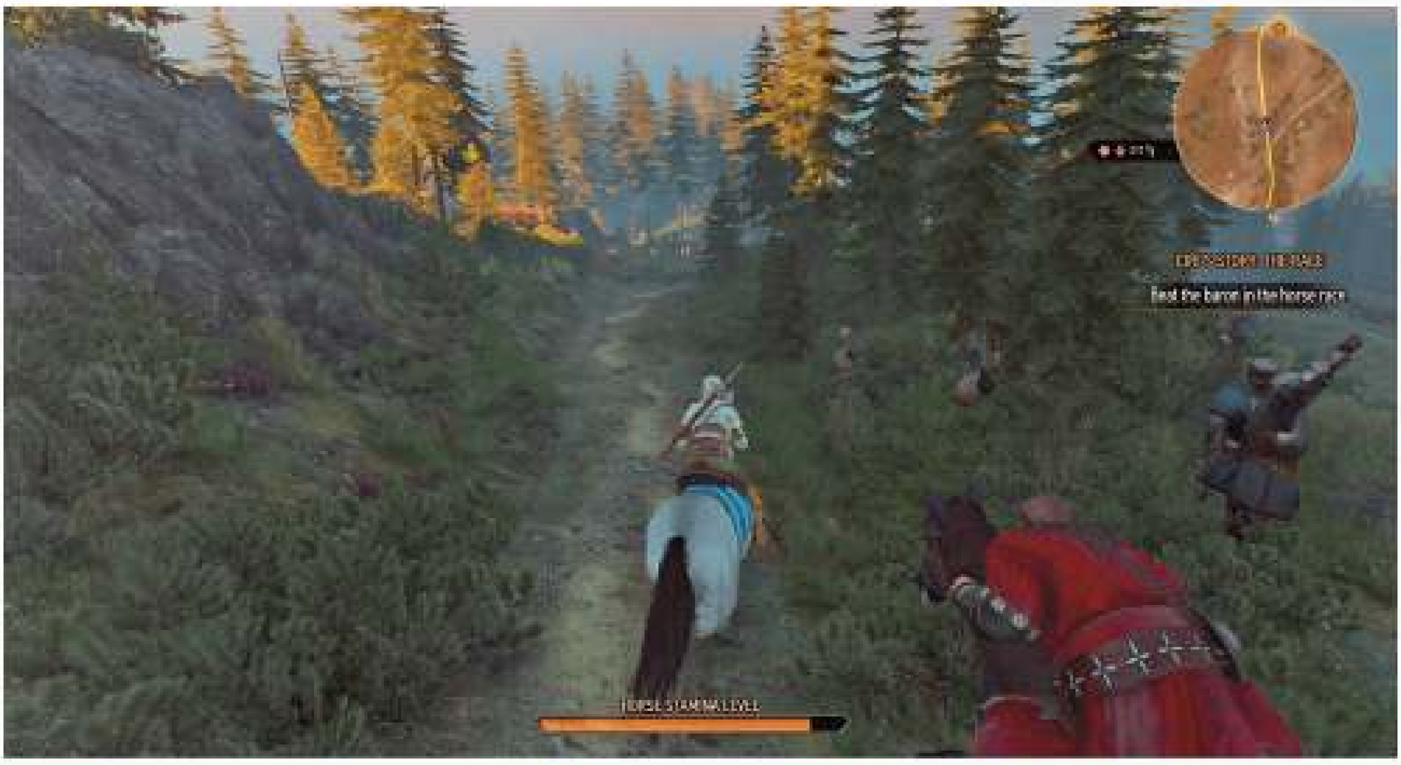
RELATED QUESTS : Main Quest: Family Matters, Main Quest: Return to Crookback Bog

CHARACTERS : Cirilla, Baron Phillip Strenger

OBJECTIVE:

- Beat the Baron in the horse race.

Ciri sits around a campfire, joshing with the Baron’s men about her skills with a sword and horse. Answer the men’s questions how you wish. After a challenge to race the Baron, start your race, galloping across the countryside (and following the path ahead of you, and on the minimap). Continue to gallop until you reach a lone tower, and the race is interrupted. The Baron recalls the whinnying horses as a huge flapping basilisk spooked the horses. But the story is interrupted as Baron stops the story under the following conditions:



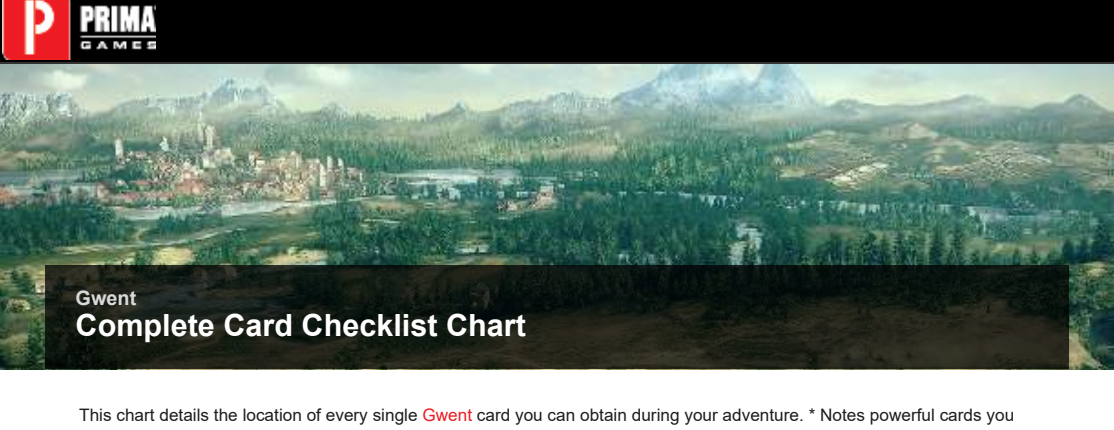
OBJECTIVE (FAMILY MATTERS):

- Investigate all remaining leads in Velen and find the Baron’s wife.

- If you haven’t concluded **Main Quest: Ladies of the Wood** yet, you receive a new objective as part of Main Quest: Family Matters, requiring you to search for further evidence of Anna’s whereabouts. At the end of this quest, it is revealed that Anna bears a mark on her hands that matches the one drawn in chalk on Voytek’s table. This allows you to conclude that Anna and “Gran” are the same person.

- If you have already concluded **Main Quest: Ladies of the Wood**, you receive an objective to report back to the Baron. When he finds out about Anna, he is willing to finish his story about Ciri and the Basilisk, and **Main Quest: Ciri’s Story: Out of the Shadows** begins.

PRIMA GAMES



Gwent

Complete Card Checklist Chart

This chart details the location of every single Gwent card you can obtain during your adventure. * Notes powerful cards you should add to your deck as quickly as possible.

SPECIAL CARDS (13)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Decoy*	—	—	Special: Decoy	Purchased from Trader (20 Crowns)	White Orchard	Gwent Quest: Collect 'em All!	Elsa, Innkeeperess of White Orchard Tavern
Decoy*	—	—	Special: Decoy	Purchased from Trader (20 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	The Quartermaster, Baron's Store, Crow's Perch
Decoy*	—	—	Special: Decoy	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep at Seven Cats Inn
Commander's Horn	—	—	Special: Horn	Purchased from Trader (10 Crowns)	Velen (Mudplough)	Gwent Quest: Collect 'em All!	Innkeep at the Inn at the Crossroads
Commander's Horn*	—	—	Special: Horn	Purchased from Trader (10 Crowns)	Novigrad City (Gildorf)	Gwent Quest: Collect 'em All!	Marquise Serenity at Passiflora
Commander's Horn*	—	—	Special: Horn	Purchased from Trader (10 Crowns)	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Stjepan the Innkeep, at the Alchemy Inn
HoS Commander's Horn*	—	—	Special: Horn	Purchased from Trader (10 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Scorch*	—	—	Special: Scorch	Purchased from Trader (50 Crowns)	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em All!	The Innkeeper at Cunny of the Goose
Scorch*	—	—	Special: Scorch	Purchased from Trader (50 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor
Scorch*	—	—	Special: Scorch	Purchased from Trader (50 Crowns)	Skellige (An Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Urialla Harbor
B&W Mardroeme*	—	—	Special: Mardroeme	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Mardroeme*	—	—	Special: Mardroeme	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Herbalist, at the Herb Store (near Metinna Gate)
B&W Mardroeme*	—	—	Special: Mardroeme	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Madame, at the Belles of Beauclair - House of Pleasure (near Beauclair Port)

WEATHER CARDS (15)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Biting Frost	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Biting Frost	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Biting Frost	—	—	Special: Weather	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Impenetrable Fog	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Impenetrable Fog	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Impenetrable Fog	—	—	Special: Weather	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Torrential Rain	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Torrential Rain	—	—	Special: Weather	Won from a Gwent Player	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Torrential Rain	—	—	Special: Weather	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Clear Weather	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Clear Weather	—	—	Special: Weather	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Clear Weather	—	—	Special: Weather	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
B&W Skellige Storm	—	—	Special: Weather	Won from a Gwent Player	Toussaint (Tourney Grounds)	Gwent Quest: Never Fear, Skellige's Here!	Barber, at the Barber's Tent
B&W Skellige Storm	—	—	Special: Weather	Won from a Gwent Player	Toussaint (Tourney Grounds)	Gwent Quest: Never Fear, Skellige's Here!	Armorer, at the Armorer's Tent
B&W Skellige Storm	—	—	Special: Weather	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Butcher, at the Butcher's Shop (near Beauclair Port)

NEUTRAL CARDS (16)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Geralt of Rivia*	15	Close Combat Unit	Hero	Gwent Quest	Velen (Grayrocks)	Gwent Quest: Playing Thaler	Thaler, at the end of Secondary Quest: A Deadly Plot, after Thaler is rescued from Troll Cave
Cirilla Fiona Elen Riannon*	15	Close Combat Unit	Hero	Gwent Quest	Novigrad (Grassy Knoll)	Gwent Quest: Big City Players	Scoia'Tael Trader of Novigrad Forest (west of Farcorners, in woods)
Yennefer of Vengerberg*	8	Ranged Unit	Hero and Medic	Gwent Quest	Novigrad (Oxenfurt City)	Gwent Quest: Playing Innkeeps	Stjepan the Innkeep, at the Alchemy Inn
Triss Merigold	7	Close Combat Unit	Hero	Gwent Quest	Novigrad City (The Bits)	Gwent Quest: Old Pals	Lambert at the Nowhere Inn (or Kaer Morhen)
Villentretenmerth*	7	Close Combat Unit	Scorch: Close Combat	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Vesemir	6	Close Combat Unit	—	Gwent Quest	Novigrad City (Hierarch Square)	Gwent Quest: Big City Players	Vimme Vivaldi, the Dwarven Banker of Hierarch Square
HoS Olgierd von Everec*	6	Close Combat and Ranged Unit	Agile and Morale Boost	Won from a Gwent Player	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Reward for beating Shani, at her Clinic in Oxenfurt
Zoltan Chivay	5	Close Combat Unit	—	Won from a Gwent Player	White Orchard	Gwent Quest: Collect 'em All!	Reward for beating Aldert Geert (Gwent scholar) in the White Orchard Tavern
Emiel Regis Rohellec Terzieff	5	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
HoS Gaunter O'Dimm: Darkness*	4	Ranged Unit	Muster	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Elven Merchant of the Traveling Circus Camp (outside Carsten)
HoS Gaunter O'Dimm: Darkness*	4	Ranged Unit	Muster	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Elven Merchant of the Traveling Circus Camp (outside Carsten)
HoS Gaunter O'Dimm: Darkness*	4	Ranged Unit	Muster	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Ofieri Merchant of Upper Mill
Dandelion	2	Close Combat Unit	Commander's Horn	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death	Sir Marius Florin, the Gwent Players of Vegelbud Estate
HoS Gaunter O'Dimm*	2	Siege Unit	Muster	Won from a Gwent Player, OR Purchased from Trader (20 Crowns)	Novigrad (Oxenfurt City OR Gustfields)	Main Quest: Open Sesame (Part 1)	Reward for beating Hilbert the Auction Bidder at Borsodi Auction House, OR (if missed during quest) purchased from The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Mysterious Elf*	0	Close Combat Unit	Hero and Spy	Gwent quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Gremist the Chemist, Druid of Gedyneith
HoS Cow/Bovine Defense Force*	0	Ranged Unit	Bovine Defense Force	Picked up (loose card)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Found in the upper loft of the main barn building of Brunwich

MONSTERS DECK (5)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Eredin: King of the Wild Hunt*	—	—	Pick any weather card from your deck and play it instantly.	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Eredin: Commander of the Red Riders*	—	—	Double the strength of all your Close Combat units (unless a Commander's Horn is also present on that row).	Purchased from Trader (50 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	Jonas the Innkeep of the New Port Inn, Kaer Trolde
Eredin: Destroyer of Worlds	—	—	Discard 2 cards and draw 1 card of your choice from your deck.	Secondary Quest	Novigrad City (Gildorf)	Secondary Quest: High Stakes	Count Tybalt the Gwent Player, during quest
Eredin: Bringer of Death*	—	—	Restore a card from your discard pile to your hand.	Gwent Quest	Velen (Spitfire Bluff)	Gwent Quest: Velen Players	Haddy the Card Prodigy of Midcopse, at quest completion
HoS Eredin Bréacc Glas: The Treacherous	—	—	Passive—doubles the strength of all spy cards (affects both players).	Purchased from Trader (60 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Ofieri Merchant of Upper Mill

MONSTERS DECK: UNIT CARDS (41)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Draug*	10	Close Combat Unit	Hero	Gwent Quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Crach an Craite of Kaer Trolde
Imlerith*	10	Close Combat Unit	Hero	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Leshen*	10	Ranged Unit	Hero	Gwent Quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Ermion the Druid of Kaer Trolde
Kayran*	8	Close Combat and Ranged Unit	Hero, Agile and Morale Boost	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
HoS Toad*	7	Ranged Unit	Scorch: Ranged	Won from a Gwent Player	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Reward for beating Olgierd von Everec, at the Alchemy Inn
Earth Elemental	6	Siege Unit	—	Purchased from Trader (20 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor
Fiend	6	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Arinbjorn
Fire Elemental	6	Siege Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Arachas Behemoth*	6	Siege Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Crone: Brewess*	6	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Crone: Weavess*	6	Close Combat Unit	Muster	Gwent Quest	Velen (The Descent)	Gwent Quest: Velen Players	The Old Sage of Benek
Crone: Whispess*	6	Close Combat Unit	Muster	Purchased from Trader (20 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Arinbjorn
Forktail	5	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Plague Maiden	5	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Griffin	5	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Werewolf	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Skellige (An Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Urialla Harbor
Frightener	5	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Ice Giant	5	Siege Unit	—	Purchased from Trader (10 Crowns)	Skellige (Spikeroog)	Gwent Quest: Collect 'em All!	The Innkeep of Svorlag
Grave Hag	5	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Vampire: Katakan*	5	Close Combat Unit	Muster	Gwent Quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Jarl "Madman" Lugos of Kaer Muire (or Kaer Trolde)
Botchling	4	Close Combat Unit	—	Purchased from Trader (10 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	Jonas the Innkeep of the New Port Inn, Kaer Trolde Harbor
Arachas*	4	Close Combat Unit	Muster	Purchased from Trader (20 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Arinbjorn
Arachas*	4	Close Combat Unit	Muster	Purchased from Trader (20 Crowns)	Skellige (An Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Urialla Harbor
Arachas*	4	Close Combat Unit	Muster	Purchased from Trader (50 Crowns)	Skellige (Spikeroog)	Gwent Quest: Collect 'em All!	The Innkeep of Svorlag
Vampire: Ekimmara*	4	Close Combat Unit	Muster	Purchased from Trader (20 Crowns)	Skellige (Spikeroog)	Gwent Quest: Collect 'em All!	The Innkeep of Svorlag
Vampire: Fleder*	4	Close Combat Unit	Muster	Purchased from Trader (50 Crowns)	Skellige (Faroe)	Gwent Quest: Collect 'em All!	The Innkeep of Harviken
Vampire: Garkain*	4	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
and B&W Vampire: Bruxa*	4	Close Combat Unit	Muster	Secondary Quest OR Blood and Wine Secondary Quest	Novigrad (Gustfields) OR De Corentin Residence (Hauteville, Beauclair)	Secondary Quest: A Matter of Life and Death OR Blood and Wine Secondary Quest: Till Death Do You Part	Count Gomo Seeling, the Gwent Players of Vegelbud Estate, OR as a quest reward from a garden chest.
Endrega	2	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Harpy	2	Close Combat and Ranged Unit	Agile	Purchased from Trader (20 Crowns)	Skellige (Faroe)	Gwent Quest: Collect 'em All!	The Innkeep of Harviken
Cockatrice	2	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Gargoyle	2	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Celaeno Harpy	2	Close Combat and Ranged Unit	Agile	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Foglet	2	Close Combat Unit	—	Purchased from Trader (10 Crowns)	Skellige (Spikeroog)	Gwent Quest: Collect 'em All!	The Innkeep of Svorlag
Wyvern	2	Ranged Unit	—	Won from a Gwent Player	—	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Nekker	2	Close Combat Unit	Muster	Secondary Quest	Skellige (Faroe)	Secondary Quest: Following the Thread	Found on the corpse of Hammond the Skelliger, during this quest.
Nekker	2	Close Combat Unit	Muster	Purchased from Trader (10 Crowns)	Skellige (Faroe)	Gwent Quest: Collect 'em All!	The Innkeep of Harviken
Nekker	2	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Ghoul	1	Close Combat Unit	Muster	Purchased from Trader (10 Crowns)	Skellige (Faroe)	Gwent Quest: Collect 'em All!	The Innkeep of Harviken
Ghoul	1	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Ghoul	1	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)

NILFGAARDIAN EMPIRE: LEADER CARDS (5)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Emhyr var Emreis: His Imperial Majesty	—	—	Pick a Torrential Rain card from your deck and play it instantly.	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Emhyr var Emreis: The Emperor of Nilfgaard*	—	—	Look at 3 random cards from your opponent's hand.	Purchased from Trader (50 Crowns)	Velen (Mudplough)	Gwent Quest: Collect 'em All!	Innkeep at the Inn at the Crossroads
Emhyr var Emreis: The White Flame*	—	—	Cancel your opponent's Leader Ability.	Gwent Quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Jarl "Madman" Lugos of Kaer Muire (or Kaer Trolde), at quest completion
Emhyr var Emreis: The Relentless*	—	—	Draw a card from your opponent's discard pile.	Secondary Quest	Novigrad City (Gildorf)	Secondary Quest: High Stakes	Madame Sasha the Gwent Player, during quest
HoS Emhyr var Emreis: Invader of the North*	—	—	Abilities that restore a unit to the battlefield restore a randomly-chosen unit. Affects both players.	Purchased from Trader (70 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Elven Merchant of the Traveling Circus Camp (outside Carsten)

NILFGAARDIAN EMPIRE: UNIT CARDS (37)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Letho of Gulet *	10	Close Combat Unit	Hero	Gwent Quest	Velen (The Mire)	Gwent Quest: Velen Players	The Boatwright of Oreton
Menno Coehoorn*	10	Close Combat Unit	Hero and Medic	Gwent Quest	Velen (Mudplough)	Gwent Quest: Playing Innkeeps	Innkeep at the Inn at the Crossroads
Morvran Voorhis*	10	Siege Unit	Hero	Gwent Quest	Novigrad City (Gildorf)	Gwent Quest: Big City Players	Marquise Serenity, Passiflora
Tibor Eggebracht*	10	Ranged Unit	Hero	Gwent Quest	Novigrad City (Hierarch Square)	Gwent Quest: Playing Innkeeps	Olivier the Innkeep at The Kingfisher Inn
Black Infantry Archer*	10	Ranged Unit	—	Purchased from Trader (50 Crowns)	Velen (The Descent)	Gwent Quest: Collect 'em All!	The Merchant of Lindenvale
Black Infantry Archer*	10	Ranged Unit	—	Purchased from Trader (50 Crowns)	Velen (The Mire)	Gwent Quest: Collect 'em All!	The Merchant of Claywich (after rescuing him)
Heavy Zerrikanian Fire Scorpion*	10	Siege Unit	—	Purchased from Trader (50 Crowns)	Velen (The Descent)	Gwent Quest: Collect 'em All!	The Merchant of Lindenvale
Stefan Skellen *	9	Close Combat Unit	Spy	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Shilard Fitz-Oesterlen	7	Close Combat Unit	Spy	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Assire var Anahid	6	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Fringilla Vigo	6	Ranged Unit	—	Secondary Quest	Novigrad City (Harborside and Glory Lane)	Secondary Quest: A Dangerous Game	Inside Caesar Bilzen's house during quest, or Zoltan Chivay at end of quest
Cahir Mawr Dyffryn aep Ceallach	6	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Siege Engineer	6	Siege Unit	—	Purchased from Trader (20 Crowns)	Velen (Mudplough)	Gwent Quest: Collect 'em All!	Innkeep at the Inn at the Crossroads
Renuald aep Matsen	5	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Zerrikanian Fire Scorpion*	5	Siege Unit	—	Purchased from Trader (50 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	Trader, Crow's Perch Village
Young Emissary*	5	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em All!	The Innkeeper at Cunny of the Goose
Young Emissary*	5	Close Combat Unit	Tight Bond	Purchased from Trader (50 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep at Seven Cats Inn
Cynthia	4	Ranged Unit	—	Purchased from Trader (10 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	The Quartermaster, Baron's Store, Crow's Perch
Rainfarn	4	Close Combat Unit	—	Purchased from Trader (10 Crowns)	Velen (The Descent)	Gwent Quest: Collect 'em All!	The Merchant of Lindenvale
Vanhemar	4	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Vattier de Rideaux	4	Close Combat Unit	Spy	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Morteisen	3	Close Combat Unit	—	Purchased from Trader (10 Crowns)	Velen (Spitfire Bluff)	Gwent Quest: Collect 'em All!	The Merchant of Midcopse
Rotten Mangonel	3	Siege Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Puttkammer	3	Ranged Unit	—	Purchased from Trader (10 Crowns)	Velen (The Mire)	Gwent Quest: Collect 'em All!	The Merchant of Claywich (after rescuing him)
Impera Brigade Guard*	3	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	Trader, Crow's Perch Village
Impera Brigade Guard*	3	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Mudplough)	Gwent Quest: Collect 'em All!	Innkeep at the Inn at the Crossroads
Impera Brigade Guard*	3	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em All!	The Innkeeper at Cunny of the Goose
Impera Brigade Guard*	3	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep at Seven Cats Inn
Albrich	2	Ranged Unit	—	Purchased from Trader (10 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	Trader, Crow's Perch Village
Sweers	2	Ranged Unit	—	Purchased from Trader (10 Crowns)	Velen (The Mire)	Gwent Quest: Collect 'em All!	The Merchant of Claywich (after rescuing him)
Vreemde	2	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	Trader, Crow's Perch Village
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	The Quartermaster, Baron's Store, Crow's Perch
Nausicaa Cavalry Rider	2	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Mudplough)	Gwent Quest: Collect 'em All!	Innkeep at the Inn at the Crossroads
Etolian Auxiliary Archers*	1	Ranged Unit	Medic	Purchased from Trader (50 Crowns)	Velen (The Descent)	Gwent Quest: Collect 'em All!	The Merchant of Lindenvale
Etolian Auxiliary Archers*	1	Ranged Unit	Medic	Purchased from Trader (50 Crowns)	Velen (The Mire)	Gwent Quest: Collect 'em All!	The Merchant of Claywich (after rescuing him)
and HoS Siege Technician*	1	Siege Unit	Medic	Purchased from Trader (20 Crowns)	Novigrad City (Silverton) or Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep of The Golden Sturgeon, OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)

NORTHERN REALMS: LEADER CARDS (5)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Foltest: King of Temeria	—	—	Pick an Impenetrable Fog card from your deck and play it instantly.	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Foltest: Lord Commander of the North*	—	—	Clear any weather effects (resulting from Biting Frost, Torrential Rain, or Impenetrable Fog) in play.	Purchased from Trader(50 Crowns)	White Orchard	Gwent Quest: Collect 'em All!	Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard
Foltest: The Siegemaster*	—	—	Doubles the strength of all your Siege units (unless a Commander's Horn is also present on that row).	Won from a Gwent Player	Palace of Vizima	Main Quest: Imperial Audience	Reward for beating the Nilfgaardian Nobleman
Foltest: The Steel-Forged*	—	—	Destroy your enemy's strongest Siege unit(s) if the combined strength of all his or her Siege units is 10 or more.	Secondary Quest	Novigrad City (Gildorf)	Secondary Quest: High Stakes	Bernard Tulle the Gwent player, during quest
HoS Foltest: Son of Medell*	—	—	Destroy your enemy's strongest Ranged Combat unit(s) if the combined strength of all his or her Ranged Combat units is 10 or more.	Purchased from Trader (70 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Elven Merchant of the Traveling Circus Camp (outside Carsten)

NORTHERN REALMS: UNIT CARDS (37)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Vernon Roche *	10	Close Combat Unit	Hero	Gwent Quest	Velen (Spitfire Bluff)	Gwent Quest: Velen Players	Haddy the Card Prodigy of Midcopse
John Natalis*	10	Close Combat Unit	Hero	Secondary Quest	Novigrad City (Harborside and Glory Lane)	Secondary Quest: A Dangerous Game	From Ravvy (Golden Sturgeon Tavern) during quest, or Zoltan Chivay at end of quest
Esterad Thyssen *	10	Close Combat Unit	Hero	Gwent Quest	Novigrad City (Gildorf)	Gwent Quest: Big City Players	Sigismund Dijkstra, at the Bathhouse
Philippa Eilhart*	10	Ranged Unit	Hero	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Catapult*	8	Siege Unit	Tight Bond	Purchased from Trader (50 Crowns)	White Orchard	Gwent Quest: Collect 'em All!	Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard
— and HoS Catapult*	8	Siege Unit	Tight Bond	Purchased from Trader (50 Crowns)	Novigrad City (Gildorf) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Marquise Serenity at Passiflora, OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Dethmold	6	Ranged Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Trebuchet	6	Siege Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Trebuchet	6	Siege Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Ballista	6	Siege Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Ballista	6	Siege Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Siege Tower	6	Siege Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Ves	5	Close Combat Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Siegfried of Denesle	5	Close Combat Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Keira Metz	5	Ranged Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Síle de Tansarville	5	Ranged Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Prince Stennis	5	Close Combat Unit	Spy	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Crinfrid Reavers Dragon Hunter*	5	Ranged Unit	Tight Bond	Purchased from Trader (20 Crowns)	White Orchard	Gwent Quest: Collect 'em All!	Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard
Crinfrid Reavers Dragon Hunter*	5	Ranged Unit	Tight Bond	Purchased from Trader (50 Crowns)	Velen (Spitfire Bluff)	Gwent Quest: Collect 'em All!	The Merchant of Midcopse
Crinfrid Reavers Dragon Hunter*	5	Ranged Unit	Tight Bond	Purchased from Trader (50 Crowns)	Velen (The Mire)	Gwent Quest: Collect 'em All!	The Merchant of Claywich (after rescuing him)
Dun Banner Medic*	5	Siege Unit	Medic	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Sigismund Dijkstra *	4	Close Combat Unit	Spy	Gwent Quest	Velen (Crow's Perch)	Gwent Quest: Velen Players	The Bloody Baron, Phillip Strenger, Crow's Perch
Sabrina Glevissig	4	Ranged Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Sheldon Skaggs	4	Ranged Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Blue Stripes Commando*	4	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	White Orchard	Gwent Quest: Collect 'em All!	Elsa, Innkeeperess of White Orchard Tavern, or Bram the Rescued Merchant of White Orchard
Blue Stripes Commando*	4	Close Combat Unit	Tight Bond	Purchased from Trader (50 Crowns)	Velen (Crow's Perch)	Gwent Quest: Collect 'em All!	The Quartermaster, Baron's Store, Crow's Perch
Blue Stripes Commando*	4	Close Combat Unit	Tight Bond	Purchased from Trader (50 Crowns)	Velen (Spitfire Bluff)	Gwent Quest: Collect 'em All!	The Merchant of Midcopse
Yarpen Zigrin	2	Close Combat Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Thaler*	1	Siege Unit	Spy	Purchased from Trader (20 Crowns)	Skellige (Ard Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Arinbjorn
Poor F--king Infantry	1	Close Combat Unit	Tight Bond	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Poor F--king Infantry	1	Close Combat Unit	Tight Bond	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Poor F--king Infantry	1	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (The Descent)	Gwent Quest: Collect 'em All!	The Merchant of Lindenvale
Poor F--king Infantry	1	Close Combat Unit	Tight Bond	Purchased from Trader (20 Crowns)	Velen (Spitfire Bluff)	Gwent Quest: Collect 'em All!	The Merchant of Midcopse
Redanian Foot Soldier	1	Close Combat Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Redanian Foot Soldier	1	Close Combat Unit	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Kaedweni Siege Expert	1	Siege Unit	Morale Boost	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.

SCOIA'TAEL: LEADER CARDS (5)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Francesca Findabair: Pureblood Elf	—	—	Pick a Biting Frost card from your deck and play it instantly.	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em All!	You start with this card.
Francesca Findabair: Daisy of the Valley*	—	—	Draw an extra card at the beginning of the battle.	Purchased from Trader (50 Crowns)	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em All!	The Innkeeper at Cunny of the Goose
Francesca Findabair: The Beautiful*	—	—	Doubles the strength of all your Ranged Combat units (unless a Commander's Horn is also present on that row).	Gwent Quest	Novigrad (Grassy Knoll)	Gwent Quest: Big City Players	Scoia'Tael Trader of Novigrad Forest (west of Farcorners, in woods), at quest completion
Francesca Findabair: Queen of Dol Blathanna*	—	—	Destroy your enemy's strongest Close Combat unit(s) if the combined strength of all his or her Close Combat units is 10 or more.	Secondary Quest	Novigrad City (Gildorf)	Secondary Quest: High Stakes	Finneas the Gwent Player, during quest
HoS Francesca Findabair: Hope of the Aen Seidhe*	—	—	Move Agile units to whichever valid row maximizes their strength (don't move units already in optimal row)	Purchased from Trader (70 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Ofieri Merchant of Upper Mill

SCOIA'TAEL: UNIT CARDS (38)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Eithné*	10	Ranged Unit	Hero	Gwent Quest	Novigrad City (Glory Lane)	Gwent Quest: Old Pals	Zoltan Chivay at the Rosemary and Thyme
Saesenthessis*	10	Ranged Unit	Hero	Gwent Quest	Novigrad (Gustfields)	Gwent Quest: Old Pals	Vernon Roche, Temerian Partisan Hideout
Isengrim Faoiltiarna *	10	Close Combat Unit	Hero and Morale Boost	Secondary Quest	Novigrad City (Harborside and Glory Lane)	Secondary Quest: A Dangerous Game	Inside Zed's house during quest, or Zoltan Chivay at end of quest
Iorveth*	10	Ranged Unit	Hero	Secondary Quest	Skellige (Ard Skellig)	Secondary Quest: Shock Therapy	Reward from the concerned druid after quest, in Gedyneith
Milva*	10	Ranged Unit	Morale Boost	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death	Margrave Vladimir de Cret, the Gwent Players of Vegelbud Estate
HoS Schirru*	8	Siege Unit	Scorch: Siege	Won from a Gwent Player	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Reward for beating the Elven Merchant of the Traveling Circus Camp (outside Carsten)
Dennis Cranmer	6	Close Combat Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Ida Emean aep Sivney	6	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Filavandrel aen Fidhail*	6	Close Combat and Ranged Unit	Agile	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Yaevinn*	6	Close Combat and Ranged Unit	Agile	Gwent Quest	Skellige (Ard Skellig)	Gwent Quest: Gwent: Skellige Style	Sjusta the Tailor of Kaer Trolde Harbor
— and HoS Barclay Els*	6	Close Combat and Ranged Unit	Agile	Purchased from Trader (20 Crowns) OR quest reward	Novigrad City (Silverton) OR Novigrad (Gustfields) OR De Corentin Residence (Hauteville, Beauclair)	Gwent Quest: Collect 'em All! OR Blood and Wine Secondary Quest: Till Death Do You Part	The Innkeep of The Golden Sturgeon OR The Elven Merchant of the Traveling Circus Camp (outside Carsten) OR as a quest reward from a garden chest.
Dol Blathanna Scout*	6	Close Combat and Ranged Unit	Agile	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Dol Blathanna Scout*	6	Close Combat and Ranged Unit	Agile	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
— and HoS Dol Blathanna Scout*	6	Close Combat and Ranged Unit	Agile	Purchased from Trader (10 Crowns)	Novigrad City (Silverton) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep of The Golden Sturgeon OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Havekar Smuggler*	5	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Havekar Smuggler*	5	Close Combat Unit	Muster	Purchased from Trader (10 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep at Seven Cats Inn
— and HoS Havekar Smuggler*	5	Close Combat Unit	Muster	Purchased from Trader (20 Crowns)	Novigrad City (Hierarch Square) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Olivier the Innkeep at The Kingfisher Inn OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Vrihedd Brigade Veteran*	5	Close Combat and Ranged Unit	Agile	Purchased from Trader (10 Crowns)	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Stjepan the Innkeep, at the Alchemy Inn
— and HoS Vrihedd Brigade Veteran*	5	Close Combat and Ranged Unit	Agile	Purchased from Trader (20 Crowns)	Novigrad City (Hierarch Square) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Olivier the Innkeep at The Kingfisher Inn OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Mahakaman Defender	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	The Innkeep at Seven Cats Inn
Mahakaman Defender	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Stjepan the Innkeep, at the Alchemy Inn
— and HoS Mahakaman Defender	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Novigrad City (Gildorf)	Gwent Quest: Collect 'em All!	Marquise Serenity at Passiflora OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
— and HoS Mahakaman Defender	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Novigrad City (Silverton)	Gwent Quest: Collect 'em All!	The Innkeep of The Golden Sturgeon OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
— and HoS Mahakaman Defender	5	Close Combat Unit	—	Purchased from Trader (20 Crowns)	Novigrad City (Hierarch Square)	Gwent Quest: Collect 'em All!	Olivier the Innkeep at The Kingfisher Inn OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Vrihedd Brigade Recruit	4	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
— and HoS Dol Blathanna Archer	4	Ranged Unit	—	Purchased from Trader (10 Crowns)	Novigrad City (Gildorf) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Marquise Serenity at Passiflora OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)
Ciaran aep Easnillien	3	Close Combat and Ranged Unit	Agile	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Dwarven Skirmisher	3	Close Combat Unit	Muster	Purchased from Trader (10 Crowns)	Novigrad (Oxenfurt City)	Gwent Quest: Collect 'em All!	Stjepan the Innkeep, at the Alchemy Inn
Dwarven Skirmisher	3	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Dwarven Skirmisher	3	Close Combat Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Toruviel	2	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Elven Skirmisher	2	Ranged Unit	Muster	Purchased from Trader (10 Crowns)	Skellige (An Skellig)	Gwent Quest: Collect 'em All!	The Innkeep of Urialla Harbor
Elven Skirmisher	2	Ranged Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Elven Skirmisher	2	Ranged Unit	Muster	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Riordain	1	Ranged Unit	—	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Havekar Healer*	0	Ranged Unit	Medic	Won from a Gwent Player	Random	Gwent Quest: Collect 'em All!	Reward for beating an opponent (random)
Havekar Healer*	0	Ranged Unit	Medic	Purchased from Trader (20 Crowns)	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em All!	The Innkeeper at Cunny of the Goose
Havekar Healer*	0	Ranged Unit	Medic	Purchased from Trader (50 Crowns)	Novigrad City (Hierarch Square) OR Novigrad (Gustfields)	Gwent Quest: Collect 'em All!	Olivier the Innkeep at The Kingfisher Inn OR The Elven Merchant of the Traveling Circus Camp (outside Carsten)

SKELLIGE CLANS: LEADER CARDS (2)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
B&W King Bran*	—	—	Units only lose half their values in bad weather conditions	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quests: To Everything - Turn, Turn, Tournament!, or Never Fear, Skellige's Here!	During the Tournament, or from the Ducal Camerlengo (near The Gran'place).
B&W Crach an Craite*	—	—	Shuffles graveyards (discard pile) back into main decks (for both players)	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.

SKELLIGE CLANS: UNIT CARDS (35)

CARD NAME	CARD VALUE	CARD RANGE	CARD ABILITIES	HOW OBTAINED (COST)	PROVINCE (TERRITORY)	RELATED QUEST	TRADER OR CHARACTER, AND SPECIFIC LOCATION
B&W Olaf*	12	Close Combat and Ranged Unit	Agile and Morale Boost	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep at The Adder and Jewels Winery (near The Gran'place)
B&W Cerys*	10	Close Combat Unit	Hero, Muster (Shield Maidens)	Won from a Gwent Player	Toussaint (Flovive)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep at The Barrel and Bung Inn
B&W Hjalmar*	10	Ranged Unit	Hero	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Ermion*	8	Ranged Unit	Hero and Mardroeme	Won from a Gwent Player	Toussaint (Francollarts)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep at The Scarlet Cardinal Inn
B&W Madman Lugos	6	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Blueboy Lugos	6	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan An Craite Warrior*	6	Close Combat Unit	Tight Bond	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan An Craite Warrior*	6	Close Combat Unit	Tight Bond	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan An Craite Warrior*	6	Close Combat Unit	Tight Bond	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W War Longship*	6	Siege Unit	Tight Bond	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W War Longship*	6	Siege Unit	Tight Bond	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W War Longship*	6	Siege Unit	Tight Bond	Won from a Gwent Player	Toussaint (Tourney Grounds)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep, Tourney Tavern
B&W Clan Brokvar Archer	6	Ranged Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Brokvar Archer	6	Ranged Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Brokvar Archer	6	Ranged Unit	—	Won from a Gwent Player	Toussaint (Castel Ravello Vineyard)	Gwent Quest: Never Fear, Skellige's Here!	Herbalist at Herb Store, in Castel Ravello Vineyard
B&W Clan Dimun Pirate*	6	Ranged Unit	Scorch	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Merchant, at Dupont & Sons Emporium of Diverse Merchandise (near Metinna Gate)
B&W Holger Blackhand	4	Siege Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Donar an Hindar	4	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Udalryk	4	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Svanrige	4	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Berserker/Vildkaarl*	4/14	Close Combat Unit	Berserker / Morale Boost (Vildkaarl only)	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Tordarroch Armorsmith	4	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Heymaey Skald	4	Close Combat Unit	—	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Light Longship*	4	Ranged Unit	Muster	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Light Longship*	4	Ranged Unit	Muster	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Herbalist, at the Perfumery (near Nilfgaardian Embassy).
B&W Light Longship*	4	Ranged Unit	Muster	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Drummond Shieldmaiden*	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Clan Drummond Shieldmaiden*	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	Won from a Gwent Player	Toussaint (The Cockatrice Inn)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep at the Cockatrice Inn
B&W Clan Drummond Shieldmaiden*	4	Close Combat Unit	Tight Bond, Muster (to Cerys only)	Won from a Gwent Player	Toussaint (Francollarts)	Gwent Quest: Never Fear, Skellige's Here!	Armorer at the Armorer's Workshop
B&W Draig Bon-Dhu*	2	Siege Unit	Commander's Horn	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Innkeep at The Pheasantry (near Nilfgaardian Embassy)
B&W Birna Bran*	2	Close Combat Unit	Medic	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Young Berserker/Young Vildkaarl*	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	Base Deck (Blood and Wine)	Geralt of Rivia (You)	Blood and Wine Gwent Quest: To Everything - Turn, Turn, Tournament!	You start with this card once you meet Count Monnier at the beginning of this quest.
B&W Young Berserker/Young Vildkaarl*	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	Won from a Gwent Player	Toussaint (Tourney Grounds)	Gwent Quest: Never Fear, Skellige's Here!	Blacksmith, a the Blacksmith's Forge
B&W Young Berserker/Young Vildkaarl*	2/8	Ranged Unit	Berserker / Tight Bond (Young Vildkaarl only)	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Pierre the Tailor, Tailor's Workshop (near The Gran'place)
B&W Kambi/Hemdall*	0/11	Close Combat Unit	Hero (Hemdall)	Won from a Gwent Player	Toussaint (Beauclair)	Gwent Quest: Never Fear, Skellige's Here!	Armorer at Beauclair Armory (near Nilfgaardian Embassy)

Gwent

Card Unit and Ability Types

Each unit type and ability is now detailed in more depth, so that you know what to expect from a rival who plays this type of card, how you should react to it, and how to play each type of card yourself.

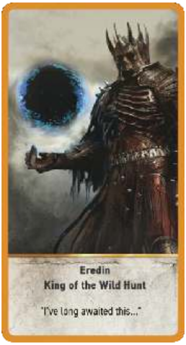
LEADER CARDS (22 CARDS)

Each Faction is led by a mighty leader. Though their cards never enter the battlefield itself, Leaders can play a pivotal role during a Gwent bout, as each one has a unique ability you can employ at any time, instead of playing a card from your hand. But this Leader is much more than a way to delay playing out cards (though you can use a Leader card like this if you're desperate to keep your card count up, or cards in your hand). A good Gwent player recognizes the strengths of their Leader's ability, and uses it when it is most beneficial to them.

Be sure to check your opponent's Gwent battlefield (top left corner) to see and inspect their Leader's ability, so you can proactively react to it instead of being surprised during a bout. Should you lose, rebuild or tweak your deck so your opponent's Leader ability is minimized, if you can.

The following Leader cards are available to each faction. All are aspects of the same Leader (so there are four Leaders—one per faction—with five cards to choose from). Spend time playing bouts with each Leader type until you're happy with the synergy between Leader and battlefield troops.

MONSTER FACTION LEADER: EREDIN (5 CARDS)

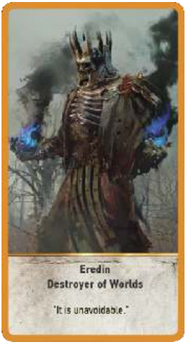

Eredin
King of the Wild Hunt
"I've long awaited this..."

Eredin: King of the Wild Hunt

Ability: Pick any Weather card from your deck and play it instantly.

Benefits: This enables you to hamstring your opponent's rows, so pick Weather cards depending on the type of rows your foe favors placing cards on. Remember you need the card in your deck, not your hand. This also works with Clear Weather cards, enabling you to remove the crippling effects of a foe's Weather cards on your forces without worrying about getting a Clear Weather card or not. Think of it as insurance to keep a row you're using at maximum strength, despite any Weather problems. Or, use it offensively to cripple a foe with rows you aren't strong in (like Ranged or Siege). As Monster Decks favor Close Combat and Muster troops, Biting Frost isn't usually a good idea if you use this ability.

Shortfalls: This ability may not even be played during a match, and is useless if you don't have a Weather card to play. It forces you to reduce your deck size, which can be a critical mistake in later rounds. For full flexibility (choosing Clear Weather, Biting Frost, Impenetrable Fog, or Torrential Rain), you need four additional cards in your deck, reducing the chances of obtaining more powerful cards you need.

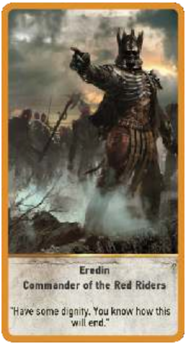

Eredin
Destroyer of Worlds
"It is unavoidable."

Eredin: Destroyer of Worlds

Ability: Discard 2 cards and draw 1 card of your choice from your deck.

Benefits: If you favor large decks, and find yourself looking at a couple of cards you can't play (such as Weather Cards), then this is a good choice of ability. You can also employ more advanced plans of discarding cards you don't need, but wish to Medic back into play in a subsequent round, giving you more flexibility. This is also helpful if you're searching for a specific card to thoroughly demoralize your opponent. Need Toad to lay waste to your opponent's Ranged Row? Don't have Toad in your hand? Then discard two cards, find him in your deck, and demolish an opponent! This ability is key to finding and using a powerful card (Villentretenmerth, Kayran, Toad, Mysterious Elf, Yennefer, or a Hero) exactly when you want to. It isn't advisable to use on Muster cards (as you're likely to have one of that group in your hand anyway, and all of the group are played when you place one on the battlefield).

Shortfalls: If you're exercising deck-building control, and are minimizing the "less important" cards you pick before a match, it becomes less necessary to employ this Leader ability (as you're likely to want to keep all the cards in your hand no matter what you draw). This reduces your card count by one (usually not a good idea if you're outdrawing an opponent). A better strategy is not to "bloat" your deck with cards you'll be discarding without playing in the first place!

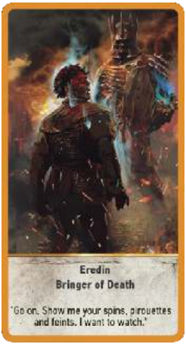

Eredin
Commander of the Red Riders
"Have some dignity. You know how this will end."

Eredin: Commander of the Red Riders

Ability: Double the strength of all your Close Combat units (unless a Commander's Horn is also present on that row).

Benefits: This is essentially a "free" Commander's Horn ability to use whenever you see fit. Need to win a round, but don't want to expend any high-point cards in doing so? Want to ensure victory and bolster your Close Combat row? Then employ this ability. This also means you can remove one (or more) Commander's Horn cards (and especially Dandelion, as this bonus doesn't stack), freeing you up to pick more powerful cards.

Shortfalls: You can't use this on Ranged or Siege rows (which isn't usually a problem for Monster Decks as they are primarily focused on Close Combat). It also causes your front line to be even more susceptible to Weather or Scorch from your foe. Play this card late, having already totaled the bonus it grants you in your head, and pull out a win late in the round!


Eredin
Bringer of Death
"Go on. Show me your spins, pirouettes and feints. I want to watch."

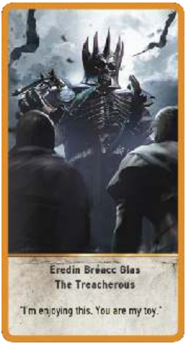
Eredin: Bringer of Death

Ability: Restore a card from your discard pile to your hand.

Benefits: If you have a high-value, non-Hero card you wish to reuse (like Villentretenmerth or Toad, for example), feel free to use this Ability. It also allows you to return an enemy Spy (if playing against the Nilfgaard or Northern Realms) back into play, against the foe that initially played it! This acts just like a Medic (but without a Medic card appearing on the battlefield), and as

Monster Decks are devoid of Medics (except Yennefer), this enables you to utilize the many Medic strategies that are usually unavailable to you.

Shortfalls: This sounds initially excellent, but beware of some rules that lessen the impact of this ability: You can't restore a Hero. Unlike a Medic, you don't receive the Medic's points cost added to your battlefield. You shouldn't use it on Muster forces (as once discarded, Muster groups can't be placed back on the battlefield as a group) either. As an ability, if you don't have a discarded card you want, this ability is likely not to be utilized at all.


Eredin Bréacc Glas
The Treacherous
"I'm enjoying this. You are my toy."

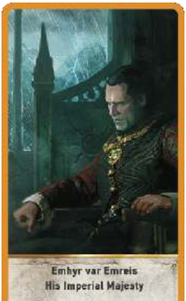
Eredin Bréacc Glas: The Treacherous

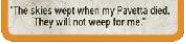
Ability: Passive. Doubles the strength of all spy cards (affects both players).

Benefits: This is beneficial to use against Northern Realms, and especially Nilfgaardian Empire decks, where Spy use is frequent. As the Spy's biggest drawback is that its strength is added to the opponent's total, and you don't use Spies, you're effectively doubling the strength of any enemy Spy placed on any of your rows. Did the Nilfgaard place Stefan Skellen on your Close Combat row? Well, with this Leader ability, his strength is now worth 18 to you, instead of 9!

Shortfalls: This is useless against Scoia'Tael and Monster decks, as they don't have Spies (and the Neutral Spy available, Mysterious Elf, has a strength point total of 0). Spies are often Decoyed back into your opponent's hand, so the bonus you receive from them is often fleeting. As even Spy-heavy enemy decks (such as the Nilfgaard and Northern Realms) only utilize three Spies with strength points, the bonuses you receive are usually very weak anyway (for example, Thaler only gives you 2 strength points instead of 1); not usually enough to turn the tide of battle!

NILFGAARDIAN EMPIRE FACTION LEADER: EMHYR VAR EMREIS (5 CARDS)


Emhyr var Emreis
His Imperial Majesty

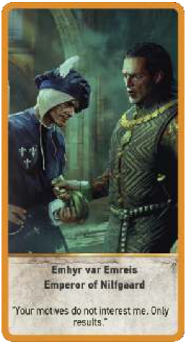

"The skies wept when my Pavetta died.
They will not weep for me."

Emhyr var Emreis: His Imperial Majesty

Ability: Pick a Torrential Rain card from your deck and play it instantly.

Benefits: Having the ability (assuming a Torrential Rain card is in your deck) to cripple an opponent's Siege row at any moment is a good power to have, at least during the initial bouts of Gwent. It's great to use against Northern Realms opponents, as this faction primarily relies on Siege units, and to a lesser extent, the Nilfgaard. Be sure to plan your own decks and attacks around this ability (so don't stack your own deck with Siege units if you hope to use it)!

Shortfalls: Firstly, this Ability only works if you have a Torrential Rain card in your deck (not your hand), meaning you must add one (or more) to your deck. Secondly, as Torrential Rain only affects Siege units, it is useless against any foe that only has a minimal Siege presence (such as Scoia'Tael and to a lesser extent, Monster Decks). Thirdly, there are more devastating Emhyr var Emreis abilities to pick. Fourthly, as your own forces are likely to be using Siege units, this can cripple your own Siege row too!

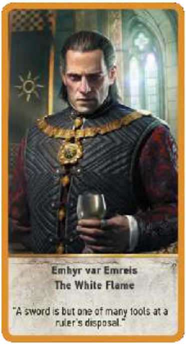

Emhyr var Emreis
Emperor of Nilfgaard
"Your motives do not interest me. Only results."

Emhyr var Emreis: Emperor of Nilfgaard

Ability: Look at 3 random cards from your opponent's hand.

Benefits: Often used during the final stages of a bout, as this becomes more useful the fewer cards your opponent has left. As you're likely to be trying to add high-value non-Heroes, or Tight Bond cards (such as the Impera Brigade Guards) to bolster your strength points, you want to be assured that your foe won't negate this influx of strength by using a Weather Card or Scorch. This ensures you know whether the likelihood of this happening will occur. It's also sometimes great to see what your foe has left, as well as Weather Cards and Scorch, so you can calculate whether you're able to win the round or pass.

Shortfalls: This Ability is much less powerful the more cards your opponent has (as you won't know, even after using it, exactly what your foe can attempt). The random nature of this ability is also suspect, as giving you some (but not all) information regarding your opponent is sometimes counter-productive. For example, if you're hoping a foe won't play a Weather Card, they still might if you didn't see the card while using this Ability. It also isn't helpful to use early on when your foe can still draw from his or her deck (as the deck can't be looked at).

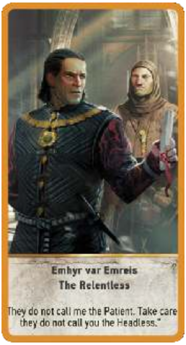

Emhyr var Emreis
The White Flame
"A sword is but one of many tools at a ruler's disposal."

Emhyr var Emreis: The White Flame

Ability: Cancel your opponent’s Leader Ability.

Benefits: This is pretty self-explanatory; if you’re constantly cursing an opponent’s Leader (such as Foltest’s Lord Commander of the North ability to bring Clear Weather to an opponent’s rain-soaked Siege row) which contributes to your demise, then utilize this card. Is your enemy Leader’s ability always seeming to turn the tide of battle in their favor? Then stop this entirely by nullifying their Leader! Check your opponent’s Leader ability first, before adjusting your strategy accordingly.

Shortfalls: This doesn’t offer any offensive or other bonuses to your own side outside of removing both Leaders from play. It forces you to play a Leaderless game of Gwent, which is fine if you don’t enjoy using any of Emhyr var Emreis’ other Leader abilities, but sometimes general units benefit from having a Leader, or the chaos a more random Leader ability brings.

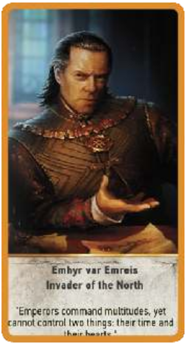

Emhyr var Emreis
The Relentless
They do not call me the Patient. Take care they do not call you the Headless."

Emhyr var Emreis: The Relentless

Ability: Draw a card from your opponent’s discard pile.

Benefits: This essentially acts as a Medic ability, but brings back a (non-Hero) card from your foe which you can utilize yourself. Need two Villentretenmerths (one from your deck, and one from your opponent’s)? Then rummage around in your foe’s discard pile to find him! This allows you to take a vastly powerful card your opponent previously played, and “return the favor" back at them! Also use it to gather a card from your foe that might not be powerful, but is something that can really hamper your opponent's progress (such as taking a Tight Bond card and stopping a foe using a Medic to bring that back into play). This Ability is also unique (that is, you can't do this with any normal unit card), adding to your flexibility.

Shortfalls: This isn't useful during the first round, when your opponent has a small discard pile of cards you might not wish to use. If you play this ability and there isn't a suitable card to take, the ability is wasted.


Emhyr var Emreis
Invader of the North
"Emperors command multitudes, yet cannot control two things: their time and

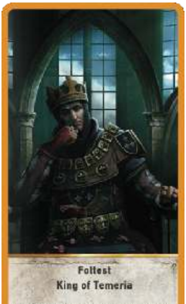
Emhyr var Emreis: Invader of the North

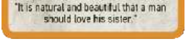
Ability: Abilities that restore a unit to the battlefield restore a randomly-chosen unit. Affects both players.

Benefits: This interferes with both players' Medics and any Leader abilities that restore cards from the discard pile, back into play. It causes chaos, and can really hamper an opponent's Medic strategies. Is your foe constantly returning Tight Bond or high-value non-Heroes back into play (such as Villentretenmerth)? Then minimize the chances of this happening using this ability; no one knows what cards are likely to return. As this affects you as well, you may wish to minimize Medics in your own hand, and play this Leader ability on a foe you know uses Medics all the time.

Shortfalls: If your foe only has a few discarded cards that can be restored, they still have a chance of getting the card they wanted, or at least something of use. This isn't usually completely detrimental to your foe (they will always draw something, even if it's not what they specifically wanted). This ability also affects you, so if you're heavily involved in utilizing Medic tactics that require the return of specific cards, this may not be the Leader ability for you.

NORTHERN REALMS FACTION LEADER: FOLTEST (5 CARDS)


Foltest
King of Temeria

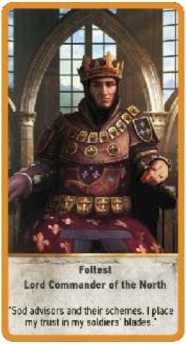

"It is natural and beautiful that a man should love his sister."

Foltest: King of Temeria

Ability: Pick an Impenetrable Fog card from your deck and play it instantly.

Benefits: Ideal for playing against opponents you know are likely to employ a large number of Ranged units (such as the Scoia'Tael), as this gives you a better chance at nullifying them (you can draw an Impenetrable Fog from your hand if you already have it, or use this Ability). Think of this as increasing the chances of hobbling a foe's ranged row (and also your own); with this in mind, refrain from choosing a majority of ranged troops for your own battlefield.

Shortfalls: You must have an Impenetrable Fog card in your deck (not in your hand), otherwise this ability is useless. This means the ability may not be used as often as other abilities, and isn't as flexible. It also means you must place at least one Impenetrable Fog in your deck, which can "bloat" your deck. Are opponents massing in their Close Combat or Siege rows? Then this ability isn't helpful. Finally, if you find yourself using Ranged units yourself (such as the Crinfrid Reavers Dragon Hunters), this negates all their bonuses.

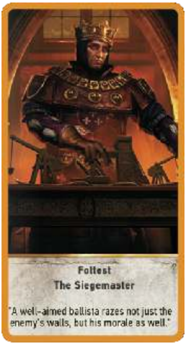

Foltest
Lord Commander of the North
"Sod advisors and their schemes. I place my trust in my soldiers' blades."

Foltest: Lord Commander of the North

Ability: Clear any Weather effects (resulting from Biting Frost, Torrential Rain, or Impenetrable Fog) in play.

Benefits: Incredibly useful both at the beginning of your Gwent career, and even during bouts with the land's most professional players. This is essentially a "free" Clear Weather card to use whenever you like! Unlike some other Leader abilities, you don't need a Clear Weather card in your deck, freeing you up to add a more potent offensive card instead while keeping your deck lean. It also favors players who aren't interested in using Weather cards themselves. Finally, it completely removes an enemy's biggest threat; so save this until late in a round you want to win; essentially ignoring the penalties your rows are suffering from. You can also "hide" your troop's abilities (and strength point totals) by placing them in a row suffering from Weather effects, before removing the effects at the last minute.

Shortfalls: This affects both you and your opponent, so this shortfall of Clear Weather also applies here. It stops you from using Weather cards as often, and is useless if your foe doesn't use Weather cards. But it's great insurance, nevertheless.

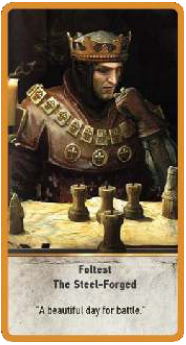

Foltest
The Siegemaster
"A well-aimed ballista razes not just the enemy's walls, but his morale as well."

Foltest: The Siegemaster

Ability: Doubles the strength of all your Siege units (unless a Commander's Horn is also present on that row).

Benefits: This is essentially a "free" Commander's Horn ability to use whenever you see fit (but only on a Siege row). Need to win a round, but don't want to expend any high-point cards in doing so? Want to ensure victory and bolster your Siege row? Then employ this ability. This also means you can remove one (or more) Commander's Horns, freeing you up to pick more powerful cards.

Shortfalls: You can't use this ability on Close Combat or Ranged rows (which is less of a problem for Northern Realms decks as they have a high proportion of units focused on the Siege row). It also causes your Siege row to be even more susceptible to Weather or Scorch cards from your foe; so play this card late, having already totaled the bonus it grants you in your head, and pull out a win late in the round!

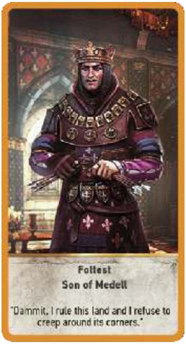

Foltest
The Steel-Forged
"A beautiful day for battle."

Foltest: The Steel-Forged

Ability: Destroy your enemy's strongest Siege unit(s) if the combined strength of all his or her Siege units is 10 or more.

Benefits: Think of this as a Scorch card to play on a hapless opponent's entire Siege line, wiping out one or more of their highest point units. This is particularly effective against Northern Realms, and (to a lesser extent) the Nilfgaardian Empire who employ a large proportion of Siege units. Remember that all "character Scorch" tactics (detailed in the "Scorch" section to come) work with this ability too. This has the same Scorch ability as the Scoia'Tael Schirru card; consult that for more tactical options (including the use of Torrential Rain to wipe out multiple cards at once).

Shortfalls: This doesn't affect Heroes. This is far less effective at factions that don't employ Siege units (Scoia'Tael only uses one, and Monster decks only have four possible units outside of Gaunter O'Dimm's Neutral cards). It is also inflexible; it can't help you lessen the strength of other rows at all.


Foltest
Son of Medell
"Dammit, I rule this land and I refuse to creep around its corners."

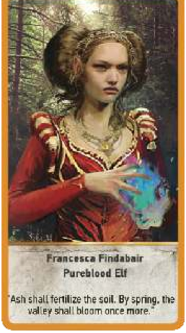
Foltest: Son of Medell

Ability: Destroy your enemy's strongest Ranged Combat unit(s) if the combined strength of all his or her Ranged Combat units is 10 or more.

Benefits: Think of this as a Scorch card to employ on a foe's entire Ranged row, removing one or more of their highest point units. Just like The Steel-Forged Leader Ability, this is particularly effective against opponents who primarily use Ranged units; particularly the Scoia'Tael, and to a lesser extent the other factions too. This offers a greater opportunity at carnage compared to The Steel-Forged (unless you're playing against Northern Realms), as generally an opponent plays more Ranged cards than Siege ones. Remember that all "character Scorch" tactics (detailed in the "Scorch" section to come) work with this ability too. This has the same Scorch ability as the Monster Toad card; consult that for more tactical options (including the use of Impenetrable Fog to wipe out multiple cards at once).

Shortfalls: This doesn't affect Heroes. This is less effective against Monster Decks, or opponents that spot this Ability and don't employ Ranged units in battle. As many Scoia'Tael troops are Agile, a cunning opponent is likely to move them into the Close Combat line so this ability won't get used. This ability is also inflexible; it can't help you lessen the strength of other rows at all (unless the foe puts all their Agile troops in the Close Combat line, and you react by subsequently using Villentretenmerth or a Special Scorch).

SCOIA'TAEL FACTION LEADER: FRANCESCA FINDABAIR (5 CARDS)

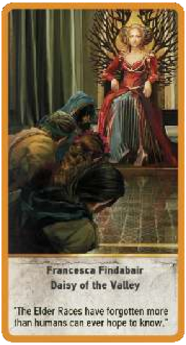

Francesca Findabair
Pureblood Elf
"Ash shall fertilize the soil. By spring, the valley shall bloom once more."

Francesca Findabair: Pureblood Elf

Ability: Pick a Biting Frost card from your deck and play it instantly.

Benefits: Exceptional for playing against opponents you know are likely to employ a large number of Close Combat units (such as Monster deck players), as this gives you a better chance at removing them as a threat (you can draw Biting Frost from your hand if you already have it, or use this Ability). Think of this as increasing the chances of crippling a foe's Close Combat row (and also your own). As your Close Combat row is also affected, utilize your troops' Agile abilities before using this Ability, so the majority of your army is in the Ranged Row. Finally, this ability is slightly more powerful than other similar Leader powers that allow Weather Cards from other rows to be played, as the highest proportion of unit cards are Close Combat-related.

Shortfalls: You must have a Biting Frost card in your deck (not in your hand), otherwise this ability is useless. This means the ability may not be used as often as other Leader abilities, as it isn't as flexible. It also means you have to place at least one Biting Frost in your deck, causing deck "bloating". Are opponents massing in their Ranged or Siege rows? Then this ability won't help you. Finally, if you find yourself using Close Combat units yourself (such as the Muster group of Havekar Smugglers), this negates all their bonuses.

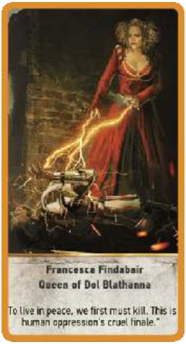

Francesca Findabair
Daisy of the Valley
"The Elder Races have forgotten more than humans can ever hope to know."

Francesca Findabair: Daisy of the Valley

Ability: Draw an extra card at the beginning of the battle.

Benefits: Unlike some other Leader abilities, this works in every battle (you won't forget to use it, or not have the right combination of cards or effects to make this useful). Though the card you retrieve is random, it's always helpful to have 11 cards in your hand at the start of a game compared to ten (as you obviously have more choice of what to play). This also helps to negate the shortfall of the Scoia'Tael deck in terms of not having any Spies (which offer a similar effect). But everyone loves having a bigger deck!

Shortfalls: This can't be played at your leisure (such as during the end stages of a round where you might need an extra card). The card you receive may be random, so you could end up with two Clear Weather cards that are of limited use (but that is more to do with your deck-building skills than a shortfall of this Ability). It essentially leaves you "leaderless" for the rest of the bout (that is, you can't rely on a Weather-related leader ability).

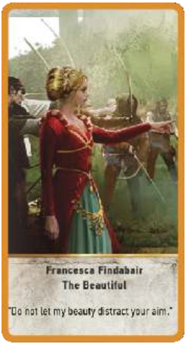

Francesca Findabair
Queen of Dol Blathanna
To live in peace, we first must kill. This is human oppression's cruel finale."

Francesca Findabair: Queen of Dol Blathanna

Ability: Destroy your enemy's strongest Close Combat unit(s) if the combined strength of all his or her Close Combat units is 10 or more.

Benefits: Think of this as a Scorch card to use on an opponent's entire Close Combat row, removing one or more of their highest point units. This is amazingly effective against opponents who primarily use Close Combat units; particularly Monster decks, and the other factions too. This offers a greater opportunity at mayhem as generally any opponent plays more Close Combat cards than those of other rows (though your tactics should change if you see an enemy with this Leader ability, and you have Agile troops). Remember that all "character Scorch" tactics (detailed in the "Scorch" section to come) work with this ability too. This has the same Scorch ability as the Villentretenmerth card; consult that for more tactical options (including the use of Biting Frost to wipe out multiple cards at once). Finally, partner this ability with Villentretenmerth (for Close Combat rows) and Schirru (for Siege rows), essentially giving you this ability three times!

Shortfalls: This doesn't affect Heroes. This is less effective at decks that recognize the threat and adjust where they place their units (away from the Close Combat row). As many Scoia'Tael troops are Agile, an opponent using this deck may move these troop types into the Ranged row so your ability is less effective. This ability is also inflexible; it won't lessen the strength of other rows at all (unless you employ Scirru at their Siege line).

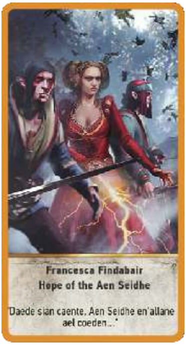

Francesca Findabair
The Beautiful
"Do not let my beauty distract your aim."

Francesca Findabair: The Beautiful

Ability: Doubles the strength of all your Ranged Combat units (unless a Commander's Horn is also present on that row).

Benefits: This is essentially a "free" Commander's Horn ability to use whenever you see fit (but only on a Ranged row). Do you crave the winning of a round, but don't want to expend any high-point cards in doing so? What to ensure victory and bolster your Ranged row? Then employ this ability. This also means you can remove one (or more) Commander's Horns, freeing you up to pick more powerful cards (or unit cards). Also look at the strengths of all your Scoia'Tael Ranged and Agile units; there's a vast number worth between four and six points. With this ability, they are now worth between eight and 12!

Shortfalls: You can't use this ability on Close Combat or Siege rows. The latter isn't a problem at all (only one Scoia'Tael card is a Siege unit), but this does mean you might want to drop more Agile units into your Ranged rows to bolster this ability. All this bolstering of the Ranged Row makes it very susceptible to Weather or Scorch cards from your opponent; so play this card late, having already totaled the bonus it may bring, and pull it out for a late win!


Francesca Findabair
Hope of the Aen Seidhe
"Daede sian caente. Aen Seidhe en'allane ael coeden..."

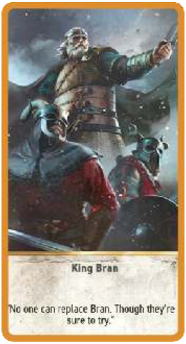
Francesca Findabair: Hope of the Aen Seidhe

Ability: Move Agile units to whichever valid row maximizes their strength (don't move units already in optimal row).

Benefits: This gives you ultimate flexibility in combat! It also doesn't affect the opponent, meaning you reap all of the benefits. It is great to use to feint a foe; drop all your Agile troops (you have nine to choose from) into Close Combat, and ignore any Weather effects. Then push them into the Ranged row late into the round to augment that row. Purposefully trick your foe. Keep the row you want to push Agile troops into low in strength. Don't drop a Morale Boost or Commander's Horn card in there, as that increases the row's points; but use Morale Boost or the Horn afterwards! Just be sure to plan out this strategy beforehand; and calculate the strength point totals for both rows (plus other bonuses) to ensure the move goes without a hitch.

Shortfalls: This puts all of your eggs in one basket, meaning a cunning opponent may wait until you mass your Ranged Agile forces into Close Combat, and then unleash a Biting Frost or Scorch (or both!). So use this late in a round to negate such possible problems. It also negates any bonuses you might have placed in the row your troops are moving from (such as a Dandelion's Commander's Horn if you move Close Combat Agile units into the Ranged row). Finally, watch your row totals; you can't move a load of Agile units into a row with an optimal strength point count.

SKELLIGE CLANS FACTION LEADERS: KING BRAN AND CRACH AN CRAITE (2 CARDS)

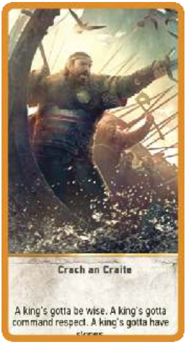

King Bran
"No one can replace Bran. Though they're sure to try."

King Bran

Ability: Units only lose half their values in bad weather conditions.

Benefits: This is an ability that is constantly available, and doesn't need to be played. It simply reduces any of your weather-effected units to half their value, instead of 1 (while your opponent's weather-effected units are crippled to 1 as usual). It doesn't take a tactical genius to figure out how helpful this is; it mitigates your opponent's best attempts to lessen your prowess by playing Weather cards against you. This opens up tactical options such as stacking Skellige Storm and Biting Frost cards in your deck, and using them to blanket the entire battlefield, keeping your foe crippled due to weather while you benefit from King Bran's bonuses. This also allows you to keep some of the bonuses certain units bring, such as the Tight Bond bonuses of your Clan An Craite Warriors, while lessening your foe's points total severely. Also be sure to use King Bran, your Weather Cards, and Scorch (from the Clan Dimun Pirate) to level the battlefield!

Shortfalls: This is far less effective if you or your opponent isn't using Weather cards or placing a number of Heroes that are unaffected by Weather. Playing against a foe with this Leader should be a clue to stack your deck with Clear Weather cards to nullify his bonus. Clear Weather is the bane of King Bran!


Crach an Craite
A king's gotta be wise. A king's gotta command respect. A king's gotta have

Crach an Craite

Ability: Shuffles all cards from each player's graveyards back into their decks.

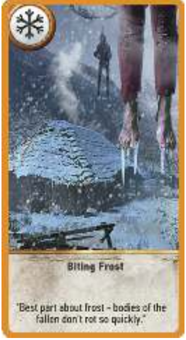
Benefits: This ability can be used once per match, and is obviously only available once you have a discard pile (or "graveyard") to utilize. Essentially acting as a much more powerful Medic, but granting all previously-used cards back into play for both sides, you can maximize your favorite tactics by using them twice in a match instead of once. For example, employ Cerys and her Shield Maidens in the first round to ensure victory; then utilize Crach an Craite at the start of the second round, and retrieve Cerys and her Shield Maidens to battle once again! This can reduce the effectiveness for Medics (who draw from your discard pile) and Muster cards (that summon from your discard pile) as well. It's also the only way to return Heroes back into battle (as well as Mardroemes to reuse with Berserkers), enables you to elongate any of the Ability plans contained in this chapter, and forces a much more aggressive style of game (for example; use a Scorch character card, use Crach an Craite, then Medic it back to use it three times in a game!).

Shortfalls: You reap all of the benefits, but so does your opponent, and he or she can employ exactly the same tactics (playing large-value cards early, and using them again). This almost forces you into a less-flexible tactical plan, as playing the waiting game isn't as beneficial (why use Crach an Craite if you've only a few discarded cards you won't use again?). The trick is to use this card to maximize the rewards you receive, while minimizing those of your opponent. It also forces you to remember what your foe has already played, and figure that any or all of those cards are likely to be played again.

SPECIAL WEATHER CARDS (15 CARDS)

The five Weather cards available to you cause a variety of Battlefield effects that severely reduce combat effectiveness in a particular row or rows, or restore the Battlefield back to normal. A total of 15 Weather cards are available to collect; three of each type. All of them can be played as part of your deck strategy, though it's better to figure out strategies based on the likelihood of Weather being effective, rather than dumping every Weather card into your deck.

Weather cards are less potent when you're using tactics that focus more on unit abilities, such as gathering up Tight Bond units. As Weather cards increase your deck size, you may receive a number of Weather cards at the start of a game when you really need strong units instead. So play a few games to balance out what you want to use Weather cards for.


Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."

Biting Frost Ability: Sets the strength of all Close Combat cards to 1 for both players.

Also look to Leader Abilities that enable you to draw a Weather card from the deck, so you have more control over when you can obtain such a card. Also look at Leader Abilities such as Foltest: Lord Commander of the North, which causes Clear Weather without the need for a card. That way, you can reduce your deck size (usually recommended).

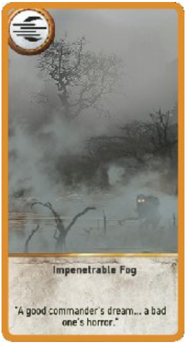
Weather Cards do not affect any Hero cards (from you or your opponent) on the battlefield, so if you see a foe using a majority of Heroes to bolster a row, your Weather Cards become far less effective. If however, you're using Heroes yourself, and a minimal number of non-Hero cards to bolster a row, Weather Cards are great to play on a foe: Your Heroes shrug off the inclement Weather and your strength points remain high.

Weather Cards are also able to be placed at any time, enabling you to "burn" (or waste) a Weather card from your hand, instead of placing a more potent card you're worried about being nullified by your opponent, or you're biding your time and hoping a foe will pass. But usually, Weather cards serve to "bloat" your deck, stopping you from grabbing a high-point card you need.

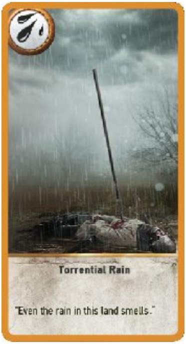
Are you ending a game with one or more Weather cards? Then it appears you don't need them! Invest in a smaller deck, and a greater chance of a card you need, or find better cards with points to use.

FIGHTING THROUGH FROST, FOG, OR RAIN

The Biting Frost, Impenetrable Fog, and Torrential Rain Weather cards each affect a separate row (Close Combat, Ranged, and Siege rows), while the Skellige Storm affects two rows (Ranged and Siege rows). They immediately reduce any non-Hero card's strength to 1. Up to the entire Battlefield can be affected by weather (assuming either you or your foe plays Weather cards that cover all three rows). As both you and your opponent's rows are affected, you must ascertain when a Weather card is better for you to play, to maximize the problems it will cause your foe, while minimizing the penalties to you.

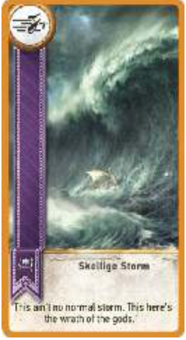

Impenetrable Fog
"A good commander's dream... a bad one's horror."

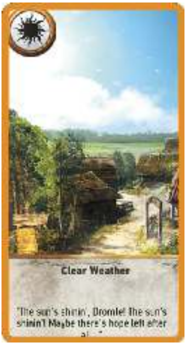
Impenetrable Fog Ability: Sets the strength of all Ranged cards to 1 for both players.


Torrential Rain
"Even the rain in this land smells."

Torrential Rain Ability: Sets the strength of all Siege cards to 1 for both players.

Such cards have an overriding function; to cripple an opponent's row, which in turn forces them to pass the round, use up a Clear Weather card, or commit further forces (thus reducing future combat effectiveness in subsequent rounds).


Skellige Storm
'This ain't no normal storm. This here's the wrath of the gods.'


Clear Weather
'The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after al...'

Biting Frost (Close Combat) (3 Cards)

Biting Frost is usually utilized most often, as there are more Close Combat units in general, compared to all other unit types. Biting Frost is especially helpful in reducing the potency of players who use a majority of Close Combat cards, such as Monster Decks. They are less effective against Agile units (which can be played in either Close Combat or Ranged rows), and Northern Realms decks which can switch to Siege unit placement more easily.

Impenetrable Fog (Ranged) (3 Cards)

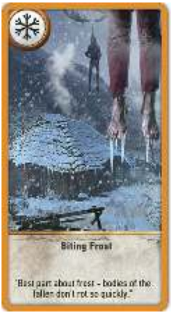
Impenetrable Fog is utilized less than Biting Frost, but is still a possible card to employ when you need to reduce the strength of a Ranged row. The Scoia'Tael, and to a lesser extent the other three factions, all make use of Ranged units, though not as often as Close Combat. As with Biting Frost, Agile units not yet placed can avoid an Impenetrable Fog by being placed in the Close Combat row. With this in mind, you may wish to carry both Biting Frost and Impenetrable Fog to negate an Agile unit's ability.

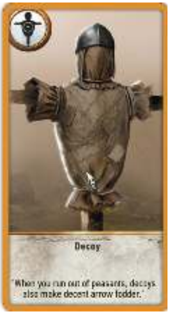
Torrential Rain (Siege) (3 Cards)

Torrential Rain is the least-used Weather card in almost every Gwent game, with the exception of playing against a Northern Realm deck (as this Faction uses Siege units more often than Ranged). As there are no Agile Siege units, you know you don't need to worry about cards with that ability. However, some decks (such as the Scoia'Tael) only have very few Siege cards—if any at all—making this card useless, and even counter-productive if you have Siege units yourself. Ditch this card first, if you're carrying too many cards in your deck.

Skellige Storm (Ranged and Siege) (3 Cards)

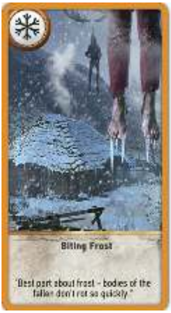
Skellige Storm offers the benefits and shortfalls of covering much more of the battlefield with a blanket of rain; reducing combat effectiveness in both Ranged and Siege rows. Remember that any Faction can utilize this card, so if you're playing enemies that utilize Ranged and Siege rows frequently (such as the Nilfgaardian Empire or Northern Realms), while you concentrate on bolster your Close Combat rows, this can be hugely beneficial. It can take the place of both Impenetrable Fog and Torrential Rain cards, reducing deck bloat. But there are disadvantages too; it cripples two of your own rows as well!

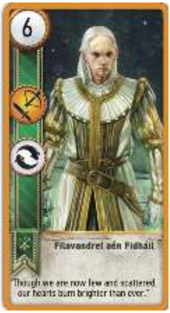

Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."



Frost, Fog, Or Rain and Decoys

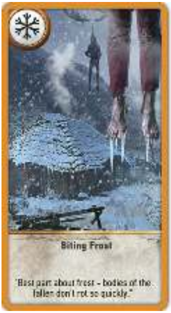
Weather Cards themselves cannot be brought back into your hand after you use them, so Decoy cards aren't used with Weather cards, but after Weather cards are played. If you or your foe has soaked the Siege row with Torrential Rain, and you have a Northern Realms Catapult sitting there (worth eight points usually, but now worth one), simply Decoy it back into your hand. Use this tactic to coax your opponent into playing a Weather card early.

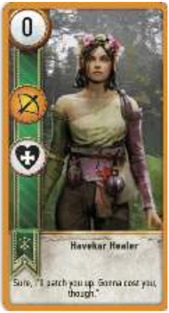

Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."


6
Filavandrel aén Fidháil
"Though we are now few and scattered, our hearts burn brighter than ever."

Frost, Fog, Or Rain and Agile Cards

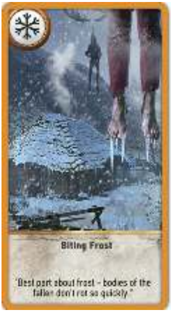
The Scoia'Tael (and to a lesser extent, the Monster) decks have troops with the Agile ability, allowing placement in either Close Combat or Ranged rows. This is helpful when a Weather card is used (by either player). If a foe puts down Biting Frost, place all your Agile forces in the Ranged row. Such flexibility makes Weather cards less effective against Agile forces. Similarly, placing a couple of lower point-value forces into a row you're sure a foe will use Weather on (or one you're about to use Weather on), to try and coax an opponent into matching or increasing their forces on this row, enables you to then use a Weather card they weren't expecting.

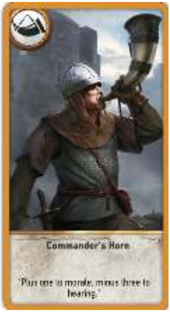

Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."

Frost, Fog, Or Rain and Medics

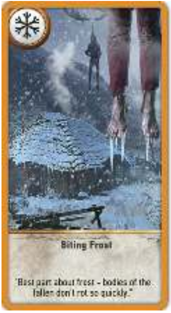
Medics cannot return a Weather card back into play, so Medics are utilized if the prospect of a Weather card is likely to cause problems with a row you're building. If a Catapult (non-Hero eight-point Siege card) was discarded previously, and your Close Combat or Ranged rows are both suffering from Weather effects, resurrect the Catapult so your Siege row is strong instead.

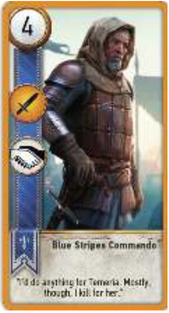

Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."


Commander's Horn
"Plus one to morale, minus three to hearing."

Frost, Fog, Or Rain and Commander's Horn (and Morale Boost)

Commander's Horn isn't affected by Weather, but all the cards it affects certainly are! As doubling a card's value can cause a huge influx in enemy points, dropping a Weather card on a row feeling the benefits of Commander's Horn can impede that ability severely. The same can't be said of Morale Boost; any row with +1 to each non-Hero card still has that same bonus, though the normal strength of the unit will have dropped to one as well, due to the Weather. This means you should think about playing a Morale Boost card if you have a load of non-Heroes feeling the effects of Weather. You still get the same bonus, which could be enough to take the round!

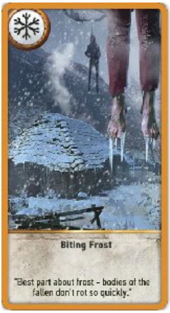

Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."

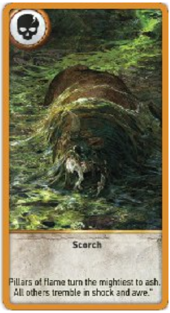

4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

Frost, Fog, Or Rain and Berserker, Muster, Or Tight Bond Cards

Though Berserker, Muster, and Tight Bond units have different abilities, they are all much more susceptible to Weather cards, which seriously impede a Berserker, Muster, or Tight Bond group's main advantages (cards offering high strength values). Lie in wait as a foe puts down multiple Berserker, Muster, or Tight Bond cards, and just before the round is over, reduce that value dramatically.

For example, if an opponent places both Catapults in a row (each an eight-point, non-Hero, Siege card), the Tight Bond bonus enables them to be worth 16 points each (that's 32 points for both of them!). Bring the Torrential Rain, and that point advantage is almost completely nullified!

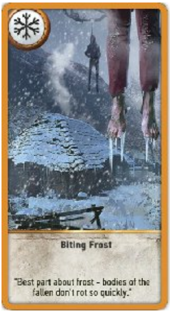

Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."

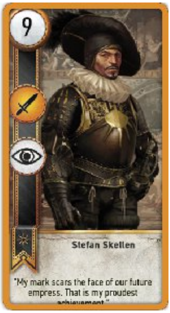

Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

Frost, Fog, Or Rain and Scorch

Partnering a Scorch card with Weather can produce absolutely devastating outcomes for your opponent (and hopefully not you)! The usual "Special" Scorch torches the entire battlefield, so if a foe has all their non-Hero cards in one row, play a Weather card first, dropping all the non-Hero cards to a value of 1. Then use Scorch, and providing there are no non-Hero cards anywhere else on the board worth more than one, every one of the 1-point cards is Scorched! The character cards with Scorch ability (such as Villentretenmerth) offer focused Scorch on one of your opponent's rows, and combining these two cards can cause mass casualties to a foe who has over-committed to a single row.

Finally, don't forget the Clan Dimun Pirate of the Skellige Clans faction, who has a battlefield-wide Scorch (the only non-Special Card that does this). Though you need to blanket your entire battlefield in bad weather (use Skellige Storm and Biting Frost, along with King Bran's Leader ability), it's possible to decimate every non-hero on a foe's battlefield using this swashbuckling maniac!


Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."


9
Stefan Skellen
"My mark scars the face of our future empress. That is my proudest achievement."

Frost, Rain, Or Fog and Spies

Are you using Spies in your deck? Then Biting Frost becomes much more helpful as you can use it, and your Spy's strength points (which are applied to the opposition) drop down to 1. That way you can draw two cards and only lose one point to your opponent. Also note that Impenetrable Fog is useless as there are no Ranged Spies, and Torrential Rain is also useless as only Thaler is a Siege Spy, and his strength is one anyway.

CLEAR WEATHER

The fourth of the Weather cards serves a different function: Clear Weather removes the effect of any and all Biting Frost, Impenetrable Fog, and/or Torrential Rain cards in play. This is a powerful defensive card, and one to keep at least one of in any deck you play. It allows you to remove the otherwise-crippling effects of Weather on any rows (but also your enemy's rows too). It can be "burned" if there are no other options (it is used up and wasted if no inclement Weather is on the board) in order to feint out your opponent, but its proper use is to turn the later stages of a round from calamity to triumph! The importance of Clear Weather cannot be underestimated!

Refrain from playing Clear Weather immediately; a card in your hand is worth more than on the battlefield, and you may see additional Weather effects occur. You can also disguise the true points value of your units if you place them in a row affected by Weather, before clearing that row at the end of a round for an instant increase in points. Either use Clear Weather at the end of a round to ensure victory, or keep a Clear Weather for later rounds to ensure complete victory.

Assuming you keep a Clear Weather card in your deck (which is recommended over Impenetrable Fog and Torrential Rain, and usually over Biting Frost and Skellige Storm too), you can build up any battlefield rows you wish, ignoring any inclement Weather (as you'll be getting rid of it soon with Clear Weather).

Without a Clear Weather card, you want your foe to use a Weather card sooner rather than later, so you can keep your more potent cards with group Abilities to play after Weather cards are removed.

OTHER SPECIAL CARDS:

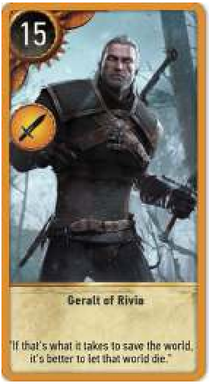
Other Special cards (Decoy, Commander's Horn, Mardroeme, and Scorch) are detailed in the Unit and Special Cards section (below).

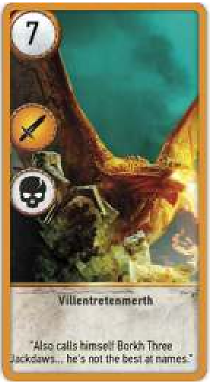
UNIT AND SPECIAL CARDS

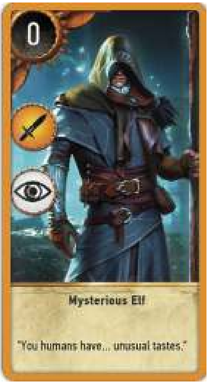
UNIT TYPE: CLOSE COMBAT UNITS (115 CARDS)

The mainstay of your card collection, it is important to remember that you and your opponent are mostly like to use (or draw)

Close Combat units over any other card type. This means the front line is likely to be most crowded as cards are played, and therefore more susceptible to both Scorch and Biting Frost. Though there are other factors to consider, prepping your deck with a Biting Frost over other Weather cards is statistically better, as you'll be reducing your opponent's Close Combat effectiveness more often than other rows.

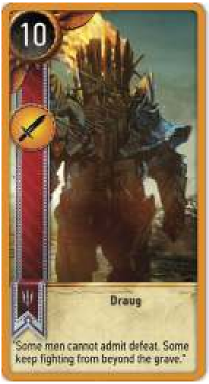

15
Geralt of Rivia
"If that's what it takes to save the world, it's better to let that world die."

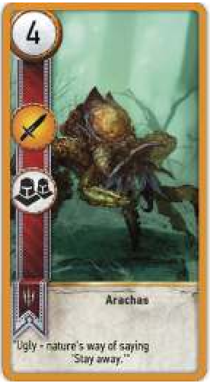

7
Villentretenmerth
"Also calls himself Borkh Three Jackdaws... he's not the best at names."

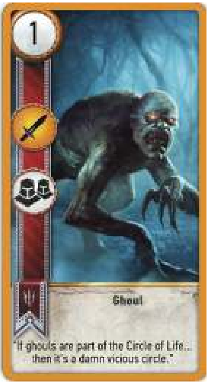

0
Mysterious Elf
"You humans have... unusual tastes."

Neutral Cards (Close Combat Units) (10 Cards)

A mixture of high point value Hero cards (such as Geralt and Ciri) to use in every battle, some mid-point units (like Vesemir) to use before finding higher-point cards, and a couple of characters with additional abilities to keep in mind when playing (such as Villentretenmerth; the ultimate card to play against an enemy Close Combat row, and the Mysterious Elf, an amazing Spy who adds nothing to your opponent's points total).

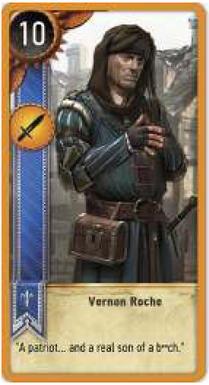

10
Draug
"Some men cannot admit defeat. Some keep fighting from beyond the grave."

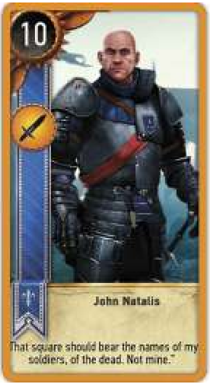

4
Arachas
"Ugly - nature's way of saying 'Stay away.'"

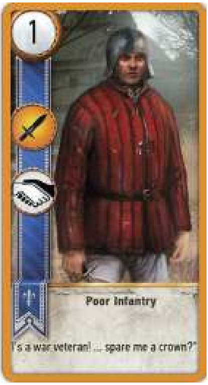

1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."

Monster Deck (Close Combat Units) (30 Cards)

With very few (3) Agile cards, Close Combat Units outnumber Ranged units around three-to-one. This means Monster players are always going to concentrate their attacks on their front line compared to other Factions. With a Monster Deck, bolster the effectiveness of these Units with Commander's Horn, use cards with the Muster ability strategically and judiciously, and a Leader ability like "Commander of the Red Riders" (doubling the strength of Close Combat units), while minimizing the chances of them being Scorched (by playing them after a Scorch card has appeared) or frozen (use Clear Weather). The opposite plan is in effect when playing against a Monster Deck; stack your deck with more Biting Frosts, think about using Ranged and Siege troops, and combine that effect with Scorch, or Villentretenmerth.

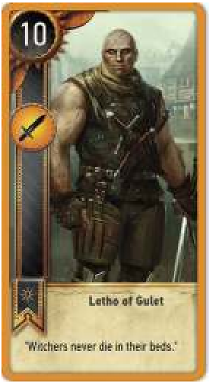

10
Vernon Roche
"A patriot... and a real son of a b**ch."

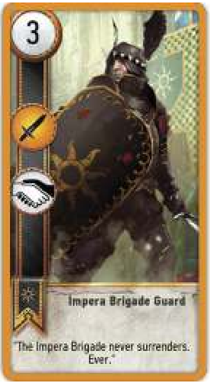

10
John Natalis
That square should bear the names of my soldiers, of the dead. Not mine."

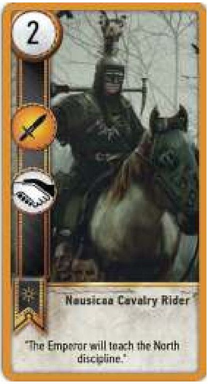

1
Poor Infantry
I's a war veteran! ... spare me a crown?"

Northern Realms (Close Combat Units) (17 Cards)

Though similar in set-up to the Nilfgaardian Empire (featuring a few Heroes, Tight Bond units, and Spies), the Northern Realms isn't quite as hard-hitting as their points value are lower. Naturally, you must bring your various Heroes (such as Vernon Roche, John Natalis, and Esterad Thyssen) into the fray. The fewer available cards doesn't need to be a disadvantage though; utilize your lower point cards (especially the Poor F--king Infantry) to lure an opponent into utilizing their own (usually better) cards so those are removed from their decks. Or employ your Infantry to eke out a victory on a foe who has passed. Also think about using your Leader: Lord Commander of the North (which clears all Weather effects) to ensure your front line stays effective. Play against a Northern Realms front line by Scorching and focusing on Tight Bond units.


10
Letho of Gulet
"Witchers never die in their beds."

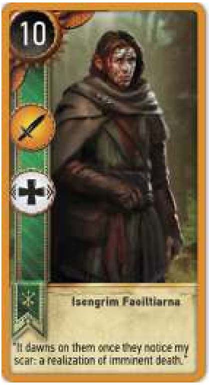

3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."

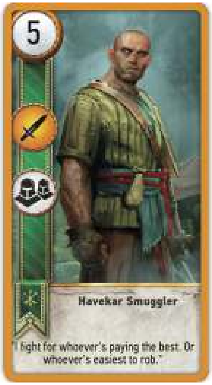

2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."

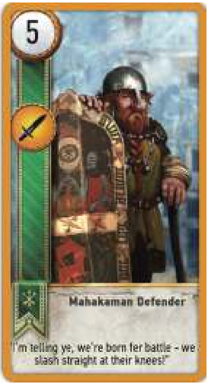
Nilfgaardian Empire (Close Combat Units) (18 Cards)

Though this faction doesn't have the sheer number of Close Combat cards compared to the Monsters and Scoia'Tael, it makes up for this fact with a trio of Tight Bond units (Young Emissary, Impera Brigade Guard, and Nausicaa Cavalry Rider).

Combine these with Medics to resurrect your Tight Bond units if they are Scorched. This more even balance also means the Empire doesn't need to rely on its front line of Close Combat troops, allowing you to vary the rows where you place troops, forcing your foes into fewer opportunities to cripple you with Weather cards. Remember three of your Close Combat units are Spies too, so they technically move to your opponent's side. If you're playing against a Nilfgaardian Empire player, stack your deck with Scorch cards (especially Villentretenmerth) and concentrate on ridding yourself of any Tight Bond units.

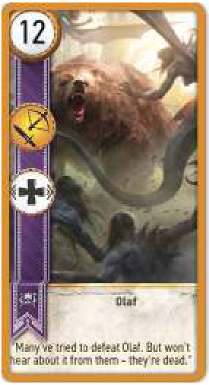

10
Isengrim Faoiltiarna
"It dawns on them once they notice my scar: a realization of imminent death."

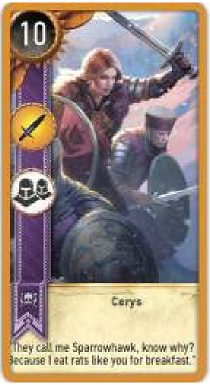

5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."

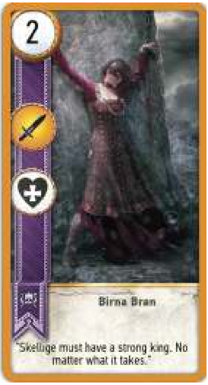

5
Mahakaman Defender
"I'm telling ye, we're born fer battle - we slash straight at their knees!"

Scoia'tael (Close Combat Units) (22 Cards)

As this deck features the largest number of Agile cards (nine of your 22 Close Combat units can be placed in either Close Combat or Ranged rows), the Scoia'Tael have the most flexibility in bolstering either row. Use all your Close Combat and Agile cards, and this deck can be almost as strong as a Monster front-line. Add Isengrim Faoilitiama with his Morale Boost, the Havekar Smugglers and Dwarven Skirmishers (with Muster), and you can quickly divide your rows and conquer, or concentrate on one row and demolish your enemy! Also be aware of the high point value of even your general infantry units; up to eight Mahakaman Defenders can be played, and each is worth five points, so your Close Combat row can bulk up fast. With these point totals, it is even more critical you use Biting Frost to nullify and Villentretenmerth to scorch, while at the same time hedging your bets with more Impenetrable Fog cards to waylay Ranged Units.


12
Olaf
"Many've tried to defeat Olaf. But won't hear about it from them - they're dead."


10
Cerys
"They call me Sparrowhawk, know why? Because I eat rats like you for breakfast."

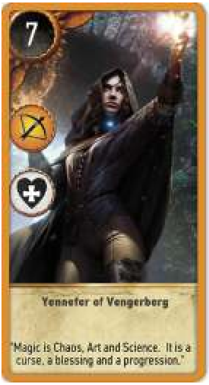

2
Birna Bran
"Skellige must have a strong king. No matter what it takes."

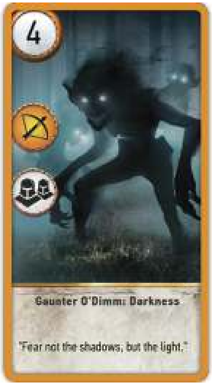
Skellige Clans (Close Combat Units) (18 Cards)

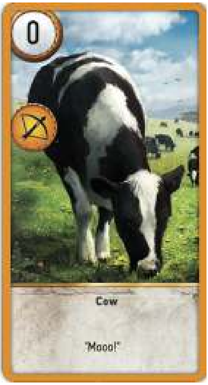
Those Skellige cards at the forefront of battle offer a great deal of variety, with Olaf being the only Agile card. However, he also offers a Morale Boost which can further influence a battle. Cerys is arguably your finest fighter, should you have collected her three Shield Maidens (which she instantly summons for a massive 46 point total to this row!). Clan an Craite Warriors, and the Shield Maidens each offer Tight Bond to bolster this row providing you have all three cards in your hand. Birna Bran offers a Medic ability, while the Kambi gives your opponent a nasty surprise (the Hero Hemdall) in a subsequent round. The Berserker, when powered by a Mardroeme, can quickly add 14 points to this row too: Flexibility with brute force is the advantage here.

UNIT TYPE: RANGED UNITS (75 CARDS)

Featuring the second-highest number of available troops (unless you count Agile troops in the Scoia'Tael faction), ranged units play a secondary, and usually lesser role statistically. However, in practice, and depending on your Faction, troop build-ups on this row can be just as devastating, especially if you place any Agile troops (Monster and Scoia'Tael decks) to bolster this row. If you're having trouble tackling Ranged enemies, be sure to bring an Impenetrable Fog card or three.

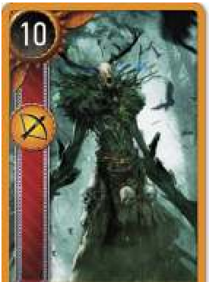

7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."

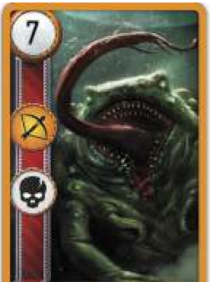

4
Gaunter O'Dimm: Darkness
"Fear not the shadows, but the light."

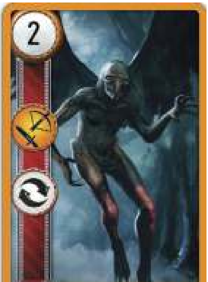


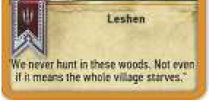
Neutral Cards (Ranged Units) (6 Cards)

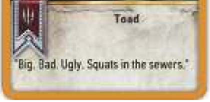
There are only six Neutral units, but all of them are great choices. Yennefer is a High Point Hero Medic and extremely useful. Olgierd is Agile and comes with a Morale Boost. The three Gaunter O'Dimm: Darkness cards (used with the Gaunter O'Dimm Siege card) have Muster, and can bolster your total in Factions without access to this ability. The Cow is seemingly useless, used sacrificially so that the "Bovine Defense Force" (an eight-point Close Combat Chort) is employed.

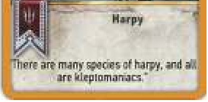






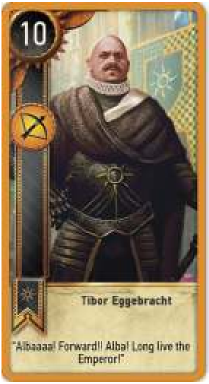

Leshen
"We never hunt in these woods. Not even if it means the whole village starves."

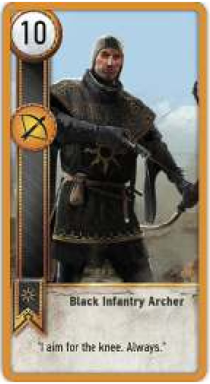

Toad
"Big. Bad. Ugly. Squats in the sewers."

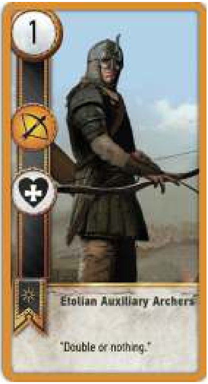

Harpy
"There are many species of harpy, and all are kleptomaniacs."

Monster Deck (Ranged Units) (10 Cards)

You only have around a third the number of Ranged cards compared to your Close Combat cards, so take more care and attention to picking the ones you must use. Both the Leshen (a 10 point Hero monster) and Kayran (a Hero, Agile, and Morale Boost card) are must-haves as they don't get scorched. The Toad is exceptional, as it's the only card in the game with a Ranged Scorch ability. Use it after Torrential Rain to decimate an opponent's Ranged row! Otherwise, your ranged units are run-of-the-mill; mid to low point cards with only two (the Harpy and Celaeno Harpy) being Agile for flexibility. For those playing against a Monster Deck, play your better Ranged cards after the Toad is out, and bring the Torrential Rain and Scorching!

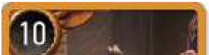

10
Tibor Eggebracht
"Albaaaa! Forward!! Alba! Long live the Emperor!"

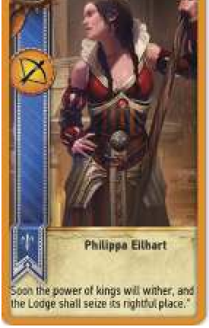

10
Black Infantry Archer
"I aim for the knee. Always."

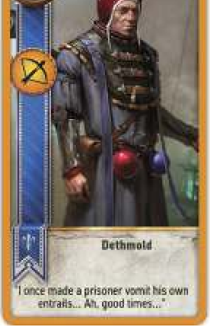

1
Etolian Auxiliary Archers
"Double or nothing."

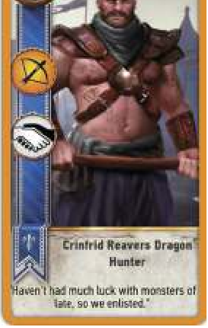
Nilfgaardian Empire (Ranged Units) (13 Cards)

Outside of the Scoia'Tael, the Nilfgaardian Empire has the most flexible and highest percentage of Ranged cards compared to Close Combat ones (13 Ranged, and 18 Close Combat). This allows further flexibility in placement, and although your Black Infantry Archers are extremely susceptible to Scorch (a 10 point non-Hero), they can easily win a round if played after your foe's already Scorched the landscape. Tibor Eggebracht is your only ranged Hero (and therefore a must-have). The rest of your motley crew are mid to low-point troops used in earlier games before your more powerful cards are gathered. The exception are the Etolian Auxiliary Archers; used for their Medic ability as well as eking out a win by a single point. As usual, Torrential Rain and Scorch are key to removing a Nilfgaardian ranged threat; especially as there's only one Hero (Tibor) likely to be mooching around this row.



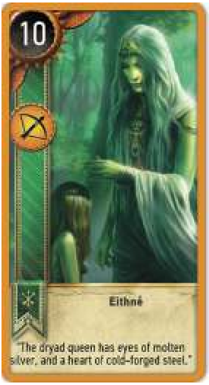

Philippa Eilhart
"Soon the power of kings will wither, and the Lodge shall seize its rightful place."

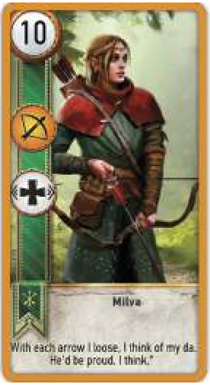

Dethmold
"I once made a prisoner vomit his own entrails... Ah, good times..."

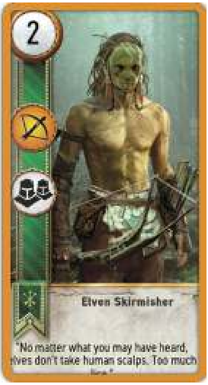

Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

Northern Realms (Ranged Units) (9 Cards)

The Northern Realms have the least number of Ranged Units, both compared to other rows (nine compared to 16 Close Combat and 13 Siege) and other factions. There's only one Hero too (the almost indomitable Philippa Eilhart; play her when you expect to win the round). Dethmold is a reasonable fellow to employ (6 points non-Hero), but only before you gather better cards. However, what this row lacks in numbers, it makes up for with the Cinfrid Reavers Dragon Hunters; three cards with a Tight Bond to thoroughly bolster your points total, and cause an almost instant Scorch by any competent foe. So play these Hunters later rather than sooner, or try to bait a foe into playing Scorch first. If you're tackling a Northern Realms Ranged Row, be ever mindful of the Cinfred Reavers' Tight Bond, and nullify it as a matter of importance.

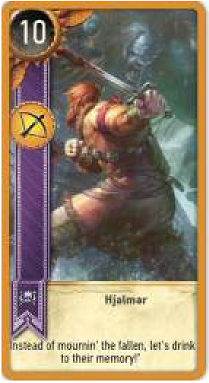

10
Eithné
"The dryad queen has eyes of molten silver, and a heart of cold-forged steel."

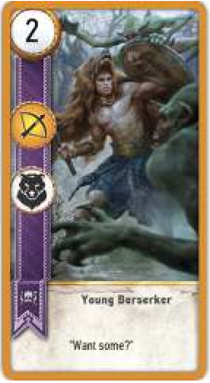

10
Milva
"With each arrow I loose, I think of my da
He'd be proud, I think."

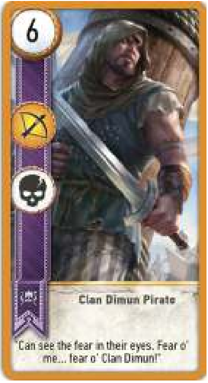

2
Elven Skirmisher
"No matter what you may have heard,
lves don't take human scalps. Too much

Scoia'tael (Ranged Units) (24 Cards)

With a vast number of Agile units, the Scoia'tael can play even more total cards in this row compared to the Close Combat (22). However, 15 of this total are "true" Ranged cards that are only placed in this row. Aside from the flexibility this brings, you have three Heroes (Eithne, Saesenthessis, and Iorveth), and Milva with her Morale Boost (which can quickly add a huge bonus to this already-stacked row). Milva isn't a Hero though, so she's very susceptible to Scorch. Also present are three Elven Skirmishers (with Muster; useful to quickly sort out a win or add points immediately despite their low point value). Don't count out the three Havekar Healers either; though they have zero Points, their Medic ability allows you to return much higher point cards back into play. Going against a Scoia'Tael ranged row? Bring more Scorch and Torrential Rain than for any other deck, and focus on your other rows if you see a buildup of enemy cards here.


10
Hjalmar
Instead of mournin' the fallen, let's drink to their memory!"


2
Young Berserker
"Want some?"

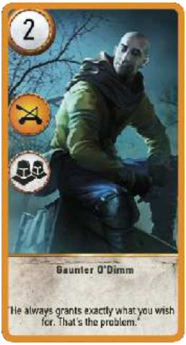

6
Clan Dimun Pirate
"Can see the fear in their eyes. Fear o' me... fear o' Clan Dimun!"

Skellige Clans (Ranged Units) (13 Cards)

Olaf offers his Agile ability to bolster this or the Close Combat row; and his Morale Boost can add further bonuses your opponent may not be expecting. Hjalmar is a good, old-fashioned mayhem machine; a Hero worth ten points. Ermion is more cunning; though his points value is good (eight), he should always be partnered with the three Young Berserkers, bolstering each of their attack strength from two to wight. Light Longships offer a great and quick 12-point addition due to their Muster, and the Clan Dimun Pirate is an incredible find; he has a Scorch ability that is applied to any row (including your own; he doesn't discriminate between friend or foe, just like a Special Scorch card)! Partner him with a Medic to devastate your enemy.

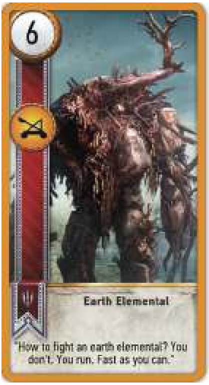
UNIT TYPE: SIEGE UNITS (29 CARDS)

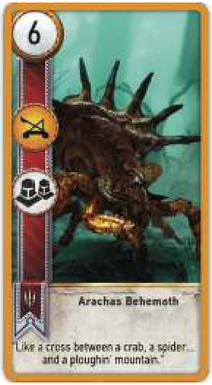
Of the three unit types, Siege units are by far the least in number. Aside from the Northern Realms, there is a distinct lack of Siege cards in Neutral and Faction lists (29 Siege cards in total, compared to 75 Ranged and 115 Close Combat). This means Siege cards aren't used as often. Tactically, this allows you to ignore Torrential Rain compared to other Weather cards, as the chances of these being effective are statistically less (unless you're playing against Northern Realms). However, this tactic is just what the enemy might want you to think; so always keep a few Siege cards handy to trounce a foe who is focusing elsewhere. This allows you to win much more often than you think!

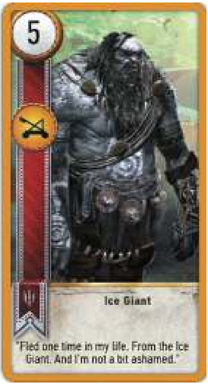

2
Gaunter O'Dimm
"He always grants exactly what you wish for. That's the problem."

Neutral Cards (Siege Units) (1 Card)

The Gaunter O'Dimm card offers your only neutral Siege card, and despite his low points total (2), he more than makes up for it with the Muster ability. He's very useful for bringing up to three Ranged cards (Gaunter O'Dimm: Darkness), adding totals to two rows at once and enabling players who don't normally play Monster or Scoia'Tael decks the advantage of using a card with Muster ability.

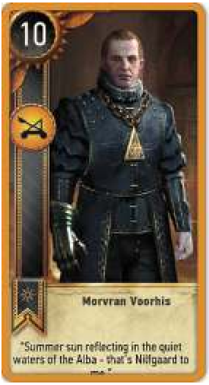

6
Earth Elemental
"How to fight an earth elemental? You don't. You run. Fast as you can."

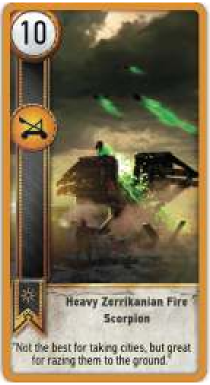

6
Arachas Behemoth
"Like a cross between a crab, a spider... and a ploughin' mountain."

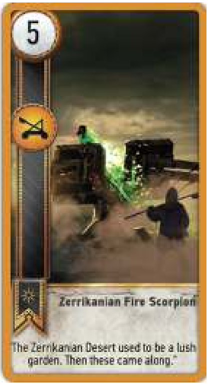

5
Ice Giant
"Fled one time in my life. From the Ice Giant. And I'm not a bit ashamed."

Monster Deck (Siege Units) (4 Cards)

The Monster deck features only four Siege units; the Earth Elemental, Fire Elemental, Arachas Behemoth, and Ice Giant. Three of these are simply mid-point, hard-hitting cards, but the Arachas Behemoth is something of a treat; similar to Gaunter O'Dimm, it is a Siege unit with a Muster to bring in three units in a different row, all at once! In this case, up to three Close Combat Arachas units can be placed (and even Scorch won't strike the lower-point Arachas; the Behemoth takes the damage, leaving you with a good point total even after a Scorch). This also allows you to strength two rows at once, divide your opponent's attention, and provides a huge points influx. Expect a foe to play this to win, or later into a match, and react with Scorch, Torrential Rain, or Biting Frost to rid yourself of all Arachas units.

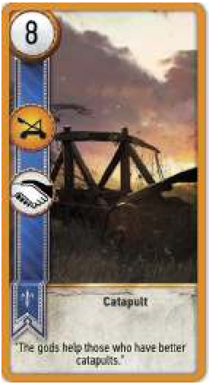

10
Morvran Voorhis
"Summer sun reflecting in the quiet waters of the Alba - that's Nilfgaard to

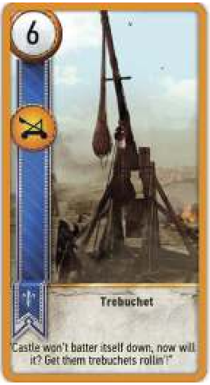

10
Heavy Zerrikanian Fire Scorpion
"Not the best for taking cities, but great for razing them to the ground."

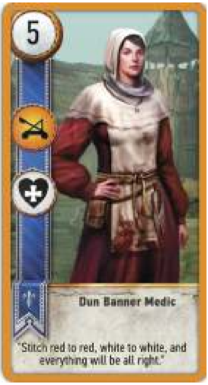

5
Zerrikanian Fire Scorpion
"The Zerrikanian Desert used to be a lush garden. Then these came along."

Nilfgaardian Empire (Siege Units) (6 Cards)

The Nilfgaard have a couple of interesting Siege units (and more than the Monster and Scoia'Tael decks combined). The first is Morvan Voorhis, who is the only Siege Hero in the game. The Heavy Zerrikanian Fire Scorpion offers tremendous points (10) but isn't a Hero card, and usually the first one to be lost to Scorch; so play it late. Otherwise, your card lists are mid to low-level in points total, though the regular Zerrikanian Fire Scorpion is handy in earlier Gwent bouts. Playing against the Nilfgaard? Then place more Torrential Rain cards than normal, due to the higher chances of a Siege card being played. and torch those Fire Scorpions with Scorch!

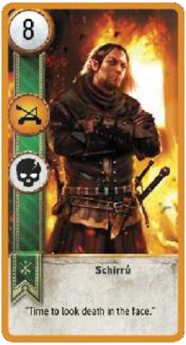

8
Catapult
"The gods help those who have better catapults."


6
Trebuchet
"Castle won't batter itself down, now will it? Get them trebuchets rollin'!"


5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

Northern Realms (Siege Units) (12 Cards)

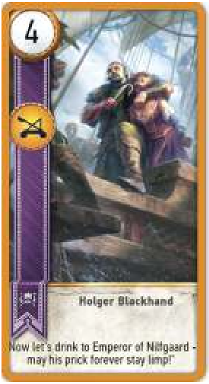
By far the most effective at Siege-related tactics, the Northern Realms Faction has only four fewer Siege cards than Close Combat cards! Earlier into your Gwent matches (before higher-point cards become available), utilizing your mid-point level Trebuchets and Ballistas, with the Morale Boost of a Kaedweni Siege Expert (or three) is a great plan. The Dun Banner Medic is also a high-point Medic card useful to bolster and bring a card back. Both of the Catapults are vicious (8 Point), and feature Tight Bond, but they are susceptible to Torrential Rain, Scorch, and the tactics of using Spies offers slightly better results. When playing against Northern Realms, stack your deck with many more Torrential Rain cards, as you know your foe's Siege rows are going to be more packed than with any other Faction (and refrain from using too many Siege units yourself).

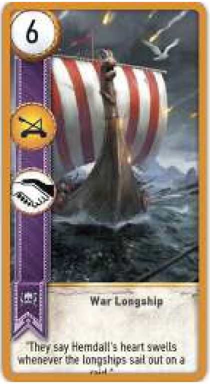

8
Schirrú
"Time to look death in the face."

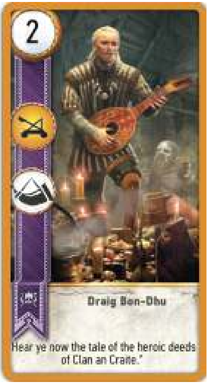
Scoia'tael (Siege Units) (1 Card)

A single, solitary card (Schirru) is the only available siege unit. This means it should be employed (in case your main Close

Combat and Ranged rows are nullified by Weather, for example), especially against opponents who favor Siege weaponry. Aside from the high points (8), Schirru has a Scorch ability against Siege rows. Therefore, he's very helpful to decimating the back row of a Northern Realms (and to a lesser extent a Nilfgaard) Faction player, especially if the attack occurs after a Torrential Rain! Opponents need to watch for this card, but after it is played, don't expect much else on this row. Think about bolstering your Siege rows with Gaunter O'Dimm; it's the only other option for a Scoia'Tael player!


4
Holger Blackhand
Now let's drink to Emperor of Nilfgaard - may his prick forever stay limp!"


6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."


2
Draig Bon-Dhu
Hear ye now the tale of the heroic deeds of Clan an Craite."

Skellige Clans (Siege Units) (5 Cards)

Of the five available Siege cards, Holger Blackhand offers minimal help to your cause, but the three War Longship cards and Draig Bon-Dhu are great to partner together. The War Drakkers (6 point) have a Tight Bond ability, while Draig brings the Commander's Horn to further augment the row. Think about adding some Neutral Siege units, perhaps with King Bran's Leader ability, to further bolster this row, adding flexibility to your game.

UNIT ABILITY: HERO (25 CARDS)

There are 25 Hero cards available (five Neutral, and four for each Faction). Hero cards are not affected by any Special Cards or abilities. This is both good and bad news for the Gwent player. It means (for example) that even if Geralt of Rivia (Neutral), Imlerith (Monster), Morvran Voorhis (Nilfgaard), Vernon Roche (Northern Realms), or Saesenthessis (Scoia'Tael) are Scorched, or subjected to Weather effects (Biting Frost, Impenetrable Fog, or Torrential Rain), they remain in place with no diminishment of their points total. However, it also means that Heroes don't receive the benefits of the Decoy, Commander's Horn, Morale Boost, or Medic. Be wise to the opportunities (and shortfalls) this creates.

- Decoy-Proof: You cannot swap a Hero with a card in your hand, and therefore, you are unable to plan the more advanced tactics (Decoy with Medic for example) using Hero cards.
- Commander's Horn Proof: They receive no bonus from the Commander's Horn boost, meaning this card is less helpful in Hero-heavy decks (and so you may wish to refrain from adding it to those deck builds).
- Scorch-Proof: Heroes are unaffected by Scorch, meaning you can play them without fear of them being removed.
- Weather Proof: Heroes ignore Biting Frost (Close Combat), Impenetrable Fog (Ranged), and Torrential Rain (Siege). As some Leader cards have a variation on this ability, this lessens the power of those cards, too; so check what Leader your adversary is using and react accordingly.

HEROES: KNOW WHEN TO HOLD THEM; KNOW WHEN TO FOLD THEM

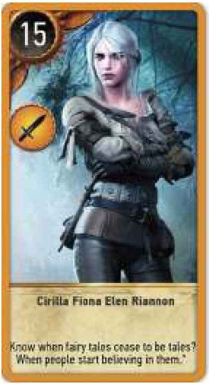
The biggest plus is that Hero cards are dependable: Play Hero cards to maintain a points total on the battlefield that you know won't be diminished by Weather or Scorch. They remain on the battlefield for the entire round, and will always add to your points total no matter what your opponent throws at you!

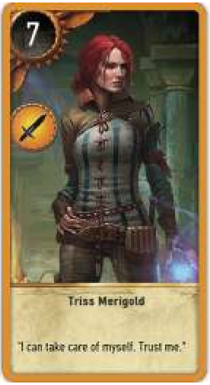
Don't play Hero cards if you're thinking of using them in a later round, as they can't be reused in a match. Instead, you may want to "bulk up" your total by passing the first round, and sending out your Heroes to guarantee a second and third round win, once your foe's best cards (or their own Heroes) are used up in the initial round.

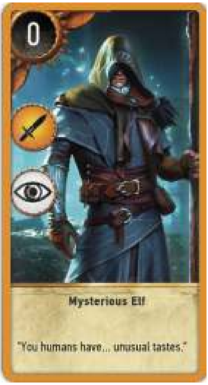
Don't waste Heroes securing a win after an opponent has passed; always use a card (or cards) that has a lesser value, or one you can more easily Medic back into play.

Heroes can be less effective compared to certain combinations of cards with other abilities. For example, in the Northern Realms deck, you can take up three spaces in your deck by picking Vernon Roche, John Natalis, and Esterad Thyssen for your Close Combat deck (a total of 30 points). But you could also pick three Crinfrid Reavers Dragon Hunters (each is a 5 points card). But when all three are placed with Tight Bond, their total becomes 45; 15 points higher than the Heroes (and on the Ranged row, which is sometimes less frequented by other cards, and therefore less susceptible to a foe's Weather attack). Weigh the chances of picking these cards when you make your deck.

Bolster your Faction deck by adding Neutral Heroes into your deck. But don't overdo it (if you have a complete Gwent collection) as you may find Medics, Spies, and Decoy cards more helpful if you employ tactics related to these abilities, and those card types won't appear as often if you stack your deck with Heroes.


15
Cirilla Fiona Elen Riannon
"Know when fairy tales cease to be tales? When people start believing in them."

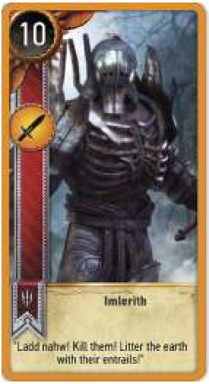

7
Triss Merigold
"I can take care of myself. Trust me."

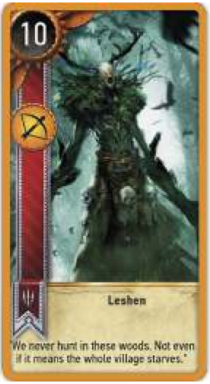

0
Mysterious Elf
"You humans have... unusual tastes."

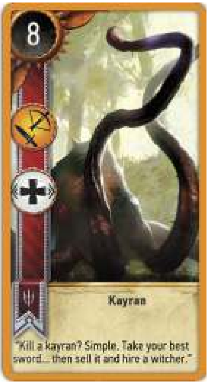
Neutral Cards (Hero Ability) (5 Cards)

Of the five available Neutral Heroes, Geralt of Rivia, Cirilla Fiona Elen Rianno, and Triss Merigold have no other abilities; they are here to simply add points totals to your round. As Geralt and Ciri both add a whopping 15 points each, they are incredibly useful and dangerous, and should be in your hand at all times. Triss, with her 7 points, is much less effective, works well in beginning and mid-level decks, but is usually ignored when you have a complete collection and need to reduce your deck size; as there are many other more potent cards to pick.

Yennefer is one of seven ranged Heroes but the only neutral ranged Hero, meaning she's useful to bolster decks needing help in this row (such as the Monster deck), as well as adding to an already-potent row in a Nilfgaard or Northern Realms deck. She is also only one of two Hero Medics, so has this flexibility of use. This is especially helpful to decks that normally cannot utilize a Medic, such as Monster decks. The Mysterious Elf is another amazing card, as the zero points total means your opponent won't receive a points addition, but will have the detrimental antics of your Spy to deal with!

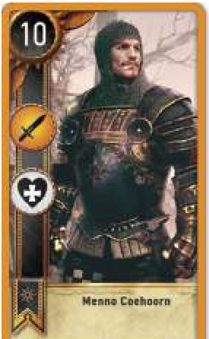

10
Imlerith
"Ladd nahw! Kill them! Litter the earth with their entrails!"

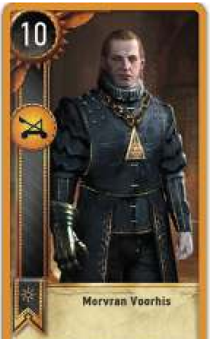

10
Leshen
"We never hunt in these woods. Not even if it means the whole village starves."

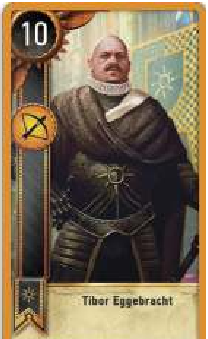

8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

Monster Deck (Hero Ability) (4 Cards)

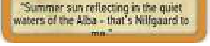
Draug and Imlerith are both giant monstrosities of pain with 10 points each to bring to a close combat row. Leshen offers the same points, but is ranged (and should be the centerpiece of a ranged row, which won't be facing the same kind of attention as your close combat troops will). Kayran offers something no other card can; three abilities! Aside from a Hero, it is Agile (and therefore more flexible in its placement), and gives the row you place it in a Morale Boost, though it only is worth eight points. All four Heroes should be chosen no matter what bout you're attempting.

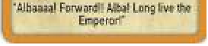

10
Menno Coehoorn


10
Morvran Voorhis


10
Tibor Eggebracht

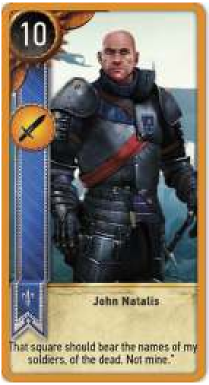
"I'll take an attentive reconnaissance unit over a fine cavalry brigade any day."

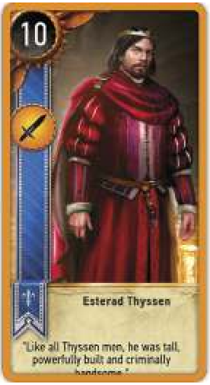

"Summer sun reflecting in the quiet waters of the Alba - that's Nilfgaard to

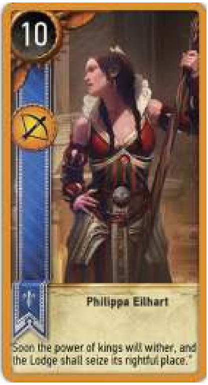

"Albaaaa! Forward!! Alba! Long live the Emperor!"

Nilfgaardian Empire (Hero Ability) (4 Cards)

Three of the Nilfgaardian Heroes offer no other ability, but each is positioned on a different row (Letho of Gulet is Close Combat, Tiber Eggebracht is Ranged, and Morvran Voohris is the only Siege unit Hero in the game). This makes your Nilfgaard Heroes versatile, and your Siege row more potent than most. Menno Coehoorn is close combat, but also a Medic, giving you additional flexibility to use this ability. All Nilfgaard Heroes have 10 points.

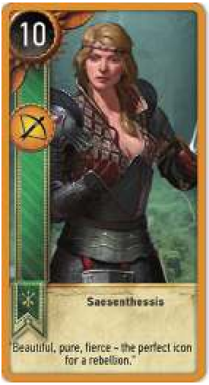

10
John Natalis
"That square should bear the names of my soldiers, of the dead. Not mine."

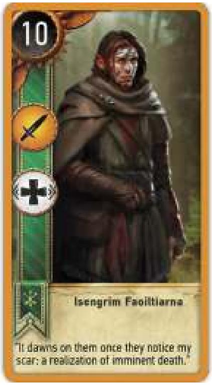

10
Esterad Thyssen
"Like all Thyssen men, he was tall, powerfully built and criminally handsome."

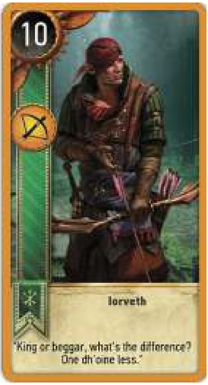

10
Philippa Eilhart
"Soon the power of kings will wither, and the Lodge shall seize its rightful place."

Northern Realms (Hero Ability) (4 Cards)

The four Northern Realm Heroes offer tremendous points totals (10 each), and three of them (Vernon Roche, John Natalis, and Esterad Thyssen) are close combat cards. Only Philippa Eilhart is a ranged Hero. This means you're more likely to bolster your close combat row than any other; this knowledge means enemies should attempt to focus on neutralizing the other cards surrounding these Heroes to minimize your total points.

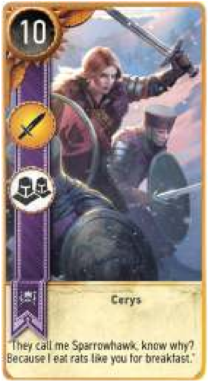

10
Saesenthessis
"Beautiful, pure, fierce - the perfect icon for a rebellion."

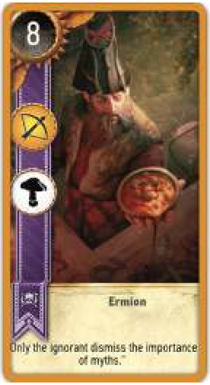

10
Isengrim Faoiltiarna
"It dawns on them once they notice my scar: a realization of imminent death."

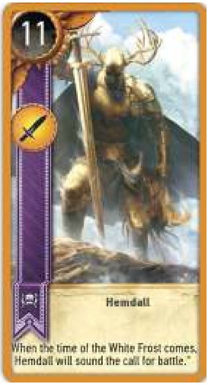

10
Iorveth
"King or beggar, what's the difference? One dh'oine less."

Scoia'tael (Hero Ability) (4 Cards)

Of the four Scoia'Tael Heroes, three of them offer a large points total (10) at the Ranged level; Eithne, Saesenthessis, and Iorveth. Only Isengrim Faolitiama offers a close combat row increase and a ten point total, with a Morale Boost to boot. This allows you to increase both your front rows with different types of Hero, though swapping out two of your ranged Heroes with Geralt and Ciri (if you're minimizing your deck bloat) is a good idea.


10
Cerys
"They call me Sparrowhawk, know why? Because I eat rats like you for breakfast."


8
Ermion
"Only the ignorant dismiss the importance of myths."

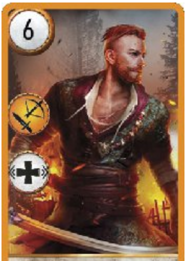

11
Hemdall
"When the time of the White Frost comes, Hemdall will sound the call for battle."

Skellige Clans (Hero Ability) (4 Cards)

Cerys should be the main striking force of your Skellige deck as her prowess cannot be understated; she immediately summons your three Shield Maiden units using a special Muster ability. Note that the Shield Maidens can't summon Cerys! As each Shield Maiden (4 points) has a Tight Bond, this is an instant 46 point total with all four cards played! Hjalmar is a great Ranged Hero (10 points), and Ermion is also splendid to play, either without, but ideally with, the Young Berserkers (2 points each), as his Mardroeme ability turns all three of them into Transformed Young Vildkaarls (8 points each). Finally, Hemdall is also available; an 11-point killing machine that only appears once you play Kambi (0 points) and it is discarded. Hemdall can turn the tide of battle in the later rounds with the appropriate pre-planning.

UNIT ABILITY: AGILE (14 CARDS)

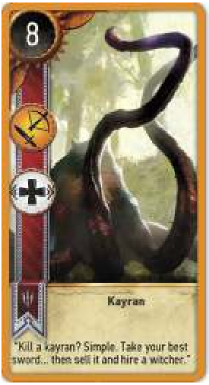
Agile units simply allow you to position them on either your Close Combat or Ranged rows of the battlefield (once placed, they cannot be moved to a different row unless discarded and brought back with a Medic). This simple ability can turn the tides of matches simply because you have the flexibility to avoid placing cards on rows you know a foe is likely to be targeting with Weather cards, or to bolster a row in need of help. Is a Biting Frost covering your close combat units? Without Clear Weather, place Agile cards on your Ranged row instead. Only Monster and Scoia'Tael decks have such cards; the Nilfgaard and Northern Realms have no troops with this ability (unless Olgierd is added to your deck).

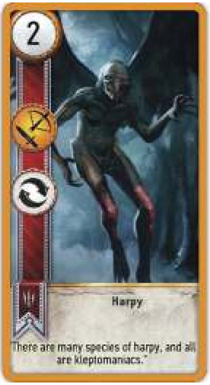


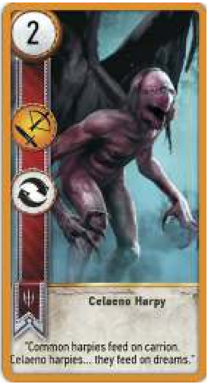
Olgierd von Everec
"At least you now know I don't easily lose my head."

Neutral Cards (Agile Ability) (1 Card)

Only Olgierd von Everec has the agile ability among the Neutral cards, and although his points total is only above average (6), and he isn't a Hero, he does provide a Morale Boost too. This can be useful for decks without Agile cards (like a Monster deck) allowing you to spread your cards over more than one row. But there are better ways to combat your one-row approach (Clear Weather to remove Biting Frost, and watching for Scorches before piling on the pressure).

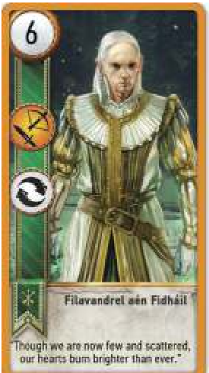

8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

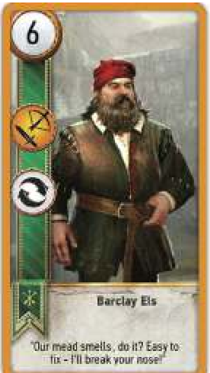

2
Harpy
here are many species of harpy, and all are kleptomaniacs."

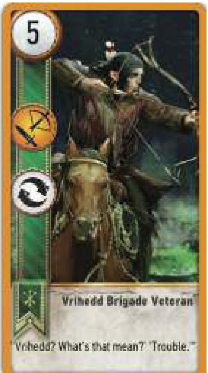

2
Celaeno Harpy
"Common harpies feed on carrion. Celaeno harpies... they feed on dreams."

Monster Deck (Agile Ability) (3 Cards)

Only three Monster deck cards have this ability, and two of them are very low point cards (Harpy and Celaeno Harpy with 2 points each); use those to steal a win from a passing opponent, and remove them at higher levels of Gwent playing. The stand-out card is the Kayran; it is a Hero and immune to special attacks, and offers a Morale Boost to either row; fantastic if you're building up a Ranged Row (if your close combat row has problems you can't overcome), or adding to an already-stellar close combat row.


6
Filavandrel aén Fidháil
"Though we are now few and scattered, our hearts burn brighter than ever."


6
Barclay Els
"Our mead smells, do it? Easy to fix – I'll break your nose!"

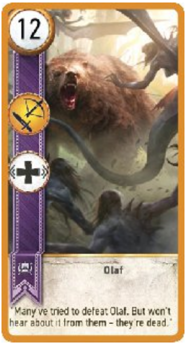

5
Vrihedd Brigade Veteran
"Vrihedd? What's that mean?" "Trouble."

Scoia'tael (Agile Ability) (9 Cards)

The supreme flexibility of the Scoia'Tael is demonstrated by their large number of Agile cards (9), though only cards with a point value of 6 should be considered as the mainstay of your deck in later matches. All Agile cards here have no other abilities; simply pick the row you want them in. Once all the Scoia'tael cards are found, it is better to remove all these cards from your deck, replacing them with Heroes and higher-point value Neutral cards (as these are more effective).

Skellige Clan (Agile Ability) (1 Card)

The mighty Olaf is a 12-point non-hero with Agility and Morale Boost, making him a tremendous asset in battle, but also one that is highly susceptible to Scorch. Use him to bolster either row, and use his lack of Hero status as a bonus; you can Medic him back into play to cause another round of problems for the enemy. Simply look to which row needs Olaf's help before placing him. For example, he can bolster your Berserker (Close Combat) or Young Berserkers (Ranged), adding more points to already-augmented troops. For this reason, you may find playing him later in a round is most helpful.


12
Olaf
"Many've tried to defeat Olaf. But won't hear about it from them – they're dead."

UNIT ABILITY: BERSERKER (4 CARDS) AND MARDROEME (4 CARDS)

The Berserker ability is only available to two particular units in the Skellige Clans faction, and is only accessible when used in conjunction with the Mardroeme card (or Ermion's Mardroeme ability). This transforms a normally mediocre unit into a rampaging Vildkaarl with a much greater points value. There is a single Berserker/Transformed Vildkaarl (4/14 points) available for the Close Combat row, which can only be transformed using the Special Mardroeme card. The Transformed Vildkaarl also has the Morale Boost ability, but only when transformed. There are also up to three Young Berserker/Transformed Young Vildkaarls (2/8 points, with a maximum of 6/24 points when all three are played) available for the Ranged row. These are transformed using either the Mardroeme or Ermion's Mardroeme ability (as Ermion can only be placed on the Ranged row). The Transformed Young Vildkaarls also have the Tight Bond ability, but only when transformed.

BERSERKER CARDS: KNOW WHEN TO HOLD THEM

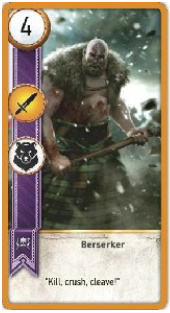
Don't forget the three Special Mardroeme cards to obtain, as these should be employed on either your Berserker or Young Berserker. However, don't use up a Mardroeme on your Young Berserkers if Ermion can be played; at the expense of not transforming your Close Combat Berserker (who can't be influenced by Ermion). Remember never to place a Mardroeme on your Siege row, as there are no Berserker cards that are placed there!

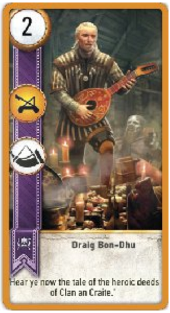
Berserkers are an option when you need a quick additional points increase, and you've already committed these cards into play. Berserkers aren't anywhere near as useful without the Mardroeme cards, so ensure you have both in your hand at the start of a game. Remember there's a chance you might not draw either; a shortfall of this ability. Also remember you can use your Young Berserkers in groups of one, two, or three, depending on how the bout is going (though as Transformed Young

Vildkaarls, they have a Tight Bond ability, increasing your points value when more of them are together).

The three available Mardroeme cards are also great to stack in your Skellige Clans deck, as you can use them even if all Berserkers have been played (to "burn" a card in the hopes your foe plays something or you're drawing down your foe).

Berserkers are good troops to sacrifice as Scorch-bait. For example, the Berserker (4 points), transforming him into a Transformed Vildkaarl (now worth 14 points) if you're subsequently planning on placing Clan an Craite Warriors (Close Combat Tight Bond cards) or Olaf (a 12 point non-hero) and want to shield these other cards from your foe's scorching wrath.


4
Berserker
"Kill, crush, cleave!"

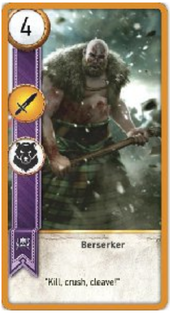

2
Draig Bon-Dhu
"Hear ye now the tale of the heroic deeds of Clan an Craite."

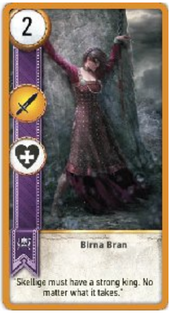
BERSERKER CARDS, COMMANDER'S HORN, AND MORALE BOOST

The Berserker / Vildkaarl, when transformed, has the Morale Boost ability included, making it another option to play if you wish to further bolster your Close Combat row. It can also utilize the Commander's Horn ability.

Young Berserkers / Young Vildkaarls utilize the bonuses of both the Commander's Horn and Morale Boost from other cards, further augmenting their ability, though it doesn't matter if the Young Berserkers have transformed or not.

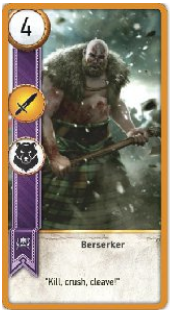
Berserkers don't have the multiple points totals of a Tight Bond or Muster group. Young Berserkers do have the Tight Bond bonus, but as they must be individually drawn and placed (along with a Mardroeme employed), the chances of further augmentation is smaller than other ability types.

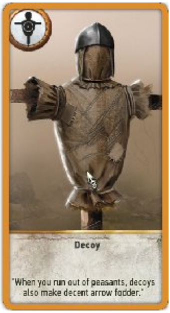

4
Berserker
"Kill, crush, cleave!"


2
Birna Bran
"Skellige must have a strong king. No matter what it takes."

BERSERKER CARDS AND MEDICS

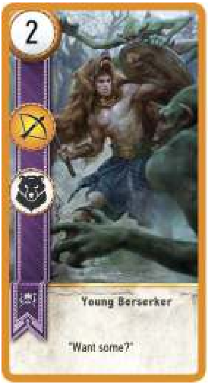
Berserkers are a good choice to employ with Medics, but only if you're confident you can play a Mardroeme with them. As Mardroeme cards can't be returned to play (except using Crach an Craite's Leader ability), only use a Medic to bring back a Berserker if you're holding a Mardroeme card.

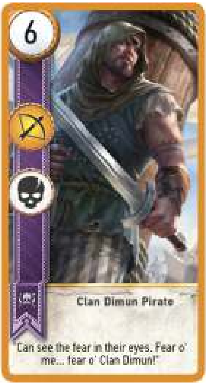

4
Berserker
"Kill, crush, cleave!"

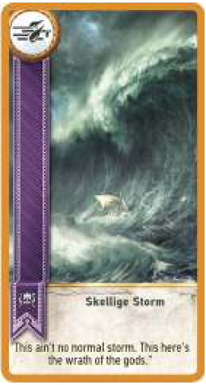


BERSERKER CARDS AND DECOYS

Decoys can be helpful if you have no other option but to play a Berserker card, and then wish to bring it back and save it for a more cohesive strategy in a later round. Remember that Mardroeme (and Ermion) can't be brought back with Decoys, so choose which of these two types (Berserker or Mardroeme) to "waste" if you can't play them in unison. It's usually a good idea to use Decoy with Berserkers only if you know you have a Mardroeme waiting to play later.


2
Young Berserker
"Want some?"


6
Clan Dimun Pirate
"Can see the fear in their eyes. Fear o' me... fear o' Clan Dimun!"

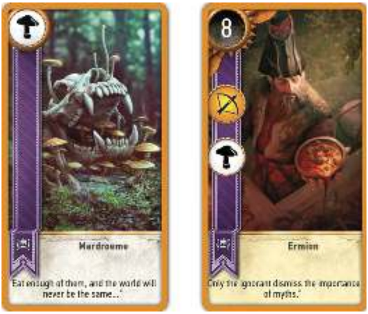

Skellige Storm
"This ain't no normal storm. This here's the wrath of the gods."

BERSERKER CARDS, SCORCH, AND THE WEATHER

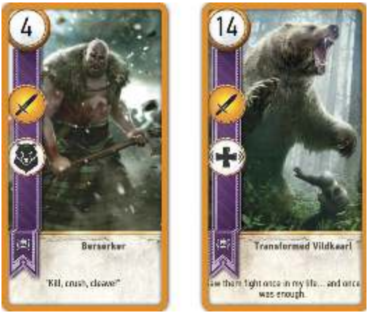
Berserkers are easily scorched, especially when transformed into Vildkaarls; it is wise to wait your opponent out until they play a Scorch card, and then play your Mardroeme. Berserkers are less susceptible to Scorch before they transform, so should be played earlier in a bout or game, so they can sit in a row for a while until your foe has exhausted their Scorch cards. Only then should they be transformed.

SKELLIGE CLANS (BERSERKER AND MARDROEME ABILITIES) (5 CARDS)

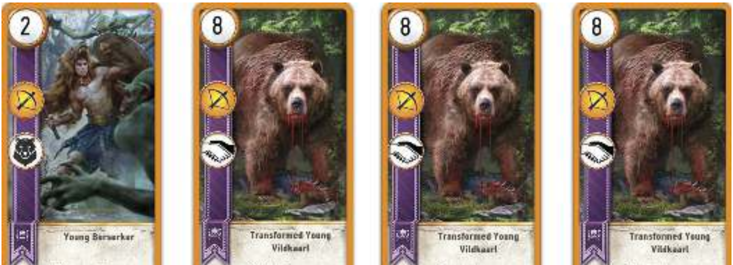
Your Close Combat row only benefits from a single Berserker/Transformed Vildkaarl. Your Ranged row benefits from up to three Transformed Young Vildkaarls, which can provide single, double, or triple benefits with a single Mardroeme, especially as a Young Vildkaarl's value increases with the Tight Bond ability (only accessible once they are transformed). Ermion is always partnered with the Young Berserkers, so make a mental note these two card types go together (as Ermion is a Ranged unit only, and his ability is only useful with them). There's no need to overuse multiple Berserkers if you have additional Mardroeme waiting to play. Overkill isn't necessary if you can eke out a win, before using your other Mardroeme and Berserkers (and using Medics to bring back Berserkers) in subsequent rounds.


Mardroeme
'Eat enough of them, and the world will never be the same...'
8
Ermion
'Only the ignorant dismiss the importance of myths.'

Mardroeme (3 cards) and Ermion's Mardroeme Ability Cards.

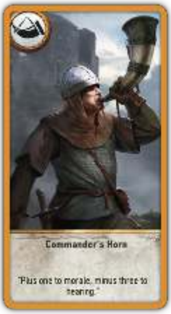

4
Berserker
'Kill, crush, cleave!'
14
Transformed Vildkaarl
aw them fight once in my life... and once was enough.

Berserker (4 points) transforms to Vildkaarl (14 points). Note the Morale Boost ability when transformed!


2
Young Berserker
8
Transformed Young Vildkaarl
8
Transformed Young Vildkaarl
8
Transformed Young Vildkaarl

UNIT ABILITY: COMMANDER'S HORN (6 CARDS)

The Commander's Horn doubles the strength of all non-Hero unit cards in that row. Only one Horn can be placed per row. There are only six cards (four Special cards, Dandelion the two-point Neutral Close Combat non-hero, and Draig Bon-Dhu the two-point Skellige Clan Siege non-hero) with this ability.


Commander's Horn
"Plus one to morale, minus three to hearing."

COMMANDER'S HORN: TOOTING YOUR OWN HORN WITH TIGHT BOND UNITS

Commander's Horn
"Plus one to morale, minus three to hearing."

The Commander's Horn is a boon when placed with high-value, non-hero cards, such as the 10 point Black Infantry Archers of the Nilfgaard, or the 8-point Catapults of the Northern Realms. The latter is especially devastating, as doubling the strength of a unit with a stacked ability can make them even more powerful (and unfortunately, subject to Scorch attacks).

For example, if you were to use the available Catapults in your deck, they have Tight Bond ability which doubles their strength:

- One catapult is worth eight points. With a Horn, it is worth 16 total points.
- Both catapults are worth 16 points each (32 total). With a Horn, they are worth 64 total points!

COMMANDER'S HORN: KNOW WHEN TO FOLD THEM

If you're playing with a number of Hero cards in your deck, lessen the number of Commander's Horns you use, as the Horn has no effect on them.

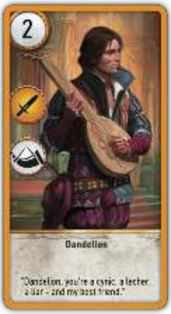
The trick to building a deck with a Commander's Horn or three, is to determine how risky a proposition it is to build a deck with fewer Heroes, and more high-point non-hero cards. Such cards can easily be Scorched, but are also able to be Decoyed and can have Medics used on them time and time again—a slightly riskier but more flexible option.

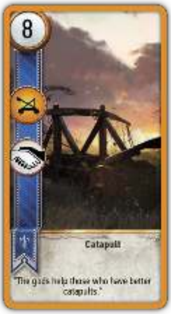
Also use Commander's Horns on rows you know you are going to bolster or focus on, such as the Close Combat row of a Monster Deck, where the more cards you have on a row, the more helpful Commander's Horn becomes.

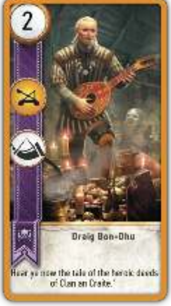
It usually isn't wise to stack your deck with Commander's Horns. Having three or four in your hand (due to a bad draw) limits your ability to add high-point cards on the battlefield; think of Horns more as an afterthought, rather than the mainstay of your deck.

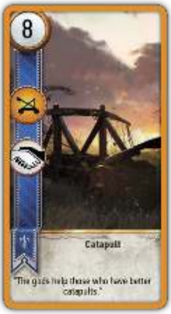
Though occasionally you can place a Commander's Horn without having any other cards on that row, in order to feint your opponent, see how they react, or simply burn a Commander's Horn card in the hopes of getting one more suited to your current tactical plan, this can be seen as a waste.

Usually, it's wise to save a Horn in case you want to lull an opponent into thinking they are just beating you in a points total, before dropping a Horn to clinch a round.


2
Dandelion
"Dandelion, you're a cynic, a lecher, a liar - and my best friend."


8
Catapult
"The gods help those who have better catapults."


2
Draig Bon-Dhu
'Hear ye now the tale of the heroic deeds of Clan an Craite.'


8
Catapult
"The gods help those who have better catapults."

DANDELION AND DRAIGS' HORNS: THE ONLY HORNS YOU CAN REUSE (2 CARDS)

Dandelion is a unique individual in many ways, and his card is too. It is a non-hero (one of only two Commander's Horns you can "reuse"), the card is Neutral (thus allowing him to be used in any deck), and offer the Horn ability only to the Close Combat row. Therefore, it's great to partner Dandelion with a Close-Combat heavy deck build (such as Monster or Scoia'Tael decks).

Draig Bon-Dhu of the Skellige Clans is the only other character with a Commander's Horn ability, though the fact he is a Siege unit severely impedes his usefulness. Play him only if you're bringing in other Skellige Clans Siege units (or Neutral Siege units) into play.

ABILITY: DECOY

Decoy cards swap with any card on your side of the battlefield and returns that card to your hand. Remember they don't work on Hero cards. There are only three of these Neutral cards available, and in almost every circumstances, they form part of the very best tactical advantages you can attempt in a game of Gwent. Stack your deck with them in almost every circumstance.

Simply put, Decoy cards have two huge advantages:

1. Decoys allow you to reuse other cards with abilities that you crave.

2. Decoys enable you to keep the total number of cards in your hand at the same number (as the swapped card

returned to your deck replaces the Decoy card), and gain a card advantage (so you can out-draw your opponent and usually win).

Try the following tactics depending on your situation, and remember that with three Decoy cards, each tactic can be attempted up to three times:

Decoys and Biding Time

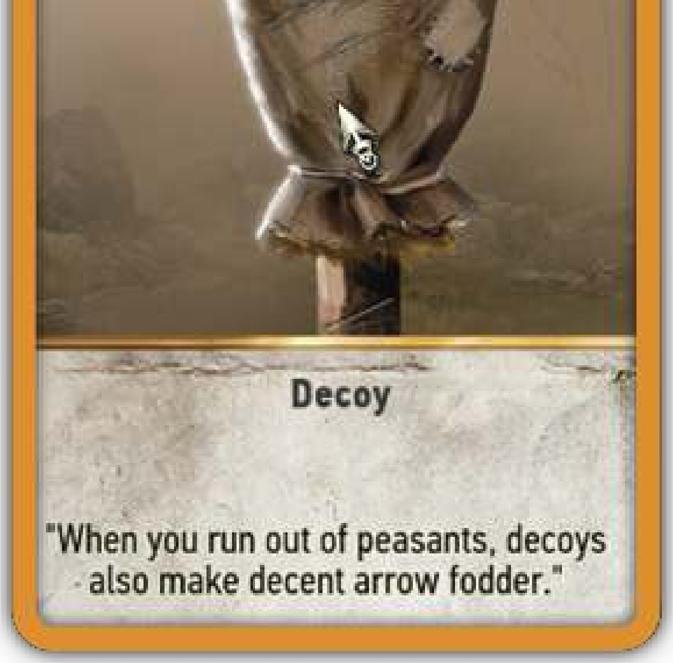
Use the Decoy on any card already in play (including other Decoys) as a simple delaying tactic. As the player with the most cards usually wins, and Decoy cards don't reduce your count (as a card on the battlefield is returned to your hand), you can wait your opponent out.

Decoys and Feinting

Use the Decoy on any card already in play. Use this when you have few cards left, you've played a card you want back, or you want your opponent to think you've played your best cards. For example, if you play Geralt (a Hero card) early in the first round (which isn't usually wise, as Heroes are better played in later rounds), you can take this back with a Decoy after your foe tries to match you and save Geralt for later.

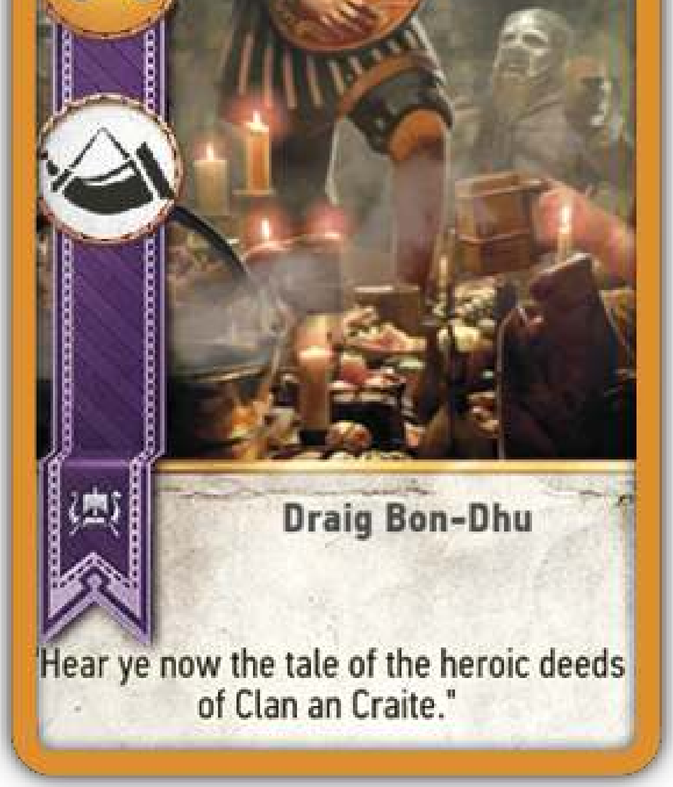
Dandelion

"Dandelion, you're a cynic, a lecher, a liar - and my best friend."



Decoy

"When you run out of peasants, decoys also make decent arrow fodder."

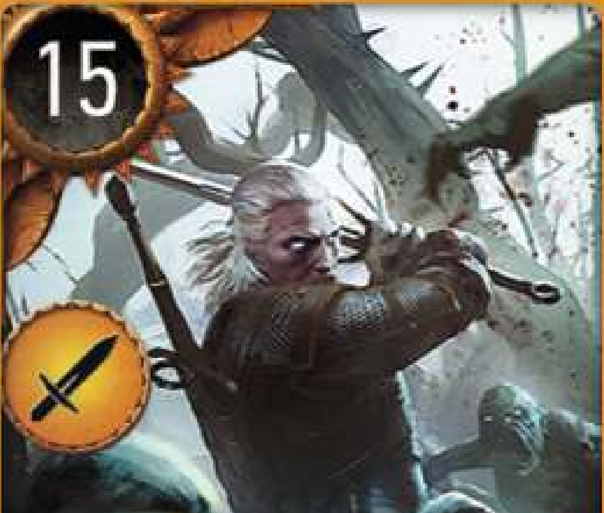


Draig Bon-Dhu

"Hear ye now the tale of the heroic deeds of Clan an Craite."

Decoy

"When you run out of peasants, decoys also make decent arrow fodder."



Geralt of Rivia

"If that's what it takes to save the world, it's better to let that world die."

DECOYS AND BERSERKERS

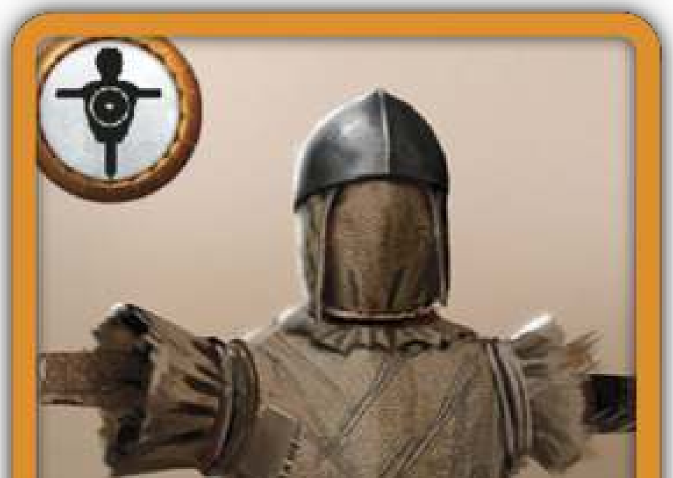
Decoys can be used with the Skellige Clans faction's Berserker cards, but make this a lower priority over cards with other abilities, simply because Berserkers require a Mardroeme in order to transform into Vildkaarls. As Mardroeme cards can't be Decoyed (they are Special and Ermion is a Hero), you may not have the opportunity to employ the Berserker ability again. However, if you're carrying Mardroeme cards, feel free to employ a Decoy card immediately!

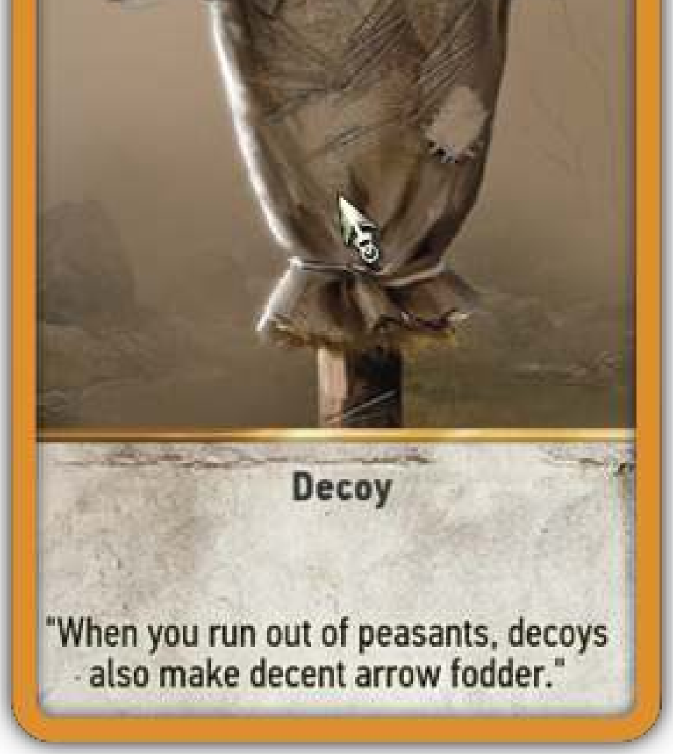
Decoys and Commander's Horn

Who says you can't reuse a Commander's Horn? Normally, these rules apply unless you're utilizing Dandelion (or Draig Bon-Dhu). Though you'd usually want to keep Dandelion or Draig Bon-Dhu to bolster their respective rows, there are times when it makes sense to retrieve either of these characters using Decoy, for example, if the row is affected with Weather Cards that you cannot counter, or you have enough points to beat your foe without the character's bonus and you want to gather either card up for a subsequent round.

Decoys and Morale Boosts

Aside from the Kayran and Isengrim Faoltiama (who are Heroes and can't be Decoyed), there are five units with this ability; which shouldn't be overlooked. As Morale adds +1 to all units in a row, the tactics for Decoying such cards work in a similar way to Dandelion; gather up your Morale Boost card if your row is either too weak to make a difference (affected by Weather cards or completely outclassed by your opponent), or too strong to make a difference (and your Morale Boost bonus won't affect you winning the round). Then play the Morale Boost again when it matters.



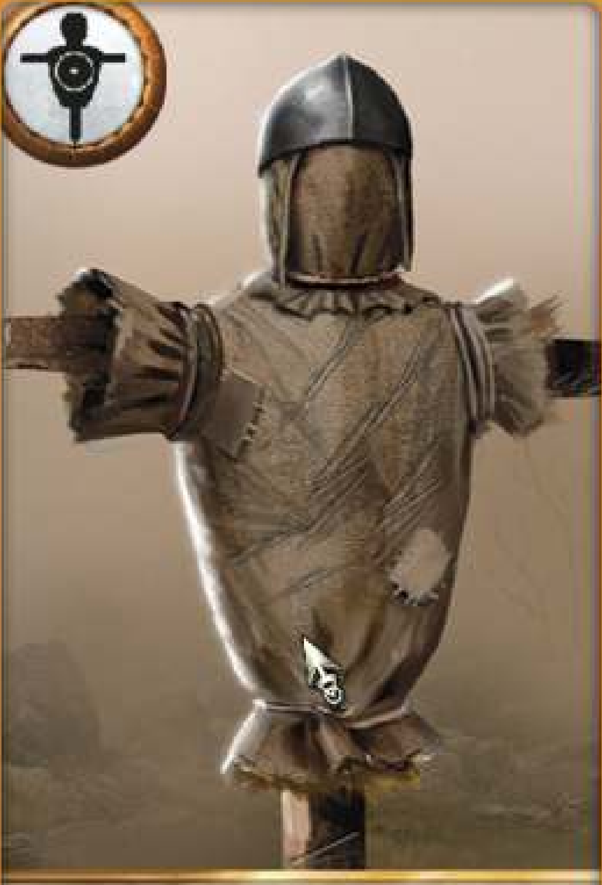


Decoy

"When you run out of peasants, decoys also make decent arrow fodder."

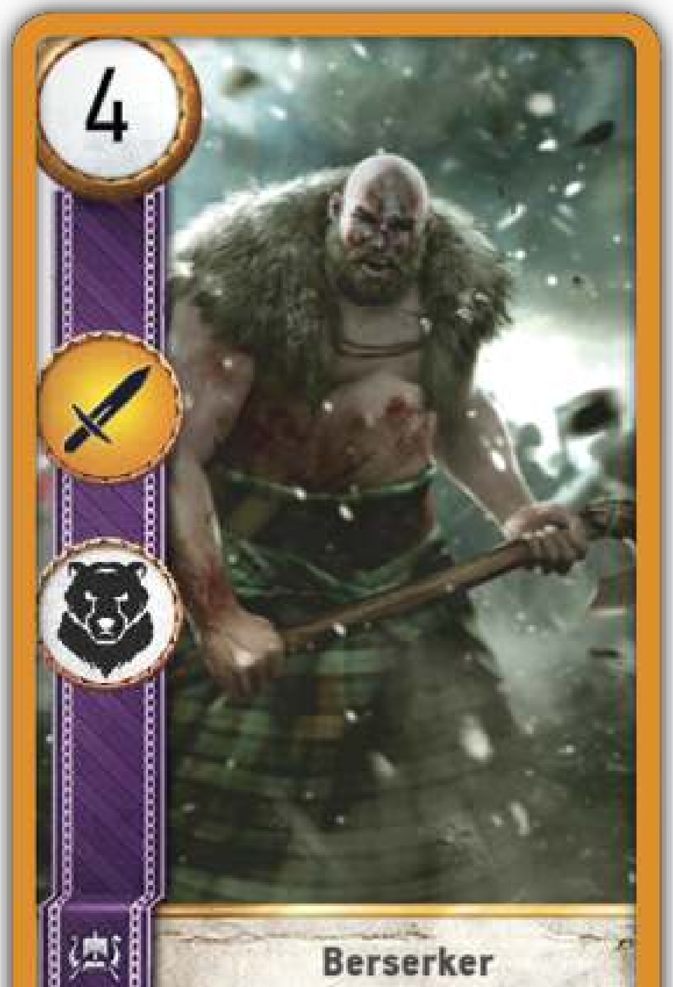
Decoy

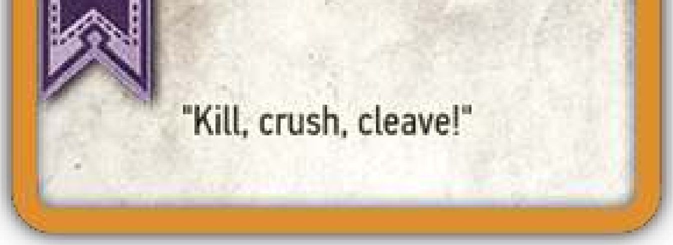
"When you run out of peasants, decoys also make decent arrow fodder."



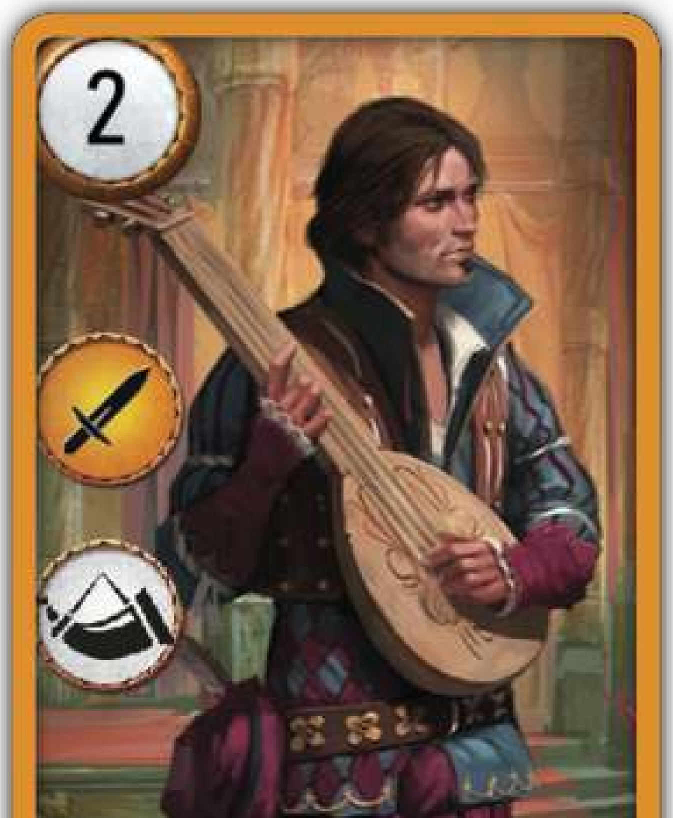
Decoy

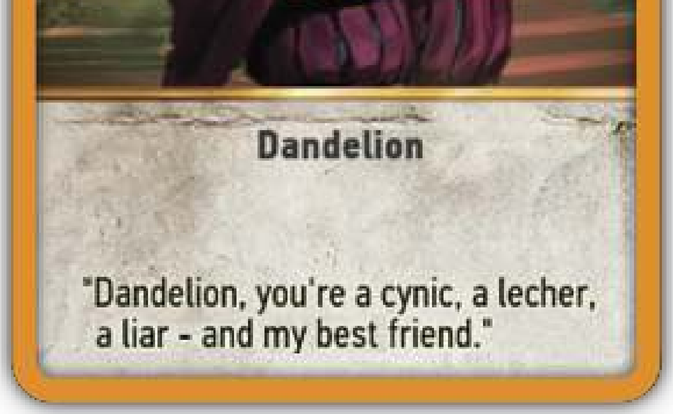
"When you run out of peasants, decoys also make decent arrow fodder."


4
Berserker



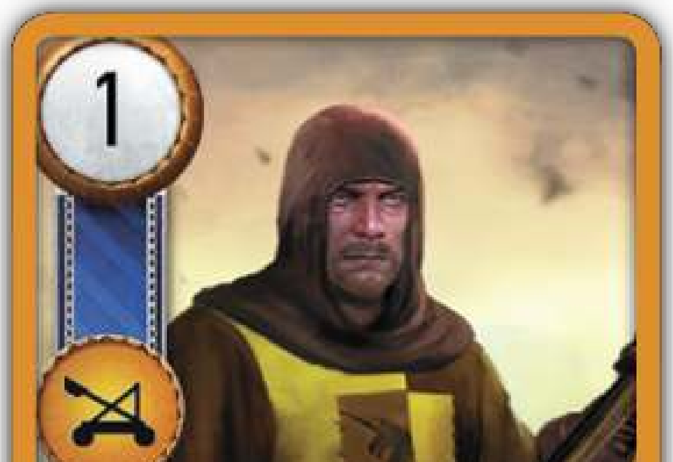
"Kill, crush, cleave!"

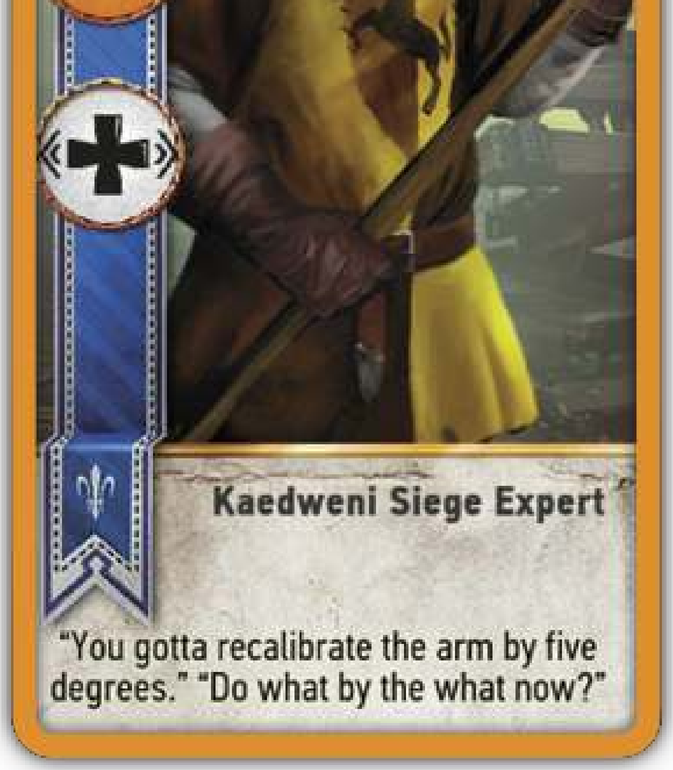




Dandelion

"Dandelion, you're a cynic, a lecher, a liar - and my best friend."




Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

Decoys and Medics

Use in conjunction with a Medic: As the Medic ability allows you to revive a card from your discard pile and play it immediately, you can Decoy the Medic to revive an additional card. If you then use the Medic in one of a variety of ways (see the Medic section for more information) you can thoroughly stall your card attrition, and bring back some fantastic cards from the discard pile of doom!

Decoys and Scorch Character Cards

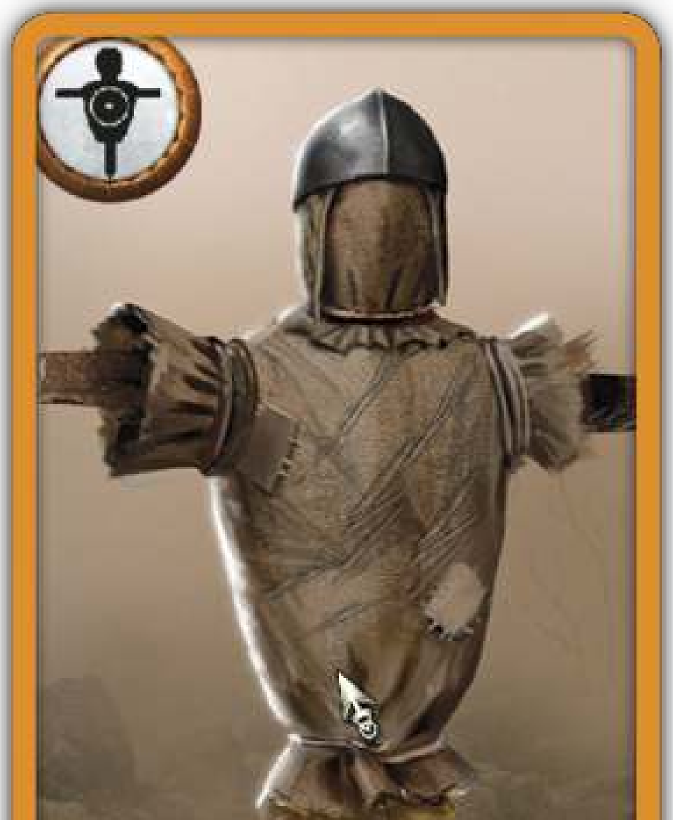
If you have Villentretenmerth, Toad, or Schirru (all with the Scorch ability), you may have a hankering to use them more than once in a bout. So play your Scorch character card (for example, Toad against a Ranged row), demolishing that row. Then use a Decoy to grab the Toad, return it to your deck, and use it again (and again)! Don't forget to use a Weather card before the Scorch attack to completely decimate a row, and use this with a Medic card so your Scorch character can return from the dead (discard pile)!

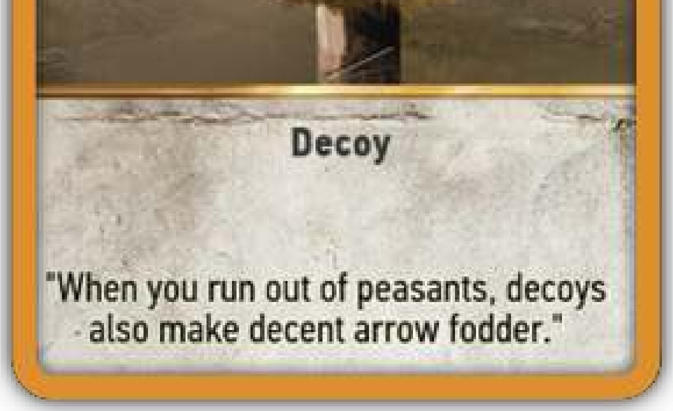
Decoys and Muster Cards

Though not often used (as Muster cards are most effective when summoned at once and grouped together), it is still possible to mount an effective play with a Decoy; but only to retrieve a card your opponent has scorched. For example, if Villentretenmerth has torched all your four-point Arachas cards, but you still have the Arachas Behemoth (which wasn't affected by the flames as it is a Siege card), you can retrieve the Arachas Behemoth with Decoy, then play it again (and return all three front-line Arachases into combat).

Decoys and Spies

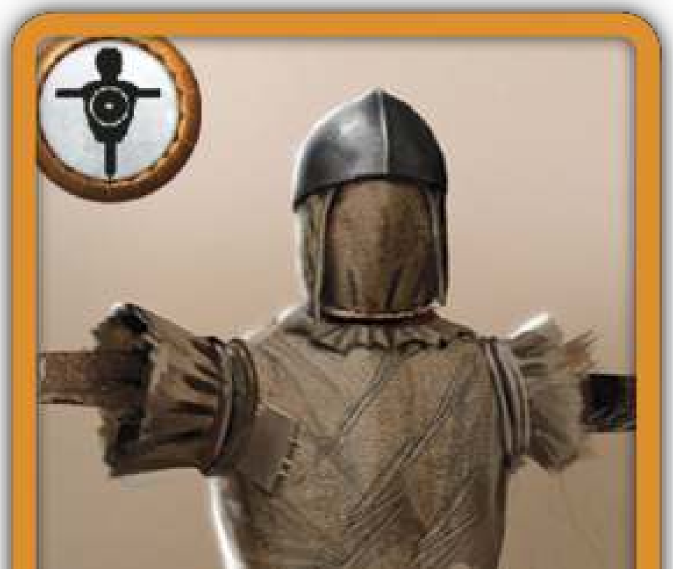
If an opponent places a Spy card, use the Decoy to remove the card, and return it to your own deck. Then play this enemy Spy back at your foe! Unfortunately, he or she can do the same to you, and you can't Decoy one of your own Spies once they've been played into enemy territory. But this can effectively increase the Spies you can play by up to three; gathering two cards from your unused pile each time (increasing your card total by one), and buying you time against a foe who isn't concerned about maintaining a large number of remaining cards (to his or her detriment).





Decoy

"When you run out of peasants, decoys also make decent arrow fodder."

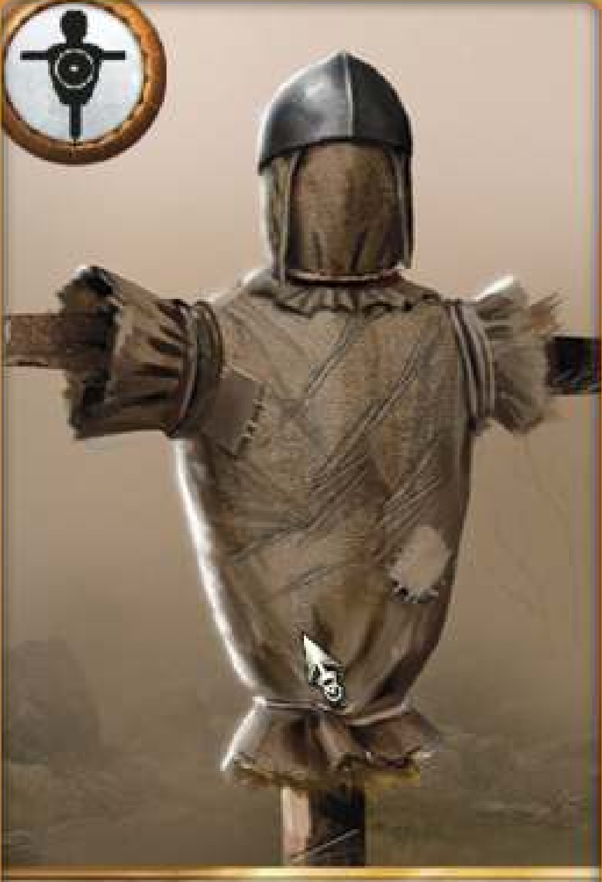


Decoy

"When you run out of peasants, decoys also make decent arrow fodder."

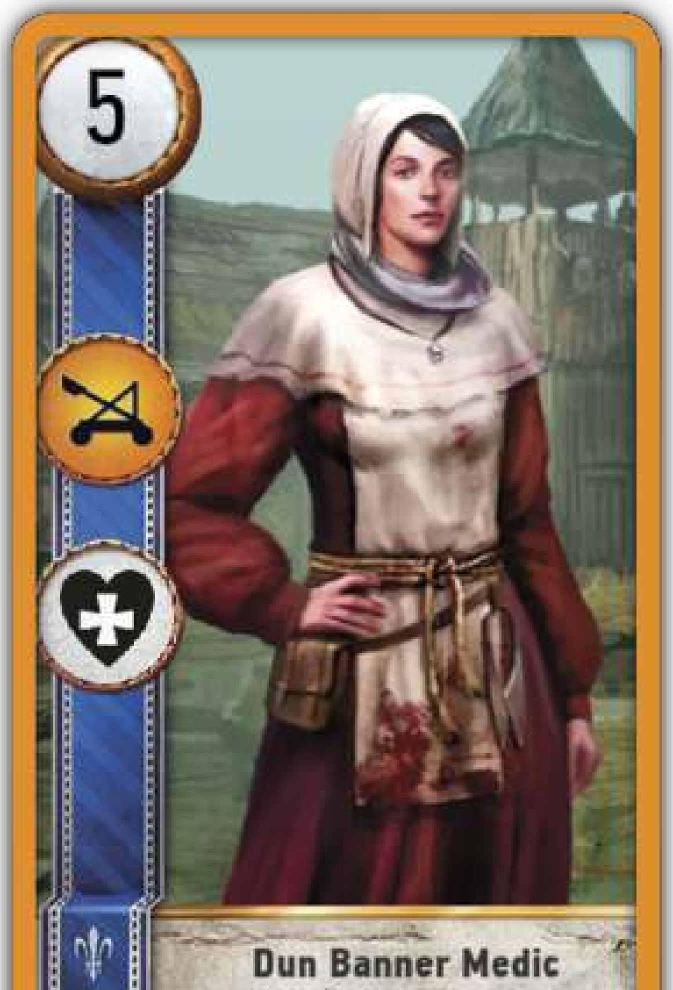
Decoy

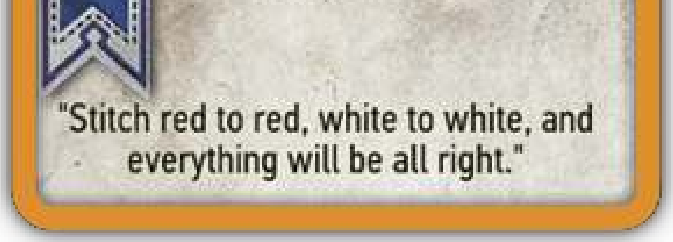
"When you run out of peasants, decoys also make decent arrow fodder."



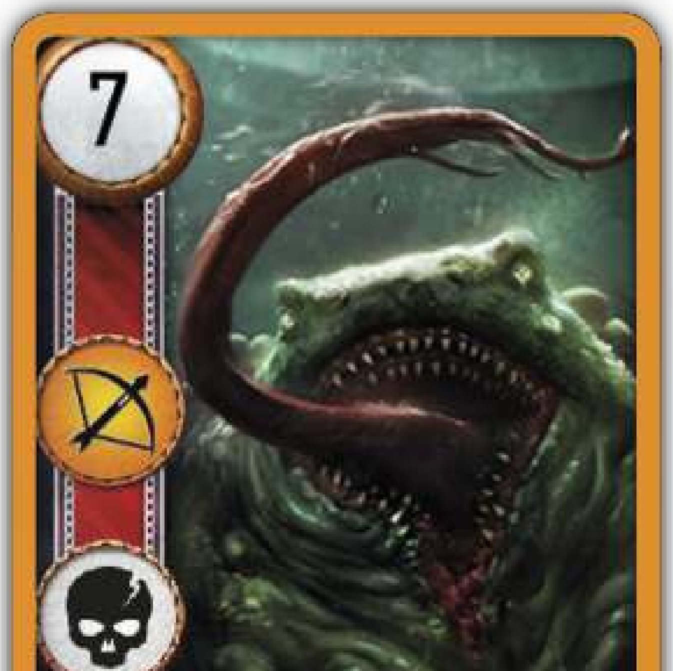
Decoy

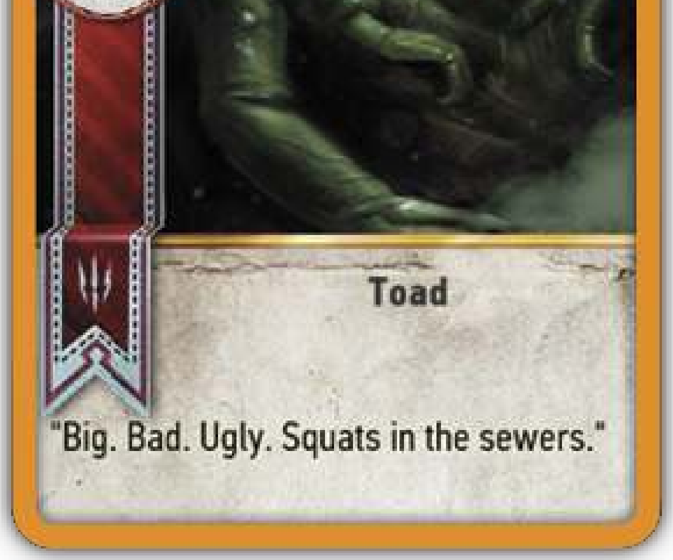
"When you run out of peasants, decoys also make decent arrow fodder."


5
Dun Banner Medic



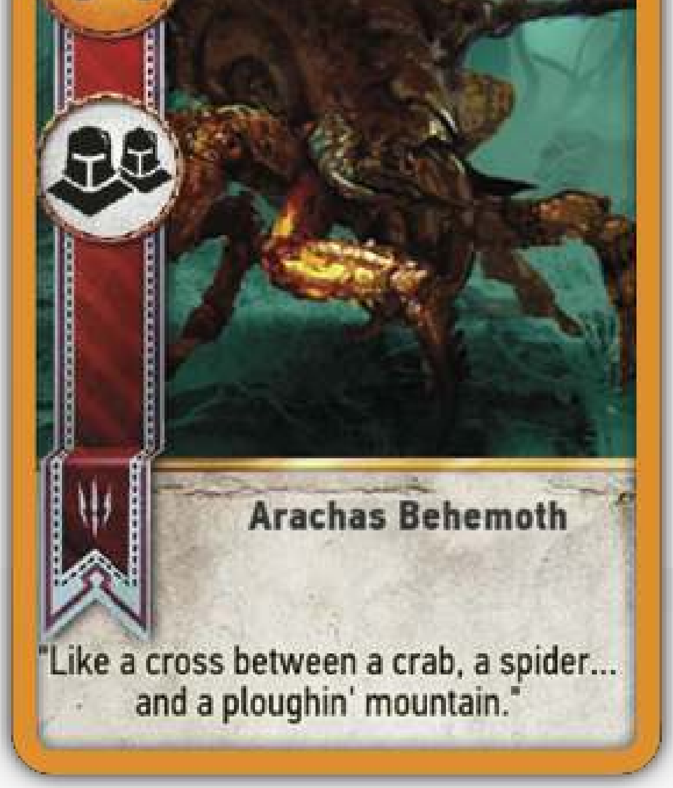
"Stitch red to red, white to white, and everything will be all right."

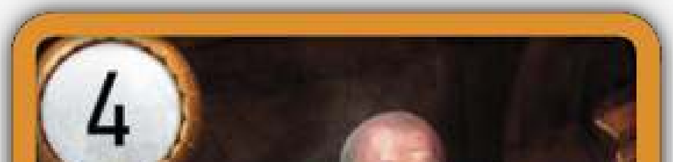


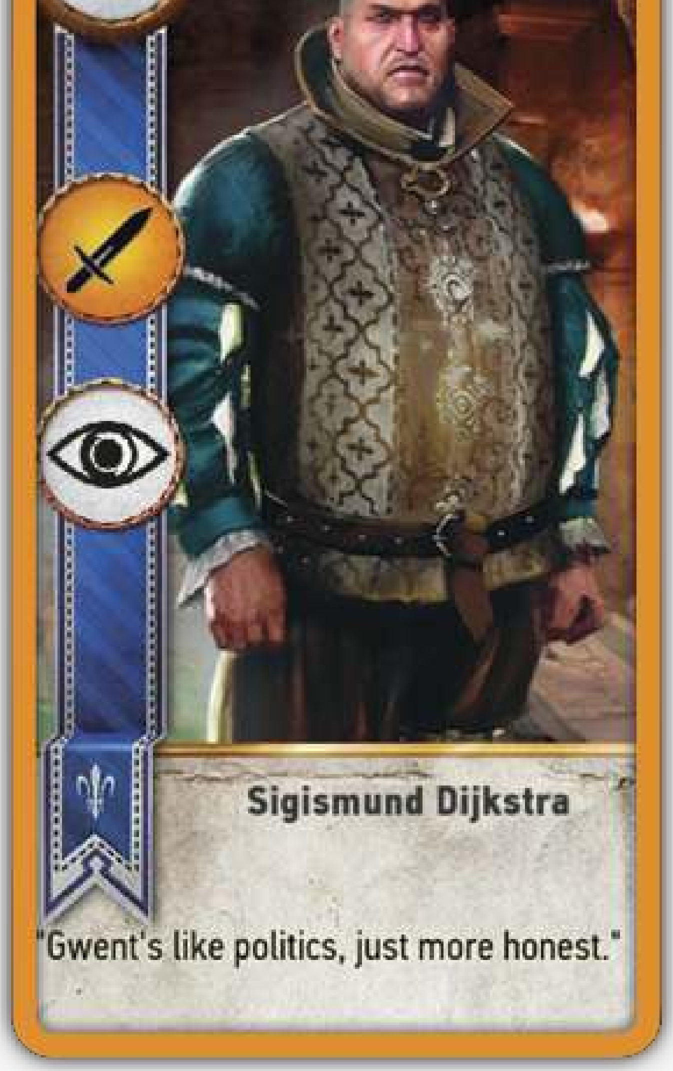


Toad

"Big. Bad. Ugly. Squats in the sewers."

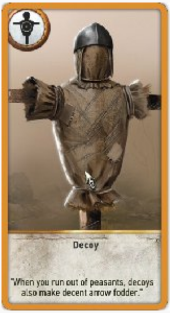

Arachas Behemoth
"Like a cross between a crab, a spider...
and a ploughin' mountain."

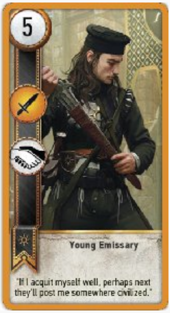




Sigismund Dijkstra

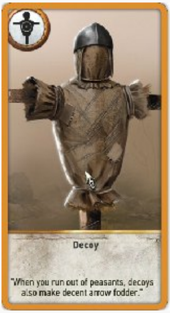
"Gwent's like politics, just more honest."

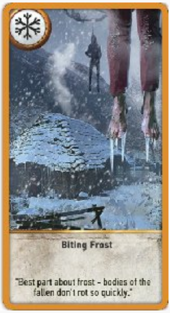



5
Young Emissary
"If I acquit myself well, perhaps next they'll post me somewhere civilized."

Decoys and Tight Bond Cards

Decoys are only usually used with Tight Bond cards after you make a mistake (or you want your opponent to think you've made a mistake) by playing a Tight Bond card without having an additional Tight Bond unit to utilize. Return the card if you draw a new Tight Bond card and wish to delay using it to another round, or as part of the "feint" tactic listed previously.




Biting Frost
"Best part about frost – bodies of the fallen don't rot so quickly."

Decoys and Weather Cards

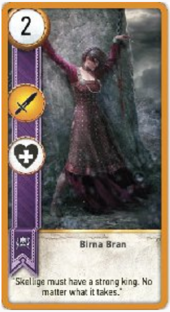
Is your close combat row feeling the Biting Frost? If you don't have Clear Weather, and want to save one or more of your best cards on a row for another round, employ a Decoy to salvage them. You can also place a high-value non-Hero card on a row, hoping your opponent plays a Weather card; then Decoy that valued card back into your deck, with your foe wasting the Weather card.

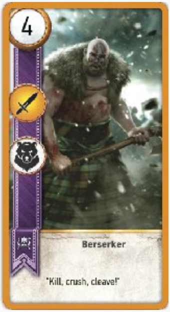
DECOY CARDS: KNOW WHEN TO HOLD THEM; KNOW WHEN TO FOLD THEM

Decoy cards are dramatically less useful in the third (last) round of a Gwent bout; at this point use them to prolong the round if it benefits you, or to retrieve a card you might want in anticipation of a foe's strategy you wish to disrupt (gathering a card before Scorch, or grabbing an Agile card so you can play it on a different row). But get rid of Decoy cards early (rounds 1 and/or 2, and possibly early in round 3), so you don't finish the game drawing dead (as Decoys have no points value).

UNIT ABILITY: MEDIC (10 CARDS)

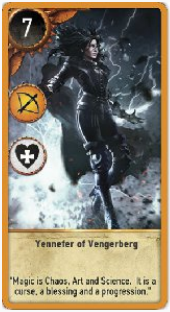
Medic cards allow you to choose one card from your discard pile and play it instantly. This can be any card you like except Heroes or Special cards. Although the Medic's own points value (if available) is good to add to your total, this is a secondary bonus to their ability, especially when used in conjunction with other ability cards. Medics are also useful when played with another (usually high-value) card in mind. The basic tactics is to play an impressive non-Hero card in the first round (such as the Northern Realms Catapult for 8 points), and then retrieve it, or another high-point non-Hero card, from the discard pile in the second or third round (or after it has been Scorched) so it can demolish your foe again (and again)!

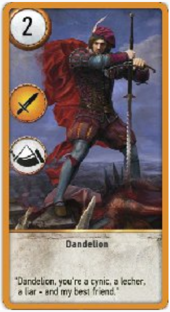

2
Birna Bran
"Skellige must have a strong king. No matter what it takes."


4
Berserker
"Kill, crush, cleave!"

MEDICS AND BERSERKERS

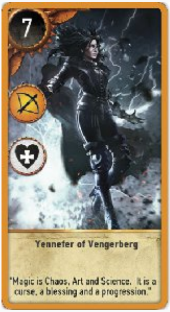
Medics can be employed to gather up discarded Berserkers providing you already have a good Mardroeme and Berserker contingent on the board already; otherwise there are far better choices of cards to Medic. If you're holding a Mardroeme (or three), Young Berserkers, the Berserker, or Emrion, and you know you'll be playing most of these in the round, bring back any previous Berserkers you already used. Otherwise, medical attention should be employed elsewhere.


7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."


2
Dandelion
"Dandelion, you're a cynic, a lecher, a liar - and my best friend."

Medics and Commander's Horn

Dandelion (Neutral) and Draig Bon-Dhu (Skellige) are the only cards with the Commander's Horn ability (which you can't normally Medic back into play). They are also not Hero cards, thus allowing you to use them to bring his ability back to your specific rows even after they've been discarded. Doubling the strength of all unit cards in that row in multiple rounds? This is an excellent choice, especially if you're using Dandelion and you're partnering him with a Close Combat-heavy deck, like Monsters.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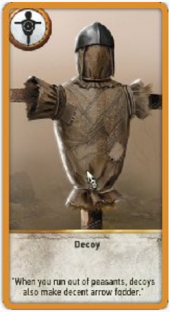
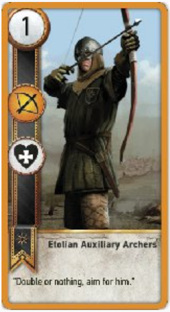
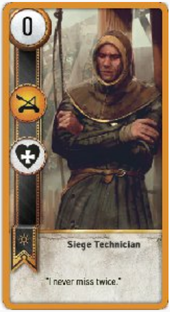
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."



Medics and Decoys

It's extremely useful to play a Medic, then utilize a Decoy (in the first two rounds) to gather up that same Medic so you can play it again. This keeps your card count from decreasing, and enables you to keep from playing a more valuable card you want to save or hope to play after a Scorch is removed from your opponent's deck. Use this tactic to stall for time, while watching your opponent expend cards, all the while adding to your own card count!


1
Etolian Auxiliary Archers
"Double or nothing, aim for him."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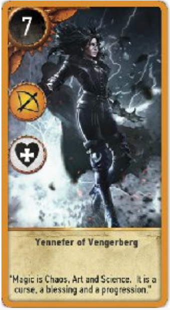
Siege Technician
"I never miss twice."

Medics and More Medics!

Usually reserved for second or third rounds (and obviously, only after you've already used a Medic that is in your discard pile), using a Medic to resurrect another of your discarded Medics has a key benefit: It keeps your card count up both in your hand and on the battlefield (you expend one card, but play a total of three: your medic, your resurrected medic, and the resurrected medic's card!). Now do it again, once you have another discarded Medic and one in your hand.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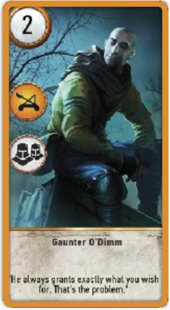
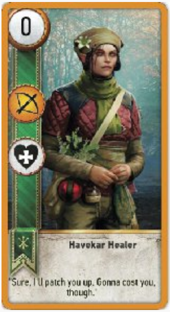
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."


2
Gaunter O'Dimm
"He always grants exactly what you wish for. That's the problem."

Medics and Muster Cards

Medics and Muster cards are fantastic combinations, but only if you don't have a Muster card in your hand (thus negating the need for a Medic). However, if a Muster unit has been discarded, simply resurrect it, and every one of them is played! You can also bring back a Muster card that might have taken the brunt of a Scorch attack too (such as Gaunter O'Dimm if struck by Schirru). Remember though; Muster cards don't gather units that are already discarded, so a Medic is the only opportunity you have.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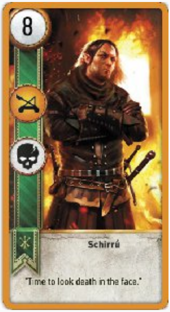
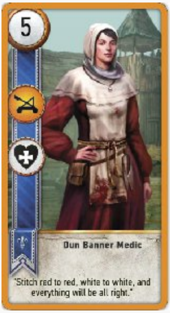
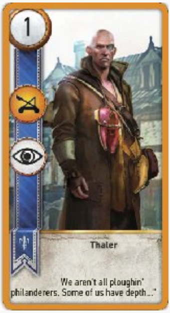
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."


8
Schirrú
"Time to look death in the face."

Medics and Scorch

The annoying Scorch special card, and the four character cards with the Scorch ability, can seriously damage your high value, non-Hero cards. So bring back your torched card from the discard pile with a Medic. But what about when you want to use Villentretenmerth, Toad, Schirru, or the Clan Dimon Pirate yourself? Then make sure you use their Scorch ability effectively, before using a Medic to bring it back to wreak havoc in a future round (which can be insanely devastating to your opponent), or if your foe removes it in the current round. If you're playing against a foe who is using Medics, wait to use Scorch until a Medic (or two) have been committed to play, so there's less chance of the enemy card you torch being brought back into play.


5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

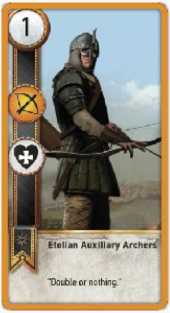

1
Thaler
"We aren't all ploughin' philanderers. Some of us have depth..."

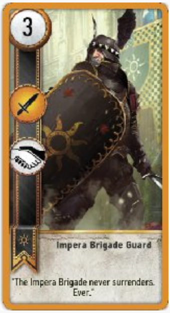
Medics and Spies

Usually after the first round, when the enemy Spies already played by your opponent are in the discard pile, simply resurrect them with your Medic and utilize them yourself, choosing the one with the lowest points value (like Thaler) first. This allows you to gather more cards later into a bout, which can be critical for out-drawing your opponent. Remember you won't be using your own Spies—only the enemy Spies your foe has already played—so a Medic can turn a previously Spy-free deck (like the Monsters deck) into one with more versatility. Feel free to resurrect and reuse your foe's own spies back at your opponent!

Medics and Tight Bond Cards

Medics are very useful if you've played a Tight Bond card earlier in your game, it has gone to your discard pile, and you have other identical units you wish to play. Though not as potent as bringing Muster cards back from the dead, you can still cause havoc by gathering all your Tight Bond cards to play in a single round, where they are most effective. Do you have two Tight Bond cards that have been discarded (or possibly Scorched together)? Then employ two Medics and retrieve them both; especially now the Scorch has passed.

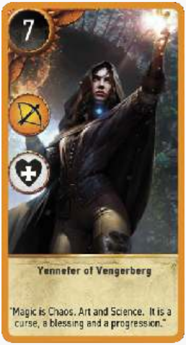

1
Etolian Auxiliary Archers
"Double or nothing."


3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."

MEDIC CARDS: KNOW WHEN TO HOLD THEM; KNOW WHEN TO FOLD THEM

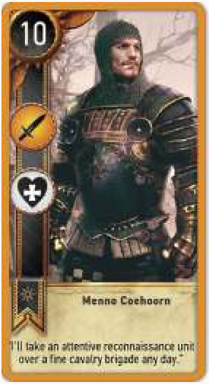
Remember that Medics only retrieve non-Hero and non-Special cards from your discard pile. So you effectively waste their exceptional ability if you play them early, when your discard pile is empty or devoid of impressive cards. Did you play only Heroes in the first round? Not a good idea; as you can't retrieve them in later rounds. Medic-heavy decks benefit from more high-value non-Heroes instead of an over-reliance on Heroes, or the reliance of Heroes played in the final round.

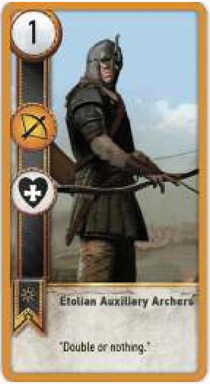
If you're playing against an opponent who uses Medics frequently (such as the Scoia'Tael deck), delay causing destruction of your foe's cards for as long as possible, lessening the impact Medics will have on you.


7
Yennefer of Vengerberg
"Magic is Chaos. Art and Science. It is a curse, a blessing and a progression."

NEUTRAL CARDS (Medic Ability) (1 Card)

Yennefer of Vengerberg is the only Neutral Medic, as well as being a ranged Hero. This means she can't be brought back into play, and her ability is useful only once (so make it count)! As she's Neutral though, she provides a great addition to a Gwent player whose deck is usually devoid of Medics (the Monster and Northern Realms). There are no Monster units with the Medic ability.


10
Menno Coehoorn
"I'll take an attentive reconnaissance unit over a fine cavalry brigade any day."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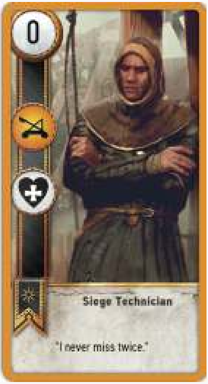
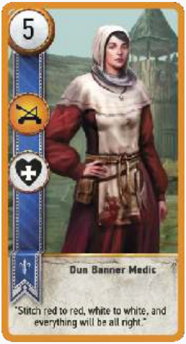
Etolian Auxiliary Archers
"Double or nothing."


0
Siege Technician
"I never miss twice."

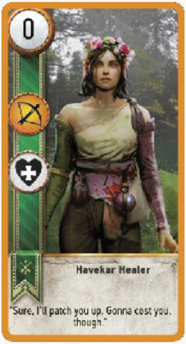
Nilfgaardian Empire (Medic Ability) (4 Cards)

The Nilfgaard have arguably the best medics as all of them have a points value (compared to the Scoia'Tael), and there's some flexibility on where to place them (Ranged or Siege, with Menno Coehoorn being Close Combat). Menno himself is a Hero, so his Medic ability is used once. But the Etolian Auxiliary Archers and the Siege Technician can be employed time and time again (with Decoys or other Medics).


5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

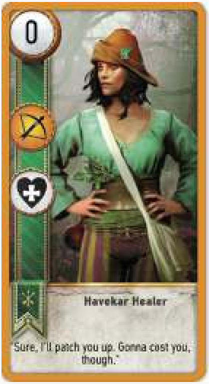
Northern Realms (Medic Ability) (1 Card)

Only a single unit, the Dun Banner Medic, offers the Northern Realms hope with this ability, so bolster the deck with Yennefer if you wish, and learn (both playing with or against the Northern Realms deck) that once this Medic is played, another isn't to be expected. Offering the highest non-Hero point value (5), this medic is also a worthy Siege Unit to boot.


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."

Scoia'tael (Medic Ability) (3 Cards)

There are three Ranged Havekar Healers you can bolster your Scoia'Tael deck with. Due to their non-existent points value (0), their only role is to provide their Medic ability to your tactics. Just like Spies, don't be put off by their lack of combat prowess; use them to coax your beefier units back into the fray!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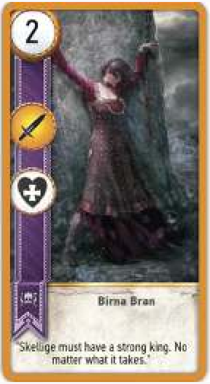
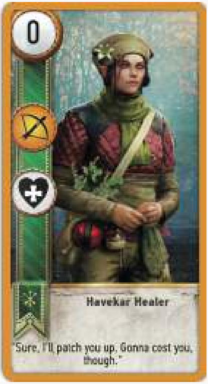
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."


2
Birna Bran
"Skellige must have a strong king. No matter what it takes."


0
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."

SKELLIGE CLANS (MEDIC ABILITY) (1 CARD)

Birna Bran may have a low points total (2), but her Medic ability makes her exceptionally helpful. Use her to bring back Olaf (who is Agile, worth 12 points, and has Morale Boost!), and then the Light Drakker Muster units (also worth 12 points in the Ranged row when all three are employed). Partner her with Yennefer to double your chances.

UNIT ABILITY: MORALE BOOST (8 CARDS)

This adds +1 to all units in the row, excluding the card itself. A relatively rare card (only seven have this ability), these are initially seen as similar to Commander's Horn cards; enabling you to bolster a single row's total. However, Morale Boosts are always associated with a character card (not a Special card), and they are more helpful when you have a larger group of cards (with either a low or high points value), compared to the Commander's Horn which is more potent when partnered with high value cards. As always, Morale Boosts do not affect any Heroes in the row.

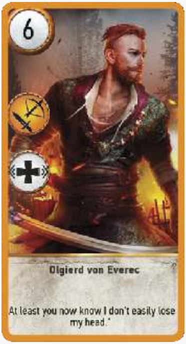
MORALE BOOST: KNOW WHEN TO FOLD THEM

Morale Boost doesn't quite have the potency of the Commander's Horn, and it's usually better to swap out cards that don't have other types of bonuses as you become more proficient in deck building. Do include Morale Boost cards when you are focusing on adding an overwhelming force to a single row, and wish to further augment it, though (as ever), watch for Scorch to ruin your plans.

If you're playing a Northern Realms deck, and focusing on your Siege row, you may have stacked your deck with average to high-point equipment:

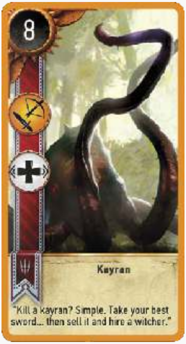
- Play a Siege Tower (6), Trebuchet (6), and the Dun Banner Medic (5), and your normal total for that row is 17.
- Play those three cards and add a Kaedweni Siege Expert (1, with Morale Boost), and your new total is 21 (your three original cards each receive +1 to their points, and the Siege Expert brings 1 point himself).

Now imagine you have eight non-Hero Siege cards on the row and the Morale Boost becomes a lot more potent (adding +8 to the row). With this in mind, it's good to keep a Morale Boost and play it last (after your row is established), if you need to push your total quickly after lulling a foe into thinking they've won by a point or two.


6
Olgierd von Everec
At least you now know I don't easily lose my head."

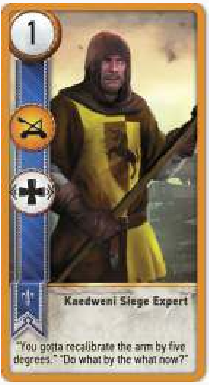
Neutral Cards (Morale Boost Ability) (1 Card)

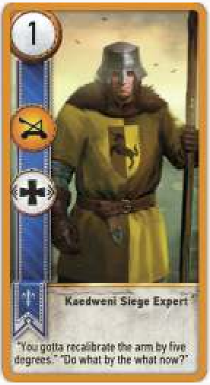
The infamous Olgierd von Everec is the only Neutral card with Morale Boost, and therefore the only way a Nilfgaard player can utilize a card with this ability (as no faction card from that deck has Morale Boost available to it). Olgierd has the flexibility of being Agile too, and has reasonable points too (6). Use him late in a round to bolster either your Close Combat or Ranged rows and then Medic or Decoy him back into play afterwards, if you wish.


8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

Monster Deck (Morale Boost Ability) (1 Card)

The Kayran is the only Monster card with this ability, which it can bring to either the Close Combat or Ranged row. As the Kayran is a Hero, he can only be used once, but otherwise has the flexibility of being placed on either a Close Combat or Ranged row, and adds eight points before any Morale Boost bonuses are calculated, which is impressive. As Monster decks are primarily focused on Close Combat, you would normally bolster this row using Kayran. However, you can sneakily wait, and place him on a Ranged row instead, if your Close Combat row is getting pounded by Weather cards or Scorch.


1
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"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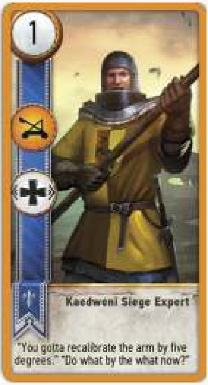
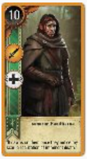
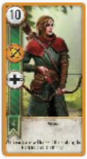
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"


1
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

Northern Realms (Morale Boost Ability) (3 Cards)

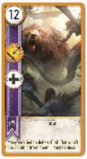
There are three Kaedweni Siege Experts to collect in a Northern Realms deck, and although their points score is a pitiful 1, all three can be stacked (enabling you to increase your Morale Boost ability by up to +3 per Siege card on the row, if all three are used). As Northern Realm players tend to utilize this, beware of your foe's focusing on nullifying this row over other ones. As always, think about bringing one of these cards back to win a match late in the round, either by keeping one in your hand or using a Medic.

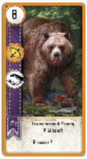




Scoia'tael (Morale Boost Ability) (2 Cards)

Two elven units have this ability; Isengrim Faoltiama (a Close Combat Hero) and Milva (a Ranged non-Hero). Both are worth 10 points too, making them extremely useful. Isengrim is a worthy card to be sure, and is usually the preferred choice over the other 10 point Scoia'Tael Heroes without this ability. Of course, he can't be returned to play after use. Milva is arguably more potent (or, at least, a more flexible a card to use), as she is the only 10 point non-Hero a Scoia'Tael player has, and is therefore able to be Decoyed or returned to play with a Medic. She is Scorch bait however, so bring her to bolster your ranged row after the coast is clear!





SKELLIGE CLANS (MORALE BOOST ABILITY) (2 CARDS)

Olaf is one of the mightiest Morale Boost cards of all! He is Agile, worth 12 points, and is a non-Hero. This makes him susceptible to Scorch, but he's also able to be Decoyed and brought back by Medics. If you coax your foe into using their

Scorch cards on lesser cards (or even on Olaf so you don't lose groups of your best cards like three Young Berserkers when they have transformed into 8-point Transformed Young Vildkaarls), bring him back time and time again to add Morale Boost to either row that needs it, and bring punishment with his tremendous points value!

The Berserker offers even more bear-faced savagery than Olaf, bringing a whopping 14 points to the Close Combat row. Remember this Morale Boost card is only available once you've used a Mardroeme to transform him. In all other respects, he has the tactical advantages and shortfalls of Olaf; though his potency isn't as easily utilized due to the need for a Mardroeme card.

UNIT ABILITY: MUSTER (35 CARDS)

Muster cards allow you to find any cards with the same name in your deck, and play them instantly. This is a highly potent ability that can seriously improve your points total in a single placement! However, there are some worries about using Muster too, and you need to learn which groups of cards are going to be played together. Remember that discarded cards aren't able to be added to a Muster group (unless you use a Medic), so it is wise to play Muster cards only on a round you are setting out to win.

For example, if you were to own all three Crone cards, and played one of them during a round, the other two Crones would also appear (either from your hand, or from within the deck of cards you haven't discarded), effectively giving you their combined points total (6x3). That's an 18-point play right there, and almost double that of a 10 point Hero!

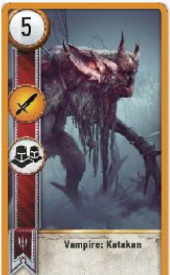
Muster: Know When To Fold Them

Muster cards are far less effective when you haven't collected all of the same card type, and don't have a full Muster group in your deck. Why play an Arachas if you have only one? Instead, focus on collecting cards so you've gathered a complete group.

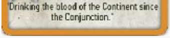
The biggest advantage a Muster set of cards has (the ability to play them all at once), is also the biggest concern: When playing a Muster card, you lose a large number of cards you are holding (as all like-minded Muster cards are played at once), and you can sometimes drop far more cards from the hand than you want to (especially if you have no other options of cards to play). For this reason, learn to calculate how many cards you will have left once you play a Muster group, and swap out any related Muster cards at the initial card draw.

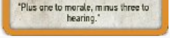
For example, your initial card draw from your Monster deck gives you all three Crones and an Arachas. The Arachas is fine (as the Arachas isn't part of the Crones group). But if you keep the current draw as-is, and play one of your Crones in battle, all three are removed from your hand; effectively lessening your card total by three! That's terrible, as your foe is likely to out-draw you. So counter this problem by swapping out two of the Crones during the card draw, and hope you get other Muster groups (except for Arachases!) or other Monster card types instead.

Think of Muster units as being useful only once (much like Heroes), as although they can be brought back with Decoys and Medics, once a number of them are discarded, it takes a large number of Decoys and Medics to resurrect them back into play, which isn't the best use of these card types.


5
Vampire: Katakan

Commander's Horn

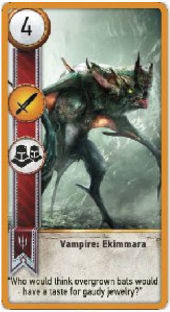

"Drinking the blood of the Continent since the Conjunction."

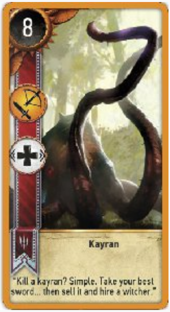

"Plus one to morale, minus three to hearing."

Muster Cards and Dandelion Or Commander's Horn

This combination of cards is spectacularly potent, though it can be the focus of a Scorch or Weather card as your foe tries to circumvent such an increase in points! Whether you play your Muster cards or Commander's Horn first is up to you, but an already-impressive total is effectively doubled (providing all your Muster cards are on the same row; remember some are placed on different rows!).

For example, if you have all five Vampire types in your Monster deck, and play any one of them, all of them appear on your Close Combat row: Vampire Katakan (5), Vampire Ekimmara (4), Vampire Fleder (4), Vampire Garkain (4), and Vampire Bruxa (4). That's an impressive 21 points! Now add a Commander's Horn, and that total increases to 42 points! Expect a Weather card, Scorch, or weeping from a foe that passes after this combo strike!


4
Vampire: Ekimmara
"Who would think overgrown bats would have a taste for gaudy jewelry?"

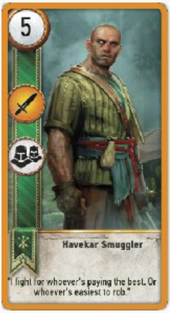

8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

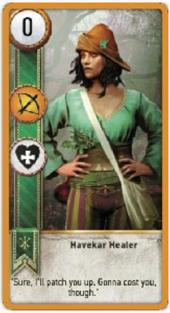
Muster Cards and Morale Boosts

Though not normally as potent as a Muster and Commander's Horn play, combining Muster cards with Morale Boosts is another fantastic way to squeeze out even more points from your deck. Once again, expect to be hit by Weather or Scorch cards afterwards (so wait until your opponent plays these before trying this combo). Assuming all your Muster cards affect the same row, you won't get as large of a points total as combining Muster with a Commander's Horn, but you won't lose as many points if one or more cards are nullified with Scorch, either. Plus, Morale Boost cards usually have a higher points value to bring to the battlefield, which helps offset the lower bonuses.

For example, if you play all five Vampire types from your Monster deck, placing them all on your Close Combat row (Vampire Katakan (5), Vampire Ekimmara (4), Vampire Fleder (4), Vampire Garkain (4), and Vampire Bruxa (4) for an impressive 21 points), why not add the Kayran card to complete this dominant play? The total increases to 34 points (the +1 bonus for each of the five Vampires in play, and 8 for Kayran's points).

Naturally, you can combine Muster, Commander's Horn, and Morale Boost cards to further bolster a points total to truly insane levels!

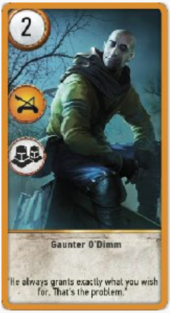

5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."

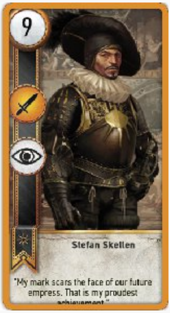

0
Havekar Healer
"Sure, I'll patch you up. Gonna cost you, though."

Muster Cards and Decoys Or Medics

Muster cards aren't very helpful to use with Decoy cards, as you need multiple Decoys in order to gather up all the Muster cards on the battlefield. The only time you'd use (usually multiple) Decoy cards is to gather up any remaining Muster cards after one or more of them have been Scorched.

Likewise, Medic cards have limited help to a Muster unit, until you realize you could bring a Muster card that was Scorched back from the dead. But the remaining Muster cards are likely to be either already in play, or discarded, forcing you to utilize multiple Medics you bring back the whole Muster team, and there are far better options when using Medics than this.


2
Gaunter O'Dimm
"He always grants exactly what you wish for. That's the problem."

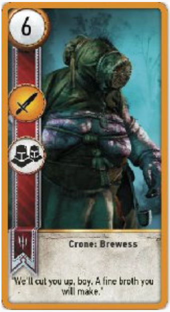

9
Stefan Skellen
"My mark scars the face of our future empress. That is my proudest achievement."

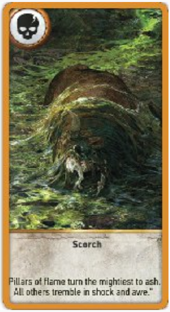
Muster Cards and Spies

As Spy-heavy decks (the Nilfgaardian Empire and Northern Realms) can only use Gaunter O'Dimm, and the Muster-heavy decks (Monsters and Scoai'Tael) only have the Mysterious Elf as a Spy card, synergy between these card types is minimal.

For Spy-heavy decks, and assuming you're using Gaunter O'Dimm, wait until Gaunter O'Dimm's group has been played before using a Spy, or there's a good chance you'll draw one (or two) additional Gaunter O'Dimm-related cards, wasting your Spy's ability completely.

For Muster-heavy decks, which only allow you to use the Mysterious Elf, play the waiting game until toward the end of the bout (the second or third round), when you've played all your Muster units completely. The Spy is far more effective at grabbing a (non-Muster, but important) card then.


6
Crone: Brewess
"We'll cut you up, boy. A fine broth you will make."


Scorch
Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

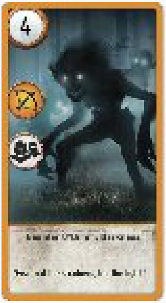
Muster Cards, Scorch, and Countering

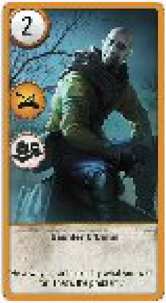
If you wish to counter an opponent who loves to use Muster in a Monster (and to a lesser extent, the Scoia'Tael deck), the trick is to try to coax them into playing their Muster units as early as possible, or bring a Weather card to lessen the threats they pose, playing it only after Clear Weather appears from your opponent, so you can ensure you lessen the impact Muster units present.

Most (but not all) Muster units are highly susceptible to Scorch. If you have a card with this ability, play it to ensure you win the round. For example, if your opponent plays three Crones (6 points each), retaliate with Scorch (assuming the Crones are the highest points in your opponent's row). All three Crones are then burned, as they all have equal the highest number. But if a higher numbered Monster card also appears with the Crones on the row, your Scorch targets that instead.

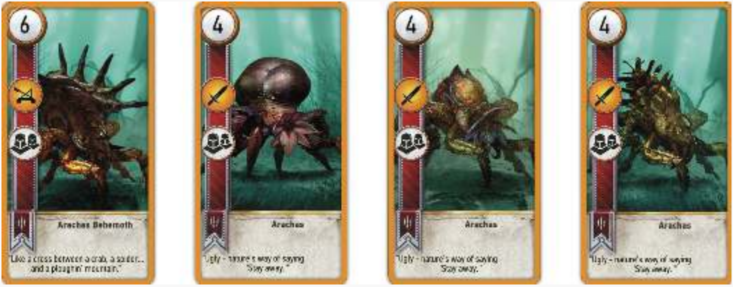
Neutral Cards (Muster Ability) (4 Cards)

Gaunter O'Dimm and his dark specters introduce the Nilfgaardian Empire and Northern Realms into the wonderful world of Muster cards (as Gaunter is Neutral). He also augments an already-heavy Monster and Scoia'Tael deck still further, though the chances of getting multiple Muster cards of the same name in your hand does increase, the more Muster groups you carry into battle. Gaunter is a reasonably strong Muster group, but has the added benefit of splitting his troops between Ranged and Siege (which is usually the least-used rows, especially in Muster-heavy decks).





Total Muster Group Value: (4 + 4 + 4 + 2 = 14)


6
Arachas Behemoth
"Like a cross between a crab, a spider... and a ploughin' mountain."
4
Arachas
"Ugly – nature's way of saying 'Stay away.'"
4
Arachas
"Ugly – nature's way of saying 'Stay away.'"
4
Arachas
"Ugly – nature's way of saying 'Stay away.'"

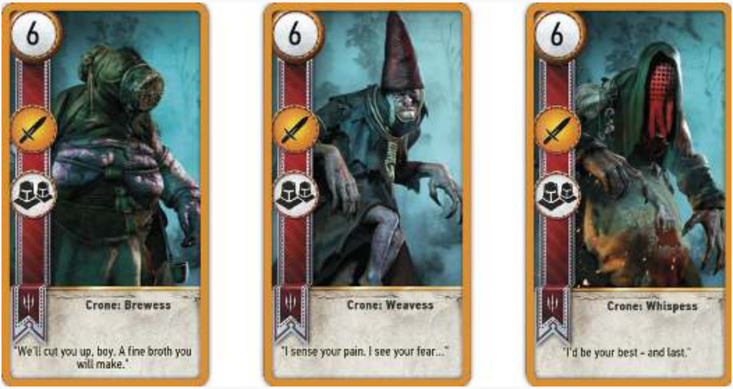
Arachas Group Value: (6 + 4 + 4 + 4 = 18)

Monster Deck (Muster Ability) (18 Cards)

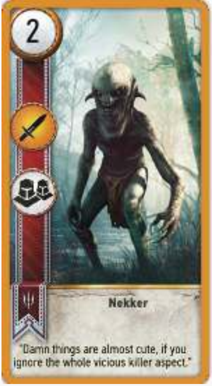
As there are five possible Muster groups in a Monster Deck (and a sixth if you utilize Gaunter O'Dimm, too!) making this the most potent of Muster Decks, assuming you've spent the time gathering all the cards needed for each group. As you progress in your Monster Deck collection, swap out the lower Muster groups for higher point ones, as it's not usually a great idea to have all Muster groups. Why? Because it's easy to lose multiple cards from your hand (or deck) during a round and run out of cards before your opponent.

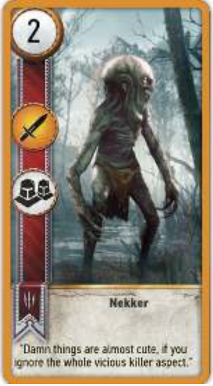
The Arachas group offers excellent value, as the Arachas Behemoth is a Siege unit, while the regular Arachas troops are close combat, giving an opponent with a Weather Card or Scorch something of a headache.

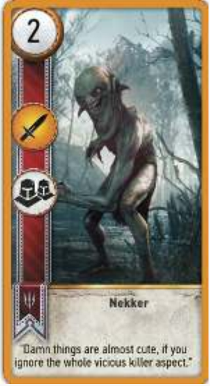
The same can't be said for the Crones; although they are tremendous value (and offer 18 points to play in one turn using only three of your cards up instead of the Arachas group's four), all three Crones are Close Combat units, making them highly susceptible to Scorch. As the only higher value non-Hero available to Monster Decks is the Toad or Villentretenmerth, you may need to play them to save your Crones from being torched. Or wait until the threat of Weather and Scorch as passed and then play them.


6
Crone: Brewess
"We'll cut you up, boy. A fine broth you will make."
6
Crone: Weavess
"I sense your pain. I see your fear..."
6
Crone: Whispess
"I'd be your best – and last."

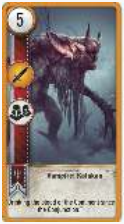
Crone Group Value: (6 + 6 + 6 = 18)

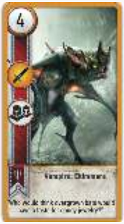

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

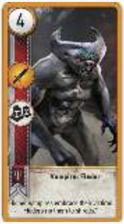

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

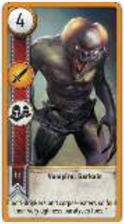

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

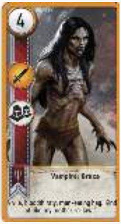
The Vampire group numbers five (which can really remove cards from your hand or pile when played!), but are arguably the best Muster group you can use. This is because the Vampire: Katakan is worth five points, while the four lesser vampires are worth four each. So even if you're Scorched (which kills the strongest cards on the battlefield), your Katakan "protects" the others while still bolstering your Close Combat row. Watch for Biting Frosts, though!


5
Vampire: Katakan


4
Vampire: Ekimmara


4
Vampire: Fleder

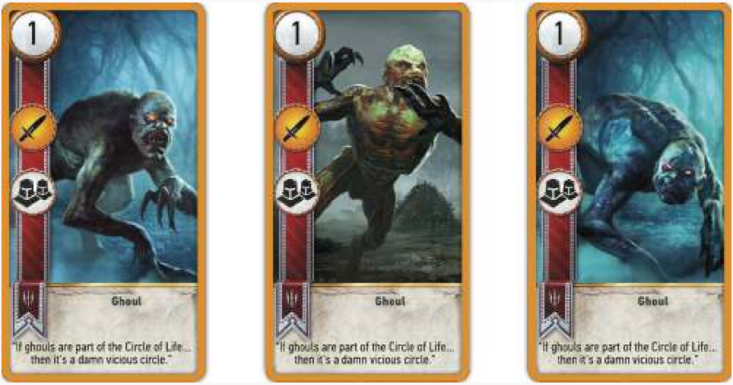

4
Vampire: Garkain


4
Vampire: Bruxa

Vampire Group Value: (5 + 4 + 4 + 4 + 4 = 21)

The Nekker and Ghoul groups are good to utilize when you're first

starting out with a Monster deck, and are good to play as single cards (keep some of the Muster group out of your deck entirely, negating the Muster ability, in order to keep your card count high) if you're trying to feint your opponent or need to use up a card instead of a more important one. As you progress, you may find using up three Ghoul cards for a measily three points isn't worth it; there are better options to pick (Heroes, and Neutral cards).

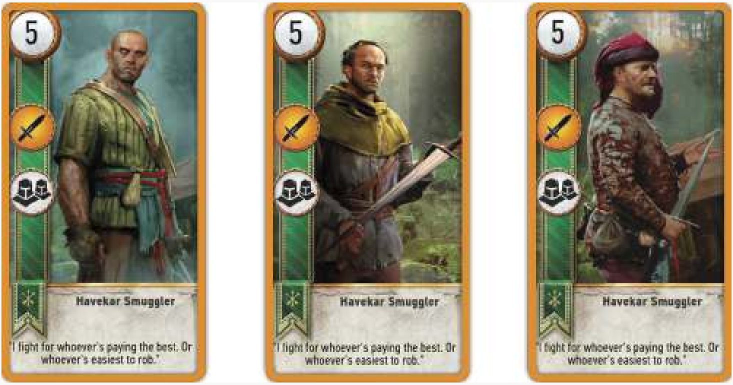

1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."
1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."
1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."

Ghoul Group Value: (1 + 1 + 1 = 3)

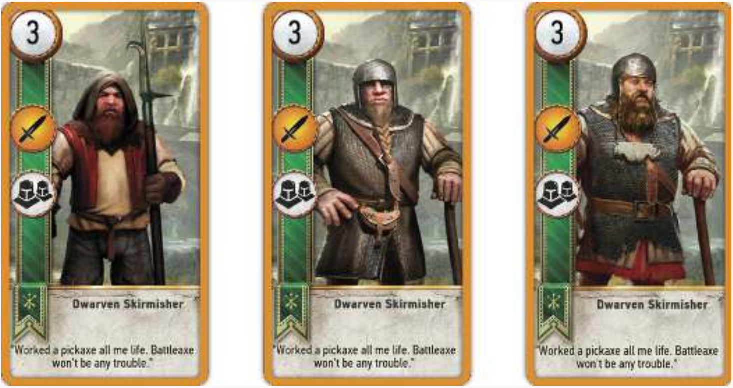
Scoia'tael (Muster Ability)(9 Cards)

While the Monster Deck has the most devastating Muster cards, the Scoia'Tael has a few units with this ability that can help your cause to a lesser extent (and don't forget to add Gaunter O'Dimm, too!). The Elven Skirmishers offer 6 points to Ranged, though using up three cards to get these points is troubling if you're trying to keep your card count up.

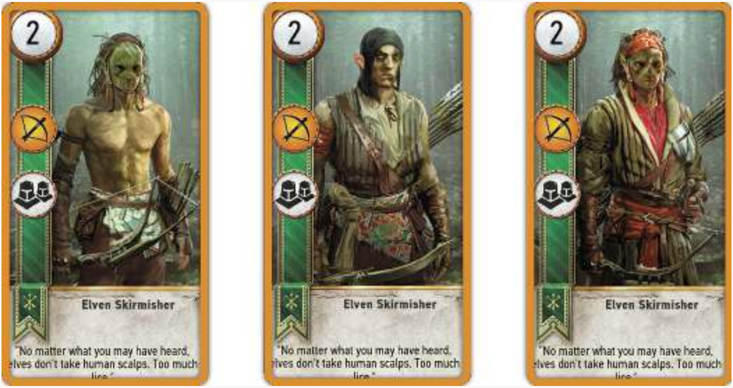
Swap your Elven Skirmishers for Dwarven ones as you continue to build this deck up. You get three extra points for the same card expenditure, though you have to place the Dwarves in the Close Combat row, which may already be crowded (so use Agile cards to even up the rows). The three Havekar Smugglers are a great way to instantly add 15 points, and because you're likely to have a number of higher-value non-Hero cards to act as Scorch-fodder (such as the Dol Blathanna Scout, Barclay Els, or Yaevinn), your main worry is Biting Frost. So keep a Clear Weather card just in case. Also be mindful of running out of cards more quickly, too.


5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."
5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."
5
Havekar Smuggler
"I fight for whoever's paying the best. Or whoever's easiest to rob."

Havekar Smuggler Group Value: (5 + 5 + 5 = 15)


3
Dwarven Skirmisher
"Worked a pickaxe all me life. Battleaxe won't be any trouble."
3
Dwarven Skirmisher
"Worked a pickaxe all me life. Battleaxe won't be any trouble."
3
Dwarven Skirmisher
"Worked a pickaxe all me life. Battleaxe won't be any trouble."

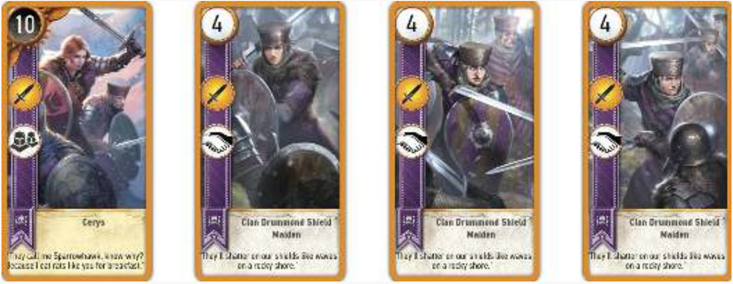
Dwarven Skirmisher Group Value: (3 + 3 + 3 = 9)


2
Elven Skirmisher
"No matter what you may have heard, elves don't take human scalps. Too much
2
Elven Skirmisher
"No matter what you may have heard, elves don't take human scalps. Too much
2
Elven Skirmisher
"No matter what you may have heard, elves don't take human scalps. Too much

Elven Skirmisher Group Value (2 + 2 + 2 = 6)

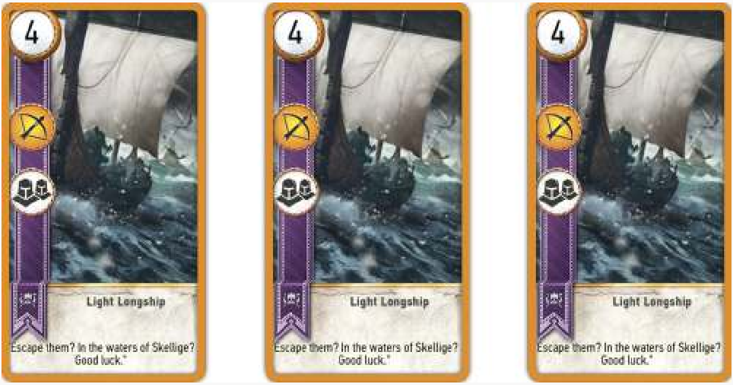
SKELLIGE CLANS (MUSTER ABILITY) (4 CARDS)

There are two separate Muster groups that the Skellige Clans can bring into a bout (and Gaunter O'Dimm makes three). The first involves the Hero Cerys. She has a unique Muster ability to summon three non-Muster cards: the Clan Drummon Shieldmaidens. Without Cerys, the Shieldmaidens are simply three 4-point Tight Bond cards. However, with Cerys, they are instantly summoned to her side, immediately giving you their Tight Bond bonus. That's 36 points not counting Cerys! Think of Cerys as instantly able to summon this Tight Bond group. Remember, only Cerys has this ability; you should hope to draw her over the Shieldmaidens at the start of any match.


10
Cerys
"They call me Sparrowhawk. know why? Because I eat rats like you for breakfast."
4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."
4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."
4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

Cerys and Clan Drummond Shieldmaiden Group Value: (10 + (12 + 12 + 12) = 46)

Completely separate are the Light Longship Group, which brings a reasonably impressive 12 points to the Ranged row when played. Avoid Scorch by using any of the Clan Brokvar Archers, or Olgierd von Everec as Scorch fodder on this row. Remember Cerys and the Light Drakker groups are unrelated Muster groups.


4
Light Longship
Escape them? In the waters of Skellige? Good luck."
4
Light Longship
Escape them? In the waters of Skellige? Good luck."
4
Light Longship
Escape them? In the waters of Skellige? Good luck."

Light Drakker Group Value: (4 + 4 + 4 = 12)

UNIT ABILITY: SCORCH (7 CARDS)

Special Scorch cards are discarded after playing. Character Scorch cards remain on the board (and can be scorched themselves). Scorch kills the strongest card(s) on the battlefield (not including Heroes). Special Scorch cards, and the Clan Dimun Pirate card, affect the entirety of your opponent's battlefield. All other character Scorch cards pick out the highest value from a particular row (as long as the row's combined units' strength is 10 or more). There are only seven Scorch cards you can collect: three are Special cards, and there's a Neutral, Monster, Scoia'Tael, and Skellige Clans character with Scorch ability, too.

Aside from Weather cards, think of Scorches as the ultimate counter (and biggest threat) to non-Hero cards, and especially those with abilities of their own. Study the point value of each deck to determine the largest concentration of high point non-Hero cards of the same value. There, you'll be able to learn which high point cards, or groups of cards, you should look to use Scorch on, and what to expect your opponent to play.

For example, when playing against the Northern Realms deck, you see your opponent play a Trebuchet (Siege, six points). Nasty! But you also remember that your opponent is likely to have numerous other six point cards (such as another Trebuchet, two Ballistas, a Siege Tower, Ves, et cetera). Do you wait until your foe commits to more six-point cards and torch them all? Or do you wait until he plays a Catapult (Siege, eight points) which would automatically be the focus of your Scorch instead? The trick is getting lucky so you remove the most number of your foe's points; not necessarily cards of the highest number! This is why cards with group abilities are ripe for scorching!

A good rule to follow: Play scorch if your opponent plays several cards across their battlefield with the same points strength. Gauge the correct time. Too early and you only get rid of one or two cards; too late, and you may only hit a higher-value card instead of numerous slightly lower-value cards. You're using Scorch to remove the largest number of points in a single strike, not the strongest single card.

scorch: Know When To Fold Them (and Scorching Your Own Cards)

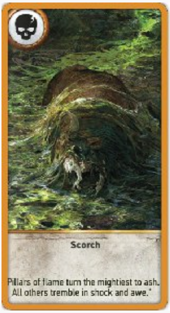
You can also simply waste a Scorch special card by playing it to remove a low point card. This is only acceptable when trying to get your opponent to pass, or when you need to hold on to more valuable cards you don't want to play yet.

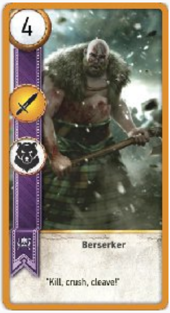
You can waste Scorch character cards by playing them without any regard to their Scorch ability. For example, you can place Villentretenmerth (7 point Close Combat non-Hero) into your row, irrespective of your opponent's own Close Combat cards. If no cards of value are presented, the scorch is wasted. This is almost never a good idea due to the exceptional value the character Scorch cards represent.

Another cunning plan is to drop Hero cards on the battlefield if you know your foe is low on cards and might have Scorch (so they are forced to play it), since your Heroes aren't affected by it. Or, play your lower value cards first, increasing your points gradually until your foe plays a high value card, and you can pounce!

Has an opponent passed, confident they've won the round? Then play a Scorch, remove their strongest non-Hero, and win the round instead!

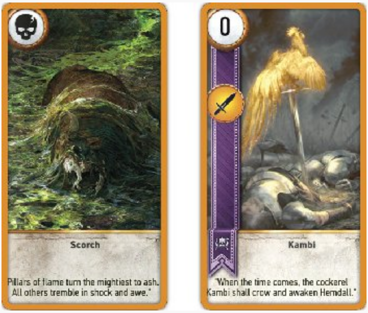
Special Scorch cards also affect your own non-Hero cards, which is something to be exceptionally mindful of when using them! Make sure your own battlefield cards are lower in value than your enemy's, or expect disappointing results. There are very few reasons why you should plan to Scorch your own cards!


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."


4
Berserker
"Kill, crush, cleave!"

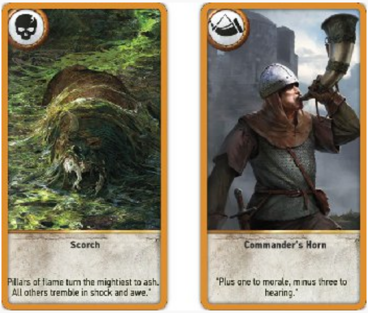
SCORCH CARDS, BERSERKERS AND MARDROEMES

No Mardroeme cards (as they are either Special, or attached to Ermion who is a Hero) can be Scorched, but the Berserkers certainly can. Bide your time with these units, as the non-transformed Berserker and Young Berserker aren't usually of high-enough value to be Scorched. No so after a Mardroeme is played; check the new value of the Transformed Vildkaarl and Transformed Young Vildkaarl units and Scorch at will! Be aware that occasionally units go Berserk so they can become Scorch-bait, prior to your foe placing other units in their place to win a round; a plan you can try, too!


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."
0
Kambi
"When the time comes, the cockerel Kambi shall crow and awaken Hemdall."

SCORCH CARDS AND TRANSFORMATION CARDS

Employ the Scorch on the Cow (or the Kambi) only after it has transformed into its more potent card; otherwise there is no advantage whatsoever. As you're already forewarned by the placement of the Cow (or Kambi), you can prepare to remove the transformed card later on. If you destroy a transformation card with Scorch, your opponent can use a Decoy or Medic to bring it back, even if the Bovine Defense Force (or Hemdall) is deployed; but Scorching a zero-point card is a foolish idea anyway, and one that almost never occurs.


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."
Commander's Horn
"Plus one to morale, minus three to hearing."

Scorch Cards and Commander's Horn Or Morale Boosts

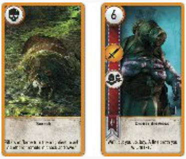
Scorch cards don't usually have any benefit being played with or against Commander's Horn or Morale Boost cards if the rows affected by the Horn or Morale Boost are the rows you are targeting (or want your opponent to target). But there are times when you want to play a Commander's Horn or Morale Boost with Scorch in mind.

First example: Say you have a Monster deck with a Forktail, Plague Maiden, Griffin, and Werewolf making up your Close Combat row, and Grave Hag on your Ranged row. All are non-Hero cards worth five points each. A Scorch would be devastating to you, so manage your losses by planning the following before a Scorch appears:

Add a higher-point non-Hero, such the Fiend (six points) to "take one for the team," keeping all your five point cards in play.

Or, add a Morale Boost card to your Ranged row by playing Kayran (Hero, Agile, Morale Boost, eight points) there. Kayran is immune to Scorch, and his Morale Boost adds one to the Grave Hag, bringing her points total to six. Now a Scorch will only kill her, leaving all your other five point cards alone.

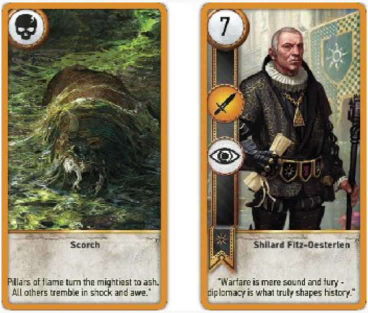
Second example: Imagine you have a Nilfgaardian Empire deck with two Black Infantry Archers in your Ranged row. Both are non-Hero cards worth ten points each, making them extremely susceptible to Scorch. Mitigate your losses by placing a Siege Engineer (a non-Hero Siege card worth six points), and then use the Commander's Horn to double the strength of the Siege Engineer to 12. Now the Scorch targets him, and not your archers.



Scorch Cards and Decoys Or Medics

Special Scorch cards are immediately discarded when used, so the tactics here refer to character cards with Scorch ability, such as the Toad of the Monster Deck. Decoy and Medics are incredibly useful to bring back a character Scorch card you've either wasted by playing too early, or want to utilize again, and should be part of any professional Gwent player's repertoire!

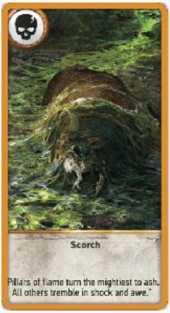
For example, say you've laid waste to a couple of high-point Scoia'Tael ranged cards using Toad. Simply Decoy it back into your deck so you can use it later. Or wait until the end of the round, or until the Toad is scorched off the board, and resurrect it from the discard pile to bring havoc later in a round or in future rounds. Even if you don't use the card's scorch ability again, it is a seven-point card to place.

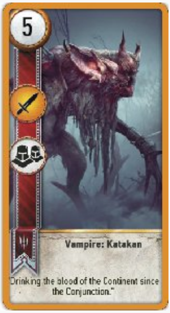

Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."
7
Shilard Fitz-Oesterlen
"Warfare is mere sound and fury - diplomacy is what truly shapes history."

Scorch Cards and Spies

As an opponent with numerous Spies usually wants to reuse them, and they add to your own totals when a foe plays them, you don't want to Scorch high-point enemy spies such as Stefan Skellen (nine point Spy) or Shilard Fitz-Oesterlen (seven point Spy) of the Nilfgaardian Empire; the enemy has already drawn their additional cards, and is likely to want to use Medics on them anyway (though you can scorch them to stop them from being Decoyed if the situation calls for it).

Otherwise, Spies offer little benefit unless you're playing with the aforementioned Stefan or Shilard. Play either or both, grab the extra cards the Spy ability grants you. Then Scorch them (as they are both high-value cards, and currently adding to your enemy's points total). Then Medic them back into play! You can't do that as easily with lower-point Spies. Let Stefan, Shilard, (and to a lesser extent Prince Stennis (five point Spy) and Sigismund Dijkstra (four point Spy) of the Northern Realms) take one for the team!


Scorch
Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."


5
Vampire: Katakan
Drinking the blood of the Continent since the Conjunction."

Scorch Cards and Muster Cards

Scorch cards can be infuriating to players with high-value Muster cards, such as the three Crones (six points) of the Monster deck. As Muster cards usually result in multiple cards of the same strength being played at once, they are easy to Scorch out of existence. Though there are exceptions.

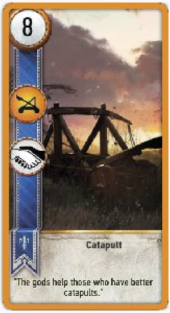
The Arachas Behemoth (six points), and the Vampire: Katakan (five points) both have higher points than the other units of their Muster group. This “protects” the majority of the group from Scorch as these higher cards are sacrificed instead.

For example, you play the Vampire: Katakan and all four lesser Vampires (four points each), for a total of 21 points on your battlefield. An enemy Scorch would only remove the Katakan, still leaving you with 16 points (the four remaining lesser vampires).

Another plan is to use lower-value Muster cards (such as the three Nekkers) to lure a foe into playing a Scorch card. As they aren’t likely to have another, you can sacrifice your Nekkers in order to place higher-value units (such as the Crones) in relative safety.

Otherwise, use Scorch to attempt to remove as many Muster units as you can. The Crones are very susceptible to Scorch, as they have a high point value.

Scorch
Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."


8
Catapult
"The gods help those who have better catapults."

Scorch Cards and Tight Bond Cards

Just like Muster cards, you (and your enemy) should focus your Scorching attention on Tight Bond cards for multiple reasons; they are usually the highest point total (especially after bonding), and they can really threaten to overwhelm you, points-wise, if left alone.

As Tight Bonds are usually played when victory is attempted, you need to wait until a Scorch is played by a foe before your Tight Bond cards are fully utilized. Though it's fine to have a single Cinfred Reavers Dragon Hunter (five points ranged) on the battlefield, especially if your foe has higher non-Hero cards, when you add a second Hunter, their points total climbs to 10 each, making them Scorch bait. For this reason, refrain from completing Tight Bonds until it is safe to do so.

Scorch Cards and Weather

Scorch cards, and especially Character Scorch cards (Villentretenmerth in particular) can cause one of the most damaging strikes in an entire Gwent game! This happens rarely, but when it does, you'll be bragging about it for weeks!

The plan of attack is this: Late into the Gwent bout, lure your opponent into playing a large number of cards (of any points value, with one or more Heroes if possible) in a particular line. For Villentretenmerth, these must be Close Combat cards. For Toad, these must be Ranged cards. For Schirru, these must be Siege cards. For the Clan Dimun Pirate, it must be all rows (including your own)!

Play a weather card that affects the row you want to decimate. For Villentretenmerth, it is Biting Frost. For Toad, it is Impenetrable Fog. For Schirru, it is Torrential Rain. For the Clan Dimun Pirate, it is Skellige Storm and Biting Frost. Now look at your opponent's row(s); it needs to have a points value of 10 or more (except in the case of the Clan Dimun Pirate, which doesn't have this limitation). As heroes aren't affected by Weather, they usually bring that total to ten already.

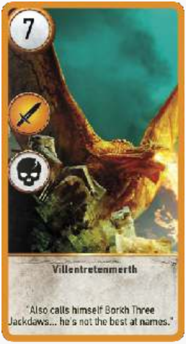
Now unleash your Character Scorch. The entire row of non-Heroes, because the Weather card has reduced them to the same points total (1), are all seen as the "strongest", and therefore scorched, leaving only your Heroes left!

For example, imagine a Northern Realms player has stacked their Close Combat deck with the following:

- Vernon Roche (10 point Hero)
- Ves (5 point non-Hero)
- Three Blue Stripes Commandos (36 points total due to Tight Bond)
- Commander's Horn (doubling the strength of everyone except Vernon Roche)

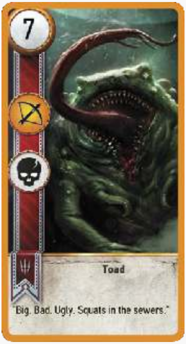
That's a total of 92 strength points in that row! Now launch your cunning plan. With a Biting Frost and Villentretenmerth in your hand, place the Biting Frost on the battlefield. Your enemy's row total is now 18 (Ves and the Blue Stripes Commandos are now worth two points each, while Vernon Roche is unaffected). That's not a bad reduction. But what happens if your foe plays Clear Weather? Before that happens, place Villentretenmerth. The Close Combat row is worth over 10 points (thanks to Vernon Roche; remember this wouldn't have worked if Vernon wasn't there, as Ves and the Blue Stripes would only be worth eight points, nullifying Villentretemerth's attack. Villentretemerth scorches Ves and the three Blue Stripes Commanders, reducing the row to 10 (only Vernon is left wondering what the hell happened!). Now your foe's front line is decimated permanently!

Note that Special Scorch cards affect the entire battlefield, so aren't usually able to be combined with Weather cards (as there's always a higher-point card on a different row that's targeted instead).


7
Villentretenmerth
"Also calls himself Borkh Three Jackdaws... he's not the best at names."

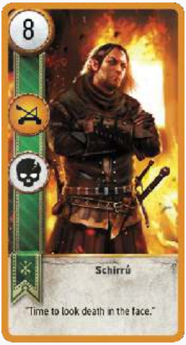
Neutral Cards (Character Scorch Ability) (1 Card)

Villentretenmerth is a seven-point Close Combat Unit with a Close Combat Scorch ability. Use this in every deck; it's arguably the best card to play if you want to decimate a high value target, targets, or even an entire row if you use the Scorch and Weather card technique mentioned previously. Remember to Decoy or Medic this card so you can employ it again and again! This card's only shortfall is that it doesn't affect Ranged or Siege units.


7
Toad
"Big. Bad. Ugly. Squats in the sewers."

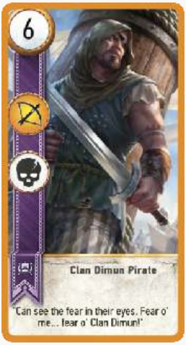
Monster Deck (Character Scorch Ability) (1 Card)

Toad is a seven-point Ranged Unit with a Ranged Scorch ability, and is also unique. Employ exactly the same tactics as with Villentretenmerth, and use both cards so you have the possible ability to specifically target Close Combat or Ranged rows. Toad is more devastating when battling against a deck that uses Ranged rows frequently, such as the Nilfgaardian Empire and Scoia'Tael. Combine him with the Impenetrable Fog card to wipe out a unit row!


8
Schirrú
"Time to look death in the face."

Scoia'tael (Character Scorch Ability) (1 Card)

Schirru is an eight-point Siege Unit with a Siege Scorch ability, and also unique. The same tactics apply here (use like Villentremerth, and employ both cards to cover Close Combat and Siege rows). However, because Siege units are used less frequently (the Monster deck only has four possible Siege cards, for example), the chances for devastating attacks are less frequent, unless you're playing against the Northern Realms. Combine Schirru with Torrential Rain to wipe out an entire Siege row.


6
Clan Dimun Pirate
"Can see the fear in their eyes. Fear o' me... fear o' Clan Dimun!"

SKELLIGE CLANS (CHARACTER SCORCH ABILITY) (1 CARD)

The Clan Dimun Pirate may be a 6-point non-hero Ranged unit, but he has the most devastating Scorch ability of all; a battlefield-wide Scorch which works in exactly the same way as a Special Scorch card! However, this does mean you can't target your attack to a specific row (unless you're using Villentretenmerth to remove a Close Combat unit or group first, with your Clan Dimun Pirate attacking the next-highest unit). Wiping out entire rows of Weather-crippled cards are less effective with the Clan Dimun Pirate (as he targets rows with higher-value cards instead, and that can include your own non-hero troops!) unless you've blanketed the entire battlefield with Skellige Storm and Biting Frost, *and* you're using King Bran's Leader ability: Do this, then use Scorch to wipe out your foe's *entire* Close Combat, Ranged, and Siege rows! This is a rare, but insanely powerful occurrence that works if you plan it correctly!

UNIT ABILITY: SPY (7 CARDS)

Spies are placed on your opponent's battlefield, and count towards their points total. In return, you receive two cards from your deck. So why give your opponent additional points? In order to bolster your own deck and receive some of the preferred cards you need or want to play, or to bolster your deck so you can out-draw your foe. It's important to understand that because Spies add to your opponent's total points, a more powerful Spy is one with a lower points total.

For example, Stefan Skellen might have nine points, but because that nine points is going to your opponent when you play him, he's a terrible Spy! Even so, giving your opponent nine points is still a good idea, as the two cards you receive usually more than make up for your shortfall, as you have more cards (a net increase of one), and more flexibility in playing future cards. Compare Stefan to Thaler (a 1 point Siege unit). Thaler is an amazing Spy, because he only adds one to your opponent's total (while allowing two cards to be taken from your deck, just like Stefan).

Spies: Know When To Use (and Abuse) Them!

Generally, the tactic with Spies is to utilize them as early as possible, starting with your most ineffectual spy (the one that gives your foe the most points). That way, you aren't playing high-point Spies later, when the points totals are more critical. Then use cards with other abilities (Decoy or Medics for example) so return a Spy to your deck and play them again (and again)! The only exception to playing Spies early is if you know your opponent is hoarding Spies for later rounds. As they can out-draw you if you're not careful, keep Spies in reserve for just such an occurrence.

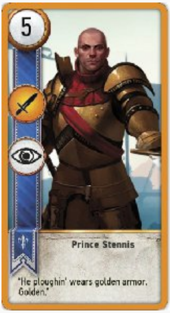
The plan with Spies is to use them continuously throughout all three Gwent rounds to bolster your deck, so you have the largest number of cards available that you can, so you can more easily react to a foe, draw important cards more easily, and keeping more cards in your hand than your opponent. Remember; having more cards in your hand than your opponent is the most important strategy for winning Gwent!

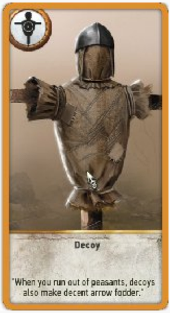
Spies are more helpful if your deck total is low (the 22 minimum), and the number of Spies in your deck is high (up to four depending on your Faction). Make sure you start the second round with around two extra cards compared to your opponent. Start the final round with around four extra cards. Why? So your opponent is forced to struggle finding cards to play against you, or your card total forces them to pass, allowing you an easy round win.

When Spies are used in the first round, you're more likely to pass or throw the round to your opponent. Treat this round as a buildup in forces for the second and third rounds you must win. As you're adding cards and removing Spies to achieve this, your deck is likely to be much more powerful for the latter two rounds.

Remember that just because you aren't playing Spies, it doesn't mean you shouldn't employ these tactics, as your foe may be using them on you; forcing you to turn enemy Spies against your opponent!

Spies are utilized primarily by Nilfgaardian Empire and Northern Realm players, as there are no Monster, Scoia'Tael, or Skellige Clan spies. Only the Mysterious Elf can be played with these factions, and he is only used once as he's a Hero. As both these Decks can rely on Muster cards (especially Monsters), it usually isn't worth duplicating a Muster group you are already holding.

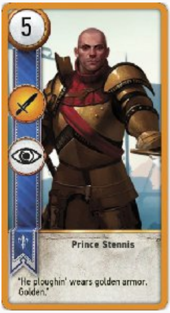

5
Prince Stennis
"He ploughin' wears golden armor. Golden."



Spies, Enemy Spies, and Decoys

One of the best strategies for those with a number of Spies in their deck is to play them as early as possible; usually in the first or second round. However, once you send out your own Spies, they become enemy troops; so your only option is to Decoy an enemy spy back into your hand, so you can play it back onto your enemy's battlefield. This is all part of the overall tactic of acquiring more cards in your hand. However, this tactic doesn't work if your foe isn't sending out Spies on your side of the battlefield, so watch out for opponents who aren't using Spies (Monster and Scoia'Tael decks) and adjust your tactics accordingly.

Decoys are also the best way to counter a foe who is using Spies against you. When a Spy enters your ranks, simply Decoy it into your hand, and play it back as soon as it makes sense to (so you can claim two cards as the Spy is effectively yours, now!). Do this again if further enemy Spies arrive on your battlefield.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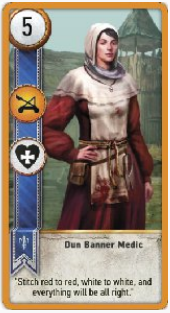
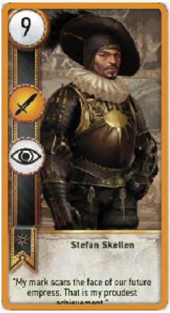
Prince Stennis
"He ploughin' wears golden armor. Golden."

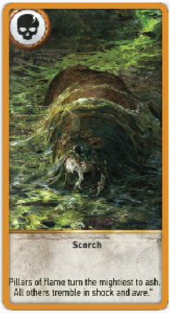

5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

Spies and Medics

Remember that Spies that you play go into your opponent's discard pile and not your own, so any Spies you'll be resurrecting are going to be from your opponent's deck initially (unless your foe plays your own Spy back at you, and you then Decoy it!). If you have a choice of Spies to bring back into play (which is a great idea, as it gives you that two card draw again and again), choose discarded Spies with the lowest points value (such as Thaler). Higher point Spies are still viable, however.

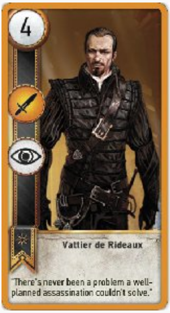
Another good point to use a Medic on a Spy is when your opponent has passed, and you can still play cards. Utilize a Medic, assuming the points of the Medic won't cause you to lose the round (if that matters to you; you could be throwing the first round anyway). Then continue until you've maximized the cards you hold for the subsequent round.

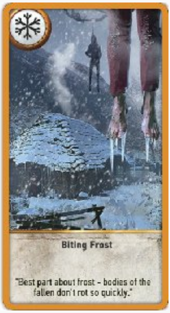

9
Stefan Skellen
"My mark scars the face of our future empress. That is my proudest achievement."


Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

Spies and Scorching

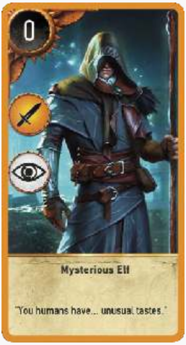
This is where Stefan Skellen becomes more helpful to the Nilfgaard! If you've placed a Spy on the board, you can Scorch it into your foe's discard pile after playing it. This allows you to remove the bonus the Spy was giving your opponent (in Stefan's case, nine points!). Remember you don't get the Spy (your opponent's discard pile holds it, enabling them to Medic the Spy back). But this is an option; only for Scorching high-point Spies (as there are usually other cards with a higher point value than a Spy you've placed, like Sigismund Dijkstra with his four points). However, there are usually better ways to use up a Scorch card than this.


4
Vattier de Rideaux
"There's never been a problem a well-planned assassination couldn't solve."


Biting Frost
"Best part about frost - bodies of the fallen don't rot so quickly."

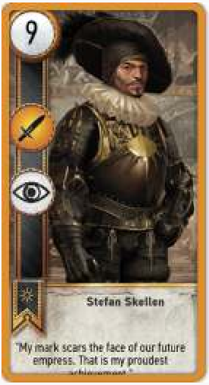
Spies and Weather Cards

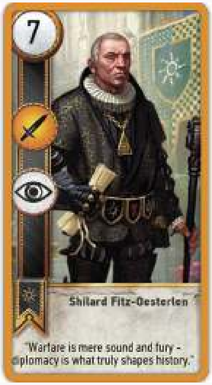
Negate the points your Spy card gives a foe by employing a Weather card after playing your Spy. If Vattier de Rideaux is heading into your opponent's Close Combat row, he's less effective if that row is fighting off a Biting Frost (reducing his points total for the enemy from 4 to 1).

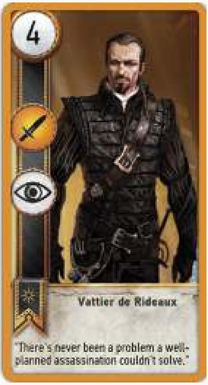

0
Mysterious Elf
"You humans have... unusual tastes."

Neutral Cards (Spy Ability) (1 Card)

The Mysterious Elf is an extremely powerful Spy, as he doesn't increase your opponent's total at all (0 points), and is a Hero (meaning he's a one-use card per match, and can't be destroyed, Decoyed, or brought back with a Medic). He's great to add to the Nilfgaardian and Northern Realm decks (where you have a Spy roster already), but offers less help to Monster and Scoia'Tael players, who may not want to stack their deck with Muster cards. Still, he is a good choice for those decks if you want a Spy in them; he's the only one you've got!

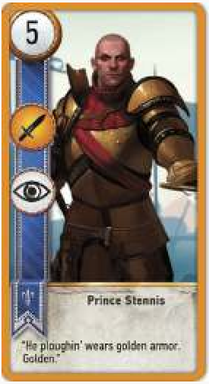

9
Stefan Skellen
"My mark scars the face of our future empress. That is my proudest

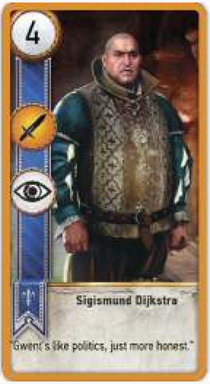

7
Shilard Fitz-Oesterlen
"Warfare is mere sound and fury - diplomacy is what truly shapes history."

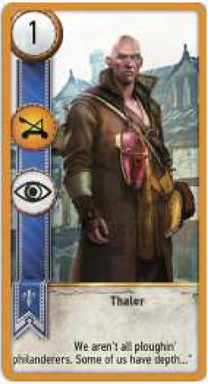

4
Vattier de Rideaux
"There's never been a problem a well-planned assassination couldn't solve."

Nilfgaardian Empire (Spy Ability) (3 Cards)

Although both the Nilfgaard and Northern Realms have three spies each, the Empire's trio of sneaky sods are decidedly more hamfisted: The infamous Stefan Skellen (9 points), the only-slightly more proficient Shilard Oesterlen (7 points), and the actually-adept Vattier de Rideaux (4 points) give your opponent 20 extra points if you play all three! Still, the extra cards you gather almost always make this a moot point. Add the Mysterious Elf for a quartet of Spies and eight extra cards!


5
Prince Stennis
"He ploughin' wears golden armor. Golden."


4
Sigismund Dijkstra
"Gwent's like politics, just more honest."


1
Thaler
"We aren't all ploughin' philanderers. Some of us have depth..."

Northern Realms (Spy Ability) (3 Cards)

The most adept Spy masters are the Northern Realms faction, featuring three competent fellows; Prince Stennis (5 points), Sigismund Dijkstra (4 points) and the amazing Thaler (1 point); they only give up 10 points when all three are used; which is far less than the benefits you get from the additional cards you draw. Add the Mysterious Elf to complete your quartet.

UNIT ABILITY: TIGHT BOND (33 CARDS)

Though there are 33 Tight Bond cards, these are only available to Nilfgaardian Empire, Northern Realms units, and Skellige Clans factions, and require you to draw two or more cards of the same unit type in order for the ability to work. However, if you can gather multiples of the same unit, you can really increase the strength points total of a particular row. Which of course, then attracts Scorch and Weather Cards from your enemy's deck. So learn to mitigate these circumstances as often as possible.

At the very beginning of the round, when you redraw two cards, if you're wanting to use Tight Bond cards in the round in question, you should redraw in the hopes of getting one (or more).

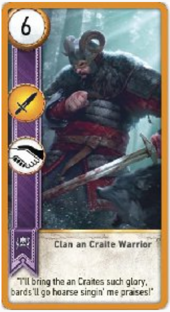
Tight Bond Cards: Know When To Hold Them

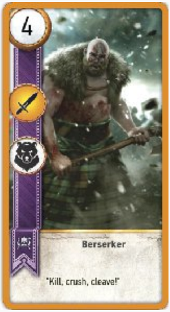
On their own, Tight Bond cards are normal unit cards that aren't very effective (with the exception of the Catapult, a Northern Realms Siege unit worth eight points). This means you can place them on the battlefield, wait a few turns, and then complete the pairing to really hammer a foe with a huge strength points increase!

Some of the lesser cards (such as the Poor F--king Infantry) are also good to use as "throw away" cards; play them if you're stalling for time, or hoping to draw a better card.

The biggest drawback with Tight Bond cards is that you need to have all of them in your hand so you can place them all in the same round. Using them in different rounds negates their ability completely, though it's sometimes a good strategic idea to "waste" a card early, then Decoy or Medic it back into your hand when a subsequent Tight Bond with the same name appears.

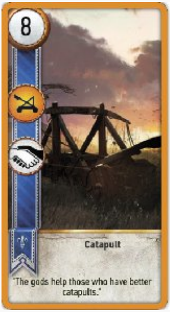
There are no Monster, Scoia'Tael, or Neutral cards with the Tight Bond ability.

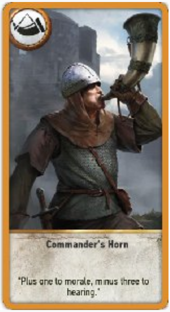

6
Clan an Craite Warrior
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"


4
Berserker
"Kill, crush, cleave!"

TIGHT BOND CARDS AND BERSERKERS

Tight Bond and Berserker units have some similarities; not least because the three Young Berserkers actually have the Tight Bond ability when transformed into Transformed Young Vildkaarls! Generally, both Tight Bond and Berserker cards have bonuses that require a subsequent card to played with them, and both can skirt by Scorch cards your opponent may use, becoming more susceptible to Scorch the more powerful their points total becomes. They both have the flexibility to be "under the radar" of your opponent, before being augmented to win a round. A Berserker group can reach their bonus a little more easily (as there are up to four Mardroeme cards that cause the bonus, compared to usually only two identical Tight Bond units that increase a Tight Bond's group total). Finally, remember that Young Berserkers, when they have transformed into Transformed Young Vildkaarls, add the Tight Bond ability; they become much more powerful when transformed in a group of up to three.

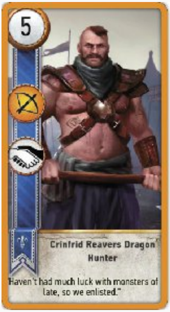

8
Catapult
"The gods help those who have better catapults."

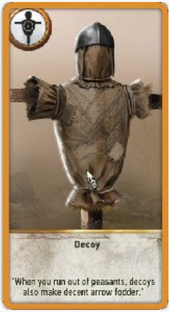

Commander's Horn
"Plus one to morale, minus three to hearing."

Tight Bond Cards, Commander’s Horn, and Morale Boost

Though there’s not many card combinations that cause the enemy to instantly scramble for their Scorch or Weather cards, if you’re able to halt these threats, you can add some incredible strength points to a row, and unequivocally win a round. The following is the best-case example:

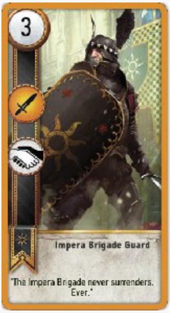
Place both Northern Realm Catapults in your Siege Row. Each Catapult is worth 8 points on its own. Each is worth 16 as a duo; making 32 points. Now add a Morale Boost thanks to the Kaedweni Siege Expert (1 point unit, +1 for all units in the row). This brings the total up to 35. Then place the Commander’s Horn, doubling the strength to 70. Not bad. Wait, do you smell burning?

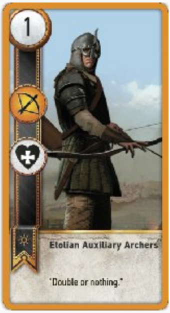

5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."



Tight Bond Cards and Decoys

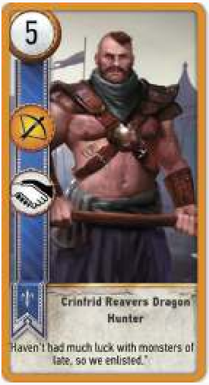
Perhaps the ultimate bait-and-switch tactic is to place a Tight Bond card on the battlefield, hoping your foe thinks you’re about to place another. If the card isn’t subsequently Scorched, simply Decoy it back into your hand, and save it for later (if you were feinting, needed to burn a card, or the time wasn’t right to play it), or for when you have more of the same unit type to maximize the Tight Bond ability. Just because you look like you’re about to drop four Impera Brigade Guard units, doesn’t mean you need to follow through with this plan!

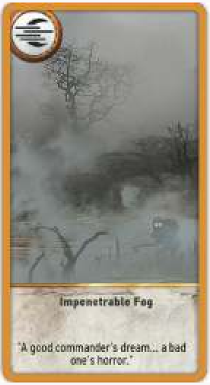

3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."

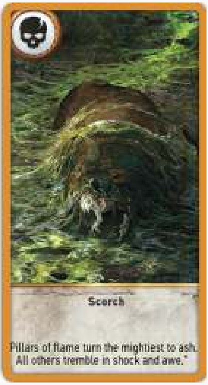

1
Etolian Auxiliary Archers
"Double or nothing."

Tight Bond Cards and Medics

The Nilfgaardian Empire is more adept at employing Medics (they have five compared to the Northern Realms' and Skellige Clans'one Medic, though Yennefer of Vengerberg is a great addition). This allows you to bring back a complete set of Tight Bond cards, or some of a set of units you already used (when the third of that set is drawn later in the game). Reusing a group of cards with an ability to yield one of the largest points totals is always a good idea; especially after the threat of Scorch has passed.


5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

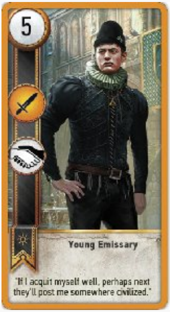

Impenetrable Fog
"A good commander's dream... a bad one's horror."

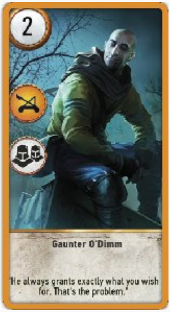

Scorch
"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

Tight Bond Cards, Scorch, and The Weather

In most circumstances, you should expect your Tight Bond cards to be targeted by Scorch, and do something about it. You could wait patiently to play the second and third cards until Scorch is used on another unit, or until the next round after Scorch disappears. You could sacrifice a higher-point unit so the Scorch targets that, allowing you to bolster your Tight Bond units to much stronger levels. Obviously, be worried about the three Scorch Character cards; up to two could be played by a Monster or Scoia'Tael player, and they can seriously damage your plans.

You can purposefully use Weather Cards to hide the potency of Tight Bond units from a player you suspect is going to use Scorch. For example, place a Crinfrid Reavers Dragon Hunter in your Ranged row when your foe has an impressive selection of Ranged cards on their side of the battlefield. Then play Impenetrable Fog, pretending to negate both Ranged rows. In reality, play a couple more Hunters, use Clear Weather (or a Leader ability) and reveal a much stronger Ranged row that was immune to Scorch when each card was valued at one (or two or three depending on how many Tight Bond cards were in that row).


5
Young Emissary
"If I acquit myself well, perhaps next they'll post me somewhere civilized."

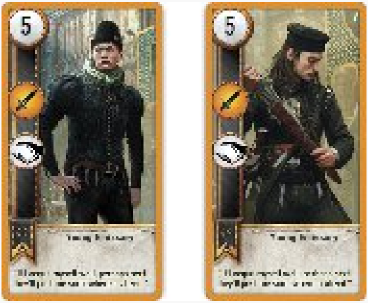

2
Gaunter O'Dimm
"He always grants exactly what you wish for. That's the problem."

Tight Bond Cards and Muster Cards

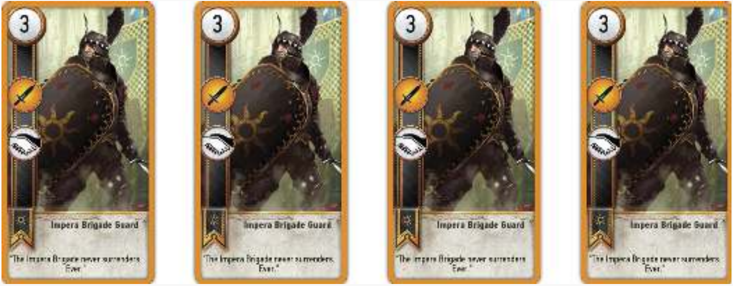
While the Nilfgaard and Northern Realms primarily use Tight Bond, the only way to mix your deck with Muster Cards is by adding Gaunter O'Dimm (and his dark minions) into the mix. Both are Scorch-bait, both add a large number of points, but Muster cards are instant, offer a lesser total, can impede the total cards you hold in your hand, and aren't usually Decoyed or resurrected by Medics back into play. Tight Bond cards add a similar amount of points (though a couple of units can add much more), take place over multiple turns (a slower build of power), and are much better to Decoy or Medic. It also goes without saying that Tight Bond cards only "bind" with cards of the same name: A Nausicaa Cavalry Rider only adds to other Nausicaa Cavalry Rider totals.

Nilfgaardian Empire (Tight Bond Ability) (9 Cards)

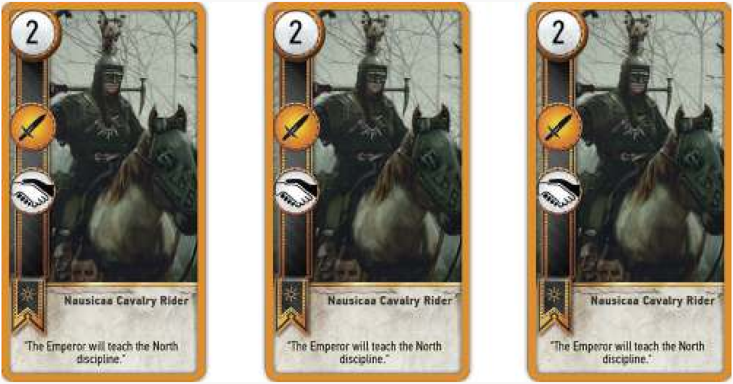
Though the Nilfgaard don't seem quite as impressive a group of Tight Bond units overall, compared to Northern Realms, they have more Medics enabling you to return Tight Bond cards back into play; an important point to consider. Gather all three Tight Bond units as early as you can, but concentrate on employing the Impera Brigade Guards as often as possible, up to the point where higher-value cards become more important for your deck strategy.


5
Young Emissary
5
Young Emissary

Young Emissary (5 points each). Group Value (All cards together): 20


3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."
3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."
3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."
3
Impera Brigade Guard
"The Impera Brigade never surrenders. Ever."

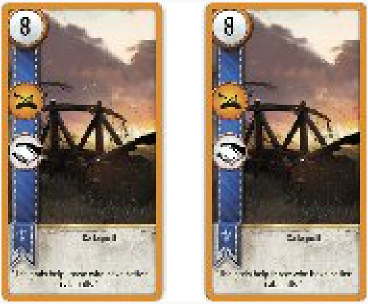
Impera Brigade Guard (3 points each). Group Value (All cards together): 48


2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."
2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."
2
Nausicaa Cavalry Rider
"The Emperor will teach the North discipline."

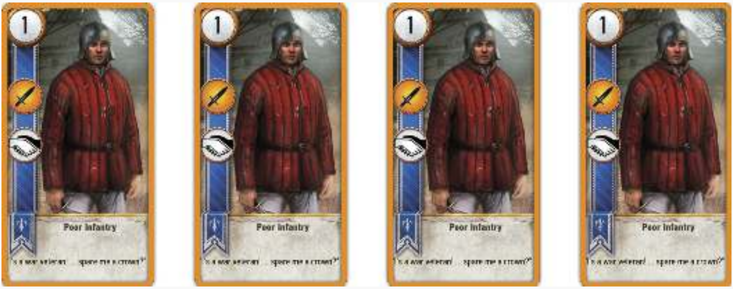
Nausicaa Cavalry Rider (2 points each). Group Value (All cards together): 18

Northern Realms (Tight Bond Ability) (12 Cards)

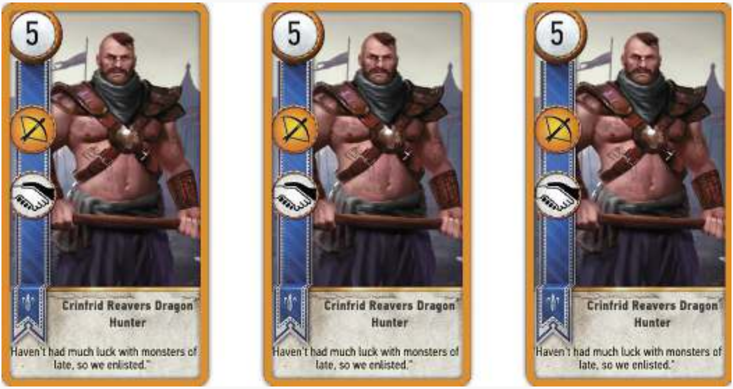
Though the Northern Realms' downtrodden infantry are worth using to burn a card in order to delay the end of a round, even their Tight Bond value is questionable. Ditch them when more potent cards are available. Mid-level Gwent players employ the Blue Stripes Commandos, and the Crinfrid Reavers Dragon Hunters, with the aim of launching Catapult strikes as often as possible too. Just beware your lack of Medics impedes the return of these units after a round or a scorching.


8
Catapult
8
Catapult

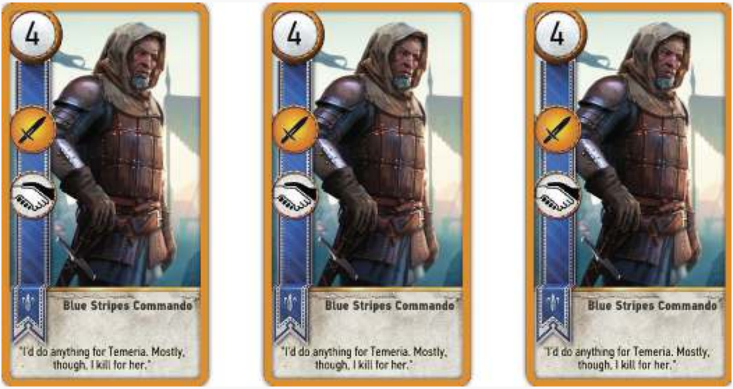
Catapult (8 points each). Group Value (All cards together): 32


1
Poor Infantry
1
Poor Infantry
1
Poor Infantry
1
Poor Infantry

Poor F--king Infantry (1 point each). Group Value (All cards together): 12


5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."
5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."
5
Crinfrid Reavers Dragon Hunter
"Haven't had much luck with monsters of late, so we enlisted."

Crinfrid Reavers Dragon Hunter (5 points each). Group Value (All cards together): 45

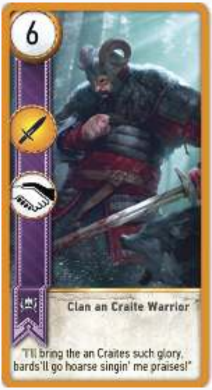

4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."
4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."
4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

Blue Stripes Commando (4 points each). Group Value (All cards together): 36

SKELLIGE CLANS (TIGHT BOND ABILITY) (12 CARDS)

Both the Clan an Craite Warriors and War Longships have the same group value, and are comprised of three individual cards. The only difference is that the former is a Close Combat group, while the latter is your main Siege force. Augment the War Longships with Draig Bon-Dhu's Commander's Horn (otherwise he's useless!), and add Yennefer with Birna Bran to hopefully Medic one of these groups into play to maximize their potential.

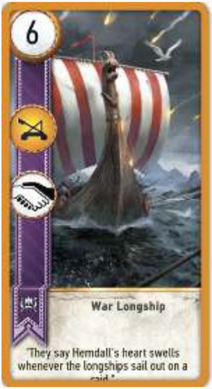
The Clan Drummon Shieldmaidens are a potent force on their own, though not providing quite the power of the other Tight Bond Skellige Clans cards. However, if Cerys is played, she instantly summons all three Shieldmaidens as if they were Mustered. This has the advantage that all the cards are played at once (not usually the case with Tight Bond cards), and that you can redraw any Shieldmaidens in your deck at the start of a match in the hopes of obtaining Cerys (who summons them anyway). Note you can employ the Shieldmaidens as "regular" Tight Bond cards without Cerys, but this isn't the most potent use of this group.


6
Clan an Craite Warrior
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"

6
Clan an Craite Warrior
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"

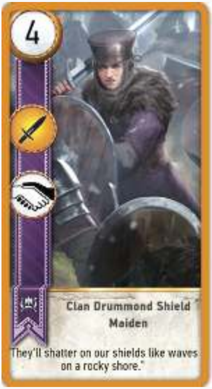
6
Clan an Craite Warrior
"I'll bring the an Craites such glory, bards'll go hoarse singin' me praises!"

Clan An Craite Warrior (6 points each). Group Value (All cards together): 54


6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."

6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."

6
War Longship
"They say Hemdall's heart swells whenever the longships sail out on a raid."

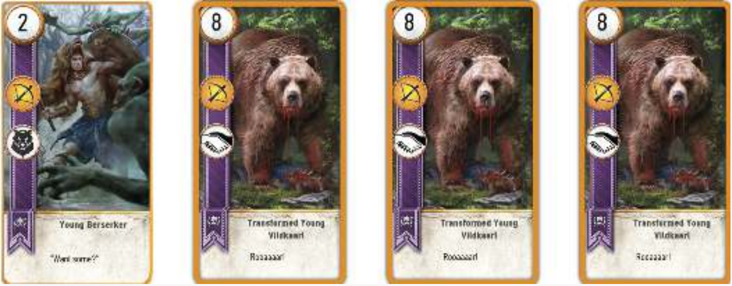

4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

4
Clan Drummond Shield Maiden
"They'll shatter on our shields like waves on a rocky shore."

Clan Drummond Shieldmaiden (4 points each). Group Value (All cards together): 36

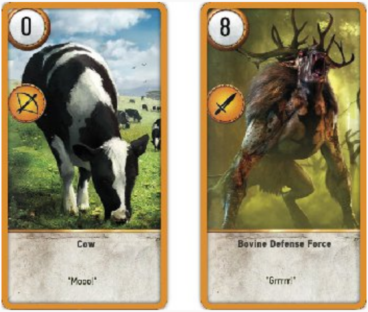
The Transformed Young Vildkaarl group, when partnered with Ermion or transformed using a Mardroeme, becomes a mauling and unstoppable force with tremendous value, providing you're lucky to have all three in your hand during a bout. Though the value they give you is immense, gathering the three together along with a Mardroeme (so the Tight Bond ability is triggered along with the Berserker transformation) can be tricky.


2
Young Berserker
"Want some?"
8
Transformed Young Vildkaarl
Roooaaar!
8
Transformed Young Vildkaarl
Roooaaar!
8
Transformed Young Vildkaarl
Roooaaar!

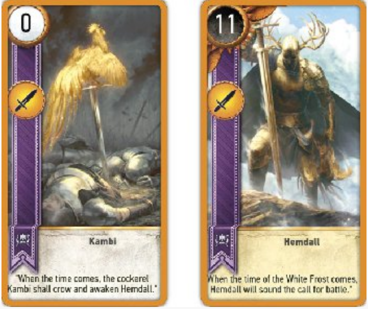
Young Berserkers (2 + 2 + 2 = 6 points) transform to Young Vildkaarls (24 + 24 + 24 = 76 points, only if all three are played and Tight Bond ability is applied). Note the Tight Bond ability when transformed!

UNIT ABILITY: TRANSFORMATION CARDS (2 CARDS)

The Cow seems initially to be a useless ranged card which offers no strength bonuses, and nothing of value during the round it is played, aside from the fact it is a great card to "burn" while you wait for your opponent to run out of cards or play a Weather card or Scorch. However, once the Cow is taken off the battlefield (either after a round, or by Scorch), the card transforms into a Bovine Defense Force (an eight-point Close Combat Fiend) that begins the next round already on your board. This can surprise your foe, quickly add points to a front line, and even take a Scorching for you! While the Cow card is excellent in the first and second rounds as a prelude to enforcing your Close Combat line, it's not very useful in the last round, as the more powerful card would appear only in the last round.

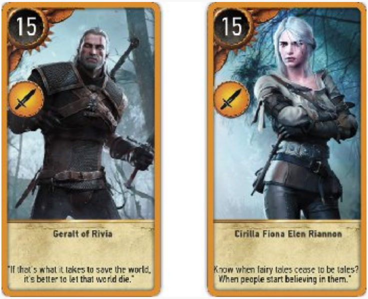

0
Cow
"Mooo!"
8
Bovine Defense Force
"Grrrrr!"

The Skellige Clans have the (Close Combat) Kambi card, which works in the same way as the Cow. The only difference is that Hemdall is a close combat card (and therefore boosts that row) and is a Hero.


0
Kambi
"When the time comes, the cockerel Kambi shall crow and awaken Hemdall."
11
Hemdall
"When the time of the White Frost comes, Hemdall will sound the call for battle."

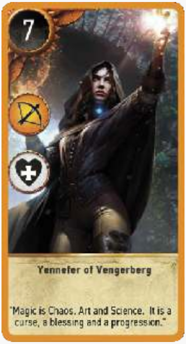
NEUTRAL CARDS (16 CARDS)

Neutral cards are units and Heroes that can fight alongside your faction forces no matter which deck you decide to build; Geralt of Rivia is just as happy battling with the Scoia'Tael as he is with the Northern Realms. This allows you further customizable options when adding Neutral cards to your deck, and some interesting decisions on which cards to use, and which to ignore. Neutral cards are easily distinguished from your Faction cards as they always appear first (after your Special and Weather cards) in your “All Cards” collection list. They also have no banner design. There are 16 Neutral cards to collect, and the pictures on some of them change depending on if you have activated the Ballad Heroes DLC.


15
Geralt of Rivia
"If that's what it takes to save the world, it's better to let that world die."
15
Cirilla Fiona Elen Riannon
"Know when fairy tales cease to be tales? When people start believing in them."

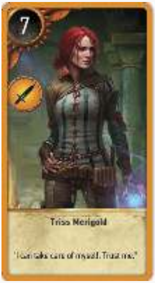
NEUTRAL CARDS: GERALT AND CIRILLA

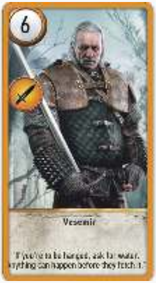
These two Hero cards are the very best one-card strength point cards you can use, and five points higher than even your toughest faction Hero. They should be in your deck at all times, and should even take the place of faction Heroes if you’re wanting to cut some cards in favor of a lean deck. They are devastating, Close Combat fighters, immune to Weather and all special effects (so they can only be used once a bout), and used to thoroughly bolster your front lines.

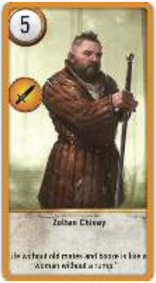

7
Yennefer of Vengerberg
"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."

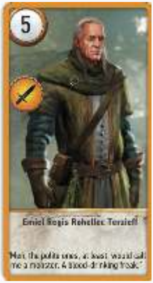
NEUTRAL CARDS: YENNEFER OF VENGERBERG

Yennefer is a seven-point Hero Medic who fights at the ranged row. As most of your highest point troops are likely to be at Close Combat range, this is a great way to diversify your forces. Though Yennefer isn't as strong as your best Faction Heroes, her Medic ability more than makes up for this slight shortfall. Add her to a deck you are creating with more Medics, or to forces that have no Medics at all (such as a Monster Deck), to add flexibility to your tactics. Yennefer is great for bringing back Villentretenmerth from the discard pile, for example.


7
Triss Merigold
"I can take care of myself. Trust me."

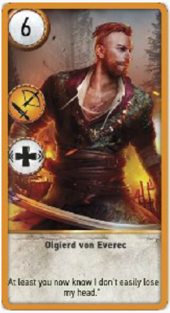

6
Vesemir
"If you're to be hanged, ask for water. nything can happen before they fetch it."

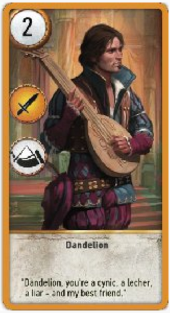

5
Zoltan Chivay
ife without old mates and booze is like a woman without a rump."


5
Emiel Regis Rohellec Terzieff
"Men, the polite ones, at least, would call me a monster. A blood-drinking freak."

NEUTRAL CARDS: TRISS, VESEMIR, ZOLTAN, AND EMIEL

This quartet of strong-willed, Close Combat units, of which Triss is the only Hero, are among the first Neutral cards you should add to your deck when you're first attempting to play the game of Gwent. However, as you progress and collect the stronger cards (or those with abilities, as none of these cards—save Triss—have anything other than brute force to offer you), place these in your permanent discard pile so your deck doesn't get bloated. You are better off utilizing higher-point strength cards, and there are plenty to choose from.

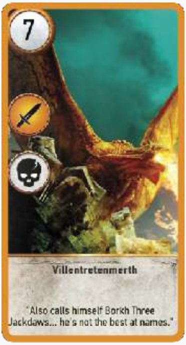

6
Olgierd von Everec
"At least you now know I don't easily lose my head."


2
Dandelion
"Dandelion, you're a cynic, a lecher, a liar – and my best friend."

NEUTRAL CARDS: OLGIERD VON EVEREC AND DANDELION

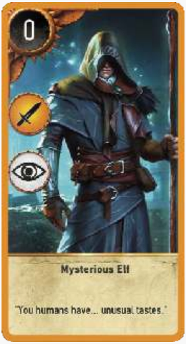
Olgierd is no Hero, and he's only worth six points, but he's a good card to employ because of his flexibility thanks to the fact he is Agile, and offers a Morale Boost. This means you can place him in either the Close Combat or Ranged rows and add some much-needed bonuses. Combine him with a Commander's Horn to really increase a row's strength, and reuse him by utilizing a Medic.

Dandelion offers a similar strategy, though he only brings two measly strength points to Close Combat rows, so isn't as flexible in his positioning (despite what the harlots at the Rosemary and Thyme may have told you). Dandelion's biggest benefit is his Commander's Horn, enabling you to ditch a Horn Special Card. Combine him with Olgierd to increase your Close Combat row by a huge amount.


7
Villentretenmerth
"Also calls himself Borkh Three Jackdaws... he's not the best at names."

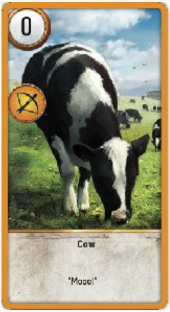
NEUTRAL CARDS: VILLENTRETENMERTH

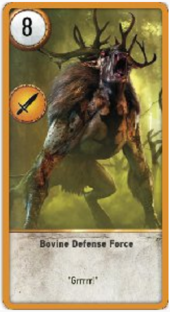
One of the best cards in the game of Gwent! Villentretenmerth must be part of your deck strategy at the earliest possible point. Though this is a seven-point non-Hero, Villentretenmerth has the invaluable ability to Scorch; not across the entire battlefield like the Special card, but a focused Scorch on your opponent's Close Combat row, if the total value of the opposite row is greater than or equal to 15. This allows you to place him (usually late in a round) to remove one or more high-level non-Heroes. Use him often, and resurrect him from the discard pile with a Medic. Use him with Toad (Monster Deck) or Schirru (Scoia'Tael Deck) to Scorch two different rows. Utilize all the Scorch tactics previously mentioned in this chapter. Watch the world burn!


0
Mysterious Elf
"You humans have... unusual tastes."

NEUTRAL CARDS: MYSTERIOUS ELF

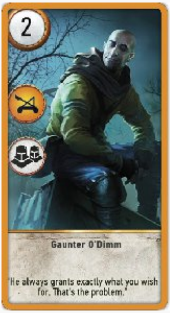
Initially, one might puzzle at the sight of a zero-point Hero, until you realize this elf is a Spy, and therefore gives your opponent no additional strength points, making him the finest Spy available. His only downfall is that because of his Hero status, he can’t be Decoyed or resurrected by a Medic back into your hand; so use him to gather extra cards as soon as you can. Or, wait until the very end of a round, and feint your opponent into thinking you have few or no cards left, and then use him. He is a card you definitely should employ in any deck strategy, and also allows you to utilize the fabled Spy ability in decks where Spies aren’t normally available (such as Scoia’Tael decks).

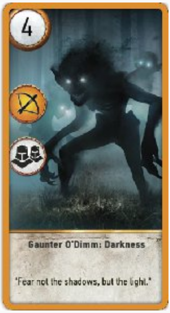



8
Bovine Defense Force
"Grrrrr!"

NEUTRAL CARDS: COW (BOVINE DEFENSE FORCE)

The Cow seems initially to be a useless ranged card which offers no strength bonuses, and nothing of value during the round it is played, aside from the fact it is a great card to “burn” while you wait for your opponent to run out of cards or play a Weather card or Scorch. However, once the Cow is taken off the battlefield (either after a round, or by Scorch card), the card transforms into a Bovine Defense Force (an eight-point Close Combat Fiend) that begins the next round already on your board. This can surprise your foe, quickly add points to a front line, and even take a Scorching for you! While the Cow card is excellent in the first and second rounds as a prelude to enforcing your Close Combat line, it’s not very useful in the last round, as the more powerful card would appear only in the last round.


2
Gaunter O'Dimm
"He always grants exactly what you wish for. That's the problem."


4
Gaunter O'Dimm: Darkness
"Fear not the shadows, but the light."

NEUTRAL CARDS: GAUNTER O'DIMM AND DARKNESS

The tactical advantages of this set of Muster cards has been discussed in the Muster section of this chapter. Simply put, Gaunter O'Dimm adds a possible 14 points (if you have all four cards) with a single placement. Not only that, but the cards sit across your Ranged and Siege rows, which are less frequently attacked by the enemy. Furthermore, Gaunter O'Dimm can add a fantastic extra dimension of strategy to decks that don't normally use Muster. You could even increase your card count without too much worry, as all five cards are used at once!

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Main Quest: Ciri's Story: Out of the Shadows

End: A Hunched Homunculus

Geralt and the Baron conclude their talk. Ciri was looking for a sorceress, and all of them are in Novigrad. The Baron pleads with you to help him find Anna; who is trapped somewhere within the vast bogland south of here. Agree and Secondary Quest: Return to Crookback Bog becomes available once Main Quest: Family Matters concludes.

Uma

You're finishing your pleasantries when something hunched, with a huge bulbous head, escapes the sergeant's grasp and waddles into the great room. He's quickly lead away, but not before you quiz the Baron on who this fellow is (Uma), how he's in the Baron's company (won in a game of cards). After this odd interlude, all these quests conclude.

TYING UP LOOSE ENDS

If you have already finished all the Main Quests in Novigrad and Skellige at this point, you know what this strange creature named Uma is. In this case, Main Quest: Ugly Baby begins before the Baron leaves.

Main Quest: Hunting a Witch

Malleable Minds at Midcopse

DANGER ALERT SPOILER ALERT

MAIN QUEST: HUNTING A WITCH

RELATED QUESTS : Main Quest: Wandering in the Dark; Secondary Quest: Magic Lamp; Secondary Quest: An Invitation from Keira Metz
LOCATIONS : Midcopse, Keira's Hut, Keira's Grotto
CHARACTERS : Keira Metz
ENEMIES : Nekkers

QUESTING DECISIONS

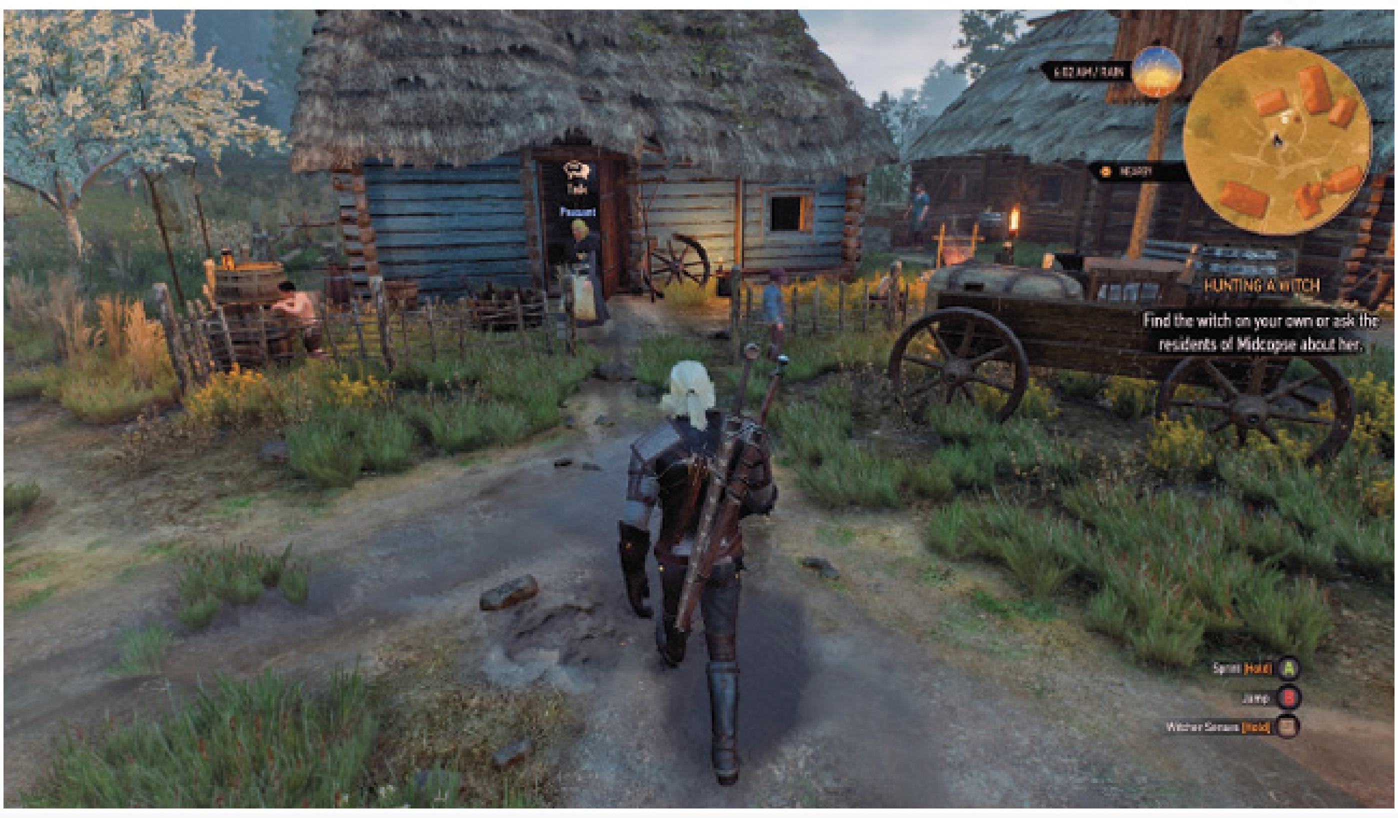
This quest starts automatically once Main Quest: The Nilfgaardian Connection concludes.

OBJECTIVE:

- Find the witch on your own or ask the residents of Midcopse about her.

Ride to the slightly depressing hamlet of Midcopse, and learn where the witch you need to question is. This can be done via conversations with the villagers, or by searching for her hideout independently. Here are two examples of peasants you can obtain clues from.

Begin near the central well, and look for residents murmuring about the witch. One is sweeping outside her cottage. Although this peasant has no knowledge, her husband does; the witch cured him of a bad back.


Talk
Peasant
NEARBY
HUNTING A WITCH
Find the witch on your own or ask the residents of Midcopse about her.
Sprint (Hold)
Jump
Witcher Senses (Hold)

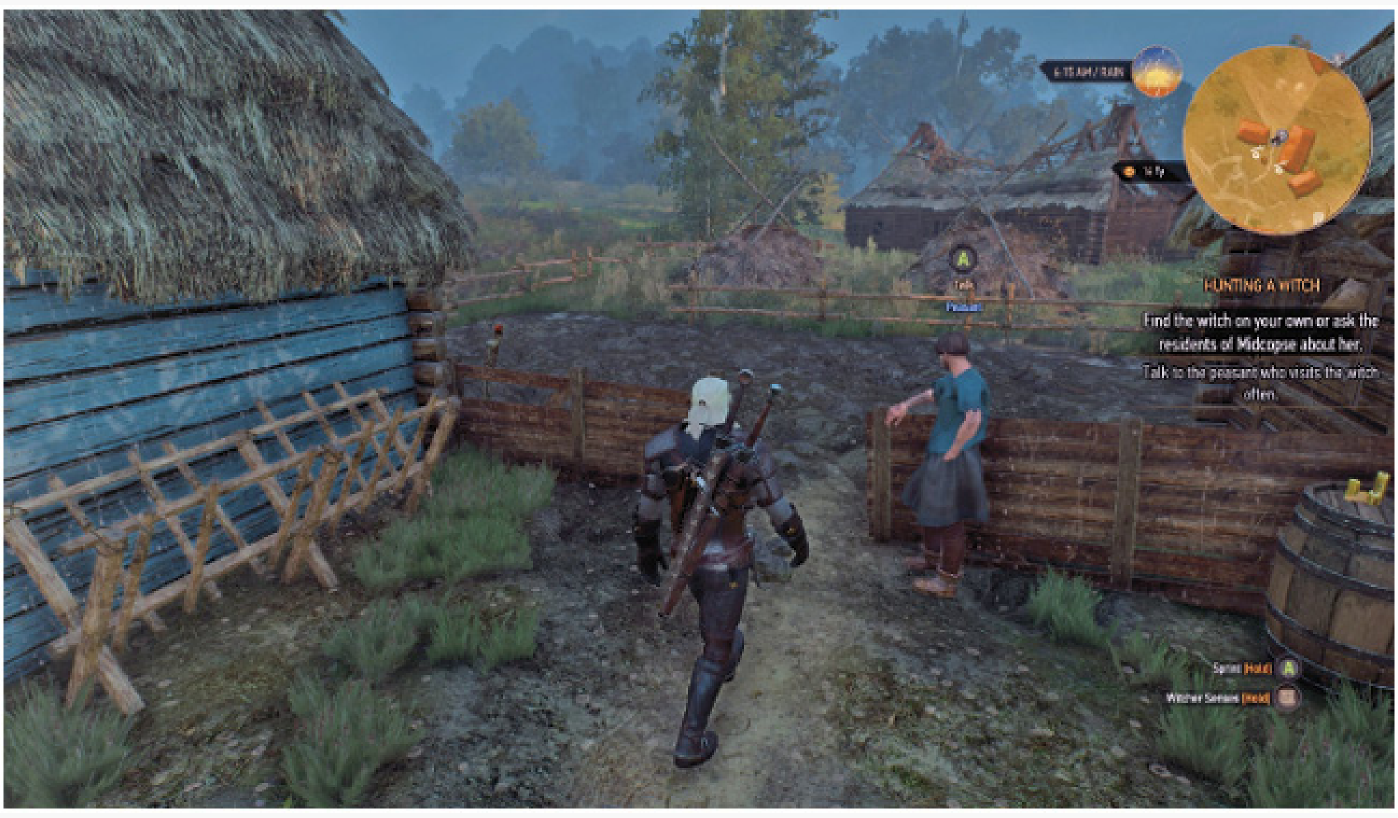
OBJECTIVE:

- Talk to the peasant who visits the witch often.

The husband is by the fence, right of the Whetstone, and isn't happy about revealing the location of the witch. Perhaps you could change his mind? You can:

- (50 Crowns) Pay him a few crowns to change his mind.
- (Axii Delusion Level 2) Influence him through magical means.

Either of these options causes him to describe where the witch lives, allowing you to exit Midcopse and search for a pond.


Talk
Peasant
HUNTING A WITCH
Find the witch on your own or ask the residents of Midcopse about her.
Talk to the peasant who visits the witch often.
Sprint (Hold)
Witcher Senses (Hold)

Main Quest: Family Matters (Part 2)

The Woeful Despot

OBJECTIVE:

- Talk to the Baron about his family.

Return to Crow’s Perch. Head to the gardens within the bailey, and you’re stopped by the sergeant, worried about the Baron’s melancholy condition. Speak with the Baron, who is reading love letters from Anna, and explain to him how your search is going. Now you’ve fulfilled your end of the bargain, the Baron agrees to reveal more about Ciri’s past exploits.

Main Quest: Ciri's Story: Out of the Shadows

The Baron's Savior

DANGER ALERT
SPOILER ALERT
!
MAIN QUEST: CIRI'S STORY: OUT OF THE SHADOWS

OBJECTIVES:

- Kill the basilisk.
- Get to the top of the tower and rescue the Baron.

The Baron recalls the whinnying horses as a huge flapping basilisk spooked the horses, and forces you to draw your silver sword. With a mixture of well-timed blocking, parries, and strong attacks between those nasty beaked attacks and wing smashes, whittle down the beast's health, until it goes for the Baron, and your objective updates.

Climb the rocky buttresses at the foot of the ruined tower you're at the base of. Continue until you see the Baron at the top, and watch as Ciri saves him from a certain death. Soon after, Ciri departs.

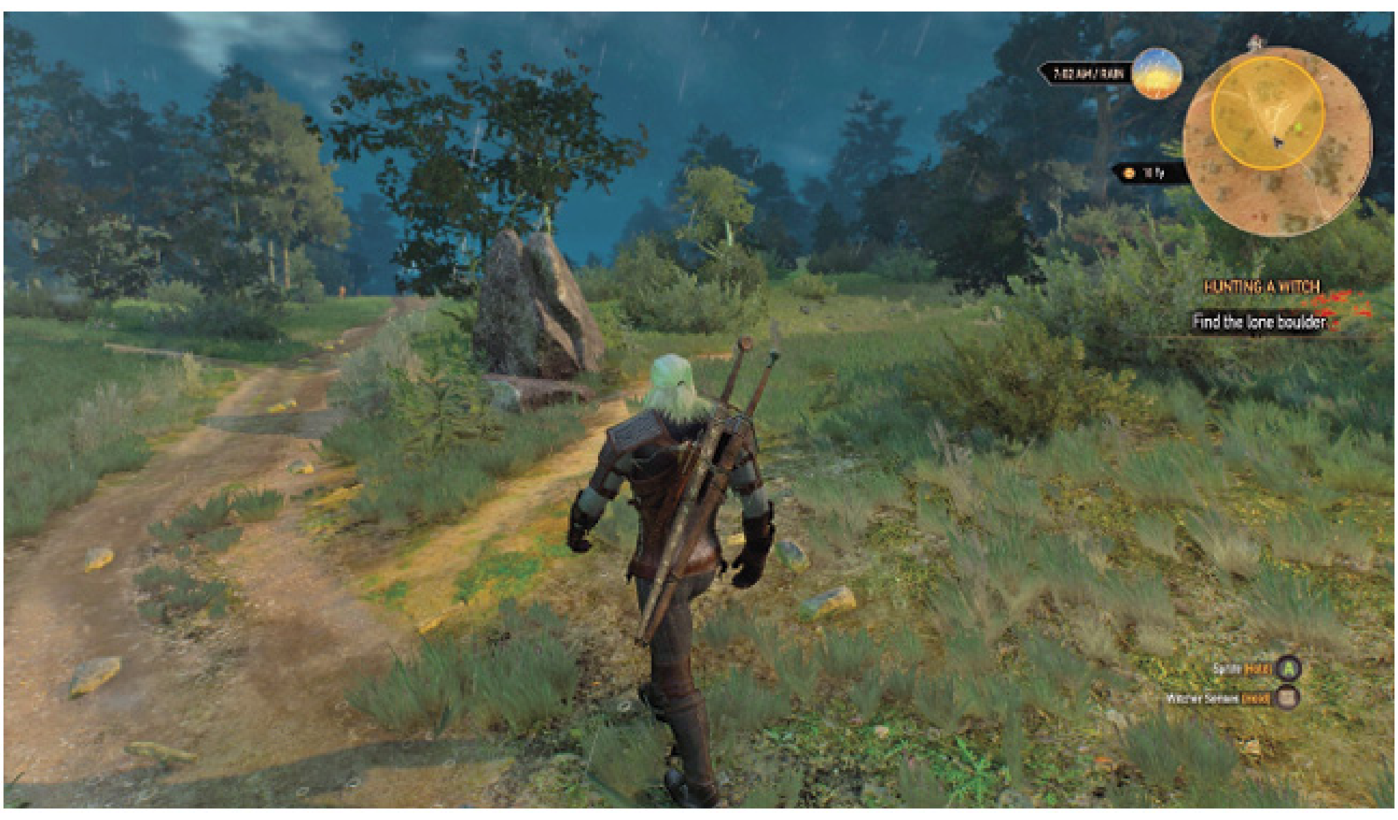
Main Quest: Hunting a Witch

The Enchantress in the Grotto

OBJECTIVES:

- Find the pond by the village.
- Find the lone boulder.
- Find the abandoned cart.
- Find the witch's hut.

Depart Midcopse heading roughly northward, with the pond's bank on your left side, and follow the path to a large oval stone. Take the right trail, up through a copse of trees to an abandoned cart and a group of nekkers you should slay. Continue along the path until you stumble upon the witch's hut. The witch shoos away some pleading villagers with a diseased cow problem. Enter the hut.

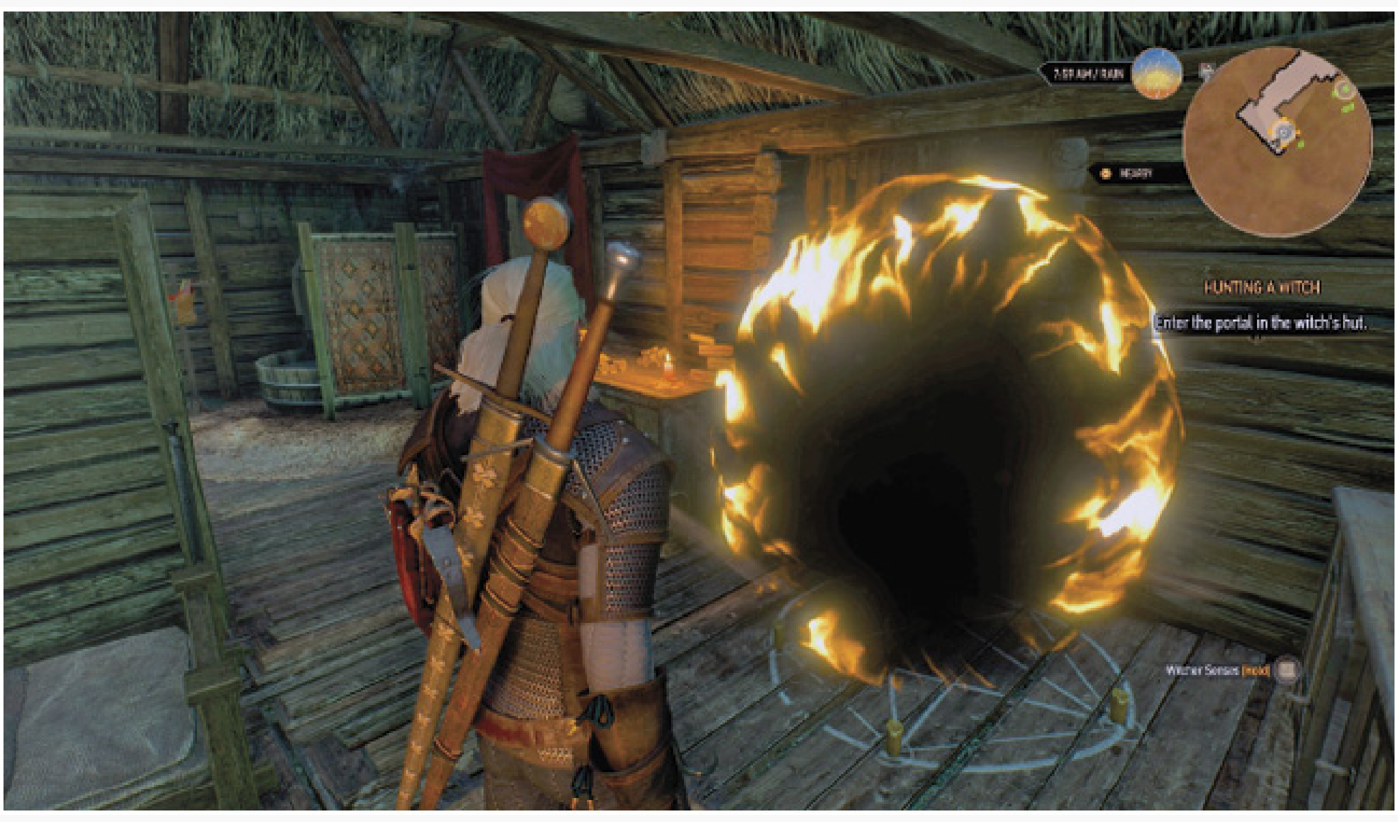


OBJECTIVES:

- Talk to the witch in her hut.
- Search the hut using your Witcher Senses.
- Enter the portal in the witch's hut.
- Find the witch.

Kelra Metz

Use your Witcher Senses to discover the witch's robes, a chalk pentagram, some interesting spell books, and a trapdoor down to a damp cellar. Look for the skull with the enchanted symbols and examine it. When a portal appears, step through it and into a large subterranean grotto. Don't be shy; head up the stairs and intrude on Keira Metz taking a bath. Feel free to talk to her about what she's doing in Velen, and the other sorceresses of the Lodge, but focus your chat on "a certain young woman."



After some wry answers, Keira admits an elven mage had been asking about Cirilla too. The fellow wore a mask, and asked that Keira lead Ciri to him. Apparently he's hiding in some elven ruins in the southwestern wilderness just northwest of the Byways marker. Agree to visit this place, and you automatically head there. Main Quest: Hunting a Witch "rests," and Main Quest: Wandering in the Dark begins.

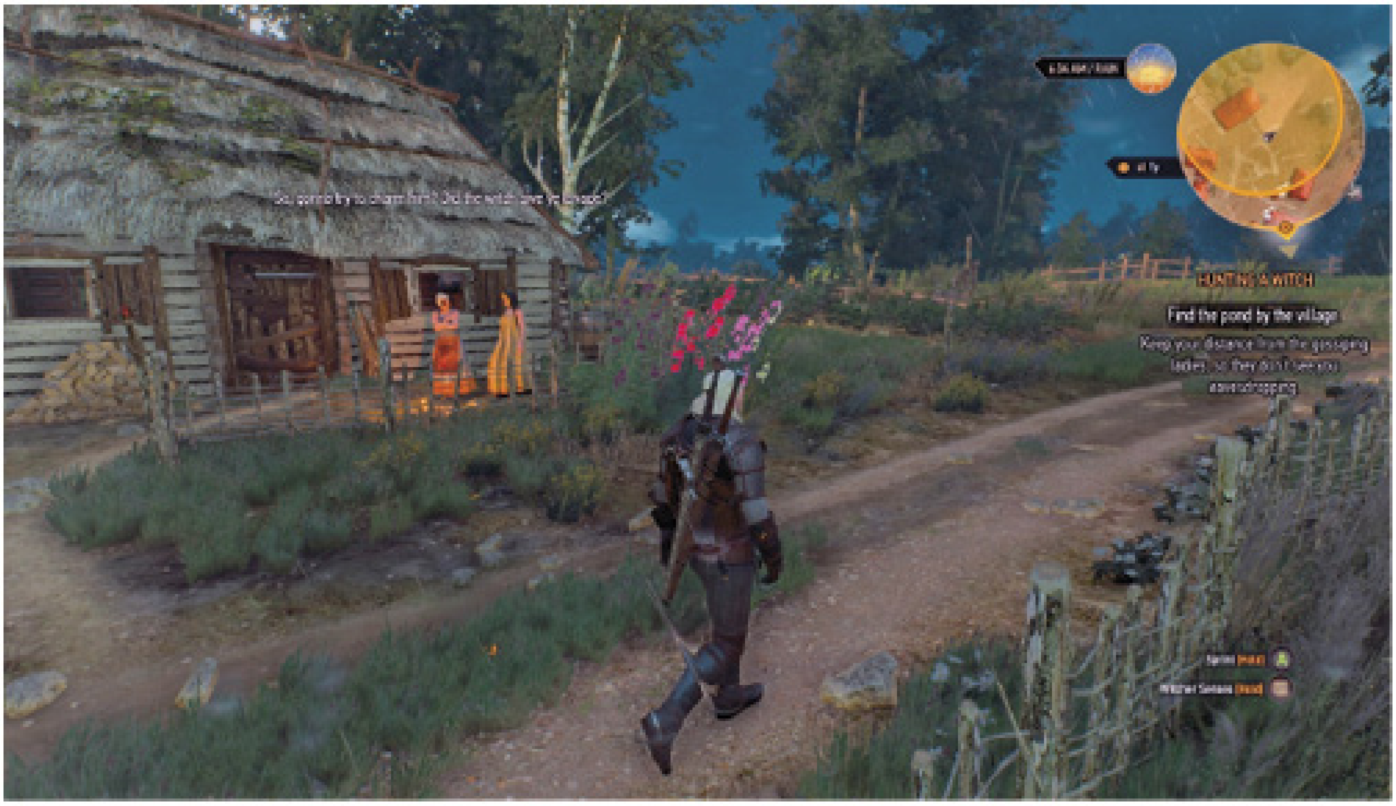
Main Quest: Hunting a Witch

Another Option: Scuttlebutt Among the Sweepers

OBJECTIVE:

- Eavesdrop on the gossiping women.

You can find the two peasant women sweeping the path close to one of the village exits. They clam up if you're close by, but stand a little further away (as shown), and they tell you about the witch's location. This is a better option if you're saving your crowns, and don't have Axii at Level 2.



Find the pond by the village

Keep your distance from the gossiping ladies, so they don't see you eavesdropping

Main Quest: Family Matters (Continued)

Omens Never Lie

By now, you should have a wide variety of evidence to present to the Baron. Find and speak with him about:

- The doll—You ask about whether it was used in black magic rituals. It transpires that the doll is supposed to look like Triss Merigold, who Tamara saw when she was younger.
- The fight (with the candlestick and moved painting)—The Baron admits to being drunk and not remembering a thing. He agrees to ask his men if they heard anything.
- The talisman—Anna (his wife) wore it. It may be related to a pellar in Blackbough, or a cunning woman in Midcopse (though she only recently arrived). It seems a chat with the pellar is your next line of inquiry. Be warned, he's apparently addled with vexes. Exit the Baron's building.

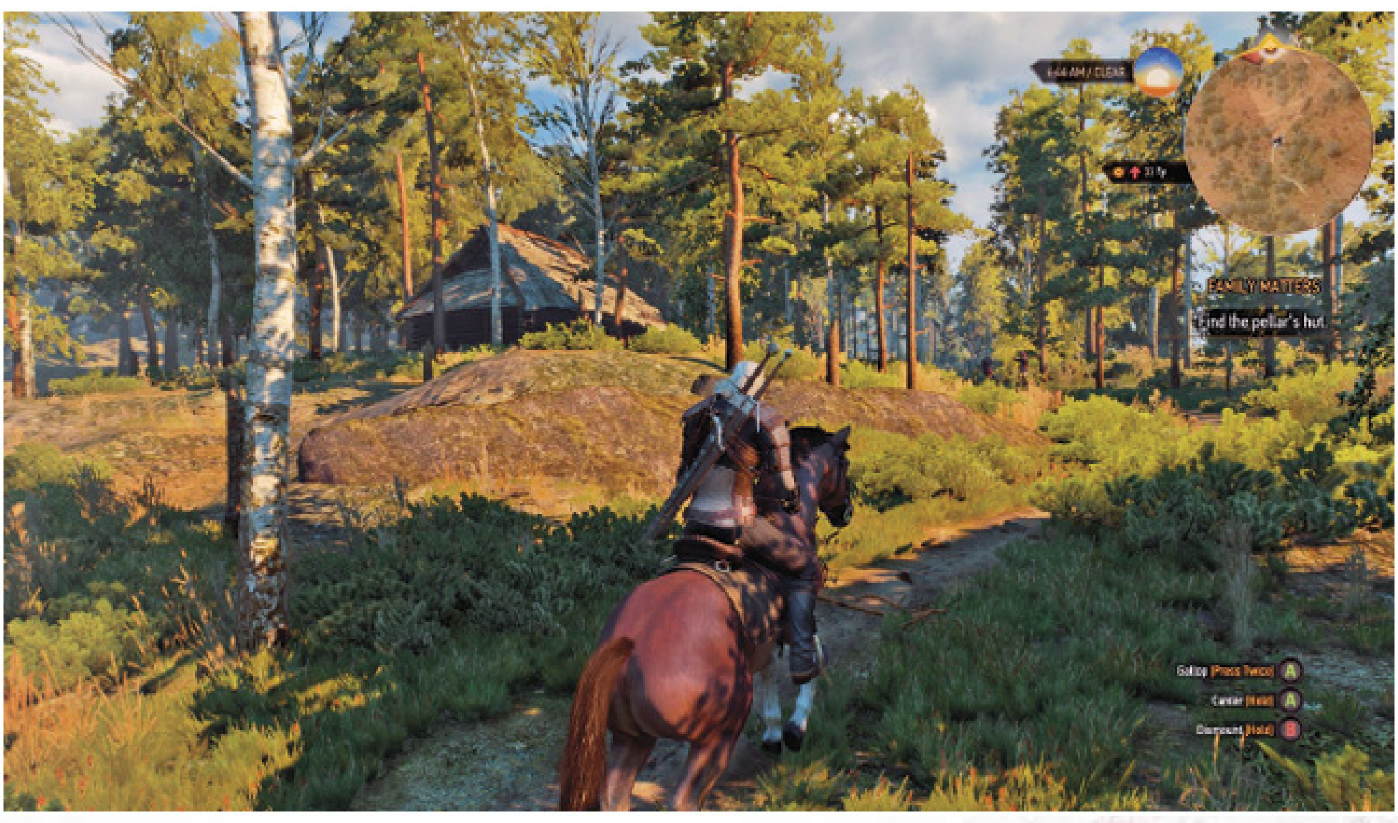
ELDRIC'S BAD BOWELS

In the yard below, you can observe two of the Baron's men waiting in line for the outhouse, while one is locked inside. Knock on this earthern closet, and you're told that Eldric has been on this toilet for some time.

OBJECTIVES:

- Find the pellar's hut.
- (Optional) Kill the bandits attacking the pellar.
- Talk to the pellar.
- Nearest Signpost: Blackbough.

Leave Crow's Perch on a westerly path toward Blackbough. Once you uncover this village, travel into the woods along a path to the northwest. The pellar's cottage is besieged by the Baron's men, who've been sent to apprehend the fellow. It's important you prevent this from happening, in one of three vastly different ways. You can:



- Pay off the men. They aren't interested in gold; only justice for Eldric, one of their comrades who came to the pellar with "evil bowels."
- (Axii Delusion level 2) Tell the men to leave, addling one of their brains with Axii as you speak. They agree to depart peacefully.
- Offer a choice—they leave or die. Unfortunately for them, they choose the latter. Make short work of all five of them with your long steel sword.
- Ask what they want with the pellar; it seems he recommended a diet of rowanberries for a friend of the men, Eldric. Ever since, Eldric has had the screaming runs. Offer to heal Eldric, then you explain a way to lessen Eldric's condition. This satisfies the men, and they depart.

The Pellar

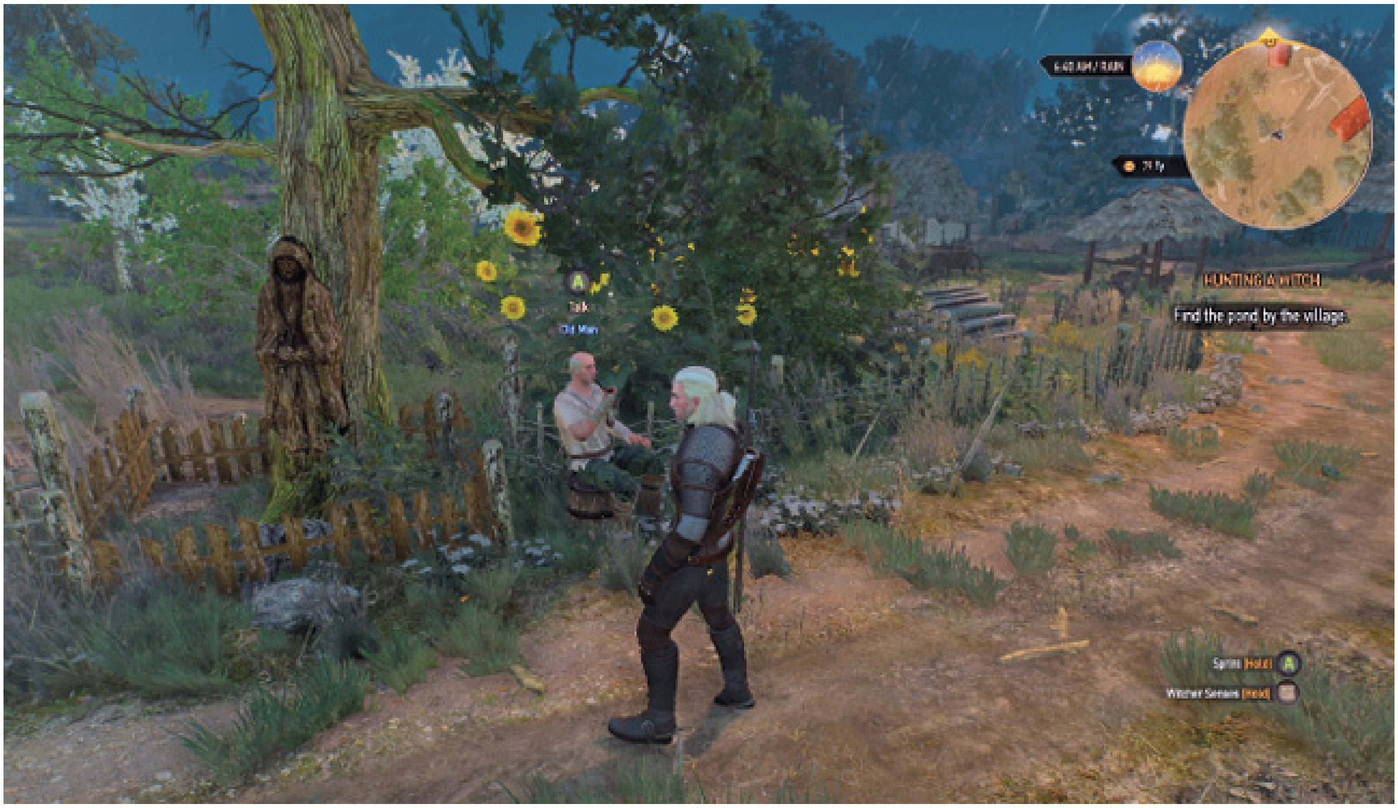
With the men gone, knock on the door and introduce yourself to the pellar, who likes to speak with a flair for the dramatic. The pellar made the amulet for Anna, to protect her from evil surrounding her. After asking where Anna and Tamara are, the pellar knows, but requires his goat (Princess) to be returned. She was scared off by the Baron's men, and only listens to the tinkling of her bell. She also enjoys wild strawberries.

ITEM: Quest Item: Pellar's Bell

Main Quest: Hunting a Witch

Yet Another Option: Talking to the War Veteran

Or, sitting by a tree near the western entrance to the village is an old man clad in rags, smoking a pipe. He offers up the location of the witch quickly, and more easily than either of the other two options.


6:40 AM / RAIN
Talk
Old Man
HUNTING A WITCH
Find the pond by the village.
Sprint (Hold)
Witcher Senses (Hold)

Gwent

Merchants Of The Northern Realms

Whether you're wanting to make some quick crowns or have a particular alchemic ingredient you're craving, finding one of the over 200 merchants scattered across the Northern Realms and the Duchy of Toussaint can be a tricky proposition. Until now! The following table reveals the location, and many other pertinent details, of every single Merchant from White Orchard to Beauclair and beyond! The information on this chart is meant to be a good starting point for finding the wares you seek. As you play through the game, the inventory and available coin for some merchants will fluctuate. Here's how to read the table:

Merchant Icon: This shows the icon the vendor is likely to display on your World Map, as well as in this guide's Atlas, and reveals the type of crafting the vendor is able to provide to you, from the following list:

Alchemy (Alchemists and Herbalists)

Armorer

Bank

Barber

Blacksmith

Brothel

Innkeep

Loans

Tailor

Merchants

Wandering Merchants.

Name and Type: If the merchant has a name or distinguishing characteristic, it is listed along with his or her type. For Armorers and Blacksmiths, this also indicates their rank Amateur ("A"), Journeyman ("J"), Master ("M"), and Grand Master ("GM").

Nearest Signpost: This reveals the closest Signpost to the vendor's location.

Specific Location: This details the precise spot where the vendor is likely to be.

Money Rating: This reveals how wealthy the vendor is, which is helpful when selling to them. As a Merchant has a random amount of crowns on their person, an exact total is not available. Instead, a Money Rating is calculated, as follows:

Available Crowns		Money Rating
A	0	Zero
B	1-199	Poor
C	200-499	Below Average
D	500-999	Average
E	1000-1999	Above Average
F	2000+	Rich

★ ★ ★ ★ ★ ★ **Roach Items:** (Rank to) Indicates equestrian equipment (Saddlebags, Harnesses, and the like) you can purchase for Roach.

Repair Kits: Indicates whether the vendor sells Amateur ("A"), Journeyman ("J"), or Master level ("M") repair kits. Armorers sell Armor Repair Kits. Blacksmiths sell Weapon Repair Kits.

★ ★ ★ ★ ★ **Armor:** (Rank to) Indicates the propensity for this vendor to sell Armor, and the variety. The higher the rank, the greater the equipment.

★ ★ ★ ★ ★ ★ **Weapons:** (Rank to) Indicates the propensity for this vendor to sell Weapons (mainly swords and crossbows), and the variety. The higher the rank, the greater the equipment.

★ ★ ★ ★ ★ ★ **Common Items:** (Rank to) Indicates the propensity for this vendor to sell items deemed "Common", such as torches.

Quest Items: (Name) Indicates whether this vendor has an item required for a quest.

★ ★ ★ ★ ★ ★ **Upgrades:** (Rank to) Indicates whether this vendor sells items deemed "Upgrades", such as Runestones and Glyphs. The higher the rank, the greater the amount of this item.

★ ★ ★ ★ ★ ★ **Junk:** (Rank to) Indicates whether this vendor sells items deemed "Junk", such as animal hides. The higher the rank, the greater the amount of this item.

★ ★ ★ ★ ★ ★ **Crafting Components:** (Rank to) Indicates whether this vendor sells items deemed "Crafting Components", used for your crafting. The higher the rank, the greater the amount of this item.

★ ★ ★ ★ ★ ★ **Crafting Diagrams:** (Rank to) Indicates whether this vendor sells items deemed "Crafting Diagrams", which you can decipher and construct. The higher the rank, the greater the amount of this item.

★ ★ ★ ★ ★ ★ **Alchemy Formulae:** (Rank to) Indicates whether this vendor sells items deemed "Alchemy Formulae", such as Decoctions. The higher the rank, the greater the amount of this item.

★ ★ ★ ★ ★ ★ **Alchemy Ingredients:** (Rank to) Indicates whether this vendor sells items deemed "Alchemy Ingredients", such as Hornwort, which you can use in crafting. The higher the rank, the greater the amount of this item.

★ **Gwent Cards (For Sale):** (, and Number) This person sells Gwent cards (the number is shown in parentheses). Buy these at the earliest opportunity. In addition, all of the Innkeepers in Toussaint sell a random number of Gwent cards, which changes throughout the game.

★ **Gwent Card (Player):** (): Indicates whether the merchant is a Gwent player or not. Note that a few Gwent players may only become available once a Gwent quest is under way. Also note that occasionally, Gwent Players may be available, but not hand you a card if bettered; these aren't listed.

★ **Food and Drink:** (): Indicates whether this person sells Food and Drink, for sustenance.

★ **Books:** (): Indicates whether books (for Lore reading) are available from this person.

Numbered Footnotes: Items of Note: When purchasing from certain vendors, some of the more valuable or interesting items are mentioned here. These include crafting components listed as Relics, Gwent Cards, Armor and Swords, special equestrian equipment for Roach, and specific armor and weapons you can purchase as a set.

MERCHANTS, TRADERS, AND VENDORS OF THE NORTHERN REALMS

Crafting	Name and Type	Nearest Signpost	Specific Location	Money Rating	Roach Items	Repair Kits	Armor	Weapons	Common Items	Q It
WHITE ORCHARD										
	Herbalist	Abandoned Village	Abandoned Site, east of Abandoned Village.	B						
	Merchant (Bram) (*1)	Woesong Bridge	Ford, then just west of Woesong Bridge.	C		A, J				
	Innkeep (Elsa)	Woesong Bridge	Inside the White Orchard Inn, prior to visiting Velen.	B						
	Armorer (Amateur) (Willis)	Woesong Bridge	At the forge, southwest corner of White Orchard village.	C		A, J	★			
	Herbalist (Tomira)	Sawmill	Tomira's cottage, east of Sawmill.	C						
	Merchant	Sawmill	Abandoned Site (Sawmill), once four Ghouls are defeated.	B						
	Blacksmith (Amateur) (Quartermaster)	Nilfgaardian Garrison	Inside the garrison fort.	D		A, J		★★		
VELEN (NO MAN'S LAND)										
VELEN (CROW'S PERCH TERRITORY)										
	Alchemist (Pellar)	Blackbough	In the Pellar's Hut, north of Blackbough.	C					★	
	Merchant (1 of 2)	Blackbough	At the thoroughfare junction, by the Signpost.	B					★	Adal First
	Merchant (2 of 2)	Blackbough	At the stall along the thoroughfare, to the west.	B					★	
	Blacksmith (Amateur)	Blackbough	At the forge, southwest corner of Blackbough.	C		A, J			★	
	Merchant (Anselm)	Crow's Perch	After rescuing him (Secondary Quest: Caravan Attack*).	D				★	★	
	Merchant (Trader)	Crow's Perch	In the lower village inside Crow's Perch.	C					★	Book and
	Merchant (Quartermaster) (*2)	Crow's Perch	In the upper stronghold, inside Crow's Perch.	D				★★		Adal Thir
	Armorer (Journeyman) (Fergus Graem)	Crow's Perch	In the upper stronghold, inside Crow's Perch	E		A, J	★			
	Armorer (Master) (Yoana)	Crow's Perch	In the upper stronghold, inside Crow's Perch.	F		A, J	★★★★★	★★★★★		
VELEN (MUDPLOUGH TERRITORY)										
	Innkeep	Inn at the Crossroads	Inside the Inn. Talk to him about the Baron.	C						
VELEN (GRAYROCKS TERRITORY)										
	Merchant (Shady Merchant)	Border Post	Refugee Camp, southeast of Border Post gate.	A						Tran
	Merchant	Border Post	Person in Distress; kill the Deserters and leader.	B						
	Merchant	Devil's Pit (west of here)	The unmarked Merchant's Camp west of Devil's Pit.	B						
	Armorer (Amateur)	Mulbrydale	Person in distress, to the southwest, by the river.	C		A, J	★★		★	
	Merchant (Wandering Trader)	Stonecutters' Settlement (north of here)	On the road north of the Oxenfurt West Gate.	C						
	Merchant	Stonecutters' Settlement (east of here)	East, at riverside hamlet after rescue.	C						
	Merchant	Ferry Station	Calveit Watchtower, just east of the station.	C		A, J		★★★		
VELEN (THE DESCENT TERRITORY)										
	Blacksmith (Amateur)	Lindenvale	At his forge, at the north end of the village.	C					★	(*39
	Merchant	Lindenvale	At his stall, in the southeast.	C		A, J				Boo and
	Innkeep	Lindenvale	In the tavern, in the southwest.	C						
	Merchant	Lurtch (southwest of here)	Abandoned Site: In the refugee camp.	C						
	Herbalist	Lurtch (southwest of here)	Abandoned Site: In the refugee camp.	C						
VELEN (SPITFIRE BLUFF TERRITORY)										
	Herbalist	Hangman's Alley (west of here)	Abandoned Site: At the coastal cottage.	C						
	Merchant (*6)	Coast of Wrecks	Once the Pirates (around 16) have been defeated.	C		A, J				
	Herbalist	Refugees' Camp	Abandoned Site: To the east of the Camp.	C						
	Merchant (*5)	Condyle	Abandoned Site (north): Unmarked Boatmaker's Camp.	C		A, J	★			
	Merchant	Midcopse	At the side of the road, east side of the village.	C		A, J			★	
	Armorer (Amateur)	Midcopse	At his forge, north side of #the village.	C		A, J	★			Edw First Map
	Merchant (Keira Metz)	Midcopse	Keira Metz' cottage, northeast of Midcopse.	A						
VELEN (THE MIRE TERRITORY)										
	Barber	Claywich	Person in Distress just east of Hangman's Alley.	A						
	Merchant	Claywich	Person in Distress;island east and south of Claywich.	C					★	
	Merchant (Wandering Trader)	Claywich	On the road between Claywich and Oreton.	C						
	Merchant	Boatmaker's Hut	By the Signpost, once the area is liberated.	C						
	BlackSmith (Amateur)	Oreton	By the Nilfgaard soldiers, south side of the village.	C		A, J		★		
	Merchant (Trader)	Oreton	On the north side of the village.	C					★	
	Merchant	Byways	(Abandoned Site: Cestersover.	C						
	Herbalist	Olena's Grove	(Abandoned Site: Olena's Grove).	C						
VELEN (CROOKBACK BOG TERRITORY)										
	Merchant	Downwarren	North side,before the Bloody Baron's men arrive.	C						
	Merchant	Nilfgaardian Army Group 'Center' Camp	Garrison camp southeast of the House of Respite.	C						
	Merchant (1 of 2) (*7)	Nilfgaardian Army Group 'Center' Camp	Smithy camp southeast of the House of Respite.	C		A, J				
	Merchant (2 of 2)	Nilfgaardian Army Group 'Center' Camp	Smithy camp southeast of the House of Respite.	C		A, J		★★★		
	Merchant (Quartermaster Tavar Eggebracht)	Nilfgaardian Army Group 'Center' Camp	Inside the Quartermaster's Tent by the Notice Board.	D		A		★		
VELEN (BALD MOUNTAIN TERRITORY)										
	Blacksmith (Amateur)	Bald Mountain	Southern village area, as you enter (on the left).	E		A, J				
	Merchant (Wandering Trader)	Bald Mountain	Path between the upper and lower village.	C						
Novigrad City										
NOVIGRAD CITY (THE BITS)										
	Innkeep	Oxenfurt Gate	The Innkeep inside the Nowhere Inn.	C						
	Barber	Oxenfurt Gate	Visit this Barber in The Bits.	A						
	Merchant (1 of 3)	Oxenfurt Gate	In the alleyway south of the Nowhere Inn.	C						
Loans	Merchant (Loan Shark, Loans)	Southern Gate	Inside his dwelling just north of the Southern Gate.	D						Boo your Han
	Merchant (3 of 3)	Southern Gate	Standing on the open area, near Southern Gate.	C						
NOVIGRAD CITY (GILDORF)										
	Innkeep, Merchant, Madame (Marquise Serenity)	St. Gregory's Gate	Inside the Passiflora, just northeast of the signpost.	F						
	Merchant (*8)	St. Gregory's Gate	Off Gildorf Square, next to the Noticeboard.	F			★	★		(*40
	Barber	St. Gregory's Gate	South and down the steps from the Merchant's shop.	A						
NOVIGRAD CITY (TEMPLE ISLE)										
	Alchemist	Electors' Square	On the east side of Electors' Square.	D						Boo Frey
NOVIGRAD CITY (SILVERTON AND HARBOR SIDE)										
	Merchant (1 of 4) (*10)	St. Gregory's Gate (west of here)	By the wharfs, along the northern edge.	D						
	Merchant (Halfling) (2 of 4)	St. Gregory's Gate (west of here)	Halfling by the waterfront, after quest.	D						
	Merchant (Butcher) (3 of 4)	St. Gregory's Gate (southwest of here)	Close to the blacksmith and small outdoor market.	D						
	Blacksmith (Amateur)	St. Gregory's Gate (southwest of here)	Close to (just northeast of) the Golden Sturgeon Inn.	E		A, J, M		★★★★		Blun
	Merchant (4 of 4)	St. Gregory's Gate (southwest of here)	Market area northwest (behind) the Golden Sturgeon.	D						
	Innkeep	Hierarch Square (west of here)	Inside the Golden Sturgeon Inn (Harborside District).	D						
NOVIGRAD CITY (HIERARCH SQUARE -- CITY CENTER)										
	Merchant	Hierarch Square (southwest of here)	In the northwest corner of the main fish market.	D						
	Blacksmith (Journeyman)	Hierarch Square (southwest of here)	In the northeast corner of the main fish market.	E		A, J, M		★★★★		
	Merchant (Vimme Vivaldi)	Hierarch Square	Southwest corner of Hierarch Square.	B (Loan)						
	Armorer (Journeyman) (*11)	Hierarch Square	Northwest corner of Hierarch Square.	F		A, J, M	★★★★	★		(*41
	Merchant (Junk Seller) (*13)	Hierarch Square	Upper middle of Hierarch Square.	D						
	Merchant (Marcus T.K. Hodgson)	Hierarch Square	Books and Scrolls, north area of Hierarch Square.	D						My The Jacq Alde
	Herbalist	Hierarch Square	Southeast corner of Hierarch Square.	C						
	Innkeep (Olivier)	Hierarch Square	Inside the Kingfisher Inn.	F						
	Merchant	Tretogor Gate	At the market just inside (west of) the Tretogor Gate.	D						
NOVIGRAD CITY (HARBOR SIDE AND GLORY LANE)										
	Merchant (Madame)	Portside Gate (north of here)	Inside Crippled Kate's, due north of Portside Gate.	D						
	Blacksmith (Master) (Eibhear Hattori) (*14)	Portside Gate (north of here)	At Hattori's Blacksmith's, central Glory Lane.	F		A, J, M				
	Herbalist (Halfling)	Portside Gate (northwest of here)	In the main Lacehalls market area, north side.	D						Bun
	Merchant	Gate of the Hierarch (northwest of here)	Inside Lacehalls, close to the guarded door.	C						
	Merchant	Tretogor Gate (west of here)	Save this merchant down an alley during quest.	A						
NOVIGRAD CITY (FARCORNERS)										
Tailor	Merchant (Tailor) (Elihal)	Tretogor Gate	In his riverside cottage, southeast of Tretogor Gate.	D			★★			Wolf Harl Bird
NOVIGRAD										
GRASSY KNOLL (WEST)										
	Merchant (Scoia'Tael Trader)	Lucian's Windmill	Northwest of the Signpost, along the path in the woods.	C				★		
GRASSY KNOLL (CENTER)										
	Merchant (Wandering Trader)	Lucian's Windmill	Somewhere between Lucian's Windmill to Portside Gate.	B						
	Merchant (*15)	Ursten	Under the open barn roof, due north of the Signpost.	C		A, J	★			
GRASSY KNOLL (EAST)										
	Innkeep (*16)	Cunny of the Goose	Inside the inn.	D						
	Herbalist	Cunny of the Goose	Sitting on a bench outside the Inn.	C						
	Merchant (Wandering Trader)	Cunny of the Goose	Trail from Drahim Castle to Cunny of the Goose.	C						
GUSTFIELDS (FAR NORTH)										
	Merchant	Crane Cape	Abandoned Site: Appears once you clear the area.	C						
	Herbalist	Bowdon (west of here)	Abandoned Site (Barrengarth), once liberated.	C						
	Merchant	Bowdon (south of here)	Abandoned Site (Mohrin Village), once liberated.	D		A, J, M	★			
GUSTFIELDS (NORTHERN GRANGE)										
	Merchant (Wandering Trader)	Yantra	Trail southeast of Yantra to Sarrasin Grange (northwest).	C						
	Merchant (Wandering Trader)	Winespring Grange	Winespring Grange (east) and Moldavie Residence (west).	C						
GUSTFIELDS (CENTER)										
	Alchemist	Arette (north ##of here)	Inside the chapel just north of Oxenfurt Gate (Novigrad City).	D					★	
	Innkeep	Seven Cats Inn	Inside the Seven Cats Inn.	D						
	Merchant (Wandering Trader)	Honeyfill Meadworks (east of here)	Trail: Dancing Windmill (east) and the Meadworks (west).	B						
	Merchant (The Elven Merchant of the Traveling Circus Camp)	Carsten (northwest of here)	At the Traveling Circus Camp.	D						
	Merchant	Carsten	At his stall, on the road just north of the Signpost.	D					★	
GUSTFIELDS (NORTHEAST)										
	Merchant (Wandering Trader)	Brunwich	Brunwich and area north of Martin Feuille's Farmstead.	B						
	Merchant (Ofieri Merchant) (*17)	Upper Mill	T windmill, at Upper Mill, near the Ofieri tent.	D						
	Runewright (Master) (*18)	Upper Mill	Behind the windmill, after Enchanting Quests.	E						
GUSTFIELDS (EAST)										
	Herbalist (Philibert Topical)	Vikk Watchtower (Topical's Hut)	Person in Distress (northwest of Vikk Watchtower.	C						
	Merchant	Heddel (Stacheier)	Abandoned Site (Stacheier), once liberated.	C		A, J				
	Herbalist	Heddel	Abandoned Site (Heddel), once liberated.	C						
GUSTFIELDS (SOUTH)										
	Herbalist (Halfling Herbalist)	Herbalist's Hut	Inside the hut.	D						
	Merchant (Scoia'Tael) (*19)	Crossroads	Person in Distress (east of Signpost). Rescue the elf.	C				★	★	
OXENFURT										
	Merchant	Oxenfurt Harbor	In the northwestern area of the main marketplace.	D					★	Pain
	Armorer (Journeyman) (*20)	Oxenfurt Harbor	Inside the Armorer's shop.	E		A, J	★★★	★		
	Innkeep (Stjepan)	Oxenfurt Harbor	Inside the Alchemy Inn.	D						
	Barber	Oxenfurt Harbor	Inside the Barber's shop, southeast of the Signpost.	A						
	Blacksmith (Journeyman) (*21)	Western Gate	At the forge, east of Western Gate.	D		A, J, M		★★★★★		
THE ISLES OF SKELLIGE										
ARD SKELLIG (KAER TROLDE NORTH)										
	Armorer (Journeyman) (*22)	Bridge to Kaer Trolde	On the northern battlements west of Signpost.	E		A, J, M	★★★★			(*42
	Blacksmith (Journeyman)	Bridge to Kaer Trolde	On the northern battlements west of Signpost.	F		A, J, M		★★★		
	Innkeep (Jonas)	Kaer Trolde Harbor	Inside New Port Inn, north of the Signpost.	D						
	Merchant and Barber (Sjusta the Tailor) (*24)	Kaer Trolde Harbor	Inside his shop, along the main harborside path.	D			★			
	Herbalist	Kaer Trolde Harbor	Outside his shop, across from the Noticeboard.	D						
	Merchant (*25)	Kaer Trolde Harbor	Western harbor, by a cluster of cages.	C						
	Merchant (Wandering Trader) (*25)	Kaer Trolde Harbor	On the road above the harbor, near the bridge.	C						
	Merchant (*25)	Kaer Trolde Harbor	At a stall midway between the Harbor and Crossroads.	C						
ARD SKELLIG (SHATTERED REACH)										
	BlackSmith (Amateur)	Arinbjorn	Outside his hut, due north of the Signpost.	E		A, J, M		★		
	Innkeep (*25)	Arinbjorn	Inside the tavern, just north of the Signpost.	D						
	Merchant (Wandering Trader) (*25)	Arinbjorn	On path between Arinbjorn, and Lumber yard in Fayrlund Woods.	C						
ARD SKELLIG (WILD SHORES)										
	Merchant (Wandering Trader) (*25)	Holmstein's Port	On path between Holmstein's Port and Wild Shore.	C						
	Merchant (*25)	Holmstein's Port	Outside, near the unloading crane near beach.	D						
ARD SKELLIG (FAYRLUND WOODS)										
	Merchant (*25)	Fornhala	In the small lumber yard, once liberated.	C						
ARD SKELLIG (SNOW GIANT'S ARM - NORTH)										
	Armorer (Journeyman) (*26)	Kaer Muire	In the main raised courtyard, north of the Signpost.	E		A, J, M	★★★★			
	Blacksmith (Journeyman)	Kaer Muire	In the main raised courtyard, north of the Signpost.	E		A, J, M		★★★		
ARD SKELLIG (OFRITHRDARL - NORTH)										
	Merchant (Wandering Trader) (*25)	Sund	On path between Sund and Lumber Yard in Fayrlund Woods	C						
	BlackSmith (Amateur)	Fayrlund	In the village. A Person in Distress offers the same items.	D		A, J, M				
	Merchant (*25)	Fayrlund	In the village, by his stall, east of the Signpost.	C						
ARD SKELLIG (OFRITHRDARL - SOUTH)										
	BlackSmith (Amateur)	Fyresdal	Inside his forge hut, along the beach, to south.	E		A, J, M				
	Merchant (*25)	Fyresdal	Outside his stall, on the beach, to south.	C						
ARD SKELLIG (FYRESDAL)										
	Herbalist	Palisade (north of here)	Person in Distress (Kvalheim Isle), south of Signpost.	C						
	Merchant (Wandering Trader) (*25)	Palisade (north of here)	On the path running to the west of the lake.	C						
	Herbalist	Ruined Inn	Abandoned Site: Outside the beachfront dwelling.	C						
ARD SKELLIG (RANNVAIG)										
	Alchemist (Jenna)	Rannvaig	In the village of Rannvaig, close to Notice Board.	C						
	Merchant (Wandering Trader) (*25)	Rannvaig (north of here)	On the road between Rannvaig and the Sawmill	C						
	Merchant	Rannvaig (Sawmill)	Abandoned Site (Sawmill,) once liberated.	C		A, J, M	★			
	Merchant (Wandering Trader) (*25)	Rannvaig (south of here)	On the path from Rannvaig to the ruined hill fort.	C						
	Merchant (*25)	Blandare	In the village of Blandare, east of the Signpost.	D						
ARD SKELLIG (MORSKOGEN FOREST)										
	Merchant and Herbalist (Yolan) (*27)	Gedyneith	In the cave, under the Sacred Grove (tree).	D						
	Alchemist (Master) (Gremist the Master Herbalist) (*27)	Gedyneith	In his cave, by the pond northeast of Signpost.	D						
ARD SKELLIG (CATACLYSM SITE)										
	Herbalist	Druid's Camp	At the Druid's Camp, by a stall close to the Signpost.	C						
AN SKELLIG										
	Blacksmith (Amateur)	Urialla Harbor	Outside his hut in the main cluster of buildings.	D		A, J, M		★★★		
	Innkeep	Urialla Harbor	Inside the tavern, just east of the Signpost.	C						
	Armorer (Amateur)	Urialla Harbor	Inside his cottage on the beach, southeast of Signpost.	D		A, J, M	★			
FAROE										
	Innkeep	Harviken	Inside the inn to the west of the Signpost.	C						
	Blacksmith (Amateur)	Harviken	At the blacksmith shop, close to the Signpost.	D		A, J, M		★★★★		
Hindarsfjall										
	Alchemist (Freya Priestess)	Freya's Garden	In the prayer crypt southeast of the Signpost.	D						
	Armorer (Amateur)	Larvik	Outside his hut, just west of the Signpost.	D		A, J, M				
	Merchant	Larvik	Outside his hut, just east of the Signpost.	D						
	Innkeep	Larvik	Inside the House of Warriors (tavern).	D						
	BlackSmith (Amateur)	Larvik	Outside his hut, east of the Signpost and tavern.	C		A, J, M		★		
SPIKEROOG										
	Innkeep	Svorlag	Inside the tavern, due south of the Signpost.	D						
	Barber	Svorlag	Outside his hut, overlooking the beach, southeast of the Signpost.	A						
	BlackSmith (Amateur)	Svorlag	Working at his anvil, northeast of the Signpost.	E		A, J, M		★★★★		
	Merchant	Svorlag	Under his beachside roof, east of the Signpost.	D						
KAER MORHEN										
	Armorer (Amateur) (Zoltan Chivay)	Kaer Morhen	By his During Main Quest: The Battle of Kaer Morhen only.	A						
THE DUCHY OF TOUSSAINT										
Sansretour Valley										
	Blacksmith (Journeyman) (*28)	Arthach Palace Ruins	North side of the Palace Ruins near the Grindstone.	E		A, J, M				
	Innkeep	The Silver Salamander Inn	Inside the Silver Salamander Inn.	D						
	Clerk (Merchant) (*29)	Arthach Palace Ruins	Inside the Courtyard of Villa Vedette	D					★	
	Herbalist (*29)	Coronata Vineyard	Person in Distress, in the cave (Sansretour Valley).	C						
	Trader (Wandering Merchant) (*29)	Plegmund's Bridge	Coronata Estate to Vermintino Vineyard.	C					★	
	Merchant (*29)	Plegmund's Bridge	Toussaint Procurator's Office.	D					★	
	Herbalist (*29)	Castel Ravello Vineyard	The Herb Store on the North end of the Castel Ravello.	C						
	Armorer (Journeyman) (*30)	Castel Ravello Vineyard	Free him from the Bandits in Gorgon Hills.	F	★★	A, J, M	★★★★★			
	Wine Merchant (Vintner)	Dulcinea Windmill	Available after completing Rivecalm Vintner Contract.	D						
	Armorer (Journeyman) (*31)	Tourney Grounds	North of the Signpost in the Tourney Grounds.	F	★★	A, J, M				
	Blacksmith (Journeyman) (*32)	Tourney Grounds	In the Northern end of the Tourney Grounds.	F		A, J, M		★		
	Innkeep	Tourney Grounds	West of the Signpost.	D						
	Barber	Tourney Grounds	Inside the Barber's Tent.							
Sansretour Marsh										
	Merchant (*29)	The Cockatrice Inn	After saving him in the south end of The Champs Désolés.	D					★	
	Innkeep	The Cockatrice Inn	Inside the Cockatrice Inn.	D						
	Merchant (*29)	Flovive	Merchant Stands south of Flovive Noticeboard.	D					★	
	Innkeep	Flovive	Behind the Counter in the Inn.	D						
Dun Tynne										
	Wine Merchant (Alchemy Supplies)	Dun Tynne Crossroads	Available after Dun Tynne Hillside Vintner Contract.	C						
	Barber	Basane Farm	Appears after defeating the Werewolf at the farm.							
	Armorer (Journeyman) (*33)	Mont Crane Castle	Castle Courtyard after clearing outpost.	F	★	A, J, M	★★★★★			
	Blacksmith (Journeyman)	Ardaiso Quarry	South end of the quarry before the entrance/exit.	E					★	
	Armorer (Journeyman)	Casteldaccia Abandoned Estate	At Freinte Docks after Abandoned Site is liberated.	E						
San Sebastian										
	Merchant (*29)	San Sebastian	At a cart in the top level of the Wine Market.	F					★	
Beauclair Port										
	Madame	Beaucalir Port	Inside Belles of Beauclair - House of Pleasure.							
	Butcher (Merchant)	Beaucalir Port	Inside Butcher's Shop.	C						
Hauteville										
	Pierre (Merchant) (*34)	The Gran'place	Inside Tailor's Workshop.	D					★★	
	Carmerlengo (Ducal Carmerlengo)	The Gran'place	West of the Signpost. Awards you for tasks.	D						
	Herbalist (Alchemy Supplies) (*29)	The Gran'place	Inside the Perfumery.	D						
	Sommelier (Innkeep)	The Gran'place	Inside the Adder and Jewels Winery.	D						
	Innkeeper	The Gran'place	Inside the Pheasantry.	C						
	Merchant (*29)	The Gran'place	Inside orange building (Dupont & Sons) next to the Grandmaster Armorer.	D					★	
	Herbalist (*29)	Metinna Gate	Inside the Herb Store, Southeast end of city.	D						
	Armorer (Master) (*35)	Nilfgaardian Embassy	Inside the Armorer shop, northeast of the signpost.	E	★★	A, J, M	★★★★★			
	Lazar Lafargue (Grandmaster Armorer)	Metinna Gate	Inside his Armorer Shop.	D						
	Trentin (Master Blacksmith) (*36)	Nilfgaardian Embassy	On the top floor of shop, northeast of the Signpost.	D		A, J, M		★★		
Lassommoir										
	Merchant (*29)	Nilfgaardian Embassy	Inside the bottom floor of the Clever Clogs.	F						
	Hugo (Cognac Merchant)	Nilfgaardian Embassy	In Clever Clogs, once Secondary Quest completed.	D						
	Jean-Louis Ludovic (Barber)	Nilfgaardian Embassy	Inside Salon southeast of Signpost, once Questcompleted.							
Gorgon Foothills										
	Innkeep	Fox Hollow	The Ruddy Brush Auberge (tavern).	D						
	Wine Merchant (Alchemy Supplies) (*29)	Chuchote Cave	Inside Chuchote Cave after Vitner's Contract.	C						
	Wine Merchant (Vintner)	Rioux-Cannes Outpost	Outside Shaelmaar's Cave in Duchaton Crest.	D						
Caroberta Woods										
	Wine Merchant (Vintner)	Gélenser Farm	Available after completing Vintner Contract.	D						
	Trader (Wandering Merchant) (*29)	Hortense Estate	Hortense Estate to West end of the Belgaard Vineyards.	C					★	
	Blacksmith (Master) (*37)	Belgaard Vineyard	Appears in Manor after being saved from foes in Caroberta Woods.	D		A, J, M				
	Innkeep	Francollarts	Inside the Scarlet Cardinal Inn.	D						
	Merchant (*29)	Francollarts	Stores south of the Scarlet Cardinal Inn.	D					★	
	Armorer (Journeyman)	Francollarts	Stores south of the Scarlet Cardinal Inn	F	★★	A, J, M	★★★★★			
	Herbalist (*29)	Hortense Estate	Inside the Hortense Estate courtyard after liberation.	D						
Fablesphere										
	Little Flint Girl	No signposts	In the small town, north end of the Fablesphere	D						

(*1) Merchant (Bram) Items of Note: Temerian Armor and equipment, Temerian Horse equipment; Gwent Cards (4)

(*2) Merchant (Quartermaster) Items of Note: Nilfgaardian Armor and equipment, Nilfgaardian Horse equipment

(*3) Slightly Torn Notes by Hieronymus on the Witcher Elgar, Adalbert Kermith's Fourth Map

(*4) Merchant (Coast of Wrecks) Items of Note: Crafting Components, Verden Archer, Bounty Hunter, Spikeroog Aketon, Hunting, Cavalry, Tracker gear

(*5) Merchant (Condyle) Items of Note: Crafting Components, Hunter's, Tracker's, and Cavalry wear

(*6) Edwin Greloff's Second Map, Edwin Greloff's First Map

(*7) Merchant (1 of 2) (Nilfgaardian Army Camp) Items of Note: Crafting Components, Bounty Hunter's Gambeson, Verden Archer's Gambeson, Hunting Boots, Cavalry Boots, Tracker's Boots, Cavalry Trousers, Tracker's Trousers, Tracker's Gauntlets, Cavalry Gauntlets

(*8) Merchant (St. Gregory's Gate) Items of Note: Elven Crossbow, Rugged Saddlebags, Potion of Clearance, Crossbow

(*9) Lizard Figurine, Jade Figurine, Old Wine from Toussaint, The Curious Cases of Virtuous Vegga

(*10) Merchant (St. Gregory's Gate west) Items of Note: Empty Bottles

(*11) Armorer (Journeyman, Hierarch Square) Items of Note: Crafting Components, Novigrad Longsword, Master Armor and Equipment, Rugged Saddlebags

(*12) Edwin Greloff's Third Map, Heavily Faded Notes by Hieronymus on the Witcher Elgar

(*13) Merchant (Junk Seller, Hierarch Square) Items of Note: Silver Junk

(*14) Blacksmith (Master) (Eibhear, Portside Gate) Items of Note: Crafting Components, Relic Crossbows

(*15) Merchant (Ursten) Items of Note: Tracker's Gear, Cavalry Gear

(*16) Innkeep (Cunny of the Goose) Items of Note: Fisstech

(*17) Merchant (Ofieri Merchant, Upper Mill) Items of Note: Crafting Components, Ofieri Decorated Saber, Ofieri Tunic, Ofieri Crossbow, Ofieri Blinders, Ofieri Saddlebags; Gwent Cards (3)

(*18) Runewright (Upper Mill) Items of Note: Runestones, Glyphs (Upgrades) .

(*19) Merchant (Scoia'Tael, Crossroads) Items of Note: Relic Silver sword

(*20) Armorer (Journeyman, Oxenfurt Harbor) Items of Note: Crafting Components, Sword, various armor and Asssassin's gear

(*21) Blacksmith (Journeyman, Western Gate) Items of Note: Crafting Components, Swords and Axes, Crossbow and Bolts

(*22) Armorer (Journeyman, Bridge to Kaer Trolde) Items of Note: Crafting Components; Undvik Armor, Skellige Armor, Undvik Saddle, Undvik Horse Blinders, Undvik Saddlebags

(*23) Ibrahim Savi's First, Second, Third, and Fourth Maps; Damp, Moldy Notes by Hieronymus on the Witcher Elgar, Notes on Parchment by Hieronymus on Elgar the Witcher

(*24) Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor) Items of Note: Skelliger Armor

(*25) Merchants and Innkeep (Various) Items of Note: Fast-Travel maps of Skellige

(*26) Armorer (Journeyman, Kaer Muire) Items of Note: Crafting Components, Hindarsfjall Heavy Armor, Boots, Gauntlets, Trousers, Gloves

(*27) Herbalists (Yolan and Gremist, Gedyneith) Items of Note: Potion of Clearance

(*28) Blacksmith (Journeyman, Arthach Palace Ruins) Items of Note: Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic),Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*29) Merchants (Various, across Toussaint) Items of Note: Dyes and/or Dye Removers. Possible Potion of Clearance

(*30) Armorer (Journeyman, Castel Ravello Vineyard) Items of Note: Armor: Mountain Folk Boots (Relic), Condottiere's Boots (Relic), Mahakaman Trousers (Relic) | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic), Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*31) Armorer (Journeyman, Tourney Grounds) Items of Note: Armor: Mountain Folk Boots (Relic), Condottiere's Boots (Relic), Alder Folk Boots (Relic), Mahakaman Trousers (Relic), Nilfgaardian Guardsman's Gauntlets (Relic) | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic), Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*32) Blacksmith (Journeyman, Tourney Grounds) Items of Note: Dwarven Axe (Relic), Cured Draconid Leather (Relic), Flawless Amber (Relic), Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*33) Armorer (Journeyman, Mont Crane Castle) Items of Note: Armor: Mountain Folk Boots (Relic), Condottiere's Boots (Relic), Alder Folk Boots (Relic), Mahakaman Trousers (Relic), Nilfgaardian Guardsman's Gauntlets (Relic) | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic), Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*34) Pierre (Merchant and Tailor, The Gran'place) Items of Note: Wolf Mask (Quest Item), Harlequin Mask (Quest Item), Bird Mask (Quest Item) Paintings - Aretuza's Tower at Sundown, Ruins of an Old Fort, Harvest Time in White Orchard, Herbalist's Hut, Van Rogh (self-portrait), Garibaldi Hagan 1224, Auburn Maiden on a Field of Black, the Conception of Eduard (reproduction), Matilda's first Steps (reproduction), The Coming of Ludovic (reproduction), the Beauclair Palace, the Battle of Anghiari 1206 (reproduction), Ship Leaving Harbor 1220 (reproduction), Spice Merchant 1212 (reproduction), Et in Kovir Ego – n. Boussin (reproduction), Still Life – J. De Varvari 1222, Knight Returning from his Quest, Cirilla Fiona Elen Riannon – Queen of Cintra, Emhyr var Emreis – Emperor of Nilfgaard

(*35) Armorer (Master, Nilfgaardian Embassy) Items of Note: Mountain Fold Boots (Relic), Condottiere's Boots (Relic), Alder Folk Boots (Relic), Mahakaman Trousers (Relic), Nilfgaardian Guardsman's Gauntlets (Relic), Dye Remover | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic),Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Orichalcum Ingot (Relic), Orichalcum Plate (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*36) Trentin (Master Blacksmith, Nilfgaardian Embassy) Items of Note: Dwarven Axe (Relic), Toussaint Knight's Mace (Relic), Dye Remover | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic),Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Orichalcum Ingot (Relic), Orichalcum Plate (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*37) Blacksmith (Master, Belgaard Vineyard) Items of Note: Dye Remover, Cured Draconid Leather (Relic),Flawless Amber (Relic),Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Orichalcum Ingot (Relic), Orichalcum Plate (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*38) Armorer (Journeyman, Francollarts) Items of Note: Armor: Mountain Folk Boots (Relic), Condottiere's Boots (Relic), Alder Folk Boots (Relic), Mahakaman Trousers (Relic), Nilfgaardian Guardsman's Gauntlets (Relic) | Crafting Materials: Cured Draconid Leather (Relic), Flawless Amber (Relic),Flawless Amethyst (Relic), Flawless Diamond (Relic), Flawless Emerald (Relic), Flawless Ruby (Relic), Flawless Sapphire (Relic), Infused Crystal (Relic), Glowing Ore (Relic), Dimeritium Ore (Relic)

(*39) Slightly Torn Notes by Hieronymus on the Witcher Elgar, Adalbert Kermith's Fourth Map

(*40) Lizard Figurine, Jade Figurine, Old Wine from Toussaint, The Curious Cases of Virtuous Vegga

(*41) Edwin Greloff's Third Map, Heavily Faded Notes by Hieronymus on the Witcher Elgar

(*42) Ibrahim Savi's First, Second, Third, and Fourth Maps; Damp, Moldy Notes by Hieronymus on the Witcher Elgar, Notes on Parchment by Hieronymus on Elgar the Witcher

Main Quest: A Princess in Distress

Having a Tinkle in the Forest

DANGER ALERT SPOILER ALERT

MAIN QUEST: A PRINCESS IN DISTRESS

RELATED QUESTS : Main Quest: Family Matters

LOCATION : Pellar's Hut

CHARACTERS : Pellar, Princess

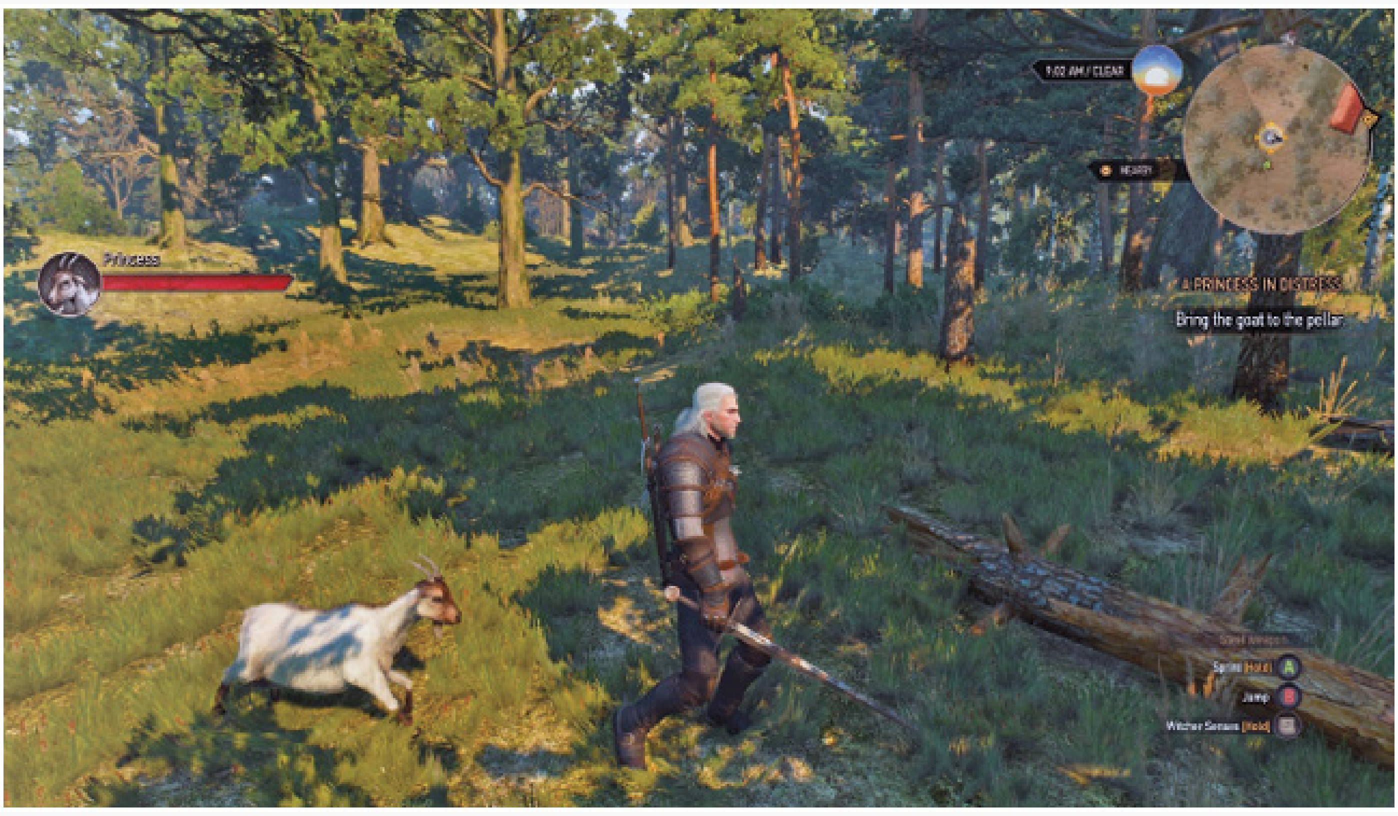
ENEMIES : Bear, Wolves

OBJECTIVE:

- Find the pellar's goat using the bell and your Witcher Senses.

Princess

You're automatically equipped with the Pellar's Bell, so access it now and have a tinkle. Then head into the grassy woodland in a westerly direction, behind the pellar's house. When you reach the objective area, use your Witcher Senses to track the goat's recent movements (and meals). When you see the goat, approach slowly, ringing the bell when you're within about ten feet or so.


1:02 AM / CLEAR
NEARBY
Princess
A PRINCESS IN DISTRESS
Bring the goat to the pellar
Sprint [Hold]
Jump
Witcher Senses [Hold]

Main Quest: Wandering in the Dark

A Bridge Too Far

DANGER ALERT SPOILER ALERT

MAIN QUEST: WANDERING IN THE DARK

RELATED QUESTS : Main Quest: Hunting a Witch; Secondary Quest: Magic Lamp; Secondary Quest: An Invitation from Keira Metz

LOCATIONS : Byways, Elven Ruins

CHARACTERS : Keira Metz, Nithral, Eredin, Caranthir

ENEMIES : The Wild Hunt, Drowner, Water Hag, Rats, Wraith, Duplicate of Geralt, Duplicate of Keira, Golem, Gargoyle, Hound of the Wild Hunt, Nithral

PREPARATION FOR EXPLORATION

A brief meditation and gathering of strength (and the mixing of potions) is recommended before fully exploring these labrynthian ruins.

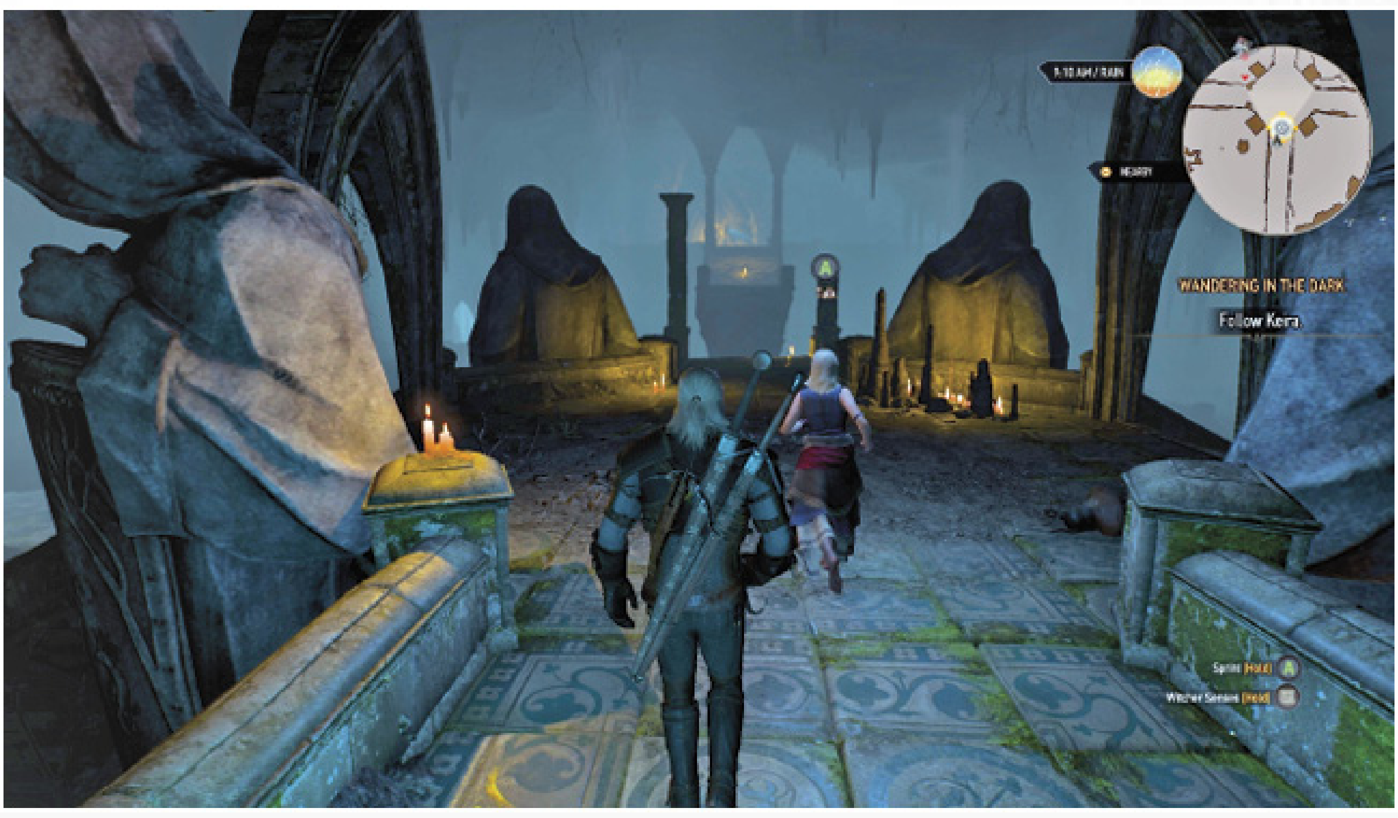
OBJECTIVES:

- Follow Keira.
- Go through Keira's portal.

Enter the cave, which opens up into a vast cavern with the ruins of an old elven bridge stretching out in front of you. On the opposite (north) side, a group of Phantom Riders—members of the Wild Hunt—are spotted! Keira conjures a portal and steps through. That screaming can't be good. You have two options:

- Rush forward into the portal; alas something has distorted Keira's portal, and you're teleported to a distant cavern, surrounded by drowners. Slay these watery fools, then dive down into a flooded corridors, swimming back roughly south to the main chamber, before you continue your search.

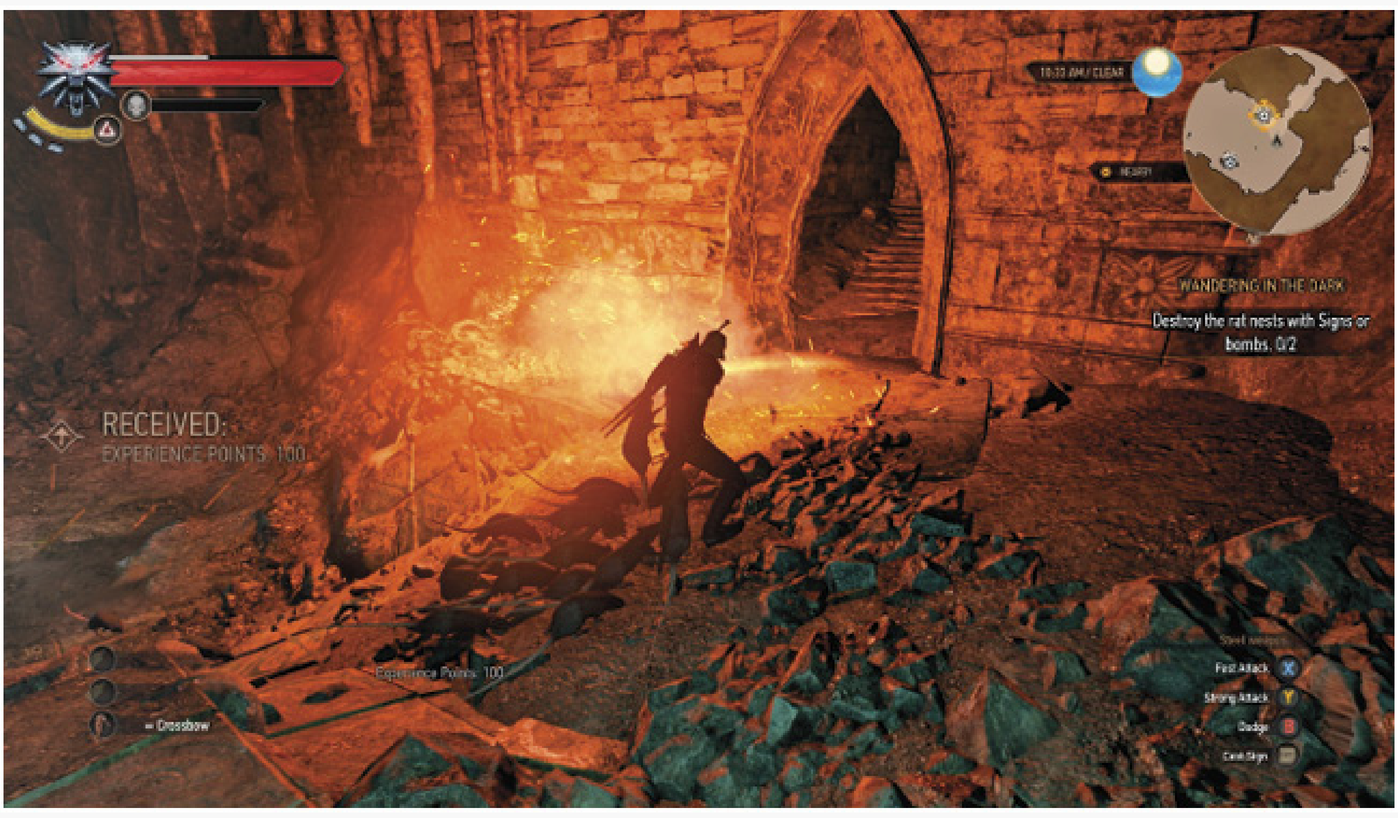
- Ignore the portal, which disappears. Remain in the main chamber, and descend to the watery cavern ground below. Deal with half a dozen drowners (and a water hag) before starting your search for Keira. Again.


WANDERING IN THE DARK
Follow Keira
Sprint (Hold)
Witcher Senses (Hold)

OBJECTIVES:

- Use your Witcher Senses to find Keira.
- Destroy the rat nests with Signs or bombs (2).

Keira's screams are coming from the east (use your Witcher Senses to "see" a pulse of sound indicating the direction). Climb the stairs and head through the archways from the central pit, and follow the chambers (watching for foes along the way) around until you reach a rubble-filled room. It seems Keira isn't a huge fan of rats; produce a bomb (Grapeshot, Sumum, or Dancing Star), or use Igni or Aard, and remove the two large rat nests in this area before she drops her protective shield. Speak to Keira, and convince her to keep going.


WANDERING IN THE DARK
Destroy the rat nests with Signs or bombs. 0/2
RECEIVED:
EXPERIENCE POINTS: 100
Experience Points: 100
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Main Quest: A Princess in Distress

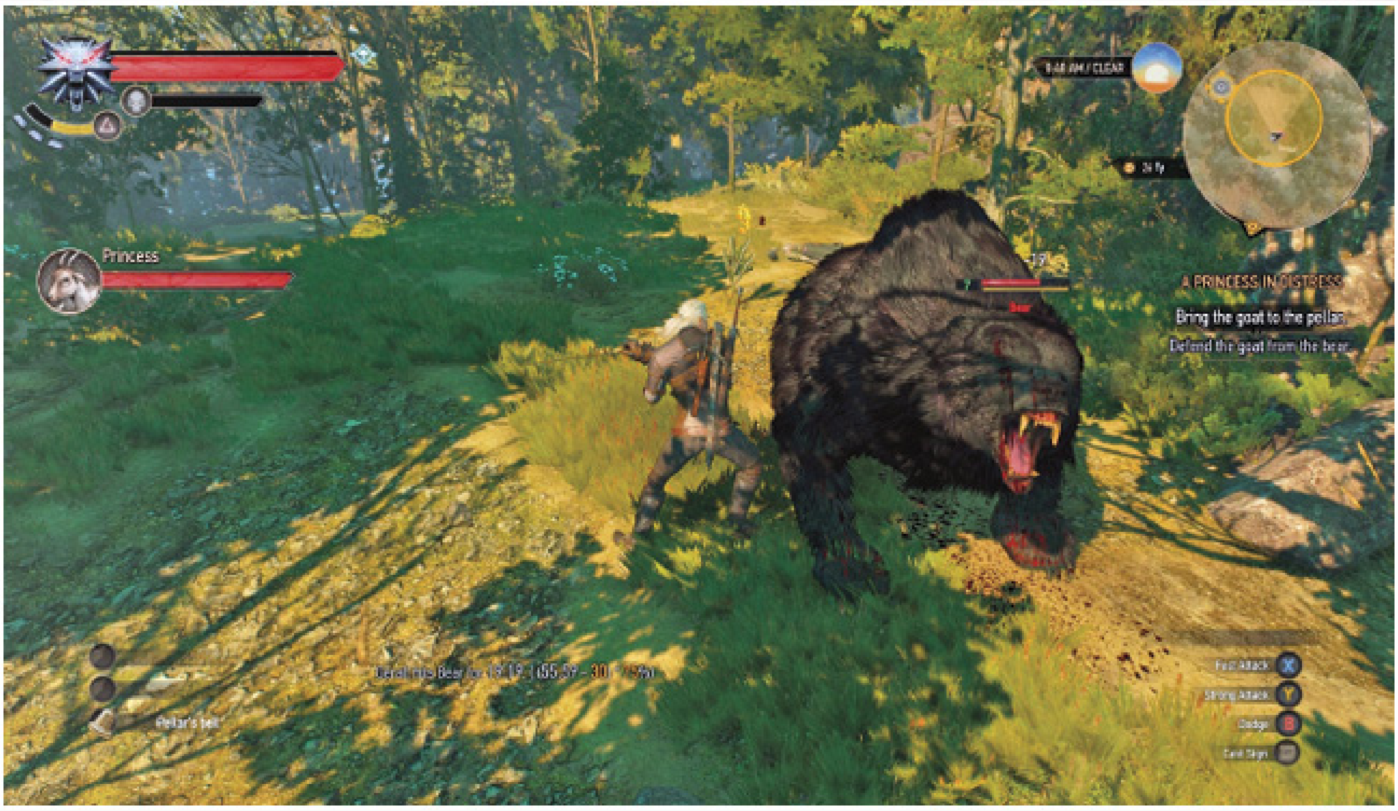
Really Getting Your Goat

OBJECTIVES:

- Bring the goat to the pellar.
- Defend the goat from the bear.
- Use the bell and lead the goat to the pellar.

The goat should slowly approach, and then you should head east, watching the goat behind you. Periodically, Princess stops to munch on a few wild strawberries. No big deal. Check your map so you're progressing directly towards the pellar's hut (rather than wandering the woods away from your goal). A few steps later, expect Princess to take a liking to some plant life near a steeper sloped area close to a bear.

Position yourself between the bear and Princess, and slay the ferocious creature (the bear). At this point, some fast walking and periodic bell-tinkling is all that's required to lead Princess out of the woods, and toward the loving arms of the pellar.


Princess
Bear
A PRINCESS IN DISTRESS
Bring the goat to the pellar
Defend the goat from the bear
Pellar's bell
Fast Attack
Strong Attack
Dodge
Cast Sign

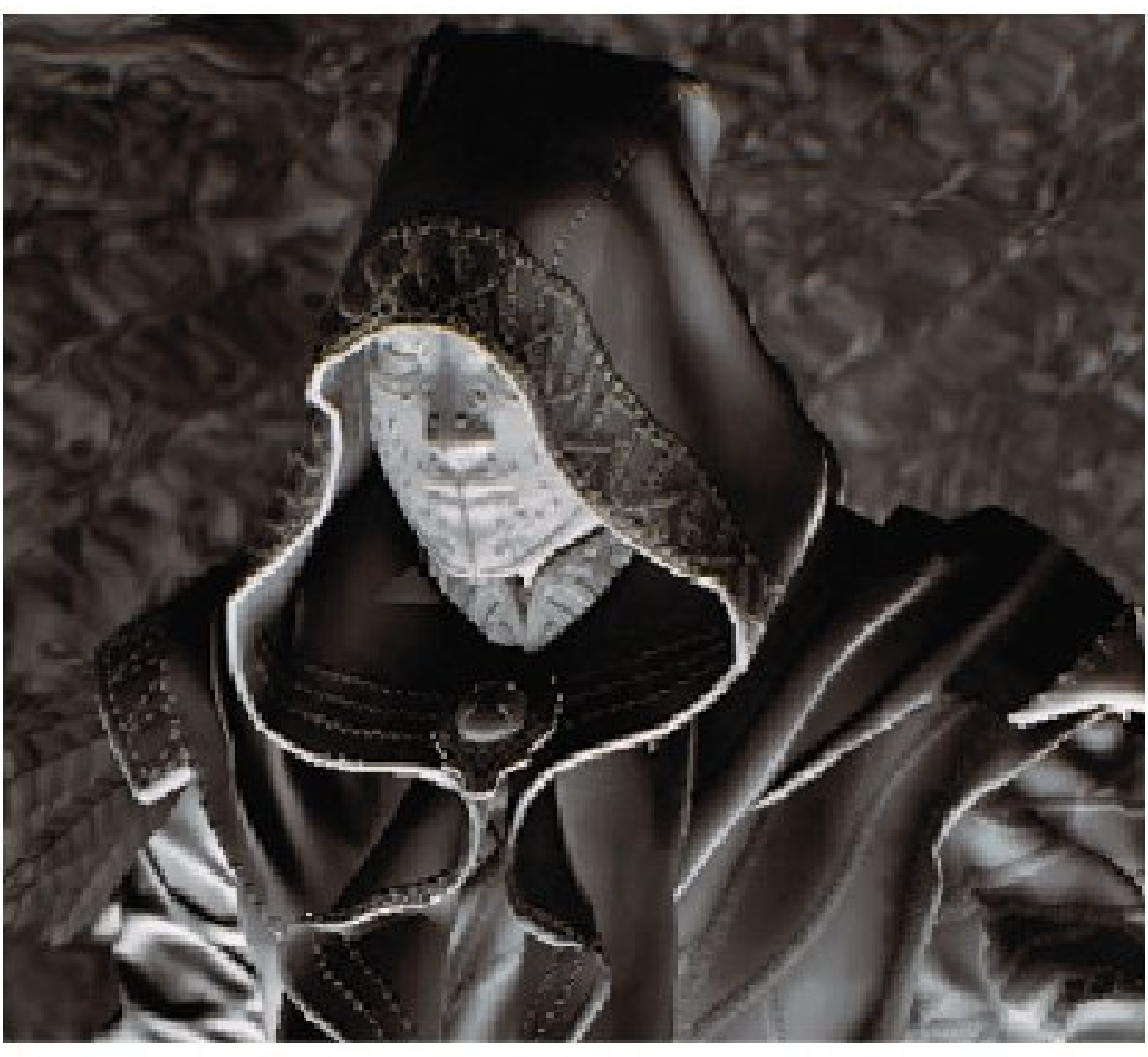
The pellar has knowledge you require; ask about a child that Anna miscarried. It was in some way a grotesque. Ask whether Anna was abused by the Baron. The pellar infers as much, but his evidence isn't watertight (it's related to Princess's habits of licking the hands of those that suffer). Now the child, thrown away without a proper burial, has become a botchling, cursed to wander and seek blood. The Baron should reveal this unhappy family secret if you speak with him. This quest concludes, and Main Quest: Family Matters recommences.

Main Quest: Wandering in the Dark

Zireael and Kelpie: The Sword and the Horse

OBJECTIVES:

- Explore the elven ruins and look for information about the mage.
- Explore the ruins and follow the Swallow symbols.



The Masked Elf (morphic projection)

Head south and east to reveal a morphic projection of the elf you seek. After some deduction, and knowledge that Ciri's sword is named "Zireael" or "Swallow," you embark on an inspection of nearby glyphs with a Swallow motif. Now head south, into a pungent, but vast chamber. The yellow vapor is from toxic mushrooms growing here, so set the clouds ablaze (from a distance) using Igni before you encounter and slay all the wraiths guarding this cavern.

CLOUD DISPERSAL AND THE FLOODED CORRIDOR

Before you advance into the toxic clouds, simply ignite them with Igni, or disperse them with a strong gust of air using Aard. But don't hang around here, as the clouds reform.

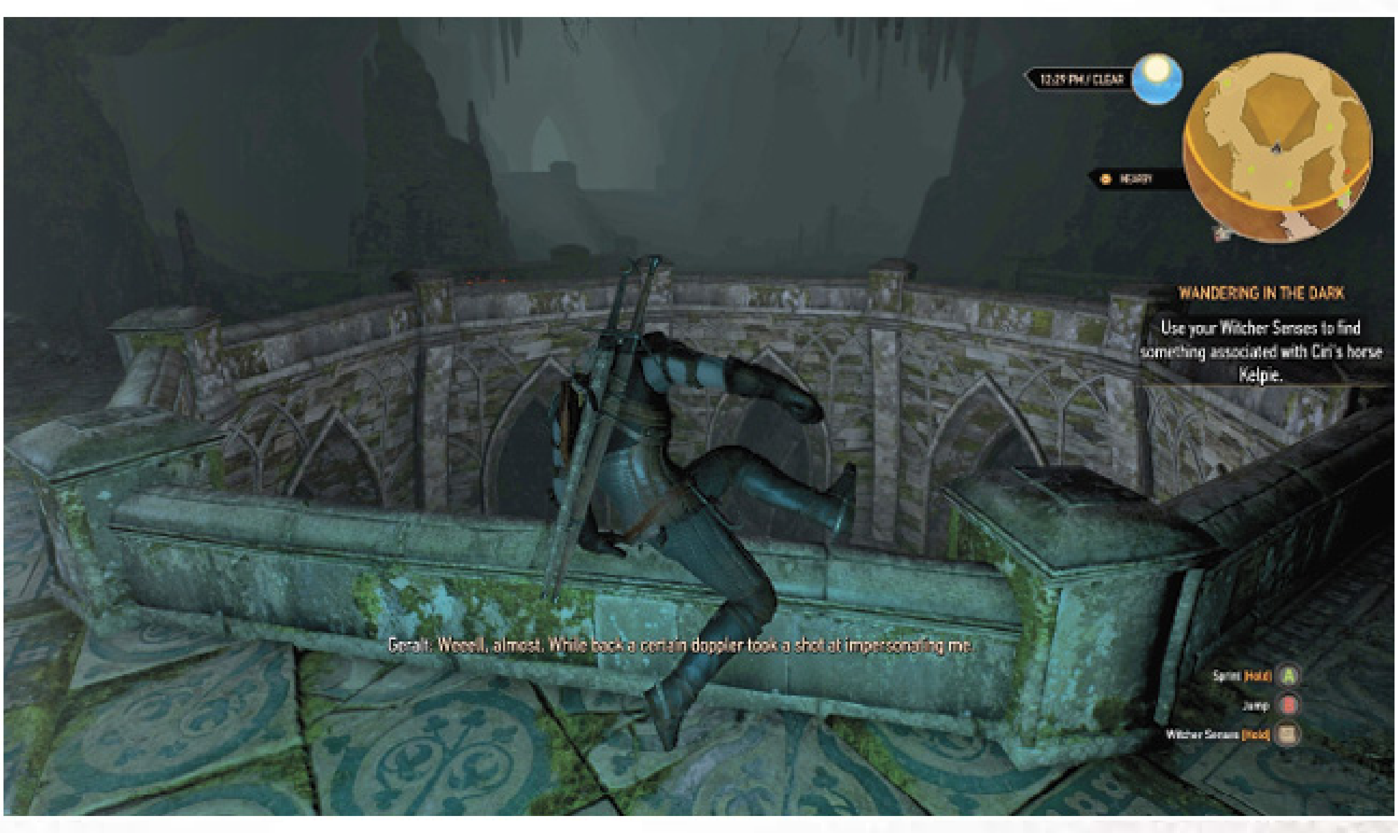
Also check a flooded corridor to the east, with a strange symbol at the entrance. Dive and swim down this submerged tunnel to reach an otherwise-inaccessible chamber that contains a rusty casket with a diagram, manuscript, and a fine sword. Watch for summoned wraiths afterwards, as you return.

Harvest any mushrooms you wish as you continue roughly northwest into a large tunnel with climbable sections. These lead to a strange octagonal chamber, and another elvish projection to listen to (by the Sign of the Swallow).

OBJECTIVES:

- Search the chamber using your Witcher Senses.
- Find something associated with Ciri's horse, Kelpie.
- Rejoin Keira.

Carefully inspect the glyphs along the wall, optionally using your Witcher Senses. None of them are signs of a horse, but activating the Kayran Sign triggers a spell that conjures a duplicate of both you and Keira! Return with more potent strikes to see off both of these reasonably weak, cloned specters! That chalk drawing of a dog isn't much help either; it explodes when touched, dealing significant damage and knocking you back. Leave that alone!



Use your Witcher Senses to find something associated with Ciri's horse Kelpie.

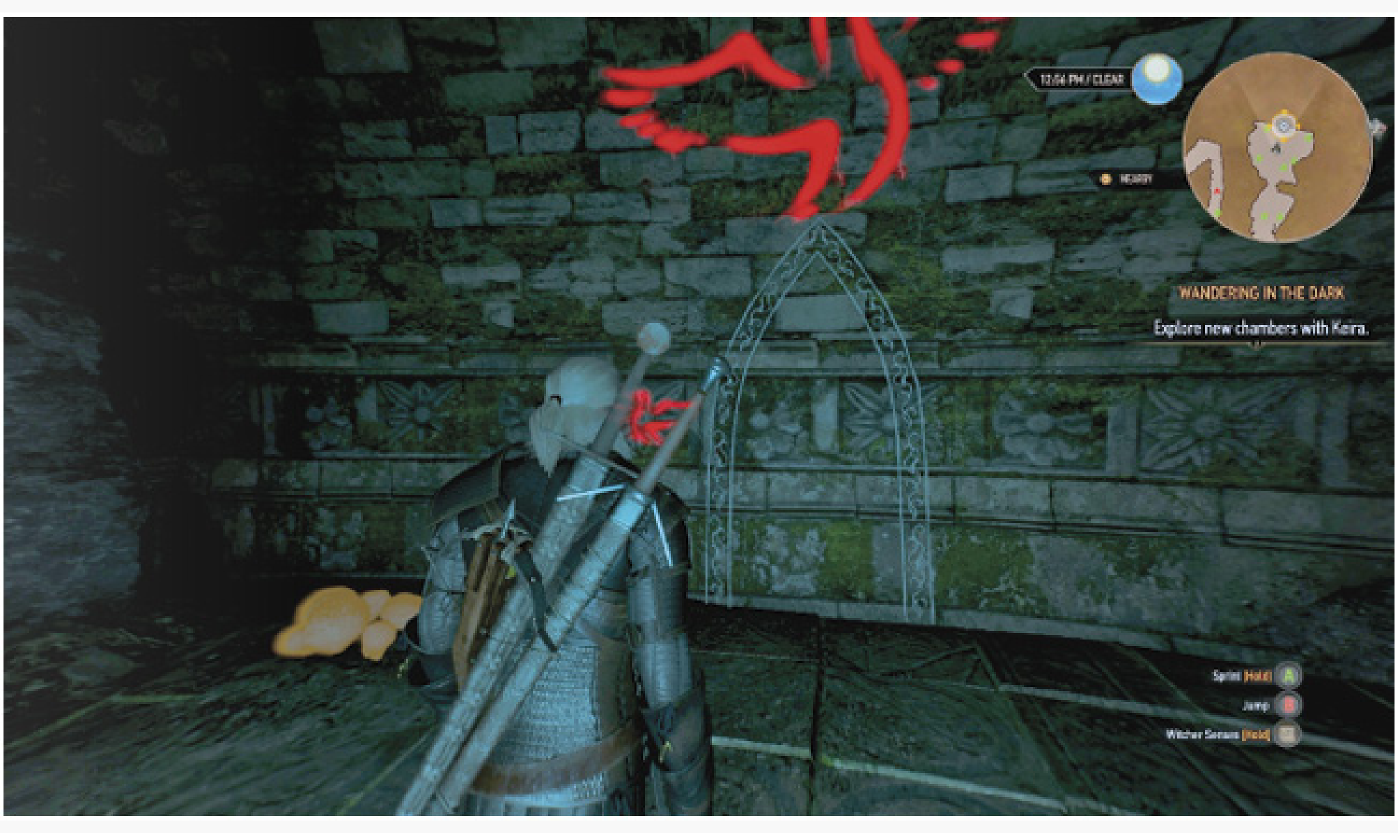
Geralt: Weeell, almost. While back a certain doppler took a shot at impersonating me.

It seems the image of Kelpie isn't on this higher balcony, so jump and drop down into the octagonal pool. Wade to the picture of the horse and activate it. Then dive and swim roughly westward and northwest to escape the water pit. Climb the steps to a second horse glyph and activate it. Then scramble up the rubble and drop back down into the room; a door rumbles open.

OBJECTIVES:

- Explore new chambers with Keira.
- Enter the portal.

Through the door is a dead-end, and a portal Keira is sure distorted her own attempts at teleportation. It features the Sign of the Swallow; stand next to the arch and activate the portal. Then step inside.

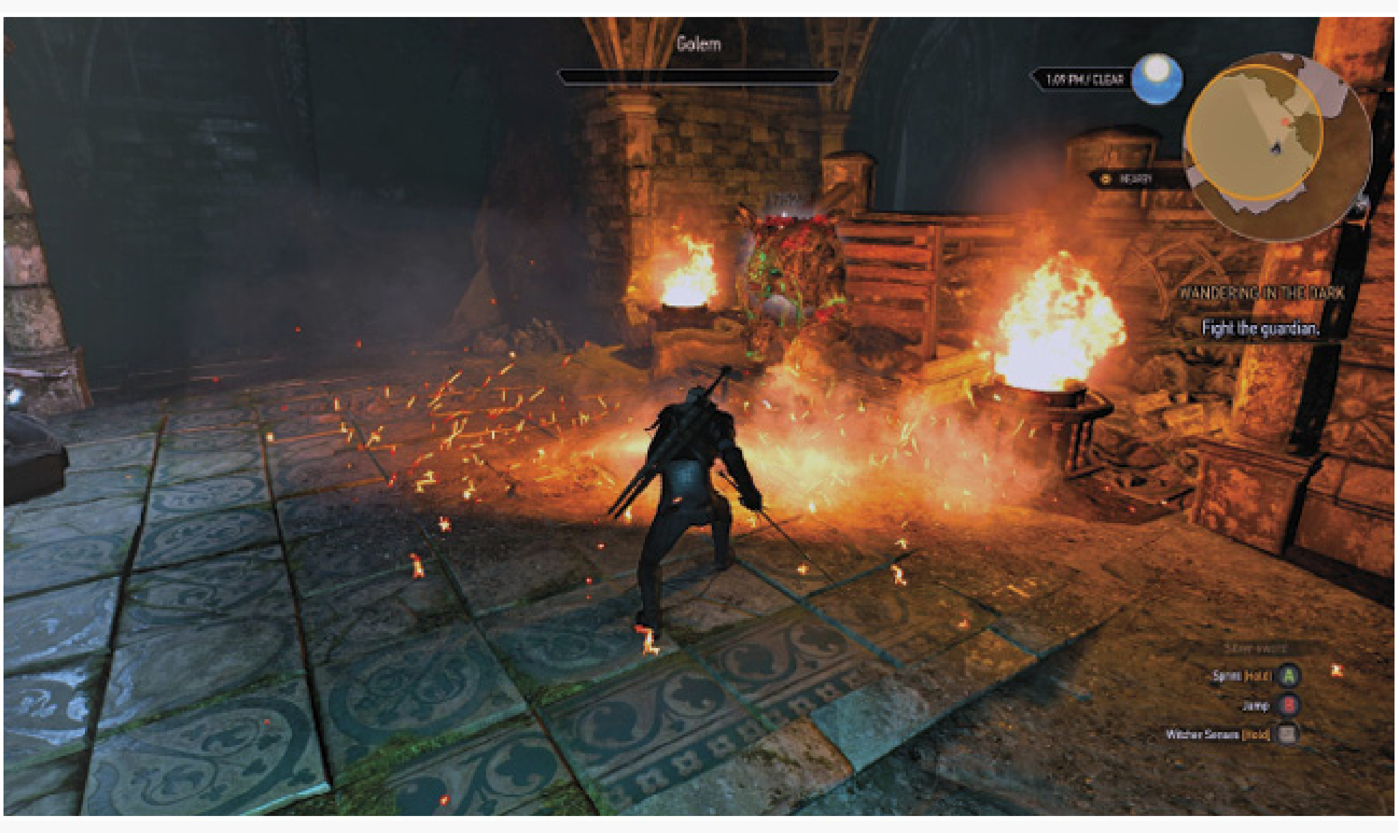


Explore new chambers with Keira.

OBJECTIVES:

- Examine the next room using your Witcher Senses.
- Fight the guardian.
- Continue exploring the ruins and follow the Swallow symbols.
- Find a way to activate the portal using your Witcher Senses.
- Enter the portal.

The next chamber features a lurching golem that must be fought. Climb the ruined stairs behind the golem, and turn left (southwest). Head down the passage as it bends around to the south. On the left there is a side passage down to another portal. Ahead and left is a dead-end cave guarded by a gargoyle. The latter isn't necessary to face, but when you enter there is no going back, since the entrance closes behind you! Awakened, the gargoyle needs to be slain for the stone door to open again. If you don't feel ready to face the gargoyle, head down the side passage to another identical portal. Activate the Swallow Sign and step through.



Fight the guardian.

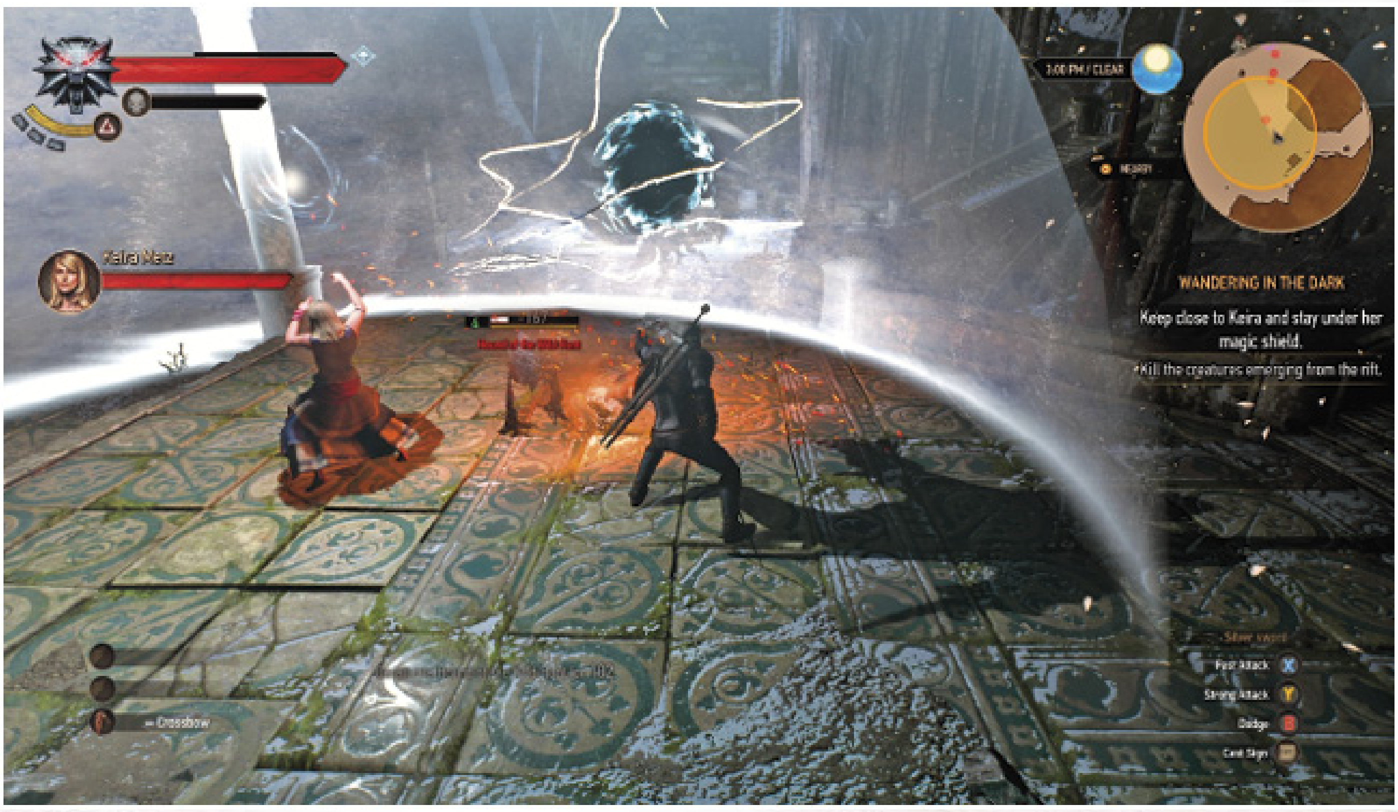
Main Quest: Wandering in the Dark

Biting Cold: Navigating the White Frost

OBJECTIVE:

- Follow the Wild Hunt's warriors.

Success! You appear on the opposite side of the bridge in the initial cavern chamber, where the agents of the Wild Hunt were spotted. Head north up the steps, past some petrified sentries the Phantom Riders froze to death. Pass further guardians as you reach a massive, flat chamber. The Wild Hunt are on the opposite side, and their powerful mage fills the air with a biting cold; he has summoned the White Frost!


3:00 PM / CLEAR
Keira Metz
WANDERING IN THE DARK
Keep close to Keira and stay under her magic shield.
Kill the creatures emerging from the rift.
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign
Crossbow

OBJECTIVES:

- Keep close to Keira and stay under her magic shield.
- Kill the creatures emerging from the rift.

You won't last a minute in this blizzard if you aren't properly protected; so Keira casts Demetia Crest's Surge; enveloping an area around you both in a sphere of calm. As Keira battles to keep the White Frost from encroaching, she slowly moves through the chamber. Your role is as follows:

- Protect Keira at all times; stay close and attack any bounding foes that appear from the rifts you are passing close to.
- The foes in question are hounds of the Wild Hunt. There are around nine or ten to slay in groups of three to four as you pass by each rift.
- Slay them quickly so they don't swarm Keira, and minimize your time away from Keira's protection, as the White Frost is very damaging.

Once across the room, Keira collapses in your arms as the spell took a great deal of power to maintain. You can offer two possible responses:

- Just don't faint on me—a more favorable response, light-hearted banter designed to elect a more positive response.
- If you can't go on—a less favorable response, if you aren't as interested in flirting with Keira.

Main Quest: Wandering in the Dark

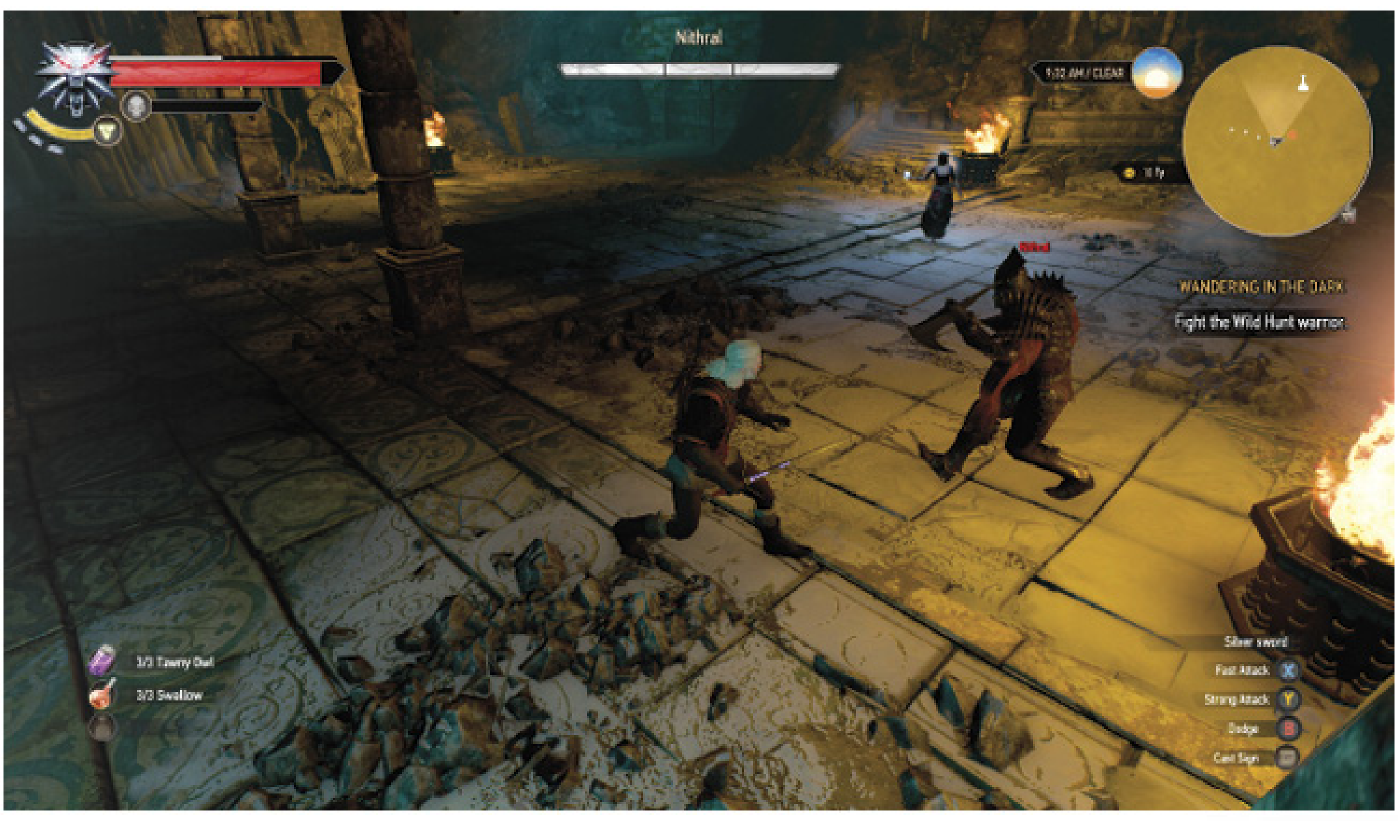
You Are Stubborn, Dh'Oine

OBJECTIVES:

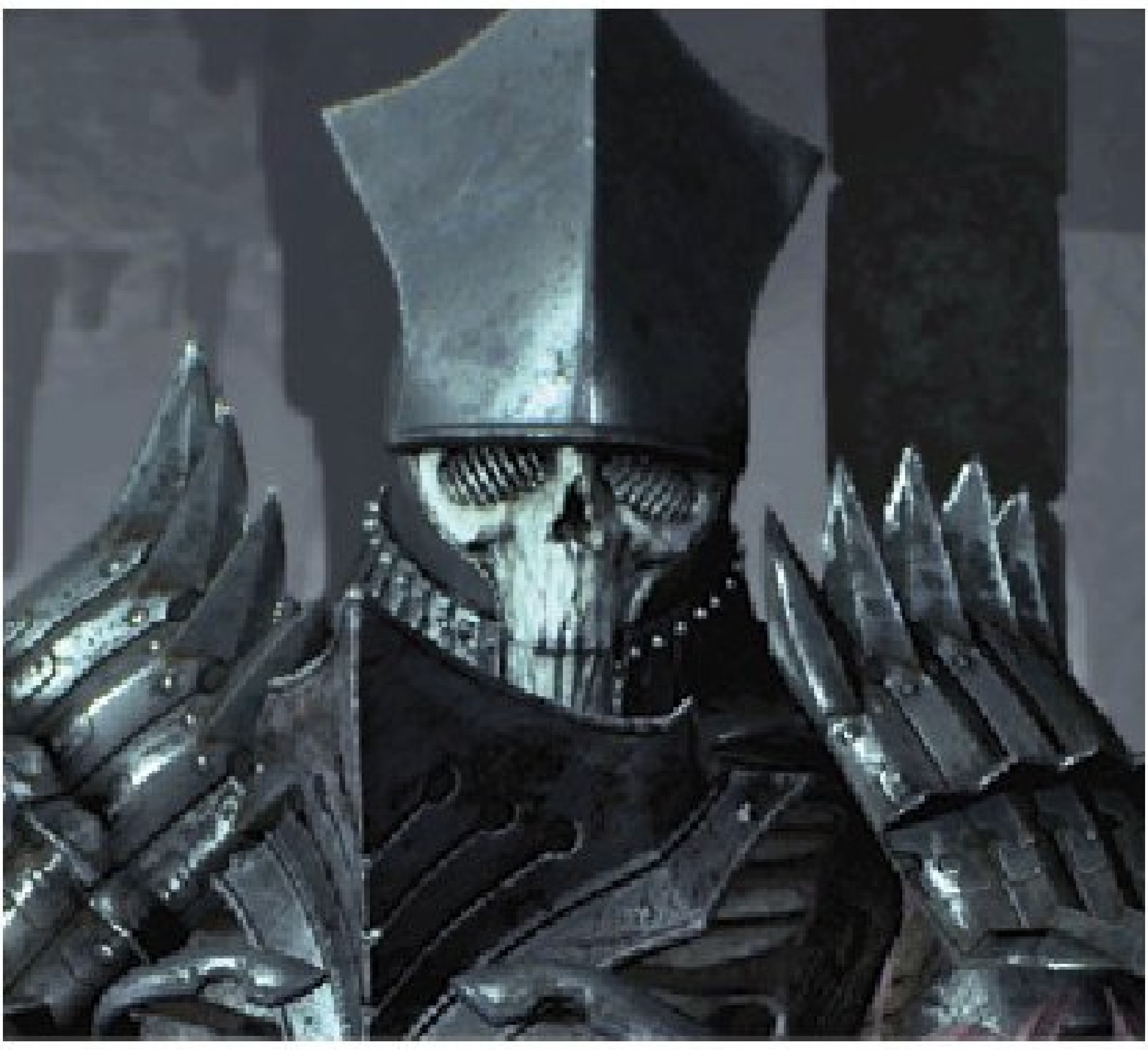
- Chase the Wild Hunt's warriors.
- Fight the Wild Hunt warrior.

MEDITATION AND PREPARATION

You may wish to medidate, prepare potions and oils, and choose your favored blades before continuing. Remember, once you begin the following battle, you can't escape or retreat! You must slay Nithral!



Follow Keira as she dismisses a wall of ice, and follow her through a winding passage to another huge and flat chamber. A massive, armored foe strides forward; a warrior sent by the Wild Hunt to waylay you. Brandish your silver sword and prepare for battle!



Nithral of the Wild Hunt

- Nithral is your main focus. He wields a two-handed weapon, so brush up on your swordplay and your Signs and continuously attack him. All other opponents are secondary.
- At around three-quarters health, Nithral summons a rift, and Hounds of the Wild Hunt pour out. Expect three rifts during the remainder of the fight. Keep an eye on Keira, but otherwise only attack these foes when they encroach on your combat with Nithral.
- At around half health or less, Nithral summons another rift, and more Hounds leap forth from it. Expect around three of these foes, so back up if you're swarmed and fight methodically. Finish off these foes if Nithral falls first.

NITHRAL'S FALL

When Nithral attempts to heal (inside his magic bubble), do not attack him or face losing around 10 percent of your own health, as well as being knocked back. Nithral heals three percent of his health every two seconds, but stops healing and emerges from this protection when his underlings (the other warriors and hounds) are slain. So, kill his summoned minions as fast as you can, to keep Nithral from healing as quickly as possible; making him easier to defeat.

Buff yourself with a Swallow Potion, use Quen Sign as often as possible, and employ Thunderbolt, as well as heavy attacks, which pierce his armor.

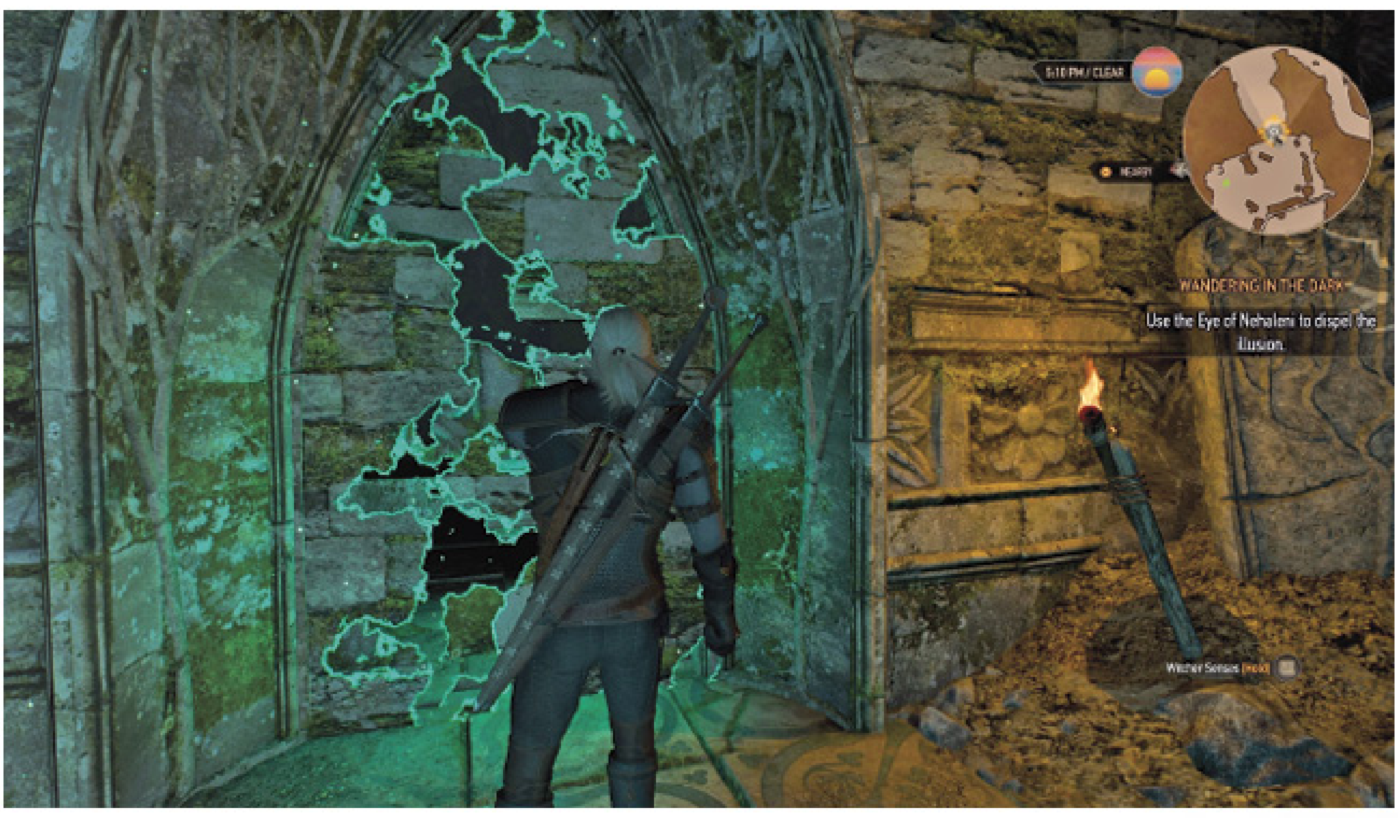
Main Quest: Wandering in the Dark

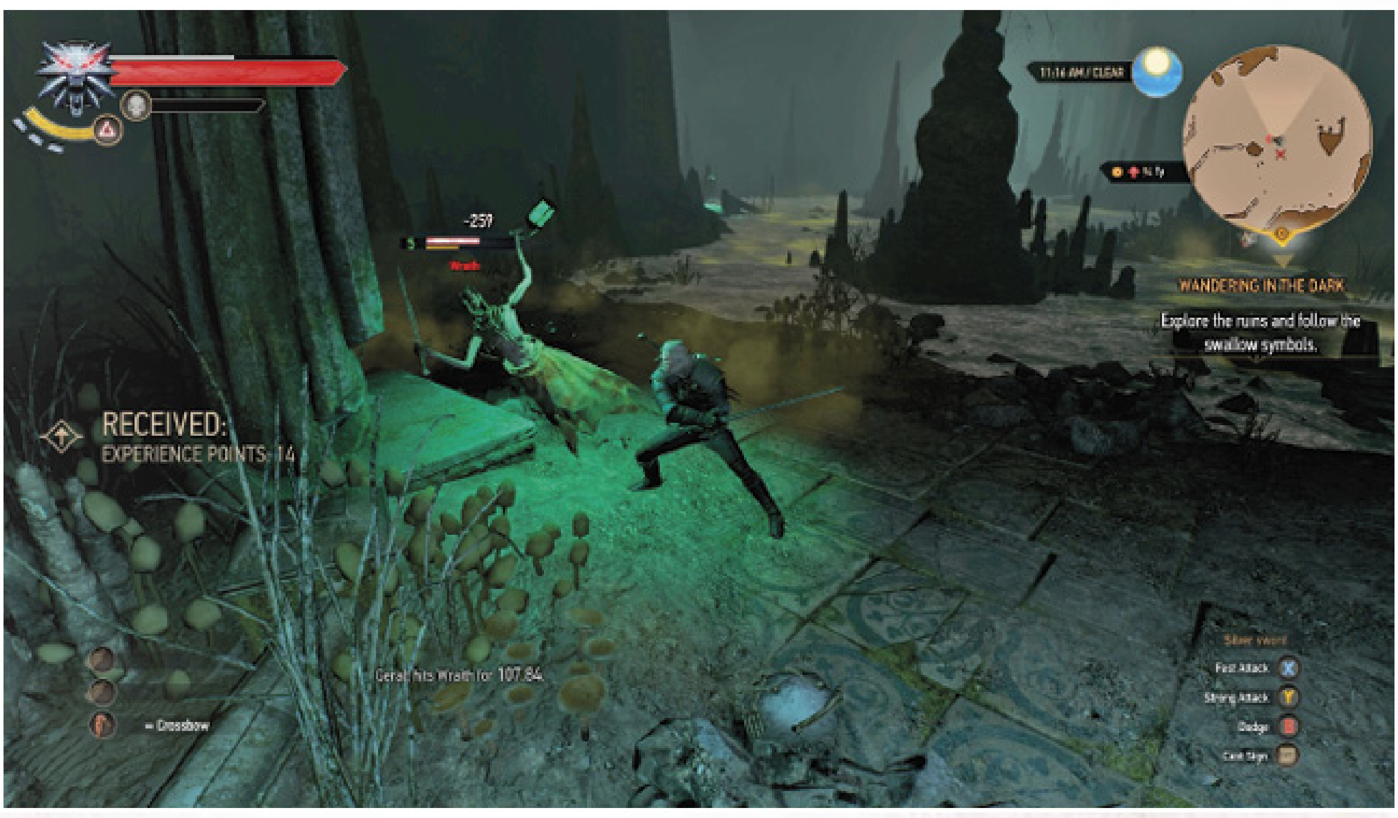
Just an Illusion: Escaping the Old Ruins

OBJECTIVE:

- Look for information about Ciri using your Witcher Senses.

With the first Wild Hunt adversaries slain, loot their corpses before heading to the opposite (east) side of the chamber. Climb onto the raised area to discover a trove of books, laboratory equipment, and other trinkets. Have a thorough look around. You receive the last message from the masked elf, telling Ciri to trust no one; especially the witches of Crookback Bog.


5:10 PM / CLEAR
WANDERING IN THE DARK
Use the Eye of Nehaleni to dispel the illusion.
Witcher Senses


11:14 AM / CLEAR
WANDERING IN THE DARK
Explore the ruins and follow the swallow symbols.
-259
RECEIVED:
EXPERIENCE POINTS: 14
Geralt hits Wraith for 107.84
Crossbow
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

Speak to Keira; even though she doesn't know the crones personally, she's read of them. She offers you instructions on reaching their location. Afterwards, search the laboratory (using your Witcher Senses). Gather the following:

ITEM: Quest Item: After the White Frost, Quest Item: The Elder Blood

As well as some burned notes, the only other area of interest lies in a section of wall. Your medallion trembles. Keira was expecting this—an illusion—so she brought an artifact that dispels such magic; the Eye of Nehaleni. She gifts it to you, along with a book to read.

ITEM:Quest Item: The Eye of Nehaleni, Quest Item: The Ladies of the Wood (Book)

OBJECTIVES:

- Use the Eye of Nehaleni to dispel the illusion.
- Follow Keira.

Approach the arched wall section, and equip the Eye. The magical illusion fades away, allowing access into an exit tunnel. Keira stops you once more, mentioning something about a magic lamp. She hopes you'll retrieve it for her. Choose a response:

- You can agree to help.
- Or head straight to Crookback Bog.

As before, the former response is more friendly, while the latter results in a more curt response from Keira. Either way, you have the option of completing the optional quest, or ignoring it. The former is recommended. Main Quest: Wandering in the Dark now concludes.

GATHERING TREASURE: RELICS OF THE PAST

Remember to gather any other items from chests you loot to increase your weapon collection and obtain other fine pieces of equipment. One of the most impressive is close to the entrance to the chamber where you fought Nithral. Look for an archway you can blast with Aard. Step through, and explore the corridors behind and treasure chests, one of which contains a powerful sword guarded by a foglet. Slay the monster, and the treasure is yours. Now return and exit with Keira.

Secondary Quest: Magic Lamp

Four Guardians, Four Flames, Standing Proud in a Line

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: MAGIC LAMP

SISTER QUESTS : Main Quest: Wandering in the Dark, Secondary Quest: An Invitation from Keira Metz

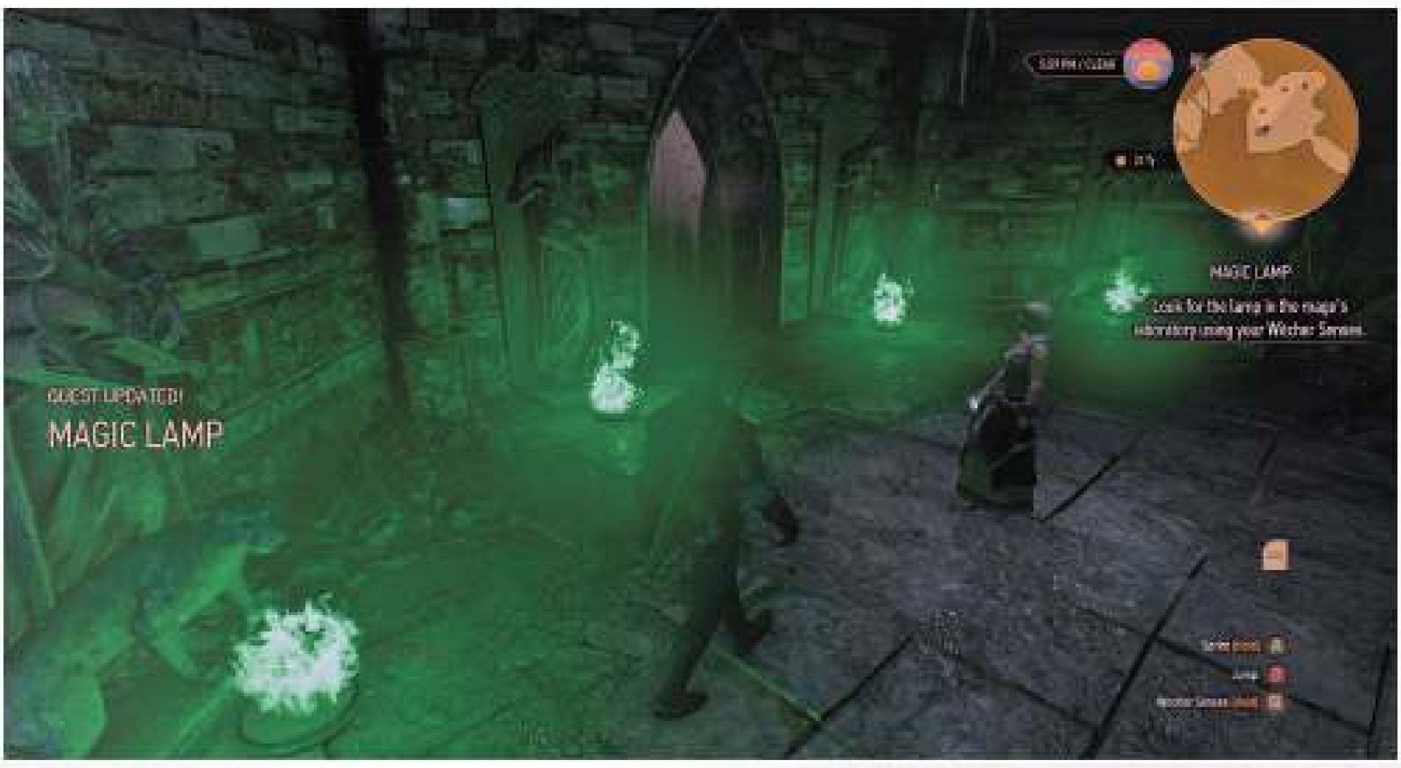
LOCATIONS : Elven Ruins

CHARACTERS : Keira Metz

ENEMIES : Golem, Wraiths

OBJECTIVES:

- Follow Keira.
- Search the room using your Witcher Senses.



QUEST UPDATED!

MAGIC LAMP

MAGIC LAMP

Look for the lamp in the mage's laboratory using your Witcher Senses.

Head into another chamber, where a number of statues are standing. You sense a riddle. Beckon Keira over to read the Elder script carved on the wall. Her rough translation is as follows:

- Four guardians, four flames, standing proud in a line.
- The First to light his fire dared not march on the end.
- The Second, by the First, played a woeful lament.
- The Third kept close to his faithful beast.
- The Fourth marched not beside the First, yet like the Second, played a tune.
- And thus they stood o'er their queen, who slept benath flickering stars.

OBJECTIVES:

- Light the braziers in the correct order.
- Look for the lamp in the mage's laboratory using your Witcher Senses.

After some head-scratching, the riddle is solved thusly:

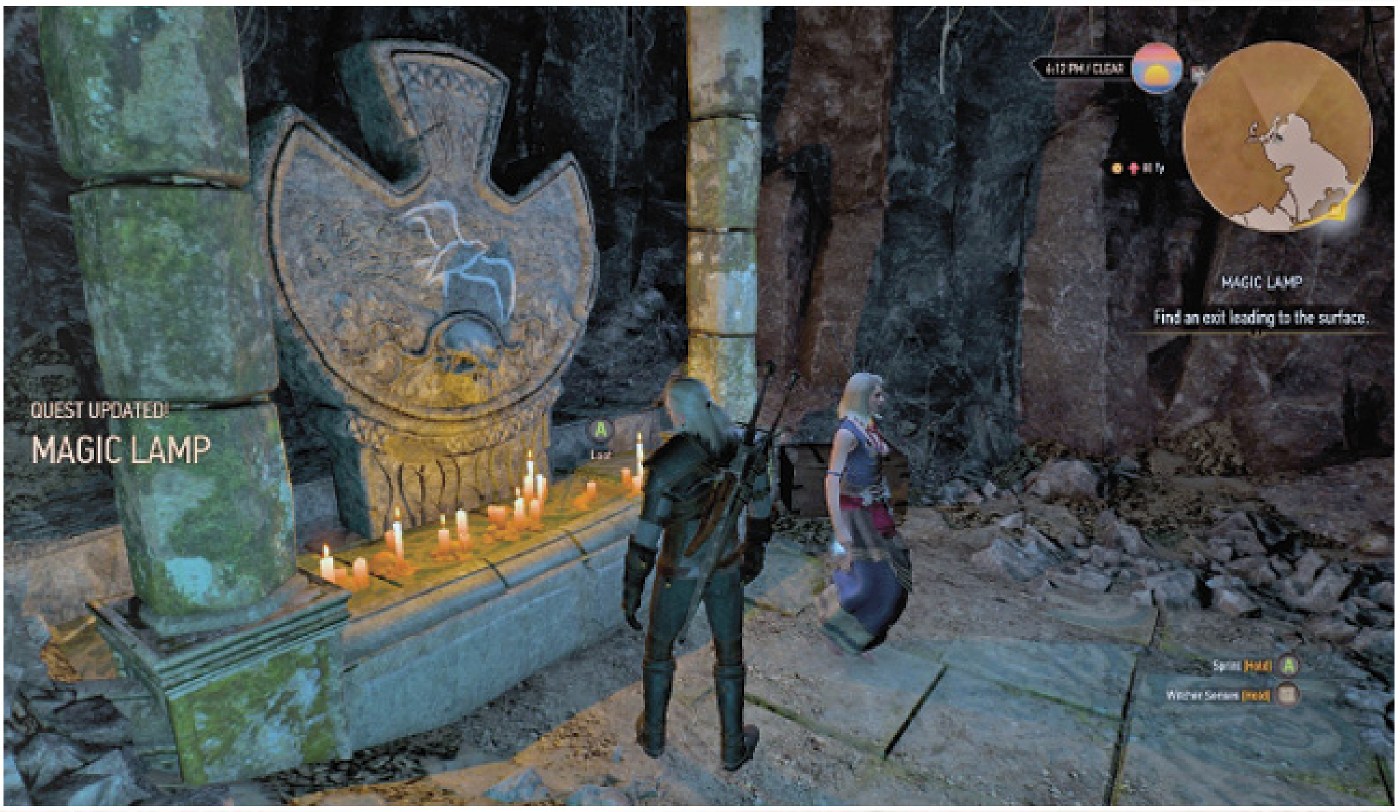
- The first guardian is just to the right of the arched doorway.
- The second is just to the left of the doorway.
- The third is to the right of the first guardian (far right statue).
- The fourth is to the left of the second guardian (far left statue).

Use Igni next to each statue's brazier. Once all four are lit, the door rumbles open.

Secondary Quest: Magic Lamp

The Hidden Sepulcher

Enter the hidden elven sanctuary. Should you wish to, there is a climbable passage to your left, leading to a golem you can battle. Otherwise, inspect this sepulcher. After pondering who this is honoring, Keira produces the item she came here for—a magic lamp.



LAMP FIRST, GOLEM SECOND

If you need more help defeating the golem, pick up the lamp first before venturing to the golem chamber; this way Keira follows you, and helps out in combat.

OBJECTIVE:

- Find an exit leading to the surface.

Turn and head south, all the way to a side tunnel and steps up to the right (west) that end at a large boulder blocking your path. Produce the Eye of Nehaleni, and the boulder illusion dissolves.

Step out onto the misty shores of Lake Wyndamer, and speak to Keira once more. Choose a (pleasant or unpleasant) acknowledgement to visit her (at her hut) when you have the chance, and these quests conclude with you gazing out at Fyke Isle, close to a boat you can take out onto this lake, if you wish. You should also read “The Ladies of the Wood,” when prompted, so you can directly head to Crookback Bog instead of chancing upon the Main Quest of the same name.

Main Quest: Ladies of the Wood

Sweet Treats and Meats

DANGER ALERT SPOILER ALERT XXX

!

MAIN QUEST: LADIES OF THE WOOD

RELATED QUESTS : Main Quest: The Whispering Hillock, Main Quest: Ciri's Story: Fleeing the Bog, Secondary Quest: Return to Crookback Bog

LOCATIONS : The Orphans of Crookback Bog, Johnny's Burrow, Harpy Nest, Downwarren, Crossroads and Ancient Oak

CHARACTERS : Gran (Anna), Genny, Yagna, Aynara, Mikula, Travik, Johnny, Weavess, Brewess, Whispess, Ealderman of Downwarren, The Tree Spirit

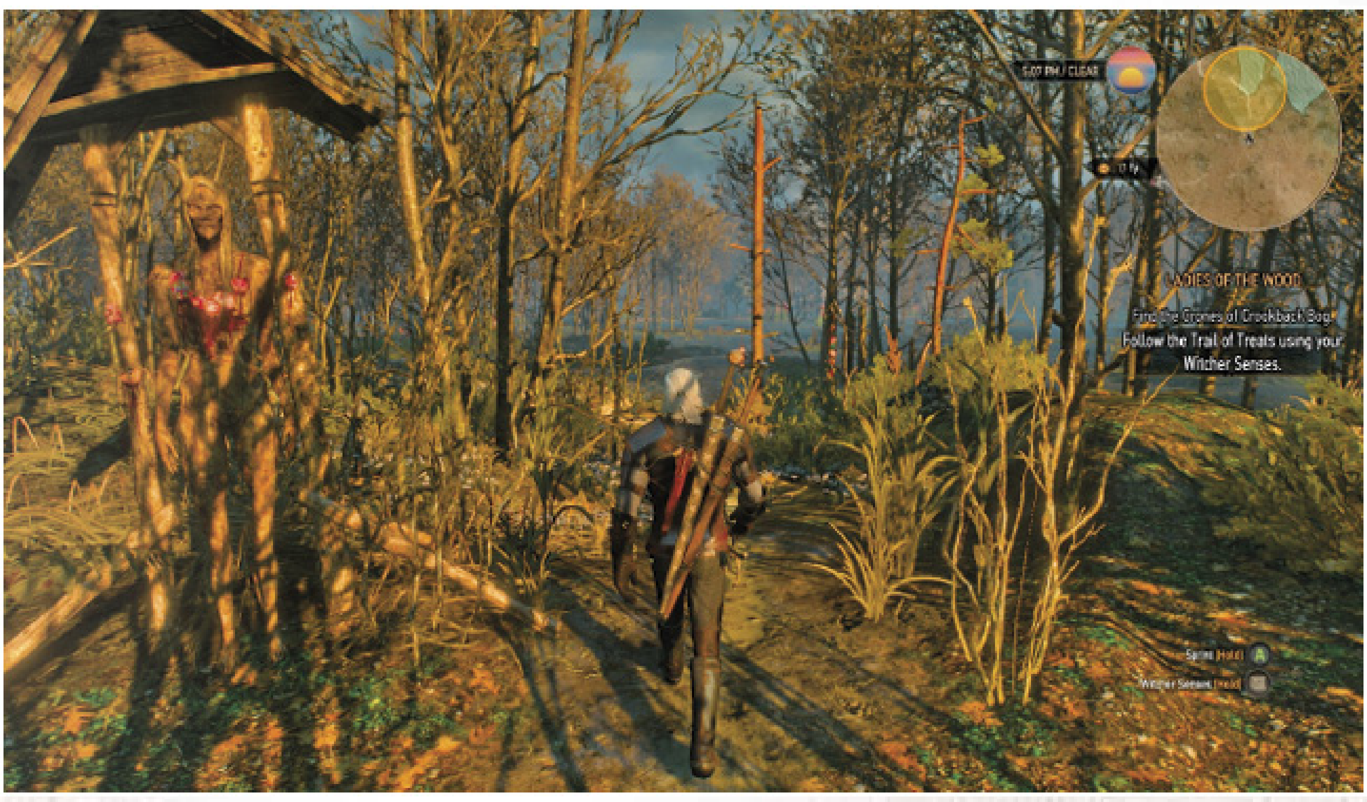
ENEMIES : Drowner, Water Hag, Harpy, Wyvern, Bandit, Werewolf, Wolf

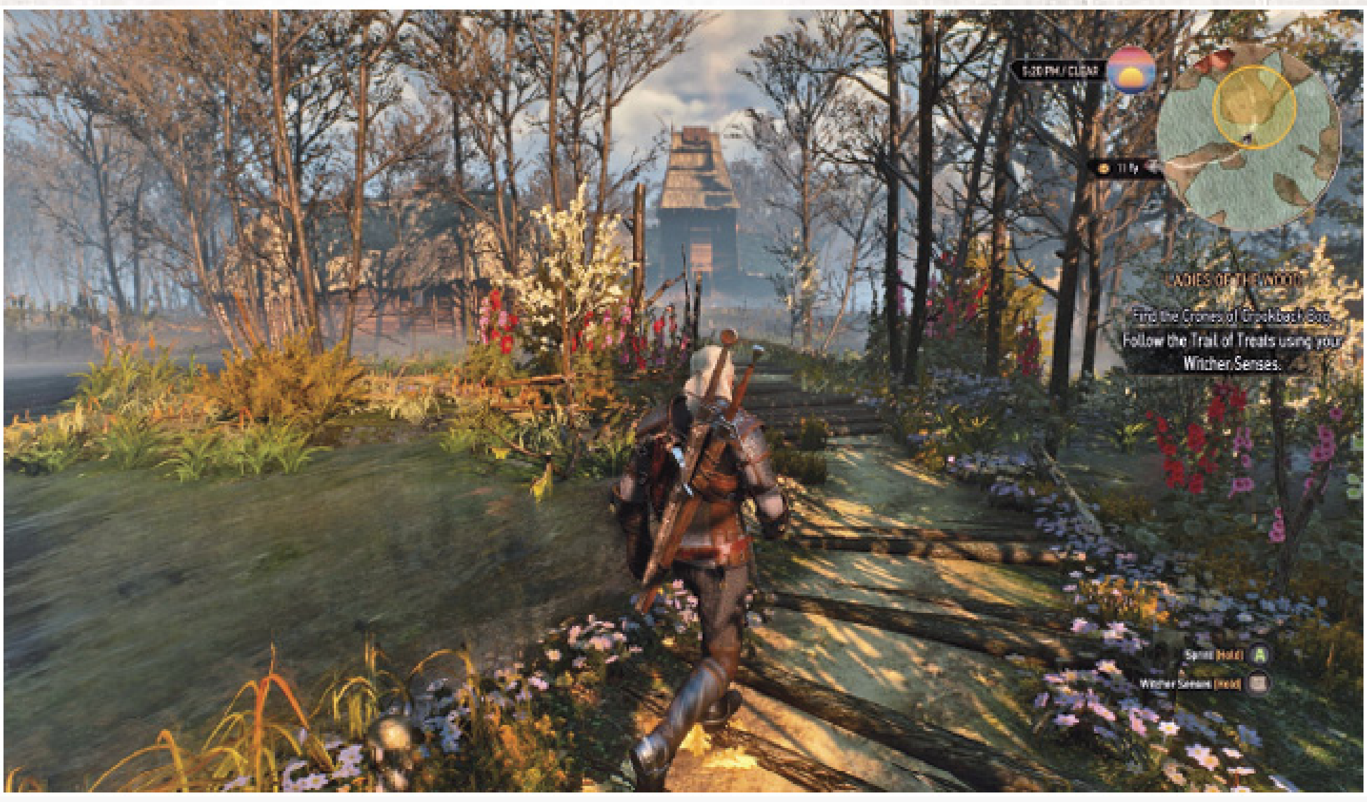
QUEST DECISIONS

This quest becomes available once Main Quest: Wandering in the Dark has been concluded. Follow the general directions on your minimap to reach the southern swamps.

OBJECTIVES:

- Read "The Ladies of the Wood."
- Find the Crones of Crookback Bog.
- Use your Witcher Senses to find the shrine that marks the start of the Trail of Treats.
- Follow the Trail of Treats using your Witcher Senses.


LADIES OF THE WOOD
Find the Crones of Crookback Bog
Follow the Trail of Treats using your Witcher Senses.


LADIES OF THE WOOD
Find the Crones of Crookback Bog
Follow the Trail of Treats using your Witcher Senses.

Open the book Keira Metz gave you at the end of Main Quest: Wandering in the Dark, and read it; this pinpoints the entrance to the swamp where the ladies lurk. Venture into the muddy swamps until you discover the strange wooden effigy of a comely woman, with a necklace of treats draped around her. This starts you on a winding path of foxgloves and other flowers, along with sapling branches with more sweet desserts to spot hanging from branches or along the muddy ground. The path eventually winds its way into Crookback Bog, where you overhear a child singing a rather interesting rhyme.

Main Quest: Ladies of the Wood

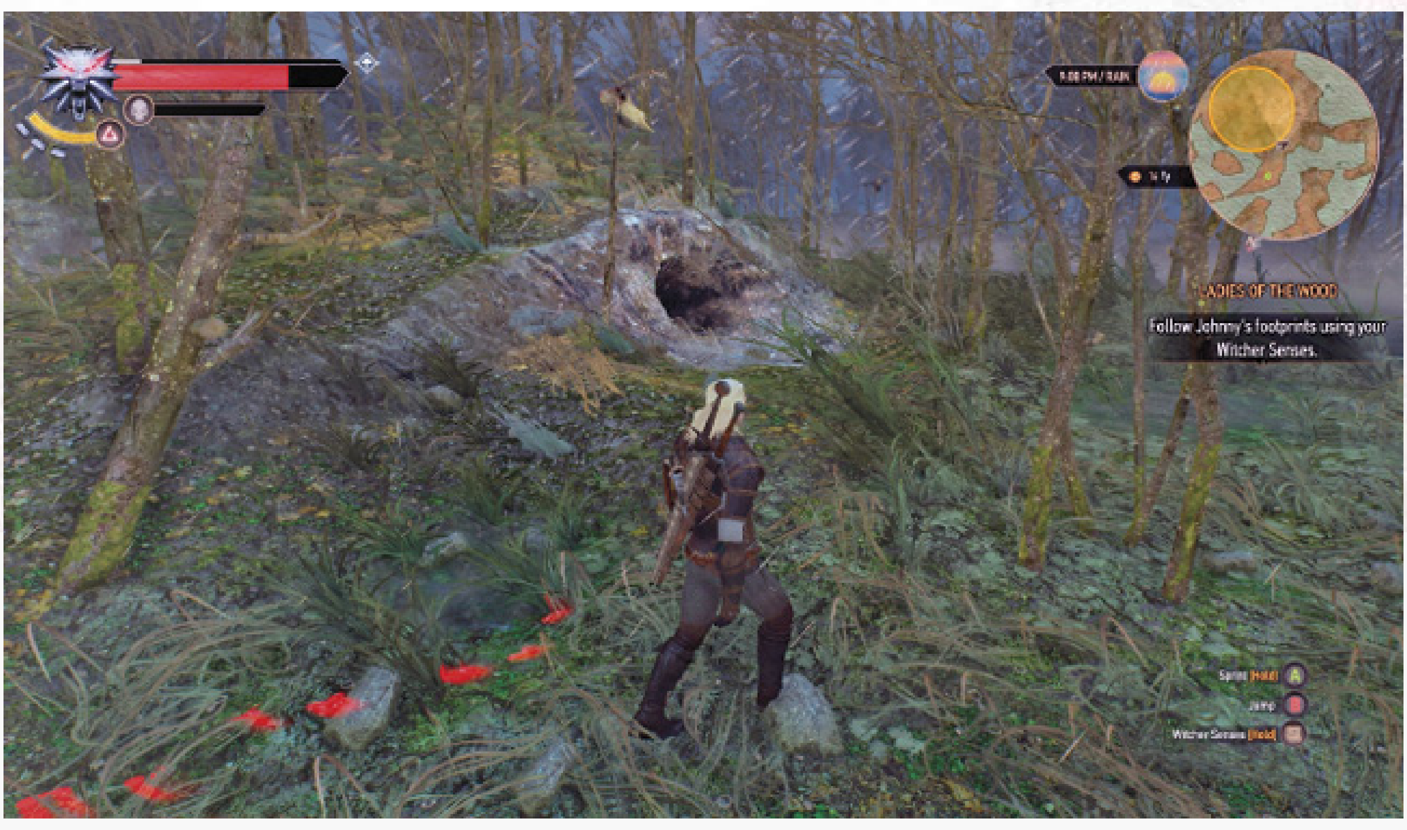
Johnny on the Spot

OBJECTIVES:

- Look for Johnny in the swamp using your Witcher Senses.
- Find Johnny's footprints.
- Follow Johnny's footprints using your Witcher Senses.
- Lure Johnny out of his burrow.

Head east and slightly south out of Crookback Bog, until you meet a few drowners and a water hag. Remove these threats before using your Witcher Senses to discover a set of small footprints. Follow them on a winding path to a strange burrow. Speak with this owl-eyed boy. It seems he isn't speaking back. Perhaps you can help?

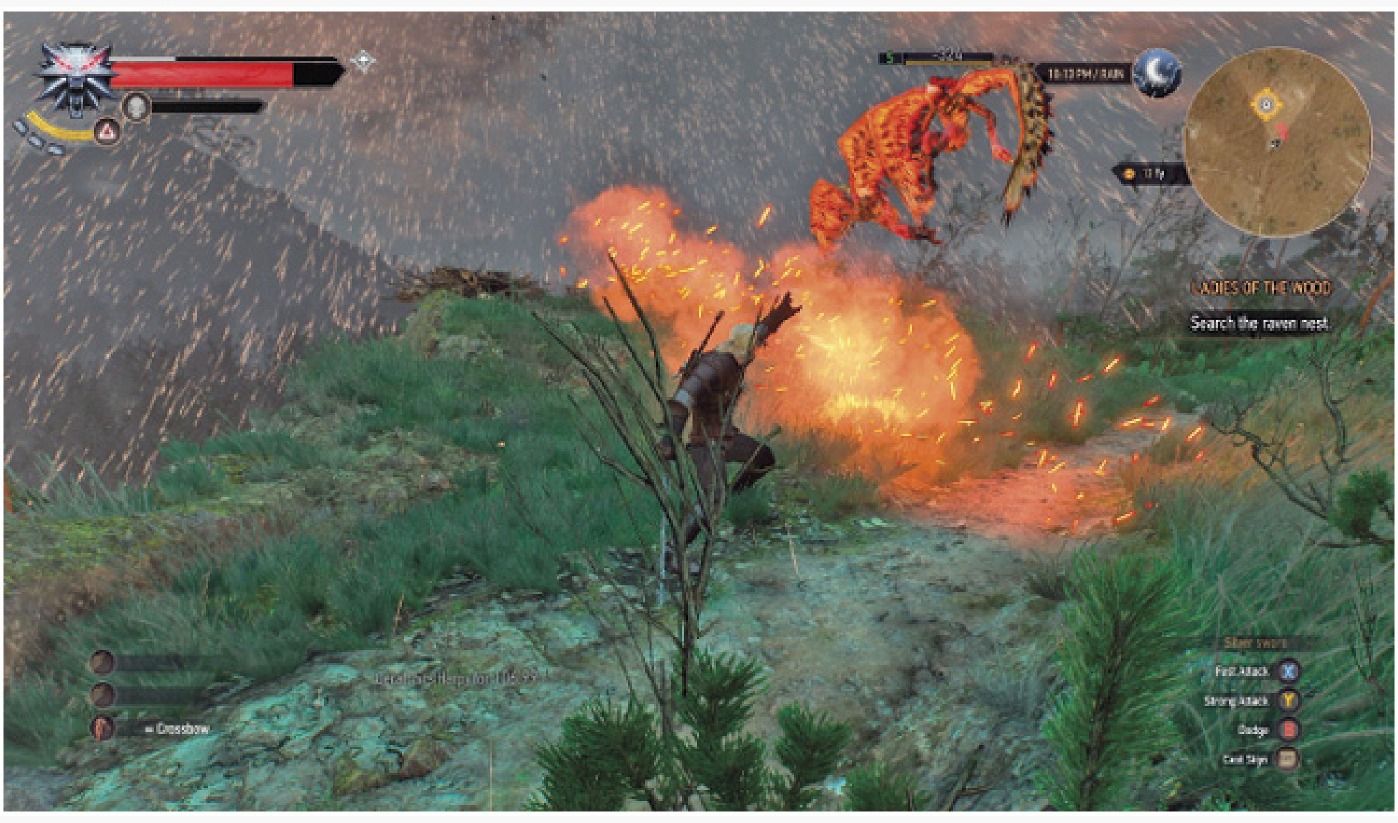
Johnny the Godling


LADIES OF THE WOOD
Follow Johnny's footprints using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVES:

- Follow Johnny.
- Defeat the monsters.
- Search the raven nest.
- Give the bottle to Johnny.

Johnny scampers off; follow him through the reeds, slaying a trio of drowners along the way to the foothills northwest of his burrow. Johnny points to a cliff ledge—time to climb. As you ascend the rocks, you may notice harpies above you. Equip your crossbow for added offense and remove a trio of these flapping fiends (and possibly, an inquisitive wyvern). Then approach the Raven's Nest, and loot it.


LADIES OF THE WOOD
Search the raven nest.
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

ITEM: Quest Items: Sealed Bottle, Raven's Feather

Descend back to Johnny's location using any path you wish. Talk to Johnny, giving him the bottle which he promptly twists the top off, allowing an explosion of Godling waif. He tells you he's seen the ashen-haired girl at a nearby swamp village; the one you just came from!

Main Quest: Ladies of the Wood

Come Out, Come Out, Wherever You Are!

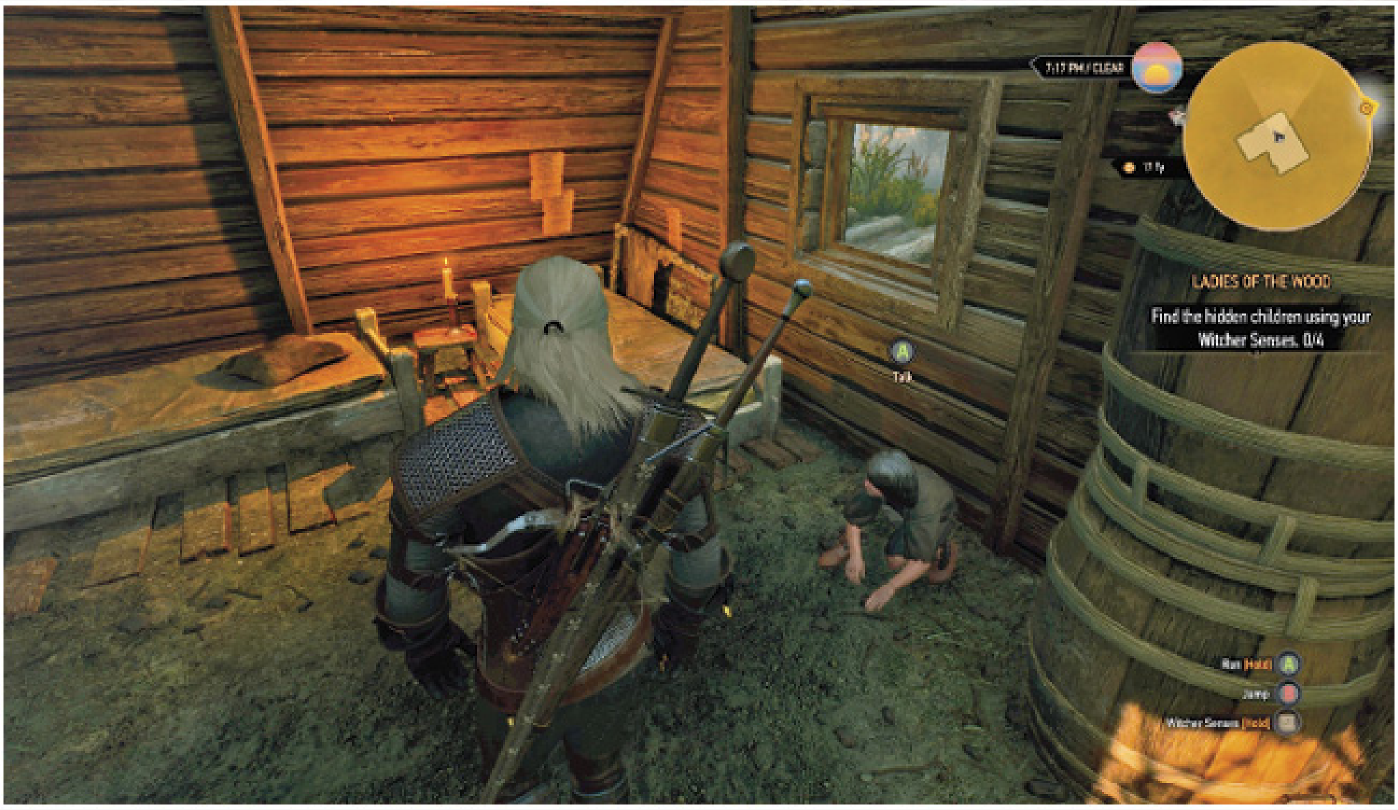
OBJECTIVE:

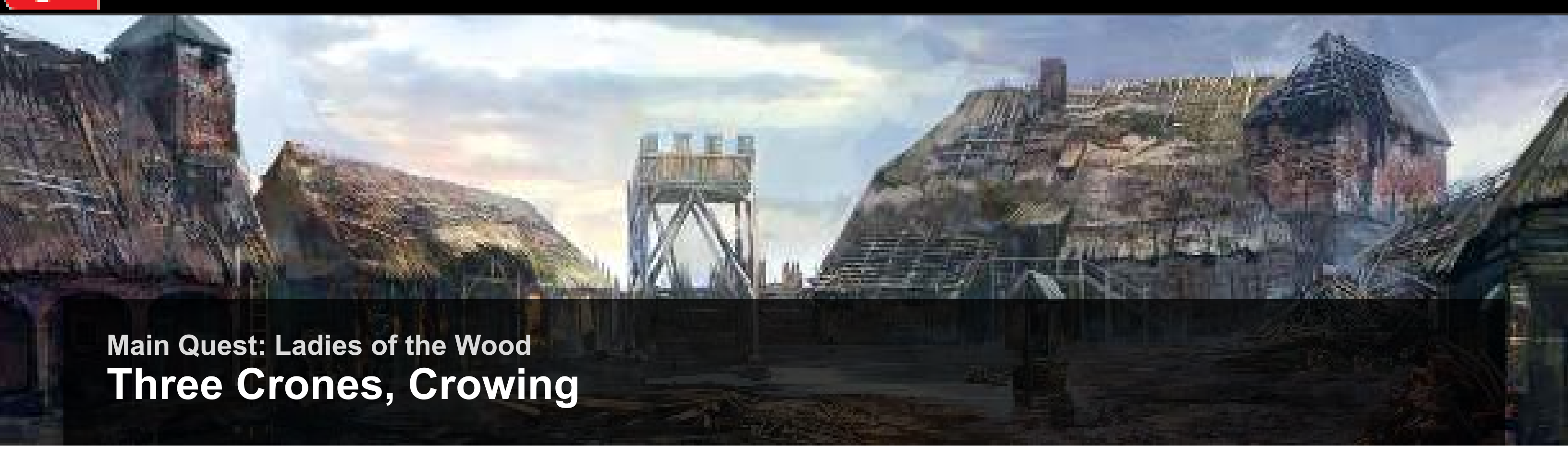
- Find the hidden children using your Witcher Senses (4).

The four orphans (Travik isn't playing as he's inside the hut with Gran) scatter, and make haste to their hiding spots. Your unfair advantage is your Witcher Sense, which allows you to discover all four urchins rather easily, and in any order:

- Mikula—a trail of footprints leads into the northwest hut, where she's hiding.
- Genny—footprints lead up onto the roof of the eastern hut, and down the other side to a haystack, where he's hiding.
- Yagna—more footprints allow you to spot her behind some bushes behind the eastern hut, close to the corner of the building.
- Aynara—a trail of footprints leads to a thicket behind the southwest hut.

Enough tomfoolery! The children live up to their word, and coax Gran away from the hut with Travik inside. Head there, and receive knowledge about a strange tree growing on the edge of the swamp; that's where Johnny sometimes plays.


LADIES OF THE WOOD
Find the hidden children using your Witcher Senses. 0/4
Talk
Run (Hold)
Jump
Witcher Senses (Hold)



Main Quest: Ladies of the Wood

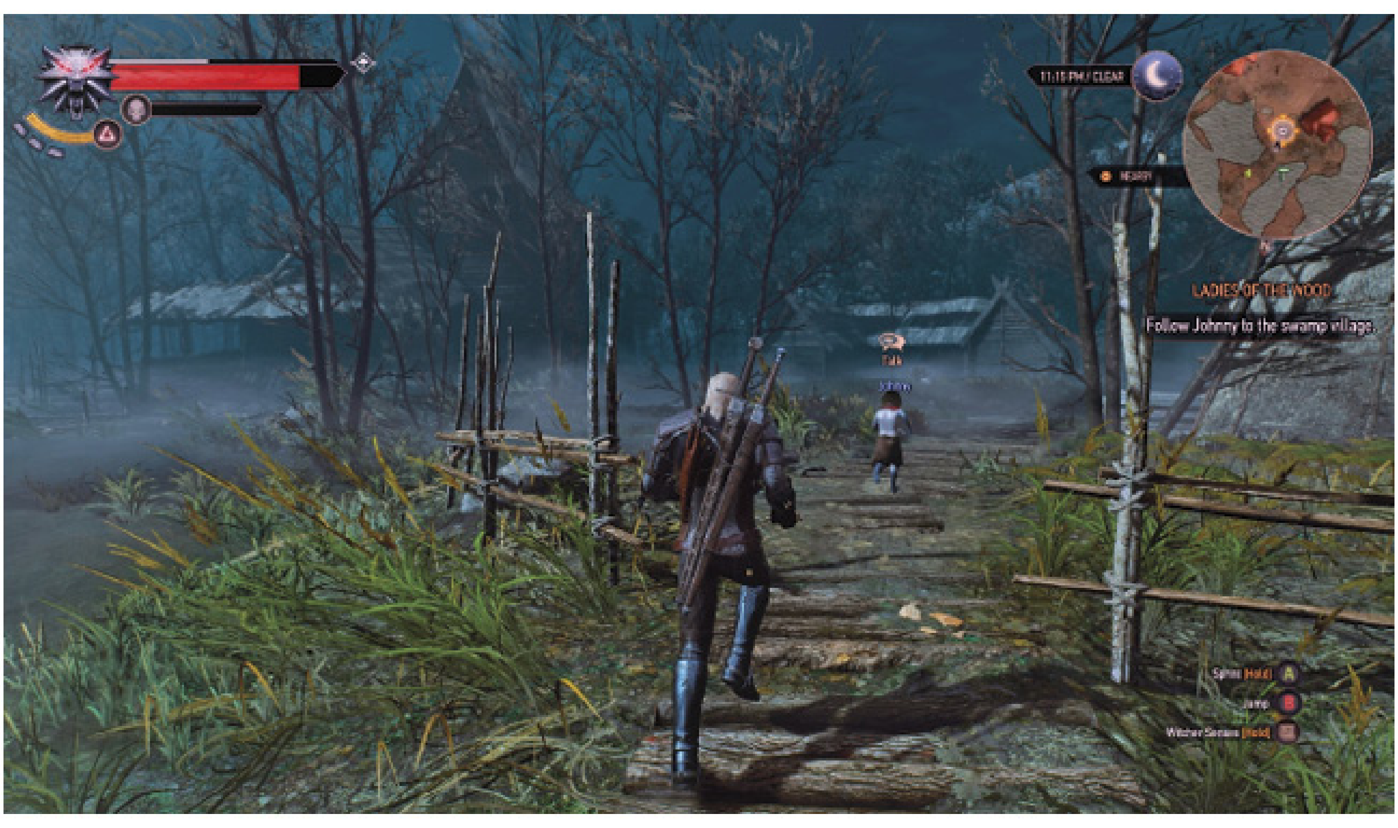
Three Crones, Crowing

OBJECTIVES:

- Follow Johnny to the swamp village.
- Defeat the monsters.

Chaperone Johnny as he scampers back towards Crookback Bog (there are drowners to defeat along the way), and wait as he convinces Gran (Anna) you should gain an audience with the crones. You enter a rickety home filled with candles, and a tapestry made of hair, showing three ladies most becoming. After a song, Anna speaks through the cloth to them. Ask about the ashen-haired woman; they have seen her, but need you to rid nearby Downwarren of a dark presence.

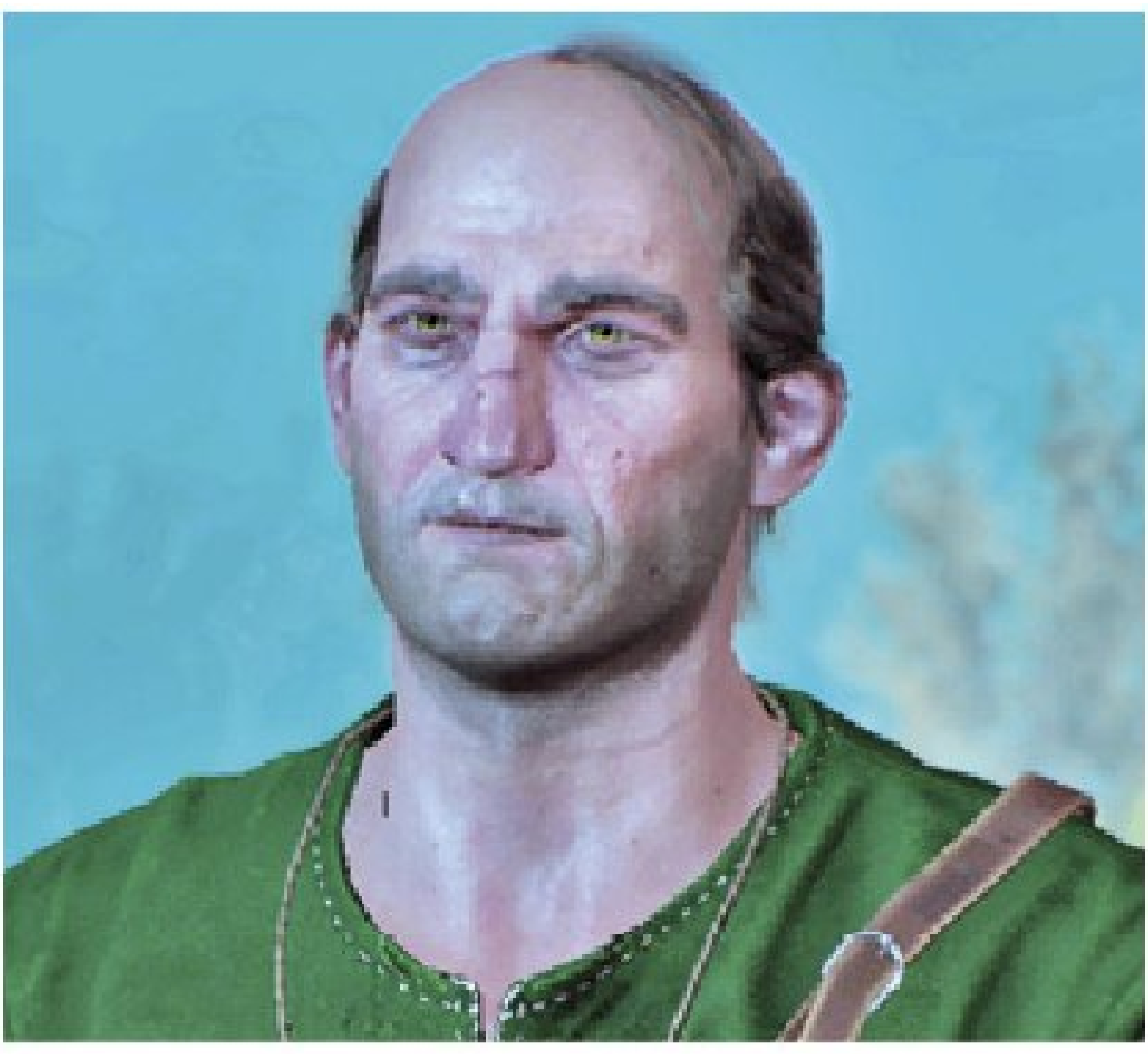
Anna brings you the dagger the ladies instructed her to give you. Afterwards, feel free to explore the cellar of the crones' hut, which has an interesting shrine and other detritus to look at.


11:15 PM / CLEAR
NEARBY
LADIES OF THE WOOD
Follow Johnny to the swamp village.
Sprint (Hold)
Jump
Witcher Senses (Hold)

ITEM: Quest Item: Ritual Dagger

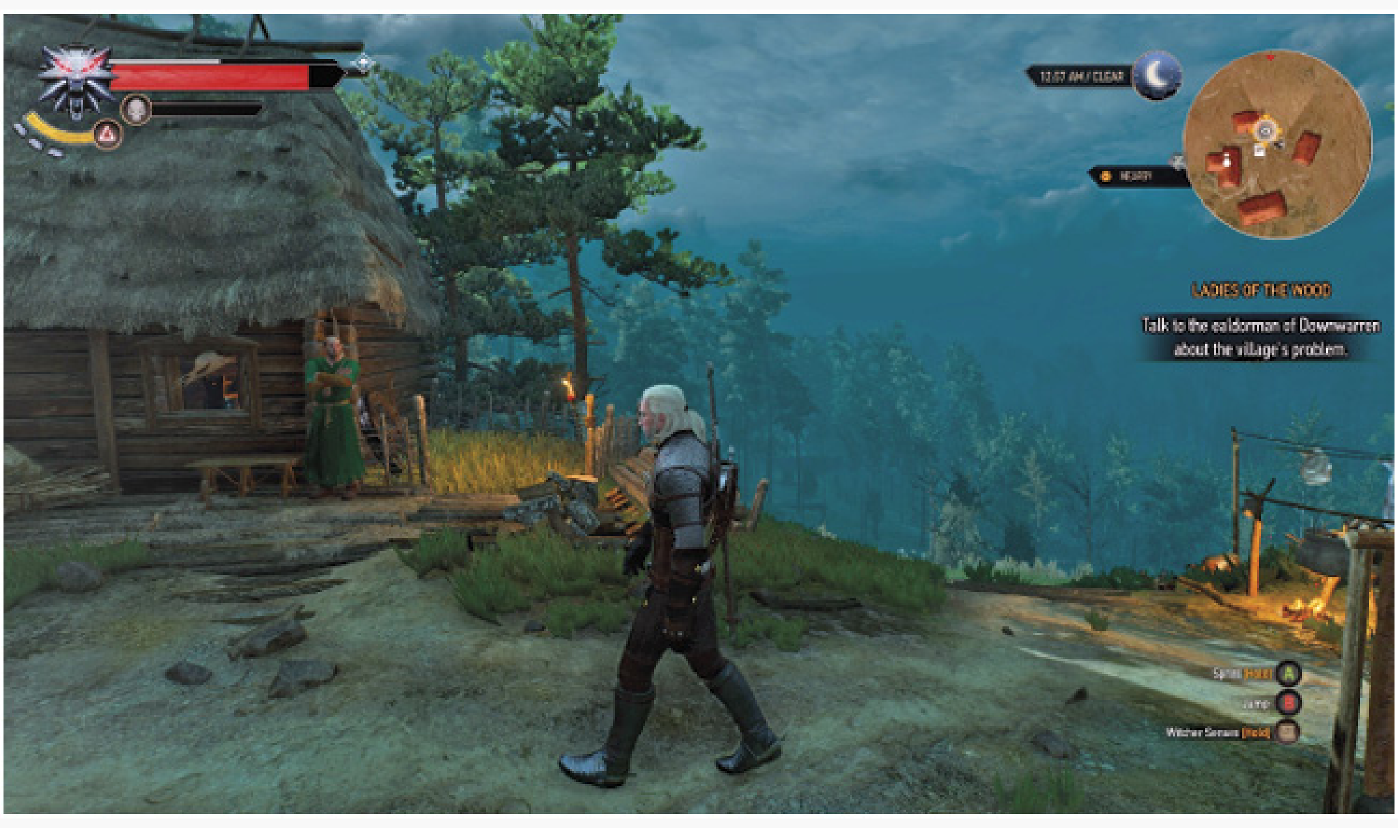
OBJECTIVE:

- Talk to the ealdorman of Downwarren about the village's problem.



Ealderman of Downwarren

Make haste to the village of Downwarren, moving quickly through the gaseous swamp in a roughly northerly direction. Along the way, you may encounter a quartet of bandits by some abandoned farmsteads. Follow a rough path into the foothills, and up the grassy slopes into Downwarren itself. The ealdorman stands by his home clad in a green tunic. Speak with him; he speaks of an evil one feeding on bloodshed, under the mighty Ancient Oak tree on Whispering Hillock.

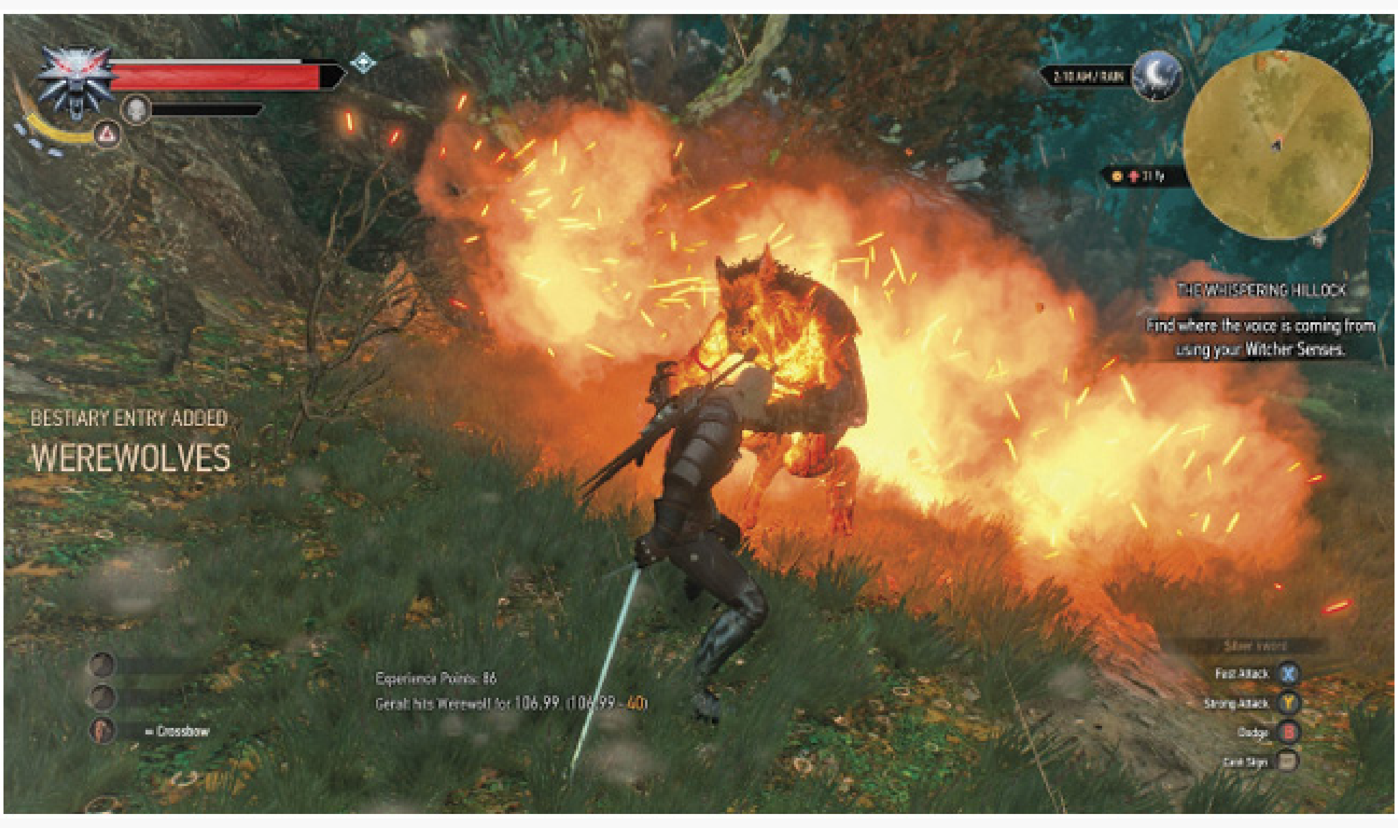

12:57 AM / CLEAR
NEARBY
LADIES OF THE WOOD
Talk to the ealdorman of Downwarren about the village's problem.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVE:

- Find out what's killing villagers from Downwarren.

There is evil afoot! Trek roughly southeast, possibly encountering hags in the mire along the way. Pass through the ruins, into a forested area close to the hillock. With your Witcher Senses, move to uncover a corpse with deep claw marks; there are two bodies along the path at the foot of the hillock.

A voice and ethereal footprints lead you up toward a clearing near the hillock, where a fearsome werewolf is roaming. He must be confronted and slain, sometimes with his two wolf brethren. It seems the source of evil is contained up a series of ledges (use your Witcher Sense to find them), and into a gloomy cave filled with dangling tree roots. This quest temporarily stops, and The Whispering Hillock starts immediately.


2:10 AM / RAIN
THE WHISPERING HILLOCK
Find where the voice is coming from using your Witcher Senses.
BESTIARY ENTRY ADDED
WEREWOLVES
Experience Points: 86
Geralt hits Werewolf for 106.99 (106.99 - 40)
= Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Main Quest: The Whispering Hillock

Tree Spirit Savior: Preparation for the Ritual

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE WHISPERING HILLOCK

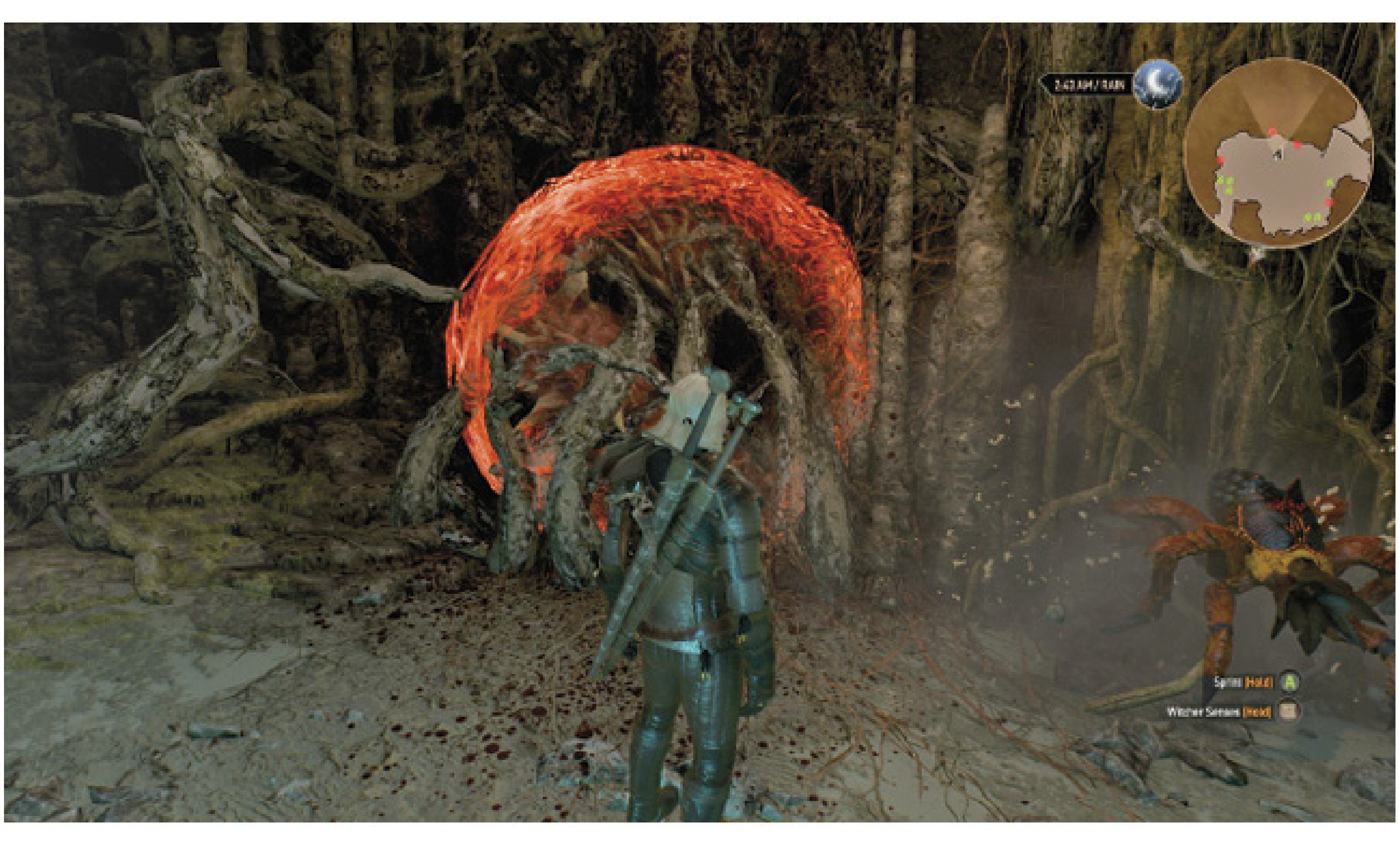
LOCATIONS : Ancient Oak, Crossroads
CHARACTERS : The Tree Spirit
ENEMIES : Bilge Hag, Drowners, Endreaga

OBJECTIVE:

- Find where the voice is coming from using your Witcher Senses.

The Tree Spirit

The main path through this cave is blocked by roots, which are immune to Igni, so dive under water, swimming counter-clockwise to the continuation of the cave. The voice you've been hearing now reveals itself as a cursed tree spirit; a mass of pulsating globules and spines, a grotesque and bound creature.



It begs you to free it. You can:

- Trust the beast, and choose to help and free the tree spirit.
- Ignore the beast's pleas and choose to slay this abomination.

TREE SPIRIT SAVIOR OR SLAYER?

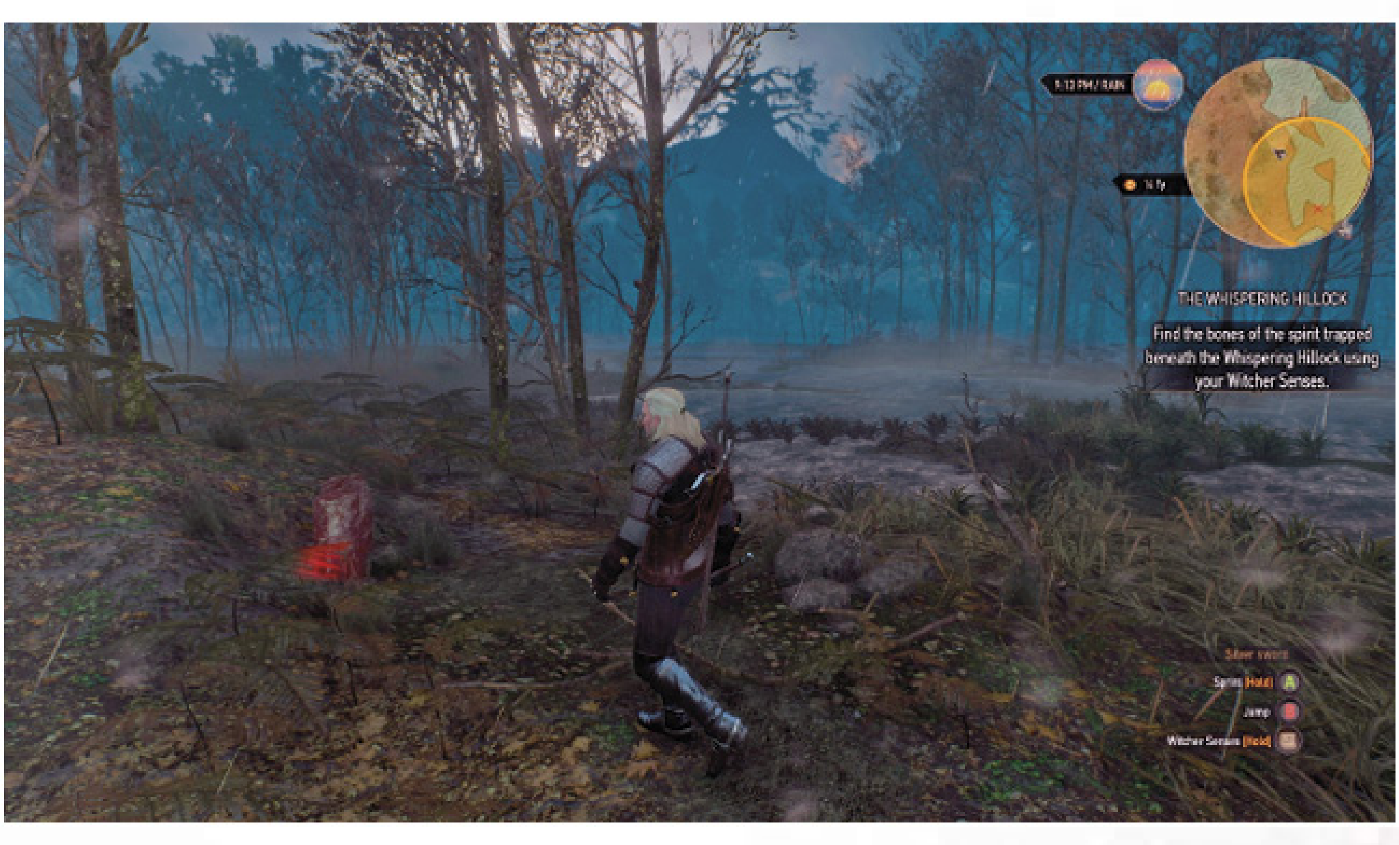
Think your actions over, as they have a major effect on the village of Downwarren, as well as Main Quest: Return to Crookbag Bog (which includes the fate of the Baron and his family). Also note you can deal with the tree spirit before beginning Main Quest: The Ladies of the Wood. If you wish to attempt this, meet the ealdorman of Downwarren once The Whispering Hillock is complete, and inform him that his problem is solved. He removes his ear as a gift for the Ladies. In this option, the spirit can only be freed from the tree, it won't help the orphans (as you don't know about them yet), and the Baron's wife (Anna) is turned into a monster (encountered during Secondary Quest: Return to Crookback Bog). As you cannot choose an outcome, this isn't the optimal path to take.

Agree to help the tree spirit. In return, the tree spirit assures you it will free the orphans, but for that to happen, a rite must be performed. Raven feathers, white bones, and a swift steed all are needed in preparation for this ritual, and you've agreed to find them all.

OBJECTIVE:

- Find the bones of the spirit trapped beneath the Whispering Hillock using your Witcher Senses.

Depart the Ancient Oak via the passage to the north (which is your preferred entry point from this moment onwards). Head roughly westward, down the hill and into the swamp. You may be waylaid by a bilge hag and other drowner fiends. Remove these threats, before searching the objective area for a lone grave marker (shown) and loot these bones, not of human born.

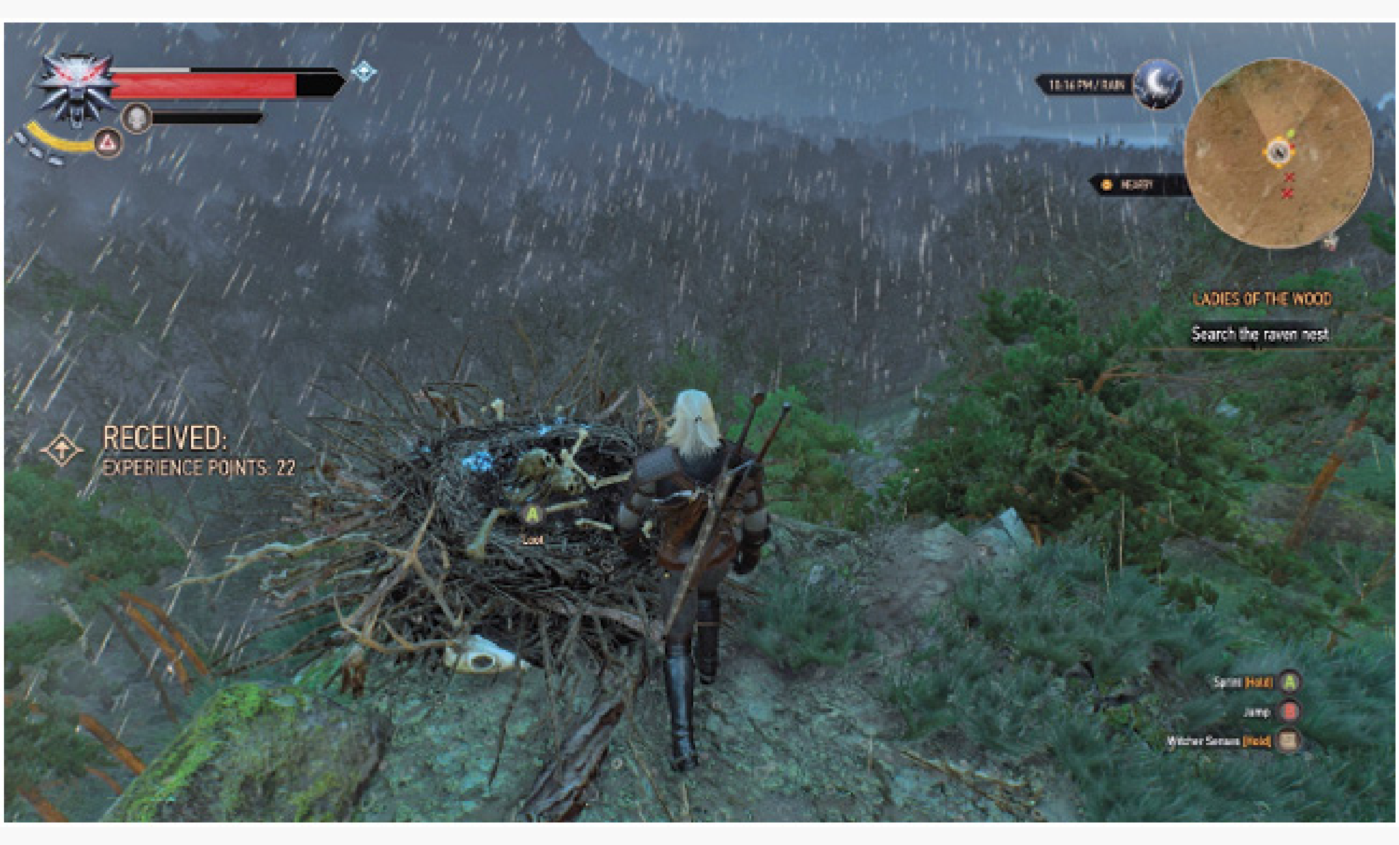

THE WHISPERING HILLOCK
Find the bones of the spirit trapped beneath the Whispering Hillock using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

ITEM: Quest Item: Woman's remains

OBJECTIVE:

- Obtain a raven's feather.

Obtaining a raven feather is extremely straightforward; you should have already gathered one from the harpy's nest during the previous quest (The Ladies of the Woods) when you were searching for the Sealed Bottle that gave Johnny his voice back. If you didn't grab the feather as well, trek roughly northwest from the Ancient Oak, climb up the cliffs to the nest (dealing with any returning airborne foes), and gather the feather.

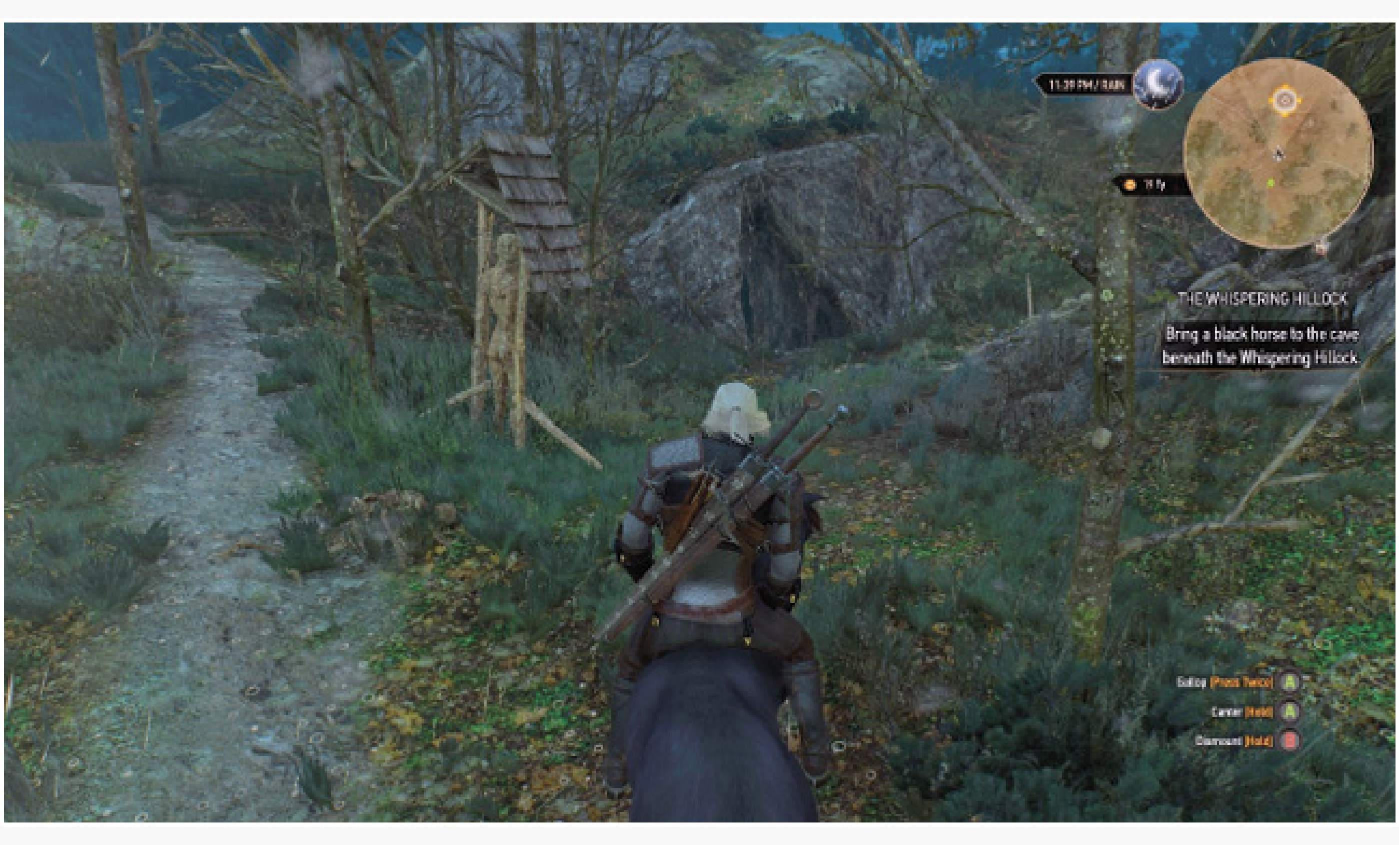


ITEM: Quest Item: Raven's Feather

OBJECTIVES:

- Calm a wild horse using the Axii Sign and mount it.
- Bring a black horse to the cave beneath the Whispering Hillock.
- Nearest Signpost: Crossroads.

Journey roughly south and a little eastward, heading for the Crossroads signpost, and a hilly area of lush grasslands where the wild horses roam. Dismount if you're on Roach, and carefully approach any of the jet black horses. Slow down to a creep, as these horses are skittish. Then, use your Axii Sign to tame one of these mares. Ride it back to the Ancient Oak, and continue into the entrance along the north side, by the small shrine and gnarled lesser oak tree.


THE WHISPERING HILLOCK
Bring a black horse to the cave beneath the Whispering Hillock.
Canter (Hold)
Dismount (Hold)

TAMING A WILD MARE

Is the horse whinnying and throwing you off its back? Then methodically move towards it, attempt another Axii, and repeat this taming plan until the filly is suitably docile.

Once inside the cave, the roots previously blocking your way part, allowing you to ride up to the tree spirit. Agree to start the ritual, and complete it using the dagger and ingredients you provided. The wild horse, now containing the spirit, vows to free the orphans of the bog. Meanwhile, you can inform the Downwarren villagers of your actions. This quest now completes, and The Ladies of the Woods continues. Note that instead of completing the ritual, you can choose to kill the heart, or even betray the heart, by not feeding the horse with blood. In this case the heart will die, without combat.

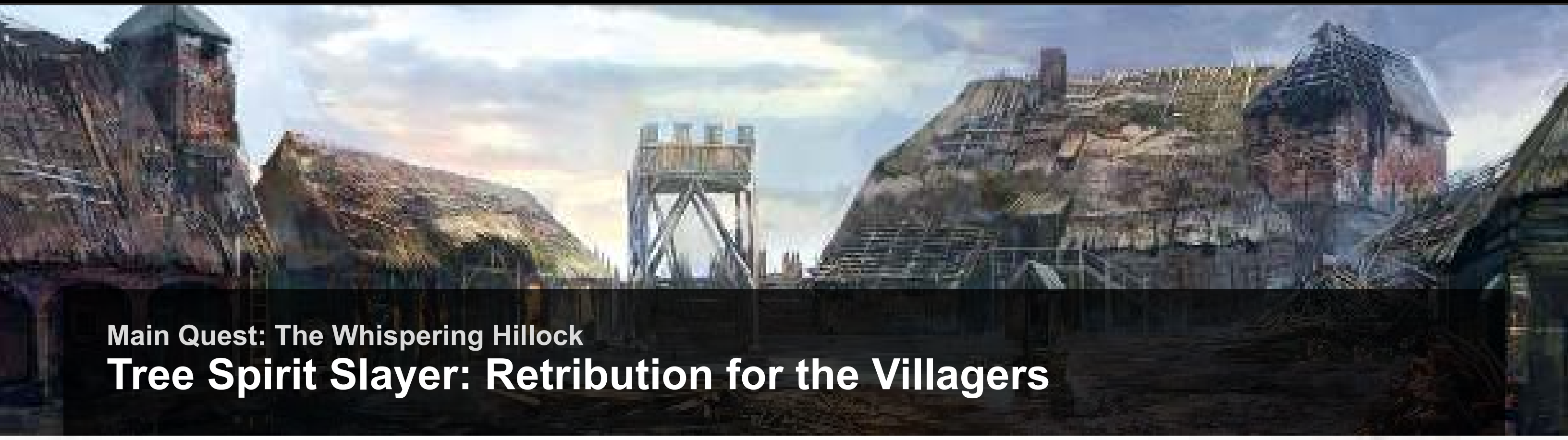
Main Quest: Ladies of the Wood

Johnny, Johnny, Ate a Cat, Come the Morn Some Fur He S--t!

OBJECTIVES:

- Find a way to lure Gran away from the hut.
- Ask the children in the swamp village about Johnny.

You can speak to any of the four orphans not watched over by Gran. Find Mikula on the shallow bridge. Feel free to ask about Johnny, Gran, and the woods, but be sure to ask if they can help you out. They decide to play hide-and-seek. If you have gathered any fruits or sweets on your travels, you can forgo this game, and the children help you. Otherwise? Count to twenty, and no peeking!



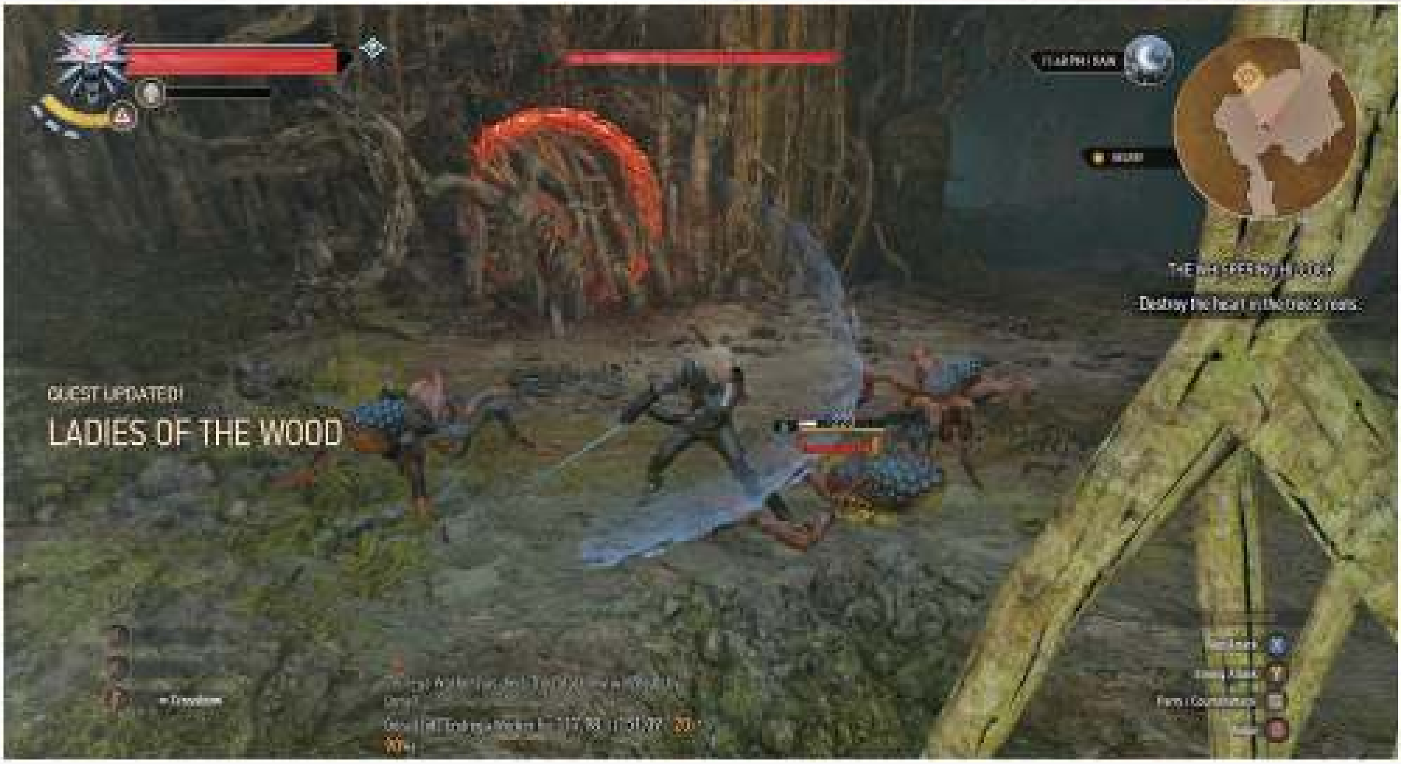
Main Quest: The Whispering Hillock

Tree Spirit Slayer: Retribution for the Villagers

OBJECTIVE:

- Destroy the heart in the tree's roots.

Vow to slay the tree spirit. In retaliation, the spirit folds its roots and protects itself with a magical shield, while summoning a group of endreaga to end your days. Fight these vile creatures with your silver sword and magic, and after slaying around three endreaga, plunge your blade into the tree spirit itself, weakening it. Repeat this process (ideally one more time), until the spirit is finally slain. With this evil spirit banished, you can inform the Downwarren villagers of your actions. This quest now completes, and The Ladies of the Woods continues.


THE WHISPERING HILLOCK
Destroy the heart in the tree's roots.
QUEST UPDATED!
LADIES OF THE WOOD

Main Quest: The Ladies of the Wood (Continued)

Talk to the Ealdorman

OBJECTIVE:

- Tell the ealdorman of Downwarren you took care of the problem.

Head north, out of the Whispering Hillock and across to where you slew the werewolf. Stride over to the green-tuniced ealdorman, and let him know the evil spirit haunting this place is no more.

- If you freed the spirit, the ealdorman is incredulous; he can't believe you let this entity loose to sow its evil across the land.

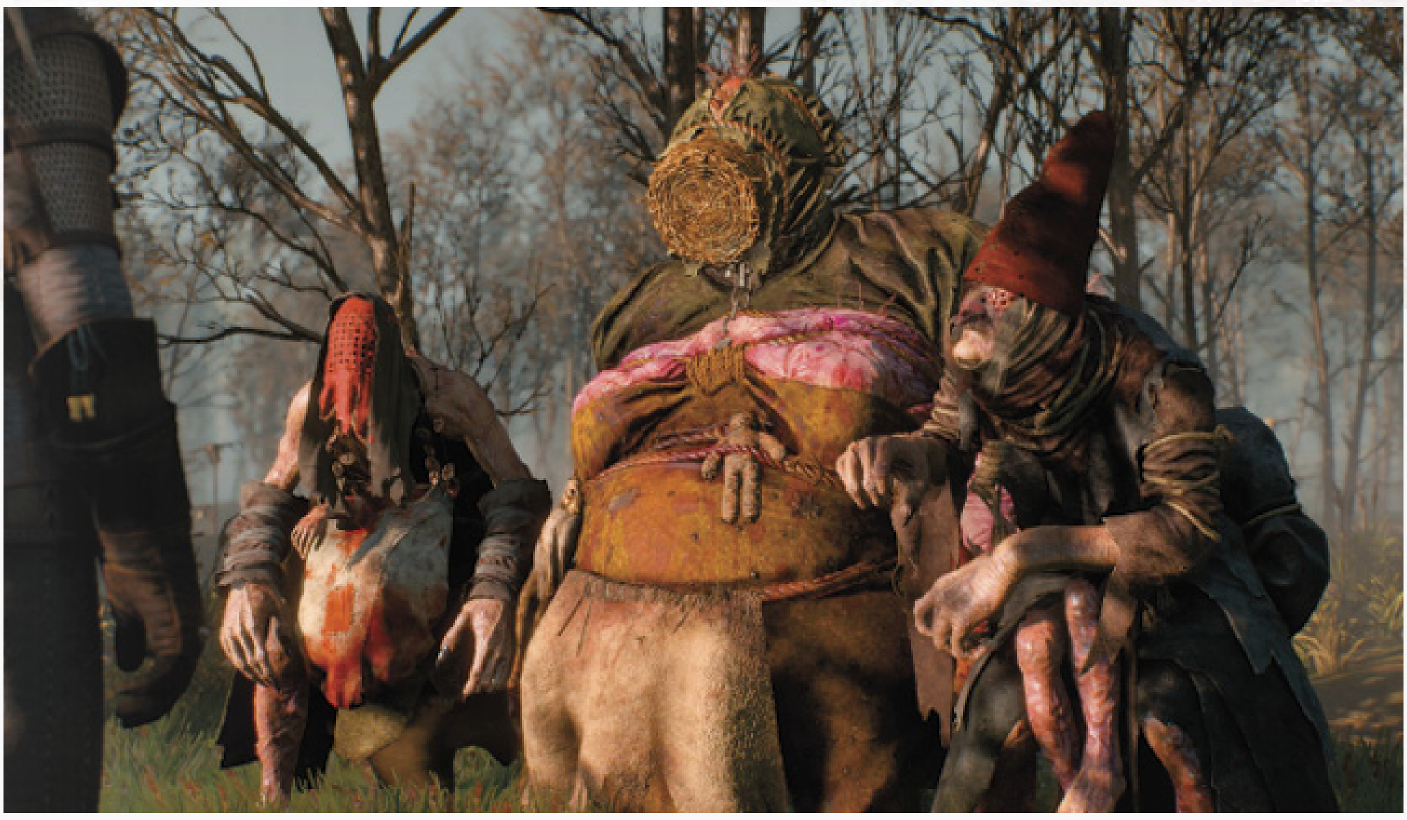
- If you slew the spirit, the ealdorman has a palpable sigh of relief.

The ealdorman takes the dagger that Gran (Anna) gave you, and returns with an offering for the Ladies of the Wood. Take the appendage.

ITEM: Quest Item: Ealdorman's Ear

BEHIND THE TAPESTRY: EVEN LOVLIER IN REAL LIFE

The ear is placed on an altar stone. Anna is shoved forward by one of three grotesque giantesses. Abhorant forms, faces masked, but folds of skin scabbing and flapping in the bog breeze.



Two witches with too many limbs, and another ear to add to their collection. The crones reveal their true forms. They torment Anna, while eying you up and down.

- If you freed the tree spirit, the crones lash out at Anna for letting their plump and juicy "piglets" escape.

- If you killed the tree spirit, the crones remark on the insanity of Anna.

Now the conversation turns to you. Resist the crones' advances, and instead ask about the woman you seek (after optionally listening to them babble about the kids, the tree spirit, and other unsavory chatter. When it comes to Ciri though, the crones' recollections are most vivid.

Secondary Quest: An Invitation from Keira Metz and A Towerful of Mice

A Hike to Fyke Isle

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: AN INVITATION FROM KEIRA METZ AND A TOWERFUL OF MICE

RELATED QUESTS : Main Quest: Wandering in the Dark; Secondary Quest: Magic Lamp, Secondary Quest: A Favor for a Friend, Secondary Quest: For the Advancement of Learning

LOCATIONS : Keira's Cottage, Fyke Isle, Oreton

CHARACTERS : Keira Metz, Vserad, Anabelle, Graham, Alexander

ENEMIES : Drowner, Ghoul, Water Hag, Ghosts, Wraiths, Plague Maiden (Pesta)

QUESTING DECISIONS

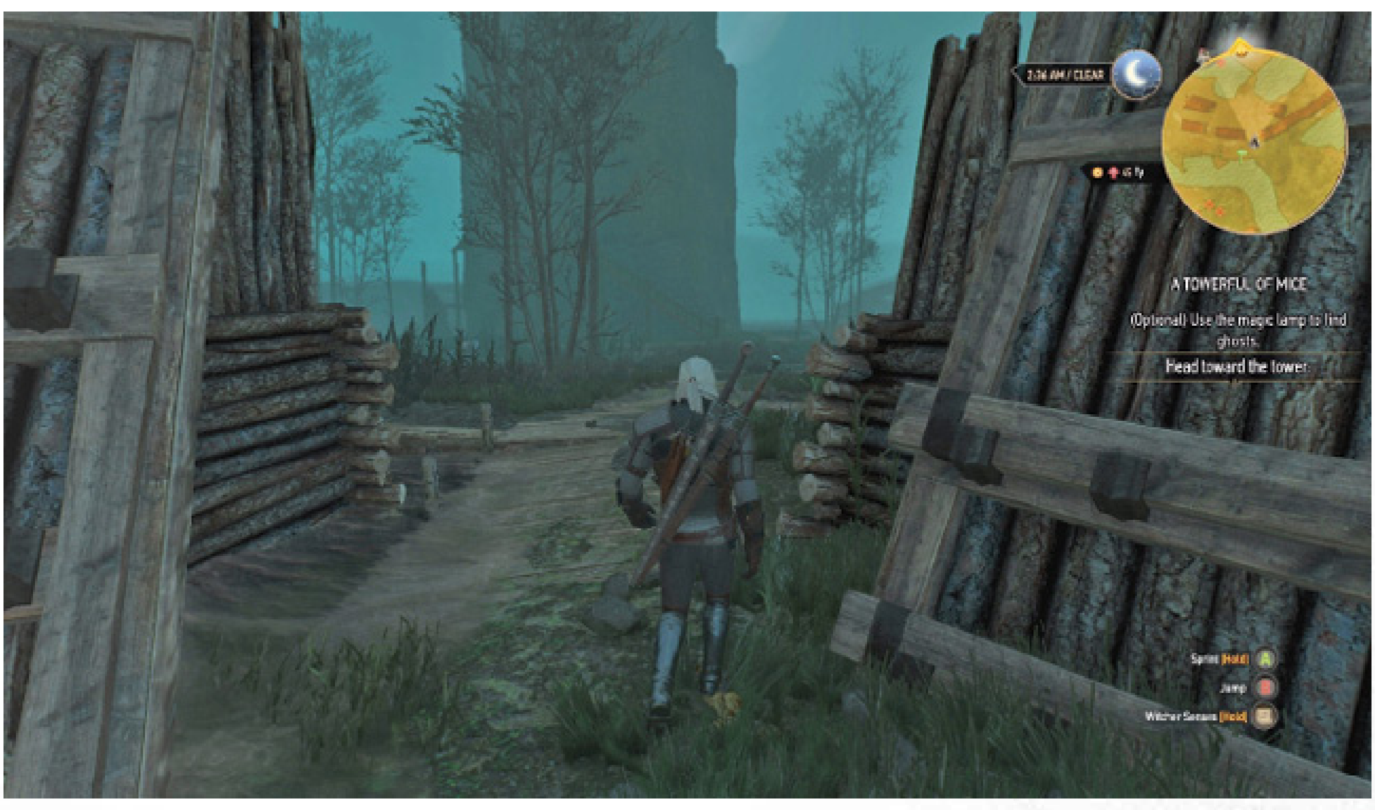
This quest becomes available once you complete all of the quests related to Main Quest: Hunting a Witch. Once this quest line has concluded, this becomes available. It is purely optional, but completing this quest allows you to continue to choose Keira's fate.

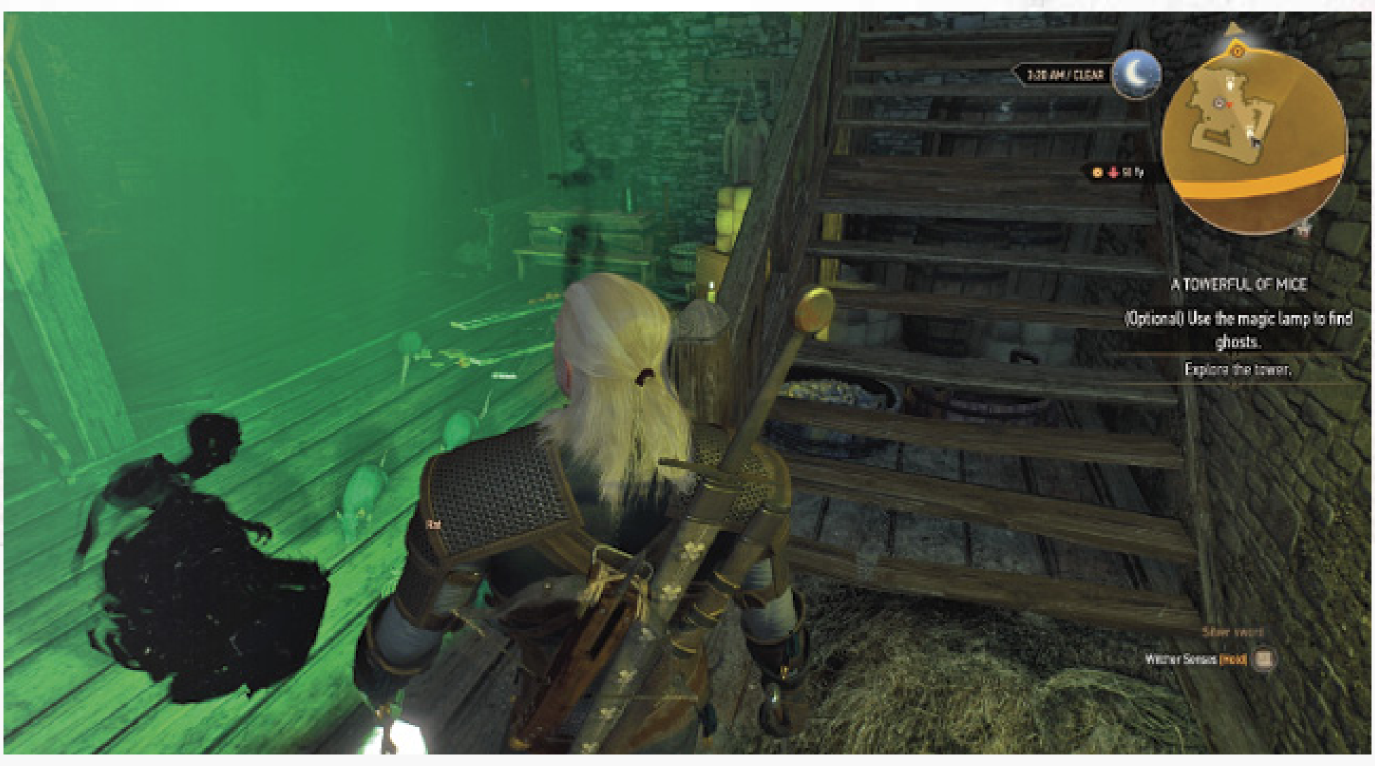
OBJECTIVES:

- Find a way to get to Fyke Isle.
- Head towards the tower.

ITEM: Quest Items: Magic Lamp, Xenovox

Return to Keira's cottage, close to the village of Midcopse, and enter Keira's cottage. She is communicating with the dead. After talking about the magic lamp she (or you both) uncovered, she requests a small favor from you. She wants you to visit the cursed Fyke Isle on Lake Wyndamer (where you appeared at the end of Main Quest: Magic Lamp).





The place is now infested with wraiths. The curse supposedly is linked to Vserad, lord of these lands, who took refuge there when the Nilfgaardians invaded. Talk to the spirits there to find out more; by using the Magic Lamp she hands you. After explaining how you use it, she also gives you a Xenovox, with which to speak over long distances.

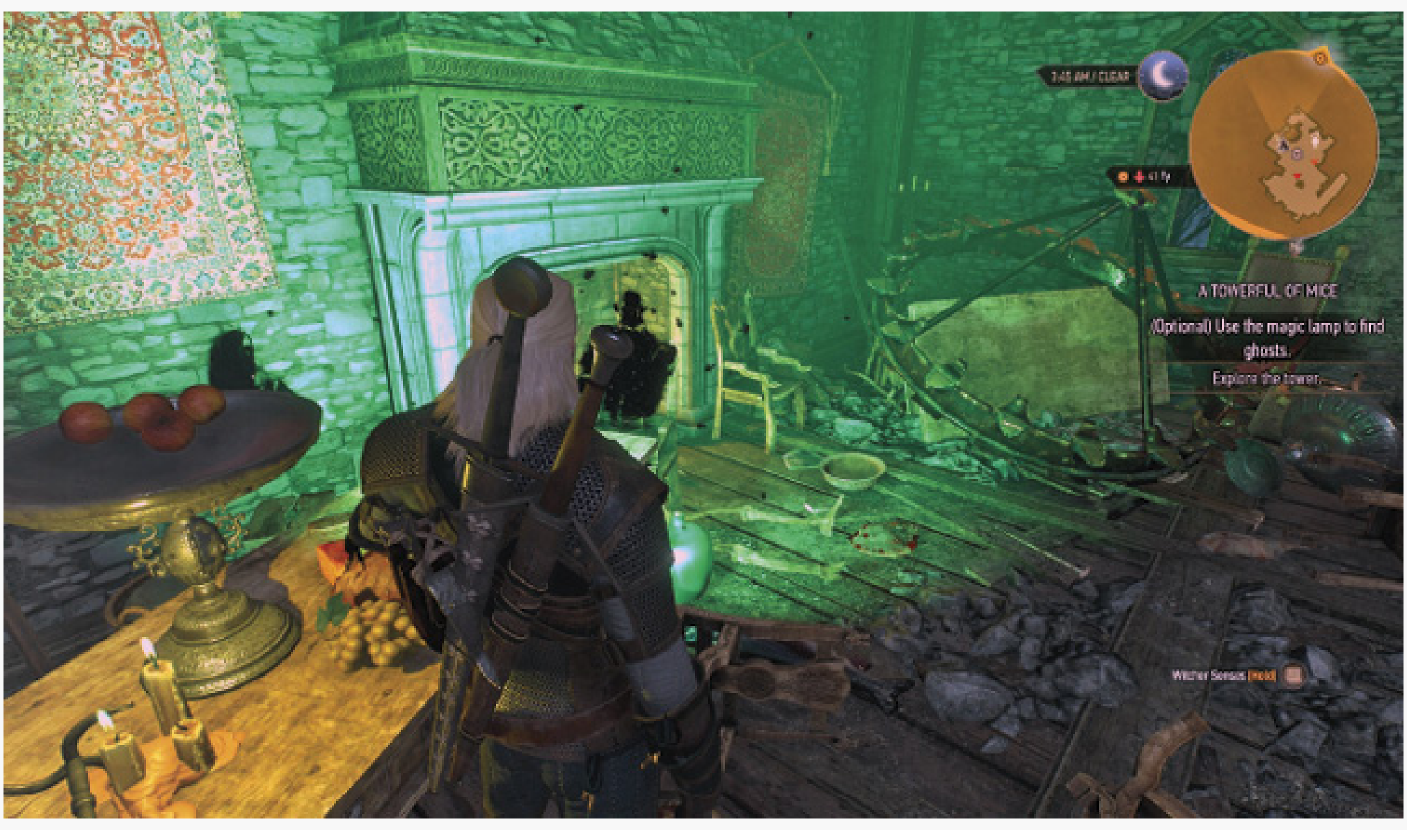
Exit Keira's hut, follow the path to a moored boat at the side of the lake, then use it to cross to Fyke Isle. Or, you can simply swim there. Feel free to run the boat aground at any point close to the looming tower that dominates the island; or stop further away, and bring your sword down on the groups of drowners and ghouls that lurk on the path, and close to the standing stones.

OBJECTIVES:

- Explore the tower.
- (Optional) Use the magic lamp to find ghosts.
- Find the mage Alexander's laboratory.

Cross the remains of a defensive boundary, watching for a lurking water hag. Ascend the exterior steps of the tower, and slip inside.

Ground Floor—now bring out your lamp and attempt to view your first ghost. An apparition stands close to the interior stairs, with another on its haunches nearby. They speak about the noble, how death is too good for him, and how they must find him atop this structure. Also present is the corpse of Vserad, the old warlord of Crow's Perch. They comment that he died, and they must find his daughter at the top of the tower.



Cellar—to the southeast is a door that leads to stairs with a storage room at the bottom. Use your Witcher Senses to uncover a pile of dead rats, and some spilled blood. Two ghosts are also here, stuck in time guarding the crates. They speak about releasing the vermin, and the harm the rats would do to a nearby village.

Upper Floor 1—head back upstairs, and climb more steps to reach the upper floor. A formal hearth and fancy tapestries lie strewn about and furniture is scattered around. The ghosts speak as soon as you enter; one named Vserad snaps at another named Anabelle about the condition of the peasants. He will not hear of their suffering. Then another (Alexander) shouts that intruders are through the door. Use your Witcher Senses to spot some strewn hammers on the floor; the peasants didn't ask

Main Quest: Ciri's Story: Fleeing the Bog

The Hunt Continues

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: FLEEING THE BOG

LOCATIONS : Crookback Bog

CHARACTERS : Ciri

ENEMIES : Drowners, Hounds of the Wild Hunt

OBJECTIVE:

- Escape from Crookback Bog.

You find yourself trapped in the swamp water of Crookback Bog, with hounds of the Wild Hunt closing in on you. Fight for as long as you must. Unless you're particularly skilled, it is usually a better plan to sprint away, heading eastwards, and eventually escaping the slow-going waters of the marshland. However, Ciri is still being tracked by the Wild Hunt.

Back at Crookback Bog village, the crones slowly retreat, still sure of the the fate they have in store for you. Main Quest: Ladies of the Woods now concludes.

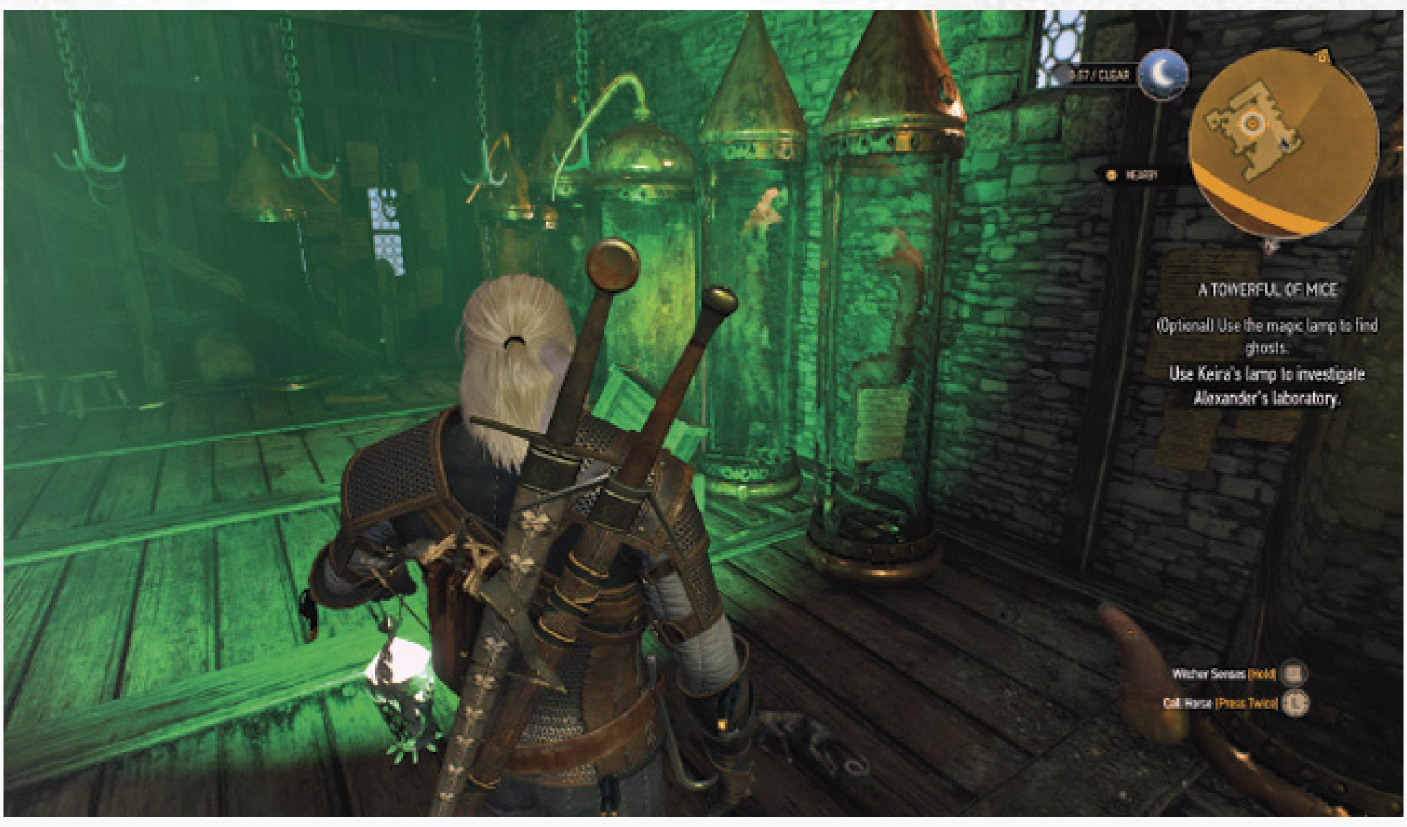
Secondary Quest: An Invitation from Keira Metz and A Towerful of Mice

Alexander the Not-So-Great

OBJECTIVE:

- Use Keira's lamp to investigate Alexander's laboratory.

Upper Floor 5—enter a laboratory, and immediately check nearby shelf for some notes, as well as peering into the giant incubation chambers. Your Witcher Senses spot human forms; despicable experiments that once writhed inside. Gather both notes (for these subjects were used to test a cure for a disease called Catriona), and inspect the chambers before moving towards a gathering of ghostly particles.



A TOWERFUL OF MICE

(Optional) Use the magic lamp to find ghosts.

Use Keira's lamp to investigate Alexander's laboratory.

ITEM: Quest Items: The mage Alexander's log, part 1, The mage Alexander's log, part 2

Anabelle's wraith reveals itself to you, telling her tale of woe. Her beloved Graham was unable to stop the hordes rampaging up the tower, ready to slay all the lord's subjects after Alexander's experiments were discovered. It seems Anabelle's love seems to be the key to solving these forlorn hauntings. Her fate is tied to the isle, and her forgiving Graham (who failed to save her) may lift the curse that binds her. At this point, you have two possible paths to conclude this quest. You can:

- Agree to help Anabelle gather her bones. Path 1 now begins.
- Ask about the fresh corpse you found in the tower (as previously indicated in this quest; of the looter). Tell Anabelle you don't trust her, and she becomes most angry. Path 2 now begins.
- If you didn't find the fresh corpse, simply tell Anabelle you need to look around the tower some more. She allows this, but seals the exit door on the lower floor. As soon as you attempt to leave, she begins to attack! Path 2 also now begins.

LOOTING (BUT NOT FALLING FROM) THE TOWER

Search the roof for items and a great view if you wish, but don't leap from this uppermost area, as your death is assured!

Secondary Quest: An Invitation from Keira Metz and A Towerful of Mice

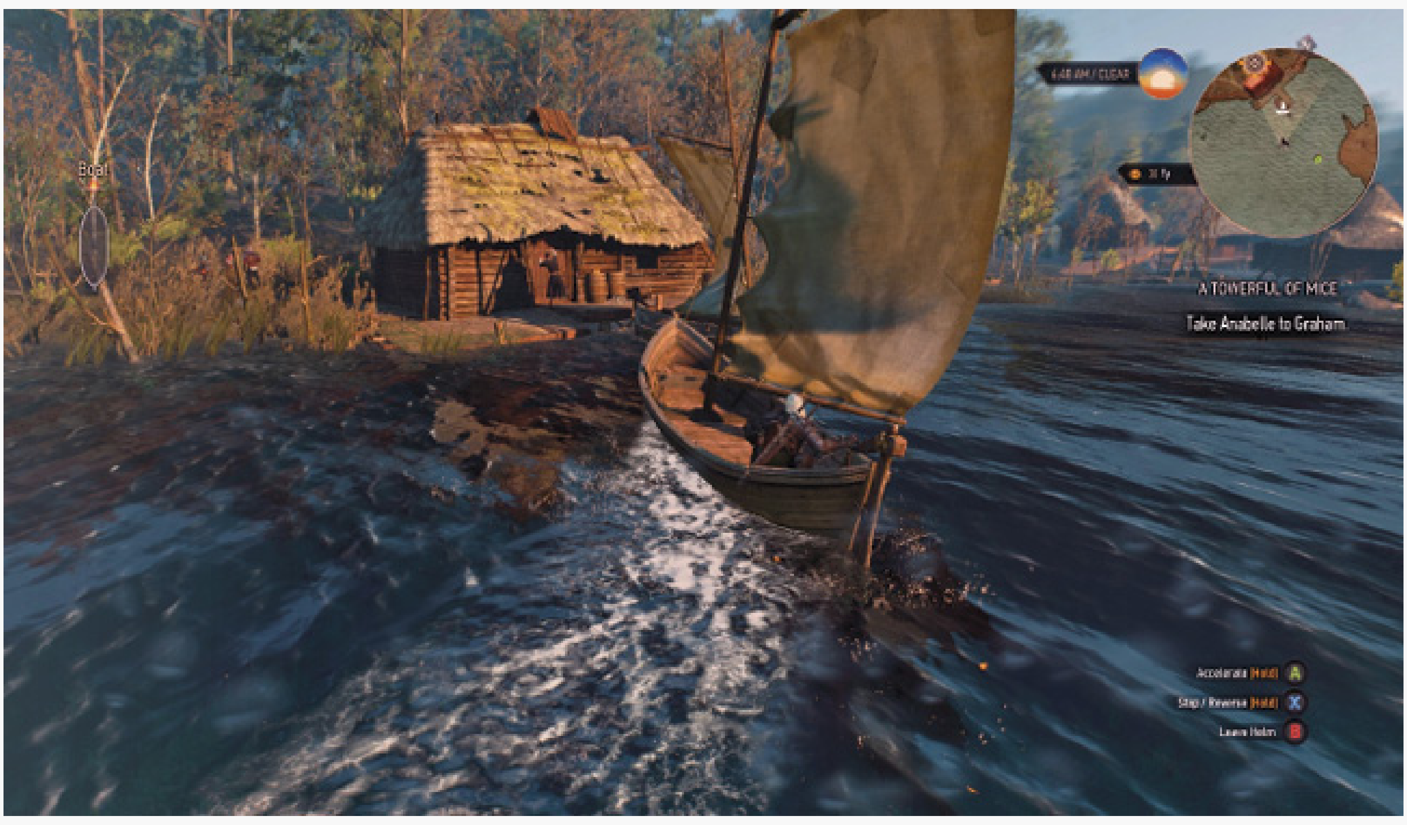
Path 1: The Displeasure of a Pesta

OBJECTIVE:

- Take Anabelle to Graham.

Agree to gather her bones. Descend to the marsh surrounding the tower (where you may discover another ghost—a villager desperate to find someone named Millie). Take the boat, or swim across the lake, heading northwards to the fishing village of Oreton. Graham's hut is on the western side. Knock on his door, and explain to Graham that Alexander the mage attempted to save Anabelle, drugging her to appear dead. She may have survived the assault on the tower, but not the rats that gnawed her to death while she lay immobile. Though wrecked with guilt, Graham knows what to do as you hand him Anabelle's bones.

Graham



ITEM: Quest Item: Anabelle's Remains

OBJECTIVES:

- Tell Keira you've lifted the curse on Fyke Isle.
- Investigate what happened.

Sprint off into the woods, until you hear a blood-curdling yell from Graham's hut. Head back, and discover his felled corpse still twitching, and Anabelle's ragged spirit hovering over him. She disperses; it seems she was a pesta (or plague maiden). Slaying Graham set her free.

Secondary Quest: An Invitation from Keira Metz and A Towerful of Mice

Path 2: The Fury of a Plague Maiden

OBJECTIVES:

- Defeat the plague maiden.
- Follow the plague maiden.
- Defeat the plague maiden.

Continue to tell Anabelle you don't trust her, and that she's probably the monster in the tower, and she lives up to your hypothesis; forming into a more vicious plague maiden form of tattered terror. Battle her; after two successful strikes she turns transparent, and cannot be struck. She attempts to flee from the tower. Head to the lower floor where the exit is. There, on the marshy grounds at the base of the tower, you must fight her again. When you "kill" her, she disappears, but cannot be slain.

PLAGUE MAIDEN VULNERABILITIES

This pesta is vulnerable against the following:

OIL: SPECTER

SIGN: YRDEN

OBJECTIVES:

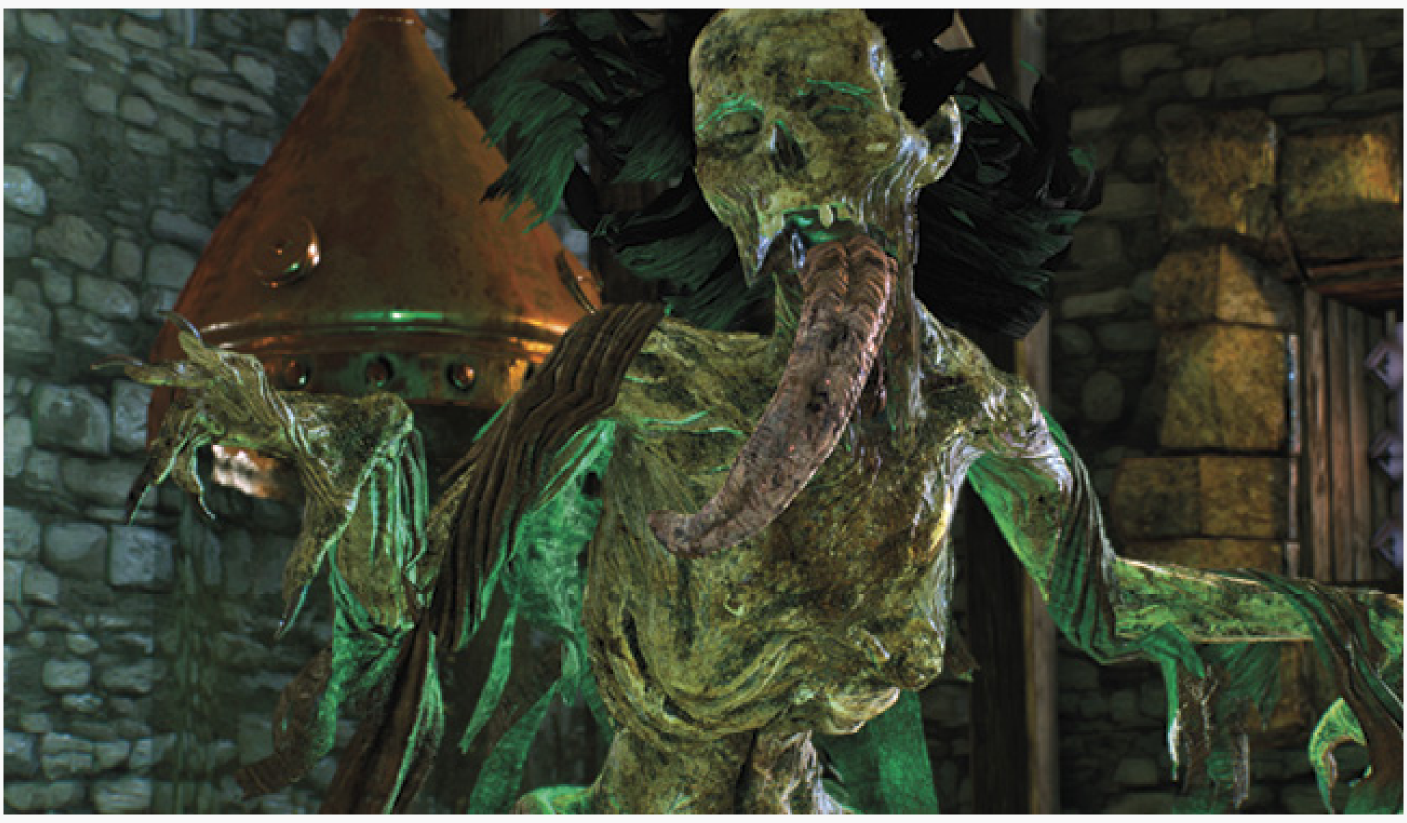
- Talk to Keira and find out who Graham is.
- Talk to Graham about Anabelle.

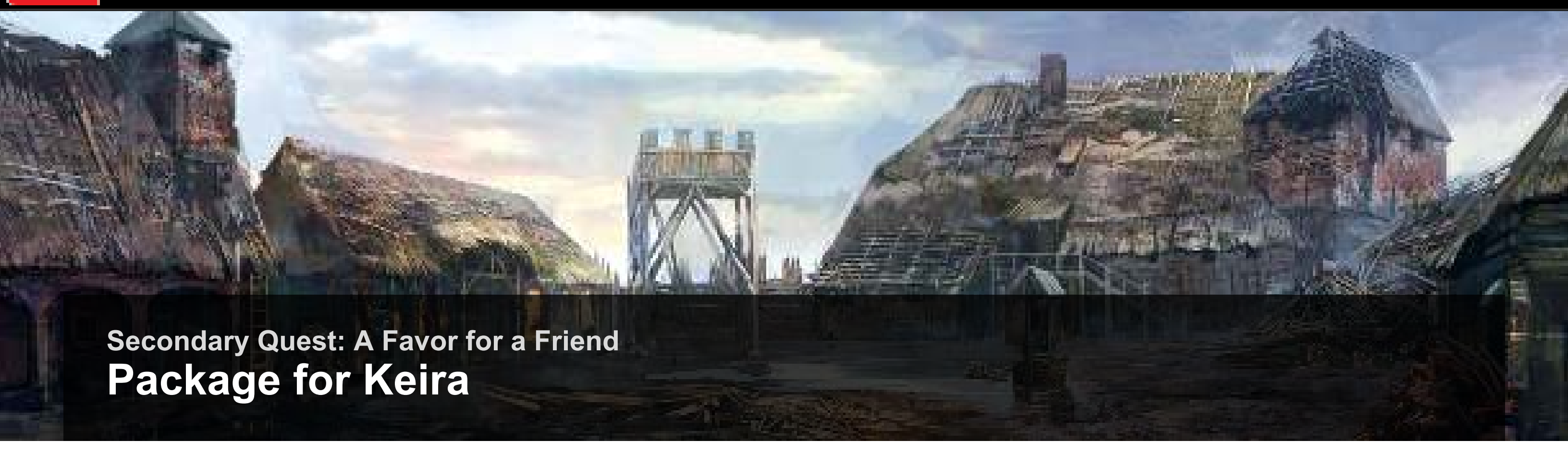
You speak to Keira through the Xenovox, about Anabelle's love (Graham). Keira lets you know where Graham resides. Take the boat, or swim across the lake, heading northwards to the fishing village of Oreton. Graham's hut is on the western side. Knock on his door, and explain to Graham that Anabelle has taken the form of a mournful pesta, but the curse can end if he truly loves Anabelle and can prove it. Graham agrees to help.

OBJECTIVE:

- Take Graham to Anabelle.

You reconvene with Graham at the entrance to the tower. Battle two wraiths as you enter the structure, and ascend up towards the laboratory, until Anabelle makes her appearance. She demands proof of his love (a kiss) and you're unsure this is wise. It doesn't matter to Graham however, and the two of them embrace. As if by magic, Anabelle's human form is revealed, but the coupling topples Graham as he dies on the spot. The curse is lifted, but at a cost.





Secondary Quest: A Favor for a Friend

Package for Keira

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: A FAVOR FOR A FRIEND

RELATED QUESTS : Main Quest: Wandering in the Dark, Secondary Quest: Magic Lamp, Secondary Quest: An Invitation from Keirz Metz
LOCATIONS : Keira's Cottage, Hangman's Alley
CHARACTERS : Keira Metz
ENEMIES : Drower, Water Hag, Rotfiend
RECOMMENDED ITEMS : Keira's Magic Lamp

OBJECTIVES:

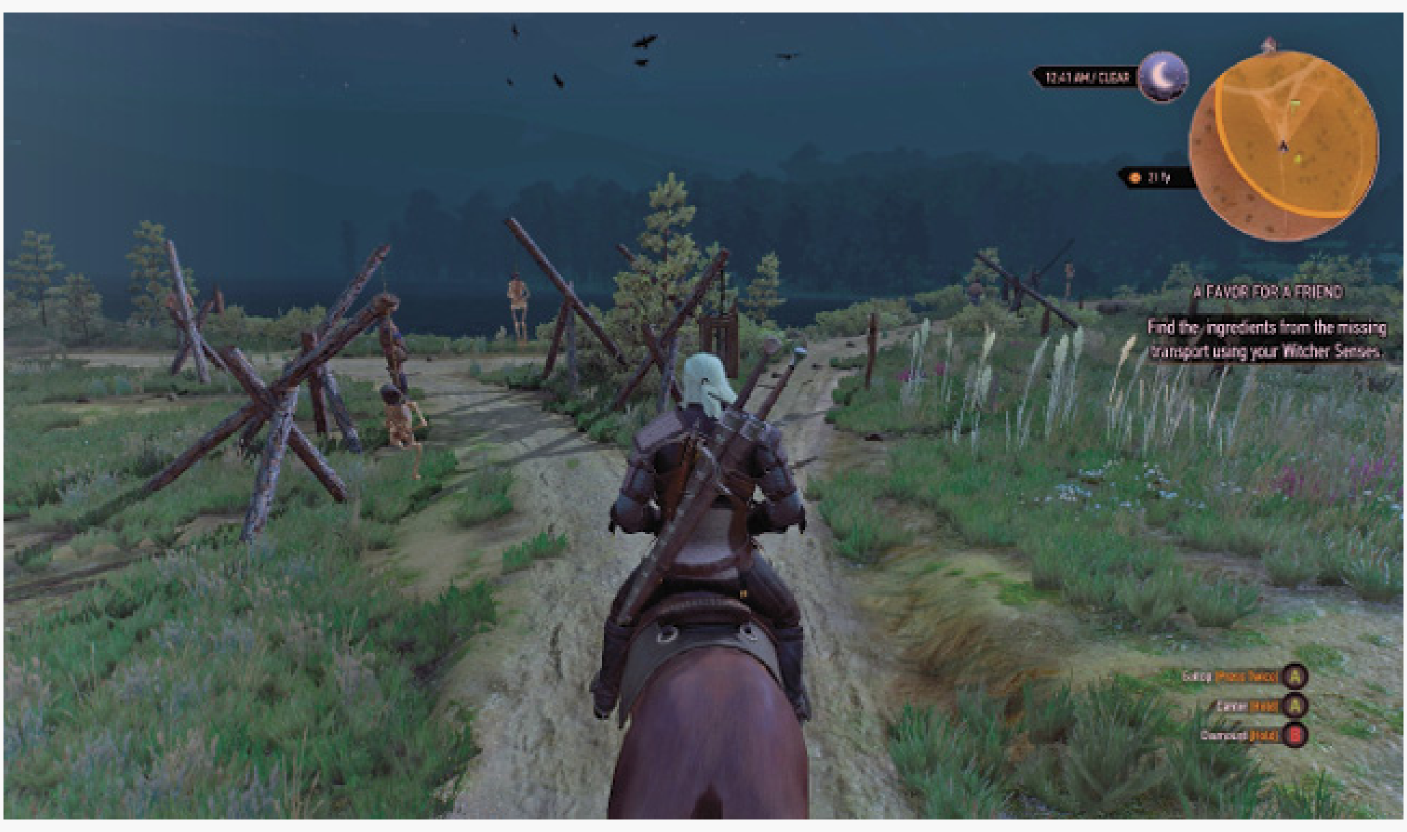
- Collect ingredients from the missing transport using your Witcher Senses.
- Nearest Signpost: Hangman's Alley.

QUEST DECISIONS

This quest is accessible once you have completed Secondary Quest: An Invitation from Keira Metz, and Secondary Quest: A Towerful of Mice. Completing the following quest allows you to continue to choose Keira's fate. Start the quest by revisting Keira at her cottage deep within the Velenian woods, close to Midcopse.

Keira Metz

Fyke Isle is free of its curse, thanks to your previous questing actions. You can also speak about the research Alexander was doing. After you say your goodbyes, Keira urges you to stay a little longer; she has a small favor for you to complete. A delivery of substances from Novigrad hasn't arrived, and she hopes you may find it. Start your search at Hangman's Alley once any aquatic foes have been vanquished.

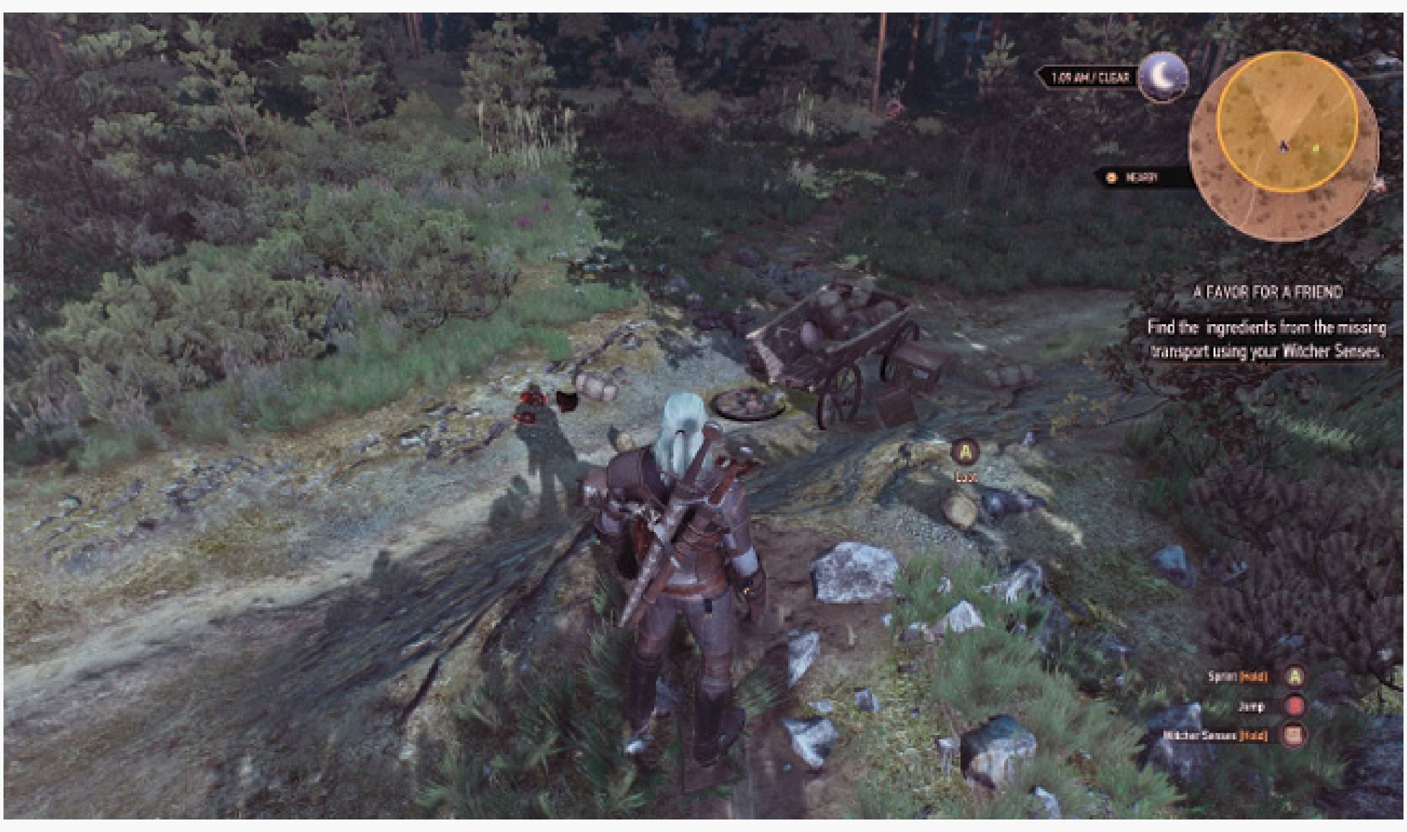


A FAVOR FOR A FRIEND

Find the ingredients from the missing transport using your Witcher Senses.

With your Witcher Senses, follow the heavy merchant cart tracks southward until they leave the road. A lost wheel and debris scattered over a low ridge is what you'll discover, along with a locked box with Keira's ingredients.

Close by, a rotfiend is nibbling on the remains of the merchant. After defeating this foe, check the dead merchant for a letter you can read.



A FAVOR FOR A FRIEND

Find the ingredients from the missing transport using your Witcher Senses.

ITEM: Quest Items: Package for Keira, Missing Merchant's Letter

Secondary Quest: A Favor for a Friend

End: Friends with Benefits

OBJECTIVE:

- Find Keira using your Witcher Senses.

At the meal, the conversation takes a turn for the romantic. When Keira becomes most forward with her advances, you have three different conversation choices. You can:

- Say you don’t have to ask twice. Using your Witcher Senses, you discover a trail of Keira’s clothes. You head into the undergrowth (and start to explore…). After some writhing, you gaze up at the stars, before you’re put to sleep by a spell. You awaken with Keira nowhere to be seen, while you stare at Fyke Isle.

- Tell her you’re not in the mood. She asks if you have any “performance anxieties,” after which you agree to lie and watch the stars. She puts you to sleep with a spell, and you wake up staring at Fyke Isle.

- Inform her there’s someone else. She calls you old-fashioned, you agree to lie and watch the stars with her, after which she puts you asleep and leaves you to waken, staring at Fyke Isle.

The quest now concludes.

Carnal Knowledge: Keira Metz

Secondary Quest: For the Advancement of Learning

My Intentions Are Pure Like a Virgin's Tears

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: FOR THE ADVANCEMENT OF LEARNING

RELATED QUEST : Secondary Quest: A Favor for a Friend
LOCATION : Fyke Isle
CHARACTERS : Keira Metz
ENEMIES : None

QUEST DECISIONS

This Quest becomes available once Secondary Quest: A Favor for a Friend concludes.

- If you chose to have “relations” with Keira during Secondary Quest: A Favor for a Friend, you have an additional conversation choice during your chat with Keira, regarding this fact.

OBJECTIVE:

- Find out what Keira’s doing in the tower on Fyke Isle.

Keira Metz

There is a light on atop the tower in Fyke Isle. Journey to the source of Alexander’s experiments, and Keira Metz greets you at the base of the stairs. You ask her if she found what she was looking for. Indeed she did; notes allowing her to concoct a remedy for the Catriona plague. One she plans to take to Radovid in exchange for monies and even the forgetting of her past associations with the Lodge. At this point, your conversation choices matter. You can:

FOR THE ADVANCEMENT OF LEARNING
Find out what Keira’s doing in the tower on Fyke Isle.

- Tell her you can’t let her do that (or that you can’t believe you had “relations” with her). This more strident attitude does not sit well with Keira, and allows you to start Quest Conclusion 1.
- When she mentions seeking out King Radovid and attempting to manipulate the ruler, agree with this plan. This results in Quest Conclusion 2.
- Tell her it is suicide. This more forgiving nature allows you to start Quest Conclusion 3.

THE FATE OF KEIRA METZ

Be very careful with the conversation choices you make; some of these you can’t take back! The choices listed here show you how to end this quest either favorably, or unfavorably, towards Keira. There are other choices too, but the listed ones are most important.

Secondary Quest: An Invitation from Keira Metz and A Towerful of Mice

End: I'm Almost Inclined to Say "Good Work"

OBJECTIVE:

- Tell Keira you've lifted the curse on Fyke Isle.

The paths now merge. Return to Keira's Hut (this is a horse ride heading northwest), and explain what happened. As always, Keira knew more than she let on. The quest concludes, and **Secondary Quest: A Favor for a Friend** automatically begins.

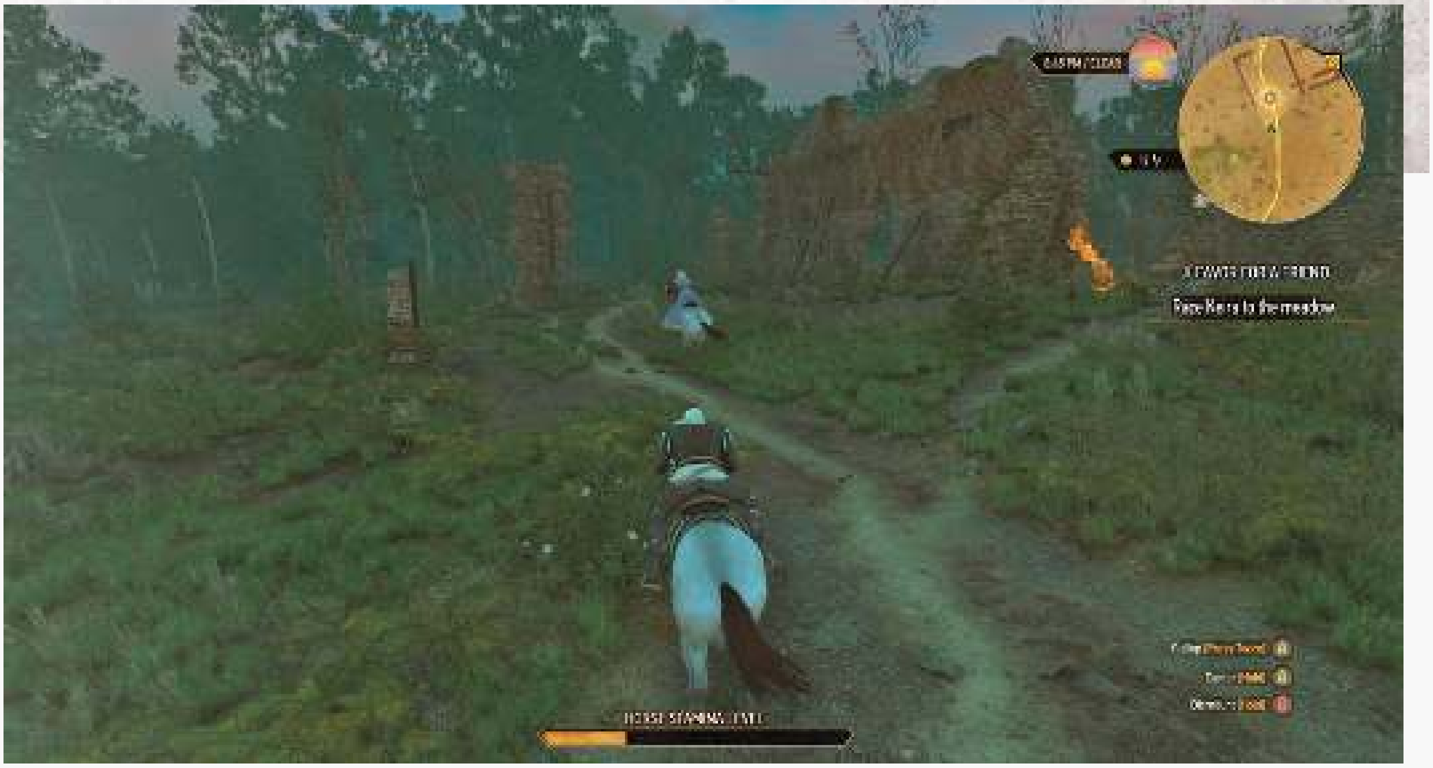
Secondary Quest: A Favor for a Friend

Bychane, Gvyn, Caeffyl!

OBJECTIVES:

- Bring the ingredients to Keira.
- Race Keira to the meadow.

Return to Keira at her hut, and let her know you have her ingredients. It so happens that these are part of a surprise Keira has planned for you. Also included are two white mares; horses transformed from mice with a 66.67 percent chance of success. Agree to race Keira on these steeds to a meadow where her surprise continues. The race is straightforward, involves you following the trail along the minimap (though you can take shortcuts and force your horse to gallop to attempt to beat Keira to her woodland glade).



Secondary Quest: The Fall of the House of Reardon

Monster in My Manor

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: THE FALL OF THE HOUSE OF REARDON

RELATED QUESTS : Secondary Quest: Ghosts of the Past

LOCATIONS : Lindenvale, Reardon Manor

CHARACTERS : Dolores Reardon

ENEMIES : Wraiths

OBJECTIVES:

- Ask Dolores about the monster in her manor.
- Find the Reardon family manor.

QUEST DECISIONS

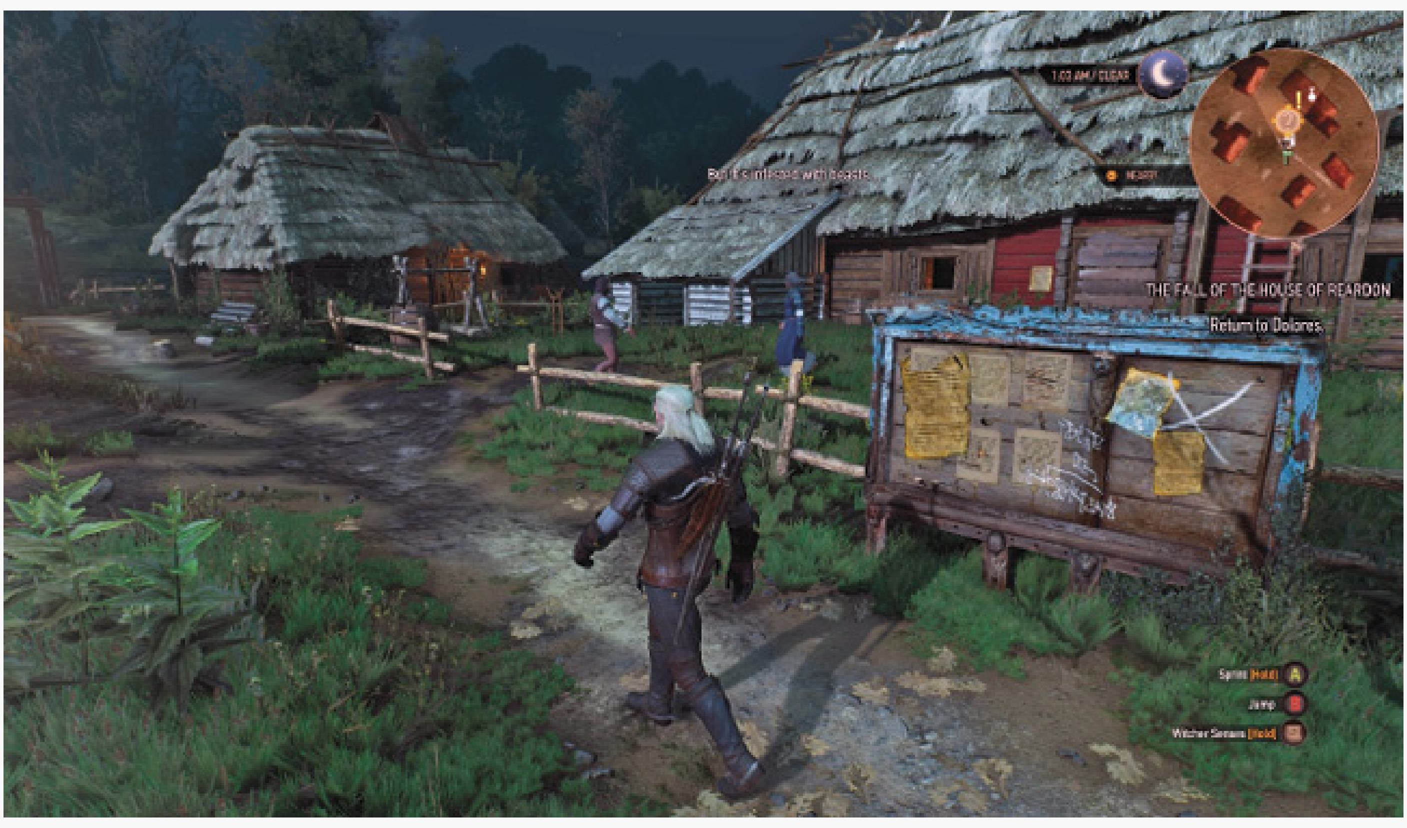
This quest is accessible once you have completed Main Quest: Imperial Audience. However, whether you complete The Fall of the House of Reardon, or start Ghosts of the Past, hinges on the following:

- PC Only: Is Letho still alive in your Witcher 2 game? If he is, Ghosts of the Past becomes active.
- PC Only: Is Letho dead in your Witcher 2 game? If he is, only The Fall of the House of Reardon is active.
- PC, PS4, Xbox One. Without a previous save game? Then Ghosts of the Past cannot be started, unless you answered your conversation choices with General Voorhis during Main Quest: Imperial Audience, and mentioned Letho is alive, not dead. Only then can Ghosts of the Past be started.

To begin this quest, visit a Notice Board, such as the one in Lindenvale, and read the letter marked "Monster in my Manor!"

Dolores Reardon

After finding her notice pinned to a board on your travels, journey to the settlement of Lindenvale, and search for poor old Dolores Reardon; she's being thrown out for non-payment of rent. In fact, Dolores isn't that poor; she owns the Reardon manor nearby, but the infestation of monsters on the property hasn't allowed her to spend her golden years there. Agree to help her rid the manor of her monster problem. Now journey eastwards from Lindenvale to reach the eerily quiet manor grounds to begin your search.



Secondary Quest: For the Advancement of Learning

Quest Conclusion 1: The Advancement of Spurning

Keira becomes increasingly short with you, ending the conversation abruptly, perhaps with a few truths that hit a little close to home. At any point during the conversation, insist that she hand the notes she made on the plague over to you. She isn't about to part with them, and the argument degenerates into a fight. Slay Keira Metz (beware of her powerful shield and magical lightning strikes; you may need to retreat and use the tower for cover, as well as dodging constantly), picking up and burning the notes from her corpse as the quest concludes.

▶ As you might have guessed, Keira Metz is not available to help defend Kaer Morhen during **Act II: Main Quest: The Battle of Kaer Morhen**.

Secondary Quest: The Fall of the House of Reardon

A Few New Tenants

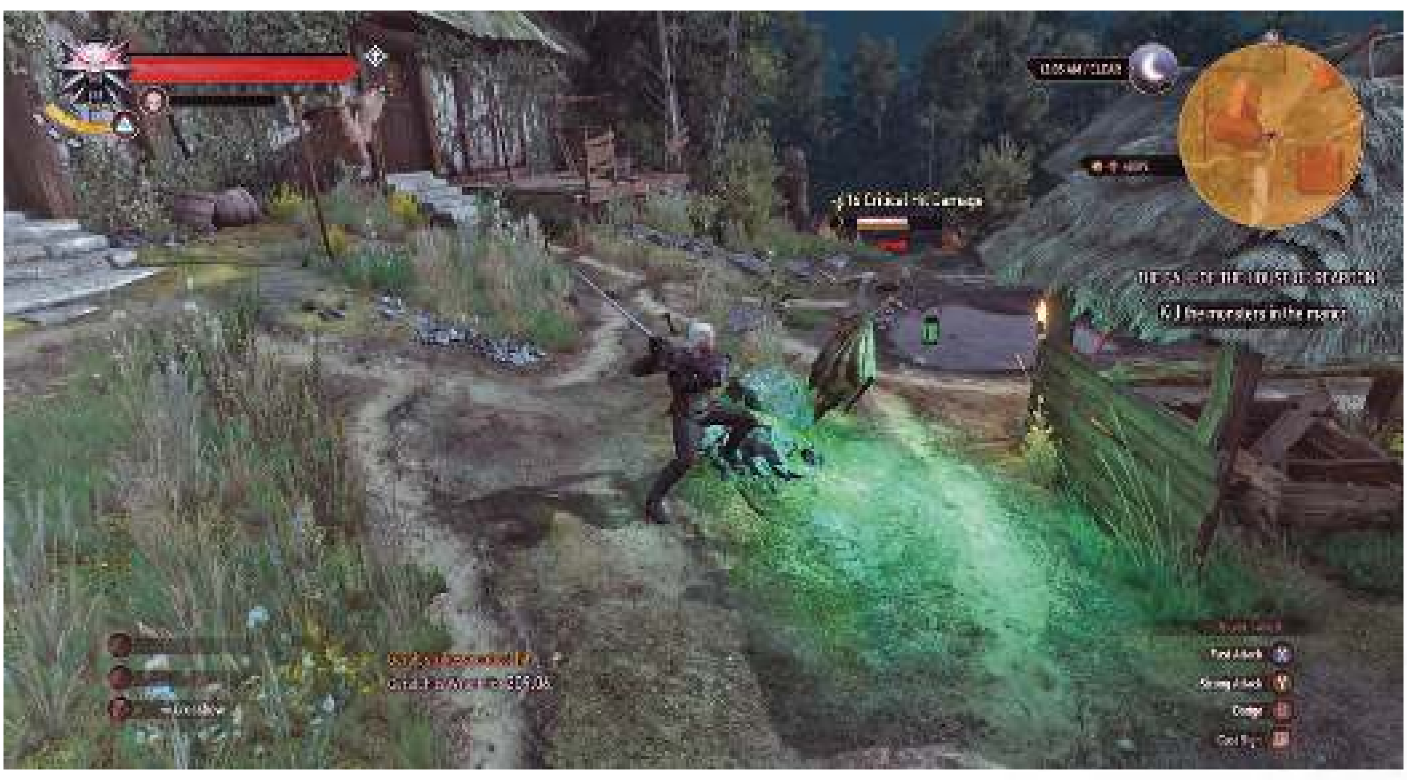
OBJECTIVE:

- Kill the monsters in the manor.

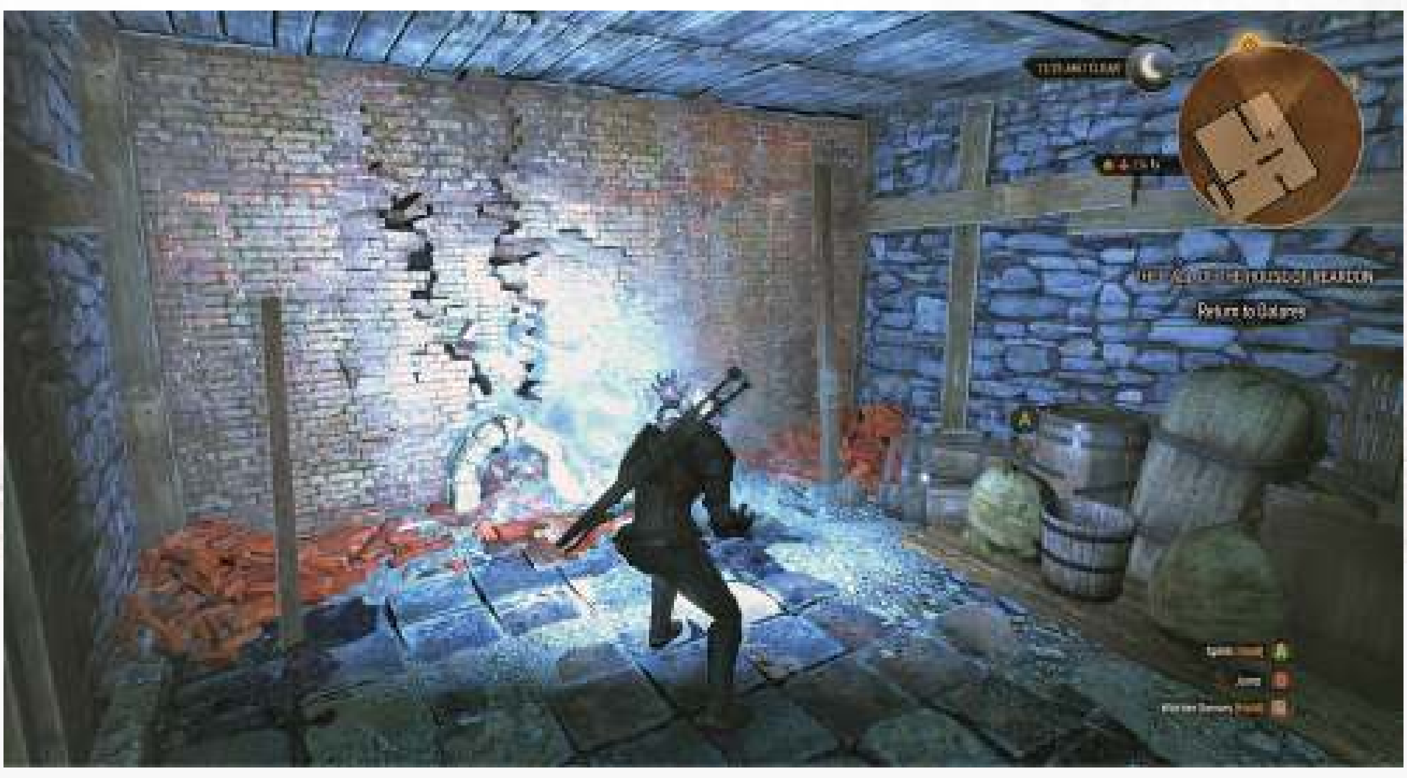
DECISIONS, DECISIONS

- Wraiths lurk in this manor if Letho is dead in your Witcher 2 save game.
- The manor is strangely empty, but full of traps, if Letho is alive. Either way, you can complete The Fall of the House of Reardon, whether you finish Ghosts of the Past or not.

It doesn't take long to find the new tenants that are haunting this property; a trio of wraiths are to be searched for and dispatched. Look behind, inside, and around all the buildings as you go. Once all of the wraiths are dispatched (expect four), you may wish to make a careful search of the premises.


THE FALL OF THE HOUSE OF REARDON
Kill the monsters in the manor

Optionally, (after completing Ghosts of the Past) locate the cellar steps on the southern exterior of the main barn, and break through the weakened wall in the cellar below using Aard to discover a skeleton. Using Witcher Senses, you confirm it was Dolores' brother Humbert; killed here by her husband Roderick.

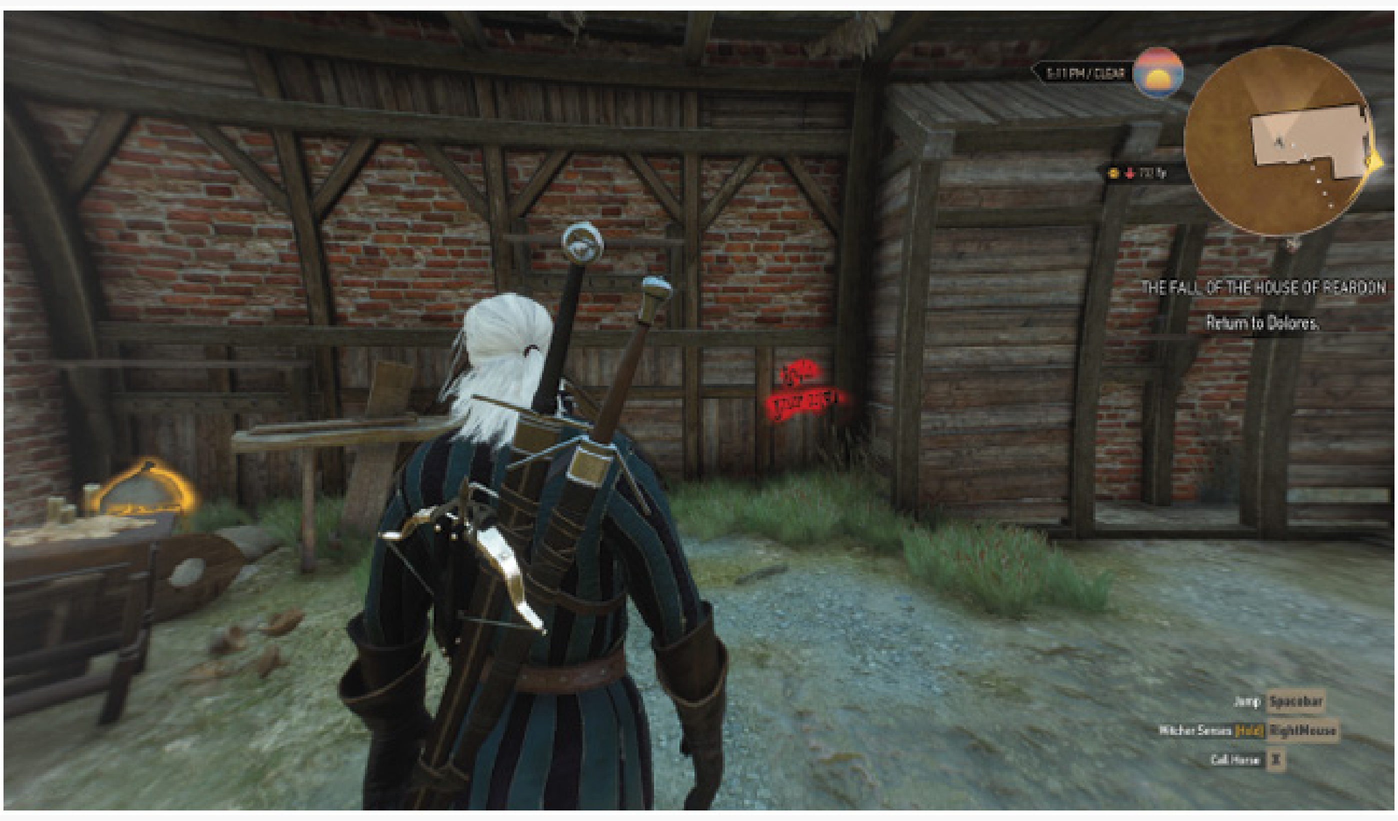


END: REARDON FAMILY SECRETS

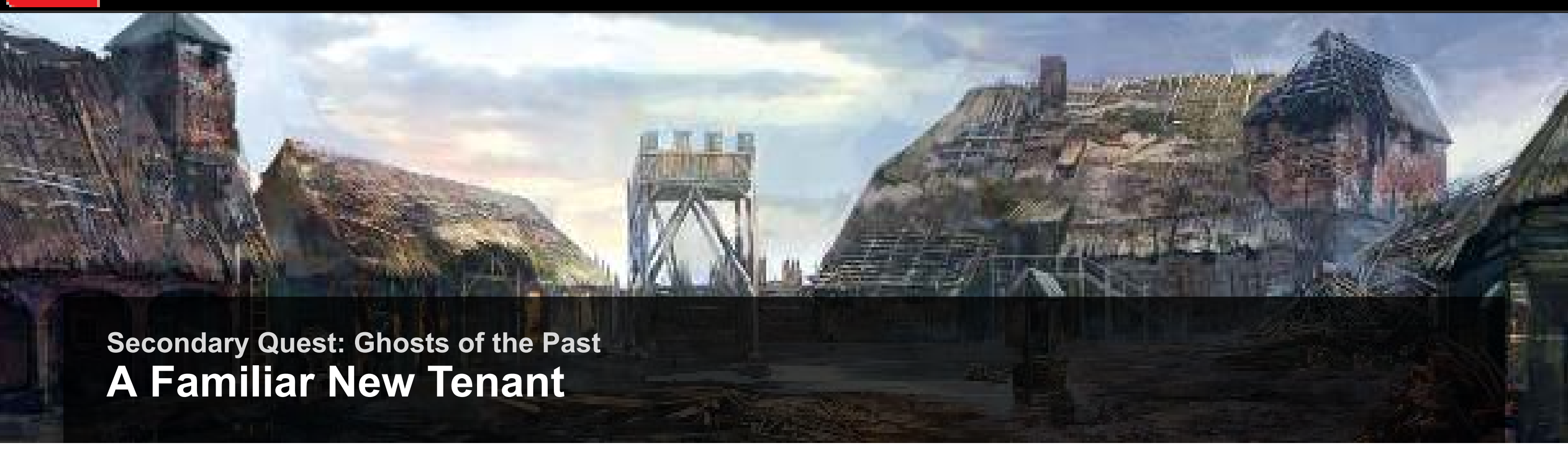
OBJECTIVE:

- Return to Dolores.

Head to the back corner of the barn where you should utilize your Witcher Senses and discover some graffiti with Dolores' name written on the wooden planks of the barn wall (as shown). Check this area for a loose board, which reveals a small lockbox. Remove the contents. These treasures are the payment Dolores expects you to take. She'll tell you as much if you return to her empty-handed. Either way, once you speak with her back in Lindenvale, optionally telling her of her brother's murder, this quest concludes.



ITEM: Reardon Family Treasure



Secondary Quest: Ghosts of the Past

A Familiar New Tenant

SECONDARY QUEST: GHOSTS OF THE PAST

RELATED QUESTS : Secondary Quest: Fall of the House of Reardon, Main Quest: The Battle of Kaer Morhen
LOCATIONS : Lindenvale, Reardon Manor, Louis' Hideout, Arnout's Hideout
CHARACTERS : Dolores Reardon, Letho of Gulet, Louis, Arnout Vester
ENEMIES : Wraiths, Headhunters (Bandits), Bandits

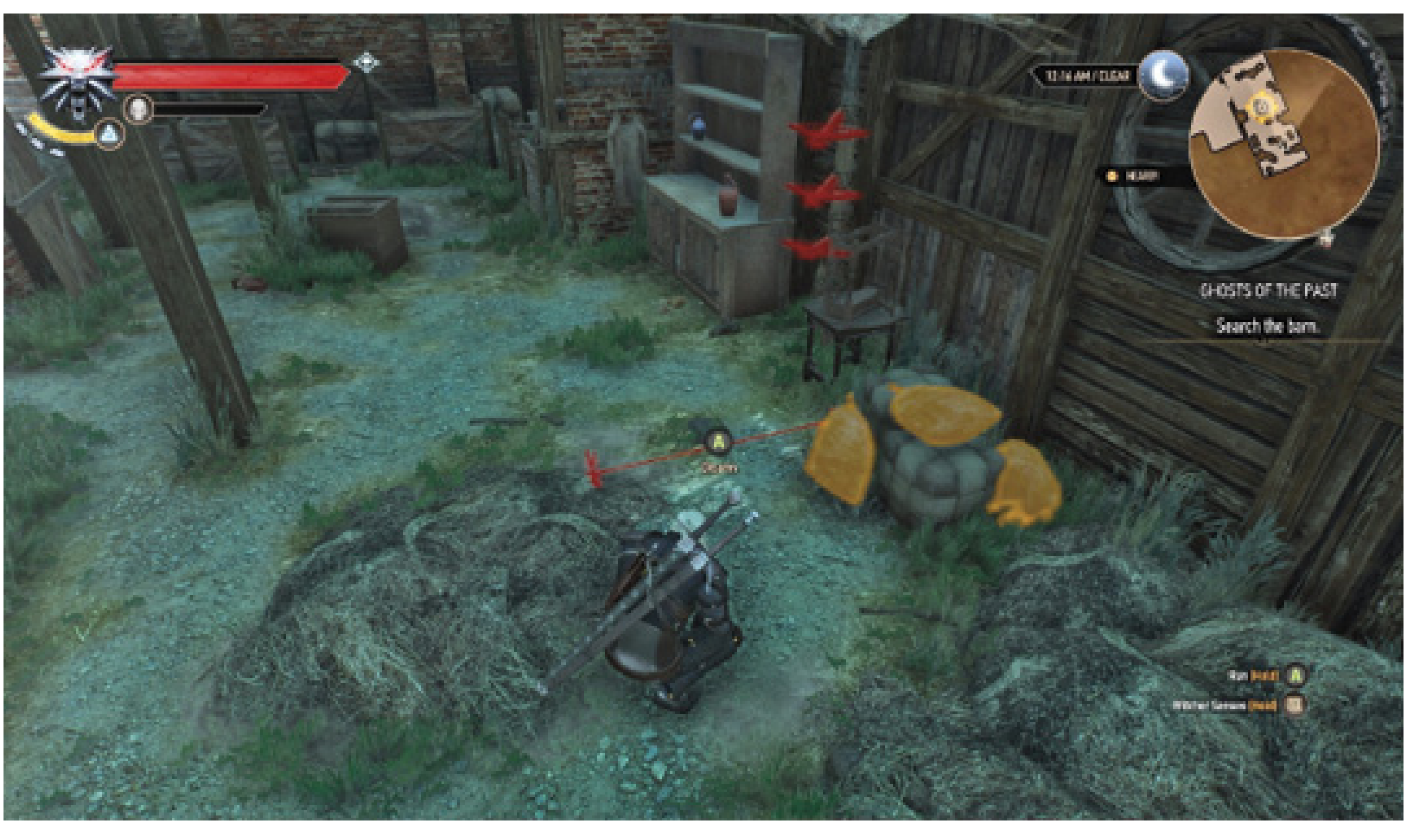
OBJECTIVES:

- Search the farmstead. Search the barn.
- Kill the bounty hunters.

QUEST DECISIONS

- This quest is only available if Letho is alive in your Witcher 2 save game (PC only), or if you answered that Letho is alive during your conversations with General Voorhis at the Palace of Vizima, during the Prologue.

Remember you can complete both this, and Fall of the House of Reardon, in any order you like.



It doesn't take long to discover any monsters have long since fled this place. Instead, the area around the farmstead is riddled with dozens of well-set traps. These include the following:

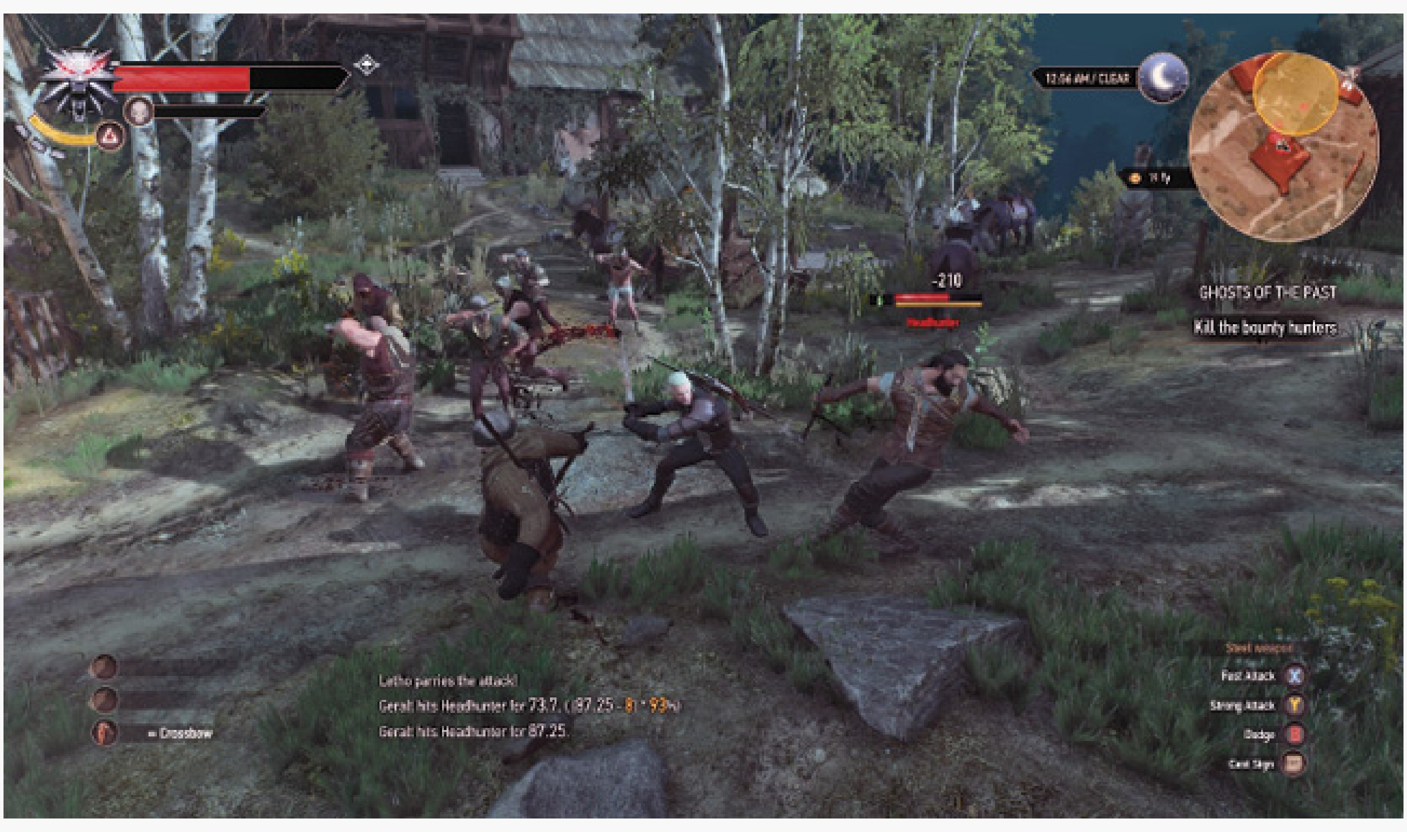
- Trip-Wires—a thin wire at ankle-height, with an explosive charge rigged to set you on fire, or a crossbow ready to puncture you.
- Explosives—a fiery bomb planted into the earth, ready to explode if you step on it.

FANCY FOOTWORK OR CLUMSY CARNAGE

Slow your pace down considerably as you search the manor premises, or you may set yourself on fire, or fall down into a spiked pit and die. Fortunately, the trap locations appear on your minimap while using your Witcher Senses, and all (but the spiked pits) can be disarmed.

Letho of Gulet

It isn't necessary to disarm all the traps; simply head to the barn on the south side of the courtyard, and open it. Drop down and disarm two trip wires, before spotting an attic above you. Ahead is a ladder you can prop up and climb to reach whoever has been setting these deterents.



Letho parries the attack!
Geralt hits Headhunter for 73.7. (87.25 - 8) * 93%)
Geralt hits Headhunter for 87.25.

You may be surprised to discover the culprit behind the trap-laying; the man-mountain named Letho who you've had previous dealings with. Now he's on the run, mentioning an old friend of his named Louis. However, your chin-wagging stops as a noise outside indicates his pursuers (Arnout Vester's men) have found him. You can:

- Choose to let Letho fight the Headhunters himself.
- Choose to drop down into the courtyard and aid Letho in his fight.

Afterwards, Letho asks if you'd like to accompany him to find Louis.

Secondary Quest: For the Advancement of Learning

Quest Conclusion 2: The Advancement of Burning

Keira has a plan to sell her secrets to King Radovid, in return for the ruler sparing her life (as he is currently exterminating all the mages of the lands). Agree to her plan, and leave her to be on her way. You don't hear from her again until **Act III: Final Preparations**, where you learn she has been burned at the stake at Hierarch Square in Novigrad. During **Main Quest: The Great Escape**, Triss asks for your help in removing her corpse.

Secondary Quest: For the Advancement of Learning

Quest Conclusion 3: The Advancement of Yearning

Keira tells you to shut up, twirls around, and shows off the bedbugs that bite at night. Bedbugs! This swamp is no place for a member of the Lodge of Sorceresses! Tell her “Go to Kaer Morhen.” You let her know to expect a battle with the Wild Hunt, and that you’ve been listening to her; Keira wants her dignity back. Her performance in the forthcoming battle will show everyone what she is made of. Ask her “See you at Kaer Morhen,” and she agrees, teleporting away as the quest concludes.

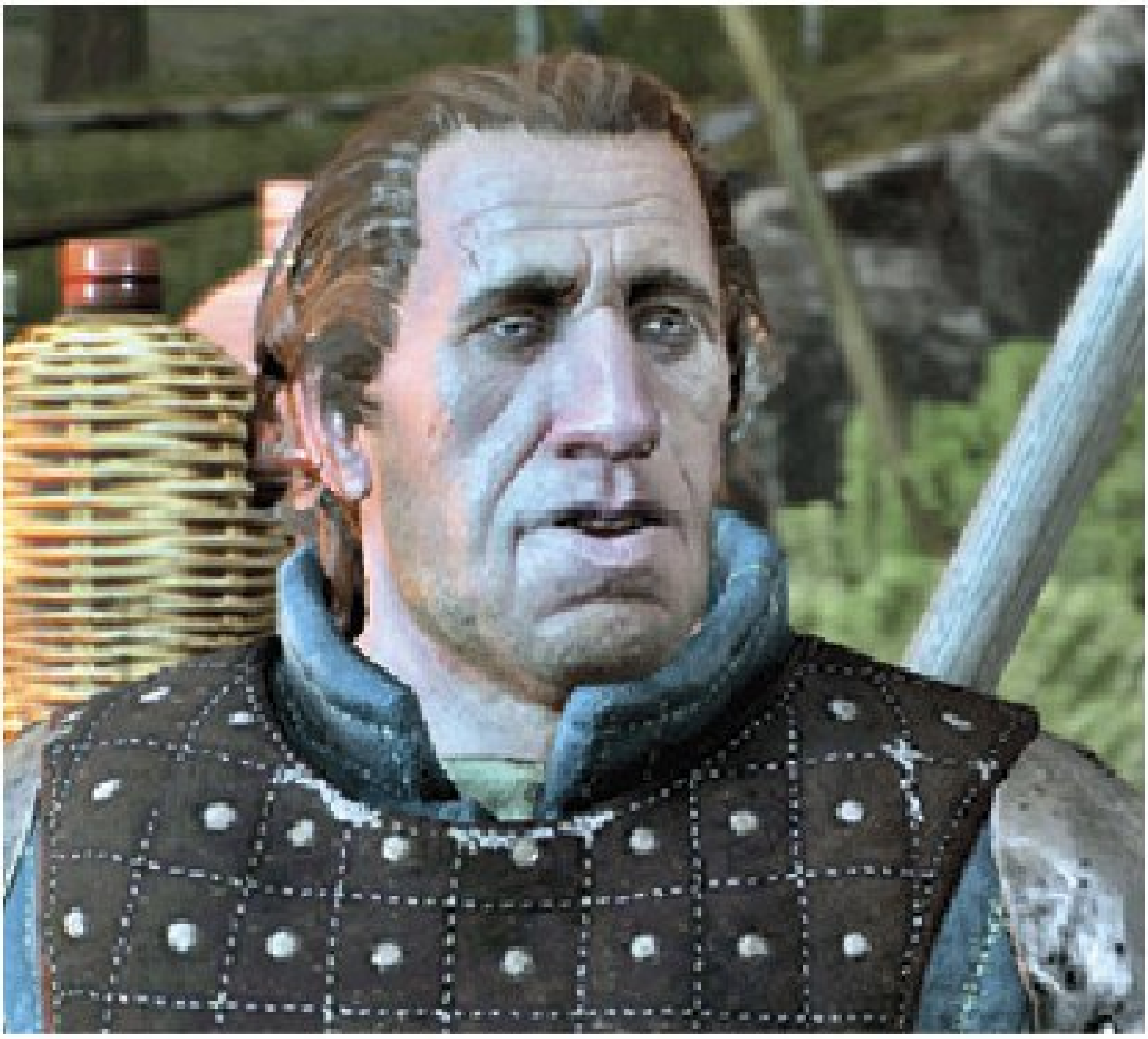
- Keira Metz becomes available to help defend Kaer Morhen during **Act II: Main Quest: The Battle of Kaer Morhen**.

Secondary Quest: Ghosts of the Past

Here Lies Louis

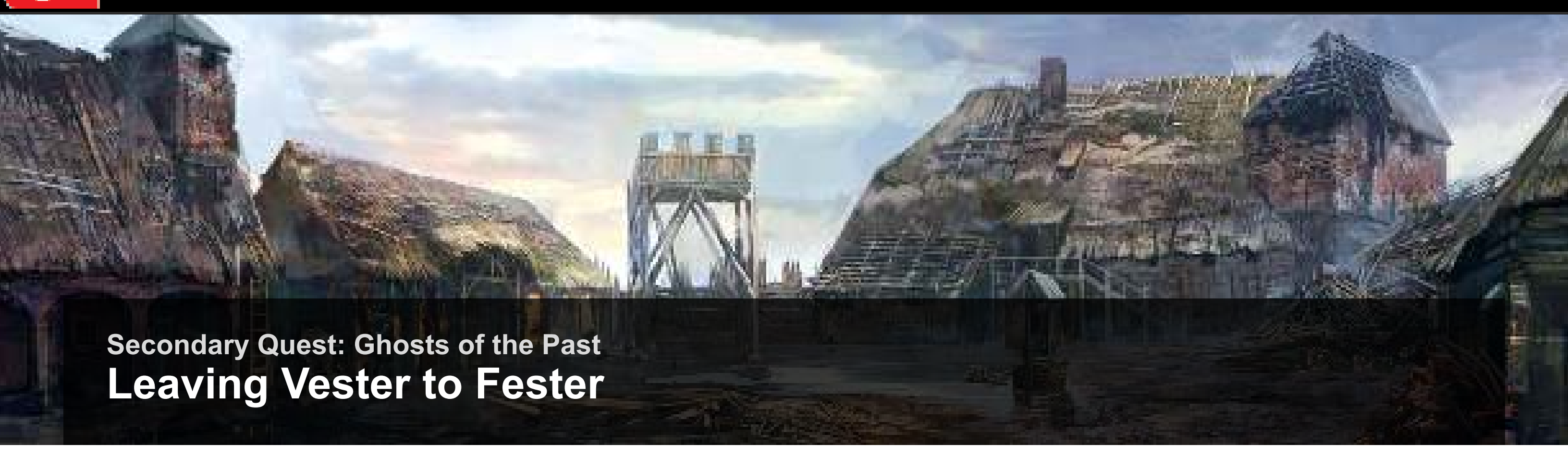
OBJECTIVES:

- Ride with Letho and find Louis.
- Kill the bandits.



Louis

Set off on horseback, following Letho as he explains his predicaments, and the double-crossing curr that you're searching for. It doesn't take long to follow Letho into Louis' camp. Louis is accused of sending Vester's men to the Manor, and the conversation soon degenerates into blind, ugly violence. Slay the five bandits (or watch Letho do it). Afterwards, Louis gurgles the location of Vester himself, before he bleeds out.



Secondary Quest: Ghosts of the Past

Leaving Vester to Fester

OBJECTIVES:

- Ride with Letho to Lindenvale.
- Accompany Letho around Lindenvale.
- Deal with Vester and his men.

Arnout Vester

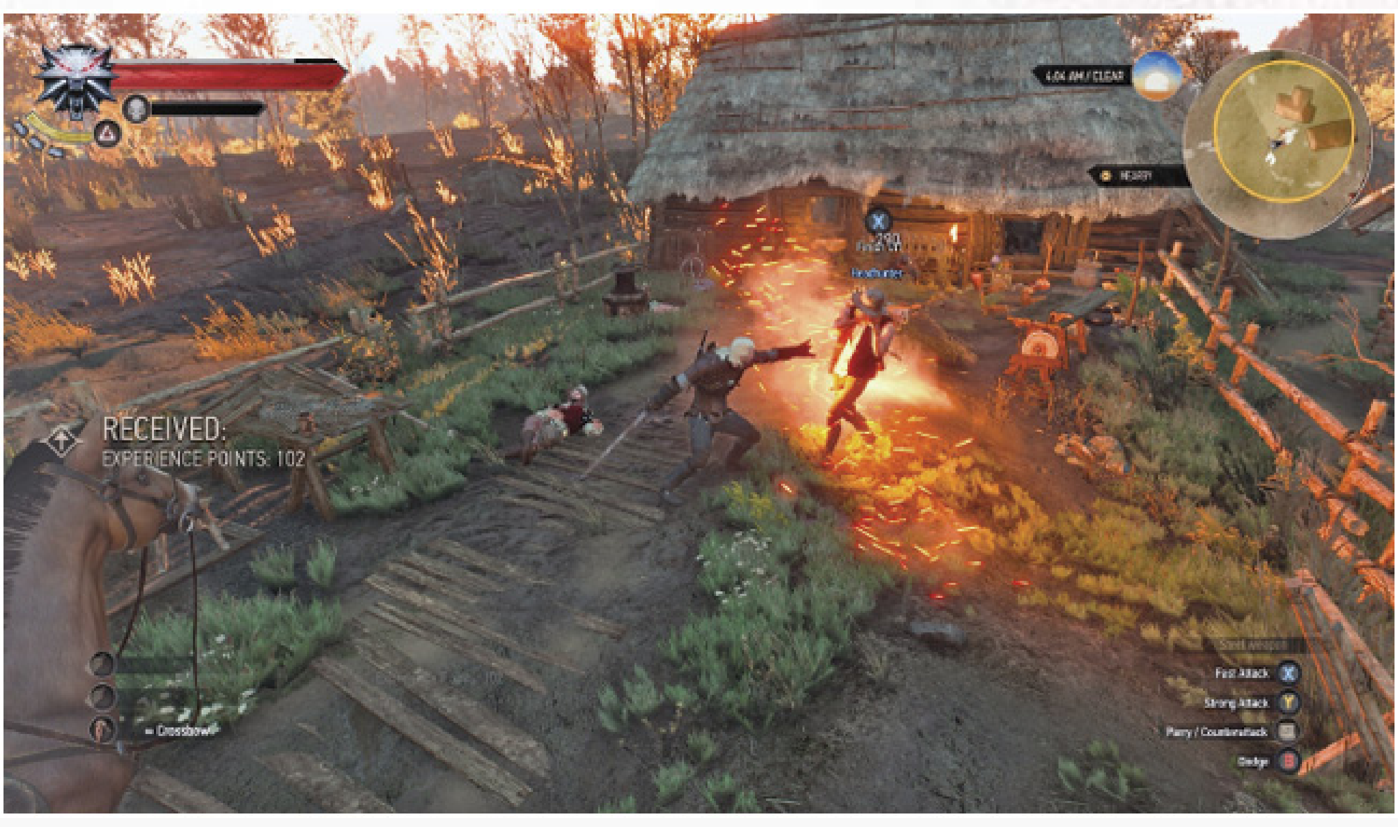
Letho speaks about Vester as you canter down the hill and take the trails to Lindenvale. This guy is a piece of work, and he is part of the Nilfgaardian underworld. As you reach Lindenvale, watch Letho as he rides to some suspicious horses worth more than the village. You inform a young child to tell her parents to flee from here.

- After an impressive explosion, Vester's men flee the barn, while Letho approaches Vester and tells you not to interfere, no matter what. Letho intimidates one of Vester's crew into firing a crossbow into Letho's shoulder, but this only causes Letho's simmering fury to come to the boil. After a brief and bloody melee, Letho lays on the ground, appearing to be mortally wounded, and surrounded by the corpses of Vester's bounty hunters. Vester himself is still alive, flanked by the only two other men still alive.

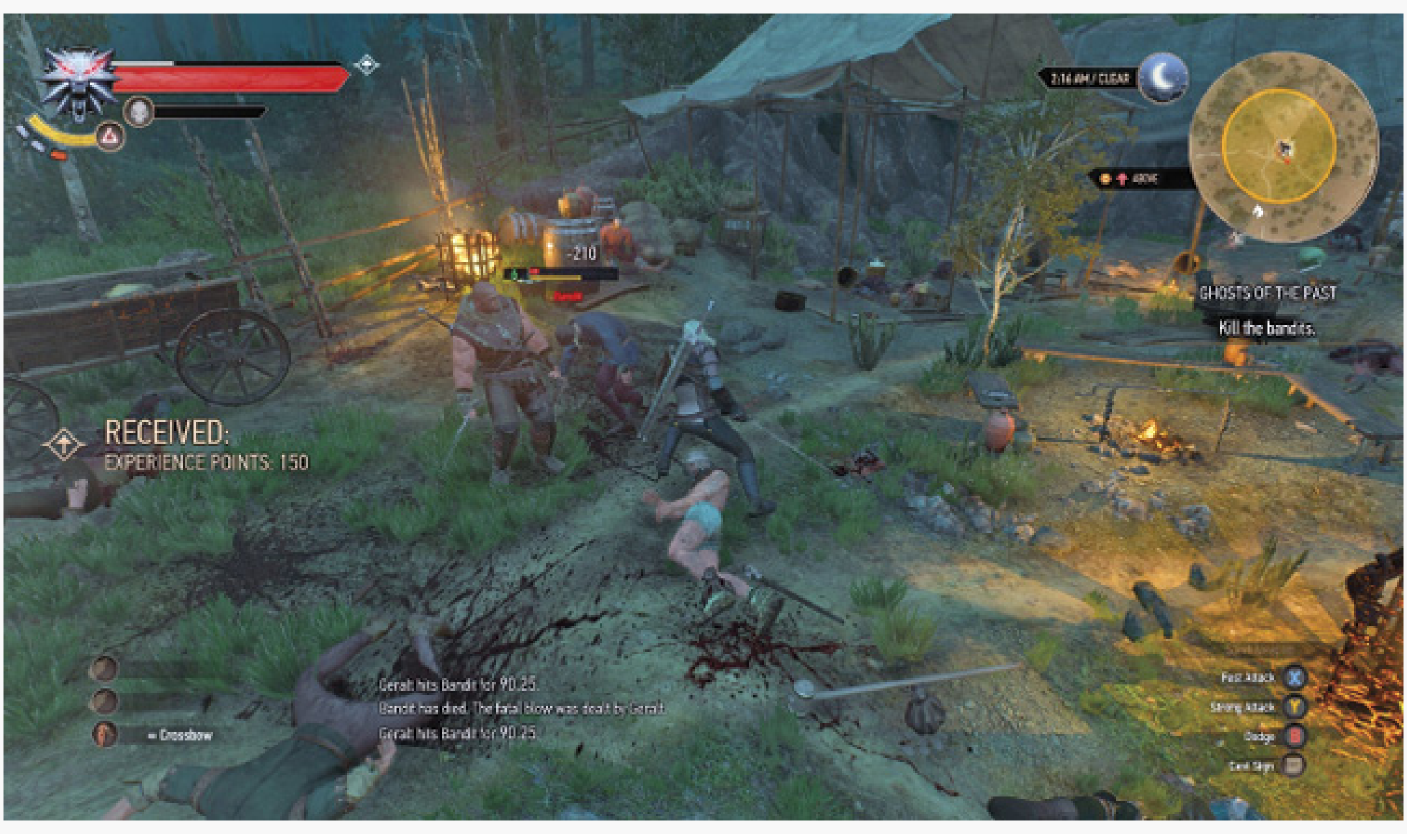
You can:

- Simply walk away, failing the quest. Letho is not available during Main Quest: The Battle of Kaer Morhen.
- Permit Vester and his men to leave, but not without first taking Letho's snake amulet as proof they killed the witcher. You must talk Vester out of taking Letho's head; they settle on the amulet.
- Interfere, standing up to Vester and choosing to slaughter him and his men.

If the two latter choices are made, Letho subsequently reveals himself to be poisoned, but still quite alive. Faking his death allowed those hunting him to believe Letho was killed, and the snake amulet was proof of this. Of course, if you stuck your sword into Vester, there's no one to corroborate this plan, which isn't Letho's preference. Either way, you can invite Letho to Kaer Morhen. Despite his past atrocities, he may be extremely handy in the battles to come.



Ghosts of the Past now concludes. Now return to Dolores and finish The Fall of the House Reardon.



Geralt hits Bandit for 90.25.
Bandit has died. The fatal blow was dealt by Geralt.
Geralt hits Bandit for 90.25.

QUEST DECISIONS

This quest becomes available once you complete all of the quests related to Main Quest: Family Matters, and Main Quest: The Ladies of the Wood. Once both these quest lines have concluded, this becomes available. It is purely optional.

One previous decision during Main Quest: Family Matters has a minor effect on this quest:

- If you chose to visit Tamara in Oxenfurt, there are some different conversations between her and the Baron during this quest.

One previous decision during Main Quest: The Ladies of the Wood has a major effect on this quest:

- If you elected to kill the tree spirit, the village of Downwarren is intact, and both Anna and the Baron's fate play out differently (Path 1).
- If you elected to work with the tree spirit, the village Downwarren is destroyed, and both Anna and the Baron's fate plays out differently (Path 2).

Secondary Quest: Return to Crookback Bog

Paths 1 and 2: Together, But Not Reunited

QUEST UPDATED!
RETURN TO CROOKBACK BOG

Set off in a roughly southerly direction down the hill, and into the misty marshland. With the Baron by your side, you may wish to fight small bands of drowners, rotfiends, and water hags on your own, or with the Baron's men aiding you. Or, you can simply flee past these adversaries, staying on the firmer ground, and heading straight for the relative safety of Crookback Bog Orphan's Village. As you arrive, a group of witch hunters—lead by Graden, who recognizes you if you met him in Oxenfurt during Main Quest: Family Matters—is finishing off a group of degenerate drowners. You can either help them or watch.

Anna Stenger (mad woman)

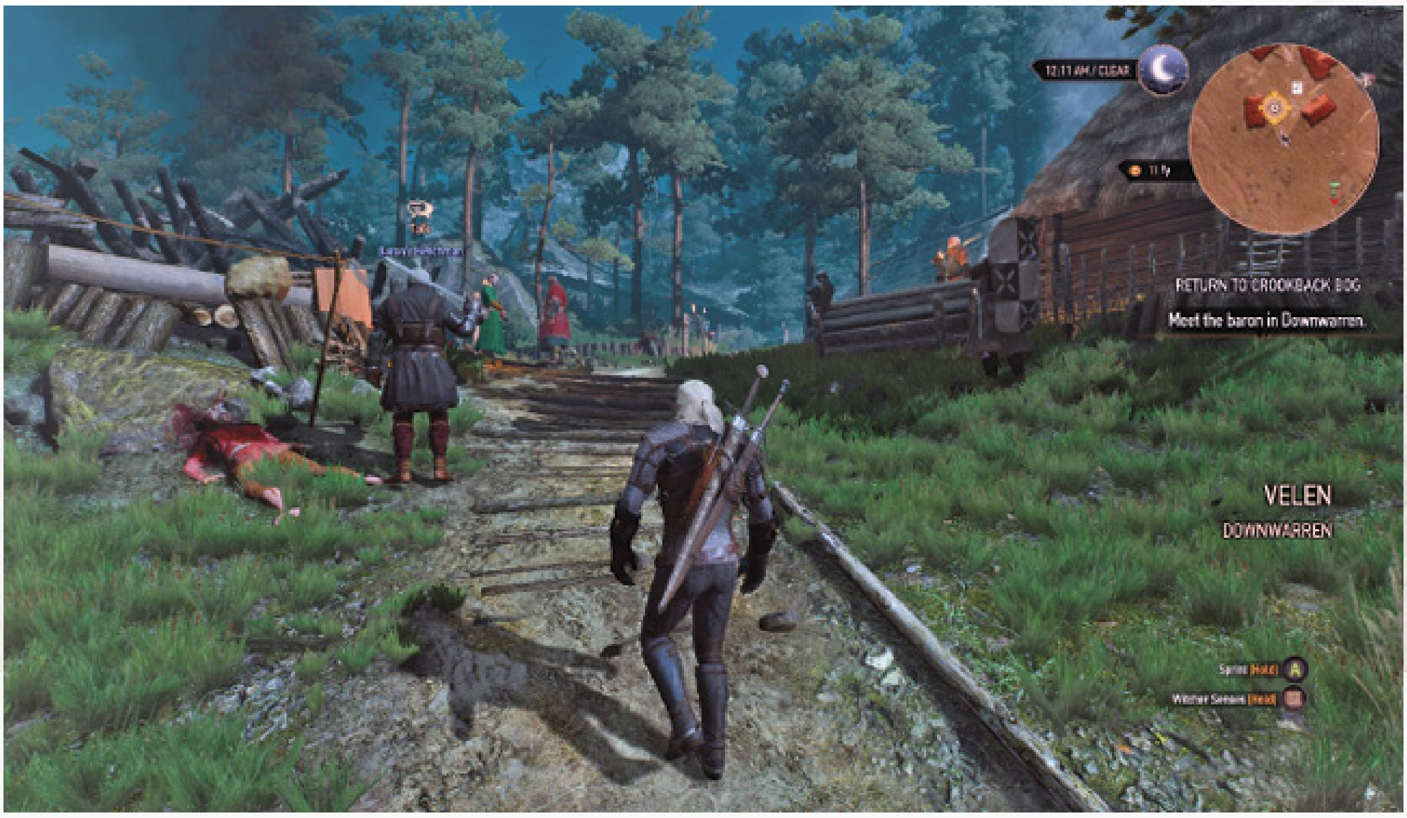
Anna Stenger (hag woman)

Baron Phillip Strenger

Secondary Quest: Return to Crookback Bog

Path 1: Decimated Downwarren

Enter the marshes and wade your way to the hilly ground and decimated village of Downwarren. The Baron is speaking to the ealdorman about this razed hamlet; apparently a jet black mare with red steaming eyes slaughtered the ealdorman's kinsfolk. You explain it was the spirit of the forest that you freed. The Baron isn't concerned about these peasants, but the ealdorman pipes up that a band of witch hunters passed through; with some lass leading them, and asking after her mother. There's little time to lose!


12:11 AM / CLEAR
RETURN TO CROOKBACK BOG
Meet the baron in Downwarren.
VELEN
DOWNWARREN
Sprint (Hold)
Witcher Senses (Hold)

TIME TO PREPARE

Actually, you can lose all the time you wish, if you wish to meditate and prepare for a protracted battle, which is what is in store.

OBJECTIVES:

- Go with the Baron to the crones' huts in the bog.
- Help the witch hunters fight the monsters.

Secondary Quest: Return to Crookback Bog

Return to Crookback Bog

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: RETURN TO CROOKBACK BOG

RELATED QUESTS : Main Quest: Family Matters, Main Quest: The Ladies of the Wood

LOCATIONS : Downwarren, The Orphans of Crookback Bog

CHARACTERS : Ealdorman, Baron Phillip Stenger, Tamara Stenger, Graden, Anna Stenger, Baron’s Men, Witch Hunters

ENEMIES : Drowners, Rotfiends, Water Hags, Fiend, Weavess, Brewess, Whispess

OBJECTIVE:

- Meet the Baron in Downwarren.

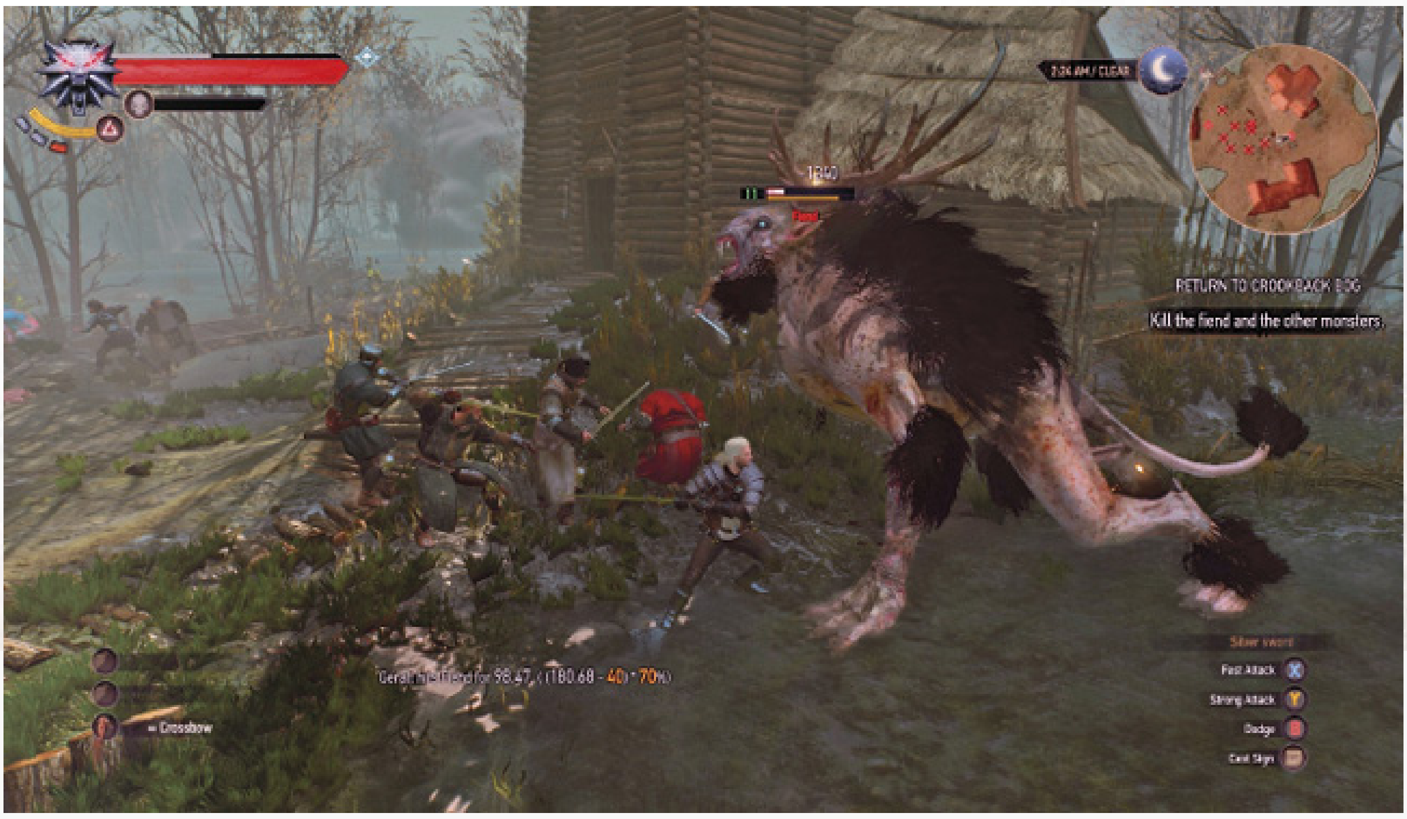
Secondary Quest: Return to Crookback Bog

Paths 1 and 2: Fending off a Fiend

OBJECTIVE:

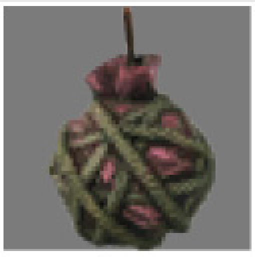
- Prepare for a fight.
- Kill the fiend and the other monsters.

Powerful magic has brought forth many of the marsh's most ferocious monsters, and combat begins with drowned dead, drowners, and water hags to tackle. While the ghostly voices of the crones echo around the bog, a lolloping fiend crashes into the fray, and you should concentrate your attacks on this giant of the bog, until it topples into the effluent.

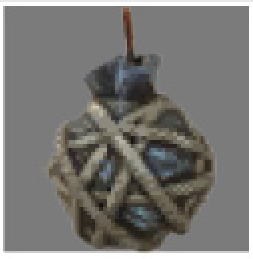

2:24 AM / CLEAR
Fiend
RETURN TO CROOKBACK BOG
Kill the fiend and the other monsters
Crossbow
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

FIEND VULNERABILITIES

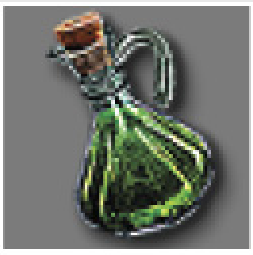
The fiend is vulnerable against the following:



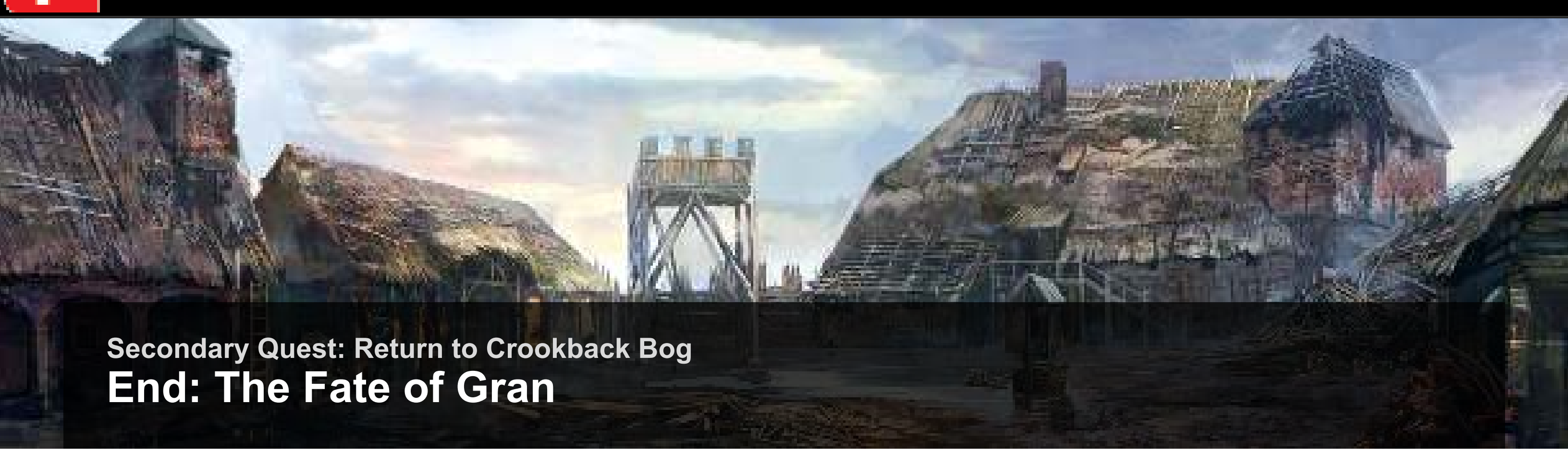
Bomb: Samum



Bomb: Devil's Puffball



Oil: Relict



Secondary Quest: Return to Crookback Bog

End: The Fate of Gran

The fight is over, and Graden thanks you for your mettle, but the crones live on and elsewhere. Their plaything, now wretched and barely human, has a predetermined destiny (as does the fate of the Baron himself):

PATH 1: CONVALESCING IN THE BLUE MOUNTAINS

▶ The insane Anna is gathered up by the Baron, who vows to take her beyond the Blue Mountains, and heal her no matter what it takes. Tamara begrudgingly agrees, and the family part ways. The quest (and your dealings with the Baron) now conclude.

PATH 2: CURSED IN THE CROOKBACK BOG

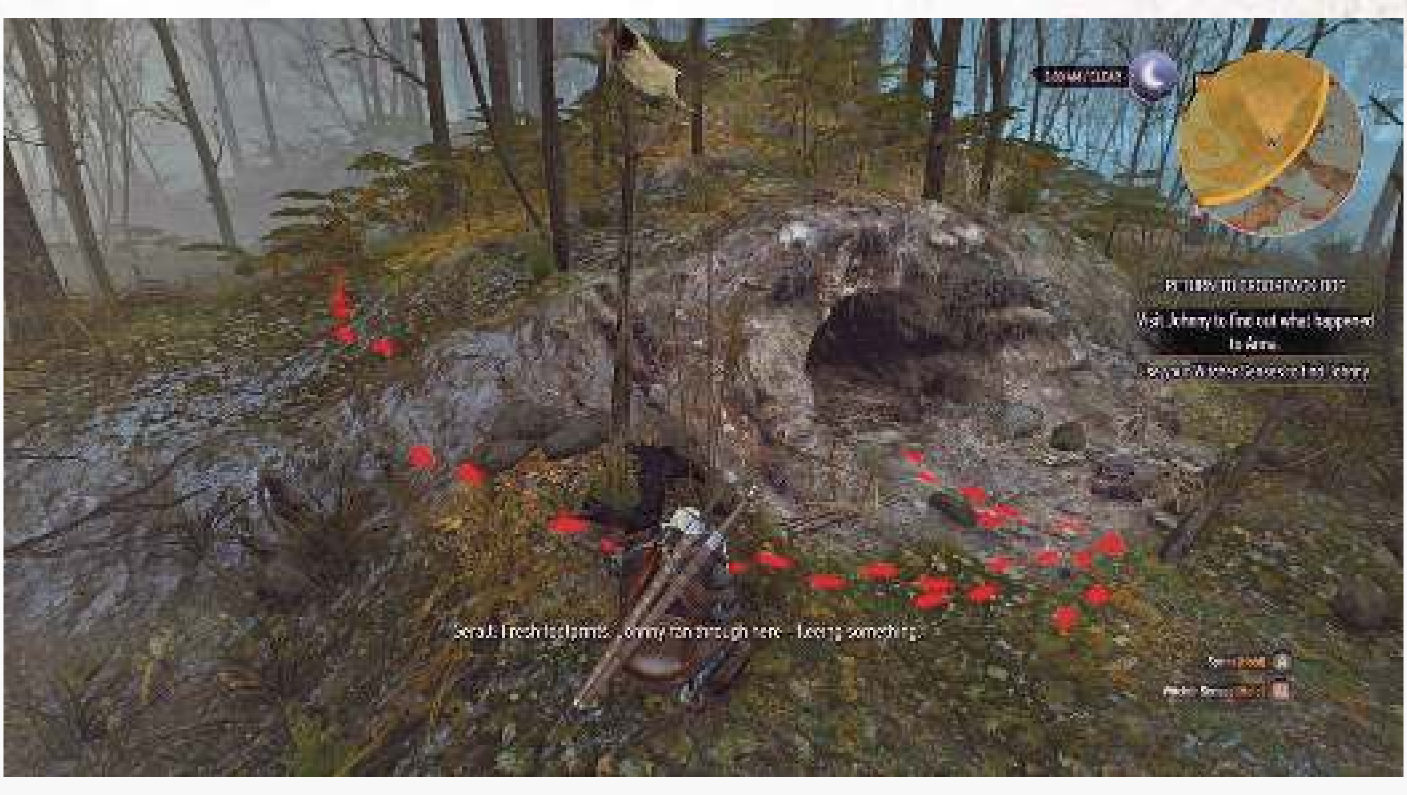
OBJECTIVES:

- Visit Johnny to find out what happened to Anna.
- Use your Witcher Senses to find Johnny.
- Tell the others what happened to Anna.

▶ The monstrous Anna has been cursed. After Tamara pleads with you to help, you mention Johnny the Godling might have an answer as to what happened. Head northeast into the swamp, clearing Johnny's burrow of any drowners and a water hag, and inspect the lair.

Johnny the Godling

Johnny is missing. Use your Witcher Senses to uncover his footprints. Follow the footprint trail east and a little southeast, to a collection of planks and posts masquerading as a den. Johnny is hiding in there. When you question him about Anna, he explains he was with her when the curse was cast, as punishment for letting the children escape. Weavess took a lock of Anna's hair, descended into the cellar, and after a while Anna started to transform into her current form. Johnny tried to help, but the crones returned, and he had to flee.


RETURN TO CROOKBACK BOG
Visit Johnny to find out what happened to Anna.
Use your Witcher Senses to find Johnny.
Geralt: Fresh footprints. Johnny ran through here - fleeing something.

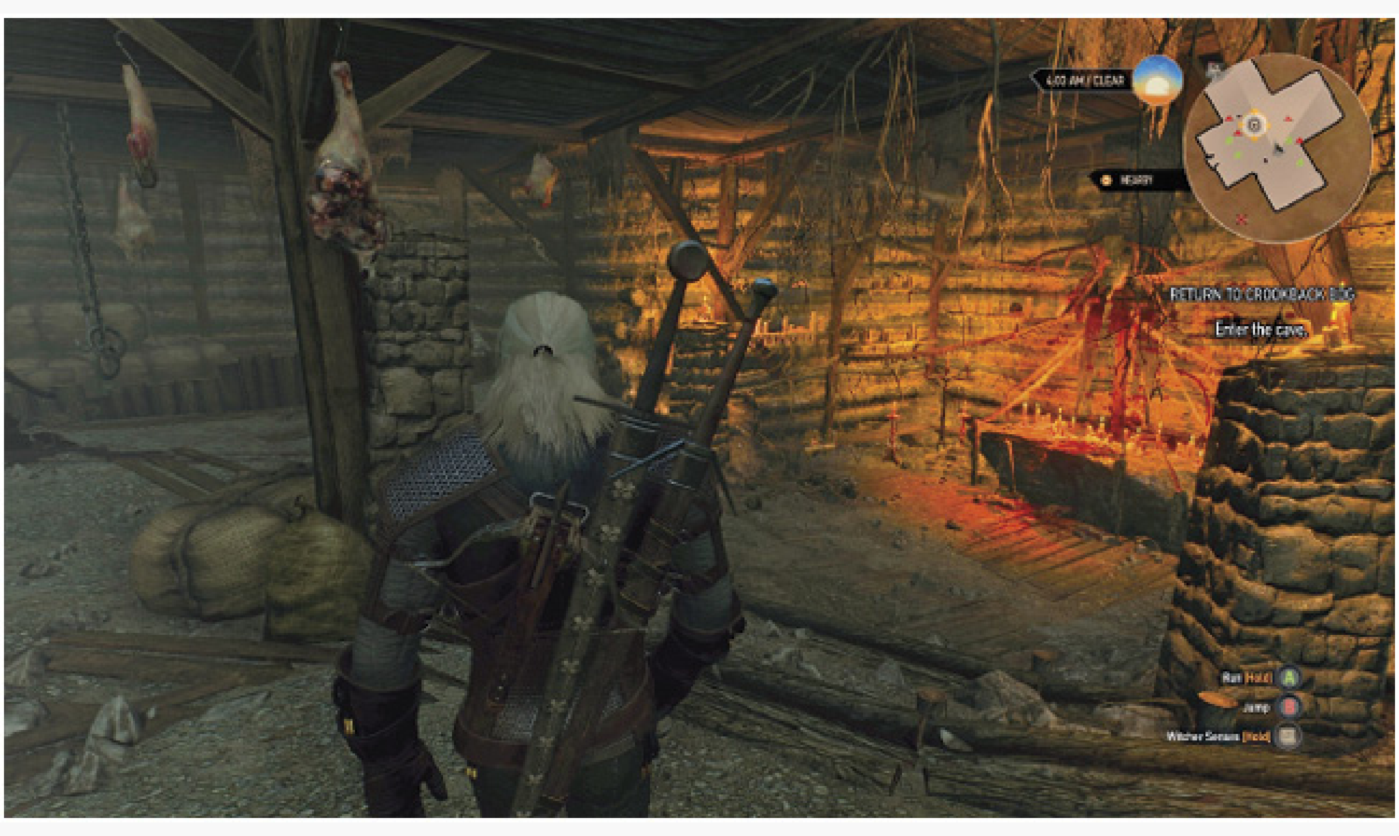
OBJECTIVES:

- Find the door to the hidden room.
- Enter the cave.
- Talk to the the baron.

Head directly back to the orphan village, and inform everyone. Graden orders the crones' hut opened. Head inside, look to your right for a trapdoor, and descend into the cellar. The earthern cave room is dominated by a huge altar, used in black magic rituals. Graden is familiar with such matters, and notes there are a number of dolls, woven in with Anna's hair and a keepsake. Only one of the dolls symbolizes Anna, and is the key to removing the curse. Inspect each one carefully:

- Doll with the red bead—Anna wears this around her neck, as do half the women from Novigrad to Vengerberg.
- Doll with the bird feathers—this one reminds you of Philippa Eilhart.
- Doll with the violet hollyhock bloom—the Baron told you this was Anna's favorite flower.
- Doll with the human ear—it probably belonged to a peasant. Anna still has both ears intact (just not what's between them).

Now pick the one you think represented Anna. It is the one with the violet hollyhock bloom.



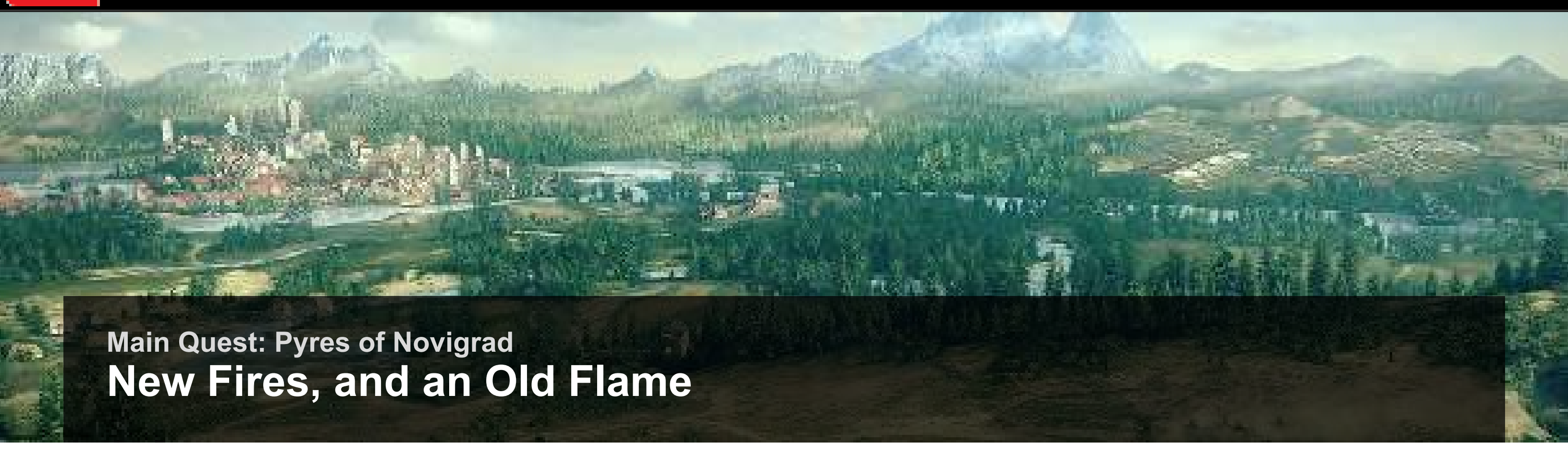
ITEM: Quest Item: Crones' Doll

▶ Choose the correct doll, and there is a scream from outside. Anna has returned to her human form, but alas, she is dying. Nothing can be done.

▶ Choose the incorrect doll, and there is a scream from outside. Anna has returned to her human form, but is burning alive. The Strenger family are suitably furious, but clutch to their grief over a violent outburst towards you.

The family is torn apart. A distraught Tamara cannot forgive her father, and leaves for Novigrad with Graden. A shocked Baron tells you to head to Crow's Perch for your pay. When you reach the castle, you see that the Baron has ended his days hanging from a noose. You receive your reward from the sergeant as this quest concludes.

ITEM: Crowns: 100



Main Quest: Pyres of Novigrad

New Fires, and an Old Flame

DANGER ALERT SPOLER ALERT

MAIN QUEST: PYRES OF NOVIGRAD

RELATED QUESTS : Main Quest: Novigrad Dreaming, Main Quest: The Nilfgaardian Connection, Main Quest: Destination Skellige

LOCATIONS : Novigrad; Ubbizi Townhouse (Hierarch Square), Putrid Grove, Brandon and Co Granary

CHARACTERS : Captain Menge, Francis Bedlam (King of Beggars), Triss Merigold, Kluhg, Brandon

ENEMIES : Thieves, Drowners, Witch Hunters

QUESTING DECISIONS

Even though you are able to commence this Main Quest, which allows you to thoroughly explore Novigrad, you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

This Quest starts automatically once Main Quest: Imperial Audience concludes.

- **Main Quest: The Nilfgaardian Connection**, and commence the Main Quests across **No Man's Land (Velen)**.
- **Main Quest: Pyres of Novigrad**, and commence the Main Quests across **Novigrad** (this quest).
- **Main Quest: The King is Dead—Long Live the King**, and commence the Main Quests across **Skellige**.

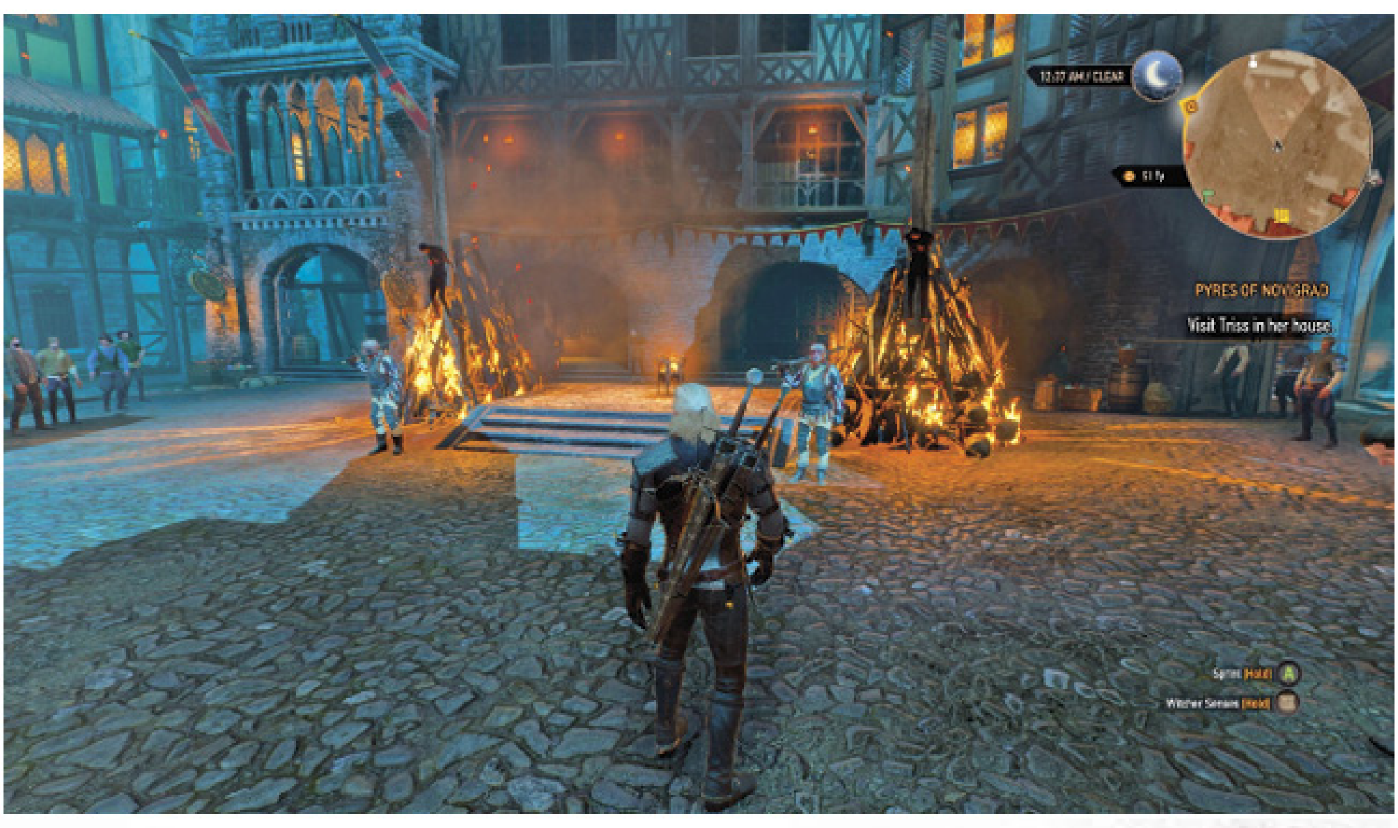
OBJECTIVE:

- Visit Triss in her house.
- Nearest Signpost: Hierarch Square.

CARTOGRAPHICAL EVIDENCE

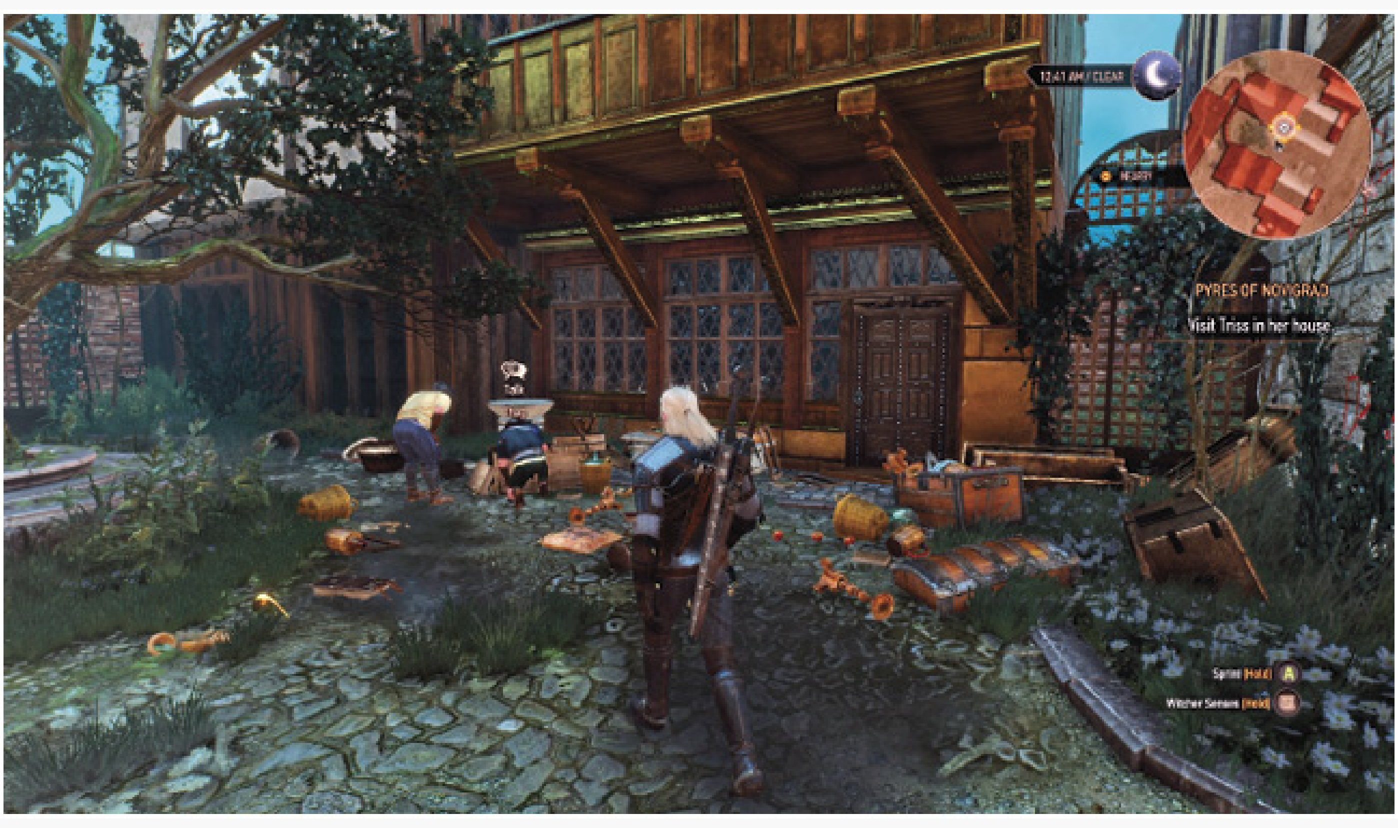
You are about to undertake a series of quests within the sprawling streets of this city-fortress. It would therefore be wise to consult this guide's **Atlas to Novigrad** for further information on the areas of this place.

Enter Novigrad via any of the gates, and head into the district known as Glory Lane. Work your way through the cobblestone streets to Hierarch Square, where the Captain of the Temple Guard—a callous man named Menge—burns a sorceress and a doppler (shapeshifter) at the stake, in the name of the Eternal Fire. Watch the spectacle if you wish, before heading to Triss' last known whereabouts.



Two looters are ransacking the belongings in the courtyard of the Ubbizi Townhouse, where Triss was staying. You're not here for loot (or a fight) so steer the conversation into asking who might know of where the sorceress of this residence is. They agree that Putrid Grove—where thieves and beggars hang out—is your best bet; it's where the King of Beggars resides, and somewhere not even Menge would dare venture.

Captain Menge



Menge himself—and his Temple Guard—decide to take this opportunity to arrive, cart away the two looters, and Menge pries you for information on the "bitch sorceress" who lives here. Then he departs, keeping an eye on you. Optionally enter the townhouse, which has been ransacked, using your Witcher Senses to uncover some amulets emanating magic, some of Triss' clothing, and a flower that has sentimental value for the both of you.

ITEM: Quest Item: Rose of Remembrance

Main Quest: Pyres of Novigrad

Chatting or Tracking

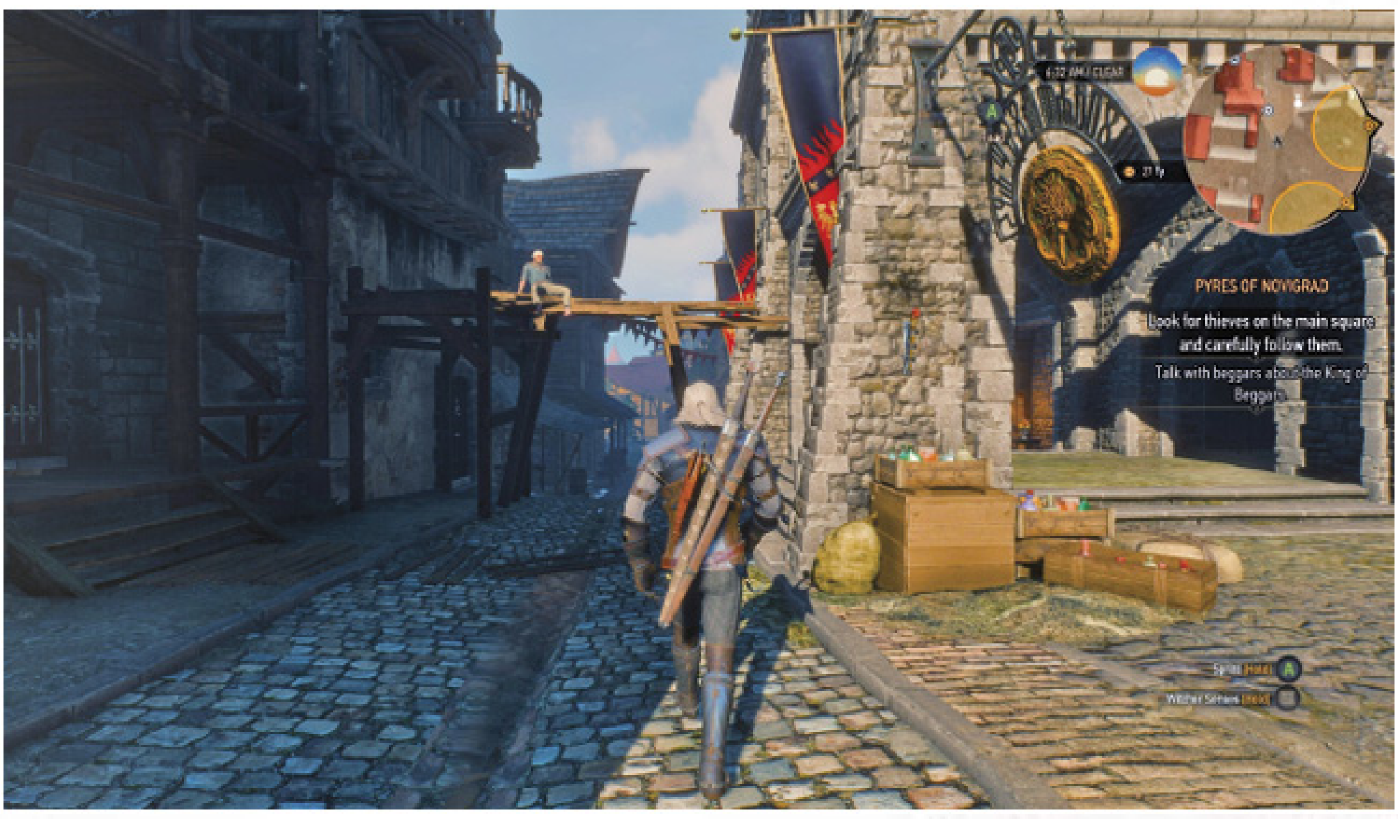
OBJECTIVES:

- Talk with beggars about the King of Beggars.
- Look for thieves on the main square and carefully follow them.

Look to your minimap as you walk back into the town square, and find stationary targets (beggars and thieves), the latter of which become moving targets (thieves) once a crime is committed. One of the latter has already stolen a purse from a bystander, and has disappeared into the crowds. Watch from a safe distance for another pickpocket crime to be committed, and follow the thief. Or, feel free to ask around, finding a number of beggars that offer a variety of knowledge about Novigrad; though not much of it is useful to your current objective.

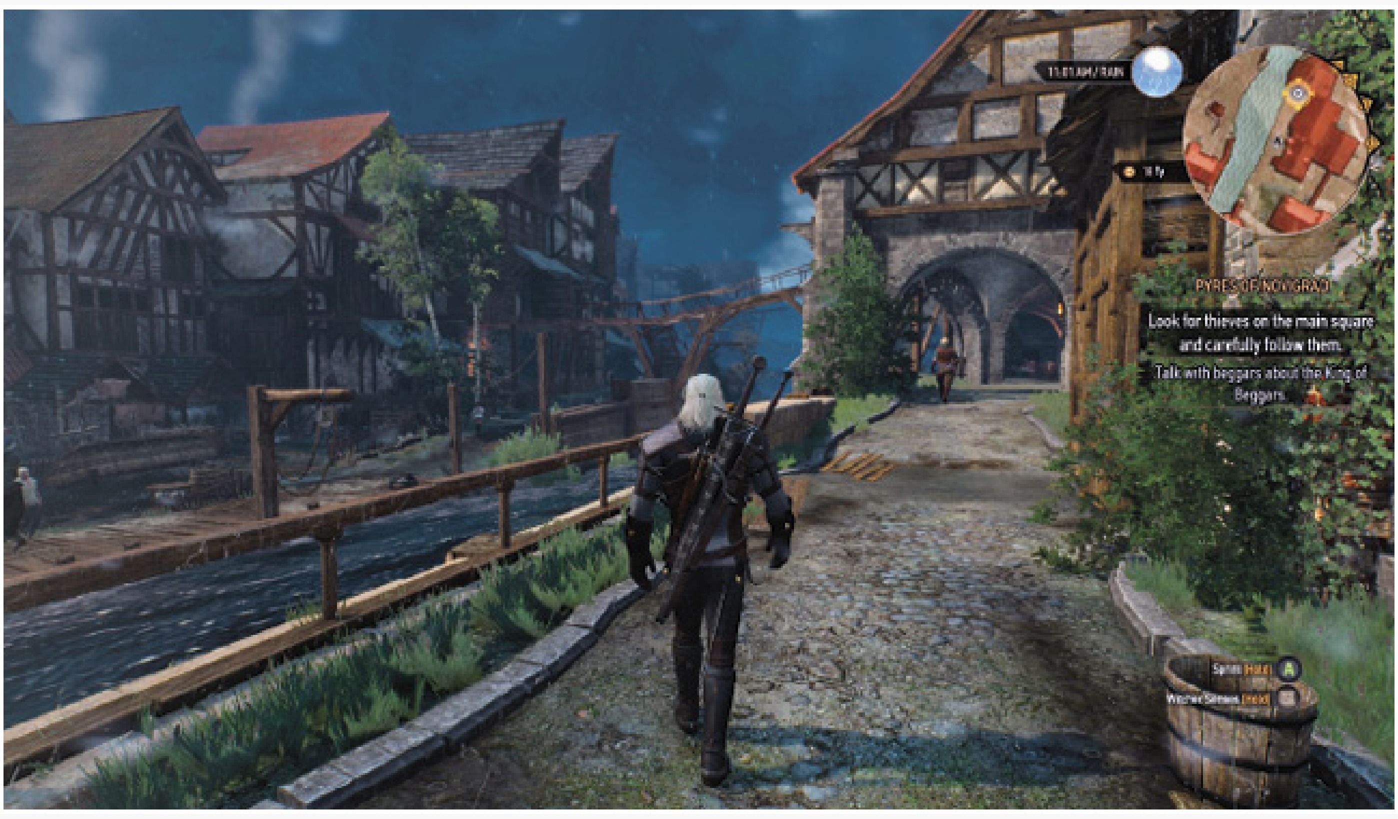
CHATTING: THE OLD SOW'S FARROWED PIGLETS

Head west from your starting location, finding a beggar such as the one perched on the wooden scaffolding at one of the corners of the square (as shown). Start a conversation—you may need to leave and come back again or choose another beggar—but always choose the first speech option; don't mention Putrid Grove yourself. Eventually, you and the beggar brings up the location on your own. He describes where Putrid Grove is (in Lacehalls, and neither putrid, nor a grove), and a possible passphrase to use ("the old sow's farrowed piglets") when speaking with the sentry. Simply run to this location (south, and across the bridge), to a large and sturdy door. Your quest updates.


PYRES OF NOVIGRAD
Look for thieves on the main square and carefully follow them.
Talk with beggars about the King of Beggars.

TRACKING: THE DEFT THIEF'S NIMBLE DIGITS

Begin to follow the thief you saw as you emerged from the townhouse courtyard. Or, if you spook a thief, or wish to speak to a beggar or two beforehand, simply remain in the square until a thief makes a pickpocket, and begins to walk. With keen eyes and minimap watching, you'll soon be able to follow one of these ne'er-do-wells. Trail your thief as he heads east, and turns right (south), into an open-air theater (the Butcher's Yard Theater). Here, you're waylaid by a beggar attempting to fleece you of your crowns. He holds no information on the King of Beggars, so politely decline this shakedown, follow the thief east down the alley with the washing and straw hut, and drop down to the lower street. At this point, the thief makes a switch; giving his loot to a second pickpocket.


PYRES OF NOVIGRAD
Look for thieves on the main square and carefully follow them.
Talk with beggars about the King of Beggars.

- One is a decoy; following him (across the bridge to the south) leads to a short and rough-and-tumble ambush, where you must fistfight the foes that spotted you tailing one of their own. The leader of these thugs, once you knock everyone down, mentions a possible passphrase to use to enter Putrid Grove ("the old sow's farrowed piglets").
- Or, you can follow the fellow with the actual loot, who heads along the side of the canal, toward the fishmarket.

At this point your quest updates:

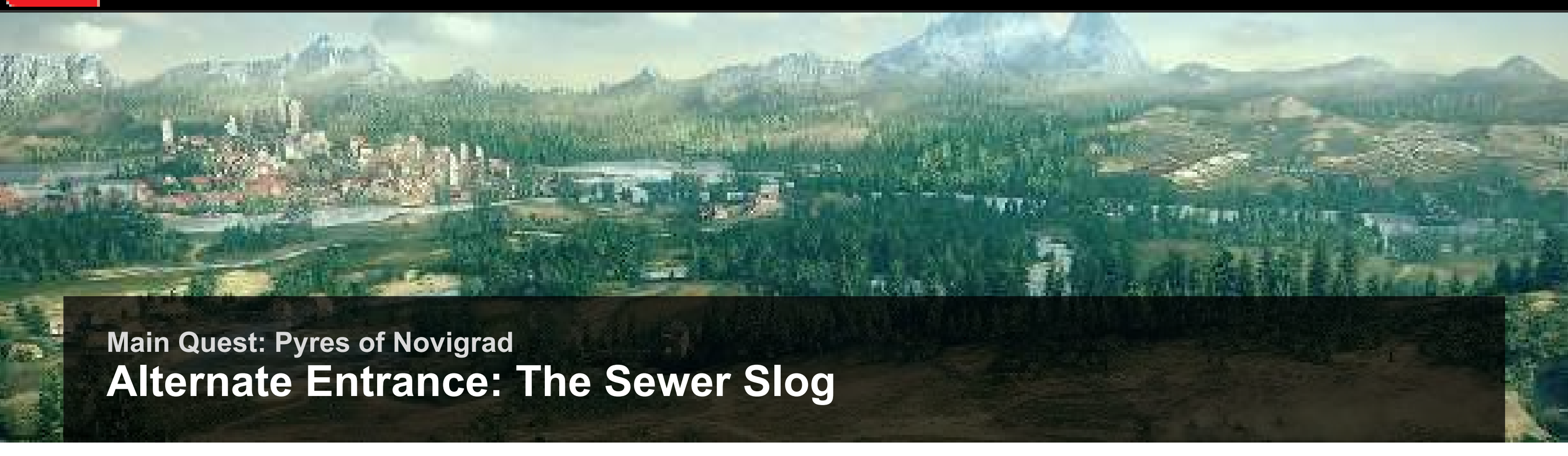
OBJECTIVE:

- Find the King of Beggars' hideout.

Secondary Quest: Return to Crookback Bog

Path 2: Disquisition in Downwarren

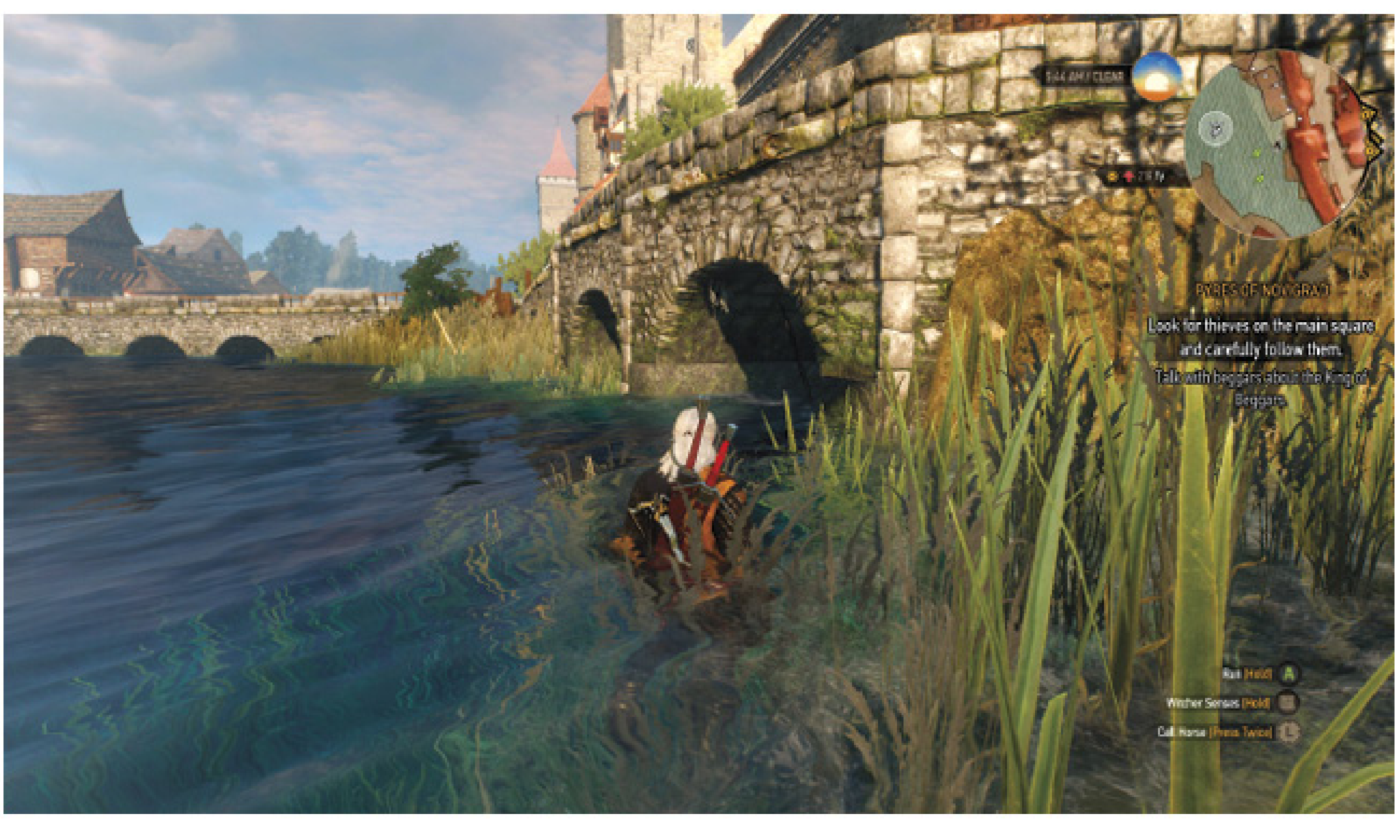
Enter the marshes and wade your way to the hilly ground and village of Downwarren. The Baron is already interrogating the ealdorman about a band of witch hunters that recently passed through, with some lady leading them, and demanding knowledge of her mother's whereabouts. You must meet up with them at once; there's little time to lose!



Main Quest: Pyres of Novigrad

Alternate Entrance: The Sewer Slog

If none of these options to enter Putrid Grove appeals, or you lose your thief, there is a third method of entering Putrid Grove. Head outside the city walls, to the Glory Gate, and find the sewer entrance under this structure (see picture). Enter the sewers with your finest drowner-slaying equipment at the ready, since a few of these creatures are lurking down here. Use your Witcher Senses (if you wish) to locate a corpse, looting it for a key.


5:44 AM / CLEAR
PYRES OF NOVIGRAD
Look for thieves on the main square and carefully follow them.
Talk with beggars about the King of Beggars.
Run [Hold]
Witcher Senses [Hold]
Call Horse [Press Twice]

ITEM: Quest Item: Key to the Storage Room

The key opens the door to a storage room, which has a ladder to climb. You surprise a small group of thieves in the den above—they must be fought. Once defeated, you may exit into Putrid Grove itself, circumventing the gatekeeper entirely.

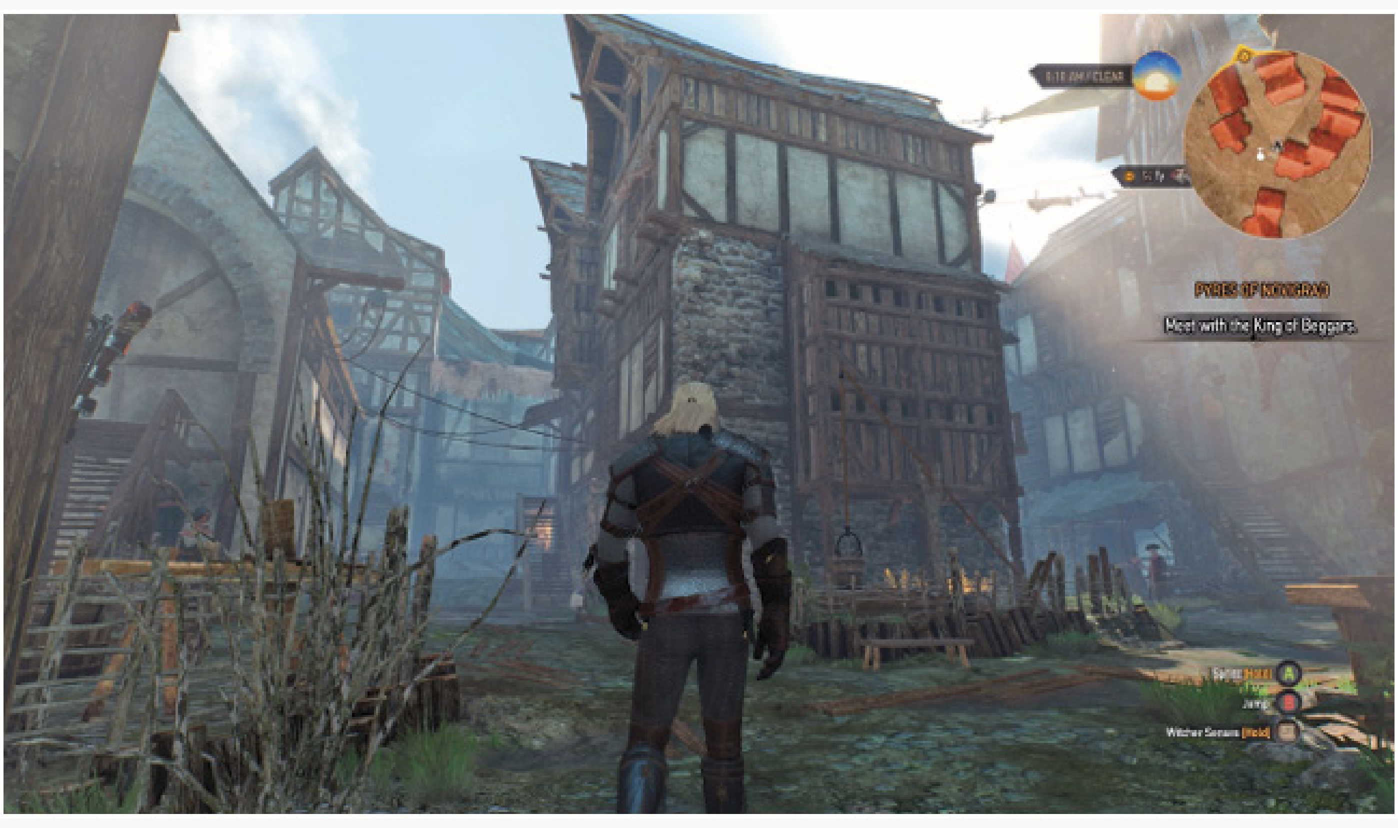
OBJECTIVE:

- Meet with the King of Beggars.

Francis Bedlam, King of Beggars

Triss Merigold

Stride into Putrid Grove, and head eastward along the muddy alley to the short porch with the lit door.


5:18 AM / CLEAR
PYRES OF NOVIGRAD
Meet with the King of Beggars.
Sprint [Hold]
Jump
Witcher Senses [Hold]

Inside, the King of Beggars and Triss Merigold have their frank discussion about the flight of sorceresses interrupted by your presence. The King bids his farewell, leaving you to follow Triss.

Main Quest: Pyres of Novigrad

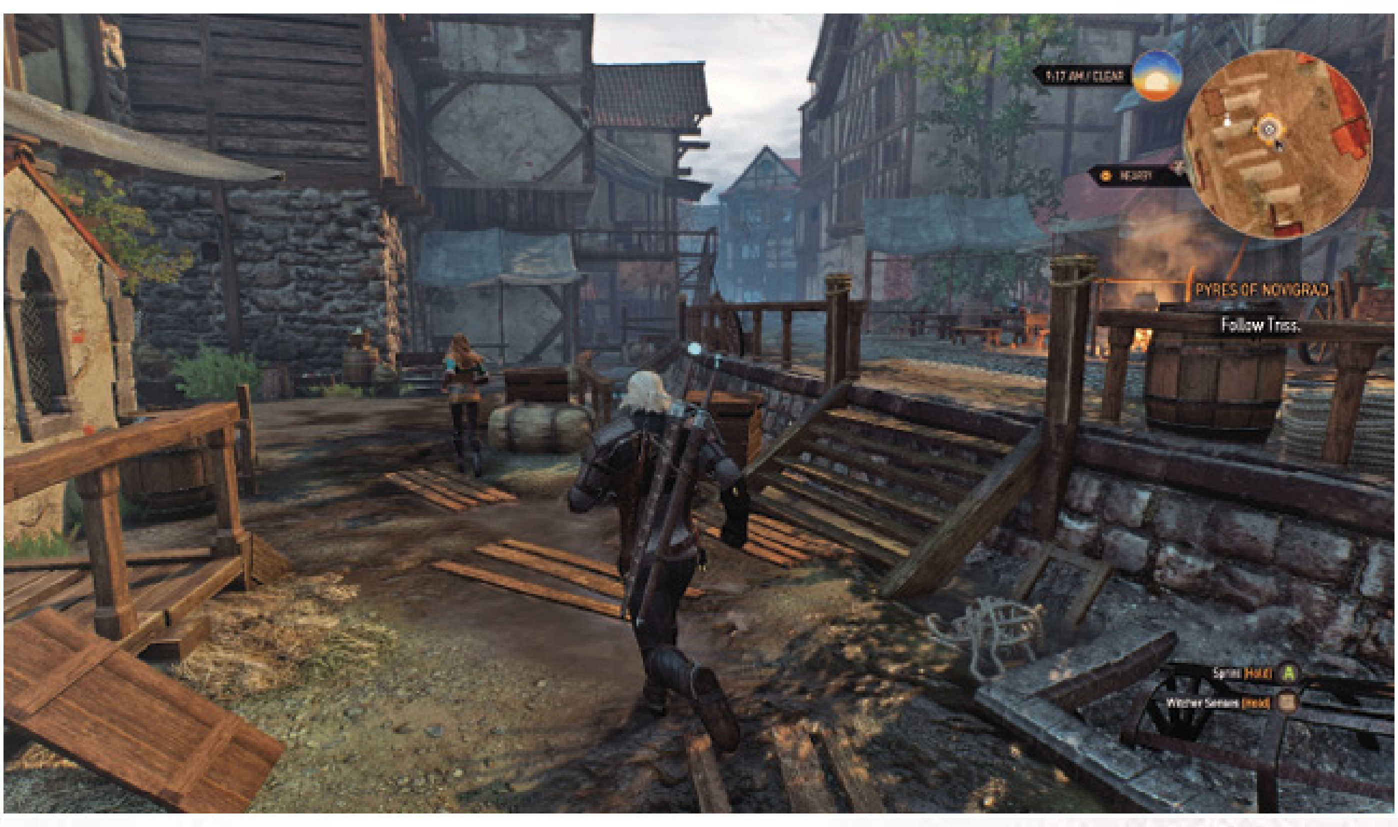
A Refreshing Swim in a Filthy Canal

OBJECTIVES:

- Follow Triss.
- Enter the basement.

Kluhg

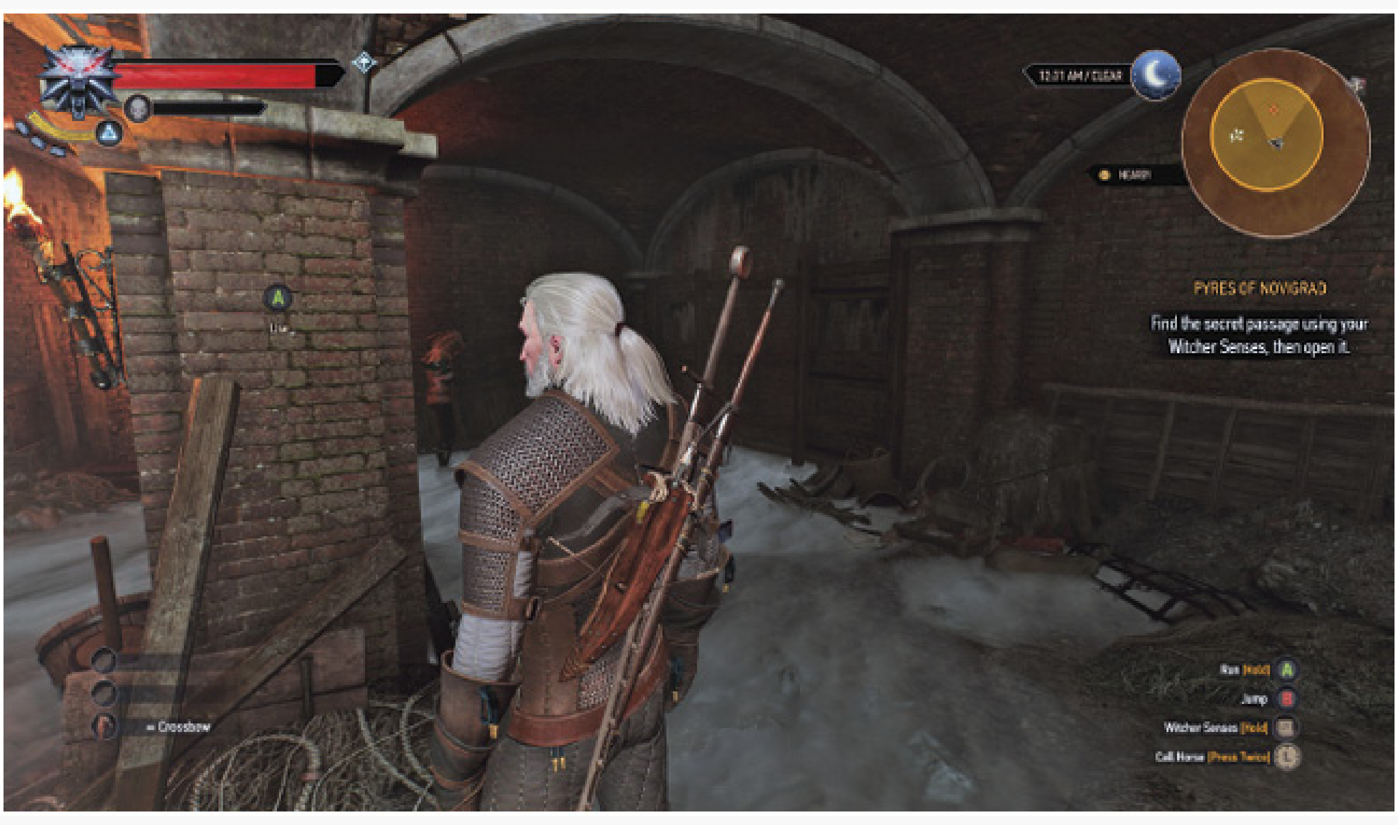
Triss explains her recent predicaments as you retrieve your weapons from the sentry, and tell her of your search for Ciri. Follow Triss northeastward, into a store. She asks the proprietor (Kluhg) for the ingredients she ordered. Unfortunately, they lie on a canal bed, thanks to Temple Guards increasing their presence. Answer how you wish before Kluhg escapes the incoming guards, and you do the same via a trapdoor into the sewers.


PYRES OF NOVIGRAD
Follow Triss.

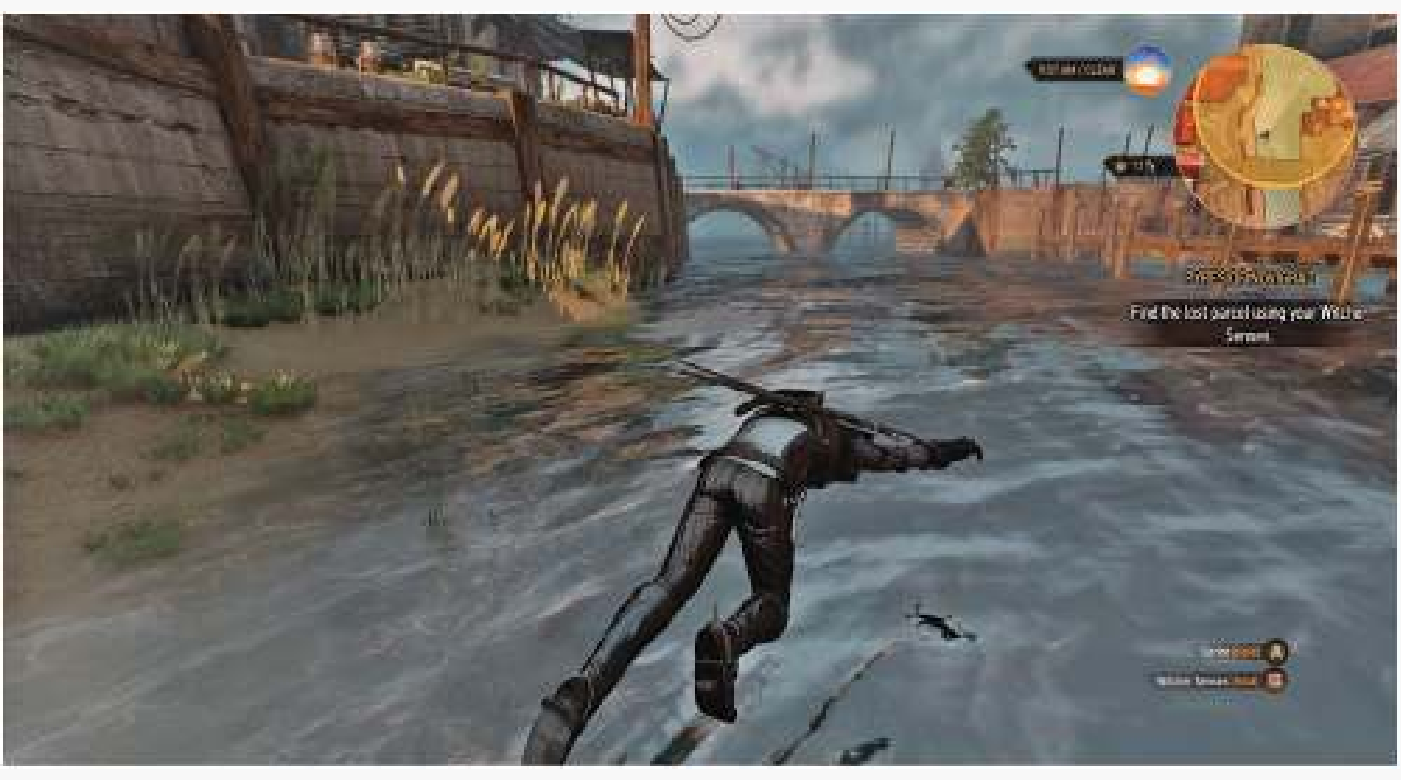
OBJECTIVES:

- Find the secret passage using your Witcher Senses, then open it.
- Follow Triss.
- Find the lost parcel using your Witcher Senses.
- Give Triss the parcel.
- Follow Triss.

Help Triss slay a wayward drowner, and look around your dank surroundings using your Witcher Senses. Triss mentions a draft. Look for the torch on the central pillar, and push in a loose brick to reveal a rough passage out into the canal. Follow Triss as you speak about Novigrad and the war. She stops under the bridge, and hopes you might find her lost parcel.


PYRES OF NOVIGRAD
Find the secret passage using your Witcher Senses, then open it.
Crossbow
Jump
Witcher Senses

Wade forwards (westward) into the canal water, before diving down and attempting to locate the remains of a small boat close to the mouth of the canal. Triss' sack is among the weeds. Surface, then return it to her.


PYRES OF NOVIGRAD
Find the lost parcel using your Witcher Senses.
Witcher Senses

ITEM: Quest Item: Leather Sack

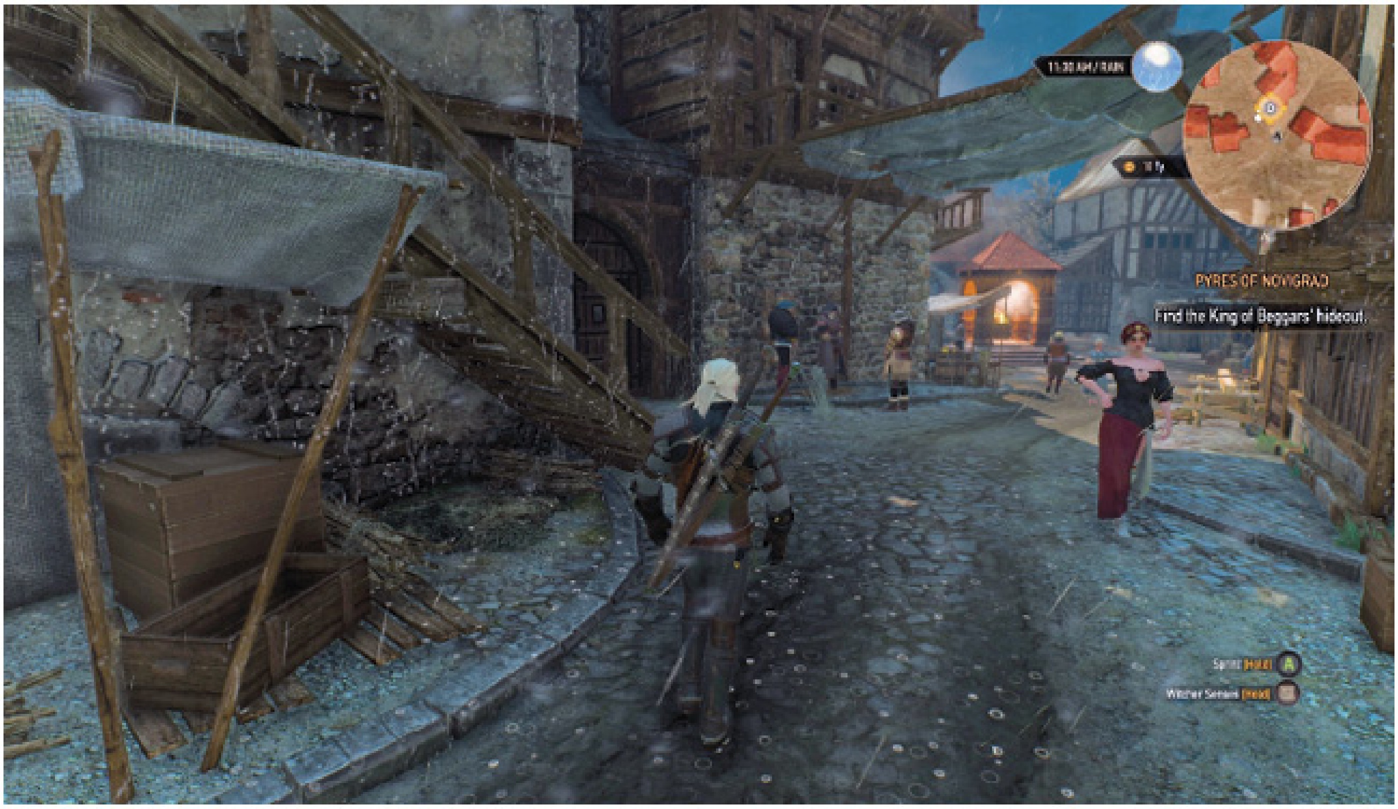
Climb the nearby ladder and follow Triss once more. She crosses the bridge and heads east, until she's greeted by a portly fellow named Brandon.

Main Quest: Pyres of Novigrad

A Hive of Scum and Freakery

The location of Putrid Grove appears on your minimap. You can ignore any other beggars or thievery, until you reach the door with the hatch. Explain your predicament (you're a freak), and you have a number of options to gain access:

- (Chatting only) When asked for a passphrase, be sure to use the one the beggar told you. You're let in. Otherwise, you'll need other plans of infiltration (see below).
- (Chatting or Tracking: 50 Crowns) Delve into your pockets, and produce coin for the sentry.
- (Chatting or Tracking: Axii Delusion level 2) Request the sentry let you in with a spot of mind control.
- Or find a different way into Putrid Grove.


11:30 AM / RAIN
PYRES OF NOVIGRAD
Find the King of Beggars' hideout.
Sprint (Hold)
Witcher Senses (Hold)

Main Quest: Pyres of Novigrad

You Dirty Rat!

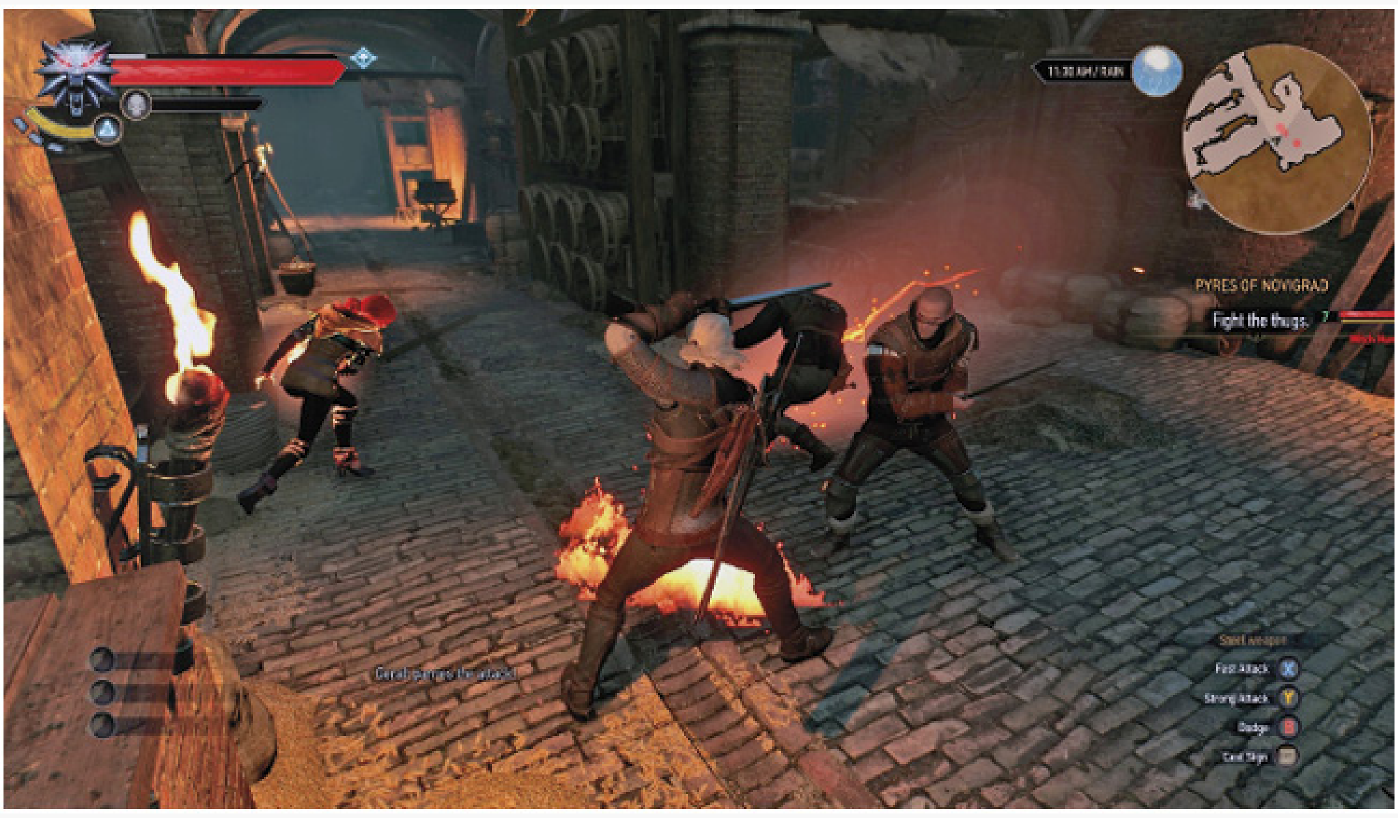
OBJECTIVES:

- Place rat traps around the warehouse—use your Witcher Senses to guide you (3).
- Tell Triss you've completed your task.
- Talk to Triss after she activates the spell.
- Fight the thugs.
- Leave the warehouse.

Triss has informed Brandon of her powers as a sorceress, which makes her ideal to rid Brandon's warehouse of his rodent infestation problem. During your conversation, it's simply good business to request you're paid in advance. Triss mentions some crystals, which are to be placed around the granary where evidence of rats is found. Find three such locations to set your crystal traps. Use your Witcher Senses and look for low, small archways and channels, or dead rats.

Brandon

Find Triss and talk to her. Make your conversations pleasant or distant, depending on how you feel about her. She asks about Yennefer (answer how you wish), before your conversation is interrupted by Brandon, and three witch hunters. They are here to rid Novigrad of your kind. Slay these thugs. Outside, Brandon professes to have been forced into revealing your location. You show mercy, but fleece the fool for double the crowns he was paying Triss.



Triss has a lead regarding an oneiromancer in town (by the name of Corinne Tilly) who may have powers to see where Ciri is. Triss leaves your company, telling you to visit her in the Bits (near the fish market). Main Quest: Novigrad Dreaming now begins.

Main Quest: Novigrad Dreaming

The Dreams in the Witch House

DANGER ALERT SPOILER ALERT

MAIN QUEST: NOVIGRAD DREAMING

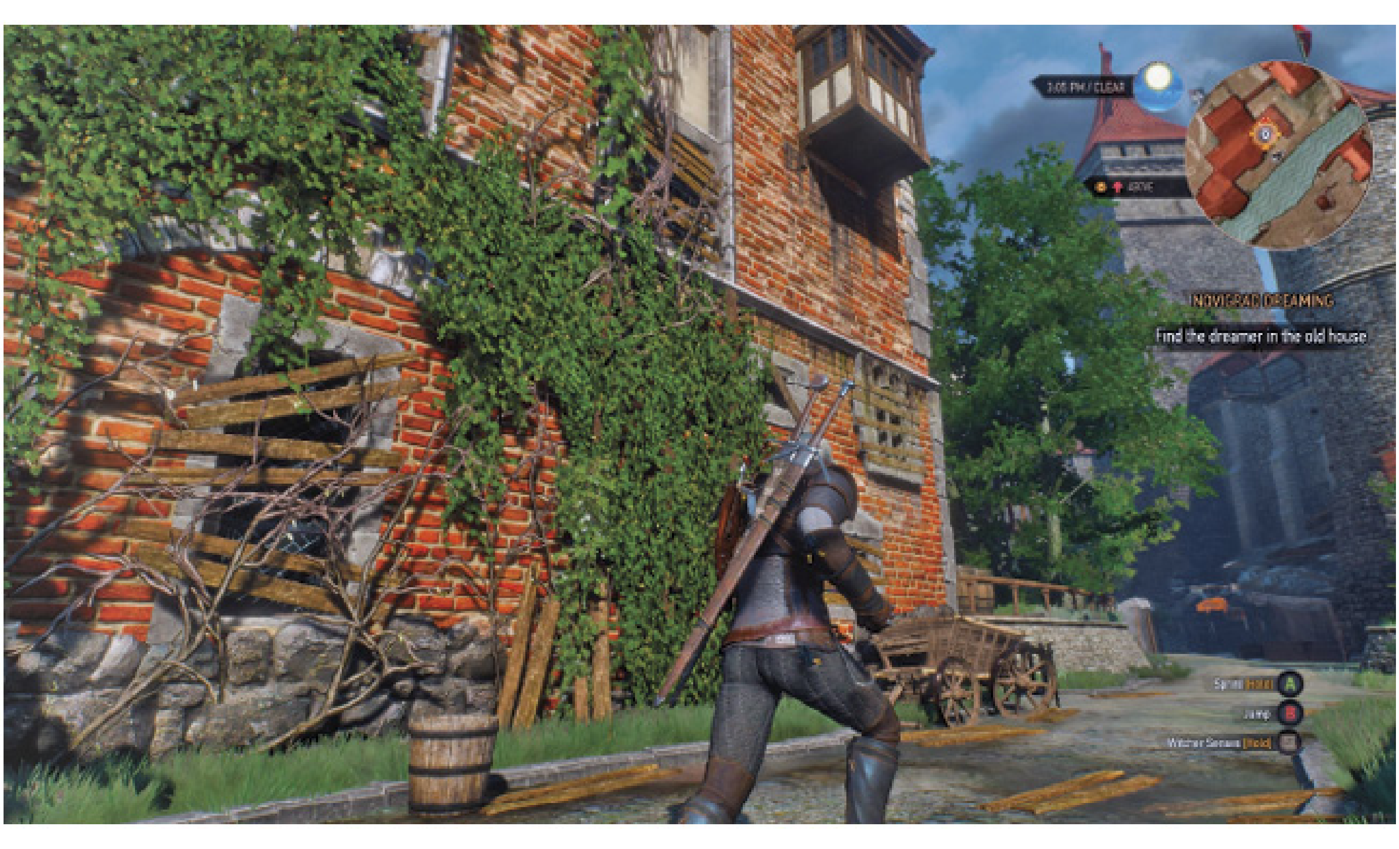
RELATED QUESTS : Main Quest: Pyres of Novigrad, Main Quest: Broken Flowers
LOCATIONS : Novigrad; Rudolf de Jonkheer's House, The Golden Sturgeon
CHARACTERS : Rudolf de Jonkheer, Corrine Tilly, Sarah
ENEMIES : None

OBJECTIVE:

- Find the dreamer in the old house.

Rudolf de Jonkheer

You're attempting to find Triss' contact—Corrine Tilly—who lives in rented accommodation a short dash eastward along the canal from the Brandon Granary. Turn left at the old cart, bound up the stone steps, and stop for a chat with Rudolf de Jonkheer. He is a fancy man and the owner of the residence. This dandy confirms Corrine is inside the house, but that the building has been plagued by ghostly activities—furniture moving, giggling in the night, and an unpleasant present in the parlor. Noticing your swords, he lets you in when you ask him.

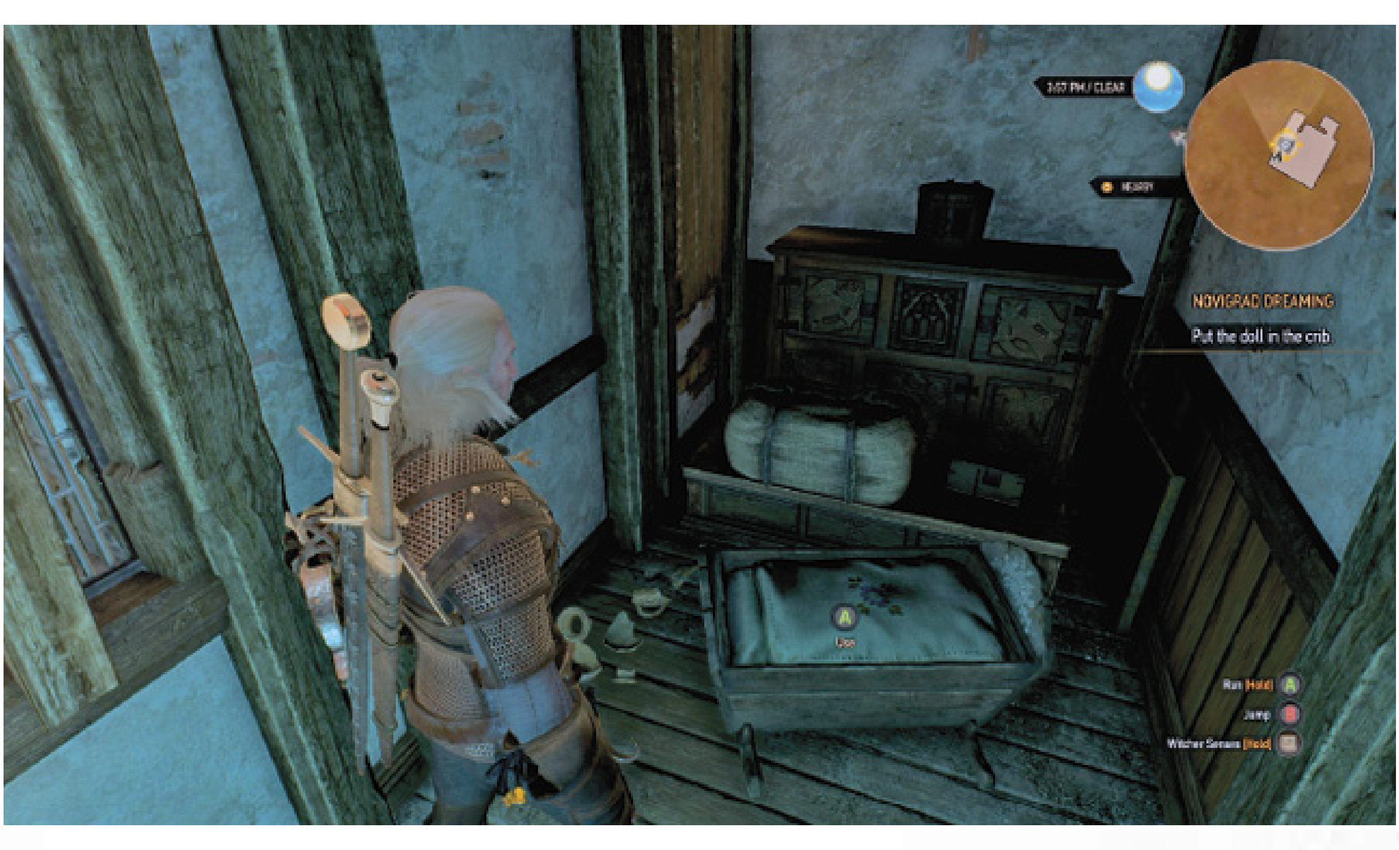


Listen for sounds of Corrine coming from upstairs. Head up there just in time to she an ashen-grey child scamper away, while Corrine lies on the bed, seemingly unable to be woken. She mumbles something about the attic.

OBJECTIVES:

- Search the attic.
- Take the doll.
- Put the doll in the crib.

Ascend to the musty attic via the ladder while Corrine scolds an invisible child from inside her own nightmare. Use Aard to break open the planks blocking an entrance to a storage room, where two items lie. Pick them both up, then read the note. You realize the ashen-skinned child wants her dolly in the crib. Return to Corrine's bedroom, step into a small side chamber off this room, and deposit the doll into the crib. A moment later, a loud bang startles you.



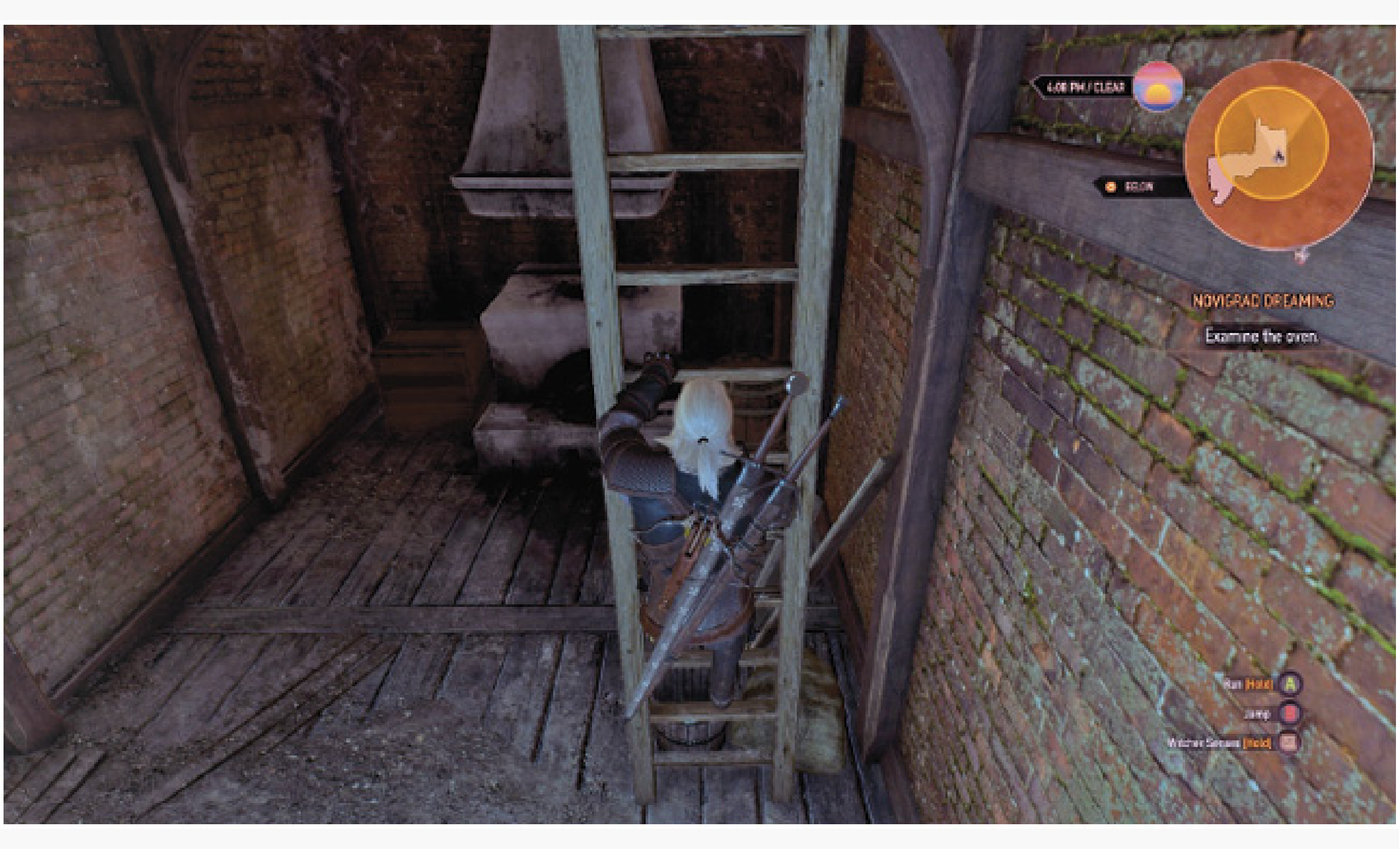
ITEM: Quest Items: Drawing of a Crib, Rag Doll

OBJECTIVES:

- Find out why the door slammed shut.
- Examine the oven.

Sarah the Godling

The door behind you slammed shut. Pinned to it is another child's drawing; this one of an oven and a blackened grate. Where did you see an oven? Head downstairs, and open the trapdoor to the cellar from the room adjacent to the entrance. At the bottom of the ladder is an oven. Approach it, and your "ghost" pokes her head out; a Godling child named Sarah.



Speak with Sarah, convincing her that tormenting Corrine isn't an agreeable act, and when she starts a little strop when you ask her to leave, you have an important choice to make. You can:

- Tell her "let's make a deal" and agree to let her stay in the house. Sarah is delighted, and tells you she'll wake Corrine up immediately.
- Tell her "guess I'll have to throw you out, then" and threaten to evict her with a whiff of Burdock if she doesn't end her mischevious ways. If you have Burdock (ingredient) on your person, you can use it. If you don't, you need to find a herb merchant (such as Kluhg, who you met earlier), as it cannot be picked in the wilds. Place the Burdock in the oven, and burn it: Sarah snaps Corrine out of her stupor, but doesn't like you.

SHOULD SARAH STAY OR GO?

You've made your intentions clear to Sarah, but the decision is irreversibly made once you exit the house, and speak to Rudolf (see below). This choice influences a conversation during **Main Quest: Bald Mountain**.

OBJECTIVE:

- Talk to the dreamer.

Corrine Tilly has woken from her nightmare. You explain how she was caught in a Godling's curse, and she's thankful you woke her. After clearing her head at the Golden Sturgeon (where she rents a room), she'll be happy to help you.

NOVIGRAD DREAMING
Talk to the dreamer.
Talk
Corrine Tilly

Time to leave. On your way out, Rudolf de Jonkheer stalls you, demanding answers regarding his ghost. This is the opportunity to help or hinder Sarah the Godling. You can:

- Tell Rudolf the house is still haunted (and lie about it being inhabitable). You will meet a happy Sarah again in **Main Quest: Through Time and Space**.
- Tell Rudolf why the house is "haunted" (and tell him it is the work of a Godling). You will meet an angry Sarah again in **Main Quest: Bald Mountain**.

Main Quest: Novigrad Dreaming

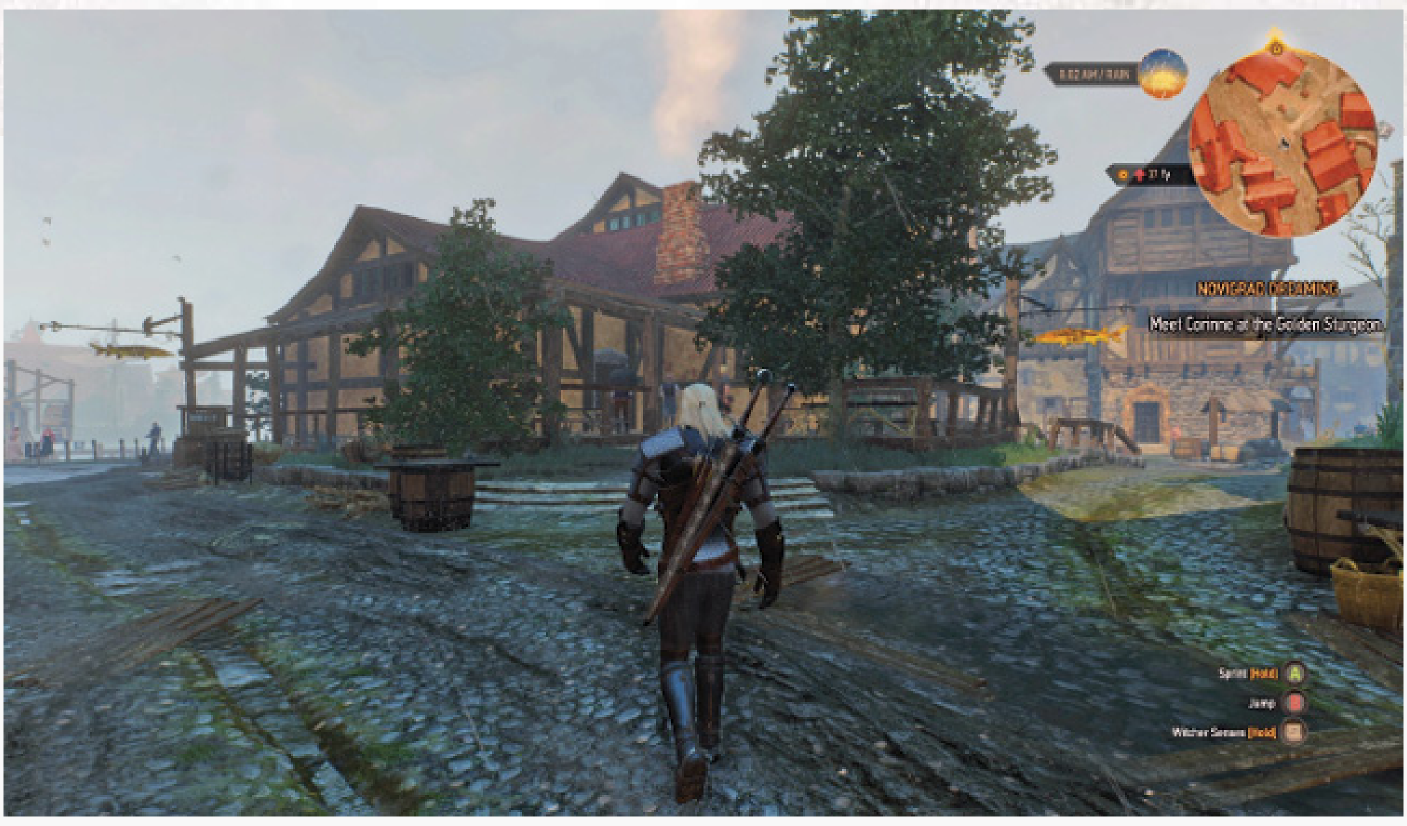
The Dandelion and the Swallow

OBJECTIVE:

- Meet Corrine at the Golden Sturgeon.

Follow the canal westward, then head north through a market and short alley, and west again toward the Golden Sturgeon Inn. You're not here for revelry. Head upstairs and meet Corrine in her dreaming room. Agree to start your guided dream. You may tell Corrine as much (or as little) as you like, from the following memories:

Corrine Tilly



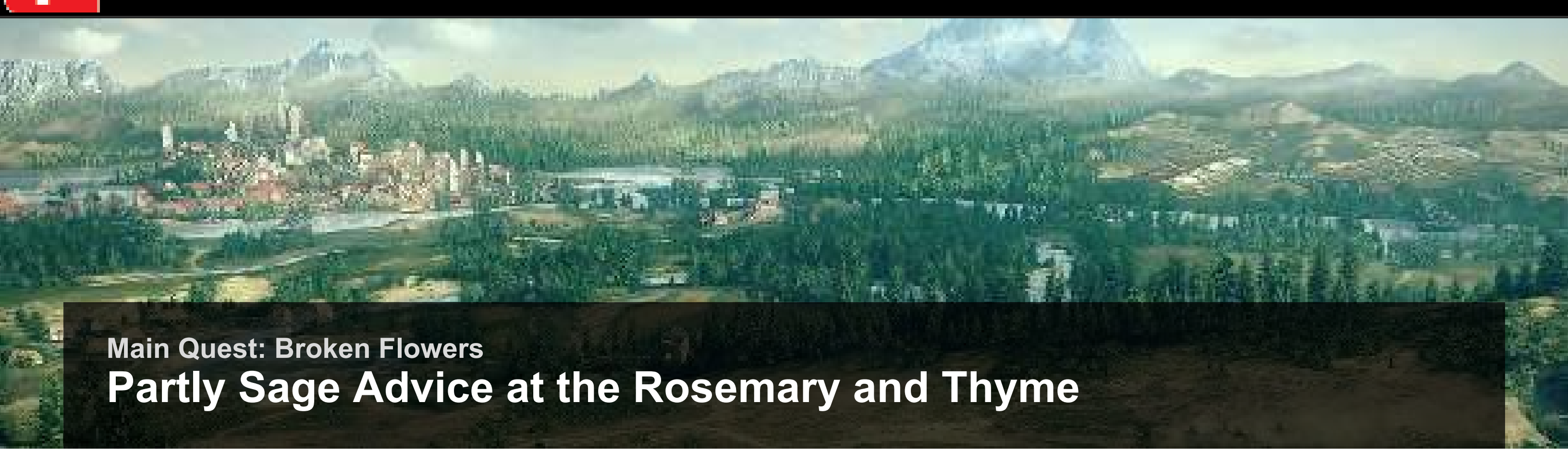
- You remember when you and Ciri first met.
- You trained her at Kaer Morhen
- You saved her life once.
- She was there when you died.

Next, you can inform Corrine as much (or as little) as you like regarding Ciri's abilities:

- Ciri is a child of the Elder Blood.
- Ciri is called the Lady of Space and Time.
- She had trouble controlling her abilities.

Just before your dream, you tell Corrine that Ciri must have tried to find another friend. The number of secrets you reveal to Corrine isn't important, and you may choose either Dandelion, or Yennefer and Triss, to influence your dream. The end result is the same:

You see the poet with a bird (a Swallow) and realize Ciri contacted Dandelion. Upon wakening, you mention this to Corrine who (obviously) knows of the fellow; in fact someone has just been left the Rosemany and Thyme to him. Let's hope that's not a brothel. However, it is enough of a clue to check out. This quest now concludes.



Main Quest: Broken Flowers

Partly Sage Advice at the Rosemary and Thyme

DANGER ALERT SPOILER ALERT

MAIN QUEST: BROKEN FLOWERS

RELATED QUESTS : Main Quest: Main Quest: Novigrad Dreaming, Secondary Quest: Fencing Lessons, Main Quest: Get Junior

LOCATIONS : Novigrad; Rosemary and Thyme; Gate of the Hierarch; Vespula's Cottage; Tretogor Gate; Elihal's Tailor Shop; St. Gregory's Gate; Var Attre Villa; La Valette Villa; Vegelbud Residence; Kingfisher Inn

CHARACTERS : Zoltan Chivay; Vespula; Elihal; Marabella; Rosa var Attre; Edna var Attre; Baroness la Valette; General Voorhis; Molly; Elza; Priscilla

ENEMIES : Vagrants; Bandits, Rosa var Attre, Drowners, Water Hag

Recommended Items: 1,200 Crowns

QUESTING DECISIONS

This quest starts automatically once Main Quest: Pyres of Novigrad, and Main Quest: Novigrad Dreaming conclude.

You may visit the Rosemary and Thyme brothel prior to completing the aforementioned quests. You'll find a number of ruffians lounging around, making a mess of the place. Conversation attempts are met with curt replies, so Main Quest: Novigrad Dreaming is vital to complete first.

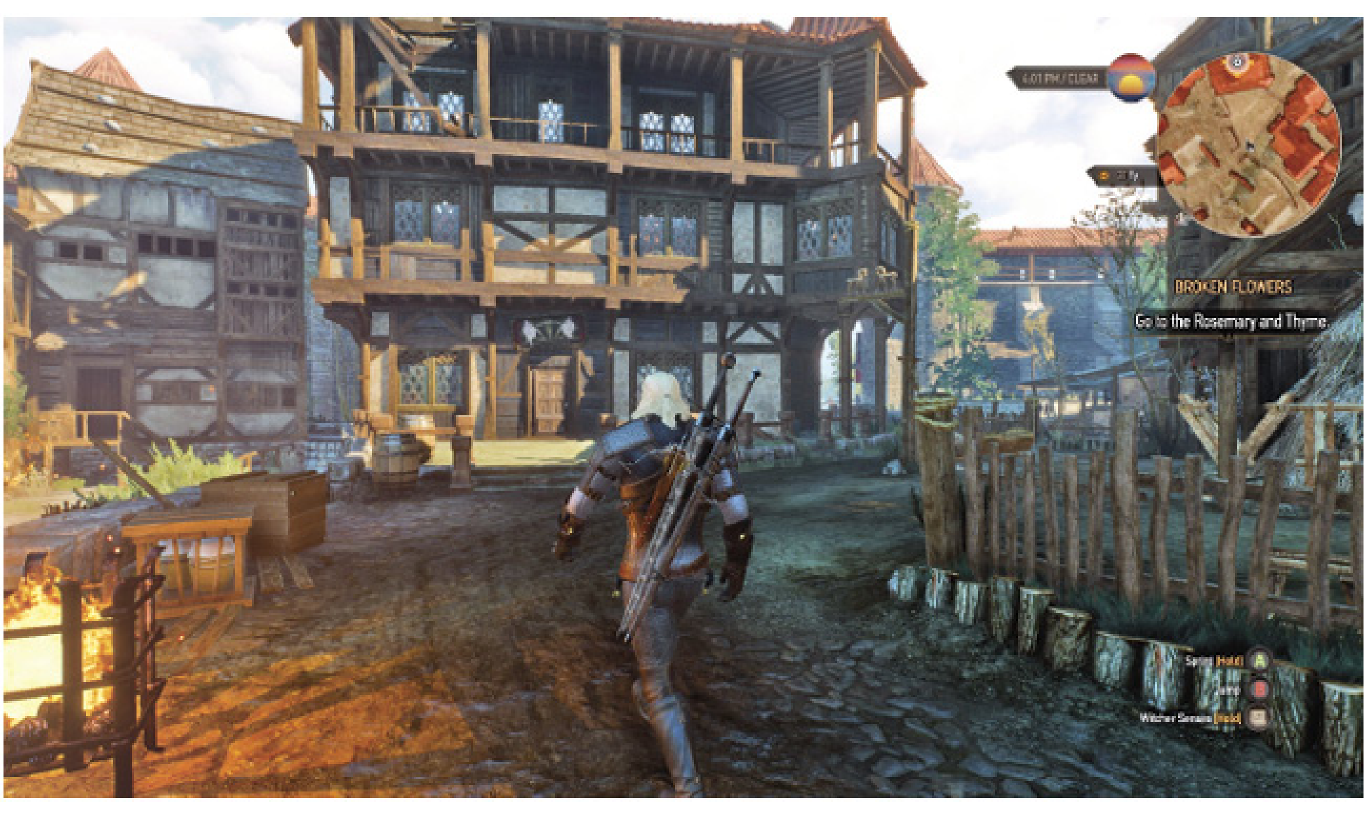
Part of this quest changes depending on your actions in Witcher 2 (PC only), or your conversation with General Voorhis during **Main Quest: Imperial Audience**.

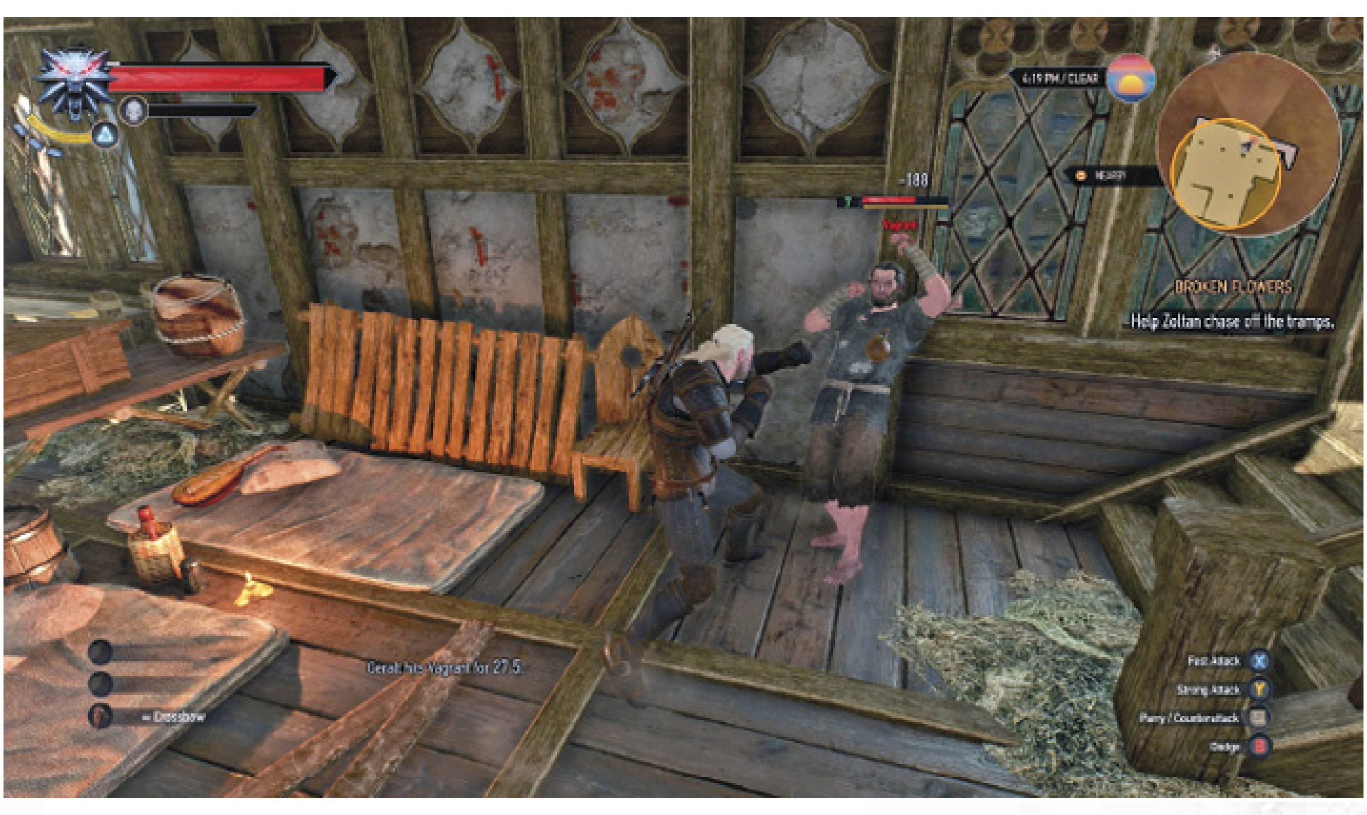
▶ If Arjan is alive, your interactions with Molly are slightly different.

OBJECTIVES:

- Go to the Rosemary and Thyme.
- Help Zoltan chase off the tramps.
- Nearest Signpost: Gate of the Hierarch.

Arriving at the threshold to Dandelion's brothel, three ruffians are suddenly extricated from the premises; thrown out by your old acquaintance Zoltan. More Vagrants are fleeing down the stairs; give them a swift pummelling with your fists to see them off. Speak with Zoltan, explaining your need to find Ciri and Dandelion. The owner of this knocking shop has disappeared too. Perhaps a clue lies around here, somewhere?





OBJECTIVES:

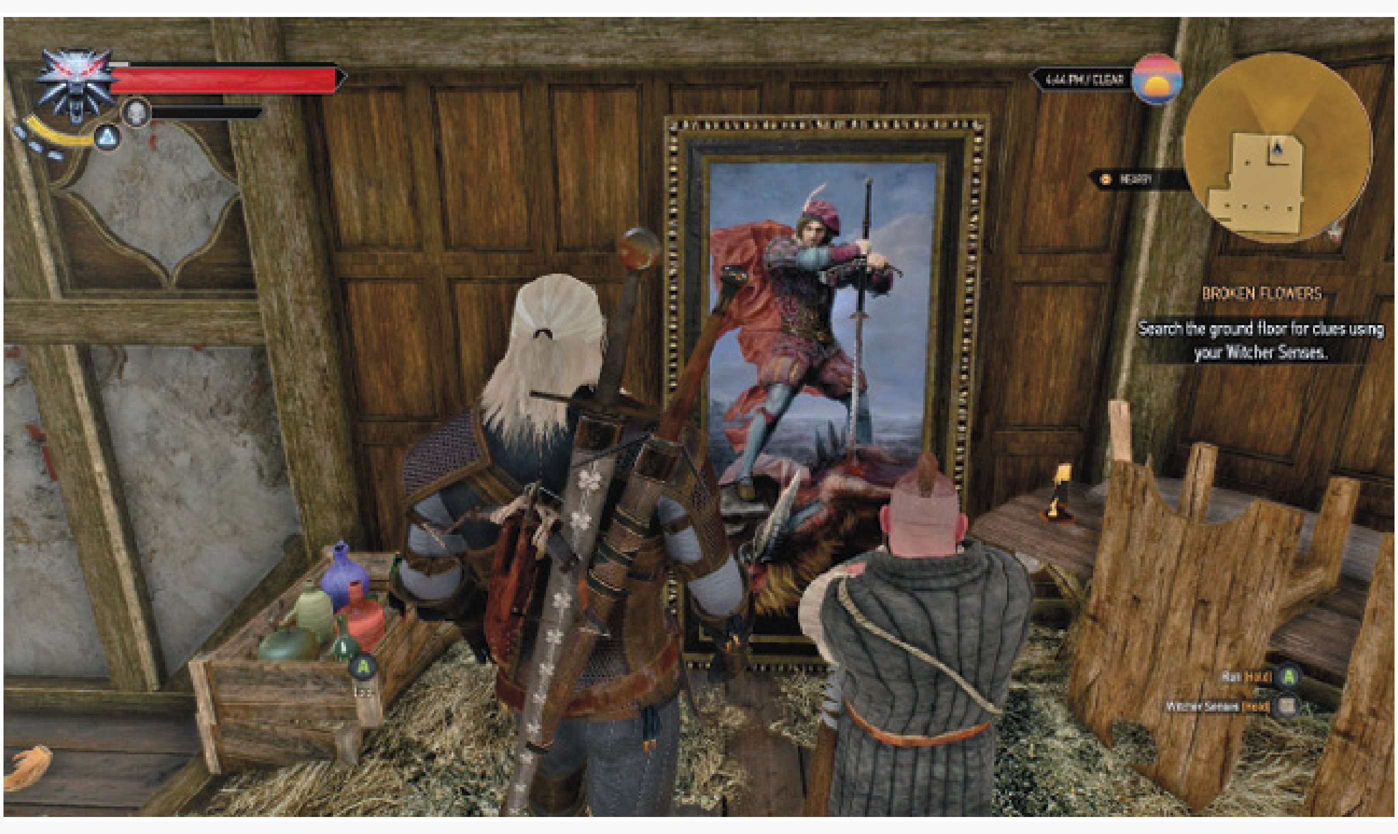
- Search the ground floor for clues, using your Witcher Senses.
- Read Dandelion's planner.

Zoltan Chlvay

Look for any objects that glitter, and use your Witcher Sense to find the rest. There's a variety of objects to spot here:

- A diploma from the faculty of Oxenfurt University, hanging on one of the walls.
- A Silver Laurel award from the Annual Balladry Content, hanging on another.
- Dandelion's precious lute that he got from the elves of Dol Blathanna.
- Three overly-wrought poetic letters, from different lovers of Dandelion's poetry.
- Barrels of wine.
- A huge portrait of Dandelion standing over a dead wyvern (which you and Zoltan comment on).

But the important find is Dandelion's appointment and accounts book sitting on a shelf under a window. Zoltan snatches the book from you, but gives it back, allowing you to access it from your inventory. It contains a wealth of contacts. Naturally, almost all of them are female.


BROKEN FLOWERS
Search the ground floor for clues using your Witcher Senses.

ITEM: Quest Item: Dandelion's Planner

OBJECTIVE:

- Talk to Zoltan.

Make sure you speak with the dwarf before you leave, as he has knowledge regarding all the people mentioned in the planner:

- Molly—a chambermaid in the service of Baroness la Valette.
- Marabella—a perverse companion of Dandelion's who referred to him as her "stallion". Speak to Zoltan about her now, and when you meet her, you have additional conversation choices.
- Vespula—an old flame, who threw flower pots at Dandelion.
- Rosa var Attre—a woman with a special name for Dandelion's "gwyhyr." There's also an entry in the planner stating she is looking for a swordplay instructor; allowing you to speak to the Captain of the var Attre guards about this, later into this quest.
- Elihal—an elven beauty that Dandelion seemed fascinated with.

Main Quest: Broken Flowers

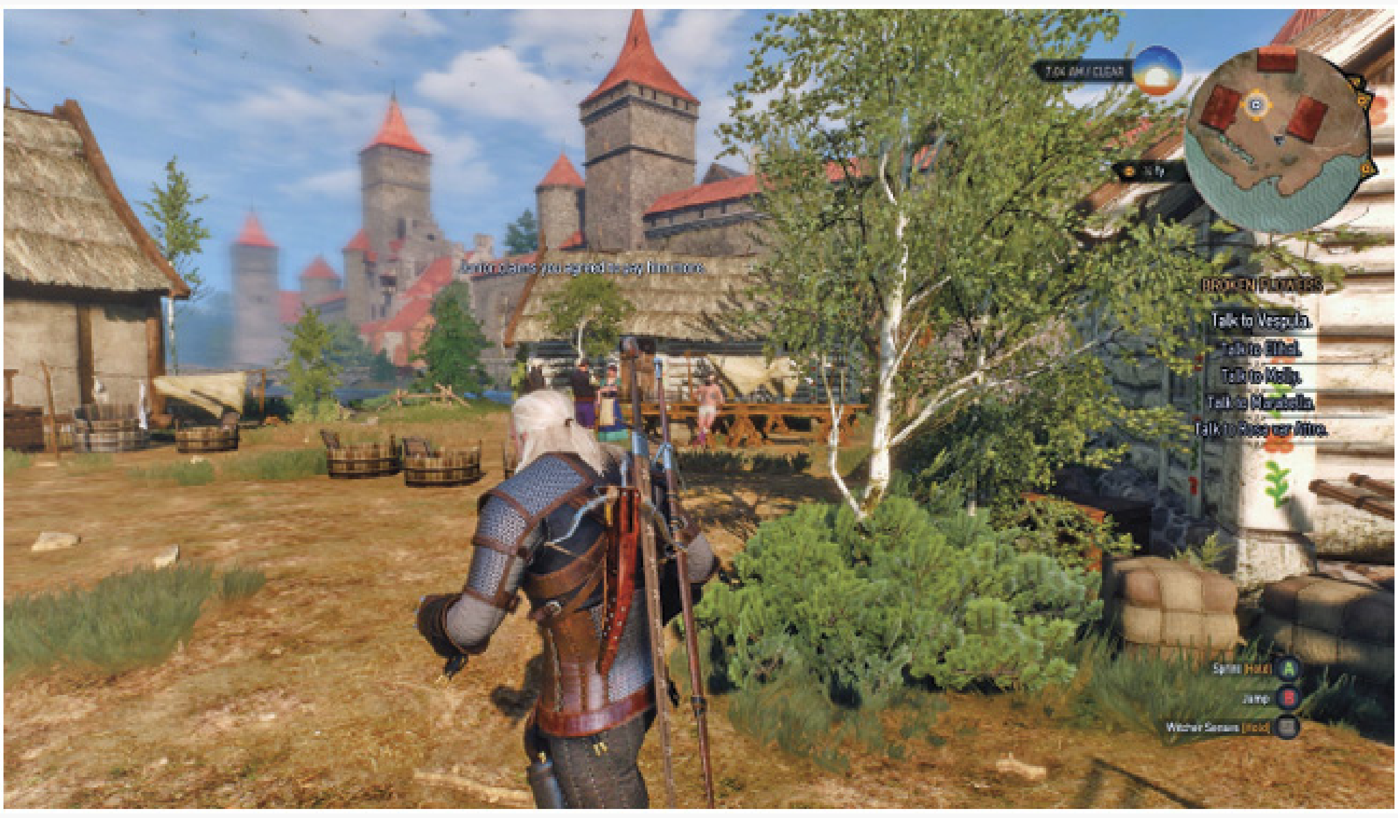
Vespula: A Downtrodden Washerwoman

OBJECTIVE:

- Talk to Vespula.
- Nearest Signpost: Gate of the Hierarch.

Head out of the Gate of the Hierarch, and down towards the washerwomen's huts down by the river. As you approach, you can hear a group of bandits attempting to extort money from Vespula, who is pushed about and knocked to the ground. The bandits' strange attire is related to one of the underworld gangs of Novigrad—Cyprian Willey (also known as Whoreson Junior). You step in to prevent a beating.

Vespula the Washerwoman


7:04 AM / CLEAR
BROKEN FLOWERS
Talk to Vespula.
Talk to Elihal.
Talk to Molly.
Talk to Marcella.
Talk to Rosa var Attre.
Sprint (Hold)
Jump
Witcher Senses (Hold)

You can:

- (1,200 Crowns) Pay the bandits what she owes. The bandits begrudgingly take the coin, and Vespula is thankful for your generosity. Her laundry shop remains open here.
- Threaten the bandits with violence, which leads to a fight. If you stay (and don't flee), you must slay all four of them. Vespula is horrified at your savagery, and tells you the thugs' boss will make her pay for this. This forces her to close up her laundry shop, and open up a new one on the Oxenfurt outskirts, later into your adventure.

In both cases, you ask her if she remembers you from the time she kicked Dandelion out (through a balcony). She's really had it with him this time; he was strolling along the harbor with a harlot, and frequented the city's bathhouses. As you depart, she tells you that it would be nice if Dandelion dropped by.

Main Quest: Broken Flowers

Elihal: An Open-Minded Elf

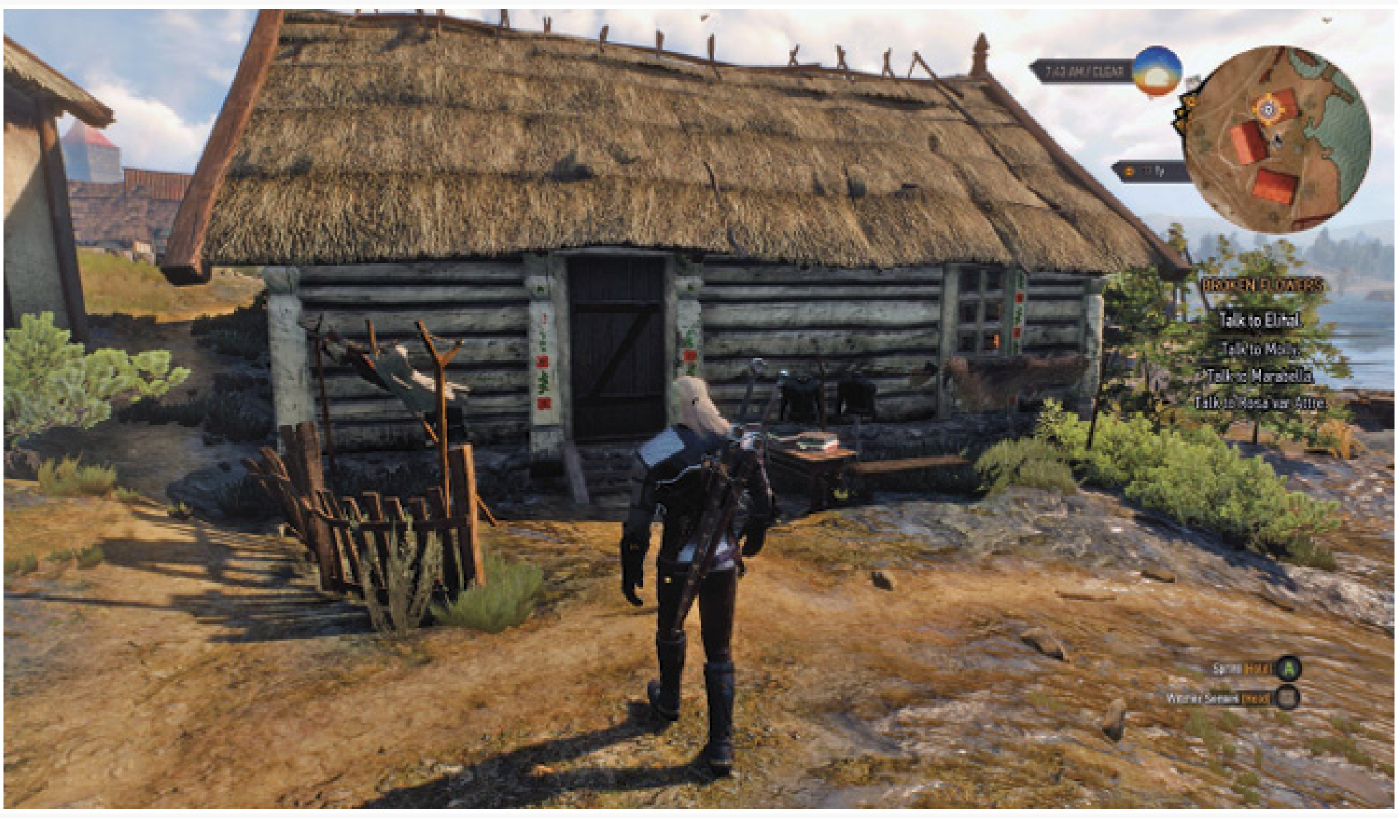
OBJECTIVES:

- Talk to Elihal.
- Nearest Signpost: Tretogor Gate

A little further eastward along the river bank, close to Tretogor Gate, is a modest tailor's shop. Enter the store and continue to the back room to find a spry elf fanning a high cheek-boned face. You mention you were expecting Elihal to be one of Dandelion's girlfriends.

Elihal the Tailor

A moment later, Elihal appears, fancied up in lady attire, and brushing off your gender descriptions as irrelevant. You may ask about Elihal's drunken night with Dandelion (your answers can be inquisitive, or verging on offensive without a penalty). Elihal is at pains to point out that men aren't of any interest. Elihal's thrills are the act of dressing up.



Elihal mentions Dandelion talked about someone named Kalkstein, an alchemist the witch hunters recently burned at the stake in Hierach Square. You part ways with Elihal, who you can return for any clothing alterations you wish.

THE MASKS OF ELIHAL

Elihal has a number of unique masks, and these are critical during Secondary Quest: A Matter of Life and Death. Check them out now, or during the aforementioned quest.

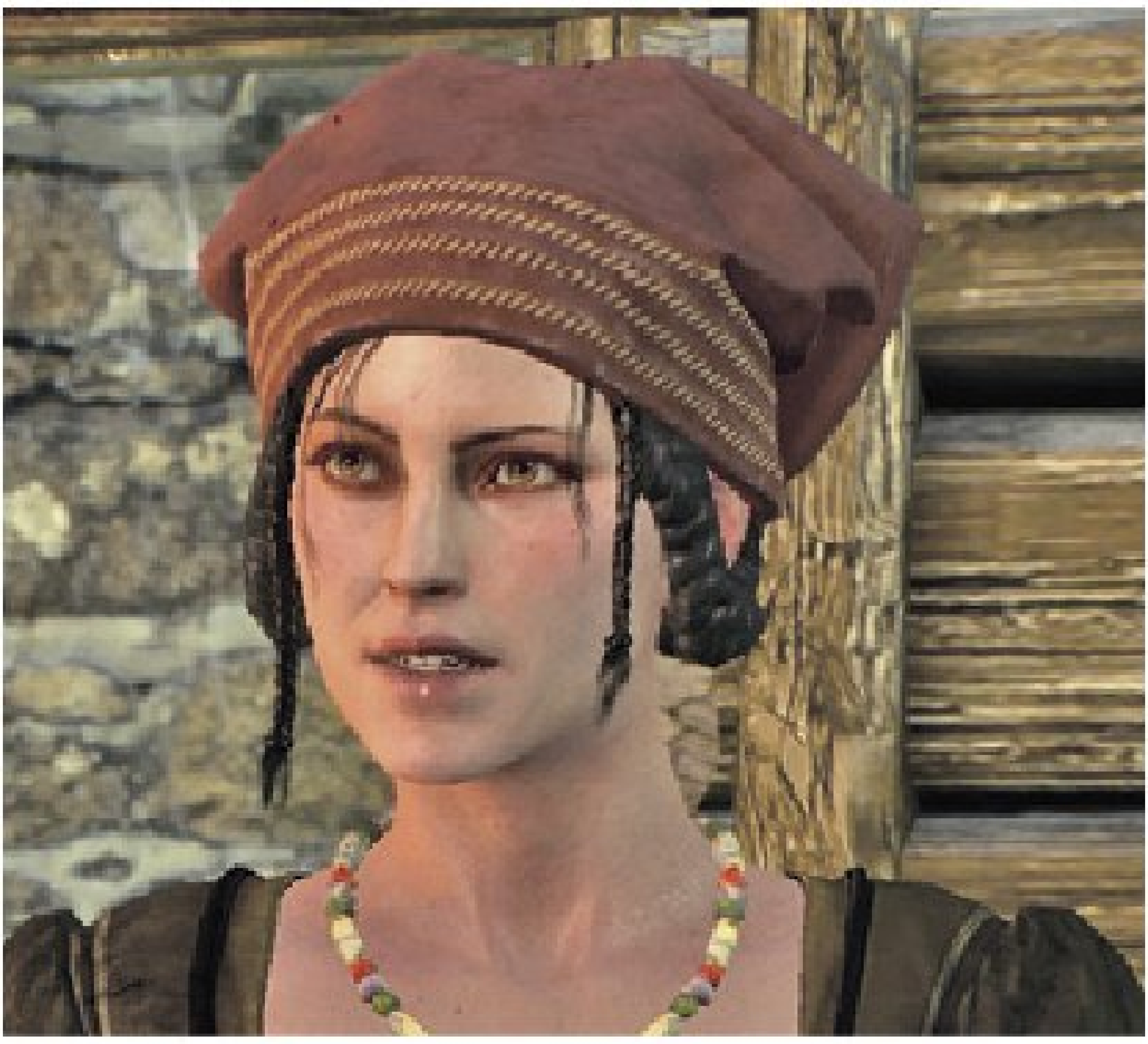
Main Quest: Broken Flowers

Marabella: Dandelion's a Real Fungi to be With

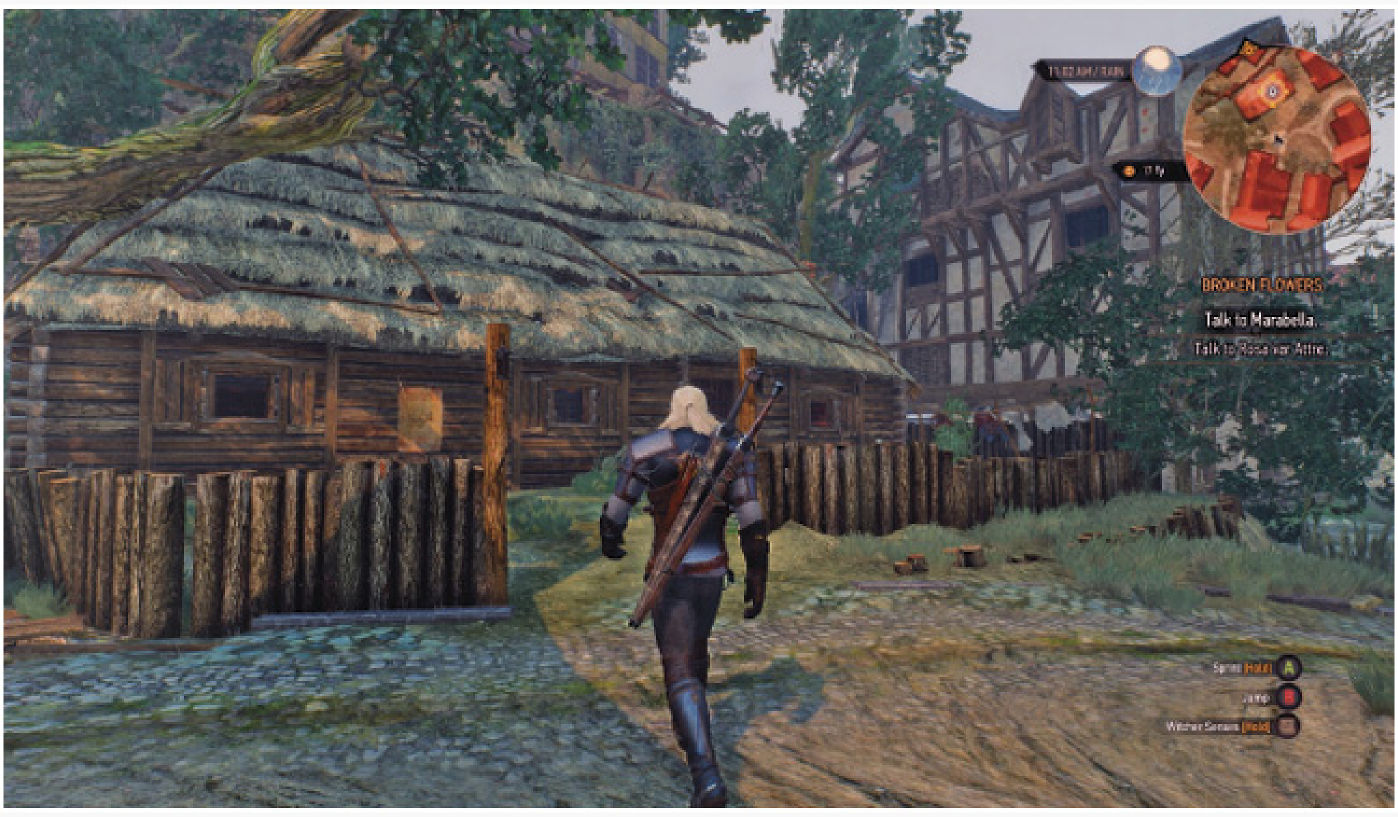
OBJECTIVE:

- Talk to Marabella.
- Nearest Signpost: St. Gregory's Bridge.

Descend to a lower cobblestone street, and find the thatched-roof cottage that's home to a local school. As you enter the door, Marabella is finishing up a lesson, telling a gaggle of disappointed urchins that the rat-catcher won't be coming to tell them about his job. She asks you to wait.



Marabella



You can:

- Agree to wait, and you stand around until the lesson is over before speaking with Marabella.
- Refuse to wait, after which Marabella beckons you into the class, and the children ask you a few awkward questions about witchers and monsters.

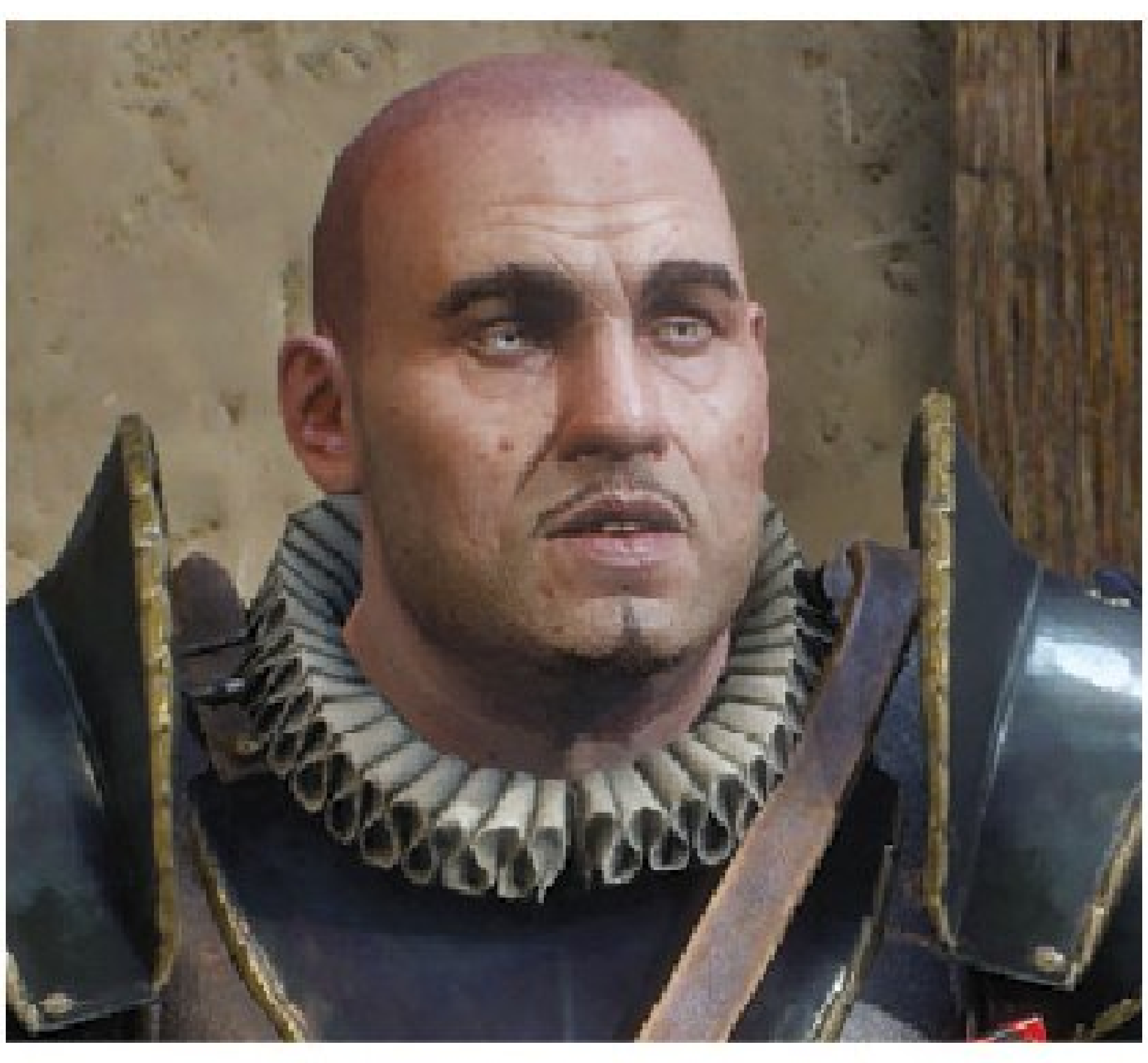
Afterward, speak to Marabella. Strangely, the topic of conversation is about fungi. Dandelion and a bored Marabella spoke of medicine while the fire of their relationship winked out. You can optionally mention the poem Dandelion wrote about her, which causes Marabella to recite some of her own distinctly amateurish poetry about horses. With a clue about fungus, you can bid Marabella a farewell.

Main Quest: Broken Flowers

Rosa Var Attre: Double Trouble

OBJECTIVES:

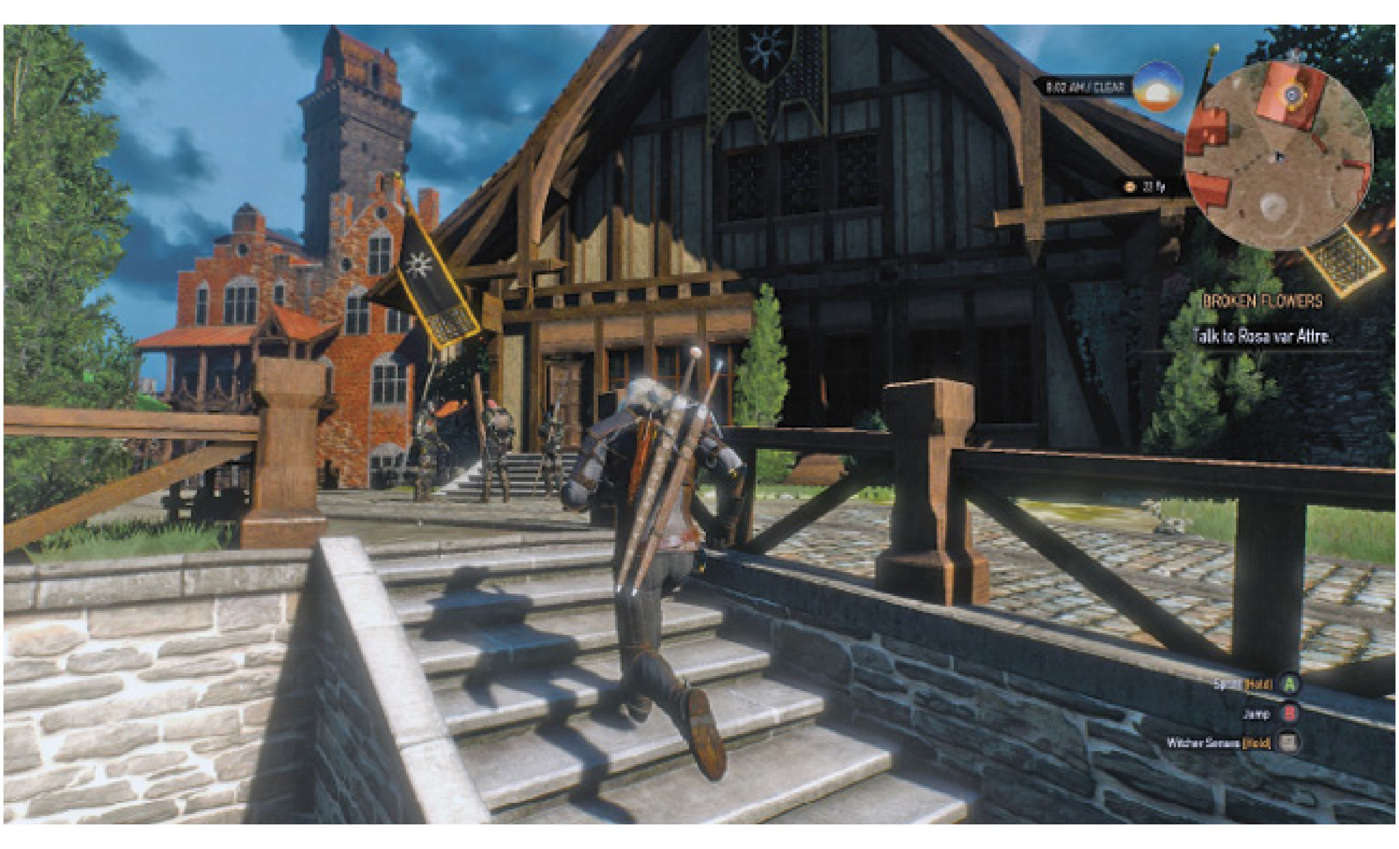
- Talk to Rosa var Attre.
- Nearest Signpost: St. Gregory's Bridge.



Var Attre, Guard Captain

The imposing Var Attre residence is well-guarded and, if you approach slowly, you can hear talk between the guards about a gap in the gardens that you might be able to slip through to gain entry into the house. However, a straightforward approach is also possible. Before any infiltration occurs, speak to the Guard Captain. You can:

- Pretend to be a cook, or mention your profession as a Witcher. Neither allow you to progress into the residence, forcing you to enter surreptitiously from the gardens or sewers.
- If you listened to Zoltan (by asking him for more information on Rose), you have the option of introducing yourself as Rosa's new fencing instructor. The gullible guards allow you in through the front door!



INFILTRATION: THIS IS FREDERIC FRANCIS DE BERGERAC

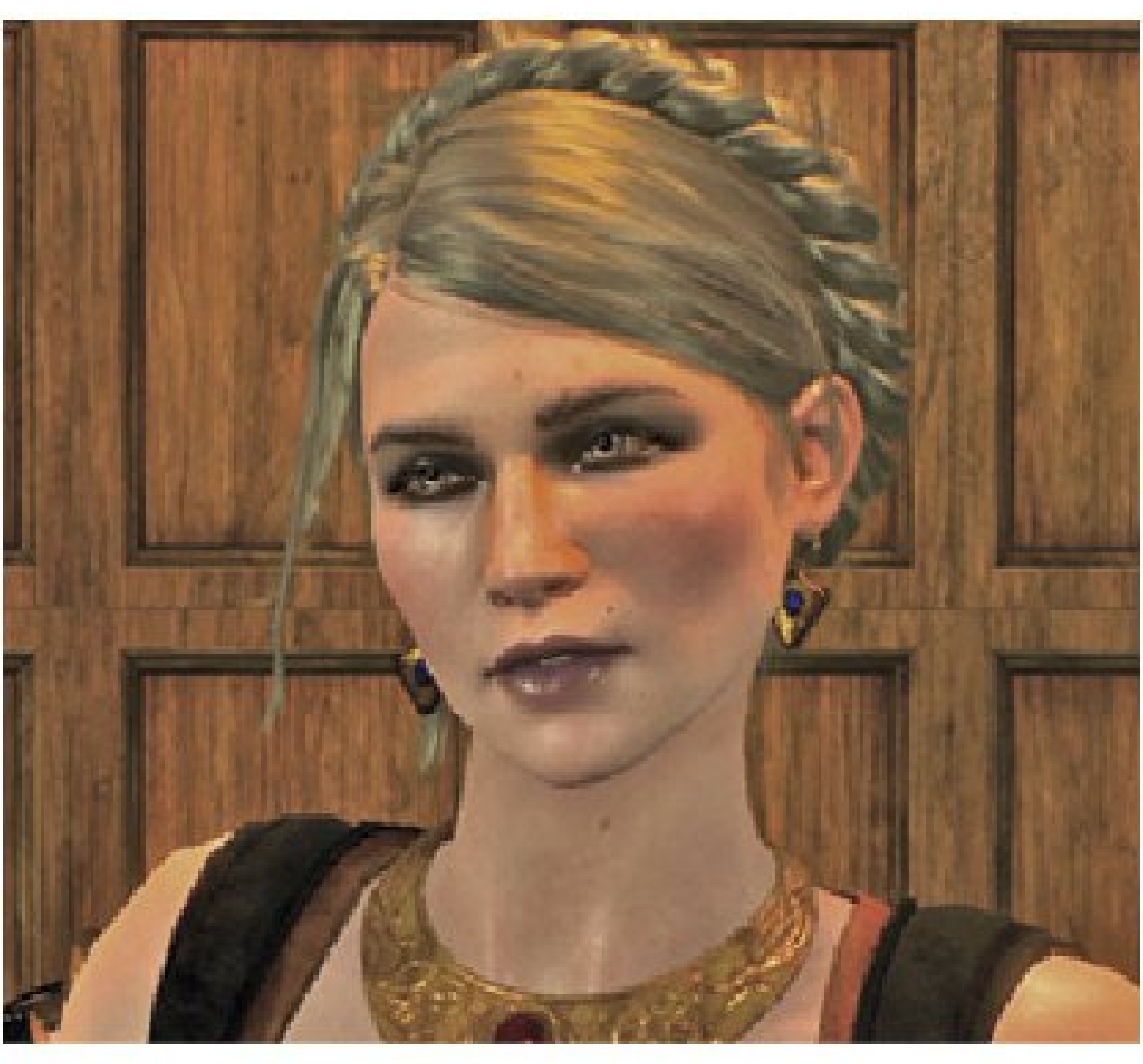
OBJECTIVE:

- Find a way into the var Attre villa.

With no other option, pick one of two infiltration locations:

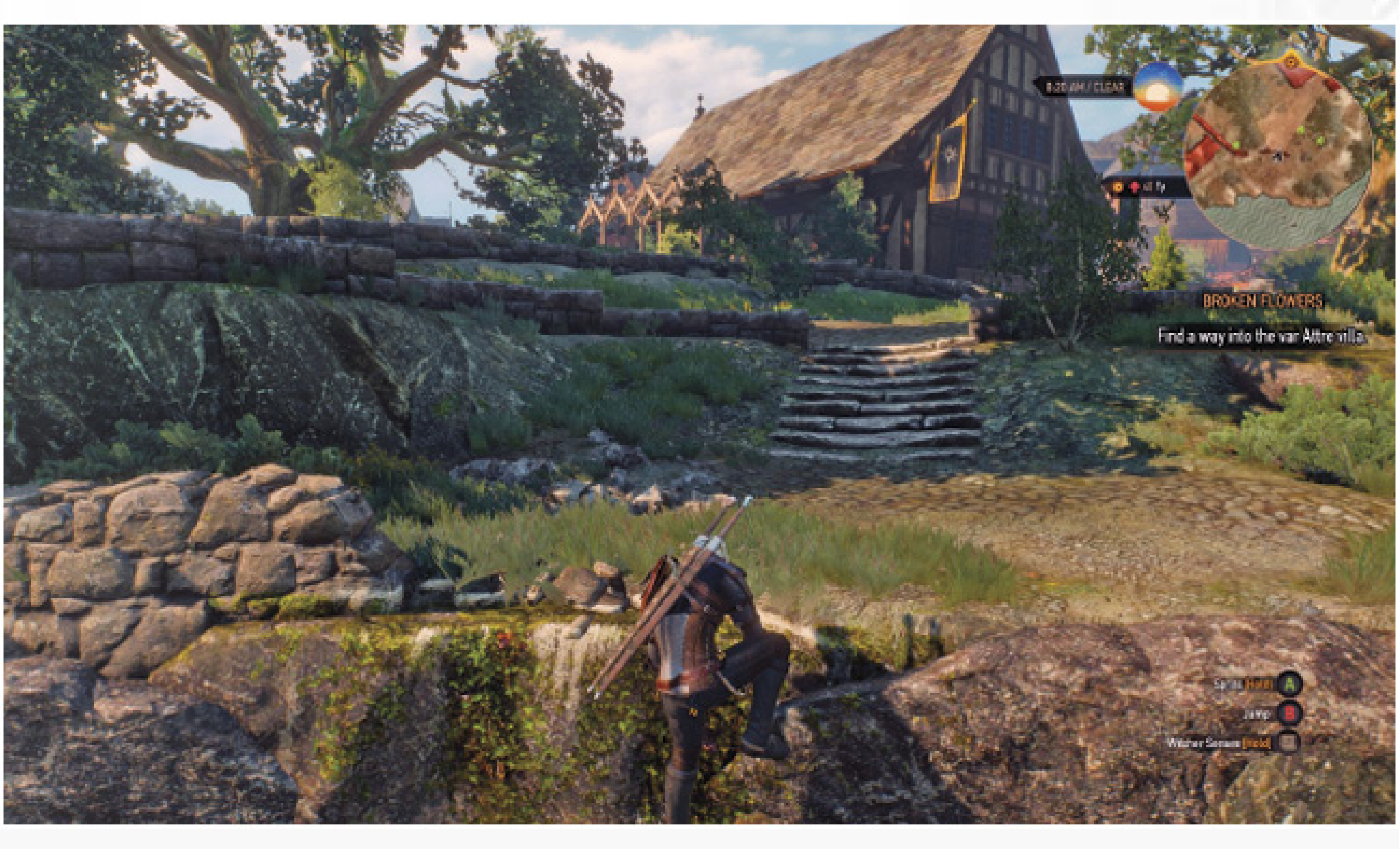
The Gardens—Run left (roughly north), keeping the curved stone perimeter wall of the var Attre villa on your right side, until you reach some rugged rocks at the end of the wall, close to an angel statue. With a few clambering maneuvers you should be able to work your way to the cobblestone rear grounds of the residence.

The Sewers—Find the sewer grate close to the stairs, and jump down, wading through a few flooded chambers to face drowners and a water hag (who summons more drowners). This path is more taxing due to the revolting enemies. Simply follow the sewer to the exit, accessing the rocks to climb up and into the rear grounds of the residence.



Edna var Attre

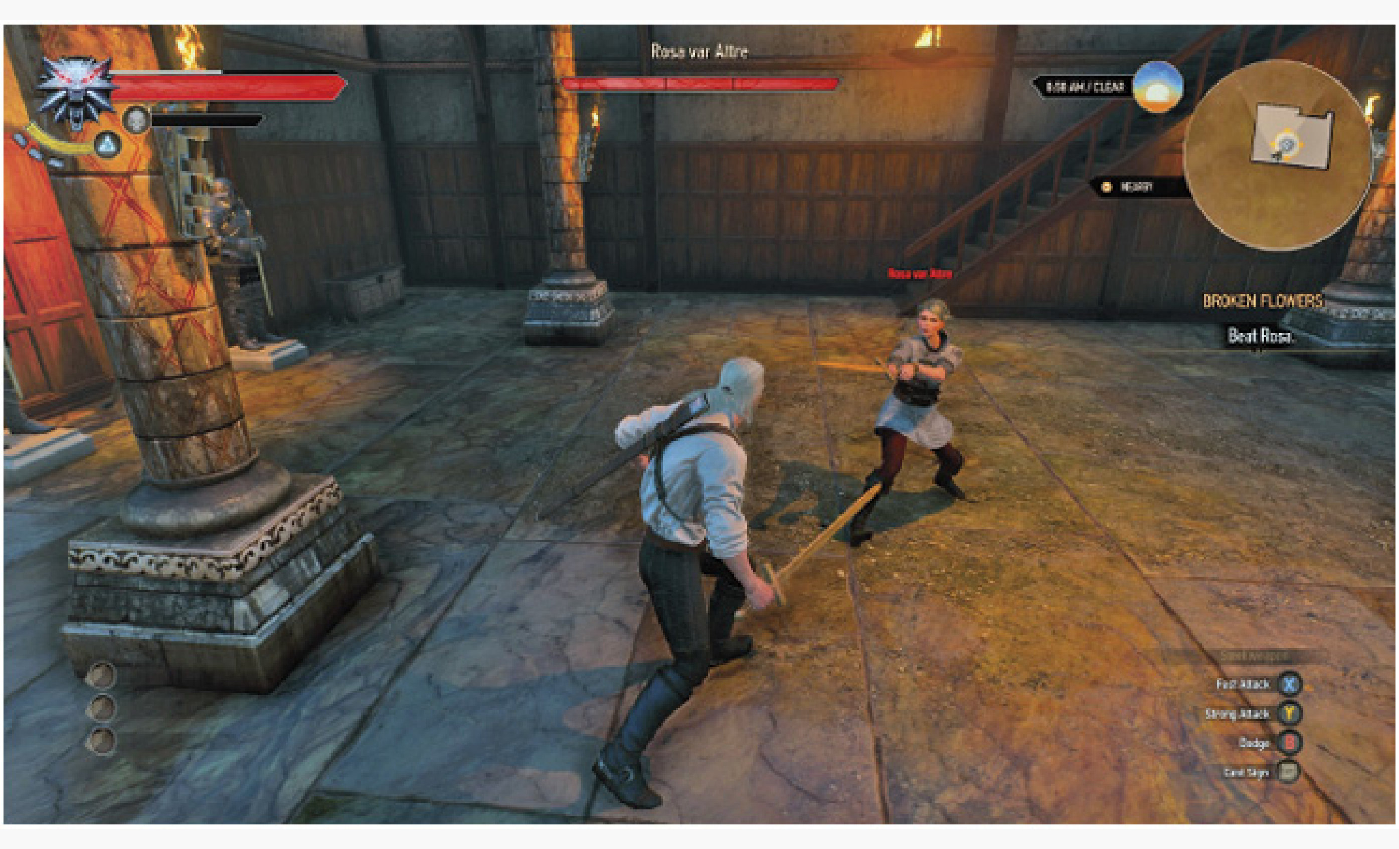
Once inside the perimeter, you're promptly discovered by a young woman in a fancy flowing dress. The guard captain recognizes you, but Edna var Attre (the sister of the woman you seek) covers for you, telling the captain you're a nobleman with a suitably pompous pseudonym. You tell him you're here as a sword instructor, and the captain reluctantly tells you to follow him into the villa.



INSTRUCTOR: GRAB A WOODEN SWORD, LEARN TO ATTACK

OBJECTIVES:

- Follow the guard.
- Grab a wooden practice sword.
- Keep following the guard.

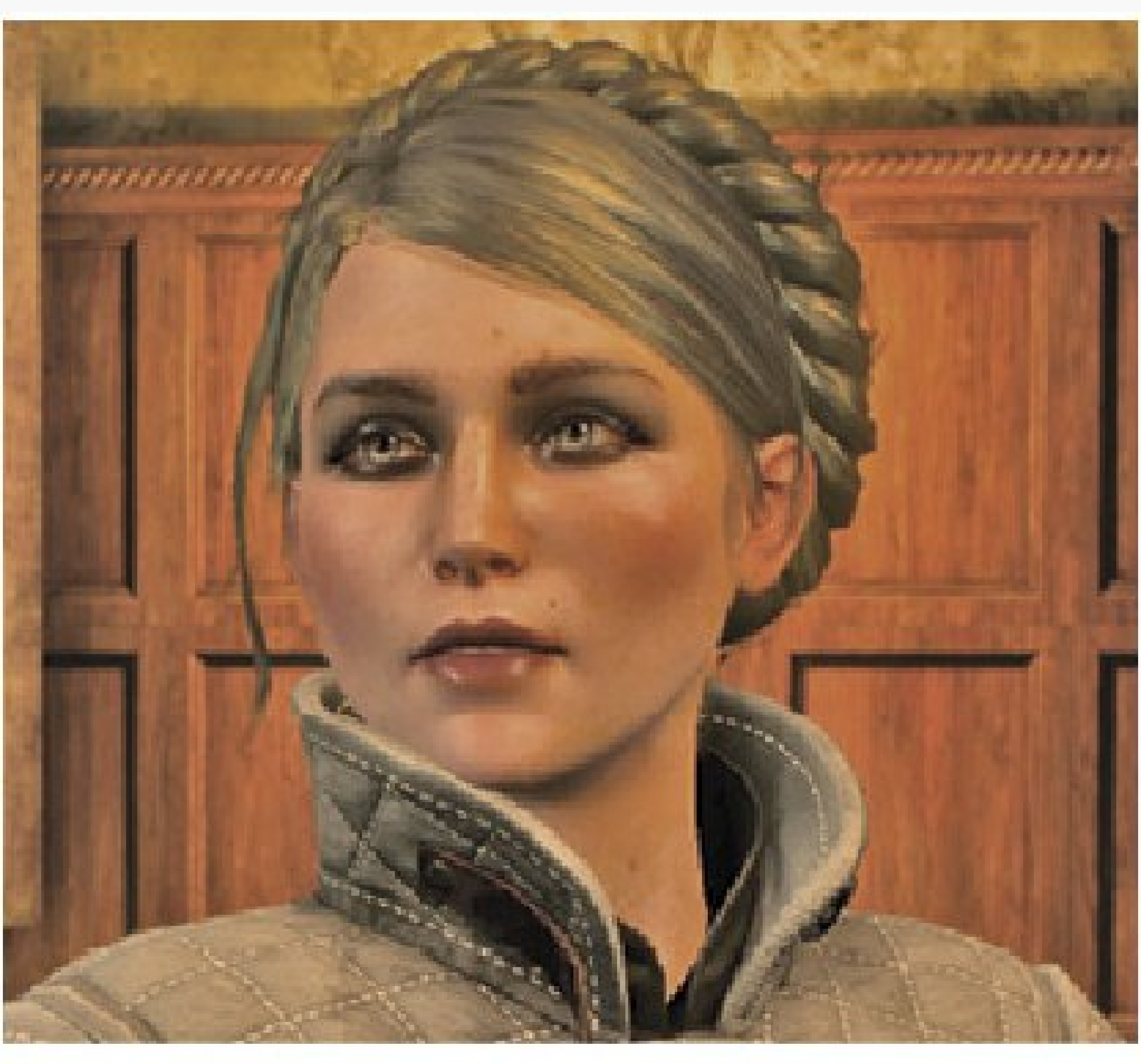


Follow the guard captain inside, to the top of the cellar stairs. When prompted, take one of the wooden practice swords, equip it so you aren't striking the ambassador's daughter with cold steel, and descend to a large practice chamber below.

ITEM: Quest Item: Wooden Sword

OBJECTIVE:

- Beat Rosa.



Rosa var Attre

Rosa var Attre is already waiting to begin the lesson, and a brief display of sword prowess is needed (you can win or lose, depending on your pride and conversation choices you wish to make). After the first bout, you explain you're here on business other than swordplay. Feel free to embellish your chatter with flirtacious conversation choices, then ask about Dandelion. Rosa denies a relationship; it seems her twin sister may have led Dandelion on after he was hired to play the lute.

After a second bout (which may be won or lost), assuming you beat Rosa, she asks if you're interested in giving her some private lessons. Answer "gladly" and Secondary Quest: Fencing Lessons becomes active in your future.

At this point, Edna (Rosa's twin) enters the chamber, and explains her mischief-making (wooing Dandelion in Rosa's name) and the two start to squabble. Separate them with light or gruff requests, ask about their backgrounds if you wish (including the Nilfgaard and their stay in Novigrad), before steering the conversation back to Dandelion. He gave strange quizzes after visiting the graves of celebrated Oxenfurt professors, especially someone named Margrave Henckel. He also praised a female troubadour with a melodious Koviri accent, named Callonetta.

As you leave, Rosa pays you, and asks again about more lessons.

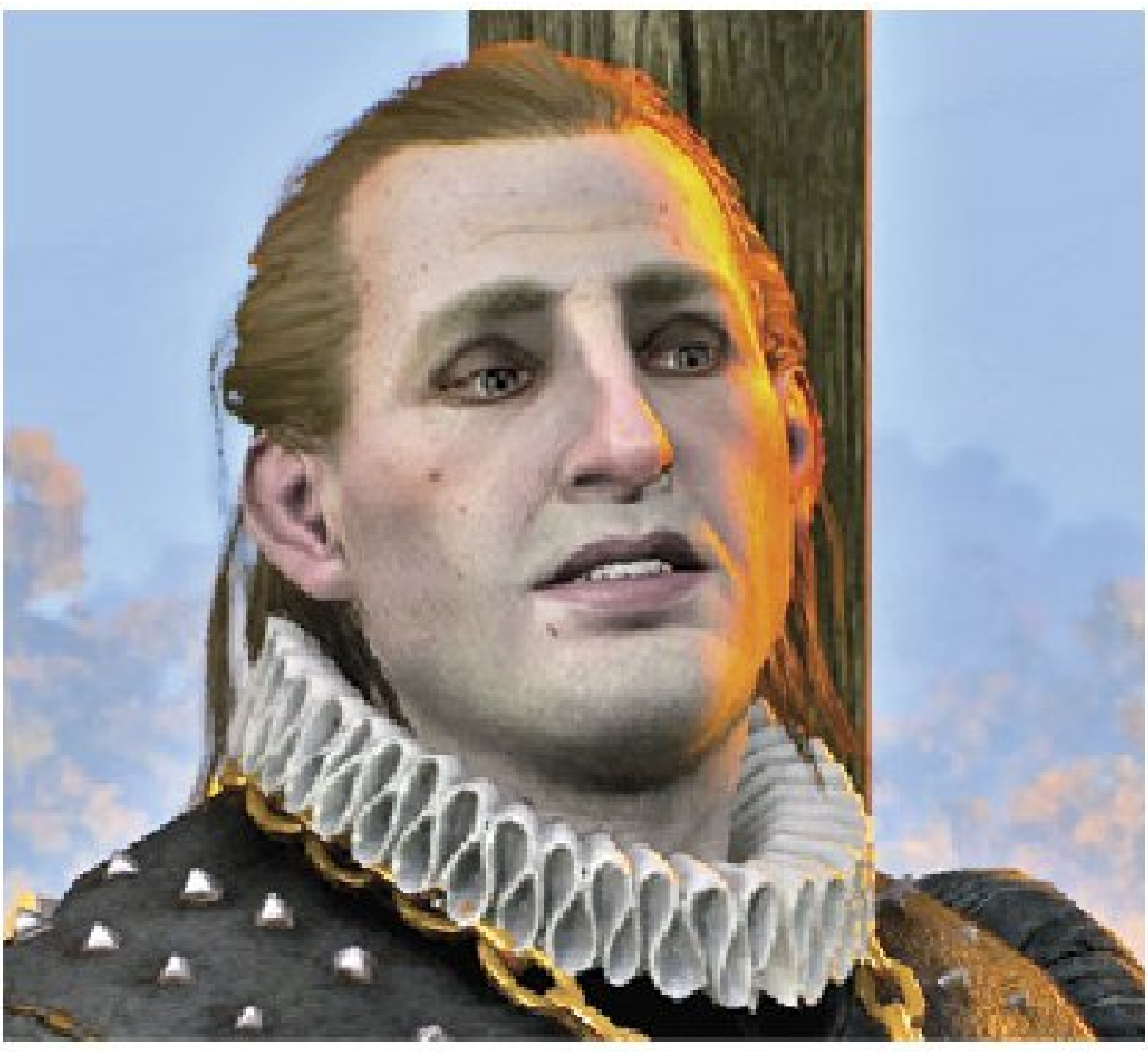
- Agree, and Secondary Quest: Fencing Lessons becomes available.
- Answer that you're not interested, and Secondary Quest: Fencing Lessons cannot be started.

Main Quest: Broken Flowers

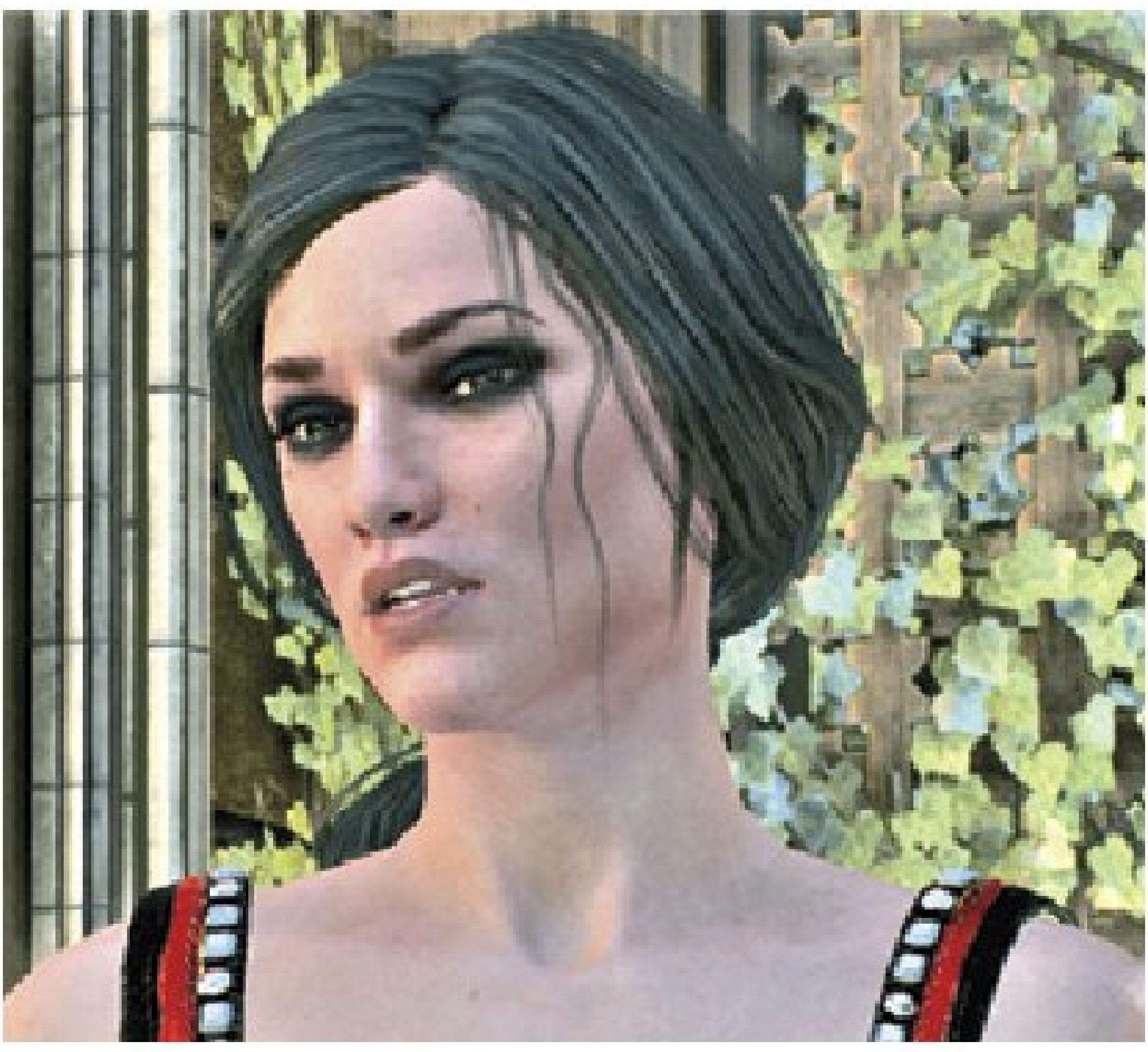
Molly: Off to the Races

OBJECTIVES:

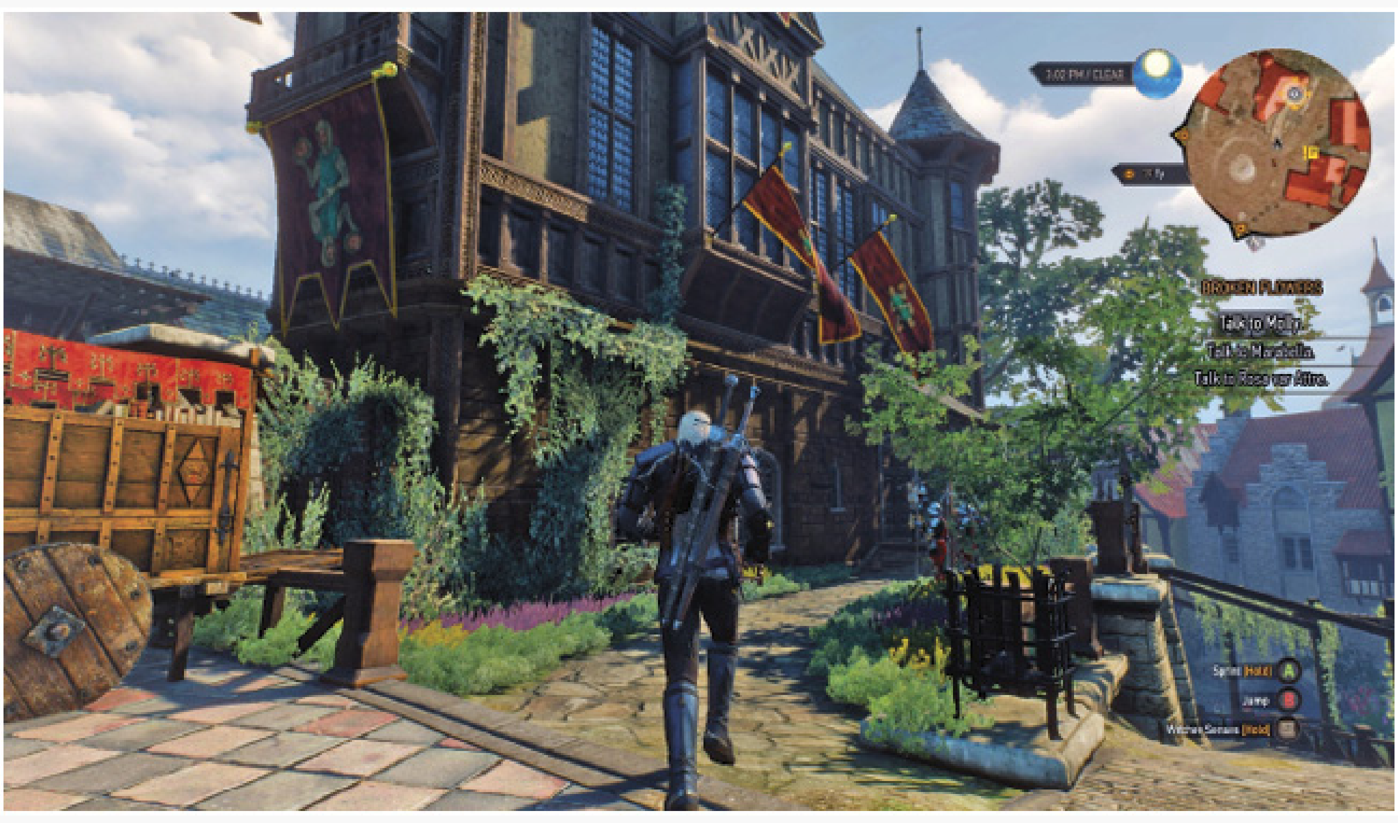
- Talk to Molly.
- Nearest Signpost: St. Gregory's Bridge.



General Voorhis of Nilfgaard



Baroness La Valette



Move toward the La Valette residence (opposite the Var Attre's, on the opposite side of the round plaza near St. Gregory's Bridge), and approach the imposing villa. A surly guard is waved away as the Baroness herself is exiting the building, accompanied by General Voorhis, who you met at the Emperor's castle.

- If Arjan is dead in Witcher 2—the Baroness recognizes you as the man who murdered her son, and treats you with cool detachment and derision. You ask about Molly; who profited from Arjan's death as she is no longer a maid, having married the Baroness's nephew. They are currently at the home of the Baroness's dear friend Patricia Vegelbud.

- If Arjan is alive (or you have no save game) from Witcher 2, the Baroness introduces you to the general, but there is no need—you've already met. You ask about Molly and the Baroness says her maid-servant is currently at the home of her dear friend, Patricia Vegelbud.

Voorhis seems quite pleased at this and beckons you to ride with them to the races they were setting out for.

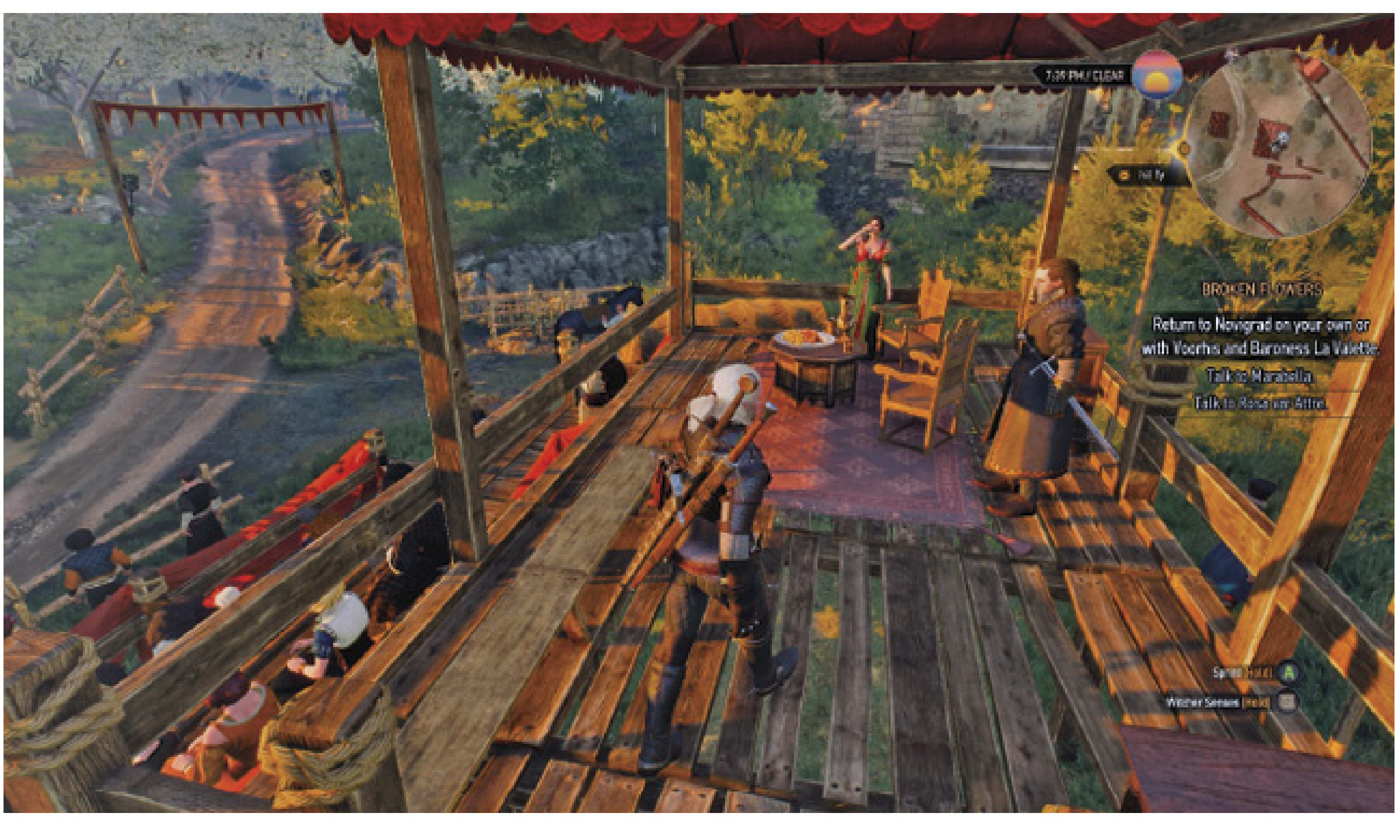
Main Quest: Broken Flowers

Jockeying for Position with General Voorhis

OBJECTIVES:

- Meet Baroness La Valette and Voorhis at the Vegelbuds' residence.
- Find Molly.
- Nearest Signpost: Vegelbud Residence

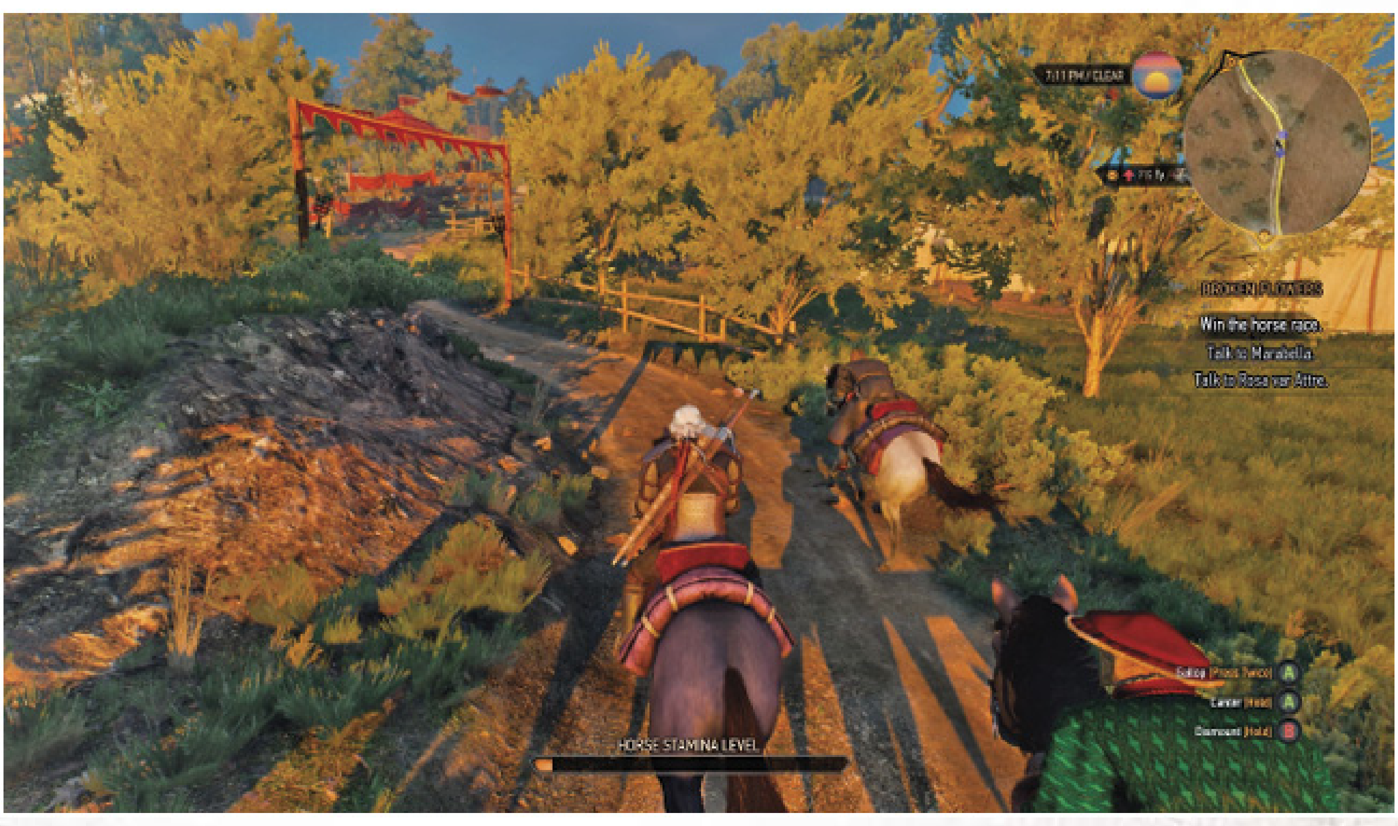
- Agree to accompany them, and you reach the Vegelbuds' residence automatically.
- Find your own way there, and you reach the Vegelbuds' residence at your own pace, via a horse ride or Fast Travel.


BROKEN FLOWERS
Return to Novigrad on your own or with Voorhis and Baroness La Valette.
Talk to Marabella.
Talk to Rosa var Attre.
Witcher Senses

Head across the manicured lawns of lavender, to a finely-constructed race tribunal for an audience of dozens. Locate the baroness and general, then speak about the horse racing and the general's knowledge of horses. Before the conversation gets underway, remember the following:

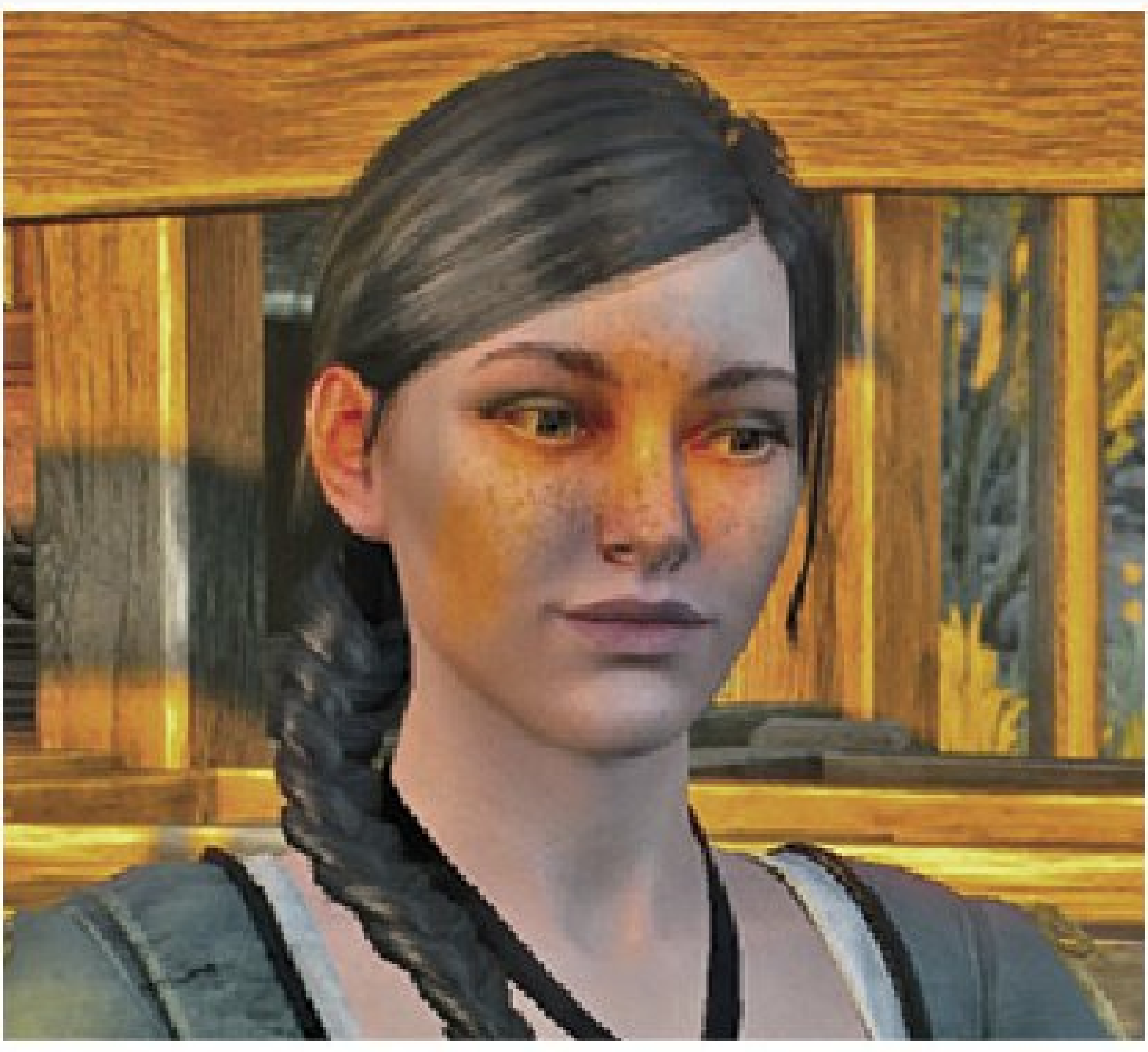
- General Voorhis is hoping you'll accept his light-hearted challenge to a horse race. If this interests you, be sure you thoroughly quiz him about every one of the horses ("know much about the others"), since his hubris allows you to learn which filly is the finest.
- You can politely insist on not racing, after which the baroness points you in the direction of Molly.
- Or, you can pick any horse from the following list: Cantarella, Nemrod, Chestnut (Thunderbolt), and The Zerrikanian bay. They are all similar in their Stamina.

When the race begins, be sure you use your galloping, Sign befuddlement using Aard, and other techniques you've learned during your time in the saddle.


BROKEN FLOWERS
Win the horse race.
Talk to Marabella.
Talk to Rosa var Attre.
Canter (Hold)
Dismount (Hold)
HORSE STAMINA LEVEL

Follow the marked path around the grounds, and canter to victory! Another rider (who is easily passed), Voorhis (who is difficult to beat), or you can win. If you're victorious, Voorhis awards you with a special saddle:

ITEM: Quest Item: Cavalry Saddle



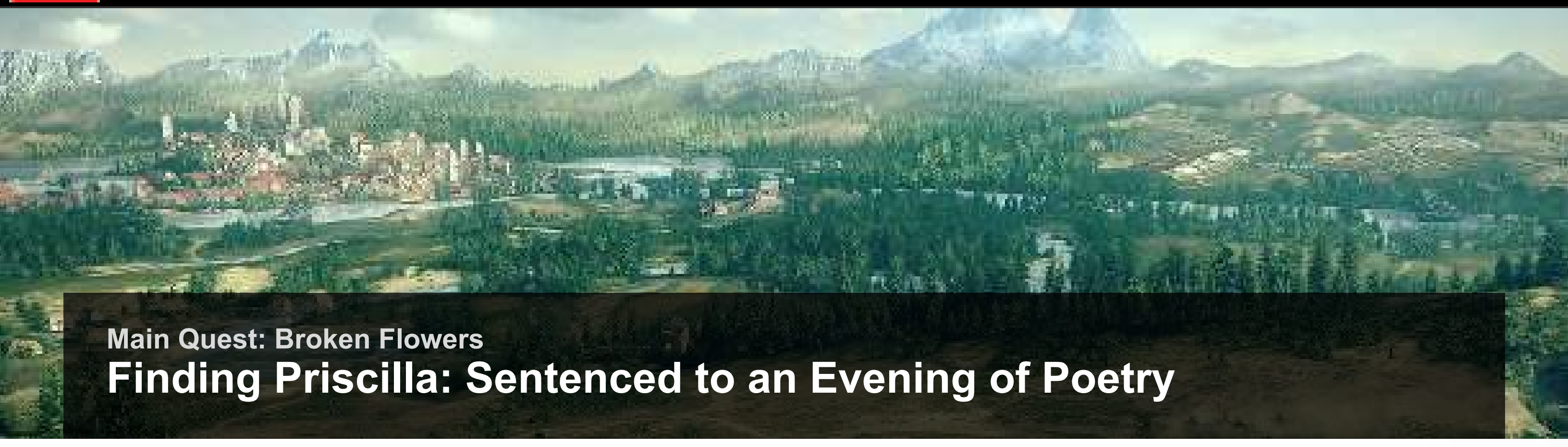
Molly

When you're ready, talk to Molly, who is sitting on the elevated seating near to the Baroness.

- If Arjan is dead in Witcher 2—the newly-minted Lady la Attard introduces herself politely.
- If Arjan is alive (or you have no save game) from Witcher 2—the house servant, Molly, introduces herself with reverence.

Molly recognizes you from Dandelion's tall tales. Alas, she has no idea where Dandelion is, but mentions his blond-haired "sister." This is strange since he has no siblings you're aware of.

If you already visited all the other contacts, you realize Molly is probably speaking about the female troubadour, Callonetta.



Main Quest: Broken Flowers

Finding Priscilla: Sentenced to an Evening of Poetry

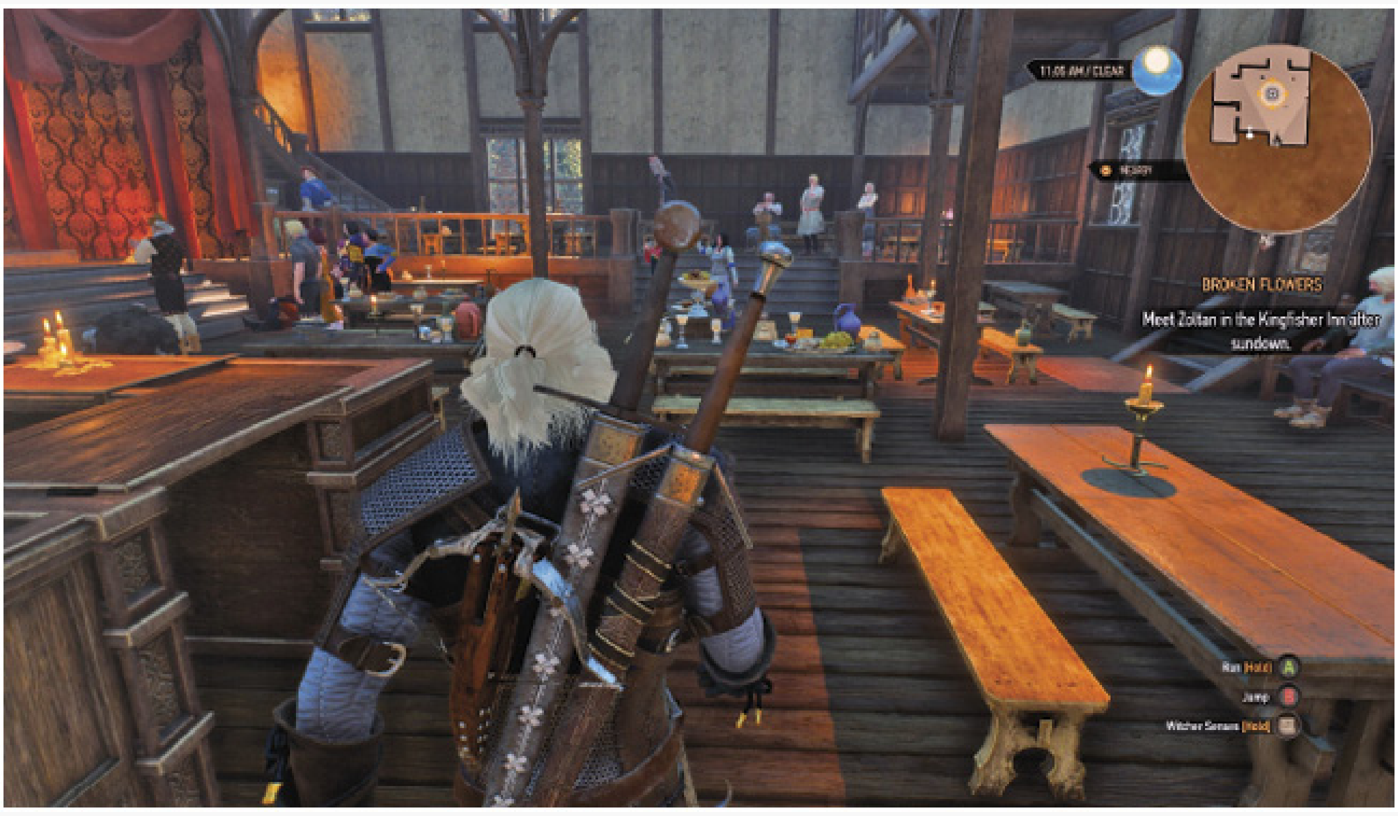
OBJECTIVE:

- Consult with Zoltan.
- Meet Zoltan in the Kingfisher Inn after sundown.

Priscilla

Return to the Rosemary and Thyme to meet Zoltan. He is training his pet parrot, Polly, though you're sure it's an owl. The conversation moves to Dandelion, and you mention the mysterious troubadour. Zoltan realizes you mean Priscilla, an infatuation of Dandelion's. She plays with a troupe nightly at the Kingfisher Inn. You agree to head there at sundown.

The inn is the imposing brick structure just northeast of the Ubbizi Townhouse. You should reach the alley entrance and meditate until sundown before entering. Priscilla is tuning up her lute, and takes her place on the stage, singing ballads to a mainly appreciative audience. This is an apt description, as the slewing bandits during your stay at the Inn at White Orchard, while progressing through Main Quest: Lilac and Gooseberries, results in you being recognized. Elza the innkeeper stands up and loudly accuses you of murder. The crowd grows restless, but you aren't challenged, and Priscilla beckons you over.



Main Quest: Get Junior

First Ever Barney with Your P---K Hangin Out

DANGER ALERT SPOILER ALERT

MAIN QUEST: GET JUNIOR

RELATED QUESTS : Main Quest: Broken Flowers, Main Quest: Count Reuven's Treasure, Secondary Quest: The Gangs of Novigrad, Secondary Quest: Honor Among Thieves, Main Quest: Ciri's Story: Visiting Junior, Main Quest: A Favor for Radovid, Main Quest: The Play's the Thing, Secondary Quest: Redania's Most Wanted, Secondary Quest: An Eye for an Eye, Secondary Quest: Collect 'em All!

LOCATIONS : Bathhouse (Novigrad), Electors' Square, Whoreson's Hideout, Whoreson's Casino, Vilmerius Hospital, Whoreson's Arena, Cleaver's Hideout, Putrid Grove. Temerian Partison Hideout (Gustfields), Novigrad Bridge (Oxenfurt), Oxenfurt Chess Club, Whoreson's Estate, Oxenfurt Port, HMS Oxenfurt-Tretogor

CHARACTERS : Happen the Eunuch, Francis Bedlam (King of Beggars), Carlo "Cleaver" Varese, Sigi Reuven (Sigismund Djikstra), Cleaver's Henchdwarf, Card Players, Igor the Hook, Vernon Roche, Ves, Roche's Followers, King Radovid V, Redanian Soldiers

ENEMIES : Whoreson's Henchmen, Whoreson's Bouncers, Bandits, Whoreson's Dealer, Gustav Roene, The Hairy Brothers, Wyvern, Endregas, Boris the Bear, Cyprian Willey (Whoreson Junior)

RECOMMENDED ITEM : 300 Crowns, Axii Delusion Level 3

QUESTING DECISIONS

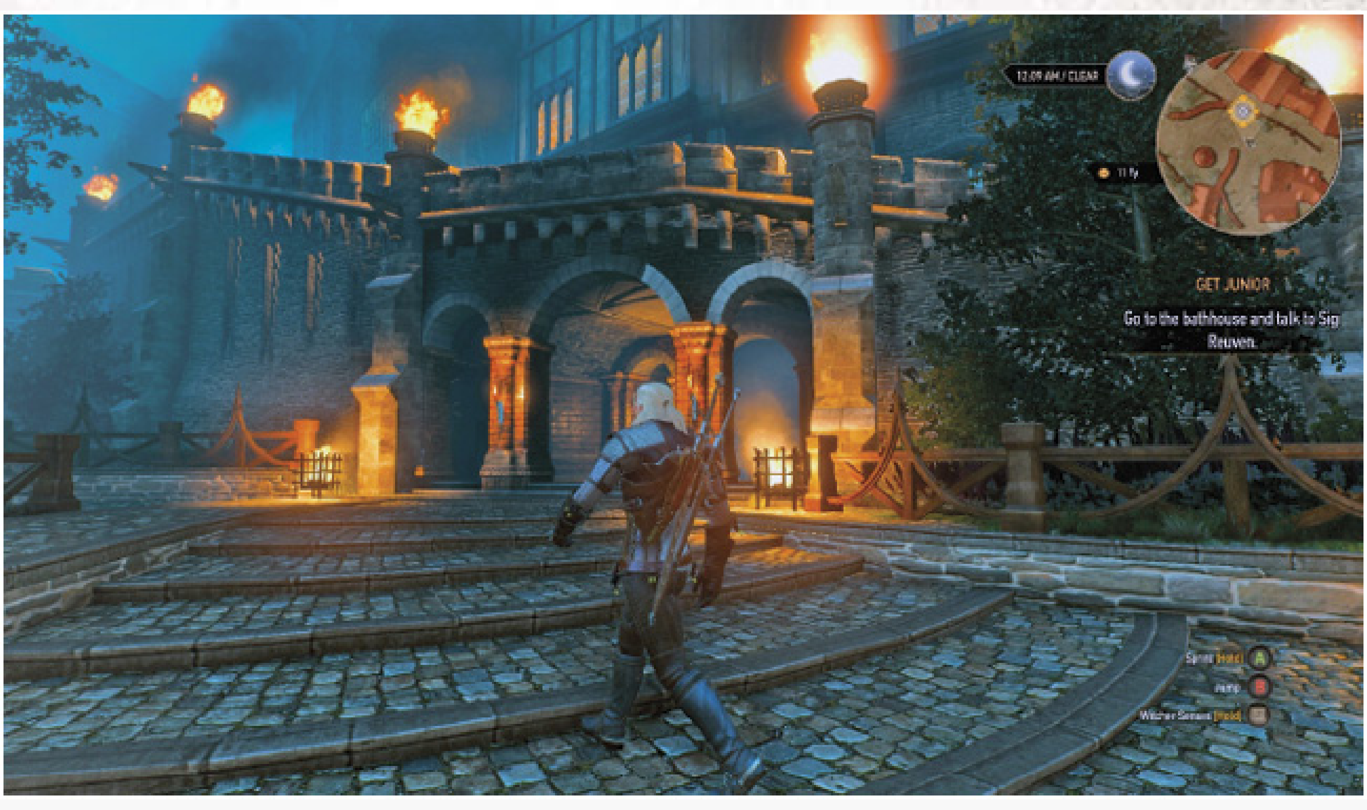
This quest starts automatically once Main Quest: Broken Flowers concludes. You have a new lead—during her time in Novigrad, Ciri met with a bandit named Whoreson Junior. You need to find him, discover what happened, and hopefully not be caught up in the gang wars plaguing this city.

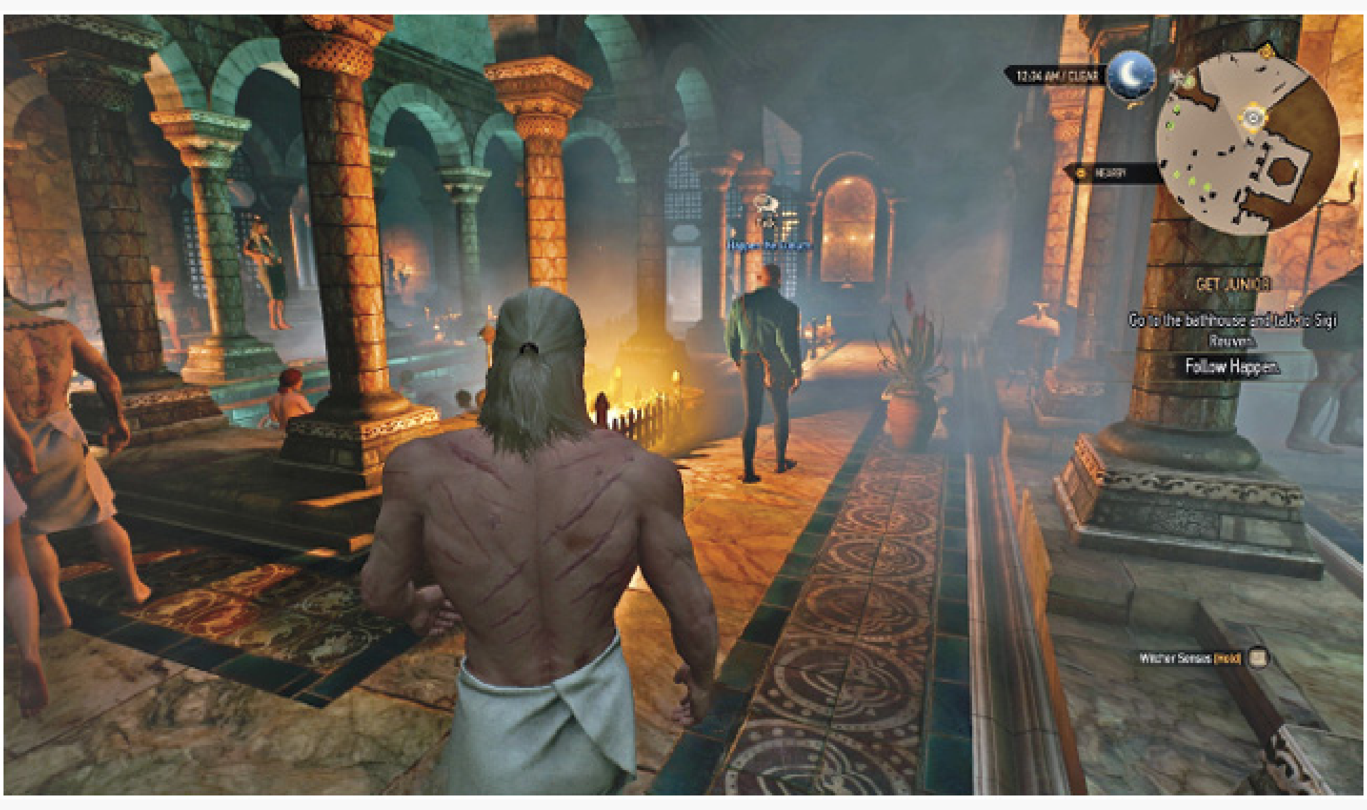
OBJECTIVES:

- Go to the bathhouse and talk to Sigi Reuven.
- Get undressed and put your clothing in the dresser.
- Follow Happen.
- Nearest Signpost: North of Hierarch Square.

Happen the Eunuch

Head to the bathhouses in the central part of Novigrad's main city district. Be sure you find the entrance underneath the sloping, torch-lit street above you, off the small circular park area. After banging on the door, you're told to wait. A while later, Eunuch Happen motions you to the dressing room, where you need to disrobe. Simply access one of the dressers and deposit your equipment. You appear wearing only a towel. Stroll through the bathhouse, optionally listening or talking to any of the courtesans along the way. Happen stops by the carved door and steam area. Open the door.





A trio of sweaty men with faces like slapped arses are meeting, with one of them (a dwarf named "Cleaver") intent on murdering a man named Whoreson Junior. After a less-than pleasant greeting by Cleaver, answer him how you wish, before speaking with "Sigi Reuven", or as you already know him; Sigismund Djikstra. Your chat is interrupted by screams from the bathers; assassins have entered the bathhouse!

Main Quest: Get Junior

None of This Swinging Your Steel C--K About

You dress, and meet Dijkstra in his office. Reminicing about your last encounter (where you hobbled him). Answer him how you wish (apologetic or otherwise), then glean information about Whoreson—Cleaver should be left alone in his vendetta against Whoreson, while you discretely delve into his operations. Feel free to ask avoiding the war with Whoreson, about Dijkstra's past, but mainly about Whoreson's grip on the city:

- He owns a gambling den; the largest casino in town. It's near the city's wall and towers, in The Bits District.
- He runs an illegal fighting arena in the city's bowels. It's in the sewers beneath Gildorf, but you'll have to enter through the Bits.
- He has a house in Novigrad, too, but he isn't likely to be there. It's located on Temple Isle to the north.

These are the three locations (and related quests) you must concentrate on exploring once the conversation with Dijkstra concludes. However, there is other business to attend to; after telling him you're off to look for Whoreson, you can:

- Ask about Radovid (he isn't in contact with the ruler), and Philippa Eilhart (a sorceress who Radovid blinded and who Dijkstra hopes is rotting).
- Speak about Dijkstra's previous occupation as a master spy, and his transformation into a master criminal. He tells you they offer similar job perks and satisfaction.
- Ask about Dandelion; after some Grade-A sarcasm, he reckons Dandelion is dead. Answer him how you wish regarding a possible beef between them, and Dijkstra offers a surprising annoyance at the standard of Dandelion's recent poetry. After this additional sarcasm, Dijkstra says he has other problems to worry about. Problems you might be able to help him with: This allows you to begin **Main Quest: Count Reuven's Treasure**.

Main Quest: Get Junior

Cleaver Cleaned It Out

OBJECTIVES:

- Find Whoreson Junior's hideout.
- Search Whoreson Junior's hideout using your Witcher Senses.
- Nearest Signpost: Electors' Square.

Either swim or cross the bridge into Temple Isle—the northern island of Novigrad where the ominous Eternal Fire temple is located. Step to the front entrance (the rear door is locked) and you'll see Cleaver's henchdwarves are already guarding the place. Dammit! Step inside to a scene of recent chaos. Cleaver has ransacked the place. Stoop down and inspect the scattered papers.

Now head up the stairs and use your Witcher Senses to find:

- Scattered clothing near a wooden bathtub; the dwarves were thorough.
- Check the forceps and other equipment on the wall. The place has been scrubbed clean.

Up on the attic floor is some minor loot, but the dwarves have taken almost everything of value. Talk to any of the dwarves, and expect sharp and brusque responses. This has been a dead-end.

GET JUNIOR
Find Whoreson Junior's hideout
Find Whoreson Junior's casino
Visit Whoreson Junior's arena
Sprint (Hold)
Jump
Witcher Senses (Hold)

QUESTING DECISIONS

At this point, Main Quest: Get Junior continues as your primary Main Quest. However, as you uncover more information on Whoreson Junior, you have the option to interact with three infamous characters:

This guide flags when these related quests are active, since they run concurrently with Main Quest: Get Junior. They are optional, but should be undertaken as they appear if you want to complete them. Make sure you click between the objectives in these different quests within your Quest Menu.

- Carlo "Cleaver" Varese—Secondary Quest: The Gangs of Novigrad.
- Francis Bedlam—Secondary Quest: Honor Among Thieves (once his spy has been uncovered during Main Quest: Get Junior).
- Vernon Roche and King Radovid V—Main Quest: A Favor for Radovid.

This guide flags when these related quests are active, since they run concurrently with Main Quest: Get Junior. They are optional, but should be undertaken as they appear if you want to complete them. Make sure you click between the objectives in these different quests within your Quest Menu.

Secondary Quest: The Gangs of Novigrad

Helping the Smallest of the Big Four

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: THE GANGS OF NOVIGRAD

LOCATIONS : Cleaver's Hideout (Novigrad), Whoreson's Casino, Whoreson's Arena
CHARACTERS : Carlo "Cleaver" Verese, Cleaver's Henchdwarves
ENEMIES : Whoreson's Thugs

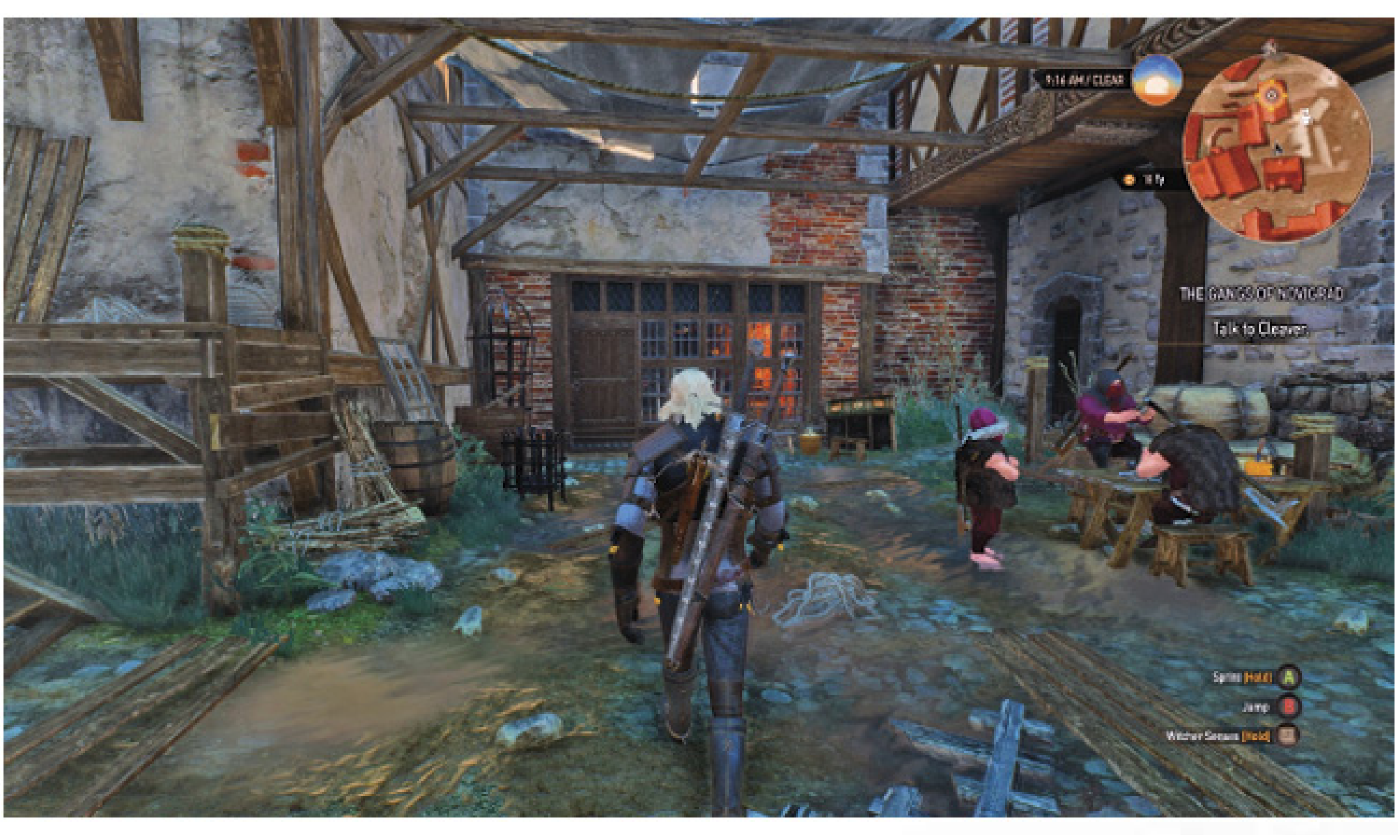
OBJECTIVES:

- Talk to Cleaver.
- Nearest Signpost: Hierarch Square.

WHEN AND WHERE TO FIND CLEAVER

This quest starts once you visit Cleaver in his headquarters, adjacent to Hierarch Square, and agree to help him in finding Whoreson. If you already visited (and ransacked) the casino or arena, or you visited Cleaver, but didn't use his dwarven henchmen, you don't receive the back-up during the first part of this quest. However, the quest doesn't fail; simply tell Cleaver you've cleared out the casino and arena already, then ask him for help. The following (optional) path pre-supposes you speak to him before this occurs.

Carlo "Cleaver" Varese



Journey to the Hierarch Square, then locate an unassuming building on the northwestern corner of this area; however, the entrance is difficult to find. Approach from the south, heading north through the stone archway, up the steps, and enter by the leaded windows.

As you arrive, Cleaver is interrogating a hired thug, with predictable results. Then he sits you down at a feast table to talk. He's about to send his men to Whoreson's hideouts. He wants you to lead his dwarves into these locations, and drag the bastard out of his hidey-hole. Agree if you want to continue this quest. Cleaver tells you more about:

- Whoreson's casino in Gildorf.
- The arena beneath the Bits.

His lads will be waiting near both locations. Your quest updates with the following objectives:

OBJECTIVES:

- Meet Cleaver's dwarves outside the casino and/or arena.
- Kill Whoreson's thugs.
- Destroy Whoreson Junior's casino/arena.

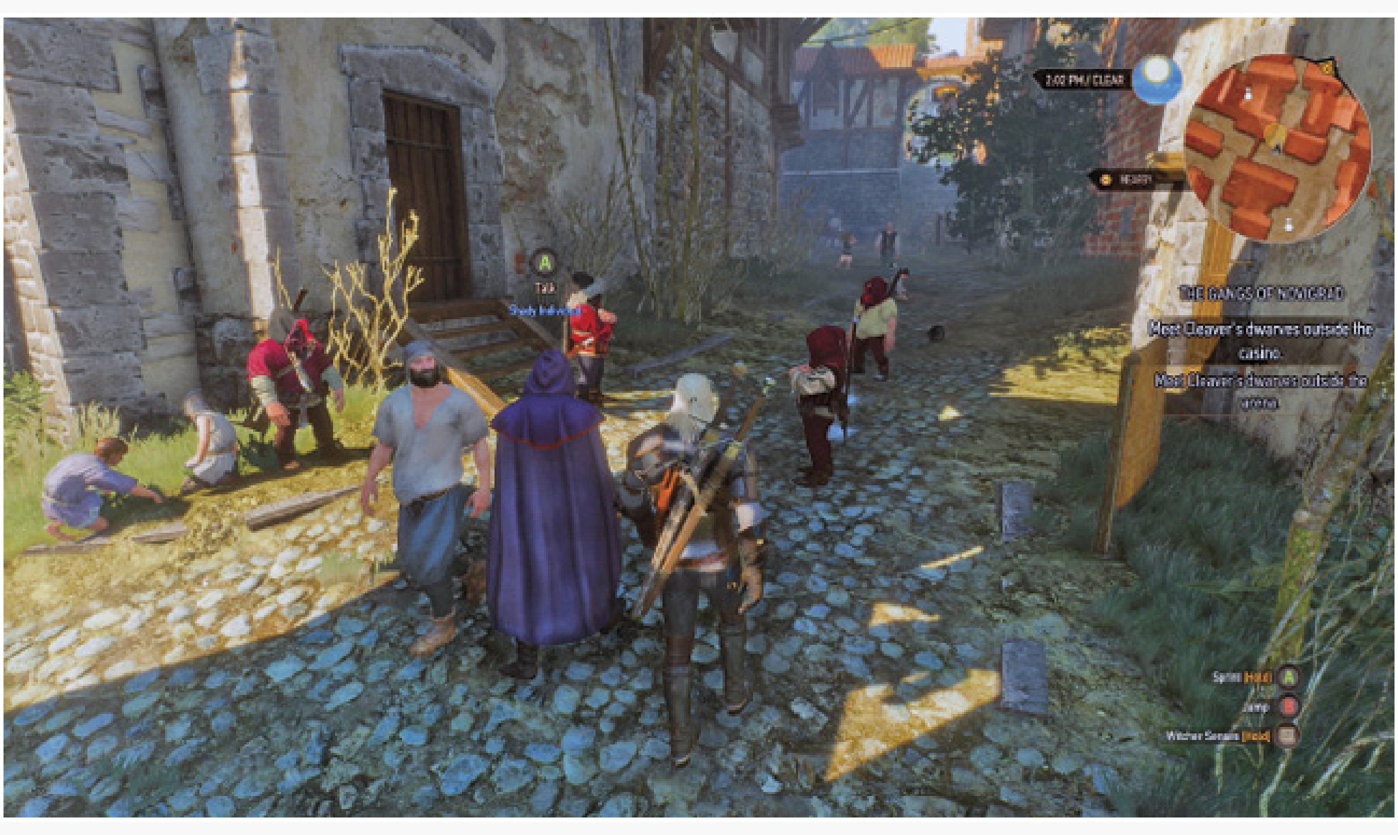
DECISIONS, DECISIONS

Wait! At this point, you may have progressed through Main Quest: Get Junior to a certain point. If you:

- Already visited and completed your investigation (and fight) of the casino, Cleaver's dwarves are only available at the arena.
- Already visited and completed your investigation (and fight) at the arena, Cleaver's dwarves are only available near the casino.
- If you visited and completed both the casino and arena objectives, no dwarves are available.

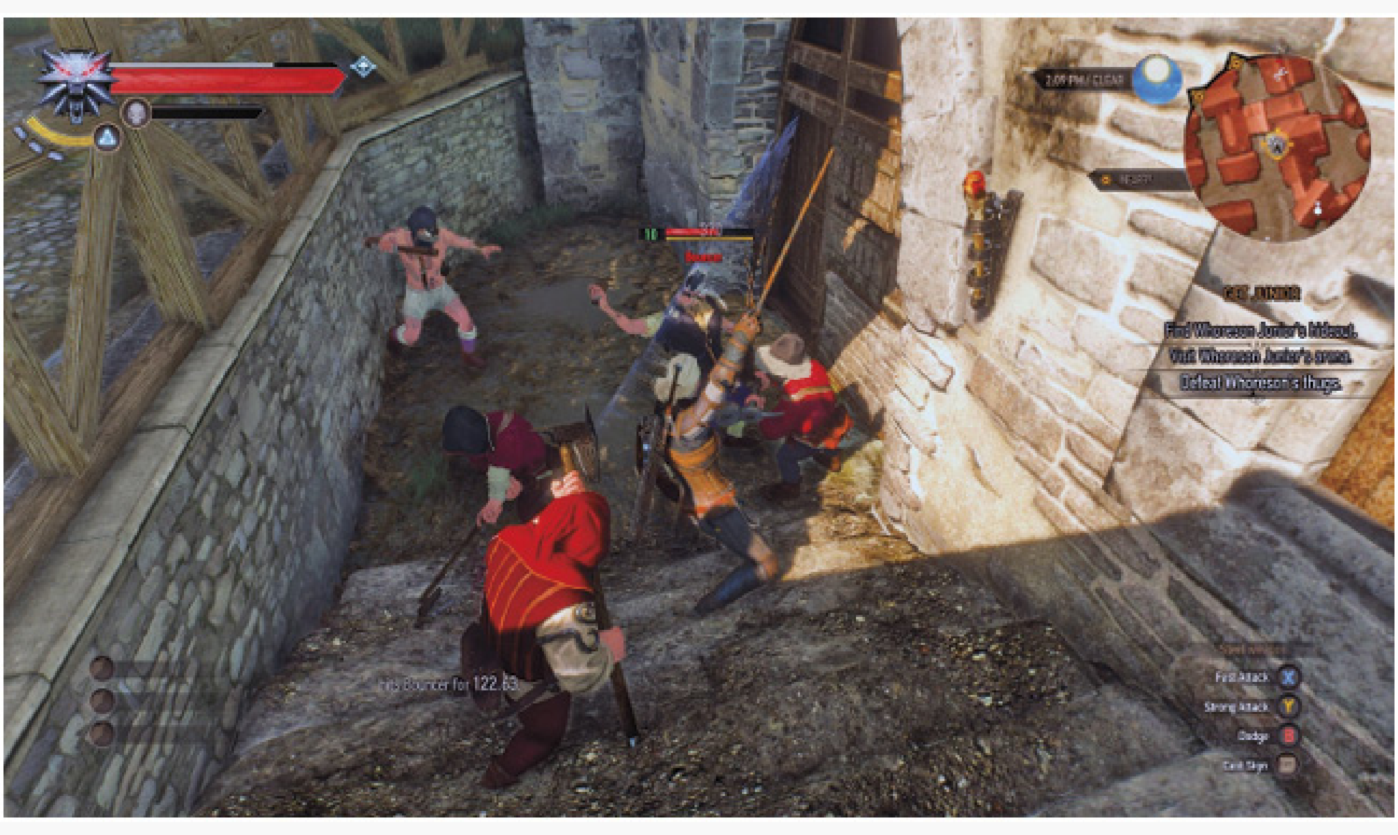
The following plan of attack is shown "out of order", and is an example of bringing Cleaver's dwarves into the arena instead of infiltrating it on your own. It is the "violent" plan, and purely optional.

If you want the help of Cleaver's dwarves during your investigations of the casino and/or the arena, check your minimap. Run to the indicated location (usually close to the objective), where a group of Cleaver's henchdwarves are waiting your orders. Tell them to come with you and the objective updates.



Now, when you head into either of Whoreson's locations, you forgo any conversations and "investigations," and simply charge in with your dwarven friends providing additional back-up. Choose this option if you favor fighting over talking, but also if you aren't confident you can handle multiple foes on your own.

Afterward, don't forget to return to Cleaver to tell him what happened. Do this before you head off to meet Vernon Roche for the first time. Once either (or both) locations are devoid of Whoreson's men, this quest concludes. Should Main Quest: A Favor for Radovid commence, and you failed to speak to Cleaver for a final time (or at all), this quest fails once you emerge from the Oxenfurt chess club.



ITEM: Casino Reward: Sword: Eirlithrad, Arena Reward: Armor: Freya's Warriors' Armor

Main Quest: Broken Flowers

Quest Conclusion: Raising a Ruckus But Leaving Little Trace

It seems Dandelion hasn't spared Priscilla any details about telling her your story, but you're here on more important matters than your love life. Priscilla tells you Dandelion has planned a heist against an underworld boss named Sigi Reuven, but hasn't been seen since. He's definitely crossed Whoreson Junior (the biggest metaphorical prick in Novigrad), and another of the four bosses that controls the seething underbelly of the city (the others are Carlo "Cleaver" Varese and the King of Beggars). As the quest concludes, you decide that finding Whoreson and Sigi Reuven are your best options.

Secondary Quest: Honor Among Thieves

Beggars' Belief

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: HONOR AMONG THIEVES

LOCATIONS : Putrid Grove (Novigrad)
CHARACTERS : Francis Bedlam, King of Beggars

OBJECTIVE:

- Collect a reward from the King of Beggars for freeing Rico.

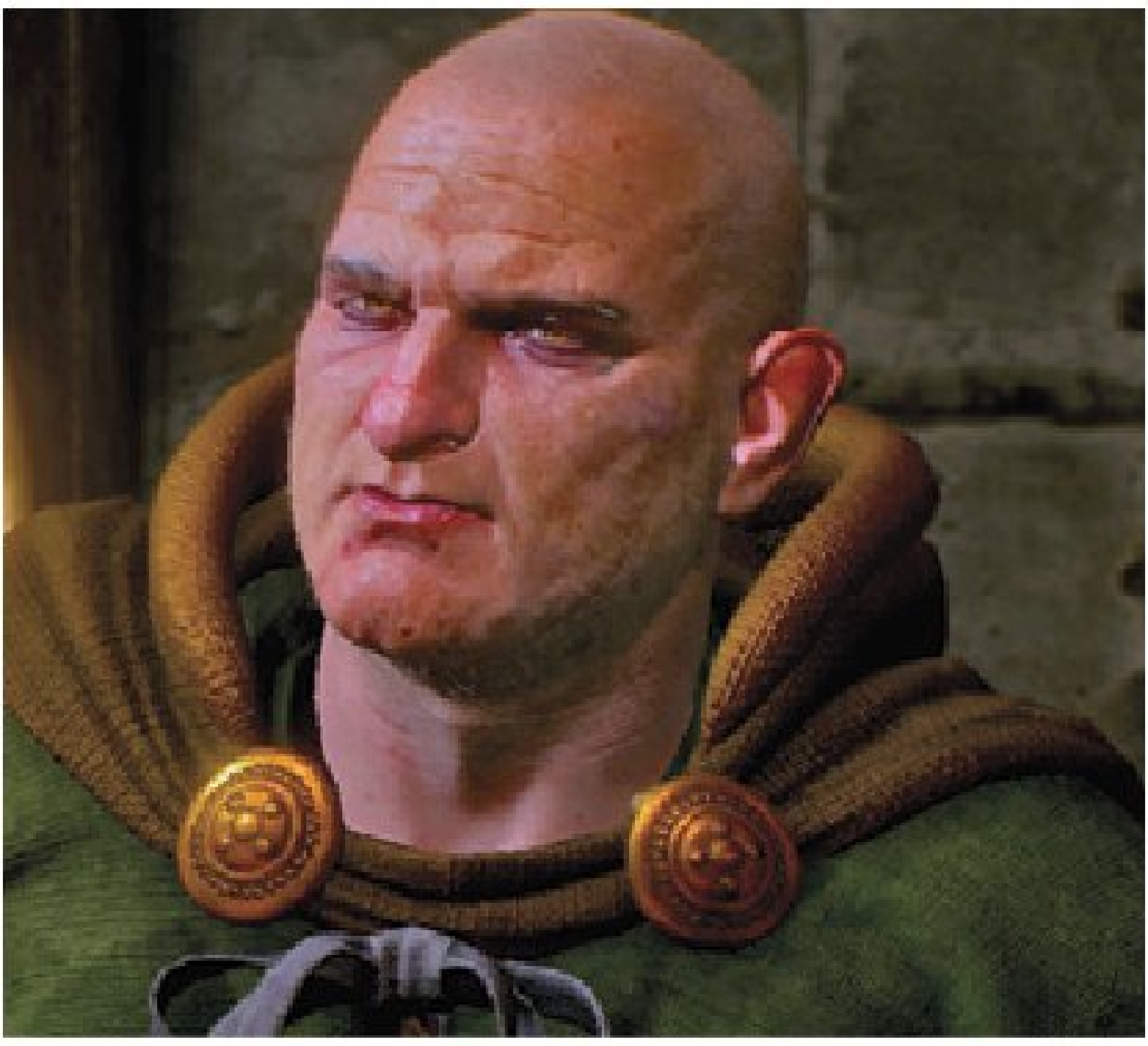
QUESTING DECISIONS

This quest starts only after you free Rico the Halfling from Whoreson's casino.

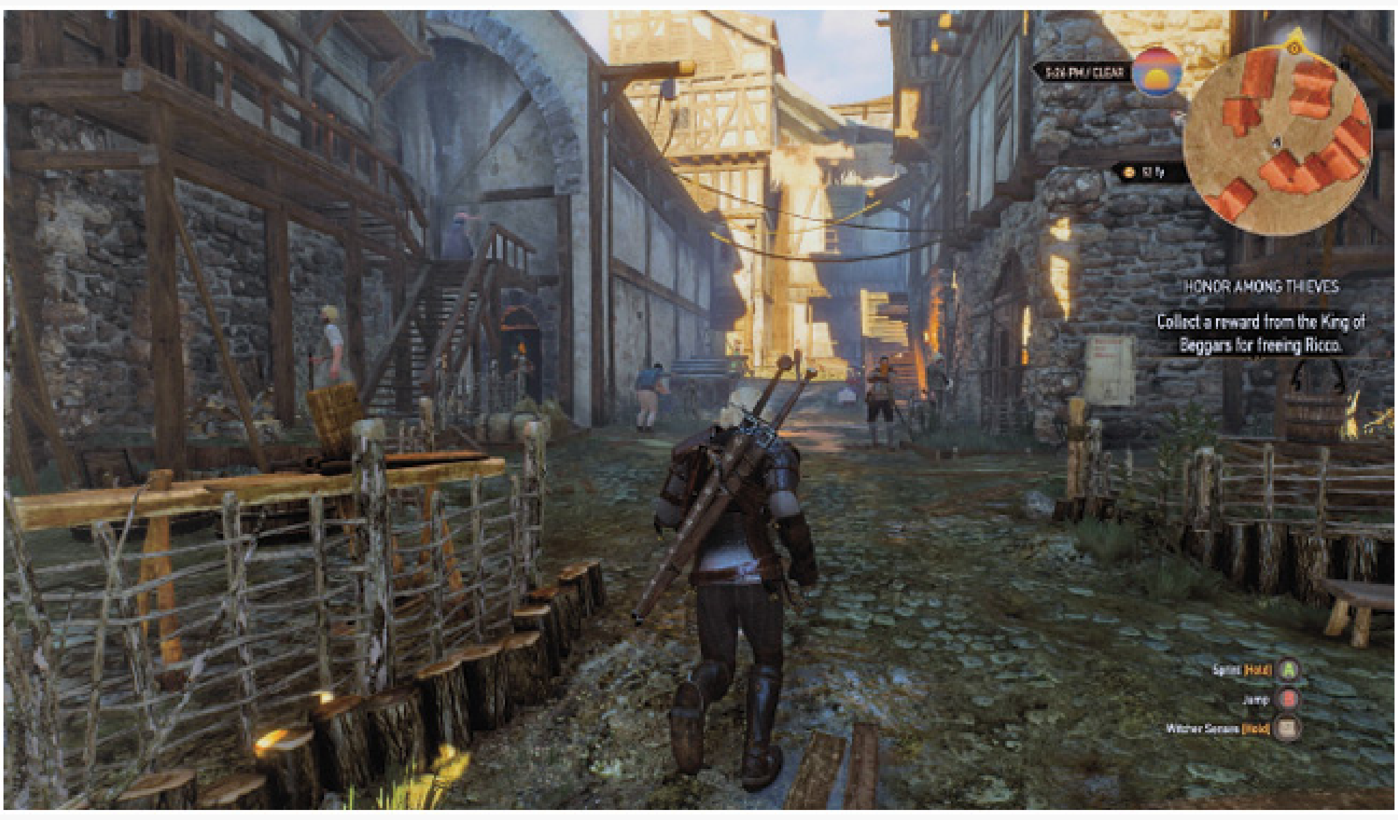
WHORESON'S HENCHMEN: ACTIVE IN NOVIGRAD

Beware! Expect to fight at least eight of Whoreson's thugs as you cross the city, from this point onward.

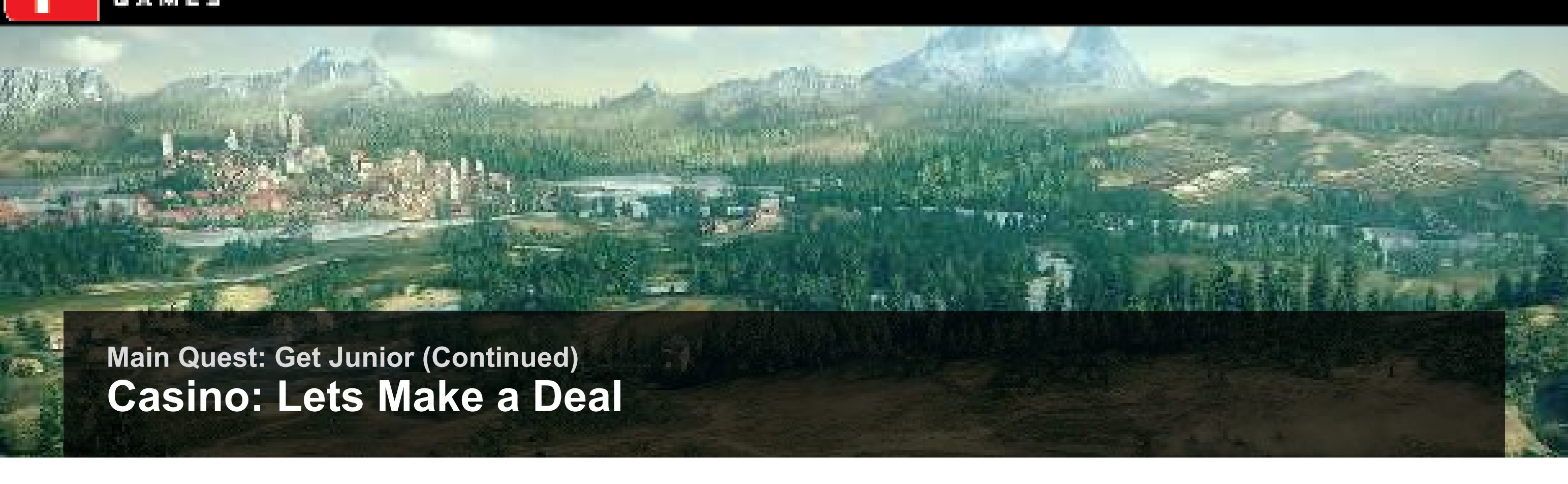
Trek across Novigrad, moving to the hideout of Francis Bedlam, which is at the Putrid Grove where you first met Triss during Main Quest: Pyres of Novigrad. Knock at the door and inform the sentry that you're here to see Bedlam (or enter via the sewers). Enter his residence, and speak to Francis, telling him his halfling sang like a Swallow. However, the little fellow is still alive, and the promised reward is handed over as this quest concludes.



Francis Bedlam, King of Beggars


5:26 PM / CLEAR
HONOR AMONG THIEVES
Collect a reward from the King of Beggars for freeing Ricco.
Sprint (Hold)
Jump
Witcher Senses (Hold)

ITEM: Quest Items: Mastercrafted Silver Sword, Cidarian Gamberson, Cured Leather (5)



Main Quest: Get Junior (Continued)

Casino: Lets Make a Deal

MAIN QUEST: GET JUNIOR (CONTINUED)

OBJECTIVE:

- Find Whoreson Junior's casino.

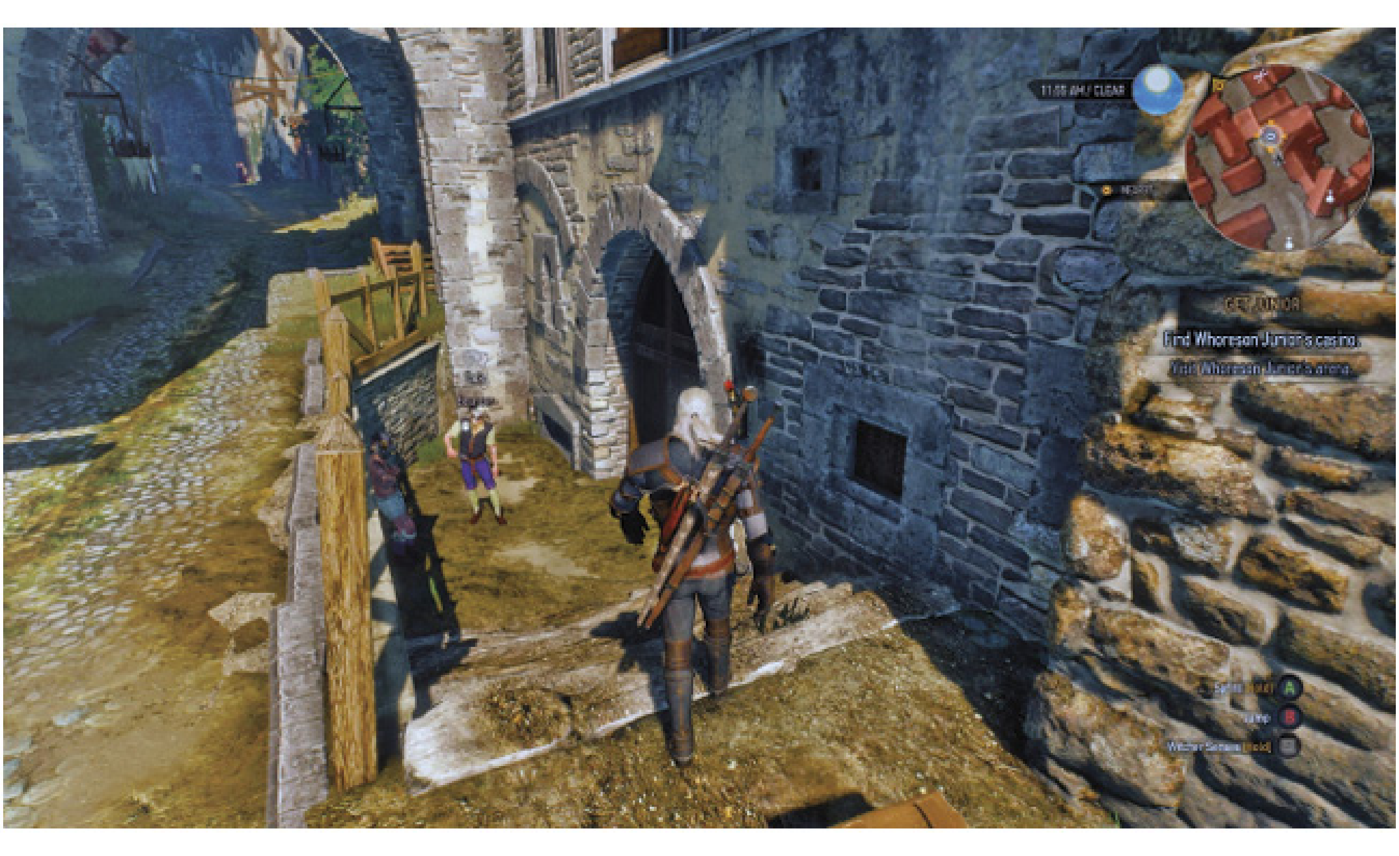
STOUT FELLOWS: CLEAVER'S DWARVEN ALLIANCE

You may be undertaking Secondary Quest: The Gangs of Novigrad, at this point. If you've met Cleaver at his hideout, and agreed to help the dwarves slay as many of Whoreson's men as possible, you can plan an attack with some back-up, as one of the "Vulgar Violenace" options (see below).

Your next port of call is the underground gambling den Whoreson is running in the dilapidated Gildorf District, over on the eastern side of the city. The entrance is guarded by two of Whoreson's bouncers. Talk to these tattooed clowns, who tell you this is an invite-only establishment. You can:

- Make a deal: They laugh at you, and prevent you from entering the casino.
- Threaten them. This turns into violence, and means your entire investigation of the casino occurs using your steel sword rather than subtlety.
- (200 crowns) Bribe them with a bag full of money. This works, unsurprisingly.
- (Axii Delusion Level 3) Flummox them into letting you in, and wishing you luck.

There are two main ways you can complete this objective:


GET JUNIOR
Find Whoreson Junior's casino.
Visit Whoreson Junior's arena.

▶ Peace and Prosperity: You can use cunning and Gwent-playing prowess, and be careful during conversation choices not to arouse suspicion. If you win a round of Gwent against two of the casino patrons, the dealer invites you upstairs to a VIP room.

▶ Vulgar Violence: You can simply use combat to solve your problems, either with Cleaver's dwarves backing you up, or on your own after making an aggressive conversation choice. This leads to a pitched battle throughout the casino with Whoreson's men.

PEACE AND PROSPERITY: ON THE CARDS

OBJECTIVE:

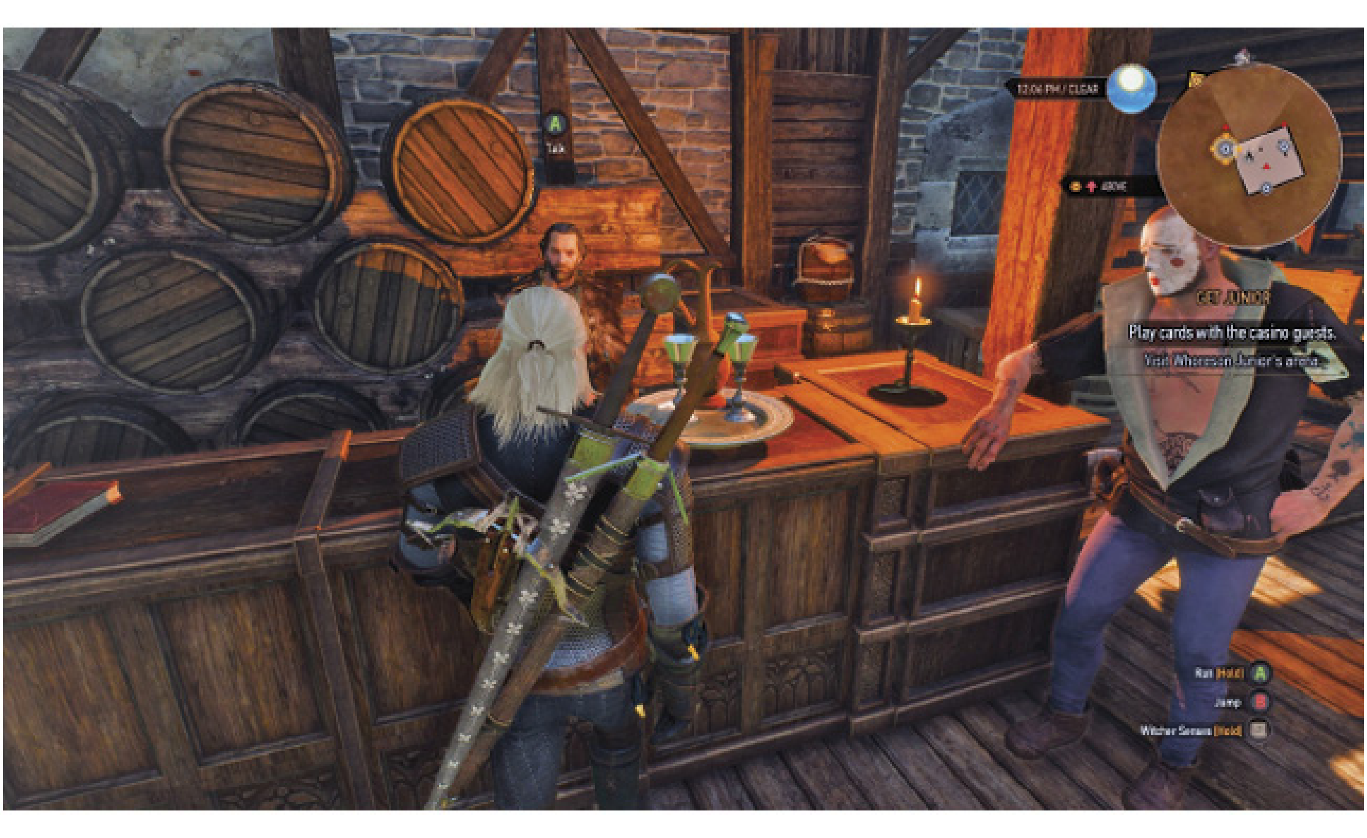
- Play cards with the casino guests.

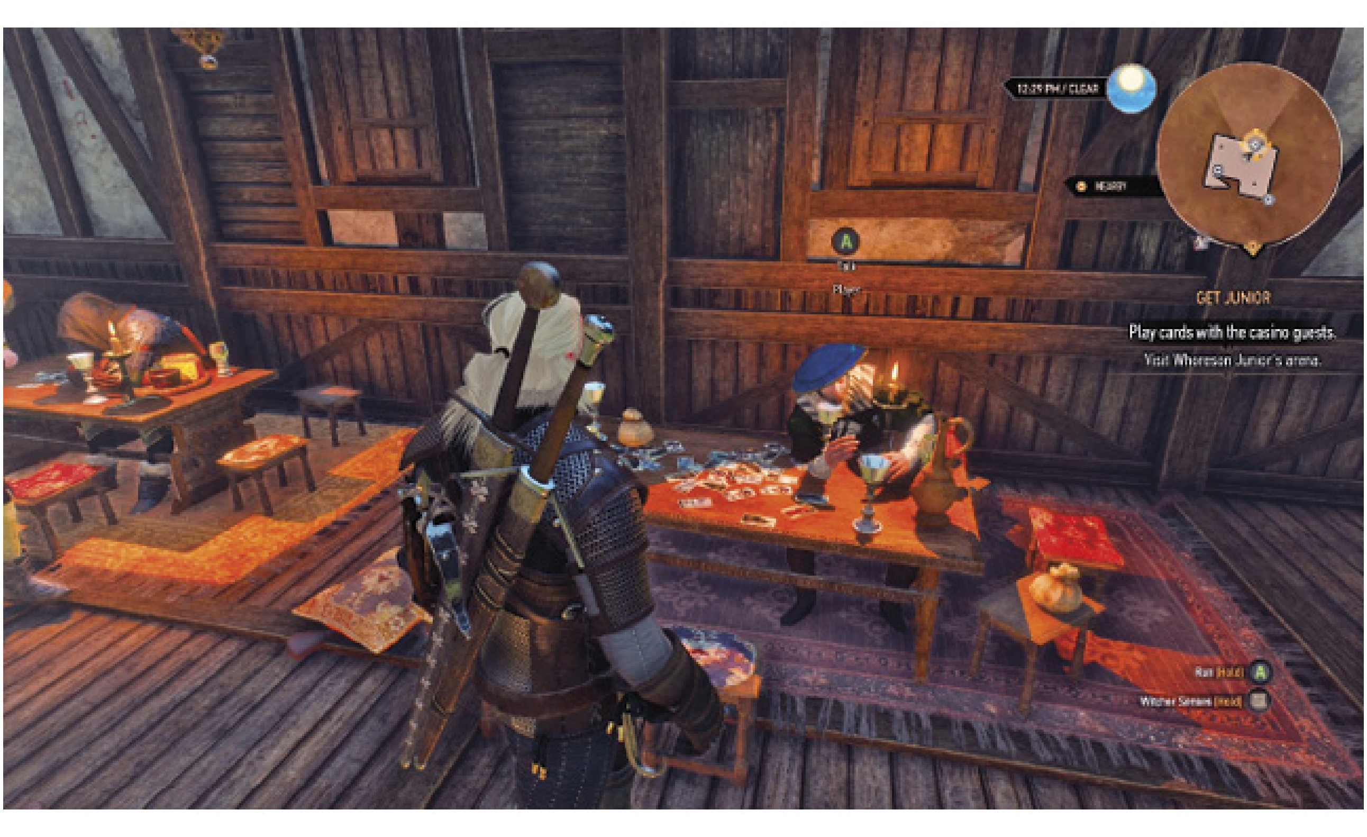
Assuming you didn't start a fight already (if you did, we'll get to that in a bit), the patrons aren't particularly friendly, while Whoreson's henchmen aren't talking to the likes of you. The dealer at the front desk is also evasive—don't ask for Whoreson, or the situation turns violent. Instead, head up the stairs, past the strumpet and peasants, then sit down with a card player.

Pull up a bench opposite any of the players waiting for a Gwent opponent.

- One of the players tells you this is a high stakes game.
- One of the players tells you he doesn't play with plebs.
- One of the players doesn't like Witchers.

Do not, under any circumstances, tell them you're here to see the owner, mention Whoreson, or be impolite (or the situation turns violent). Be respectful during conversation choices, and when the opportunity presents itself, start a game of Gwent with the player. Now all you need to do is win! Beat two of the players once; emerge victorious in both games of Gwent.


GET JUNIOR
Play cards with the casino guests.
Visit Whoreson Junior's arena.


GET JUNIOR
Play cards with the casino guests.
Visit Whoreson Junior's arena.

GWENT: IT'S ON THE CARDS

Not mastered this ancient dwarven card game? Then consult these **Gwent tactics**. Remember that you can win some rare cards and monies from each opponent, and hone your Gwent game, making this the preferred course of action. This, in turn, helps you in your **Gwent Secondary Quest: Collect 'em All!**.

Once all three players have been bettered (and you can try to beat them as many times as it takes to win), Whoreson's dealer steps in and asks if you're interested in a special high stakes game upstairs. Hmmm… unless you're mistaken, this looks like an interrogation room. It seems Whoreson is on to you, no matter how non-violent you were! Instead of being tortured, you must now resort to savage swordplay and vanquish every enemy throughout this casino! A Vulgar Violent outcome is imminent!

VULGAR VIOLENCE: SHORT ODDS

OBJECTIVES:

- Defeat Whoreson Junior's thugs.
- Search the casino for information about Whoreson.

Whoreson's Dealer

RECEIVED:
EXPERIENCE POINTS: 141
GET JUNIOR
Visit Whoreson Junior's arena.
Defeat Whoreson's thugs.

Visiting Whoreson's casino ends in combat no matter how careful or respectful you try to be. Prepare for battle when one of the following activities occur:

▶ You visit Cleaver (Main Quest: The Gangs of Novigrad), agree to slay every one of Whoreson's men, meet up with a group of dwarves prior to visiting the casino, and launch an all-out strike at this establishment without worrying about a game of Gwent. Attack!

▶ You speak to the bouncers, dealer, or any player outside or inside this gambling den, and mention you want to speak to Whoreson. This causes suspicion, and you're deemed a threat. Fight!

▶ You manage to complete three games of Gwent, you're taken upstairs, and instead of a high stakes Gwent game, Whoreson's thugs try to torture you. Big mistake! Slaughtering time!

CASINO RUMBLE

You will face about 12 opponents (Whoreson's men, bandits, and bouncers) during this attack; three on the ground floor, six on the Gwent game floor, and three in the upstairs interrogation room. Expect a much easier fight with Cleaver's dwarves backing you up (but less XP rewarded as there are fewer kills).

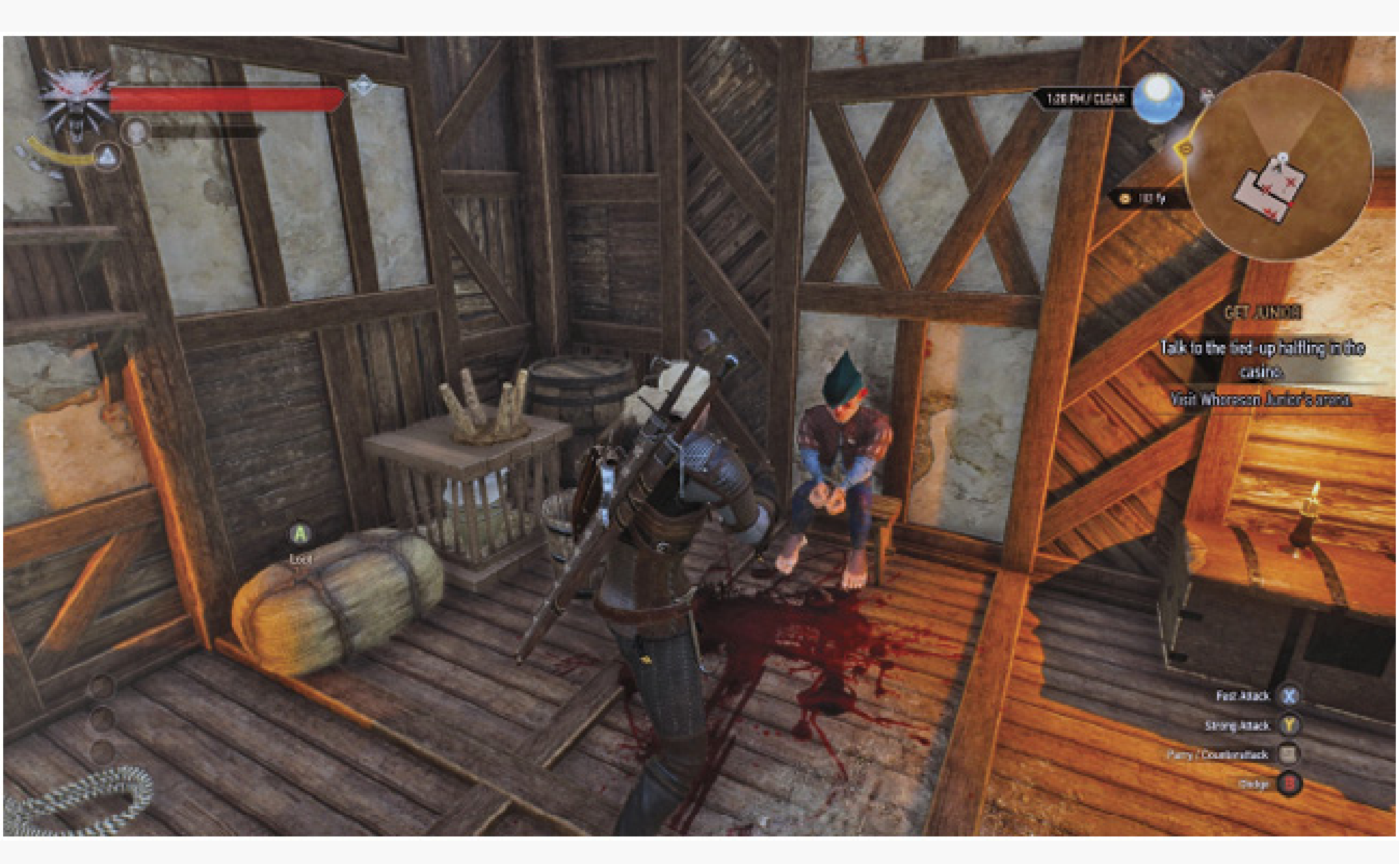
CASINO CONCLUSION: RICO THE SQUEALER

OBJECTIVES:

- Talk to the tied-up halfling in the casino.
- Talk to Dijkstra about Whoreson's ties to the Redanians.
- Talk to Vernon Roche in the partisan camp.

RIco

Once the massacre is over, return to the top-floor interrogation room, and locate the bound halfling with serious facial contusions. After some attemps at wit, Rico tells you he was mistaken for one of Bedlam's moles. He's learned Whoreson is working with the Redanians. At the end of the chat, choose to let Rico go. Even though you may not trust him, Rico is an ally of Bedlam (the King of Beggars), and he tells you to visit him for a reward after you cut Rico's bonds. This begins Secondary Quest: Honor Among Thieves. Main Quest: Get Junior continues.


GET JUNIOR
Talk to the tied-up halfling in the casino.
Visit Whoreson Junior's arena.

Before starting this new quest, head back to the Bathhouse, and visit Dijkstra in his library office. There's a wealth of conversation options here (about your investigation progression, Dijkstra's own contact with Radovid, and chats about Radovid plucking the eyes out of the sorceress Philippa Eilhart), but tell him that Junior is working with the Redanians. Answer how you wish. You ask Dijkstra if he has a contact among the Redanians. He doesn't, but you do! Remember the former commander of the Blue Stripes? Vernon Roche! He's holed up in a camp near Oxenfurt.

DECISIONS, DECISIONS

At this point, you have multiple objectives to be completed in any order. You can:

- Continue Main Quest: Get Junior and visit the arena.
- Continue Main Quest: Get Junior and visit Vernon Roche.
- Continue Secondary Quest: The Gangs of Novigrad, visit Cleaver, and claim your reward (see above).

Main Quest: Get Junior (Continued)

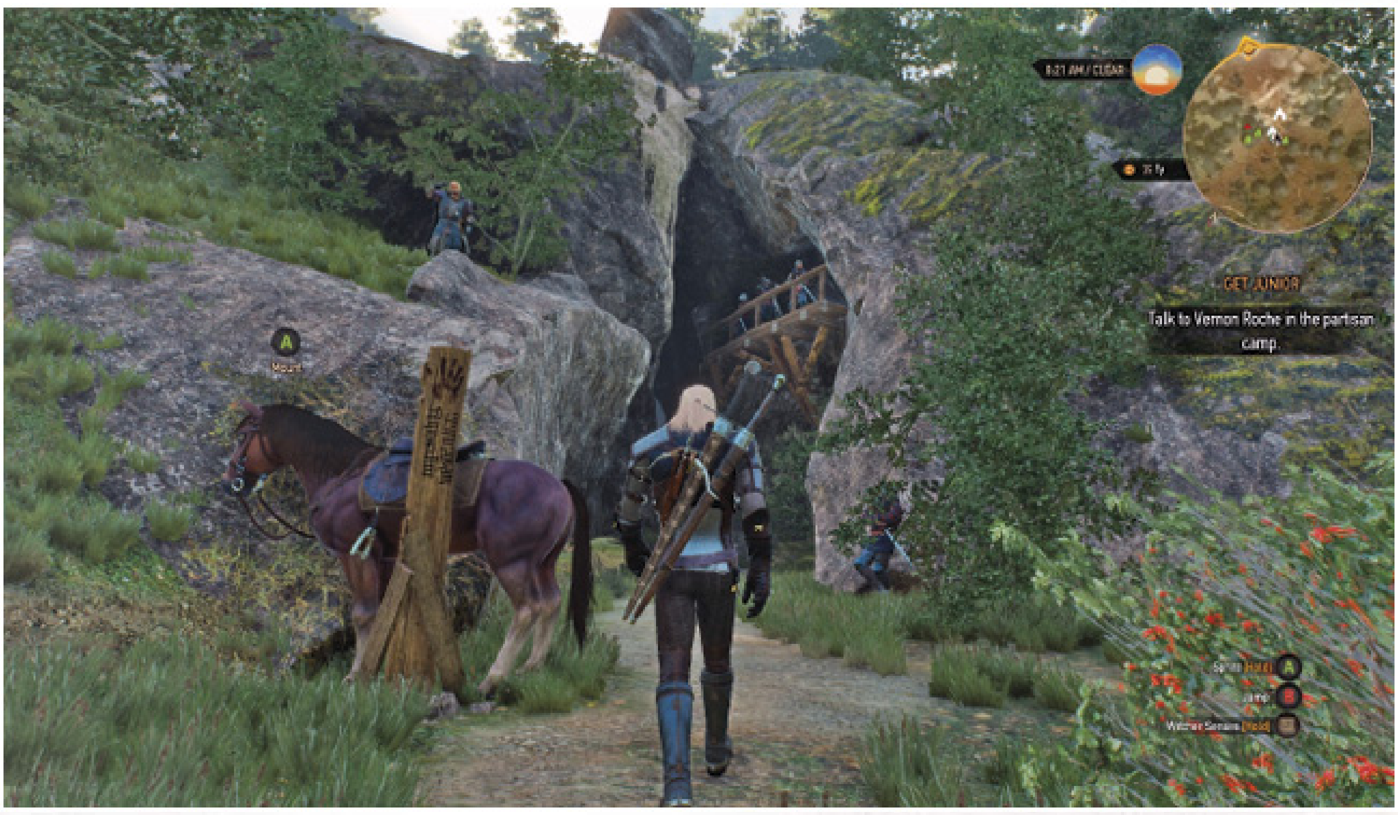
Vernon Roche: Temeria's Last Hope

OBJECTIVE:

- Talk to Vernon Roche in the partisan camp.
- Nearest Signpost: Temerian Partisan Hideout.

QUESTING DECISIONS

This objective begins once you either complete your investigation of the casino, or the arena, or both.



Time to leave Novigrad; summon Roach and gallop southeast toward Oxenfurt. In the rolling hills and scattered woodland just north of this second city, is a rocky gorge. This is the Temerian Partison Hideout, where two old friends are ready to be reacquainted with. Speak to the guard named Hortensio. You can:

- Have a slightly tense chat about hornbills, after which Vernon waves you in.
- (Axii Delusion Level 2) Flummox Hortensio into letting you into the camp.
- (Witcher 2 Save Game or conversation with General Voorhis during Main Quest: Imperial Audience; if you sided with Iorveth in Witcher 2): Hortensio challenges you to a fistfight, after which you're let in.

Ves strides in to talk to Vernon about saving some fleeing villagers, but Roche's threadbare army is stretched too thin to help. Ves sees you, rolls her eyes, and leaves. Speak to Roche, asking what he is up to, and how he wound up here, but more importantly, tell him you're looking for Whoreson. You tell him he counts Radovid as an ally, as does the man you seek. As luck would have it, Roche is on his way to meet a Redanian contact. He agrees to bring you with him.

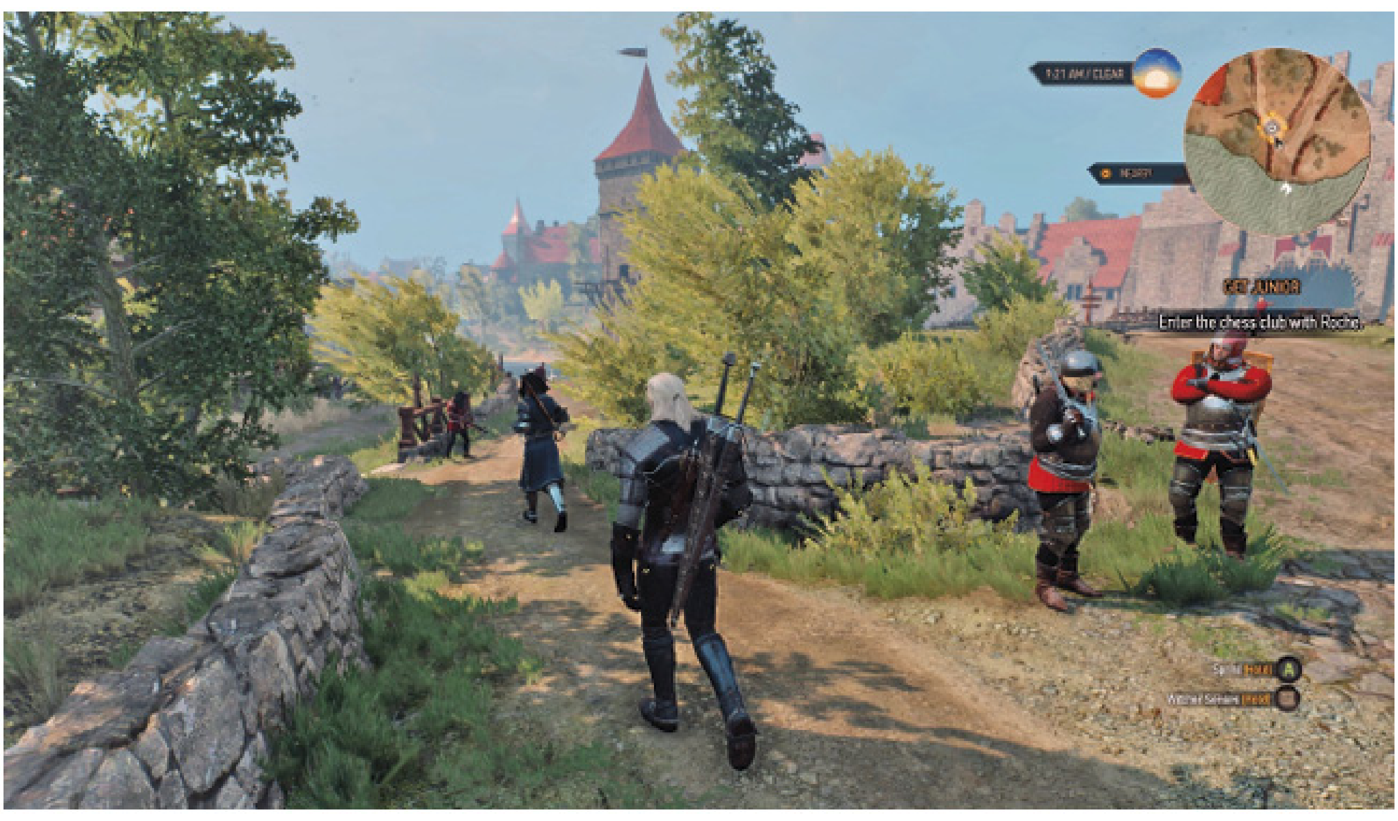
Main Quest: Get Junior (Continued)

King Takes Pawn

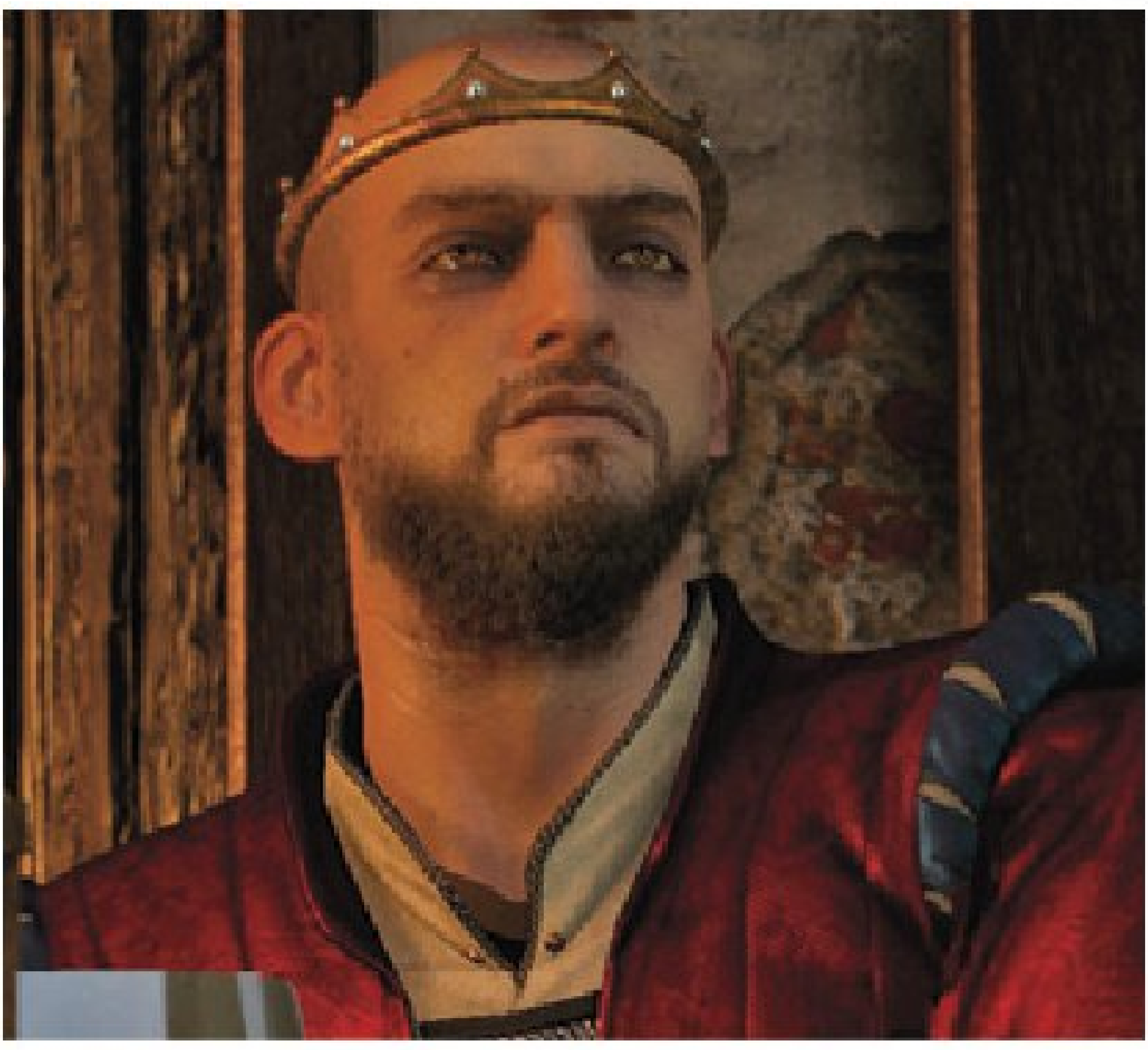
OBJECTIVE:

- Meet Roche by the bridge in Oxenfurt.
- Enter the chess club with Roche.
- Nearest Signpost: Novigrad Gate

Leave the rag-tag band of Roche's followers, and gallop south across the fields of hay, and across the eastern bridge (confusingly known as Novigrad Gate, despite being in Oxenfurt!), slowing to a canter as you spot Roche on the other side. Get off your horse, and tell him "let's go." Dismount and follow Roche. You're heading roughly south, passing numerous Redanian guards. In fact, there's a large number of them, as well as witch hunters. Something isn't right.



It seems the club has been graced with the presence of King Radovid himself. He professes not to be a fan of the game, as it doesn't mirror real life. He asks you why he plays chess. Answer him however you wish as the question is mostly rhetorical. He bids you sit with him while he strains his metaphors and shows his madness. Answer as you like (regarding your understanding of what he speaks about). Radovid tells you a hidden truth; that a monarch is always surrounded by fools. Answer again, then Roche interrupts you by telling the king you're about to explain why you're here. Tell him you're looking for Whoreson.



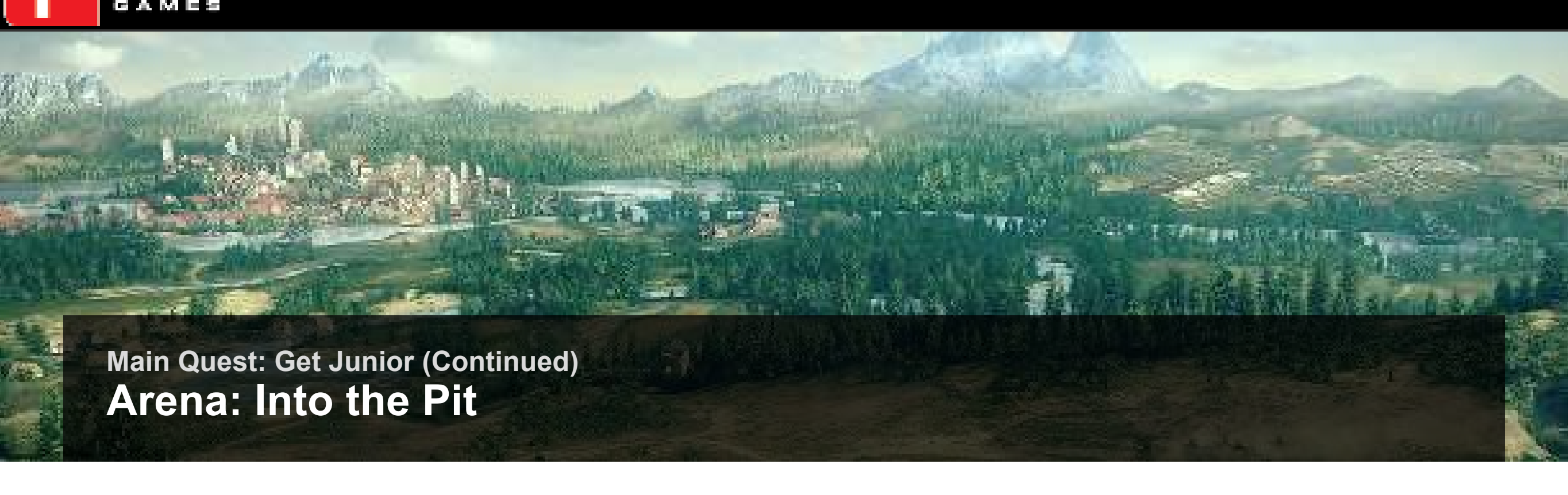
King Radovid V

The king is surprisingly helpful, letting you know he's placed Whoreson in an Oxenfurt mansion. To enter, you must tell the guards you've come about the new whores. "Fresh women" are constantly being sent there, and aren't treated well, apparently. When you ask why this information was so easy to come by, the king tells you he expects a favor from you in return. You will be contacted in due course. This occurs as the last of these sister quests. Once outside, you both remark on Radovid's descent into madness. Then Roche requests you return to his camp at some point; he has a terrible problem with Ves and needs someone to talk some sense into her.

QUESTING DECISIONS

Return to the King in Main Quest: A Favor for Radovid.

Return to Vernon Roche and help with Ves in Secondary Quest: An Eye for an Eye.



Main Quest: Get Junior (Continued)

Arena: Into the Pit

OBJECTIVE:

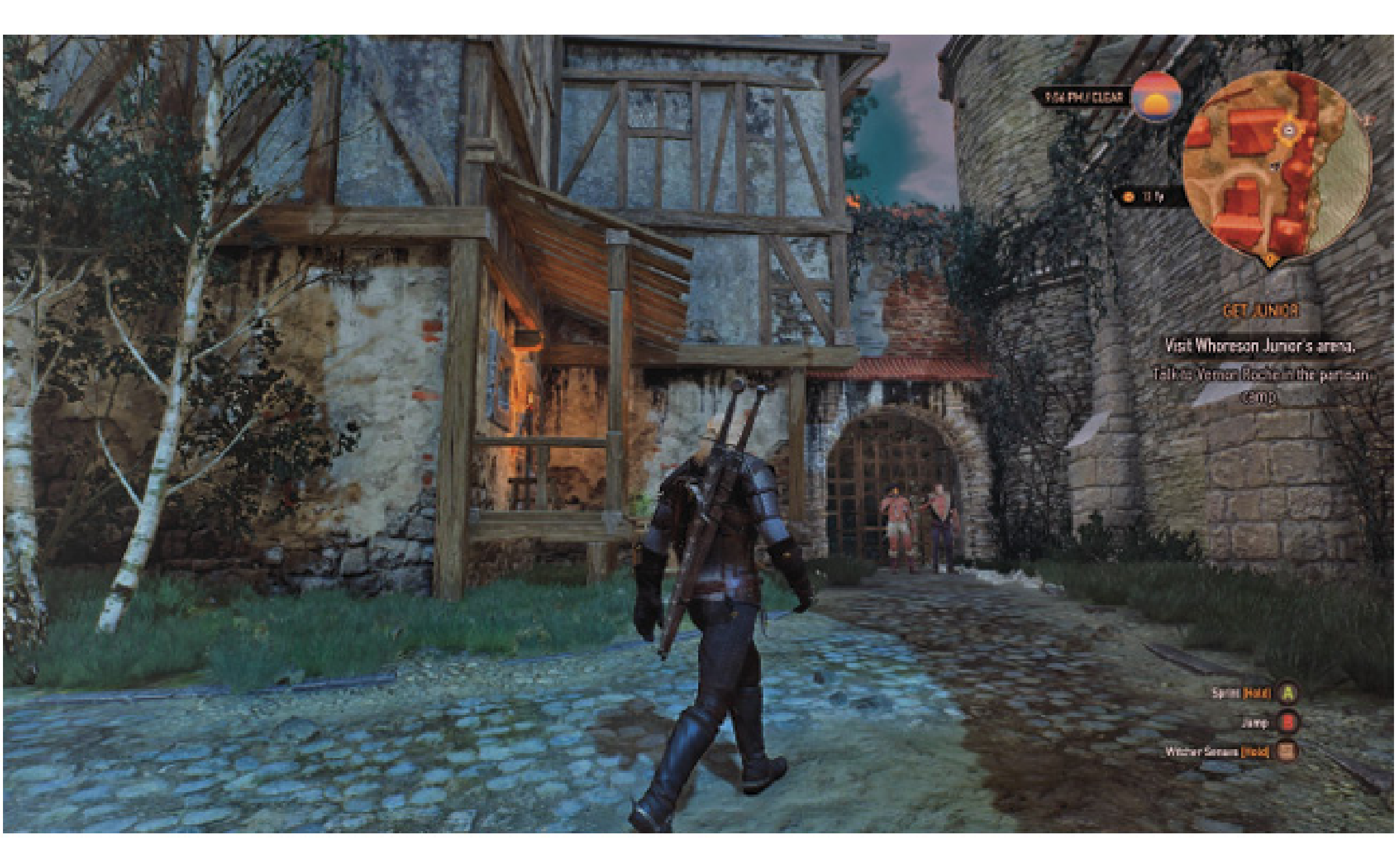
- Visit Whoreson Junior's arena.

QUESTING DECISIONS

You may be undertaking Secondary Quest: The Gangs of Novigrad, at this point. If you've met Cleaver at his hideout, and agreed to help the dwarves slay as many of Whoreson's men as possible, you can plan an attack with some back-up, as one of the "Senseless Slaughter" options.

Your next area of investigation is the subterranean sewer section in the Bits district, which Whoreson Junior has turned into an illegal fighting arena. Head to the northeastern part of the city. The gated entrance is guarded by two of Whoreson's bouncers. Speak to these inked idiots, who aren't about to let the likes of you in here. You can:

- (100 Crowns) Bribe them with a bag full of money. This works, unsurprisingly.
- (Axii Delusion Level 3) Flummox them into letting you in, telling them you're here to fight.
- (Invitation) Wander The Bits District, looking for a poor fellow in this impoverished slum being set upon by thugs. Expect the fracas in the area close to the arena entrance, and the Vilmerius Hospital. Loot the corpse of this victim—a man named Zdenek, who you may remember from previous adventures—and show this invitation to the bouncers.
- Threaten them. This turns into violence, and means your entire investigation of the arena occurs using your steel sword rather than subtlety.


GET JUNIOR
Visit Whoreson Junior's arena.
Talk to Vernon Roche in the partisan camp.

There are two main ways you can complete this objective:

- Arena Agitator—You can speak to the man in charge of the arena; Igor (also known as Hook). Then you can face a variety of opponents in combat for prestige and coin, before concluding your investigation.
- Senseless Slaughter—You can simply use combat to solve your problems, either with Cleaver's dwarves backing you up, or on your own.

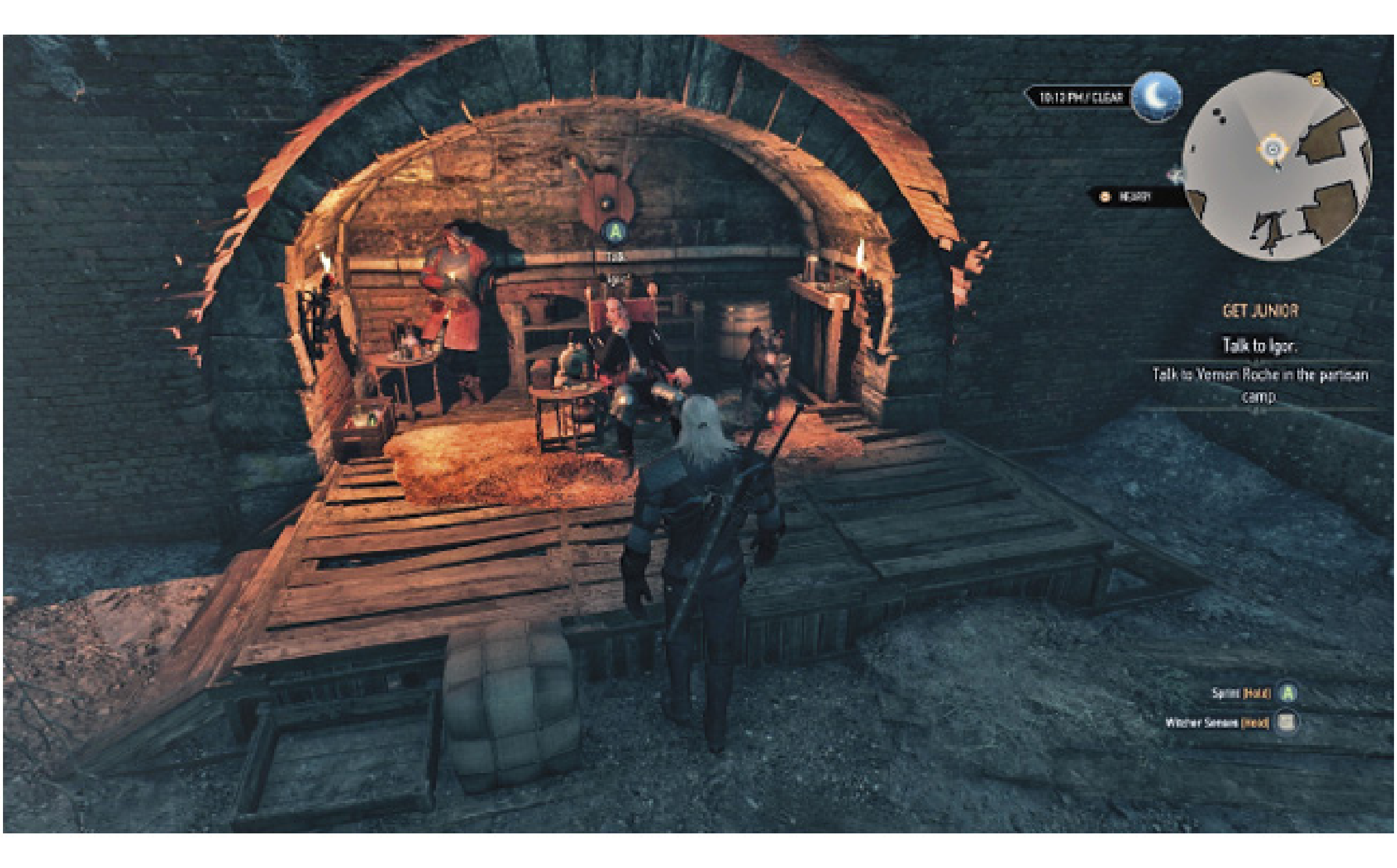
ARENA AGITATOR: A MURDEROUS MUTANT!

OBJECTIVES:

- Talk to Igor.
- Fight in the ring to prove you'd make a good bodyguard.
- Defeat your opponent(s).
- Survive the fight.

Igor the "Hook"

Descend the sewer steps, through two gates, and listen to the henchmen talking about the proposed fights scheduled in the arena. Head south, passing some fisstech addicts, then head east passing a locked gate on your left, passing guards and gaining an audience with Igor himself. You tell him you need work; perhaps as protection. Igor seems interested. Don't mention Whoreson's name, but otherwise answer however you wish. He wants to test your mettle. Survive three bouts in the arena, and you'll be put to work. Agree to this. You have time to prepare after agreeing.



MEDITATION AND PREPARATION

Feel free to prepare and meditate for a number of (sanctioned) fights to come, before visiting Igor himself.

You appear in the arena (and there is no escape). Igor whips up the crowd with talk of your murderous nature, and then introduces your opponent(s):

Bout #1: Gustav Roene: A hardy man, but with little combat prowess. You can:

Swiftly kill him. The crowd goes wild.

Spare him as he has three children. The crowd isn't happy, but Gustav is; he helps you during all the subsequent bouts!

GET JUNIOR
Fight in the ring to prove you'd make a good bodyguard.
Survive the fight.
Talk to Vernon Roche in the partisan camp.

Bout #2: The Hairy Brothers: Two Skelligers who are double the trouble. Although you may yell at the last remaining brother to yield, he is too proud, and must be slain. The crowd goes apoplectic with bloodlust!

Bout #3: A Wyvern appears, and must be brought down to earth with a thug (and possibly a Sign or crossbow bolt). Dodge, weave, and watch that breath! The mob is freaking out!

Bout #4: Wait, wasn't this three rounds? Well, you're tested with a pair of Endrega. Consult the Bestiary chapter of this guide if slaying these terrible insects is beyond your competence.

Bout #5: Boris! A large lumbering bloodthirsty bear pads out to maul you. Return the favor, and expect a protracted combat. End him, and you conclude your career as a pit fighter.

As the applause dies down, a figure appears on the balcony above. He introduces himself as Cyprian Willey, known to most as Whoreson Junior. Answer as you wish. Whoreson is about to leave when Igor comes running into the arena. Cleaver's dwarves are in the tunnels! Whoreson orders all of them killed. Along with you! Instead of a peaceful solution, you must now resort to brutal bloodshed and slay every enemy throughout this sewer! A Senseless Slaughter is inevitable!

SENSELESS SLAUGHTER: A MASSACRING MUTANT!

OBJECTIVE:

- Kill Whoreson's thugs.

Cyprian Willey

RECEIVED:
EXPERIENCE POINTS: 250
Kill Whoreson's thugs.

Exploring Whoreson's arena ends in combat no matter how careful or respectful you try to be. Prepare for battle when one of the following activities occur:

- You visit Cleaver (Main Quest: The Gangs of Novigrad), agree to slay every one of Whoreson's men, meet up with a group of dwarves prior to visiting the arena, and launch an all-out strike into the sewers without worrying about a brief career as a pit fighter. Charge!
- You speak to Igor and mention the name of Whoreson. This causes suspicion, and you're deemed a threat. Let battle commence!
- You manage to complete all bouts of arena combat, after which Cleaver's dwarves arrive anyway, no matter what your previous choices. Whoreson's thugs turn on you. Big mistake! Dismembering time!

ARENA RUMBLE

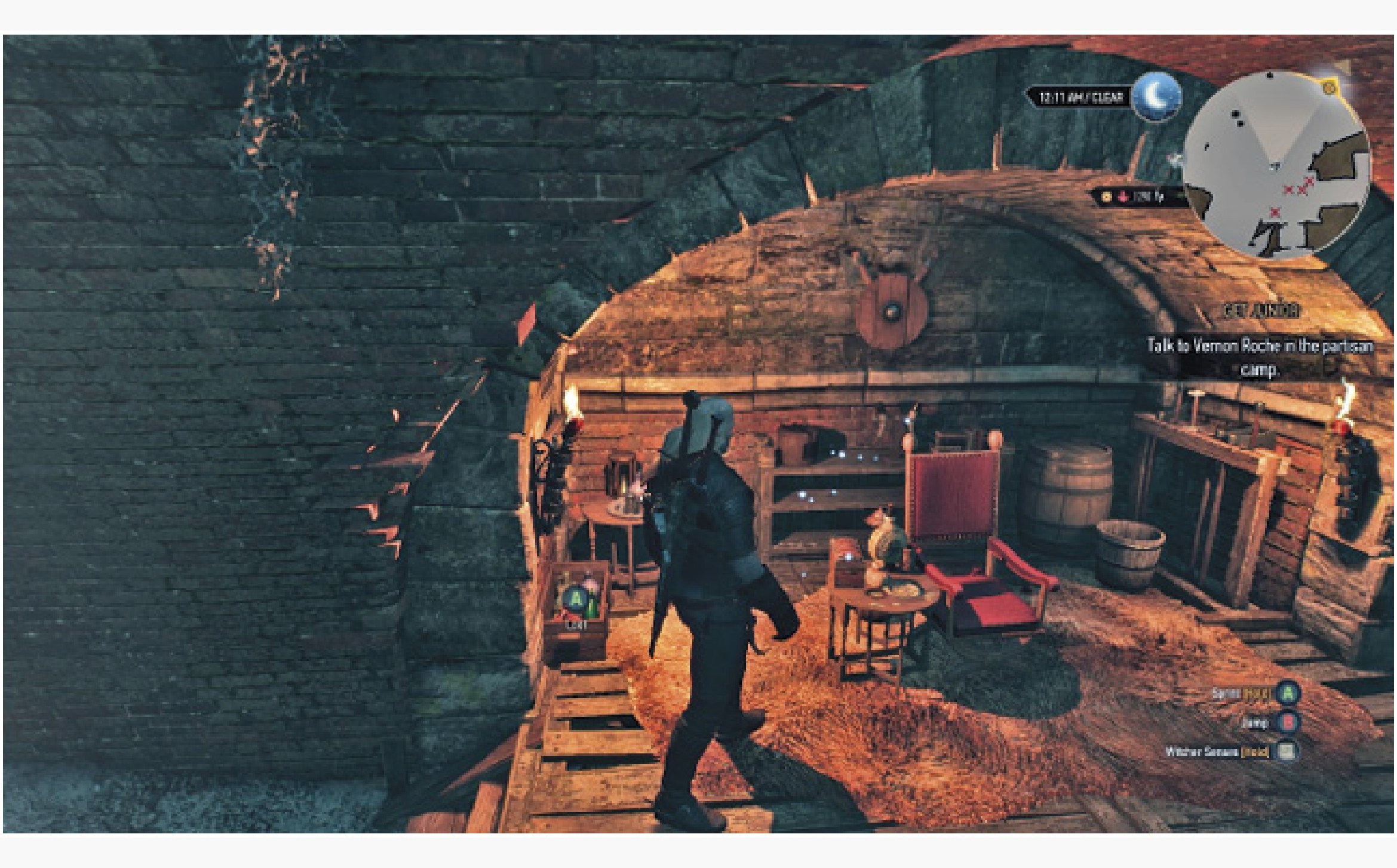
Expect around 16 opponents (Whoreson's henchmen, bandits, and bouncers) during this attack; six on the arena corridor level and the rest upstairs where you met Igor. Expect a much easier fight with Cleaver's dwarves backing you up (but less XP rewarded as there are fewer kills).

ARENA CONCLUSION: THE REDANIAN CONNECTION

OBJECTIVES:

- Search the area for information about Whoreson.
- Read the documents you found.

Tear through the assembled thugs, including Igor. When everyone not under five foot tall is dead, begin a reconnoiter of the area. Begin by finding the corpse of Igor, near his throne to the west of the arena balcony, and search it. You're looking for a key.

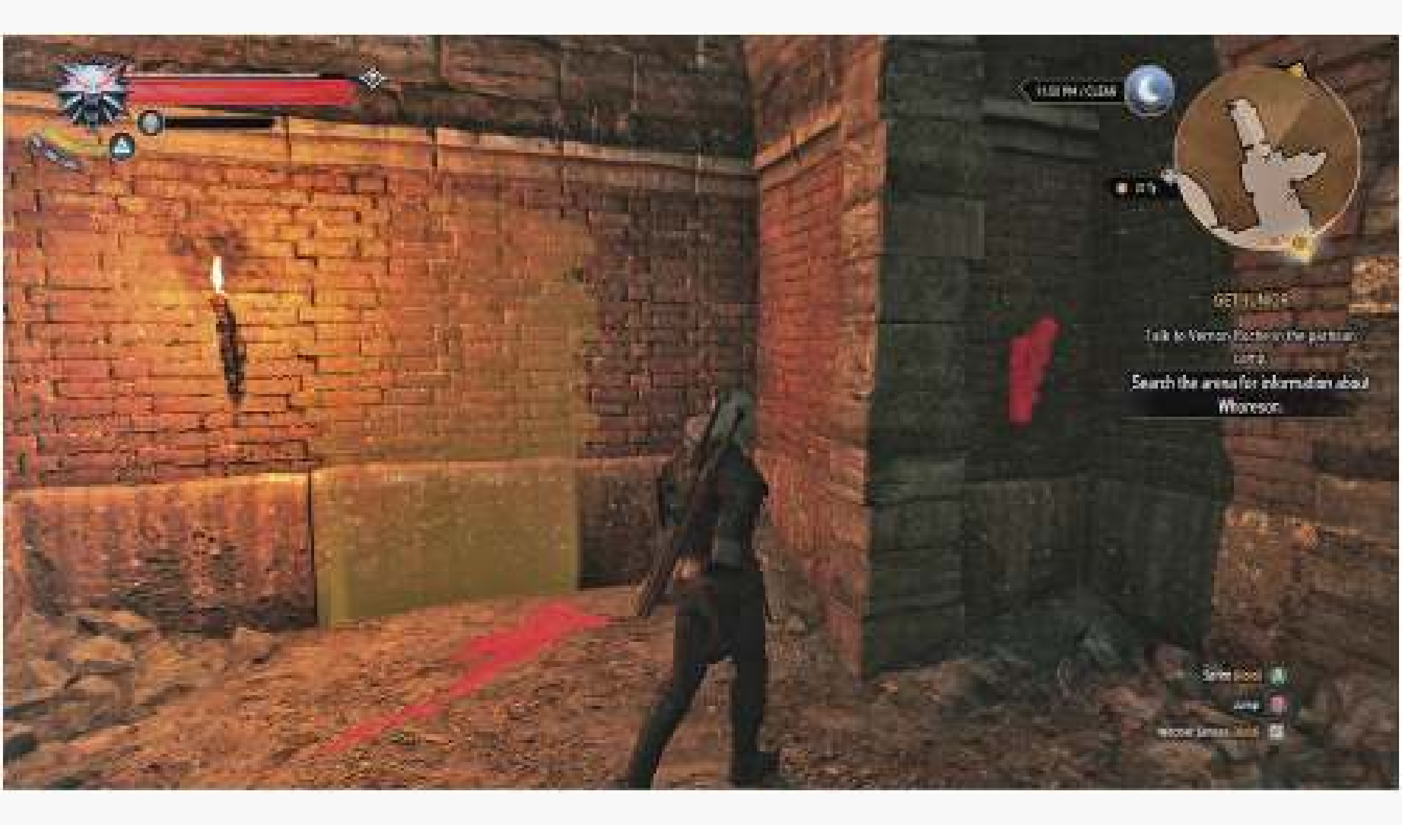


Approach the chair Igor sat on, and unlock the small chest on the side table. Aside from a gold ring, there's a message in here. Access your Inventory menu and read it.

ITEM: Quest Items: Key to the Novigrad Arena, Message from Igor

OBJECTIVES:

- Use your Witcher Senses to find a way to acess the secret stash.
- Search the secret stash.
- Read the mysterious letter.


GET JUNIOR
Talk to Vernon Roche in the partisan camp.
Search the arena for information about Whoreson.

The message tells of a hidden lock box with valuables inside it. Fortunately, the route to find it—down the corridor leading from the upper level toward the arena, turning so your back is to the grating and then looking to the wall opposite you—is easy to follow. Turn from the throne and head west down the tunnel. Turn right (north) through the arch grating. Turn right again (east) and run down the sloping tunnel, which curves to the right (south). Then turn left (east) and locate the scraping on the ground of the alcove along the far wall. This signifies a secret door. The wall torch to open it is on the wall, just right of you (left of the rubble pile). Light and interact with it. Step through the wall opening, and gather the following from the secret stash:

ITEM: Crowns, Quest Item: Mysterious Letter

OBJECTIVE:

- Talk to Dijkstra about Whoreson's ties to the Redanians.

Access your Inventory menu and read the letter; it tells of King Radovid's displeasure at Whoreson for not ridding Novigrad of the other members of the "Big Four" (Dijkstra, Cleaver, and Bedlam). It is signed "M." This knowledge should definitely interest Dijkstra, so return to the Bathhouse, and visit Dijkstra in his library office. There's a wealth of conversation options here (about your investigation progression, Dijkstra's own contact with Radovid, and chats about Radovid plucking the eyes out of the sorceress Philippa Eilhart), but tell him that Junior is working with the Redanians. Answer however you wish. You ask Dijkstra if he has a contact among the Redanians. He doesn't, but you do! Remember the former commander of the Blue Stripes? Vernon Roche! He's holed up in a camp near Oxenfurt.

DECISIONS, DECISIONS

At this point, you multiple objectives to be completed in any order. You can:

- Continue Main Quest: Get Junior and visit the casino.
- Continue Main Quest: Get Junior and visit Vernon Roche.
- Continue Secondary Quest: The Gangs of Novigrad, visit Cleaver, and claim your reward.
- Start and conclude Secondary Quest: Honor Among Thieves and visit Francis Bedlam, King of Beggars.

Main Quest: Get Junior (Continued)

Squealing Like Sows Being Slaughtered

OBJECTIVES:

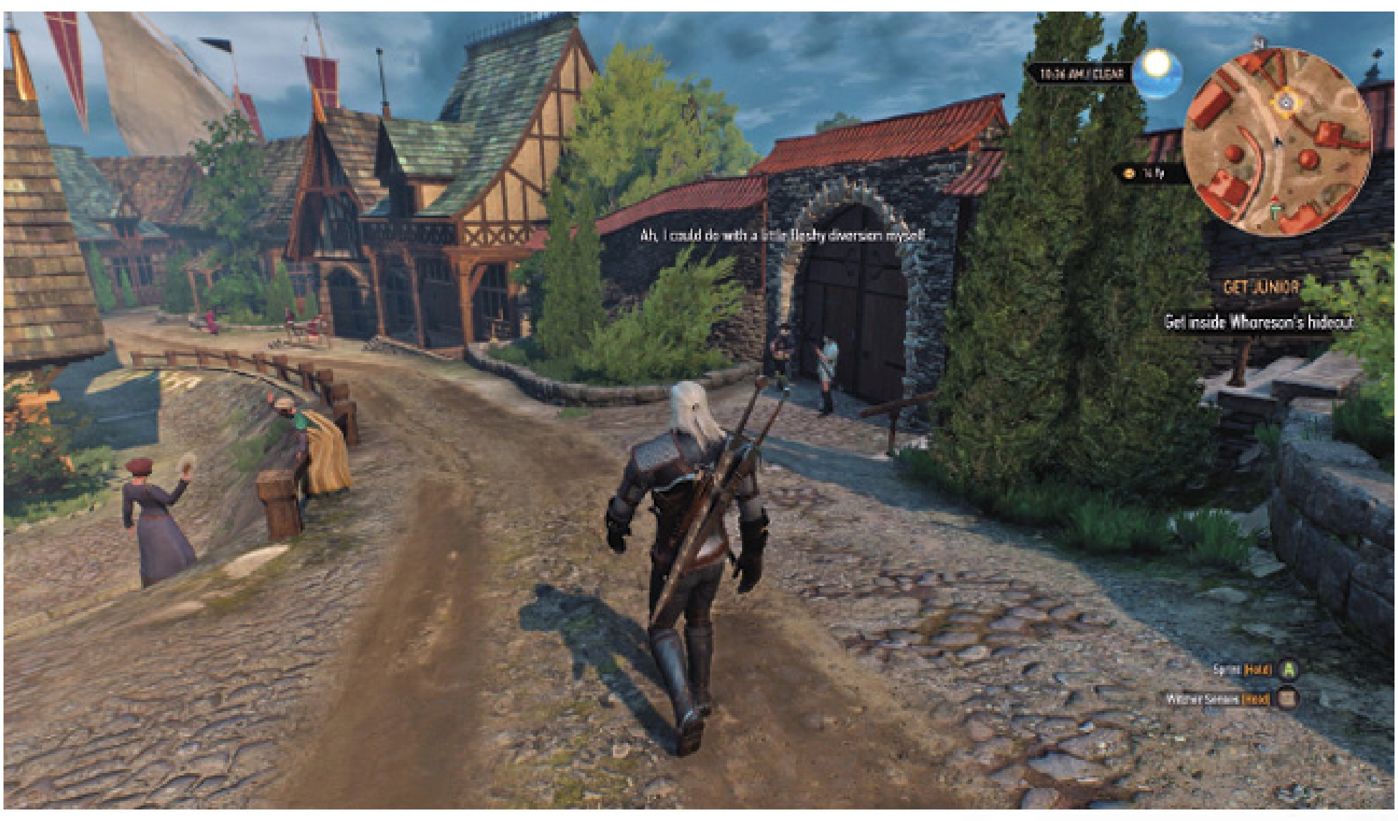
- Get inside Whoreson's hideout.
- Search the guards' bodies.
- Search Whoreson Junior's residence.

QUESTING DECISIONS: FAILURE!

At this point, Main Quest: Gangs of Novigrad will fail if you haven't spoken to Cleaver or helped him slay Whoreson's men back in Novigrad.

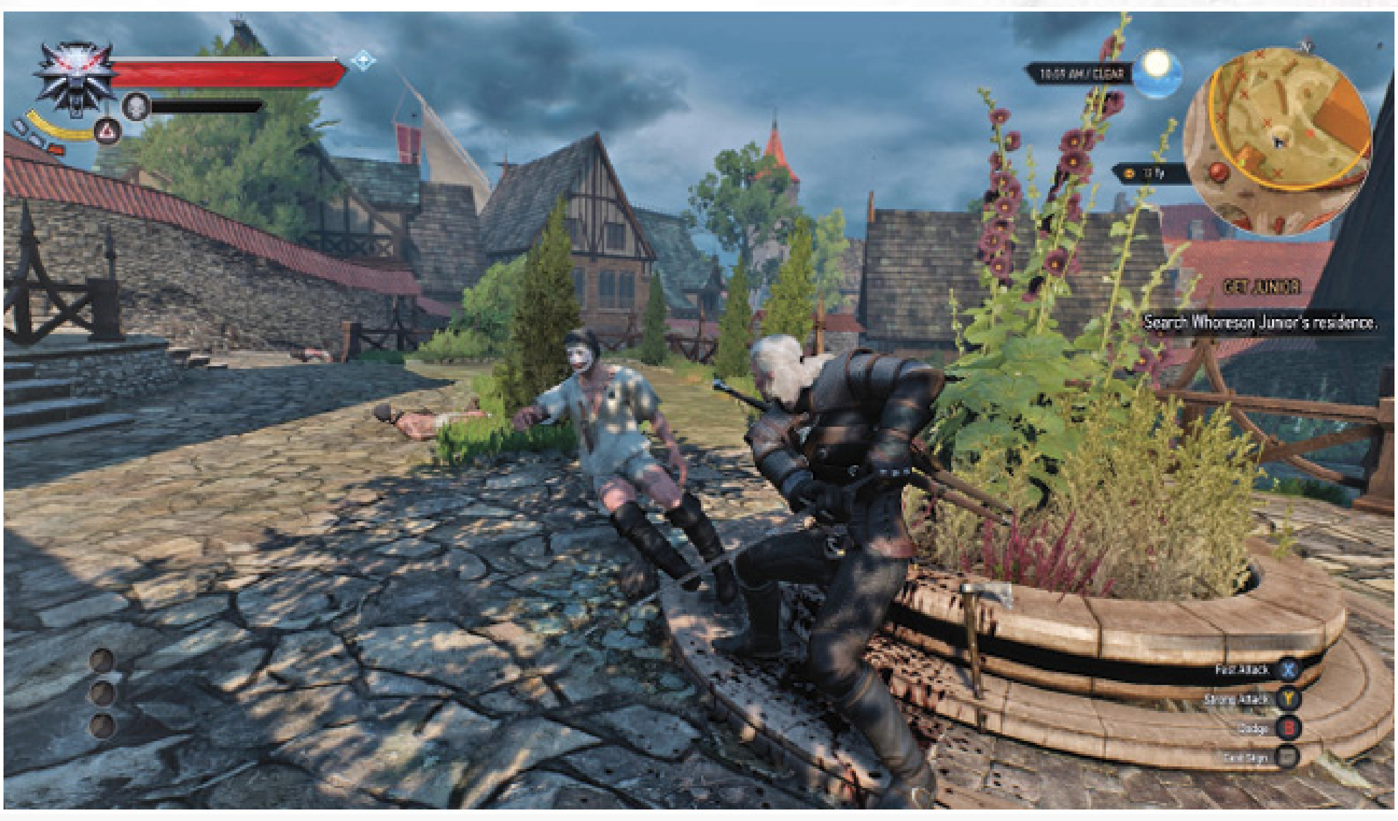
Arguably the largest walled structure in all of Oxenfurt, Whoreson's estate features a stone wall too high to hop over, and an entrance on the western side of the compound that is guarded by a couple of henchmen.

- The conversation usually turns violent if you slayed the enemies within the casino and arena, earlier in this quest.
- If you didn't kill anyone (fleeing, or leaving the dwarves to slay everyone), the conversation turns to the topic of "fresh girls" for Whoreson.


10:36 AM / CLEAR
Ah, I could do with a little fleshy diversion myself.
GET JUNIOR
Get inside Whoreson's hideout.
Sprint [Hold]
Witcher Senses [Hold]

VIOLENCE: THE CACOPHONOUS KILLER

If the situation turns violent. Quickly slay both guards, hopefully without attracting any Redanian soldiers into the fray. Then inspect one of the henchman corpses for a key. Use it on the large arched door they were stood in front of.

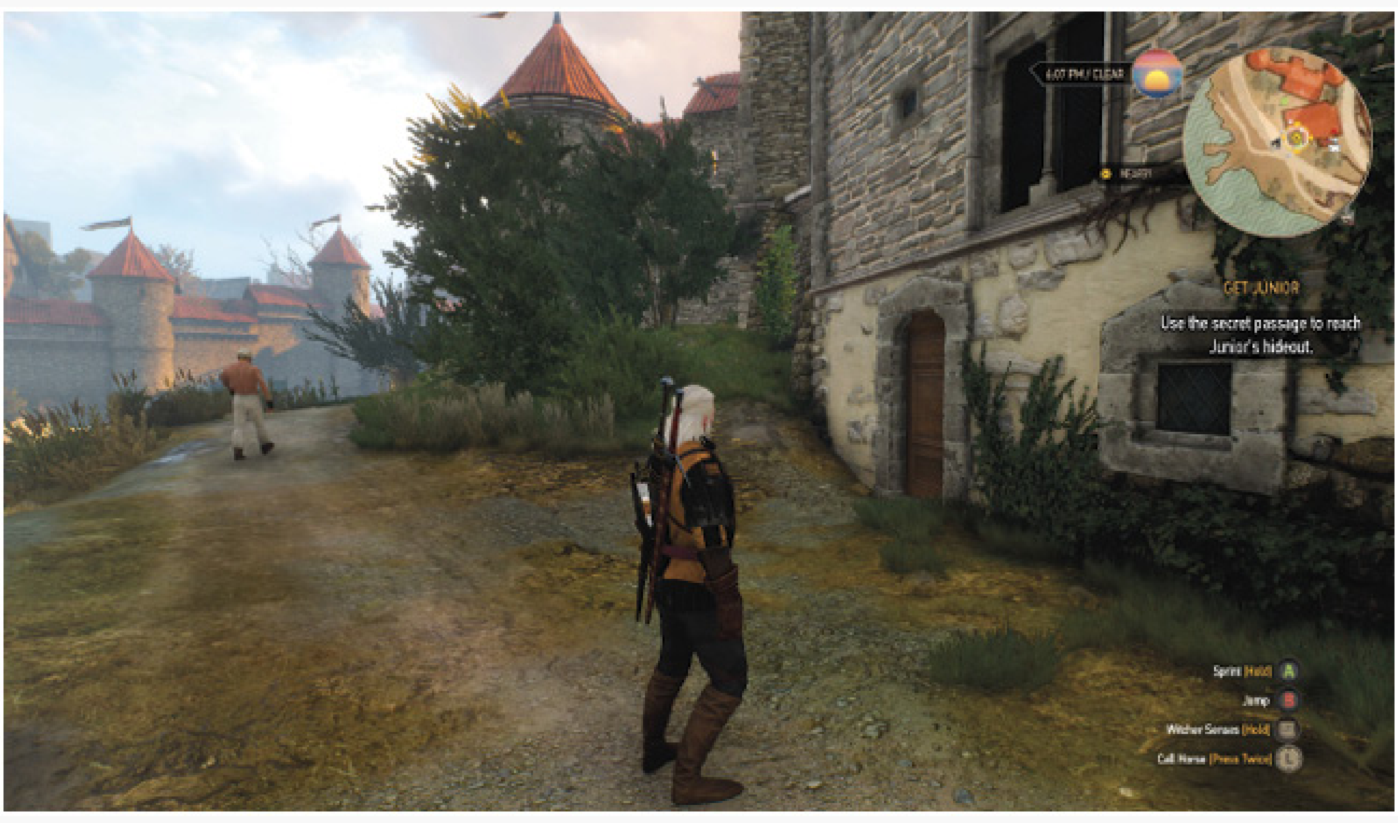

10:09 AM / CLEAR
GET JUNIOR
Search Whoreson Junior's residence.
Fast Attack
Strong Attack
Dodge
Cast Sign

ITEM: Quest Item: Key to Whoreson Junior's Estate

Enter the estate grounds, immediately confronting a dozen of Whoreson's henchmen in a variety of locations; slice them by the stone steps. Pummel them around a central fountain. Decapitate a couple near the workshop; make a thorough sweep outside, and don't rest until the cobblestones are stained with their blood. Then enter the main mansion structure. Use the entrance near the fountain, or around the back at the tradesman's entrance. Expect a further four foes (two per room) as you invade the ground floor of the structure. Kill them all!

SILENCE: THE SNEAKING ASSASSIN

With your ruse believed, the bouncers at the gate point you to a secret passage close to the perimeter of the estate. Descend the ladder, into a narrow sewer tunnel, and maneuver right, then left to a cave-like area and search out a brick wall that looks unstable. Blast it with Aard, allowing you to enter the cellar of Whoreson's mansion. Expect to kill four foes as you head upstairs, and invade the ground floor of the structure. Kill any you wish, and optionally head outside for a more protracted battle.


6:07 PM / CLEAR
GET JUNIOR
Use the secret passage to reach Junior's hideout.
Sprint [Hold]
Jump
Witcher Senses [Hold]
Call Horse [Press Twice]

Main Quest: Get Junior (Continued)

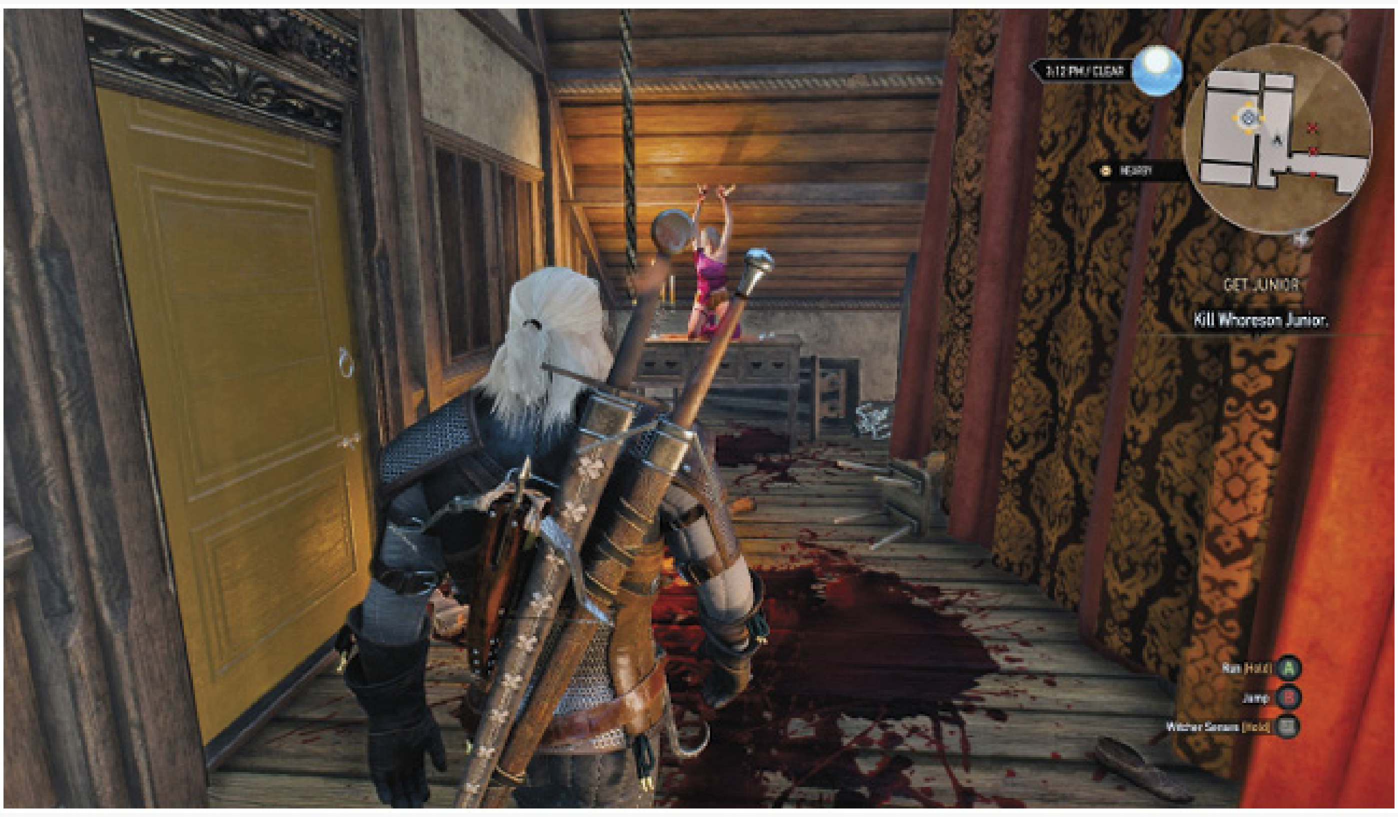
Living Down to His Name

OBJECTIVE:

- Kill Whoreson Junior.

Look for a set of stairs in the northwestern room of the mansion that leads up (east) to some grim findings on the upper floor. Use your Witcher Senses if you wish, and examine a horrific act this degenerate inflicted on a woman of Oxenfurt. Then open the bathroom door.

Cyprian Willey (Whoreson Junior)



You catch Whoreson with his pants down (literally). The corpses of tortured prostitutes are strewn about the chamber like discarded clothing. It takes a single punch to put Whoreson on his back. After some vicious pummeling, Whoreson pleads for you to stop. Tell him you're here to kill or talk to him. There's more pleading. Eventually, he agrees to tell you about Ciri and Dandelion, who apparently came to him looking for help in repairing a phylactery. He obliged, and in return, they were to steal Reuven's treasure. When they failed to return, he flew off the handle, kidnapped their Doppler (Dudu), and kept the phylactery, which is on a nearby table. Main Quest: Get Junior temporarily stops.

Main Quest: Ciri's Story: Visiting Junior

Dudu Rescue

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: VISITING JUNIOR

LOCATIONS : Temple Isle District, Whoreson's Casino (Novigrad)
CHARACTERS : Ciri, Dandelion, Dudu
ENEMIES : Whoreson Junior, Whoreson's Henchmen

QUESTING DECISIONS

This quest starts automatically once you interrogate Whoreson Junior.

OBJECTIVES:

- Get on the roof. Get on the balcony.
- Enter through the window to Whoreson Junior's room.
- Kill Whoreson Junior.

Cirilla

Main Quest: Count Reuven's Treasure

Show and Tell Down the Well

DANGER ALERT
SPOILER ALERT

MAIN QUEST: COUNT REUVEN'S TREASURE

RELATED QUESTS : Main Quest: Get Junior, Main Quest: The Play's the Thing

LOCATIONS : Dikjstra's Bathhouse (Novigrad), Novigrad Sewers, Henckel's Townhouse, Shrine to the Eternal Fire, Witch Hunter Barracks Outpost

CHARACTERS : Sigismund Dijkstra, Bart, Fonce, Happen the Eunuch, Triss Merigold, Yamurlak, Priscilla

ENEMIES : Drowners, Witch Hunters, Witch Hunter Torturer, Kurt (Witch Hunter Leader), Commander Caleb Menge

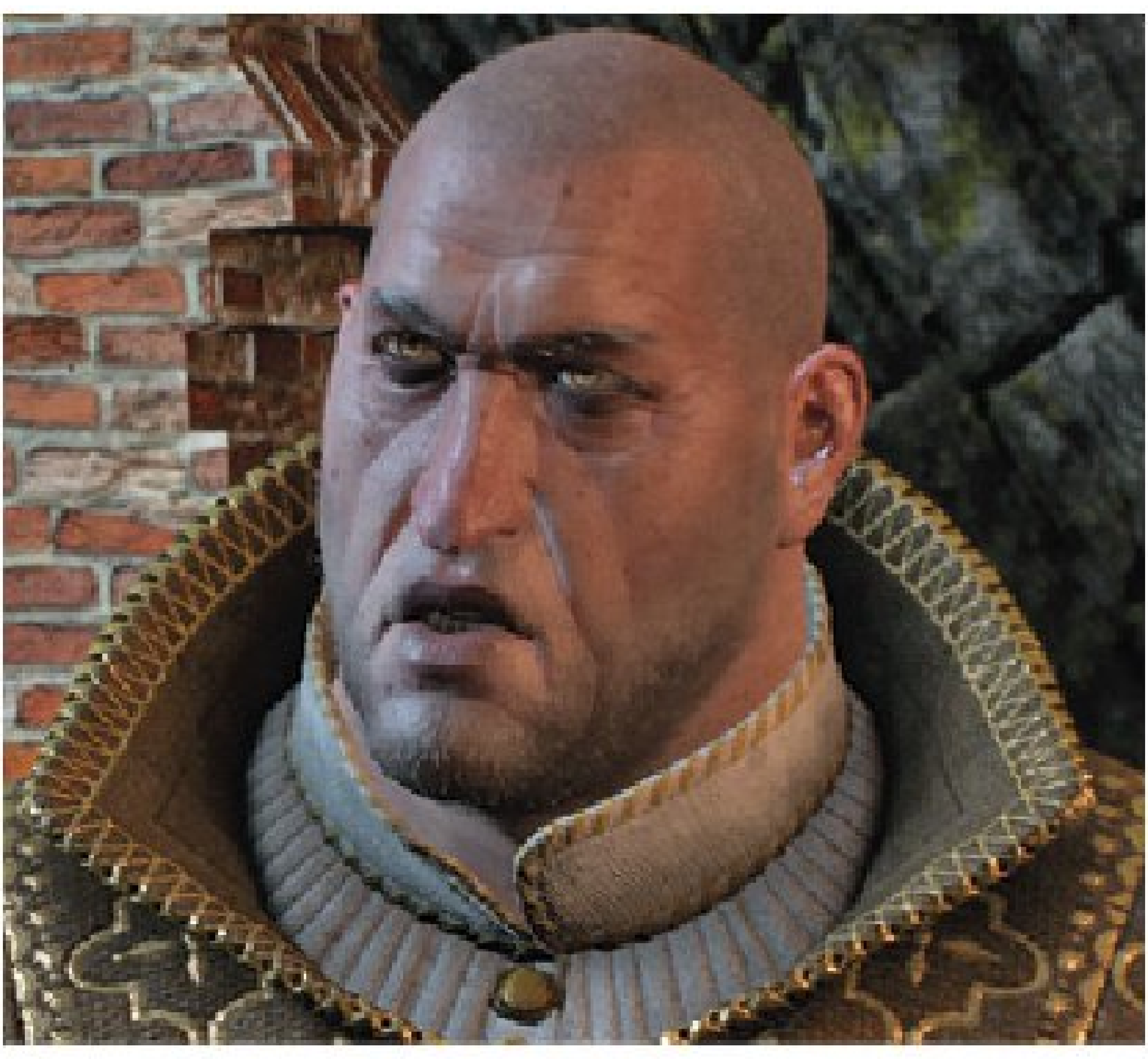
RECOMMENDED ITEM : Axii Delusion Level 2

QUESTING DECISIONS

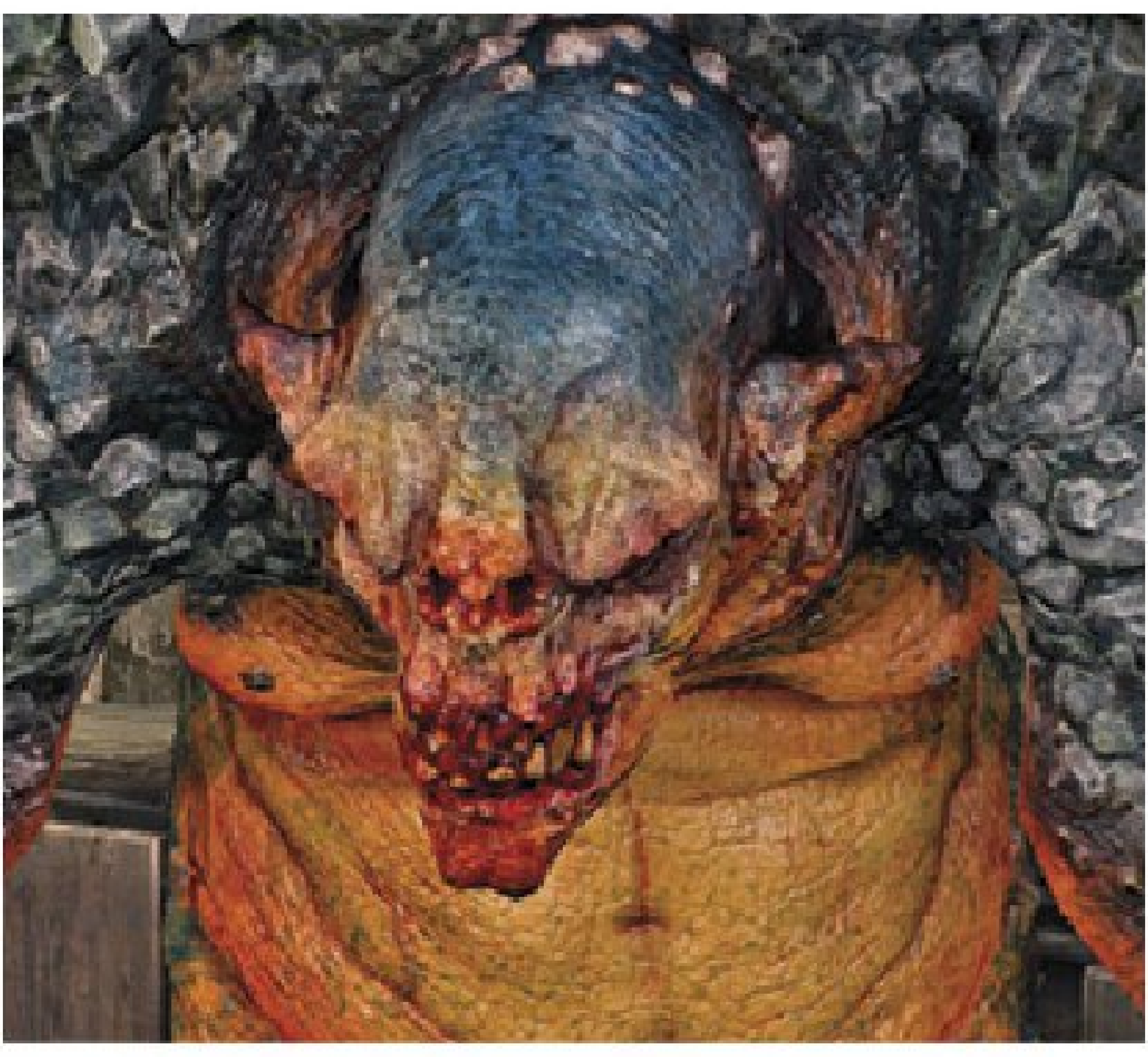
This Quest only becomes accessible once you start **Main Quest: Get Junior**, visit Sigismund Dijkstra's Bathhouse in Novigrad, fight off Whoreson's henchmen, and gather information regarding Whoreson afterward.

OBJECTIVES:

- Follow Dijkstra
- Nearest Signpost: North of Ubbizi Townhouse.

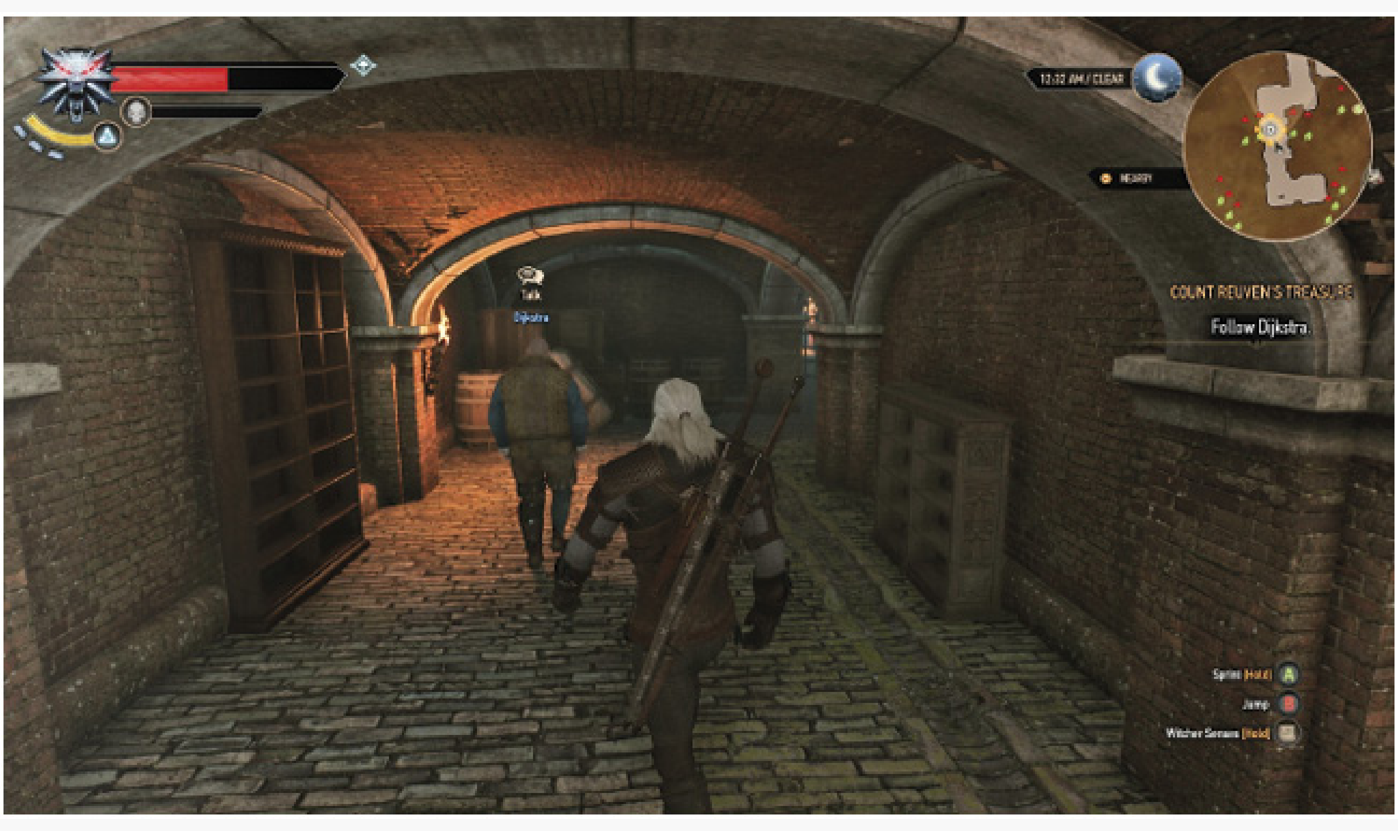


Sigi Reuven (Sigismund Dijkstra)



Bart the Rock Troll

After the bathhouse fracas, and you've dressed and met Dijkstra to glean information regarding Whoreson from him. Now ask about Dandelion. After some Grade-A sarcasm, he reckons Dandelion is dead. Answer him as you wish regarding a possible beef between them, and Dijkstra offers a surprising annoyance at the standard of Dandelion's recent poetry. After this additional sarcasm, Dijkstra says he has other problems to worry about. Problems you might be able to help him with. Ask him what he needs (or mention payment, leading to a short conversation about you helping the Emhyr), and he walks you to the pillared bathhouse chamber, and inserts a key into one of the columns. Water drains from the central well.



A secret ladder and passage down into the sewers beneath the bathhouse is revealed. Climb down the ladder, keeping your sword sheathed (or Dijkstra orders you to put it away), and follow him along the dank brick corridors… to a rock troll named Bart, who is banging its head against a sewer wall. Ask about Dijkstra's troll (he won it in a card game), then concentrate on the hole in the wall leading to the fast-moving effluent tunnel. Beyond it is Dijkstra's vault, which was filled with countless valuables, until someone made off with most of it. Agree to help and ask about:

- Witnesses (none other than Bart and the thieves, and the bathhouse didn't report any incidents on the day of the robbery).
- The approximate value (Dijkstra doesn't immediately tell you, but after you insist, he rattles off a list of valuables that could pay for a small invasion force).
- The hole in the wall; Bart attempts to explain ("boom" referring to explosion that blew open the hole in the wall, and "bad mushrooms" referring to pops mold with its toxic spores that grow in the sewers. They knocked the troll out and would kill most others).
- Now ask about who he used to track the thieves down. He mentions a lummox named Fonce—they both took an antidote to the mushroom poison, and explored the tunnels until Fonce vomited up the antidote and lost his protection, dying in the process. As he was dragging the body out, Dijkstra saw something monstrous in the poison mists, but can't elaborate further (though he can insult you some more). Now start your sewer exploration, taking the remaining antidotes from Dijkstra before you go.

ITEM: Quest Item: Pops' Mold Antidote (3)

A SWIG BEFORE THE SEWER TOUR

This antidote is critical to surviving the sewer exploration. Take this when you're close to the mold spore clouds. It lasts for 360 seconds.

Main Quest: A Favor for Radovid

A Contract from the Mage Murderer

DANGER ALERT SPOILER ALERT

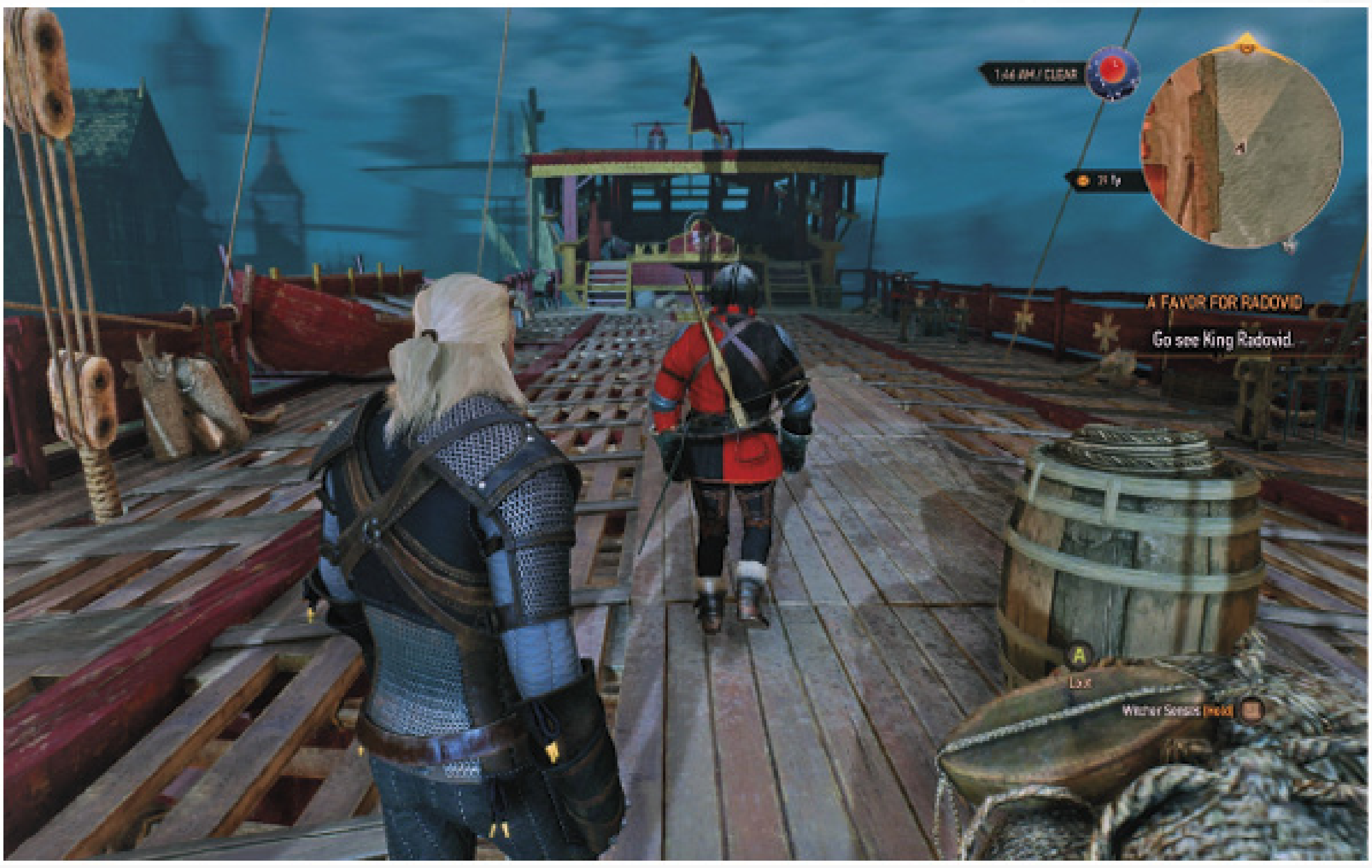
MAIN QUEST: A FAVOR FOR RADOVID

LOCATIONS : Oxenfurt Port, HMS Oxenfurt-Tretogor
CHARACTERS : Redanian Soldiers, King Radovid V
ENEMIES : None

OBJECTIVE:

- Go see King Radovid.
- Nearest Signpost: Oxenfurt Port

Leave Whoreson's estate via the entrance you entered, and you're stopped in the street by some heavily-armored Redanian soldiers. It seems Radovid requires your presence at once. There's no point in stalling; you're taken across town to the HMS Oxenfurt-Tretogor, an impressive galleon. You leave your weapons and must stroll across the deck, following the guard.



Radovid is waiting. Speak to the sunken-eyed weasel of a ruler. He isn't one to mince words; he wants the sorceress Philippa Elhart found. He ordered her eyes gouged out, but this apparently hasn't dissuaded her troublemaking and recent escape. He wants her alive, and brought to him. He no longer trusts the Lodge of Sorceresses. You can answer however you wish, but the results are the same; travel into the mountains and find her.

At this point, **Secondary Quest: Redania's Most Wanted** begins. Simply complete this quest, and A Favor for Radovid concludes at the same time. All that remains is to head to the Kingfisher Inn (off Hierarch Square), locate Priscilla in her bedroom, and tell her what you learned about Dandelion and Dudu. This quest now concludes.

QUESTING DECISIONS

This quest starts automatically after Main Quest: Get Junior concludes.

Main Quest: Get Junior (Continued)

End: Got Junior

Ask Whoreson what happened to Ciri (and Dudu); he has no idea about the latter, but Ciri escaped. Whoreson pleads for his life. You can:

- Kill him. This has an effect on **Act III: Main Quest: Payback**, and you can speak to Dudu about your actions then.
- Let him live, and incur the wrath of the other Big Four. This has an effect on **Act III: Main Quest: Payback**, and you can speak to Whoreson then.

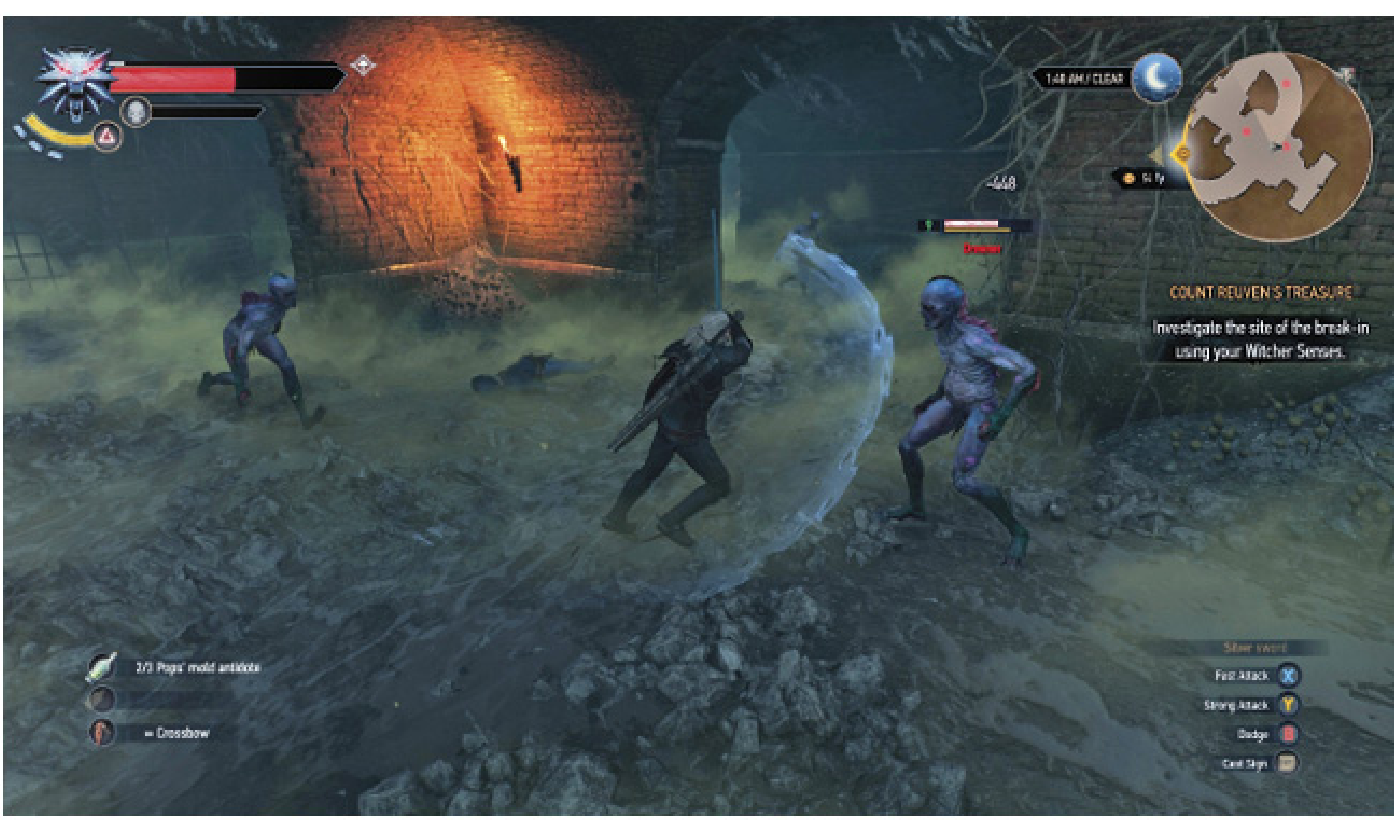
Main Quest: Get Junior now concludes.

Main Quest: Count Reuven's Treasure

Even Worse-Smelling than Normal

OBJECTIVES:

- Investigate the site of the break-in using your Witcher Senses.
- Follow the current.


COUNT REUVEN'S TREASURE
Investigate the site of the break-in using your Witcher Senses.
2/3 Pops' mold antidote
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

After optionally speaking to Bart and gathering almost no useful information from the rock troll (aside from the fact it heard a hissing noise from the wall while it was taking a "turdy dump"), begin your Witcher Sense inspection of the scenery:

- The blast in the wall indicates it was blown open from the inside. The bathhouse drain pipes converge at this point.
- Step through the blasted wall into the sewer tunnel and search the initial chamber. There is a grate, and bits of pipe clear across the chamber—it was a powerful blast. Perhaps a bomb, and not a spell? The objective updates when you find both these clues.

CHECK YOUR MINIMAP

The current now appears on your minimap; follow it!

Now head to the open grating (east), and take one of the Pops' Mold Antidotes to continue.

- There are three pipe gratings on the outside curve of the tunnel (to your right).

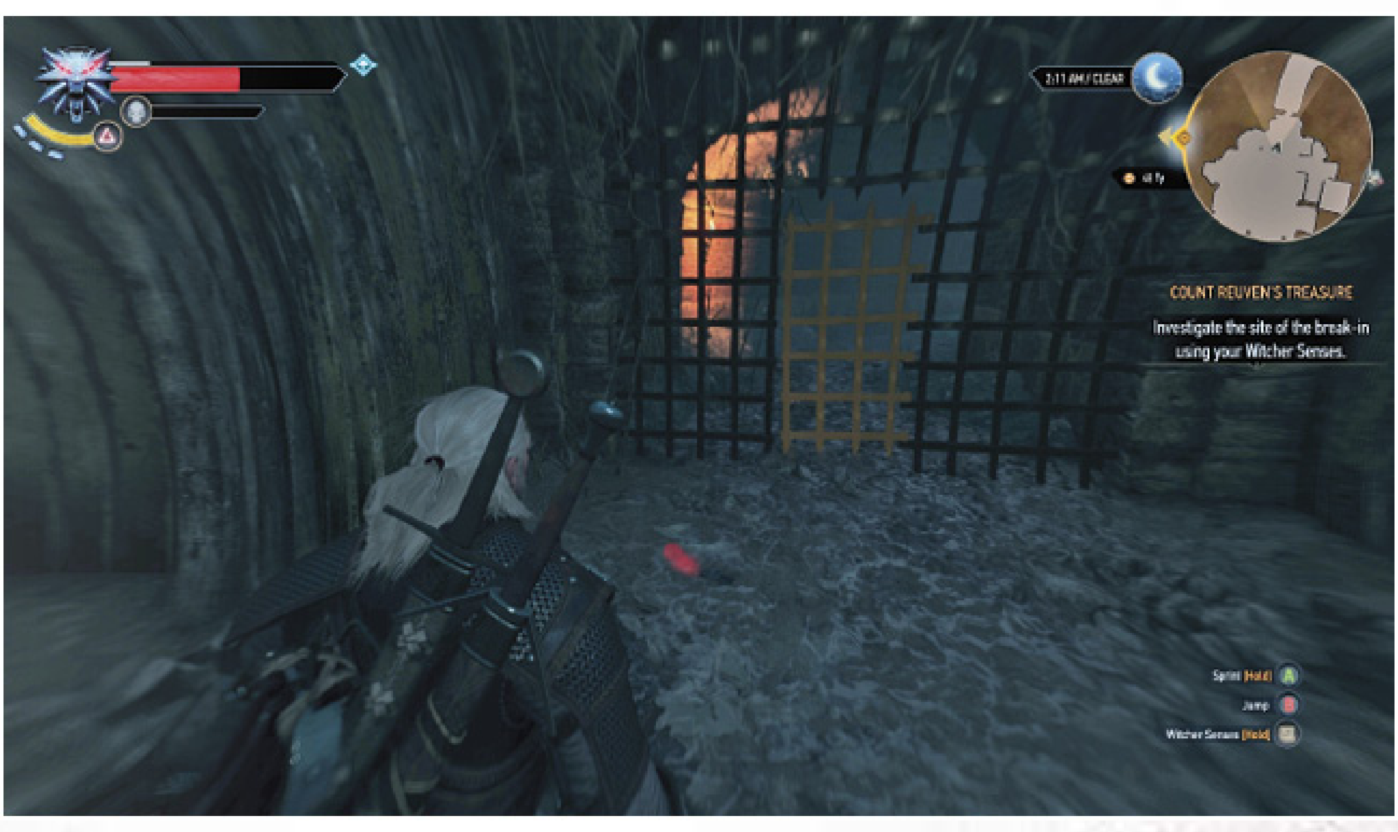
Further down the tunnel, prepare to slice apart a drowner lurking in the poison mists. Close by is an easily-overlooked emerald ring. Evidence that the thieves used this tunnel to escape. Continue down the tunnel to a connecting chamber. Slice two more drowners apart, then examine a corpse. This is Fonce, the thug Dijkstra hired. Follow the current and tackle two more drowners ahead.

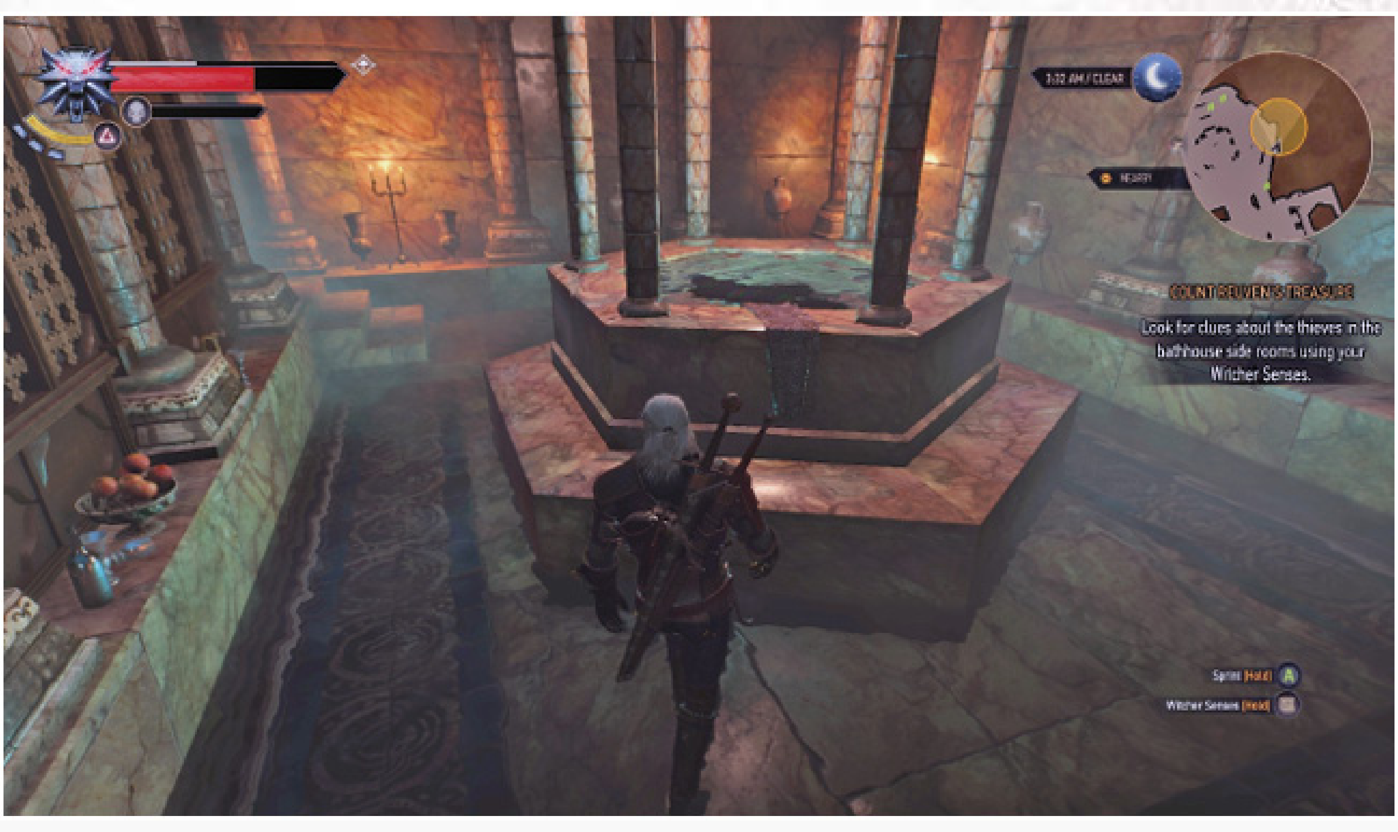
OBJECTIVES:

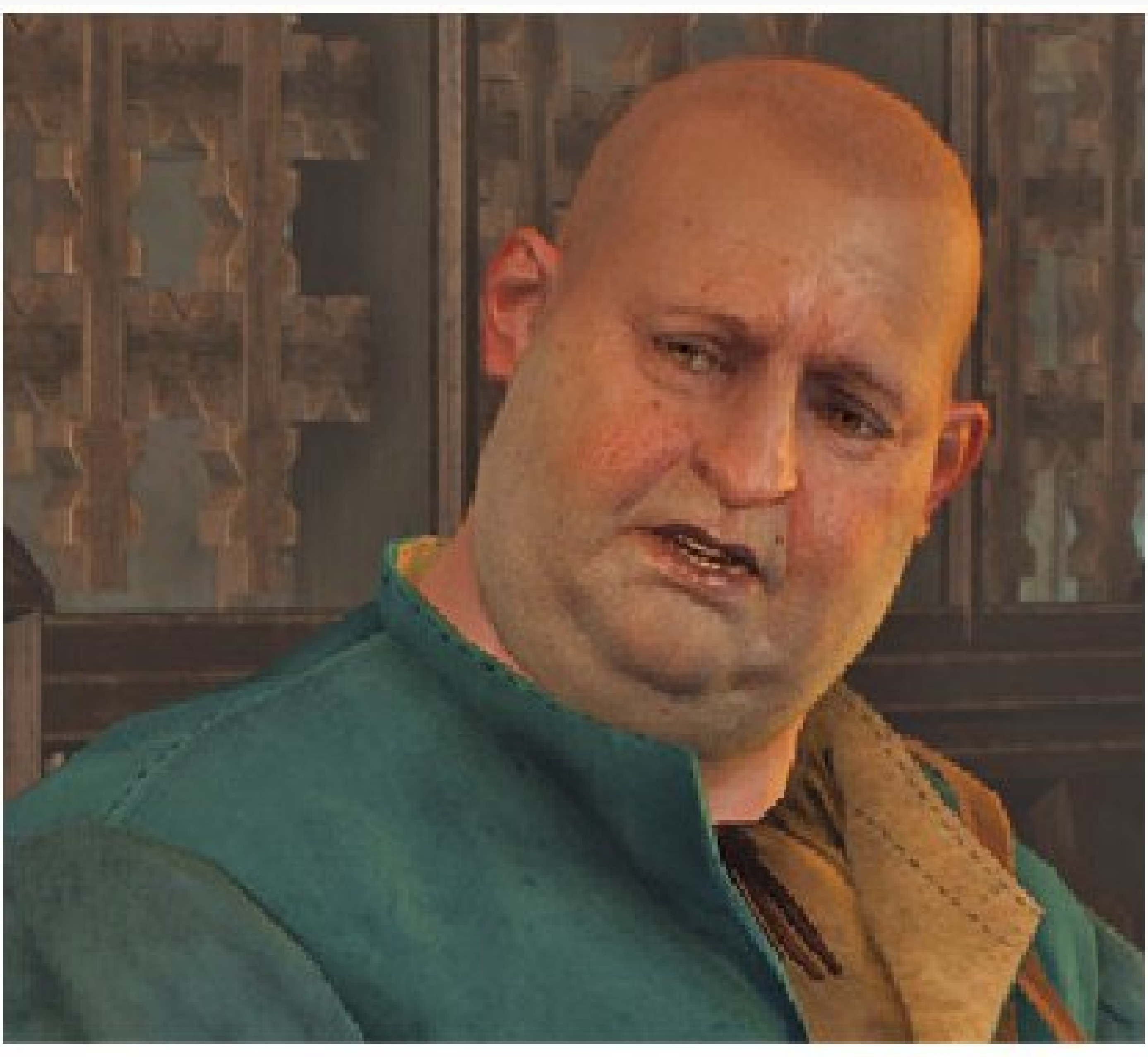
- Use your Witcher Senses to search the sewer room for evidence.
- Return to the bathhouse and summarize with Dijkstra.
- Look for clues about the thieves in the bathhouse side rooms using your Witcher Senses.

Continue through an open gate into a large, wooden-walled storage chamber with a couple more drowners, and steps up to a balcony. There's no need to ascend. Check the iron gate to the west (along the sewer current) to find part of a silver cylinder with runes etched into it. A bomb part? Just beyond the gate is an exit to the canals of Novigrad (where the thieves probably loaded their loot onto a barge).

Your objective updates; retrace your steps through the poison mist, back into the cellars and pass Bart, then climb the ladder up into the columned bathhouse room. Now, maneuver your way through the bathhouse to Dijkstra's library office.


2:11 AM / CLEAR
COUNT REUVEN'S TREASURE
Investigate the site of the break-in using your Witcher Senses.
Sprint
Jump
Witcher Senses


COUNT REUVEN'S TREASURE
Look for clues about the thieves in the bathhouse side rooms using your Witcher Senses.
Sprint
Witcher Senses



Happen the Eunuch

Tell him you're done investigating. You show him the bomb fragments, and inform him of the ingredients you smelled. Answer however you wish. After some talk about chemical reactions and sugar, tell him the bomb was found inside the pipe, and in pieces. You both deduce someone flushed the bomb down from a bathhouse pool inside this building. Use your Witcher Senses to uncover the following:

- There is a film of oil on top of one of the pools, southeast of your starting location. On the pool step opposite the oil is a silver lid matching the cylinder base you found. You summon Dijkstra.

Dijkstra tells Happen (his eunuch) to drain the pool. Ask about Happen's loyalty if you wish (it is beyond question), then inspect the pool. The grate has been removed. Happen rattles off the names of those who used the pool on the day of the explosion: Margrave Henckel? Impossible! He's been dead a year! Time to search his home, and pronto!

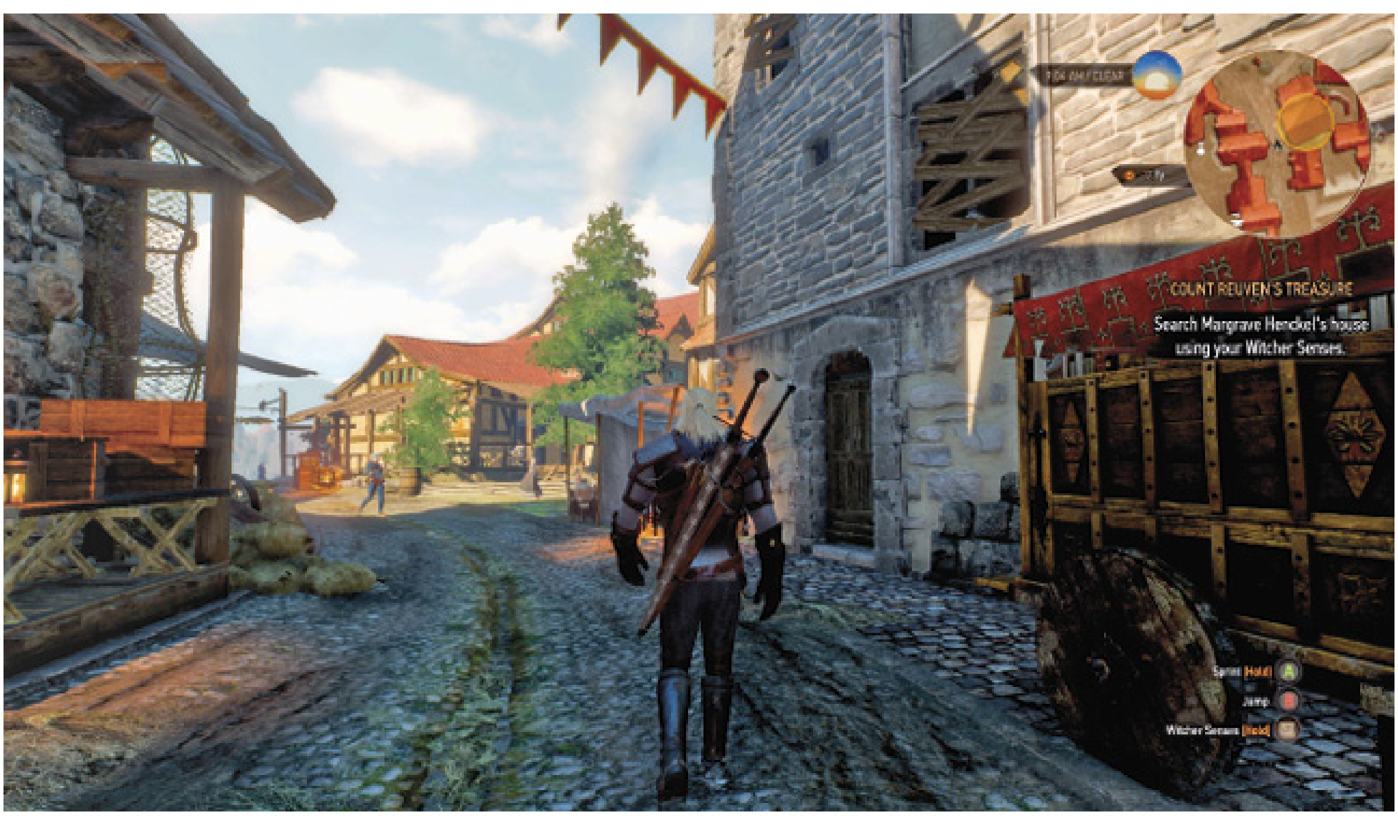
Main Quest: Count Reuven's Treasure

Pardon My Beauclairoise, but Who F--king Nicked My Gold?

OBJECTIVES:

- Go to Margrave Henckel's house.
- Search Margrave Henckel's house using your Witcher Senses.

Head out of the Bathhouse and into the Town Square, then head west toward the Golden Sturgeon. Henckel's townhouse is across the street from it, although it looks rather run-down. "Knock" on the door using Aard and step through the splinters, to the residence where you can easily spot footprints leading upstairs, and onto a landing. Check the table nearby for some wine and an odd note. It contains a riddle to read.



ITEM: Quest Items: Bottle of Wine, Mysterious Note

OBJECTIVES

- Solve the riddle from the mysterious note.
- Search the hidden room using your Witcher Senses.
- Check what's going on downstairs.

Adjacent there is a small room stocked with wine. You reckon the number of "your birth year" may refer to Dandelion or Ciri. Examine the wines belonging to the years 1251-1254. You place the bottle in the open slot for 1251 and there's a satisfying click in the room next to you. The door the footprints lead to is now open.

Inside this secret room (where Dandelion probably planned the heist) is the following to inspect using your Witcher Senses:

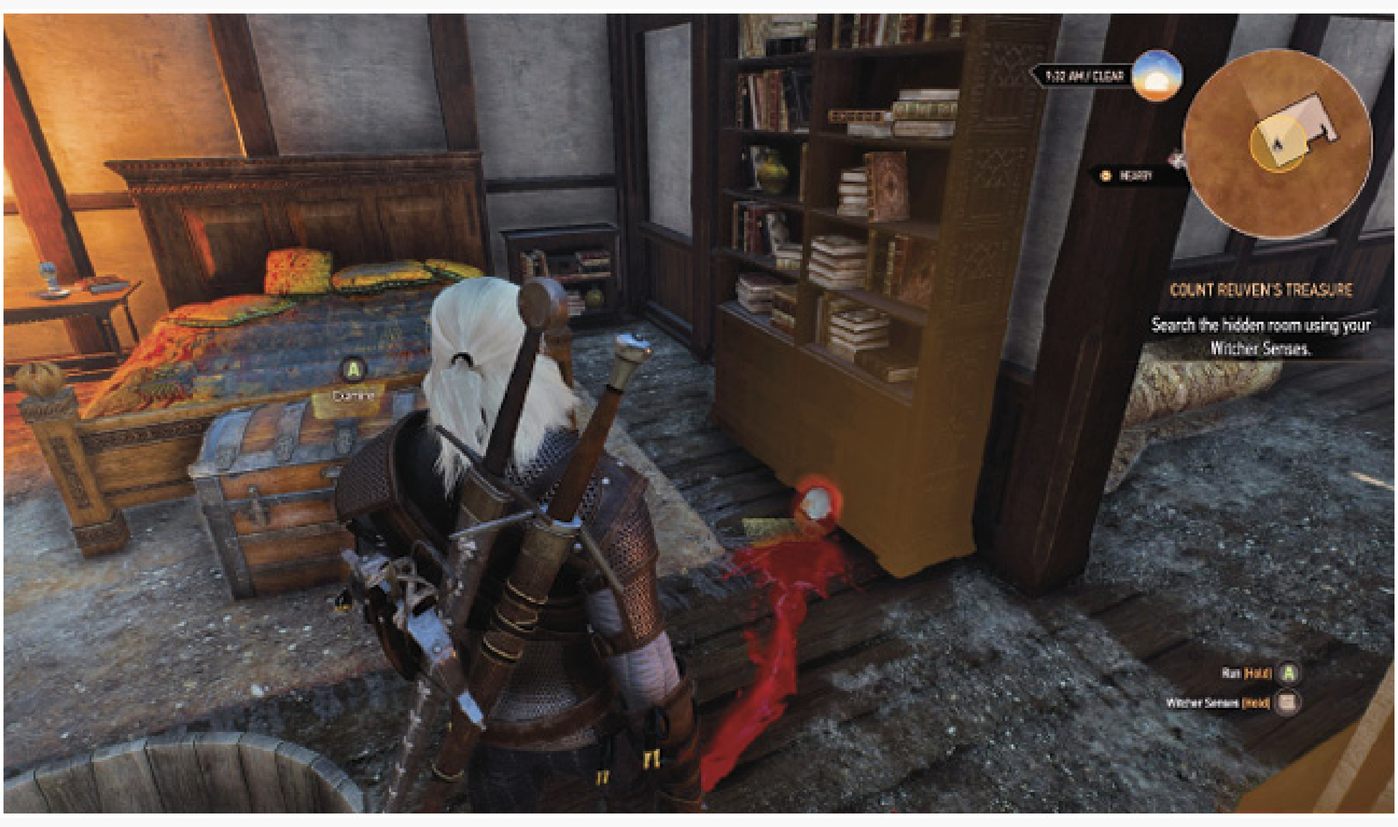
- Clues suggesting the bomb was created in this room.
- Instructions on how to build a bomb, signed by "Kalkstein."
- Some spilled wyvern oil.
- A chest at the foot of a bed, with a letter from Dudu on it. You read it. It is addressed to Ciri and tells of Commander Menge seizing the treasure and taking Dandelion.

ITEM: Quest Item: Letter from Dudu

You hear footsteps from downstairs. Time to investigate.

You're surprised to see Dijkstra and Triss Merigold. She's been called upon to provide help deciphering the rune on the bomb. Tell Dijkstra all signs point to Commander of the Temple Guard; Caleb Menge (though you can ask about him trusting you first). During this conversation, you can attempt a lie (that Henckel is still alive and orchestrated the heist with Menge), but Dijkstra doesn't believe you, and Triss steps in to further your commitment to completing this task. It is agreed to pay Menge a visit at the docks, and find out where Dijkstra's gold is being held.

Triss Merigold



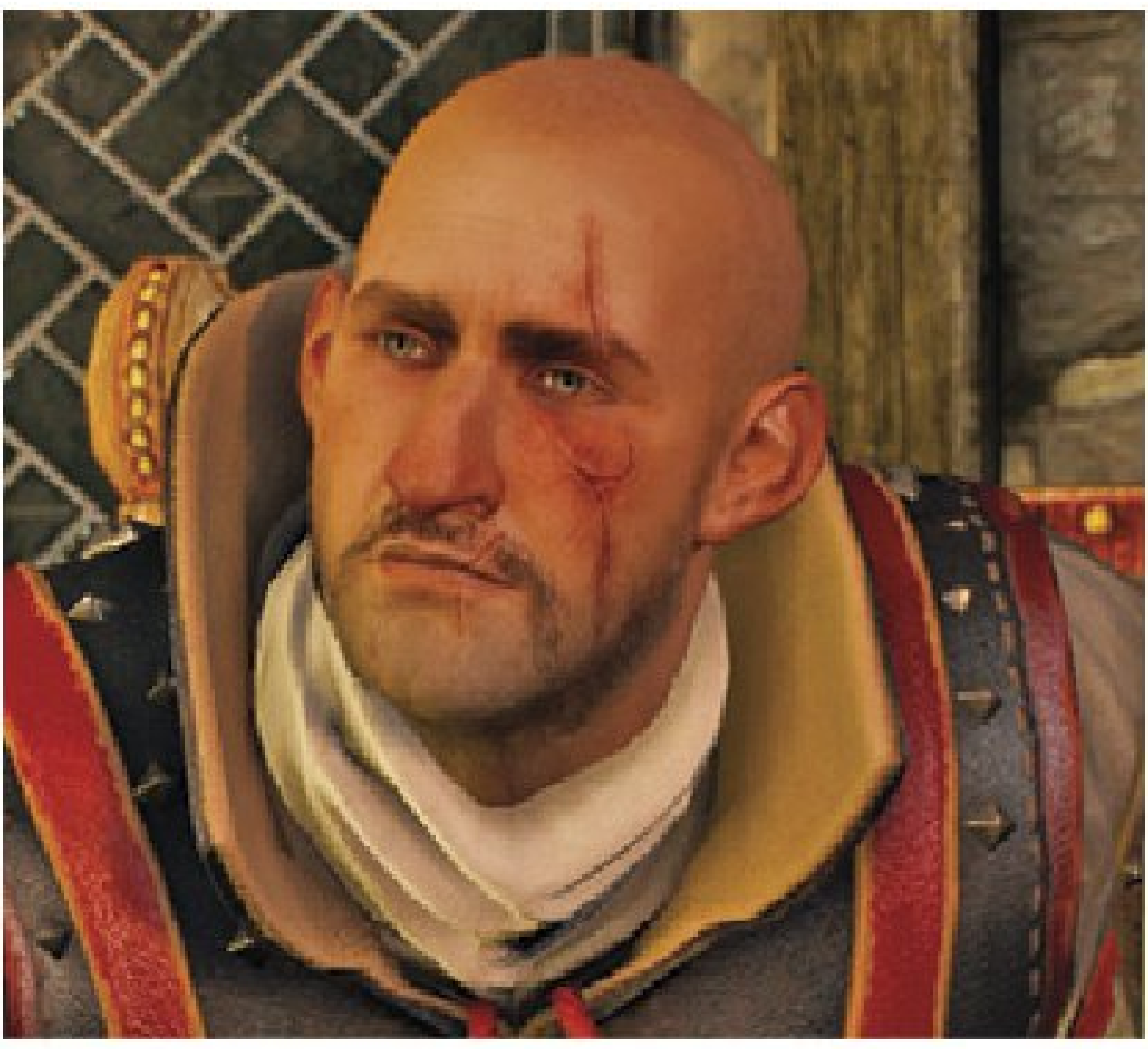
You can also tell Dijkstra that you and Triss were together, but this is in the past (and the less romantic choice compared to telling Dijkstra he's using you both). After straying from the topic (talking about your relationship with Triss), you both focus on the task at hand. But this isn't simply about finding the gold; it's about finding Dandelion. Triss tells you to meet her at the Eternal Fire shrine (east of the harbor) around midnight. You'll infiltrate the witch hunter barracks from there.

Main Quest: Count Reuven's Treasure

Infiltration: Nailed It

OBJECTIVE:

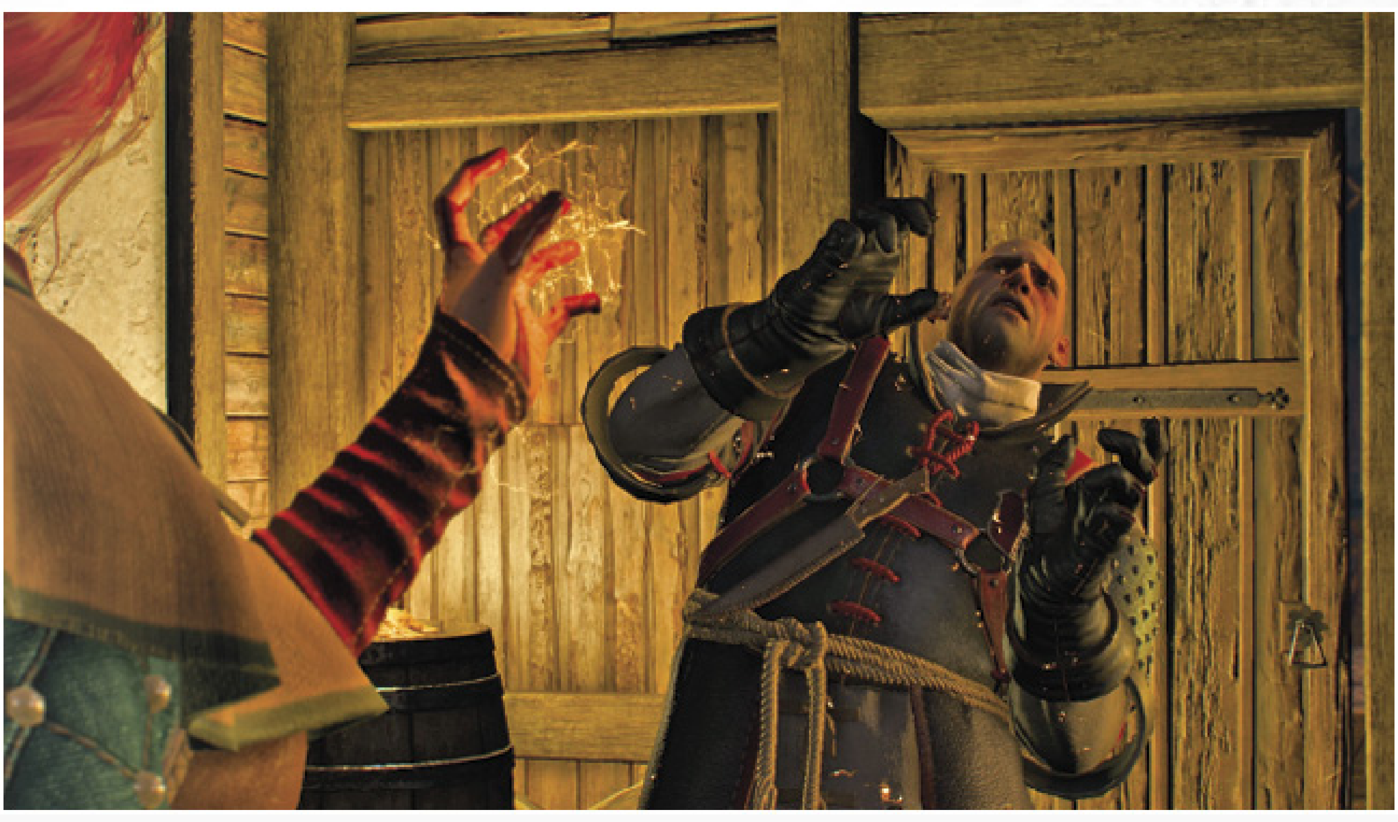
- Follow the witch hunter leader.



Commander Caleb Menge

You're led up the central stairs of this outpost. Stray too far from Triss, and you're warned to keep up. Ignore this, and the witch hunters turn hostile (leading to the "Eradication" solution). Triss is handed off to a torturer, who reckons losing a few fingernails might loosen Triss' tongue (before it's cut off). Answer with:

- "Fine, take her." Or,
- "Fine, but no torturing." (which raises the suspicion of the hunter; answer callously or use Axii Level 2 so your cover isn't blown).



TRIPPING UP TO SAVE TRISS

Throughout this infiltration, you have numerous chances to save Triss, and give the game away that you're not here to provide information on the whereabouts of more sorceresses. Choose any conversation answer other than the ones list here, and the witch hunters grow too suspicious, your cover is blown, and the "Eradication" plan must be completed instead.

While Triss begins her torture, you're ordered to sit down with Menge. He offers you a drink (interestingly, the goblet is silver; he's making sure you're not a doppler). Answer with:

- "Why not."

Menge shoos away Kurt the witch hunter leader, and the conversation turns to testing you regarding the wine and goblet. You can elongate the conversation if you wish, but don't ask to release Triss. Answer with:

- "Your hunters are torturing Triss, but haven't been paid."

The muffled sounds of fingernail extraction can be heard as Menge tests your mettle. Hold firm! He's impressed you turned in your lover. Answer with:

- "Witchers do anything for gold" or "Triss betrayed me first."

This pushes the conversation forward more quickly. Be sure you listen for Triss biting the torturer, after which she's gagged. Menge is surprised at your callousness; perhaps you can make a deal after all. He asks about Philippa. Make sure you don't choose "I'm looking for this treasure," and instead, answer with:

- "Free my friend Dandelion."

Menge refuses as he has a magnificent execution planned for him. In his hubris, he lets slip that Dandelion is being held in the dungeons beneath Temple Isle. Menge stands, drops a couple of notes into a fire, and wants to check in on Triss. He finds Kurt and the torturer dead. Triss advances while paralyzing him with a spell conjured from her bloodied hand. After stabbing him in the throat, she lets Menge fall dead on the torture room floor. Speak with her, telling her about Dandelion's location.

You can tell her Menge burned some papers, but it is too late to salvage them. You can acquire whether necromancy is worth trying, but Triss doesn't practice such magic. You decide that your friend Dudu might be able to help. Triss finds an office key on Menge's body, and a vault key hidden in the lining of his tunic. She hands both to you to give to Dijkstra. This might not be enough, but should keep him off your backs. For now though, it's time to find a way out of this place. The quest paths now merge, as you return to Dijkstra.

ITEM: Quest Items: Key to Menge's Key, Key to Dijkstra's Treasury

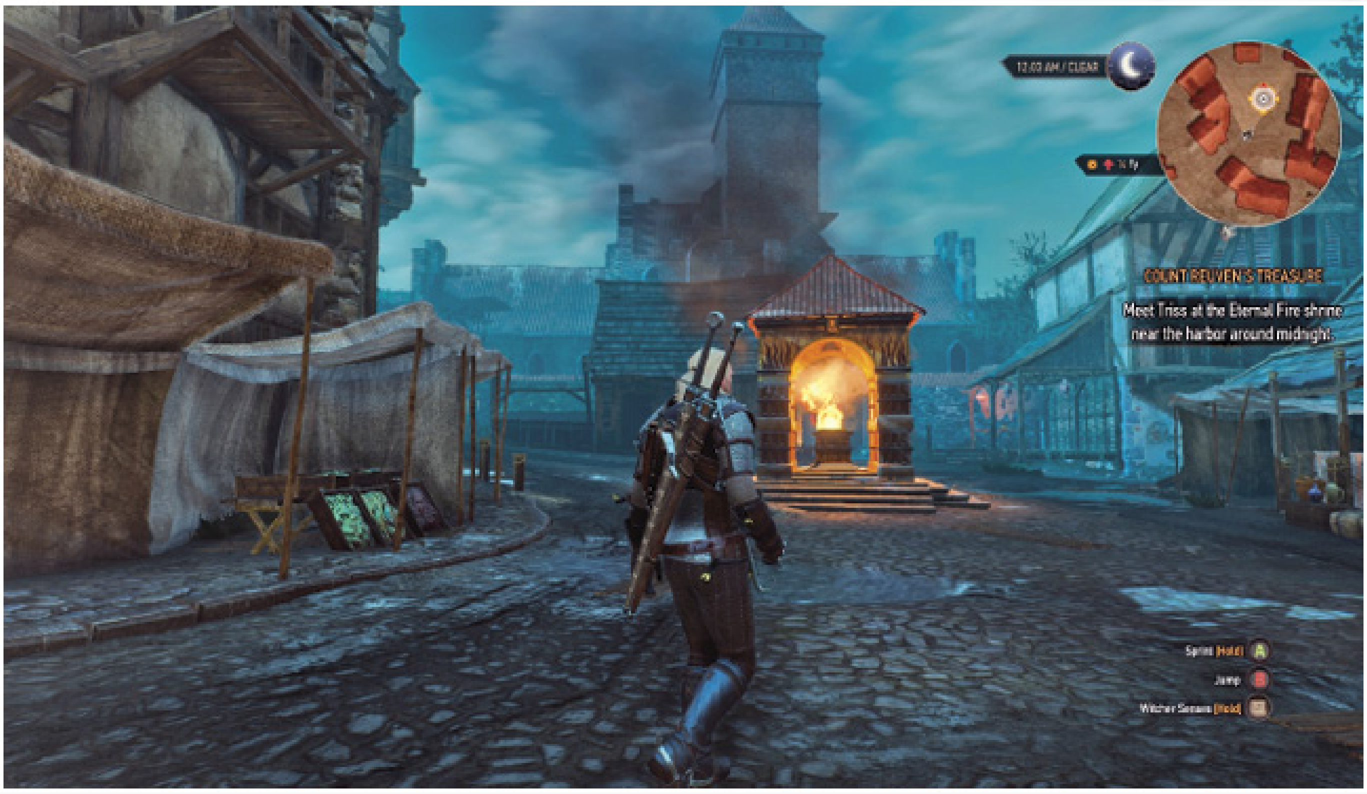
Main Quest: Count Reuven's Treasure

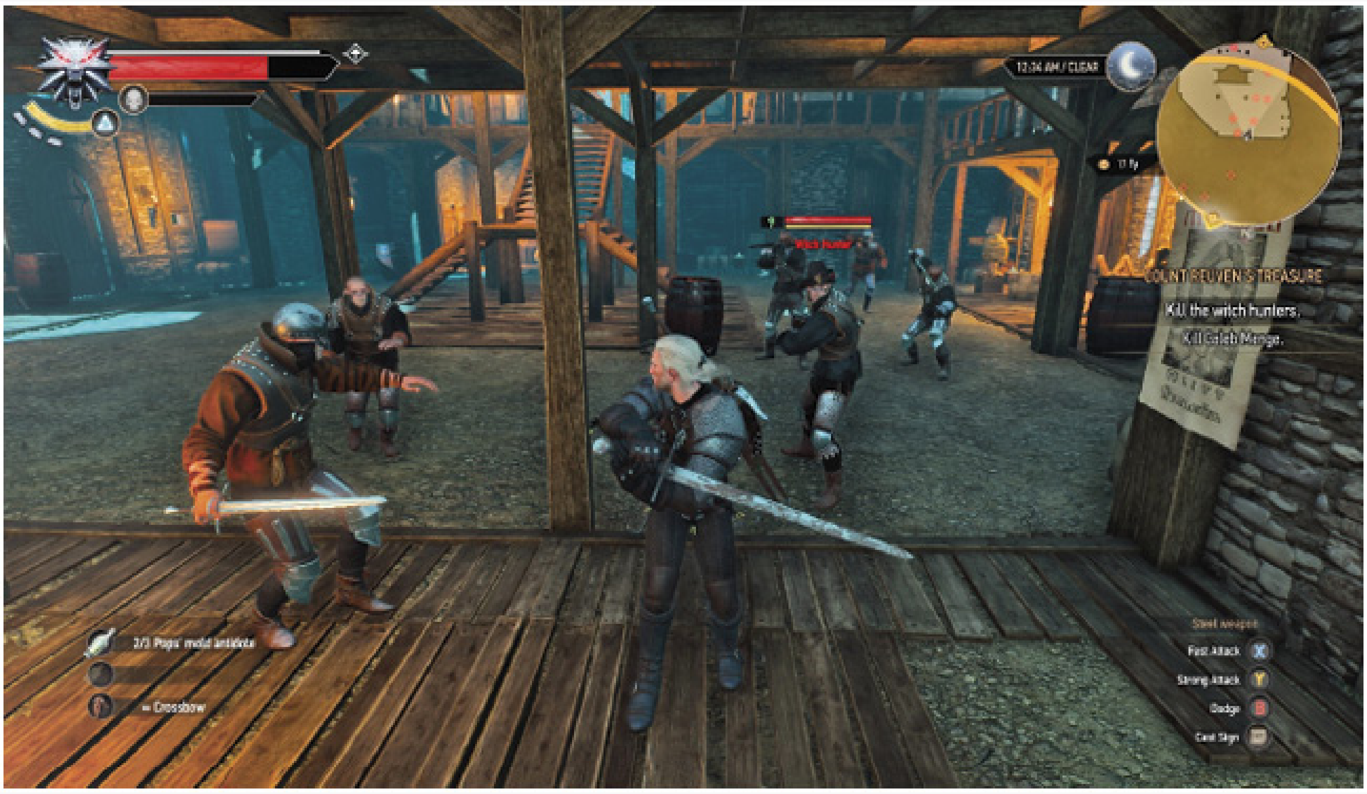
Keeping Your Cool, or Testing Your Mettle

OBJECTIVE:

- Meet Triss at the Eternal Fire shrine near the harbor around midnight

Move roughly southward from Henckel's townhouse, crossing the canal and heading to the brothel district, just east of the docks. Locate the shrine to the Eternal Fire (as shown), and meditate until midnight. Triss arrives, telling you the barracks is a fortress, and sneaking in would be impossible. Fighting into the structure would cause Menge to easily flee, so a more cunning plan is needed. Cuff Triss with her shackles (opt for a flirty response if you wish). The plan is to present her as a prisoner to Menge personally. Agree to this, and personally thank Triss if you want to make her blush.


12:03 AM / CLEAR
COUNT REUVEN'S TREASURE
Meet Triss at the Eternal Fire shrine near the harbor around midnight.
Sprint (Hold)
Jump
Witcher Senses (Hold)


12:04 AM / CLEAR
17 ft
Witch hunter
COUNT REUVEN'S TREASURE
Kill the witch hunters.
Kill Caleb Menge.
Steel weapon
Fast Attack
Strong Attack
Dodge
Cast Sign
2/3 Pops' mold antidote
Crossbow

You automatically arrive at the Witch Hunter Barracks, where your captive quickly draws a crowd of Menge's men. The men

Main Quest: Count Reuven's Treasure

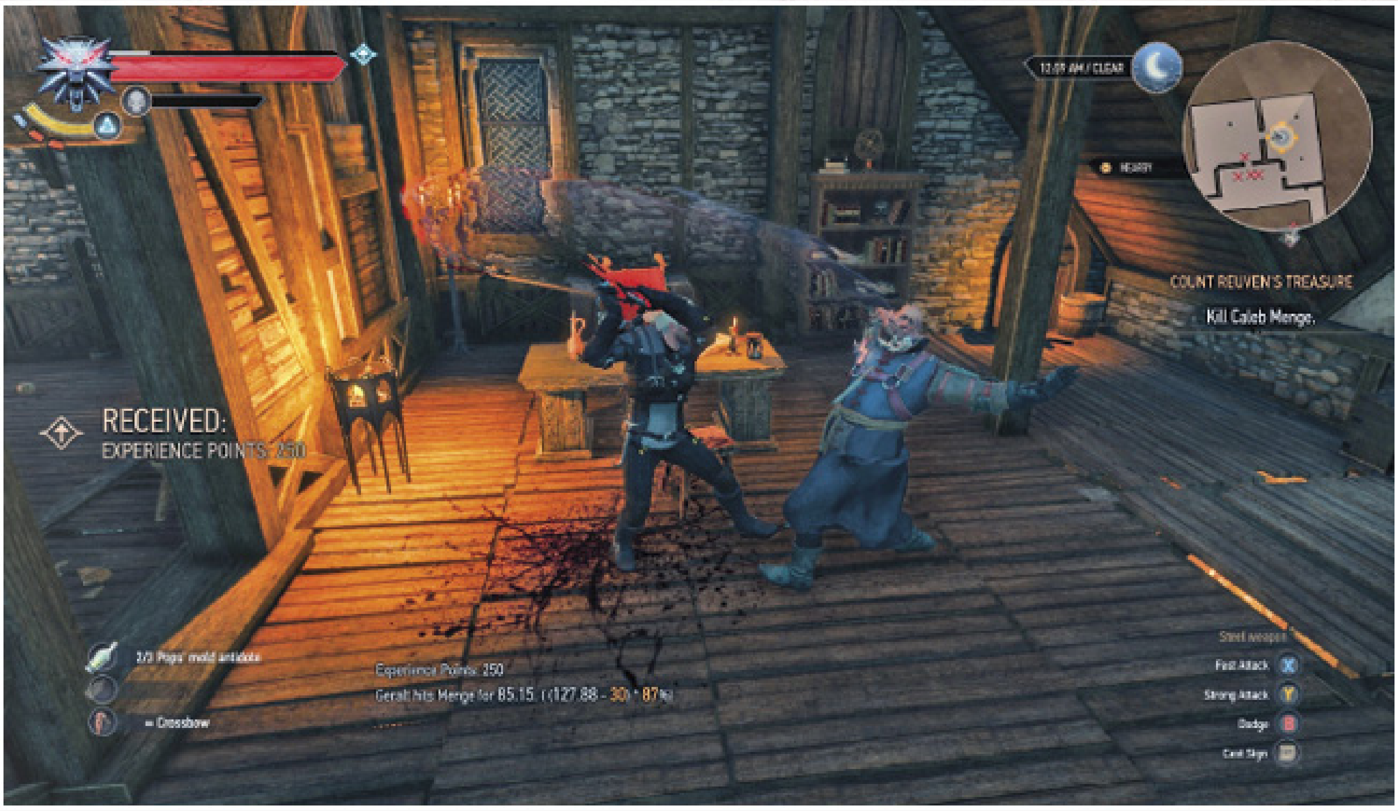
Eradication: Executing Menge without Breaking a Nail

OBJECTIVES:

- Kill the witch hunters.
- Kill Caleb Menge.
- Search Menge's desk for any clues.
- Read the note from Menge's desk.

If you made a verbal error during your conversation with the witch hunters, they turn on you and a fierce battle begins. Since there are around 16 of them to face, it's usually best to remain in the exterior courtyard. Cut down foes that appear in the yard first, before venturing into the barracks itself. After a hard-fought slog up the central stairs and a confrontation with a witch hunter torturer, more guards that Menge summons, before you enter Menge's office and face down the commander himself.

After cutting him down, Triss appears and comments on your lack of subtlety. Search the desk for a letter and book; reading the note (in your Inventory menu), before speaking to Triss again. She finds an office key on Menge's body, and a vault key hidden in the lining of his tunic. She hands both to you to give to Dijkstra. This might not be enough, but should keep him off your backs. For now, it's time to find a way out of this place. The quest paths now merge, as you return to Dijkstra.


12:05 AM / CLEAR
NEARBY
COUNT REUVEN'S TREASURE
Kill Caleb Menge.
RECEIVED:
EXPERIENCE POINTS: 250
2/3 Pops' mold antidote
∞ Crossbow
Steel weapon
Fast Attack
Strong Attack
Dodge
Cast Sign

Experience Points: 250
Geralt hits Menge for 85.15 ((127.88 - 30) * 87%)

ITEM: Quest Items: Letter to Caleb Menge, Menge's Holy Tome, Menge's Key, Key to Dijkstra's Treasury

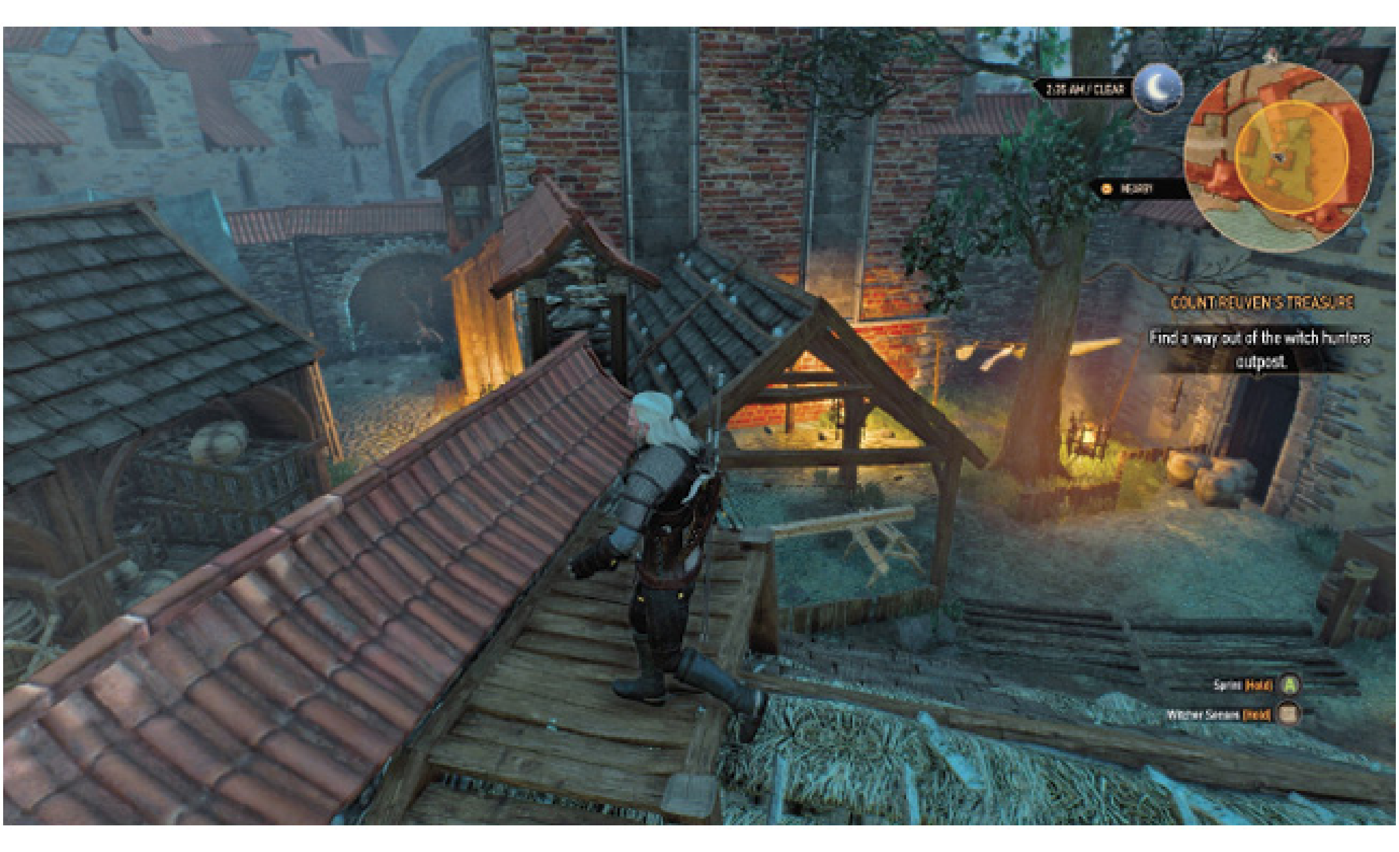
Main Quest: Count Reuven's Treasure

Infiltration and Eradication: Outpost Extraction

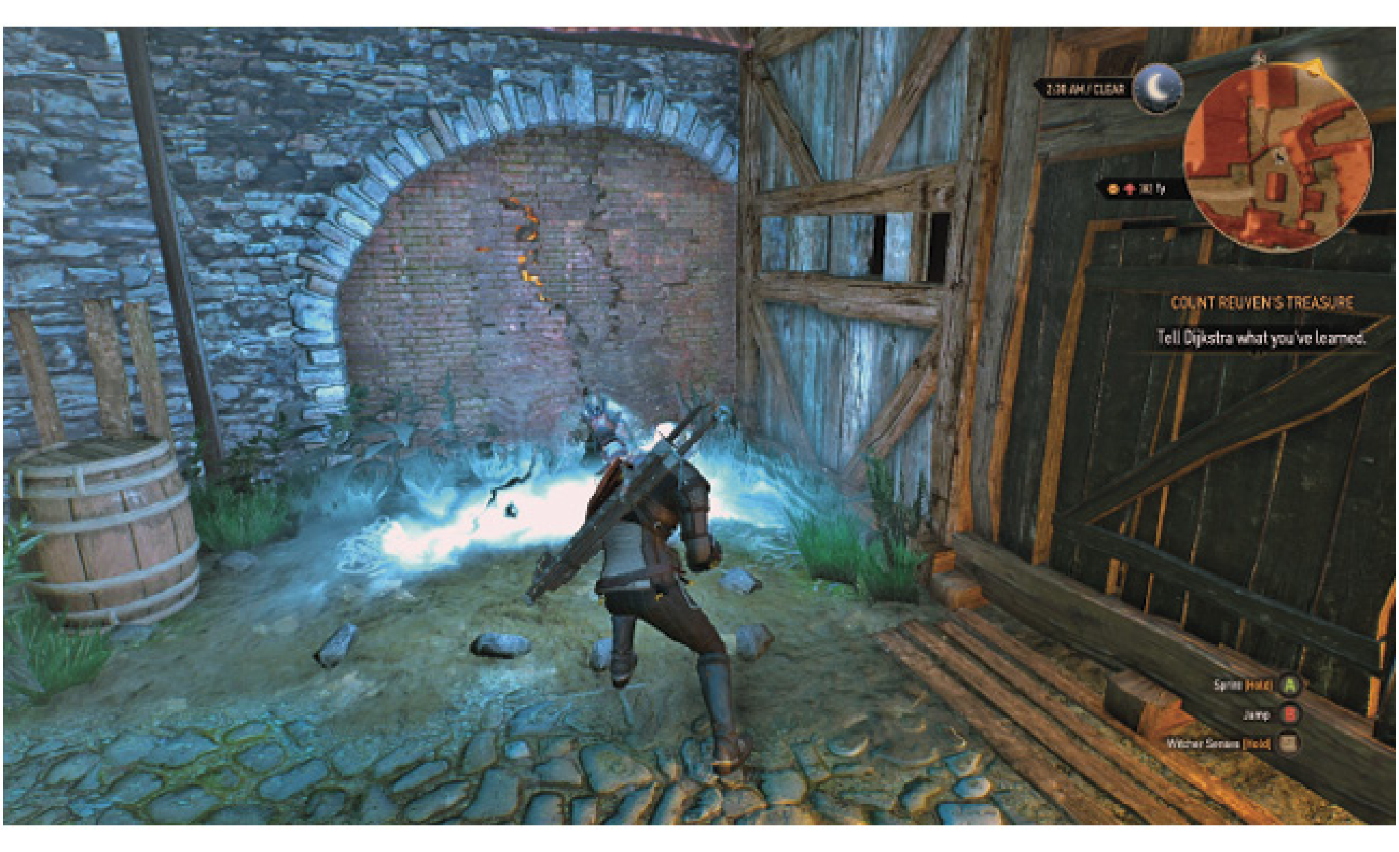
OBJECTIVES:

- Find a way out of the witch hunters' outpost.
- (Optional) Sneak out the witch hunters' outpost.

Whether you used wanton or targeted violence, you must leave here by the following route. Using Menge's Key, your only exit option is to find the door in the northwest corner of Menge's office, and open it. Step onto a wooden balcony down the side of the building. Triss tells you she's going to stay here to burn the place down. Optionally help her by using Igni on any flammable objects located along the building's wall.



Leave the outpost without attracting attention by jumping on the crates near a torch, stepping onto a shed roof adjacent then dropping down into the outer courtyard.



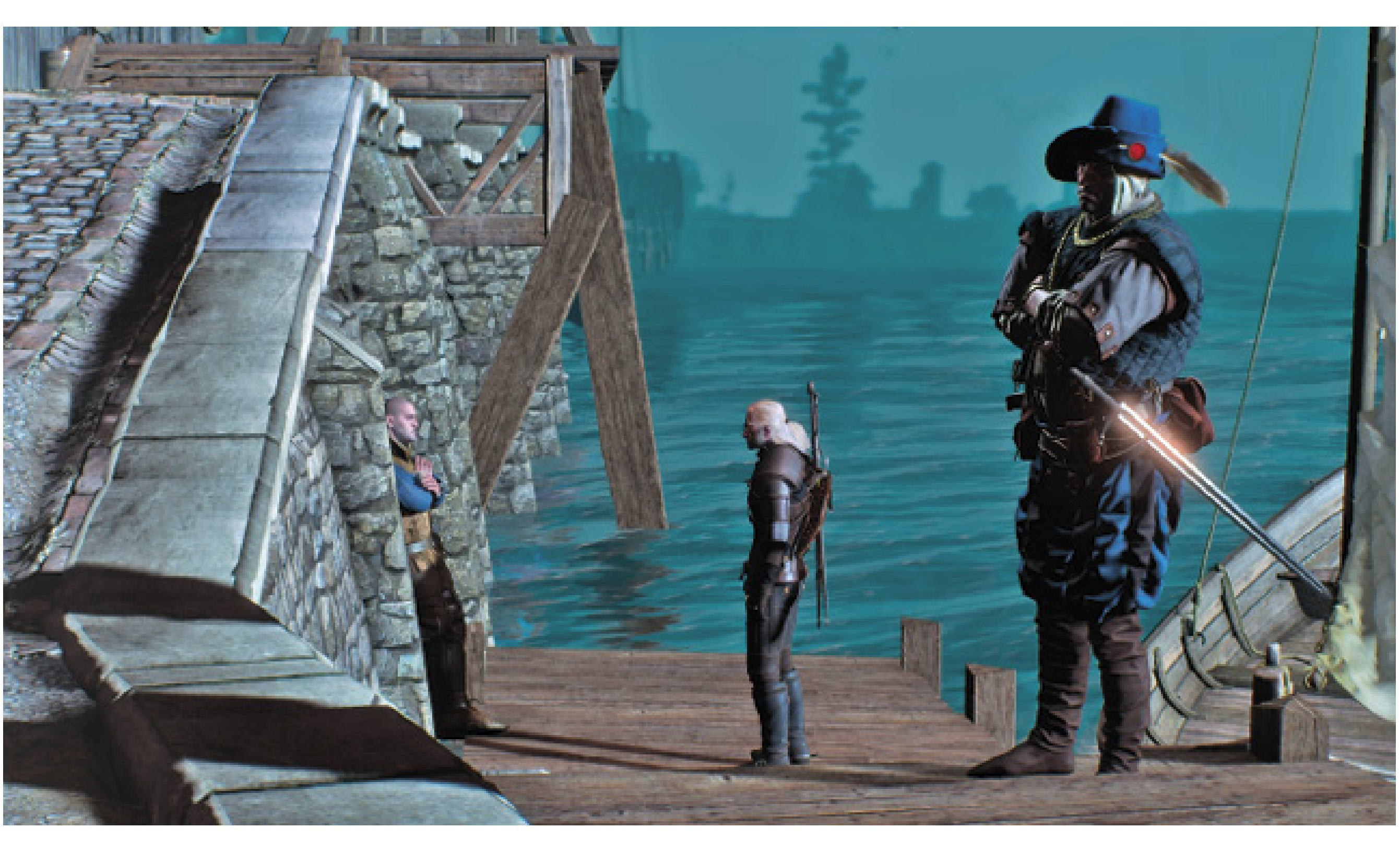
The main doors to the outpost barracks are locked, forcing you to improvise. Turn and look for a bricked-up arch in the northern part of the walled compound, and utilize Aard to shatter the crack up the middle of the brickwork. Rush through, and you're apprehended by Dijkstra's (sorry, Reuven's) henchmen, and taken to the docks.

INFILTRATION END: I ALWAYS PAY MY DEBTS. EVEN TO LIARS.

OBJECTIVE:

- Tell Dijkstra what you've learned.

Dijkstra isn't pleased that you didn't return with a cartload of valuables. But you do have the key to the vault, and hand it over. Since you've figured out where Dandelion is, Dijsktra tells you never to lie to him again. You part ways and head off to inform Priscilla.

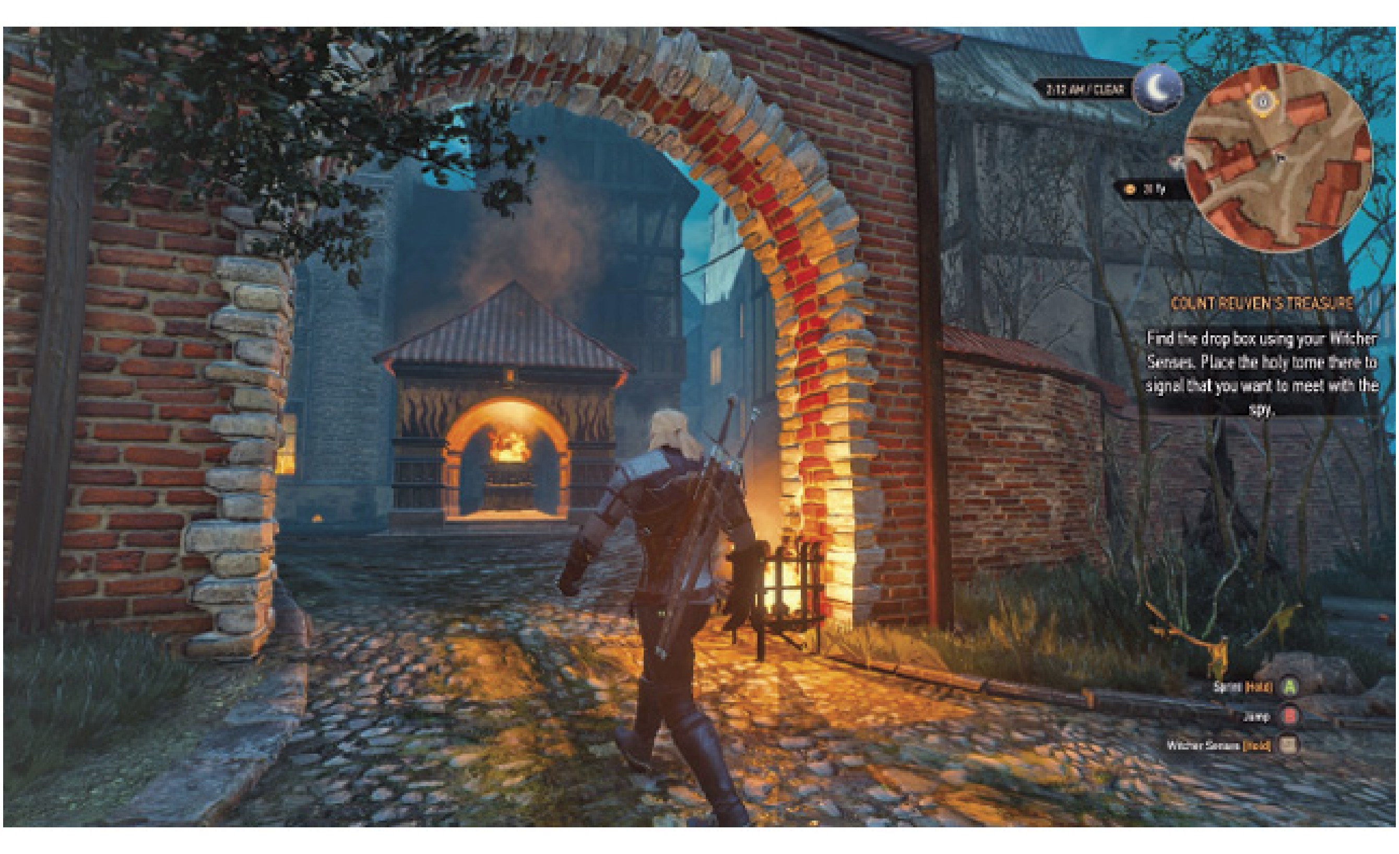


ERADICATION END: A TOAST TO YAMURLAK

OBJECTIVES:

- Tell Dijkstra what you've learned.
- Find the drop box using your Witcher Senses.
- Place the Holy Tome there to signal that you want to meet with the spy.

Dijkstra isn't pleased that you massacred Menge and didn't return with a cartload of valuables. But you do have the key to the vault, and hand it over. Dijkstra tells you never to lie to him again. But there's the letter from the spy calling himself "Yamurlak." It details how to arrange a meeting. Dijkstra tells you the spy usually shows up in a ruined house, in Farcorners, around midnight. How does Dijkstra know this? He's a former spy himself. You part ways and head off to attempt a rendezvous with this "Yamurlak."


COUNT REUVEN'S TREASURE
Find the drop box using your Witcher Senses. Place the holy tome there to signal that you want to meet with the spy.

Head to the Eternal Fire shrine directly east of the Hierarch Square signpost, in the eastern part of town, and use your Witcher Senses to uncover the lockbox on the southeast pillar. Interact with it to place the Holy Tome and signal for the spy to show up.

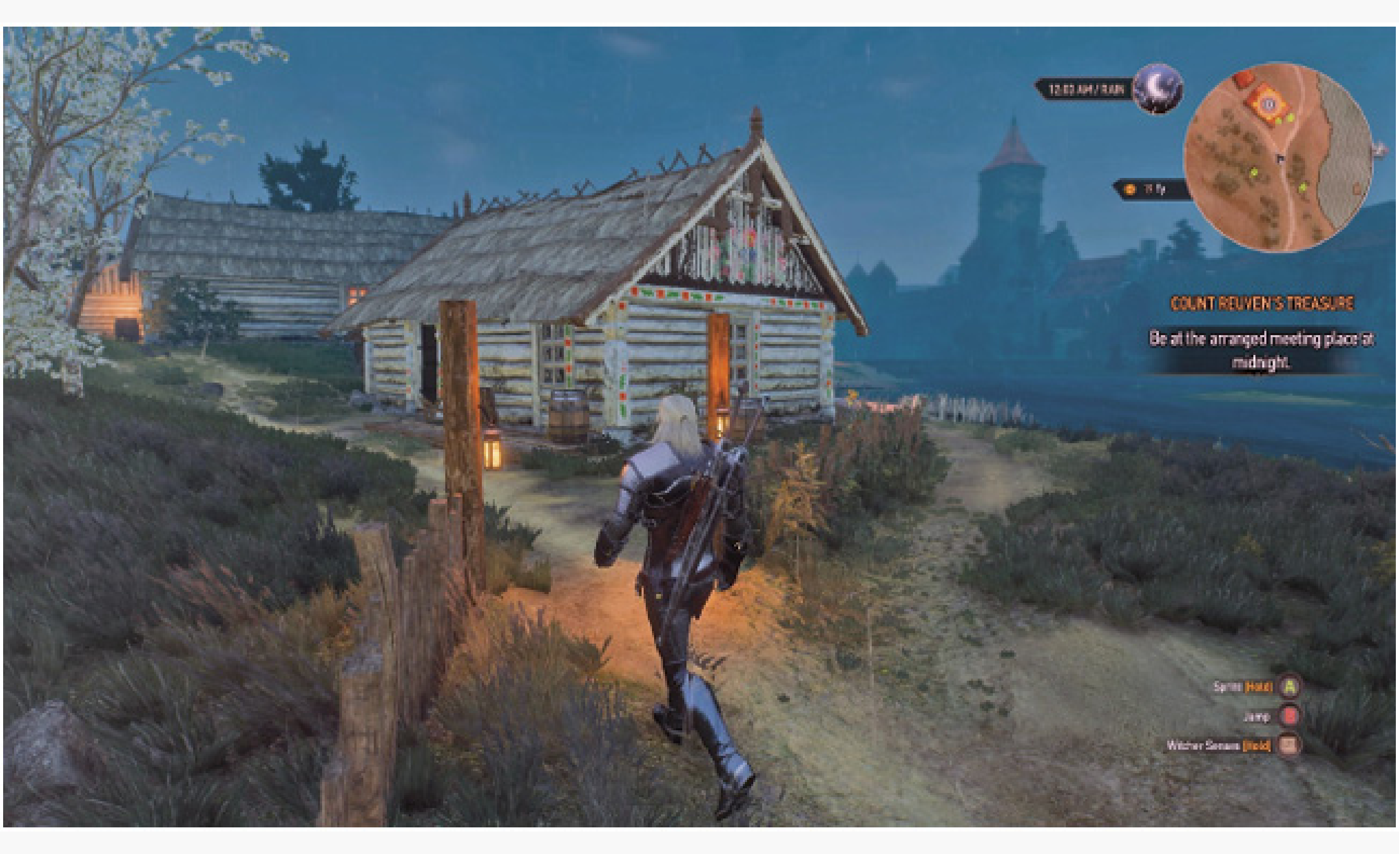
OBJECTIVES:

- Be at the arranged meeting place at midnight.
- Find a good place to hide and wait for the spy.

Yamurlak the Spy

Now head southward, passing through the Glory Gate and out of the walled part of Novigrad, to the nonhuman shanty town of Farcorners. Locate the empty house after meditating until around midnight. Enter, then step behind the open door to start hiding. You're surprised as Triss arrives, explaining she learned of the place from Dijkstra, and wanted to see this through to the bitter end.

When the spy appears at the house, he's not eager to talk. However, with some convincing from Triss (and her magic torture tricks), he becomes more talkative—you can choose to let her continue using her magic on the spy or ask her to stop. Either way, the spy will talk. He reveals that Dandelion is in the dungeon on Temple Isle, awaiting his execution.



Both you and Triss know that this spy can't be released after your conversation. You can choose, however, if Triss should wipe his memory or kill him. You then decide that your doppler friend Dudu might be able to help—by impersonating the recently-killed Menge to arrange Dandelion's escape.

THE VERY END: DANDELION'S PREDICAMENT

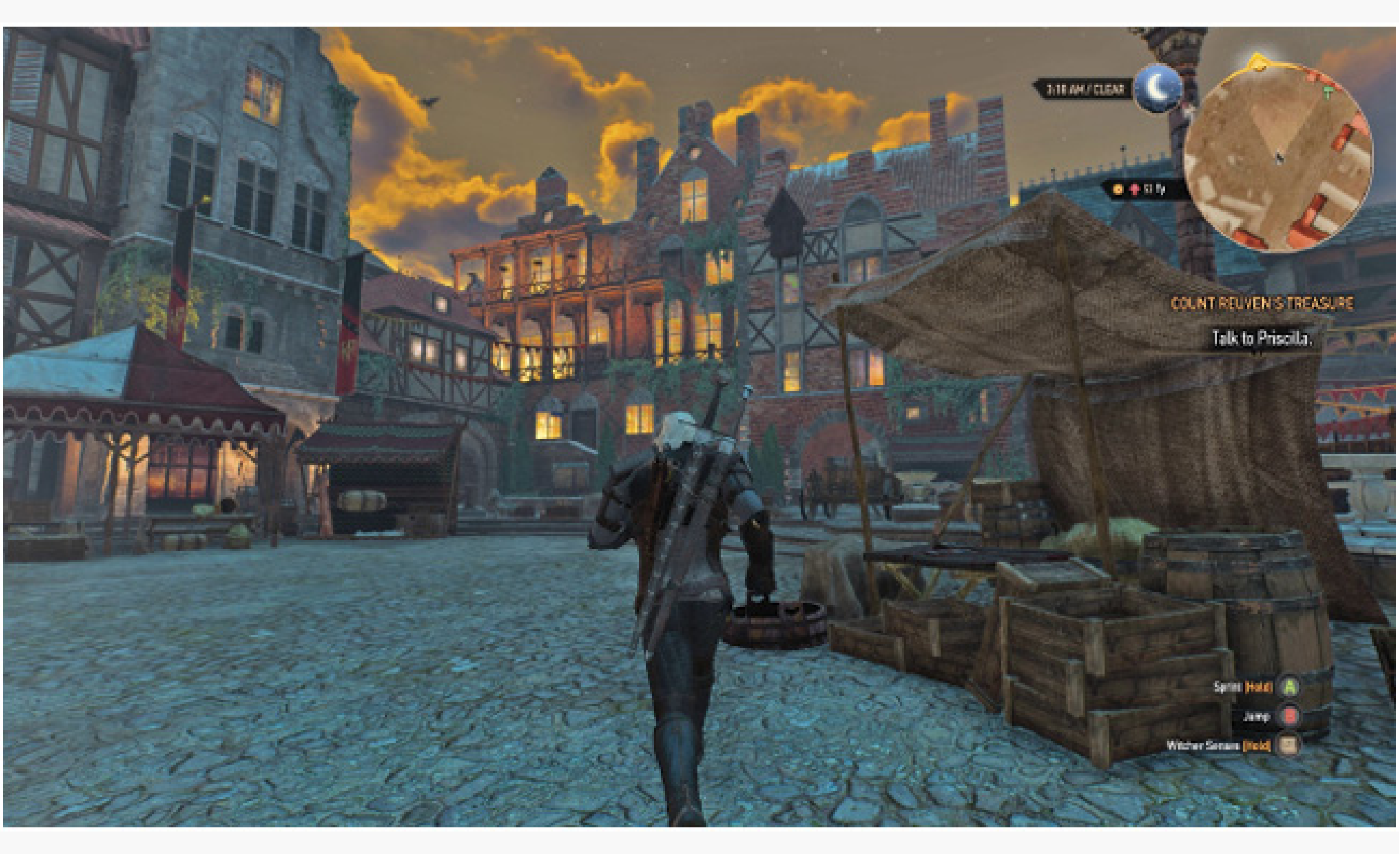
OBJECTIVE:

- Talk to Priscilla.

Priscilla

All that remains is to head to the Kingfisher Inn (off Hierarch Square), locate Priscilla in her bedroom, and inform her of Dandelion's predicament. This quest now concludes.

- If you completed this quest and obtained information on Dandelion from Menge while under cover, without violence (until the very end), you can call upon Dijkstra to help you during Main Quest: Brothers in Arms: Novigrad.
- If you completed this quest and obtained information on Dandelion from Menge while massacring him and his men, you are unable to call on Dijsktra's help during Main Quest: Brothers in Arms: Novigrad.



Main Quest: The Play's The Thing

It is not in the Stars to Hold Our Destiny, but in Ourselves

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE PLAY'S THE THING

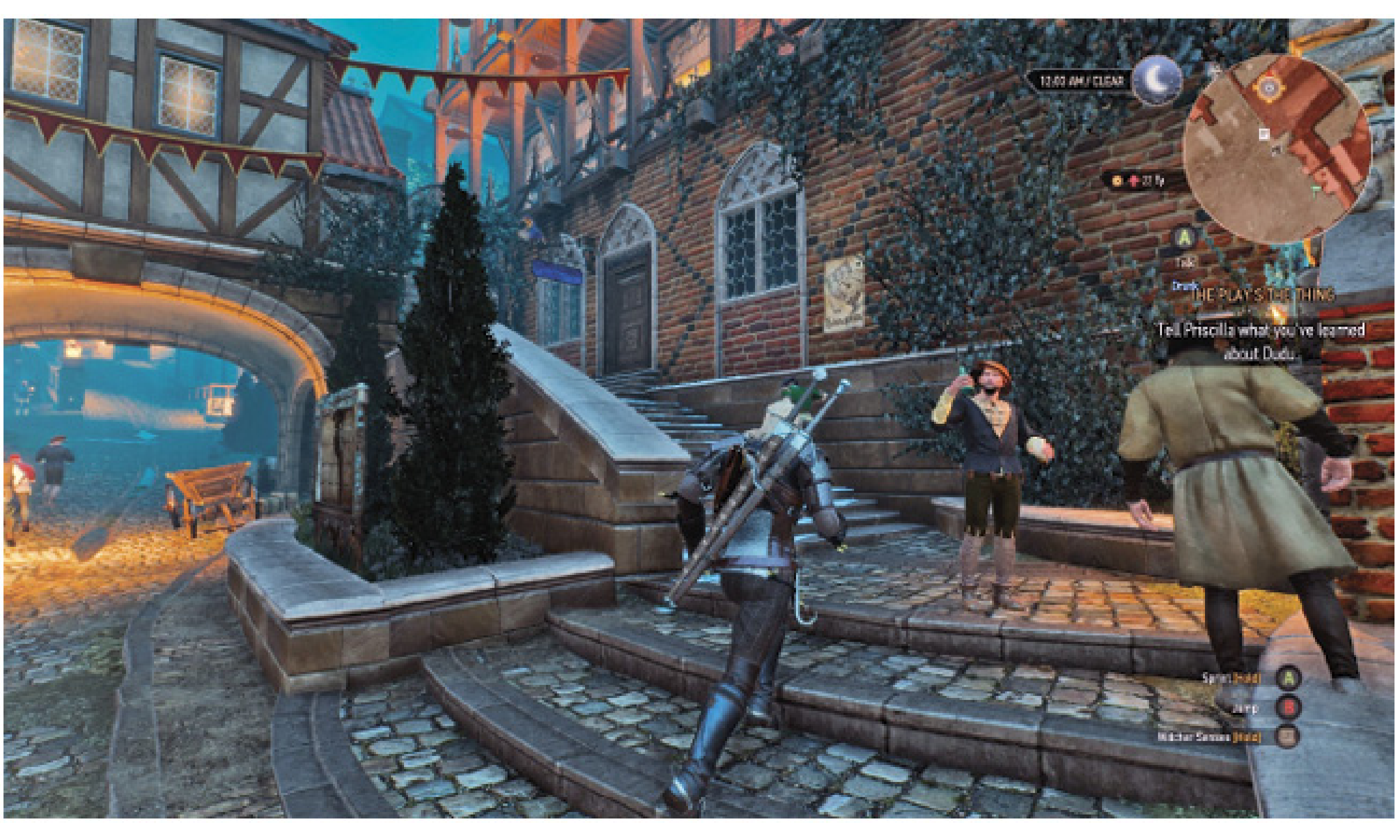
RELATED QUESTS : Main Quest: A Poet Under Pressure; Main Quest: Ciri's Story: Breakneck Speed, Main Quest: Get Junior, Main Quest: Count Reuven's Treasure, Secondary Quest: Carnal Sins, Main Quest: Ugly Baby
LOCATIONS : Kingfisher Inn (Novigrad), The Butcher's Yard Theater, Puffins' Townhouse, Novigrad Docks
CHARACTERS : Priscilla, Irina Renarde, Nissa, Sofus the Bull, Hal, Abelard Rizza, Maxim Boliere, Dudu
ENEMIES : Bandits, Fatso, Enraged Townsfolk
RECOMMENDED ITEM : 120 Crowns

QUESTING DECISIONS

This quest starts automatically once Main Quest: Count Reuven's Treasure and Main Quest: Get Junior both conclude, after deciding you must locate your doppler friend, Dudu.

OBJECTIVE:

- Tell Priscilla what you've learned about Dudu.



Priscilla

Return to the Kingfisher Inn off the Town Square in Novigrad, close to the Ubbizi Townhouse, and head up the first flight of steps, onto the landing, then take the door on the right into Priscilla's room. You tell her of a plan to find the doppler Dudu, convince him to assume the form of Captain Menge, order Dandelion moved to Oxenfurt, and attempt an extricating ambush along the way. Ask Priscilla about Dudu, and she mentions he was friendly with Irina Renard's theatrical mummers' troupe. Suggest the idea of staging a play with a hidden message to Dudu in it, and lure him out that way. Priscilla agrees, but with a much more grand plan: to write an entirely new play. Agree to work on the play at once, after which Priscilla throws ideas at you. Choose the following:

- The title of the play ("The Doppler's Salvation" or "A Changeling Rescued, or the Witcher's Triumph").
- Whether the play is a comedy or a melodrama.

DECISIONS, DECISIONS

These choices affect only how successful the play is, and your reward for staging it (cut of the profits). In addition, after the comedy concludes, everyone leaves peacefully. After the melodrama concludes, there is a riot.

A few hours later, Priscilla has some semblance of the play ready, and requests you present it to Irina Renarde over at the Butchers' Yard off the main square.

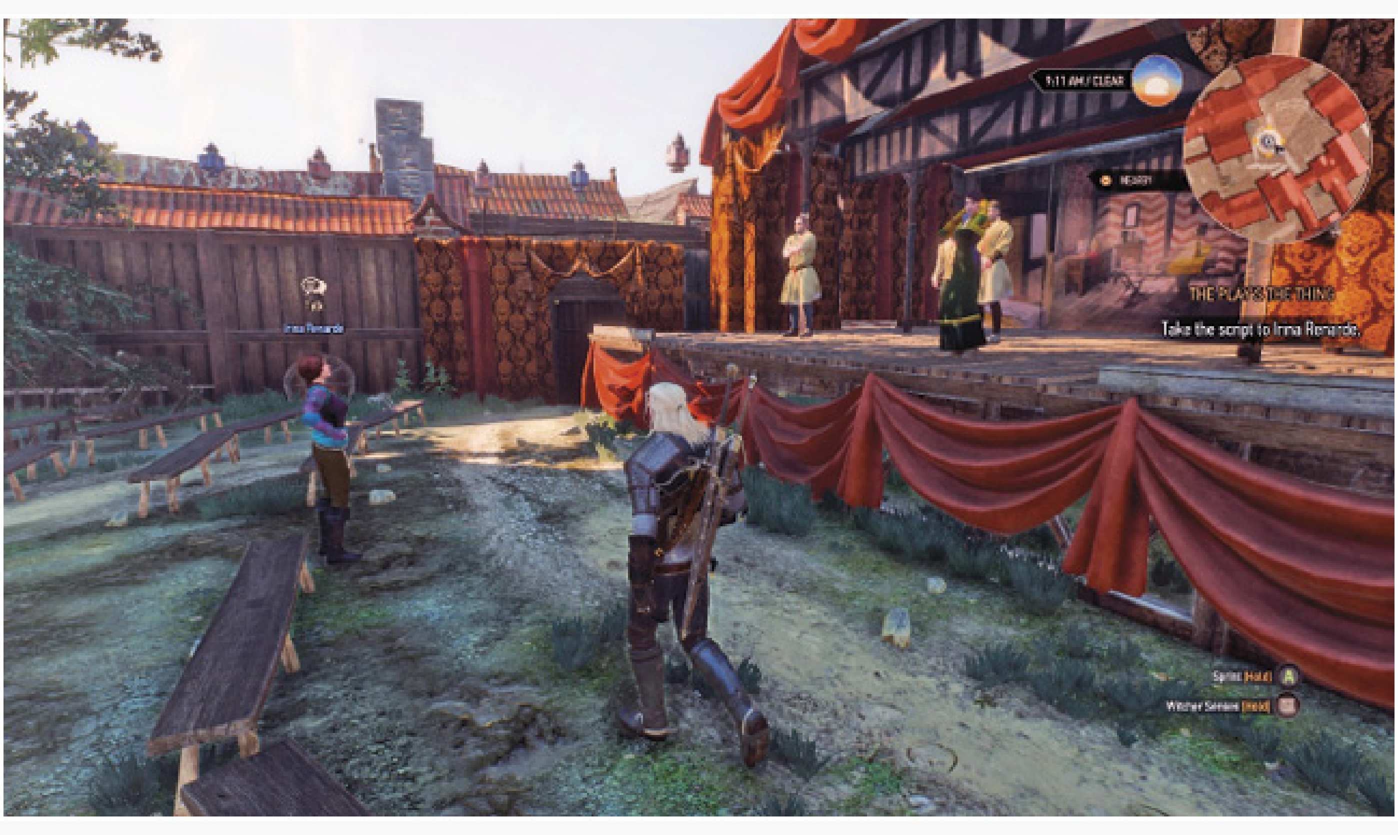
OBJECTIVE:

- Take the script to Irina Renarde.

Exit the Kingfisher Inn, run south along the edge of the Town Square, making a left and right toward the Ubbizi Townhouse, which overlooks The Butcher's Yard where the troupe are practicing. The door is locked and a Ticket Seller requires you pony up some funds.

- (50 Crowns) The only way into this area is by purchasing a ticket.

Bards are strumming, and the mummers are learning their lines with Irina Renarde offering constructive criticism. Talk to Irina, telling her you're here to speak about Dudu. In her back room, you explain your most cunning of plans.

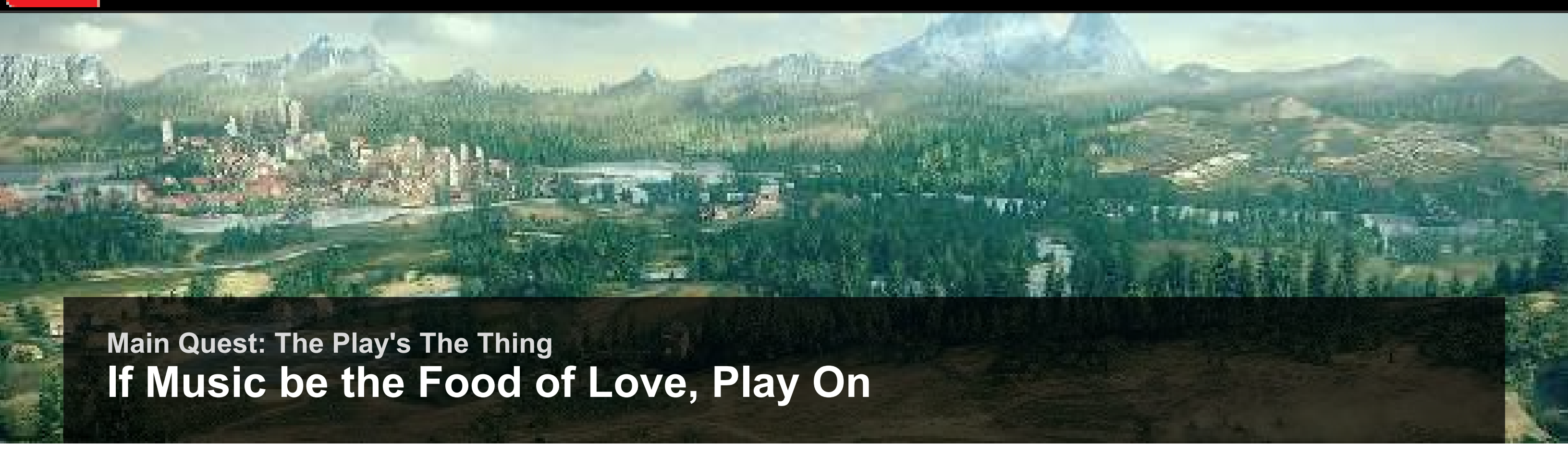


Irina Renarde

She agrees, but she requires some additional preparation:

- Ushers are needed for protection (as the Novigrad audiences can sometimes be a little… "difficult" with the tendency to pelt the troupe with bricks and sharp implements). Find some muscle on the docks.
- Heralding the new play across the city is important, so the Puffins (a group of street artists) must be approached to help out.

After optionally asking for the locations of each group of helpers, set off to hire them. This can be done in either order, though the Puffins are closer to your current location.



Main Quest: The Play's The Thing

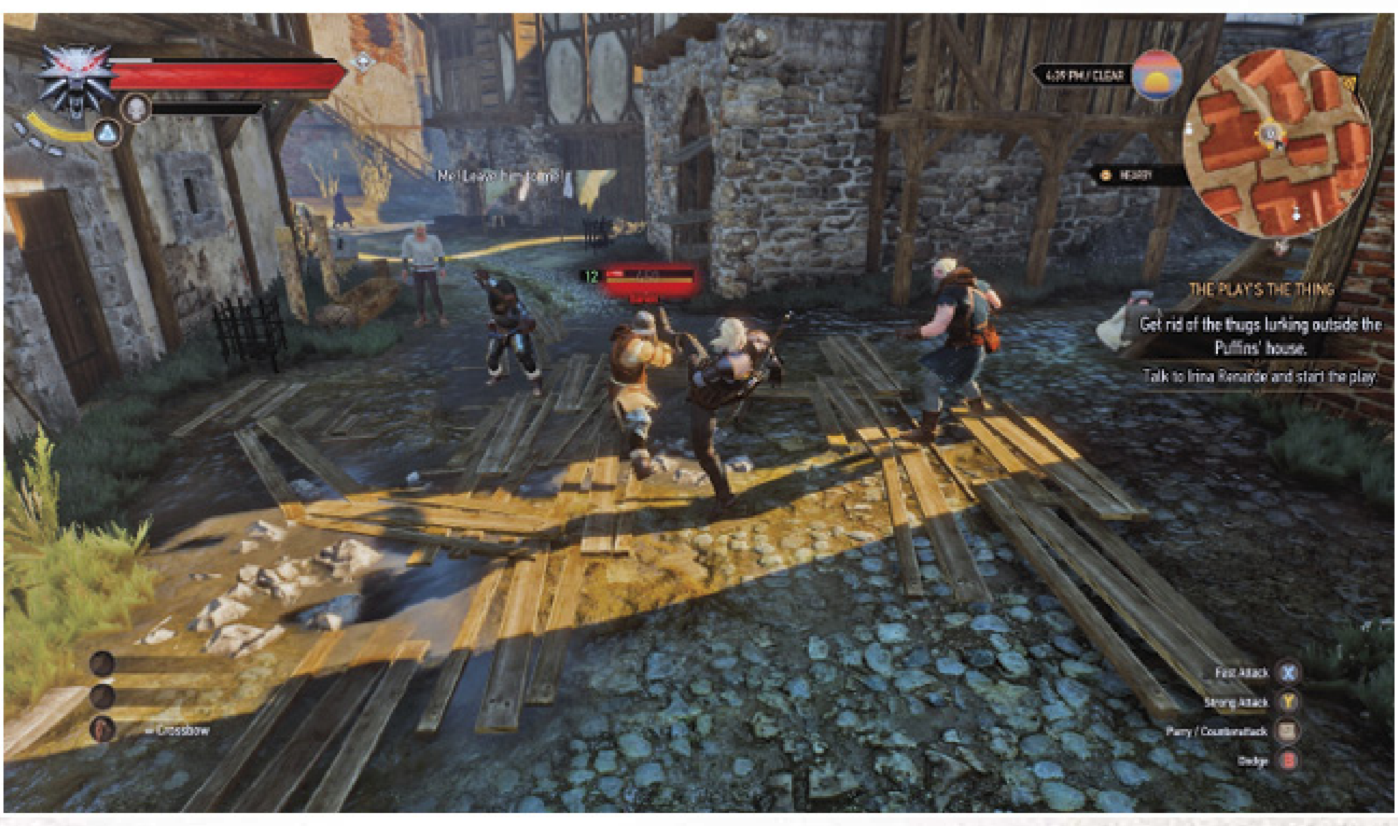
If Music be the Food of Love, Play On

OBJECTIVES:

- (Optional) Recruit jugglers from the performing troupe called the Puffins.
- Get rid of the thugs lurking outside the Puffins' house.
- Nearest Signpost: Southern Gate

Nissa (of the Puffins)

Quickly dash to the northeast, into the tall looming wattle-and-daub slum houses in The Bits district, close to the Southern Gate, in the middle of Novigrad's maze of muddy alleyways. This leads to an unassuming townhouse with a poster and graffiti outside. Push open the glass door, and enter the Puffins' Townhouse where a mournful lute is being played. They aren't in the best of moods, as they're facing constant harassment from Fatso's gang, who are intent on driving them out of Novigrad. Offer to deal with the thugs.


4:35 PM / CLEAR
THE PLAY'S THE THING
Get rid of the thugs lurking outside the Puffins' house.
Talk to Irina Renardie and start the play
Fast Attack
Strong Attack
Parry / Counterattack
Dodge

Fatso

Exit the townhouse, and continue east down the wooden steps, to a street corner where a group of thugs loyal to the Church of the Eternal Flame are bullying a peasant. These are nothing more than common bandits, and they certainly have no kind words for you. You can:

- Tell them to go away. Now.
- (50 Crowns) Attempt to bribe them to leave.
- (Axii Delusion Level 2) Befuddle them into leaving.

All choices lead to the same conclusion—a fight. Draw your sword and make mincemeat of these three bandit thugs. Feel free to utilize your fists or steel sword during the fracas. After realizing their error in challenging you, Fatso and his men are sent packing. The Puffins appear, thank you so profusely it borders on verbal harassment, and agree to advertise your play without the need for payment.

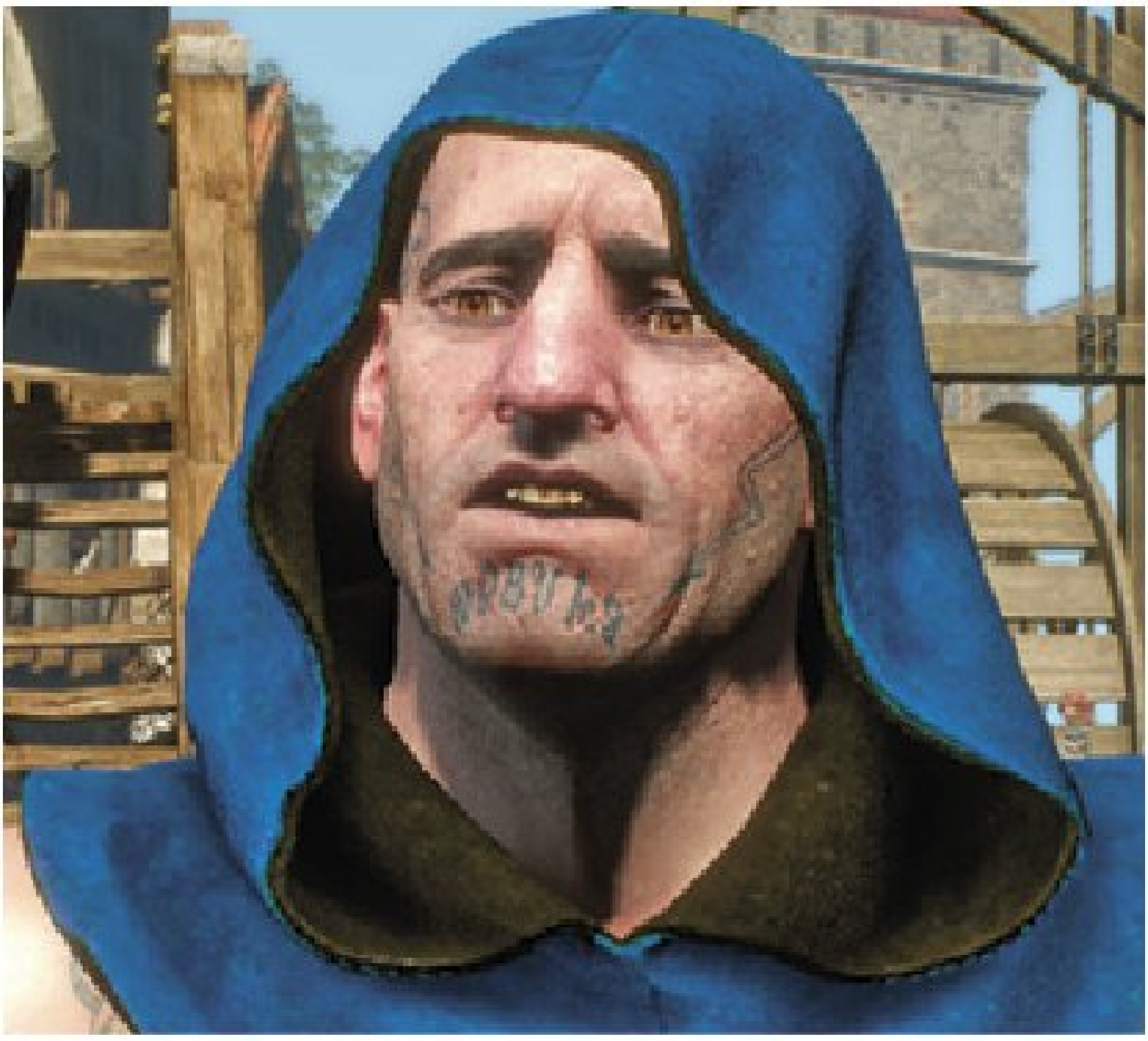
- Hire the Puffins, and more of Novigrad's citizens come to watch your play. If it's a melodrama, there is a larger angry mob rioting afterward, too!
- Ignore the Puffins' predicament, and don't expect a large crowd to appear at your opening night.

Main Quest: The Play's The Thing

To Do a Great Right Do a Little Wrong

OBJECTIVES:

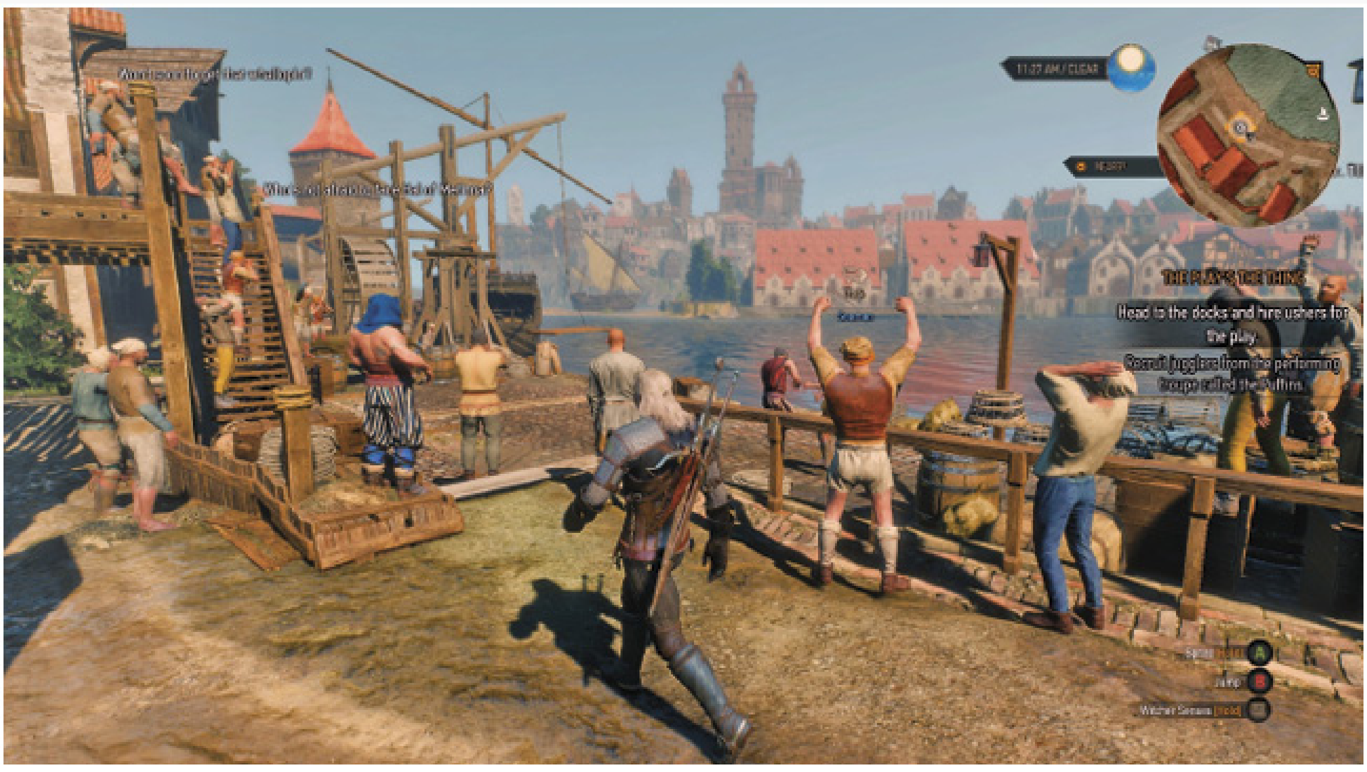
- Head to the docks and hire ushers for the play.
- (Optional) Defeat the strongmen form Metinna.
- Nearest Signpost: Novigrad Docks



Sofus the Bull

Travel west toward the southern part of Novigrad docks, where the rowdy townsfolk and dockhands live. Follow the curve of the dockside until you reach the commotion of a street fight. Strike up a conversation with a sizable gentleman called Sofus the Bull. Tell him you require his services to provide protection for the play. But Sofus and his brother Hal are only interested in arse-kicking. You can:

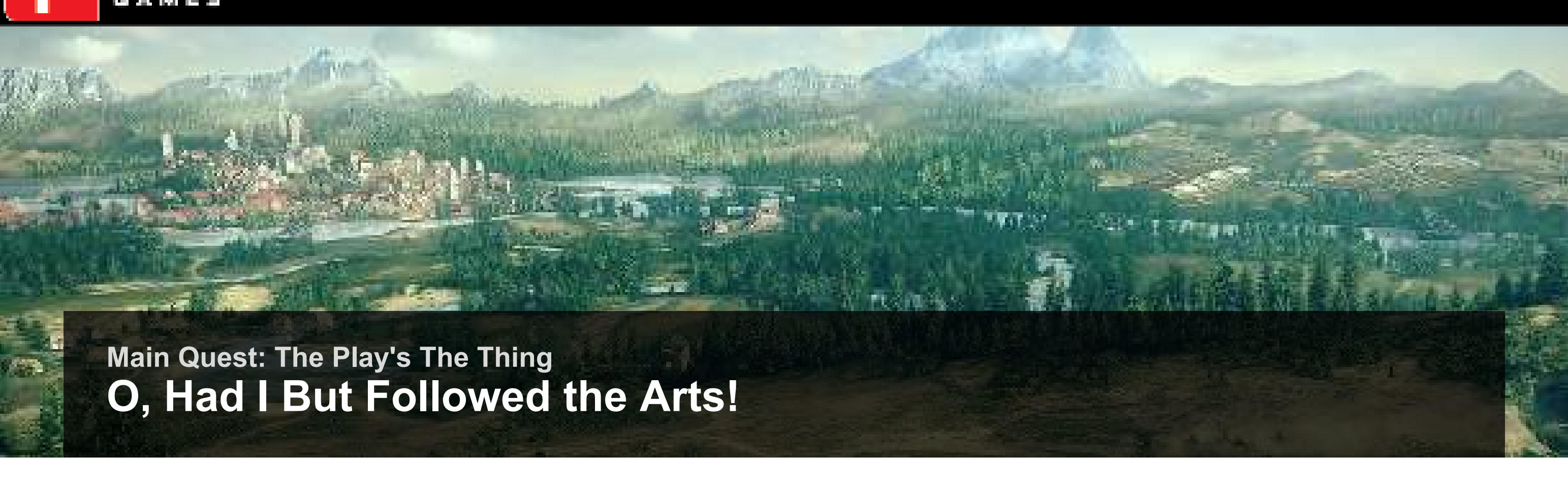
- (70 Crowns) Offer to pay him for his services. He agrees.
- (Fistfight) Or agree to a bout with Sofus and Hal by the docks. Utilize fists only, and prepare for fisticuffs. Winning or losing the bout still results in Sofus, Hal, and his toughs agreeing to help you.



THE PLAY'S THE THING

Head to the docks and hire ushers for the play.

Recruit jugglers from the performing troupe called the Puffins.



Main Quest: The Play's The Thing

O, Had I But Followed the Arts!

OBJECTIVE:

- Talk to Irina Renarde and start the play.

Zoltan Chivay

Head back to the Butcher's Yard theater. Sofus' toughs are already positioned either side of each entrance. Enter the main building across from the courtyard, and speak with Irina. Now discuss the script. She's taken a look at the script, and must discuss a few hiring choices. You can:

- Only choose yourself in the role of the Witcher.
- Choose either Priscilla or Irina herself in the role of the Princess.
- Choose either Aleblard Rizza (competent, but uninspiring) or Maxim Boliere (outstanding but usually drunk) in the role of the Prince.

Conclude the conversation by telling Irina you need to learn your lines (you actually don't, but this pauses the quest in case you wish to meditate or otherwise prepare). Agree to start the play when you're ready. Naturally, Zoltan shows up; he'd rather shave his beard than miss the opportunity to watch you prancing in a codpiece.

TO BE, OR NOT TO BE

The play begins. It consists of three Acts. Depending on your previous choices, the following occurs:

DECISION 1: THE PUFFINS

- Decision 1: If you hired the Puffins to promote the play, the courtyard is packed with expectant townsfolk.
- Decision 1: If you ignored the Puffins and they didn't promote, the courtyard still has a sizable audience. The only difference is a larger XP reward for helping the Puffins.

DECISIONS 2-6: A COMEDY OF ERRORS

Throughout this melodrama or comedy, you are forced to recite some lines written by Priscilla:

- Decision 2: During Act I, you are required to step on stage, and deliver one of two lines:

2: "I kill monsters for pleasure…" causes you to flub your line.

2: "To slay beasts most foul…" causes you to complete your line.

- Decision 3: During Act II, you must deliver another one of two lines:

3: "Perhaps 'midst the guests…" causes you to deliver your line with gusto.

3: "Maybe he's hid…" causes you to flub your line.

- Decisions 4, 5, and 6: During Act III, you must deliver three sets of lines, as the play reaches its zenith:

4: "If the maid loves him…" causes you to flub your line.

4: "Seems men's hearts…" causes you to complete your line with feeling.

5: "But a lack of morals…" causes you to flub your line.

5: "But a base heart…" causes you to ace your lines, and deliver a performance worthy of an understudy!

6: "No monster is he…" causes you to deliver a final, impassioned speech to bring the house down!

6: "Show love for the dopplers…" causes you to stumble, hashing the line.

The amount of XP you receive (150 for a perfect reading, or 110 if you flub all of your lines, and an amount in-between for partial success) depends on how perfect your delivery is.

DECISION 7: THE PRINCESS

- Decision 7: If you chose Priscilla as the Princess, she appears rather radiant, but a little stiff in delivering her lines. Expect additional monies as a reward, if you choose her.

Oh, darling, I will, I will, I will!

- Decision 7: If you decided on Irina as the Princess, she appears a little too old for the role, but gives it her all.

Oh, darling, I will, I will, I will!

There is no other difference, aside from the acting.

DECISION 8: THE PRINCE

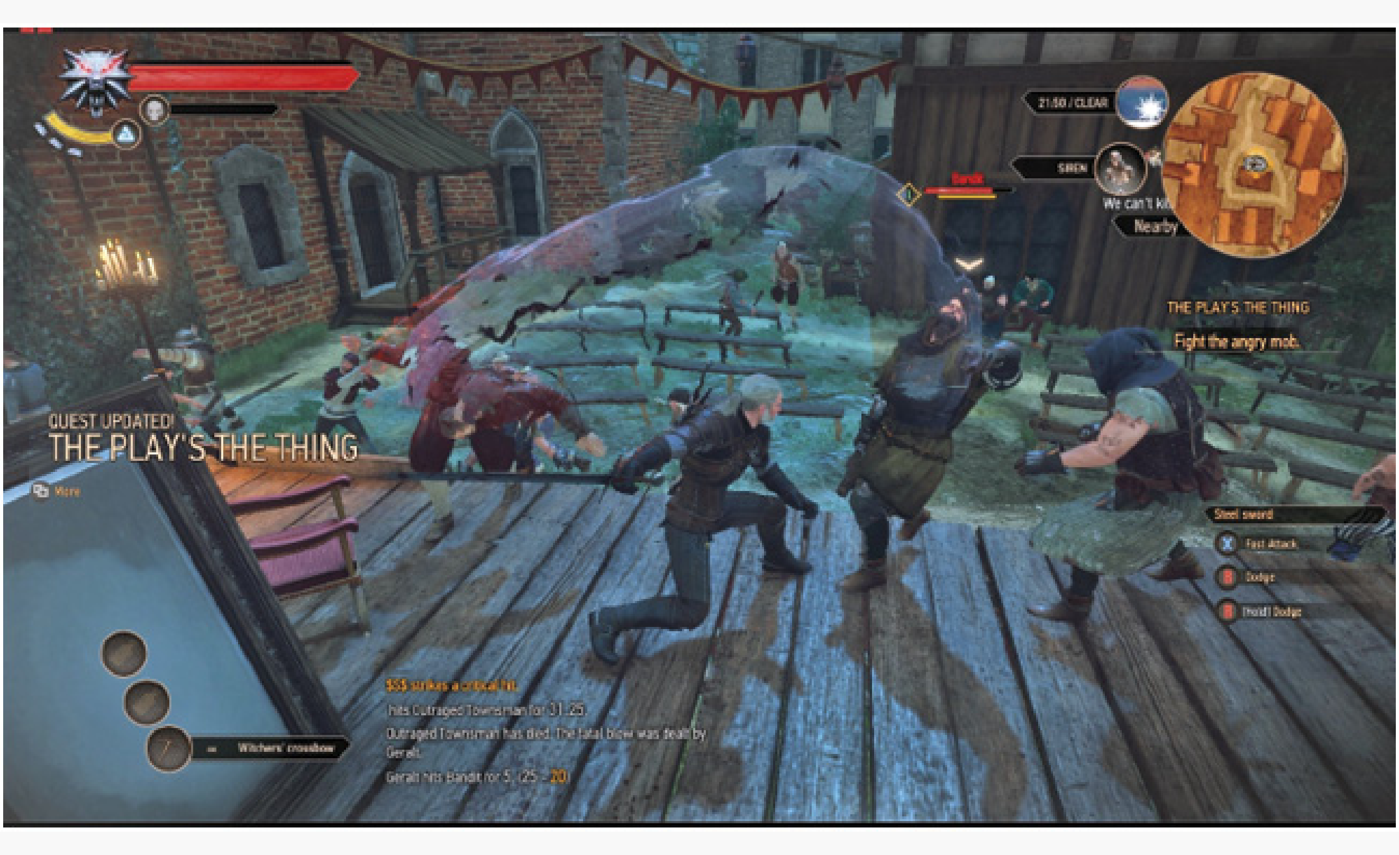
- Decision 8: If you picked Abelard Rizza as the Prince, expect a moderately entertaining performance by this professional, and additional takings as a reward.

- Decision 8: If you favored Maxim Boliere as the Prince, expect a slurred tipsy thespian that sometimes forgets his lines.

DECISION 9: THE COMEDY OR MELODRAMA

- Decision 9: If you decided the play would be a comedy, you beckon a guard with a scar up onto the stage as part of the play, and the third act finishes without incident.

- Decision 9: If you decided the play would be a melodrama, you beckon the guard up onto the stage. At this point, the Eternal Fire fanatics (and Fatso) start yelling at you for blashempy, and a fight breaks out. Defeat around eight bandits and enraged townsfolk, with the help of Sofus' toughs and Zoltan.



Main Quest: The Play's The Thing

Boldness Be My Friend

OBJECTIVE:

- Talk to Dudu in Irina Renarde’s room.

The play was a triumph!? Now quickly head into Irina’s quarters, and meet Dudu (in halfling form). Speak to Dudu about his escape from Whoreson’s, after which you can optionally ask him to change into Ciri for you. The effect is… odd. Now tell Dudu that Dandelion has been found, and Dudu’s help is needed in the most cunning of rescue attempts. This quest concludes, and Main Quest: A Poet Under Pressure begins (once Irina rewards you for your amateur(ish) dramatics).

Dudu (halfling form)

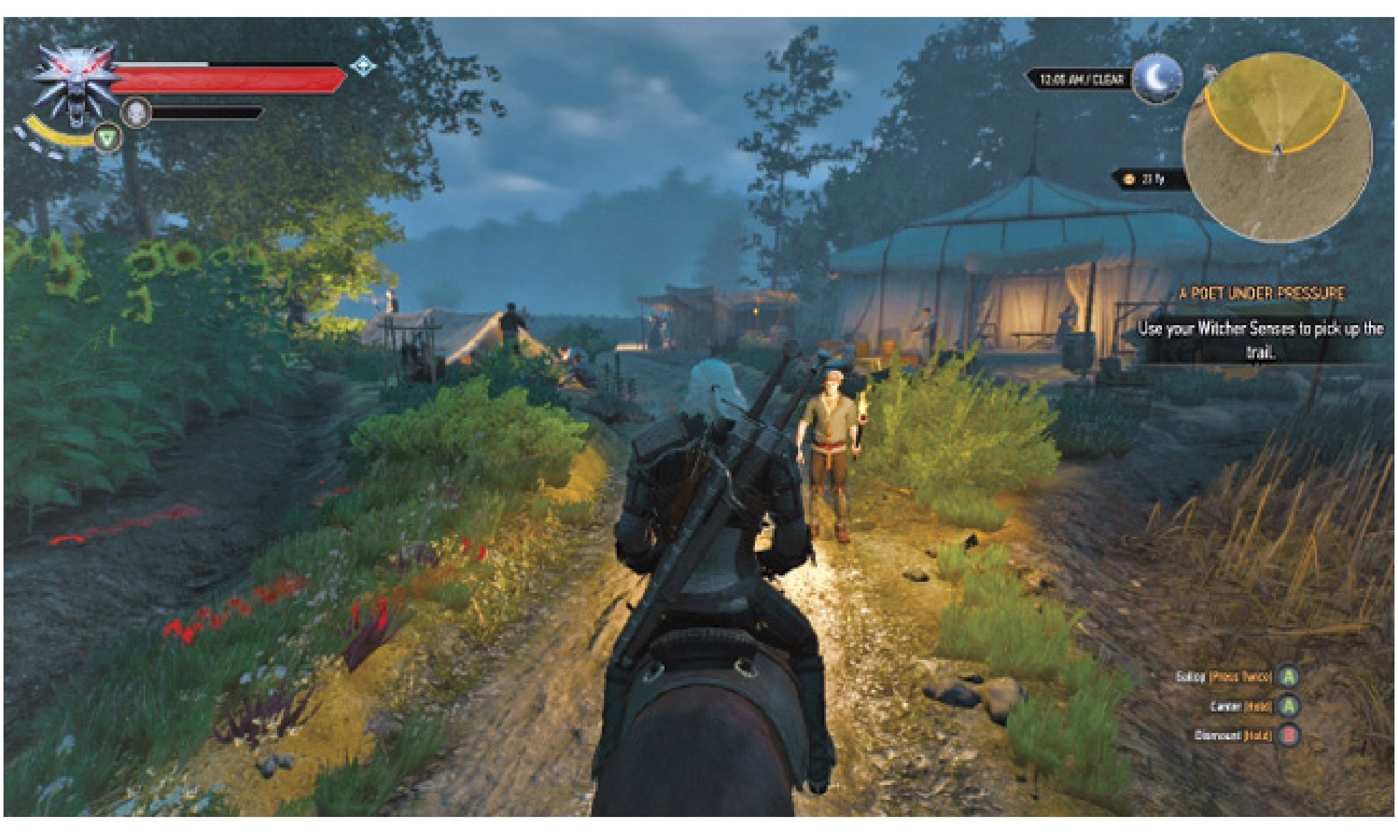
Main Quest: A Poet Under Pressure

Plucking a Dandelion

OBJECTIVES:

- Chase Dandelion's abductor.
- Use your Witcher Senses to pick up the trail.
- Ask if anyone from the camp has seen Dandelion's abductor.

Zoltan's forces cut trees from the sides of the ravine and a band of dwarves attack. There are reinforcements; Redanian forces hiding in a rear caravan, and the ambush takes a turn for the chaotic. During the commotion, a guard bolts on horseback, taking a bundled-up Dandelion with him. Leave the fighting immediately, and begin to chase the abductor. Scramble up the ravine to the grass field above, and whistle for Roach. He soon disappears, forcing you to use your Witcher Senses to track him.


12:05 AM / CLEAR
A POET UNDER PRESSURE
Use your Witcher Senses to pick up the trail.
Gallop [Press Twice]
Canter [Hold]
Dismount [Hold]

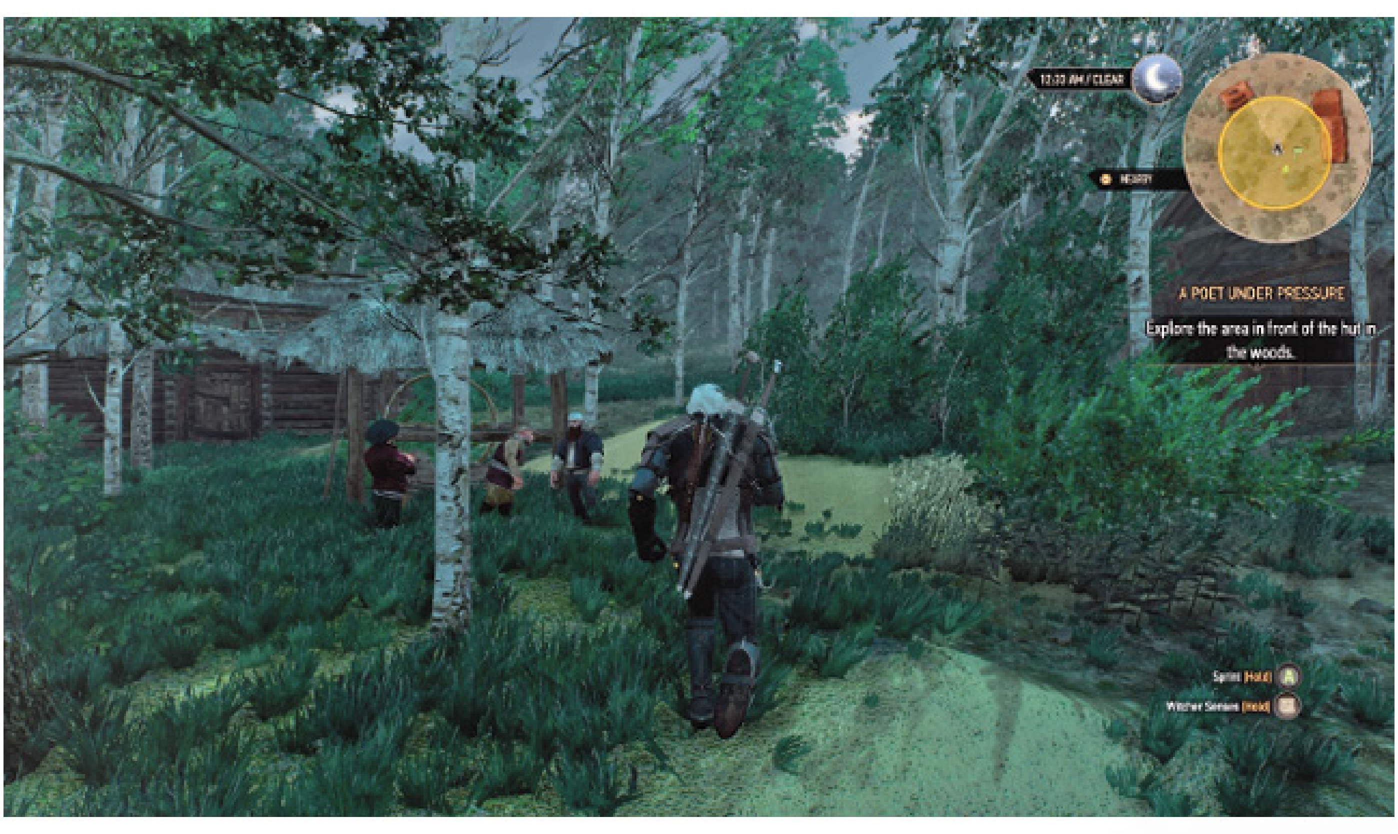
Slow to a canter within the objective area, and spot the horse prints, following them roughly northeastward to the right of a lake. Beware of drowners along the lake shore. These creatures are out in force and around eight should be tackled.

Follow the horse tracks across a field, onto and off a road, back onto the road, and then northwest off the road again. Canter back onto the road and turn right (northeast) at the sunflower field. Then slow and ask around a farmer's camp on the road ahead (southeast of Beanston). One of the Townsfolk tells you a horseman rode through here with a "wench" squealing and wailing with a sack on their head. That's got to be Dandelion!

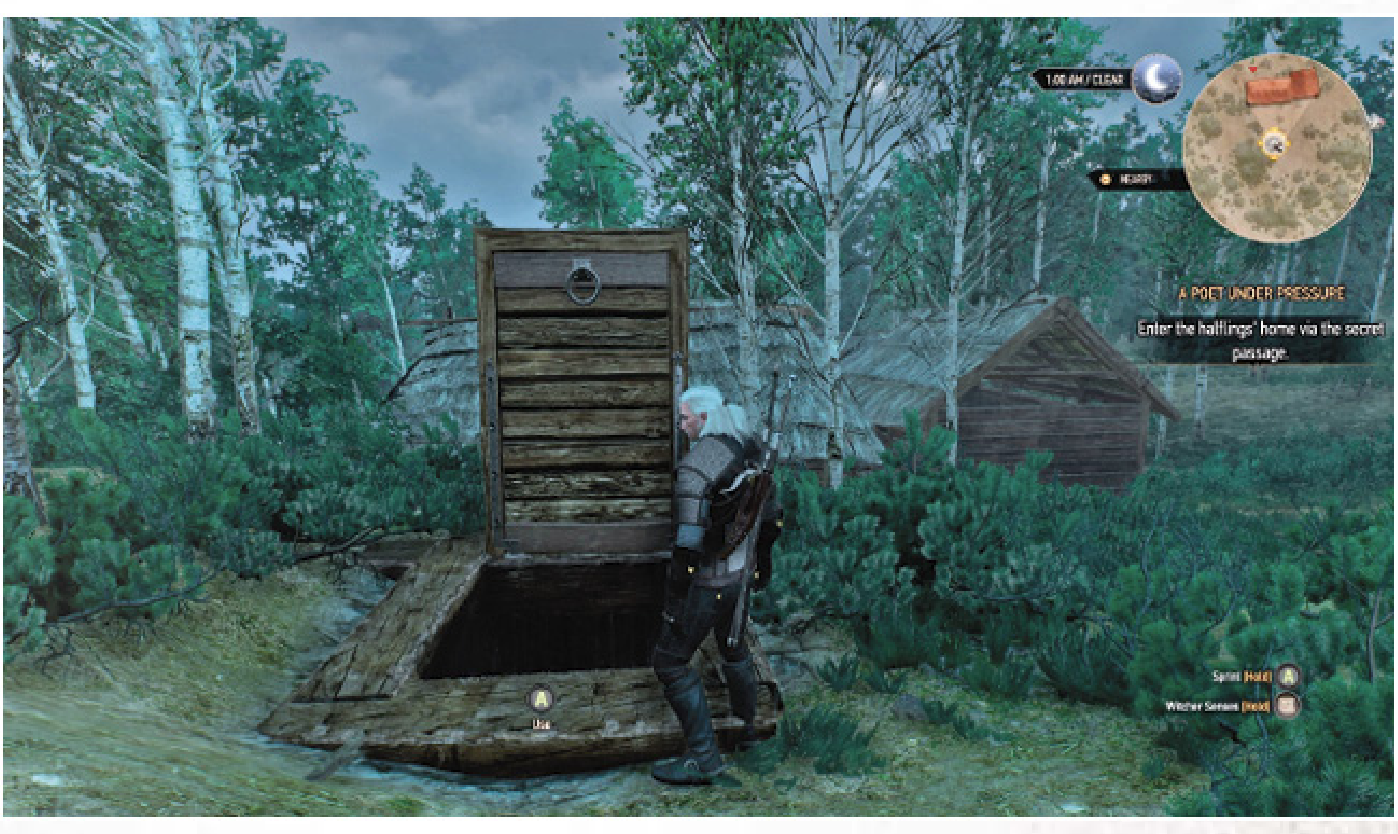
OBJECTIVES:

- Follow the smell of Dandelion's cologne.
- Explore the area in front of the hut in the woods.
- Enter the halflings' home via the secret passage.
- Free Dandelion. Defeat the Witch Hunter.

Just beyond the camp is a fork in the road. Dismount and inspect a strange object on the side of the right road. It is a perfume bottle—the heady aroma of "Nuits de Beauclair." Your Witcher Senses pick up the scent trail. Follow the smell into the woods, heading northeast up a side road, then into heavily forested hill. Just ahead is a dwelling in the woods (Isolated Hut Marker), evidence the horse was limping, and finally the abductor's horse itself. The beast collapsed on the grassy path. There are voices, too.


12:30 AM / CLEAR
NEARBY
A POET UNDER PRESSURE
Explore the area in front of the hut in the woods.
Sprint [Hold]
Witcher Senses [Hold]

Approach the trio of little folk—a dwarf and two halflings are moaning about a hunter who bundled another man into their home, and locked himself inside.


1:00 AM / CLEAR
NEARBY
A POET UNDER PRESSURE
Enter the halflings' home via the secret passage.
Use
Sprint [Hold]
Witcher Senses [Hold]

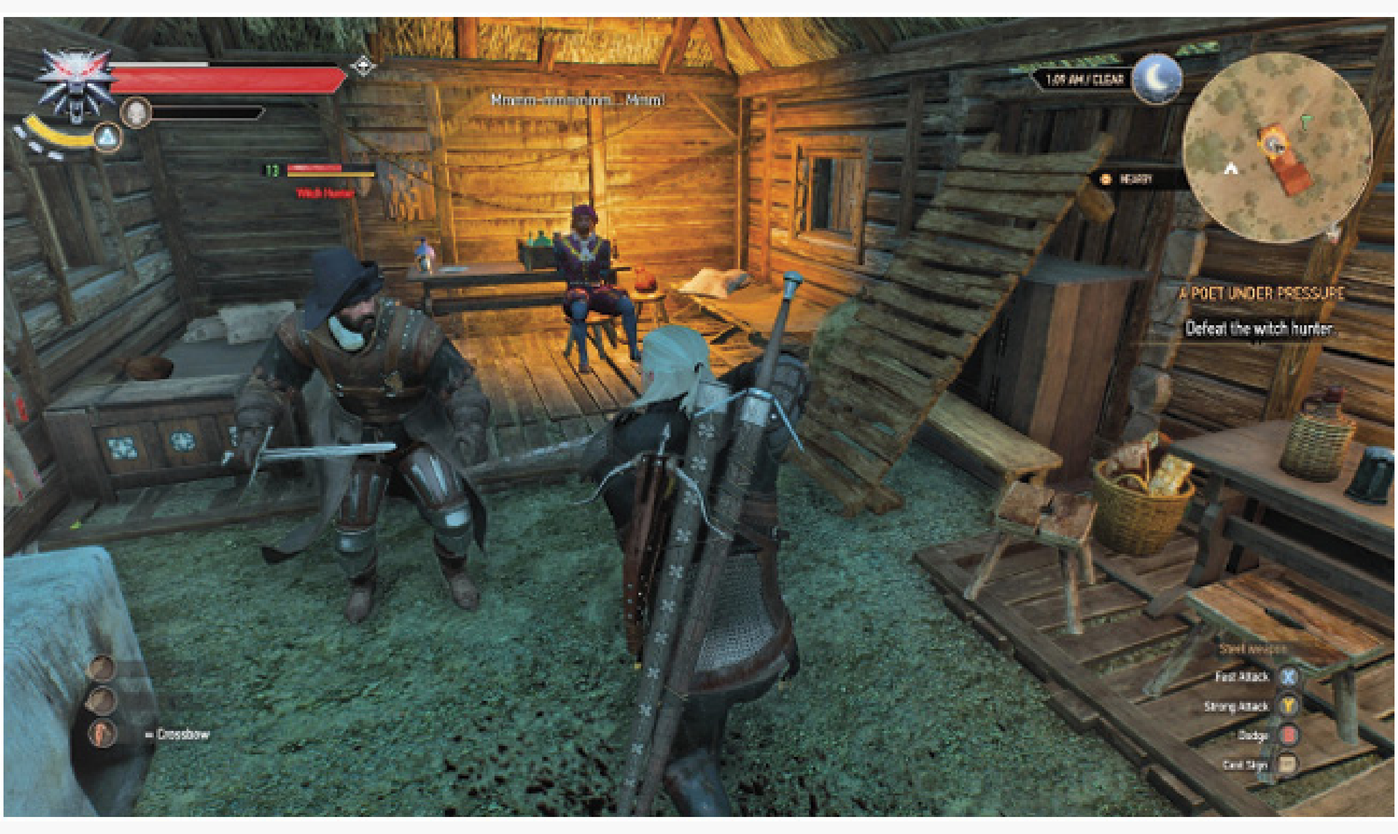
Tell them you're here to remove this "hunter," and ask if there's another way into the building. One of them hands you a key. Head to the hillock behind the cluster of structures, and locate this trapdoor (as shown). Unlock it, and descend the ladder.

ITEM: Quest Item: Cellar Key

Dandelion

Walk through the cellar, where the halflings spend their time (it seems) daubing paint everywhere. Head west to the opposite end of the cellar, and look for a second ladder. Climb up into the Isolated Hut. You can hear Dandelion's voice… until he annoys the guard so much he's gagged. Burst through the door, brandishing your steel sword and cut the witch hunter down where he stands.

You untie Dandelion, who is surprised to see Priscilla and Zoltan waiting outside. You attempt to steer the conversation away from Dandelion's inflated opinion of himself, and quiz him about Ciri's whereabouts. He remembers the last time he saw her; on Temple Isle running from Whoreson's men… This quest now concludes, as the halfling painters hand you one of their works.


Mmm-mmmmm... Mm!
1:05 AM / CLEAR
13
Witch Hunter
NEARBY
A POET UNDER PRESSURE
Defeat the witch hunter.
Steel weapon
Fast Attack
Strong Attack
Dodge
Cast Sign
Crossbow

Main Quest: A Poet Under Pressure

Foreseen at the Ravine

DANGER ALERT SPOILER ALERT

MAIN QUEST: A POET UNDER PRESSURE

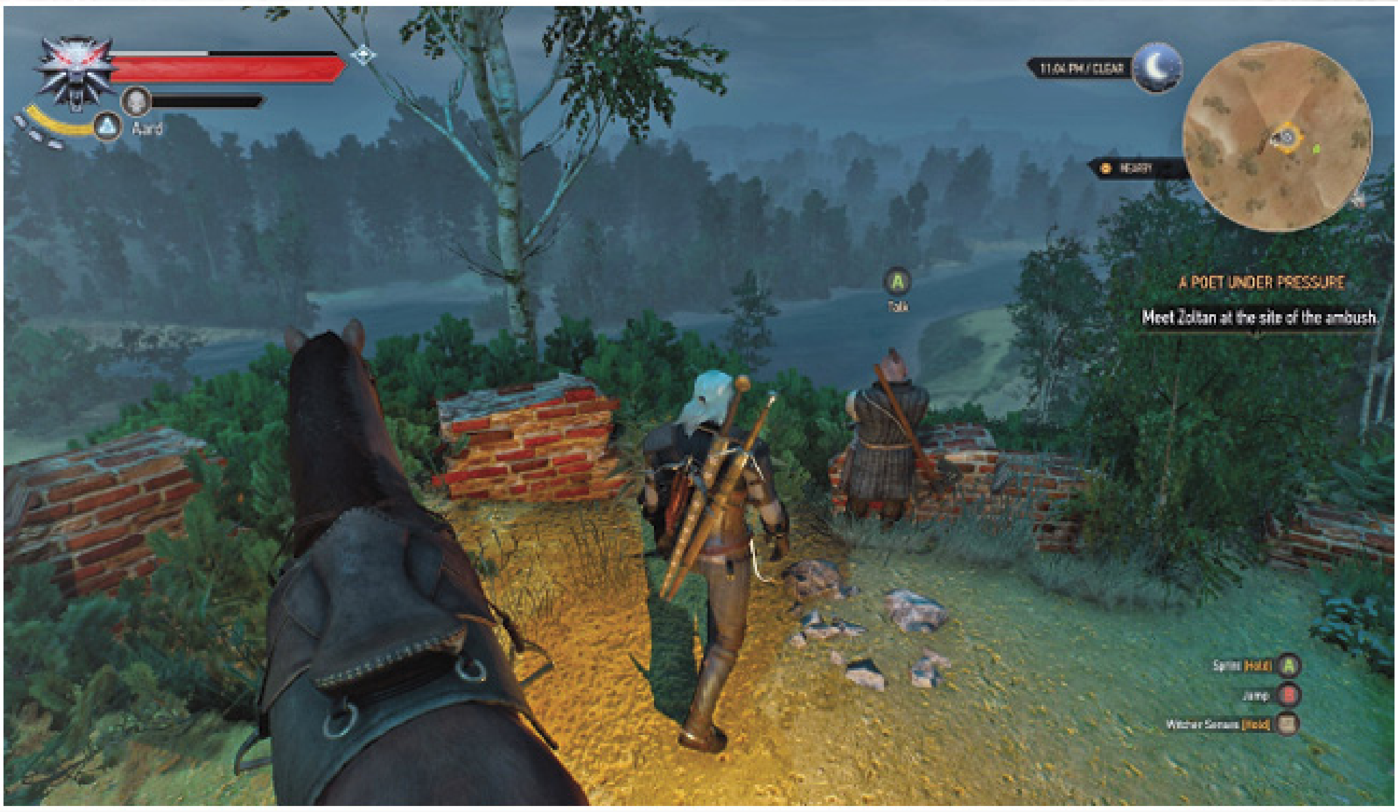
LOCATIONS : The Butcher's Yard Theater (Novigrad), Seven Cats Inn, Isolated Hut
CHARACTERS : Zoltan Chivay, Priscilla, Halflings and Dwarf, Dandelion
ENEMIES : Redanian Guards, Drowners, Witch Hunter

OBJECTIVES:

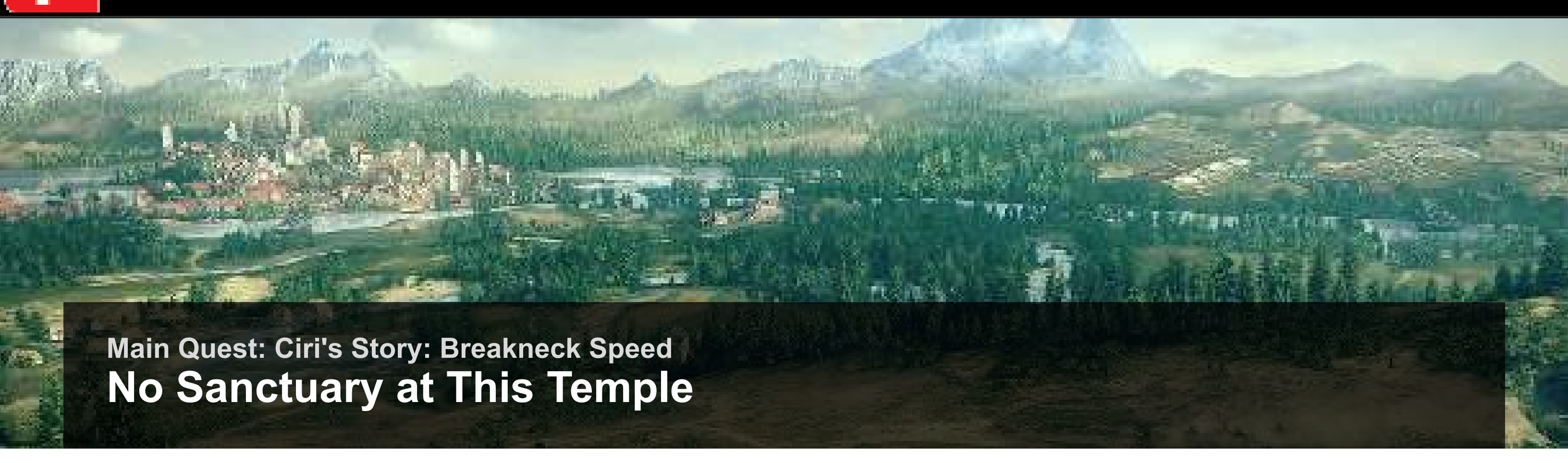
- Meet Zoltan at the site of the ambush.
- Nearest Signpost: East of Seven Cats Inn.

Travel eastward out of Novigrad, passing the Seven Cats Inn via the road by the river to reach the ambush point. As you approach the objective, head up the grassy embankment to the north, then around to a small campfire and some low brick ruins where Zoltan is waiting. He and some of his fellows have set the ambush for a convoy transporting Dandelion from his prison on Temple Isle (north Novigrad) to Oxenfurt.

- If you helped Dijkstra with his treasure hunt during Main Quest: Count Reuven's Treasure, you can meet him back in his bathhouse office, and he agrees to send a small band of his men to help you with the ambush.



Explain to the dwarf your intentions regarding raising suspicion or that an ambush is simpler (your choice). Then Priscilla arrives—an unwise move on her part due to the danger—bringing a note from Dudu. The convoy leaves at dawn, but she stays whether you ask her to leave or not. Zoltan challenges you to a game of Gwent while you wait. Agree or don't. Then wait until you hear the sounds of horses approaching.



Main Quest: Ciri's Story: Breakneck Speed

No Sanctuary at This Temple

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: BREAKNECK SPEED

LOCATIONS : Temple Isle (Novigrad), Elector's Square, Temple of the Eternal Light

CHARACTERS : Cirilla, Dandelion

ENEMIES : Redanian Guards, Whoreson's Men, Bandits

OBJECTIVE:

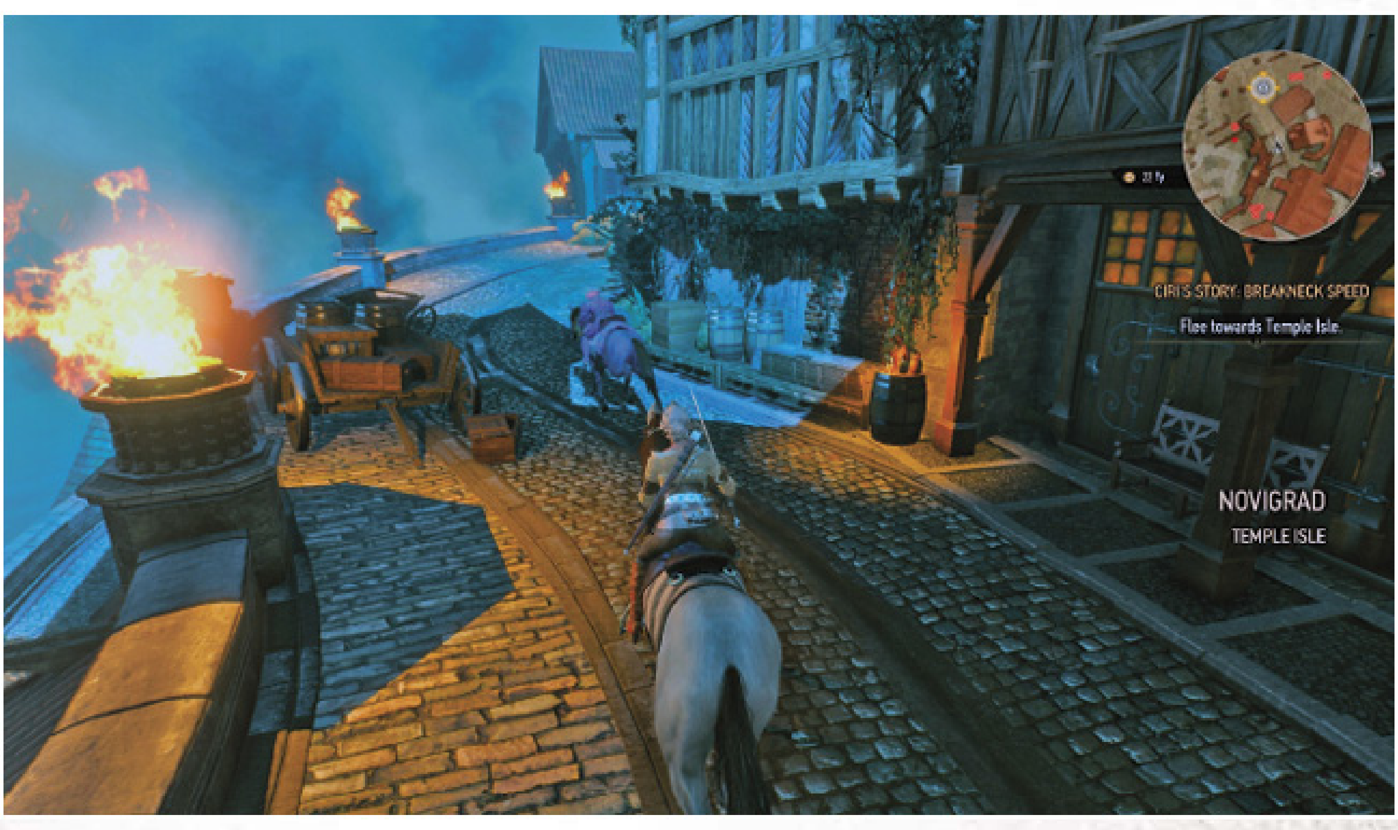
- Flee toward Temple Isle

MORE HASTE, AND MORE SPEED

If you're slow or caught by guards, you may be overwhelmed and easily cut down. The following route should be utilized as quickly as possible.

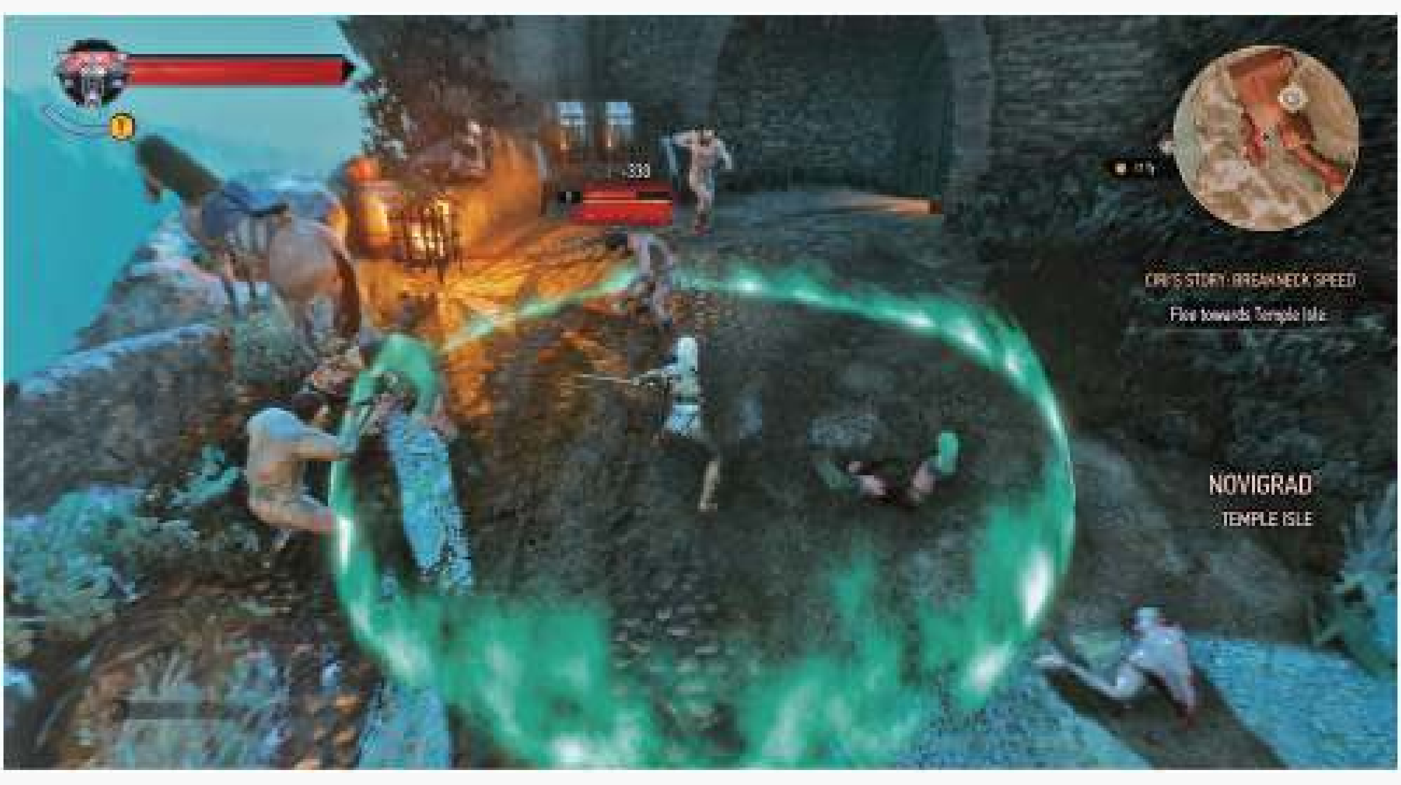
Cirilla

You are Ciri. You're being chased through the streets of northern Novigrad. Whoreson Junior's men are after you, and are yelling at the Redanian Guards to give chase. From your starting point, dash southwest up the cobblestones and through the portcullis gate. Dandelion raises the portcullis, motioning you to mount a horse. It is advisable to choose the more docile mount on the left.



Reverend Nathaniel Pastodi

Gallop along the main cobbled road, passing too many enemies to keep track of (at least a dozen). Head past some wooden barrels and defenses, passing a crossbow ambush and the signpost. Race up the hill until Dandelion yells at you to leave your horse. You have at least eight of Whoreson's men to battle on the high road lit by braziers. Slay them all, then wait for Dandelion to approach the door.



Run up a large set of stairs toward the Temple of the Eternal Fire. You tell Dandelion to run, while you try to fend off more bandits. The temple guard now join the fray, with the Reverend Nathaniel Pastodi attempting to arrest all of the troublemakers. After being surrounded, you have just enough time to teleport away. Dandelion is less lucky. The quest then concludes.

Secondary Quest: Cabaret

Trouble in Paradise

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: CABARET

RELATED QUESTS : Main Quest: The Play's the Thing, Secondary Quest: Carnal Sins

LOCATIONS : Rosemary and Thyme (Novigrad), Butcher's Yard Theater, Sophronia's House, Polly's House, Rautlec's House, Vegelbud Residence (Gustfields)

CHARACTERS : Priscilla, Dandelion, Irina Renarde, Sophronia, Crimson Avenger, Polly, Hubio, Hank Rautlec

ENEMIES : Bandits

RECOMMENDED ITEM : 200 Crowns

OBJECTIVES:

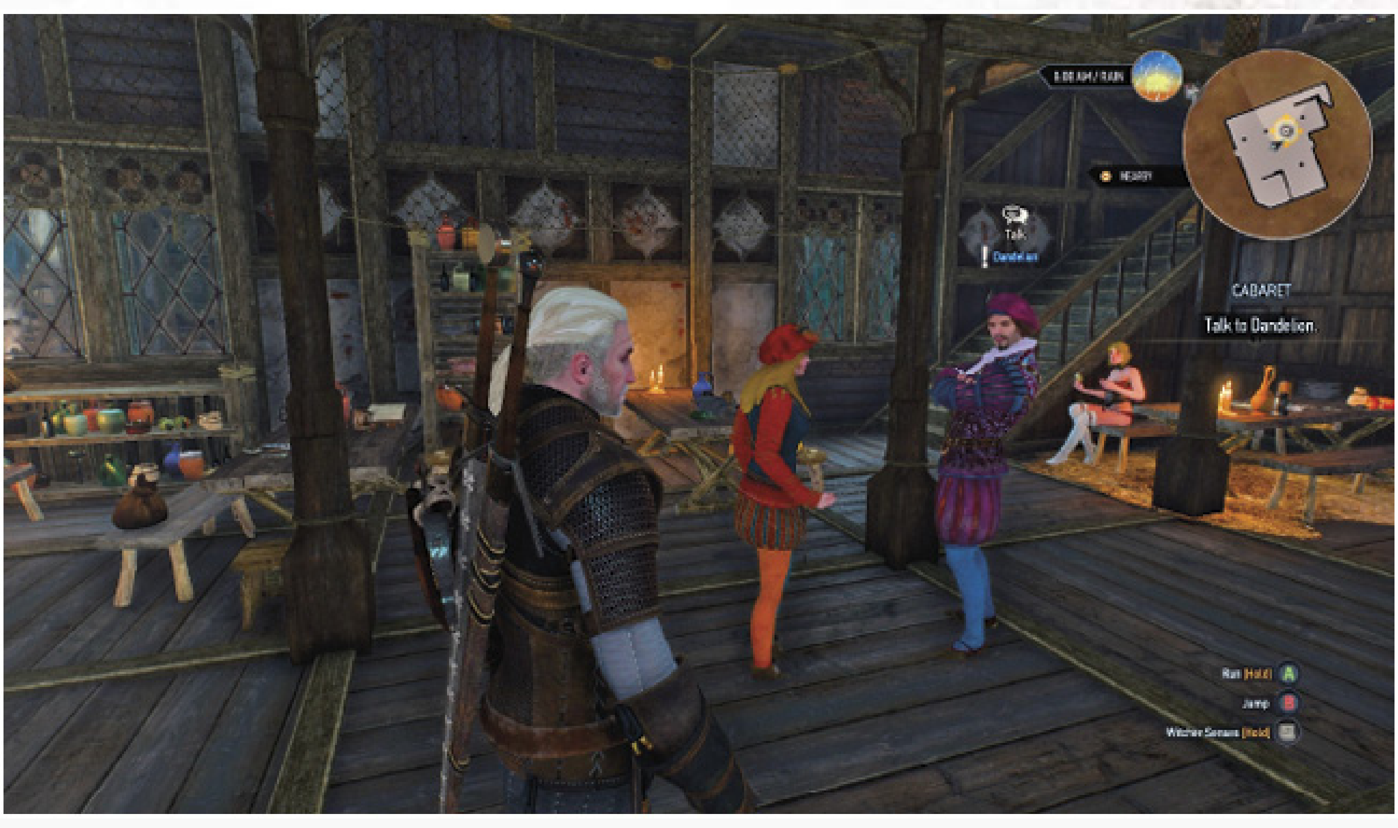
- Meet Dandelion at the Rosemary and Thyme.
- Talk to Dandelion.

QUESTING DECISIONS

This quest becomes available once Main Quest: The Play's the Thing concludes, and Dandelion is rescued.

Dandelion

Return to the Rosemary and Thyme, and head inside. You witness the tail-end of an argument between Priscilla and Dandelion. She storms off, and he whines to you about being called a "whoremonger and a witless hack." He hopes to change the more risqué nature of the Rosemary and Thyme. In fact, he is planning a cabaret. Though you may have advice about Dandelion using a bank, or your own coin, simply agree to help Dandelion. A past fling of his—Sophronia—has a merchant father, and the coin could come from her. But to win her over, there must be a ruse most cunning. It involves a dull sword from Madame Irina, and a meet-up outside of Sophronia's house at sunset.



OBJECTIVE:

- Borrow a prop sword from Madame Irina.

Irina Renarde

It's a short jog across and along the northern side of the canal. Locate the footbridge above the canal that leads to the rear entrance of The Butcher's Yard Theater. Enter Irina's quarters (the brick building), and request the dull sword. She happily obliges.

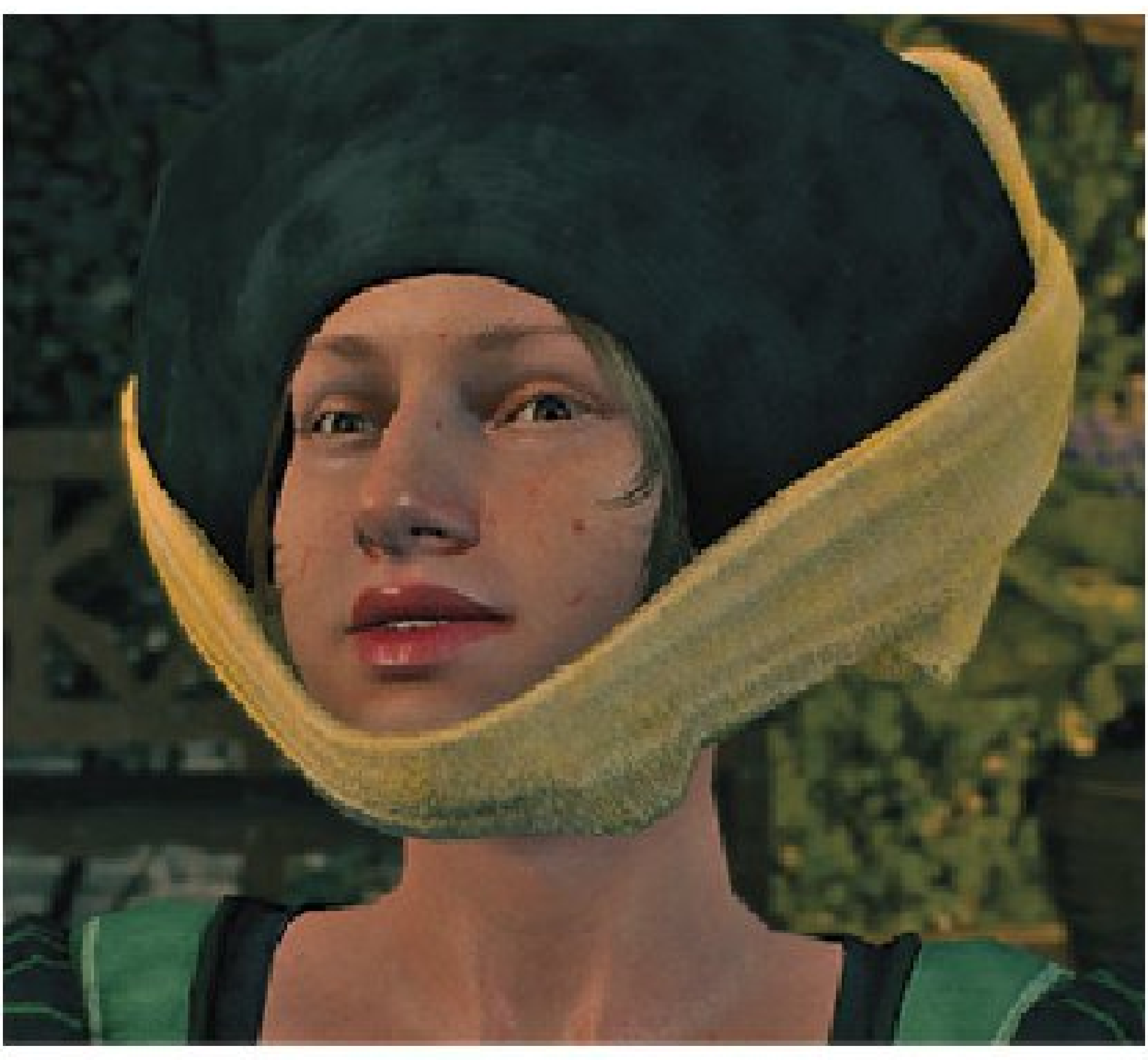
ITEM: Quest Item: Blunt Sword

Secondary Quest: Cabaret

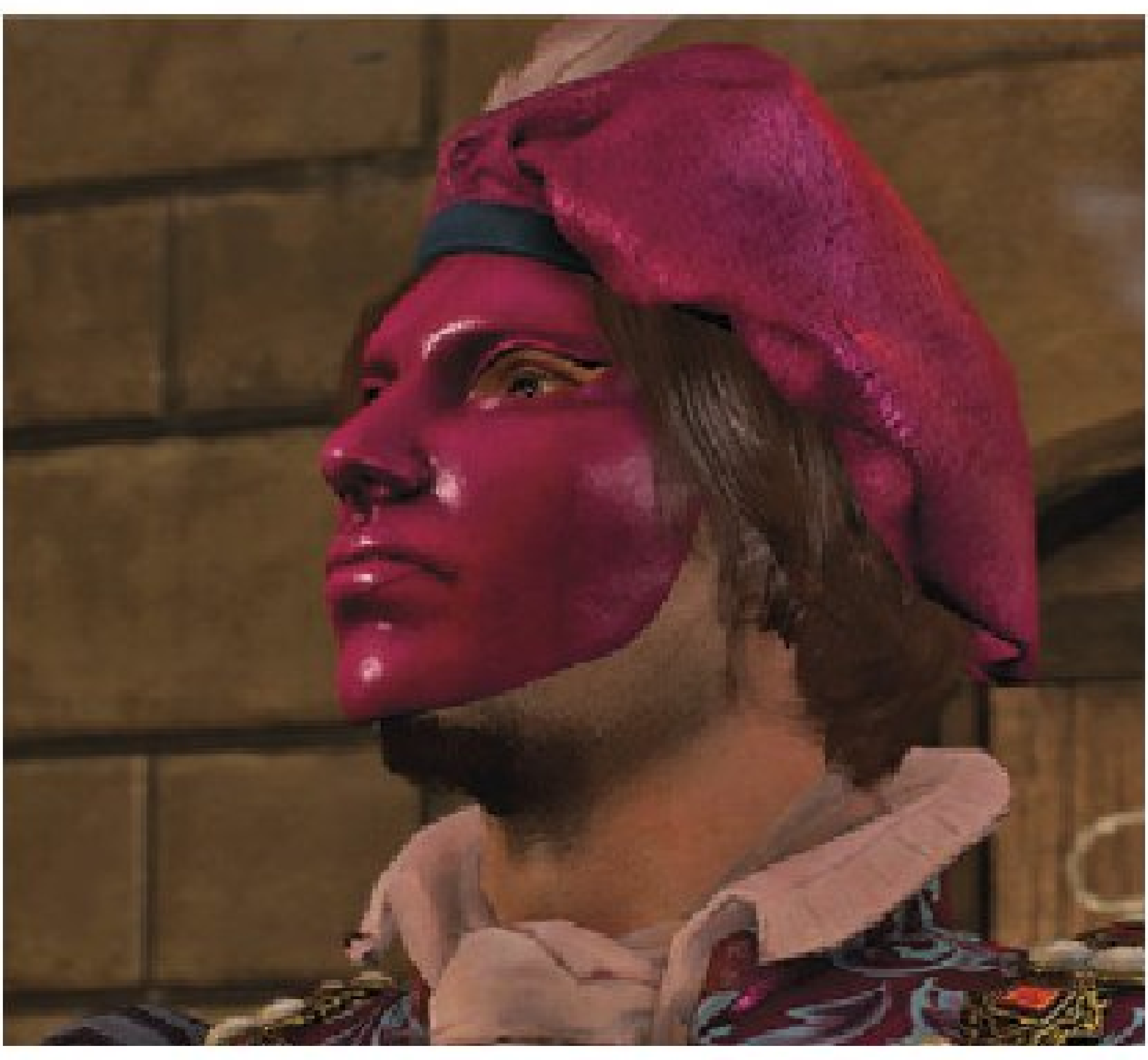
A Hero is Born

OBJECTIVES:

- Meet Dandelion near Sophronia's house after dark.
- Fight the Crimson Avenger.



Sophronia

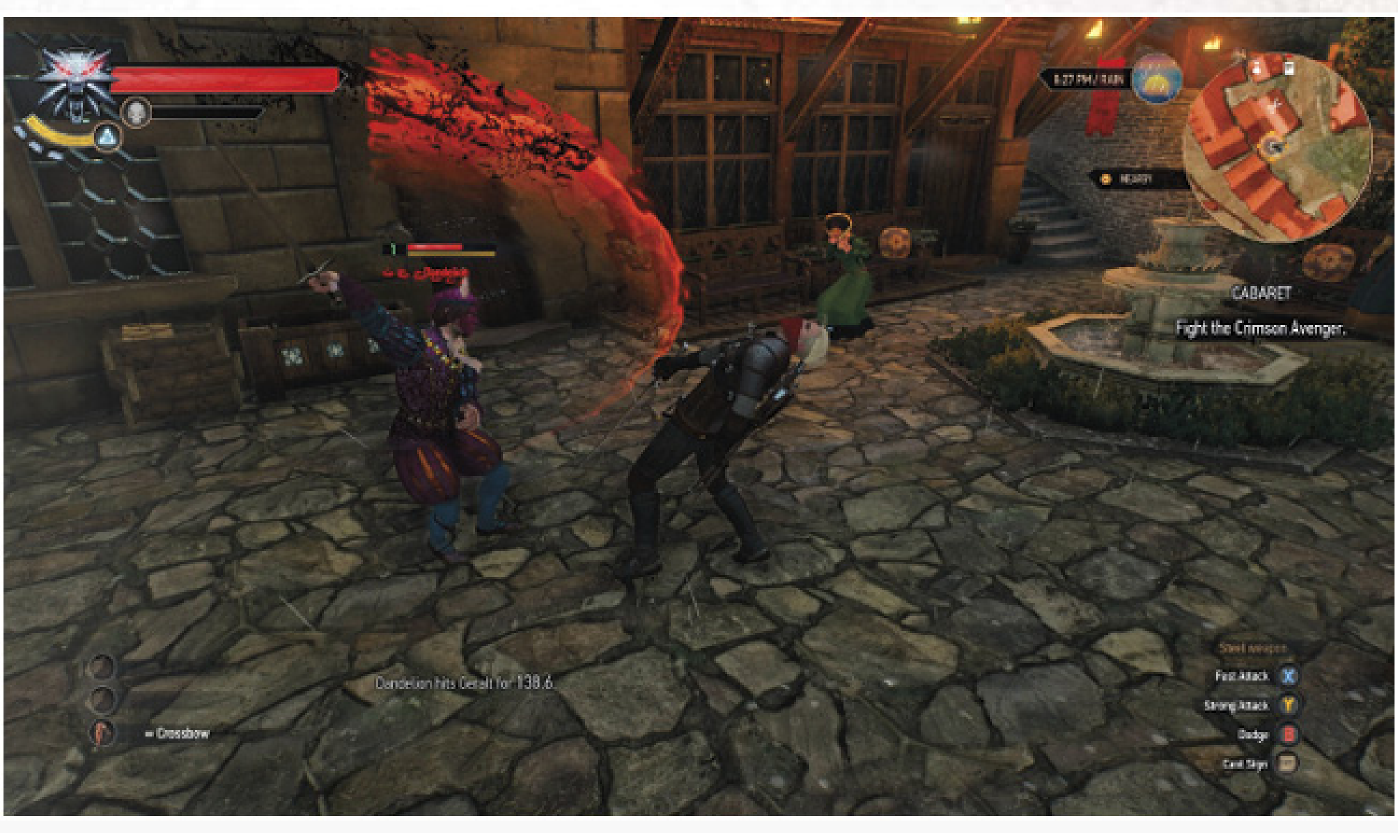


The Crimson Avenger

Head northward into the Gildorf District, along the raised thoroughfare above the bathhouse, then head to the courtyard just south of the main market square, near a small fountain. If Dandelion hasn't shown, meditate until just after sundown. He's fashionably late, and pitches you a plan—he needs Sophronia to believe him to be a hero who can save her from a bandit. You're playing the part of the bandit. You can agree, disagree, or be incredulous at the stupidity of it all. Before there's any more time to argue, he shoves a handkerchief to hide your face, and tells you to meet him back at the Rosemary and Thyme in the morning, after you scare the woman. You have two opportunities to try the following:

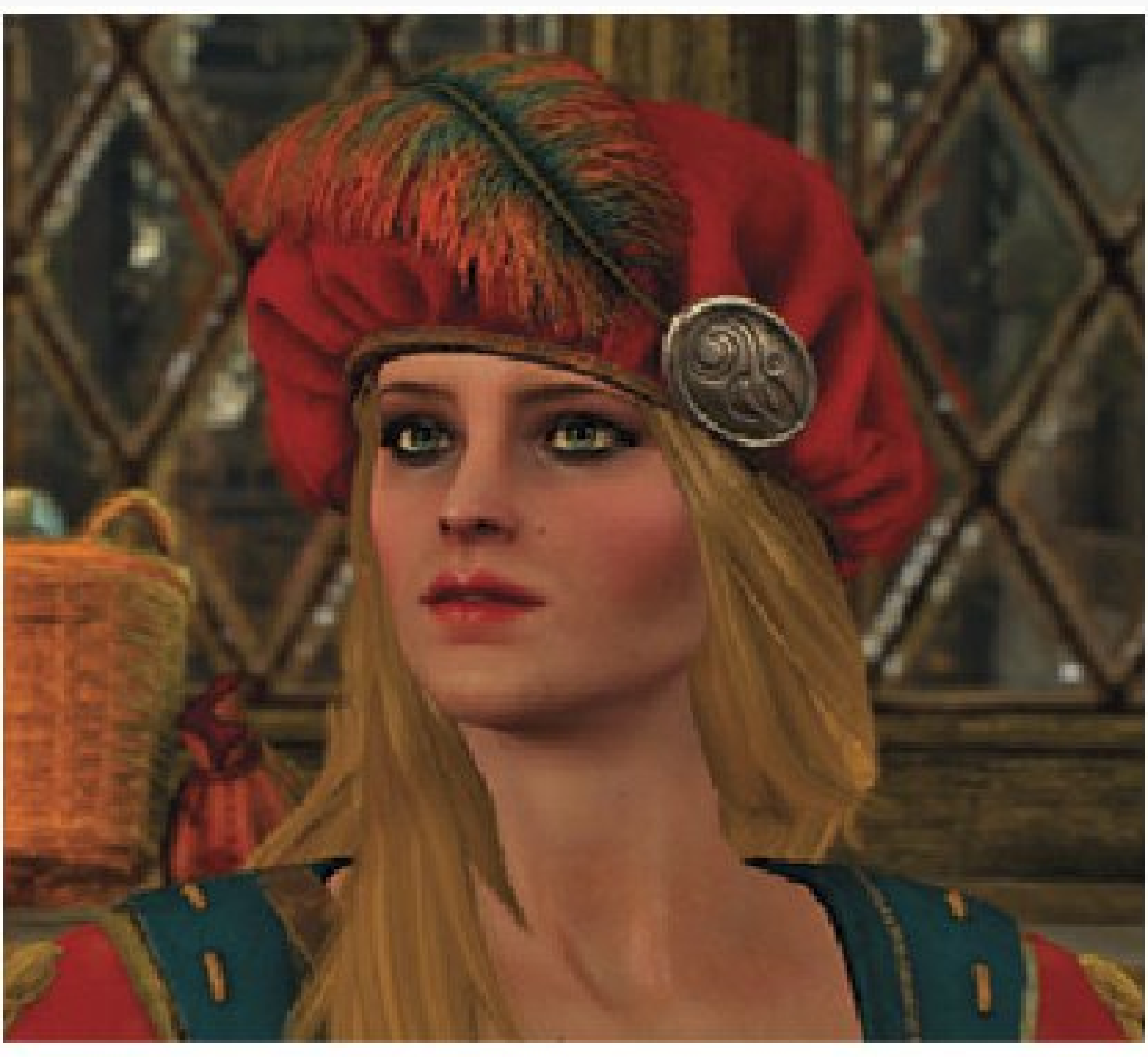
- Read from the card Dandelion gave you.
- Or improvise.

Either plan results in an interruption from Dandelion—or as he now wishes to be known, the Crimson Avenger—who intends to defeat you with swordplay. If you're adept and parrying and try to teach Dandelion a lesson, he protests. Instead, simply try some ineffectual counter attacks and let him strike you until "combat" concludes. Sophronia is really getting into the live-action roleplay part of this, and offers to bandage up Dandelion inside her house. Meanwhile, you're asked to leave.



OBJECTIVE:

- Meet Dandelion in the morning at the Rosemary and Thyme.

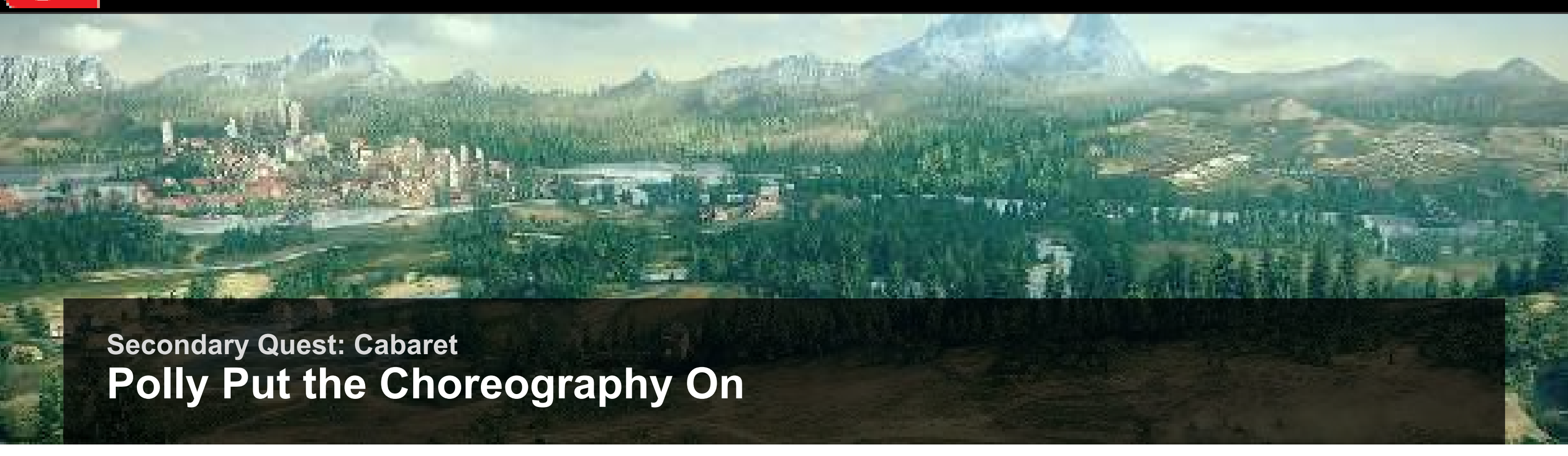


Priscilla

Head back to the Rosemary and Thyme (meditating until morning if necessary. Inside, Priscilla is speaking with a dwarven set builder. He turns to you to choose the interior decoration.

- Choose a theatrical look (this is Dandelion's preference).
- Choose a boudoir look.
- Let Priscilla decide. She chooses a theatrical look.

After speaking about Dandelion to Priscilla, choosing any answer you wish, you agree to find the fellow.



Secondary Quest: Cabaret

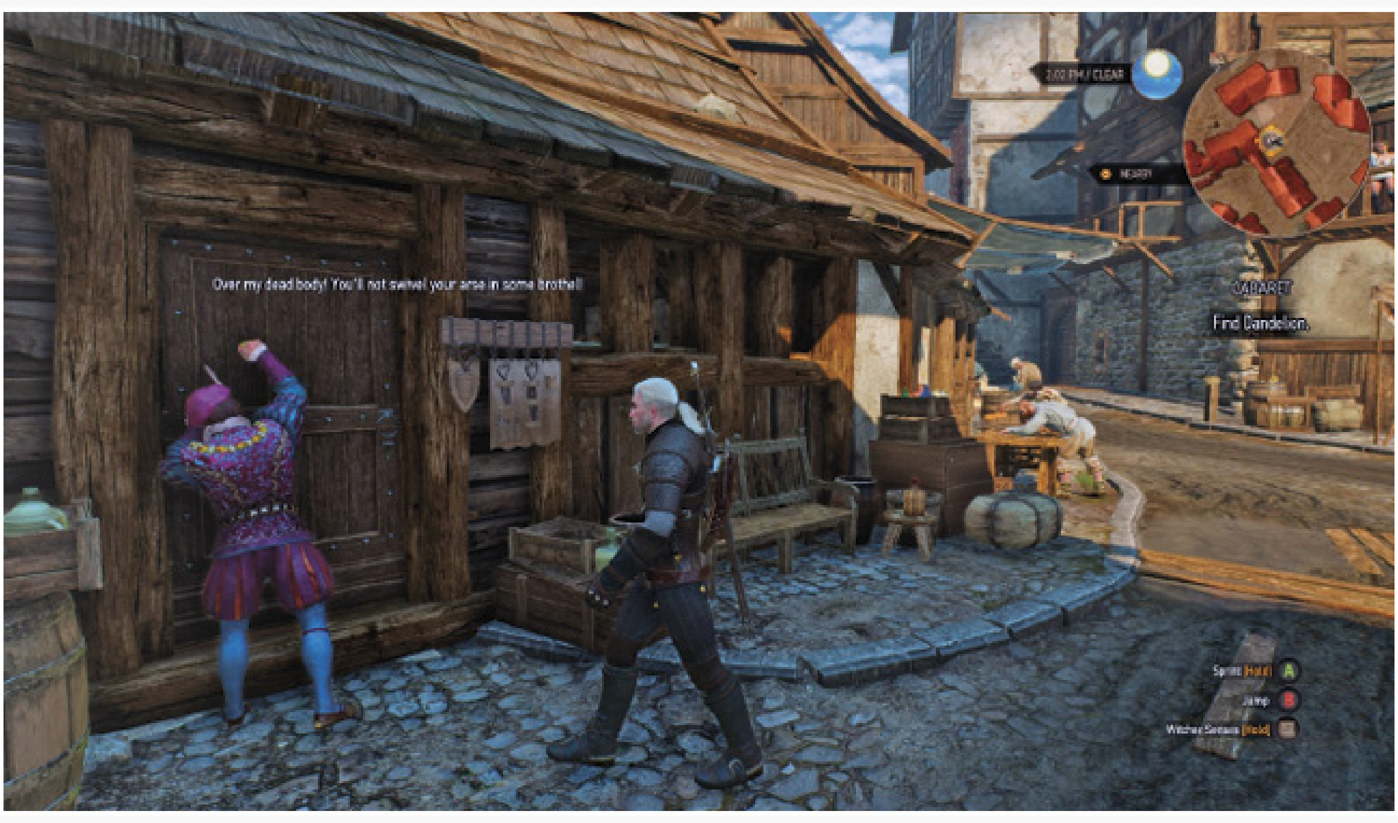
Polly Put the Choreography On

OBJECTIVES:

- Find Dandelion.
- Look for the key using your Witcher Senses. Open the door to Polly's home.

Polly

Hublo

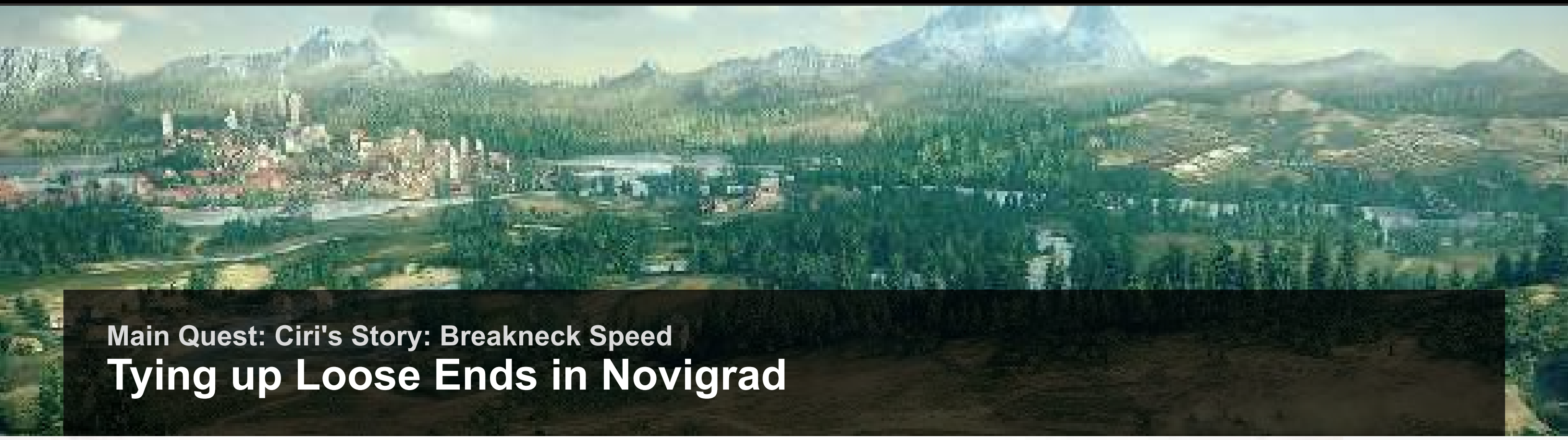


Over my dead body! You'll not swivel your arse in some brothel!

Dandelion is west and a little south of the Rosemary and Thyme. Find him banging against the door of Polly, Dandelion's preferred choreographer, and her fiancé who doesn't trust Dandelion's motives. You offer to break down the door, but Dandelion reckons there's a spare key around here, somewhere. Use your Witcher Senses and look under the wooden bucket to the right of the bench and front door.

Once inside, Polly's fiancé has some choice words for the dandy, and you're able to ratchet down the verbal assault by choosing your own threatening words (you have two attempts, the first choice is a verbal put-down, but the second results in fisticuffs). Once Dandelion butters Hubio up, swears the Rosemary and Thyme is no longer a brothel, and offers to pay Polly handsomely, he relents. Polly agrees to help, leaving you to converse with Dandelion as you wish.

ITEM: Quest Item: Key to Polly's Home



Main Quest: Ciri's Story: Breakneck Speed

Tying up Loose Ends in Novigrad

The conversation returns to Geralt, Dandelion, Zoltan, and Priscilla. You focus on the information you discovered during your adventures in Novigrad:

- The fact that Ciri isn't in Novigrad.

Depending on how much of the adventure you have completed (in Velen and Skellige), this quest ends with the following options:

- If you have completed Main Quest: Family Matters and Main Quest: Hunting a Witch, you reckon exploring Skellige (Main Quest: Destination Skellige) is in order.
- If you have completed Main Quest: Nameless, you think Main Quest: Family Matters or Main Quest: Hunting a Witch are both good plans.
- If you haven't completed up to either sets of quests in Velen or Skellige, you are at a loss at what to do.
- If you've completed Main Quest: Family Matters and Main Quest: Hunting a Witch, as well as Main Quest: Nameless, Main Quest: Ugly Baby automatically begins.
- In addition, there are Secondary Quests available for Dandelion, Zoltan, Triss, and the Assassins plotting regicide. All of these are detailed in the next section.

Secondary Quest: Cabaret

Off to the Races

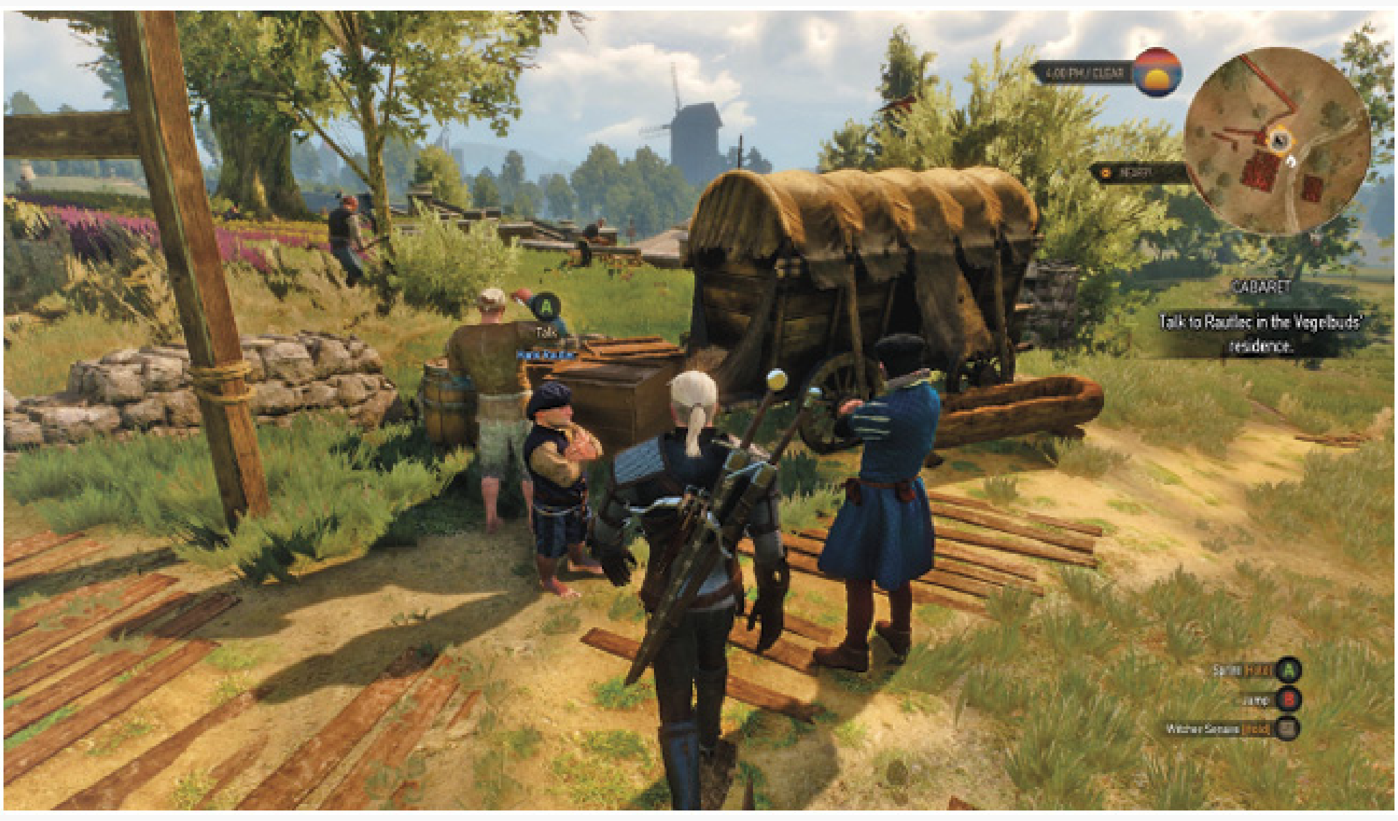
OBJECTIVES:

- Talk to Rautlec in the Vegelbuds' residence.
- (Optional) Win the race.
- Return to Dandelion.

Hank Rautlec

The Vegelbud Residence is a lavish mansion with formal gardens and its own countryside racing road. It's east of here, and requires Fast Travel or a gallop on Roach. You'll find Rautlec by a small caravan near the race seating and bookie caravan, talking to Count de Luverten. The Count has coaxed the halfling into one more bet, but if Rautlec's horse loses, he'll be indebted for a lifetime. There are ways to solve this problem, of course. You can:

- Persuade him that you'll race, and then win it. If you win, the halfling is most appreciative, and tells you he'll deliver the placards. If you lose, you can pay off his debt (275 crowns now), or ignore Rautlec and let him flee. Either way, you return to Dandelion.
- (200 Crowns) Simply pay off the debt. He's shocked by your generosity, and tells you he'll deliver the placards. Head back to Novigrad.
- Ignore Rautlec's plight, and head back to the Rosemary and Thyme to tell Dandelion he'll have to live without his placards.



HORSING AROUND

Be sure you're familiar with the finer arts of horse racing, and the twists and turns of this course. Why not gallop around the circuit once or twice on Roach, before speaking to Rautlec?

QUEST CONCLUSION: OPENING NIGHT BUTTERFLIES

Back at the Rosemary and Thyme, Dandelion is either thrilled at the "theatrical" façade of the place, or a little miffed at the boudoir décor. Either way, he aims to christen the place "the Chameleon." Priscilla nips off to change her dress, and Dandelion orders a round of drinks to celebrate. Agree or refuse a drink. Then answer Dandelion however you wish, when he begins to talk about Priscilla (again). The conversation drifts on, as this quest concludes, and Secondary Quest: Carnal Sins automatically begins.

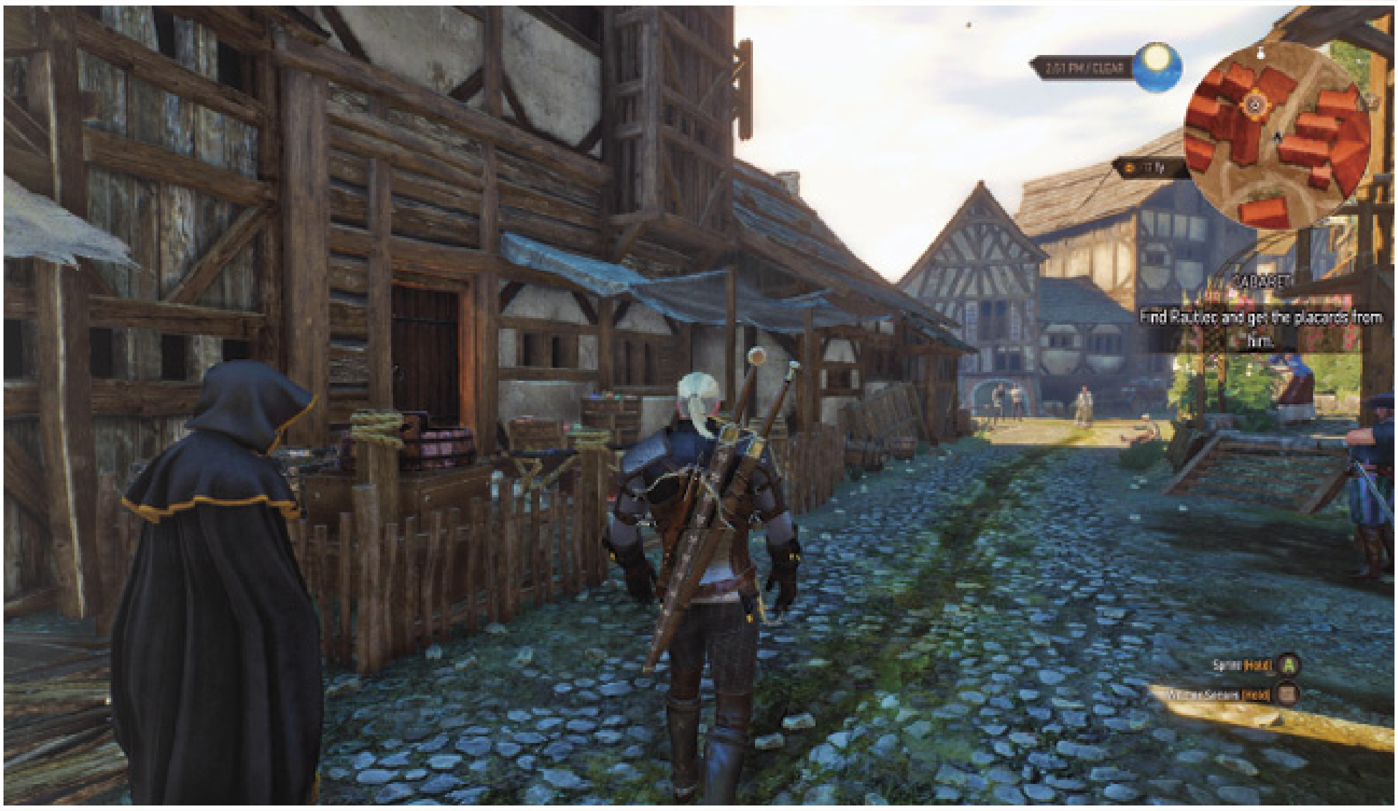
Secondary Quest: Cabaret

Placating the Placard-Makers Collectors

OBJECTIVES:

- Find Rautlec and get the placards from him.
- Deal with Rautlec's creditors.

Next, Dandelion needs to stop by Hank Rautlec's, a famed portrait artist (apparently). He's in charge of the placards for the Rosemary and Thyme, and Dandelion already ordered some from Rautlec, but they haven't arrived yet. Ask about Rautlec if you wish, then offer to get the placards. His place is a few doors northwest of the Golden Sturgeon. Head north, across the canal, then northwest to the entrance shown in the previous picture. Enter the modest establishment, and two bandits are sifting through his better works of art.



CABARET

Find Rautlec and get the placards from him.

You can:

- Stop them from stealing, resulting in combat with the two foes.
- Tell them you're only interested in the placards.

Either way, a spot of fisticuffs is in order. After the two bandits are beaten down, they tell you where the halfling is—over at the Vegelbud estate, losing his last crowns at the races.

Secondary Quest: Carnal Sins

The Act of a Demented Mind

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: CARNAL SINS

RELATED QUESTS : Secondary Quest: Cabaret

LOCATIONS : Novigrad; Rosemary and Thyme; Vilmerius Hospital, Gildorf Sewers, Novigrad Mortuary, Meyer and Meyer Woodworkers Shop, Vegelbud Estate, Crippled Kate's, Warehouse 12

CHARACTERS : Dandelion, Priscilla, Joachim von Gratz, Fabian Meyer, Hubert Rejk, Reverend Nathaniel Pastodi, Gus Meyer, Ingrid Vegelbud, Patricia Vegelbud, Sweet Nettie

ENEMIES : Drowners, Water Hag, Poor Townsmen, Dogs, Vegelbud Guards, Vampire

RECOMMENDED ITEMS : Axii Delusion Level 3; 200 Crowns

OBJECTIVES:

- Go meet with Von Gratz.
- Go through the sewers to get to the mortuary.
- Nearest Signpost: Hierarch Square.

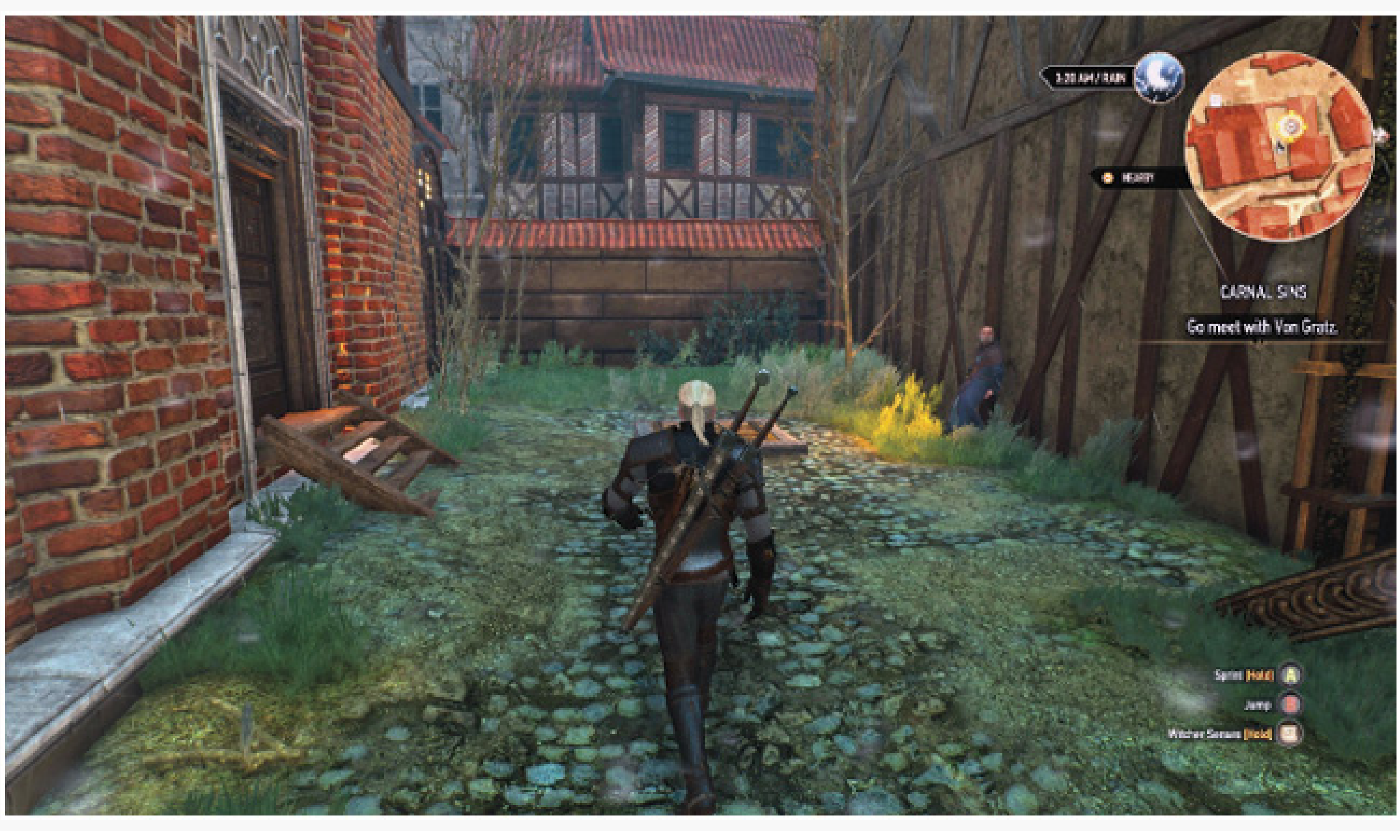
QUESTING DECISIONS

This purely optional quest automatically starts at the conclusion of Secondary Quest: Cabaret.

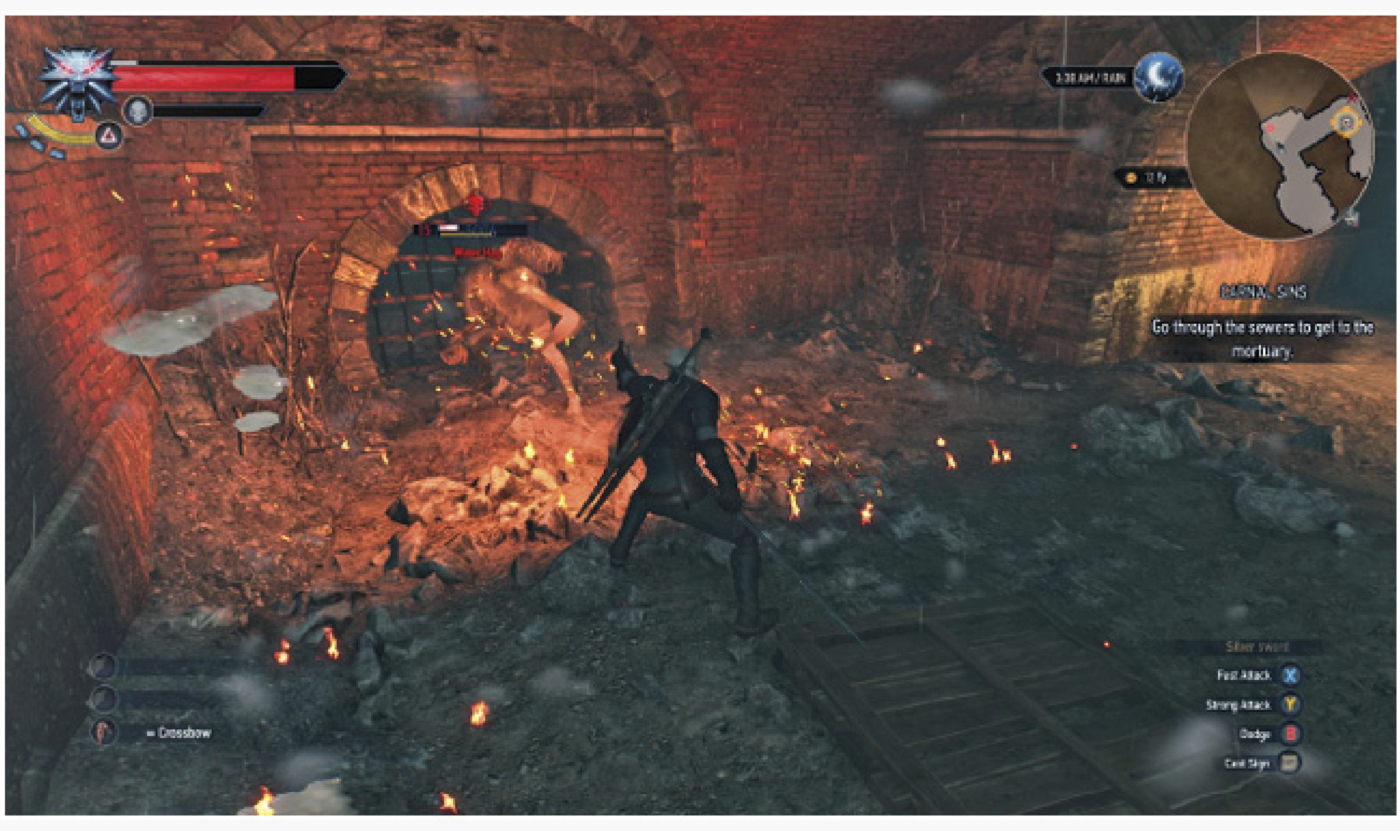
Your dandy friend is wearing a groove in the Rosemary and Thyme floorboards, pacing up and down in anticipation of Priscilla's arrival. When a messenger arrives to tell you both that she's been hurt, you both speed to Vilmerius Hospital. The doctor (Joachim von Gratz) describes her condition as critical. Answer the doctor how you wish regarding the method of the attack (she was forced to drink a caustic fluid after being immobilized in some way). This isn't the first victim to be mangled in this manner, either. Dandelion pleads for you to help find the person responsible. Agree, to continue this quest. Or arrange to meet him outside the Kingfisher Inn, if you need to prepare. Joachim seems helpful. He offers to take you inside the morgue via the sewer entrance, so you can inspect the previous victim. Head to the sewer grate by the side entrance to the Kingfisher Inn, and descend. You appear with Joachim in the brick-walled dankness under the city.

Dandelion

Joachim von Gratz



Joachim seems to be part vigilante, as you speak to him while ridding the intial corridors of a couple of drowners. Two more lollop your way along with a water hag, before you can climb a wooden stairwell to a brick balcony and upper tunnel to the west. Follow Joachim up the stairs and then a ladder, and finally a door into the mortuary itself.



Secondary Quest: Carnal Sins

We Seek the Corpse of a Dwarven Woodcarver

OBJECTIVE:

- Find the dwarven woodcarver's body using your Witcher Senses.

Inspect the bodies on the gurnies using your Witcher Senses. One has been mauled by necrophages. Another is human, not dwarven. The dwarf lies in the northeast part of the area, near the autopsy posters. Tell Joachim to start the autopsy, in any of the following areas:

Hubert Rejk

Reverend Nathanlel Pastodl

- Head—hair is burned, eyes are scooped out. An incision made into the voice box, possibily with a scalpel. The murderer performed a tracheotomy. The mouth is burned and blistered like Priscilla's. There is gray dust around the eye sockets, too; burning coals were placed into the sockets.
- Torso—deep wound to the left of the rib cage. A scar the length of his stomach; examine both. The scar is an old wound, but the stomach indicates the heart was carved out. Joachim delves into the wound and produces a small ball-shaped egg from an amphibian. This was the murderer's doing. Open the abdominal cavity, resisting the stench of formaldehyde. This was ingested!
- Hands—welts on his wrists, indicating he was tied up. Someone took a ring off his finger.
- Legs—he kicked something with his right foot.
- Genitals—early stages of syphilis.

Afterward, you can tell Joachim your deductions (ritual murder, punishment, no motive, or you'd prefer not to share your conclusions) as you wish. You're then interrupted by the coroner (Hubert Rejk), who tells you the name of the dwarf (Fabian Meyer). Hubert isn't happy that Joachim is doing his job for him. Ask how they know each other, then where the woodcarver's body was found (at his workshop near Farcorners, and dragged to the morgue by Eustace the corpse collector). Continue the investigation there, after Hubert covers for you once the prickish Reverend Nathaniel arrives, and closes the mortuary down. On the way out, chat to Joachim about Nathaniel's past as a torturer who now wears the garb of the Eternal Fire.

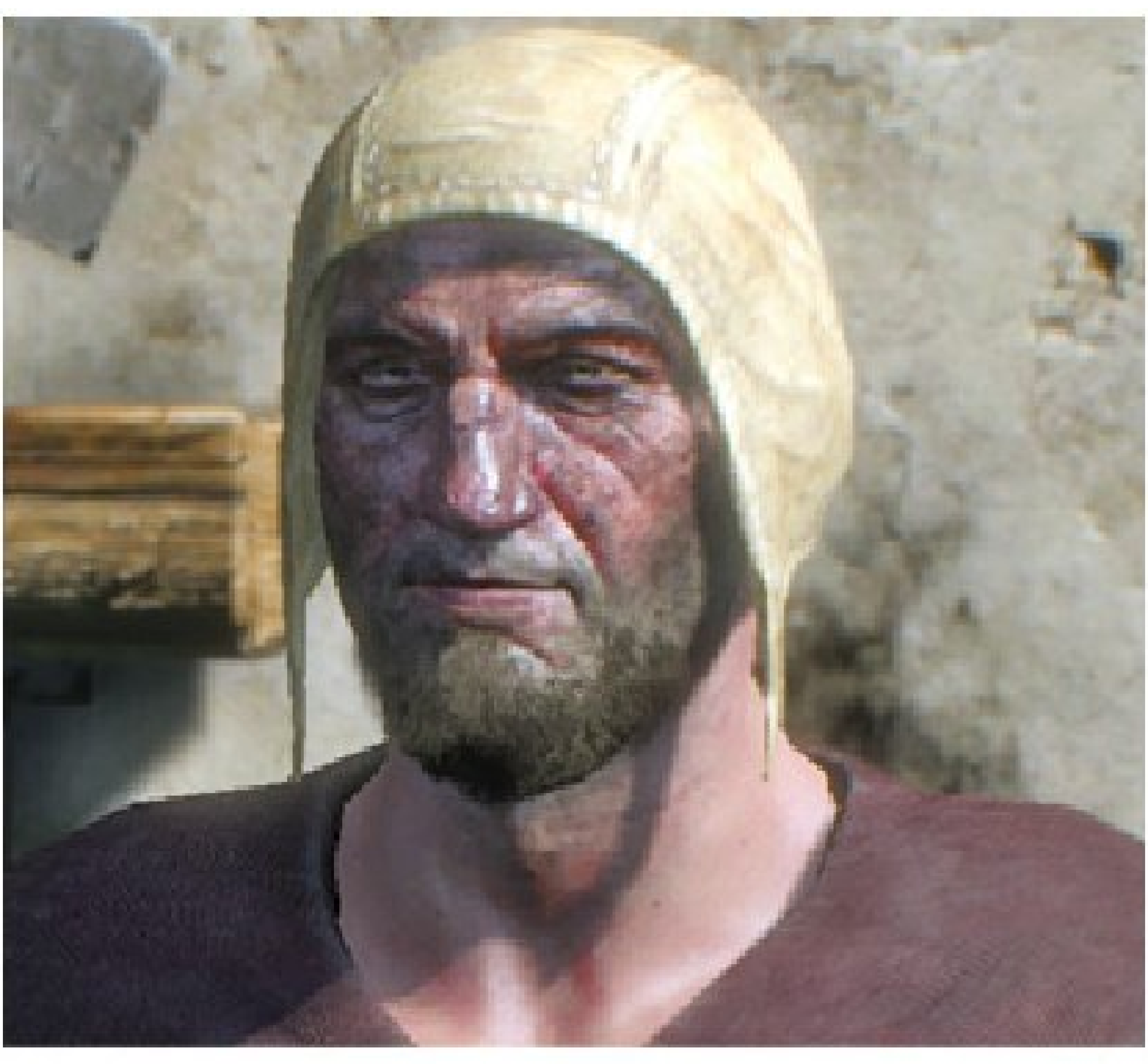
Secondary Quest: Carnal Sins

Seeking Sacrilege: Asking Thricely

OBJECTIVES:

- Find Eustace the corpse collector.
- Talk to Eustace.

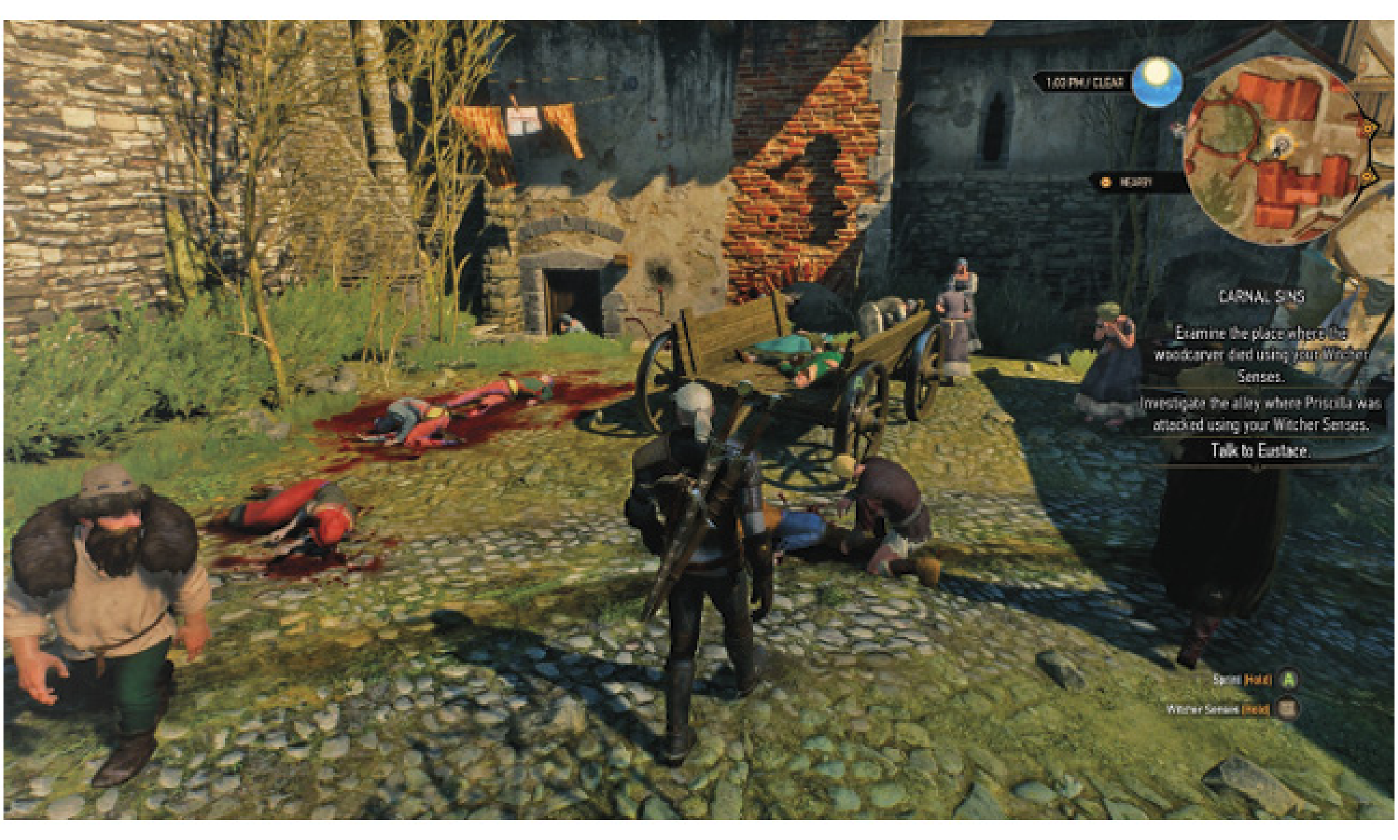
The following objectives can be attempted in any order.



Eustace

Explore the The Bits District as you're not far from Eustace's location, near the recently deceased. He recalls the dead dwarf. Ask if he searched the corpse, and if there are others bearing the same wounds. There are—all ordered to be burned by the Reverend. After you accuse Eustace of stealing from corpses, the conversation turns tense. You can:

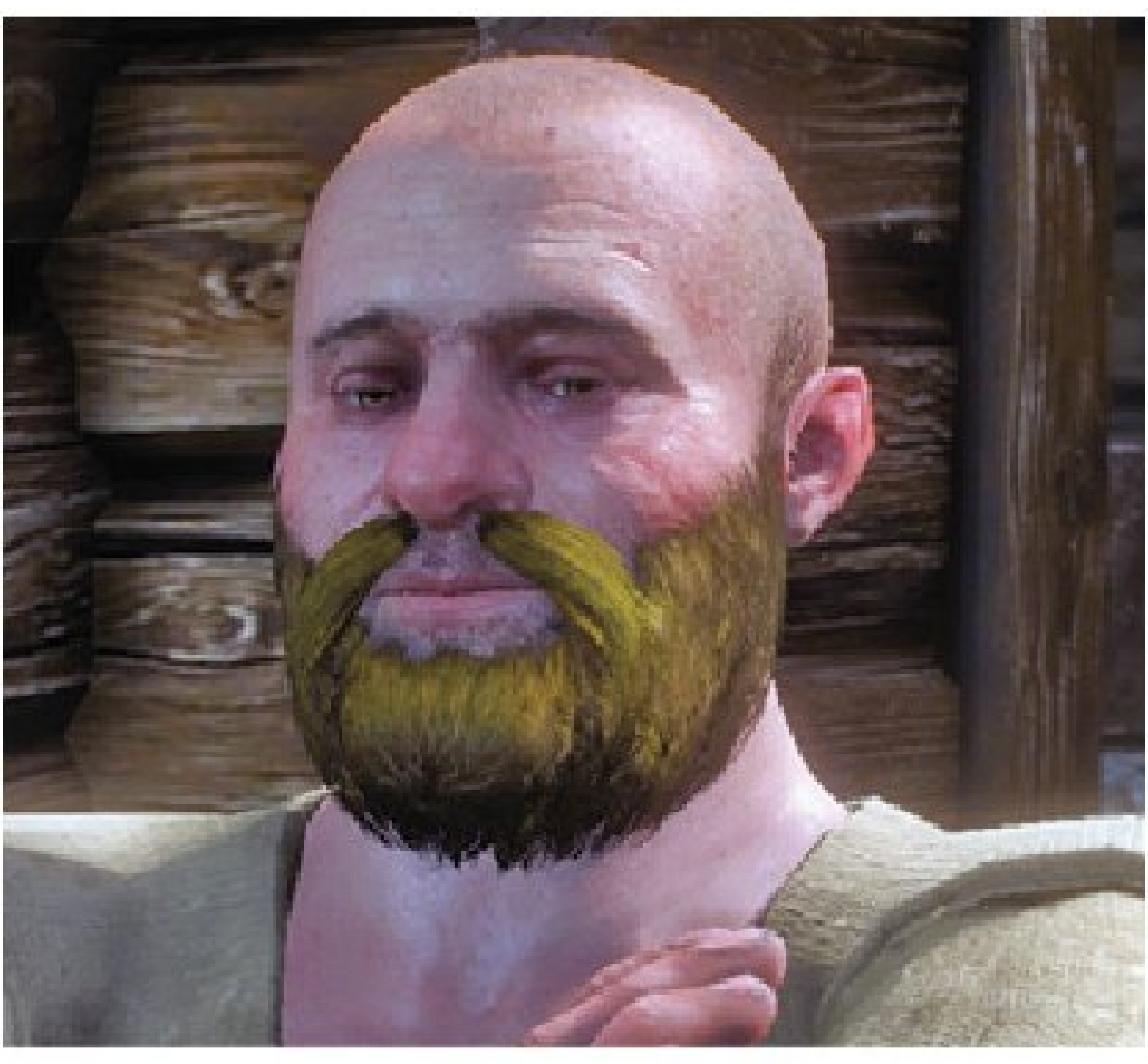
- (Axii Delusion Level 3): Befuddle him into revealing what was in the dwarf's pockets.
- (200 Crowns): Bribe him into telling you what the dwarf was carrying.
- Threaten him. This doesn't phase Eustace, as he knows he has an important job, and protection from the likes of you.


1:03 PM / CLEAR
NEARBY
CARNAL SINS
Examine the place where the woodcarver died using your Witcher Senses.
Investigate the alley where Priscilla was attacked using your Witcher Senses.
Talk to Eustace.
Sprint (Hold)
Witcher Senses (Hold)

Either the delusion or bribe allows you to learn he found trinkets and baubles on the dwarf corpse, as well as a vellum letter. It has the name "Priscilla" written on it! End the chat with a punch or an utterance.

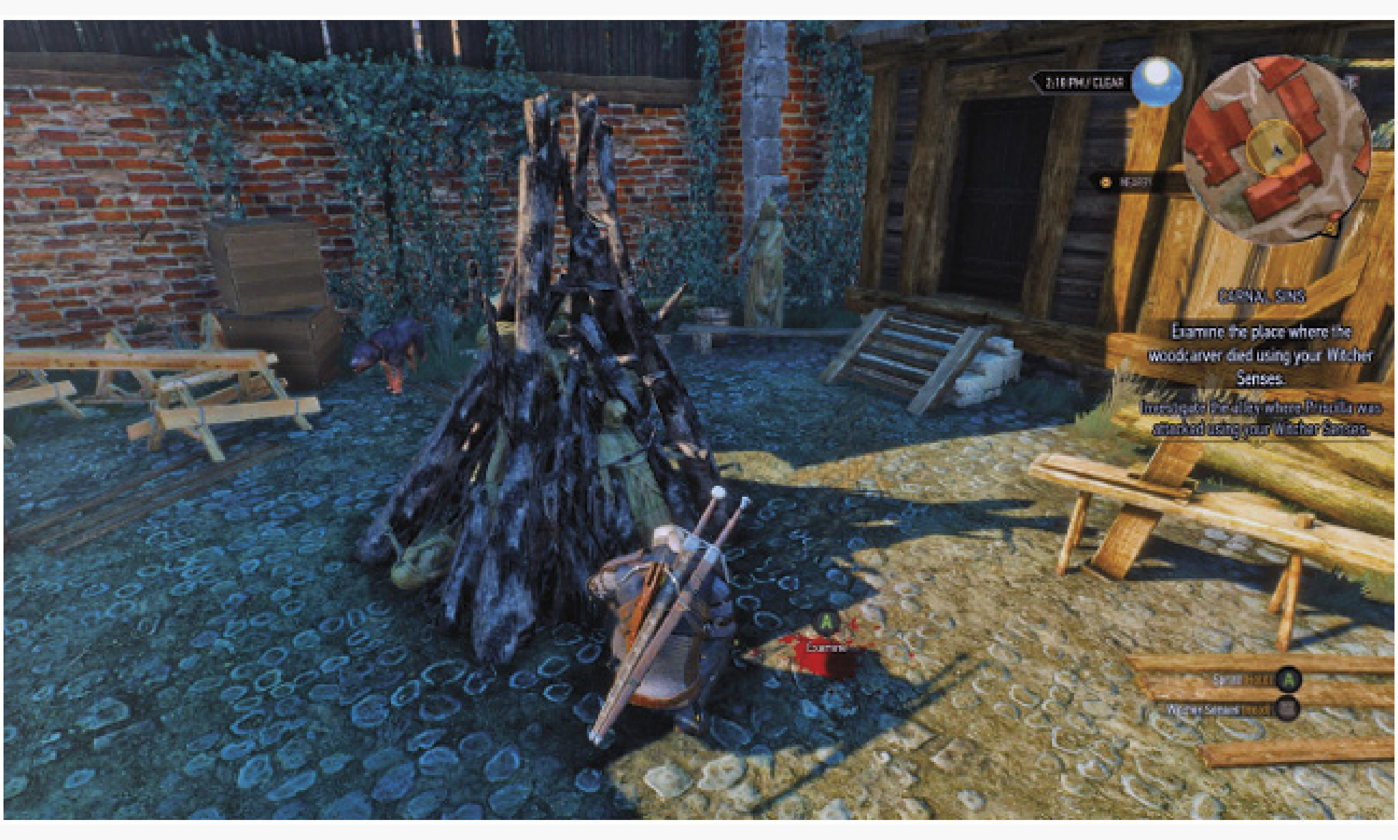
OBJECTIVES:

- Examine the place where the woodcarver died using your Witcher Senses.
- Examine the woodcarver's workship using your Witcher Senses.



Gus Meyer

Travel to the main road near the Tretogor Gate, face west and knock on the large wooden door. You're greeted by Fabian's brother Gus, and his two toothy attack dogs.


2:18 PM / CLEAR
NEARBY
CARNAL SINS
Examine the place where the woodcarver died using your Witcher Senses.
Investigate the alley where Priscilla was attacked using your Witcher Senses.
Examine

Ask the dwarf about the murder, and his brother's enemies (none, though he liked whores). Then use your Witcher Senses to find the following:

- A bonfire of statues, probably deemed too revealing by the Eternal Fire.
- Bloodstains where Fabian lay. The murderer dragged something heavy here.
- The sermon of a concerned citizen. Read it, to find some prose regarding depravity in these parts.
- The workshop door; Gus opens it, providing you checked the drag marks and the blood, then talked to Gus. Check the corner inside for some formaldehyde. There are also more blood stains and an overturned chair.

Now speak to Gus again, talking about his sculptures if you wish, but also about what exactly happened. The burning of the sculptures seems to be a lesson for the dwarves… and the whole city.

ITEM: Quest Item: Concerned Citizen's Sermon

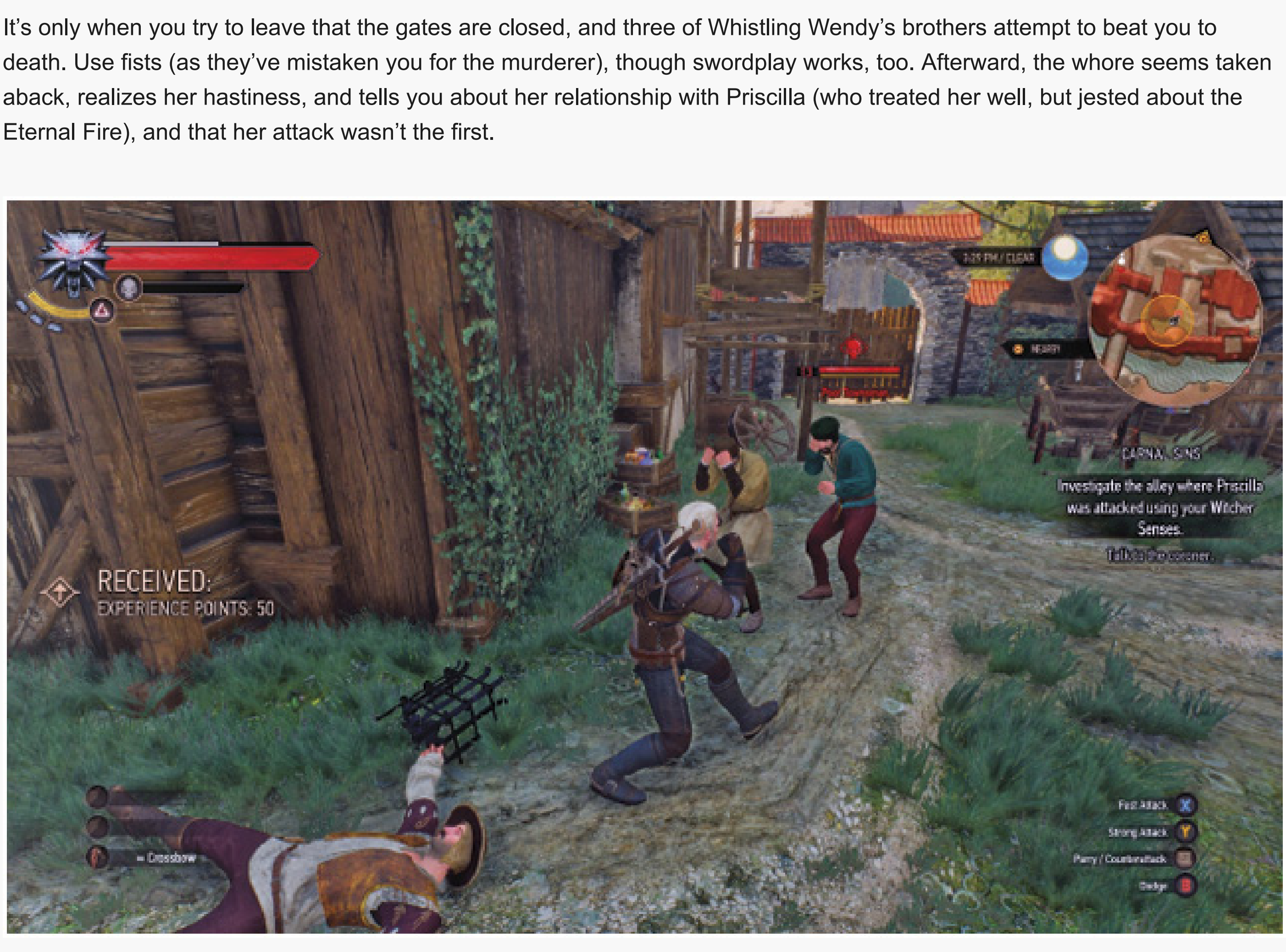
OBJECTIVE:

- Investigate the alley where Priscilla was attacked using your Witcher Senses.

Journey to a seedy part of The Bits, close to the city wall near an ivy-covered shack, where a lady shows you a bit of leg. Hey, isn't that Whistling Wendy, the whore from Henselt's camp who helped you find the kaedwenians conspirators (in *Witcher 2*)? It leads to a dead-end. Pry the Concerned Citizen's Sermon off the wall, and optionally read it. It's a diatribe about filth polluting the city. Then inspect the area with your Witcher Senses:

- There's blood on the ground. Possibly Priscilla's.
- A brazier, seemingly out of season for this time of year.
- A man's footprint, who took a step back.
- Formaldehyde splattered on the ivy.

It's only when you try to leave that the gates are closed, and three of Whistling Wendy's brothers attempt to beat you to death. Use fists (as they've mistaken you for the murderer), though swordplay works, too. Afterward, the whore seems taken aback, realizes her hastiness, and tells you about her relationship with Priscilla (who treated her well, but jested about the Eternal Fire), and that her attack wasn't the first.


NEARBY
CARNAL SINS
Investigate the alley where Priscilla was attacked using your Witcher Senses.
Talk to the coroner.
RECEIVED:
EXPERIENCE POINTS: 50
Crossbow
Fist Attack
Strong Attack
Parry / Counterattack
Dodge

Secondary Quest: Carnal Sins

A Crisis of Faith

OBJECTIVES:

- Talk to the coroner.
- Go to the Vegelbud residence.

During your previous objectives (usually after the second of the three are completed), you're stopped by a guard and told there's been another murder! You're to report to the coroner at once, back at the Mortuary. Hubert is waiting before he starts the autopsy. Ask about him and von Gratz if you wish. Then begin the grisly evidence-removal. The coroner produces a parchment made of human skin… "Patricia Vegelbud." Not the heiress?! Off to her estate, and don't spare the horse!

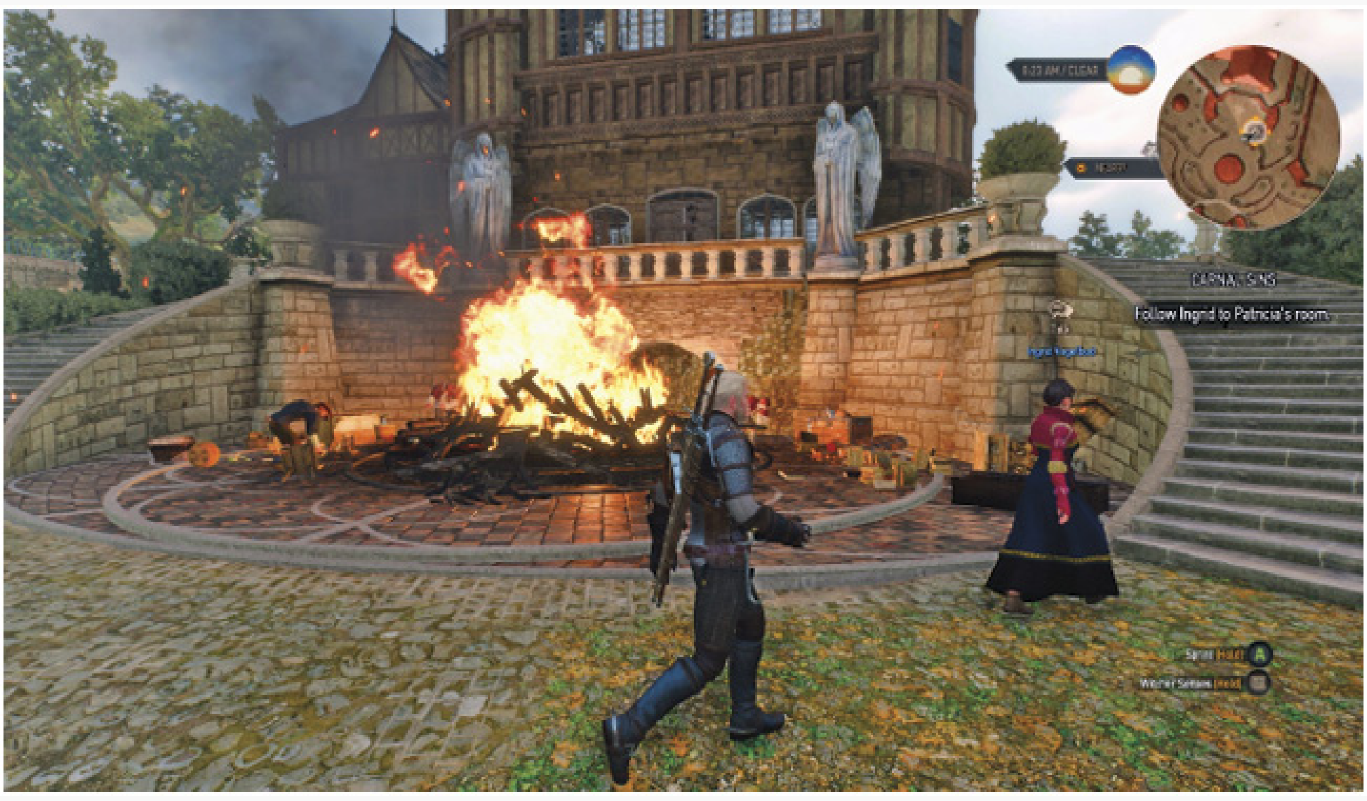
OBJECTIVES:

- Follow Ingrid to Patricia's room.
- Chase the murderer.

Ingrid Vegelbud

Whistle for Roach, and depart to the Vegelberg Estate, close to Wheat Fields (signpost). Speak to a gate guard, who is at pains to let you into this compound. You reach Lady Vegelbud's daughter Ingrid, who doesn't believe you, but seems content to check on her mother. Follow her past the fountain, where servants are burning a bonfire of holy books and reliquaries after Patricia's crisis of faith. You enter the mansion, and reach Patricia's bedroom.

Inside, you find Lady Vegelbud tied to the bed, and not in a good way. The murderer is escaping! Sprint across the room, down the stairs, and then head outside. You're forced into combat with a few guard dogs, and then around five Vegelbud guards. Progress to the area around the stairs, and you're stopped by a crossbow-wielding guard, who takes you prisoner.



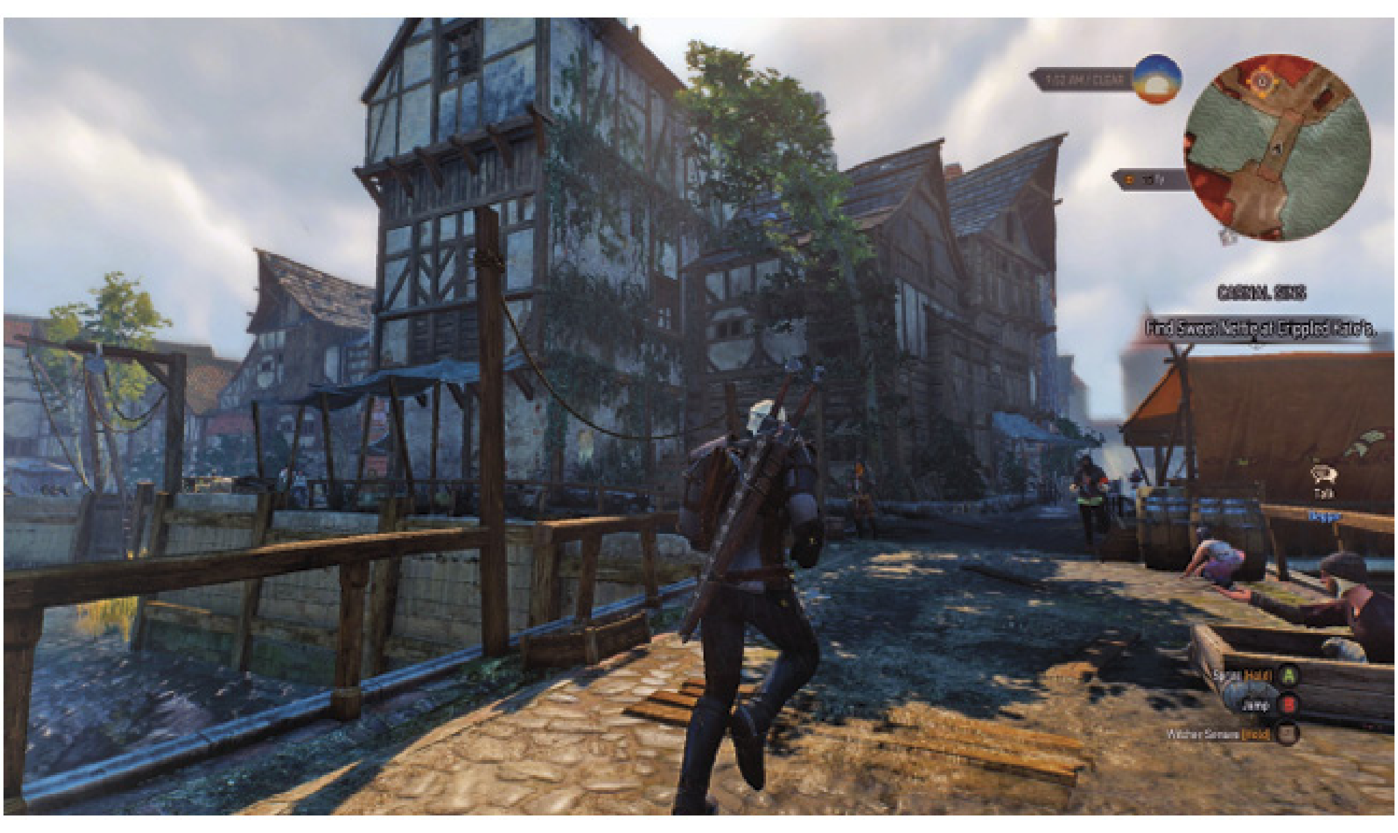
Secondary Quest: Carnal Sins

A Knockaround Guy

OBJECTIVES:

- Find Sweet Nettie at Crippled Kate's.
- Enter Sweet Nettie's room.

Sweet Nettle



A fast gallop (or a Fast Travel) to the mouth of the canal at the western docks in Novigrad allows quick access to the brothel known as Crippled Kate's. Ask inside, and you're told she's with a customer. Sprint upstairs (all the way to the top floor), and enter a bedroom where Nettie sits, stripped and tied to a chair, and about to be intruded by none other than the Reverend Nathaniel! He's annoyed with the interruption, and vows to see to you first. Answer him within the timer (choose any option), then listen carefully to his response, as he tells you he's not the killer. Your response?

- That he almost convinced you. This leads to Quest Conclusion #1.
- Ask who left the letter on Patricia. This leads to Conclusion #2.
- Tell him to mind his manners. This leads to Conclusion #2.

QUEST CONCLUSION #1: COGITA ANTE SALIS

OBJECTIVE:

- Kill Nathaniel.

This deviant in priest's clothing cannot be allowed to live! Battle him in the bedroom, and then untie poor Nettie. She tells you he wanted to do "everything," which included hitting her so she passed out. Though the man was a monster, Nettie's account doesn't seem to quite tally with the sheer inhumanity of what the previous victims underwent. Oh, well… the quest is solved.

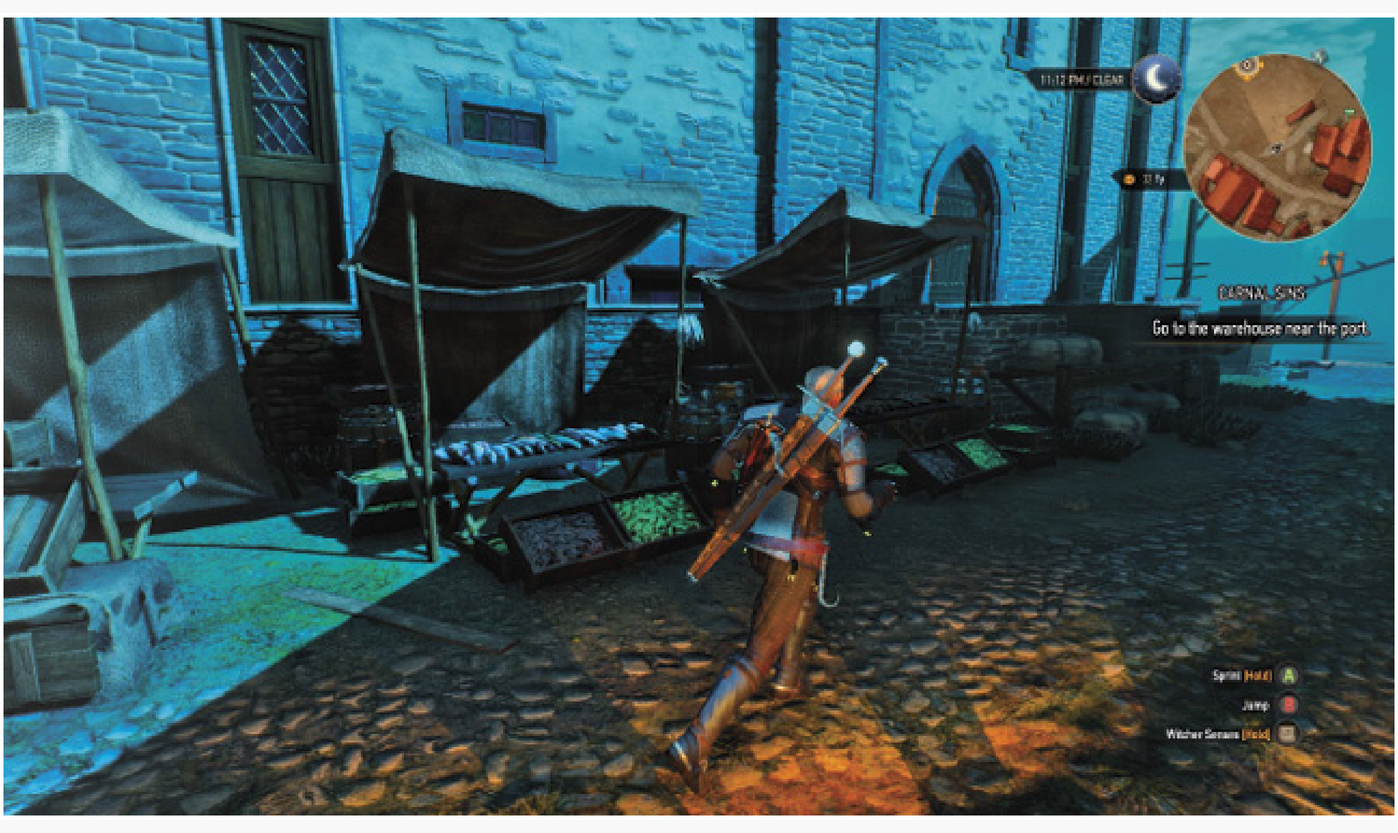
ANOTHER VICTIM

Some time later, you may stumble on another victim of the psychotic attacker, revealing you made the wrong decision. Check the note on the victim directing you to the mortuary, and a second note. Then complete Conclusion #2 if you wish.

QUEST CONCLUSION #2: IN FLAGRANTE DELICTO

OBJECTIVES

- Go to the warehouse near the port.
- Kill the vampire (1).

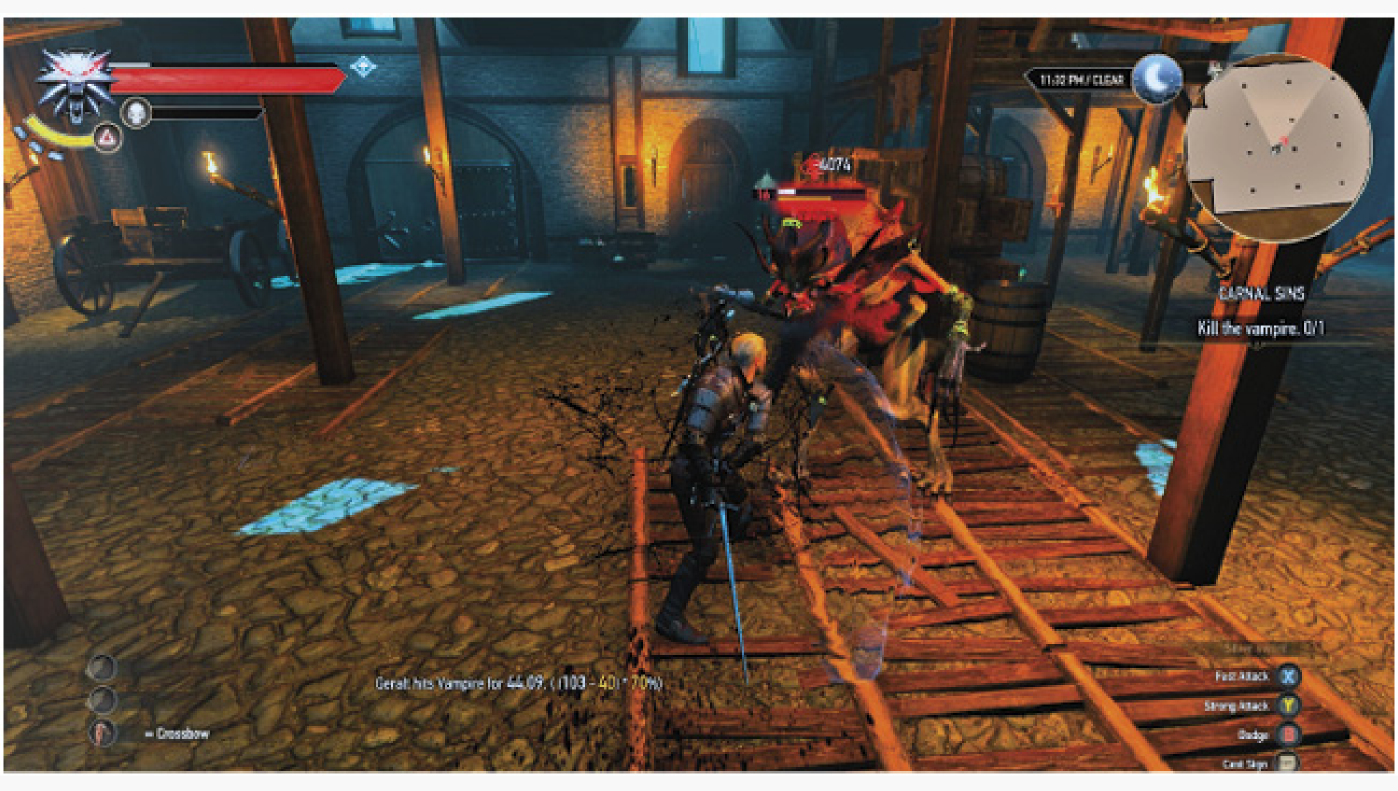


This deviant in priest's clothing cannot be allowed to… wait, what did he say? He wants to calmly talk to you, and you quickly figure out that the coroner is the only one that knew where Nathaniel would be. Now it's the turn of the Reverend to point you in the direction of his erstwhile friend. He's at warehouse twelve procuring formaldehyde. Now he'll get back to Nettie… until you:

- (Axii Delusion Level 3) Befuddle him into leaving her alone. This ends with Nettie being freed and Nathaniel unharmed.
- Stopping him with a stern warning. This ends with Nettie being freed after you slay Nathaniel. Untie poor Nettie, but her account doesn't seem to quite tally with the inhumanity the other victims underwent, so Nathaniel isn't the man you want.

Journey further into Novigrad Docks District, and open a side door just left of the main (locked) gates.

Hubert Rejk is caught red-handed. Though his cool disposition belies his true form as a higher vampire! After waffling on about the symbolism present in his murders, and his concurrence with the Eternal Fire Church's diagnosis of Novigrad as a fallen city, you can answer him as you wish; each of the three choices leads to a grotesque transformation, and a battle against this vampire! Defeat it, using tactical knowledge gleaned from the Bestiary. Once it's dead, the quest is solved properly.



END: DANDELION AND CALLONETTA

OBJECTIVE:

- Talk to Dandelion about Priscilla's condition.

Return to the Vilmerius Hospital, where von Gratz and Dandelion are seeing Priscilla's wounds heal quite quickly. Dandelion vows to see her through this hardship, and write her a song. The quest concludes, after which you can speak to von Gratz at length about his background, if you wish.

Secondary Quest: A Dangerous Game

Up to His Neck in S--te Without a Shovel

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: A DANGEROUS GAME

RELATED QUESTS : Main Quest: Count Reuven's Treasure, Secondary Quest: Collect 'em All!, Secondary Quest: The Soldier Statuette

LOCATIONS : Rosemary and Thyme (Novigrad), Zed's Pawnbrokers, The Golden Sturgeon, Caesar's House, Novigrad City Wall, Sewers

CHARACTERS : Zoltan Chivay, Zed, Ravik, Caesar Bilzen

ENEMIES : Duke, Earl, Bandits, Ringo, Cleaver's Henchdwarves, Drowners

OBJECTIVES:

- Get the Fringilla Vigo, Isengrim and Natalis cards for Zoltan.
- Nearest Signpost: Glory Gate

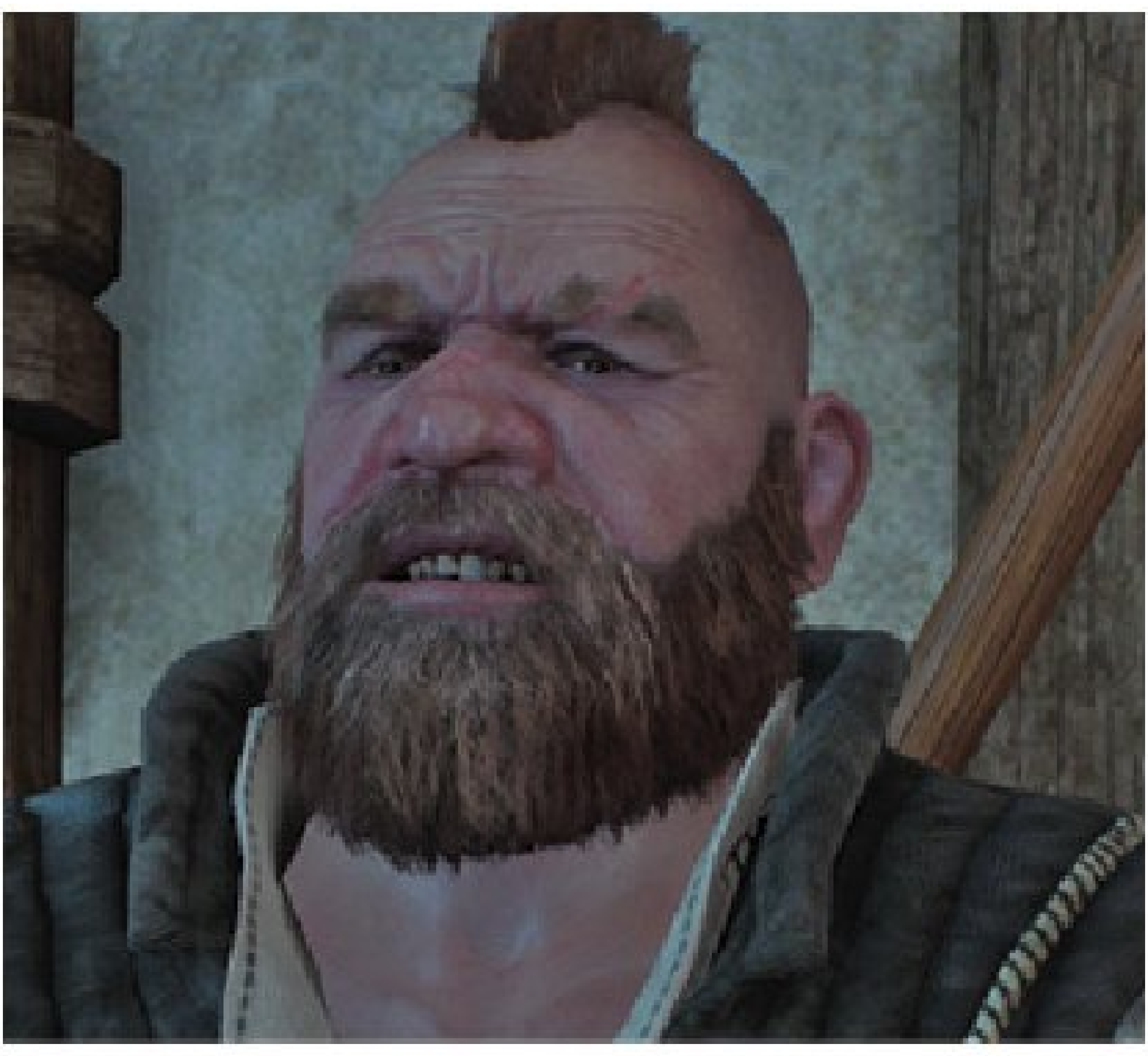
QUESTING DECISIONS

This quest is available once you complete **Main Quest: The Play's the Thing**, and all of Dandelion's Secondary Quests.

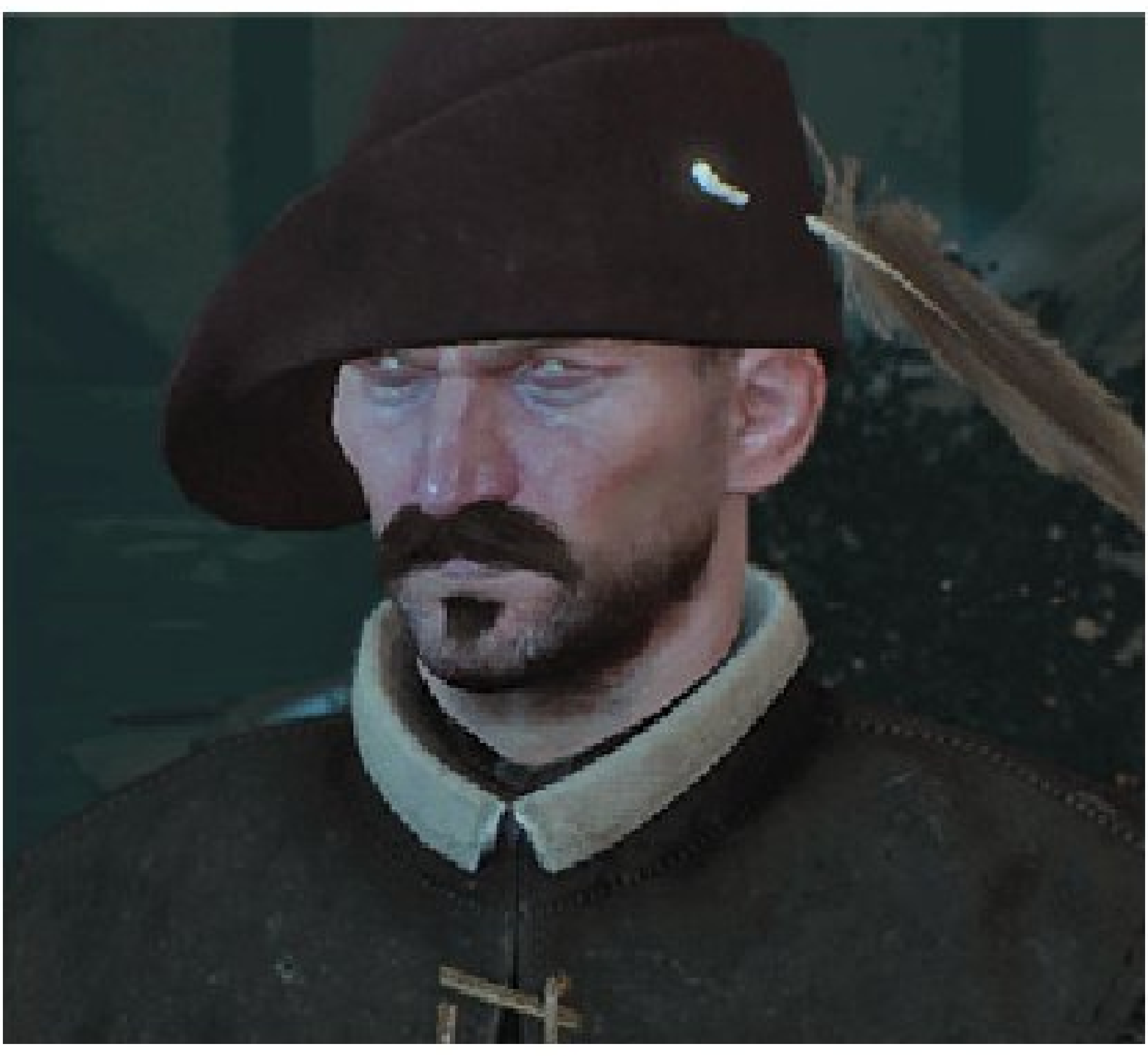
IT'S ON THE CARDS

This quest involves the location and gathering of certain high-value Gwent cards. There are actually nearly 200 of these to gather throughout your adventures, and many allow you advantages over the opponents you play against. For further information, check **Secondary Quest: Collect 'em All!**.

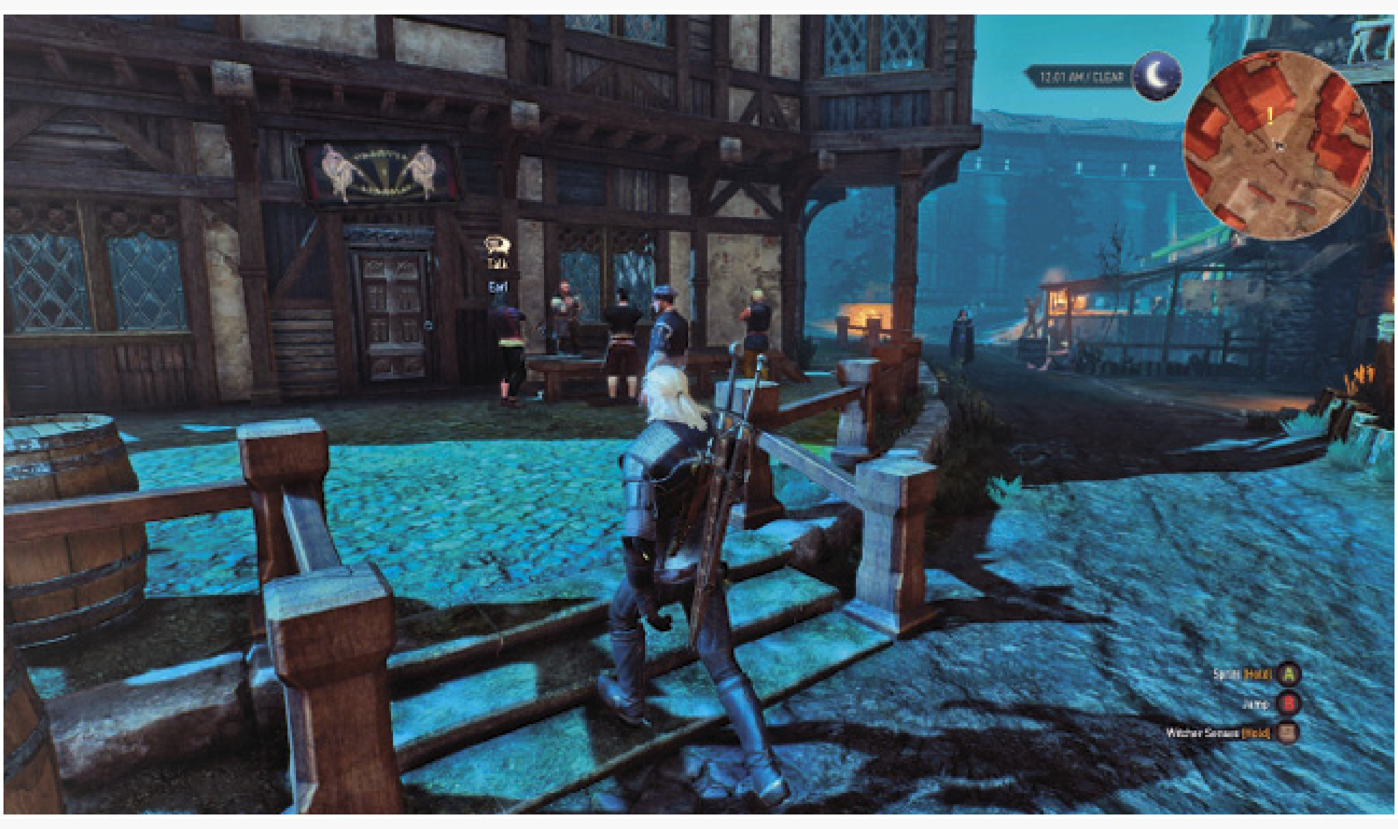
On your way back to the Rosemary and Thyme, you may encounter a heated argument between your friend Zoltan, and a group of bandits led by a Duke. There's threatening talk, which you verbally break up.



Zoltan Chivay



Duke



After the unfriendly folk have gone, Zoltan confides that Duke and Earl are pretenders to the criminal underworld chieftains of Novigrad. Keep prying, and Zoltan eventually reveals he owes a wee sum to Franis Bedlam, King of Beggars. To pay him back, the dwarf is taking up Gwent—not playing the game, but collecting the rarest cards. He has a buyer, but he's missing three critical rare cards. Care to help? He needs the following:

- Fringilla Vigo.
- Isengrim.
- John Natalis.

Zoltan reckons one of his pawnbroker friends (Zed) might have these cards. His shop is only a few steps away to the southwest (and north along the main thoroughfare up from Glory Gate).

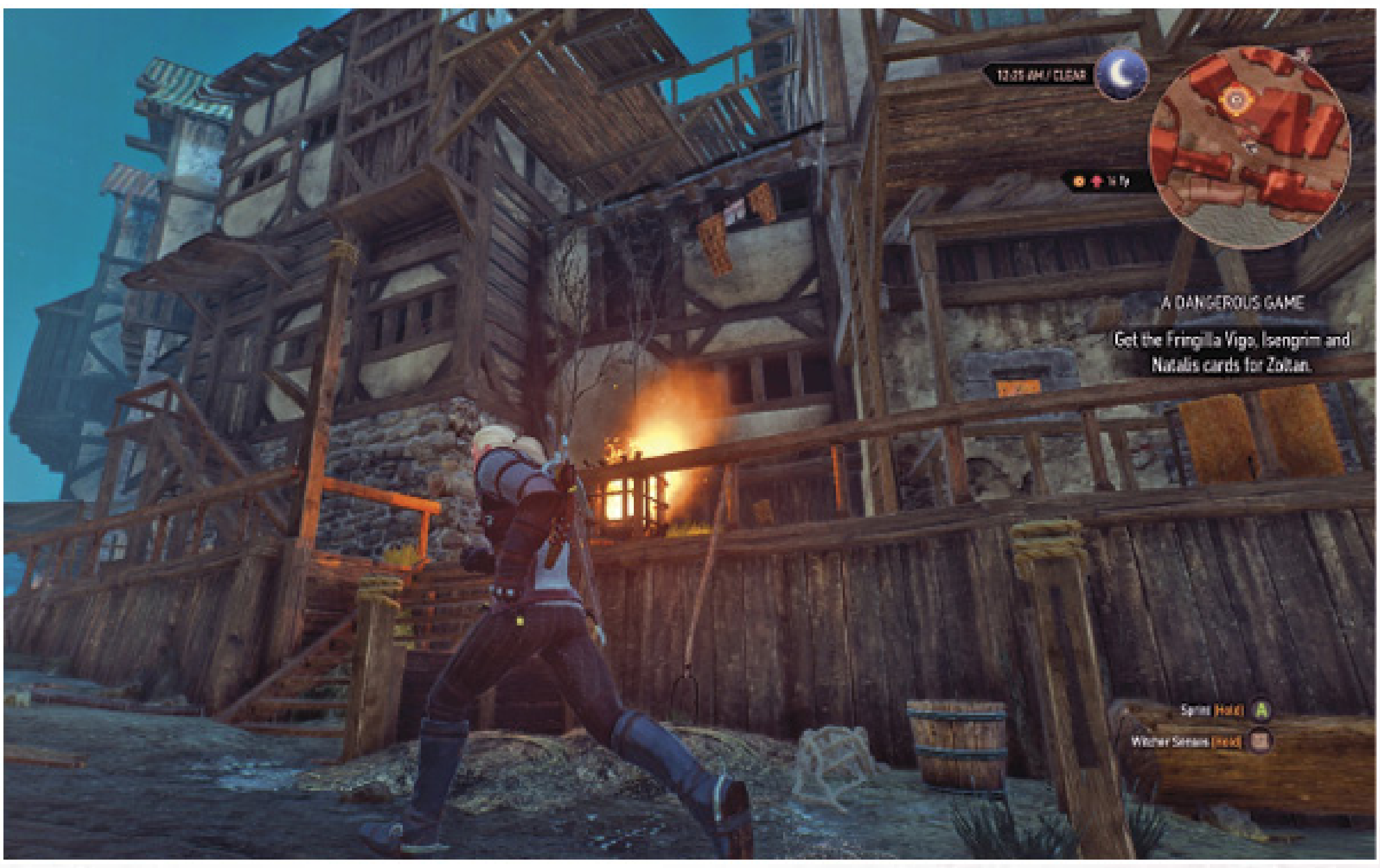
Secondary Quest: A Dangerous Game

Zed's Dead, Baby. Zed's Dead.

OBJECTIVES:

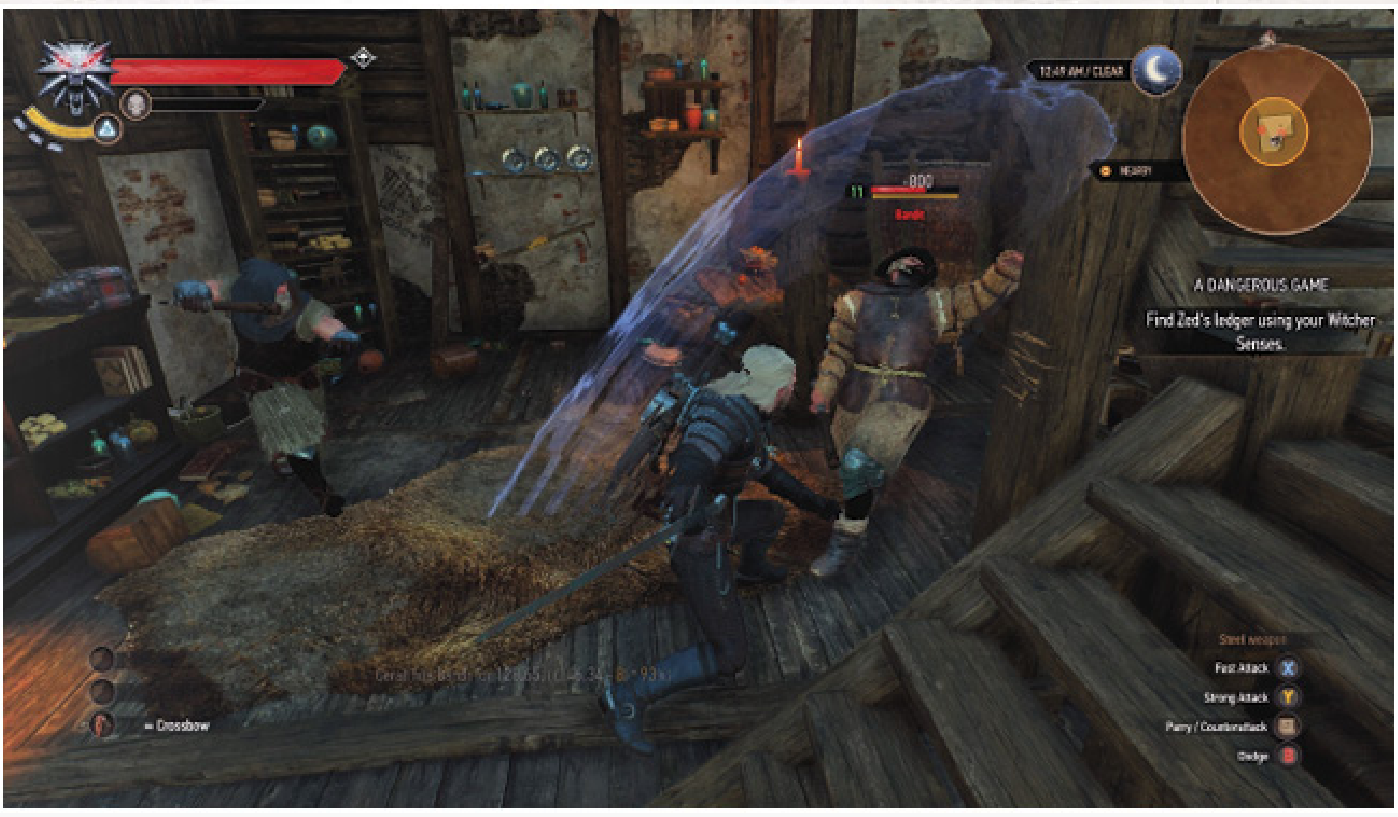
- Find a way into Zed's home.
- Search Zed's home using your Witcher Senses.
- Find Zed's ledger using your Witcher Senses.
- Find the Isengrim card.
- Bring the card and Zed's ledger to Zoltan.

Run southwest along the main road, and up the wooden steps to the locked door above Zed's stall. There are sounds of commotion coming from inside. Head back downstairs, climb the ladder by the woodworkers, then ascend to the roof ledge before stepping to the edge and leaping across to Zed's roof. Enter through the attic door.


12:25 AM / CLEAR
A DANGEROUS GAME
Get the Fringilla Vigo, Isengrim and Natalis cards for Zoltan.
Sprint (Hold) A
Witcher Senses (Hold)

Drop down into the bedroom, where you can examine the body of Zed—he's quite dead. Descend via the interior steps, and you intrude into a conversation between two bandits. They have one of the cards you seek, but can't find the other. Draw your sword and pulverize them.

Once the intruders have been defeated, inspect the corpse of the bandit called Ringo, and you can gather the first Gwent card you seek, along with the keys to this abode (allowing you to unlock the door you couldn't access on your way here).


12:49 AM / CLEAR
NEARBY
Bandit
A DANGEROUS GAME
Find Zed's ledger using your Witcher Senses.
Steel weapon
Fast Attack X
Strong Attack Y
Parry / Counterattack
Dodge
Crossbow

Now start to methodically check the room for the ledger. There are a couple of scattered chests, but the area of real interest is a scratch mark under the stairs. Use Aard to remove a small false wall beneath the steps, allowing you to pry open a chest and gather the ledger. Now return to Zoltan.

ITEM: Other Item: Isengrim Faolitarra (Gwent Card), Quest Items: Key to Zed's Pawnbroker's, Ledger of Income and Outlays

Speak to Zoltan about the cards. The ledger shows Zed's been selling cards to somebody called Caesar Bilzen, and another called Ravvy. Ask who these fellows are (Cleaver's clerk, and someone Zoltan doesn't get on with, so they must be visited alone). Your two new objectives appear, and can be completed in either order (though it's better to visit Ravik first).

Secondary Quest: A Dangerous Game

(Optional) A Life-or-Death Game of Gwent

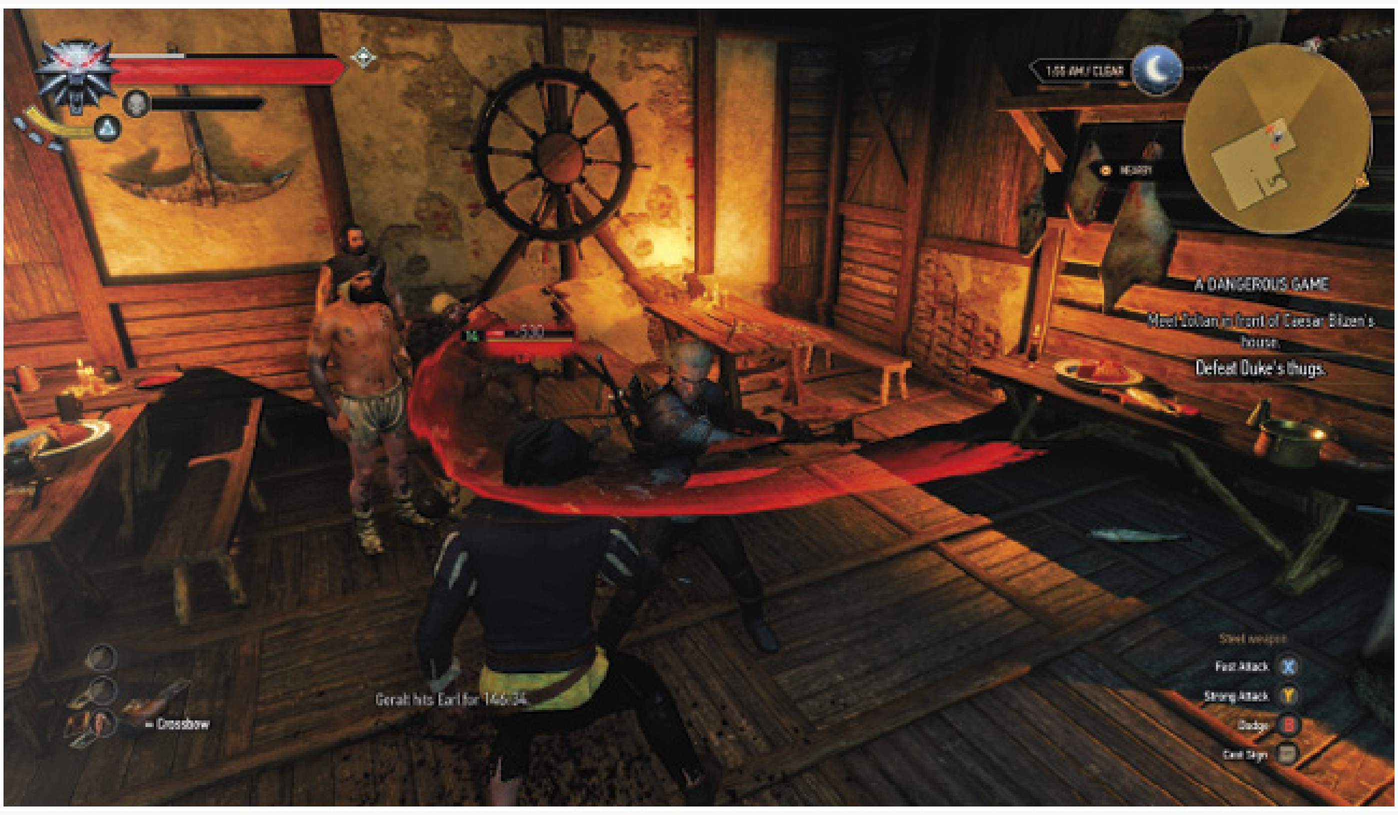
OBJECTIVES:

- Get the John Natalis card from Ravik.
- Defeat Duke's thugs.

Ravik

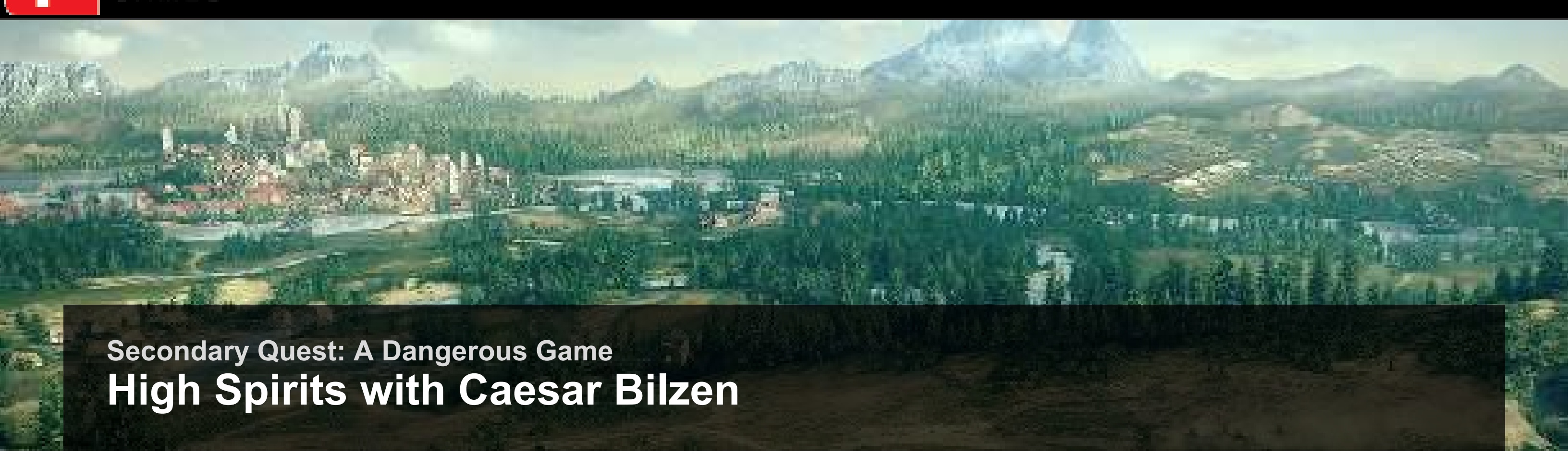
Ravik is in the lower drinking chambers of the Golden Sturgeon, due west of the Town Square. As you arrive, he's being threatened by "Earl," one of the henchmen you encountered earlier. Through conversation, you are presented with one of two choices:

- (Gwent) Play Gwent, with Ravvy's life on the line (you lose, and he dies). If you lose, they quickly kill Ravvy, forcing you to fight. If you win, they attack you, but Ravvy survives.
- Or simply have the bandits kill Ravvy, and slay them afterward.


1:55 AM / CLEAR
A DANGEROUS GAME
Meet Dandelion in front of Caesar Bilzen's house.
Defeat Duke's thugs.
Geralt hits Earl for 146.34
Crossbow
Steel weapon
Fast Attack
Strong Attack
Dodge
Cast Sign

Claim the Gwent card from Ravvy (either his corpse, or "persuade" him with conversation if he's alive).

ITEM: Other Item: John Natalis (Gwent Card)



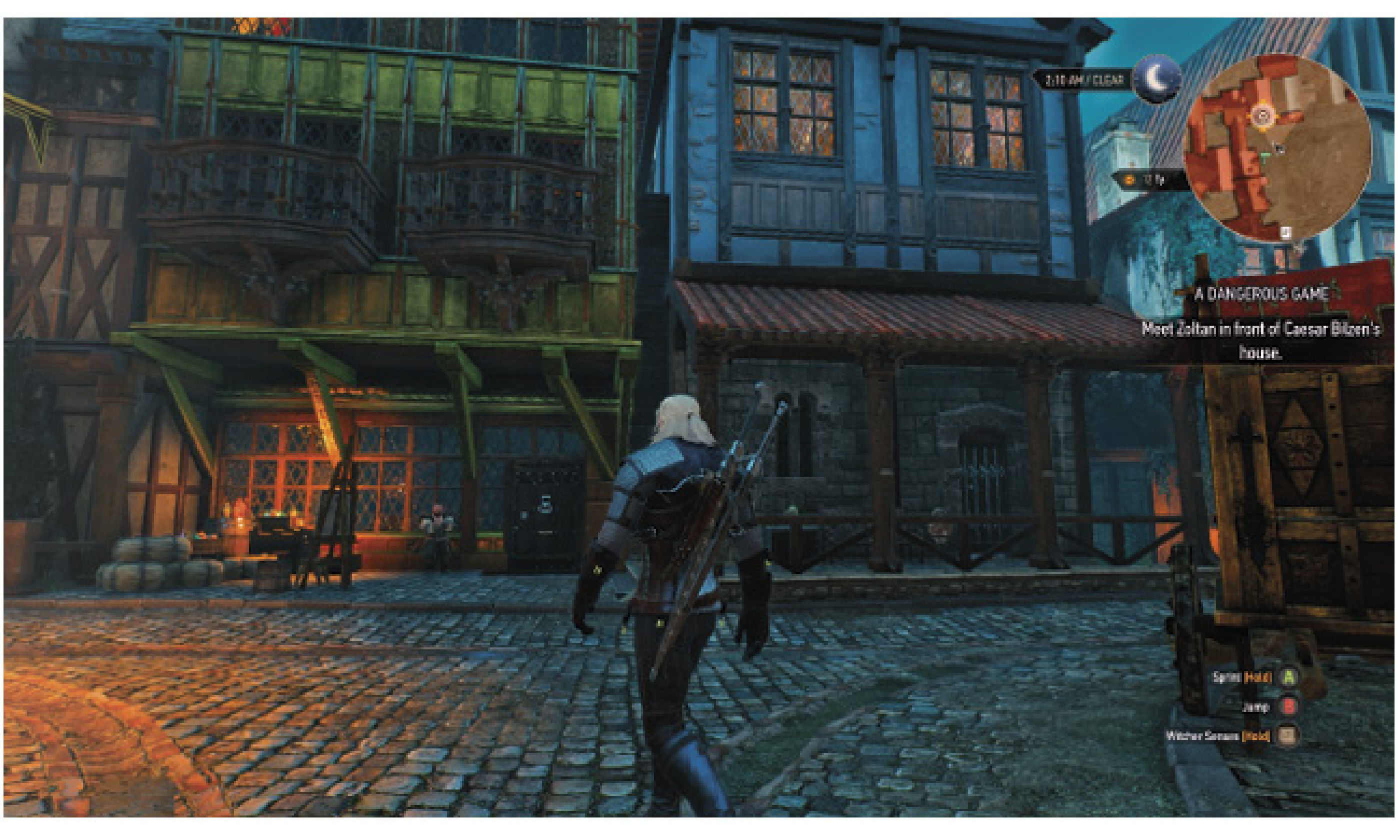
Secondary Quest: A Dangerous Game

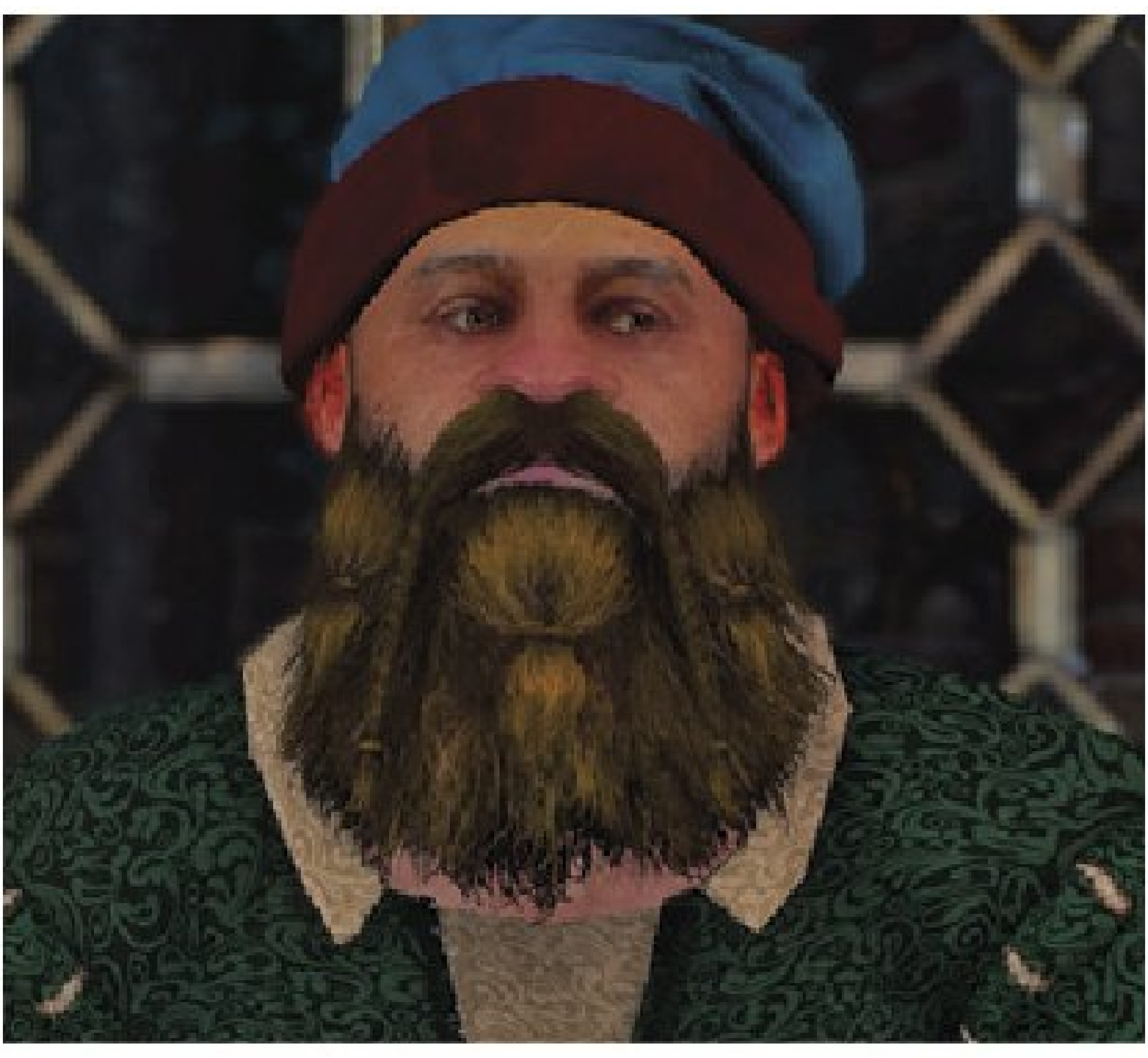
High Spirits with Caesar Bilzen

OBJECTIVES:

- Meet Zoltan in front of Caesar Bilzen's house.
- Search upstairs in Caesar Bilzen's home using your Witcher Senses.

Meet Zoltan at Caesar's house, in the southeast corner of the Town Square, and talk about hoodwinking the dwarven fisherman. You must sneak upstairs while Zoltan keeps him occupied with some Mahakaman spirit.

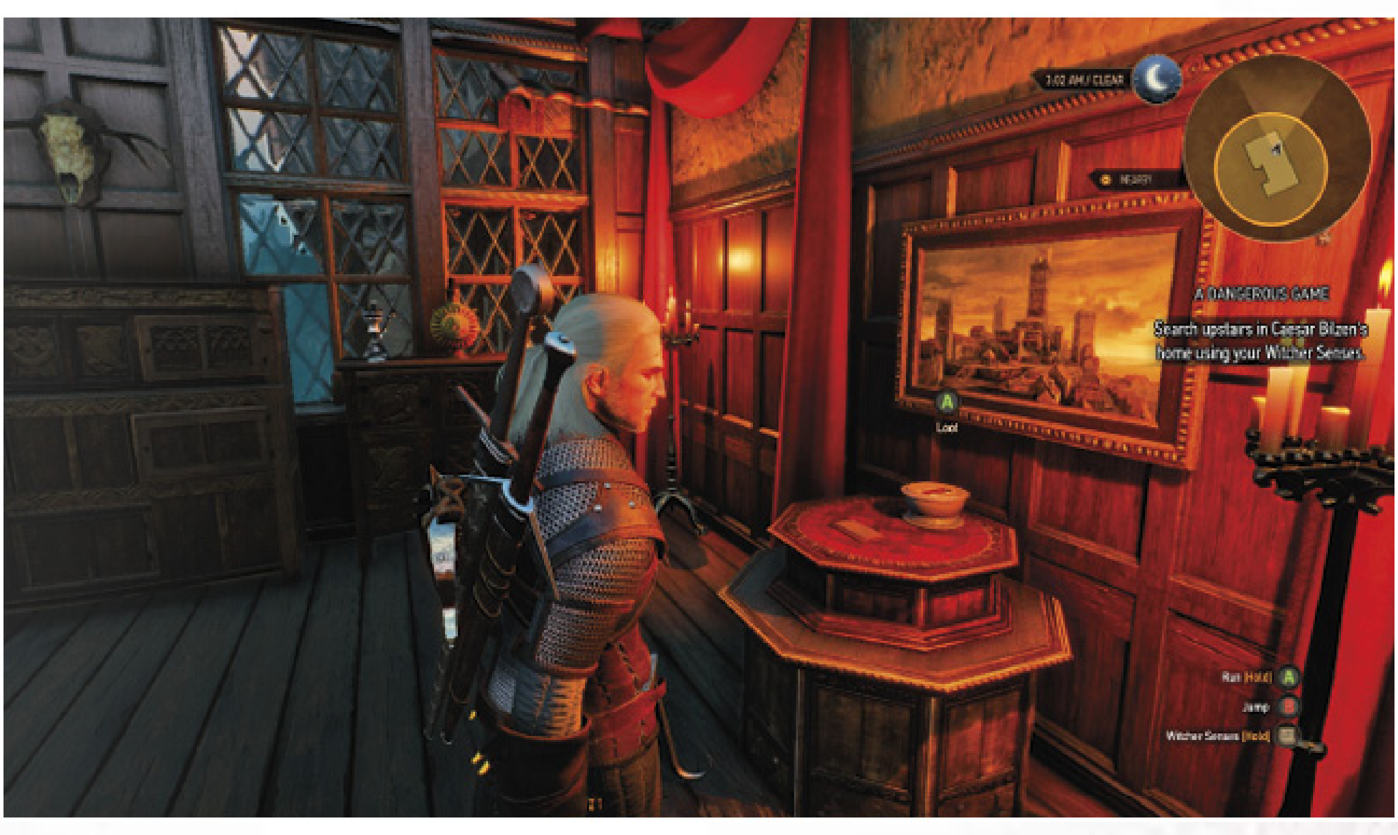




Caesar Bilzen

The ruse begins while Caesar asking if you fish. Answer however you wish. As the drink starts to flow, you're asked how zander tastes (answer how you wish), and how you enjoy catching fish (bombs or live bait; answer how you wish). When Zoltan nudges you to find more to drink, take this (or the previous choices to leave) as a cue to start searching the premises.

Atop the stairs, inspect the large room using your Witcher Senses. The cabinet with the knife on it opens when you inspect the knife itself. Inspect the drawer, and gather a Triangular Key. Now head over to the bookcase. The right one has a triangular hole in the wall. Insert the key, and the left bookcase slides open to reveal a secret door.


A DANGEROUS GAME
Search upstairs in Caesar Bilzen's home using your Witcher Senses.
Loot
Run (Hold)
Jump
Witcher Senses (Hold)

ITEM: Quest Item: Triangular Key, Alchemy and Crafting: Dwarven Spirit

Open the secret door, climbing more stairs to a hidden top floor. Here, there's a variety of treasure to gather or leave, but before departing, be sure to grab the Jade figurine on a small cabinet, and the Fringilla card on a display table ahead and left of the top of the steps (after you enter the room).

ITEM: Quest Item: Jade figurine, Other Item: Fringilla Vigo (Gwent Card)

OBJECTIVE:

- Let Zoltan know you've found the card.

Head back down to the drunken dwarves, and let Zoltan know you're ready to leave. Caesar is about to protest you not returning with any spirits, when two masked dwarfs crash through the front door. They are henchdwarves of Cleaver, one of the "Big Four" crime bosses of Novigrad. You can:

- Stay and stop the abduction.
- Leave, and not fight the two henchdwarves.

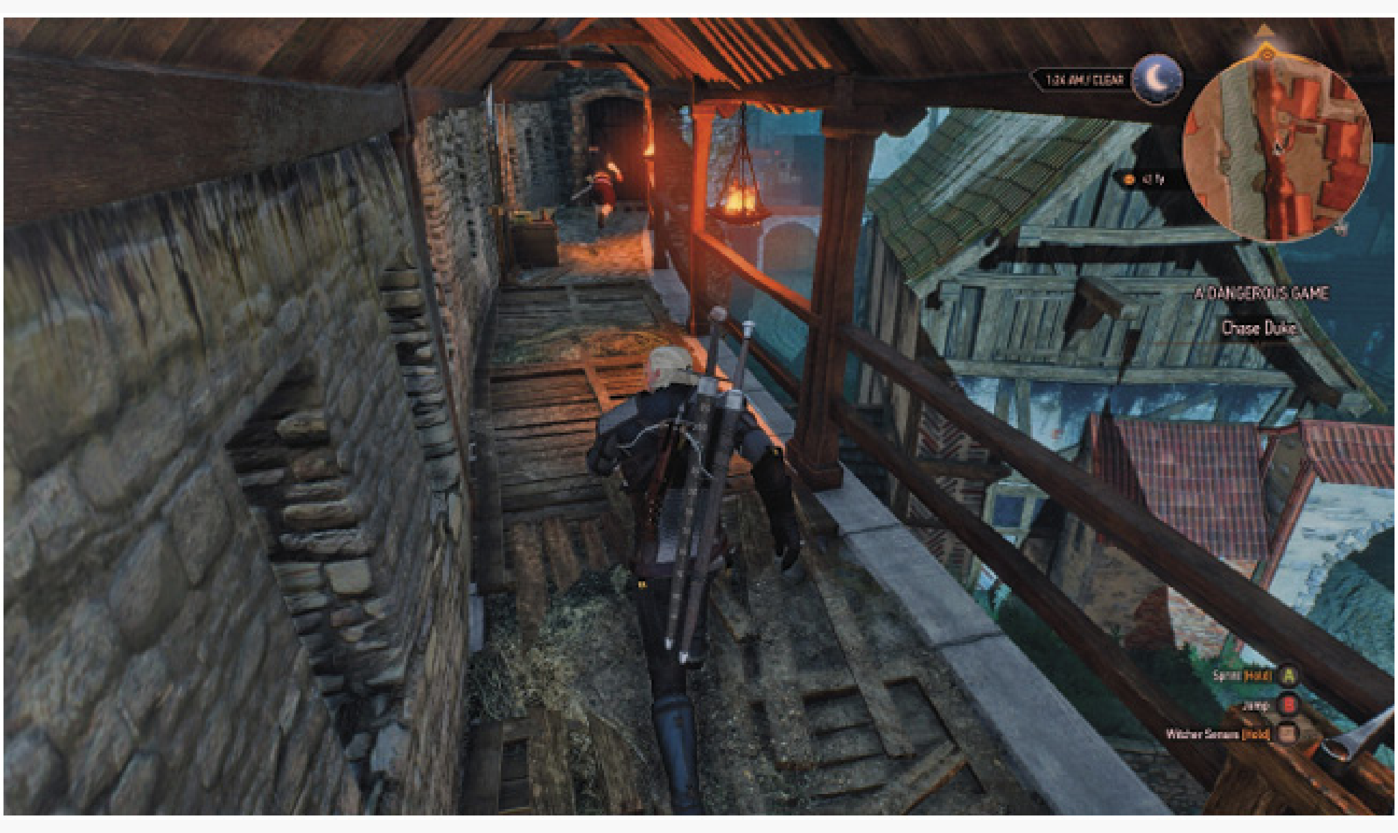
Afterward, you can tell Zoltan about Caesar's collection and his obsession with the Nilfgaard. Tell Zoltan about the Jade figurine you pocketed, and he suggests you show it to Triss (beginning **Secondary Quest: The Soldier Statuette**).

END: THE CATFISH IS THE KING OF THE PONTAR!

OBJECTIVES:

- Go to the meeting with Zoltan's buyer.
- Chase Duke.

With all three cards pocketed, you can now meet Zoltan's Gwent card buyer, over by the city wall, through the brick archway. Standing over the corpse of the buyer is the Duke, who has murdered the poor fellow. As bandits surround you, Duke flees. Give chase while Zoltan mops the floor with the mercenaries.



Sprint to the open door opposite, climb the two ladders in the stone towers, passing a fallen guard with Duke's fist imprinted in his face. Turn right (southeast) and run along the city wall battlements, through a small tower, then another, and into a second larger gatehouse. Descend all five ladders until you reach the sewer entrance.

Enter the sewers, ignoring Duke ahead of you (the grating between you both is locked). Turn right (northeast), heading down a tunnel ramp and engaging two drowners in combat. Face left (northwest) and use Aard to destroy a weak wall. Then sprint ahead, into a cistern chamber where drowners have sliced into the hapless Duke, who lies wounded on a wooden platform. Choose to leave him to bleed out, or kill him quickly.

AN EARLY DEATH FOR DUKE

If you caught Duke earlier, you don't need to venture down into the sewers.

Back at the meeting place, Zoltan has dealt with the bandits. Inform him of Duke's demise, and then choose whether you want to claim the dwarf's three Gwent cards (to add to your collection), or share the bag of coin. The quest then concludes.

ITEM: Gwent Cards: Isengrim, Natalis, Fringilla. OR, Crowns: Approximately 350

Secondary Quest: A Matter of Life and Death

What's the Best Price on a Trout?

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: A MATTER OF LIFE AND DEATH

RELATED QUESTS : Main Quest: Count Reuven’s Treasure, Secondary Quest: Now or Never

LOCATIONS : Triss’ Townhouse (Novigrad), Fishmarket, Elihal’s Tailor Shop, Vegelbud Residence

CHARACTERS : Triss Merigold, Vegelbuds’ Servant, Elihal, Moritz Diefenthel, General Morvran Voohris, Sigismund Dijkstra, Margrave Vladimir de Cret, Lady Ingrid Vegelbud, Albert Vegelbud

ENEMIES : Whoreson’s Henchmen, Bandits, Rich Townsman, Witch Hunters, Witch Hunter Officer

RECOMMENDED ITEM : 260 Crowns or more

OBJECTIVES:

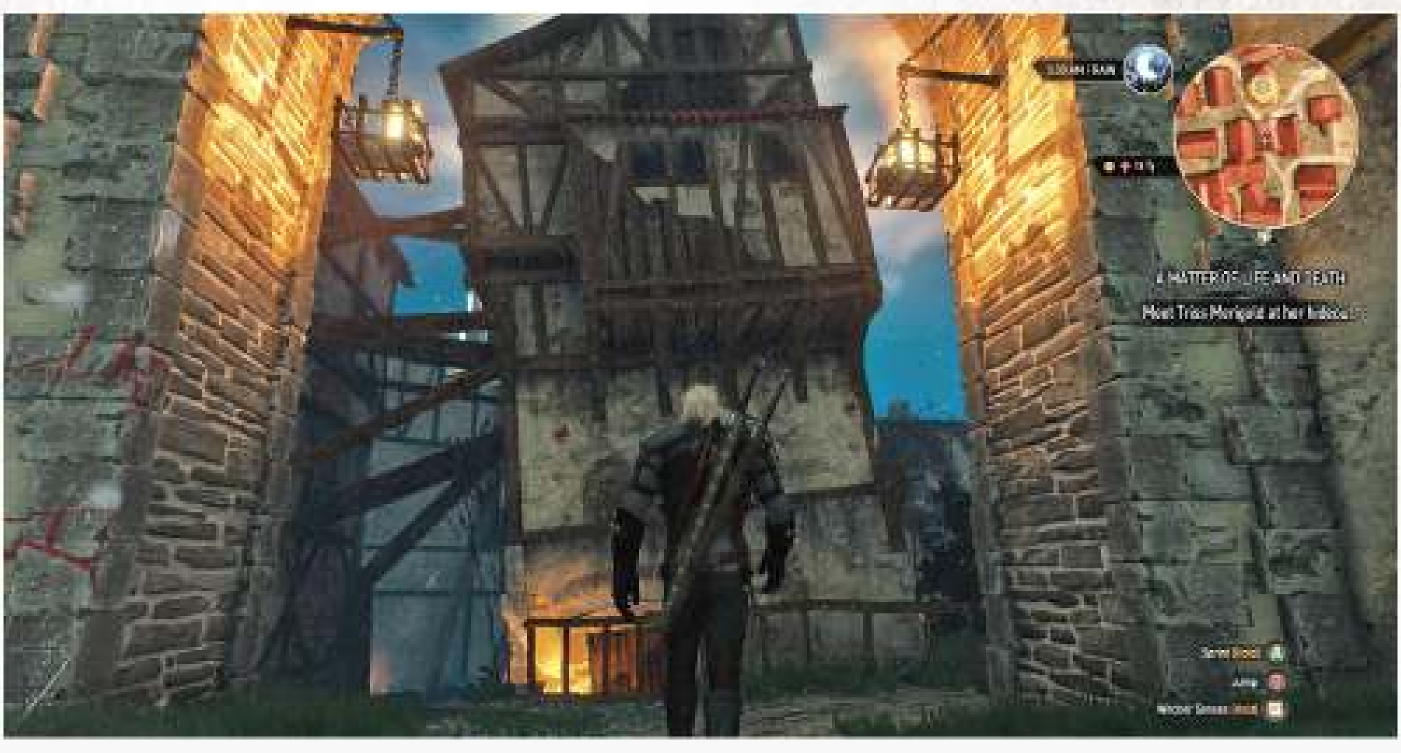
- Meet Triss Merigold at her hideout.
- Meet the Vegelbuds’ servant at the fishmarket. He’s wearing a blue shirt and has keys hanging from his belt. Use your Witcher senses to find him.
- Nearest Signpost: Ubbizi Townhouse.

QUESTING DECISIONS

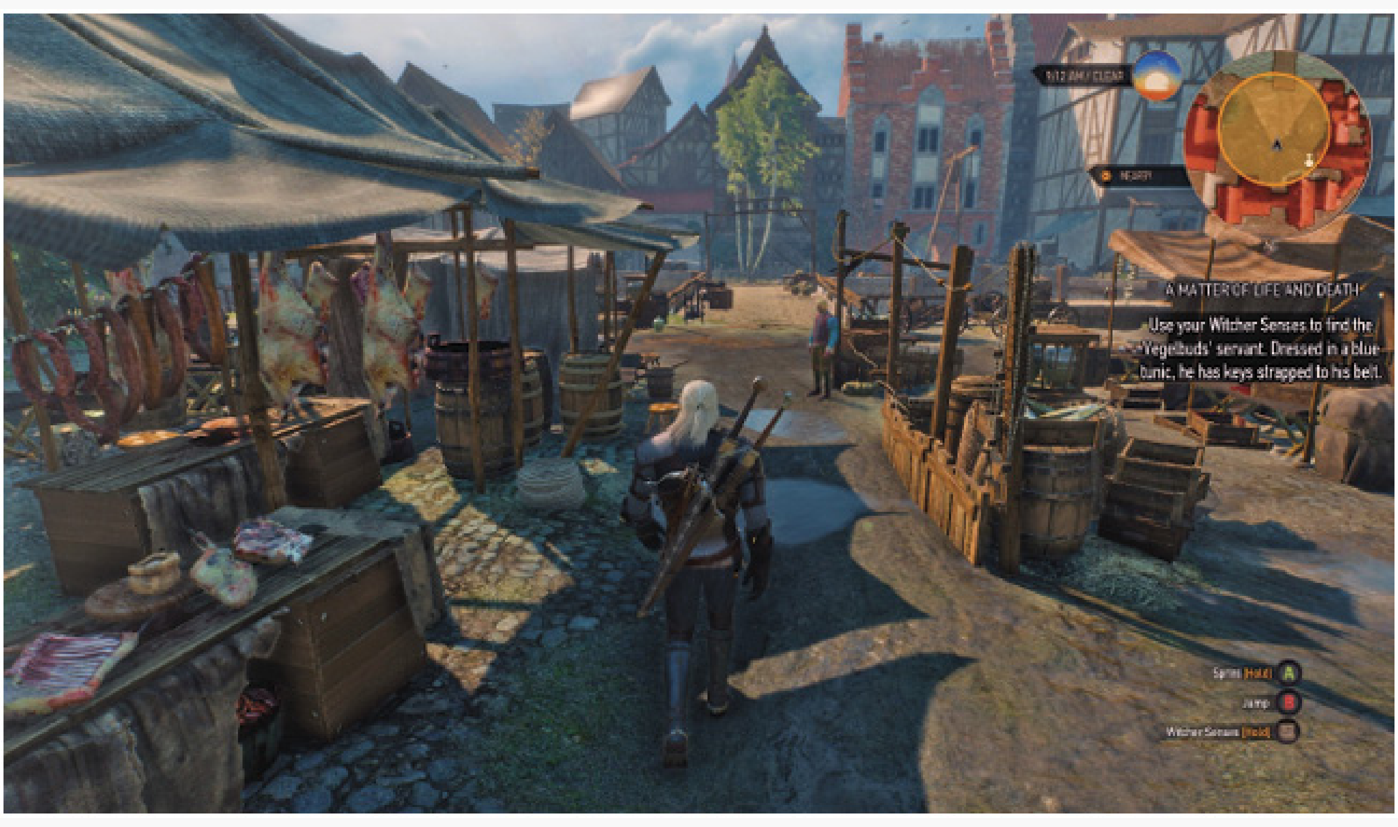
This quest becomes available once Main Quest: The Play’s the Thing concludes, and Dandelion is rescued.

Triss Merigold

Head into The Bits district of Novigrad, finding the leaning townhouse where Triss is currently hiding out. Beware of Whoreson’s henchmen, who may be active (and must be defeated) in this area. Enter the townhouse and ascend to Triss’ room. She tells you Lady Ingrid Vegelbud has sent her a message. She is prepared to help mages escape from Novigrad, but this isn’t charity; it is a quid pro quo. She’s supposed to find out more from a servant of the Lady’s, who has arranged to meet at the fish market. You can offer to help, tell her not to go near, and offer other advice. However, it is decided that you’ll wait nearby, while she meets this mystery man.


A MATTER OF LIFE AND DEATH
Meet Triss Merigold at her hideout.
Sprint
Jump
Witcher Senses

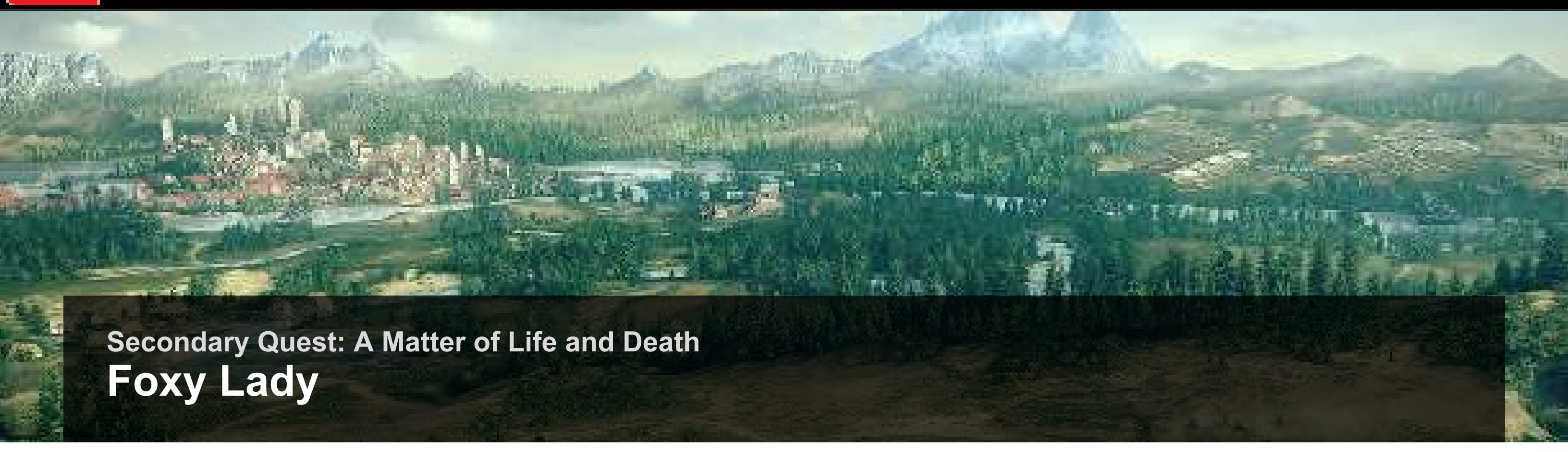
Journey southwest across Novigrad, toward the Town Square and the fishmarket just south and a little west from there, close to the canal bridge. The servant himself is dressed as a townsman, and stands close to the bridge. Speak with him regarding “trout,” and he isn’t happy to deal with you, but he has little other choice. He tells you to follow him.


A MATTER OF LIFE AND DEATH
Use your Witcher Senses to find the Vegelbuds' servant. Dressed in a blue tunic, he has keys strapped to his belt.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVES:

- Follow the Vegelbuds’ servant.
- Help the servant fight off the bandits.

He heads south across the canal bridge, under the stone archway, before he’s set upon by three bandits! Fight them off quickly. Triss soon appears, telling you the bandits worked for the witch hunters. Ask what’s going on, and you’re told Lady Vegelbud’s son, Albert, has taken an interest in alchemy, and the Temple Guard knows of this heretical pastime. Bribery isn’t working. Posit that Albert might have to flee away from his mansion. This is to take place at a forthcoming masquerade ball. You can call this idea good or bad; it’s still taking place! You’re given an invitation, and told to wear a fox mask so you’re easily let in by the Vegelbuds’ estate guards. Opt to head there immediately, or after you prepare. Triss is adamant you look the part. Which means visiting Elihal’s shop. What’s more, Triss wants you to wear a doublet!



Secondary Quest: A Matter of Life and Death

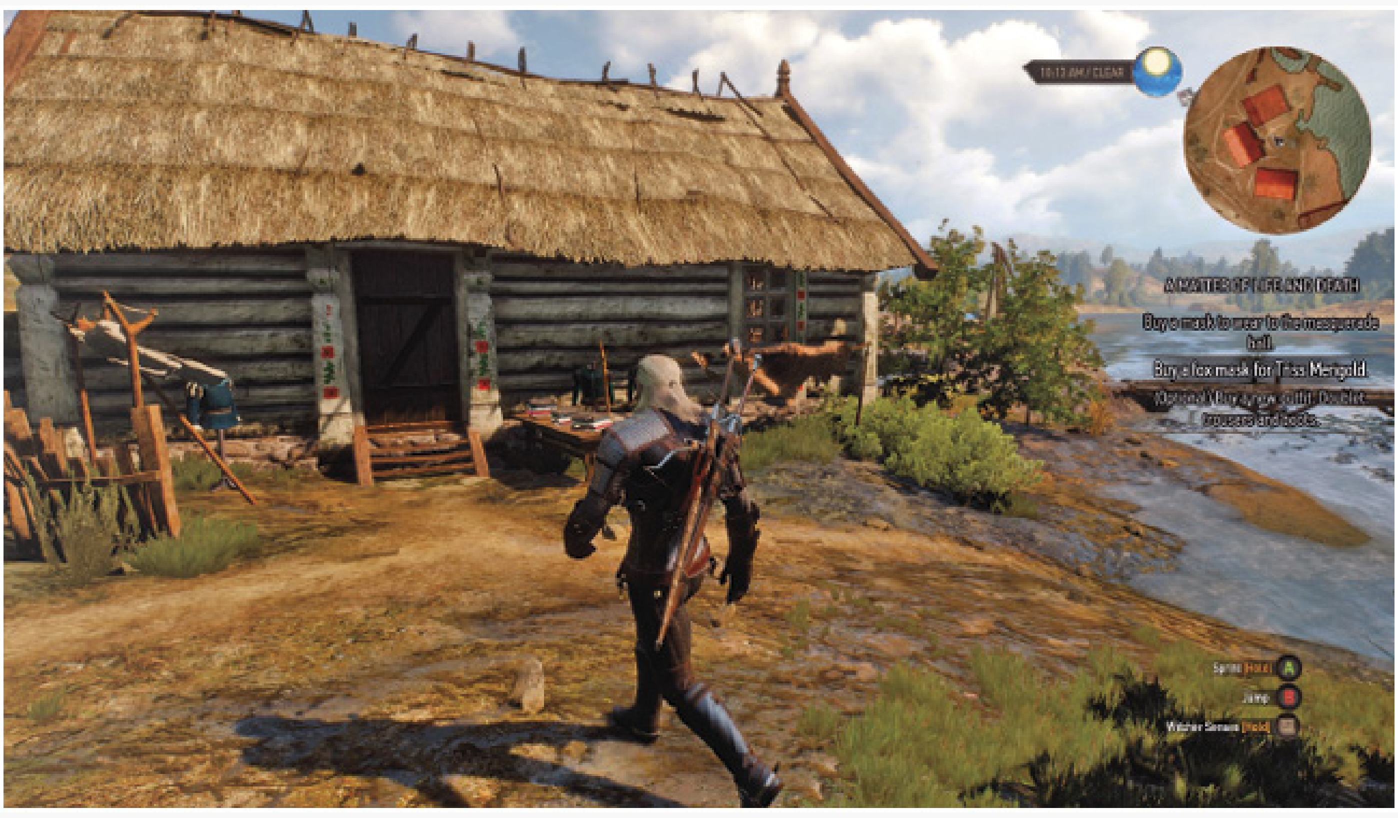
Foxy Lady

OBJECTIVES:

- Buy a mask to wear to the masquerade ball.
- Buy a fox mask for Triss Merigold.
- (Optional) Buy a new outfit: Doublet, trousers and boots.
- Put on your outfit.
- Bring Triss the fox mask.
- Nearest Signpost: Tretogor Gate

Find Elihal's tailor shop in the nonhuman shanty town adjacent to Tretogor Gate. Speak with Elihal and inspect his fineries.

Elihal


10:13 AM / CLEAR
A MATTER OF LIFE AND DEATH
Buy a mask to wear to the masquerade ball.
Buy a fox mask for Triss Merigold
(Optional) Buy a new outfit: Doublet, trousers and boots.
Sprint [Hold]
Jump
Witcher Senses [Hold]

He has four masks on offer, but only the fox one was requested by Triss.

- Purchase the Fox Mask (100 crowns), or all of them. If you want to wear a mask, too, buy at least one more mask, as well as the Fox.
- (Optional) Then purchase an "elegant" (any of the six styles). Then buy breeches (any of the three styles). Finally, purchase the footwear (either of the styles). Expect to pay no more than 60 crowns for all three items.

Assuming you bought the outfit, change into it before you meet with Triss again. Now head back to Triss' townhouse. She certainly doesn't scrub up too badly.

- If you ignored her request to dress up, she's disappointed in your attire.
- If you purchased and are wearing the clothes she requests, she's thrilled.

You hand her the fox mask and head off to the Vegelbuds' estate. You're allowed in, but without any weapons. Let the party commence!

Secondary Quest: A Matter of Life and Death

Finding a Panther on the Prowl

OBJECTIVE:

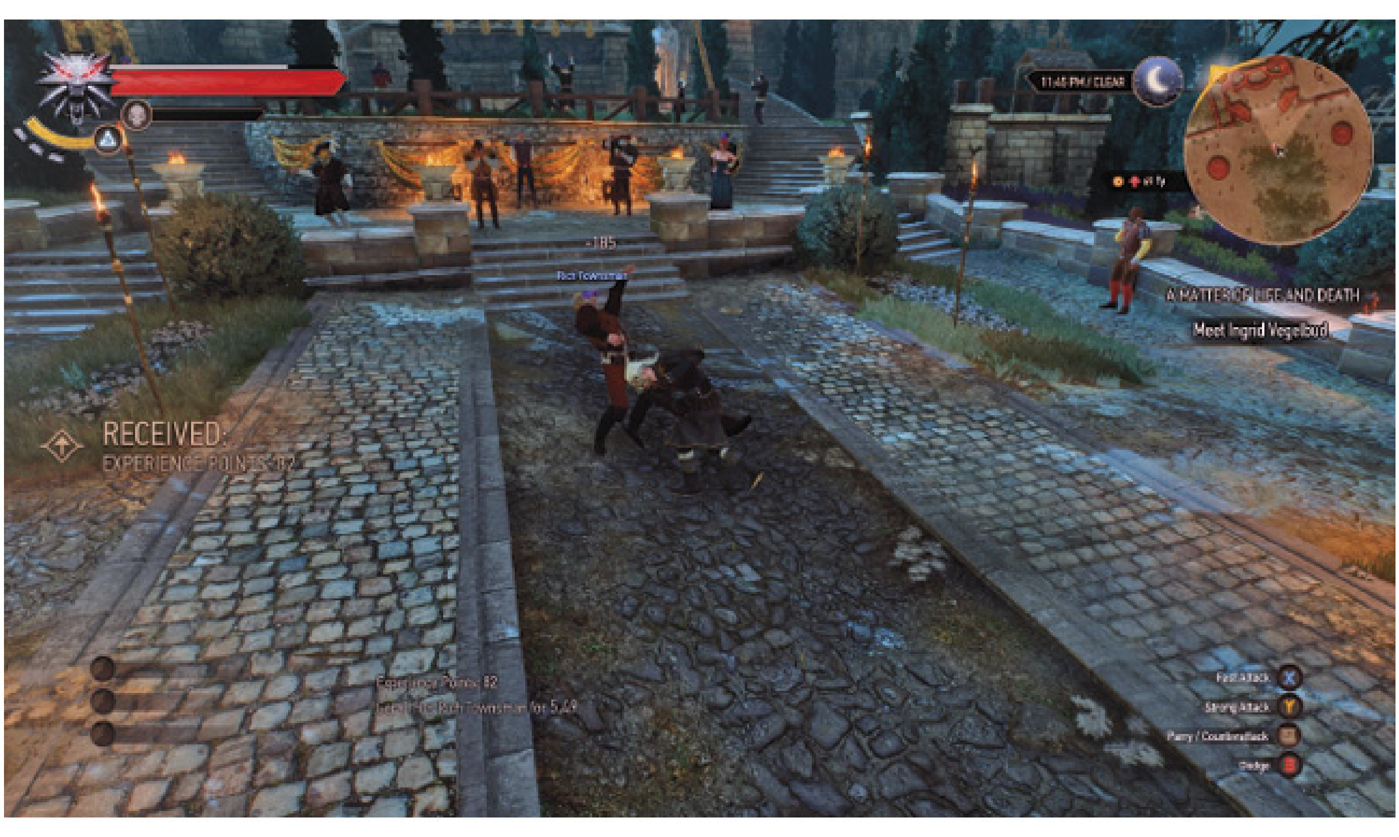
- Meet Ingrid Vegelbud.

Moritz Diefenthel

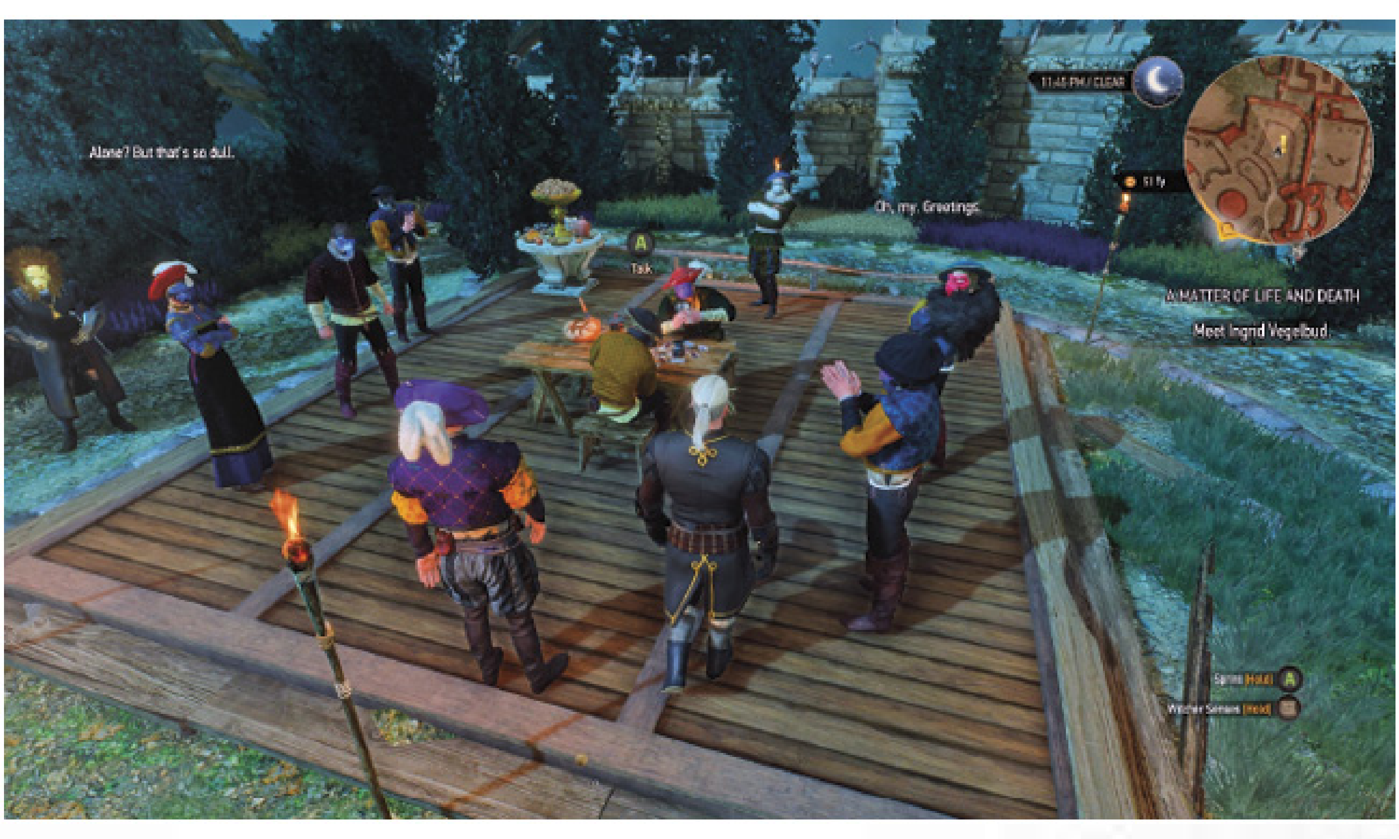
Wander up the formal gardens until you're harangued by a slightly sotted rich townsman, who mistakes Triss for a common strumpet. After getting his dander up, you can:

- Tell him he's asked for it, put up your dukes, and pummel this rude nobleman until he yields in a bout of fisticuffs.
- Or tell Triss to get out of here, and step away without incident.

Feel free to walk around the gardens, listening to the merry makers and revelers. When you reach the stone steps to the large wooden doors, Triss bumps into an old friend, Moritz. He isn't the most pleasant of mages, and you can interrupt or let the conversation continue. After Moritz leaves, answer Triss however you wish. She'll tell you about Moritz later.


11:45 PM / CLEAR
Rich Townsman
A MATTER OF LIFE AND DEATH
Meet Ingrid Vegelbud
RECEIVED:
EXPERIENCE POINTS: 82
Fast Attack
Strong Attack
Parry / Counterattack
Dodge

Through the door and into the upper gardens you go. Head right at the fountain, and onto the grassy area where there's a Gwent tournament underway. You have a couple of interesting players to beat (and gather some rare cards from). Your first match is against Margrave Vladimir de Cret.


Alone? But that's so dull.
Oh, my. Greetings.
11:45 PM / CLEAR
Talk
A MATTER OF LIFE AND DEATH
Meet Ingrid Vegelbud
Sprint (Hold)
Witcher Senses (Hold)

IT'S ON THE CARDS

If you're a Gwent card collector, and also wish to play against as many opponents as possible, definitely take part in this. It's the only time you can gather some cards and challenge these players!

Need help formulating a plan to beat de Cret? Check out some **Gwent tactics**.

General Morvran Voohris

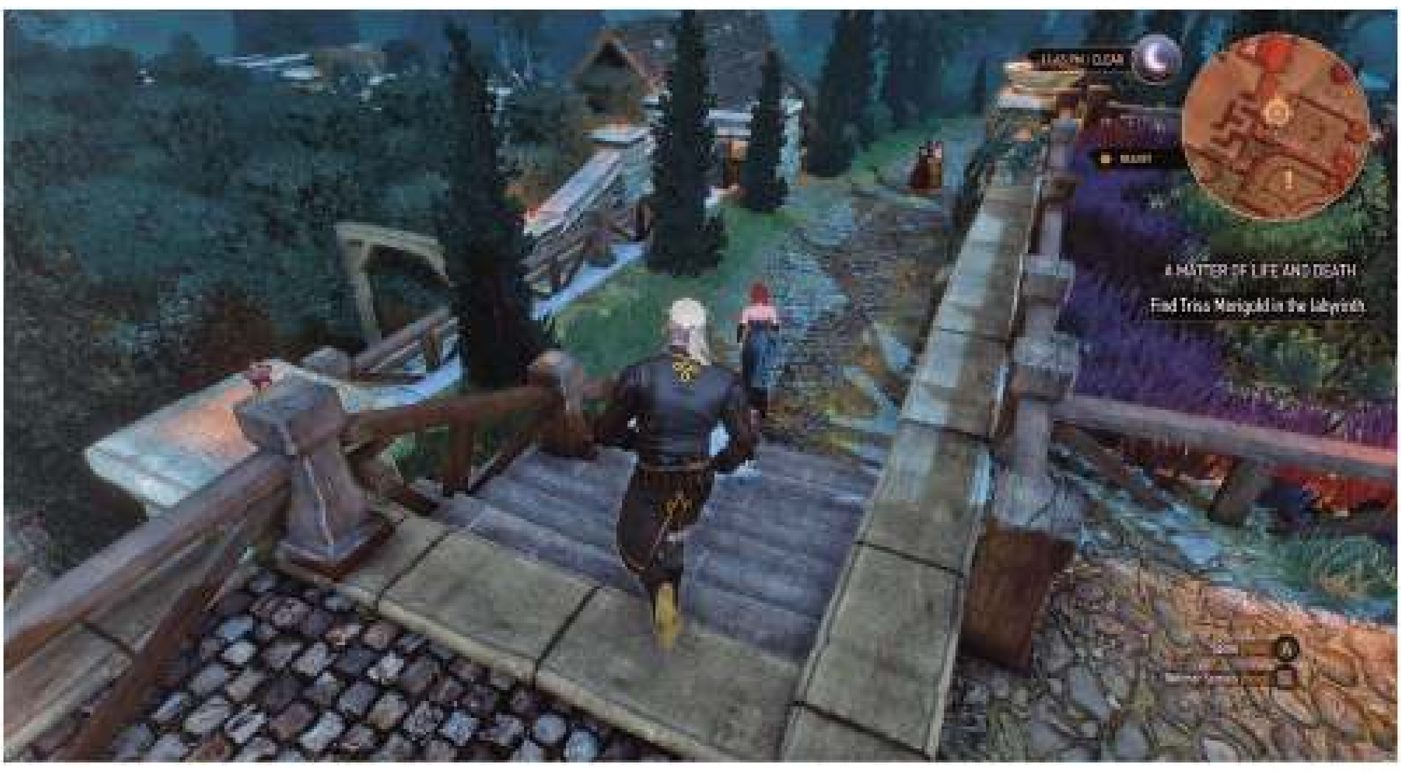
Sigismund Dijkstra

Secondary Quest: A Matter of Life and Death

Inch by Inch, Little Frog

OBJECTIVES:

- Wait on the bench with Triss Merigold.
- Find Triss Merigold in the labyrinth.


11:45 PM / CLEAR
A MATTER OF LIFE AND DEATH
Find Triss Merigold in the labyrinth.

Triss hopes you might pass the time sitting on a garden bench with her. Oblige (or spend some time playing more Gwent first, if you want). Head back through the gate, into the lower gardens, and find the bench tucked away behind a privet hedge. Sit down, and Triss sips from a wine goblet. You bring up Moritz, after which Triss seems to waver in the belief of her abilities. You can:

- Tell her she's charismatic. Or has personal charm.
- Or the mages don't have anyone else helping them.

The latter doesn't win you any favors with Triss. You pull her close as a lost reveler wanders by. Triss professes her drunkenness, laughing at the maze's nude statues. Then she bolts for the garden maze! Quickly follow her down the stone steps of the maze entrance, before following the minimap and chasing Triss into the middle of the maze.

She leaps on the edge of the fountain, and falls. You catch her just as the fireworks begin to spark and thunder.

- Kiss Triss as the fireworks start.
- You don't have time for such frivolous activities.

You put Triss down, after which Albert makes an appearance. You switch masks to confuse any potential pursuers.

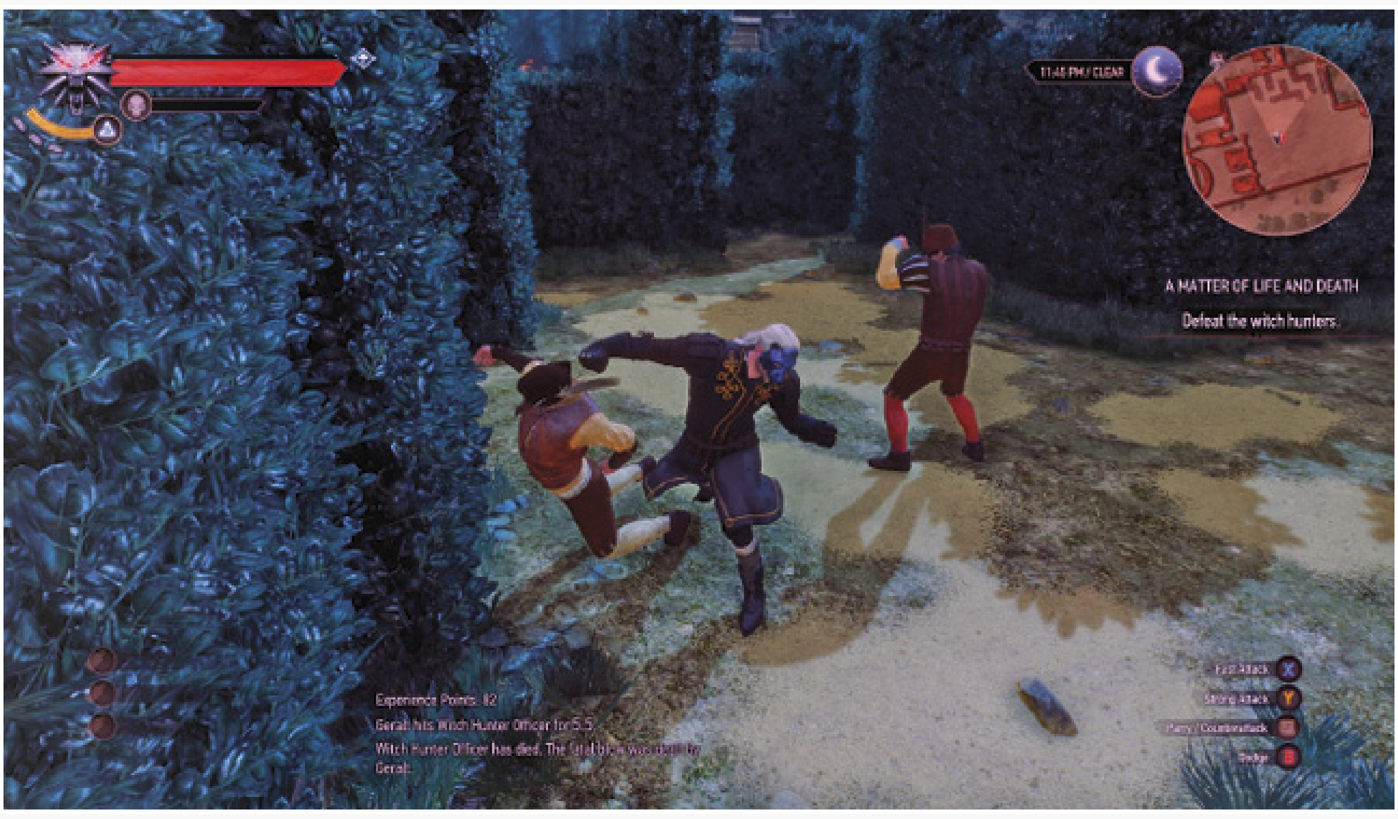
END: MORE FIREWORKS

OBJECTIVES:

- Get out of the labyrinth.
- Defeat the witch hunters.
- Meet Triss and Albert in the stables.

Retrace your steps out of the maze, using the map to guide you if you aren't sure of the route to take. Head up the stone steps to the small hedge courtyard where a female reveler is looking for Albert. You're then surrounded by two witch hunters and an officer.

Without swords, you're using your fists and feet to punish them. When all three are dropped, weave your way up and out of the stone stepped exit, and into the lower gardens. It is now a simple matter of heading north down the gardens toward the stables, where you meet Lady Vegelbud, Triss, and Albert. After a brief chat, Triss and Albert depart as the quest concludes.



Experience Points: 12
Geralt hits Witch Hunter Officer for 5.5
Witch Hunter Officer has died. The fatal blow was dealt by Geralt.

Secondary Quest: Novigrad, Closed City

Radovid's Iron Fist

SECONDARY QUEST: NOVIGRAD, CLOSED CITY

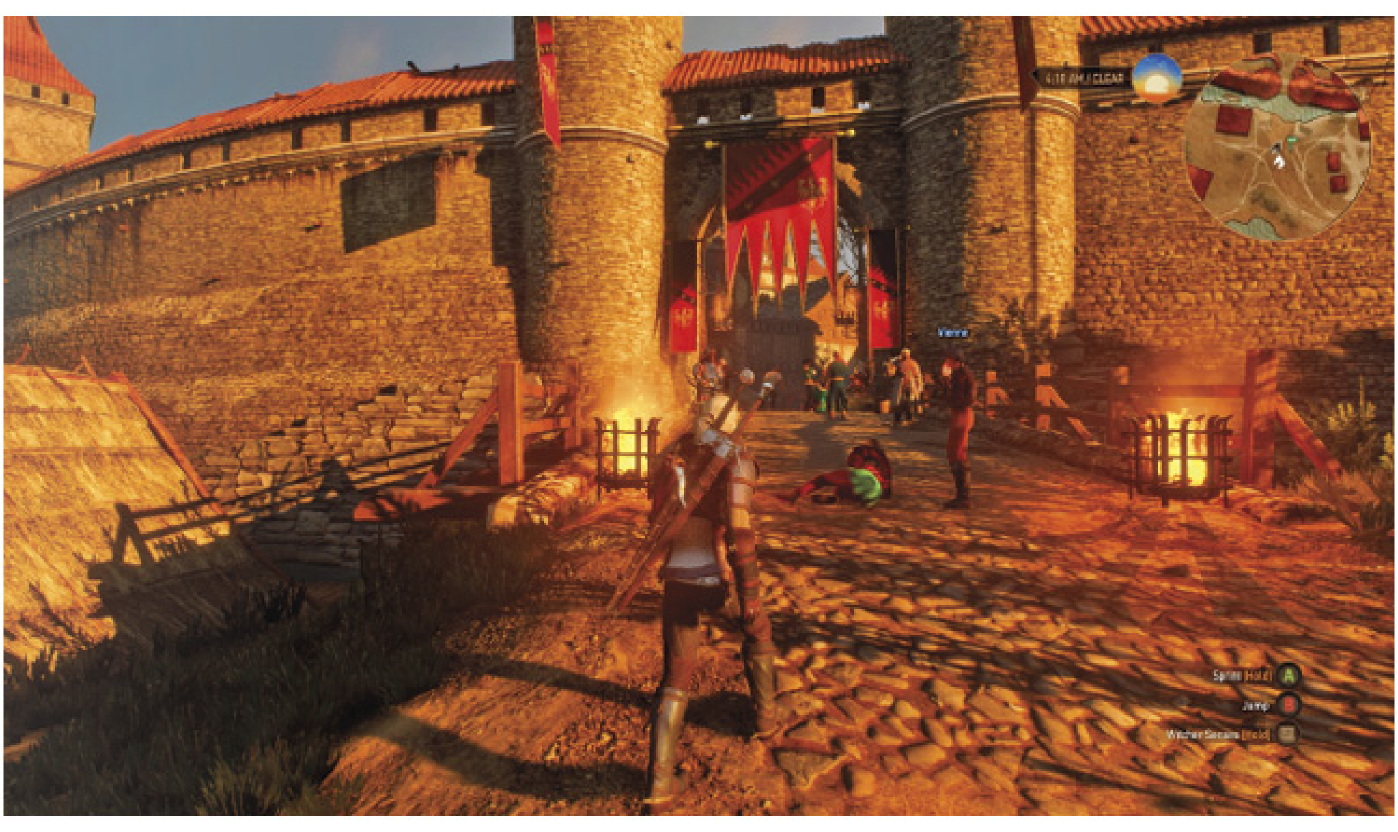
DANGER ALERT

SPOILER ALERT

QUESTING DECISIONS

This quest starts once Main Quest: Count Reuven's Treasure, and Secondary Quest: A Matter of Life and Death have concluded. The quest starts once you leave Novigrad, and return to any of the city gates.

The combined forces of Radovid, his witch hunters, and the Eternal Fire have transformed the city of Novigrad into a death trap for anyone even considered to be a mage. Approach a gate, and you may see a hapless victim being accused of witchcraft for brewing a herb potion! Attempt to enter the city, and you're stopped by the Temple Guard, who demand to see your pass. What pass? One that confirms you aren't a mage.



Tell the guard you don't have a pass, and he begins to instruct you on the ways to prove you aren't a mage so you can get one. Fortunately, he's stopped by a second guard, who hands him the pass, whispering "regards from Sigi Reuven" as he leaves. You are now free to move about the city, but be prepared for an increase in witch hunter activities across town. One of the mages burning in the town square, for example, was Triss' "friend" who you met during Secondary Quest: A Matter of Life and Death. The situation for the mages is¬¬¬ getting desperate. Can you help?

Before you do, you may wish to engage in one (or both) of the following quest activities:

PLAN 1: SOMETHING SMELLS OFF

QUESTING DECISIONS

This Quest begins when you find the bandits mentioned below.

Head to the filthy street junction just north of the Golden Sturgeon. A trio of bandits beckon you over (find them near the rickety fence). They hope you can help them find an injured mate of theirs. Agree to help to further this quest. Ask for clues, and they tell you he came from the sewers.

OBJECTIVE:

- Track the smell of blood and sewer muck using your Witcher Senses. (Optional) Kill the Bandits.

Pick up the scent using your Witcher Senses along the cobblestone street just northeast of the bandits. Examine the following as you locate the scent:

- Boot prints with traces of sewer slime. There's a mark on the ground nearby, too. Continue to the wiped handprint on the stone wall. Head down an alleyway just left of the handprint, heading north. Head up the steps to the market stall. Then continue northwards along the long, shallow stone steps to the outer wall of the witch hunters' compound, and the man you seek is by the bushes.

This isn't a friend of the three bandits, but rather a Witch Hunter, lying wounded and ready to be killed by them. Feel free to:

- Let the murder occur, and obtain payment (a small amount of crowns) from the bandits.

- Stop the murder, killing all three bandits and receiving a shocked thanks from the Witch Hunter. We wasn't expecting help from the likes of you. The wounded Witch Hunter asks to be patched up. You can agree (you automatically appear inside the hospital), or leave him to fester.

At this point, the quest concludes.

PLAN 2: A HAUNTING WE WILL GO

QUESTING DECISIONS

This Quest begins when you find any of the three keys. You don't have to speak to the noblewoman to start the quest, though this is the optimal path.

Head to the Temple District of Novigrad, and locate the noblewoman (she's at the north end of the main covered bridge), who seems to be having trouble with some supernatural entities in her abode. Agree to help her, and she leads the way.

OBJECTIVE:

- Enter the woman's home and get rid of the danger. Defeat the guards.

Follow the woman northwards, along the main street, to her dwelling – part of the imposing stone gatehouse – and defeat two witch hunter guards inside. You accuse her of attempting to trap her, and she's sly with her answers before giving up some rather interesting information; the first of three treasure keys! Perhaps this is the reward to take? It seems so, as the woman promptly flees the scene. Now check the corpses of the foes you slaughtered for a Warrant (either body has one).

ITEM: Treasure Key (1 of 3)

Open your Quest Items inventory and read the warrant you picked up. It refers to three bandits said to be in possession of magic contraband:

- Lussi the Fox, hiding on Temple Isle near the bridge.
- Fritz, hiding near the Crooked House.
- Walter, last seen in the Lacehalls (Putrid Grove).

It seems Lussi was the startled noblewoman you just spoke with. Now to find the other two!

PLAN 2: FINDING THE SECOND TREASURE KEY

OBJECTIVE:

- Find the other partners mentioned in the note and look for keys (3)

You have one key already. Now to find the other two. These can be approached in either order (though the following route is optimal), and the general objective location was listed in the warrant:

The further of the two bandits has dropped his key, which can be found close to the area just behind (south of) Crippled Kate's brothel. Simply find the bag behind the back door, on the deck, near the small market square.

ITEM: Treasure Key (2 of 3)

PLAN 2: FINDING THE FINAL TREASURE KEY

The nearer of the two bandits is close to the Crooked House (where Triss Merigold resides). Head there, until the objective area appears on on your minimap, and begin searching using your Witcher Senses.

There's a Concerned Citizen's Sermon on the ground, near some wooden stairs. Head up the stairs, turn right into the dwelling, and find the remains of Fritz inside. He's long dead. Stay inside this hovel, head up the stairs, to a small landing (past a torch recently used), and search the desk for a key and note.

ITEMS: Treasure Key (3 of 3), Letter about the treasure.

OBJECTIVE:

- Find the safe the three keys go to.

The reason to find the keys in the order listed is due to the fact that the safe all three keys unlock is adjacent to the desk you found the letter about treasure on. Read the letter, then turn left, unlock the safe (which holds a variety of excellent treasure), and conclude this quest

Secondary Quest: Now or Never

Culling of the Mages

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: NOW OR NEVER

RELATED QUESTS : Secondary Quest: A Matter of Life and Death, Main Quest: A Favor for Radovid

LOCATIONS : Triss' Townhouse, Kingfisher Inn, Gildorf Sewers, Novigrad Docks

CHARACTERS : Triss Merigold, Anisse, Berthold, Olivier, Sigismund Dijkstra

ENEMIES : Temple Guards, Witch Hunters, Drowners, Rats, Katakan

Recommended Items: Axii Delusion Level 1

OBJECTIVE:

- Meet Triss.

QUESTING DECISIONS

This quest starts once both Main Quest: A Favor for Radovid, and Secondary Quest: A Matter of Life and Death, both conclude. Triss has asked you for help, and you must oblige her in helping those hiding from the witch hunters.

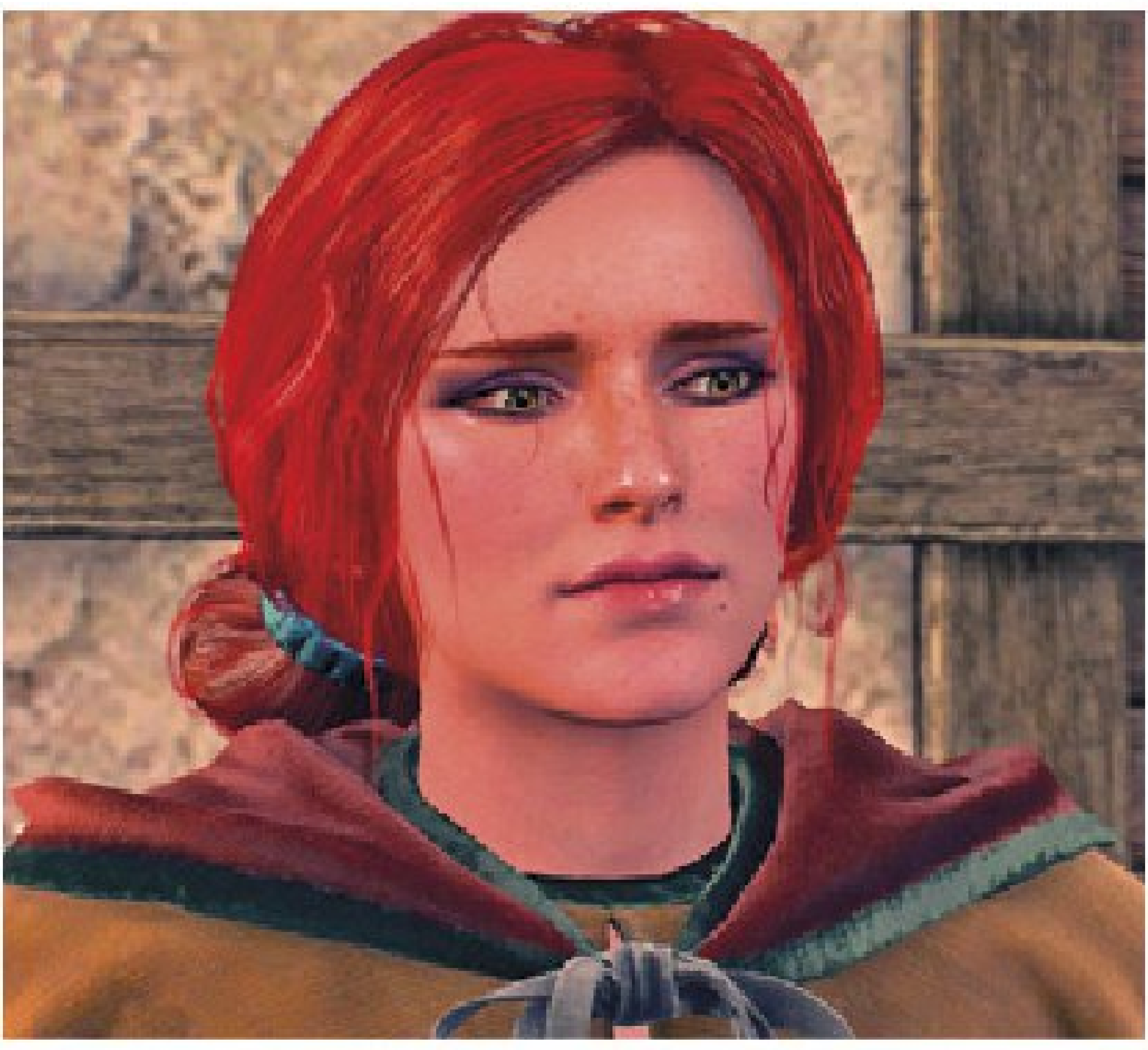
- If you ignore this quest, all the mages are massacred by witch hunters (the results of which are seen during **Act III: Main Quest: Blindingly Obvious**) and you cannot hope for a romantic involvement with Triss.

- If you complete this quest, you have additional interactions concerning nonhumans becoming scapegoats, during **Main Quest: Blindingly Obvious**.

- If you convince Triss to stay during this quest, she becomes your love interest. If you've already convinced Yennefer of this fact, prepare for an interesting diversion during **Act III: Secondary Quest: It Takes Three to Tango**!

The temple guard and witch hunters are guarding the streets by Triss' townhouse. You may speak with them; they are "scrubbing the fungus clear." Speak with a threatening tone, and you have the three of them to dispatch. Or, a more subservient tone allows you to walk away.

Afterward, enter the leaning townhouse (known as "The Crooked House") and ascend the stairs to where Triss is talking to her frightened landlady and landlord.

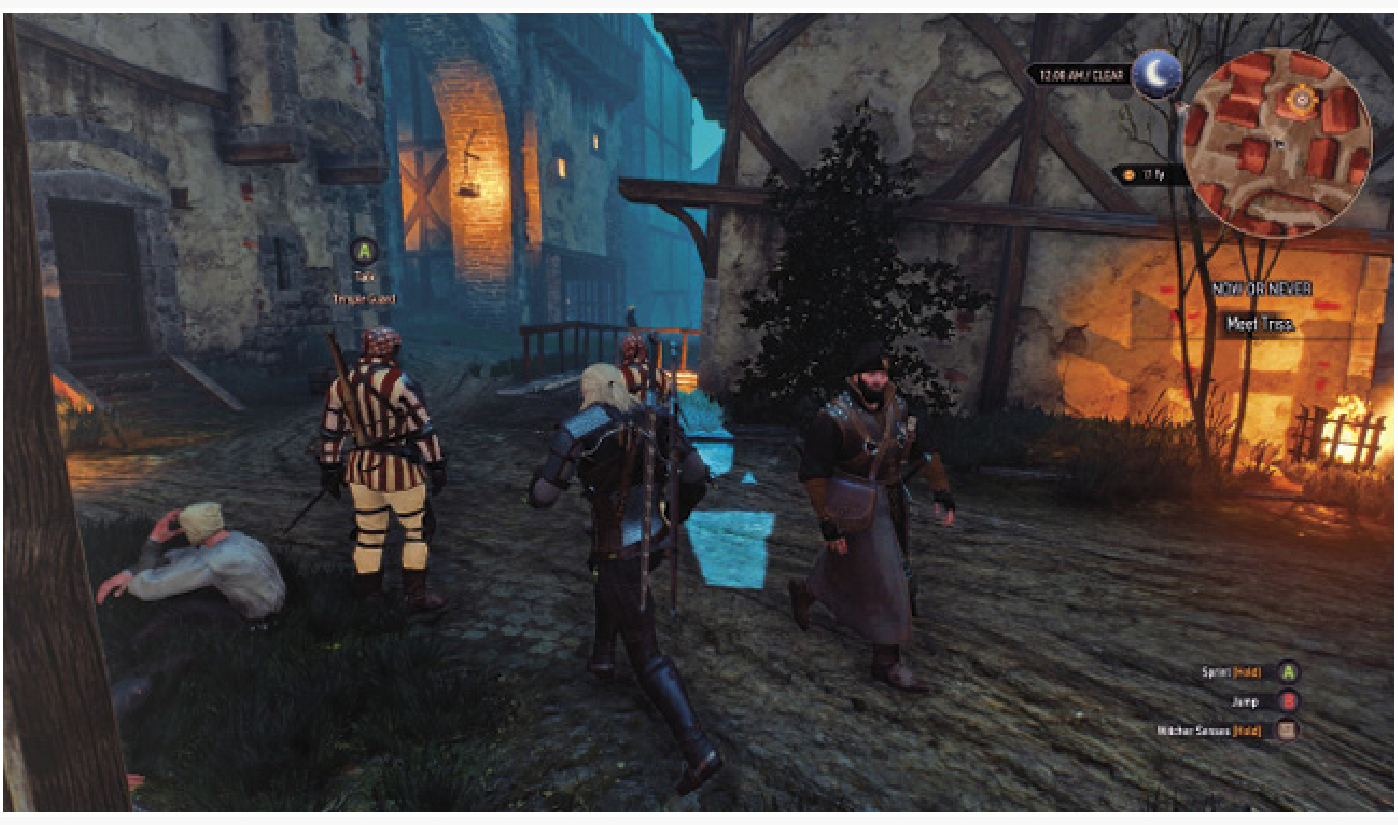


Triss Merigold

- If you fought the foes down on the streets, they are furious at you attracting attention to this place.

- If you walked away from the foes down on the streets, they are discussing Triss' rent payments.

Triss attempts to calm the couple down, and offers them her necklace. You can let her give away this cherished possession, or lightly threaten the landlady. Either way, the two of them leave. As sheltering a sorceress is a crime punishable by death, Triss tells you they risked a lot. Answer her how you wish. She tells you Novigrad has been locked down; the temple guard and witch hunters now stop even common folk with lucky rabbit's-foot charms as they look for mages. Ask how you can help (to continue this quest).



She is unsure whether to move the mages hidden below the city streets to the docks, or to try and find two wayward mages (Berthold and Anisse) who haven't rendezvoused in yet. Answer how you wish (though don't tell her you can't help if you want to continue this quest). Triss wants to know whether to help these two lost mages (and put the others at risk) or head straight to the Kingfisher Inn (where the others are hiding) and abandon the two to certain death. You can:

- Tell her "we should help Anisse and Berthold." The quest continues.

- Inform her that she shouldn't "risk everything for two people." You can now head directly to the Kingfisher Inn.

Secondary Quest: Now or Never

Going to Bits

OBJECTIVE:

- (Optional) Follow Triss to Berthold and Anisse's hideout.

Anisse

Berthold

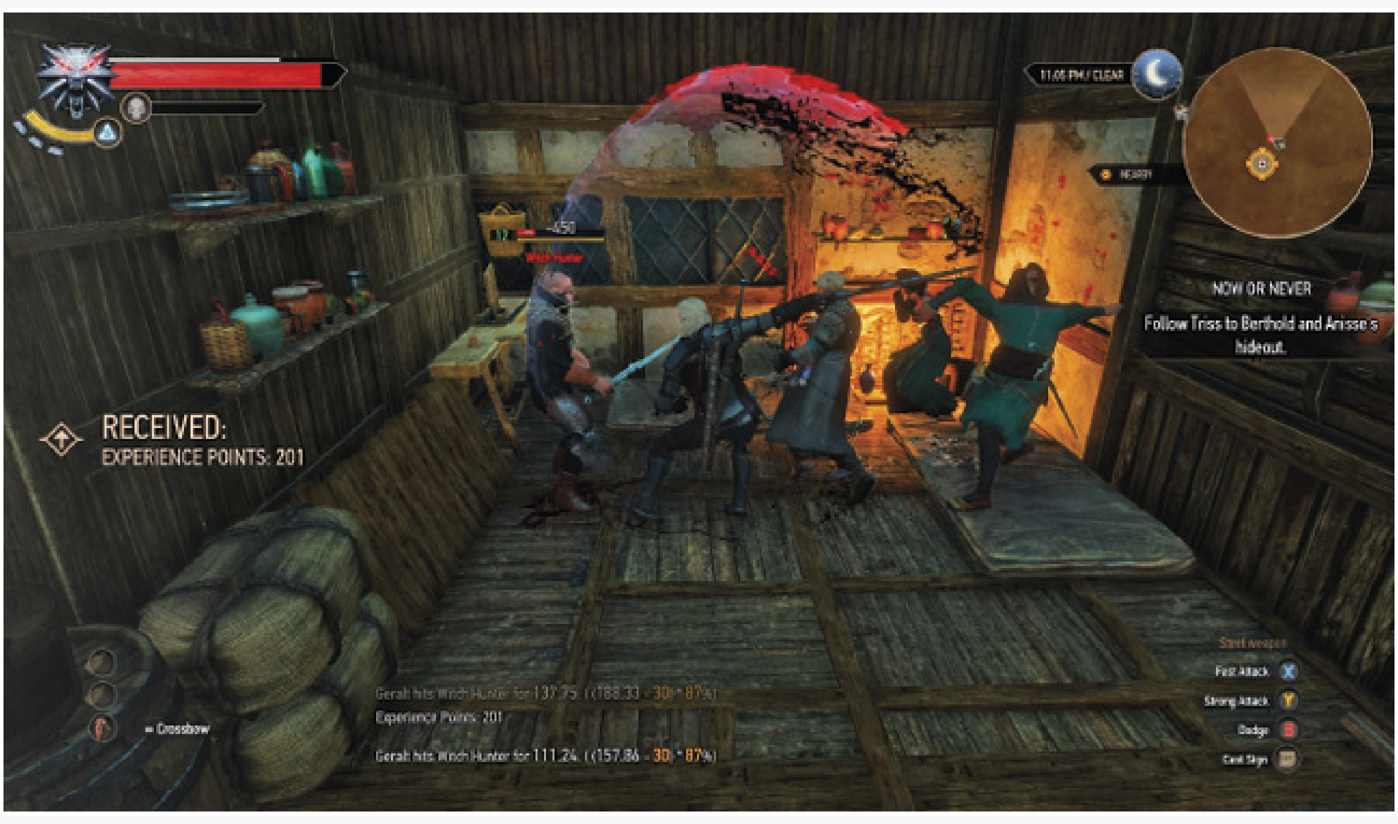
The waylaid mages are hiding somewhere in The Bits district. Follow Triss out of the townhouse and roughly east down some wooden steps. Triss spots a patrol; usually witch hunters or temple guards numbering three or four. You can:

- Hide at the corner of a building, waiting for the patrol to pass, before continuing.
- Or face questioning if spotted, and combat afterward.

Then it's northward into the alleyway within The Bits, and up into a dwelling on your right, just before the stone steps. Something is amiss as you race up the interior stairs. Witch hunters are already in the room! Finish them both with gusto (and with speed, as they can slay either of the mages you are rescuing.

- If one of the mages died, the other is devastated.
- If both survived, Berthold isn't keen on leaving.

Speak to them both:



Follow Triss to Berthold and Anisse's hideout.

RECEIVED:
EXPERIENCE POINTS: 201

Gerait hits Witch Hunter for 137.75. ((188.33 - 30) * 87%)
Experience Points: 201
Gerait hits Witch Hunter for 111.24. ((157.86 - 30) * 87%)

- (Axii Delusion Level 1) The only way to coax them out is to befuddle them. They agree to meet you where the others.

Secondary Quest: Now or Never

Under the Kingfisher's Nest

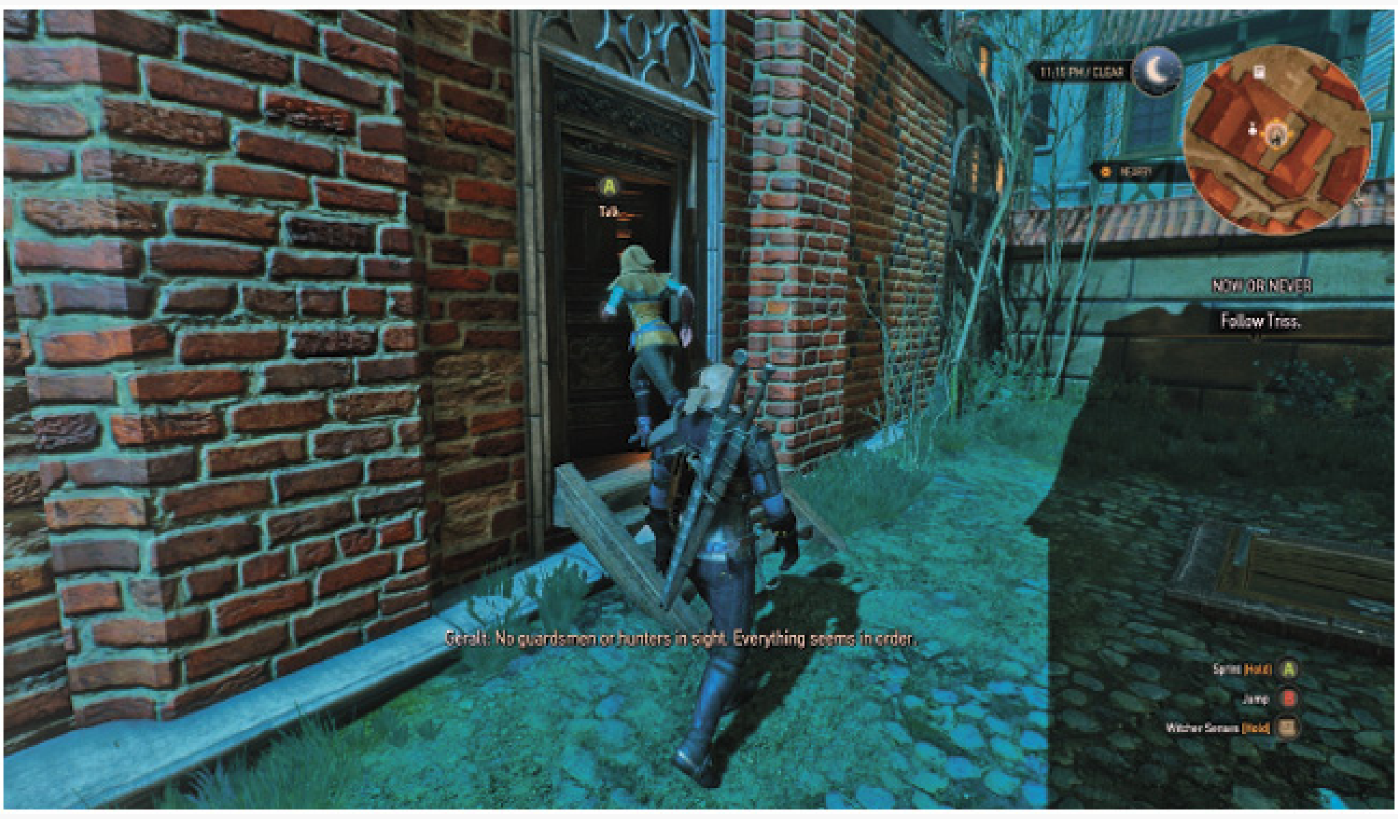
OBJECTIVES:

- Follow Triss.
- (Optional) Kill the witch hunters or Eternal Fire guardsmen.
- Follow Triss.

Follow Triss up the stone steps, and then in the general direction of the Kingfisher Inn. Along the way, Triss may spot a patrol—usually witch hunters or temple guards numbering three or four. You can:

Olivier

- Hide at the corner of a building, waiting for the patrol to pass, before continuing.
- Or face questioning if spotted, and combat afterward.

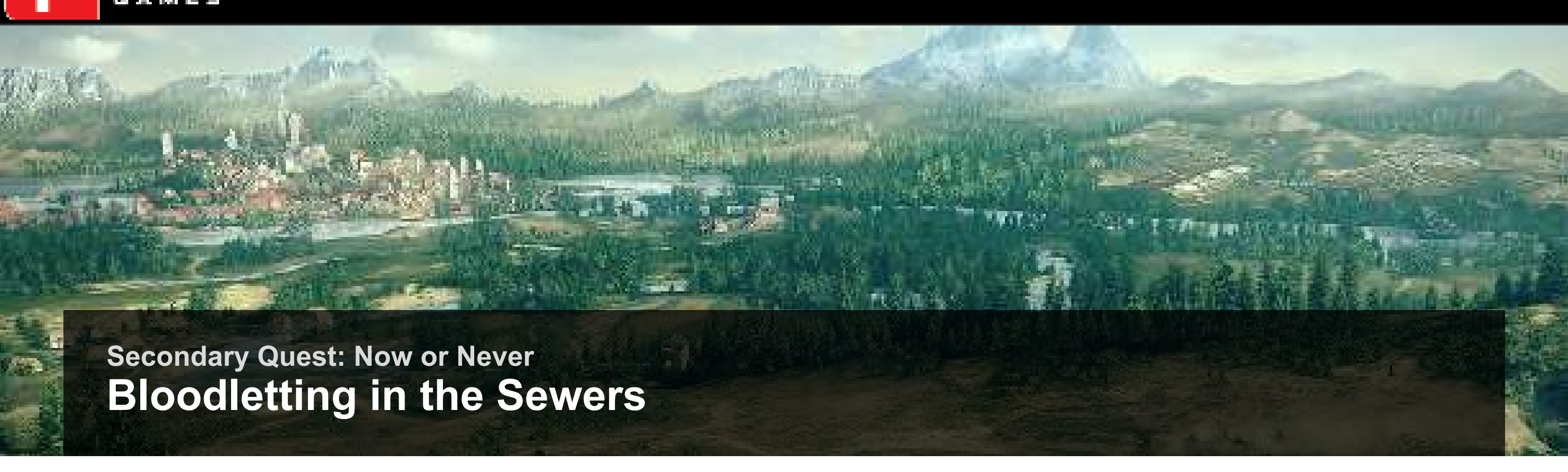


Geralt: No guardsmen or hunters in sight. Everything seems in order.

As you near your objective, she speaks about how times have changed for mages, then heads roughly west, through an arch and around a low stone wall to the side entrance of the red-bricked façade of the Kingfisher Inn. Once inside, prepare for one of the following:

- If you rescued Anisse and Berthold, repel three witch hunters who have already discovered a group of mages inside. Do not rest until they are slain. You stoop over the corpse of Olivier—you were too late to save him. Speak with Triss, answering with compassion (or not), then follow her.
- If you ignored Anisse and Berthold, step into the inn, and you're greeted by Olivier. You speak with him, and are quickly lead downstairs after Triss. Follow her.

A secret wall slides open. You descend into a reasonably spacious brick cellar full of robed folks, some huddled and others standing. Listen to them if you wish.



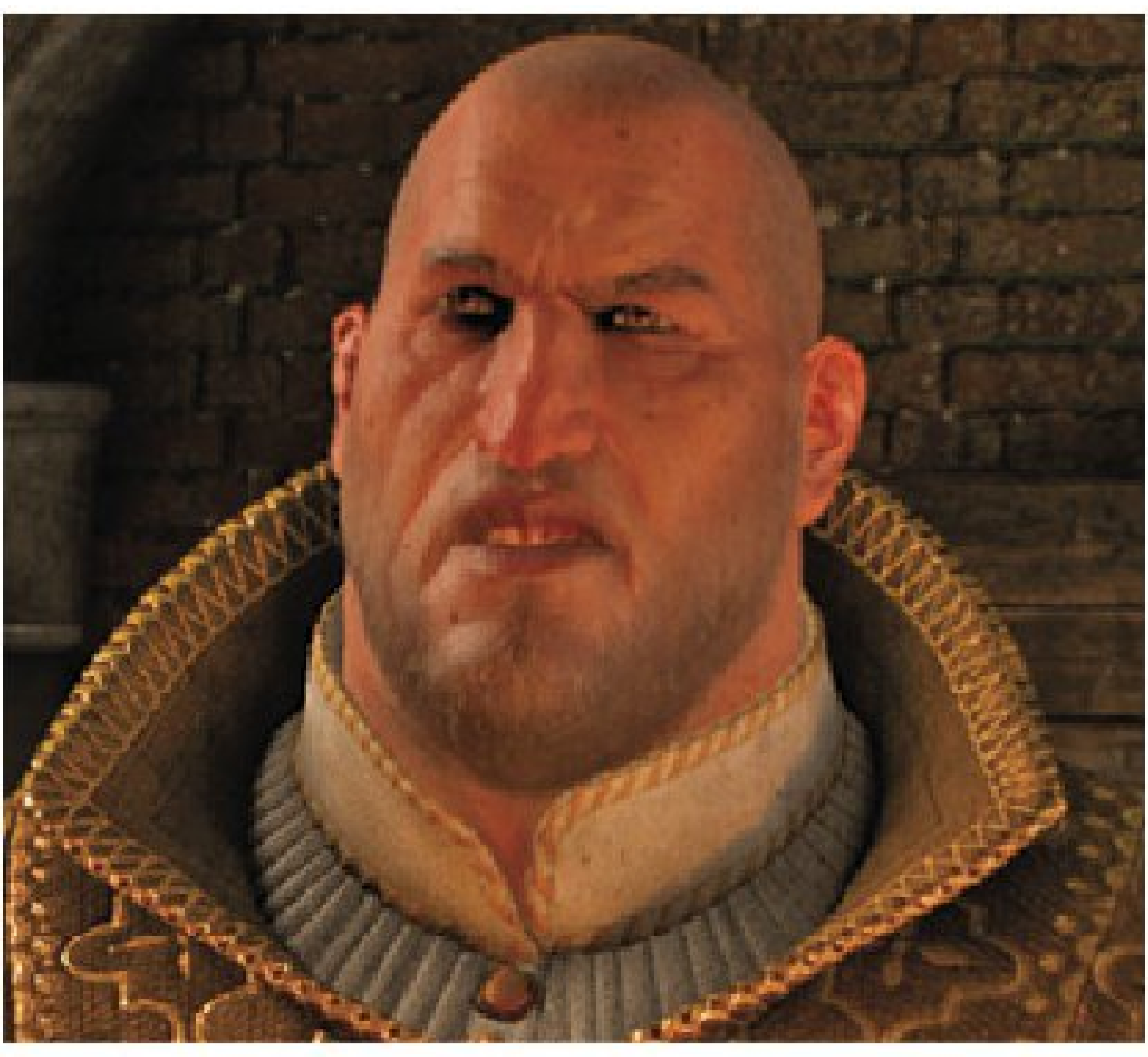
Secondary Quest: Now or Never

Bloodletting in the Sewers

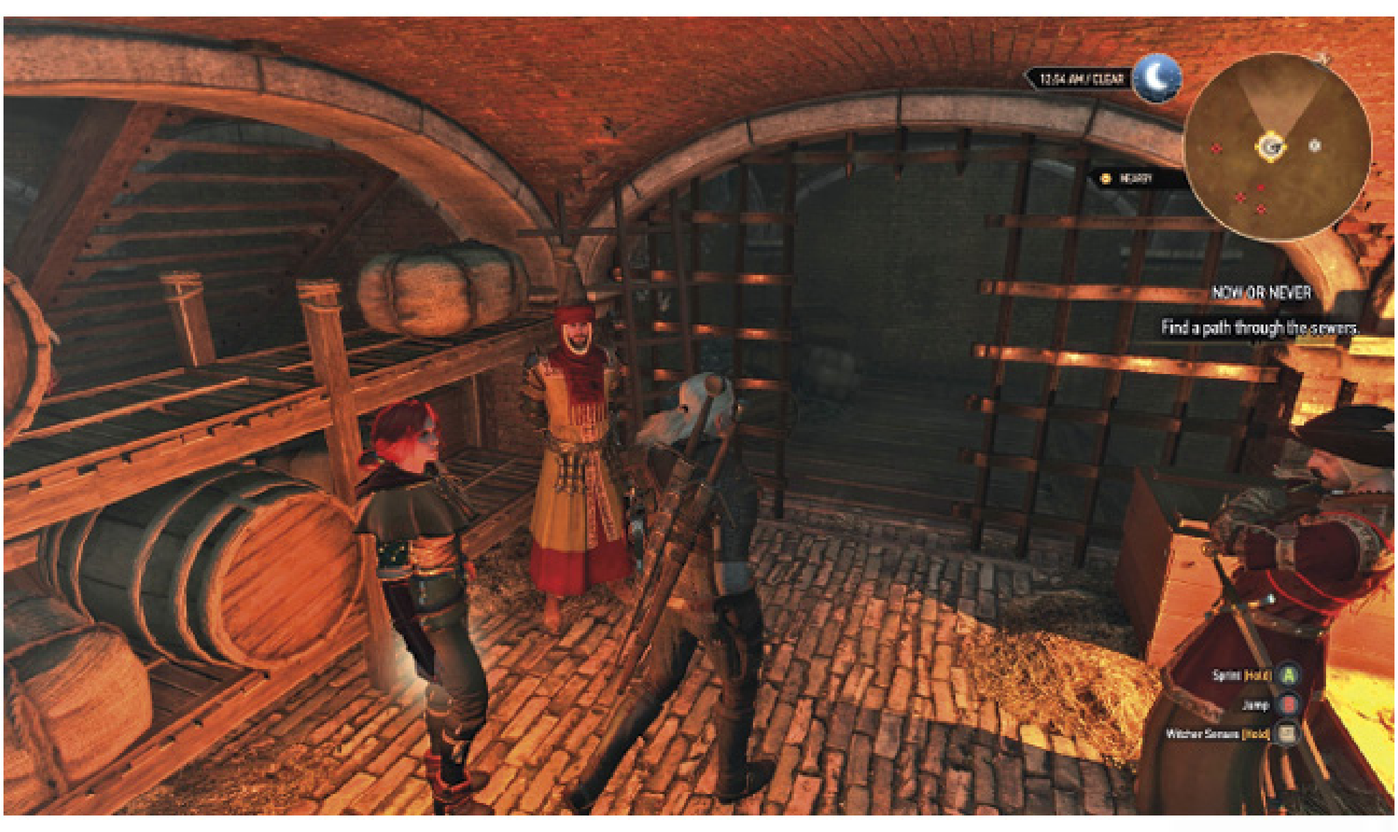
OBJECTIVES:

- Enter the sewers.
- Find a path through the sewers.
- Nearest Signpost: Hierarch Square.

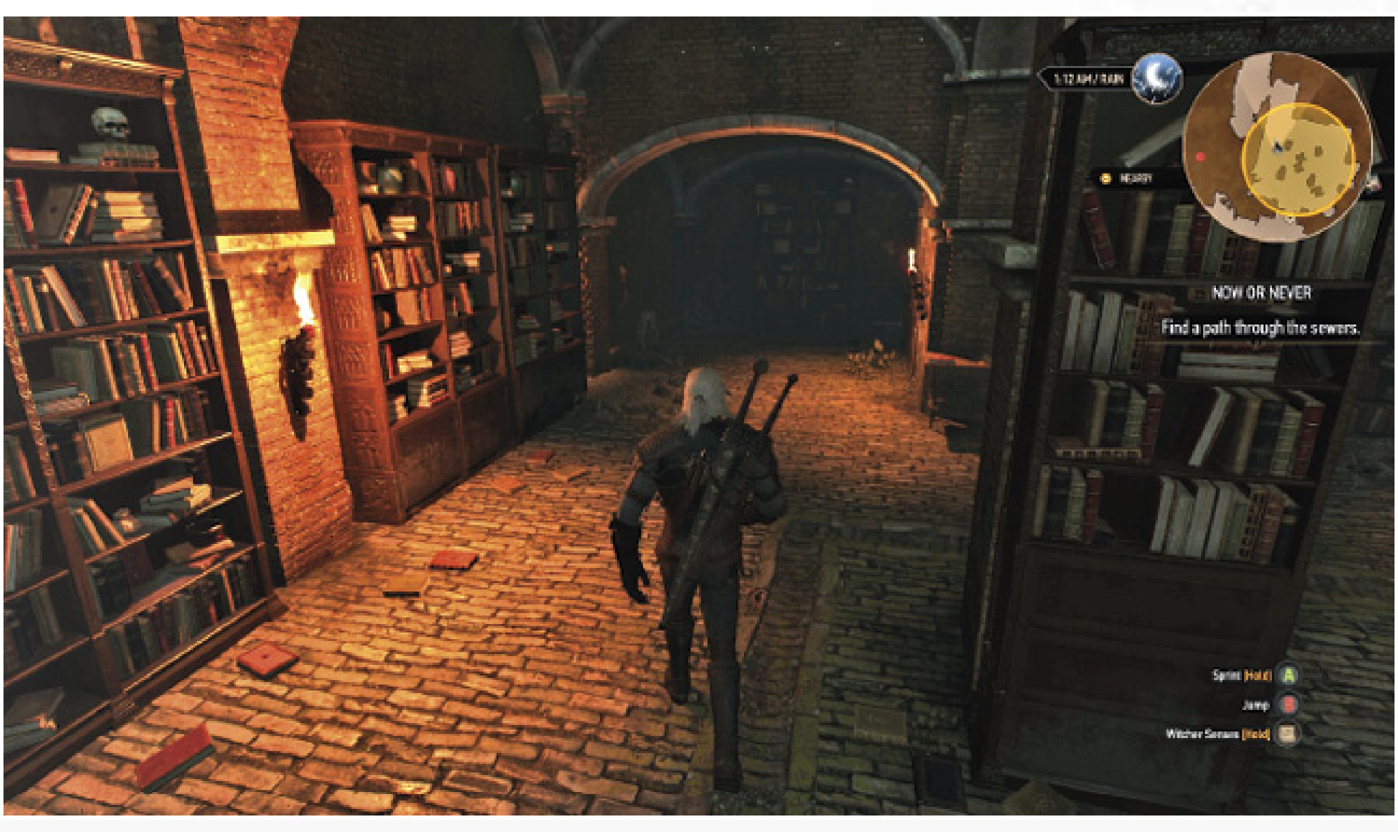
While Triss checks on survivors, you're surprised to see Dijkstra, who tells you he's here to help extricate the mages out to Kovir. Exchange banter (choose any option), before Triss begins to speak. The escape route has been planned. Agree to start planning the route through the city's sewers. Move north, and head through the open gate. Then descend the sloping tunnel, following it around to an initial encounter with two Drowners. Be sure Triss is behind you. Turn left (west) at the junction.



Sigismund Dijkstra


NOW OR NEVER
Find a path through the sewers.
Sprint (Hold)
Jump
Witcher Senses (Hold)

Head north from the chamber with the wooden barrel scaffold, to what seems like a dead-end. You tell Triss to relax, and strike out at the western wall with Aard. This opens a crack, leading you into a secret library chamber! A wealth of reading material is available here. Loot any tomes you wish, then crack open the loose brickwork in the southwestern corner of this chamber. Step into a subsequent tunnel, tackling a drowner incoming from the west.

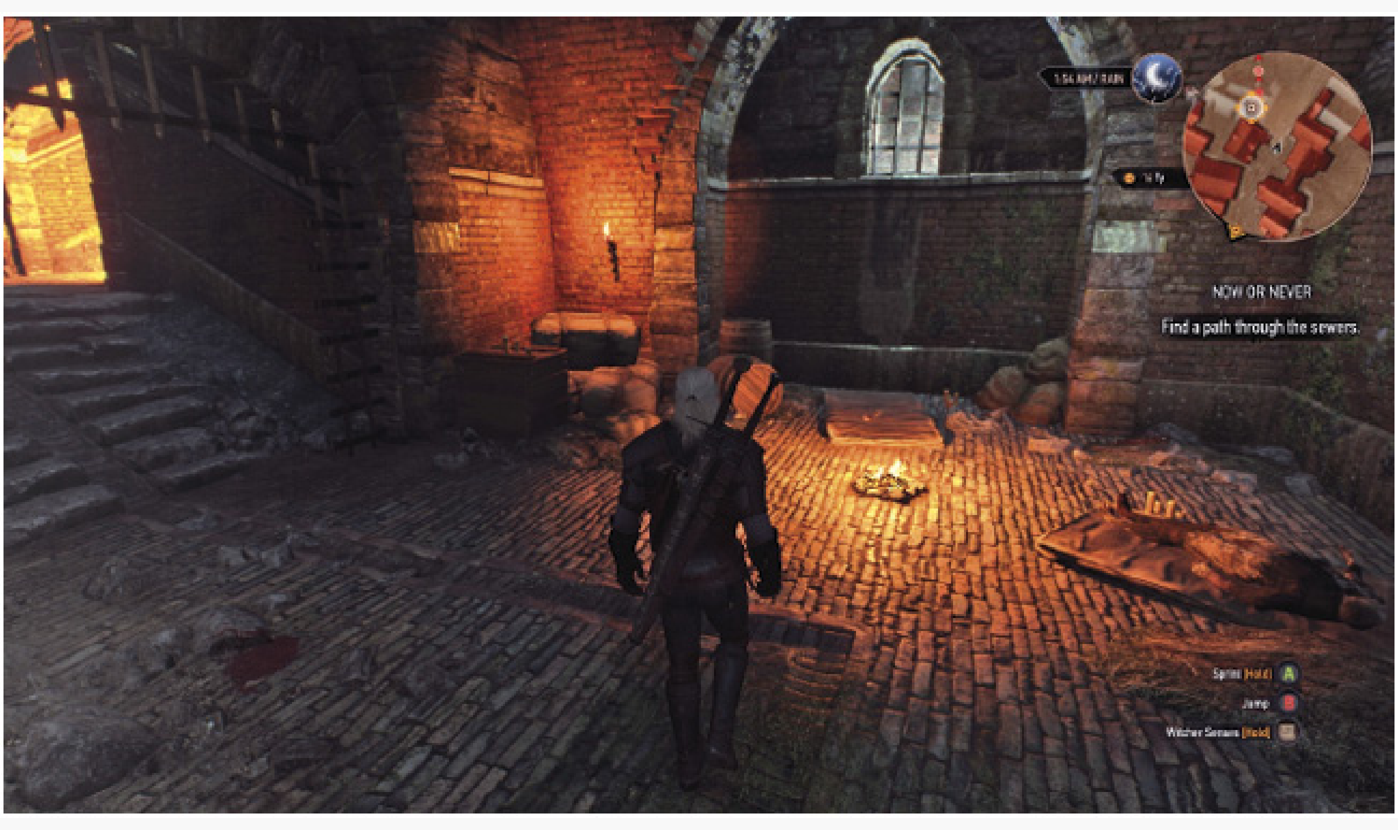

1:12 AM / RAIN
NOW OR NEVER
Find a path through the sewers.
Sprint (Hold)
Jump
Witcher Senses (Hold)

The drowner was guarding an iron gate. Fortunately, it is unlocked. Head down the tunnel. Triss hears rats. You spot two more drowners—attack them along with Triss' magic backing you up. Then push open another gate, leading you into a brick balcony on the perimeter of a large and foul-smelling room teeming with rodents! Triss greets the news with revulsion, but it's nothing she can't handle.

OBJECTIVE:

- Find a way to cross the rats' feeding ground.

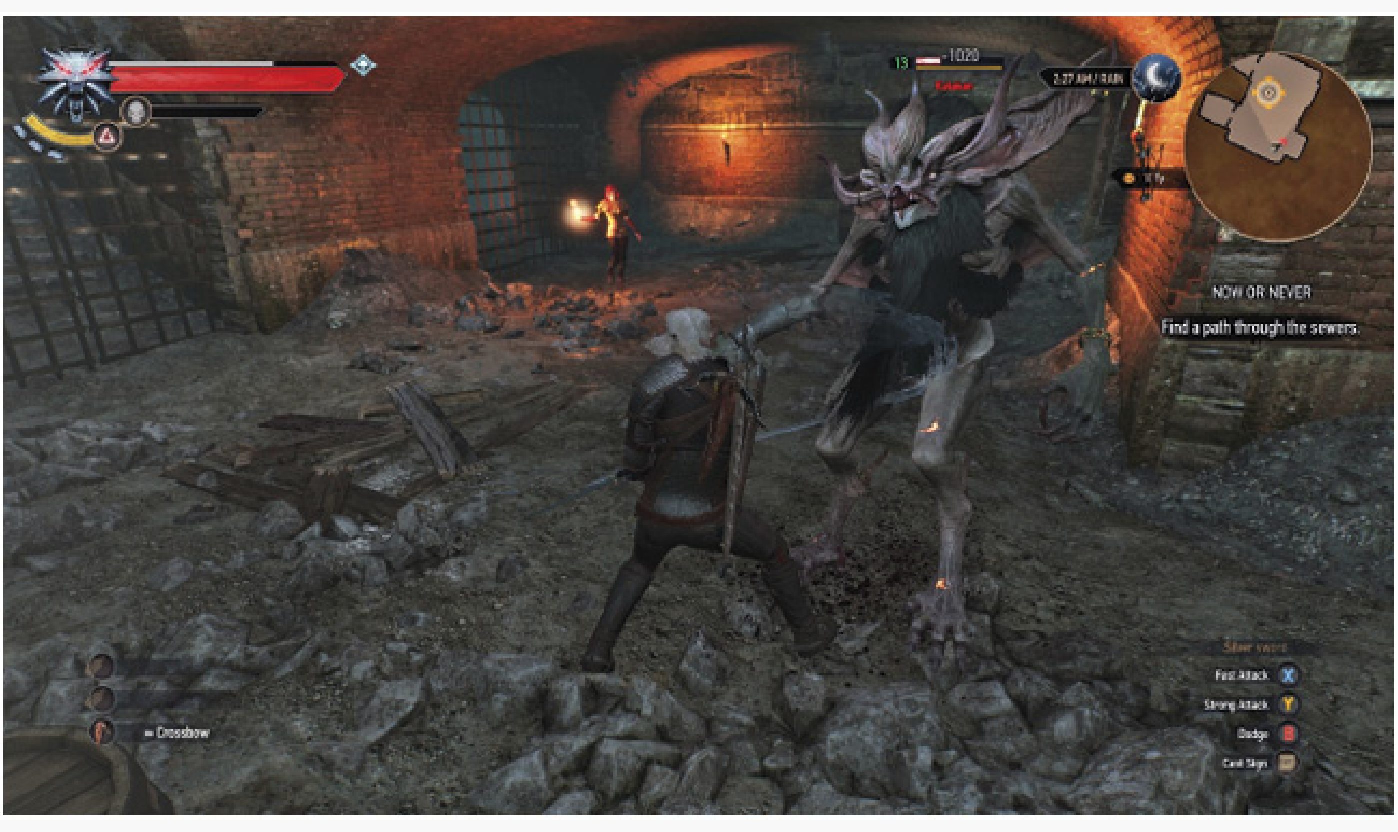
Continue around the balcony and down the wooden steps to the ground level. Push back the rats with judicious use of Igni. Along the way, you spot strewn corpses. You're right under the main square, and 'The Cleaver' has his headquarters here. That's not a coincidence. Head south to the set of wooden steps. The gate beyond is sealed, so head up the steps, and proceed along an ascending tunnel. Stop at the landing for a moment as Triss inspects her bite wounds. Now continue up and easterwards battling three more Drowners at the top of the tunnel. This upper area is a dead-end (come here to clear it of foes). Take the side tunnel to the south, back down the last short tunnel steps you just walked up. It leads to this small chamber of scattered debris and a high window (as shown).


NOW OR NEVER
Find a path through the sewers.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVE:

- Find a path through the sewers (continued).

Head west, down a new tunnel, entering a junction chamber and west again, through an open gate and down a tunnel curving around to the right (north). Then it's a sprint west, past a corpse propped up near an eerie light. Check the slumped body—it has been drained of blood. The reason for this death is in the next chamber (west); a prowling katakan that should be dispatched. Then it's up a series of curved tunnels east and west, all the way to the Novigrad docks.


13
1020
NOW OR NEVER
Find a path through the sewers.
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

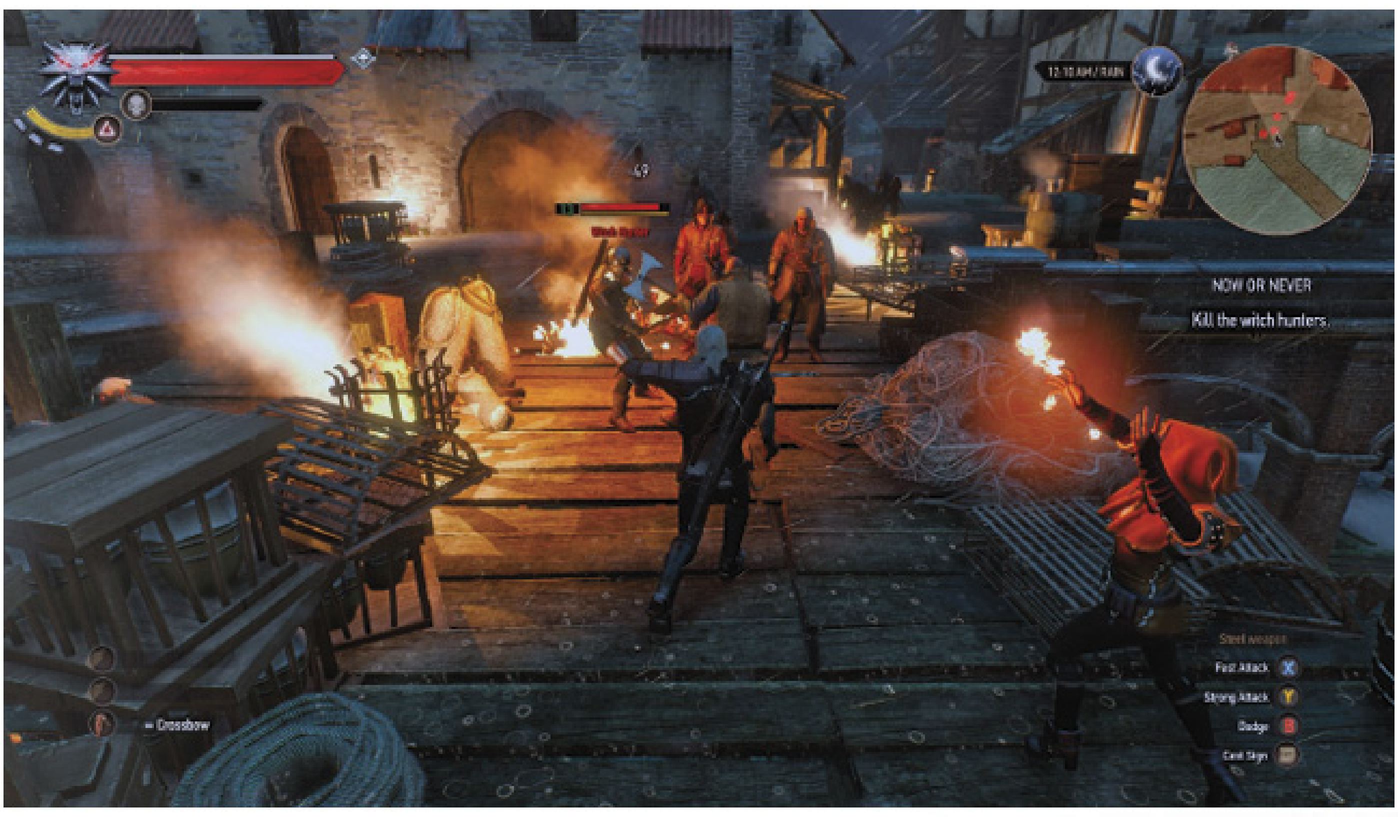
Secondary Quest: Now or Never

Quest Conclusion: One Last Farewell?

OBJECTIVES:

- Meet Dijkstra at the port.
- Kill the witch hunters.

Climb the wooden wharf to reach Dijkstra's men, then the man himself. The boat isn't in the best shape, but it should make the trip to Kovir. You have a brief opportunity to verbally tussle with Dijkstra (answer how you wish) about your affections for Triss, before a physical tussle with the advancing witch hunters becomes inevitable. Kill all six of them, advancing onto the main dock if fighting becomes cramped.



Triss returns with the mages. She'll never forget what you did for her. At this point, you can:

- Tell her "farewell" and she forlornly boards the ship, which sets sail for Kovir.
- Tell her, "stay with me" and she tells you she can't do this again, with you. You both had your chance. You can tell her:

"Go, I'll miss you" and she boards the boat. "Let's try again" and she refuses, and boards the boat. "I love you," and she still boards the boat.

Return to Dijkstra, who tells you of his own failed love story (which you can listen to or not). Then, only if the following circumstances have been fulfilled, Triss returns to shore, shocked at your passion. You need to:

- Kiss her during the masquerade ball (Secondary Quest: A Matter of Life and Death).
- Not have told her that you couldn't help her with the mages, at the beginning of this quest; you must agree to help.
- Tell her "I love you" at this point. Answer her politely (don't say she's "changeable," or anything unpleasant), and she tells you she knows a spot where you can watch the ships."
  - Without Triss—You bid Dijkstra farewell, who tells you he needs some help with the assassination of King Radovid, and a meeting has been arranged at the Passiflora (Secondary Quest: A Deadly Plot), and the quest concludes.
  - With Triss—You recline at the lighthouse, watching the mages' ship sail away, and engage in a spot of majestic revelry. Triss is now considered your girlfriend (whether or not Yennefer is, too!). After your trist with Triss, you climb down the lighthouse, and run into Dijkstra, who tells you he needs some help with the assassination of King Radovid, and a meeting has been arranged at the Passiflora (Secondary Quest: A Deadly Plot), and the quest concludes.

Carnal Knowledge: Triss Merigold

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: AN EYE FOR AN EYE

RELATED QUESTS : Main Quest: Get Junior
LOCATIONS : Temerian Partisan Hideout, Hanged Man's Tree, Mulbrydale
CHARACTERS : Vernon Roche, Ves
ENEMIES : Nilfgaardian Soldiers

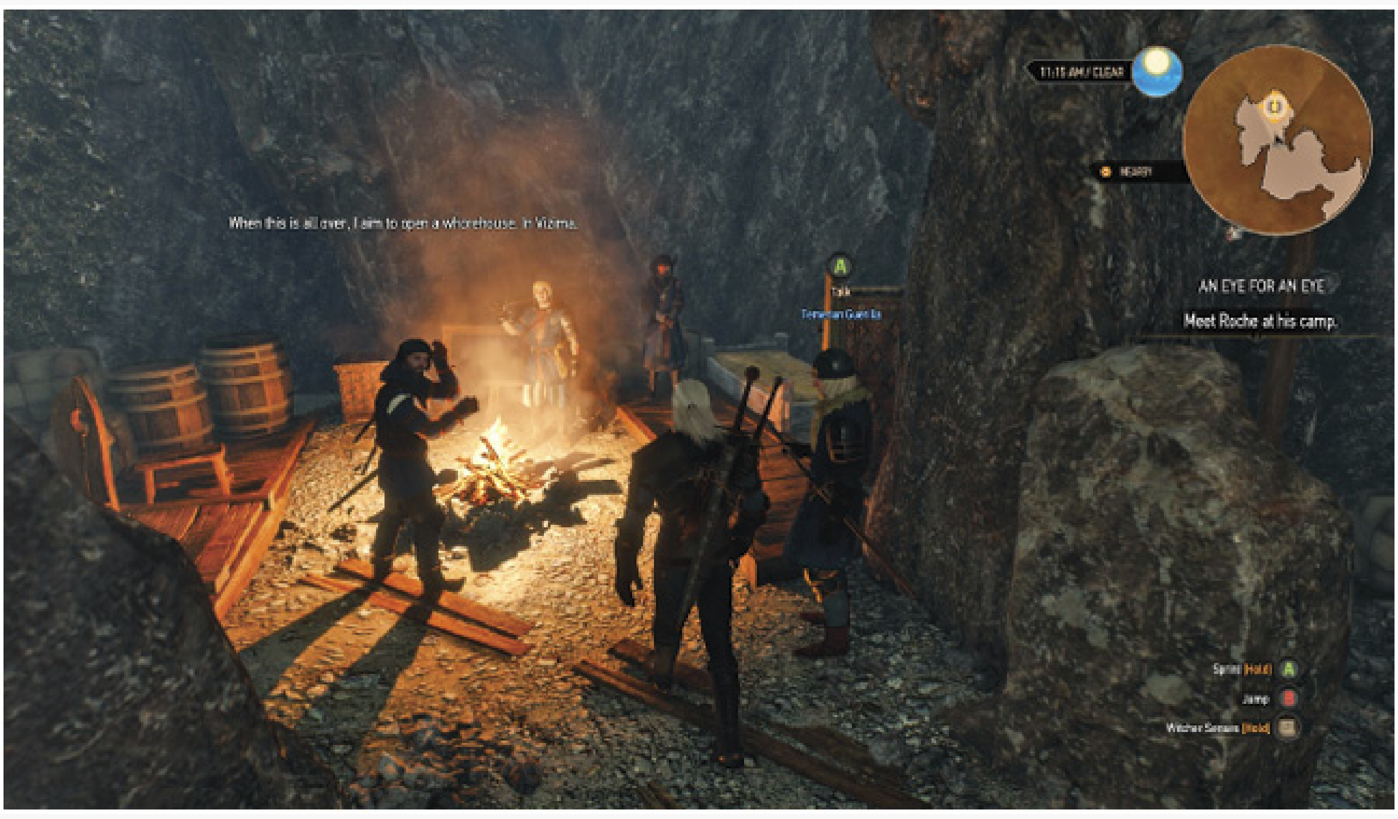
OBJECTIVES:

- Meet Roche at his camp
- Nearest Signpost: Temerian Partisan Hideout.

QUESTING DECISIONS

This quest is available once you complete Main Quest: Get Junior. It is worth completing as soon as possible, so you can continue the Assassins' Secondary Quests line.

Vernon Roche



When this is all over, I aim to open a whorehouse. In Vizima.

AN EYE FOR AN EYE

Meet Roche at his camp.

Journey into the territory of Gustfields, northeast of Oxenfurt, and locate the Temerian Partisan Hideout where you first met Roche. Find him in one of the many crags, talking tactics with his guerillas.

Ask him about the "problem" he mentioned, and he tells you that Ves took a couple of men across the river to Mulbrydale, to stick it to the Nilfgaard. Unfortunately, this went against Roche's direct orders. He hopes you'll track her down and stop her before she puts herself and Roche in danger. Agree to help.

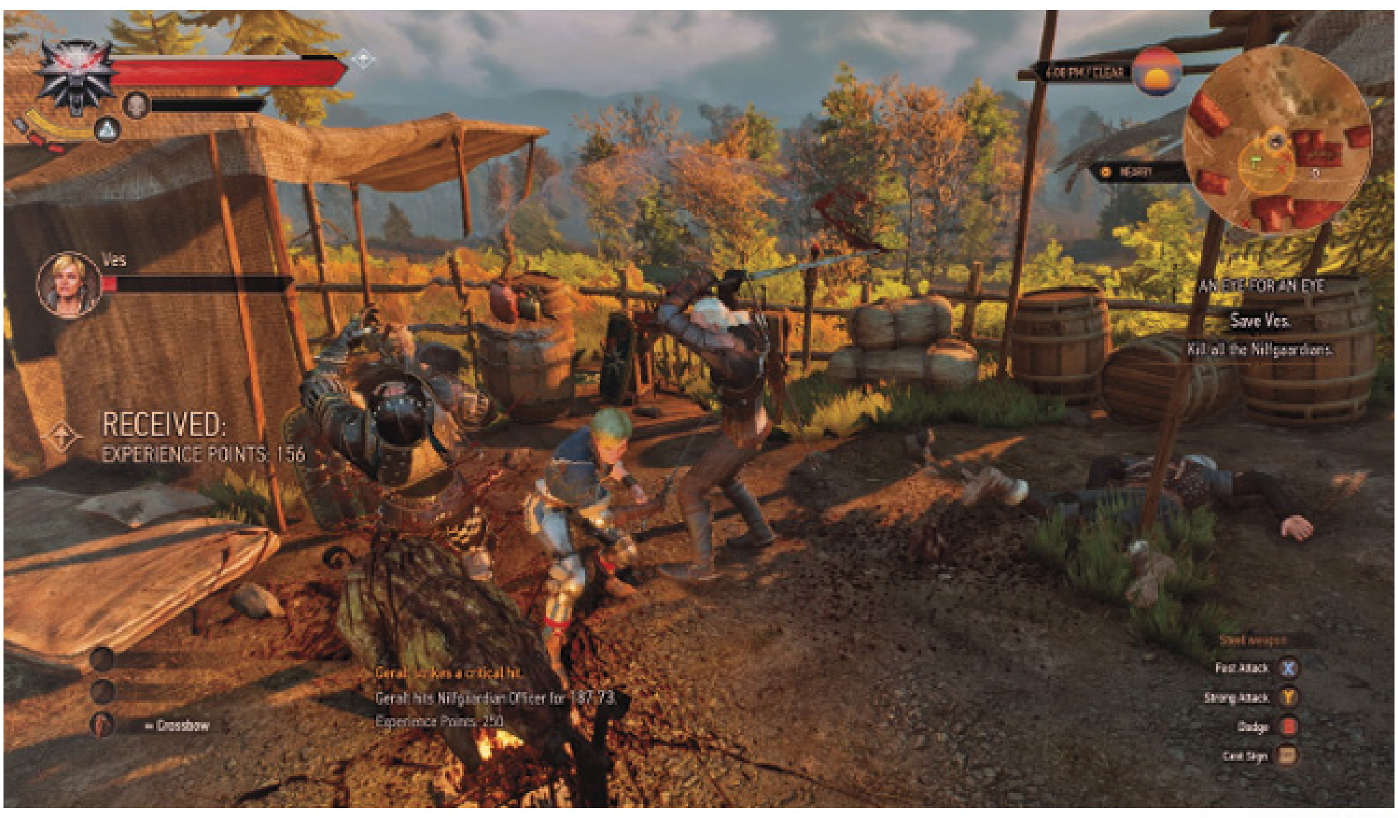
Secondary Quest: An Eye for an Eye

Mulbrydale: The Nilfgaard in Tatters

OBJECTIVES:

- Meet Roche by Hanged Man's Tree.
- Save Ves.
- Kill all the Nilfgaardians.
- Nearest Signpost: Hanged Man's Tree.

Head across the river to Hanged Man's Tree (where you began your Velen exploration), and speak with Roche who is already waiting for you. You both look down the hill and, since the village of Mulbrydale isn't on fire yet, you trust Ves hasn't launched her attack. No, wait. There's yelling and smoke. Ves is here alright!



RECEIVED:
EXPERIENCE POINTS: 156

Geralt strikes a critical hit.
Geralt hits Nilfgaardian Officer for 187.73.
Experience Points: 250

Ves

Sprint after Roche, down the road and into Mulbrydale, and begin a pitched battle with up to a dozen Nilfgaardian soldiers. They attack in groups of around three or four. Roche can handle himself, so you may wish to tackle the soldiers who aren't engaged in combat. Head southwest, to the far end of the village, as quickly as you can (even if that means breaking off combat), if Ves' health drops dangerously low.

Ves is valiantly battling near a merchant's tent. Help her out by slaughtering the well-armed (and armored) forces here, drawing the attention of the enemy to yourself. When you bring down your final Nilfgaard, Vernon Roche greets Ves with a furious diatribe, mainly concerning Ves' decision to dress inappropriately for battle.

END: STOPPING THE LEADER'S PLEADING CHATTER

It appears the leader of the Nilfgaard is still alive. Ves wants him dead, while Roche wishes to show mercy. You can:

- Side with Ves, and the pleading leader gets swift dagger to the throat, courtesy of a troubled Roche.

- Side with Roche, leave the pleading leader alive, who thanks you profusely. Ves is seething, though.

Either way, Roche tells you to count on him if you require any help in the future, as the quest concludes.

- Complete this quest, and you may call upon Vernon Roche and Ves when assembling allies during Act II: Secondary Quest: Brothers in Arms: Velen.

Secondary Quest: A Deadly Plot

Only a Dead Radovid Means a Free Temeria

DANGER ALERT SPOILER ALERT XX

SECONDARY QUEST: A DEADLY PLOT

CONVERGING QUESTS : Main Quest: Get Junior, Secondary Quest: Eye for an Eye

LOCATIONS : Passiflora (Novigrad), Border Post (Velen), Troll Cave

CHARACTERS : Marquise Serenity, Sigismund Dijkstra, Vernon Roche, Gregor, Rogg, Ogg, Pogg, Thaler

ENEMIES : Wolves, Rock Trolls

OBJECTIVES:

- Meet Dijkstra at the Passiflora.
- Nearest Signpost: St. Gregory's Bridge.

QUESTING DECISIONS

This quest is available once you complete Main Quest: Get Junior, and Secondary Quest: Now or Never.

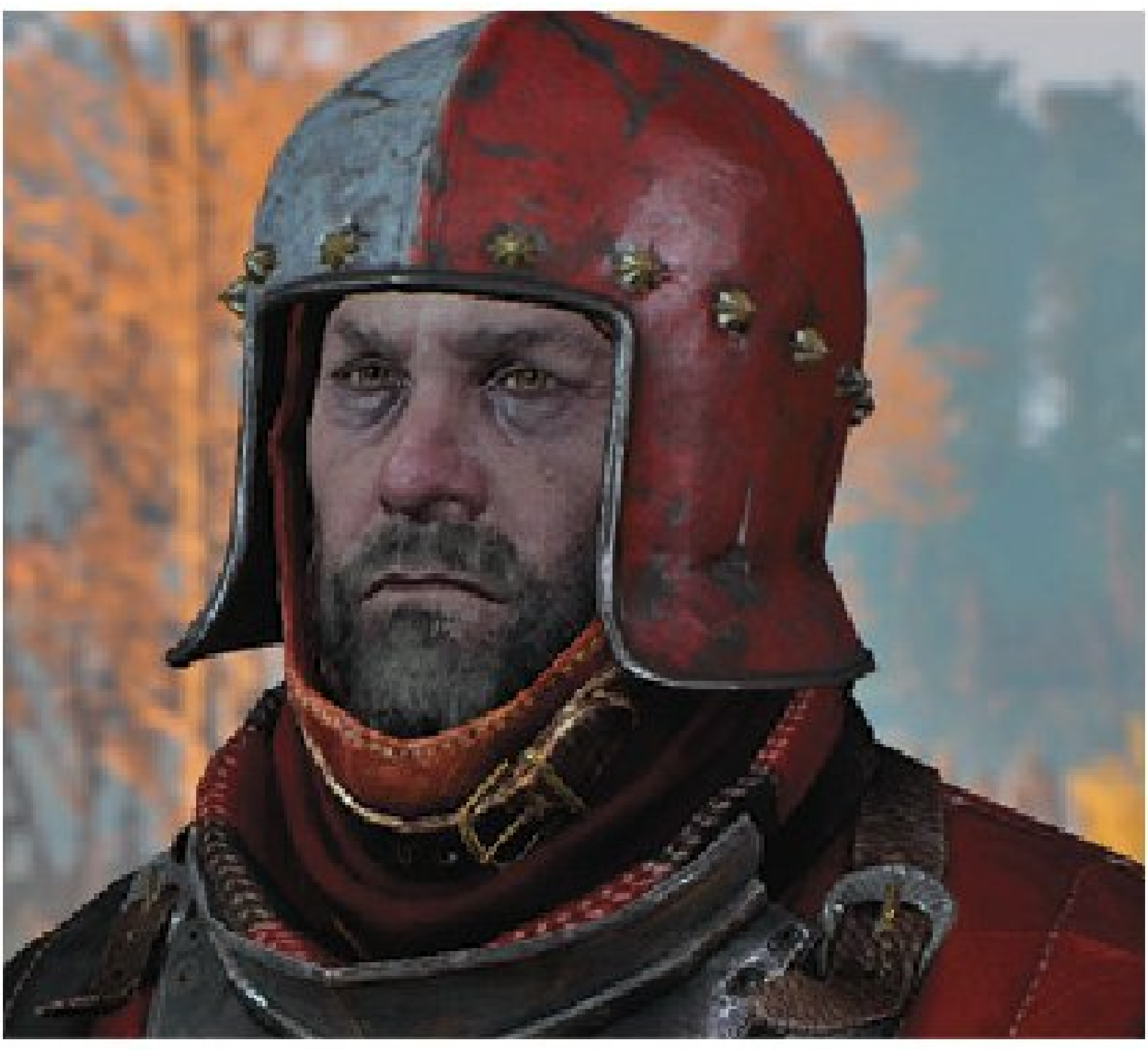
Marquise Serenity

Secondary Quest: A Deadly Plot

Tracking Your Quarry

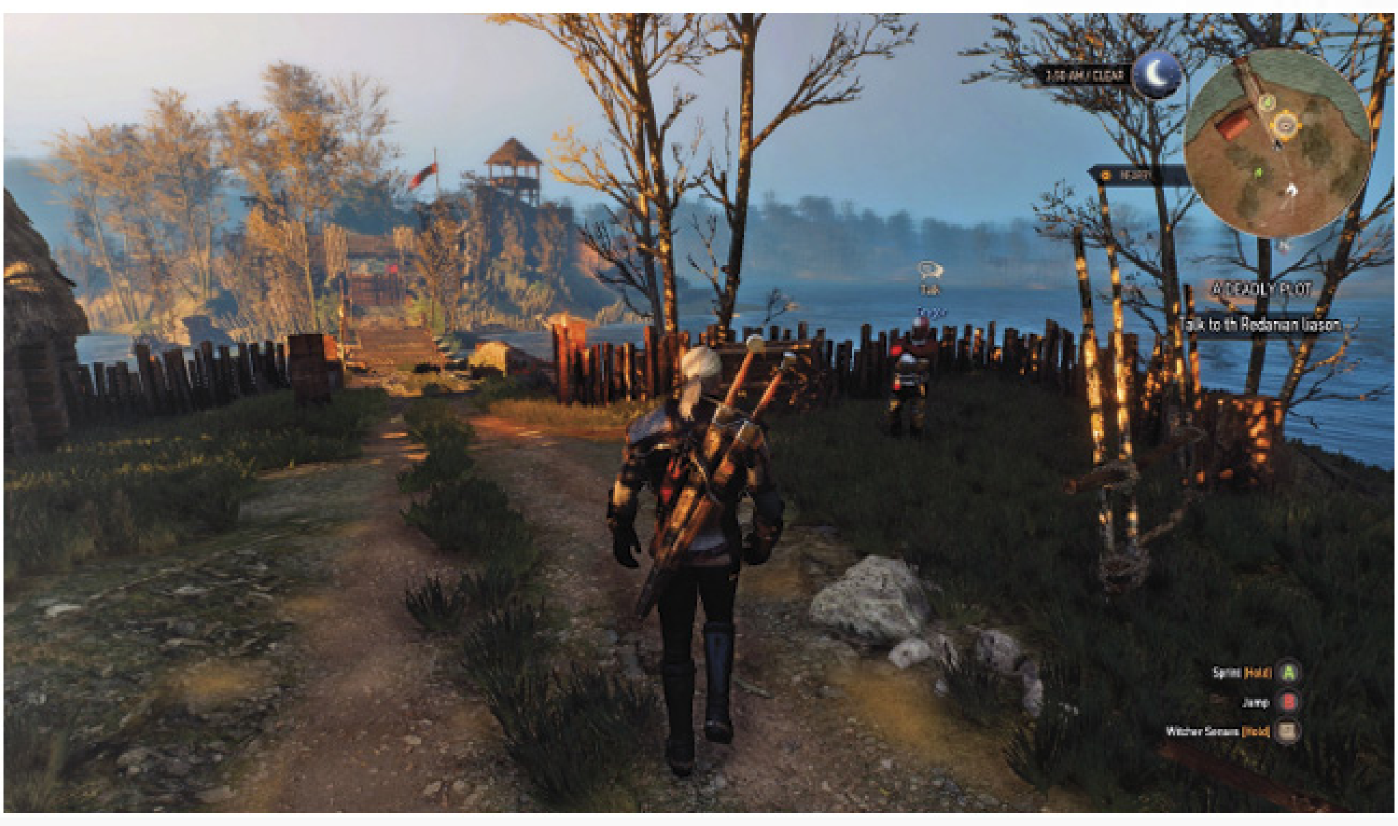
OBJECTIVES:

- Talk to the Redanian liason.
- Find the shoemaker’s wagon.
- Look around for tracks using your Witcher Senses.

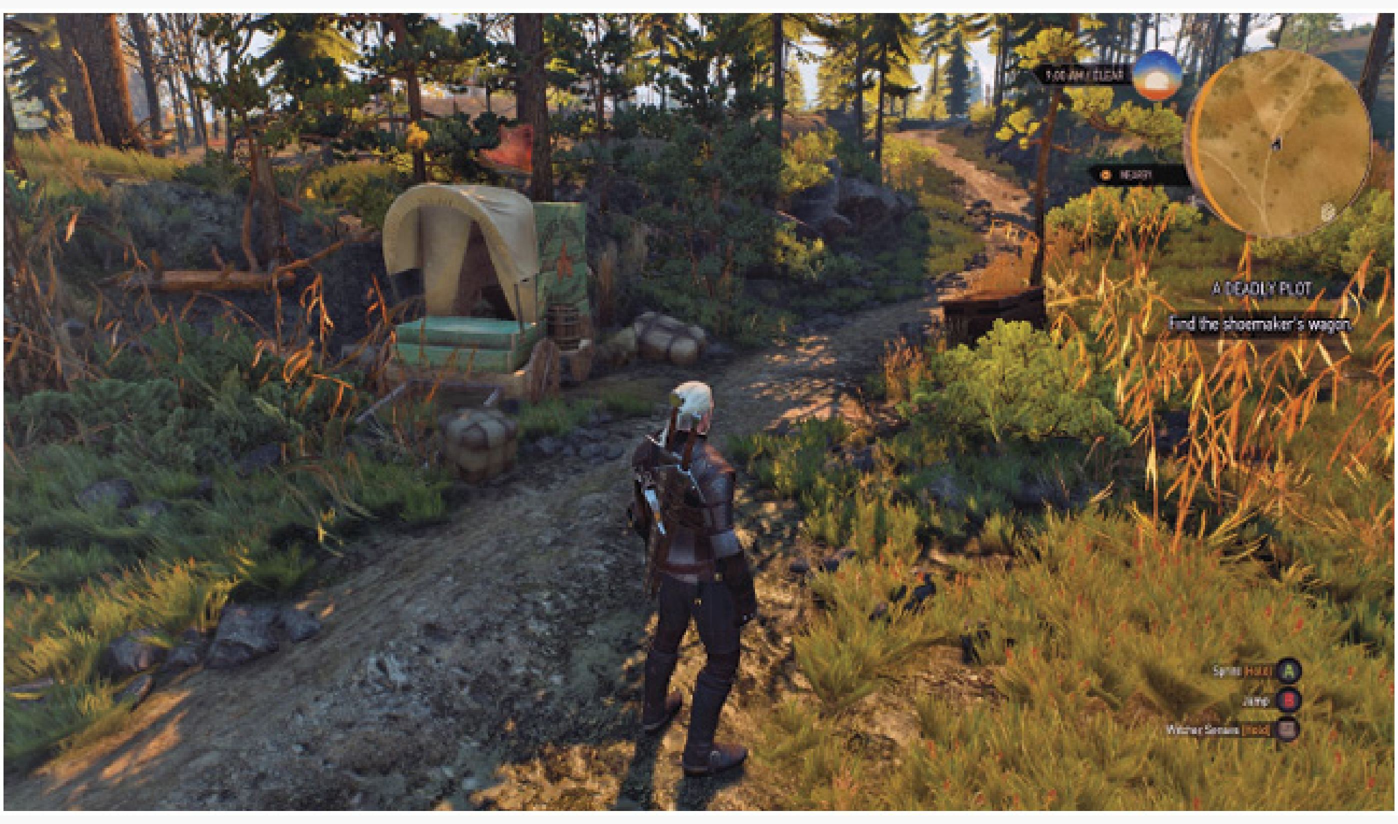


Gregor

Travel south from Novigrad, through northern Velen to the Border Post signpost at Halver Isle, just before reaching the bridge to the island on the shore of the Pontar river. Bring Roach to a canter and find a shifty-looking Redanian guard. Gregor has been expecting you, and you both take a walk. He motions to the hanging corpses; killed over trumped-up charges using rules from the king. That’s Gregor’s motive for helping you. Talk turns to the cobbler, who came through here on a wagon. A patrol reported it abandoned soon after. You’re then given a Transit Pass (if you don’t have one already), and allowed access southwards, across Halver Isle.


A DEADLY PLOT
Talk to th Redanian liason
Sprint [Hold]
Jump
Witcher Senses [Hold]

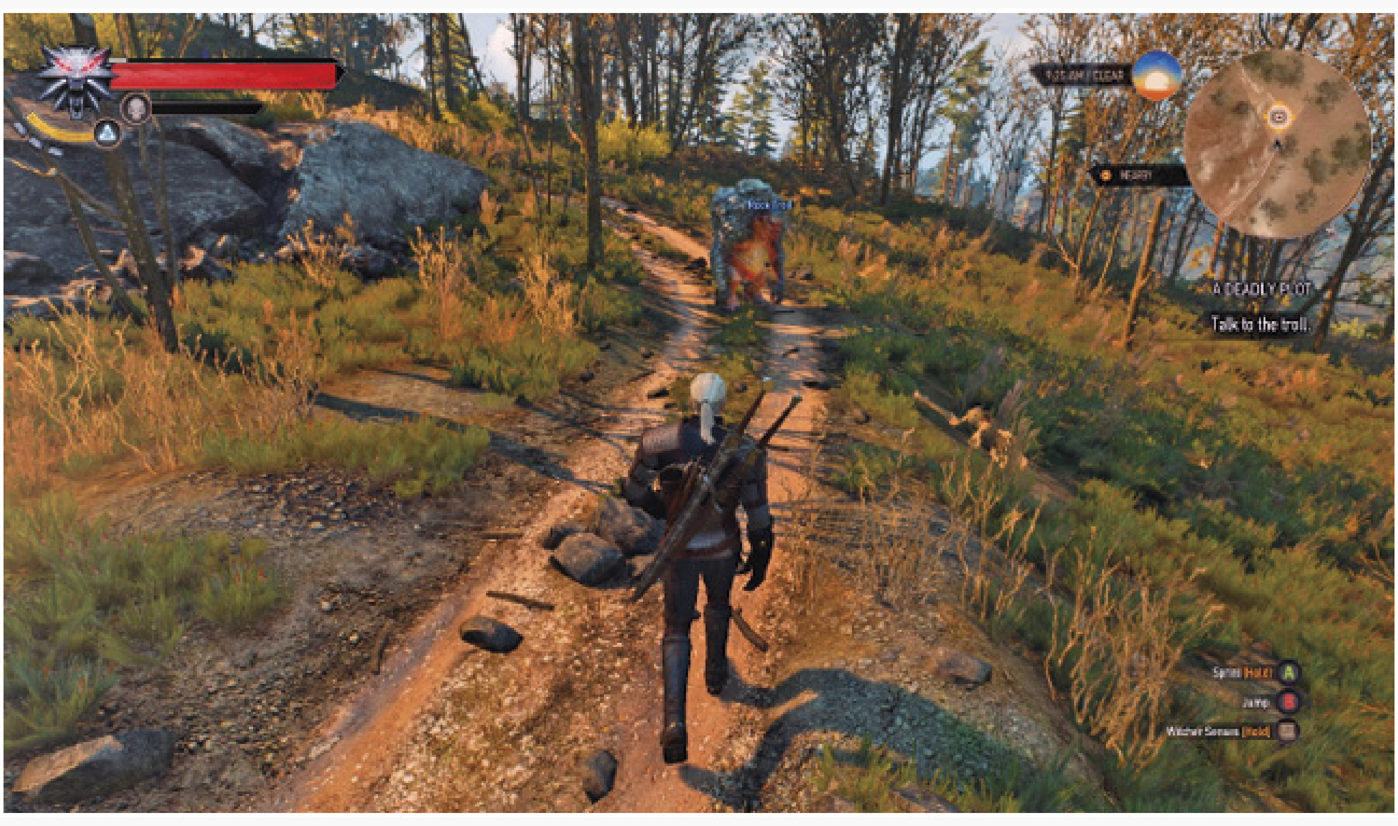
ITEM: Quest Item: Transit Pass


A DEADLY PLOT
Find the shoemaker’s wagon
Sprint [Hold]
Jump
Witcher Senses [Hold]

Cross the river, galloping southward, and take a narrower track off the main road, and into the woodland close to the battlefields. Expect a small pack of wolves to attack as you reach a small, green wagon. With your Witcher Senses, stoop and find the following:

- There are signs of a scuffle, and someone was knocked out and dragged off. You discover a strewn boot. There are also shoes on a faint woodland trail heading southeast.

Follow the scattered shoes carefully, until you find a rough wagon trail and a rock troll farther upslope. Prepare something approaching a conversation with the troll (named Rogg), who is collecting the shoes. He tries to hide the fact that his friends (Ogg and Pogg) have someone in their cave. They haven’t eaten him, but want him to make them more shoes.


Rock Troll
A DEADLY PLOT
Talk to the troll.
Sprint [Hold]
Jump
Witcher Senses [Hold]

Secondary Quest: A Deadly Plot

Dumb as a Bag of Ogg, Pogg, and Roggs

OBJECTIVES:

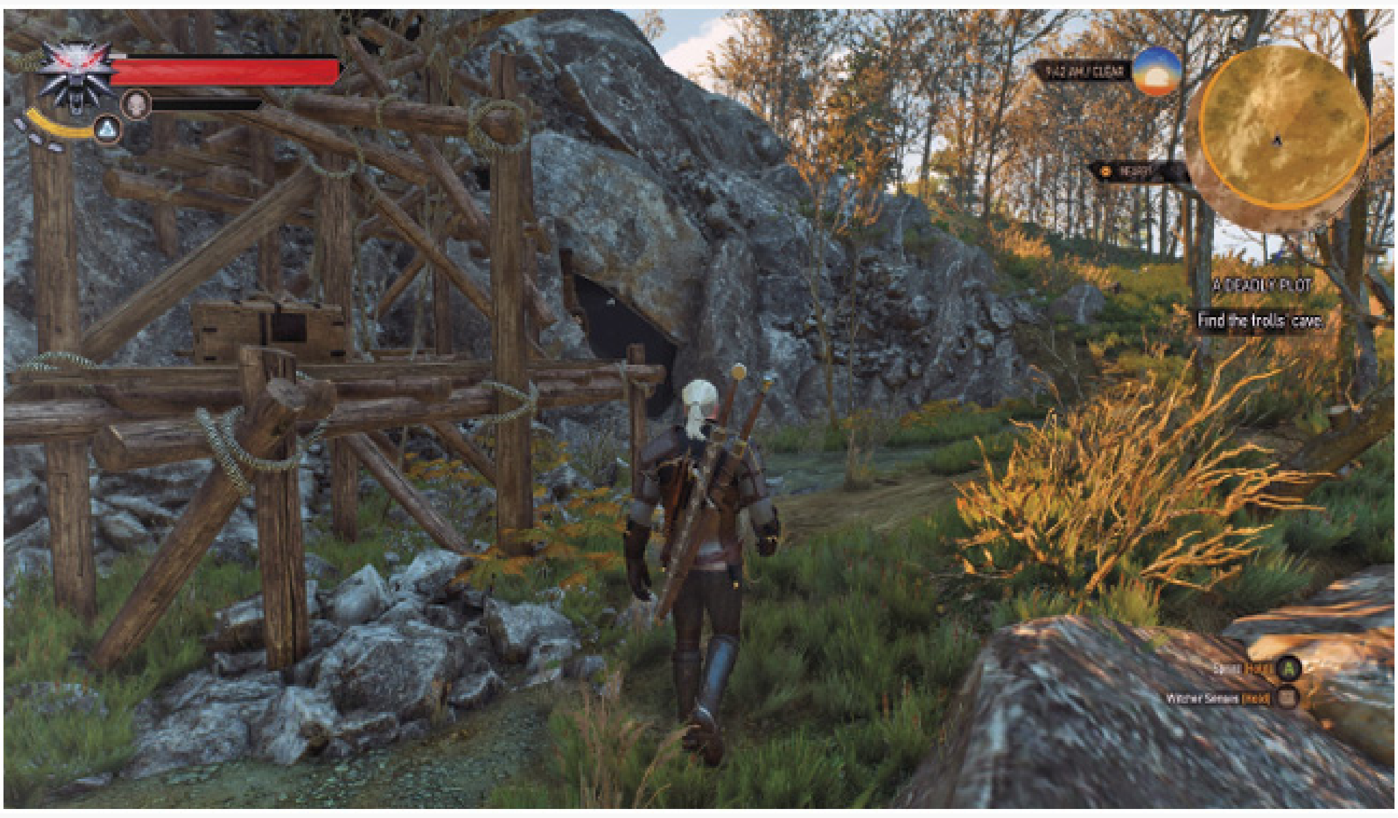
- Find the trolls' cave.
- Find the shoemaker in the trolls' cave.
- Escort Thaler.

Close by the troll are the remains of an old mining quarry. Approach and look around, until you spot the entrance close to some old wooden scaffold. Enter the cave, looting chests if you wish, until you reach the huge main cavern. You're surprised and slightly amused to see your old friend Thaler.

Who better to teach Ogg and Pogg, the two nearby trolls, how to curse? Now to extricate him from his predicament. The trolls aren't ready to let him leave. You can:

Thaler

- Choose the first conversation choice (at either time), which is threatening, and fight Ogg and Pogg. Closely followed by Rogg.
- Choose the second conversation choice (both times), which allows you to leave with Thaler under the pretense of finding leather for their shoes.



END: STILL TART AS ROTTING RHUBARB

Learn more about how Thaler survived since the last time you saw him, as you reach his wagon. He'll find his own way back to Novigrad, and is ready to set Dijkstra and Roche's plans in motion. For now though, this quest concludes.

Secondary Quest: Redania's Most Wanted

A Contract from the Mage Murderer

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: REDANIA'S MOST WANTED

RELATED QUESTS : Main Quest: Get Junior, Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, Secondary Quest: Reason of State

LOCATIONS : Oxenfurt Port, Est Tayiar, Triss' Townhouse (Novigrad), New Port Inn (Ard Skellig), Kaer Morhen

CHARACTERS : King Radovid V, Witch Hunters, Triss Merigold, Yennefer of Vengerberg, Redanian Soldier

ENEMIES : Nekkers, Ifrit, Witch Hunters

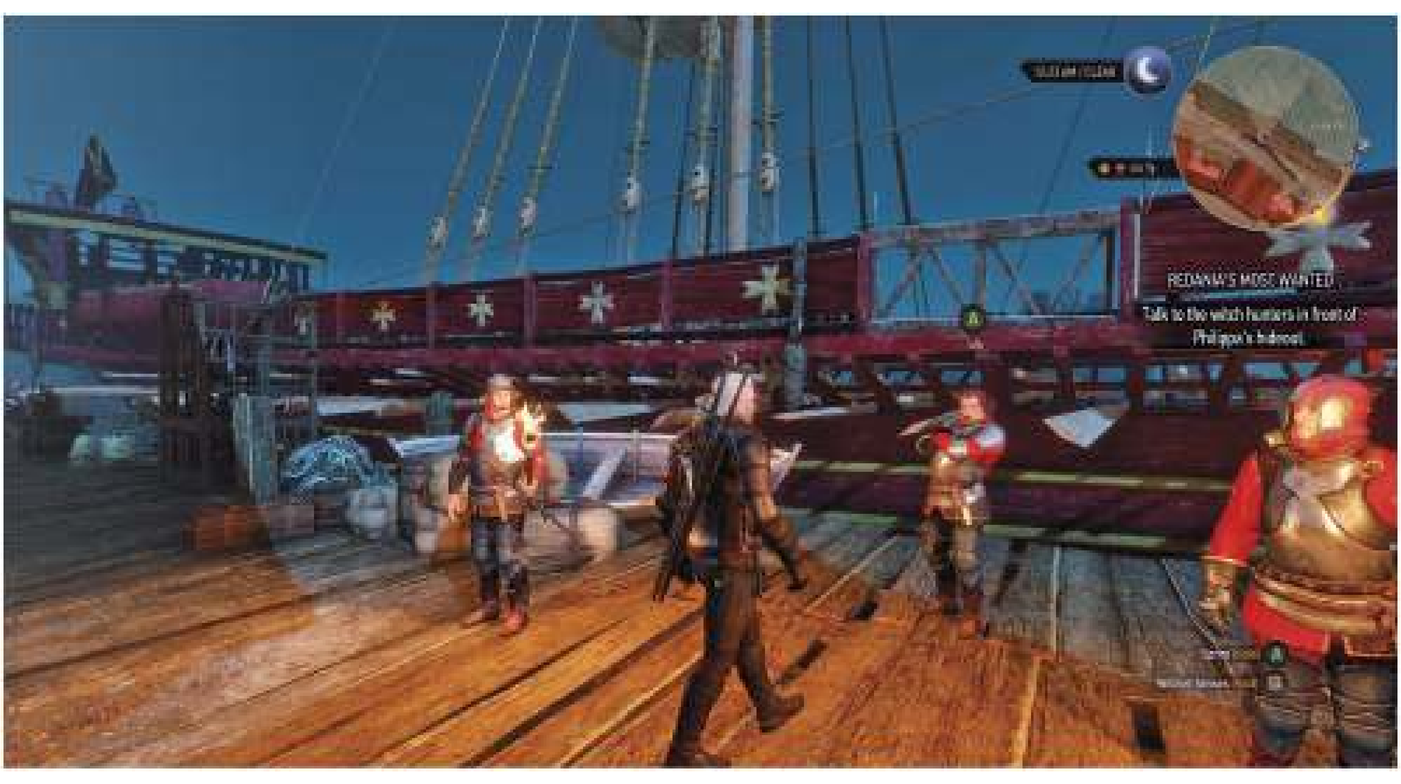
RECOMMENDED ITEM : Axii Delusion Level 2

OBJECTIVES:

- Talk to the witch hunters in front of Philippa's hideout.
- Nearest Signpost: Est Tayiar

QUESTING DECISIONS

This quest is available immediately at the end of Main Quest: Get Junior. It begins when you visit King Radovid V aboard his ship. It is usually wise to complete this once Secondary Quests: An Eye for an Eye and A Deadly Plot are over.



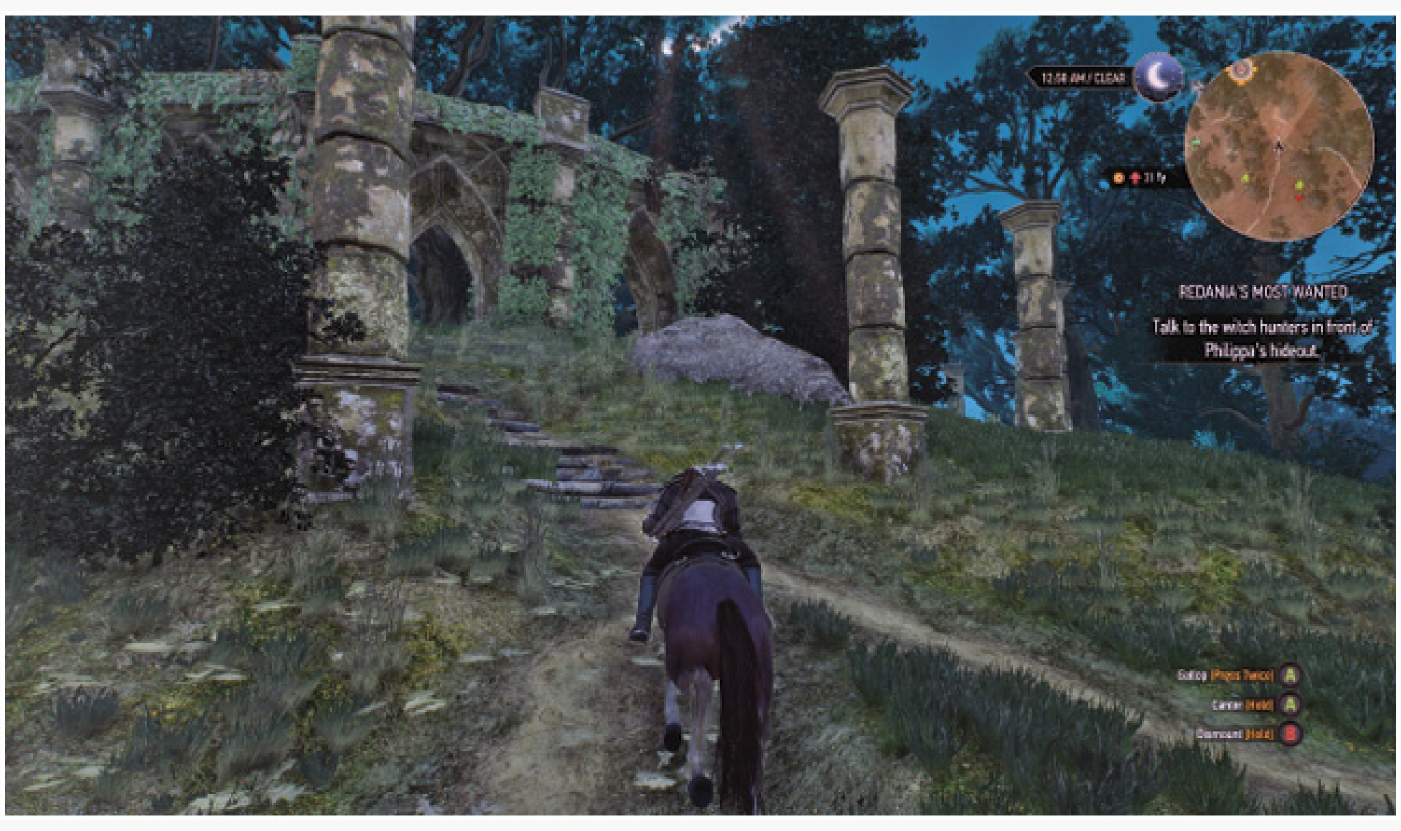
You arrive at Radovid's ship, moored off Oxerfurt's bay after the summons, and speak to the sunken-eyed weasel of a ruler. He isn't one to mince words; he wants the sorceress Philippa Elhart found.

King Radovid V

Witch Hunter Leader

He ordered her eyes gouged out, but this apparently hasn't dissuaded her troublemaking and recent escape. He wants her alive, and brought to him. He no longer trusts the Lodge of Sorceresses. You can answer however you wish, but the results are the same—travel into the mountains and find her.

Journey northeast of Oxenfurt, into the wooded hills, following the pathways on horseback until you reach the top of a hill and discover a set of ivy-covered ancient ruins. There's a series of outer pillars caked in lichen and moss, with an inner archway and tiled entrance area where a group of witch hunters are nursing their wounds. They've had great difficulty attempting to enter these catacombs known as Est Tayiar. You explain who you are and who sent you. The leader motions to one of his men, who shows you a tile block imbued with power.



ITEM: Quest Item: Wall Tile

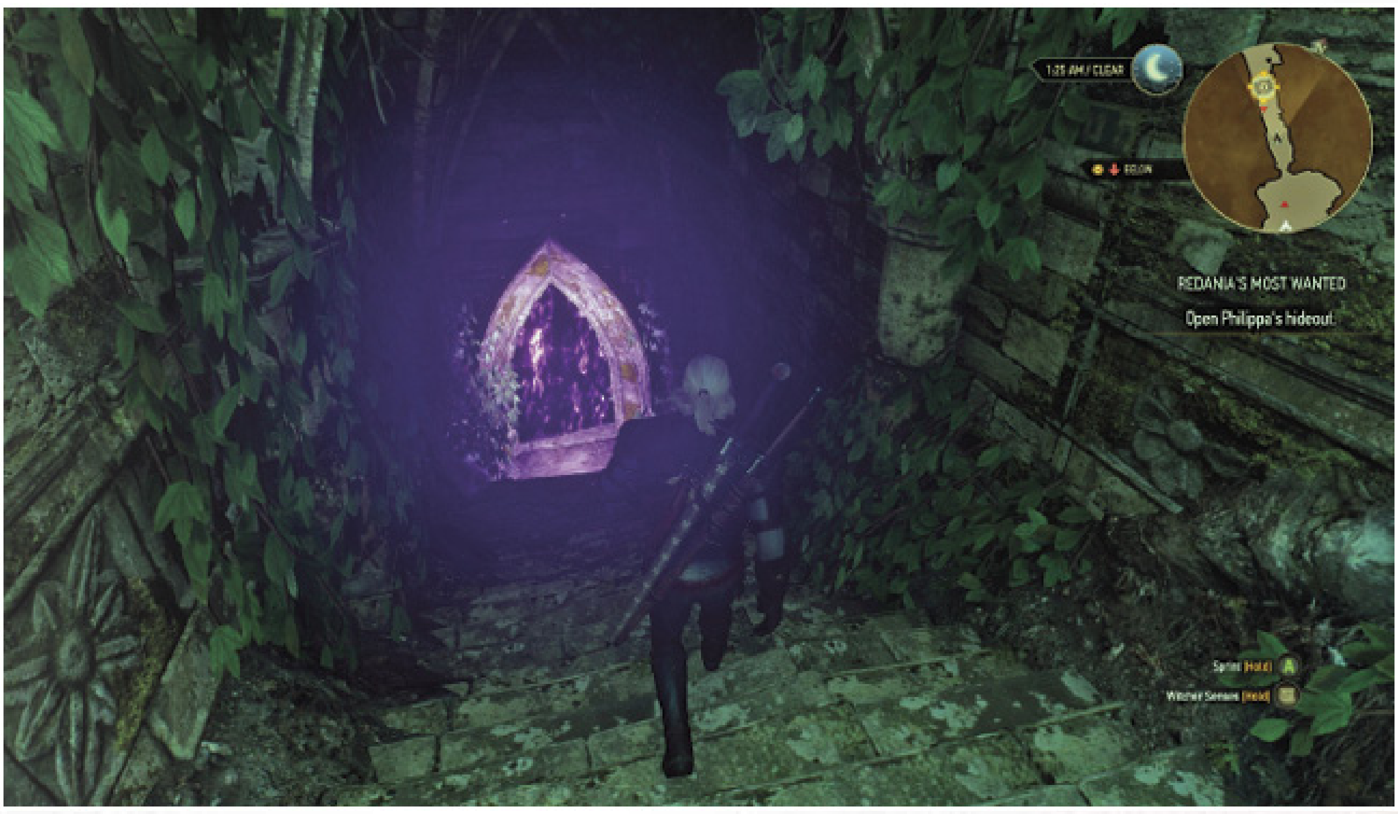
Secondary Quest: Redania's Most Wanted

The Perfect Hideout for an Owl

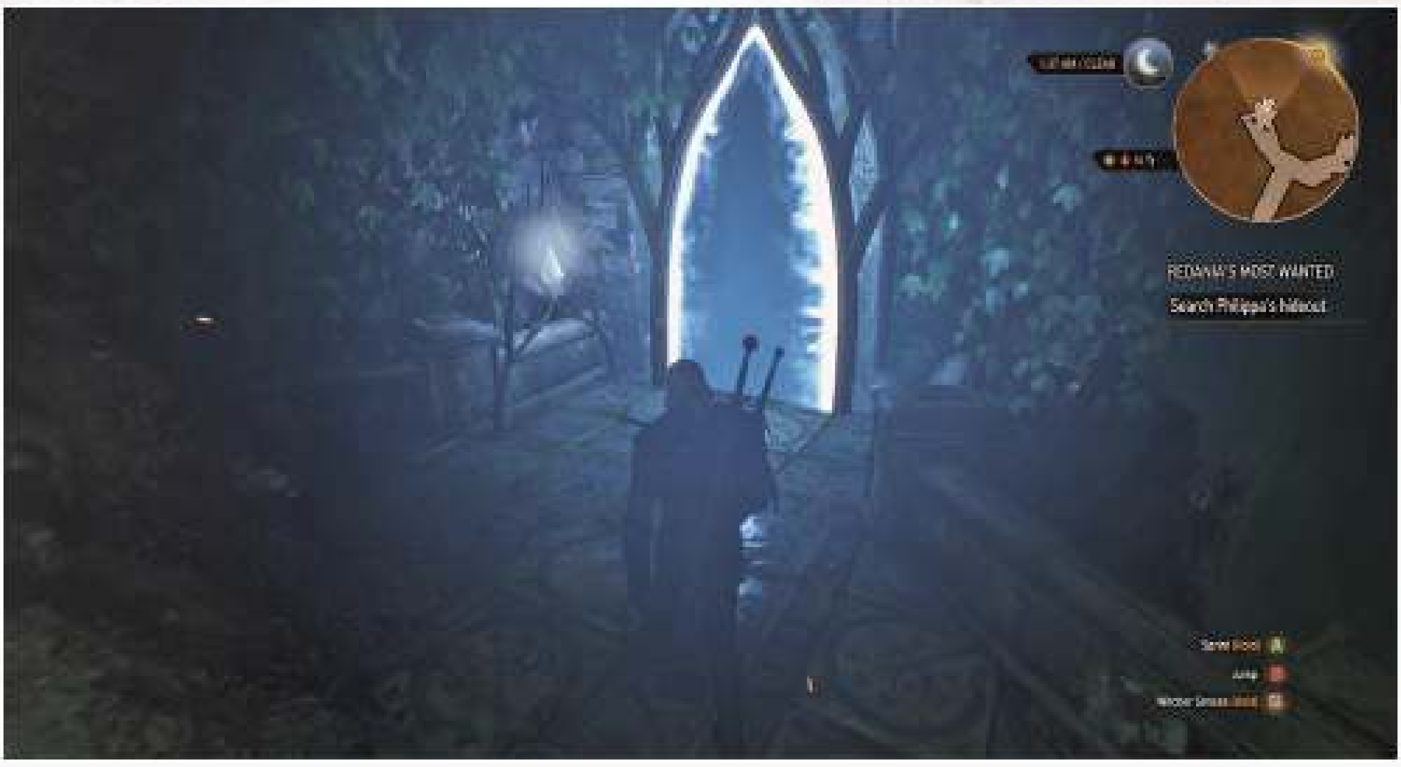
OBJECTIVES:

- Open Philippa's hideout.
- Search Philippa's hideout.

Drop down the hole, and descend into the tunnel the witch hunters have excavated. The stairs lead down to a barred gate archway with a magical barrier beyond.


1:25 AM / CLEAR
REDANIA'S MOST WANTED
Open Philippa's hideout
Sprint (Hold)
Witcher Senses (Hold)

Go back up the stairs a few paces, and examine the indent in the ivy wall (Witcher Senses help find it). Press the tile into the wall, and the barrier is removed.

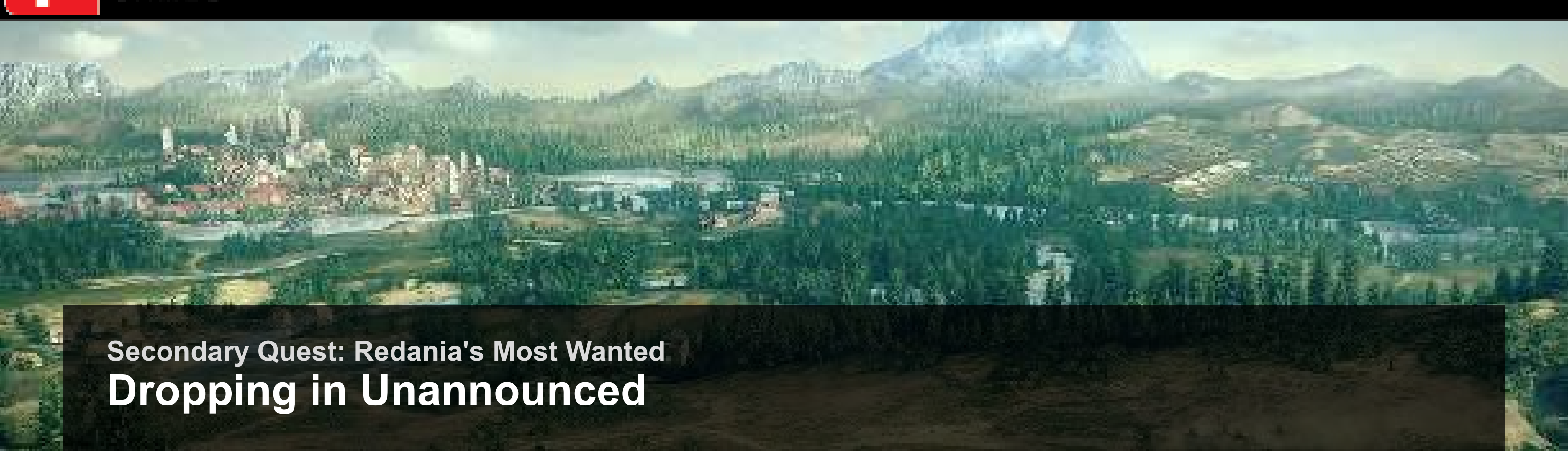

REDANIA'S MOST WANTED
Search Philippa's hideout
Sprint (Hold)
Jump
Witcher Senses (Hold)

Descend to a junction chamber with two arches on either side. In front is a sheer drop into a cavernous lower chamber where you must go (without falling and killing yourself, of course). The right arch leads to a ledge and a nasty drop). The left arch leads to a portal, which is actually working. Step into it.

You enter a stone chamber with rocks and rubble, and a few scattered barrels. Use your Witcher Senses:

- There is a remex (an owl feather) with its edge frayed.

Head up the stairs to the southeast, turn left, and engage a group of nekkers down some more steps. After slaying both of them, descend to a deactivated portal on a stone ledge. Approach the power cell (an activation crystal), and use your Aard Sign to spin it into activation. Then step into the portal.

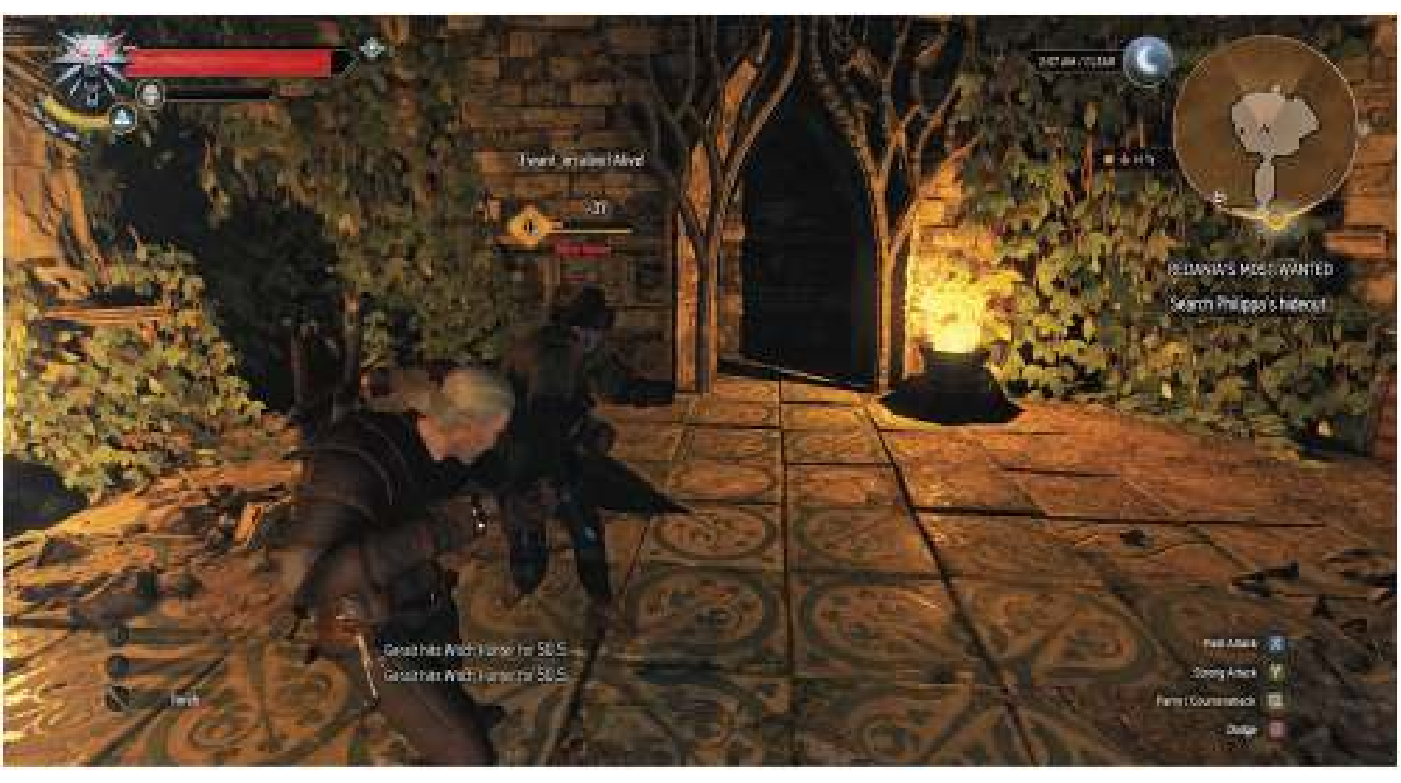


Secondary Quest: Redania's Most Wanted

Dropping in Unannounced

OBJECTIVES:

- Put the crystal in the right spot.
- Use Aard to activate the crystal, and activate the portal.
- Search Philippa's hideout (continued).

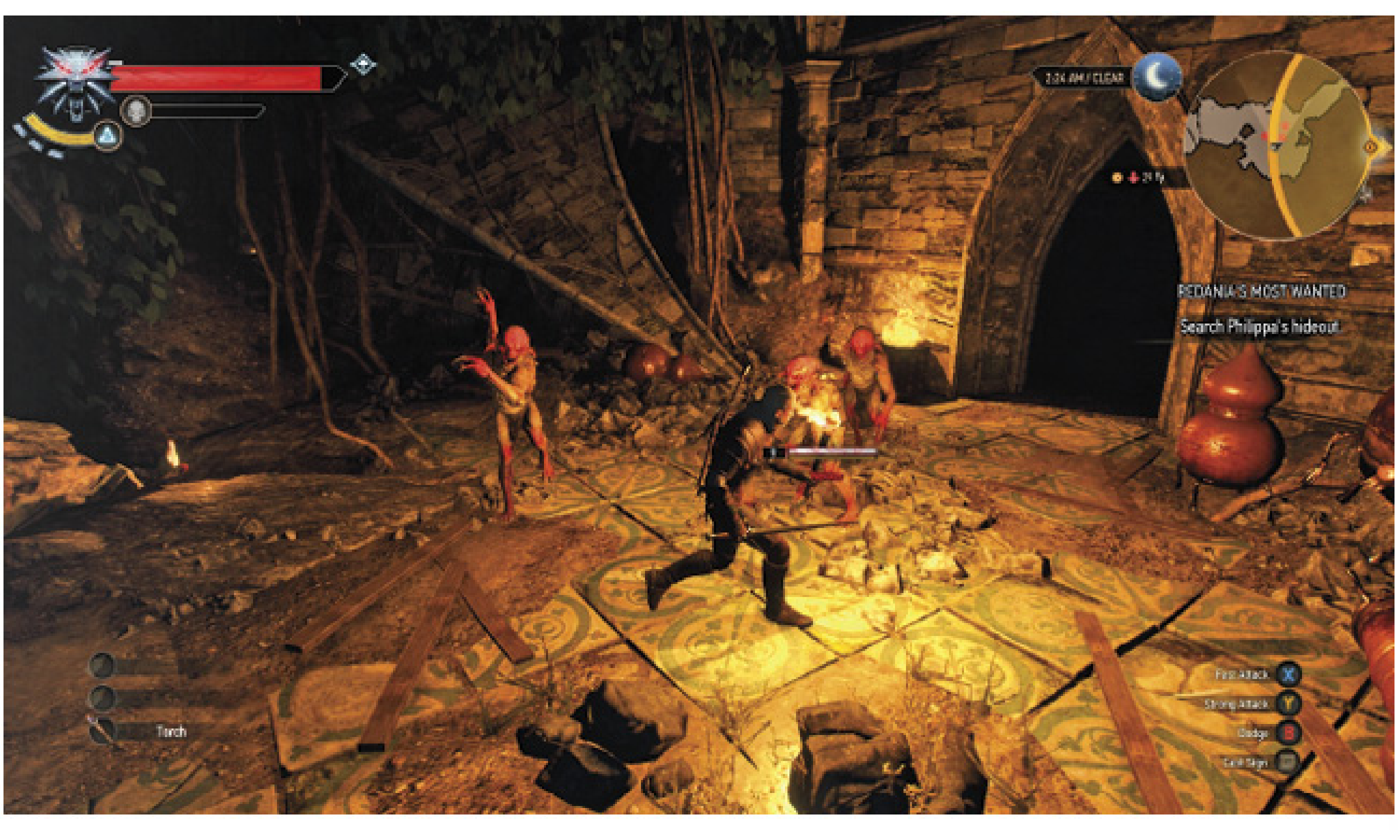


A lone witch hunter is brandishing his sword. Lost and disoriented, his inspection of the area has convinced him that a meeting of sorceresses is set to take place here. However, in order to protect himself from creatures visiting this area, he has removed the nearby portal's power cell. Naturally, you need the power cell to continue. You can:

- (Axii Delusion Level 2) Tell him to behave and give you the crystal.
- (Fight Fight) Tell him he's in a world of hurt, and literally beat the power cell out of his hands.

Aside from denigrating your antics, expect no more annoyances from the witch hunter. Inspect the chamber you're stuck in. There's another feather (a Sign of polymorphy) and a chest containing some love letters written to Philippa (from a woman scorned by her as she discarded her for… Dijkstra?!). Now run up the stairs to the deactivated archway portal. Fall off here and you die, so turn around, place the power cell into the wall alcove to your left, activate it with Aard, and step on through.

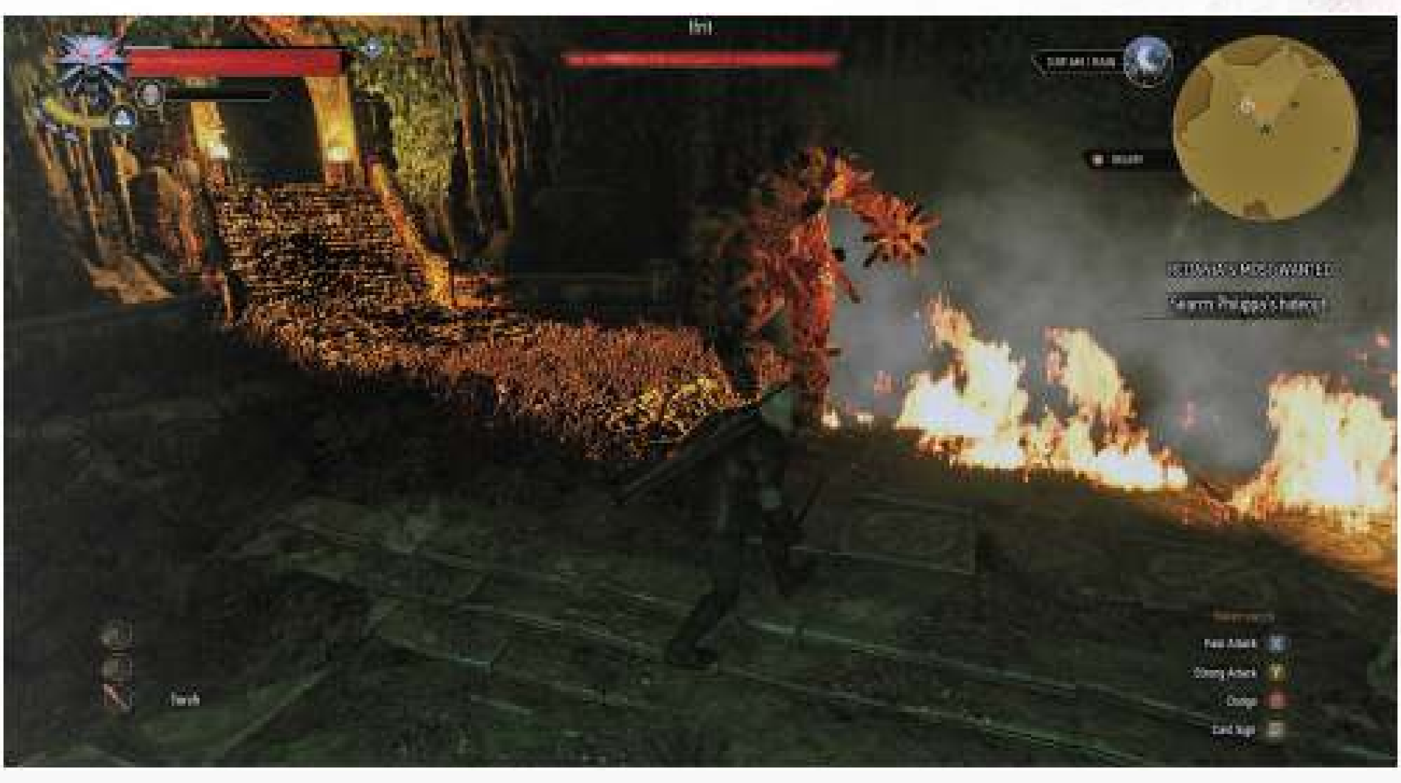
ITEM: Quest Items: Power Cell, Letter to Philippa



You step into a chamber of three nekkers that attack you immediately. Slay all three and inspect the remains of Philippa's laboratory.

There's another feather on the ground, and an opening that leads down some ledges into a small watery cave. Attack four more nekkers in this lower cave area, before exploring it thoroughly. There is a power cell to gather. Grab it, head back up into the laboratory, and up the steps to the portal platform. Once again, insert a power cell into the wall alcove to your left, activate it with Aard, and use the Portal.

Now finally on the lowest level of this maze, dash forward (northeast) toward the central tiled pathway lit by braziers. At the far end you are greeted by a guardian summoned by Philippa—an Ifrit to slay. Once the fire elemental is snuffed, head up the stairs, through two archways and into Philippa's private quarters.



OBJECTIVE

- Search Philippa's quarters using your Witcher Senses.

Amid the broken furniture, rubble, and discarded equipment, your Witcher Senses pick up the following:

- Agates that Philippa wore around her neck. These are covered in blood for unknown reasons.
- Blood-stained surgical instruments indicating she operated on someone.
- Notes that are so charred they are unreadable.
- The remains of her megascope, scorched and covered in soot.
- A heavily-chipped crystal from the megascope. Your favorite sorceress friend will know what to do with it.

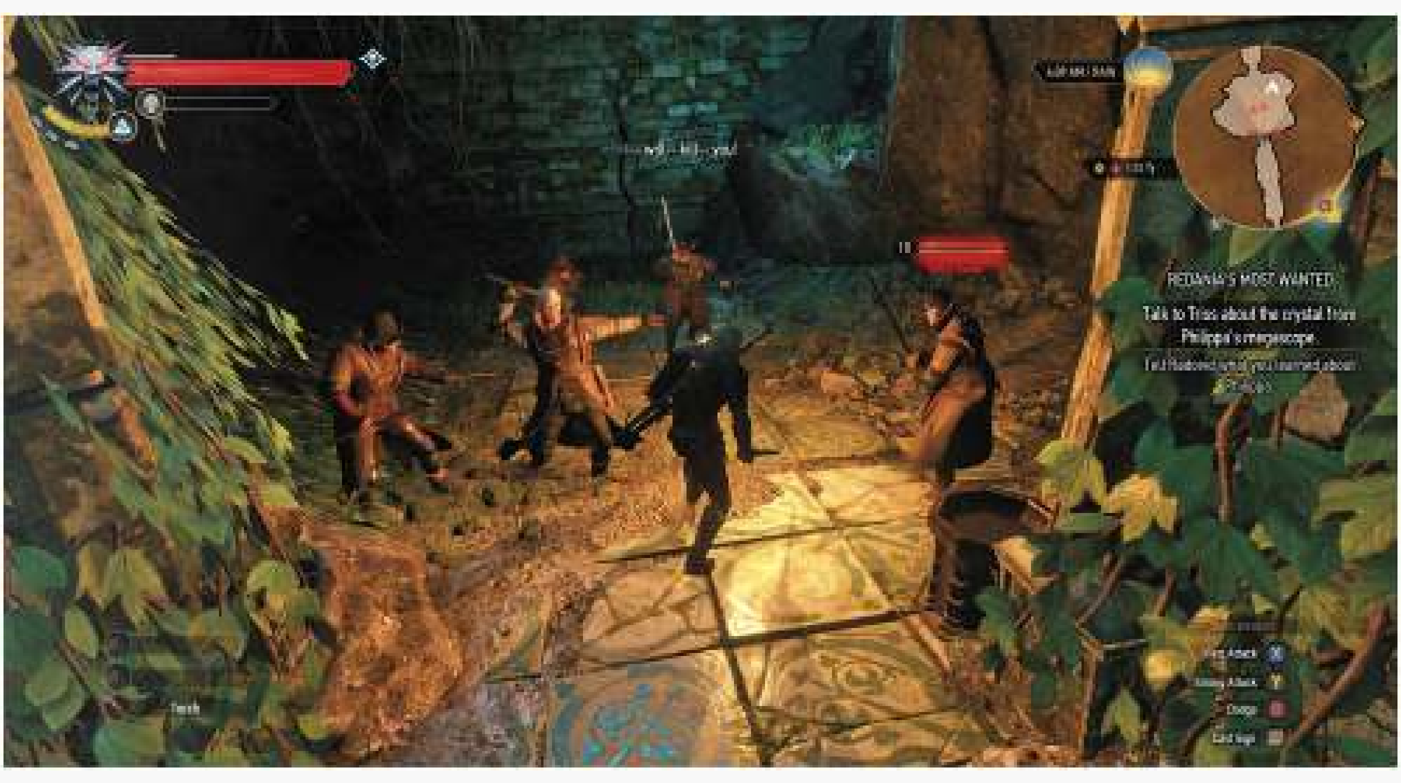
ITEM: Quest Items: Agate, Polished Crystal

Depending on your previous quest and romance choices, you may optionally take the Polished Crystal to be examined by:

- Triss in Novigrad.
- Yennefer in Skellige.
- Yennefer in Kaer Morhen.

Or, you can ignore the sorceresses completely, and return to Radovid.

Exit Est Tayiar the same way you entered. Access the portal and ascend to the hole below the exterior ruins. You notice that the witch hunters are discussing your efforts, and their leader aggressively demands to learn what you've found out.



You can:

- Be as rude as you wish, or attempt to hide the fact that you found the megascope's crystal. It matters not; you must fight the five witch hunters.
- Or you can hand over the megascope's crystal to the leader immediately. You aren't able to visit either Triss or Yennefer, and should head back to Radovid's boat for your reward. This isn't recommended.

Secondary Quest: Redania's Most Wanted

Optional (Triss): Gaining Trust with Triss

OBJECTIVE:

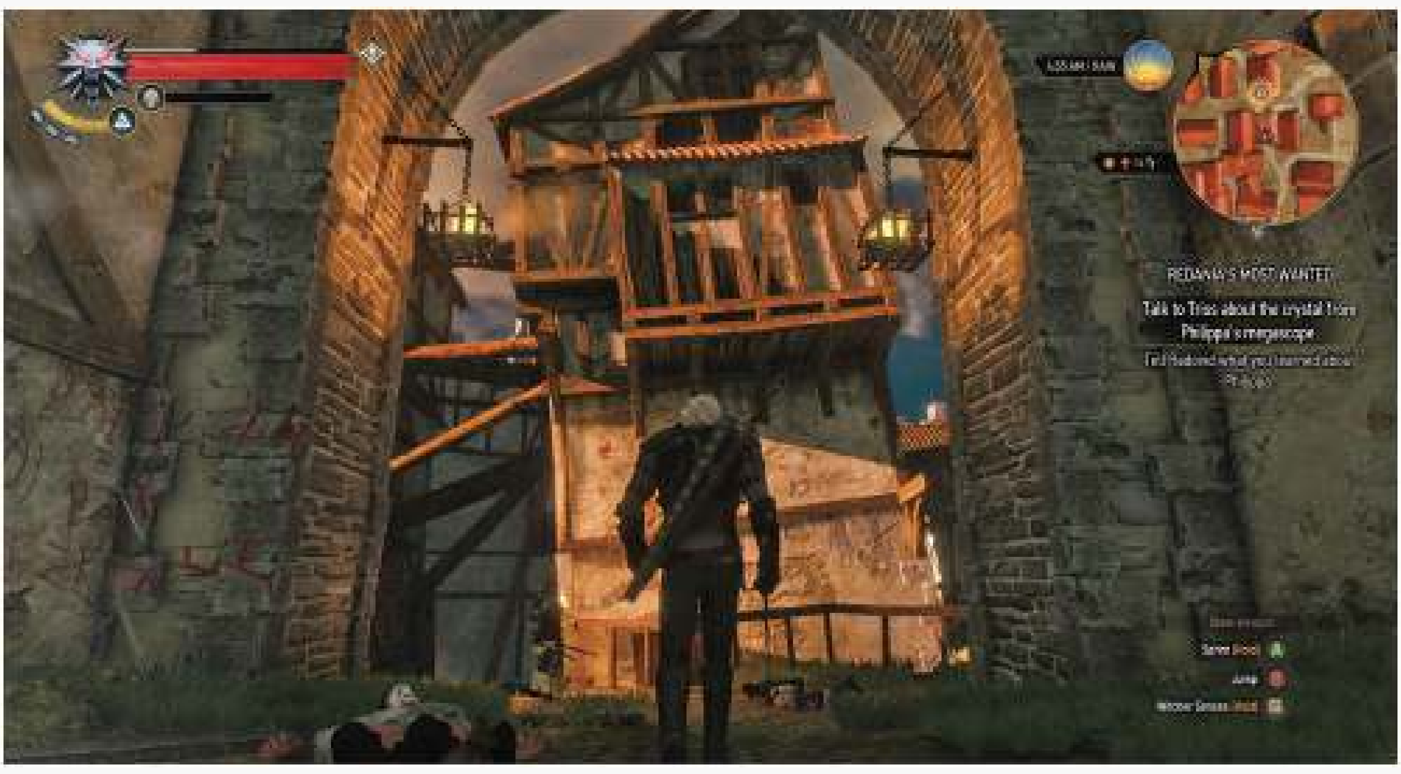
- Talk to Triss about the crystal from Philippa's megascope.
- Nearest Signpost: Hierarch Square (Novigrad).

DECISIONS, DECISIONS

Take the crystal to Triss only if you haven't yet completed Secondary Quest: Now or Never, and Triss has sailed to Kovir. If this quest has not occurred or Triss is your love interest, this objective is accessible.

Triss Merigold

Assuming you didn't give the crystal to the witch hunters, head west into Novigrad, visiting the Glory Lane district (east of the Hierarch Square signpost), and find the leaning townhouse where Triss resides.


REDANIA'S MOST WANTED
Talk to Triss about the crystal from Philippa's megascope
Tell Radovid what you learned about Philippa
Jump

Triss is surpised and a little disgusted that you accepted Radovid's contract. You want to see what the crystal can tell you about Philippa before any decision about Radovid is made. Images are encoded in the crystal—a conversation between Philippa and her sorceress friend, Margarita Laux Antille, about reviving the Lodge of Sorceresses, and attempts to restore Philippa's vision.

Afterward, you mention that Radovid would like the crystal. This troubles Triss, who implores you not to do it. End your chat by:

- Leaving the crystal with Triss.
- Taking it with you to show the king (though you can return it to Triss before you meet with Radovid if you change your mind).

Secondary Quest: Redania's Most Wanted

Optional (Yennefer): Revelations with the Raven-Haired One

OBJECTIVES:

- Talk to Yennefer about the crystal from Philippa's megascope.
- Nearest Signpost: Kaer Trolde Harbor (Ard Skellig), or Kaer Morhen.

DECISIONS, DECISIONS

The objective to take the crystal to Yennefer is available only if you've already begun Act II of the Critical Path (Main Quest: Ugly Baby), but haven't yet completed Main Quest: The Isle of Mists.

Yennefer of Vengerberg

Assuming you didn't give the crystal to the witch hunters, make a long trek to the island of Ard Skellig, visiting Kaer Trolde Harbor and heading up into the village along the coast, into the New Port Inn and Yennefer's chamber. Or, if Yennefer is in Kaer Morhen, then head there.

Yennefer is mocking in regards to Radovid's cruelty. You want to see what the crystal can tell you about Philippa before any decision about Radovid is made. Images are encoded in the crystal—a conversation between Philippa and her sorceress friend Margarita Laux Antille about reviving the Lodge of Sorceresses, and attempts to restore Philippa's vision.

7:03 AM / CLEAR
READY
DISTURBANCE
Find and help Yennefer.
Run (Hold)
Jump
Witcher Senses (Hold)

Afterward, Yennefer is angry that no more of the transmission can be deciphered, and is adamant that the crystal must not be allowed to reach Radovid. You are told more about the Lodge of Sorceresses, and the restoration of sight. End your talk by:

- Leaving the crystal with Yennefer.
- Taking it with you to show the king (though you can return it to Yennefer before you meet with Radovid if you change your mind).

END: DO YOU SIDE WITH THE SORCERESSES?

OBJECTIVE:

- Tell Radovid what you learned about Philippa.

Return to Oxenfurt Port, and speak with the Redanian Soldier to access Radovid's galleon. Radovid asks what you have learned. You can be evasive, or mention the crystal, or that she is trying to restore her eyesight. But Radovid is only concerned with the crystal, and your past decisions influence how this quest completes, and your reward (or lack thereof):

- If you hand over the crystal, you are paid and Radovid mentions he'll hand the crystal to his captive mages to examine.

ITEM: Crowns

- If you already handed the crystal over to the witch hunters when exiting Est Tayiar, you learn they took the credit for finding the crystal, and are nothing but a coward in their eyes. Radovid has no proof they are lying, and refuses to pay you.
- If you gave the crystal to Triss or Yennefer, you may elect to tell Radovid about what Philippa was planning, or you may remain evasive. Either way, without the crystal (and therefore proof), he refuses to pay you.

After one of these occurs, the quest concludes.

Main Quest: Destination: Skellige

Soused at the Golden Sturgeon

DANGER ALERT SPOILER ALERT

MAIN QUEST: DESTINATION: SKELLIGE

RELATED QUESTS : Main Quest: The King is Dead—Long Live the King, Main Quest: The Nilfgaardian Connection; Main Quest: Pyres of Novigrad

LOCATIONS : Novigrad Docks, Golden Sturgeon, Crossroads (Ard Skellig), Kaer Trolde Harbor (Ard Skellig)

CHARACTERS : Captain Liglad, Captain Wolverstone, Steingrim, Trofast, Bran of Clan Tuirseach, Yennefer of Vengerberg, Ermion, Crach an Craite

ENEMIES : Pirates, Wolves

RECOMMENDED ITEMS : 1,000 Crowns

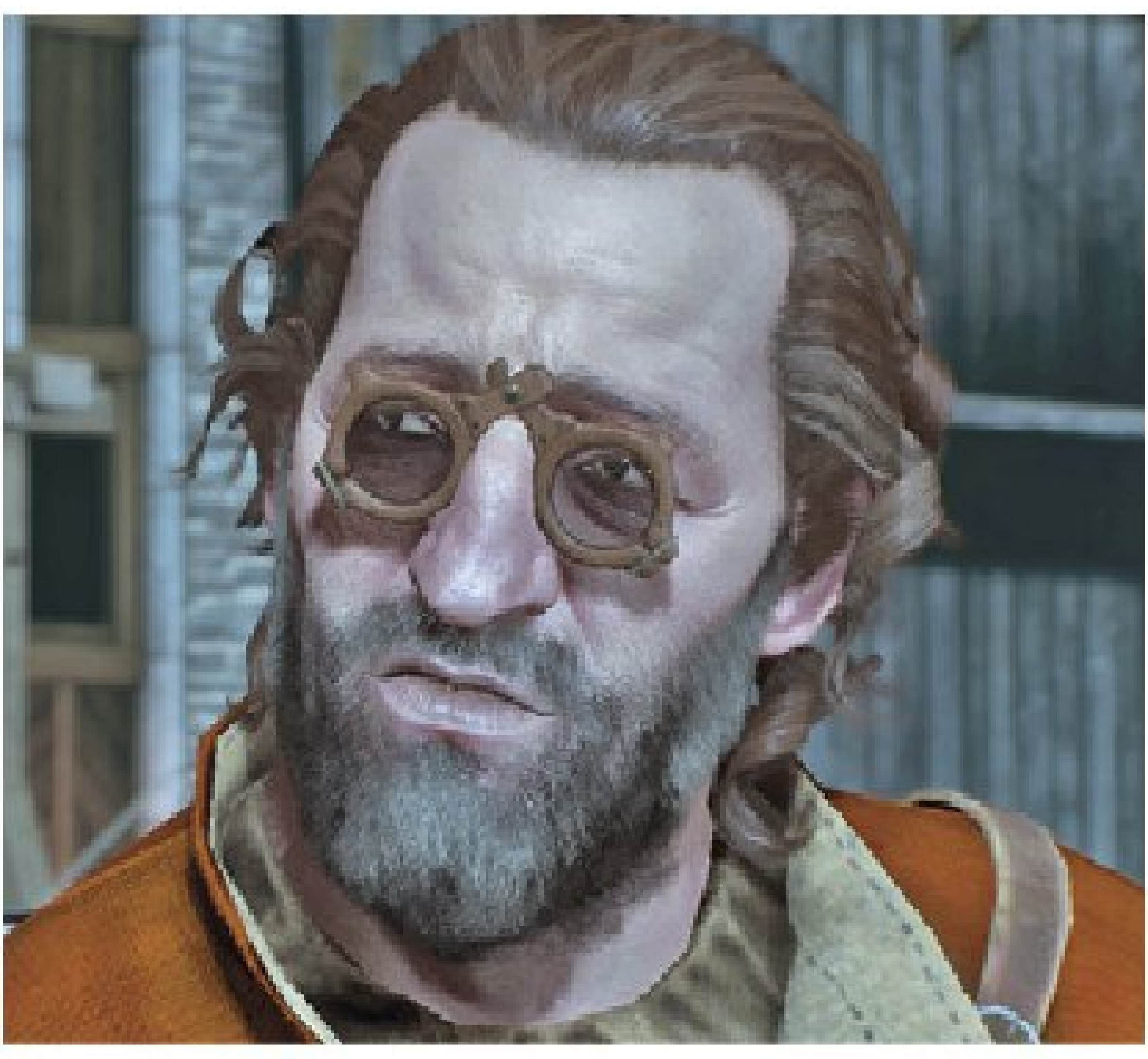
QUESTING DECISIONS

This quest starts automatically once Main Quest: Imperial Audience concludes. Even though you are able to commence this Main Quest, which allows you to thoroughly explore Skellige, you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

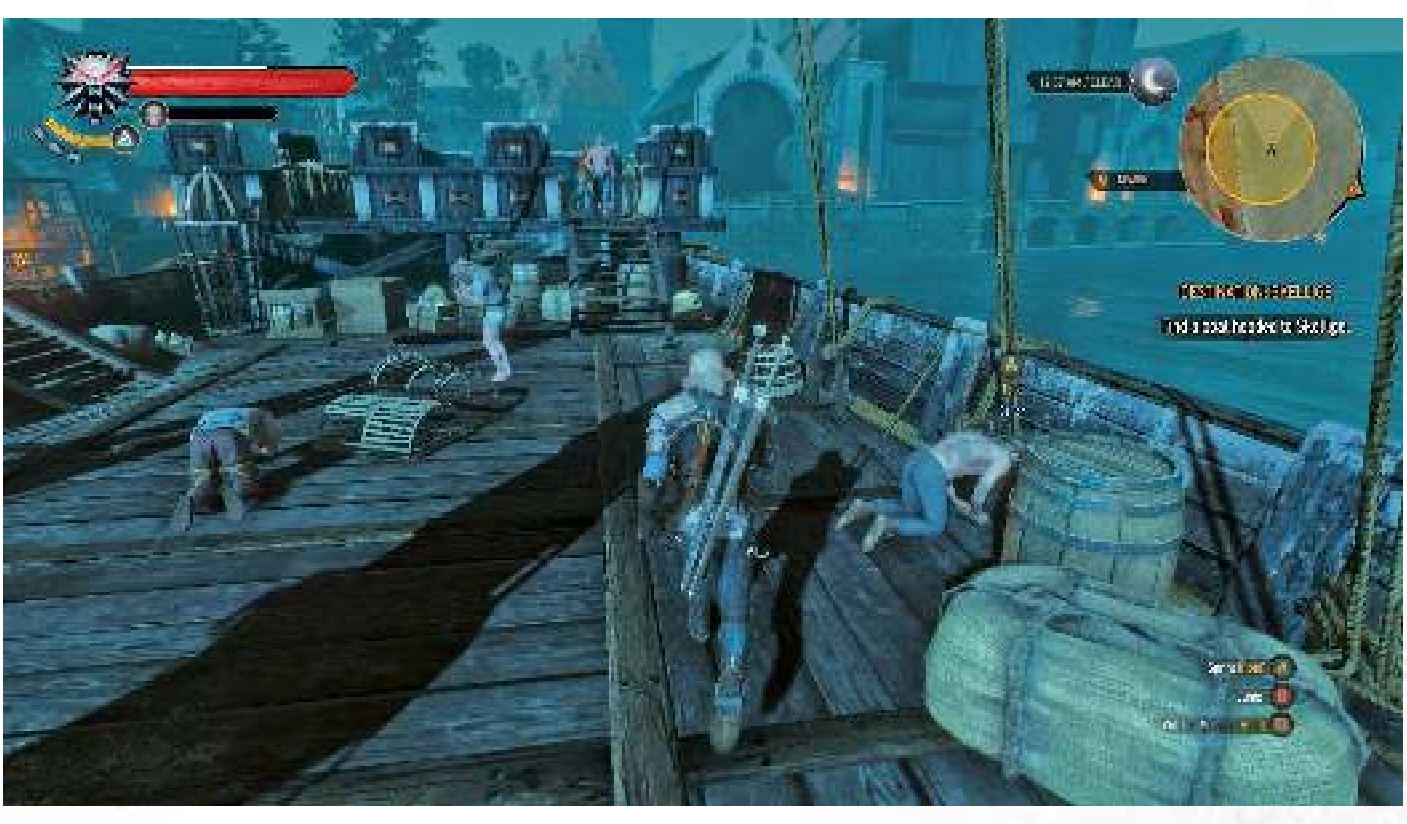
- **Main Quest: The Nilfgaardian Connection**, and commence the Main Quests across **No Man's Land (Velen)**.
- **Main Quest: Pyres of Novigrad**, and commence the Main Quests across **Novigrad** (this quest).
- **Main Quest: The King is Dead—Long Live the King**, and commence the Main Quests across **Skellige**.

OBJECTIVES:

- Find a boat headed to Skellige.
- Nearest Signpost: Novigrad Docks.



Captain Liglad

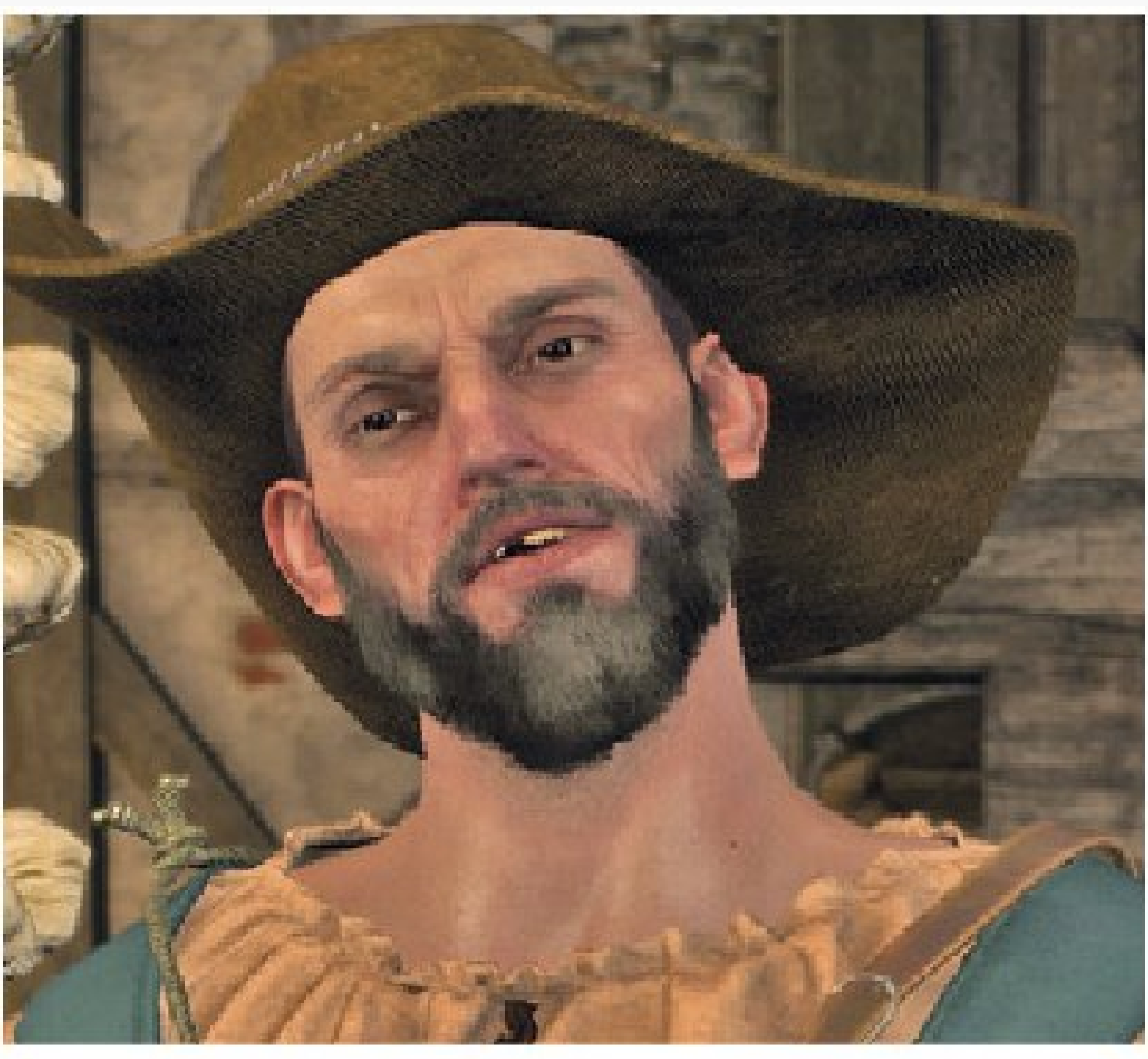


Yennefer has already transported herself to the wild isles of Skellige, and to meet her there you must arrange safe passage on one of the ships that are setting sail. Begin by heading into Novigrad, and locating the Novigrad Docks signpost. Work your way around the dockside wharfs, checking your minimap for three possible vessels.

One is captained by a lady who isn't interested in heading to Skellige. The second is currently captainless. The crew say the captain is off drinking somewhere. This is Captain Wolverstone—his ship is the Atropos. The third is moored farther around the harbor. Speak with Captain Liglad aboard the vessel. He's not interested in sailing to Skellige either, but he does recommend speaking to the drunk and unreliable Wolverstone, who's currently draining the Golden Sturgeon dry of ale.

OBJECTIVES:

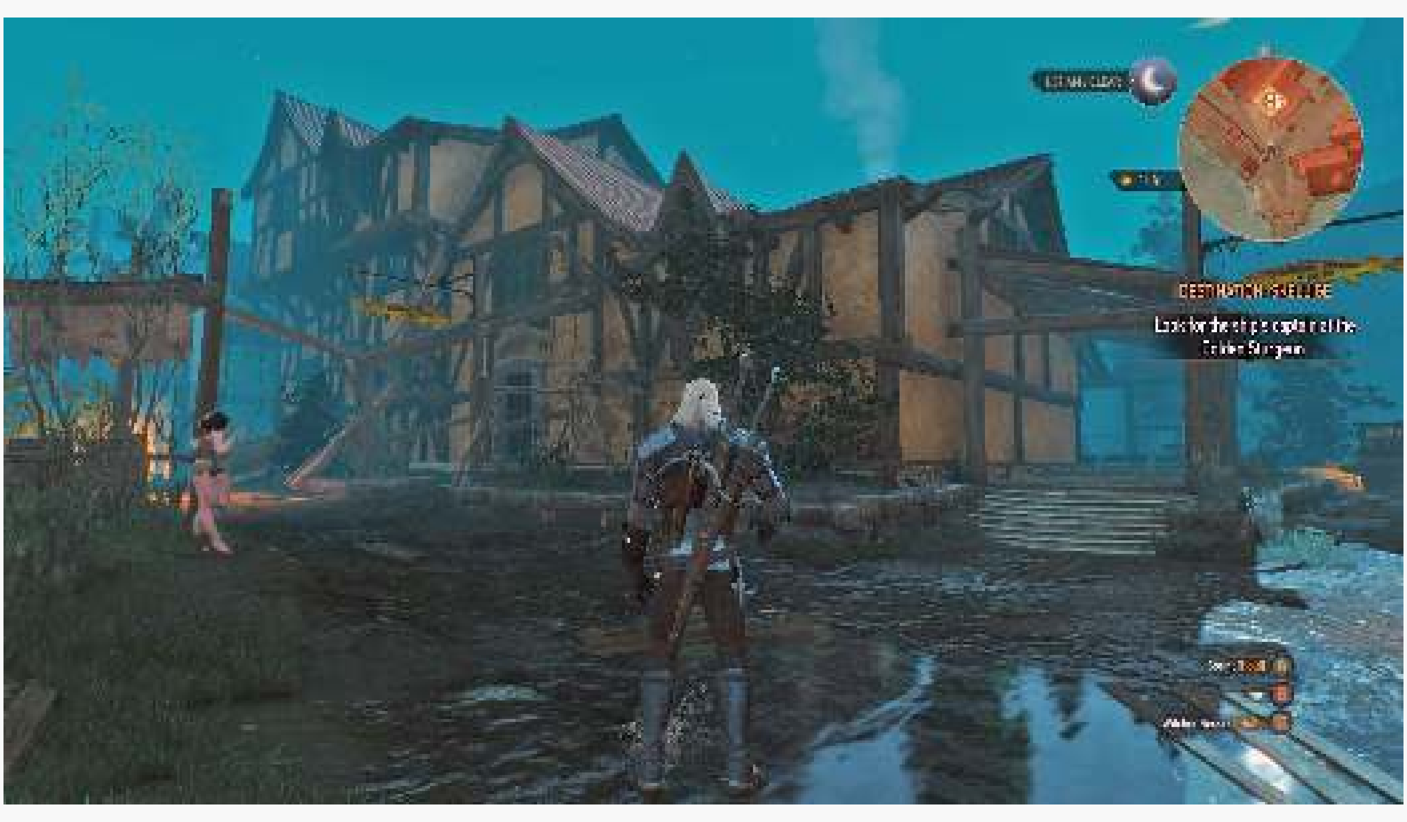
- Look for the ship's captain at the Golden Sturgeon.
- Pay Captain Wolverstone the requested amount to sail to Skellige.
- Defeat the pirates.



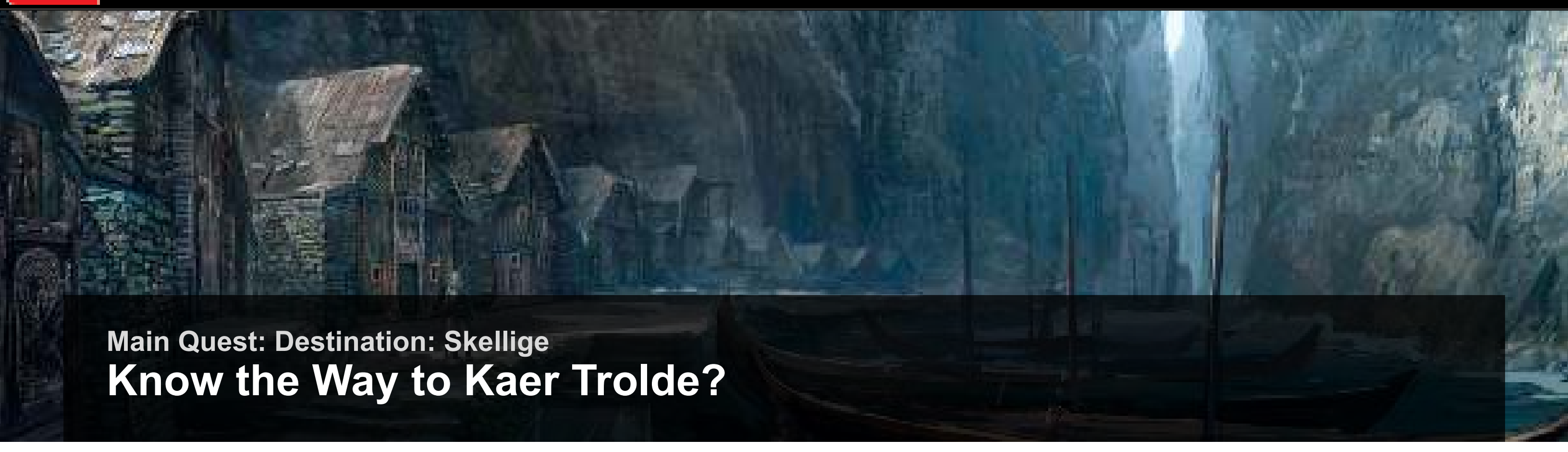
Captain Wolverstone

The Golden Sturgeon is on the harbor walk, and easy to find. Enter this drinking establishment, and speak to Wolverstone. He is about to set sail for Ard Skellig, the largest of the Skellige islands.

- (1,000 Crowns) Once you hand over some monies, he agrees to take you. You can pause, adventure throughout Novigrad and Velen if you wish before returning, and confirm you wish to leave for Skellige when you're ready to depart. Main Quest: Destination Skellige now commences.



During the voyage, you're woken from your sleep by shouts from the deck. The Atropos is being boarded by pirates! Expect around eight of them. Support the crew and tackle the foes nearest you, mopping them up in combat. With the pirates repelled, Wolverstone looks ahead at a fierce storm, and yells at his crew to cut the tether lines to the pirates' ship. The longboat drifts away, while the Atropos is dashed against an iceberg.

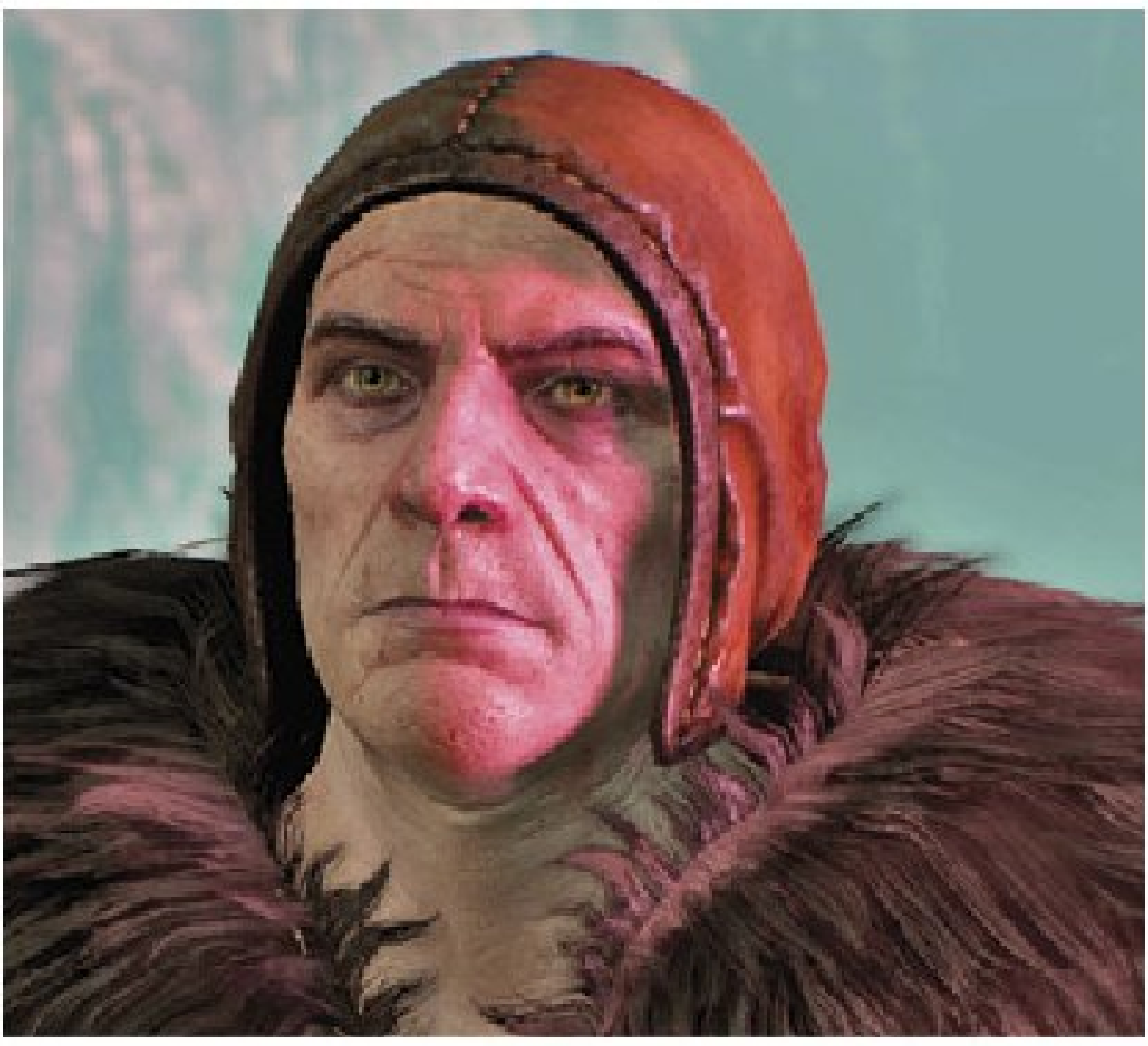


Main Quest: Destination: Skellige

Know the Way to Kaer Trolde?

OBJECTIVES:

- Go to the port near Kaer Trolde.
- (Optional) Teach Steingrim a lesson.
- Nearest Signpost: Crossroads.



Steingrim

You wake up on a gravel beach with splintered flotsam everywhere, and a fur-shawled islander picking at your equipment. This man of Skellige (named Steingrim) is proud, prone to violence, but can be friendly. Depending on your conversation choices, you gain knowledge about the location of Yennefer:

- Be pleasant with your chat, and you end the conversation with the islander in a civil manner.
- Tell the man you'll slap him after he insults Yennefer, and start a fistfight. This can end with victory for you (after which, the man is suitably impressed), or victory for him (after which, your handiness is called into question).
- Choose offensive comments and the chat can degenerate into combat. This can also occur if you unsheathe your sword during the fistfight. Steingrim shouts to Trofast (his hunting wolf) to attack you, deal with both of them.

A FUTURE FEASTER

If Steingrim is still alive, you may see him during the Secondary Quest: King's Gambit.

1,000 CROWNS IN YOUR POCKET

Before going anywhere, check the immediate area and gather loot from the shipwreck. Behind the ship you can find the body of Captain Wolverstone. Search his pockets and gather the 1,000 crowns you paid him for the voyage.

Follow the path east and then north, whistling for your horse if you wish to cover more ground. Stay on the path and discover the Crossroads signpost. Continue to gallop north along the winding road, turning left (west) just before the gates of Kaer Trolde, and descending down into Kaer Trolde Harbor (signpost). Dismount and move to the far (west) end of the harbor.

Yennefer of Vengerberg

Main Quest: The King is Dead. Long Live the King

Attire Befitting a Witcher

DANGER ALERT SPOILER ALERT

! MAIN QUEST: THE KING IS DEAD—LONG LIVE THE KING

RELATED QUEST : Main Quest: Destination Skellige, Main Quest: Echoes of the Past

LOCATIONS : Kaer Trolde Harbor, Kaer Trolde Keep (Ard Skellig)

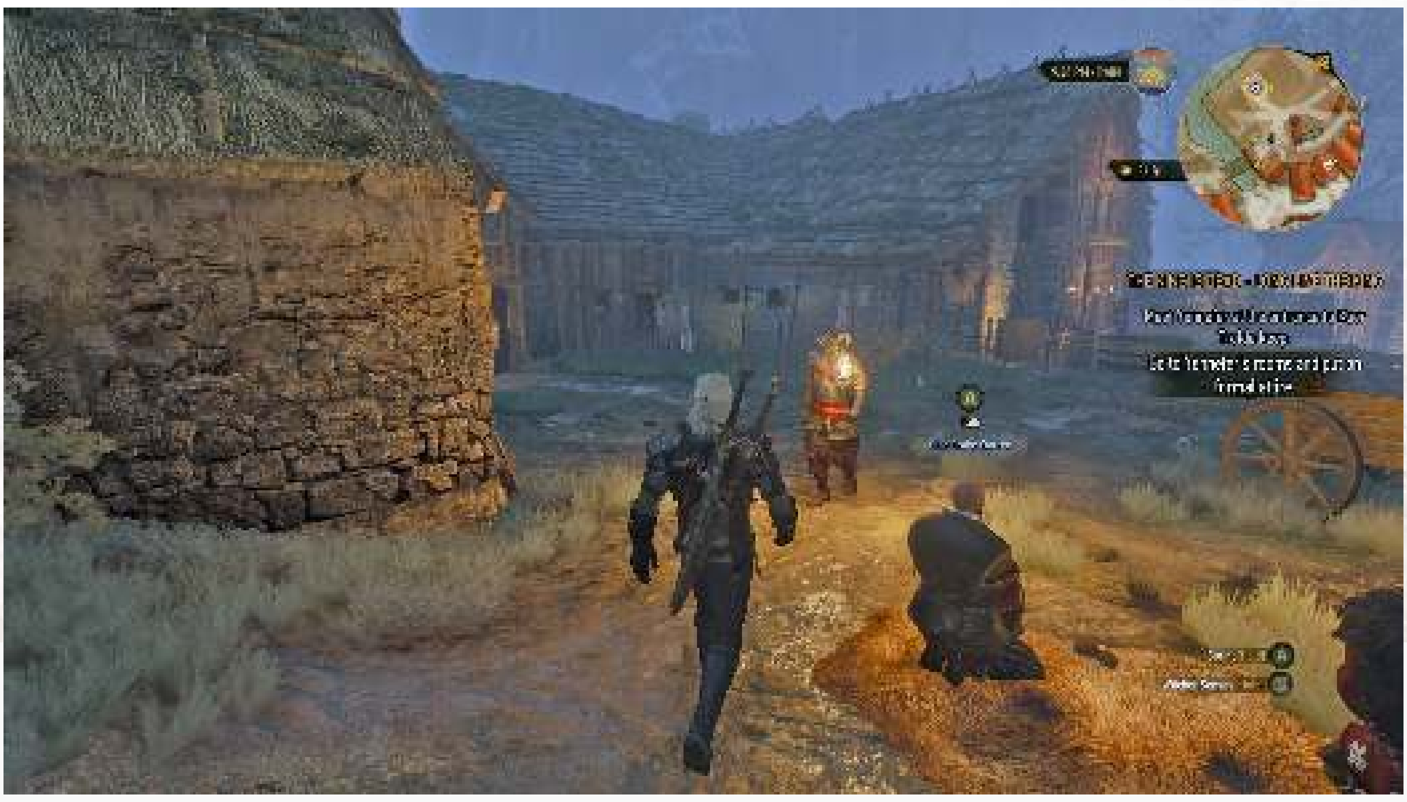
CHARACTERS : Yennefer of Vengerberg, Birna Bran, Cerys an Craite, Blueboy Lugos, Otrygg, Holger Black Hand, Svanrige Bran, Odalryk, Hjort, Donar an Hindar, Madman Lugos, Crach an Craite

ENEMIES : Bears, Wolves, Earth Elemental

OBJECTIVE:

- (Optional) Go to Yennefer's rooms and put on formal attire.

Continue along the harbor path into the cluster of buildings and small gatehouse below the main hike up to the keep. Remain close to sea level as you head north and turn left (west), opening the door leading into Yennefer's Room (which is adjacent to the Old Port Inn). Yennefer has certainly spread out her belongings, which can be inspected using your Witcher Senses:



- There's a book, beauty cream, a megascope for her magic, wardrobe with Yennefer's clothes, and a stuffed unicorn that might bring back memories. The traditional Skellige outfit (in a choice of two colors) is hidden in the corner chest, by the megascope.

ITEM: Quest Item: Traditional Attire

- Pick the clothing up, access your Inventory menu, and change your clothing.
- Or ignore the clothing (or pick it up but don't wear it).

DECISIONS, DECISIONS

Yennefer's preference is for black and white clothing, and this extends to your outfits, it seems. Feel free to ignore her wishes, turn up in just underpants, or wearing whatever you wish. You receive an appropriate comment from Yennefer accordingly. If you still have your Nilfgaard outfit from your audience with the emperor during the Prolog, that works too.

Then, exit the room and head up to the keep.

Main Quest: The King is Dead. Long Live the King

May Our Horns Echo Midst the Cliffs and Peaks

OBJECTIVE:

- Meet Yennefer at the entrance to Kaer Trolde Keep.

Queen Mother Birna Bran

The journey to Kaer Trolde Keep is quite a climb. Head to the main road uphill, heading north through the first gatehouse, across the wooden bridge, and up through the long overhang with the spectacular view of the gorge below. Kaer Trolde Keep looms up, cut from the granite mountain it sits on. Wind up through the tunnel, and slow down as you cross the gorge bridge. Yennefer is speaking to Birna Bran, the widow of King Bran. It is a discussion bordering on an argument about rights of lineage. The Queen Mother promptly leaves, and Yennefer looks you up and down.

- If you dressed up as she requested, you receive a compliment.
- If you didn't, a verbal dressing down is all you receive.

OBJECTIVE:

- Go with Yennefer to the wake inside Kaer Trolde.

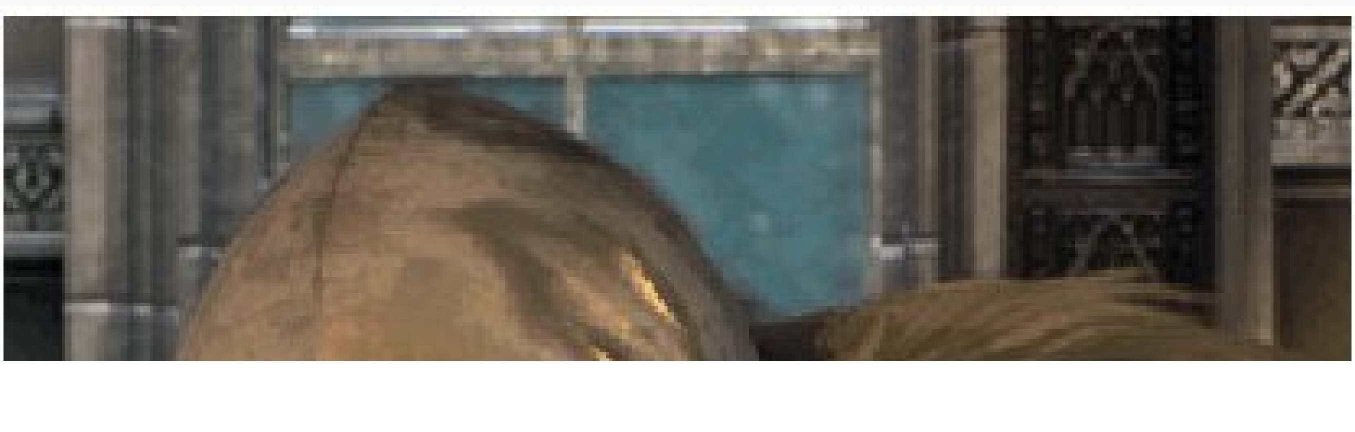
Stride into the keep and speak with Yennefer about attire, until you reach the great hall, where a servant named Arnvald motions you to your seats. You're to break bread with the offspring of Skellige's jarls. Cerys an Craite (daughter of Crach), Blueboy Lugos (firstborn of Madman Lugos), Halbjorn (son of Holger Blackhand) and Otrygg (son of Donar an Hindar).

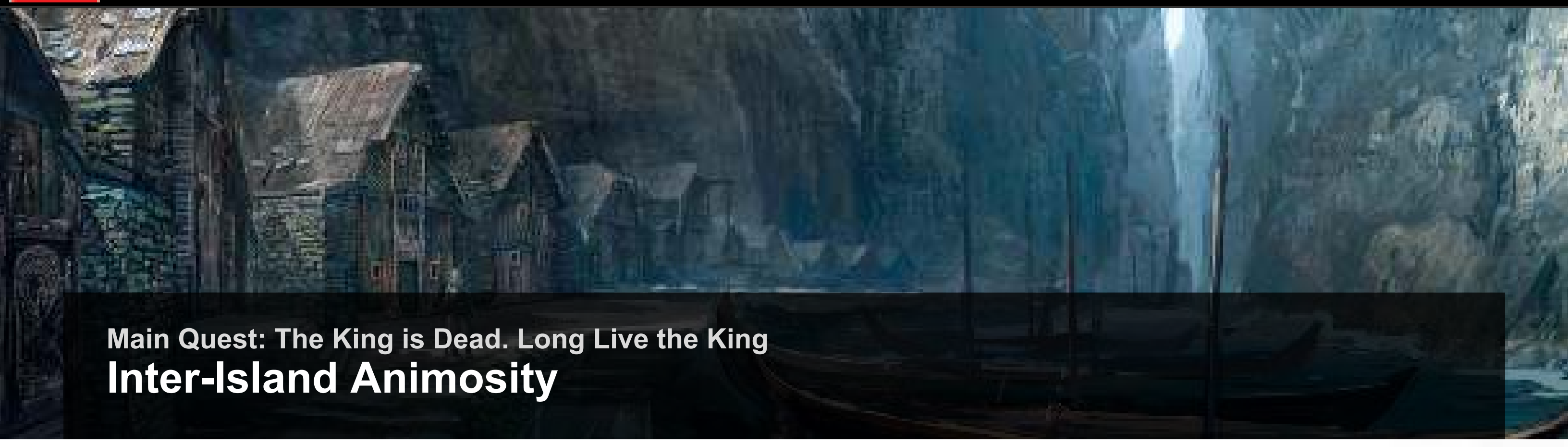
There's some light banter, and a mention of Cerys' brother Hjalmar, who isn't here (he walks his own path). Then conversation turns to a race up the mount. Eager to prove herself, Cerys challenges you. You can:

- Agree, and the race starts.
- Decline, and finish the conversation without leaving the hall.

Cerys an Craite

Blueboy Lugos





Main Quest: The King is Dead. Long Live the King

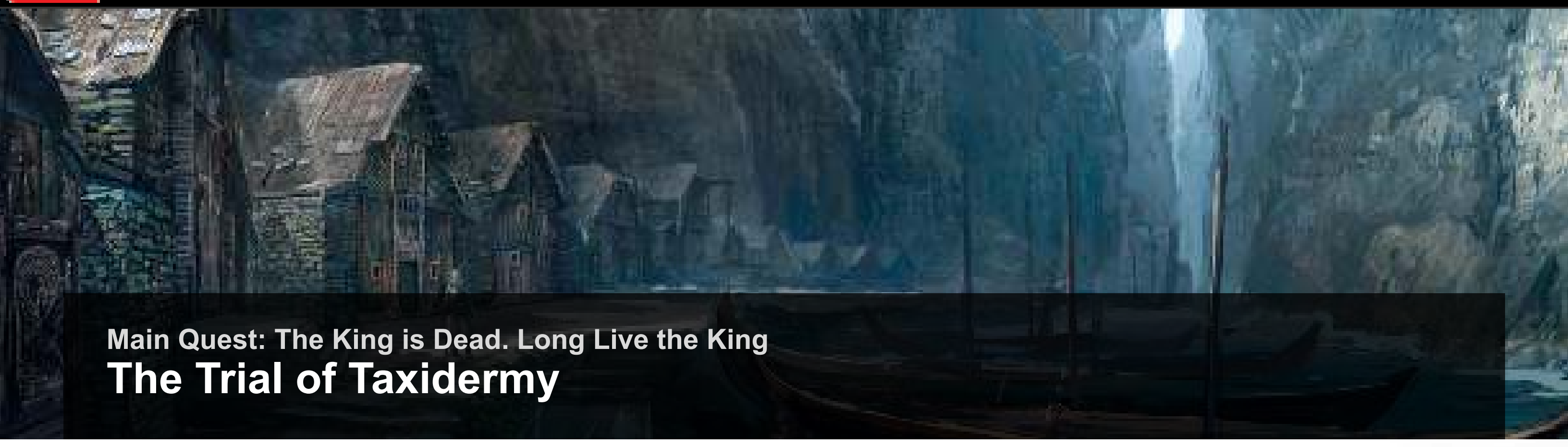
Inter-Island Animosity

OBJECTIVE:

- Talk to Yennefer in private.

Jarl Holger Black Hand

Hjort



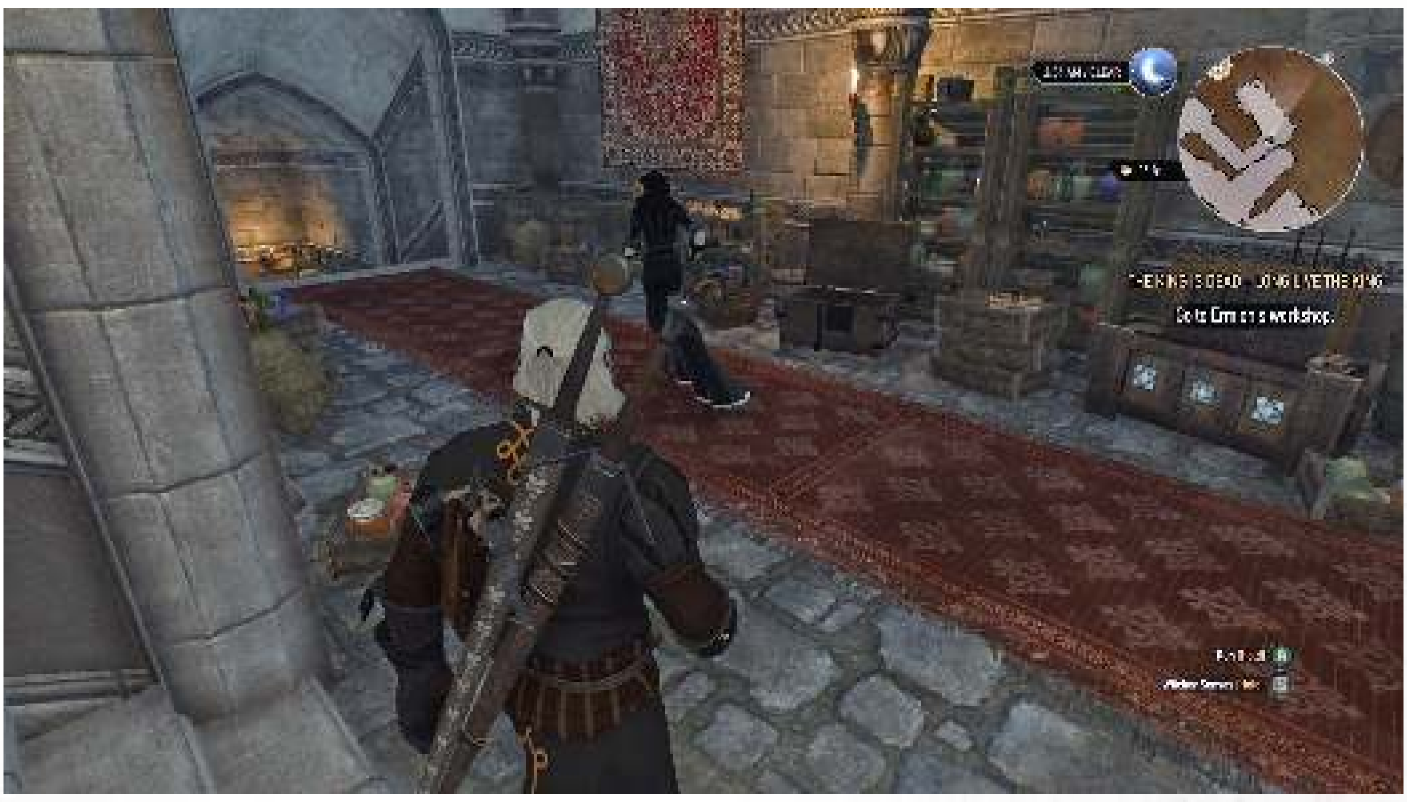
Main Quest: The King is Dead. Long Live the King

The Trial of Taxidermy

OBJECTIVES:

- Go to Ermion's workshop.
- Explore the mysterious room using your Witcher Senses.

The door behind the arguing jarls is open, allowing you to head downstairs (southward) deeper into the keep. Yennefer is here to visit Ermion's laboratory (without an invitation). Follow Yennefer, keeping behind her so you don't attract any guards, and speak to her about the Mask of Uroboros (which she intends to steal). This stairwell stroll and a pair of doors are guarded by a murder of crows—Ermion's spies.

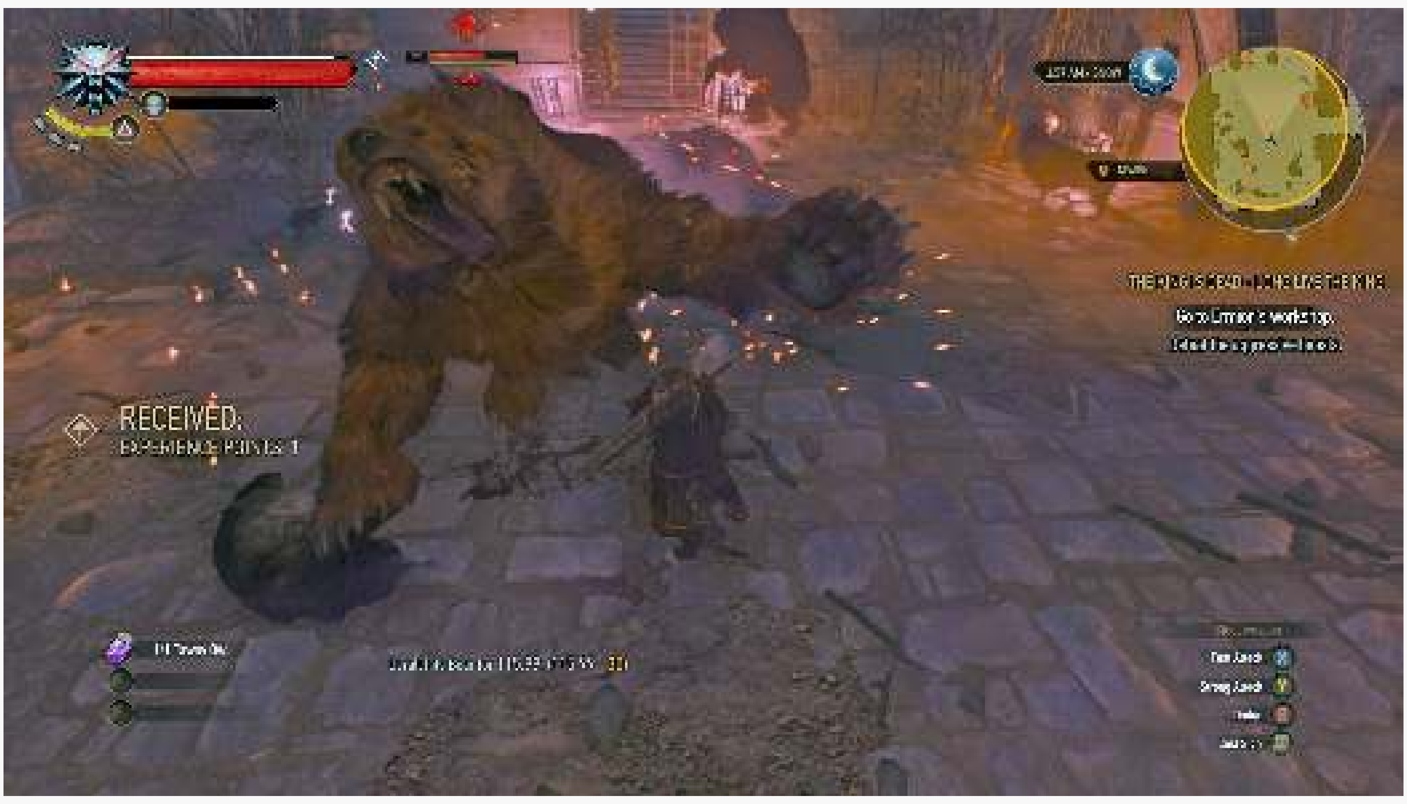


Simply head to the nearby window, walk outside, cross the outer balcony to the next window, and open it. You appear past the door, with more stairs down, through a portcullis and into a mysterious room. It is filled with stuffed animals. Use your Witcher Senses and uncover the following:

- There are four bears, ten wolves, and four deer. All motionless.
- There is a roughly hewn altar with a basin of water for teleprojection.
- A door to the side is locked, and you cut yourself opening it. The room is filled with an eerie glow. Those animals aren't stuffed, they're alive!

OBJECTIVE:

- Defeat the aggressive beasts.



Does this room smell like mushrooms? Weird. No matter. Brandish your sword and begin to slash at the three animals attacking you (usually a bear and two wolves). Once they've been removed, expect three wolves and a bear. Slice and dice them, before the last foes (a wolf and two bears) must be defeated. Then you collapse in a heap, unaware that you were hallucinating and the animals were still stuffed! Still, the side door is open now. Head on through (to the west).

Main Quest: Echoes of the Past

Only Ignorant Fools Belittle Myths

DANGER ALERT SPOILER ALERT

MAIN QUEST: ECHOES OF THE PAST

RELATED QUESTS : Main Quest: The King is Dead—Long Live the King; Main Quest: Nameless

LOCATIONS : Redgill, Druid's Camp, Cataclysm (Ard Skellig)

CHARACTERS : Yennefer of Vengerberg, Ermion

ENEMIES : Foglets

QUESTING DECISIONS

This quest becomes available automatically once Main Quest: The King is Dead—Long Live the King concludes. It is mandatory, and must be completed to continue the Main Quest. As you may have concluded any number of other quests before starting this one, the journey to the Druids' Camp cannot be accurately plotted. The following is the optimal method of reaching this location on eastern Ard Skellig.

OBJECTIVES:

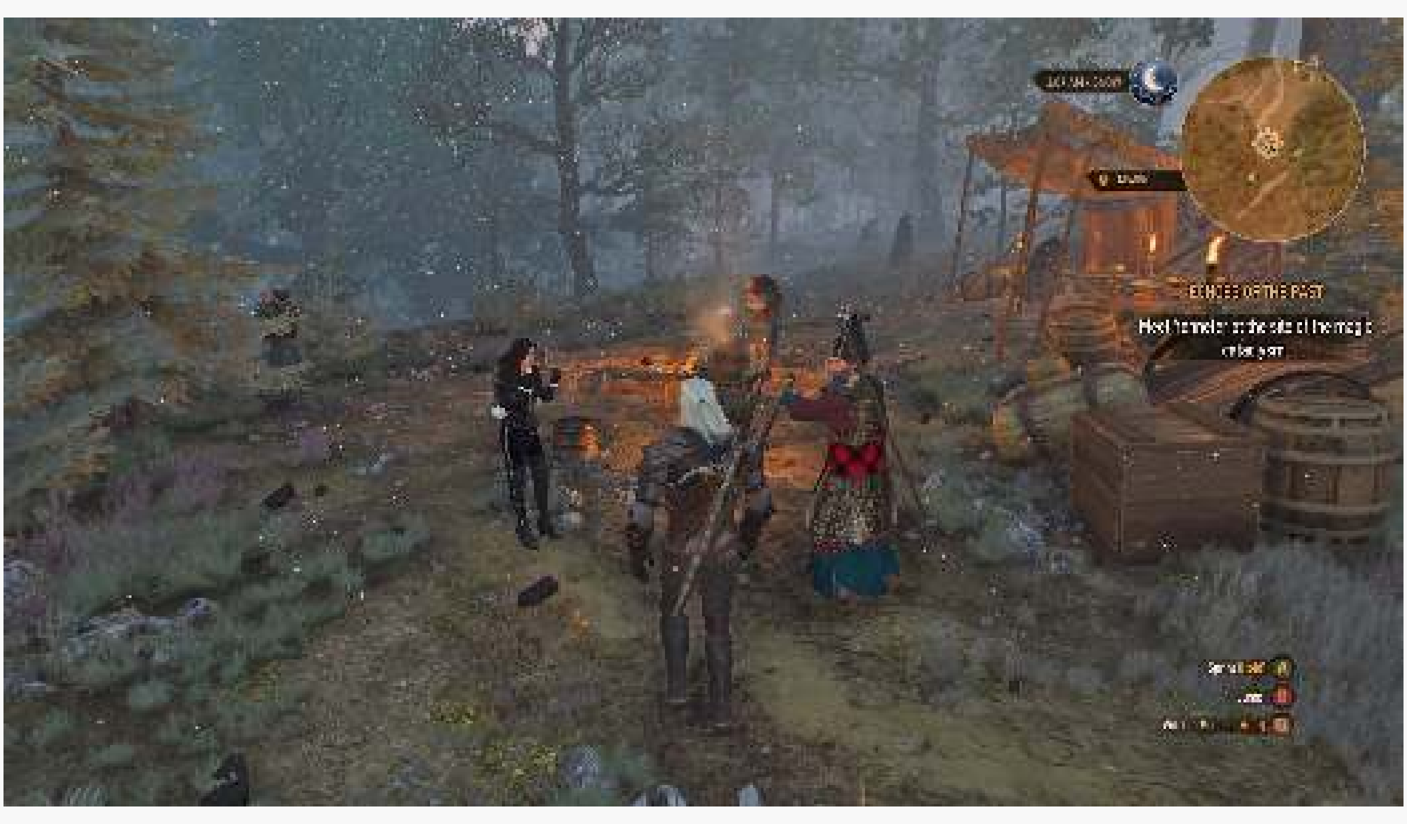
- Meet Yennefer at the site of the magic cataclysm.
- Nearest Signpost: Druids' Camp (Ard Skellig).

Yennefer of Vengerberg

Ermion

Sail to the deserted port village of Redgill on Ard Skellig's eastern coast. There's little here now but steps up to a winding beach pathway that meanders vaguely westward, and finally ends up at your destination—the Druids' Camp. Or, trek up the coastal hills and into the woods, heading directly for the camp. When you arrive, Yennefer is already having a rather heated discussion with Ermion. You can:

- Join in the conversation, reminding the two of them that their behavior isn't appropriate.
- Wait for this initial salvo in the argument between Yennefer and Ermion to subside. Then begin a proper conversation.

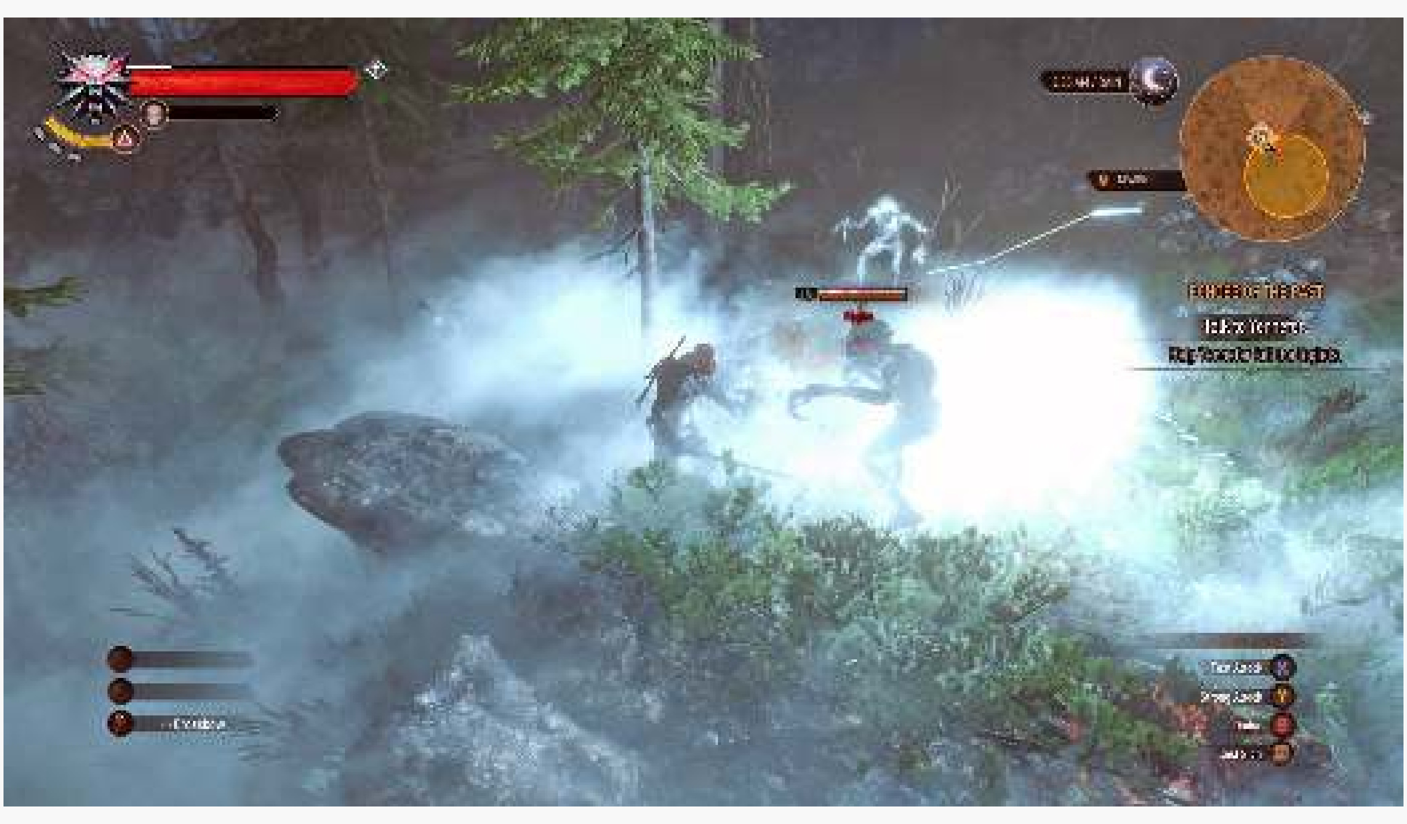


Make conversation choices as you wish. Ermion is furious that Yennefer has taken the Mask of Uroboros, and fears another cataclysmic explosion if it is used. As he recalls the history of the device, and you answer Ermion in any way you wish regarding Yennefer's thievery, there's an ominous sound, and you fail to see Yennefer. She has snuck away during your talk with Ermion! She used the mask!

OBJECTIVE

- Talk to Yennefer. Help Yennefer kill the foglets.

Quickly head downhill in a roughly southerly direction down the path, in sight of the cataclysm, where acres of forest have been stripped to skeletal remains from the previous blast that Yennefer seeks to investigate.



Ermion and the other druids descend too, starting a spell in the hopes that they might halt any disaster the Mask of Uroboros would cause. You find Yennefer engaged in electrical combat with a group of foglets. Engage in combat with them, helping her slay these tricky foes.

Afterwards, the wind whips up as Yennefer explains the mask summoned the foglets. The device apparently reveals the past, but only in certain places with a strong magical imprint. She hands the mask over to you. She wants to read your mind and see what you see. There's little point in arguing.

ITEM: Quest Item: Mask of Uroboros

USING THE MASK

Remember to quickly put the mask on and take it off using the Quick Slot item menu.

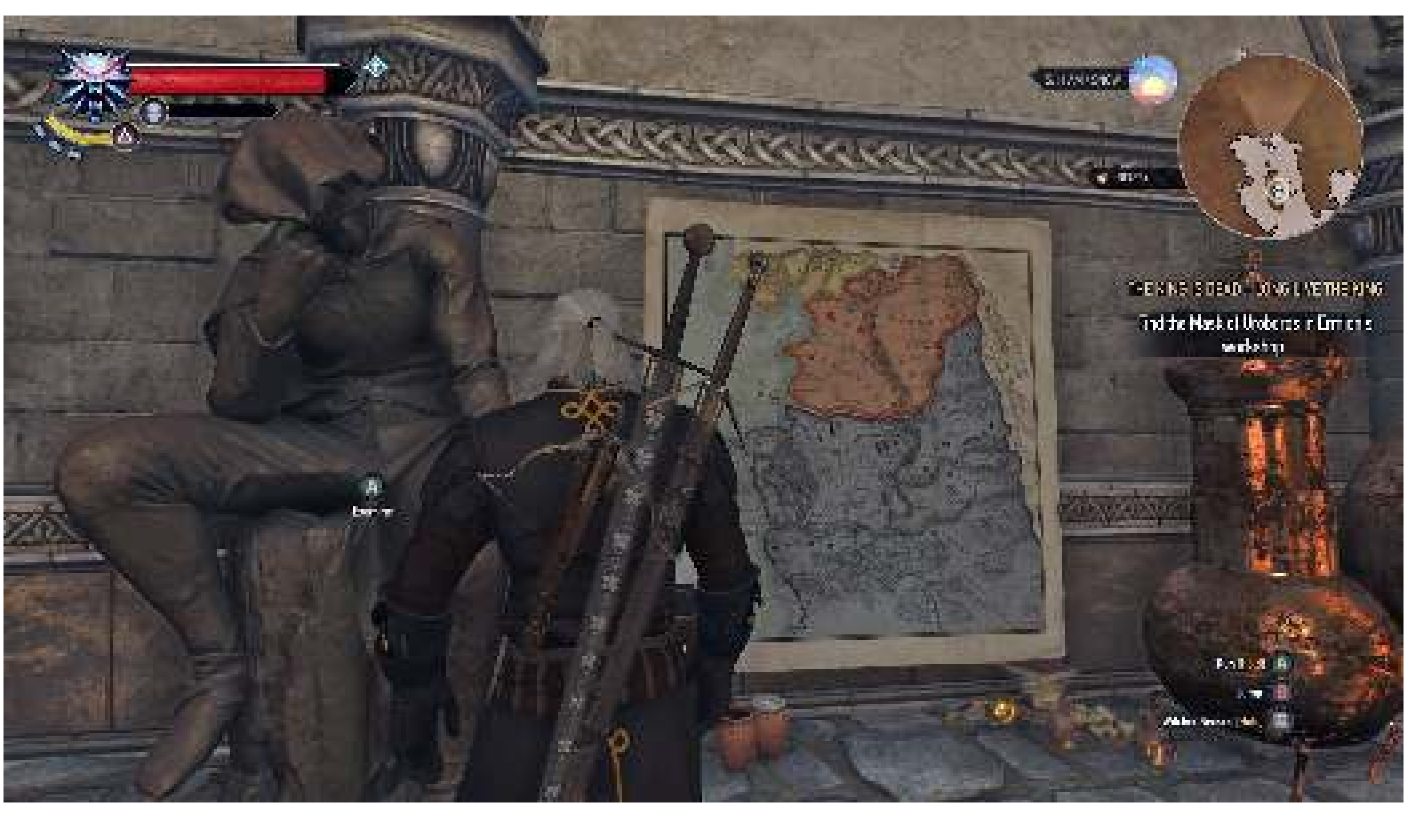
Main Quest: The King is Dead. Long Live the King

Making the Earth Move

OBJECTIVES:

- Go to Ermion's workshop (continued).
- Find the Mask of Uroboros in Ermion's workshop.

Continue down more stairs and into Ermion's laboratory. Here there are two types of items to inspect, of varying interest to you:



"Glittering" objects which are usually notes and other marginalia from Ermion, to add to your Lore knowledge. There are also objects that appear in red when you utilize your Witcher Senses. These are of importance, and some must be found in order to continue. Find the following:

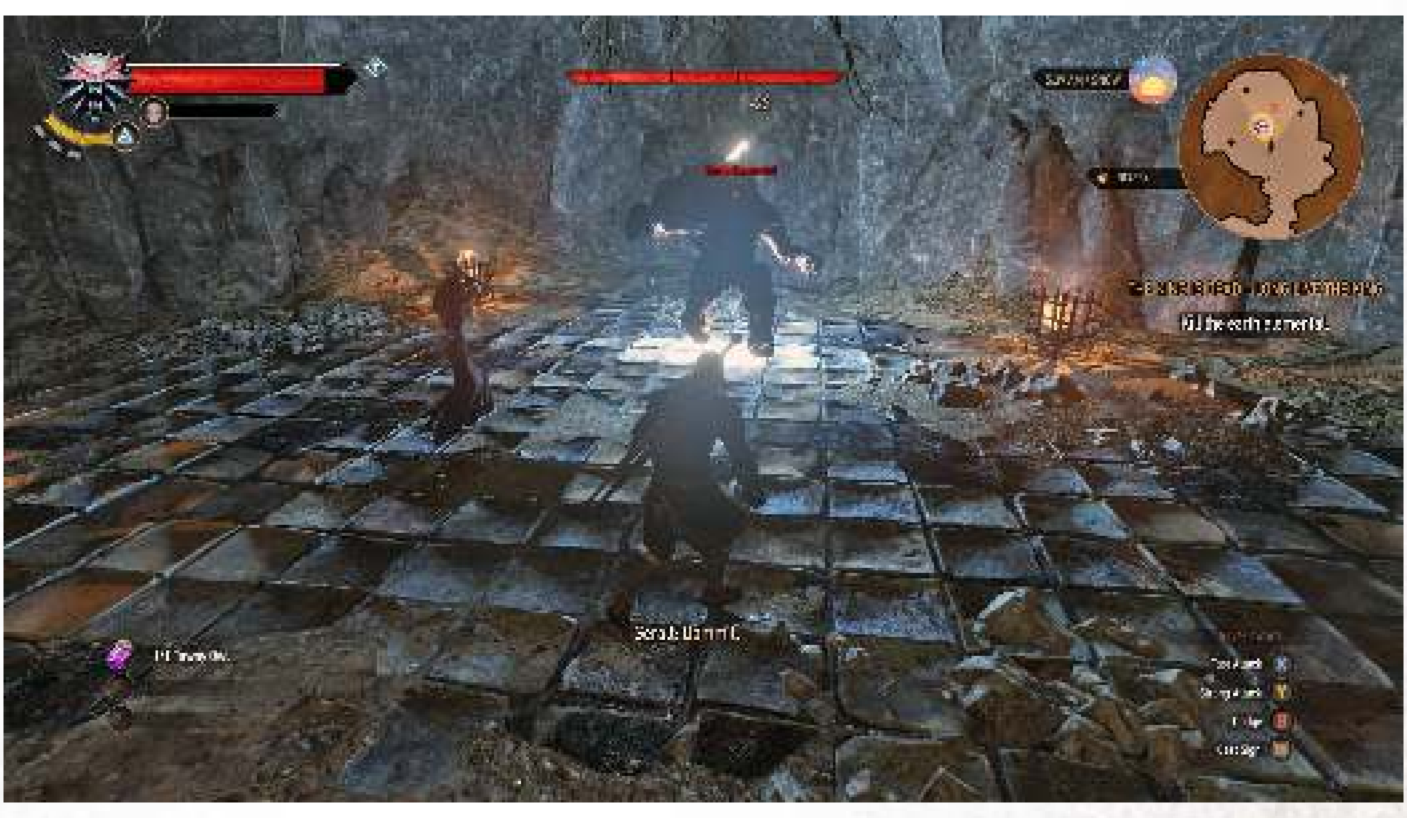
- A correspondence letter on a sideboard.
- Ermion's pipe on a small table near the fireplace.
- A book—Tales of the Wild Hunt—on a small table by the main pillar.
- A large goblet of dwarven triple mead on the bedside table.
- A set of ornate boiling casks atop a low bookshelf. A laboratory worthy of an imperial alchemist.
- A wooden goat on a plinth, sitting on a barrel. According to Yennefer, this might have been whittled by Ciri (as Ermion was Ciri's tutor during childhood).
- A human skull, sitting on a small circular table. Wait, is that a child's skull?
- Ermion's wand, propped up against a wardrobe.
- An extremely large pine cone, on the table by the bookcases.
- A sword placed into a stone. Try as you might, you can't pull the blade out; mainly because this is a vice!
- A larger-than-lifesized statue deep in thought. There is an outstretched hand to place something in. Perhaps the mead goblet? Slot it into place, and a section of wall rumbles open.

ITEM: Quest Items: Ermion's Correspondence, Tales of the Wild Hunt, Mead, Skull, Cone

OBJECTIVES:

- Explore the secret chamber using your Witcher Senses.
- Kill the earth elemental.
- Look around for a way to escape from the trap.

Head down the steps into a cavern under the keep, where Yennefer spots (and takes) the Mask of Uroboros floating in this strange roughly-hewn chamber. Alas, it is guarded by a lumbering earth elemental!



OUT OF YOUR ELEMENT?

This terrifying entity can be a real pain to slay, so be sure to adequately prepare before the fight (just after the secret door is opened), and read up on the best tactics to slay earth elementals in the Bestiary.

When the Elemental crumbles, the room begins to fill with gas! You now have 15 seconds to look around. Just enough time to gather the valuable loot from the slain elemental. With no way out, you implore Yennefer to teleport you both out of there. But she needs you to have a clear head, and you must choose from two options quickly!

- We're gonna choke and die: You tumble onto a feast table in Kaer Trolde, in between the drunk revelers. You avoid any carnal knowledge with Yennefer.
- Damn, I wanna kiss you, Yen: You tumble back into Yennefer's bedroom back in Kaer Trolde Village. She's torn part of her dress.

Tell her you should get back to the wake, and she finishes up with her sewing and you both return to the great hall.

Tell her you wouldn't mind watching, and you appear to Yennefer clad only in a loin cloth. You both catch up on lost time. After some bedroom (and unicorn) antics, you both return to the great hall.

♥ Carnal Knowledge: Yennefer of Vengerberg

END: OATHS OF THE OFFSPRING

You finally make a return to the wake, where you witness a Skellige tradition. All the candidates for ruler place their weapon onto an animal skin, as a symbol of their will to rule. Crach substitutes for his son Hjalmar, who has already departed for Undvik to slay an ice giant. There's a surprised murmuring when Cerys, the only woman with such machinations, throws her dagger onto the pile.

Afterwards, you appear with Crach and Yennefer on one of the keep's crenelation promontories. Crach pledges help to find Ciri, but you need to ask for assistance with Ermion. He supports Yennefer's decision to seek out the anomalous magical blast elsewhere on Ard Skellig. Then Crach has a request of you.

- His son Hjalmar has sworn an oath to kill the giant of Undvik: Secondary Quest: The Lord of Undvik.
- His daughter Cerys has sworn to lift the curse of Udalryk on Spikeroog: Secondary Quest: Possession.
- Yennefer is off to change, and explore the area around the anomaly. Main Quest: Echoes of the Past.

Agree to help Crach. You now have three important tasks to accomplish, in any order you like. But for now, this quest concludes.

Main Quest: Echoes of the Past

Magical Blasts from the Past

OBJECTIVES:

- Follow Yennefer (4).
- Use the Mask of Uroboros (4).

Follow Yennefer to an area where the earth is ripped apart and a waterlogged gully exists where a path once was. Place the mask on and you see two shadow figures step from a portal. Geralt claims one of them was Ciri! Remove the mask when Yennefer decides to move to the next area of magical force.

Engage a foglet, slicing it apart before donning the mask again. This time a group of shadow figures are torn apart by a blast of bright light. This is the impact spot of the cataclysm. But Ciri and her companion escaped.

Remove the mask, and follow Yennefer for a third time. When she stops and you don the mask one more time, you see a shadow figure attacking another, and the second fleeing through a portal. It appears Ciri escaped, but may have been wounded in the process. Ciri's magical residue indicates that she traveled to Velen from here, but her attacker is closer by.

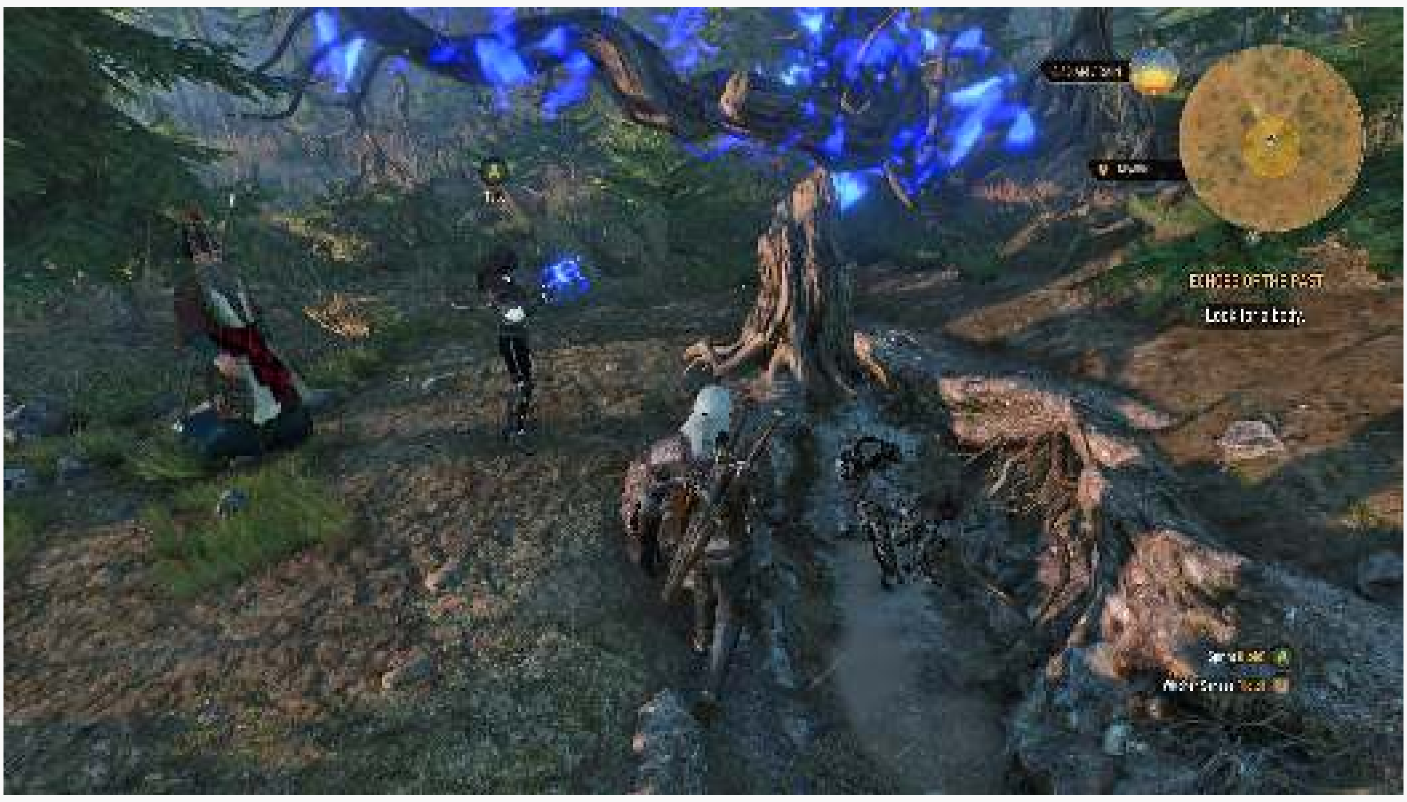
Defeat another summoned foglet, then continue to follow Yennefer down the hill, moving toward the east. Wear the mask when instructed to see two shadow figures battle each other, one defeating the other. Yennefer deduces Ciri has a powerful ally—a mage most likely—and you're about to wonder what happened to this person when the weather starts to clear up, and Ermion strides into view.

END: FORESHADOWS OF THE FUTURE

OBJECTIVE

- Look for a body.

Ermion's apoplectic fury is abated when you inform him of a trail that seems to indicate Ciri's whereabouts. When you hand back the mask, Ermion tells you it has lost its power. Once you tell him you need to examine one more trail, he grants your progress. You're looking for a corpse, someone Ciri's companion killed. Head south with the watery ditch on your right. Yennefer lifts a fallen tree from the ditch, and you discover the body of a Wild Hunt Rider. The armor is clean, with no blood or sword nicks. Ermion is frightened by this revelation, and tells you the Wild Hunt was already seen on the Isle of Hindarsfjall.They ransacked the village of Lofoten. Yennefer proposes that you both travel there via teleport. Agree and Main Quest: Missing Persons begins.



Main Quest: Missing Persons

Razed Huts and Fresh Graves

DANGER ALERT · SPOILER ALERT

MAIN QUEST: MISSING PERSONS

RELATED QUESTS : Main Quest: Echoes of the Past, Main Quest: Nameless, Secondary Quest: In Wolf's Clothing, Main Quest: The Calm Before the Storm, Secondary Quest: The Mysterious Passenger, Main Quest: Ugly Baby

LOCATIONS : Lofoten (Hindarsfjall), Freya's Garden

CHARACTERS : Yennefer of Vengerberg, Priestesses of Freya, Tordar, Morkvarg

ENEMIES : Wolves

QUESTING DECISIONS

Main Quest: Missing Persons is available automatically, once Main Quest: Echoes of the Past concludes. It is mandatory, and must be completed to continue the Main Quest.

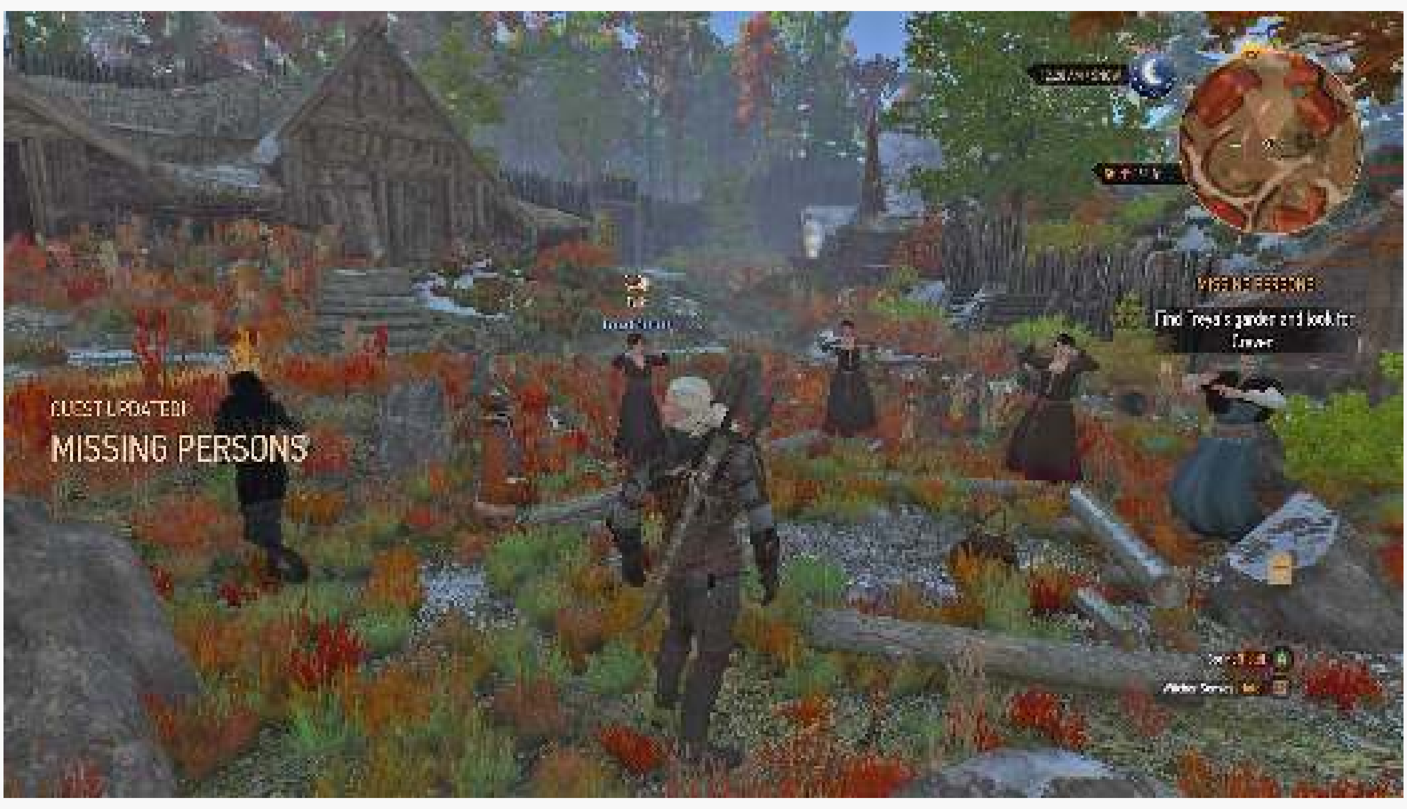
Secondary Quest: In Wolf's Clothing is a closely related quest, and any mandatory elements of this quest are featured in this section. While that quest concentrates on killing a cursed werewolf, **Main Quest: Nameless** concentrates on uncovering the fate of the Craven one.

OBJECTIVE:

- Follow Yennefer to Lofoten.

Yennefer transports you to the Isle of Hindarsfjall, and correctly remembers the way to the village of Lofoten. Head north from the Cemetery into the center of the village where the Skellige women (priestesses of Freya) are conducting some kind of ritual. Yennefer interrupts the ceremony, and you ask the whereabouts of Ciri, the "ashen haired" one.

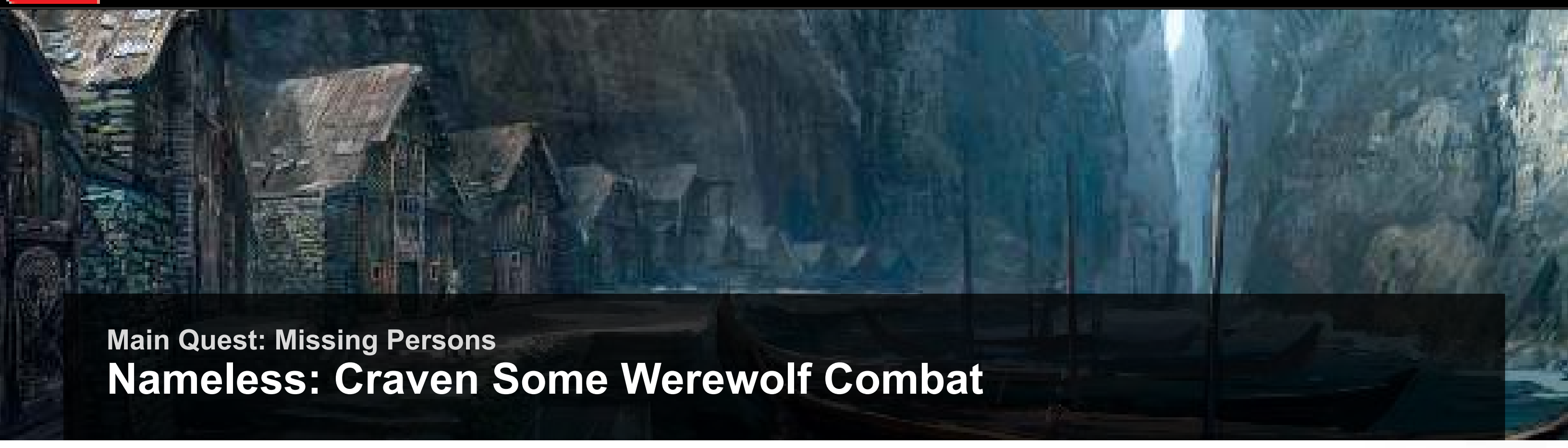
Yennefer of Vengerberg



Apparently, Ciri was seen before the Wild Hunt attacked, in the stables with a man named Craven (who is cursed by the other priestesses). Ask if Craven has a name. He did until he was struck from the Saga of Ancestors after fleeing the village during the attack. This Craven character attempted to clear his name by traveling to Freya's Garden to defeat Morkvarg, "the vilest man ever to inhabit Skellige," who stole, killed children and pregnant women, and attacked his own clan's lands. Answer how you wish. Afterwards, you realize this monsterous Morkvarg has a complex curse upon him. You both decide to head to Freya's Garden in the hope of finding, and dealing with both Morkvarg and Craven.

IN WOLF'S CLOTHING

At this point, you may wish to concurrently complete **Secondary Quest: In Wolf's Clothing**. Secondary Quest: In Wolf's Clothing can also be completed before you begin Main Quest: Missing Persons, if you wish.

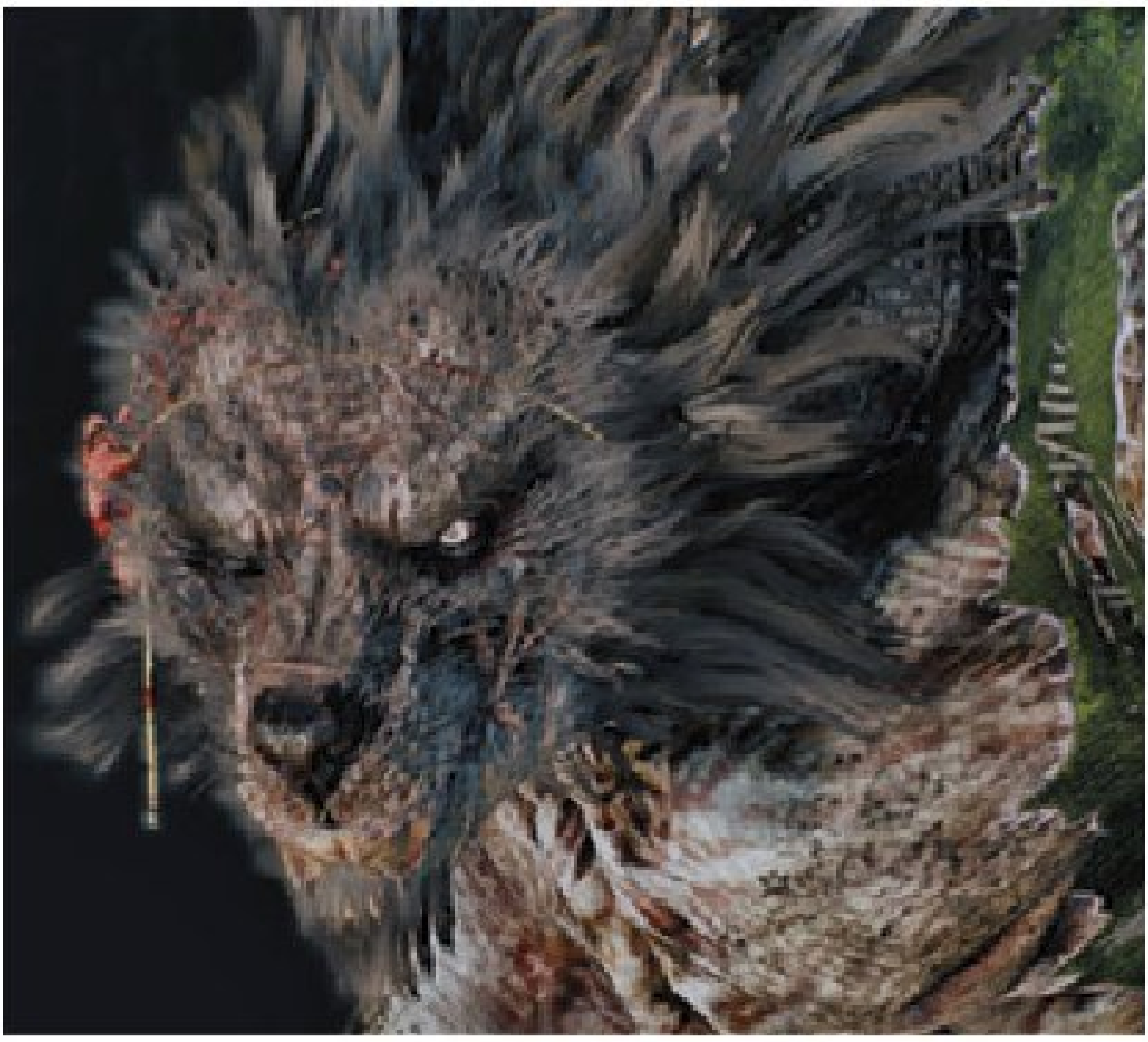


Main Quest: Missing Persons

Nameless: Craven Some Werewolf Combat

OBJECTIVES:

- Find Freya's garden and look for Craven.
- Nearest Signpost: Freya's Garden.



Morkvarg

Accompany Yennefer to Freya's Garden; a walk along the main road heading northeast (exchanging thoughts about Craven and his chances against the monster). Or, meet her at the gate if you journeyed from talking to Tordar. At the gates, you hear gnawing sounds and muttering. A huge, sinewy werewolf is devouring some meat, but it spews the contents out of its gullet and curses; an important clue for Secondary Quest: In Wolf's Clothing. It lashes out at you through the gate, and flees toward a large oak tree deeper into the gardens. He doesn't seem to be receiving visitors. Main Quest: Nameless now begins.

MISSING PERSONS
Find Freya's garden and look for Craven.

Main Quest: Nameless

Trail of the Craven

DANGER ALERT SPOILER ALERT

MAIN QUEST: NAMELESS

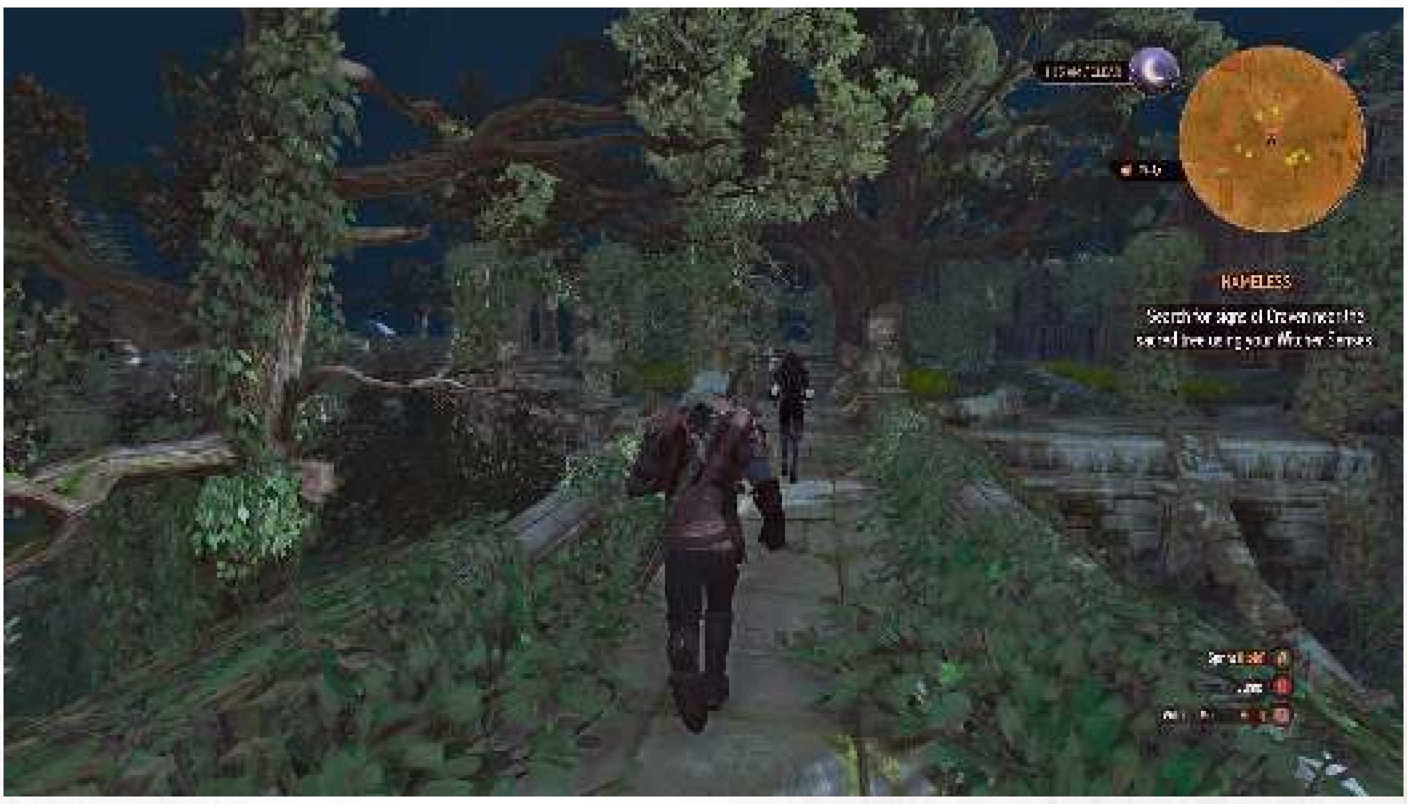
LOCATIONS : Freya's Garden

CHARACTERS : Yennefer of Vengerberg, Priestesses of Freya, Morkvarg, Craven

ENEMIES : Wolves, Morkvarg

OBJECTIVE:

- Search for signs of Craven near the sacred tree using your Witcher Senses.


NAMELESS
Search for signs of Craven near the sacred tree using your Witcher Senses

The gate is locked, so follow Yennefer up the steps. Travel across the ivy-covered stone bridges connecting various parts of the garden together, then head northwest, into the very middle of the garden to a huge and sacred tree. You pick up the trail of Craven immediately (he cut himself to make a blood offering). Afterwards, you explain to Yennefer that hunting a werewolf is best done alone (she agrees and waits at the tree).

- Before you head off, feel free to speak to Yennefer again to learn more about the garden's history, and engage in some playful banter.

OBJECTIVE:

- Follow Craven's footsteps using your Witcher Senses.

Utilize your Witcher Senses at the tree, and begin to follow a variety of clues:

- Craven's blood by the tree, flowing profusely with a clear trail.
- A crack between the tree root in the ground. Something is below, but you can't tell what.
- A trail of blood and footprints (he trod carefully) leads you down into the lower gardens. Turn right (west) and engage a wolf in combat.
- A corpse, half-hidden in shrubbery. Morkvarg doesn't eat his victims.
- Monster tracks by the main gate; there was running and chasing. Expect two more wolves prowling the area as you continue in a clockwise search.
- A number of footprints showing where Morkvarg finally attacked. Craven's blood is here.
- More splatters of blood. Craven ran away wounded, after blocking the werewolf as he tried to escape. The trail ends at a door that is firmly closed. You need to head around it.

Secondary Quest: The Mysterious Passenger

Selling the Ugliest Man Alive

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: THE MYSTERIOUS PASSENGER

LOCATIONS : Larvik (Hindarsfjall)
CHARACTERS : Donar an Hindar

QUESTING DECISIONS

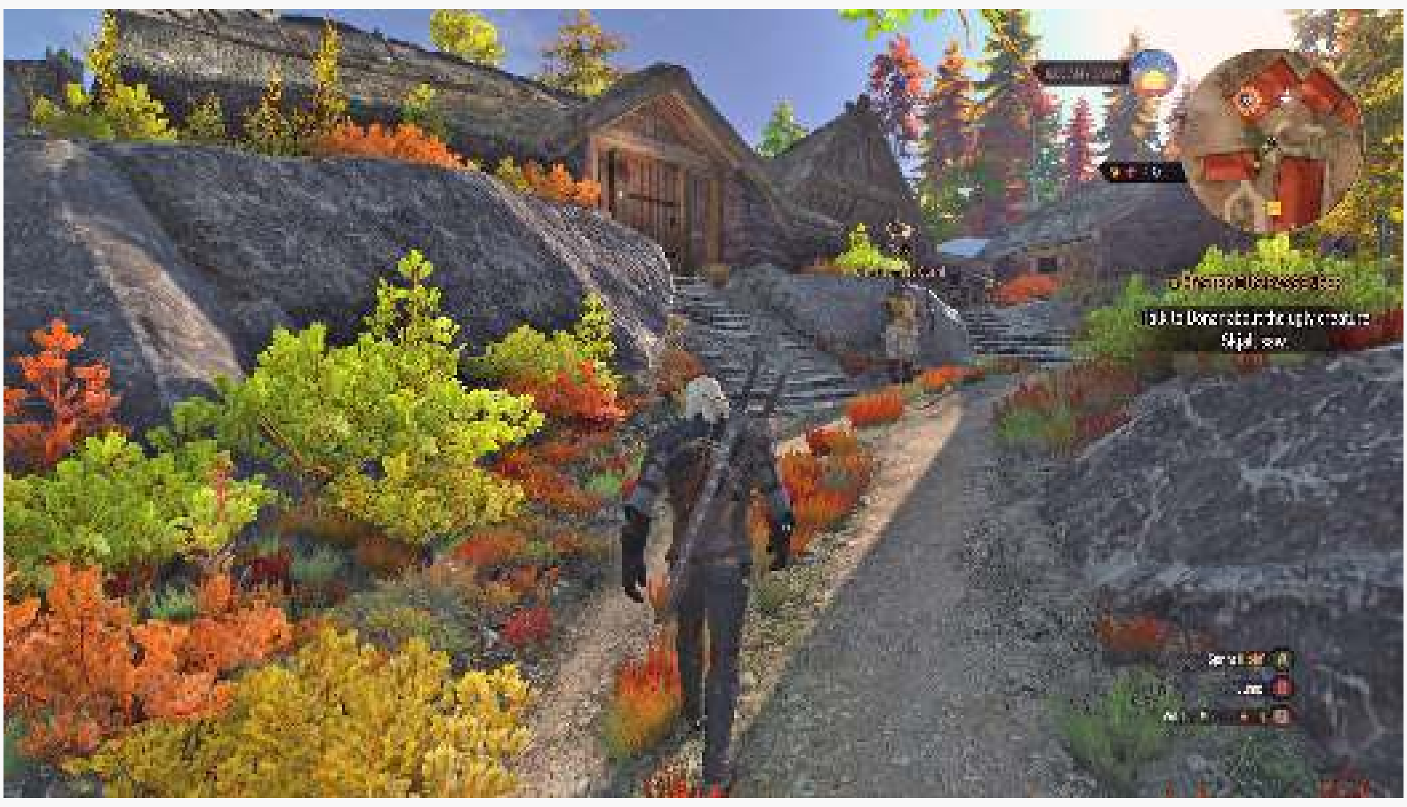
This quest becomes available automatically after the conclusion of Main Quest: Ciri's Story: The Calm Before the Storm, and you haven't seen Uma by visiting Crow's Perch yet. It is purely optional.

OBJECTIVE:

- Talk to Donar about the ugly creature Skjall saw.

Jarl Donar an HIndar

Head across the heaths and hilly roads to the village of Larvik on Hindarsfjall, enter through the gates and run east toward the jarl's longhouse. Speak to the Jarl, optionally asking him about his lineage, the news from Hindarsfjall, and Skjall's honor. But you're here to inquire about the ugly creature. He tells you it was sold to a merchant who asked about the sea routes to Novigrad. Not much of a clue, but worth a visit. This quest now concludes.



Main Quest: Nameless (Continued)

Skellige Search Successful

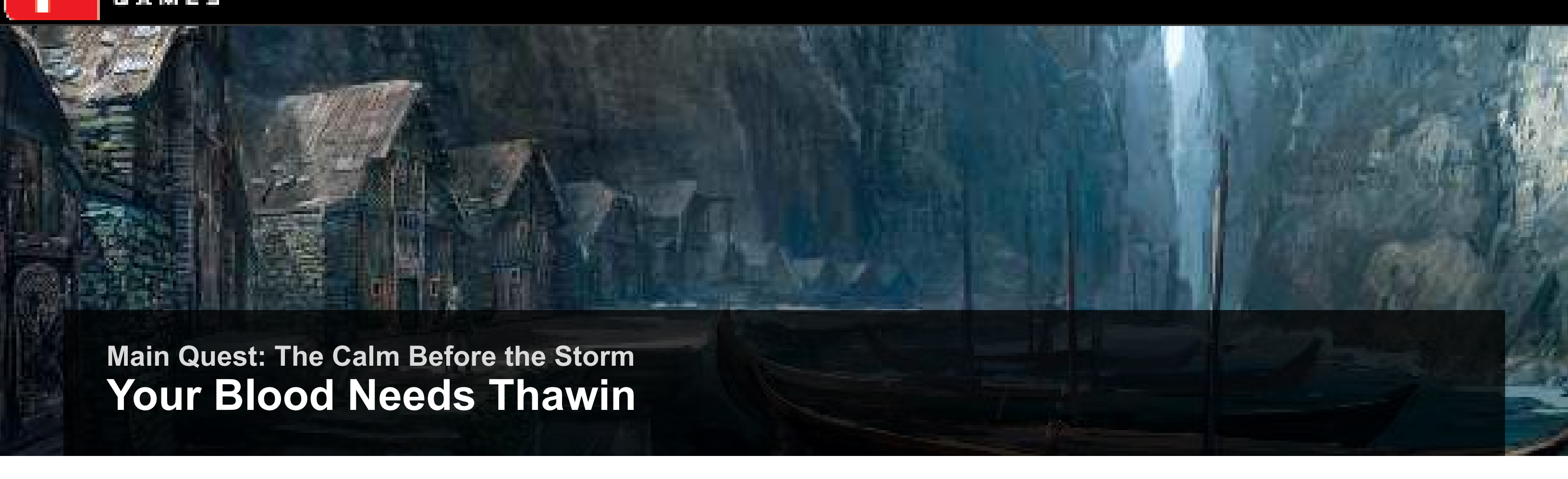
Yennefer dismisses the wretched carcass of Skjall the Craven. Her ritual has caused a great destruction in the garden, and you are visited by the Priestesses of Freya, who are both betrayed and enraged at her. Yennefer expresses little remorse. Answer the priestesses as you wish. Afterwards, you focus on the information the dead Skjall told you. Speak to Yennefer about the following:

- The fact that Ciri isn't in Skellige.
- The ugly creature is linked to Ciri somehow. It could even be Ciri herself, cursed by forces unknown.

Depending on how much of the adventure you have completed, this quest ends with the following options:

- If you have completed Main Quest: Family Matters and Main Quest: Hunting a Witch (Velen), you reckon exploring Novigrad, and starting Main Quest: Pyres of Novigrad, is in order.
- If you have completed Main Quest: The Play's the Thing (in Novigrad), you think Main Quest: The Nilfgaardian Connection is a good plan.
- If you haven't completed up to either sets of quests in Velen or Novigrad, you are at a loss at what to do.
- If you've completed Main Quest: Family Matters and Main Quest: Hunting a Witch (Velen), as well as Main Quest: The Play's the Thing (Novigrad), Main Quest: Ugly Baby automatically begins.
- In addition, Yennefer recommends you seek out Jarl Donar (who took the creature under his care) and ask him to whom exactly he sold the… gnarled lump you saw on the beach. Secondary Quest: A Mysterious Passenger automatically begins.
- Finally, as Yennefer parts company with you, she hopes you'll meet her in Larvik, as she has something to tell you. Secondary Quest: Last Wish becomes available. This quest will not start, however, if you already found Uma at Crow's Perch.

PRIMA GAMES



Main Quest: The Calm Before the Storm

Your Blood Needs Thawin

DANGER ALERT SPOILER ALERT

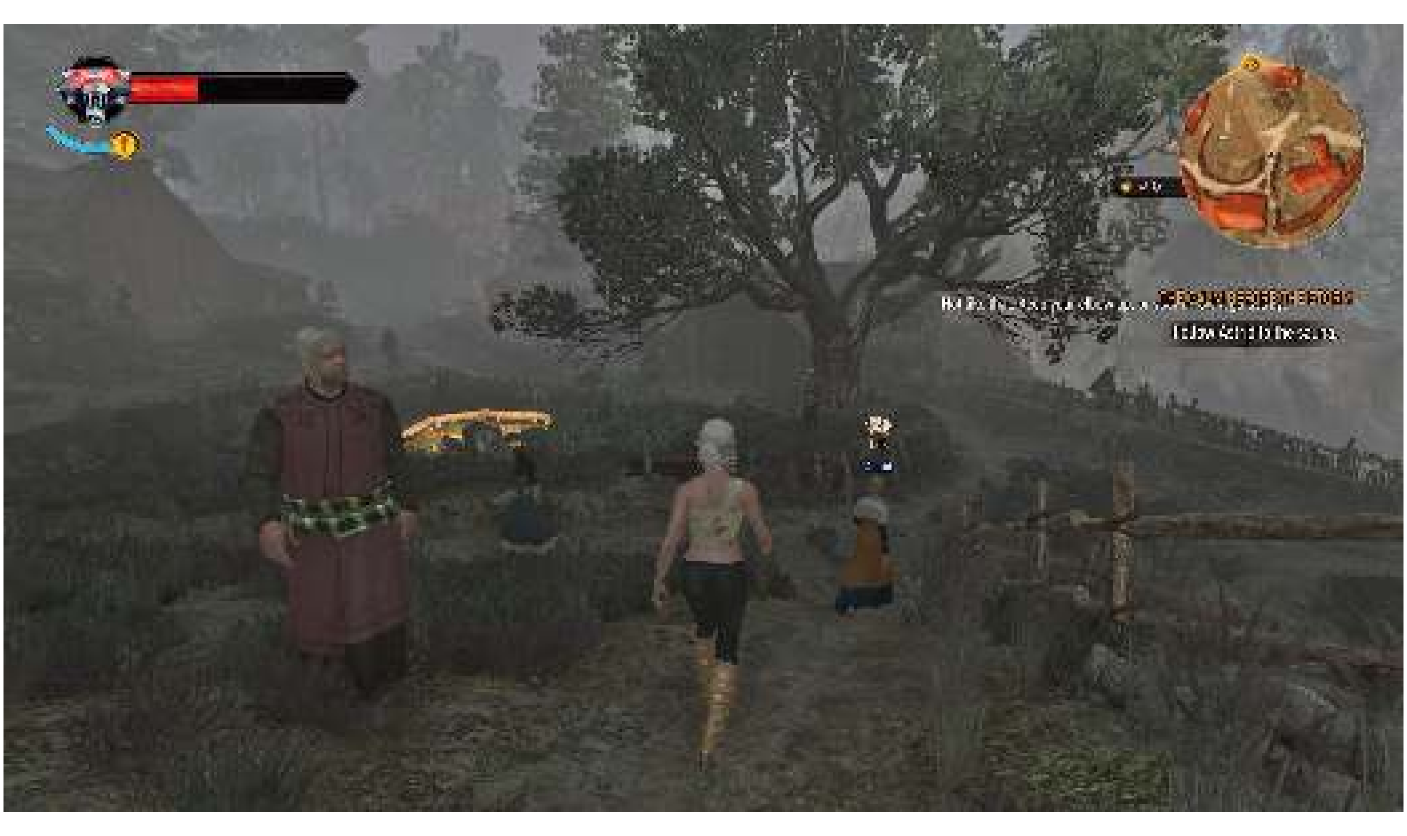
MAIN QUEST: THE CALM BEFORE THE STORM

LOCATIONS : Lofoten (Hindarsfjall), Drowned Dead Rock
CHARACTERS : Skjall, Cirilla, Astrid
ENEMIES : Hounds of the Wild Hunt, Wild Hunt Riders

OBJECTIVES:

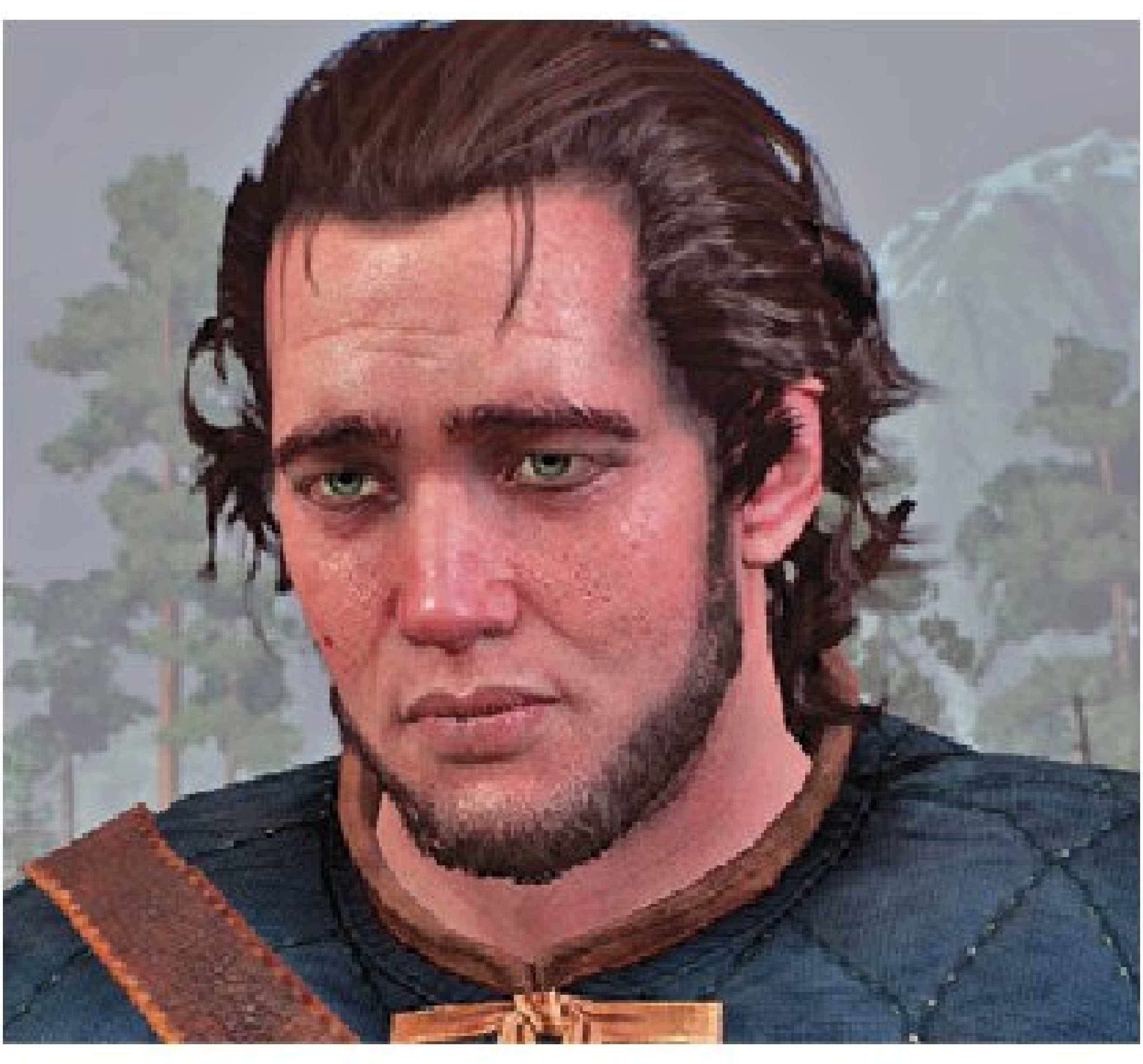
- Follow Astrid to the sauna.
- Leave your clothes in the changing room.
- Follow Astrid.

Skjall is harvesting crabs on the sea shore when he's startled by a woman falling from the skies. He drags her to Lofoten and tends to her wounds. You waken (as Ciri) with Avallach—the elf whose images you saw during your **cave exploration with Keira**—speaking to you. An instant later, Skjall is hovering over you, being teased by his sister Astrid, who recommends you bathe with the rest of the women to warm yourself up. You ask for help in getting to Drowned Dead rock. Skjall leaves to prepare a horse for you.

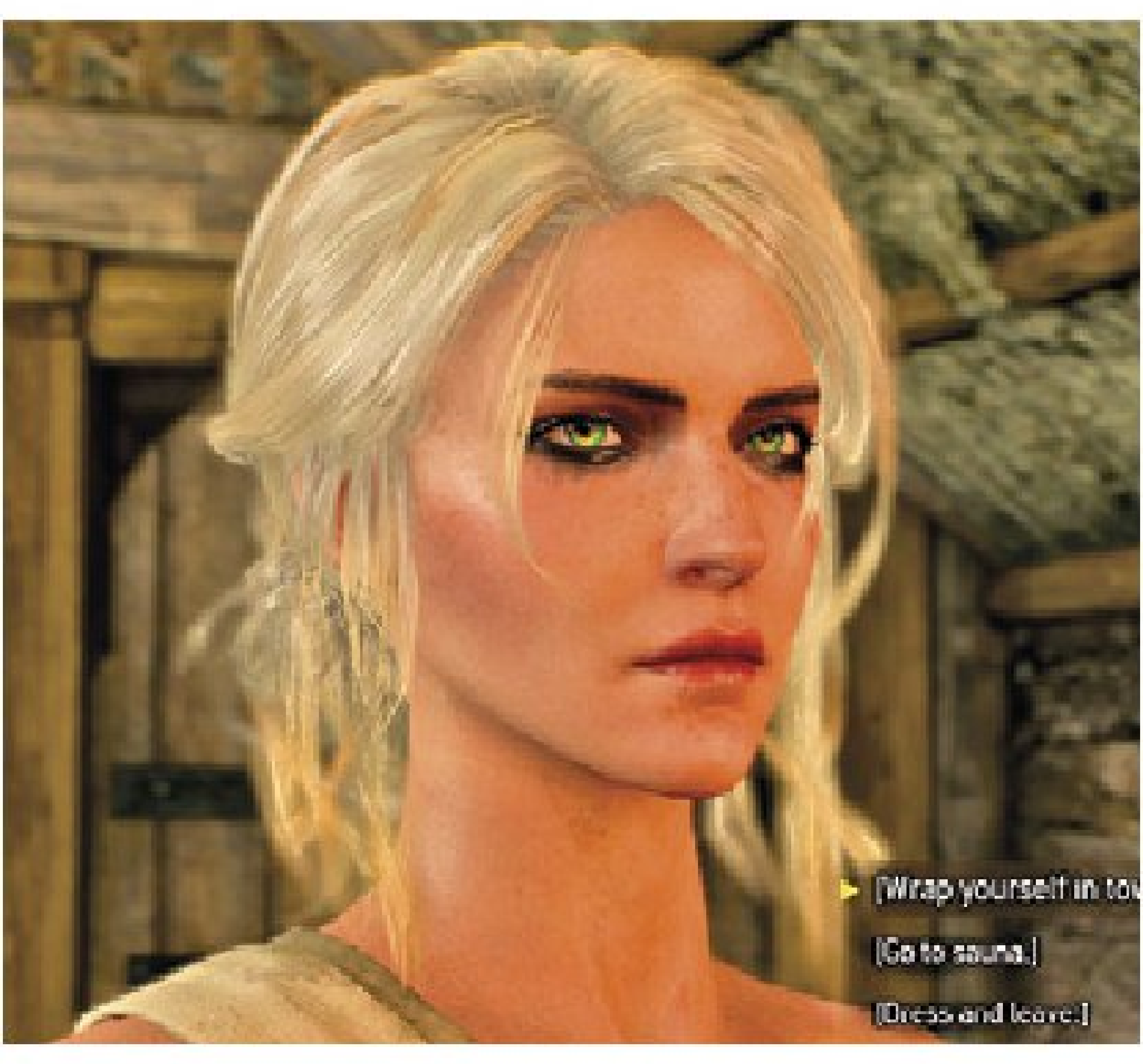


OBJECTIVES:

- (Optional) Jump into the water to cool off.
- (Optional) Drink a shot of Freya's Firewater to warm up.



Skjall

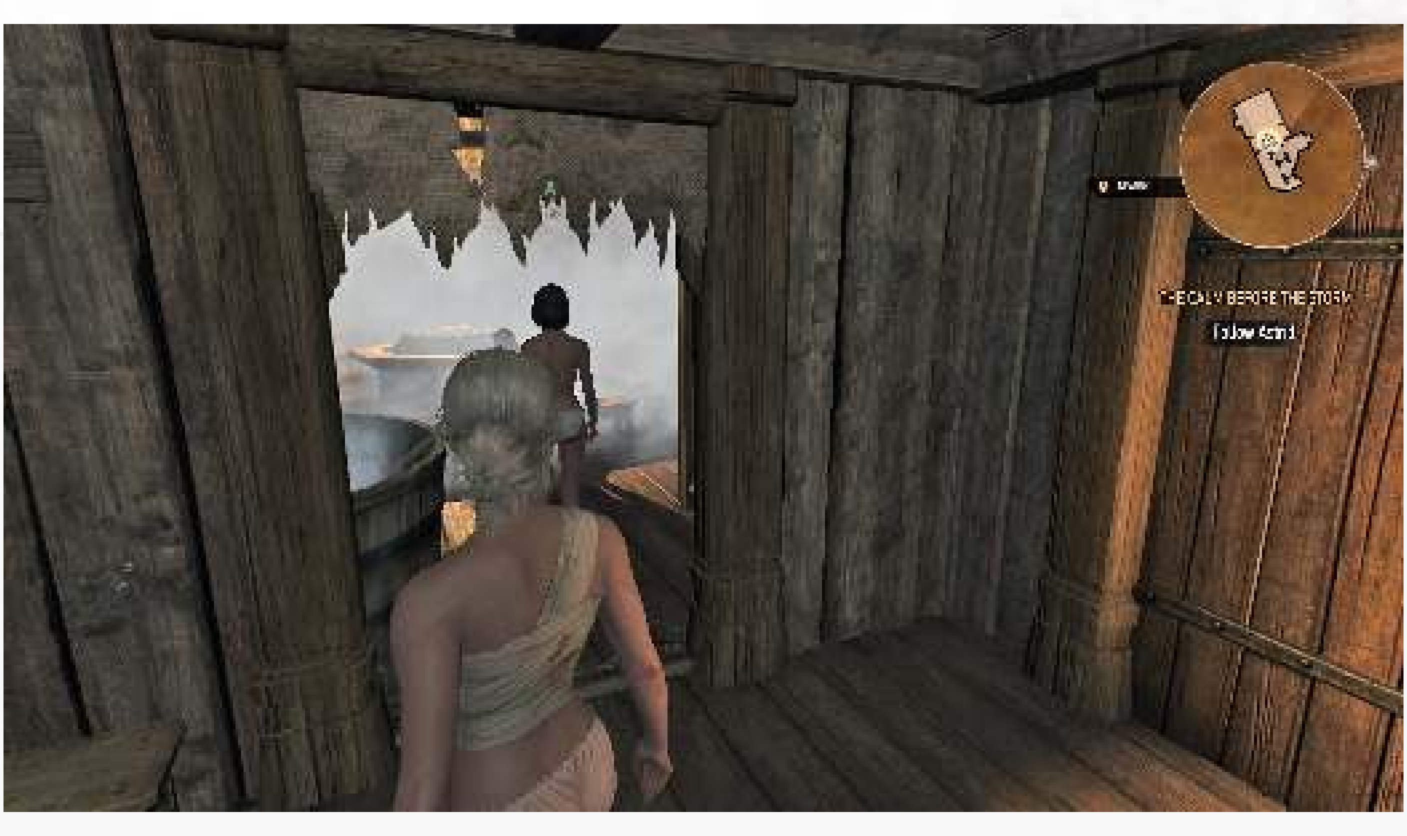


Cirilla

Follow Astrid as she talks to you about "the man in the mask from afar" (Avallach). Head out into Lofoten, around the village circle and old oak tree, and up towards the sauna where Astrid's mother is waiting. Enter a small changing room, accessing the mirror. You can:

- Wrap yourself in a towel and head into the sauna.
- Head into the sauna without a towel. The conversation turns to a rose tattoo, as you've exposed it.
- Or ignore the sauna, dress, and leave. However, you must disrobe and enter the sauna to continue this quest.

Assuming you wander into the sauna with Astrid, you meet her mum, talk about your red rose tattoo (if you're without a towel), the coals are doused, and you speak of your homeland (as much or as little as you'd like). The conversation moves on to Skjall. Astrid asks if you fancy him. Answer how you wish (obtain a blush from Astrid if you remark that you prefer women). Finally, you're able to take a quick dip in the cold water outside, head to a jug of whiskey under a tree for a shot to warm you up, or take your leave (as Skjall has readied the horses).



A TIPPLE AND A DIP

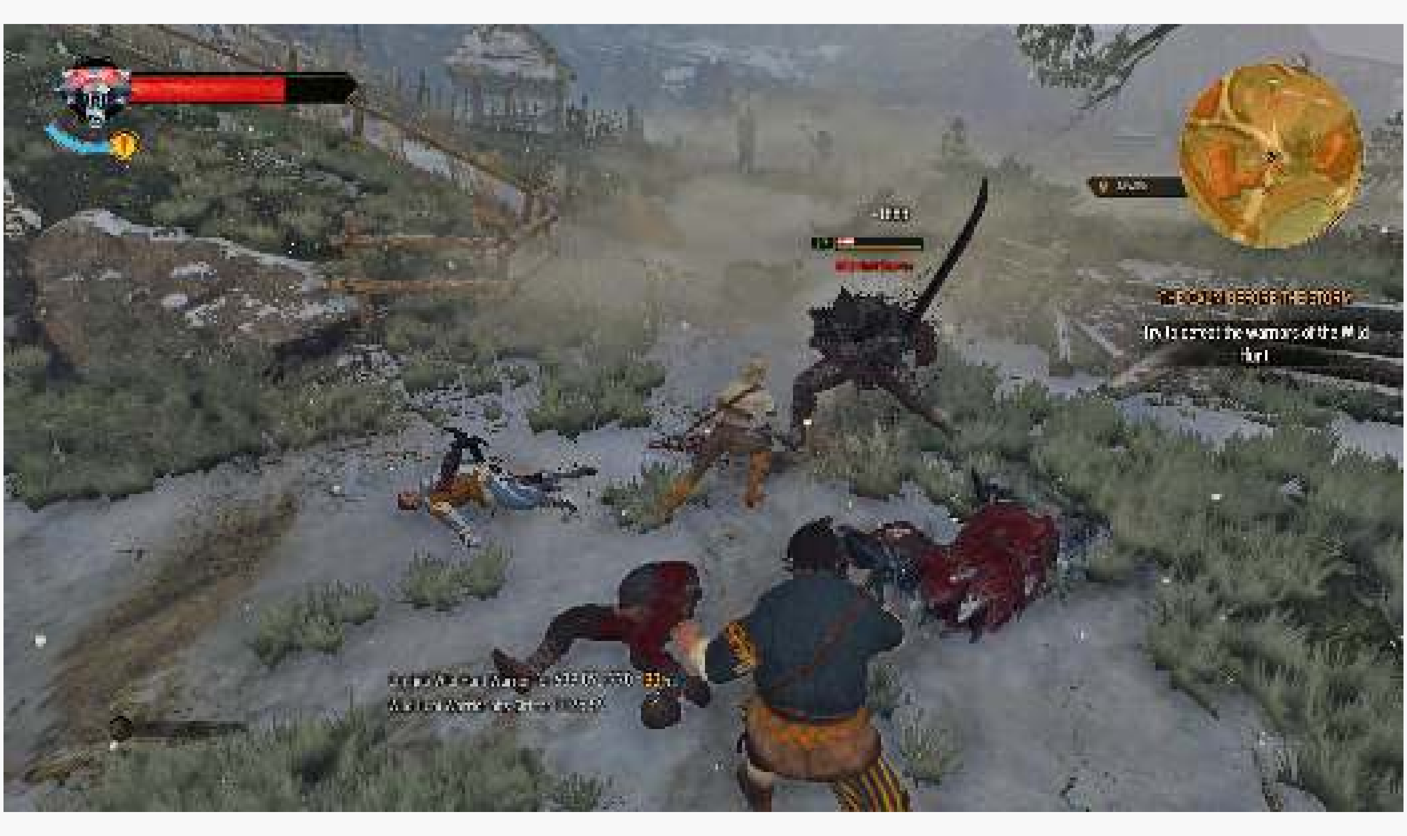
The shot of whiskey and the dip in the refreshing waters are more than relaxing; they grant you health regeneration, making the next part of this quest easier.

END: SKJALL'S SACRIFICE

OBJECTIVES:

- Join Skjall in the stable.
- Try to defeat the warriors of the Wild Hunt.

Return to the changing room, put your clothes on, and head out into the village. Optionally view the villagers of Lofoten in their daily lives (a young man and his father learning how to shoot a bow, a married couple on a hill above you, and folks remarking about a coming storm). How right they are.


THE CALM BEFORE THE STORM
Try to defeat the warriors of the Wild Hunt

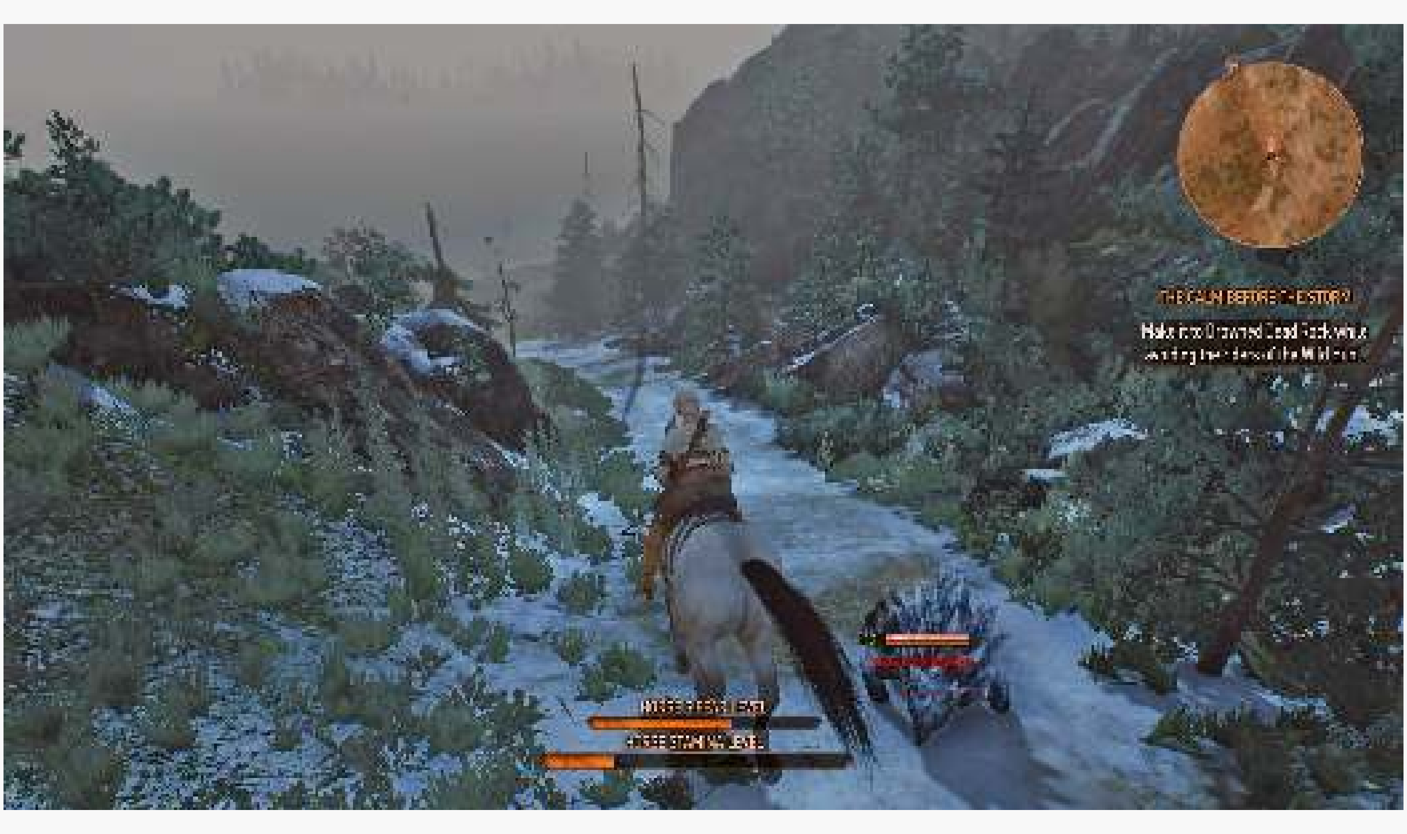
At the stables, you may optionally tease Skjall about his feelings for you. This can lead to Skjall's first attempt at a kiss. But your flirting is interrupted by shouts from outside. Dash outside, and defend yourself from hounds of the Wild Hunt, as well as Wild Hunt Riders who are razing the settlement! You must kill between three and four of these foes, now you have cured your weakened state in the sauna. Battle until Skjall shouts, then return to the stables. Skjall vows to show you the way to Drowned Dead Rock. You can:

- Thank him.
- Or ask about his family. This leads to slight conversation changes when Geralt and Ciri meet in Act III: Main Quest: Child of the Elder Blood.

OBJECTIVE:

- Make it to Drowned Dead Rock while avoiding the riders of the Wild Hunt.

Set off at a canter heading roughly south, following Skjall along the road out of Lofoten. Along the Cliffside road there are intermittent infractions with hounds. Avoid them to stop your horse from panicking, and gallop as much as possible. Expect a few hounds to attempt to thwart you.



DON'T RIDE A HOARSE HORSE

Replenish your horse's stamina when no foes are close to you on your minimap.

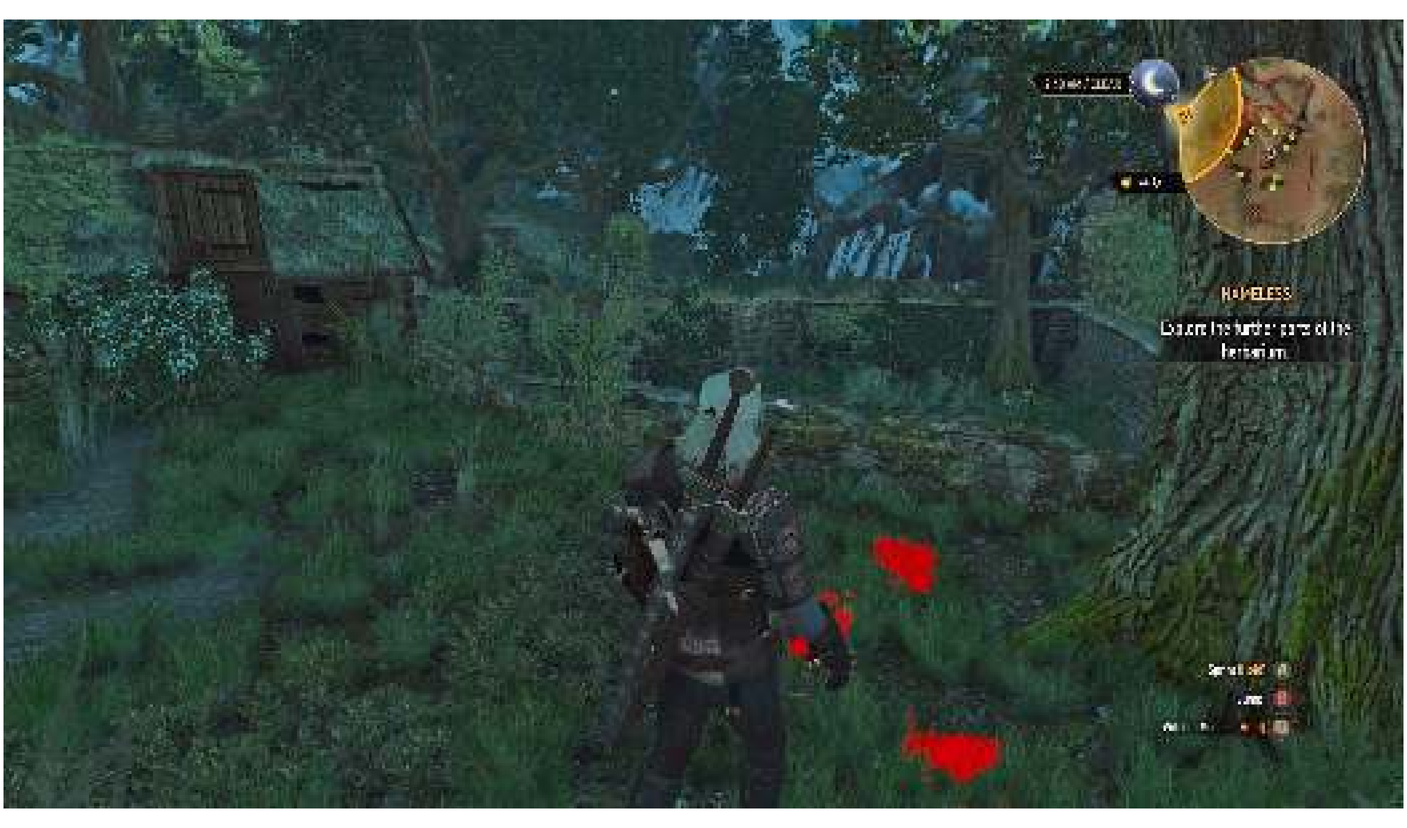
You race to a boat along the coast, and are taken aboard by Avallach, cast adrift into the waters. Skjall races to help, but is cut down by a Wild Hunt rider. The next morning he awakens to see Avallach's boat wrecked on the beach. A grotesque homunculus looks over the broken boat. Main Quest: The Calm Before the Storm concludes.

Main Quest: Nameless

Overcoming an Undying Lycanthrope

OBJECTIVE:

- Explore the further parts of the herbarium.

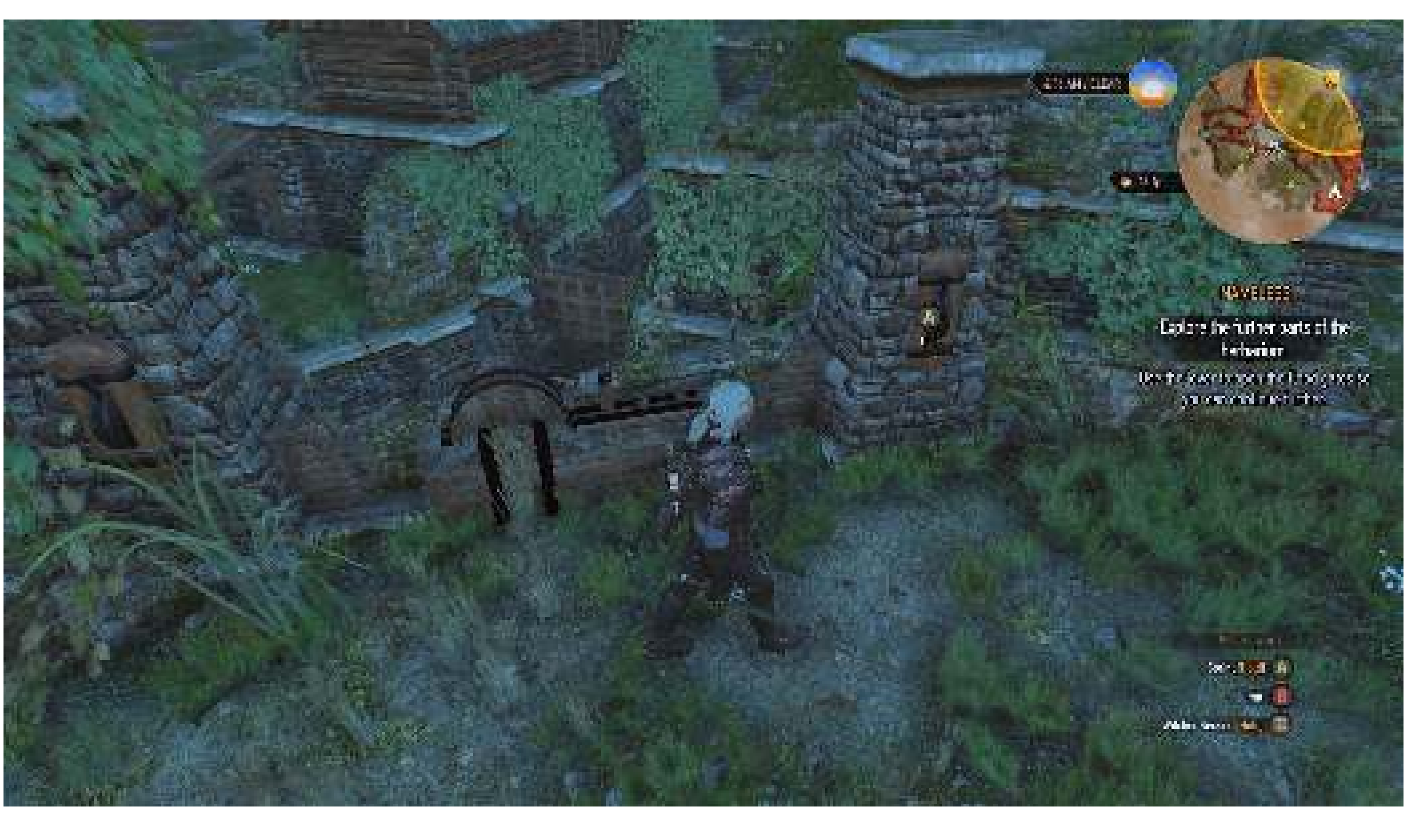


Climb the wall to the right and explore the structures further into the gardens, but make a mental note that your path eventually leads you to the arched door to the right of the wooden wall. To reach there, sprint past Yennefer at the sacred tree, drop down heading northeast, and travel up some stone steps and into an overgrown stepped courtyard where there's a wolf to cut down. Move to the edge of the raised garden and look down onto a lean-to and small canal. Drop down from the lean-to and check the following with your Witcher Senses:

- There are many prints both old and new. Morkvarg's lair is close.

OBJECTIVE:

- Use the lever to open the flood gates so you can continue further.



Climb the stone ladder embedded into the wall, and clamber onto the higher ground overlooking a sluice gate and two levers. There is a ruined bridge in this area with a locked gate on the other side. You can't reach that to continue, so inspect this area closely. Utilizing both levers should allow you to open the flood gates. Save your progress, and start yanking those levers!

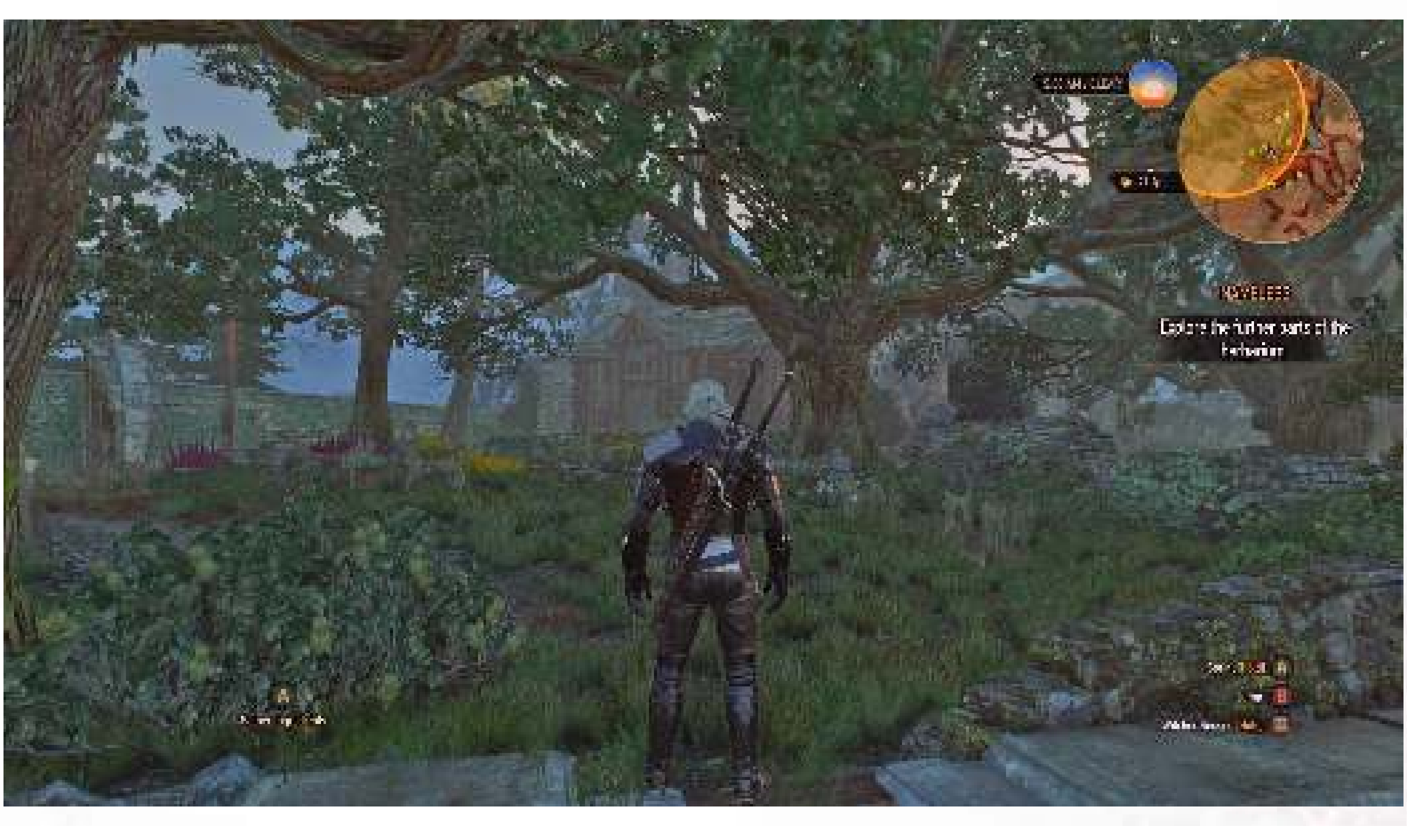
- The left lever changes the gears of the mechanism to lift up one of the three sluice gates. You can see which gate is able to be lifted by watching the three wooden mechanism dowels that move up and down between the two levers. Simply use the left lever until the sluice gate you want is ready to be moved.
- The right lever moves the actual sluice gate you have chosen. There are three gates.
- The left gate opens a watery exit outside, and out of Freya's Garden, if you wish to leave easily.
- The middle gate allows access to the further part of the gardens, where both a well and a secondary structure are accessible; to further this quest.
- The right gate is under the waterfall, leading to an underwater cave where a key can be found. However, this is only useful during Secondary Quest: In Wolf's Clothing.

Once the middle sluice gate is open, you can continue.

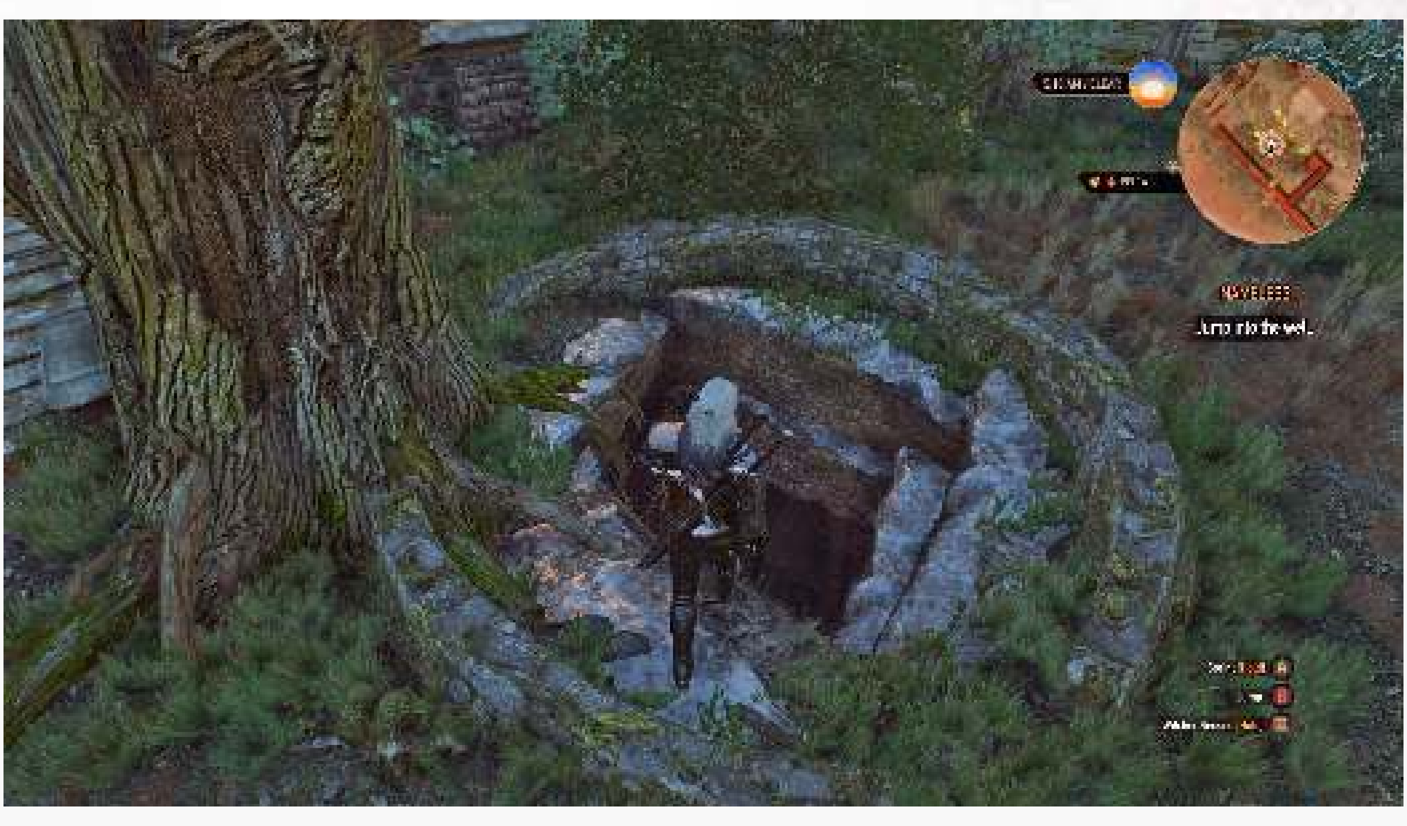
SLAYING THE ULFHEDINN (WEREWOLF)

If you're interested in slaying the werewolf, its cave is just north of the two sluice levers. Refer to Secondary Quest: In Wolf's Clothing for advice.

Dive into the canal, swimming through the open sluice gate, and climb the stone steps to the right, and up onto the higher garden ground you couldn't access from the broken stone bridge earlier. Turn northwards and run up the stepped garden to a large hall structure. Use your Witcher Sense to uncover claw marks on the splintered door. Morkvarg smelled something beyond here.

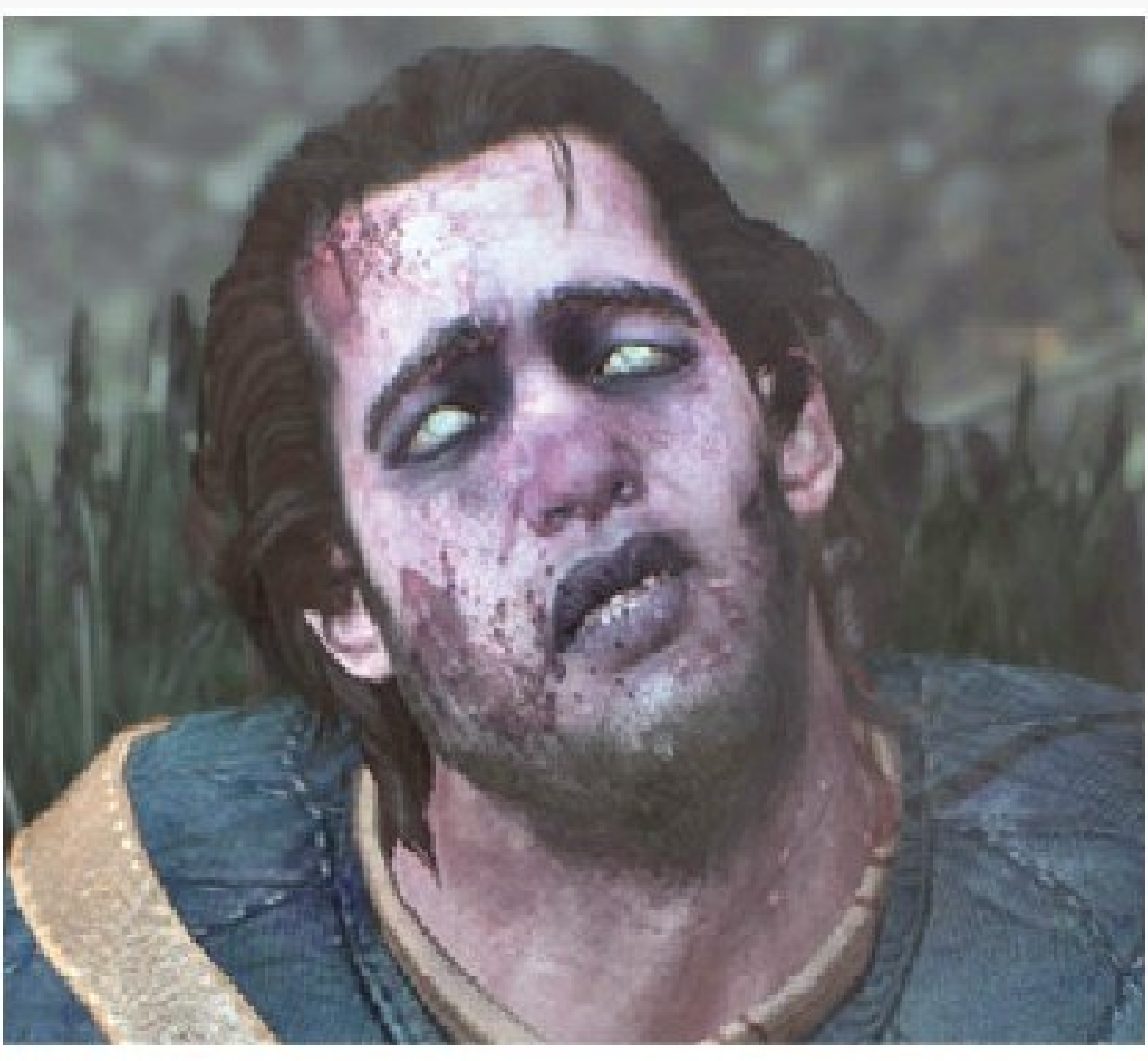


Inside the hall is a crudely constructed symbol of Freya on the ground, where the werewolf was lured. This structure isn't relevant to Main Quest: Nameless, so only use your Witcher Senses to inspect it if you're solving Secondary Quest: In Wolf's Clothing.



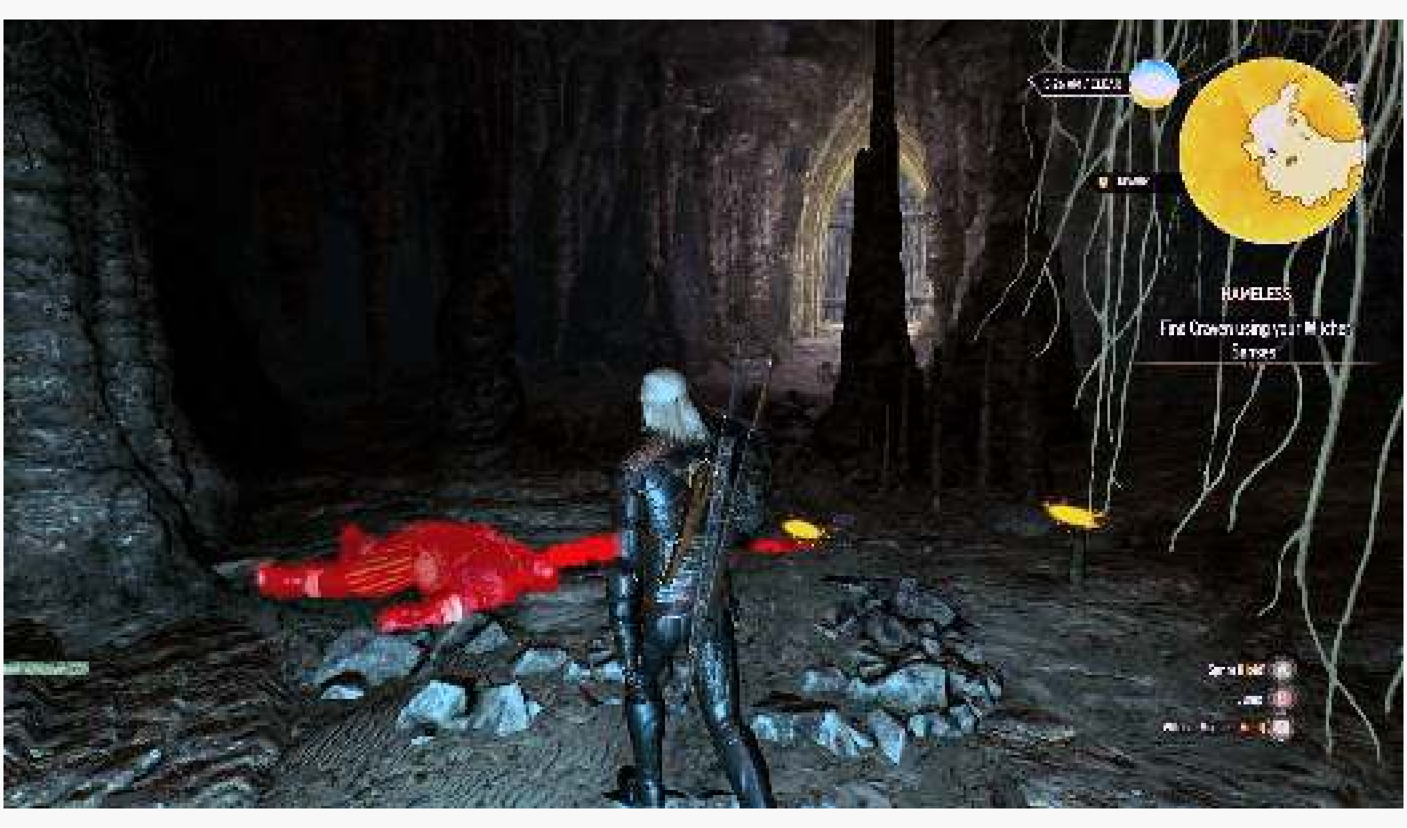
Return to the exterior gardens, and head down toward a well by a tree, on the other side of the door you couldn't navigate through earlier. There are tracks here indicating Craven entered this well. Drop down yourself, and maneuver through the tunnels until you reach a small burrow, and immediately inspect the corpse lying here. You've found Craven, or at least, what's left of him. There is a key that opens the archway exit back into the gardens, too.

ITEM: Quest Item: Key to the Burrow



Skjall (Craven) (Corpse form)

After an unpleasant task hauling of the corpse up to the sacred tree, Yennefer inspects the corpse. Although putrefaction has set in, Craven's vocal chords are intact. After a spot of necromancy, the corpse wakens and begins to tell its tale. Main Quest: Nameless halts, and Main Quest: The Calm Before the Storm begins.



Secondary Quest: The Last Wish

Dangerous Sometimes. Malicious All the Time

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: THE LAST WISH

RELATED QUESTS : Main Quest: Nameless
LOCATIONS : Freya's Garden (Hindarsfjall), Larvik, Ingdalen Isle, Northern Mountains (Ard Skellig)
CHARACTERS : Yennefer of Vengerberg, Amos var Ypsis
ENEMIES : Sirens, Drowners, Djinn

OBJECTIVES:

- Go to Larvik's harbor with Yennefer, or Meet Yennefer in Larvik.
- Talk to Yennefer.
- Go to Larvik's harbor with Yennefer.
- Get on the boat with Yennefer.
- Nearest Signpost: Larvik.

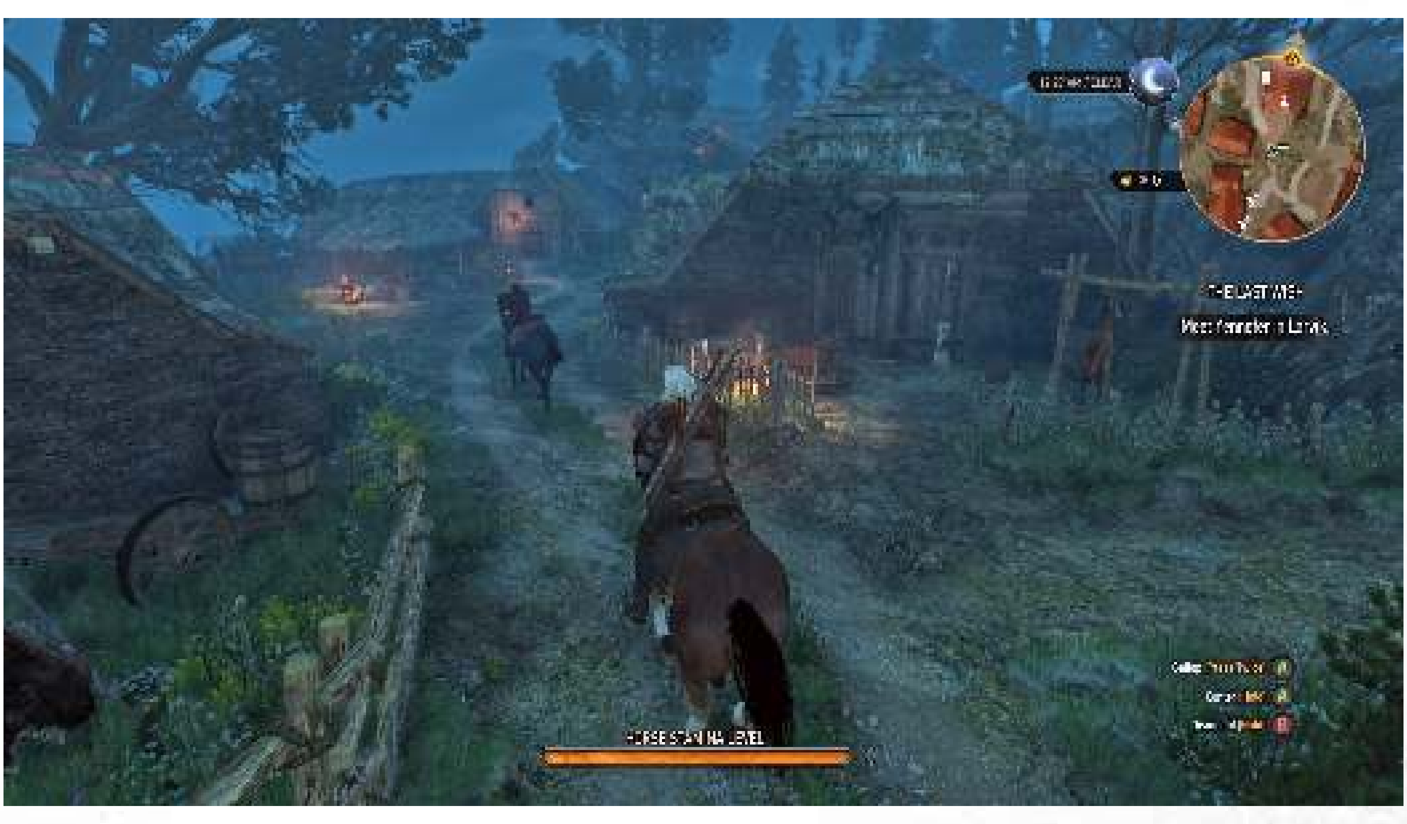
QUESTING DECISIONS

This quest begins at the conclusion of Main Quest: Nameless.

Yennefer of Vengerberg

After finding the Craven in the well of Freya's Garden, and speaking about locating (and finding) Ciri, Yennefer requests you meet her in Larvik, at the warrior's hall. She has something important to tell you. You can accompany her to Larvik immediately (on horseback), or agree to meet her there later (so you can prepare or finish other quests first).

Enter the warrior's hall, where Yennefer is gaining the upper hand on some unruly yokels. Speak to her, and she mentions a man named Amos var Ypsis, a specialist on djinns. She tells the story of his disappearance. Answer how you wish. She wishes to know what became of him, but she's particularly interested in his djinn. Feel free to ask more about these mystical creatures, before agreeing to help.



The harbor is a short jog from the warrior's hall, down the hill to where her vessel is moored. Speak to her again. She tells you of an incantation on her boat, allowing you to see if there are any wrecks on the seafloor. Yennefer takes the helm. You sit at the bow of the boat.

YEARNING FOR YENN

If you decide not to help, Yenn leaves on her own, and she cannot be considered a romance option from this point.

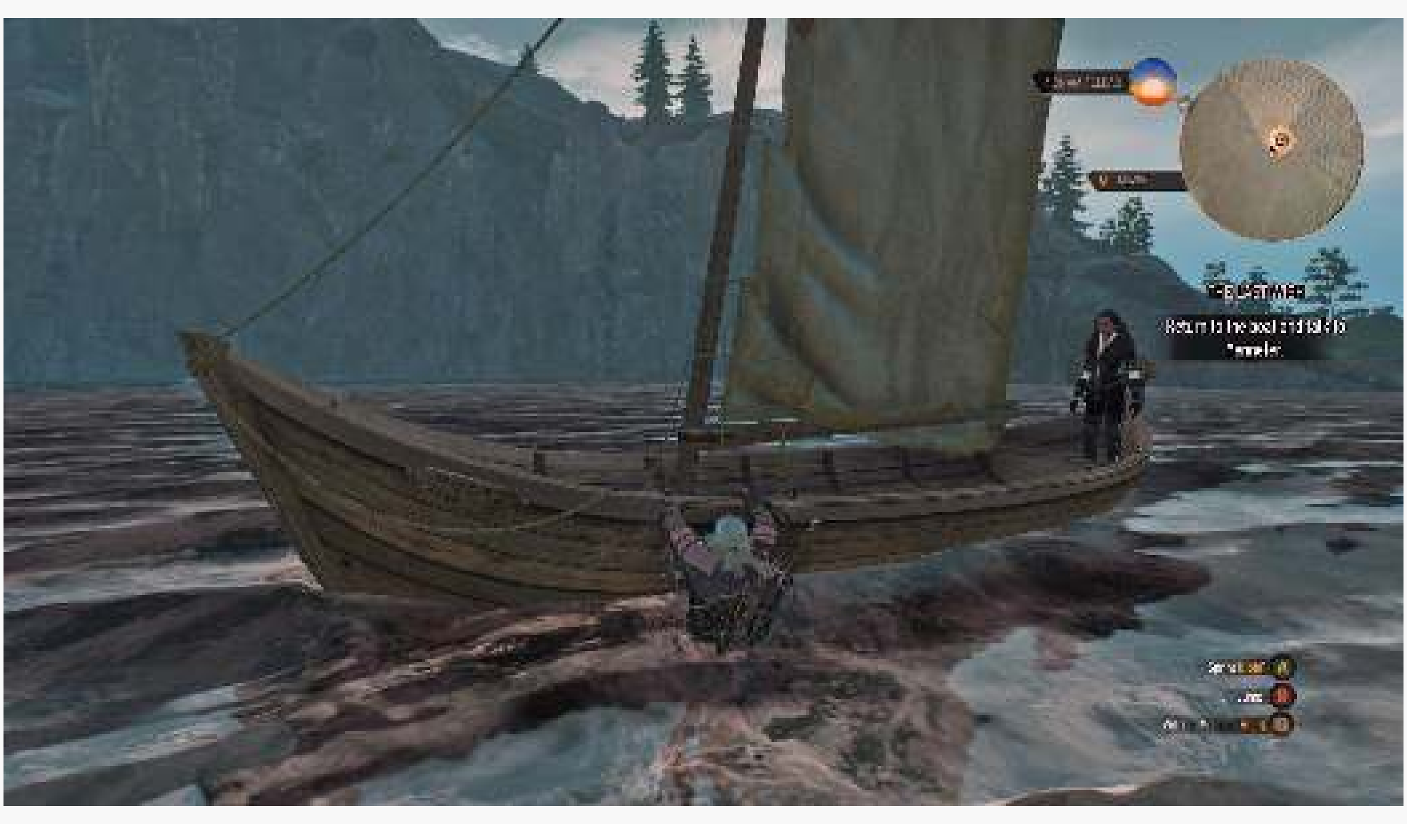
OBJECTIVES:

- Help Yennefer find the djinn (3).
- Search the bottom of the bay using your Witcher Senses (3).
- Return to the boat (3).

You set sail into the ocean waters, talking of past adventurers. Eventually you reach an area that Yennefer wishes to search. She casts a spell to slow your heart, allowing you more breathing room. Leap into the frigid waters, and dive directly below the boat. If any sirens are in the vicinity, shoot them with your crossbow or magic before you go.

Below are the remains of a longship, and a few swimming drowners. Avoid them as you find the entrance to an underwater cavern, or use your crossbow and remove them as a threat, and swim inside (roughly east). Use your Witcher Senses on the small half-buried vessel—it sports a Clan Drummond figurehead. This isn't the correct boat, so swim back to the surface.

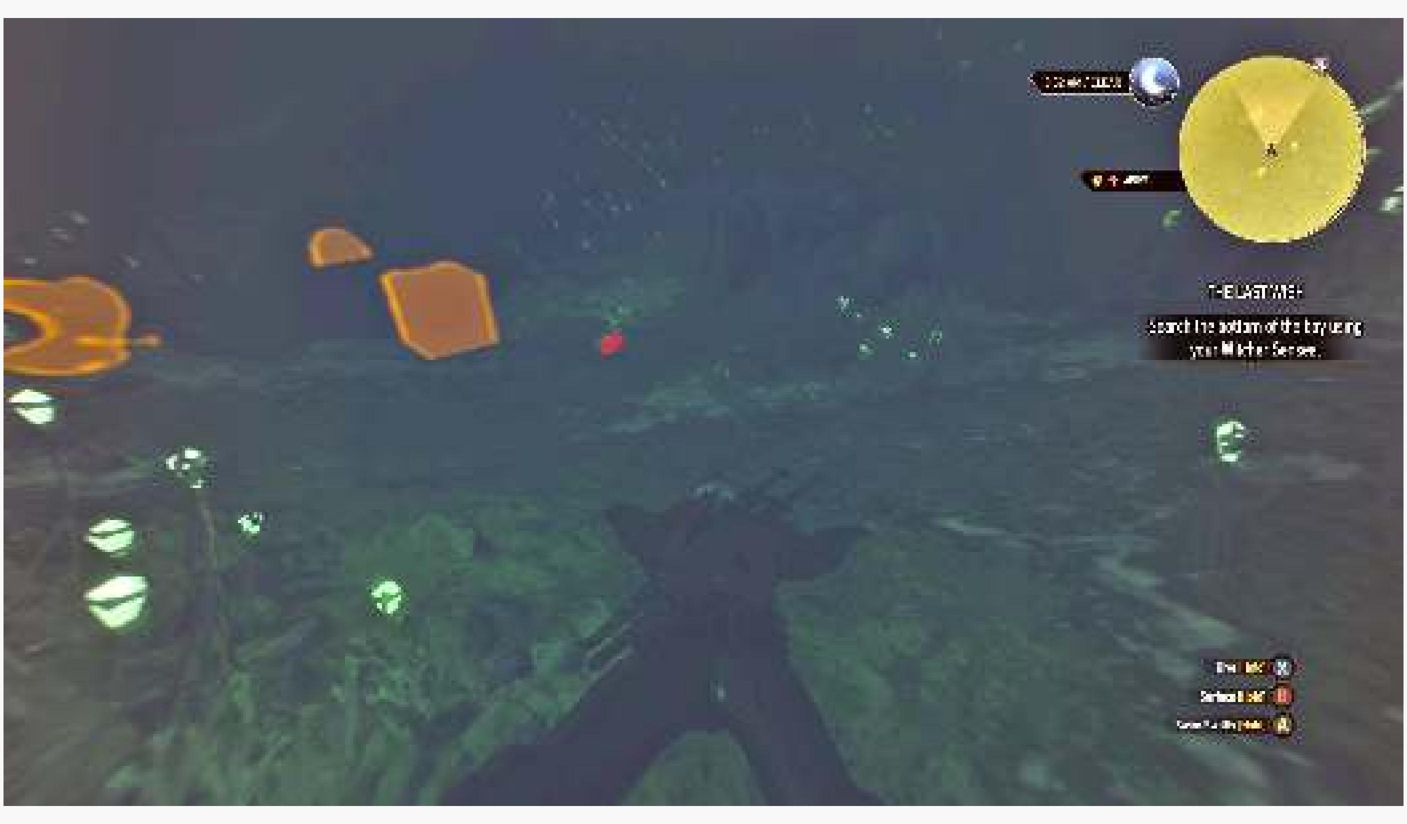
Yennefer sails roughly northwest, crossing the ocean toward a pair of small, odd islands of thin fur trees and rocks. Before you reach there, watch for the white whale if you wish. She then stops and finds another wreck. Dive down and discover a variety of chests and barrels. By the rocks and ship's deck, you find a war horn bearing the Clan Heymaey symbols. Check for further chests, and gather all the war booty you can from them. There's also a Skelliger's buckler from ages past. But this isn't Yennefer's boat. Return to the surface.



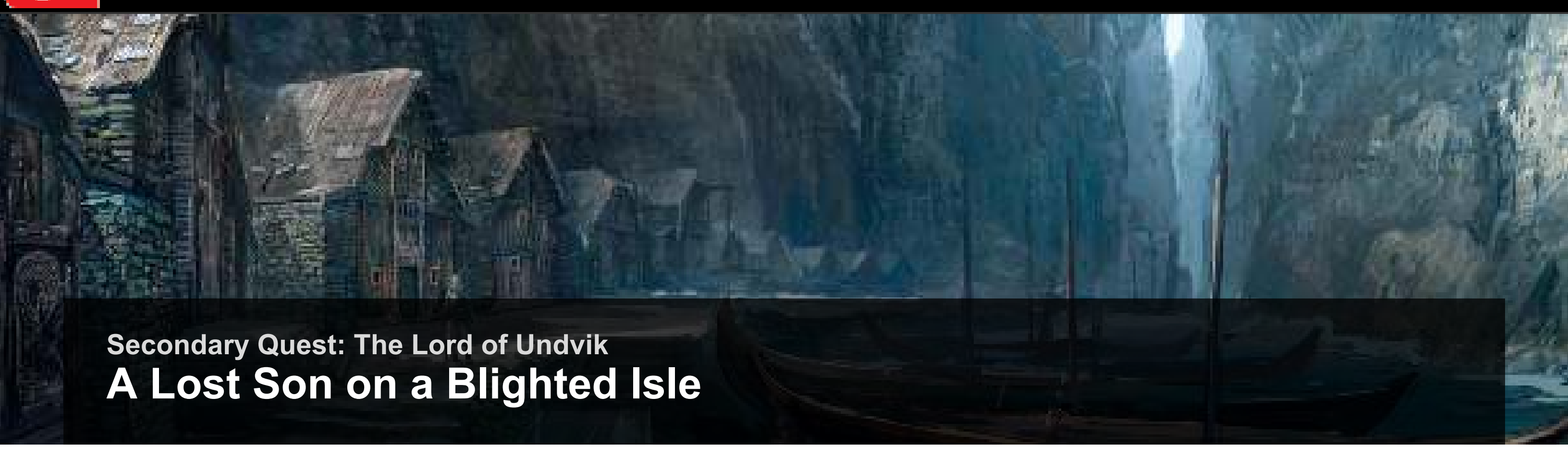
SUNKEN TREASURE

Make sure you attempt a lengthy sweep and open any chests and crates; there are a variety of items to gather as you search each wreck.

Yennefer continues to travel towards the two islands that make up Ingdalen Isle. As she passes between the rocks, she senses something odd. Dive down under her boat, and you're astonished to discover a huge crater! However, when Yennefer uses your eyes to see this unnatural seafloor, she informs you this anomaly is the effect of teleportation. Now swim toward a collection of chests and crates (which can be looted), before finding the remains of a boat. Near here is a basket cut exactly in half. Close to the boat is something more. A broken seal! Yennefer orders you to the surface.



ITEM: Quest Item: Broken Seal (1 of 2)



Secondary Quest: The Lord of Undvik

A Lost Son on a Blighted Isle

SECONDARY QUEST: THE LORD OF UNDVIK

RELATED QUESTS : Main Quest: The King is Dead—Long Live the King, Secondary Quest: Possession, Secondary Quest: King's Gambit

LOCATIONS : Bridge to Kaer Trolde (Ard Skellig), New Port Inn, Marlin's Coast (Undvik), Giant's Ship, Hjalmar's Camp, Abandoned Village, Ice Troll Cave, Urskar, Clan Tordarroch Forge, Dorve Ruins, Ice giant's Cave

CHARACTERS : Crach an Craite, Axel (Navigator), Rante (Survivor), Jonas the Innkeep, Harald Houndsnout, Folan, Hjalmar an Craite, Vigi the Loon

ENEMIES : Ekhidna, Sirens, Ice Trolls, Devourers, Rotfiends, Myrhyff the ice giant

QUESTING DECISIONS

This quest becomes available automatically, once Main Quest: The King is Dead—Long Live the King concludes. It is purely optional.

THE TIME TO ACT IS NOW!

If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige, and both Hjalmar and Cerys are presumed dead. Harsh.

OBJECTIVES:

- Ask Crach an Craite about Hjalmar.
- Nearest Signpost: Bridge to Kaer Trolde.

Locate Crach on the exterior battlement crenelations overlooking the gorge. Ask him about Hjalmar, and his venture. He reckons you should ask some Clan Torrdaroch survivors down in the New Port Inn about Undvik and the giant that must be slain there.

OBJECTIVE:

- Ask around at the New Port Inn about Undvik and the ice giant.

Jonas the Innkeep

Tante the Navigator

Axel the Survivor

Leave the Kaer Trolde Keep, and descend to the bottom of the mountain, all the way to the harbor, before working back (north) toward the New Port Inn where Yennefer is staying. Enter the main tavern, where rowdy drinking and merriment abounds. Hjalmar recruited his crew here, so there are three fellows to speak with:

- The Innkeeper, who recalls how Hjalmar cajoled his crew into undertaking a mission to cut off "that bloody giant's head." They wanted to take back the forge, where the best blades on the islands are crafted. He also points out the other two fellows to talk to.

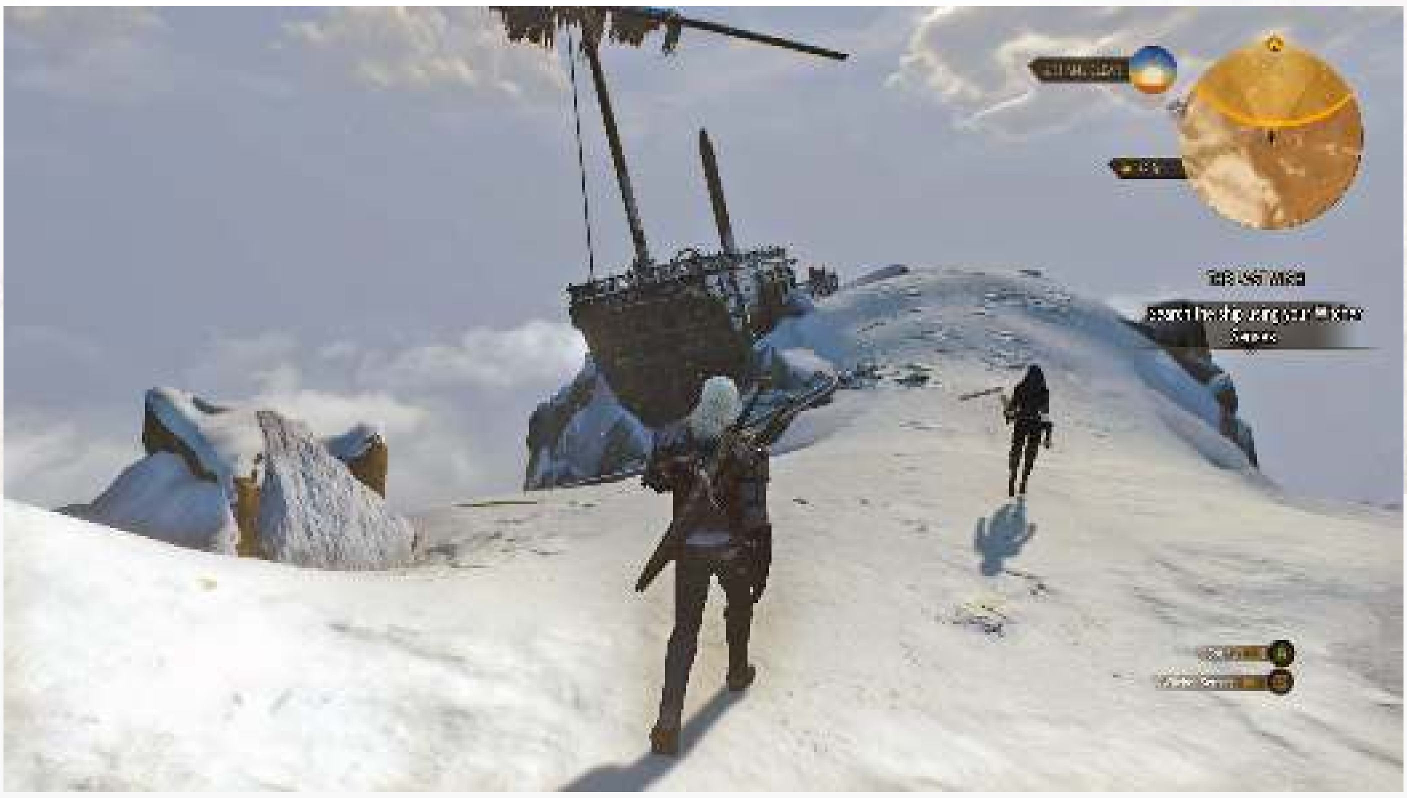
Secondary Quest: The Last Wish

Too Much Studying Can Kill You

OBJECTIVES:

- Return to the boat and talk to Yennefer.
- Search the ship using your Witcher Senses.
- Follow Yennefer to the top deck.

After examining the broken seal, Yennefer opens a portal and teleports you both to within a dozen yards of the other half of the seal. You appear atop a snow-covered mountain in Ard Skellig. Before continuing, quiz Yennefer regarding exactly why she wants a djinn. Choose either conversation. The topic soon changes to the link you and Yennefer share. She reminds you of the time you asked a djinn to bind you both together. Yennefer wants to ask this one to take that wish back.



Agree or don't. Yennefer wants to know if there's any magic left between you. Take that comment as you wish. You then head towards a ship, left atop the mountains of northern Ard Skellig, northwest of Yustianna's Grotto. Approach the wrecked vessel, looting the captain's cabin of treasure if you wish. Then continue down into the hull for more chests. The place looks like a laboratory. Gather some rare books, then inspect the following:

- A trail of blood from a pair of shoes. They lead to a bookcase. Interact with it, and you lift it up, revealing the crushed and bloodied remains of Amos. An unfortunate accident? Tell her you must search the body. You produce the other half of the seal. Head back up on the top deck.

ITEM: Quest Item: Broken Seal (2 of 2)

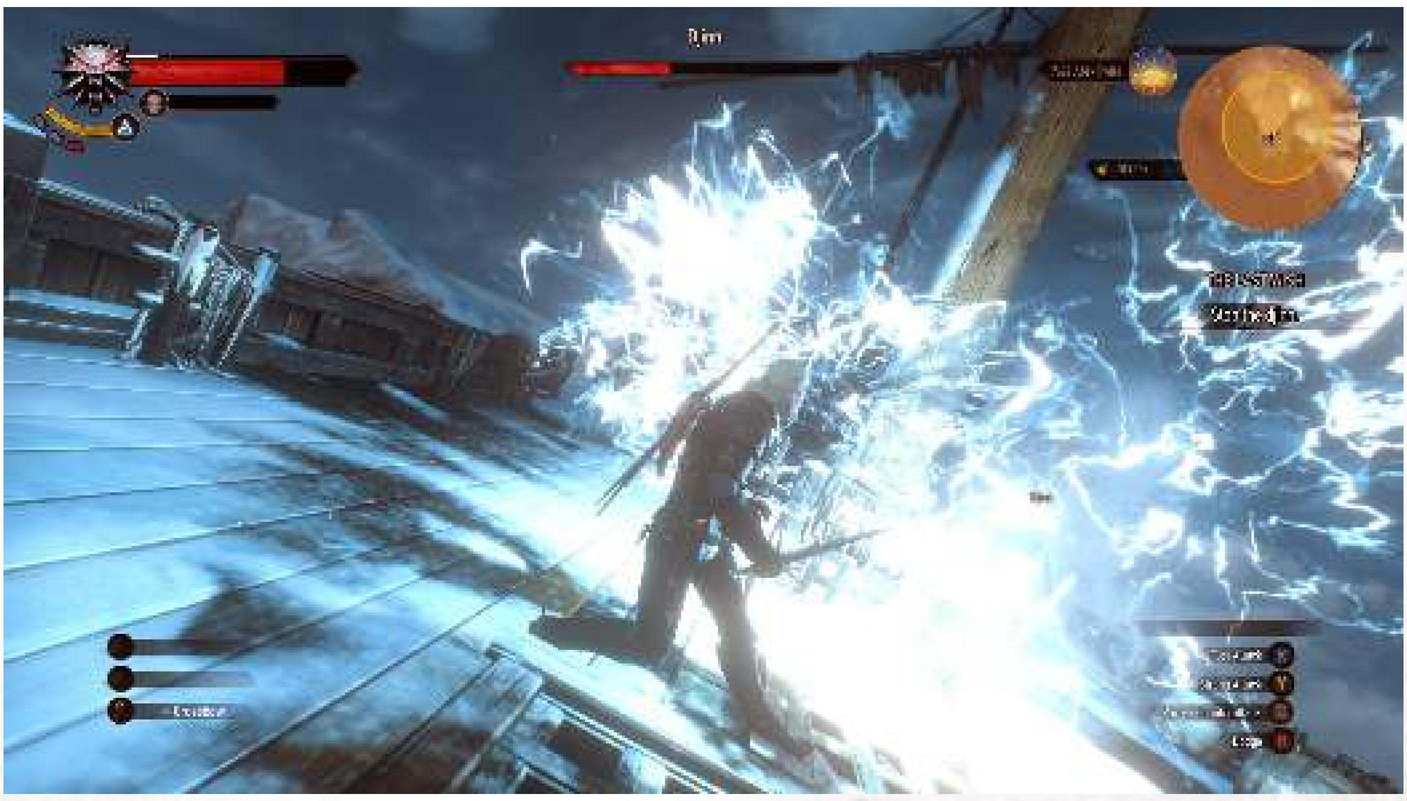
Secondary Quest: The Last Wish

The Spirits of Skellige Favor You

OBJECTIVE:

- Stop the djinn.

Up at the ship's wheel, Yennefer aims to conjure and tame the djinn. It appears, but is too powerful to control! Leap down to the deck and attack the djinn, rolling in and using the central mast to avoid its electrical discharges. Whittle its health down until it weakens.



VULNERABILITIES: WIN AGAINST THE DJINN

When you've read up on its weakness, using this guide's Bestiary, this battle becomes a little less fraught. The djinn is vulnerable against the following:

Dimeritium Bomb, Elemental Oil

Yennefer captures the djinn, and bargains with it to remove the magic coupling you both in return for its freedom. It obliges. Afterwards, you both sit, and contemplate your triumph. You can:

- Comment using language that is friendly and pleasant.
- Answer using words that are more standoffish.

Yennfer tells you she was expecting to feel different. But nothing has changed. Answer:

- Agree, telling her you love her. You embrace and kiss on the boat. Just like your first. Then you watch the mountains. Afterwards, you return to Yennefer's bedroom in Kaer Trolde.
- Disagree, telling her you don't want to be with her any more. Yennefer is shocked, and you agree to a more formal friendship instead of romance.

Afterwards, it is agreed that Ciri should be found, but you aren't happy at Yennefer's insistence that the emperor should receive a report. Agree or disagree with her request—it is decided either way. If you have completed your searching of Velen and Novigrad, you decide Uma is important, and you must now head to see the Baron, collect Uma, and ride for Kaer Morhen. Your paths will intertwine again, as this quest concludes.

Secondary Quest: The Lord of Undvik

Short on Nails and Twine

OBJECTIVES:

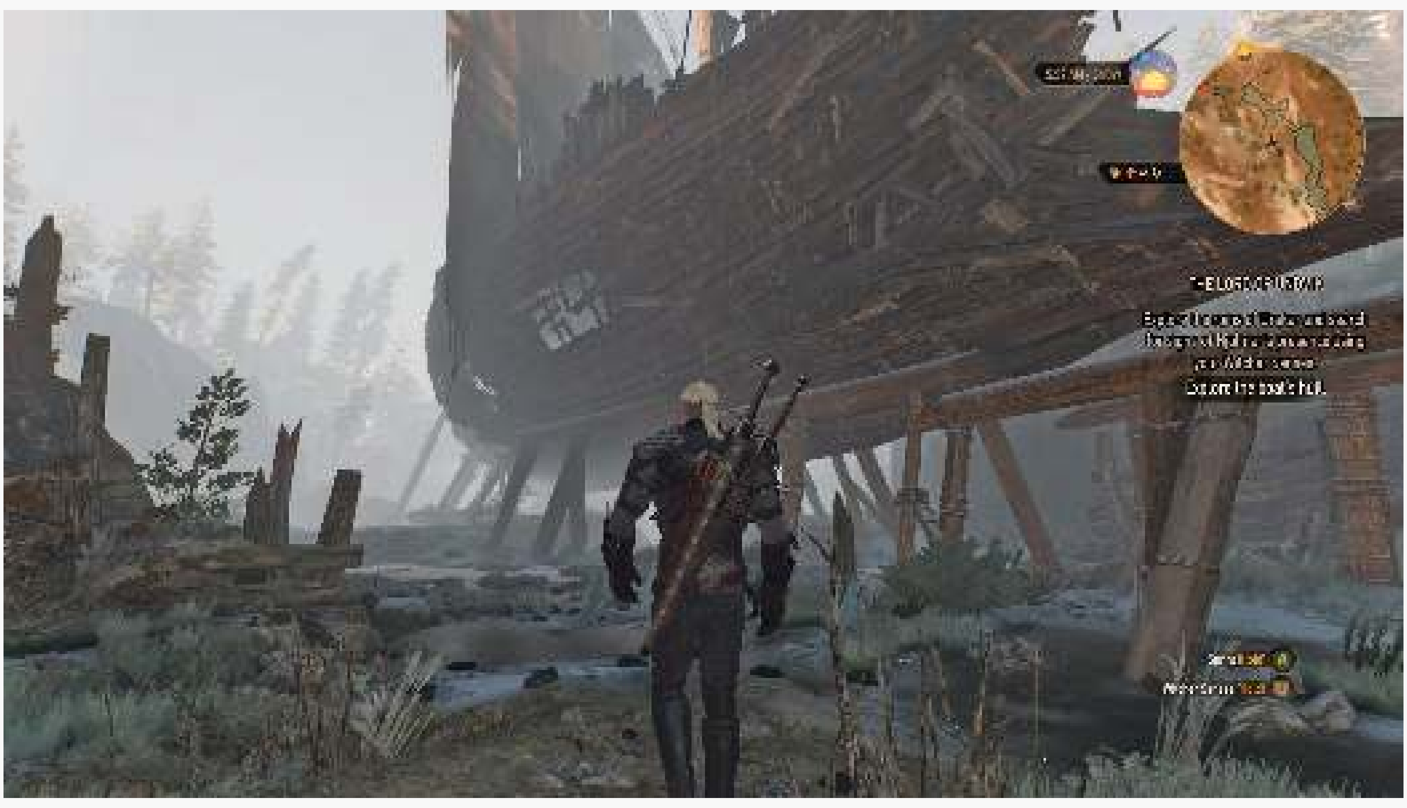
- Explore the boat's hull.
- Talk to the stranger.

Harald Houndsnout

Quietly slipping behind a rock, you peer out at a gigantic galleon, seemingly in mid-construction. Sirens flitter from the prow and bow of the immense vessel. A terrifying thudding sound announces the arrival of the ice giant. A behemoth carrying a bowl of offal which he slings at the sirens. He places one dollop of flesh onto the deck, and departs.

Step out from behind the rocks, and begin to explore this strange ship. Be aware of the four sirens darting about—deal with them first. Use your Witcher Senses to uncover:

- Giant tracks by the ship's hull. He frequents this place.
- Drag marks indicating a litter (a type of stretcher) was dragged through here.
- Marks close to cliffs behind the ship to the southeast, blocking your path and meaning that another way into the island must be found.



As you're exploring the area around the ship, and plunging your silver sword into the last siren, you hear the sounds of a strange lament. A man with a thin voice, singing a sad song. It is coming from the deck of the ship. Move to the makeshift ladder where the giant threw in some meat, and climb aboard. You find a gaunt man with sunken haunted eyes, sitting against a strut and surrounded by skulls on stakes.

Converse with him, and you discover the following:

- He's actually Harald Houndsnout, Jarl of Undvik, and now captive of the ice giant.
- He's been subsisting on his crew's flesh, and converses with their skulls as if they were alive.
- He's been spared by the giant to build him a massive boat. But they are short on nails and twine. And he's mad as a Nilfgaardian wild dog.
- You're fortunate that he reveals Hjalmar made camp nearby at an old tower, and some of his crew escaped with him. You vow to help the Jarl out later, and bid your farewell to this addled madman.

Secondary Quest: The Lord of Undvik

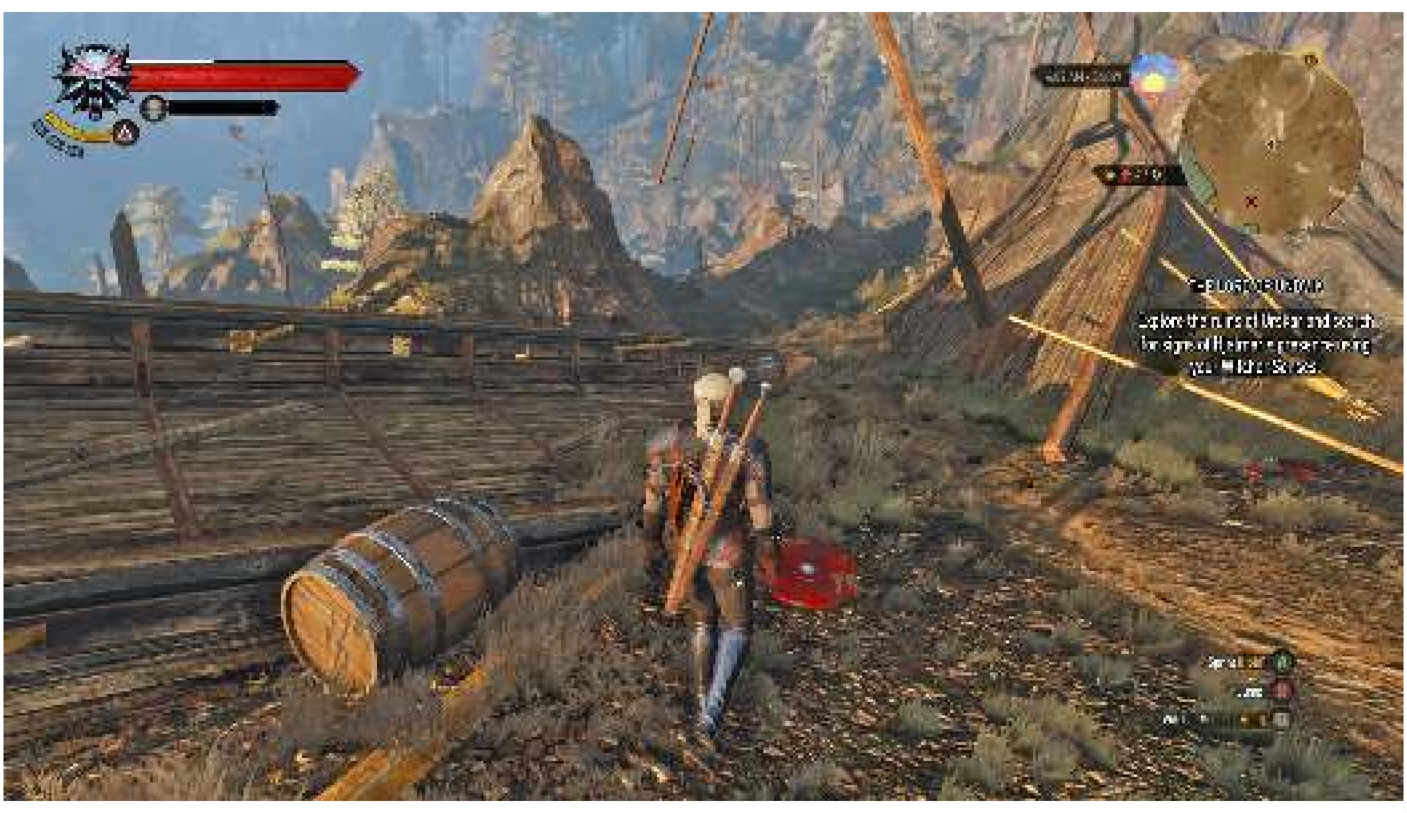
Round the Rugged Rocks the Ragged Rascals Ran

OBJECTIVES:

- Explore the ruins of Urskar and search for signs of Hjalmar's presence using your Witcher Senses.
- Nearest Signpost: Marlin's Coast.

As you close in on the masses of jagged rocks the navigator back in Ard Skellig warned you about, you should inspect the multitude of ships wrecked here over the decades. So plentiful is the wreckage that it blocks the way from the beach inland to other parts of the island. Disembark from your boat at Marlin Coast (signpost), and comb the beach, using your Witcher Senses to uncover the following:

- A massive barrier sealing the valley where the ruined wharf is located (see picture). This wasn't merely the flotsam of countless abandoned vessels—the giant erected this barricade!
- Sea graves (how the islanders bury their fallen) under some pretty weighty stones with a simple wooden marker.
- A half-buried shield bearing the symbol of Clan an Craite.
- A great number of footprints going in all directions, close to a wrecked ship. Judging by the condition of the hull, this was a recent wreck, and was the ship Hjalmar used to reach these Freya-forsaken parts.



BEACH-COMBING AND ALTERNATE ROUTES

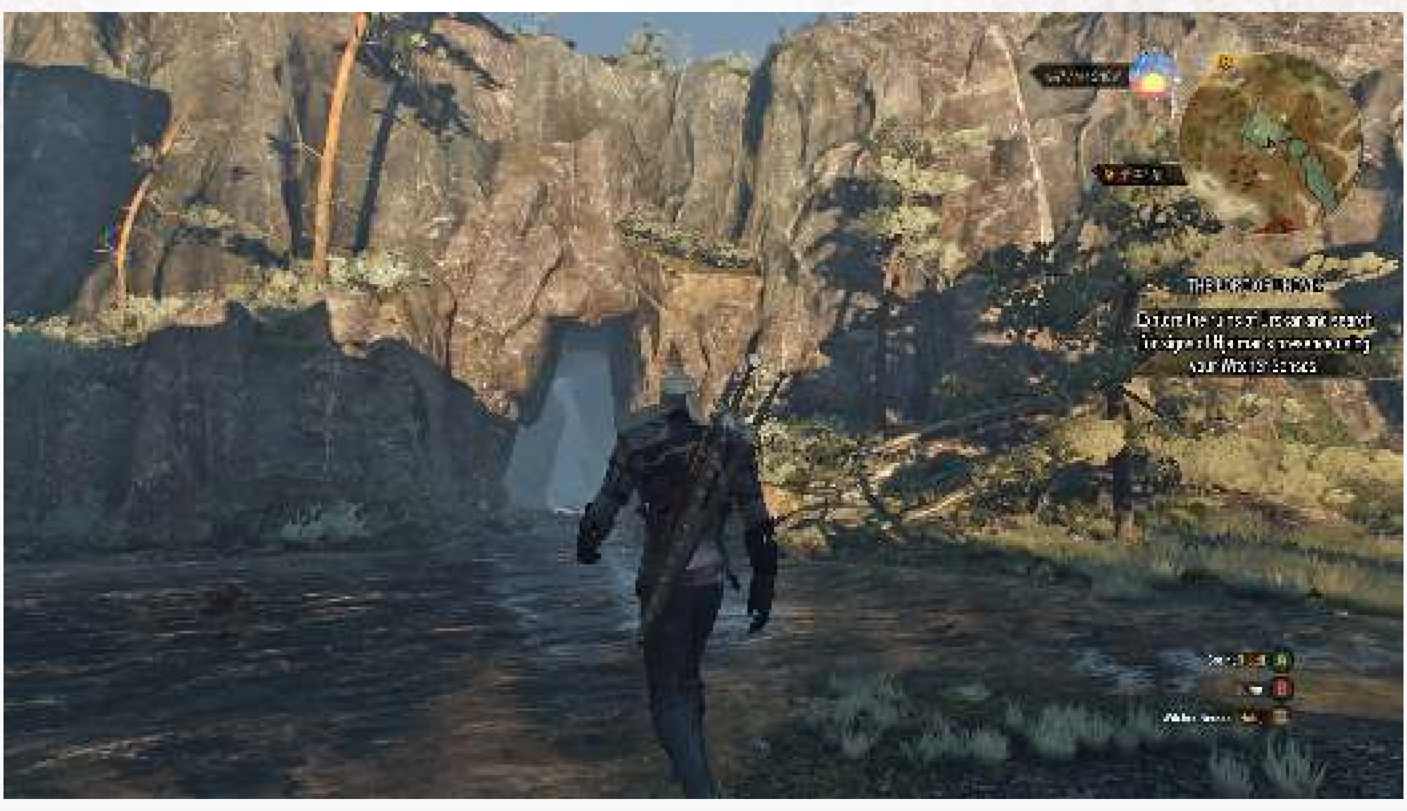
Remember that you can continue your beach-combing on horseback. Roach is available to cover ground more rapidly. There are other routes you may take when exploring this island, but the following is optimal, and introduces you to the most clues regarding the ice giant and Hjalmar's whereabouts.

INTO THE SIRENS' SCREAMS

Stray too far southwest along the coast, and you risk incurring the wrath of a group of ekhidna. It is possible to simply roam the island, and pick up this quest much later into the exploration of Undvik, if you wish.

Close to Hjalmar's shipwreck is a trail that leads up (roughly southwest) into the granite mountains. Follow this precarious path. Pass across a gorge, which you can drop into and clamber out of if you wish. Bodies of islanders killed in a rock slide lie strewn about here. You may follow the deep ravine (accessed from the shore near Marlin Coast) farther on, or continue on the high road.

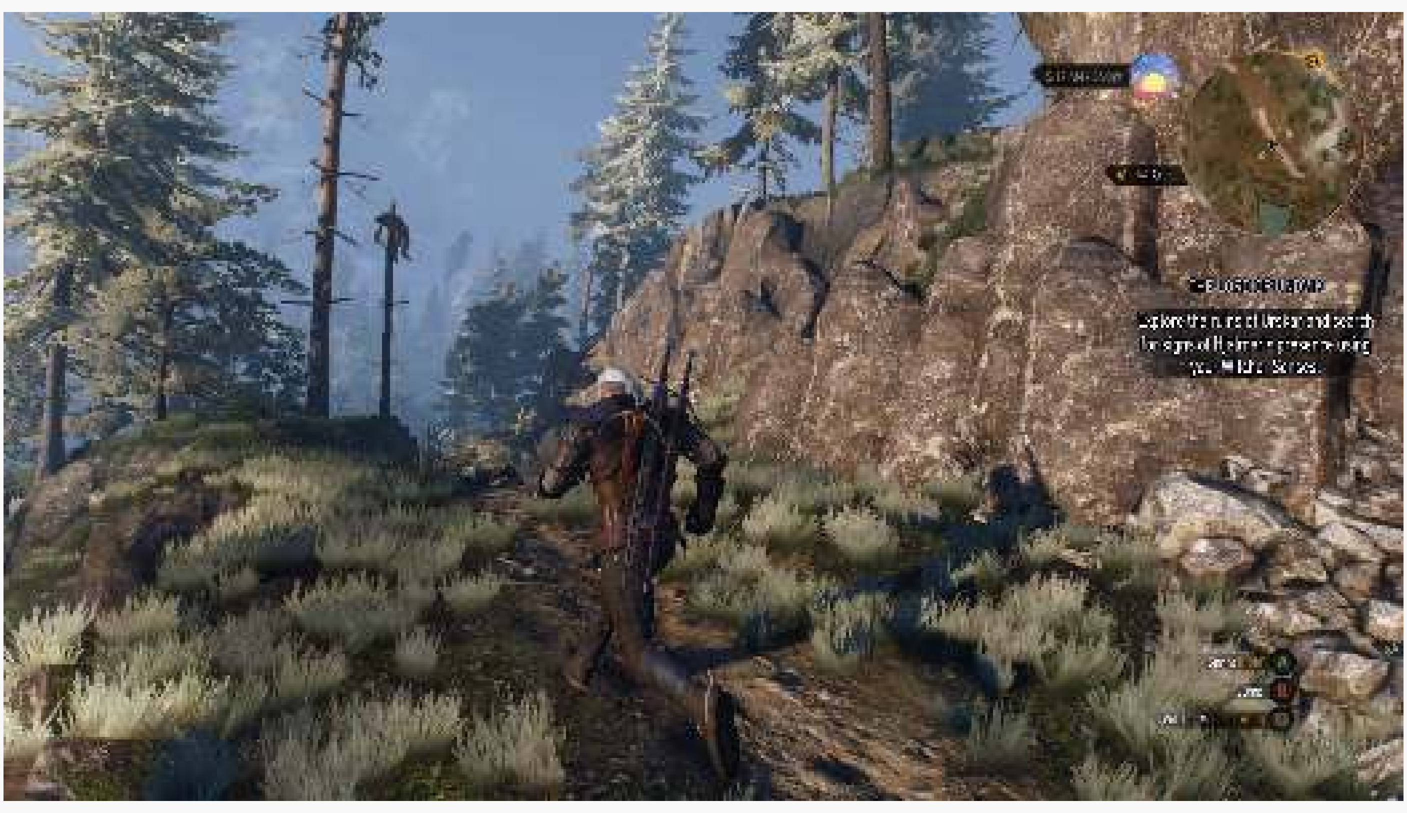
Ravine Route—southwest of the village of Marlin Coast, along the shoreline, is this cave opening (shown). Head through the gap, into the ravine where the rock slide has occurred. Pick your way up and over the strewn corpses of Hjalmar's rotting crew. Then follow a narrow and sharply winding path up and onto the high road.



High Road Route—stay on the high road, and trek past a soldier impaled on a pine tree; this hapless fellow must have been skewered by the giant.

Continue along the precarious path, ascending and crossing a very narrow wooden bridge (as shown) with the gorge below you. Prepare to fight off a couple of sirens as you pass the corpse of one of Hjalmar's men, slumped close to various provisions and baggage that was quickly discarded.

Follow the winding trail until it leads you into a ravine with almost sheer rock walls either side of you. Continue roughly northwest as you reach the far end of this fissure. It is here that you spot your first glimpse of the terrible Giant of Undvik…



Secondary Quest: The Lord of Undvik

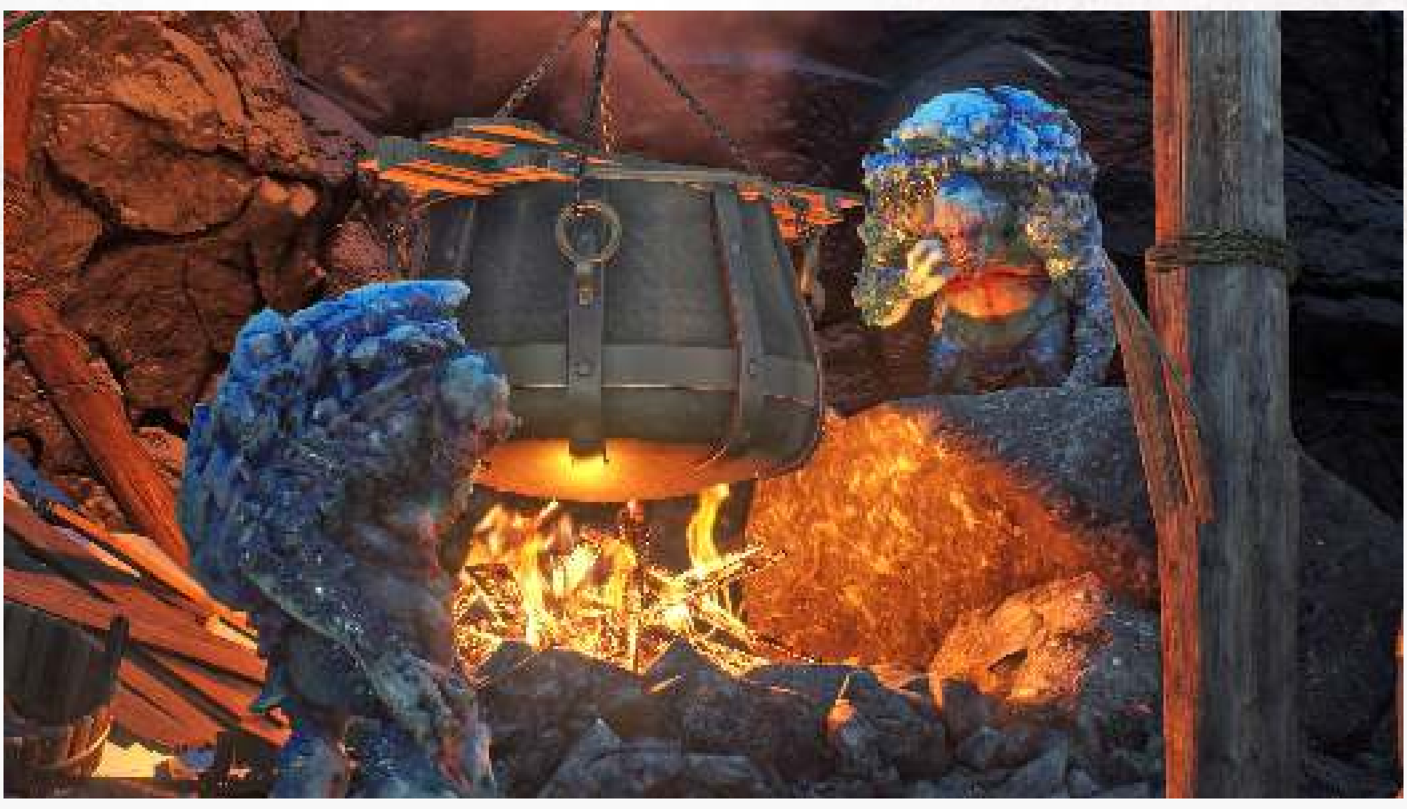
Rescuing Folan from the Pot

OBJECTIVES:

- Find the man the trolls captured using your Witcher Senses.
- Help the man in the cauldron.

Folan

Enter the cave and follow the intermittent trail of blood from the archer. At the first fork in the cave tunnel, head left, to a large cavern with a massive pile of fallen rocks. Engage an ice troll in combat. This chamber has two exits. Follow the path to the right, then left up a ledge path. The smell of cooking pierces your nostrils. Climb the ledge, and follow the path upward (and westward), into a troll's kitchen.



This rough cavern houses a giant cooking pot, two ice trolls, and a protesting Skellige man named Folan (son of Ulf). You approach the troll with your sword sheathed, as it is possible to free Folan without anyone dying (or boiling). The trolls claim they won Folan from Myrhyff (the giant), but they are prepared to let him go, providing you can solve their riddle. A troll's riddle? You'd be embarrassed if you failed at this… You can:

- Tell them you've had enough, and engage both trolls in battle.
- Tell them you'll play for Folan, and the riddles begin.

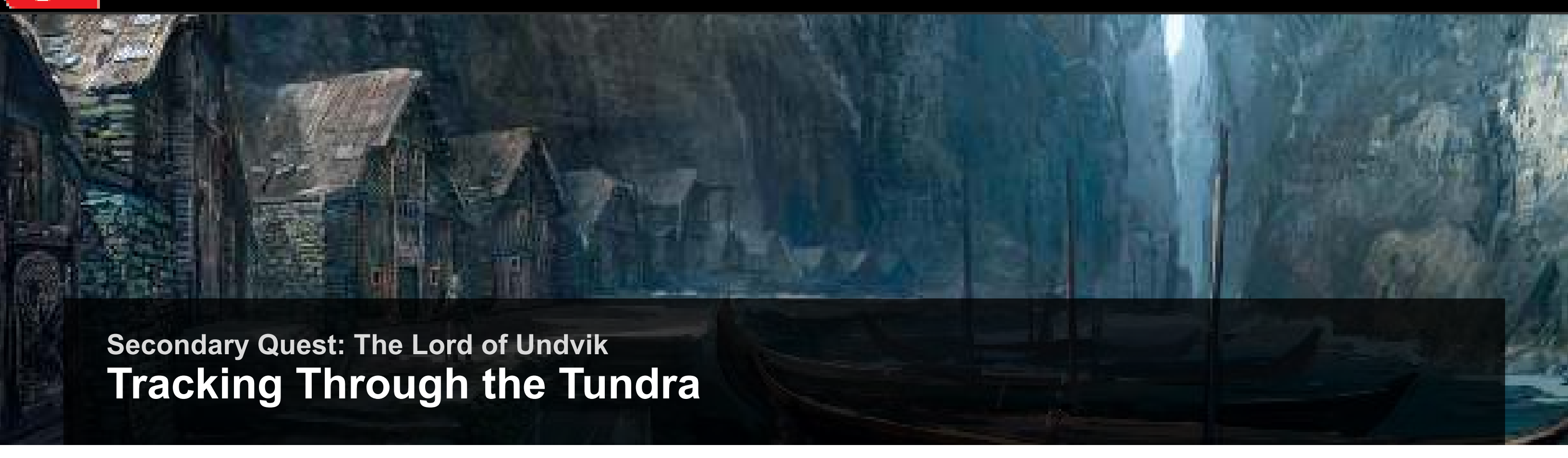
Riddle #1: "Lots there swim. Not soup, has no fins." The answer is "the sea."

You reply with your own riddle, which easily flummoxes the trolls. They angrily stomp off, but don't offer any resistance.

BOILING POINT

Be quick when fighting or riddling with the trolls. If you wait more than ten seconds, Folan boils alive, and your rescue attempt fails (simply leave the cave and complete the remaining objectives on your own). If you fail to answer the first riddle correctly, the trolls ask you a second one, but by this time, Folan has boiled to death.

Once the riddle (or battle) is over, immediately rush up the rocky ledge and access the cauldron lid, prying it open and freeing Folan. You speak with him at the cave entrance. Folan is grateful, but once you tell him you're looking for Hjalmar, he gets suspicious. This is shortlived though, and he reveals everything about the expedition if you ask him the following: You can ask him how he was separated, the expedition, that Crach sent you, about the ice giant, or tell him you know everything (after which, he follows you).



Secondary Quest: The Lord of Undvik

Tracking Through the Tundra

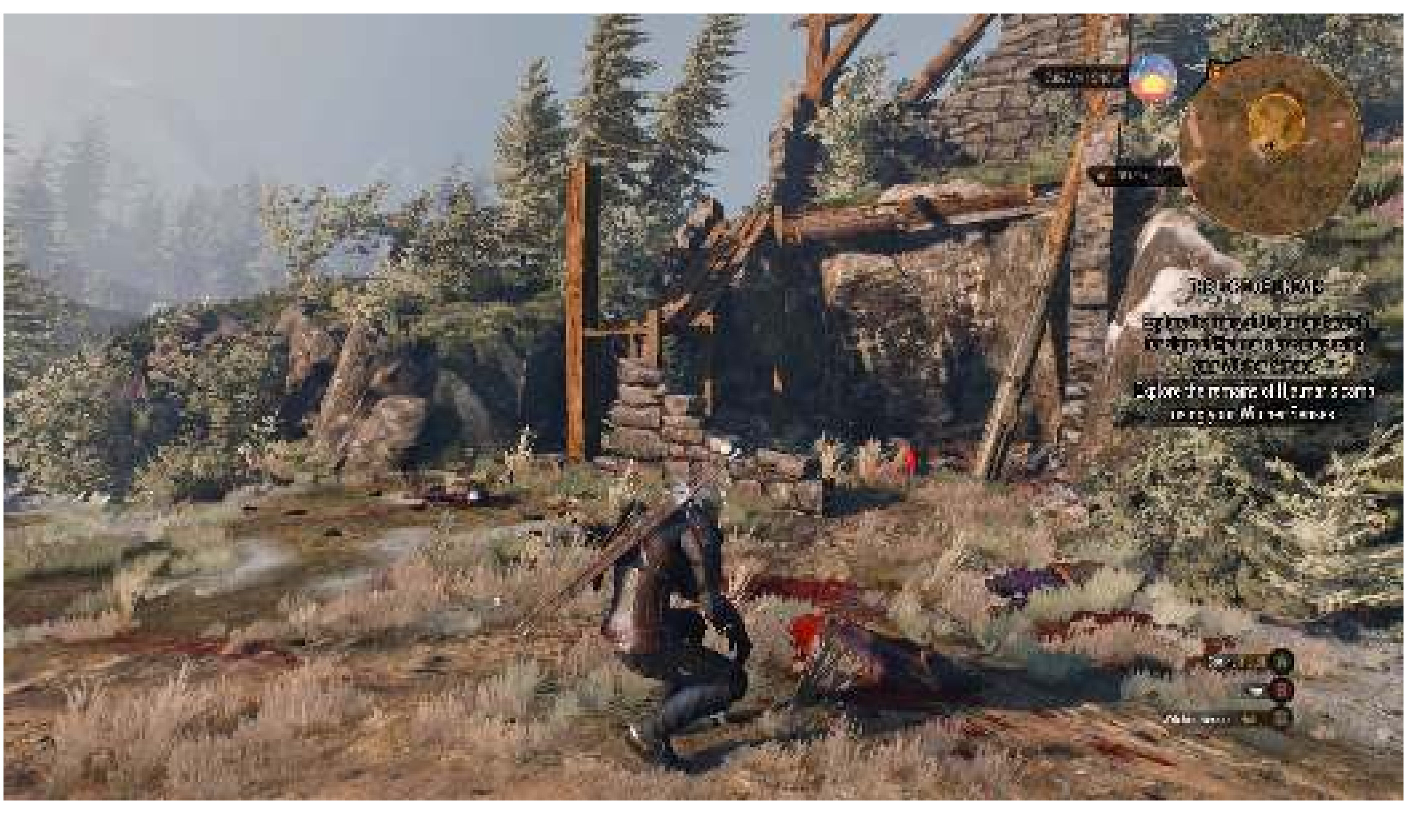
OBJECTIVES:

- Find Hjalmar's camp.
- Explore the remains of Hjalmar's camp using your Witcher Senses.
- Use your Witcher Senses to follow the tracks of those who fled the camp before the attack.
- Nearest Signpost: Abandoned Village

Follow the marks and look along a rough pathway to the west. Ahead are the remains of an old wooden guard tower, built against the cliffs. Hjalmar was attacked, judging by the evidence on the ground. Make sure you use your Witcher Senses to uncover the following:

- Hjalmar's men were taken by surprise, but fought off the attack.
- One corpse has a broken back, as if he fell from a great height.
- One body is covered in wounds, and must have fought for a long time.
- A felled man fought barefoot after sirens caught him off-guard.
- Two people came through here. Separately. Scavengers most likely.
- One man didn't even manage to draw his sword. Another bled to death in seconds. A third had his throat torn open by sirens.

Two trails of footprints lead up a hill to the west, and then turn to the south. There is also evidence of a track made by a boat being dragged in the opposite direction (northward). The human sets of footprints indicate one man (an archer) was determined to kill the other.

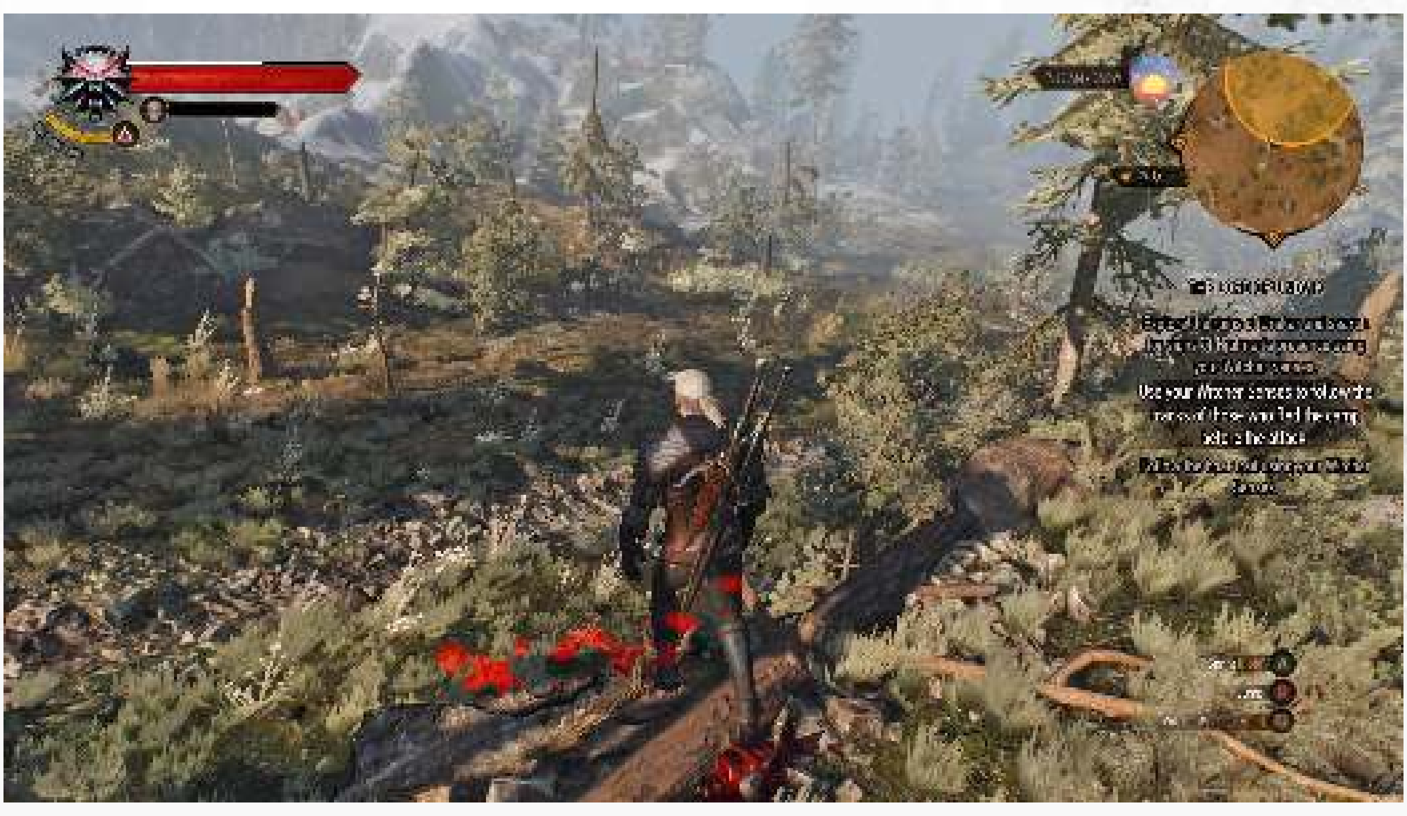


EVIDENCE AT URSKAR

You can follow the track of the dragged boat if you wish, which leads to evidence of bloodshed on the lake across from Urskar village. But the optimal path is to find one of Hjalmar's men first, gain further knowledge, and then return to this boat-dragging trail.

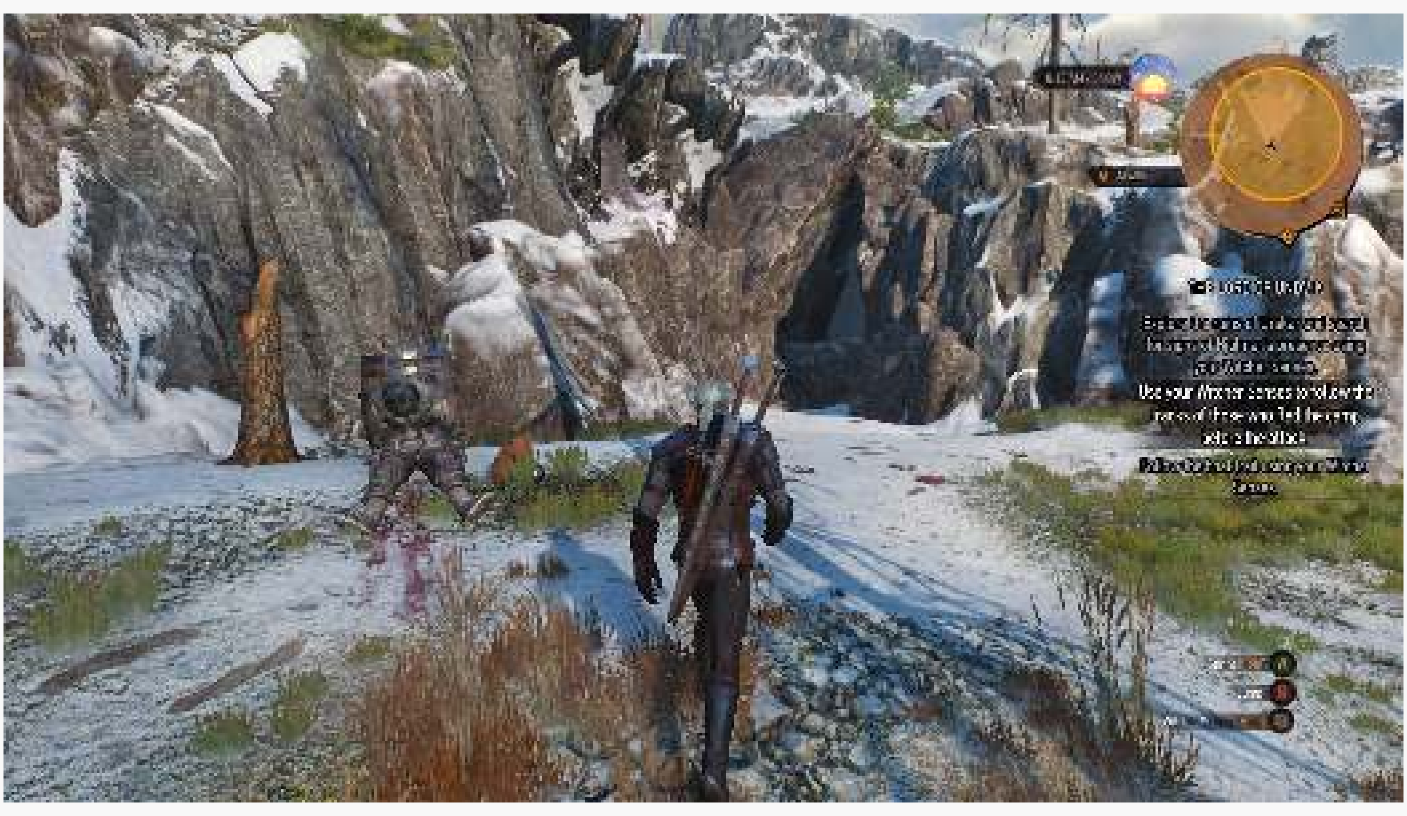
Follow the footprints carefully across the tundra and the most vague of paths, towards a fallen tree overlooking a stream.

- It seems one man had to fight off nekkers, and crossed the stream—do the same.
- One of the men didn't come back for his arrows. He was harried.



Head west across the stream, and head up the large sloping hill ahead of you. There are more arrows in the ground.

- Further up the slope are nekker corpses. They pursued the men. Check the corpses and evidence near the barrels.



Close to the upturned log on the outskirts of the Abandoned Village (signpost) is evidence an archer was determined to kill. The other used this log as cover. Adjacent is another set of tracks—these lead off to the northwest. Follow them:

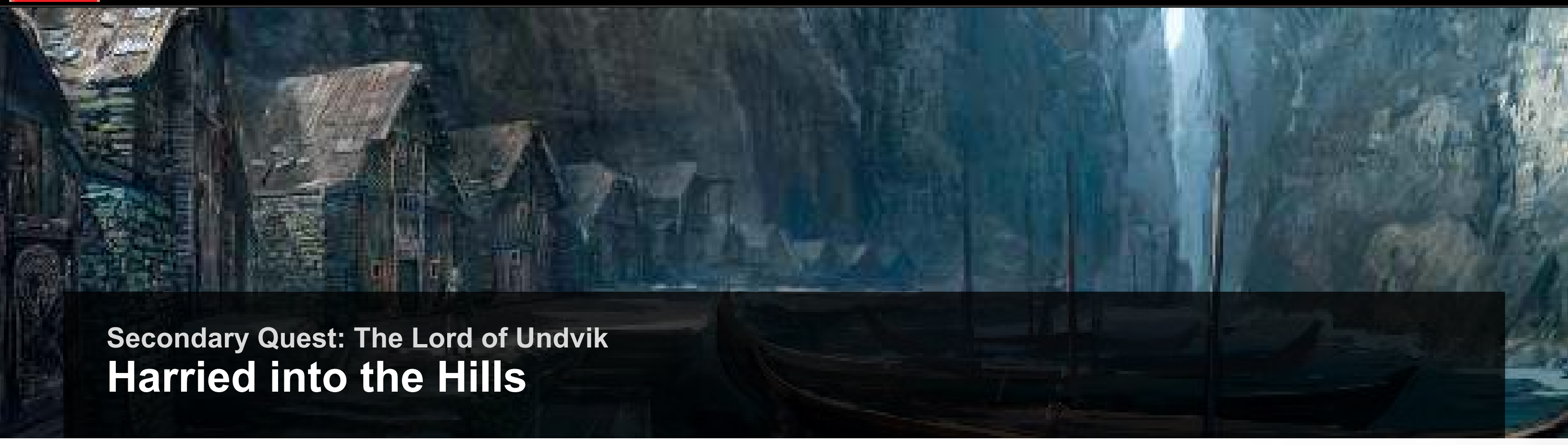
- With the tracks are splatters of blood on the ground and rocks—a lot of it, indicating the wounded man couldn't have gone much further.
- The trail of blood and prints leads you to a cave entrance, where one of Hjalmar's men is pincushioned with arrows. Close by is a horn that is said to drive away sirens. Take it and save it for later.

ITEM: Quest Item: Horrval Horn

SIREN SOUND

Having problems with those terrors from the skies? Then blow the Horrval Horn when you're being attacked by sirens; the horn causes these airborne foes to drop to the ground, making them easier to slay.

The archer was still alive, but troll tracks at the mouth of the cave indicate the man was dragged inside. Blood marks deeper into the cave entrance indicate the man was wounded. Head into the cave.



Secondary Quest: The Lord of Undvik

Harried into the Hills

OBJECTIVES:

- Follow the boat trail using your Witcher Senses.
- Cross the lake.
- Find out what happened to Hjalmar's crew in the caves.
- Find Hjalmar.

FOLAN ABOUT

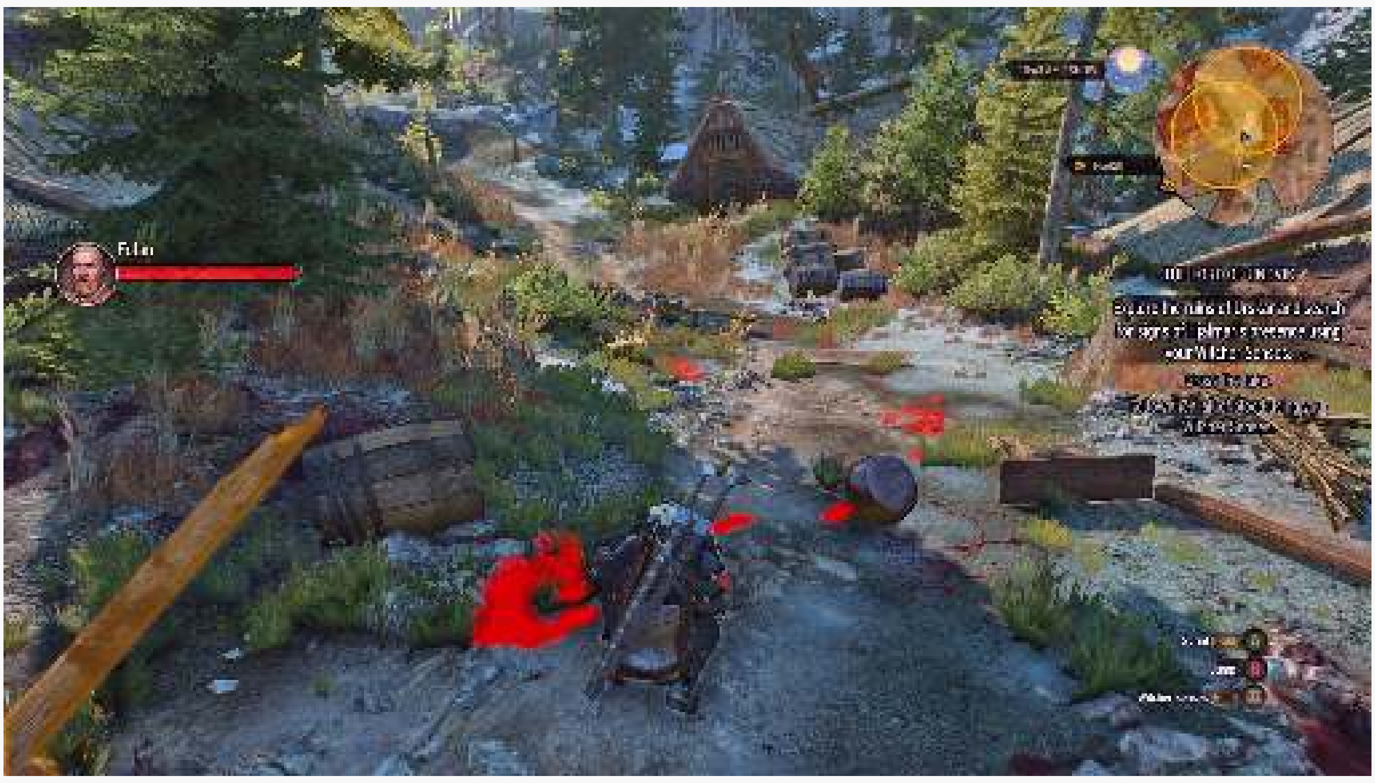
This objective can be undertaken with or without Folan, and can occur before or after you rescue him. The optimal time to attempt this is after successfully freeing Folan from the trolls' cooking pot.

After optionally talking about inter-clan animosities with Folan, set off to the location close to the ruined guard tower where Hjalmar made camp. Use your Witcher Senses to find the tracks showing several men dragging a boat northwards. Follow this trail, but head in a roughly southerly direction, towards the village of Urskar, to a small lake and wooden jetty. Use your Witcher Senses and uncover the following:

- One of Hjalmar's men who bled to death trying to escape, near the waterfall. Cross the lake, and uncover signs of a battle.
- The men attempted to run to some nearby caves. The giant chased them. There is a trail of blood heading uphill.
- Scuff marks farther up the path to the south, just after the huts, shows that someone tripped and fell, but managed to get away.
- There's lots of blood patches up the trail. It leads to a slit-like cave opening.
- Large claw marks at the cave entrance indicate the giant couldn't squeeze into the caves, and gave up the chase.

Head down the sloping cave tunnel. There are more blood pools along the way. The sloping path leads to a gigantic grotto, and no way onwards… except downwards! Dive off the cliff ledge, into the pool below.

Swim northwards out of the pool. There's blood on the stone shore, and a corpse of one of Hjalmar's men by a ledge. Examine the corpse, then climb the ledges. Follow the splatters of blood across a small wooden bridge, to more ledge near a second corpse. Climb up, run along a ledge, through a small cave opening on your left, to a large upper promontory above the pool, with an oak tree at the edge of the precipice.



Secondary Quest: The Lord of Undvik

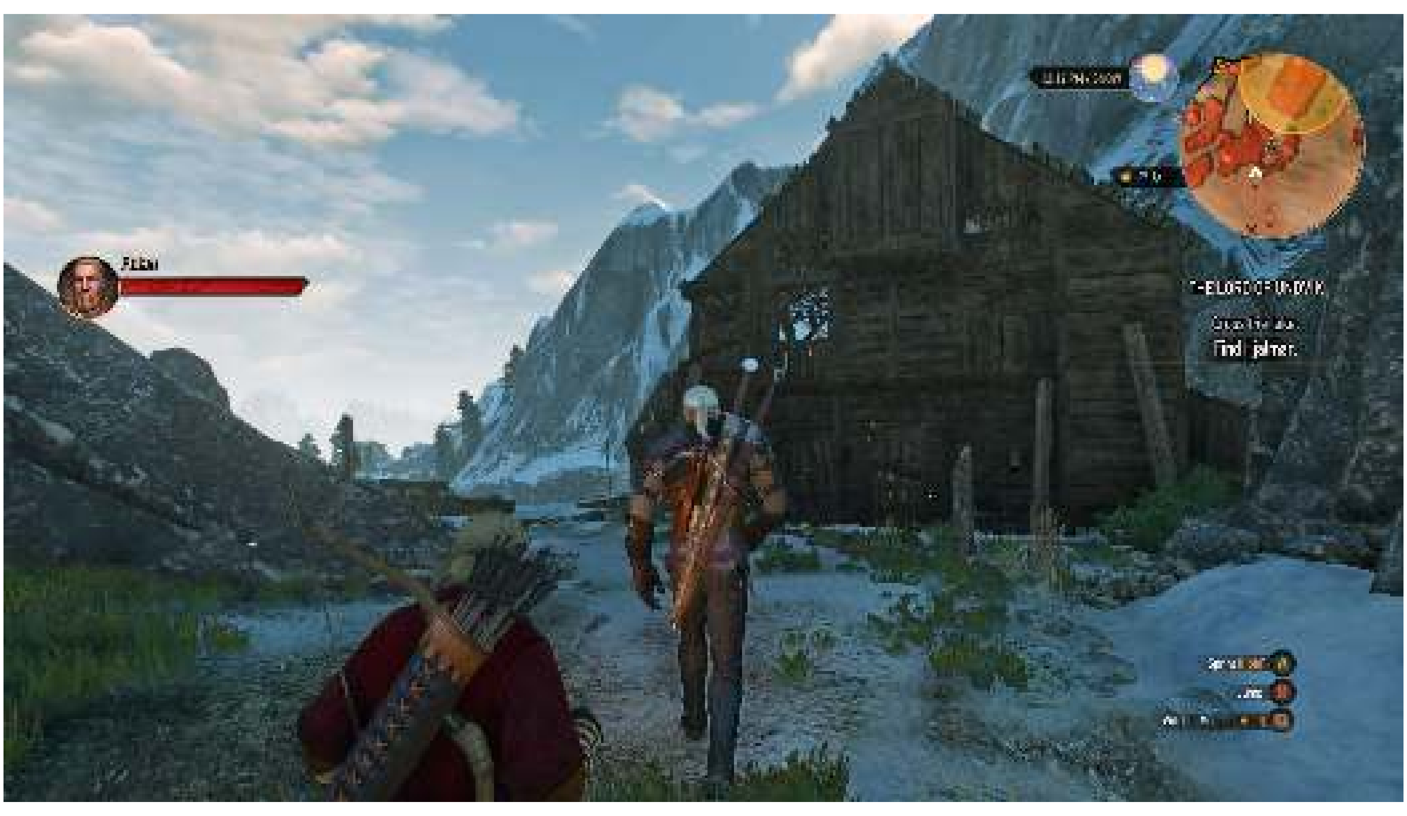
The Craite Escape

OBJECTIVE:

- Help the stranger drive off the sirens.

The exterior view over the Isle of Undvik is as beautiful as the interior of the forge is grotesque. Open the main door into the forge, where more than twenty of Hjalmar's men are butchered and hung like sides of beef in this giant's pantry.

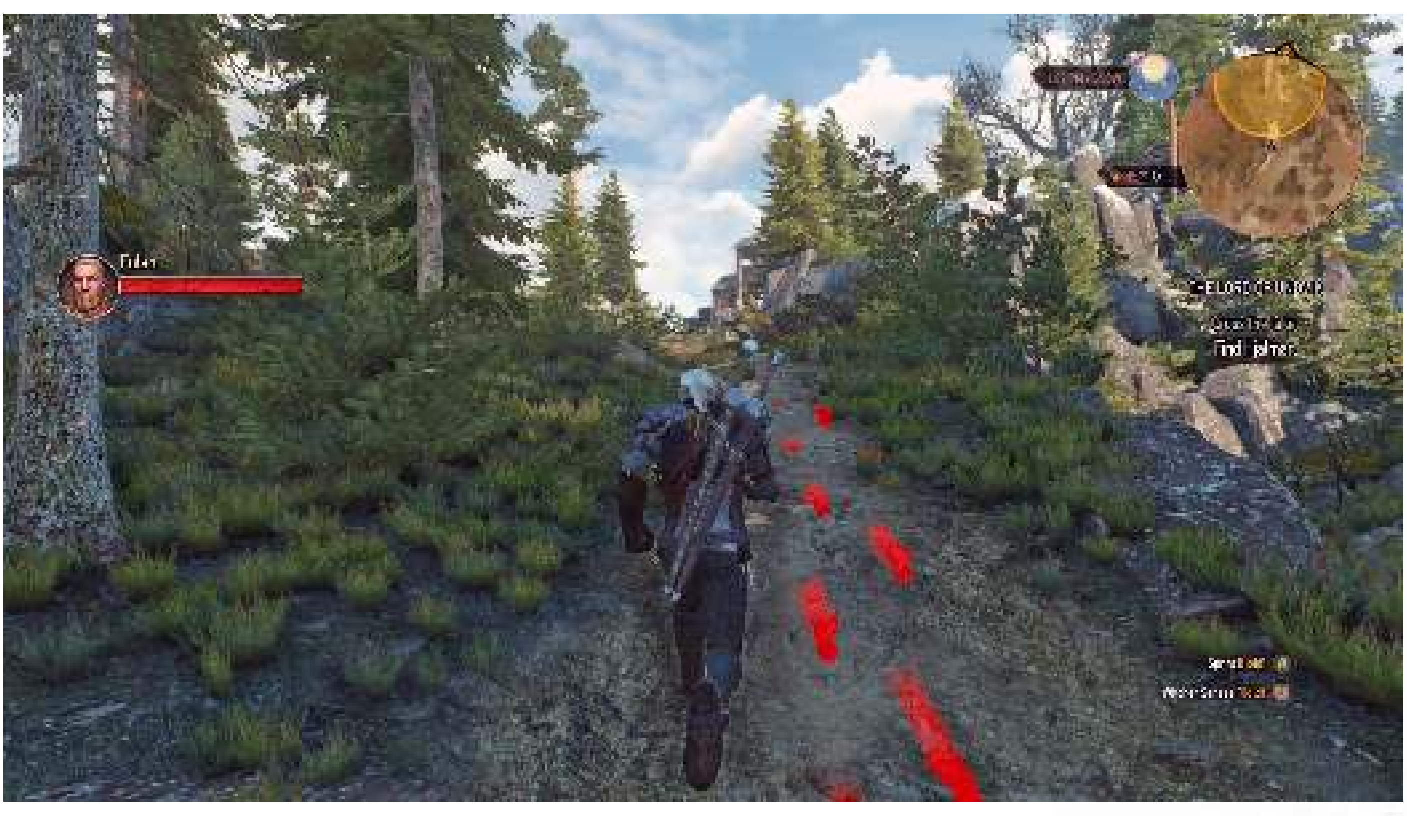
- If Folan is with you, he remarks on this horror.



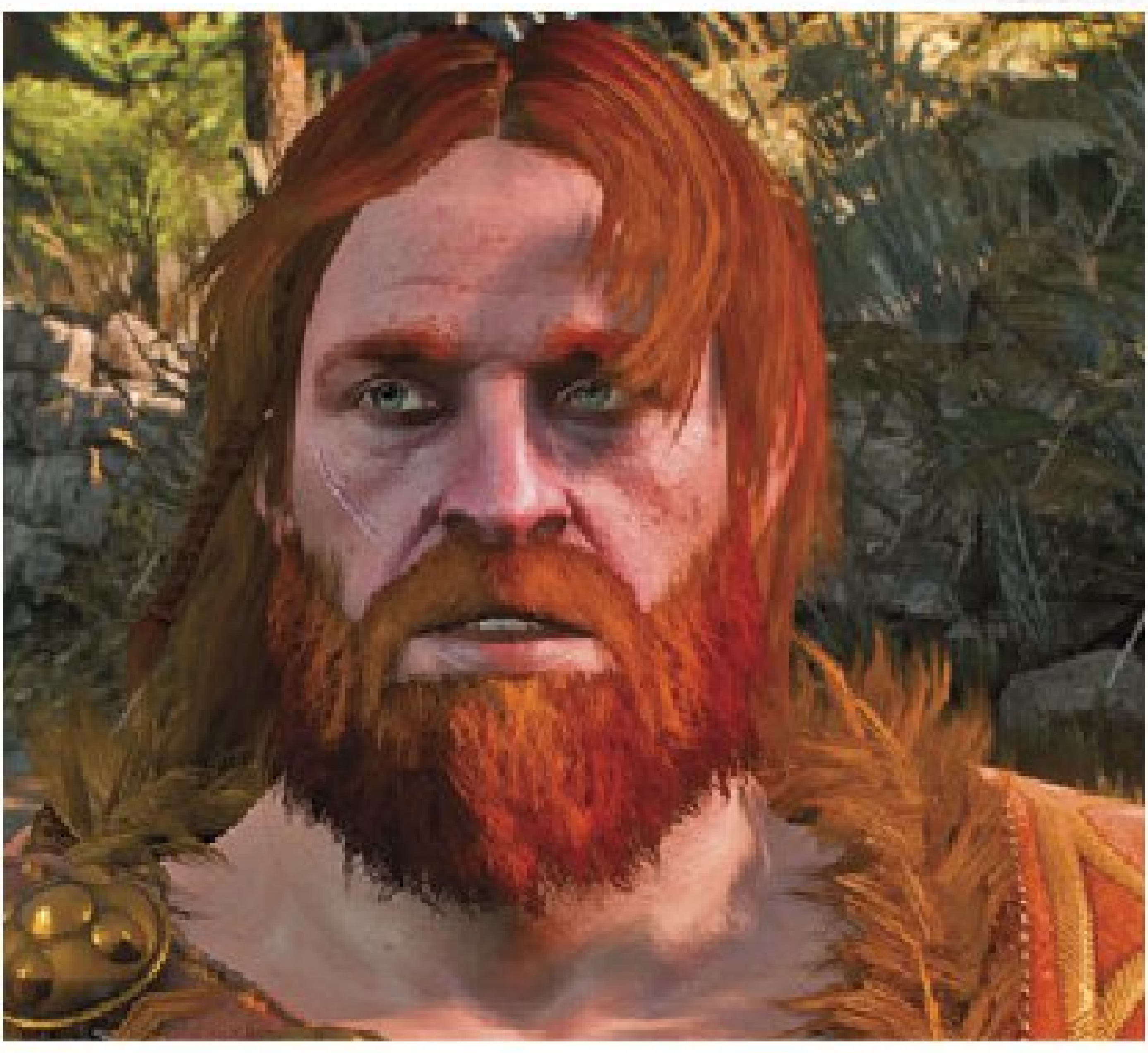
The horror is further exacerbated by an ambush from three rotfiends (devourers) bursting from a side chamber to the north. Cut them down (or better yet, lob a bomb into the enclosed antechamber they spring from, before they spread out), then exit the building to the east. Use your Witcher Senses:

- There are a number of old tracks; the giant comes here often to feed.

Follow the trail of giant footprints down the pathway from the forge, across the gully and northeast to a cliff you aren't able to climb. You need to find another way around.



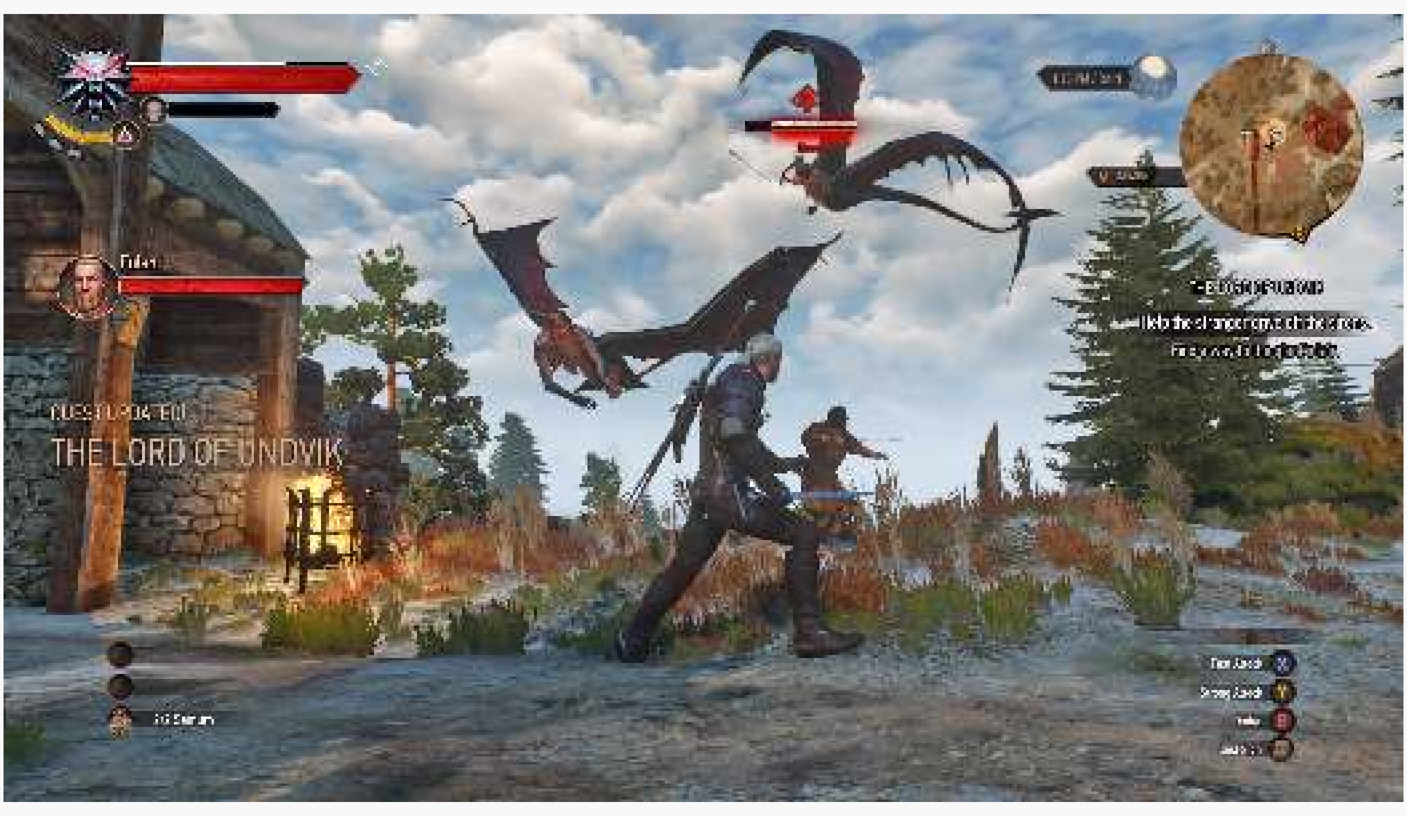
Step back to the path, then head downhill (northwest), following the path down toward the lake, passing some human-sized footprints along the way. Run past the lake (on your left), between a fishing hut and small boathouse, and begin to climb a wooded hillside gully. The footprints lead up the hill path, toward what was one of the main villages on Undvik—the Dorve Ruins.



Hjalmar an Craite

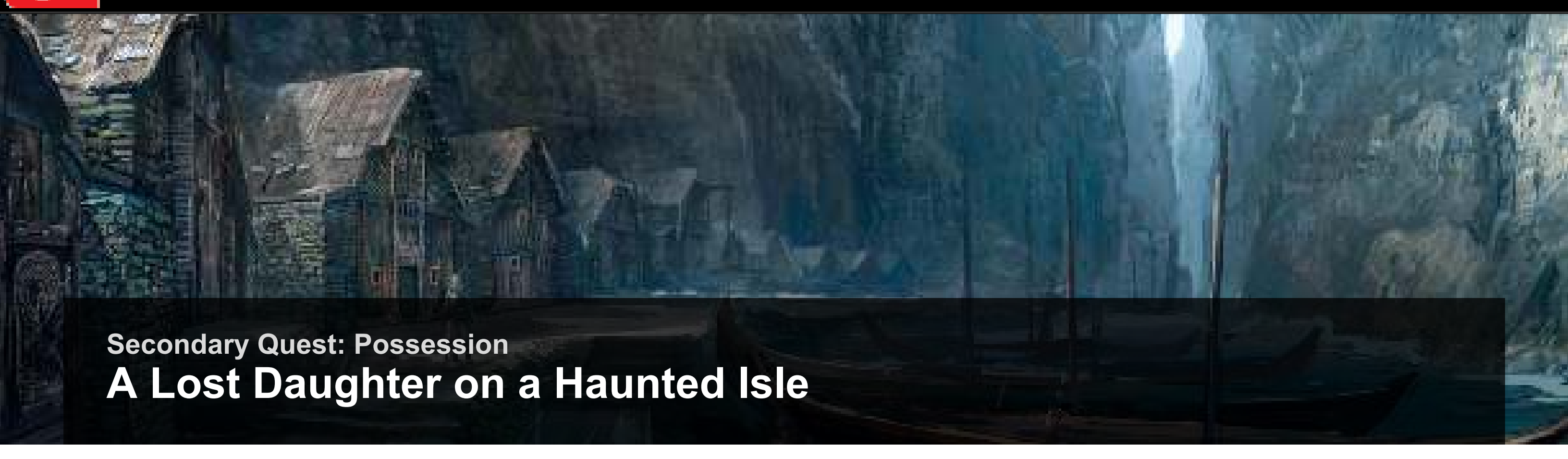
Head through the village threshold gate, and you encounter a Skelliger battling against some sirens. Help the fellow see off two of these flying foes, after which you're introduced to Hjalmar himself. He knows of your adventures, and you can speak about your task (to help him), and quickly check on his crew-mate (who sadly didn't survive the siren attack). After that, the bull-headed Hjalmar decides a dash up to the Giant's lair is in order.

- If Folan is with you, he and Hjalmar speak about Cerys' decision to head to Spikeroog alone. They also banter back and forth as you climb the hill to the giant's lair.



NAILS FOR HOUNDSNOUT

Did you find some nails in Dorve Ruins, during or after talking to Hjalmar? Then you can bring them to Jarl Houndsnout, who uses them on his crew. The man's crazier than Lugos!



Secondary Quest: Possession

A Lost Daughter on a Haunted Isle

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: POSSESSION

RELATED QUESTS : Main Quest: The King is Dead—Long Live the King, Secondary Quest: Possession, Secondary Quest: King's Gambit

LOCATIONS : Bridge to Kaer Trolde (Ard Skellig), Svorlag (Spikeroog), Abandoned House

CHARACTERS : Udalryk, Hjort, Skellige Woman, Fisherman, Bergthora, Eiric, Cerys an Craite, Aki

ENEMIES : Drowners, Sirens, Hym

RECOMMENDED ITEM : Axii Delusion Level 2

QUESTING DECISIONS

This quest becomes available automatically, once Main Quest: The King is Dead—Long Live the King concludes. It is purely optional.

THE TIME TO ACT IS NOW!

If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige. A pity.

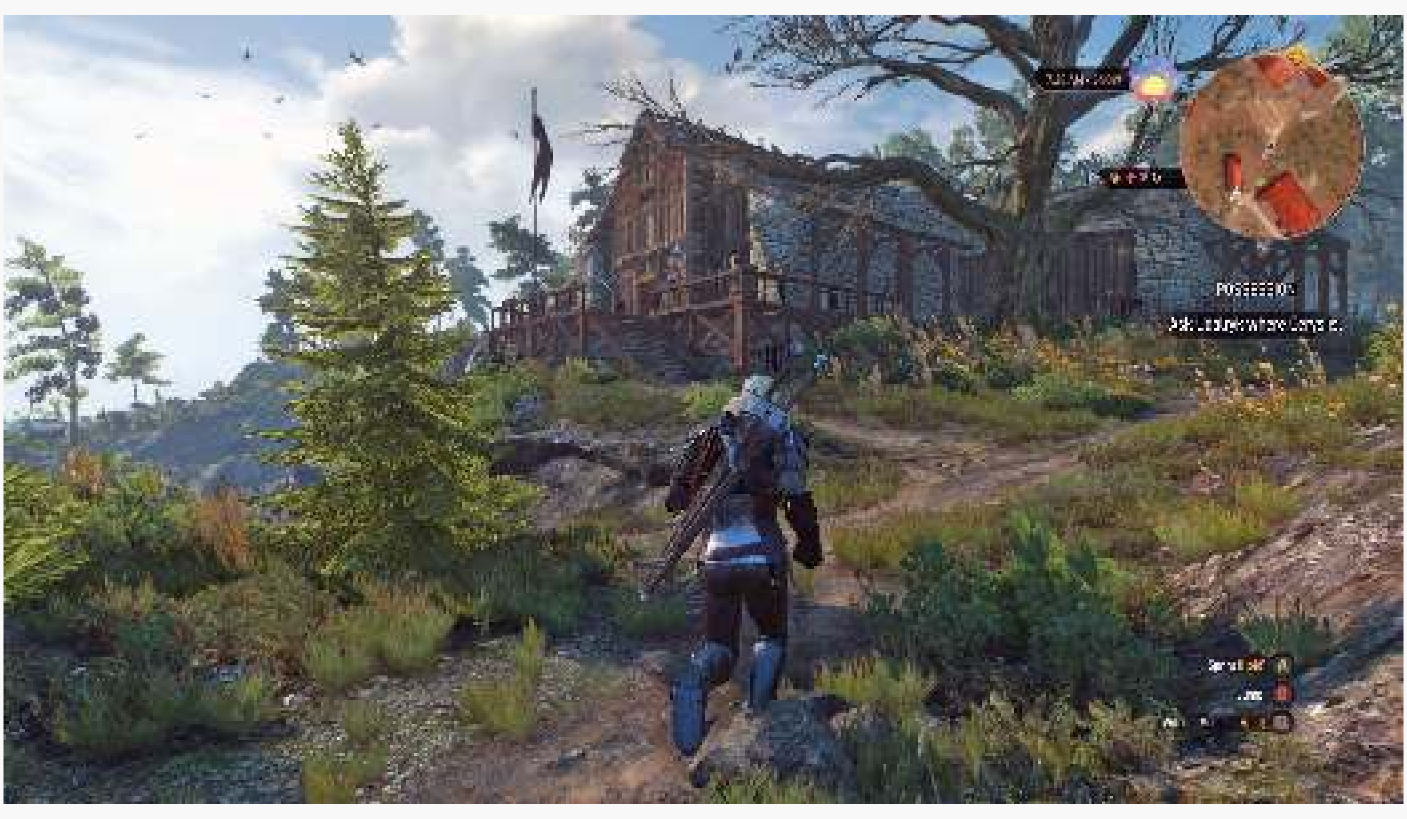
OBJECTIVES:

- Ask Udalryk where Cerys is.
- Nearest Signpost: Svorlag.

Locate Crach on the exterior battlement crenelations overlooking the Kaer Trolde gorge. Ask him about Cerys, and her adventure. He tells you she's sailed there in order to help cure Jarl Udalryk's mysterious affliction. You'll find further information out by sailing northwestward to the isle of Spikeroog.

Hjort

Jarl Udalryk

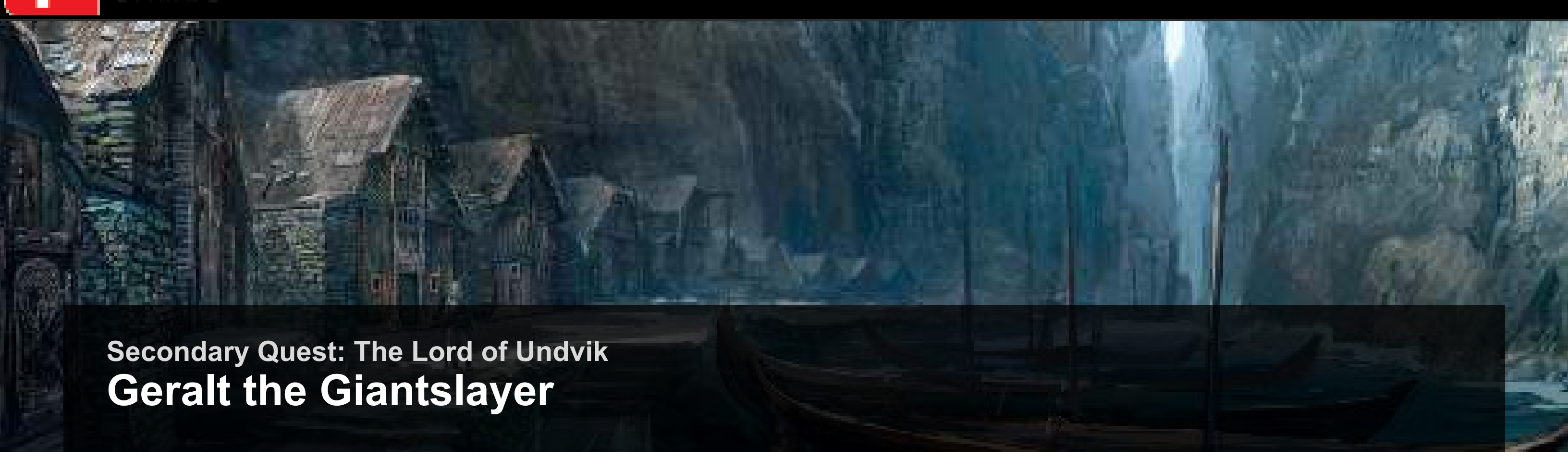


Leave Kaer Trolde Keep, and head south toward the port, where you can locate a boat. It should appear on your minimap, and allows you to captain a vessel across the unforgiving seas, heading in a roughly northwesterly path towards the Isle of Spikeroog, from Ard Skellig. Your voyage is relatively smooth sailing:

Travel directly towards the large inlet harbor surrounding the main settlement of Svorlag.

Once you disembark on Svorlag's shore, bound up the wooden steps to the Jarl's longhouse in the southwestern area of the village. Along the way, you may hear townsfolk speaking about the Jarl's erratic behavior. You are met by two guards from the clan Brokvar, who let you into this darkened great hall. Udalryk and his seer Hjort are talking about visions the Jarl is having. Speak to Udalryk about the location of Cerys. All you receive is confused mumblings and shouts, after which the Jarl retires to bed. Hjort suggests you look to the villagers for more information.

- If you specifically ask Hjort where Cerys is, he explains she went to the Abandoned House on the top of the mountain. Now you need not speak to any of the villagers.



Secondary Quest: The Lord of Undvik

Geralt the Giantslayer

OBJECTIVES:

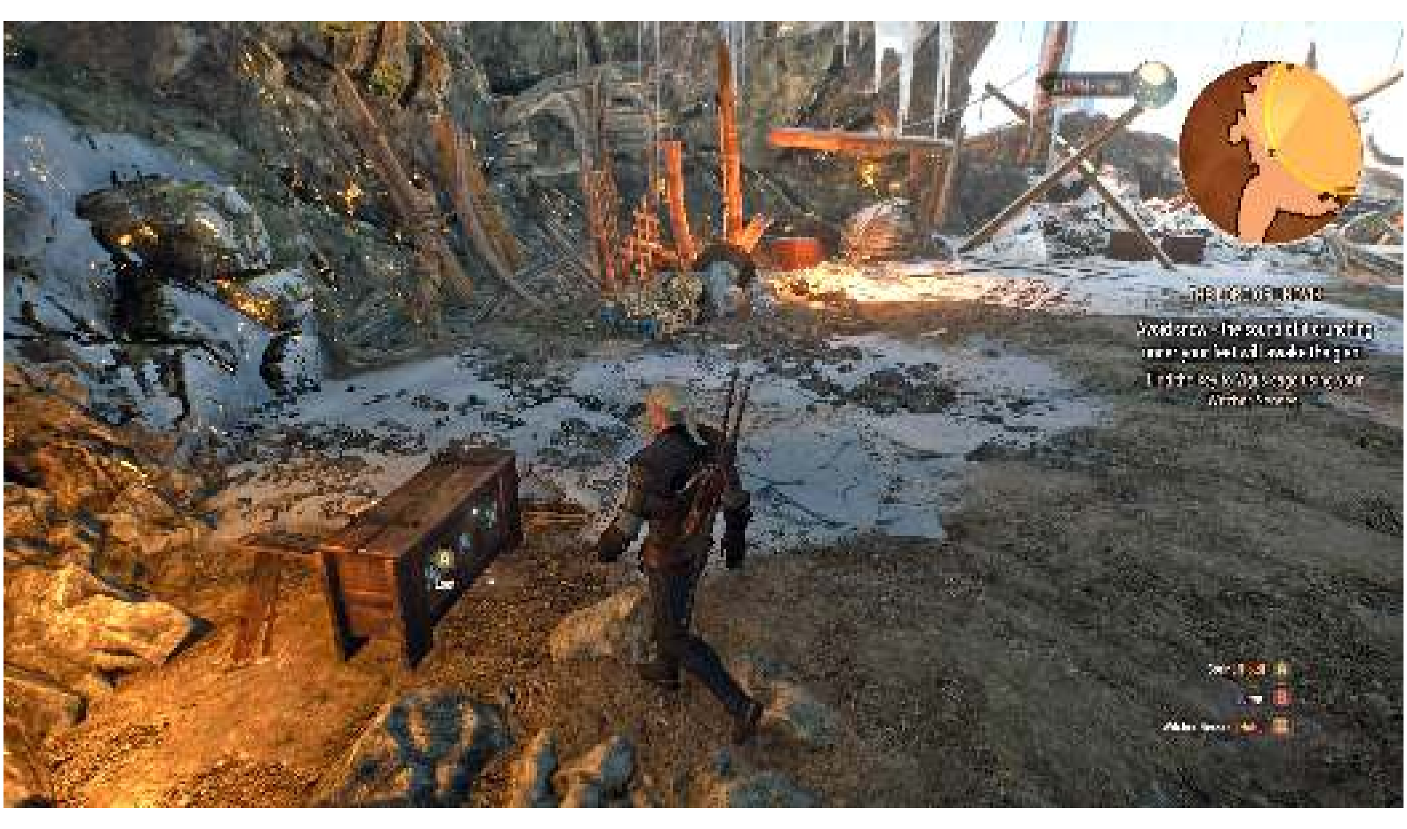
- Find a way into the giant's lair.
- Find the key to Vigi's cage using your Witcher Senses.
- Avoid snow—the sound of it crunching under your feet will wake the giant.
- Kill the giant.

Vigi the Loon

As you set off up the hill with Hjalmar, use your Witcher Senses to uncover more evidence:

- At the start of the run, check the ground; the giant came down the mountain, barged into the village, and kicked the gate down from the inside.
- Further up the slope there are skeletal remains of the Undvik massacre. The sheer number shows that the records are no exaggeration.

Continue to follow Hjalmar up between the rocky slopes to the cave entrance into the giant's lair. It is blocked by fallen rocks and scree. Speak with Hjalmar and agree to help him remove the blockage. Then enter the cave.



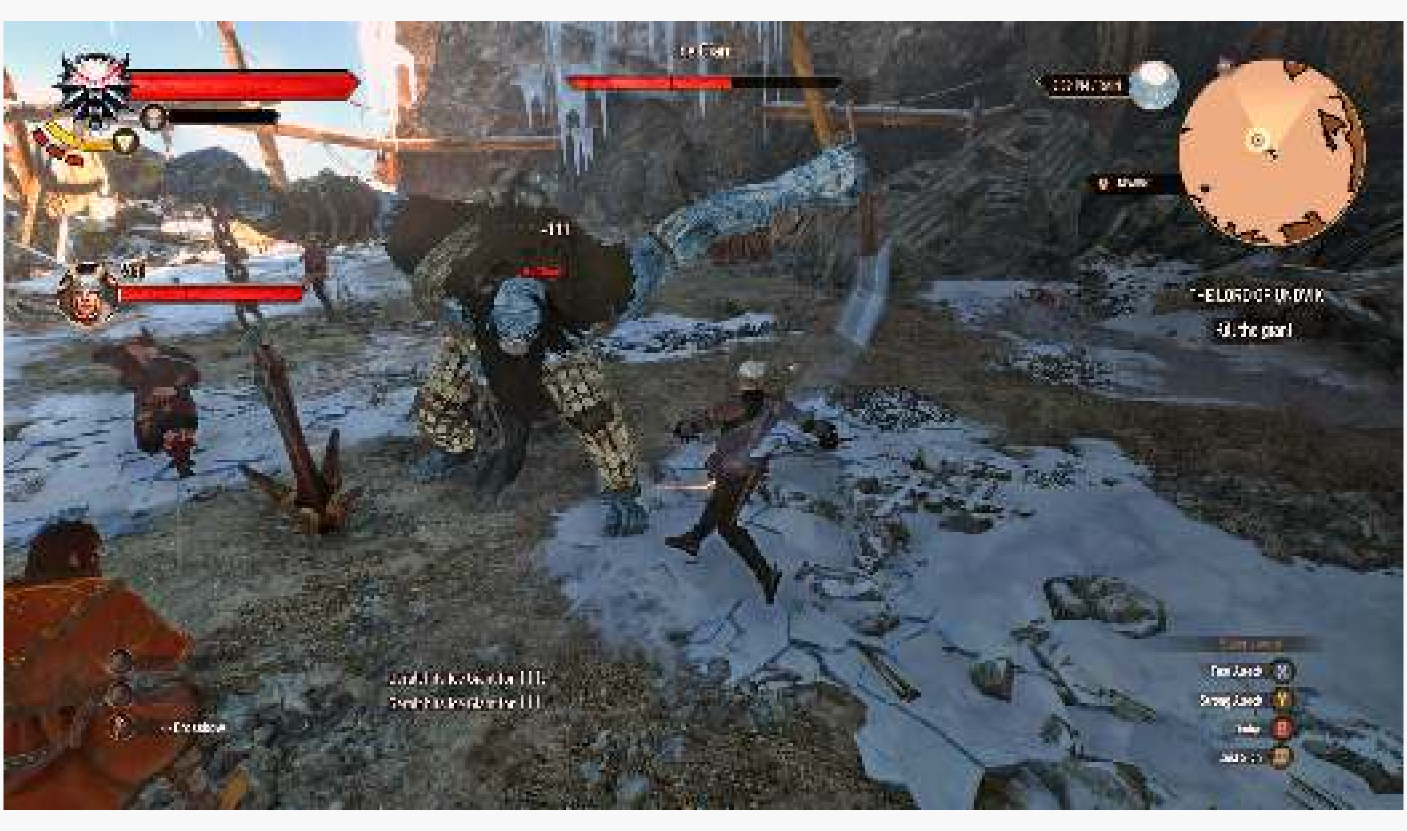
A COLD RECEPTION FOR THE UNDER-PREPARED

Myrhyff the ice giant is a formidable opponent. This is the only occasion where you'll face an ice giant, and you don't want it to be your last. Be sure you meditate and prepare potions.

Myrhyff the Ice Giant

After a short path to the right, around the roots and pieces of ships' masts, you can nimbly enter the ice giant's lair, where he is sleeping (along the southwest wall). A muffled voice from a makeshift cage of boat parts pleads with you to be let free. This is Vigi "the Loon," and Hjalmar warns you to keep him imprisoned, lest he live up to his name. Agree, or seek the key to free him while the giant sleeps.

- If Folan is with you, he's insistent that Vigi shuts up, or gets them all killed.
- If Folan isn't with you, and you haven't visited him yet, this is the point when the Ice Trolls eat him; it's too late to save him at this point.



MYRHYFF'S WAKE UP CALL

Beware of your actions; the slumbering behemoth wakes up if you strike it, cast Signs, or step on the patches of ice that crack; leaving you little time to free Vigi.

If the giant is sleeping, you have a couple of options. You can:

- Find the key to Vigi's Cage. The key is in a chest along the southeast wall of the cave. Grab it, head to Vigi's upturned boat cage, and free the loon; who promptly yells a blood-curdling cry and launches himself at the giant. Combat immediately starts.
- Or you can ignore Vigi, advance on the sleeping giant, who wakens and combat starts.

ITEM: Quest Item: Key to Vigi's Cage

With the giant attacking, you have the benefit of Hjalmar attacking as well, (and Vigi if you freed him, as well as Folan providing support fire from his bow). Attack the giant, using mainly fire-based attacks. Free Vigi if you wish, but watch the giant's attacks too. You can only free Vigi before the combat starts.

When the ice giant has around a quarter of his health whittled away, he produces a large ship's anchor, and whips about its head. As well as being damaging, this is brought down with force on Vigi's cage. If he was freed already, this isn't a problem. But if he's still imprisoned, he's flattened and dies. Now fight on to the bitter end, until Myrhyff of Undvik is finally toppled!

VULNERABILITIES: ICE GIANT

Be sure you read up on additional combat strategies in this guide's Bestiary. Remember the ice giant is weak against the following:

ITEM: Oil: Ogroid, Sign: Quen

CONCLUSION: UNDVIK FOR SKELLIGE!

After commiserating or congratulating each other about freeing Vigi, you can stay here and loot the giant's corpse (and then meet Hjalmar on the beach), or return to the beach automatically (the Marlin's Coast signpost), where Hjalmar assures you that your prowess will be sung about by the skalds.

- Agree that your actions deserve to be included in Hjalmar's ballad, and you can obtain discounts from traders all across Skellige.

He aims to sail back to Ard Skellig to claim his title, though he's sure others have similar plans in mind. Remind him that his sister is one of them, and answer how you wish in regards to visiting Spikeroog to help her. The quest concludes with you receiving Hjalmar's favorite blade.

- You can complete this quest with or without Folan and Vigi, who are also on the beach. However, rescuing one or either of them results in them automatically accompanying Hjalmar to Kaer Morhen, if you request Hjalmar's help during Act II: Brothers in Arms: Skellige.

ITEM: Weapon: Eirlithrad (Sword)

JARL COME BACK NOW, Y'HEAR?

Harald Houndsnout is still talking to his skulls inside the giant boat. Return and try to talk to the madman, and you find he's too far gone to save, alas.

Secondary Quest: Possession

The Time Has Come to Get Cerys

OBJECTIVES:

- Ask about Cerys in the village.
- Talk to Bergthora.

Skellige Woman

Fisherman

Bergthora

Set about interviewing the villagers of Svorlag. Move to where the signpost is located, and begin a conversation with a Fisherman, who hasn't seen Cerys for a while. Nearby is a rosy-cheeked Skellige woman. She's surprised at all the guests from afar that have been visiting. She tells you Cerys was just here, and was meeting two townsfolk by the name of Bergthora and Eiric (a married couple and old friends of the Jarl who live at the east end of the village).

Bergthora is a little way to the east, by her modest stone cottage and plucking a chicken. She's a friendly sort, and tells you Cerys left to talk to Eiric on the beach located on the other side of the island.

Secondary Quest: Possession

A House of Dark Torment

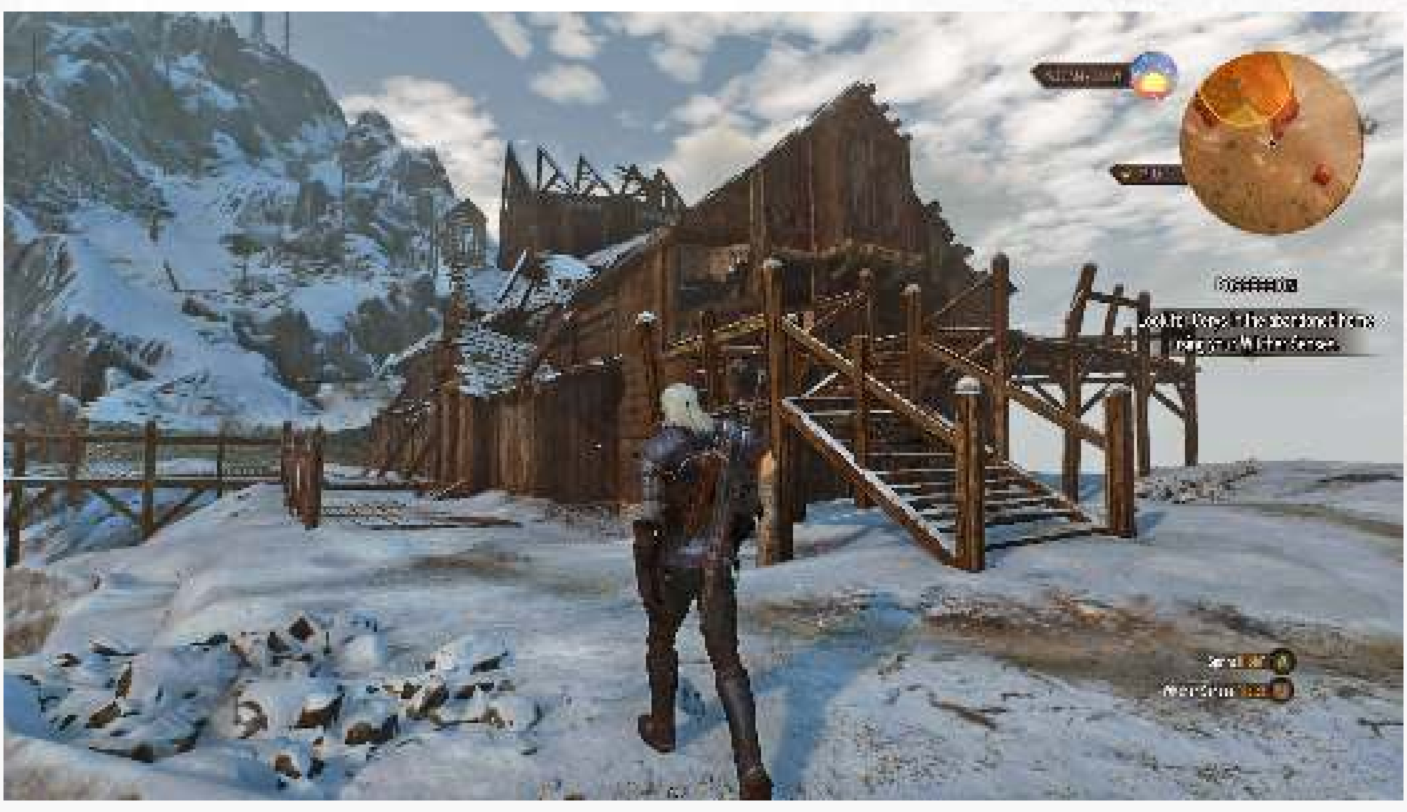
OBJECTIVE:

- Look for Cerys in the abandoned home using your Witcher Senses.

Cerys an Craite

The hill in question is roughly southwest of your current beach location. A direct climb up the sheer rock cliffs is difficult and dangerous, so take the path back towards Svorlag before heading southwest up a series of precarious cliff ledges partly covered in snow. Pass a small stone hut to reach the house where Udalryk lived with his parents as a boy. Enter via either of the doors.

An ill atmosphere has taken hold of this place. Use your Witcher Senses to uncover some fresh footprints that could belong to Cerys. Follow them around the corner to see her passed out on the wooden floor. You gather her up and she wakes with a terrible head pain. She was hit on the head, didn't find the sword she was searching for, but still isn't leaving.

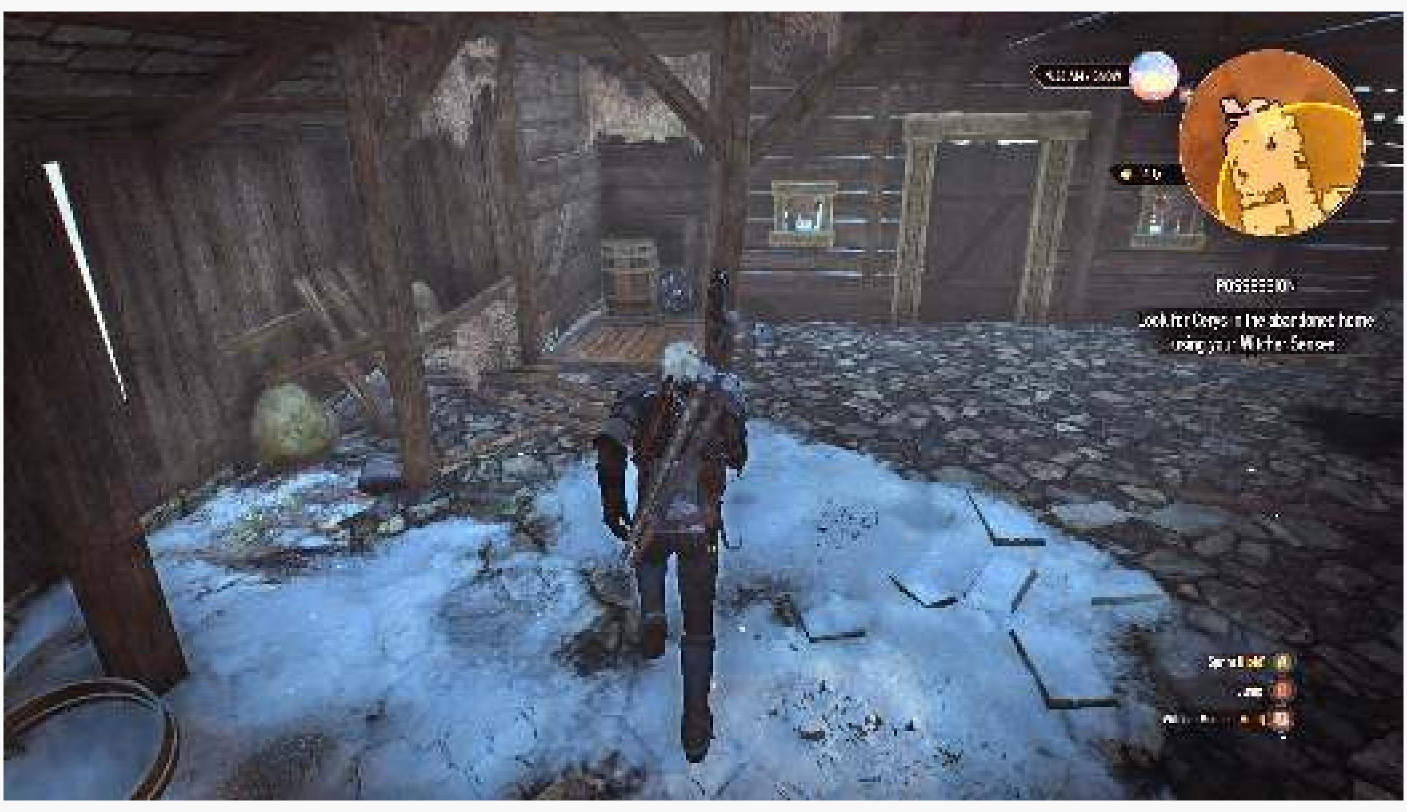


She tells you the sword is named Brokvar, the ancestral sword of Udalryk's clan. She needs it to lift the curse. She tells you the story of Udalryk and his brother Aki, who was given the sword despite Udalryk being the first-born son. Aki was killed during a fishing expedition, and Cerys reckons his ghost haunts this place. Though you don't necessarily agree with this hypothesis, you agree to help Cerys locate this blade.

OBJECTIVES:

- Find the sword named Brokvar.
- Tell Cerys you found the sword.

Enter the Abandoned House again, and inspect the middle bedroom. Something glittering catches your eye; it is a key to the cellar. Take it, and return to the main chamber with the fireplace. Head to the north corner and unlock the trapdoor here. Descend down the ladder into the stone cellar, and look for the table in the middle of the wall with the heirloom sword on it. Then head back up the ladder, and onto the large wooden deck outside where Cerys is waiting for you. Inform her your search was successful. ou can now pay Udalryk a visit.



ITEM: Quest Items: Key to Cellar, Brokvar

Secondary Quest: Possession

Dark Illusions

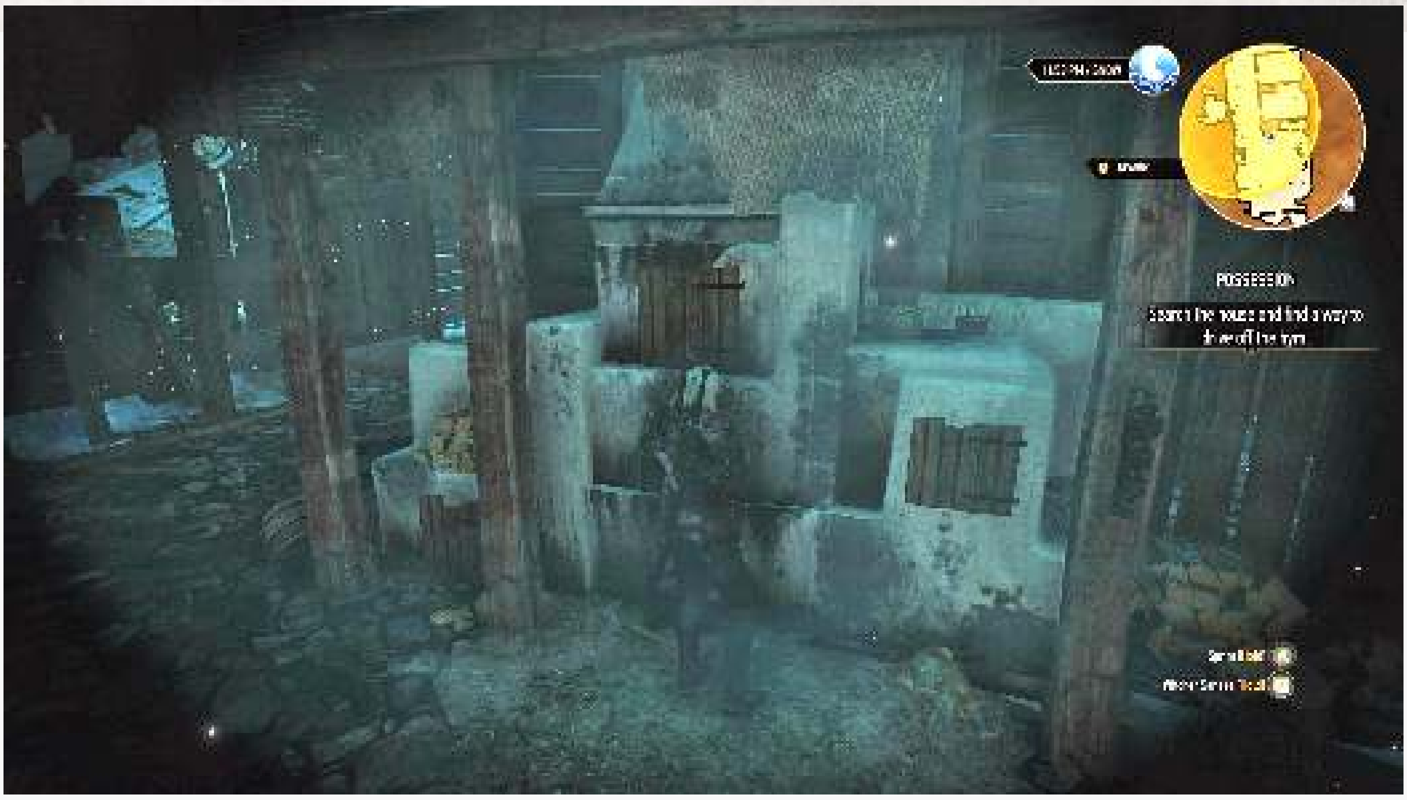
OBJECTIVES:

- Meet Cerys in Udalryk's old home.
- Search the house and find a way to drive off the hym.

Revisit the Abandoned House, and begin to search it thoroughly, using your Witcher Senses as you move from room to room.

- The main room fireplace has solid craftsmanship.
- The middle bedroom has Ciri lying face down on the bed! But this illusion is quickly dispelled, and the Hym must be scared to attempt to thwart him.
- The middle bedroom has a broken mirror—Udalryk must have been frightened of seeing the creature manifest behind him. It also is missing part of the wall, leading to a large chasm which looks dangerous.
- The far bedroom has an old cradle which must have belonged to Udalryk or Aki.

Cerys walks out and calls you. At this point, speaking with Cerys reveals she has a great idea to rid Udalryk of the Hym, but for the ruse to work, she isn't able to tell you about it. At this point, you can make a final decision: To trust Cerys or to try the fighting option.



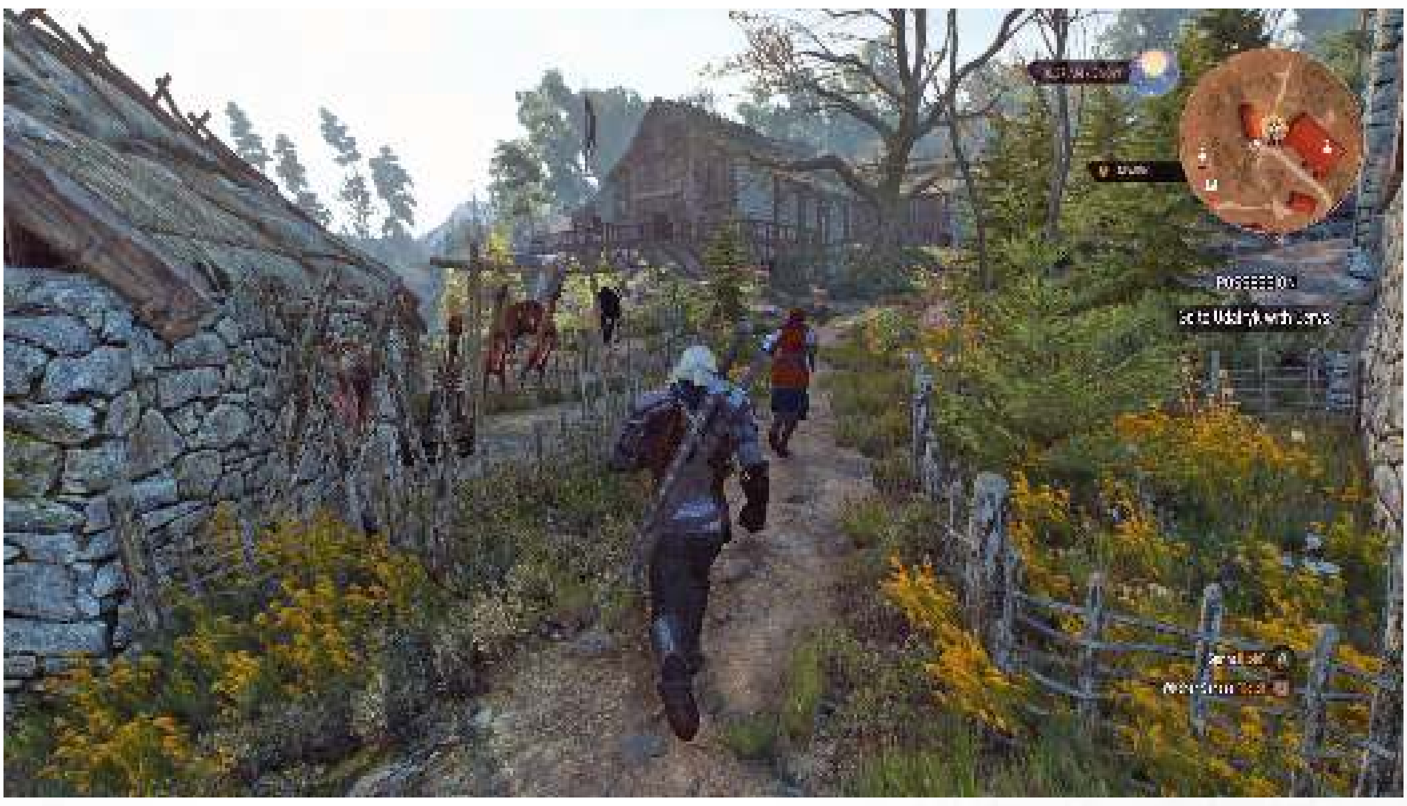
Secondary Quest: Possession

An Eye for an Aki

OBJECTIVE:

- Go to Udalruk with Cerys.

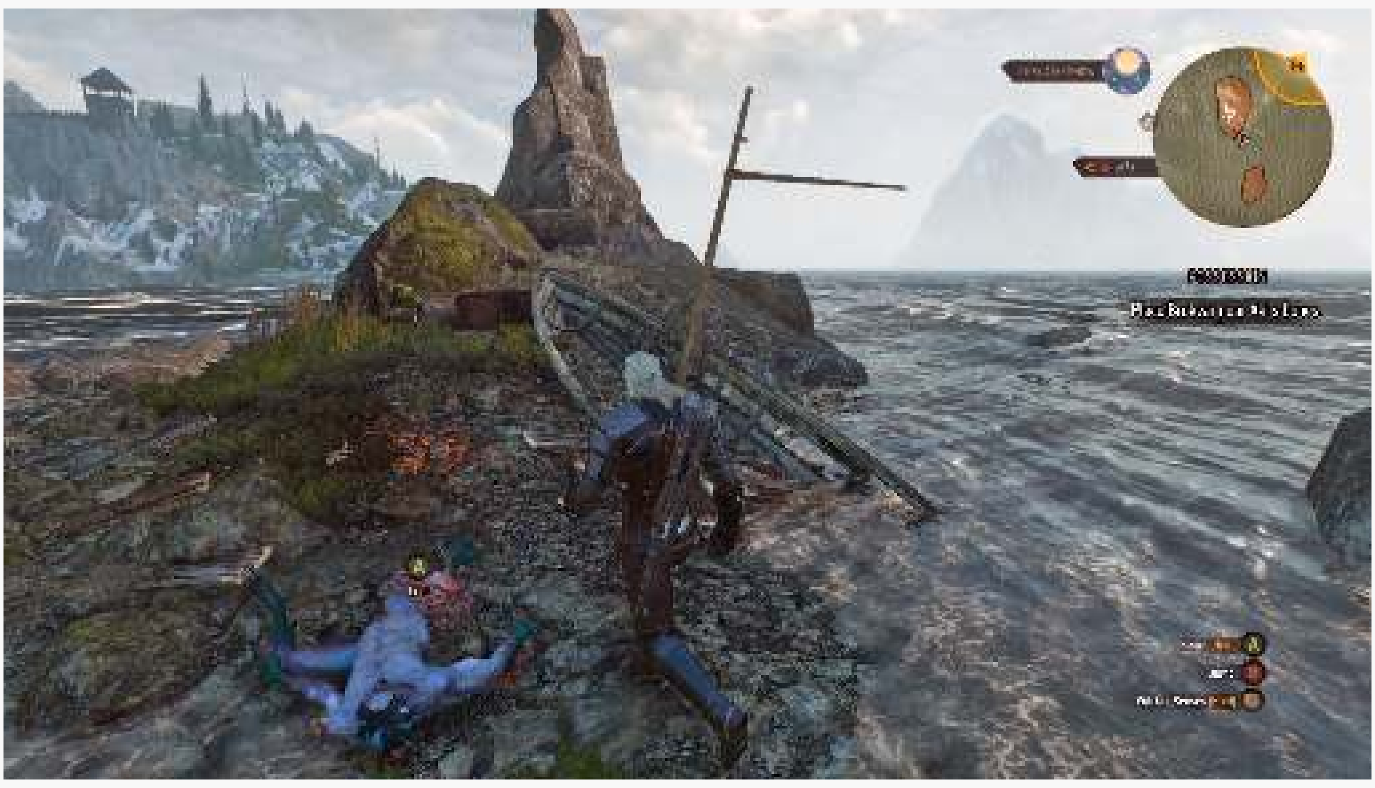
Follow Cerys down the mountain and into Svorlag, speaking to her along the way about Yennefer and a past falling out with Crach an Craite. Head back to the Jarl's longhouse. Udalryk is outside, nursing an arm wound, and Hjort is convincing him the fresh air is helpful to his demeanor. Udalryk doesn't know who you both are, telling you he hears the voices of the gods. Converse as you wish. You hypothesize that the voices are connected to Aki, and if the sword was returned to his brother, they would stop. Aki's remains lie off the shores of the island, in a treacherous area of waters. You agree to place the sword near the bones of Aki; you'll recognize them by the family ring the skeleton still wears.

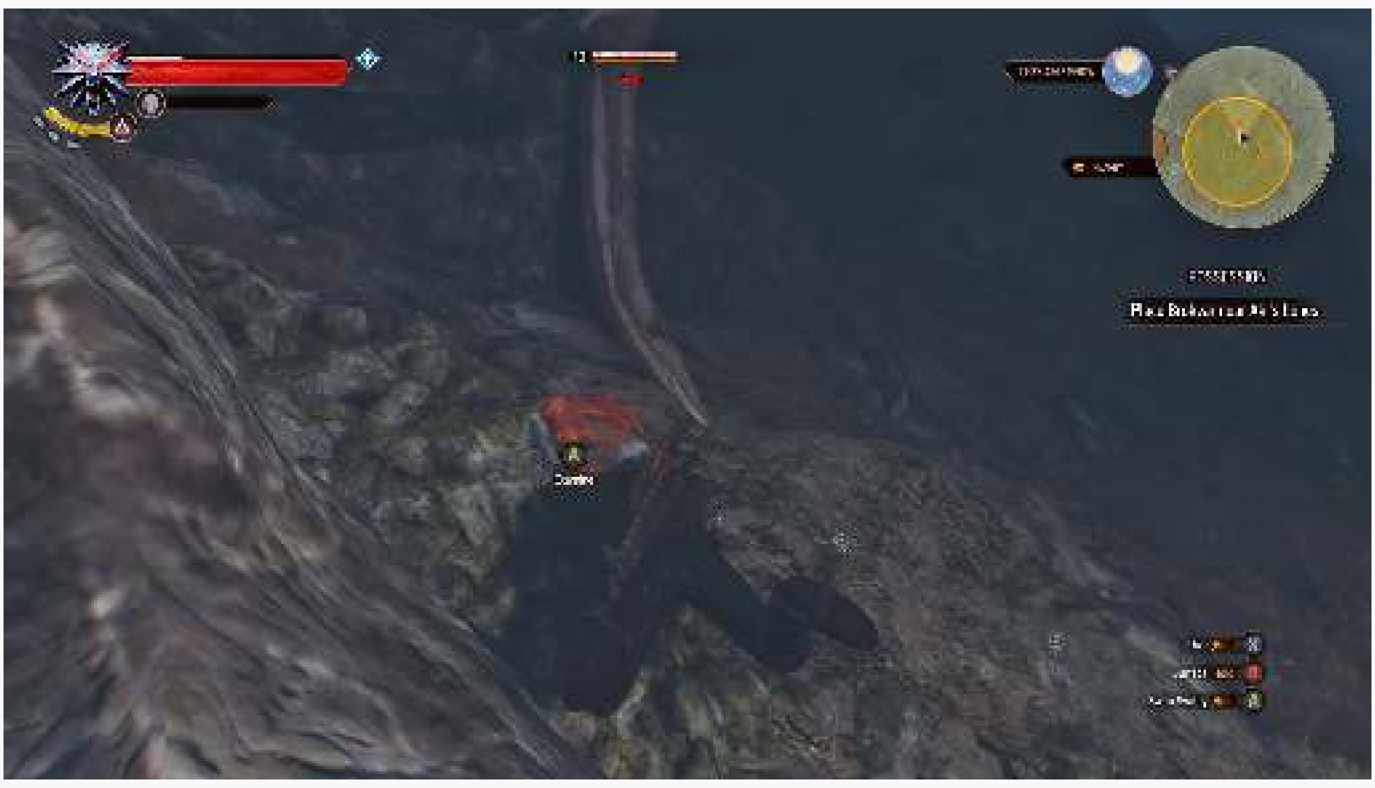


OBJECTIVE:

- Place Brokvar near Aki's bones.
- Return to Udalryk.

Run or swim southeast along the shore, to the small sandbank and islands at the mouth of the harbor. Three drowners are here to greet you close to the largest of the tiny islands, with a chest and dashed fishing boat on it. Slay the enemies, then take a plunge into the objective area. Look for the bones slightly northeast of the center of the area, optionally using your Witcher Senses to spot the pile of bones near a curved wooden plank and two angled rock formations. Despite the buffeting current, swim to the bones and interact with the corpse, placing the sword there.





Surface and quickly swim to the nearest tiny island so you can deal with any sirens that may have been attracted to your antics (except three). You don't believe this has solved the curse; an idea proved correct when you return to the jarl's

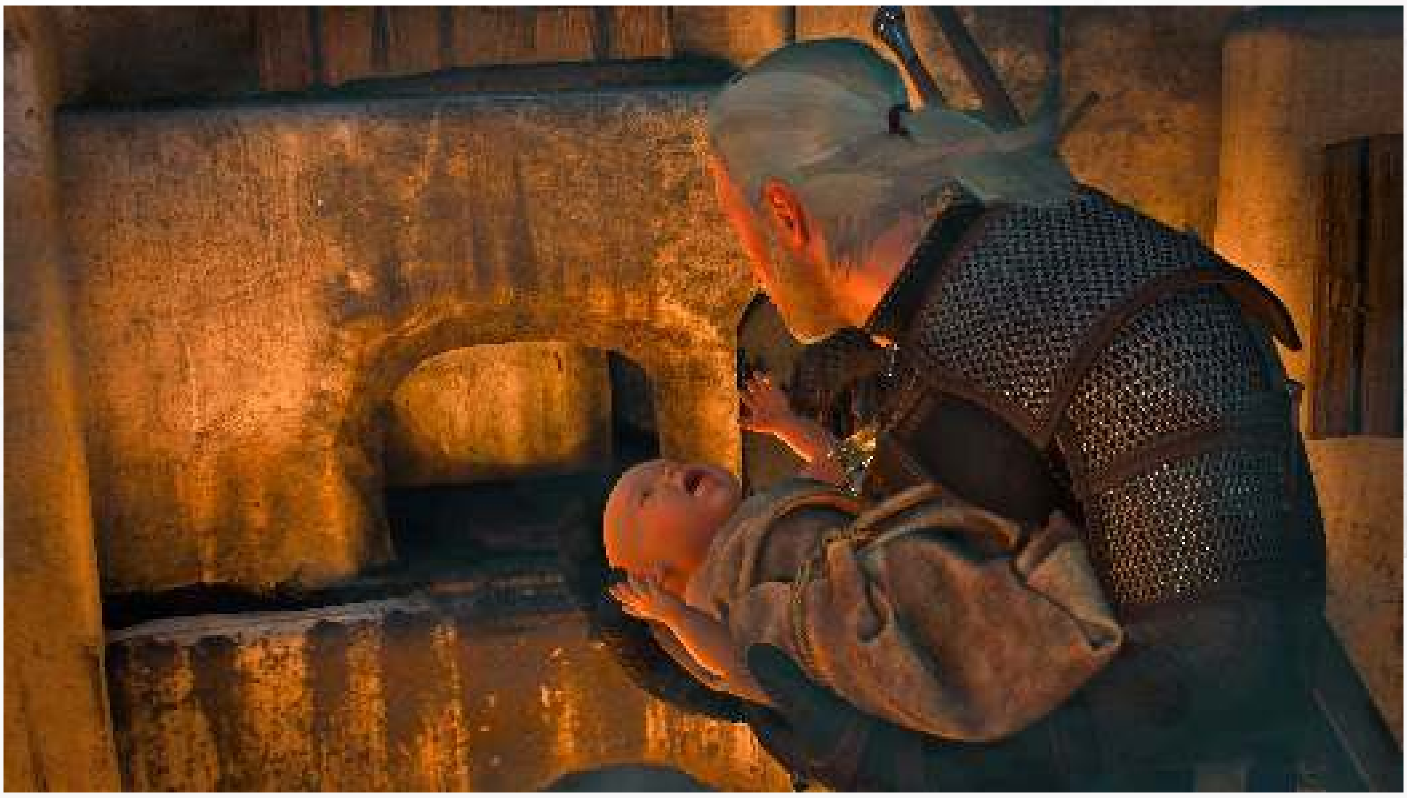
Secondary Quest: Possession

Trickery: Throw the Baby out with the Kindling

OBJECTIVE:

- Defeat Udalryk's warriors.

You wake from a slight doze near the stove to the sounds of footsteps running towards the house. Cerys bolts through the door carrying a baby in her arms. A moment later, Udalryk and his men burst through the door.



She throws the baby at you (as shown), yelling for you to toss the infant in the stove! Has Cerys taken leave of her senses too?! You can:

- Refuse, and the quest changes to the "Slaughter" option. The planning stage doesn't occur at the longhouse though. You figure everything out on the terrace of the Abandoned House.

- Comply, throw the baby into the fireplace, shut the door, and drag a screaming Udalryk back from rescuing the toasting bairn. Draw your weapon, and fight Udalryk's men. After defeating them, Udalryk tries in vain to open the stove door. At this moment, the Hym looms out of the shadows (as shown). Cerys now appears with the child gathered in her arms—she had cunningly pulled it out of the stove using the back door behind the oven. Having been tricked, the Hym is forced to depart.

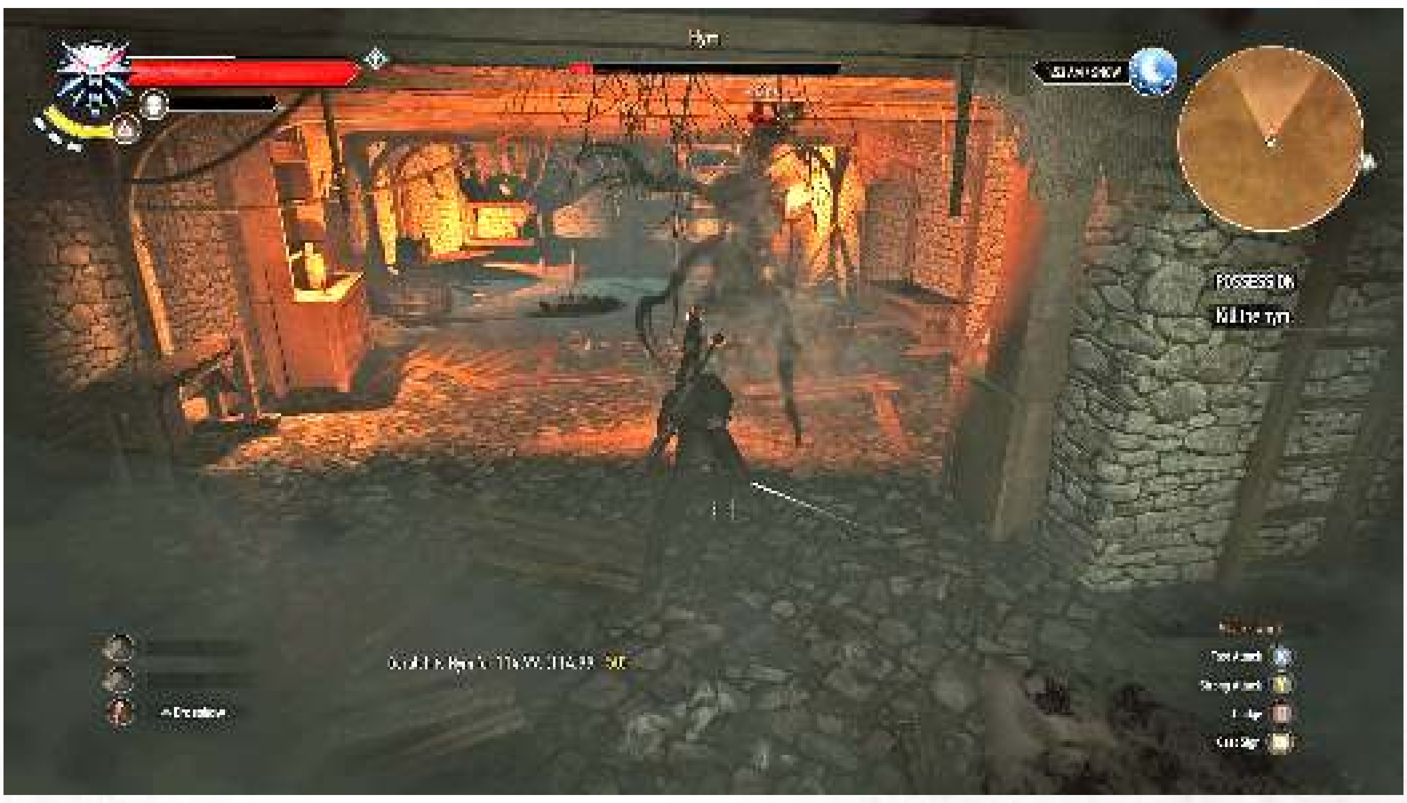
Secondary Quest: Possession

Slaughter: You and Hym

OBJECTIVES:

- Bring torches from the storage shed.
- Place the torches around the abandoned home (4).
- When you're ready, talk to Udalryk.
- Light the torches. Kill the Hym.

You walk back to the Jarl's longhouse with Cerys, and speak with Udalryk and Hjort, explaining that they are being tormented by a Hym, which must be forced out of the darkness. Udalryk must return to his abandoned family home, spend the night in the Hym's lair, and you gather some torches (from the outside storage shed) to lighten the ominous nature of the place. Return to the Abandoned House; Cerys and Udalryk are waiting for you there.



Place four torches inside the Abandoned House at the indicated locations. Return to Udalryk and tell him everything is ready. Udalryk's mettle returns, and he tells you this born and bred Skelliger is ready for battle! You tell Udalryk to instead think more pleasant thoughts or the Hym may drag him into feelings of guilt and despair.

Enter the house, light the torches to summon the Hym, and begin the fight. Focus your attacks on the Hym, ignoring Udalryk's panicked screaming. When Udalryk flees out of the main room, the Hym disappears. Use Axii to mentally calm Udalryk during these moments of insanity. When Udalryk returns to the room, the Hym reappears. After whittling the Hym's health down to around one quarter, it disappears from view. You realize it has retreated deeper into its lair; take the ladder down into the stone cellar and finish the foe. After the Hym is slain, lead Udalryk out of the house.

VULNERABILITIES: DEALING WITH DARKNESS

The Hym is an evil spirit with a variety of attacks and a few weaknesses to exploit. Find these out in the Bestiary.

ITEM: Bomb: Silver Dust, Oil: Specter, Sign: Igni

END: OUT OF THE SHADOWS

OBJECTIVE:

- Tell Udalryk it's all over.

You speak to Udalryk and tell him he will be tormented no longer. The voices in his head were caused by the Hym. Udalryk is still very confused, but you reassure Cerys (who is staying with Udalryk) that his mental strength will return. You depart on most friendly terms with Cerys, who has proved her worth as a warrior and a tactician. The quest now concludes.

ITEM: Magic Item: Crystalized Essence

Secondary Quest: King's Gambit

At a Good Feast, Mead and Blood Flow in Equal Measure

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: KING'S GAMBIT

RELATED QUESTS : Secondary Quest: The Lord of Undvik; Secondary Quest: Possession; Secondary Quest: Coronation

LOCATIONS : Kaer Trolde Keep, Fornhala

CHARACTERS : Arnvald, Hjalmar an Craite, Cerys an Craite, Steingrim, Birna Bran, Crach an Craite, Halbjorn Black Hand, Holger Black Hand, Hjort, Madman Lugos, Donar an Hindar, Svanrige Bran

ENEMIES : Bears, Seamen, Halgrim, Artis

QUESTING DECISIONS

With your help, both Hjalmar and Cerys defied death, and improved their chances in the race for Skellige's throne. This quest becomes available automatically, once both Main Quests: The Lord of Undvik and Echoes of the Past are completed. It is optional.

- During Main Quest: Destination Skellige, if you killed Steingrim (the first islander, who found you washed up on the beach), you have no interactions with him at the feast hall.

THE TIME TO ACT IS NOW!

If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige. The Craite Clan never recovers.

OBJECTIVES

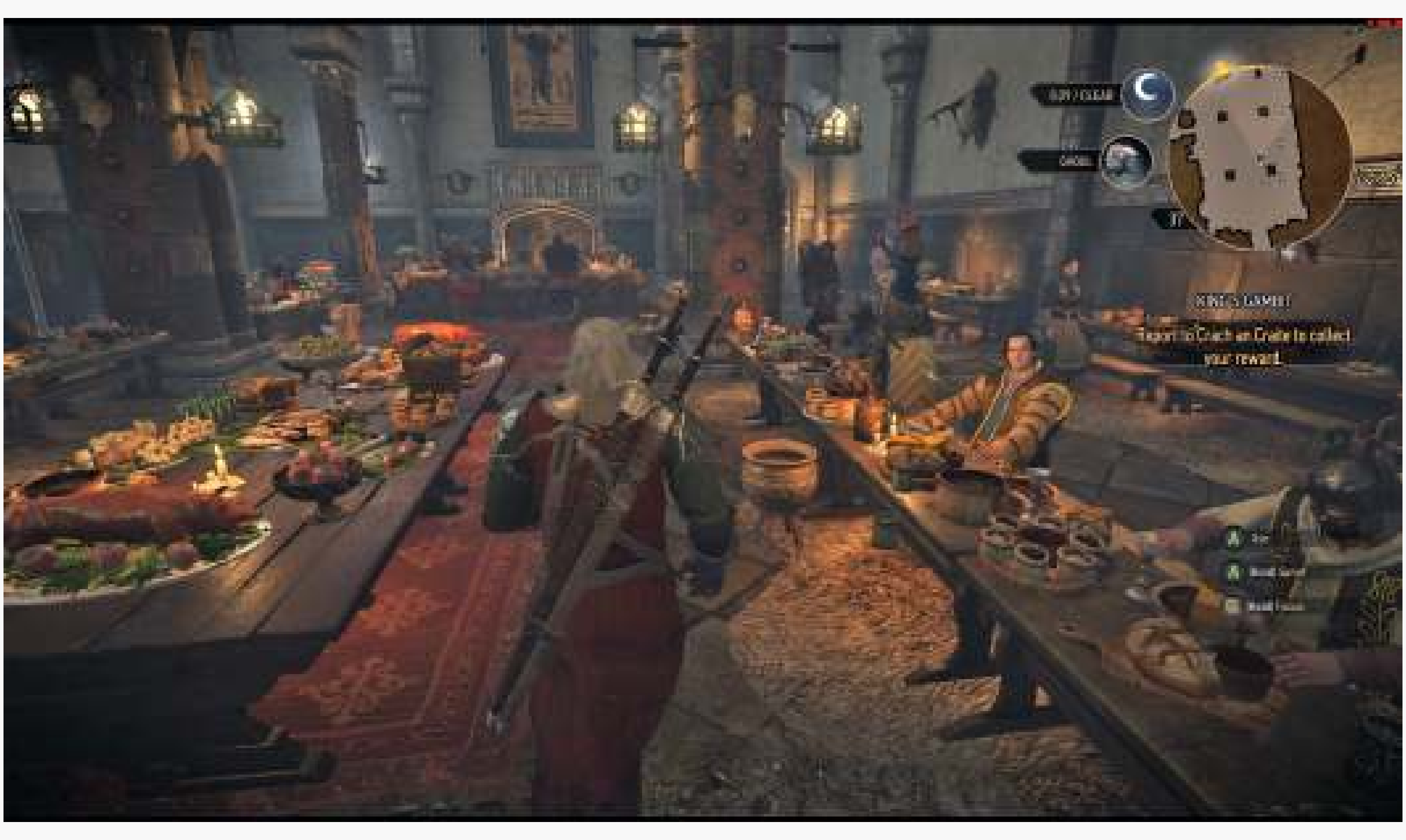
- Report to Crach an Craite to collect your reward.
- Nearest Signpost: Bridge to Kaer Trolde.

Arnvald

Cerys an Craite

Hjalmar an Craite

You are summoned to a great feast held by Crach an Craite in which mead would flow, and the achievements of his son and daughter would sway those islanders still undecided on who to crown the new ruler of Ard Skellig. Cross the bridge to Kaer Trolde Keep, where you are met by Arnvald. Normally the doors to the Keep would be closed during this ceremony, but Crach has made an exception; you are considered a son of Skellige! Head into the Keep, and down to the feast hall.



KING'S GAMBIT

Report to Crach an Craite to collect your reward.

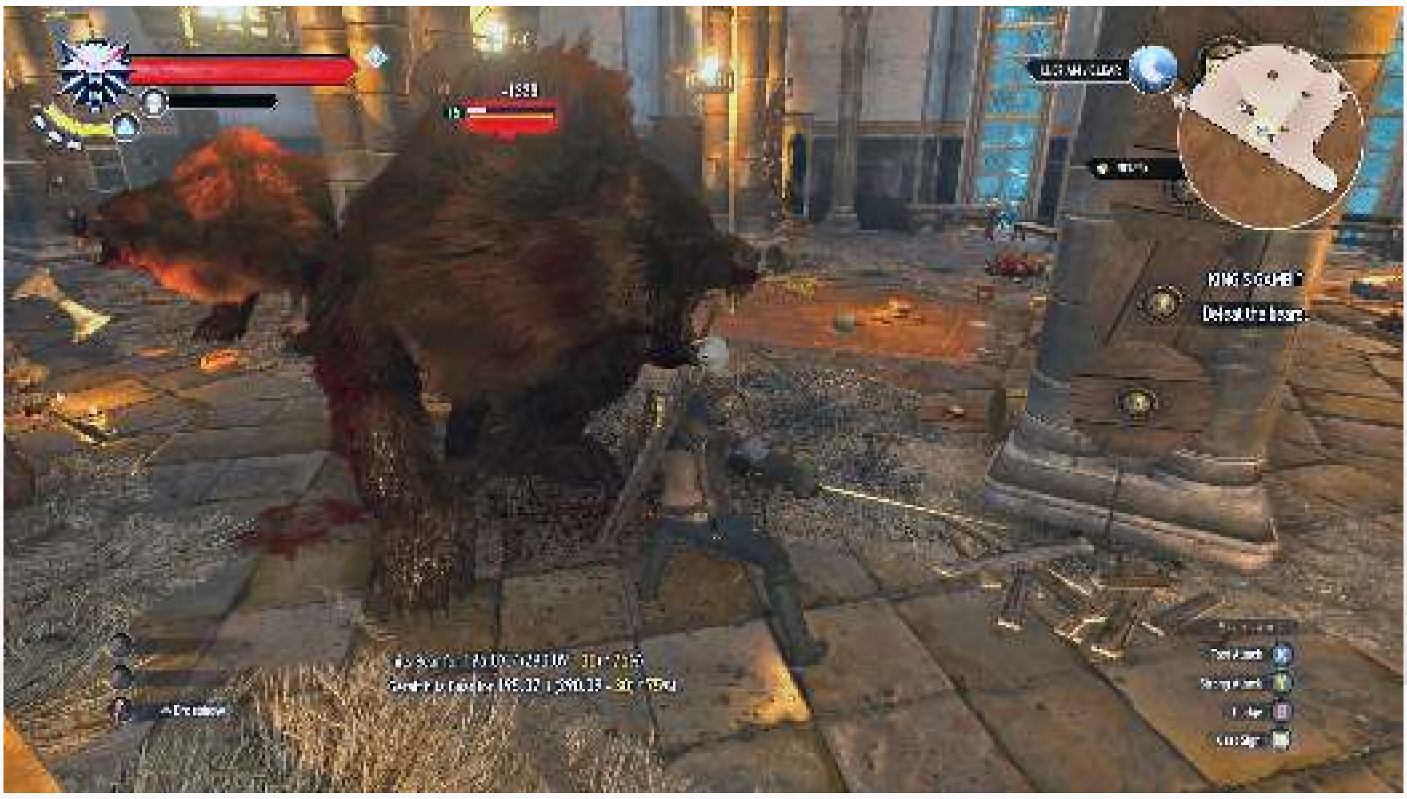
Secondary Quest: King's Gambit

Feast of the Bears

OBJECTIVE:

- Defeat the bears.

Race to the feast hall and a scene of bloodletting and chaos. Four gigantic bears are loose in the chamber, and are devouring soldiers and guests alike. Spring into action, and immediately battle the nearest bear, before rushing to the aid of the Skelligers still tackling the three other hairy behemoths.



Panic reigns. Halbjorn, son of Jarl Holger, howls as he succumbs to his wounds. Holger tries to revive him, but Hjort (Jarl Udalryk's seer) declares him dead. There is pushing and shoving. Madman Lugos accuses Crach of being responsible for the bears. Hjalmar takes this as an insult to his family. Crach and Lugos are about to come to blows when Jarl Donar simmers the tension and calls everyone to order. Crach is to find those responsible, and kill them, else his clan will be cursed for a hundred generations. Speak to Crach now, asking what you wish, as he orders Hjalmar and Cerys to investigate.

Stop for a moment to decide who you wish to partner with:

- "I'll help you, Cerys": You help Crach's daughter.
- "Going with Hjalmar": You help Crach's son.
- Or refuse to help anyone at all, stall the quest, and ignore the rest of the an Craite quests.

You may only choose one, and it influences the rest of his quest, and your adventure!

Secondary Quest: King's Gambit

Surreptitious Cerys: Cellar Smells Where a Traitor Dwells

OBJECTIVES:

- Examine the crime scene using your Witcher Senses.
- Examine the traces of wine around the crime scene.
- Find the source of the scent.

While Hjalmar races off to kill some Vildkaarl beserkers, you take a more measured approach with Cerys in the feast hall. Ask her who died (many; only her, Hjalmar and Svarige have claim to the throne), and what happened before the massacre. Then look around, using your Witcher Senses:

- One corpse has fang and claw marks, and broken bones. It is difficult to say what killed him. There are other corpses to examine, too.

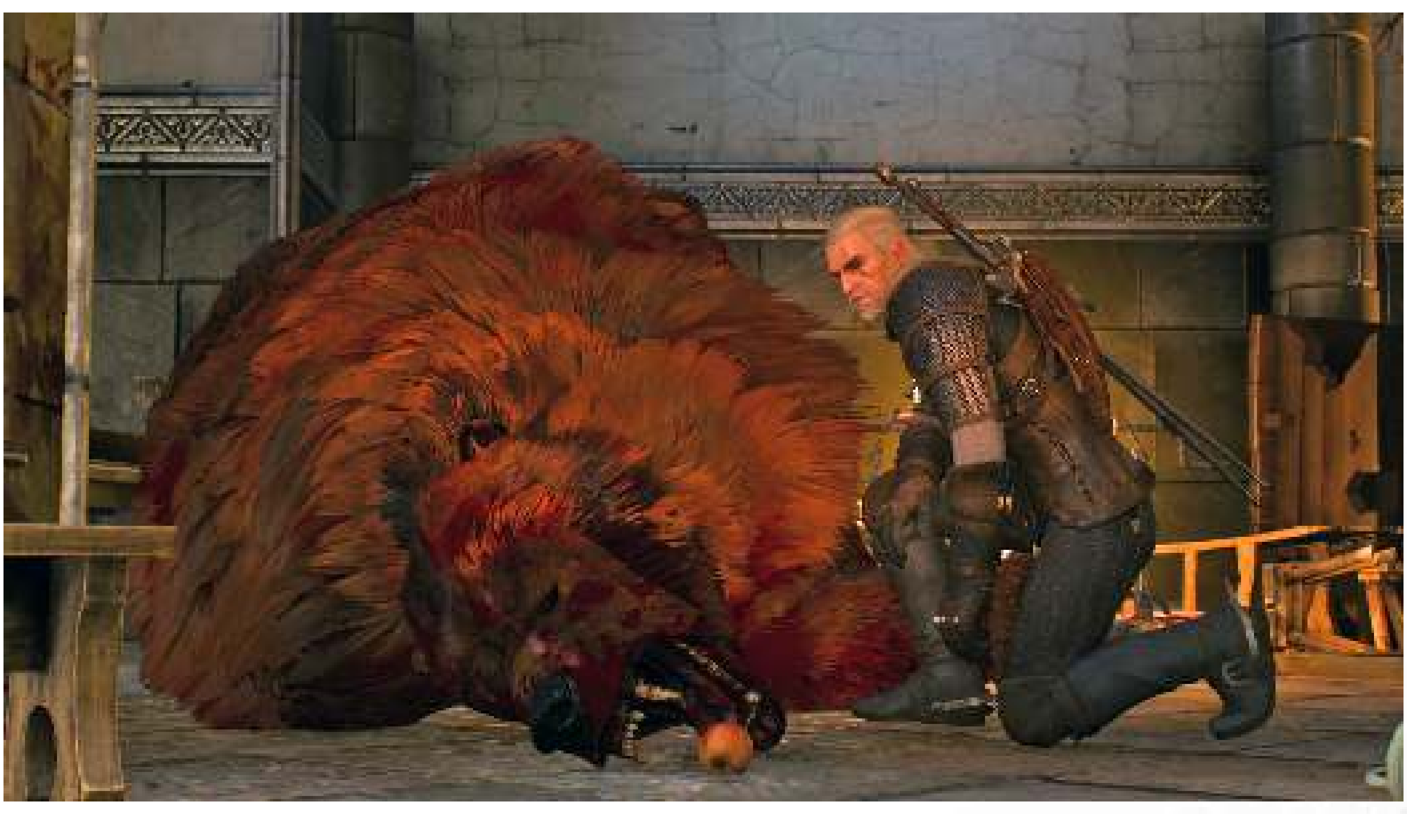
Head over to one of the bears, and examine it:

- (The Head) A bear's head, but a short tongue like a human's. The mouth smells of alcohol and earth.
- (The Torso) Under the fur is a tattoo in the shape of a paw.
- (The Limbs) Evidence of a sutured old scar.

This is a half-man, half-bear. But what caused the transformation? The mead is a clue; you should check the horns, tankards, and bowls.

- Mead horns are empty.
- A bowl has the whiff of… mushrooms?
- Another bowl—one at each table—contains mead and only mead.

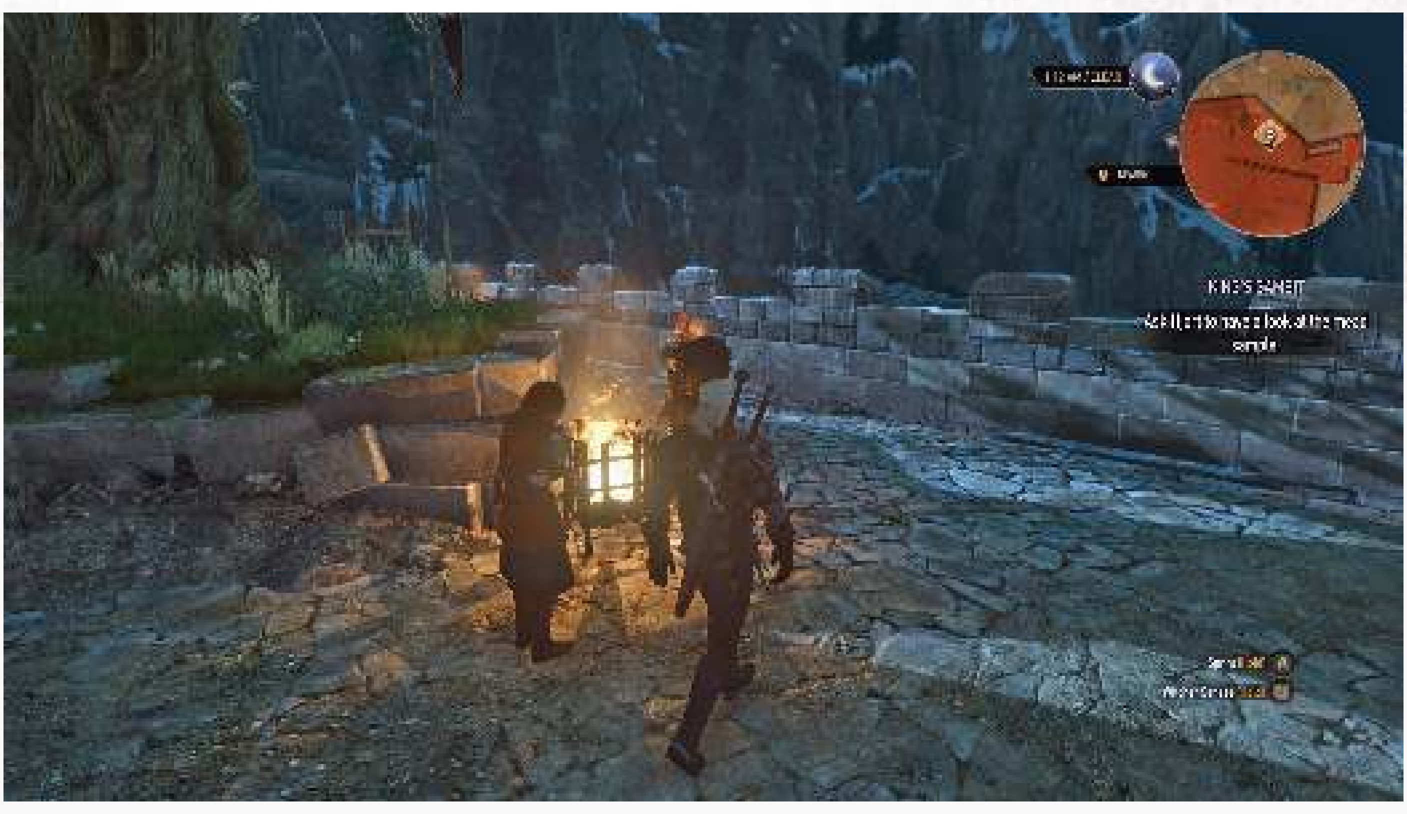
The scent of mead and something earthy fills your nostrils. Head north to the open door, and examine the small table to the left of it. You call over Cerys, who confirms you are dealing with werebears—known colloquially as beserkers. You reveal the beserkers' mead was spiked with what you think is blood. Cerys suggests Hjort might be able to help.



OBJECTIVE:

- Ask Hjort to have a look at the mead sample.

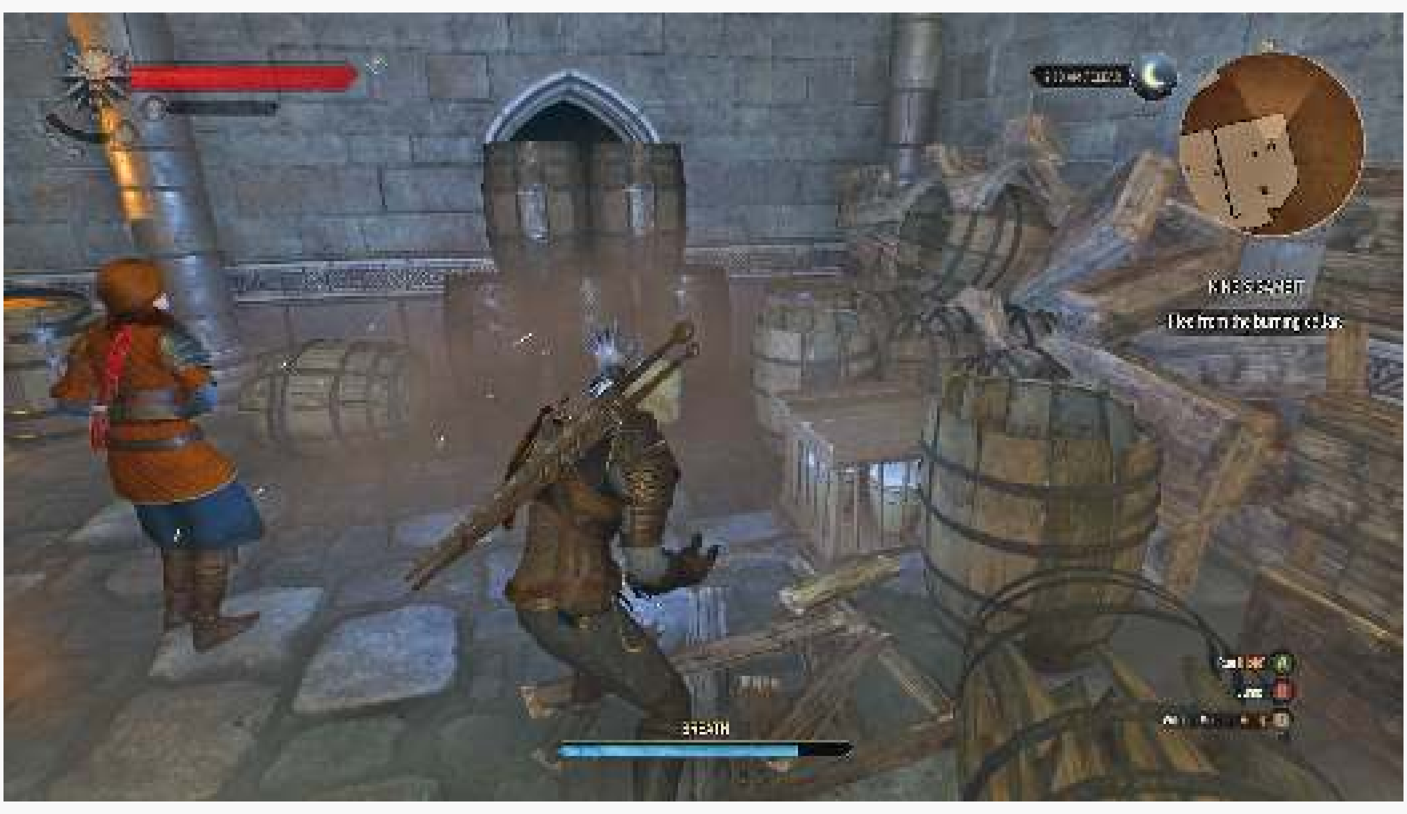
Head east from the feast hall, onto the exterior battlements where the remaining Jarls are raising their voices about what happened. Listen and speak to them too, if you wish. Hjort is praying to Freya. Interrupt him, and hand him the mead horn. He immediately recognizes the smell as the mushroom "mardroeme" (or "psilocybe"). It causes hallucinations in humans, and eases pain in small doses. But how was it slipped into the wine? Away from the feast in the cellars; that's where!



OBJECTIVES:

- Follow Cerys to the cellar.
- Examine the cellar.
- Examine the mead in the open barrels.
- Flee from the burning cellar.

Dash after Cerys through the feast hall to the entrance, across to the north corner exit, down past the smithy, into a series of descending corridors that end at the cellar entrance to the south. Cerys wants to show you where the poisons are kept. She walks to some steps, and down to a lower area of the cellar. Cerys reckons the stench is revolting, but it's from some Mahakaman spirit. Use your Witcher Senses to inspect the various barrels until you reach the one in the southeast corner that looks different. This is the brew that caused the berserkers' transformation. Someone tosses a torch into the cellar, and the high-proof spirit goes up in flames. There's no way back. Only into a secret passage on the northeast corner of the cellar, blocked by barrels. Use Aard to destroy the barrel blockage and sprint into the tunnels.



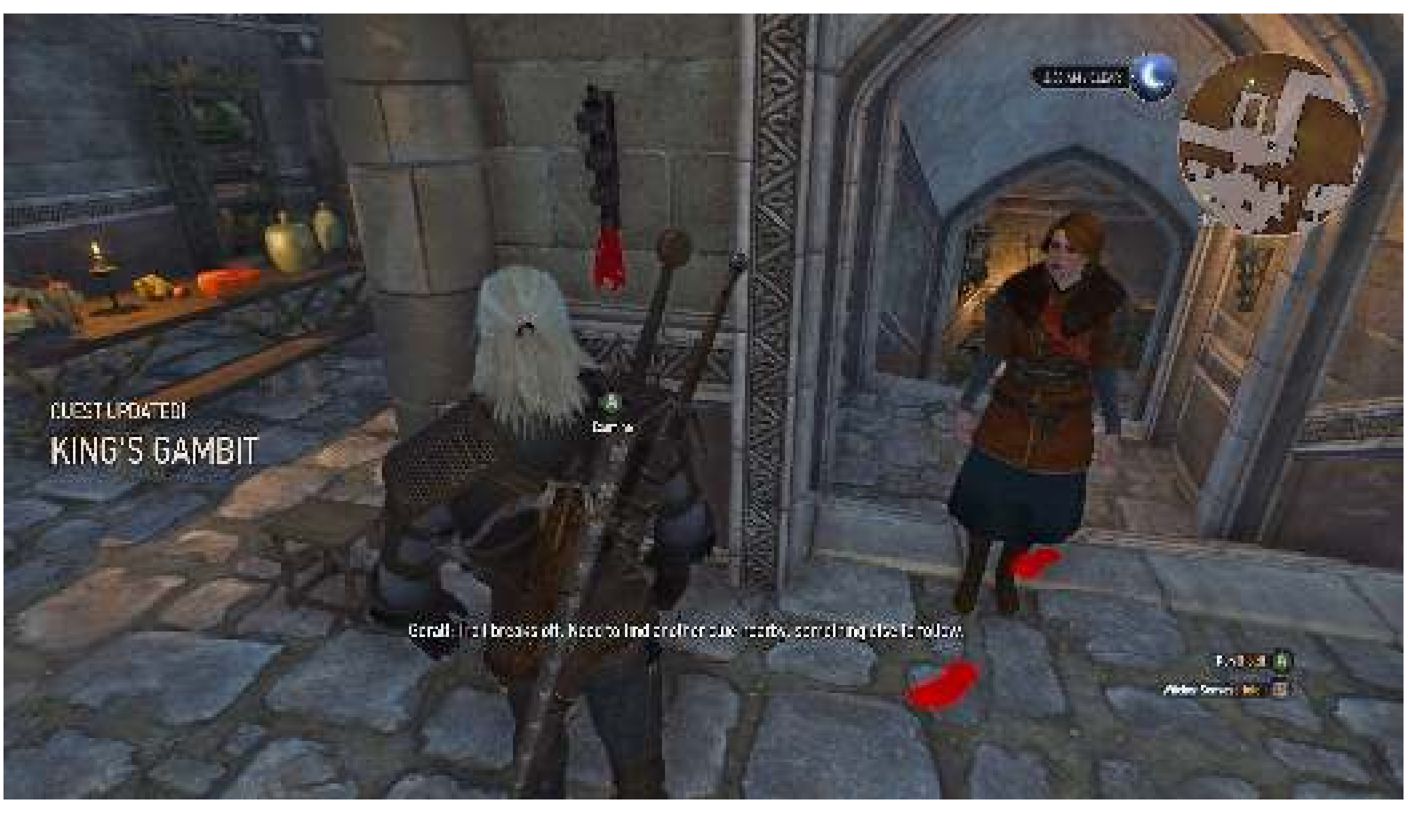
Secondary Quest: King's Gambit

Surreptitious Cerys: Bran-Dishing Evidence

OBJECTIVES:

- Follow Cerys through the tunnel.
- Look for tracks around the cellar door using your Witcher Senses.
- Follow the footprints.
- Look around for a clue.
- Catch Arnvald.

Follow Cerys and emerge from the tunnels without incident. You decide to revisit the cellar entrance to look for evidence of the culprit.



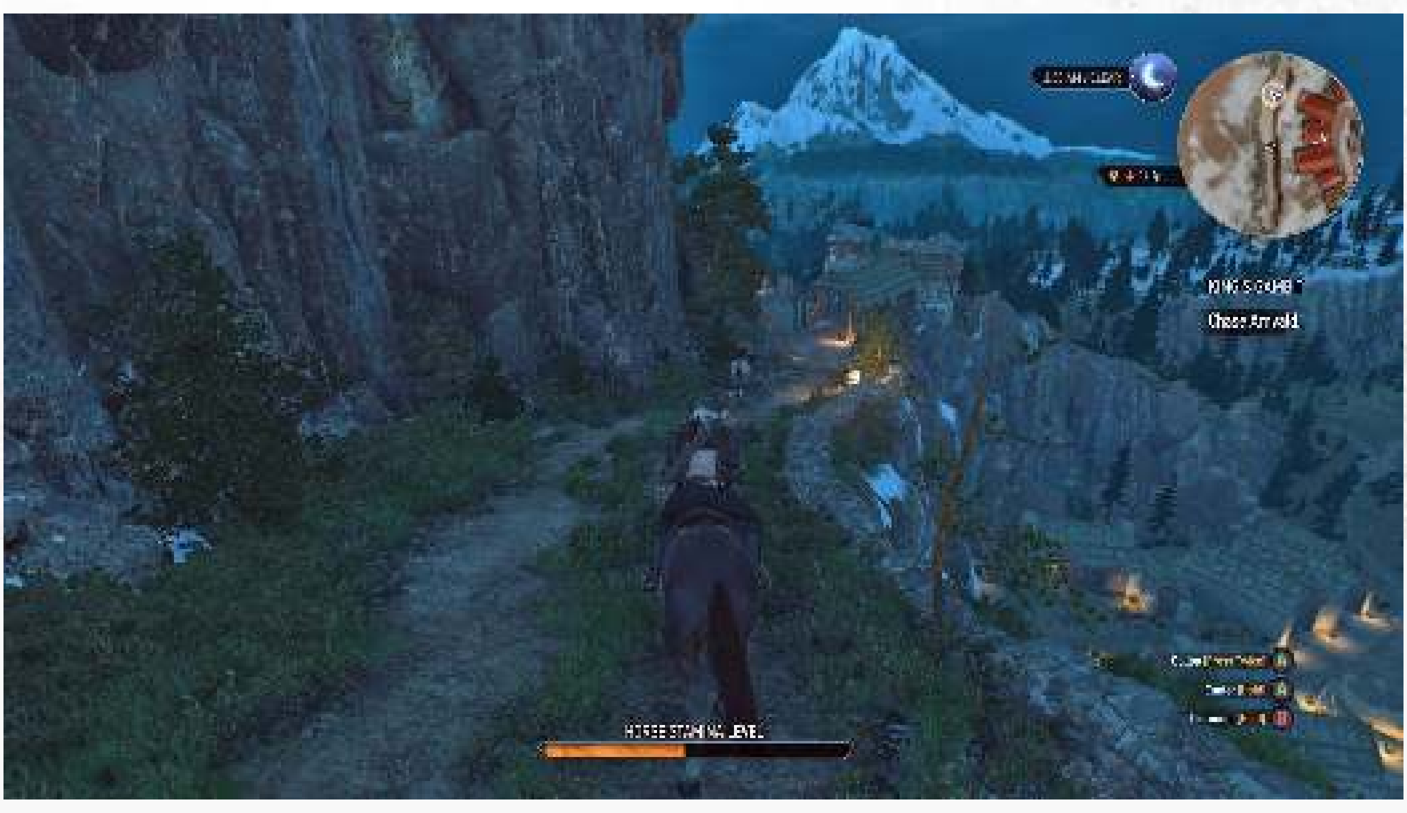
Head south up the steps, and examine a set of footprints (using your Witcher Senses) at the cellar door. Someone walked through spilled mead. Now turn and follow the footprints up the main stairs back up towards the smithy. On a landing, examine a wall torch: There is a scrap of cloth on it. Cerys is shocked; only Arnvald wears this fabric! Race up and out of the cellar corridor, across the exterior battlements and smithy, and up into the Keep entrance. You see Arnvald leap on a horse and race off.

OBJECTIVES:

- Chase Arnvald.
- Save Arnvald.
- Search Arnvald's body.
- Search for evidence in Arnvald's room.

Arnvald's guilt is unquestionable, but bringing him to justice is tricky. Gallop after him, following the route down the cliff path and tunnel, out of Kaer Trolde, and along the road heading roughly south. He bears right twice; first at the parked caravans, and second at the fork in the road, and heads directly to a group of bandit seamen; wearing Clan Tuirseach colors and waiting for him at the beach. You can end the chase in a number of ways:

- (Crossbow) While riding, produce your crossbow and knock Arnvald off his horse. You're commended by Cerys, and Arnvald is usually alive.
- (Aard or Igni) While riding, use either Aard or Igni to remove Arnvald from his steed. Cerys is impressed, and Arnvald is usually alive.
- (Beach Fight) Should Arnvald reach the beach, he is expecting to be smuggled out of Ard Skellig by these seafarers loyal to his cause. But you can never trust these bandits; Arnvald's usefulness has expired, and they attack him. Battle five of them, moving to Arnvald's proximity and drawing attacks away from him. If you don't, he is easily slain.
- (Losing the Trail) If you aren't quick enough in tailing Arnvald, head towards the beach area in your own time. You discover Arnvald's corpse on the sand.



After the tumble from his horse, or bandit fight, Arnvald is either dead or alive:

- (Arnvald is alive) He moans on at his hatred towards the an Craites, but agrees to implicate Birna Bran and the berserkers at a trial.
- (Arnvald is dead) Cerys is shocked at the betrayal. You decide to search Arnvald's corpse, and find a small key. Cerys sees the tartans the bandits where wearing, but you tell her not to jump to conclusions.

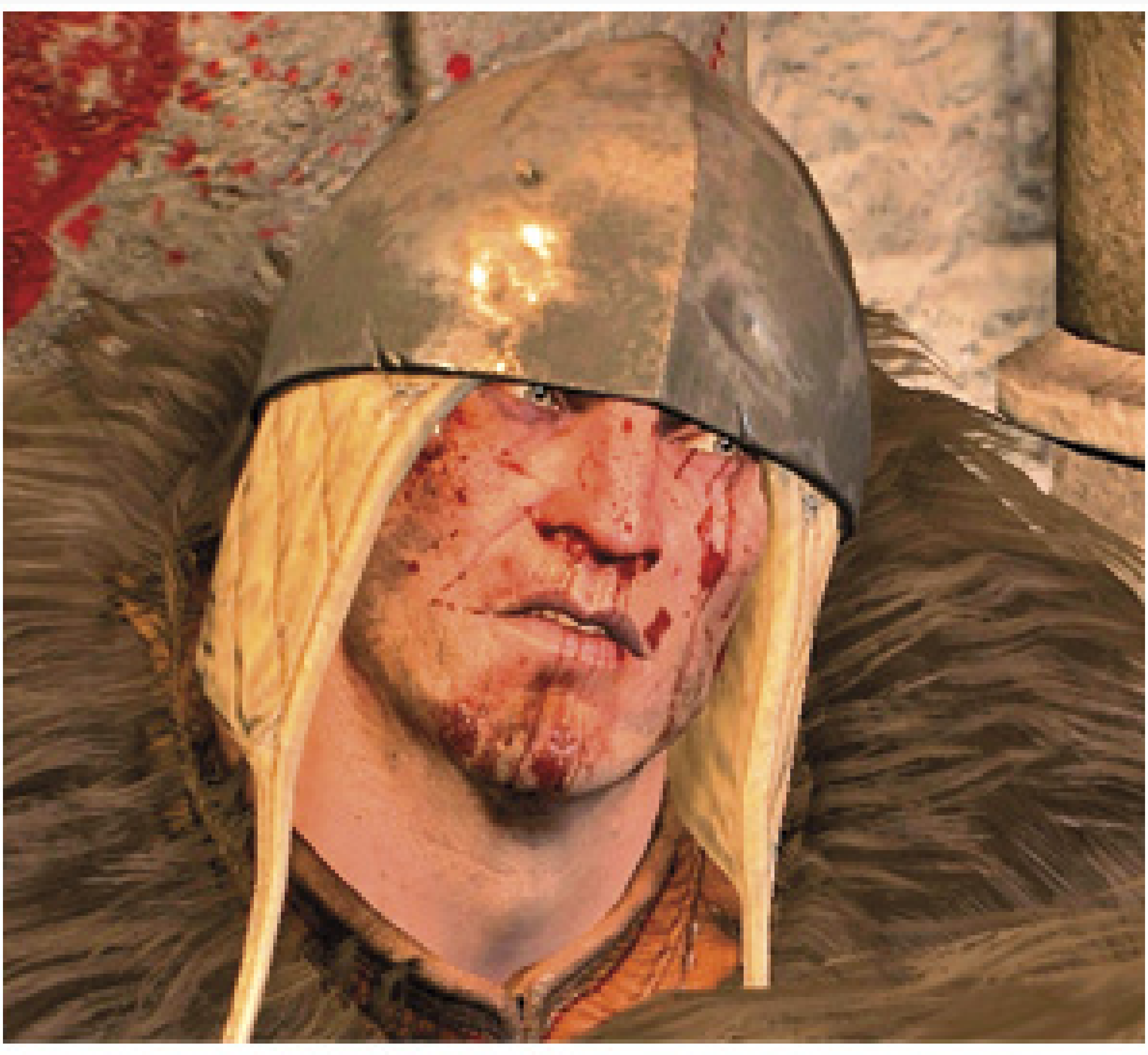
ITEM: Quest Item: Arnvald's Key

Back at Kaer Trolde Keep, use your Witcher Senses to thoroughly search Arnvald's room:

- There are strewn clothese everywhere, and a missing shoe.
- The other shoe is under a small table. Check inside the shoe for another key.

ITEM: Quest Item: Key to Arnvald's Chest

Close to his bed is an envelope with a particular smell attached to it. Follow the scent to a hidden compartment in the northeast corner of the room. Use the key to unlock it; inside is a letter. The perfume is Birna's! The letter isn't signed, but the evidence is enough. Read on to "Cerys' Conclusion", below.

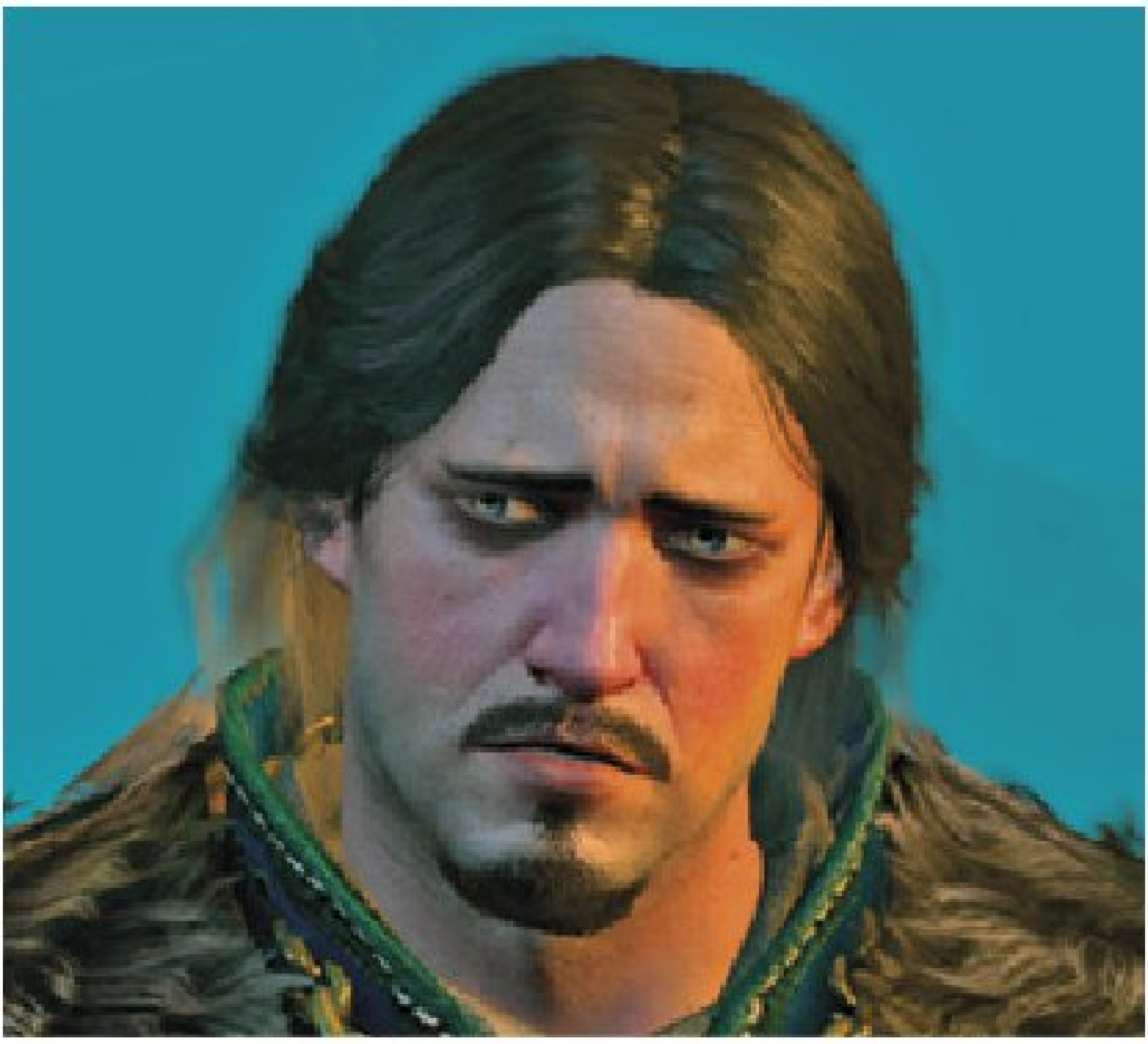


Halbjorn, son of Holge

Secondary Quest: King's Gambit

Cerys' Conclusion: Whose Hand Does the Blood Stain

Jarl Donar an Hindar calls a meeting of the Jarls together. Lady Bran is accused by Cerys. Birna is indignant and refutes the accusation.



Svanrige Bran

- (Arnvald is alive) He is summoned and testifies against Birna Bran.
- (Arnvald is dead) Cerys explains how Arnvald acted on behalf of Bran.

Birna scoffs at such accusations until you produce the letter from Birna to Arnvald. This still isn’t enough for the Jarls, and they are about to retire and seek punishment against the an Craites when Birna’s son Svanrige turns against his mother! Birna is furious and dismayed, but Jarl Donar orders her chained to a rock to perish of hunger and thirst, with sea fowl pecking apart her remains. Svanrige will be banished.

Secondary Quest: King's Gambit

Headstrong Hjalmar: Brimming with Bestiality and Barbarism

OBJECTIVES:

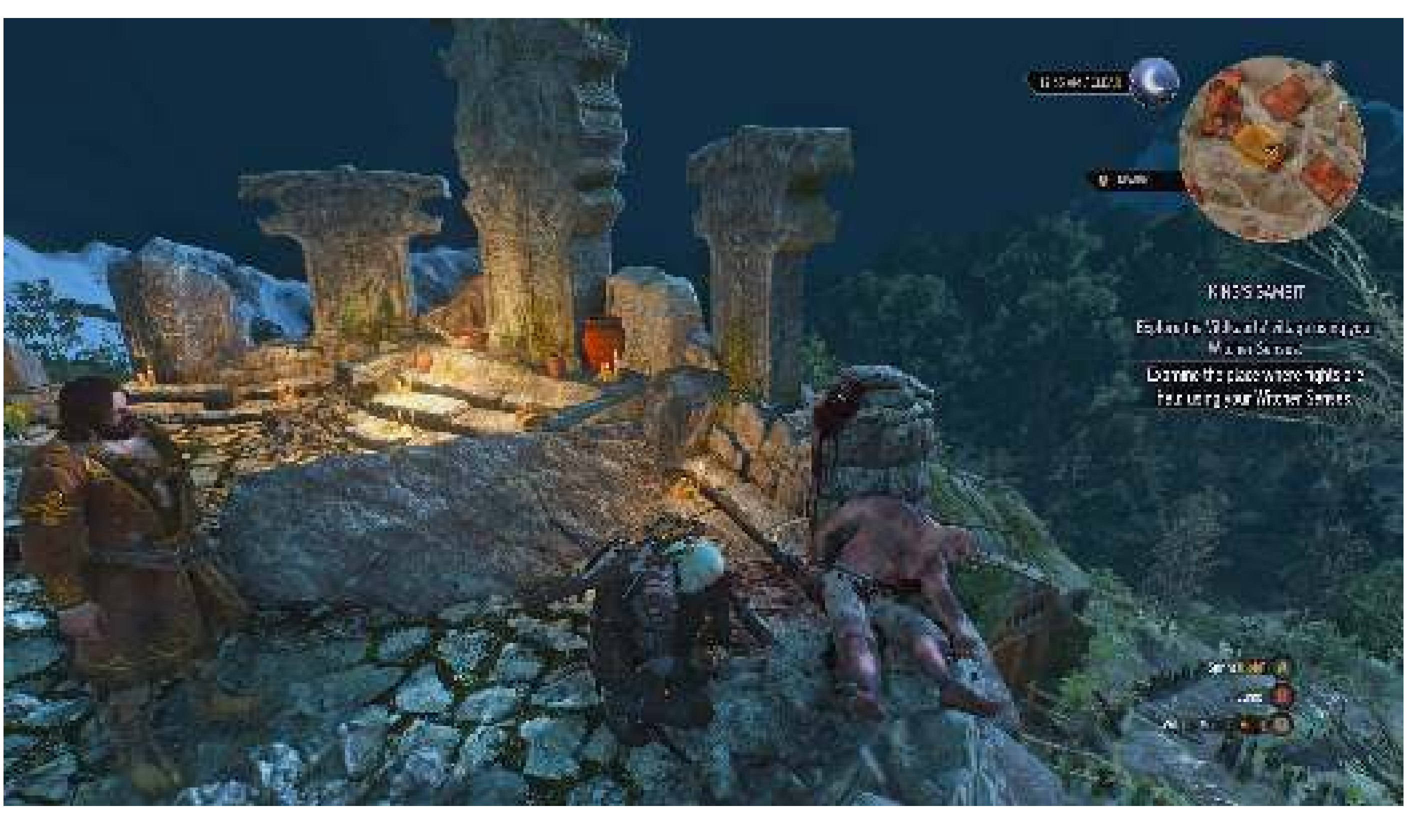
- Explore the Vildkaarls' village using your Witcher Senses.
- Use your Witcher Senses to examine the place Hjalmar pointed out.
- Follow the scent using your Witcher Senses.
- Follow the footprints.

Hjalmar knew you wouldn't turn down an adventure! He rides to Fornhala at a gallop. This is the village of the Vildkaarls. You arrive there automatically (the village is in southwest Ard Skellig). Question Hjalmar about this tribe, and he tells you he suspects they are warriors that transform into bears.

He seeks vengeance. You can point out that taking one alive would be beneficial, but Hjalmar insists witnesses and trials aren't needed for justice in the isles. Uncover the following:

- Head up the hill and Hjalmar points out a corpse near some kind of candle-lit shrine. Along the way, discover dead bodies, blood stains, massacred corpses, but no women or children in the village.
- At the shrine, you discover clothing from six men. There's a corpse from a man not part of the Vildkaarls. A bowl with an odd smelling substance inside, like incense or bear bait.
- The shrine has carved runes in the language of Hjalmar's forefathers. It is a dedication to Svalblod. A deity who demanded human sacrifices.
- A wafting scent from above. Follow it up more steps; there's evidence of blood and bile, a slumped body with a broken neck, and a body still warm.

The trail ends at a longhouse atop the hill. Head inside, and discover dried mushrooms; a variety called psilocybe. There's also trapdoor under a bearskin rug. Classic.

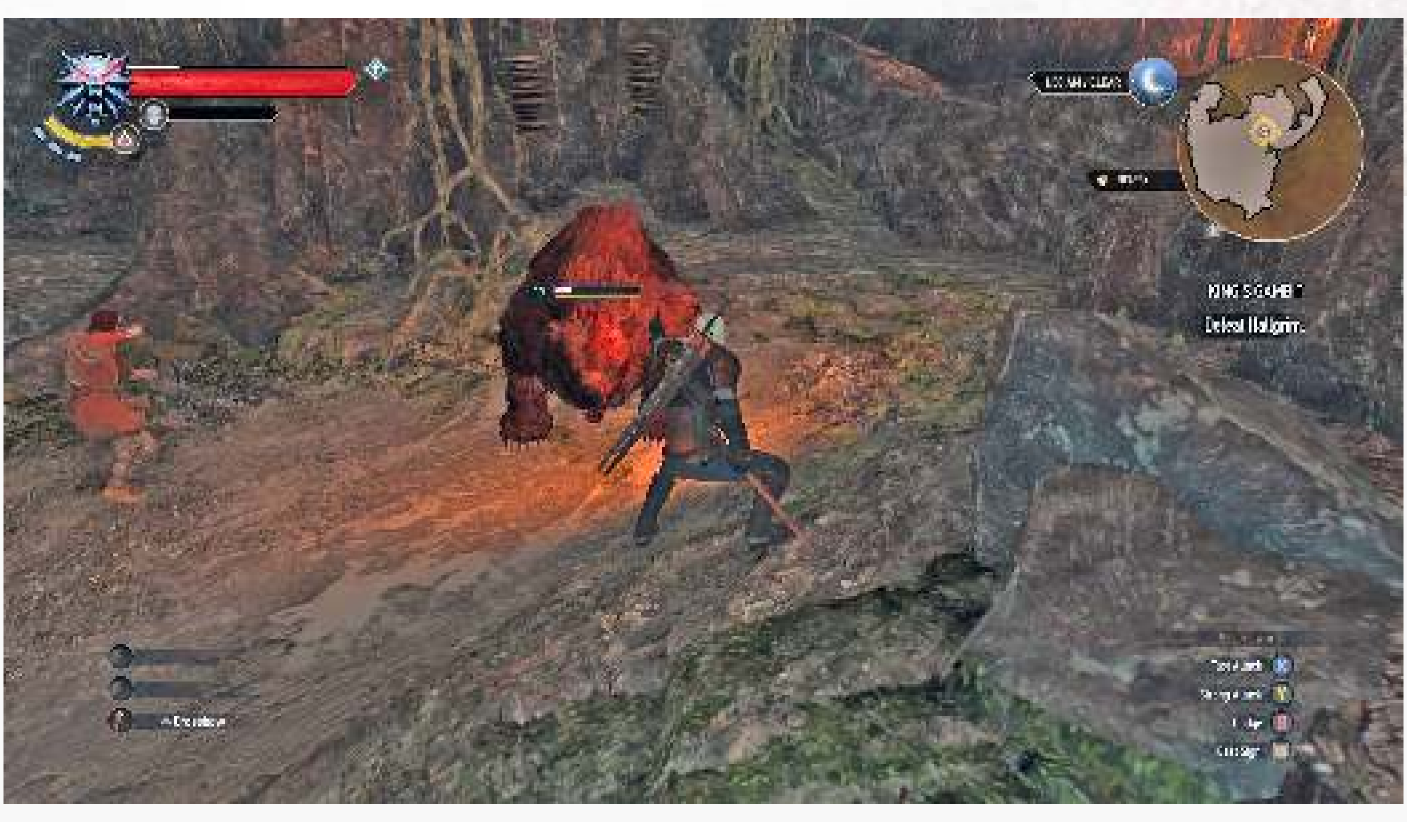


OBJECTIVES:

- Explore the cave.
- Defeat Halgrim.
- Venture further into the cave.
- Interrogate the druid.
- Defeat the druid and the berserkers.

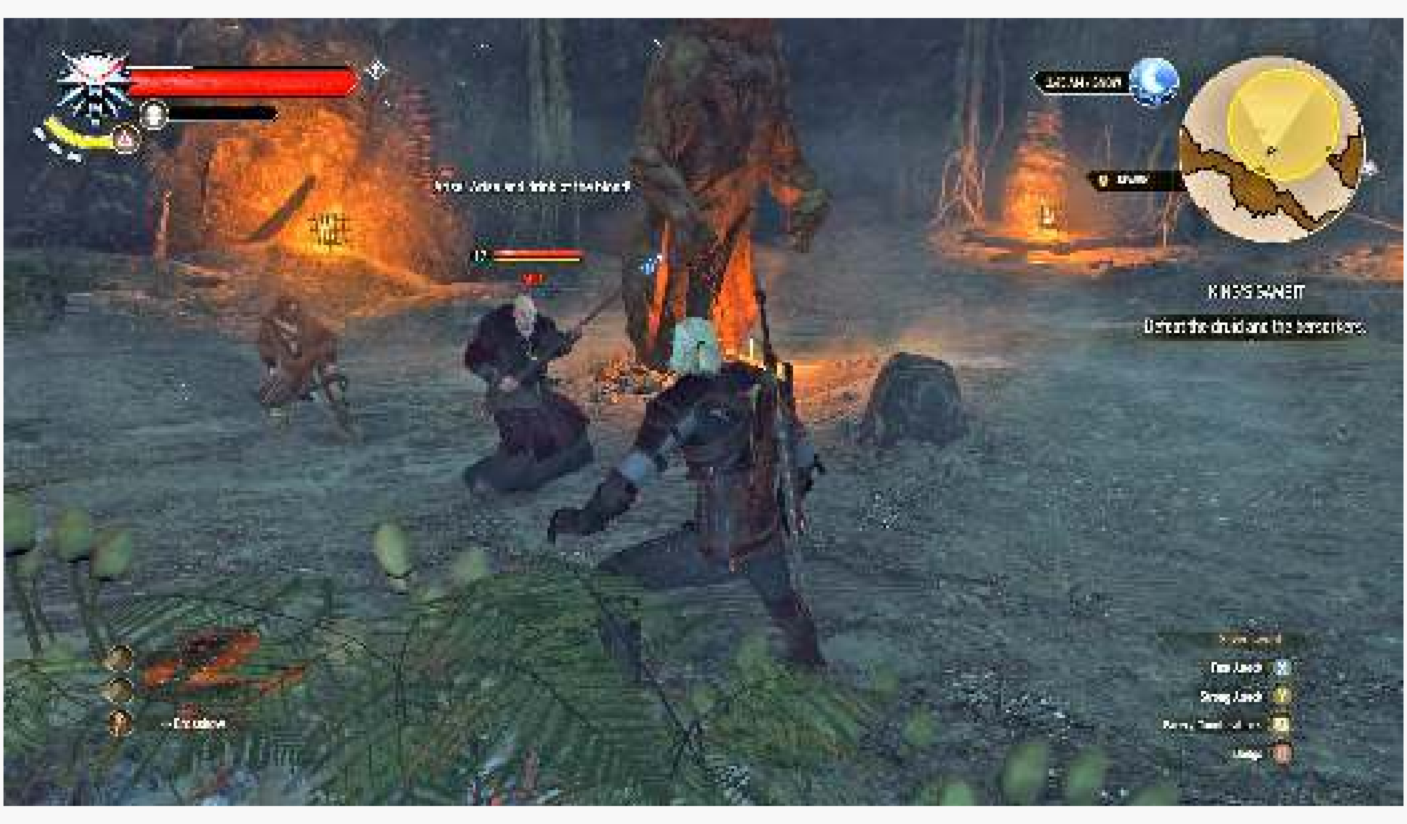
Halgrim

Descend the ladder, and explore an entrance cave leading into a larger cavern, where you are met by a hulking great Skelliger named Halgrim. He scoffs at the "weak bloods," and although they didn't set out to start a massacre at Kaer Trolde, they bear no guilt. Hjalmar quickly grows weary of the conversation, and charges in to attack. Face Halgrim, tackling him with your steel sword until he stops and tranforms into a massive bear. They bring down the hairy animal using your silver sword.



Artis

There are more voices further into the caves. Hjalmar isn't taking your advice, so progress deeper into the tunnel, heading south to a second cavern. You watch as a group of three Vildkaarls take a mushroom from a druid's bowl. A shocking transformation takes place. After the ritual, head into the chamber and speak to Artis the druid. As expected, the conversation turns to violence. Back Hjalmar up and slay the druid, including any bears he summons (he brings one at a time, so concentrate on defeating him unless you wish a constant incursion of bears). Afterwards, you discover a letter on the druid's body. It seems Artis was to become advisor to the new king of Ard Skellig. But the letter isn't signed. Hjalmar decides to return to Kaer Trolde and inform the Jarls.



Hjalmars Conclusion: Washing Away Disgrace with the Blood of Foes

- Jarl Donar an Hindar calls a meeting of the Jarls together. Hjalmar offers a perfunctory explanation regarding the Vildkaarls' responsibility. Madman Lugos isn't impressed. You step in and vouch for Hjalmar. You also hand over the letter you discovered as evidence of a conspiracy. Lady Bran mentions the culprits haven't been identified. But Jarl Donar has heard enough. Hjalmar has cleansed his clan's name through bloodshed.

END: AN INVITATION TO A CORONATION

The quest concludes with you and Crach talking about who will be crowed the new ruler of Ard Skellig. The coronation is about to begin. Join them immediately, or later. Either way, Secondary Quest: Coronation becomes available.

Secondary Quest: Coronation

We Are Skellige!!

SECONDARY QUEST: CORONATION

RELATED QUESTS : Main Quest: King's Gambit, Secondary Quest: Brothers in Arms: Skellige
LOCATIONS : Gedyneith
CHARACTERS : Cerys an Craite, Hjalmar an Craite, Crach an Craite, Hjort, Udalryk, Donar, Madman Lugos, Holgar
ENEMIES : None

QUESTING DECISIONS

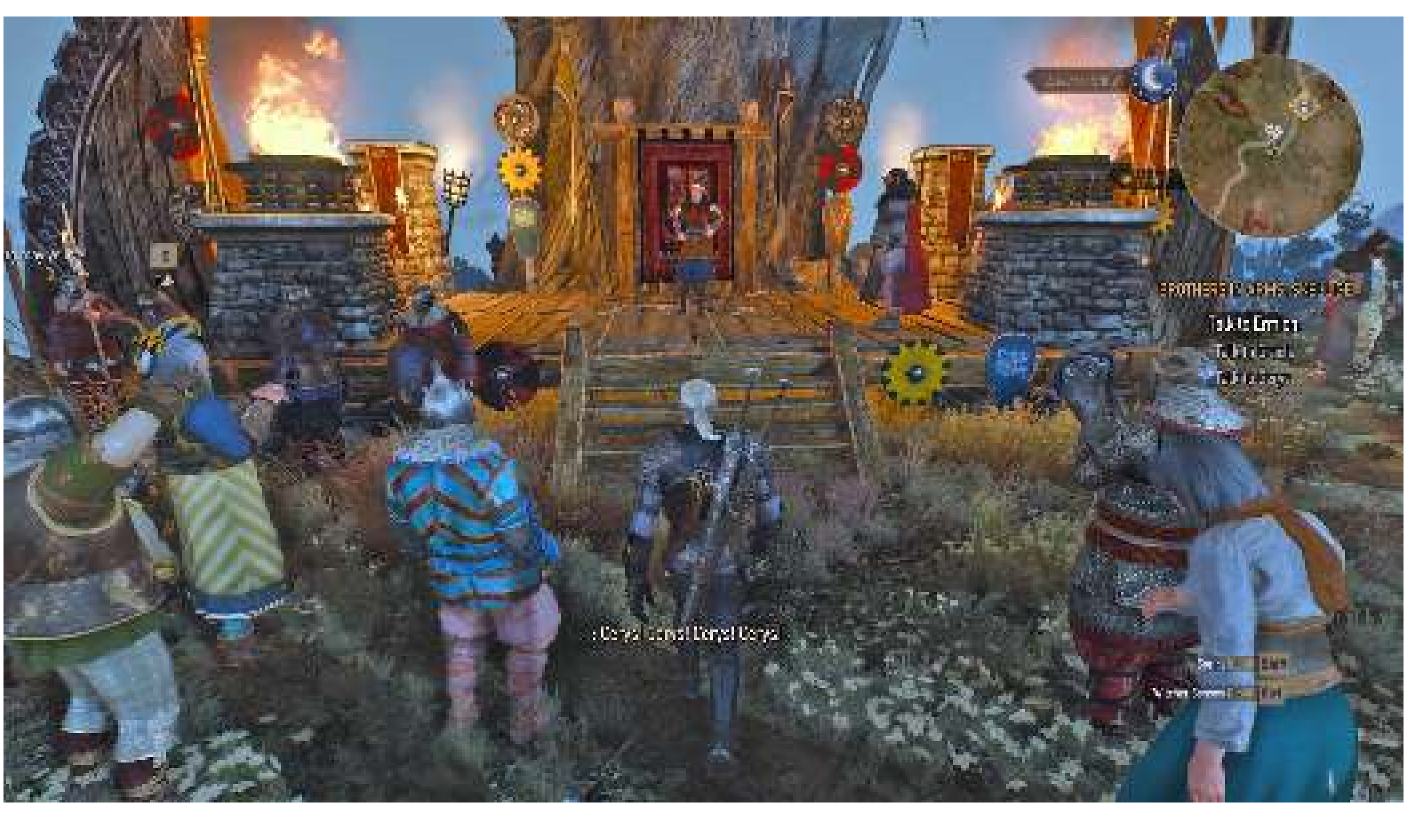
This quest begins automatically after the conclusion of Main Quest: King's Gambit. It is purely optional.

- If you helped Cerys during Secondary Quest: King's Gambit, she is crowned Queen of Ard Skellig.
- If you helped Hjalmar during Secondary Quest: King's Gambit, he is crowned King of Ard Skellig.
- If you ignored this line of quests, didn't help either Cerys or Hjalmar during Secondary Quests: The Lord of Undvik or Possession, you cannot complete this quest, and Svanrige Bran is crowned King of Ard Skellig.
- The druid Ermion is present at this coronation only if you completed Main Quest: Echoes of the Past.
- If you start this quest during Act II, during Secondary Quest: Brothers in Arms: Skellige, you can request Clan an Craite's help under the sacred oak, after the coronation.

OBJECTIVES:

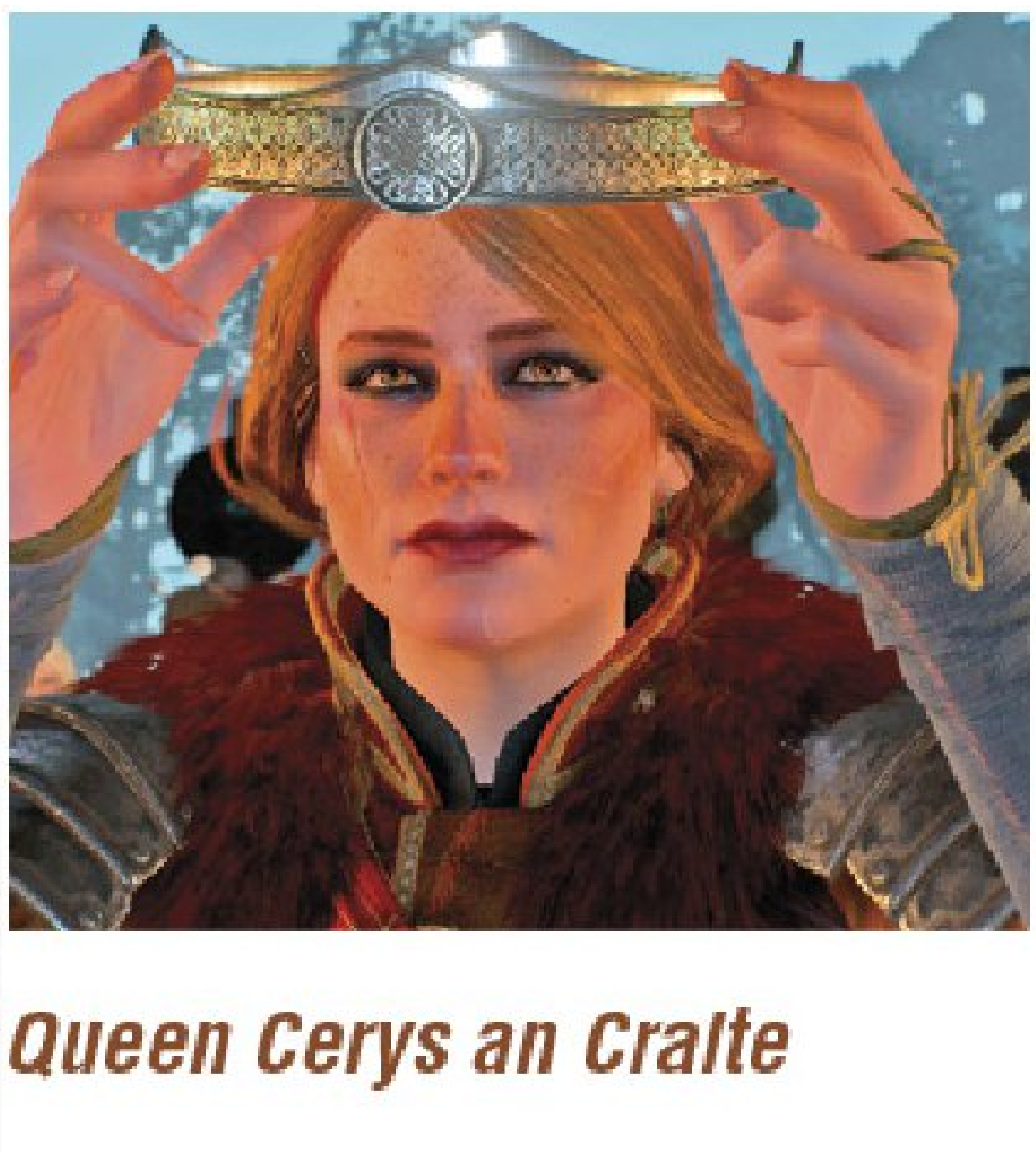
- Attend the coronation under the sacred oak.
- Nearest Signpost: Gedyneith.

Head to the sacred oak of Gedyneith. The coronation starts under the branches of this venerable oak. Jarl Donar declares an end to the mourning, and welcomes a new ruler of Ard Skellig, commanding power over all the isles of Skellige.



QUEST CONCLUSION: ALL HAIL QUEEN CERYS!

- Cerys thanks those that stood by her side and pledges to be a good queen, seeking peace and prosperity for all. Jarl Udalryk peers up at her proudly (with his one good eye).

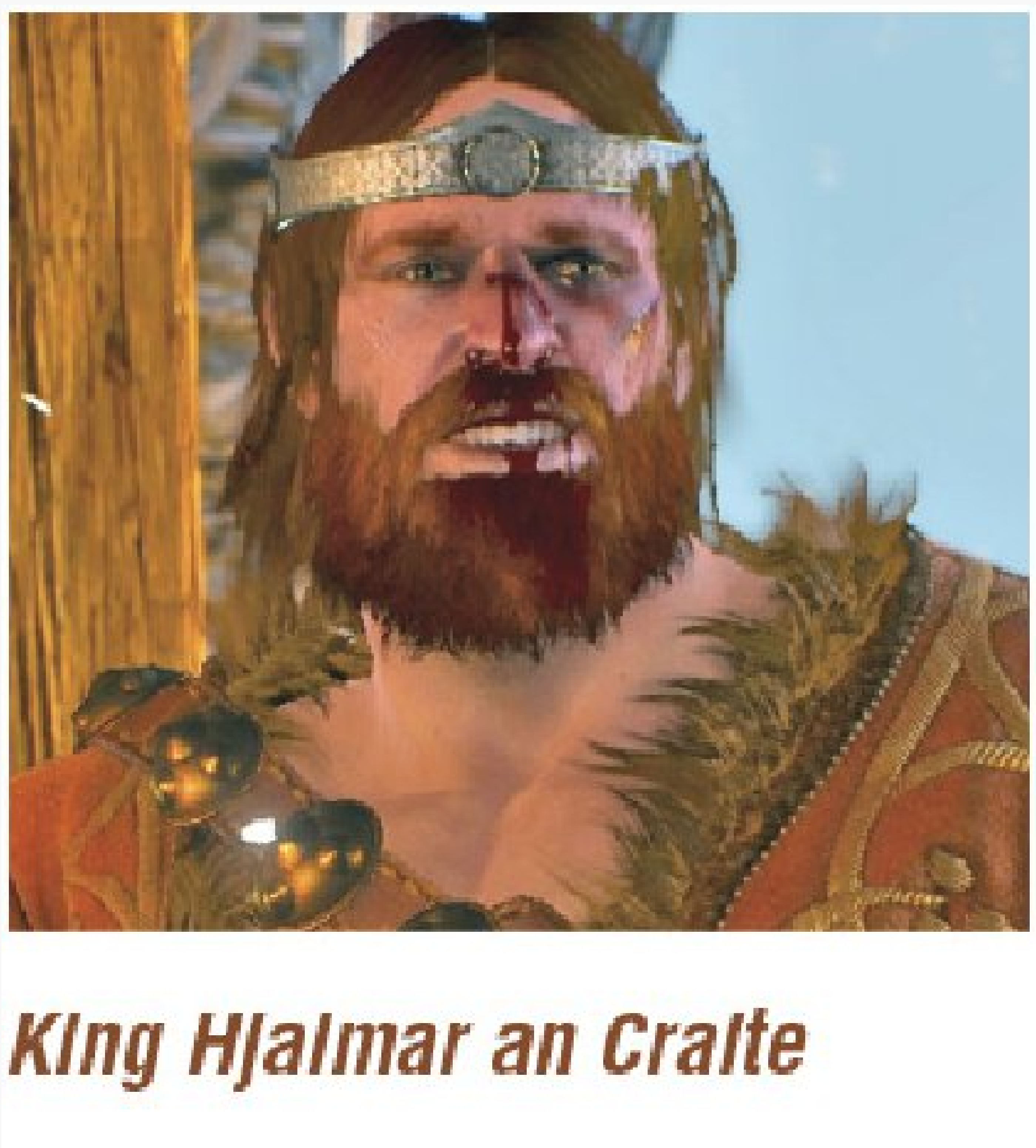


After her speech, you can speak to Hjalmar, who is a little dejected, but secretly proud of his sister. He's happy to show up Madman Lugos though.

Speak to Queen Cerys, and she tells you she plans to rule by listening, learning, and listening again. This measured approach should unite the clans, and although she'd prefer to avoid war, they will repel Nilfgaard together.

QUEST CONCLUSION: ALL HAIL KING HJALMAR!

- Hjalmar knows many here have long awaited this day; with fist raised, he pledges to strike at Nilfgaard. The crowd seems divided on the merits of this rather impetuous plan.

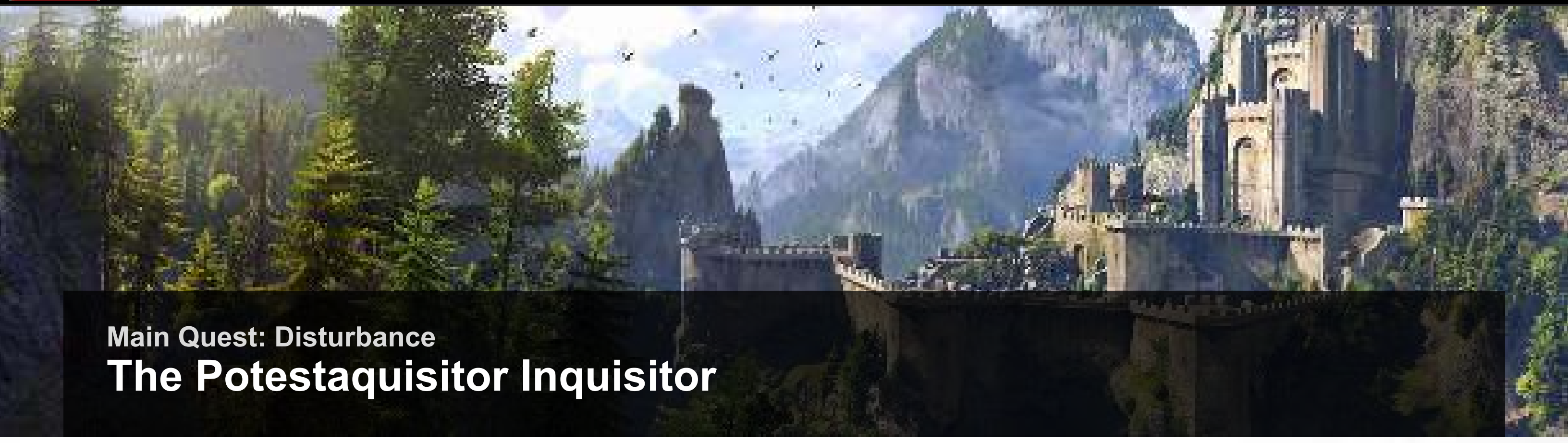


After his speech, you can speak to Cerys, who is prideful of her charismatic brother. They share the same blood which is what really matters.

Speak to King Hjalmar, and he tells you he'd rather have beat a bugger like Blueboy Lugos instead of his sister. He vows to go at the Black Ones, and grind them to dust. They will be driven south, limping and wailing.

A PROUD FATHER

Finally, speak with Crach, who is almost bursting with pride. He will always be loyal to Cerys and Hjalmar. Feel free to speak to Jarl Donar, Udalryk, and Hjort too. Listen to Holger, and other islanders' mutterings if you wish. The Skelligers celebrate with a bonfire and crackling pig. The quest concludes.



Main Quest: Disturbance

The Potestaquisitor Inquisitor

DANGER ALERT SPOILER ALERT

MAIN QUEST: DISTURBANCE

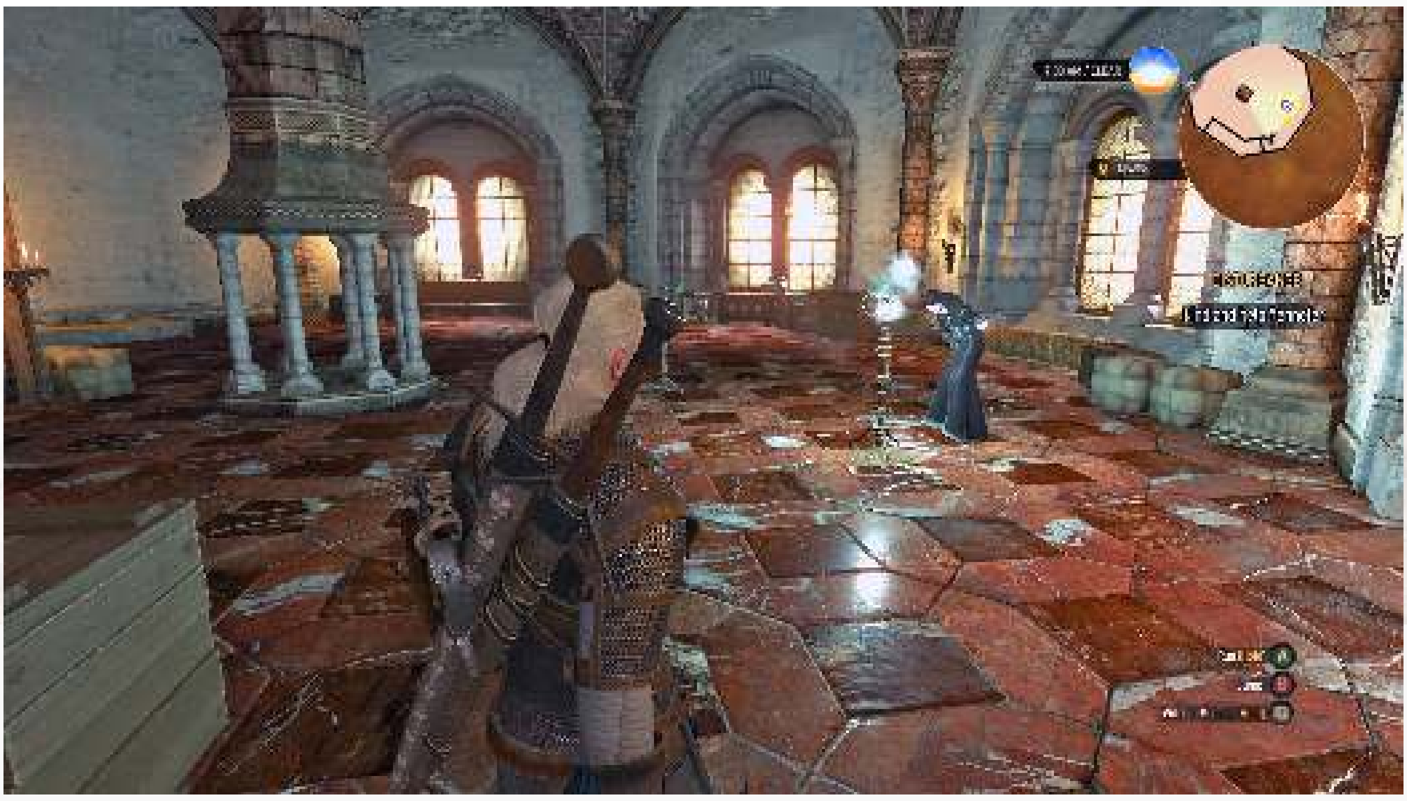
CHARACTERS : Yennefer of Vengerberg, Vesemir, Uma

ENEMIES : None

RECOMMENDED ITEMS : Potestaquisitor (given during quest)

OBJECTIVES (UGLY BABY):

- Help Yennefer fix the megascope.
- (Disturbance): Find and help Yennefer.

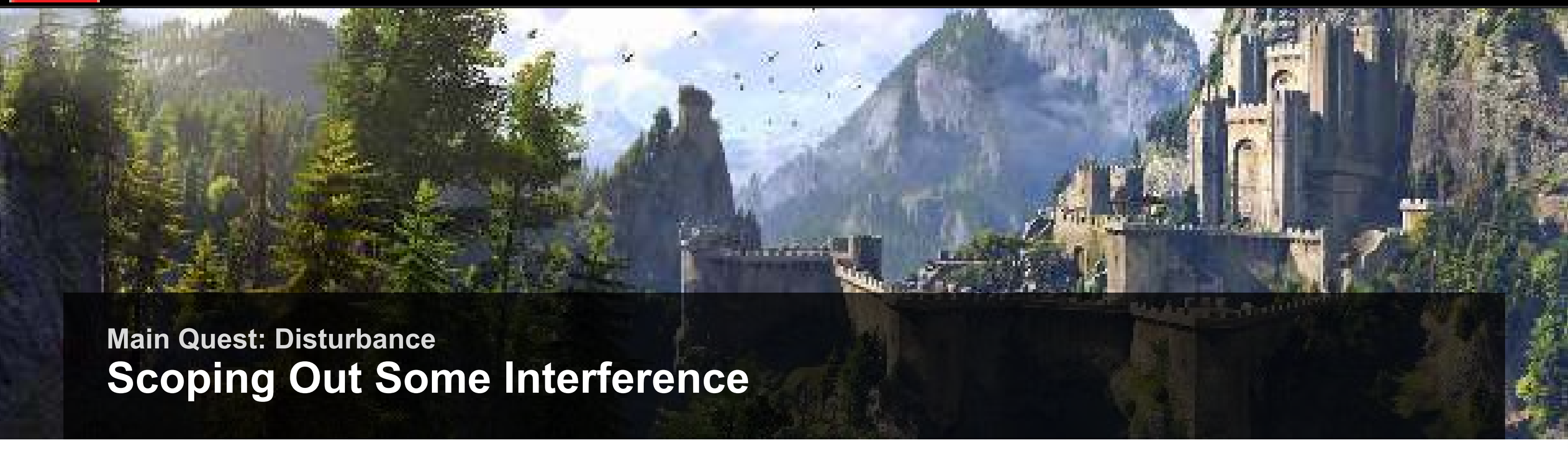


Enter the main fortress interior of Kaer Morhen, and head to the southeast tower through the banqueting hall. Up the large spiral steps, you eventually reach a large circular room and Yennefer exploding both magically and verbally. It seems her megascope is extremely broken. Speak to her how you wish, as she explains her frustration with the other witchers. She tells you she will reveal all in time. You can:

- Ask what she needs you to do, which continues the quest.
- Tell her you heard what she did with the bed (toss it out of a window), and she fumes about you and Triss being together. You may either apologize or pretend you had memory loss, resulting in a further angry outburst, and Yennefer tiring of the conversation by teleporting you over the lake at the foot of the mountain! After a swim and trek back up to the fortress, you can continue this (or any other active) quest.

Your tasks are to help both Eskel and Lambert, but also attend to the broken megascope. Yennefer reckons an energy source nearby is generating disturbances, and must be neutralized. She needs to contact a sorceress urgently, and hands you an odd-looking contraption known as a potestaquisitor. You must use it to find the energy source.

ITEM: Quest Item: Potestaquisitor



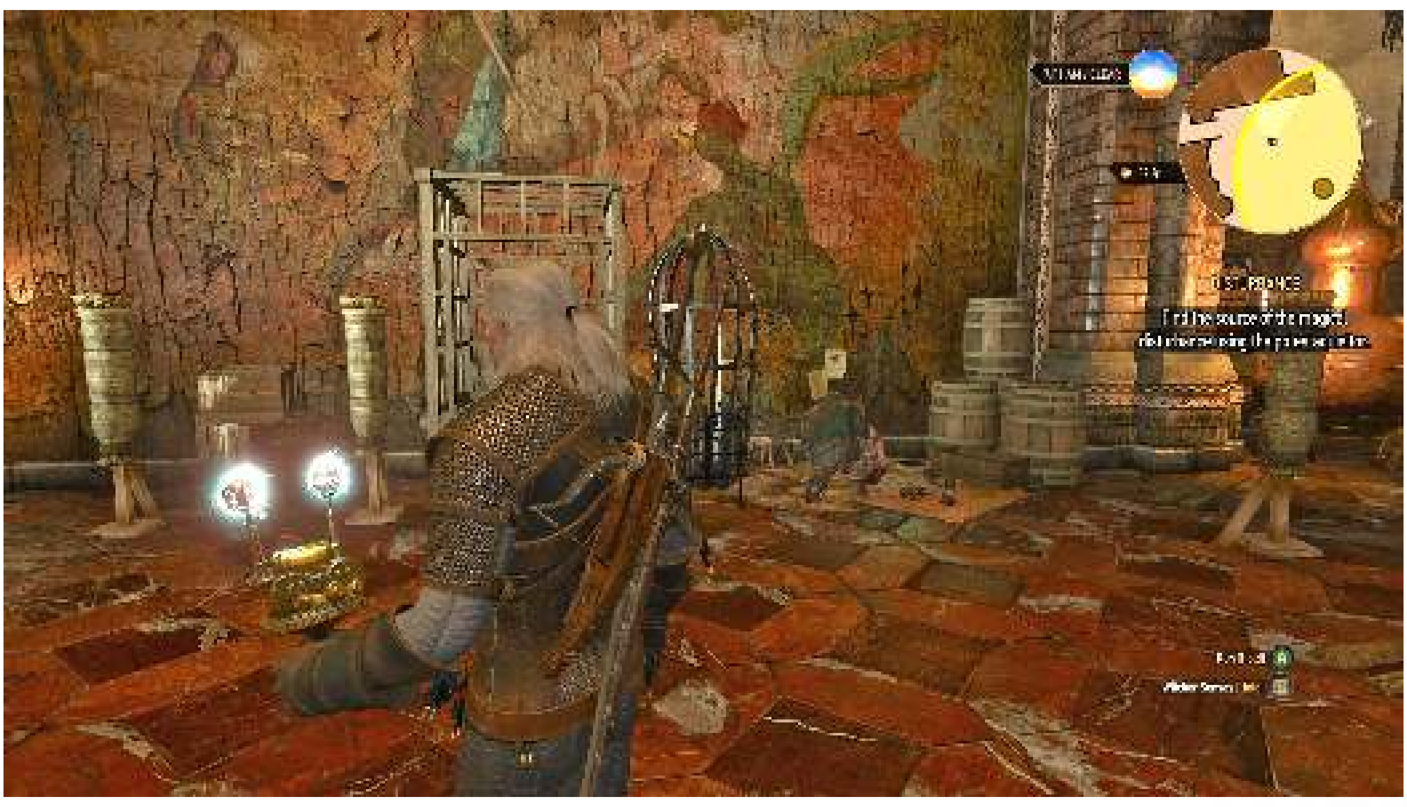
Main Quest: Disturbance

Scoping Out Some Interference

OBJECTIVE:

- Find the source of the magical disturbance using the potestaquisitor.

Be sure your potestaquisitor is a selected item, which you can whip out manually at any time. Then begin your search for this strange energy concentration. Head down the stairs, back into the grand hall, close to where Lambert is tinkering. Begin your sweep with the potestaquisitor at this point, moving towards Vesemir and Uma.


DISTURBANCE
Find the source of the magical disturbance using the potestaquisitor.
Witcher Senses

UMA? UMA. THOUGHT SO.

Vesemir and Uma have moved into the grand hall as well, and you can have an optional, and completely meaningless conversation with the cursed specimen. Talk of Ciri, universals existing as real and distinct entities, and other posits are answered with one-word, gargled variations on "Uma!"

Just to the left of Vesemir is a large steel cage, and to the left of that are a stack of old crates. The energy seems to be coming from these boxes—inspect them, then ask Vesemir what's in them. Dimeritium bombs. Vesemir offers to remove them while you have a one-sided talk with Uma.

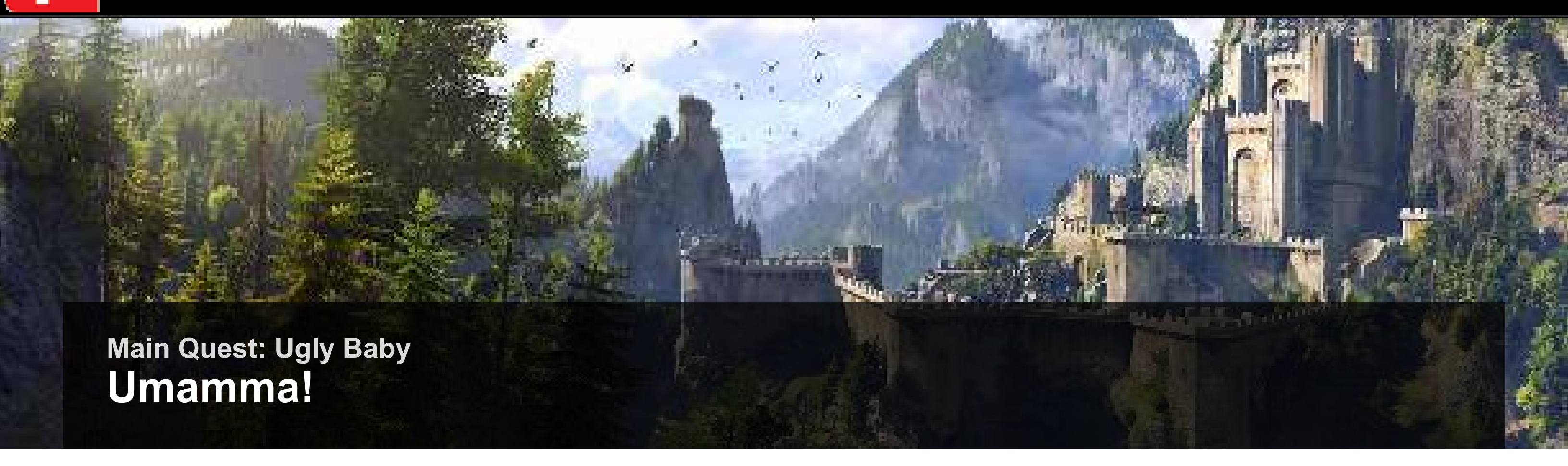
QUEST CONCLUSION: A SORCERESS SPEAKS

OBJECTIVE:

- Let Yennefer know you removed the source of the disturbance.

Ida Emean (via Megascope)

Return to Yennefer, explaining the interference issue has been solved. She summons her sorceress friend Ida Emean to talk about the elvish curse Uma seems to be suffering from. Ida is taken aback as she has only heard about this curse in legends. Ida offers advice on lifting the curse, and tells you that Ciri's blood is likely to be needed to stop an impending end of worlds. Answer how you wish, offering more measured responses if you're on better emotional terms with Yennefer. After a short history lesson about the Migration, this quest concludes. If you've already completed the two other quests (with Eskel and Lambert), Main Quest: No Place Like Home begins.



Main Quest: Ugly Baby

Umamma!

DANGER ALERT

SPOILER ALERT

MAIN QUEST: UGLY BABY

RELATED QUESTS : Main Quest: Family Matters, Main Quest: The Ladies of the Wood; Main Quest: Nameless; Main Quest: The Play's the Thing, Main Quest: Disturbance, Main Quest: To Bait a Forktail…, Main Quest: The Final Trial;, Main Quest: No Place Like Home; Main Quest: Va Fail Elaine

LOCATIONS : Crow's Perch (Velen), Vizima Royal Castle, Kaer Morhen

CHARACTERS : Uma, Nilfgaardian Cavalry, Emhyr var Emrels, Yennefer of Vengerberg, Vesemir

ENEMIES : None

OBJECTIVES:

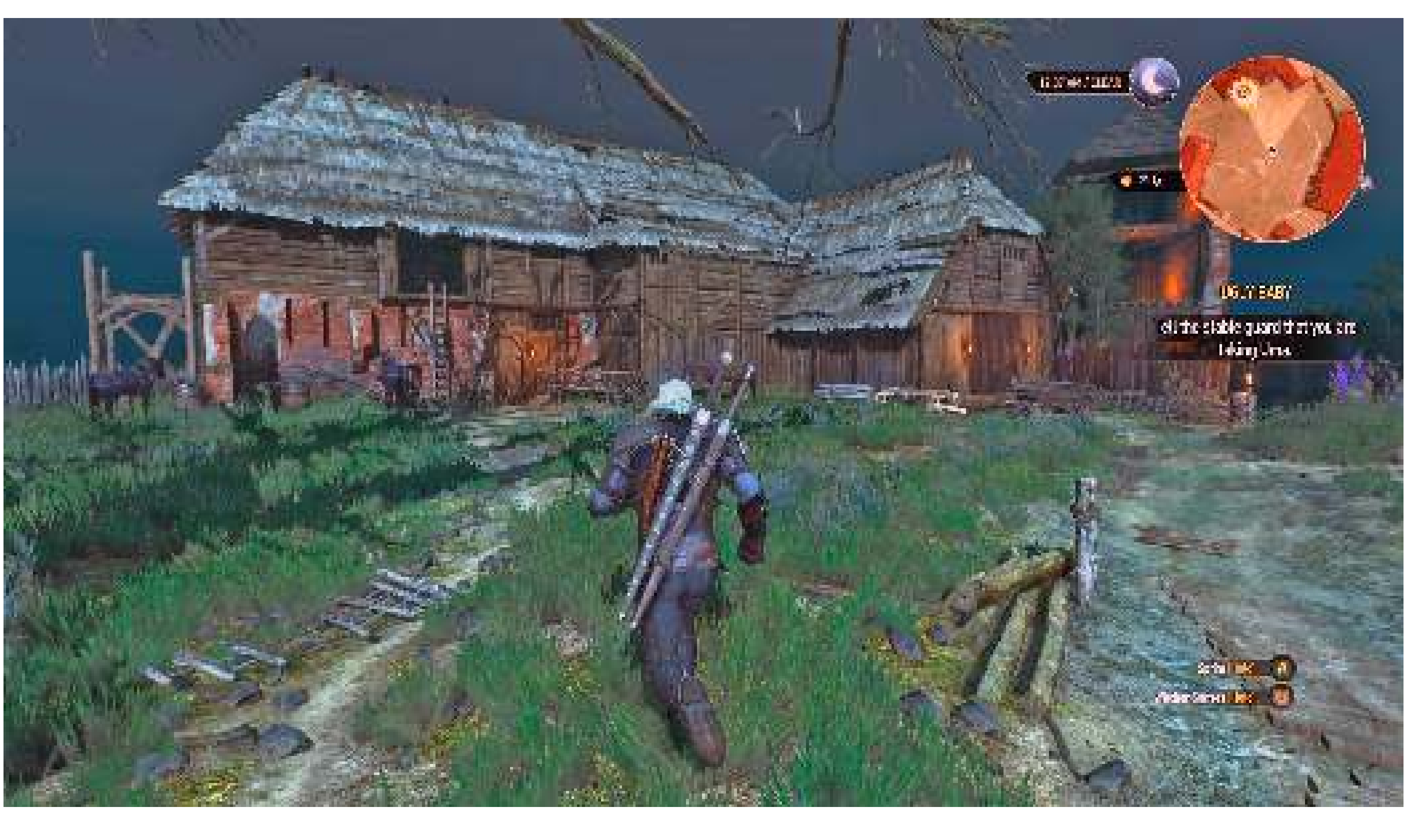
- Tell the stable guard that you are taking Uma.
- Collect Uma.
- Nearest Signpost: Crow's Perch.

QUESTING DECISIONS

This quest begins automatically only after the following Main Quests have been completed: Main Quest: Family Matters, Main Quest: The Ladies of the Wood; Main Quest: Nameless; and Main Quest: The Play's the Thing.

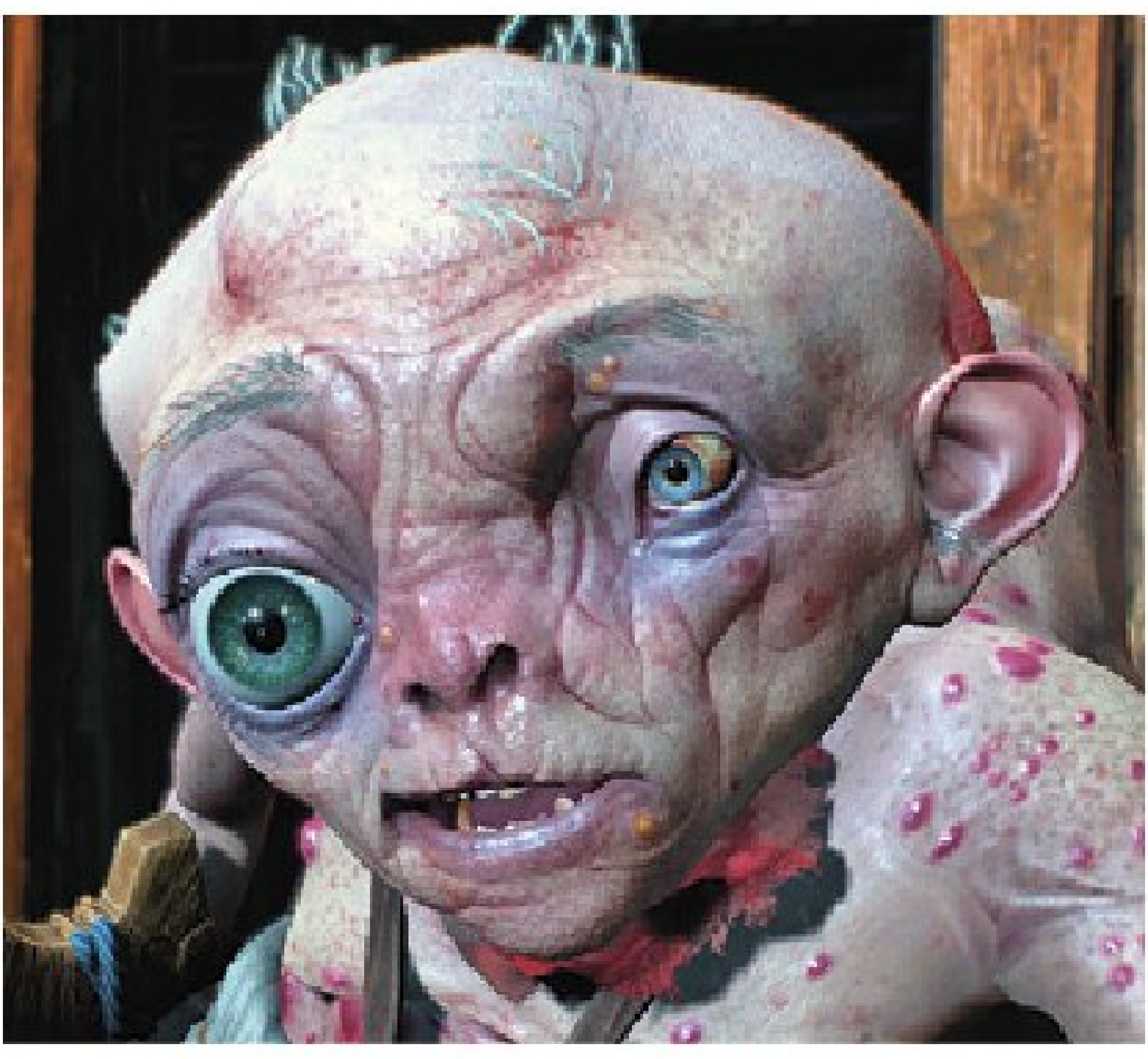
- If you completed Secondary Quest: Last Wish, and told Yennefer you wanted to be with her, then you have additional romance options during Main Quest: No Place Like Home.

Main Quest: Ugly Baby is a tracking quest that occurs throughout the entirety of all the Sister Quests listed previously. It simply tracks when each of them are completed.



Return to Crow's Perch in Velen.

- If you haven't completed Main Quest: Family Matters, you must head to the Baron's study, and tell him that obtaining Uma may be the key to finding Ciri. You are directed to the stables.
- If you have completed Main Quest: Family Matters, you head to Crow's Perch and speak with the sergeant who took over the Baron's position in the castle. He directs you to the stables.



Uma (Ugliest Man Alive)

Head to the upper courtyard where the stablemaster resides. Tell him (in no uncertain terms) that you're here for Uma. This occurs without incident. You coax the malformed little man towards your horse Roach, grab him by the scruff of the neck, and ride off.

You are stopped while riding through a Velen forest by a group of Nilfgaardian cavalrymen. It appears the emperor is displeased with you, and requires you ride to Vizima. You oblige.

NOT AN EXCHANGE OF COURTESIES

You arrive at Vizima, where the emperor is finishing a plan of attack with General Voohris. After dismissing him, Yennefer enters the emperor's chamber, and he orders you to report. Answer how you wish (a flippant approach leads to the emperor threatening to call his guards). You tell him Uma is the key to finding Ciri. When he demands more answers, tell him about your adventurers, and then that Uma might actually be his daughter in a cursed form. Emhyr asks if the curse can be lifted, and Yennefer attempts to utter the curse, with no effect on Uma. You're given half your prize, with the other 2,000 crowns when Ciri is returned. You can tell the emperor you don't intend to bring Ciri back, or agree. The emperor leaves.

ITEM: Crowns: 2,000

You take a moment to speak with Yennefer, pondering how the curse can be lifted. Yennefer tells you it must be done at Kaer Morhen, but she cannot teleport you both. You seem happy to ride there. Your conversations with Yennefer are fraught.

ORDERS FROM VENGERBERG

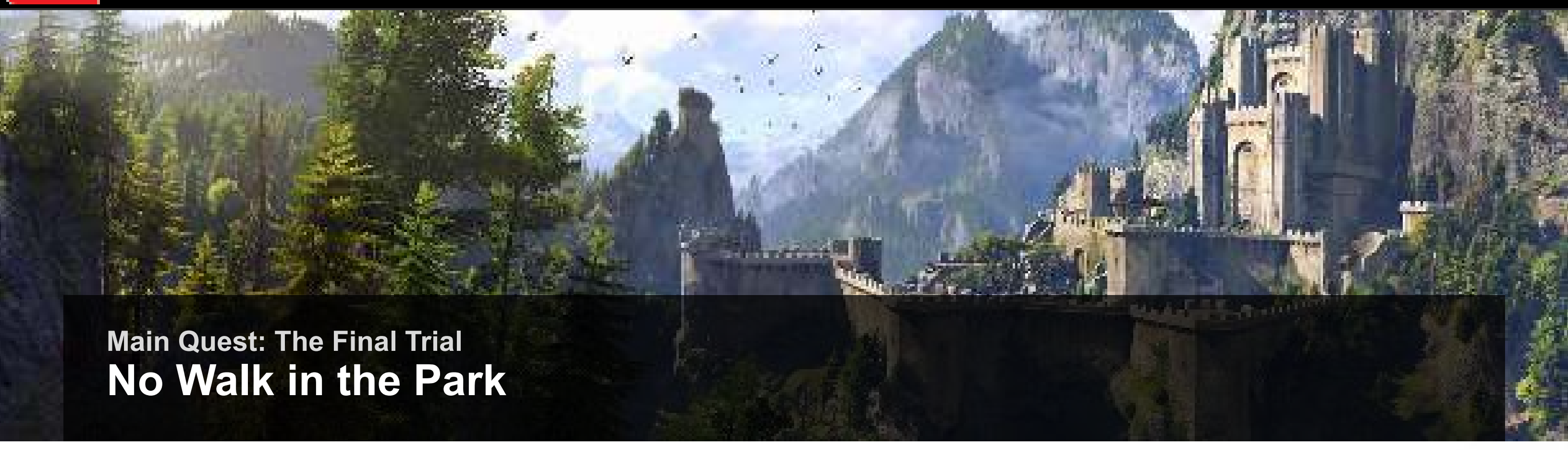
You arrive in Kaer Morhen, and Vesemir welcomes you home. He looks Uma up and down, and agrees with Yennefer. This is one ugly homunculus. Yennefer is already here (Vesemir remarks she could do with some manners), and he rattles off the jobs she's ordered the rest of the Witchers to undertake: Eskel is hunting Forktails for their ingredients. Lambert is preparing to fill a phylactery with elemental energy. Yennefer herself is assembling a megascope. You can defend her, or agree that she's up to something suspicious.

- You can comment on Yennefer throwing a bed from the window (ask Vesemir about this on a subsequent occasion during this quest, and he mentions Triss always liked that bed—which might be why it was dashed on the battlements below!). You can also head to the main courtyard in Kaer Morhen (left from the main entrance), and locate the remains of the bed Yennefer threw away. Use your Witcher Senses to find one of Triss' earrings. Take it and you can give it to Triss when you see her next.

This quest now concludes, and three other quests open up under the Main Quest: Ugly Baby.

DECISIONS, DECISIONS

Main Quest: Ugly Baby is simply a tracking quest, updating Main Quests: Disturbance, To Bait a Forktail…, and The Last Trial. It also continues after all three of these conclude. You may now begin any of the three quests in any order. Start by crossing the ruined battlements, and entering the fortress interior first.



Main Quest: The Final Trial

No Walk in the Park

DANGER ALERT SPOILER ALERT

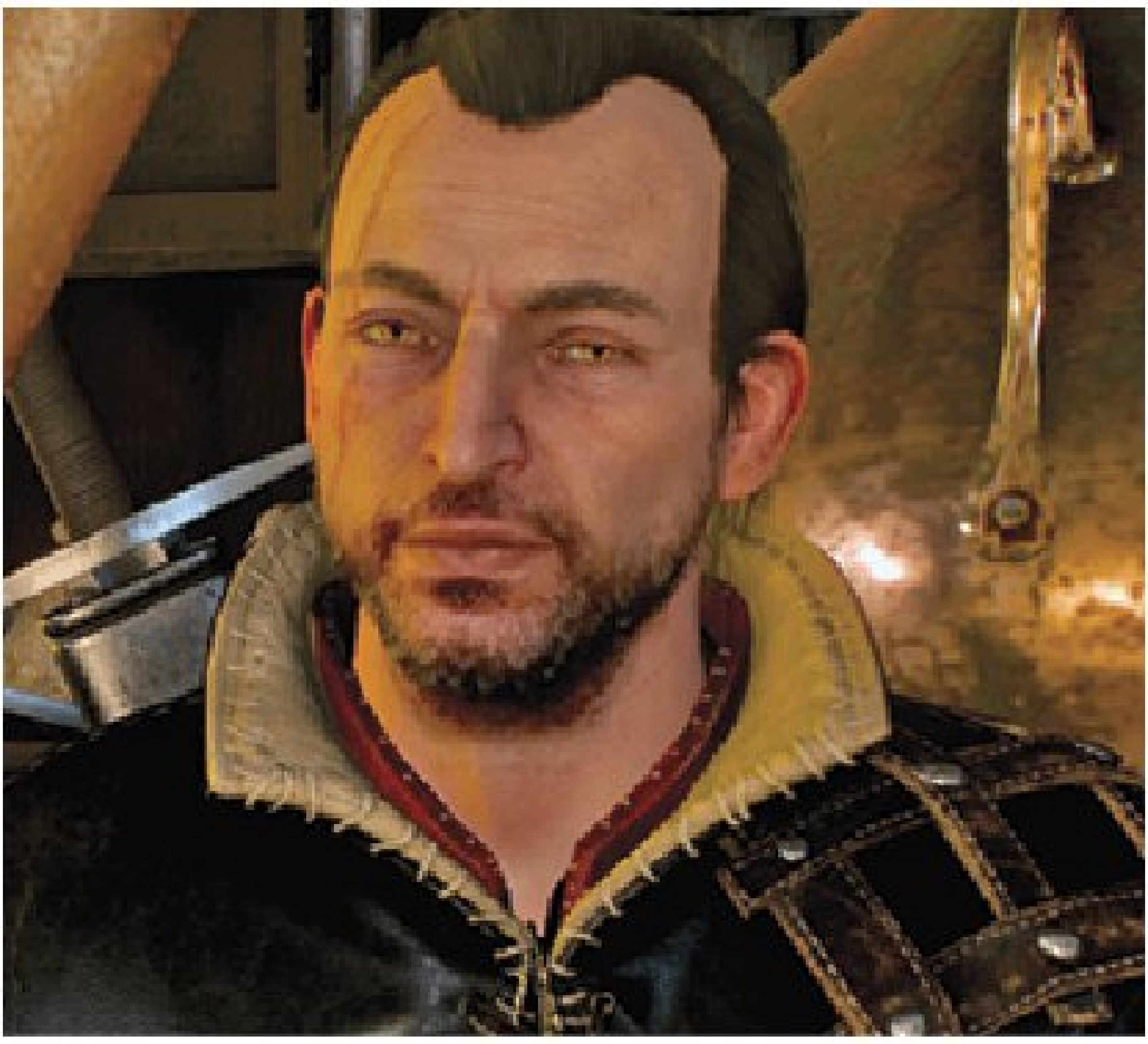
MAIN QUEST: THE FINAL TRIAL

LOCATIONS : Kaer Morhen, The Boathouse, Old Speartip's Cave, Circle of Elements
CHARACTERS : Lambert
ENEMIES : Harpies, Drowners, Water Hag, Bilge Hag, Harpies, Foglets, Old Speartip (Cyclops), Rock Trolls
RECOMMENDED ITEMS : Phylactery (given during quest)

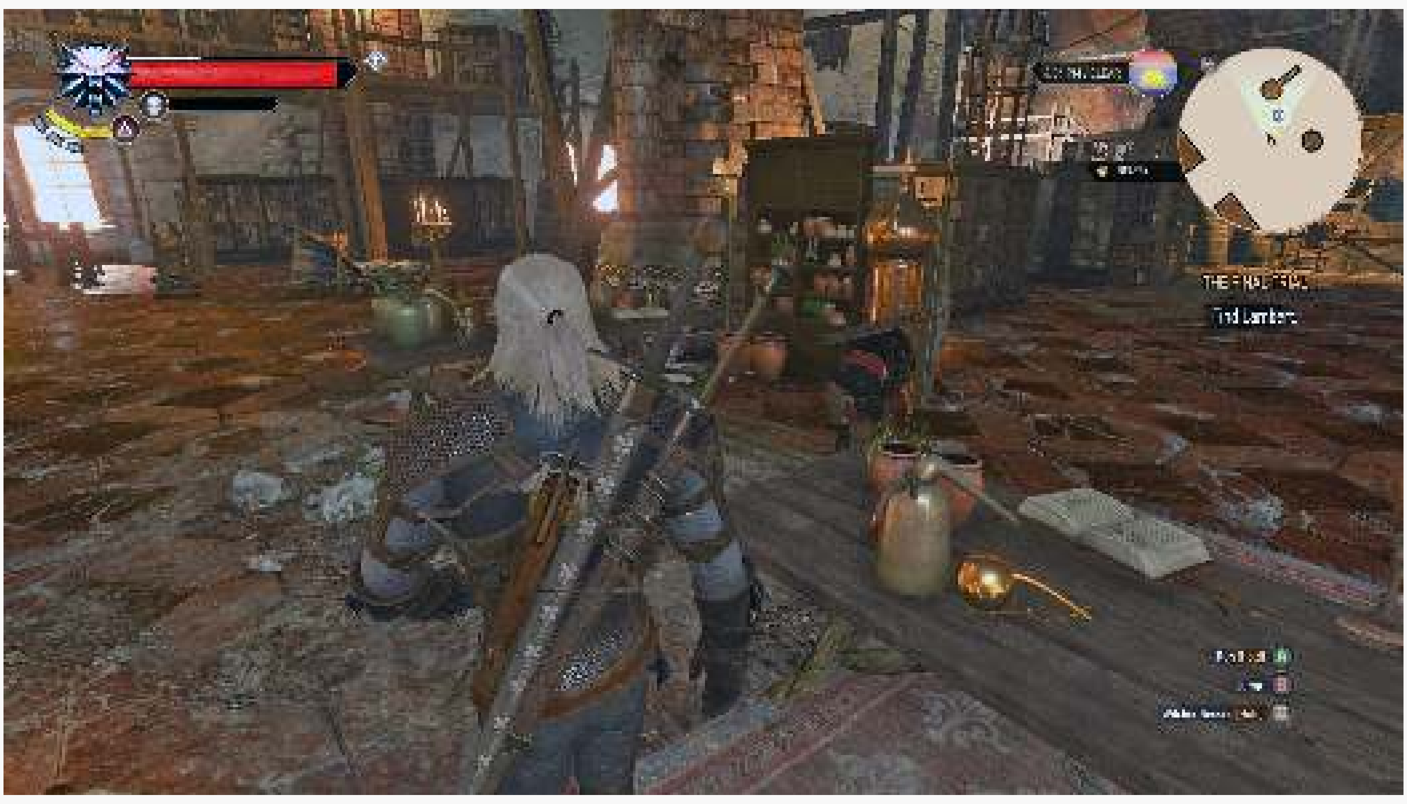
OBJECTIVE (UGLY BABY):

- Talk to Lambert about journeying to the Circle of Elements.

Enter the Kaer Morhen fortress, and locate Lambert in the great hall, close to a table with a dead ekimmara on it. He's tinkering with a brewing vat, and tells you he's irritated after being charged with fortifying the phylactery (a small golden box Lambert shows you) with power from the Circle of Elements.



Lambert



Answer how you wish, dealing with Lambert's bluntness until you tell him you're ready to accompany him on his task.

ITEM: Quest Item: Phylactery

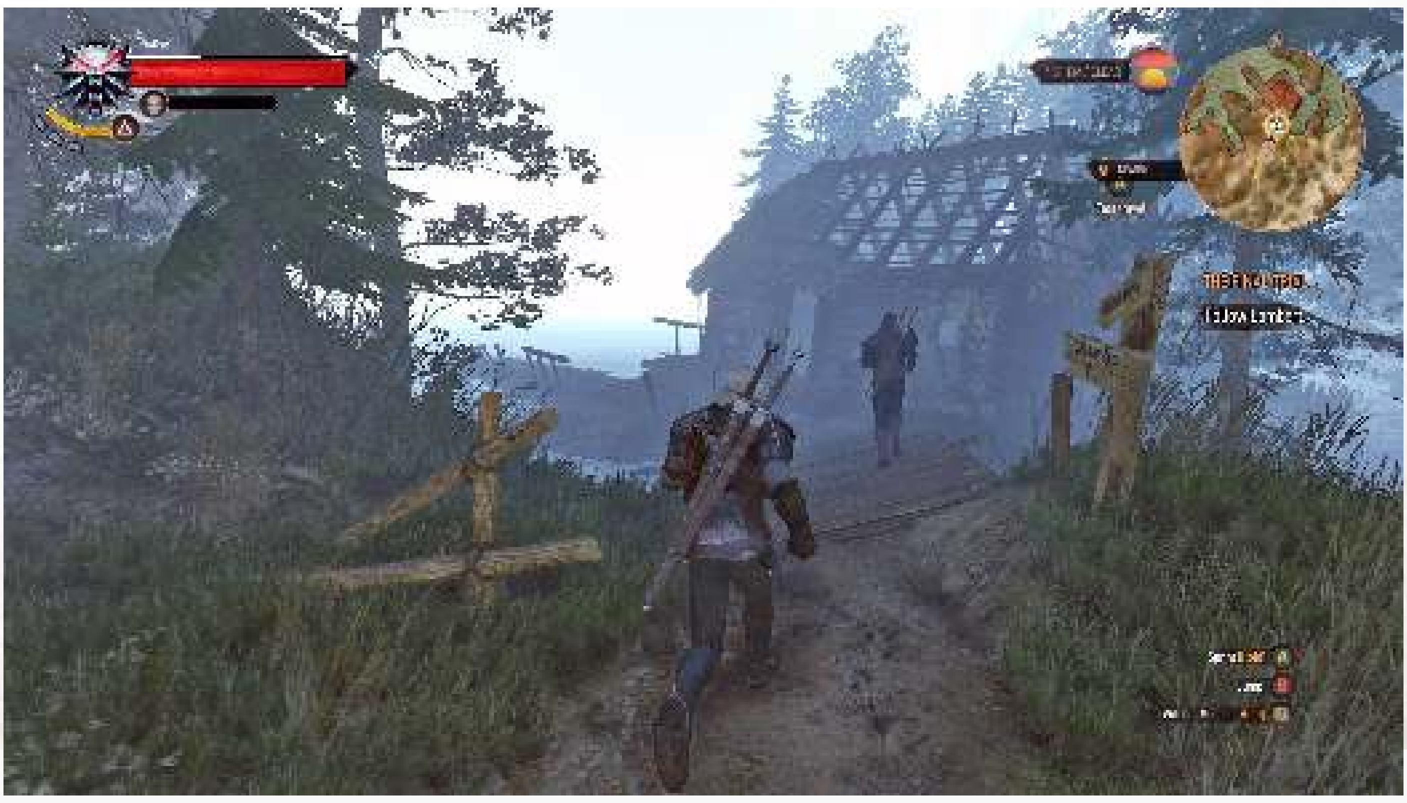
Main Quest: The Final Trial

Fogs Thick as Curdled Milk

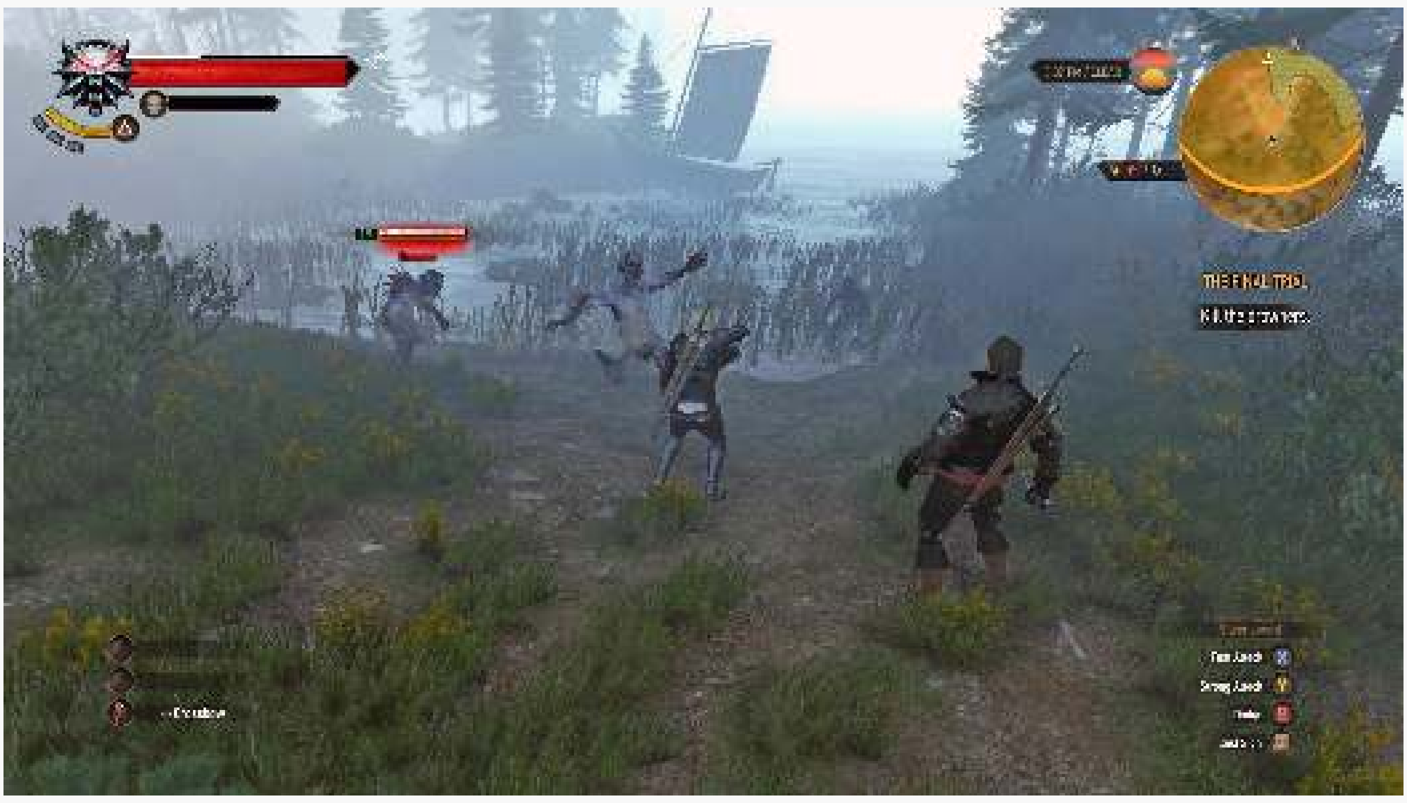
OBJECTIVES:

- Follow Lambert.
- Find the boat.
- Kill the drowners.
- Kill the water hag.
- Get in the boat.
- Sail across the lake with Lambert.

When you're ready, set off out of the fortress by following Lambert. He tells you a rockslide has blocked the mountain path to the Circle of Elements, so a pond side approach is called for. As you depart from the battlements, you chat with Lambert about his impression of Vesemir. The view down this treacherous series of rocky ledges you clamber down is spectacular. As you descend, show off your crossbow skills by bagging a flock of harpies. Lambert is impressed by your prowess. Cross two rickety bridges, turn and follow a rough path along a gushing stream, all the way down to a ramshackle boathouse where Lambert has moored his vessel. Except it isn't there.



You surmise the wind has carried the boat westward. Head in this direction along the grassy mounds and marshes at the edge of the "pond," until you both encounter a group of drowners. Expect around five to cull. Next, a water hag appears (it may also be a bilge hag). Remove this sagging crone with Lambert's help, before you agree to sail across the pond. Lambert remembers his previous adventures in the caverns you're about to sail to. Ask if this bothers him, if you like. Jump in the boat, and let Lambert take the tiller.



Main Quest: The Final Trial

Step Softly or Youll Wake Old Speartip

OBJECTIVES:

- (Optional) Check where the boy's voice is coming from.
- (Optional) Kill the foglets.

You disembark, and remark on either Lambert's prickly wit or that a beast named Old Speartip is still roaming these parts. Your chat is interrupted by the plaintive cries of a young boy. You both are convinced this is an illusion. You can:

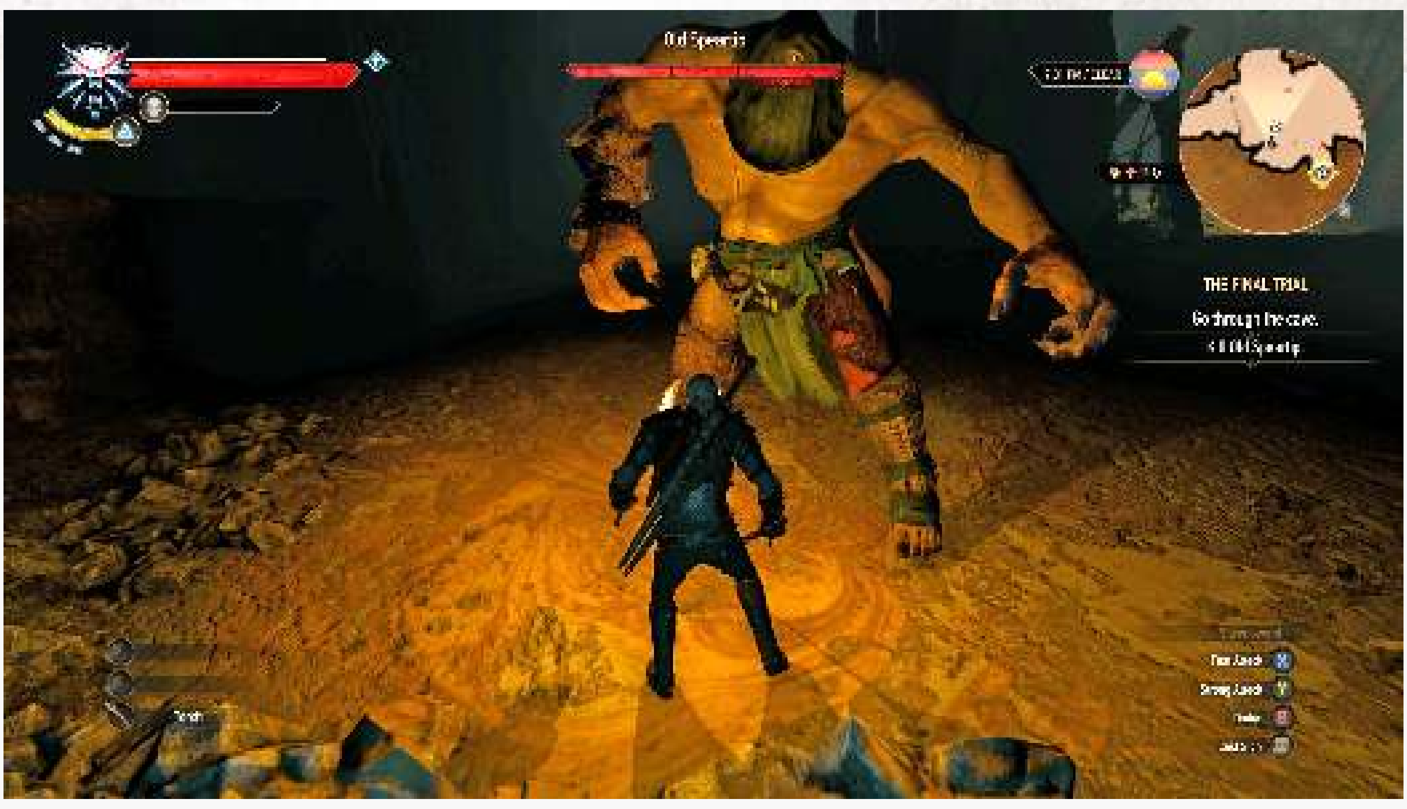
- Investigate the voice, starting this objective (previously).
- Or simply head into the cave.

Head west along the shoreline, and you spy a frightened boy. If you walk up to him, he slowly dissolves and three vicious foglets appear. This was an obvious trap. Lambert half-jokingly threatens to tell Dandelion about how you were duped. Answer how you wish. The boy was one of the witchers' tykes who drowned during his trial.

OBJECTIVES:

- Enter the cave.
- Go through the cave.
- Kill Old Speartip.

Enter the cave by Lambert's moored boat. As usual, a Cat Potion helps your vision. When you reach a ledge too high to climb, you both help each other up. Head roughly north, climbing another ledge, and use Aard to clear some fallen rocks. Continue along the winding cave tunnel, into a large cavern. Ignore the upper ledges and continue forward, trading witticisms. Climb a long slope until you reach a large cavern with a massive central column.



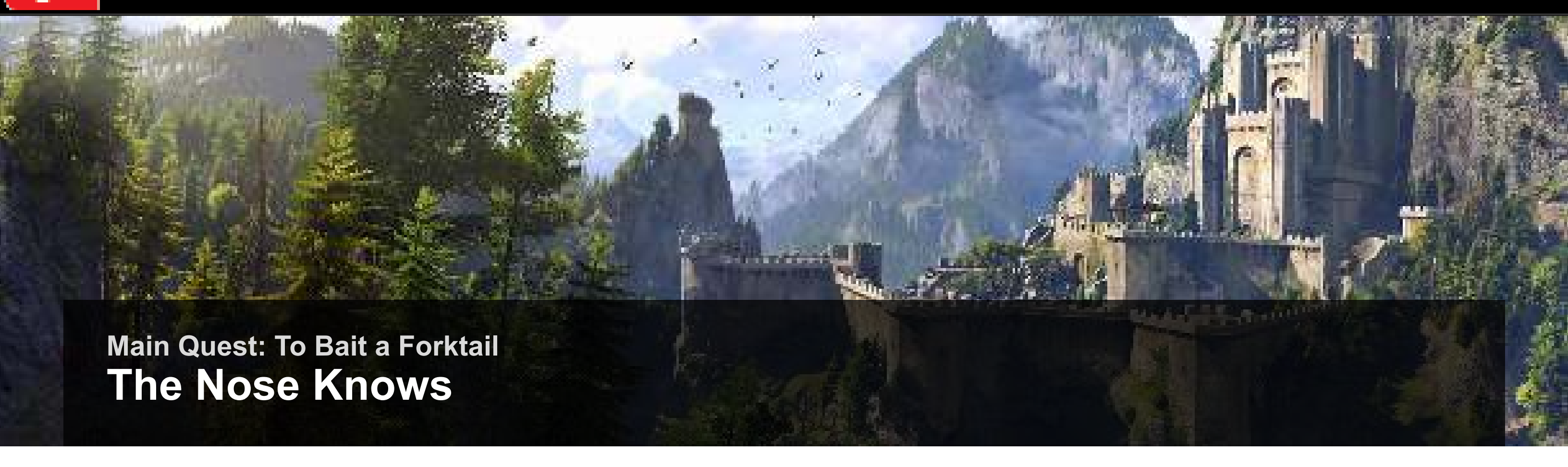
If you avoid using Aard on the rocky obstacles along the way to the central cavern, and don't make too much noise in the cave, you can avoid waking Old Speartip. Feel free to attack him whatever you decide—those killed by this ancient cyclops must be avenged!

You must walk forward, but if Lambert's noisy footsteps awaken Old Speartip himself; a huge hooded cyclops with a nasty pair of huge fists to pummel you with shows up. After a protracted battle, Lambert spits on the corpse for Voltehre, one of his fallen.

SKEWERING OLD SPEARTIP

Perfect your cyclops-killing ways by consulting the Bestiary.

ITEM: Oil: Ogroid Oil, Sign: Axii, Sign: Quen



Main Quest: To Bait a Forktail

The Nose Knows

DANGER ALERT SPOILER ALERT

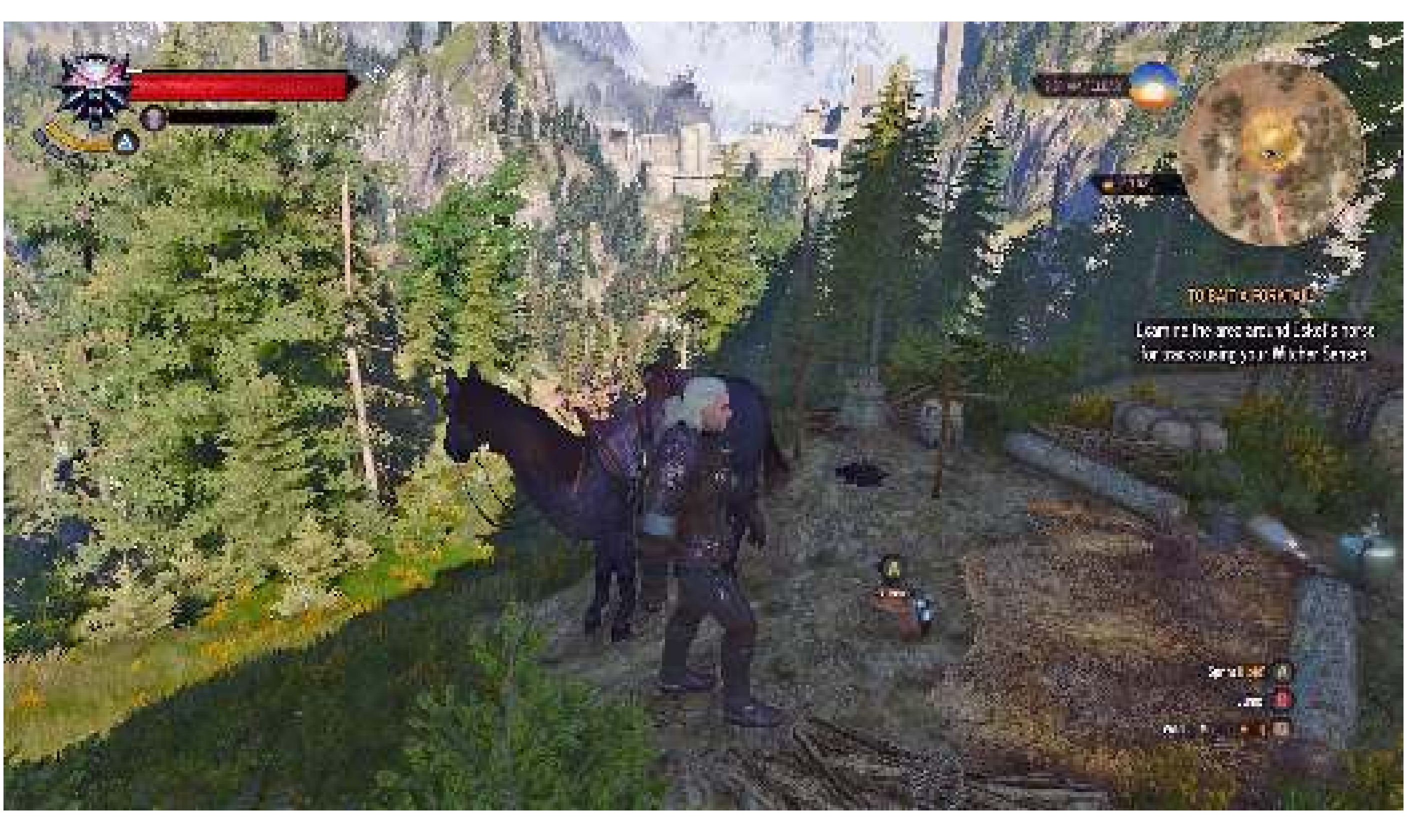
MAIN QUEST: TO BAIT A FORKTAIL...

LOCATIONS : Kaer Morhen, Old Training Folly, Forktail Lair
CHARACTERS : Eskel, Scorpion
ENEMIES : Forktail

OBJECTIVES (UGLY BABY):

- Find Eskel and help him hunt the forktail.
- (To Bait a Forktail…): Search for Eskel's tracks near the entrance to Kaer Morhen.
- Follow the tracks left by Eskel's horse.
- Examine the area around Eskel's horse for tracks using your Witcher Senses.

Exit Kaer Morhen, and examine some hoofprints at the south gate using your Witcher Senses. Whistle for Roach, and follow the horse tracks down the road to the river. Cross the ford heading south, and up the hill, before peeling off to the left (southeast) to an old training folly and treasure chest. A little further up the grassy hill is Eskel's horse, named Scorpion, standing by a small camp. Inspect the bottles if you wish. Then search the vicinity for Eskel's footprints, and those of a goat.

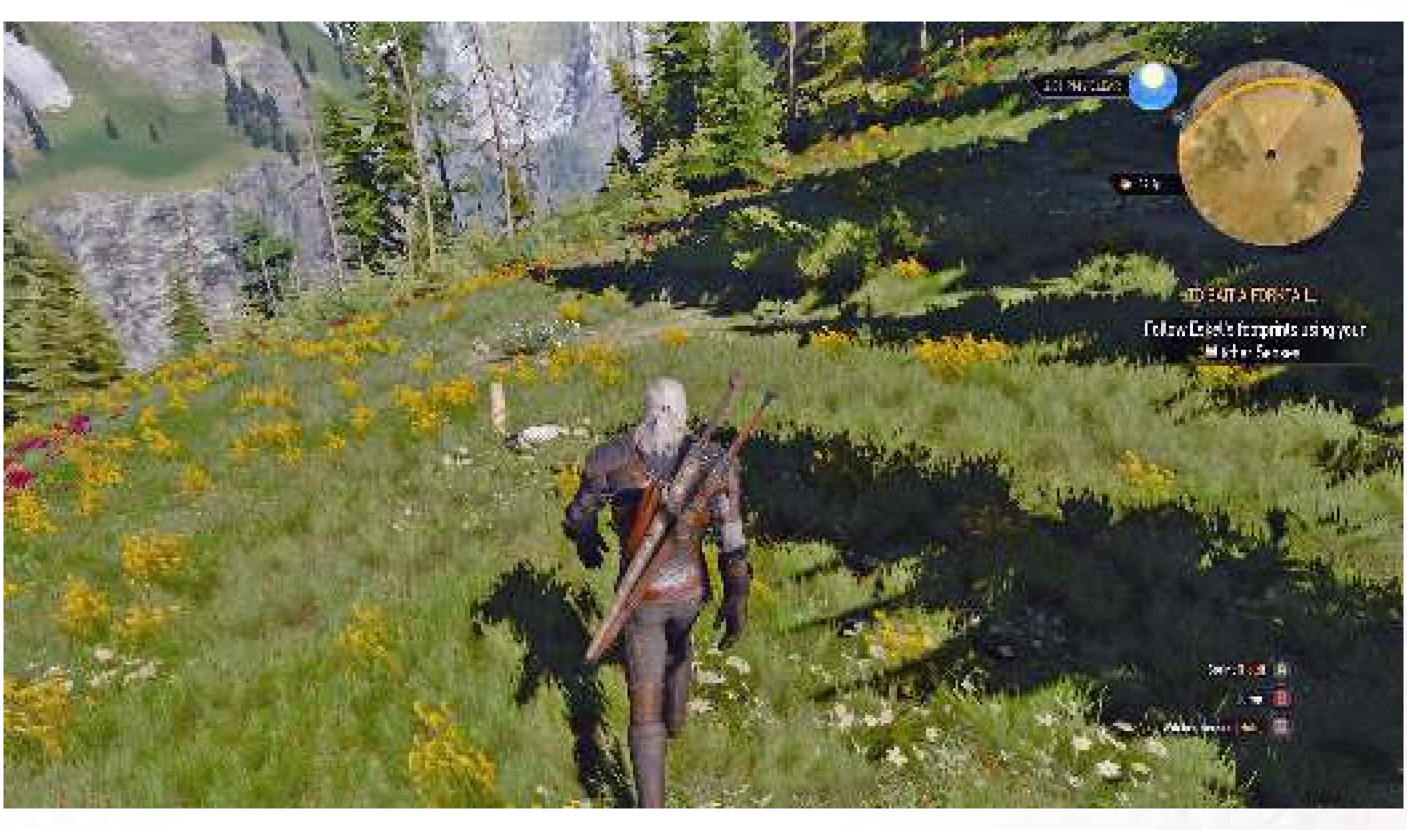

TO BAIT A FORKTAIL...
Examine the area around Eskel's horse for tracks using your Witcher Senses

OBJECTIVES:

- Follow Eskel's tracks.
- Look around for more tracks left by Eskel.
- Follow the smell.
- Follow Eskel's footprints using your Witcher Senses.

Eskel

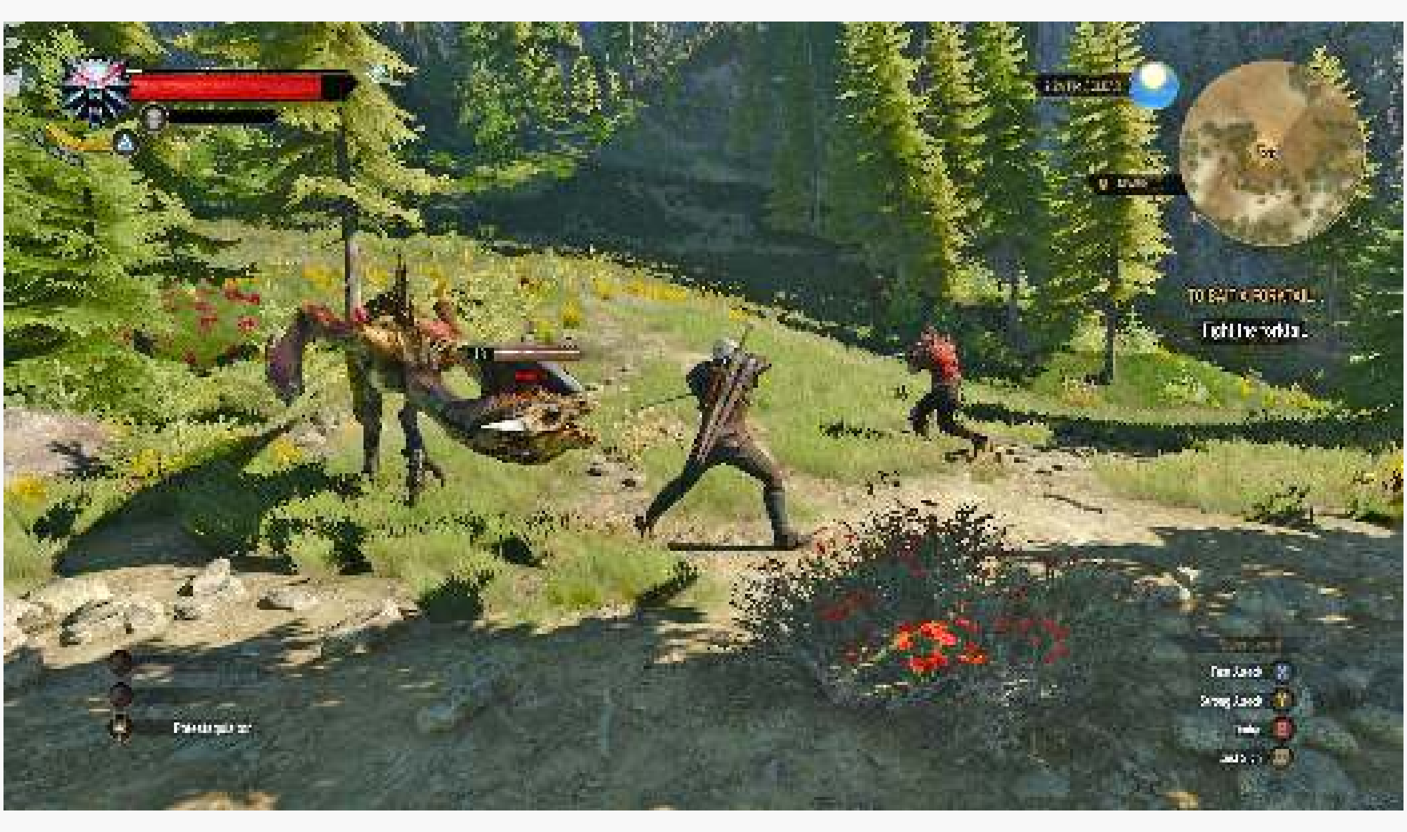
Follow the path roughly southward from the camp, checking periodically as you view the tracks in front of you. They stop almost immediately, but inspect a nearby fir tree to find evidence of a goat rubbing itself against the bark. Track the smell along the path that winds up the steep mountain. You pick up Eskel's prints again, and the soft bleating of his goat. It is tied to a stake in an open grassy promontory to the northeast. Eskel appears, quoting from Adalbert's book, and greet you warmly. Continue your friendly banter (answer how you wish) until Eskel hears the sounds of an incoming forktail.



OBJECTIVES:

- Fight the forktail.
- Chase the forktail.
- Follow the forktail's blood using your Witcher Senses.
- Find and kill the forktail.

A forktail lands close to the goat, and you must both tackle it in combat. After it loses around a third of its health, it manages to get airborne. Optionally plug it with a couple of crossbow bolts, before watching it disappear up a steep mountain gully. Sprint up this gully (heading roughly southeast), climbing a couple of rock ledges as you talk to Eskel.



FORKTAIL VULNERABILITIES

Need help clipping the wings of this airborne beast? Consult the Bestiary entry on forktails.

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

When you reach the crest in the gully, start descending slowly and use your Witcher Senses to pick out the following:

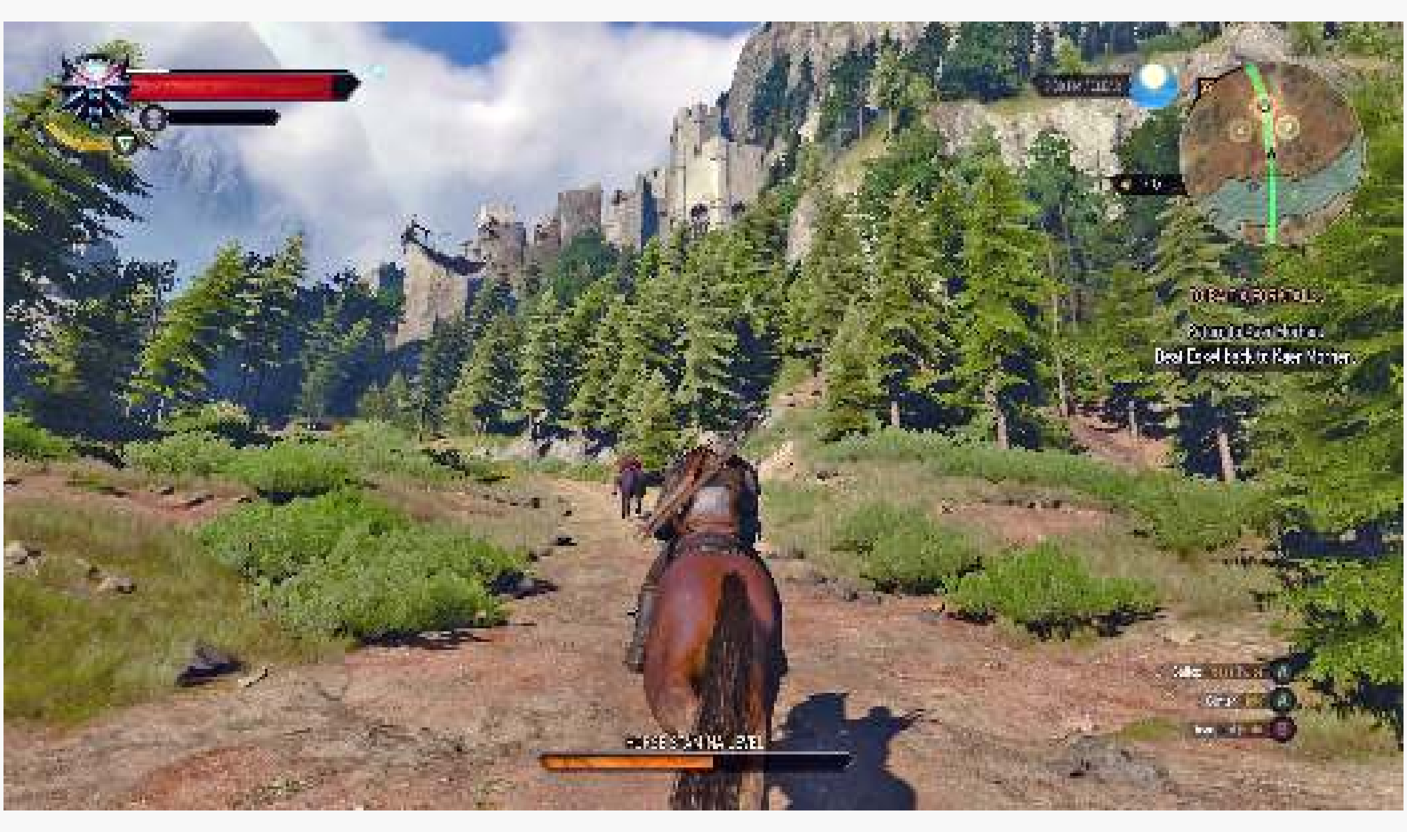
- Splashes of forktail blood.
- A set of prints and blood on a grassy ledge. This leads into a narrow tunnel—the forktail's lair.

Head inside, following more splatters of blood, and following the rough tunnel up a natural slope, and around to where the forktail is nursing its wounds. Time to finish it off!

QUEST CONCLUSION: A GALLOP BACK TO KAER MORHEN

OBJECTIVES:

- Return to Kaer Morhen.
- (Optional) Beat Eskel back to Kaer Morhen.



After the beast is slain, Eskel instructs you on the method of retrieving the spinal fluid. Answer how you wish, even when the conversation turns to Yennefer's trust issues. Then gather the fluid and depart. Once outside the forktail's lair, Eskel challenges you to a race. You can:

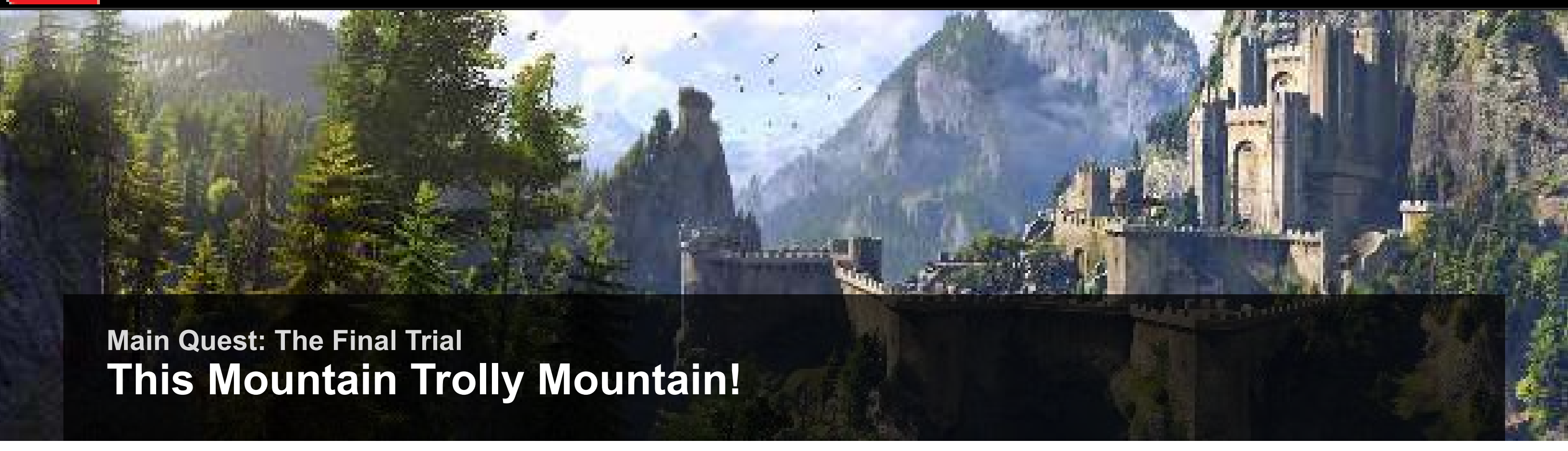
- Accept, and make well-timed use of Roach's gallop and follow the main path down the mountain (northwest), then north along and across the river, and up and around to the south gate of the castle. Stop galloping just after the river ford, then gallop again a few seconds later, and you should beat Eskel, and more than bragging rights are available if you win.

▶ Win the horse race to receive additional XP and alchemy recipes.

▶ Decline, and make your way back to Kaer Morhen in your own time.

After you reach the south gates of Kaer Morhen, this quest concludes. If you've already completed the two other quests (with Yennefer and Lambert), Main Quest: No Place Like Home begins.

ITEM: Quest Item: Forktail Spinal Fluid



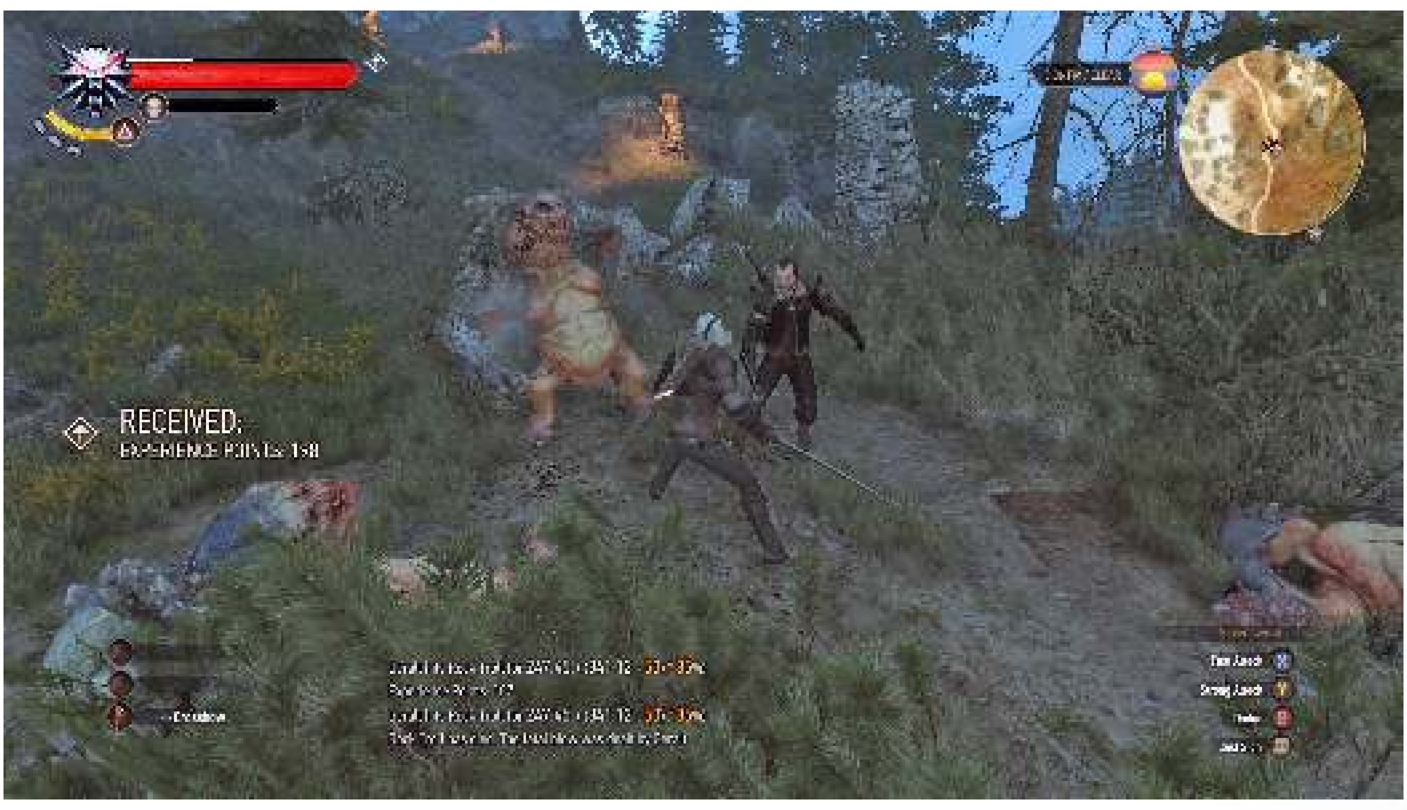
Main Quest: The Final Trial

This Mountain Trolly Mountain!

OBJECTIVES:

- Get to the Circle of Elements.
- Seek shelter in the tunnel.
- Get past the blockage.
- (Optional) Kill the trolls.

Head to the northeast wall, climb a couple of ledges, and turn east to reach an upper tunnel out into the open. Lambert seems intent on a combat-driven romp through this territory of trolls. Question him how you wish. Then turn left (east), and immediately follow the path curving to the left (north) up a deep mountain gully. Up ahead, a troll flees from you. You remark this is an odd behavior. A few moments later, two rock trolls appear on a high ledge, telling you this is their mountain. You can offer a measured or threatening response. Try the former, and Lambert interrupts with some unwanted threats of his own. Either way, large boulders pelt you both. Immediately sprint northwards towards a tunnel entrance.



DANGER: FALLING ROCKS

Standing and fighting is a bad idea, since you receive nasty damage from thrown rocks, and the trolls are perched on a ledge you can't physically reach. Time to go!

Once in the tunnel, your way is blocked by boulders. Use Aard to clear a path, climbing up a ledge and into a higher ravine where three rock trolls stop you. You can:

- Stop Lambert from ending this conversation violently, and negotiate a way to the Circle of Elements by removing and placing your swords on the ground. Lambert is understandably reluctant, but the situation is resolved peacefully.
- Agree with Lambert, and three rock trolls must be faced in combat.

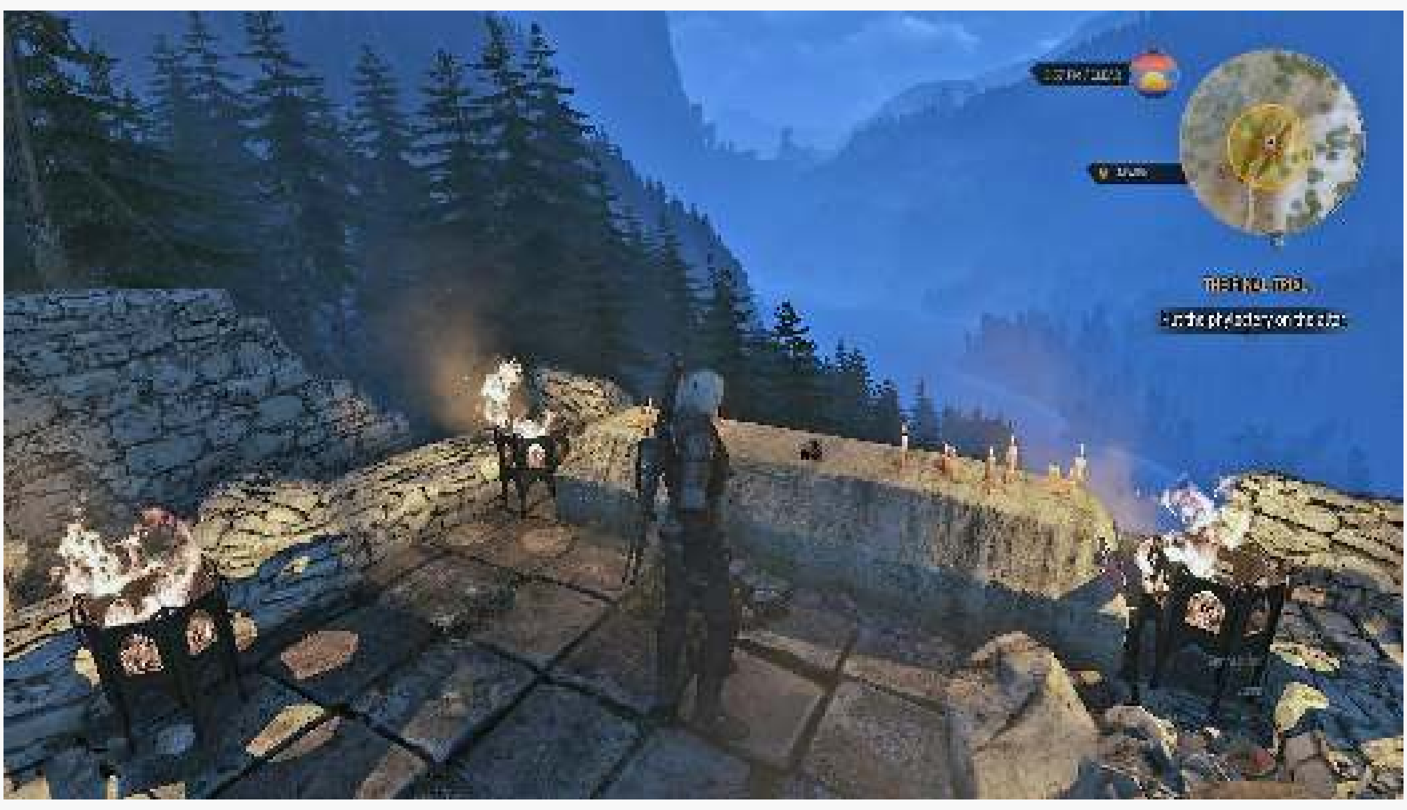
After more witty banter, and heading south up the rough trail to the ancient Circle of Elements, you reach your destination. Soak in the view, then listen and follow Lambert's instructions:

QUEST CONCLUSION: A TROUBLED SOUL

OBJECTIVES:

- Light the torches around the altar.
- Put the phylactery on the altar.

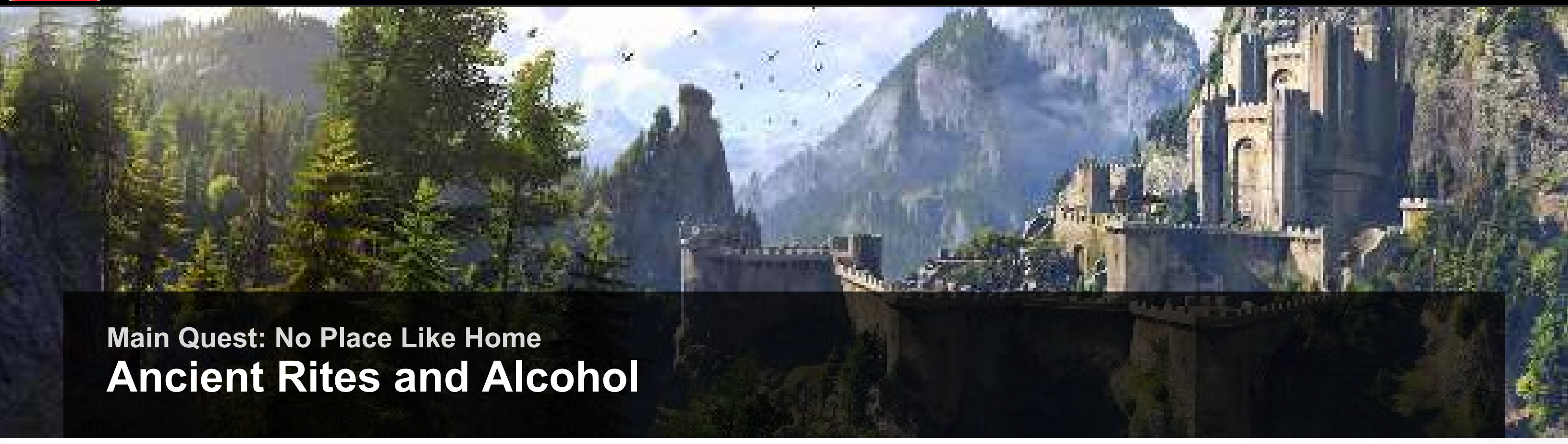
Move to each of the unlit torches, and use Igni to quickly light them. Then place the phylactery on the smooth stone altar. You wait, and Lambert asks how you dealt with trolls during your own trial. Answer how you wish.



A lengthy chat about Axii, bandits, and Lambert's troubled childhood occurs, after which you begin to understand why Lambert is so bitter. You gather the phylactery again, return to the troll guarding your swords, and take your equipment. You can:

- Follow Lambert and return (automatically) to the fortress.
- Elect to stay here and explore this wilderness.

If you've already completed the two other quests (with Yennefer and Eskel), Main Quest: No Place Like Home begins.



Main Quest: No Place Like Home

Ancient Rites and Alcohol

DANGER ALERT SPOILER ALERT

MAIN QUEST: NO PLACE LIKE HOME

LOCATIONS : Kaer Morhen

CHARACTERS : Yennefer of Vengerberg, Vesemir, Uma, Lambert, Eskel, Cyrus Hemmelfart

ENEMIES : None

OBJECTIVES:

- (Ugly Baby) Spend the evening with the other witchers.
- (No Place Like Home): Proceed to Kaer Morhen's main hall.

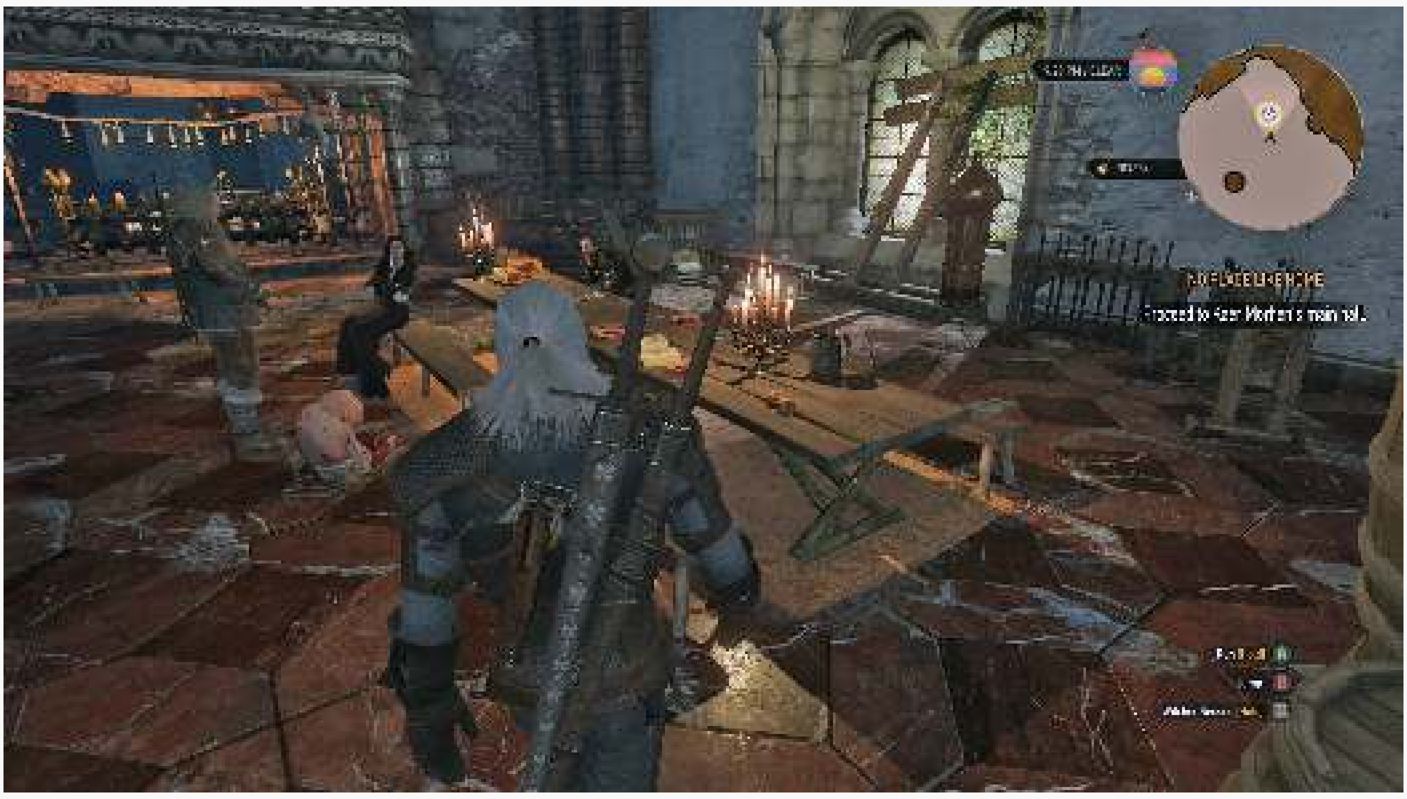
QUESTING DECISIONS

This quest is available once the previous three quests conclude. Main Quest: Ugly Baby also updates.

Enter the sprawling Kaer Morhen fortress, enter the main hall, and continue to the large dining table where your brethren are assembled. Yennefer orders Eskel and Lambert, but Vesemir interrupts her, reminding her who is in charge here. Vesemir has already figured out Yennefer's methods of freeing Uma aren't safe. He wants to try a less invasive method.

- Answer how you wish for all conversations during this reunion.

Vesemir wants to attempt an ancient rite. Yennefer scoffs at this primitive nonsense. He takes Uma, leaving you with Yennefer, Eskel, and Lambert. The conversation around the table is strained. After alcohol is introduced, the mood lightens up, and the conversation at the dining table continues anew. Eventually, Eskel asks if you'd mind raiding the kitchen. Oblige him. You return shortly.



Main Quest: No Place Like Home

Snacks Appeal, or Sex Appeal

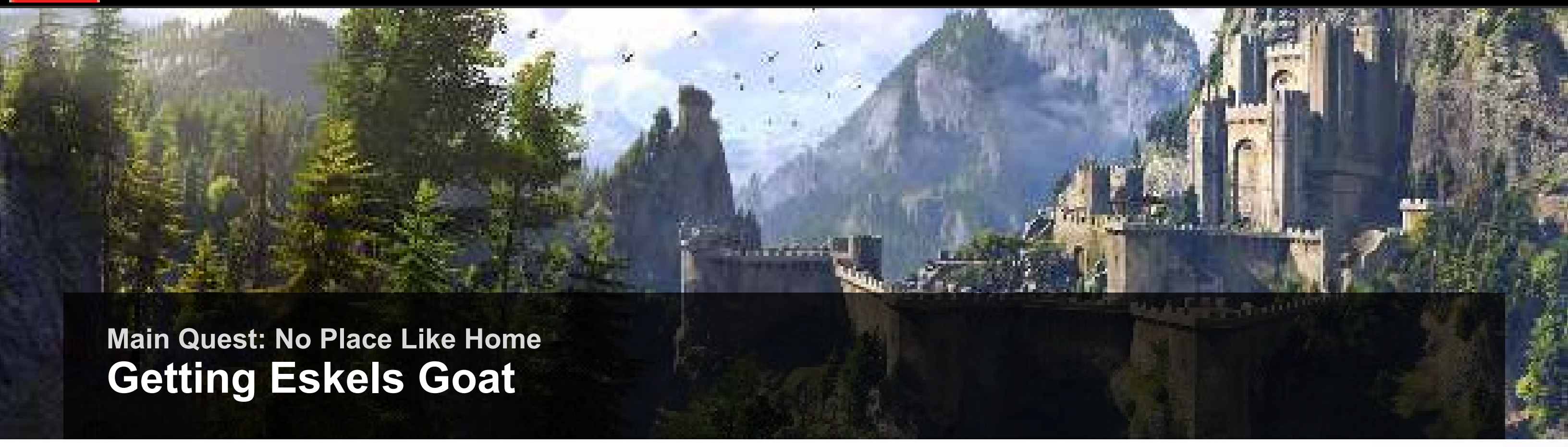
Yennefer excuses herself. However, you can stop, and speak to her at length about her time with the Wild Hunt, what happened in Nilfgaard, why she didn't look for you, and other, more personal chatter:

- If you're romantically involved with Yennefer, she requests to speak to you. You head upstairs where you're propositioned. Agree, and you're able to lie with Yennefer for a while. When you return, your fellow witchers are more relaxed due to alcohol consumption.

- If you're not romantically involved with Yennefer, it is suggested that everyone get drunk. After unanimous agreement, the mood becomes more relaxed due to alcohol consumption.

♥ Carnal Knowledge: Yennefer of Vengerberg (Second Occasion)

You return to the table and speak to Lambert. You speak about Eskel's conquests, your relationship with Yennefer, and other matters. You can also choose to play Gwent with Eskel. Lambert leaves and returns with a fancy hat sitting on his head at a rakish angle. You play a drinking game (choose to skip or drink as you wish). Eskel leaves. There's more drinking.



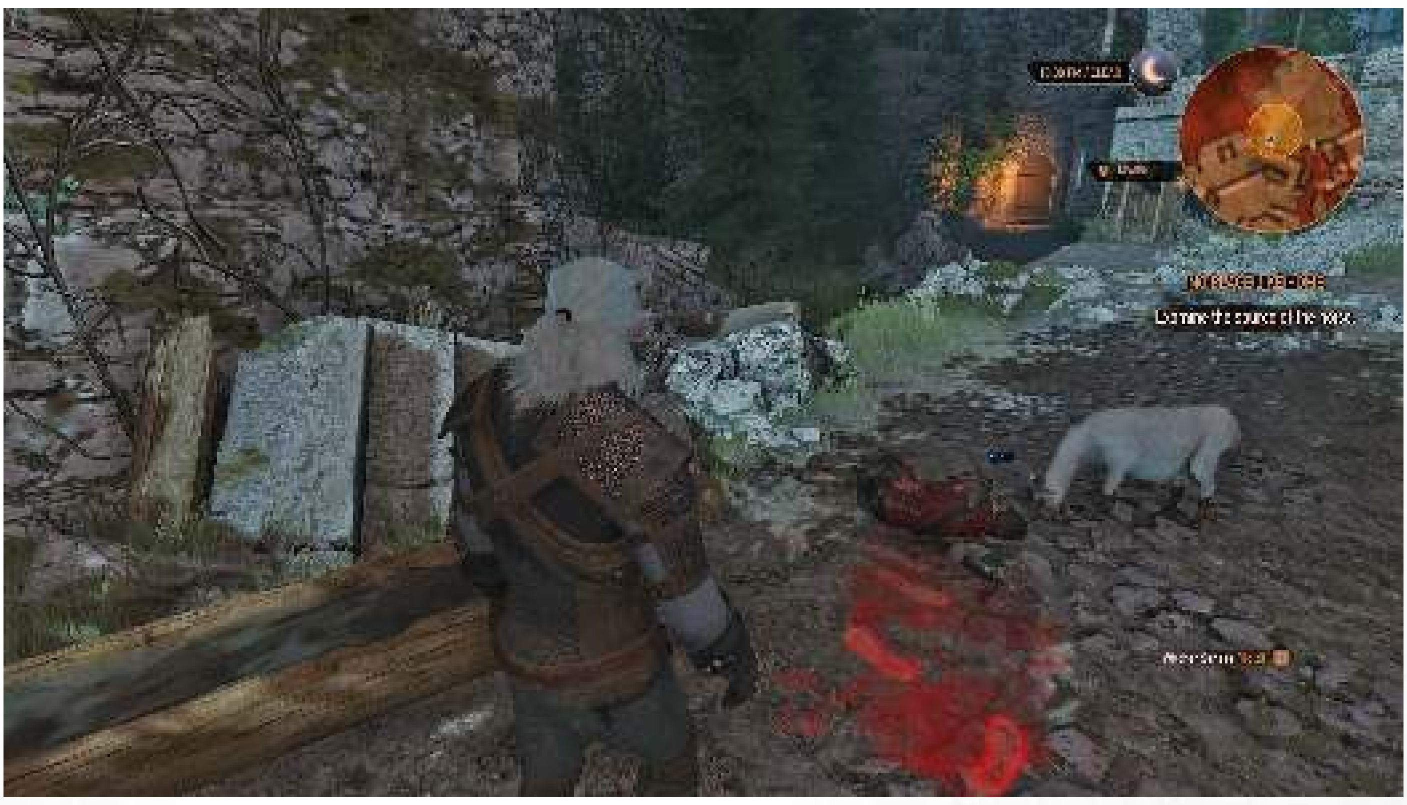
Main Quest: No Place Like Home

Getting Eskels Goat

OBJECTIVES:

- Find Eskel using your Witcher Senses.
- Examine the source of the noise.

Eskel stumbled off in a stupor. Use your Witcher Senses to uncover the following:



- Some spilled wine Eskel crawled through.
- Follow the prints past the dead ekimmara on the table, towards the exit to the west. Step outside. There are sounds. Of a wounded wyvern?
- There's blood on the ground.

Head south, to Eskel's sleeping form. The sounds were from a snoring Eskel. You wake Eskel up. Then Lambert has the exceptional idea of turning on the megascope, and communicating with that sorceress for some female company. You can:

- Tell him he's a genius.
- Tell him he's had his last drink. If you choose not to fiddle with Yennefer's megascope to call for "female company," you fall asleep, and this quest concludes now.

END: WHO'S WEARING THE TROUSERS?

OBJECTIVE:

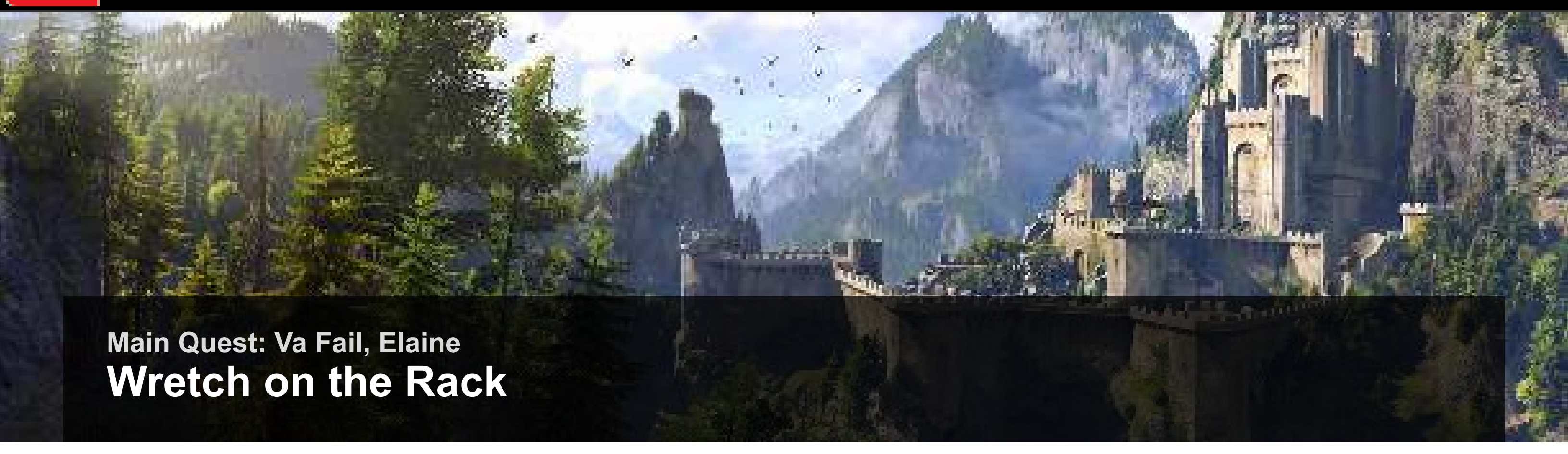
- Search Yennefer's trunks.

You now stagger up to Yennefer's scrying chamber, and attempt to use the megascope. No matter your protests (or agreements), Lambert reckons that the lovely Ida would be thrilled to speak to you three drunks. But in order not to scare her during initial contact, he decides everyone must pretend to be Yennefer, by dressing up as her. This sound plan seems to have no drawbacks (aside from a zero possibility of working), and can check Yennefer's trunks for appropriate attire.

Find a "glimmering" one, and take Yennefer's trousers. Then put them on in your Inventory Menu. You may also choose to use the megascope without playing dress-up.

ITEM: Quest Item: Yennefer's Trousers

The three of you look slightly inelegant to put it mildly. Still, you jabber something incomprehensible and not even close to being elvish, and the device starts to shimmer. You make contact! Though it's with Cyrus Hemmelfart, the hierarch of Novigrad. He appears to be on the latrine. Shouting for guards, your "conversation" is curtailed by Yennefer. You're ordered to bed. The quest then concludes.



Main Quest: Va Fail, Elaine

Wretch on the Rack

DANGER ALERT SPOILER ALERT

MAIN QUEST: VA FAIL, ELAINE

LOCATIONS : Kaer Morhen

CHARACTERS : Yennefer of Vengerberg, Vesemir, Uma, Lambert, Eskel,

ENEMIES : None

OBJECTIVES:

- (Ugly Baby): Remove the curse afflicting Uma.
- (Va Fail, Elaine): Gather the necessary ingredients and prepare the Potions of the Grasses.
- Brew the potions needed for the Trial of the Grasses.

Avallac'h

You wake the next morn with Vesemir already back at the fortress. Uma is tied to Sad Albert, a torture table. Although his ritual was ineffective, he did notice Uma behaved differently under relaxed consciousness. Yennefer startles you by actually apologizing to Vesemir. He's found out something critical about Uma. Now potions must be brewed in preparation for Yennefer's spellcasting. You're on ingredient-finding duty:

You receive the formula from Yennefer. Head to the nearby table and gather the forktail spinal fluid, as well as all the other ingredients for the potions.

Then access your Alchemy menu, choose the formula grass extracts, and quickly brew the potion from the following components:

Ingredient	Amount
Bryonia	(1)
Ribleaf	(1)
Mandrake Root	(1)
Forktail Spinal Fluid	(1)
Manticore Poison Gland	(1)
Albino Bruxa Tongue	(1)

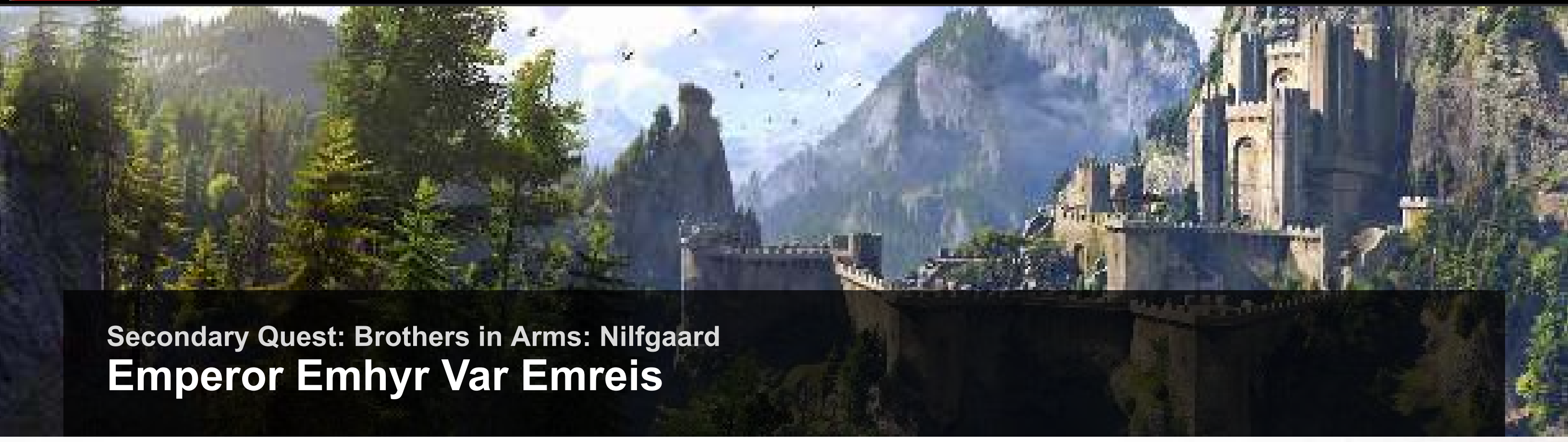
ITEM: Quest Item: Decoctions of the Grasses

Return to Yennefer, who takes the potions, and feeds them intravenously into the poor wretch on the rack. When prompted, administer the Mother's Tears, Wildrye Juice, and Speargrass Sap. Telling Yennefer this is a bad idea simply stalls the progression of the trial. After the potions are administered, Uma vomits all over Yennefer. You're on clean-up duty.

You scrub the floors with Eskel, who moans about Ciri being harmed if this trial goes wrong. You put your trust in Yennefer.

END: BACK ON TRACK

The trial continues well into the night. Yennefer urges you to keep her from falling asleep. Choose either story in conversation to tell her. Then Uma begins to wake up. Yennefer unleashes her magic, yelling at you to open the phylactery. The matter is caught within the box. Uma transforms. The curse is lifted. You stare into the face of Avallac'h—the Aen Elle elf sage who helped Ciri. You hear Avallac'h murmuring something about the Isle of Mists in Skellige. He summons a strange orb of light. It shall guide you across the seas to this mysterious isle, where Ciri's fate may be sealed. These quests now all conclude.



Secondary Quest: Brothers in Arms: Nilfgaard

Emperor Emhyr Var Emreis

Emperor Emhyr var Emreis

LOCATION: VIZIMA ROYAL CASTLE

Visit the royal castle, and speak with the emperor. He agrees to send troops, but insists that they are commanded by General Voorhis. This isn't acceptable to you, and you're unable to reach an agreement, so you leave.

Secondary Quest: Brothers in Arms: Velen

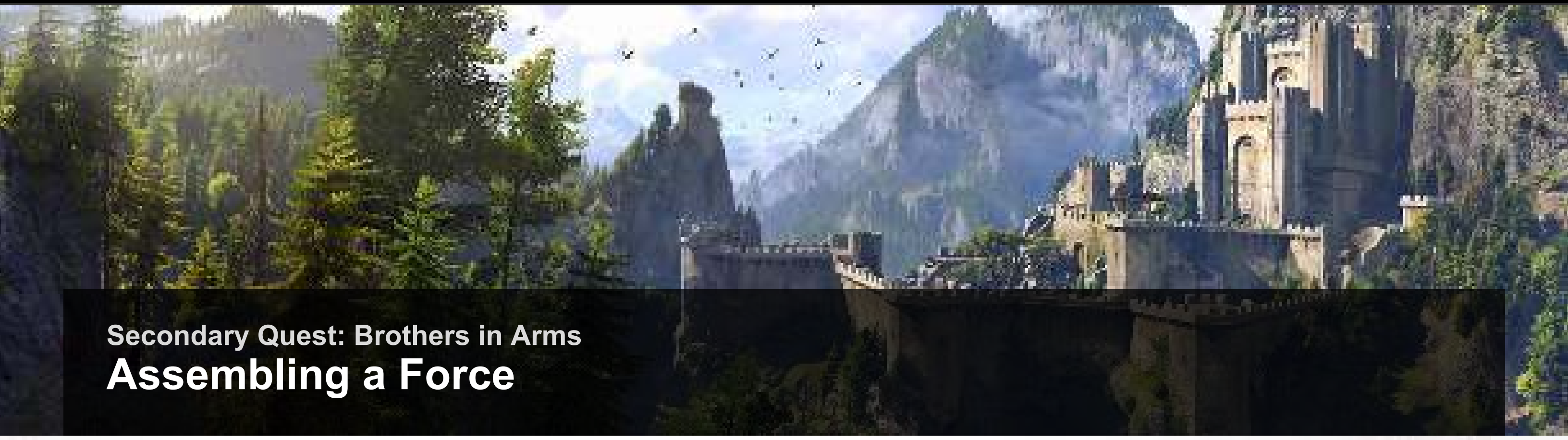
Letho

Letho

LOCATION: REARDON MANOR, NEAR LINDENVALE

Assuming you didn't kill Letho in your *Witcher 2* game save, the man-mountain witcher known as Letho is initially hiding out in a barn on the grounds of Reardon Manor, close to the village of Lindenvale. He moves to Kaer Morhen providing you complete the following:

- **Secondary Quest: The Fall of the House of Reardon**, and Letho lives.



Secondary Quest: Brothers in Arms

Assembling a Force

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: BROTHERS IN ARMS

RELATED QUESTS : Main Quest: The Isle of Mists, Main Quest: Ugly Baby; Main Quest: The Battle of Kaer Morhen

OBJECTIVE:

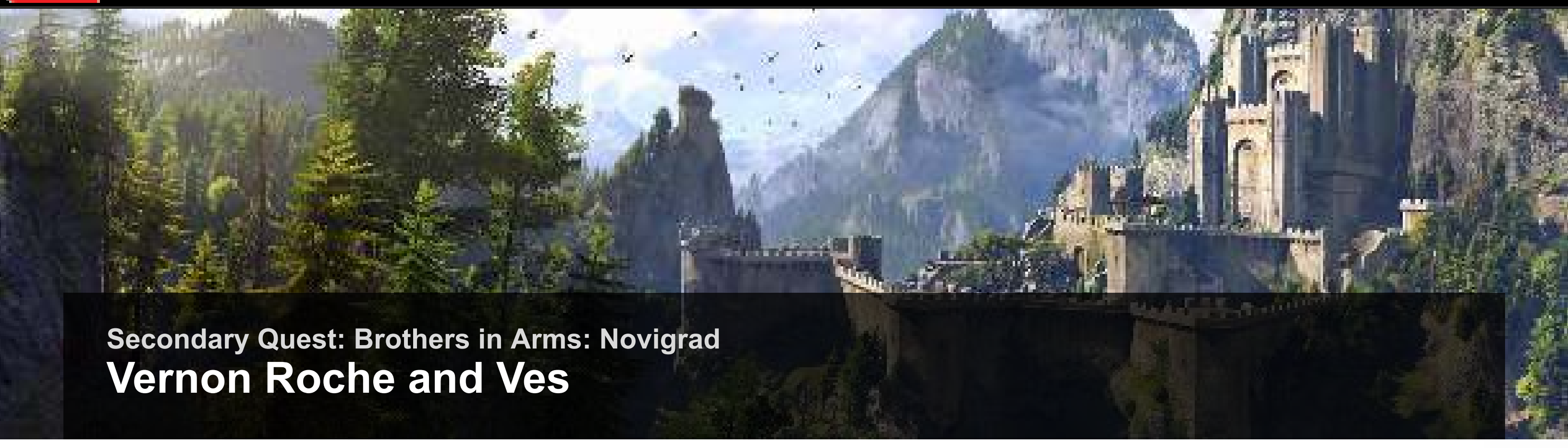
- Talk to friends who could help defeat the Wild Hunt and ask them to join your fight.

QUESTING DECISIONS

This quest begins automatically once Main Quest: Ugly Baby, and all related quests, have been completed, and you are about to set sail for the Isle of Mists. There are many different pre-requisites when assembling a force for the forthcoming battle (some of which you may already have completed, or failed), and all are listed below (including ones not mentioned in your objectives list). Visit each of the locations listed in any order you like. Or don't. These "Brothers in Arms" quests are all completely optional.

LAST CALL FOR REINFORCEMENTS!

Beware! This is the last opportunity to complete any Secondary Quests, and other tasks that are related to gaining help from certain individuals, before the battle takes place. If you wish to finish up these quests, now is most definitely the time.



Secondary Quest: Brothers in Arms: Novigrad

Vernon Roche and Ves

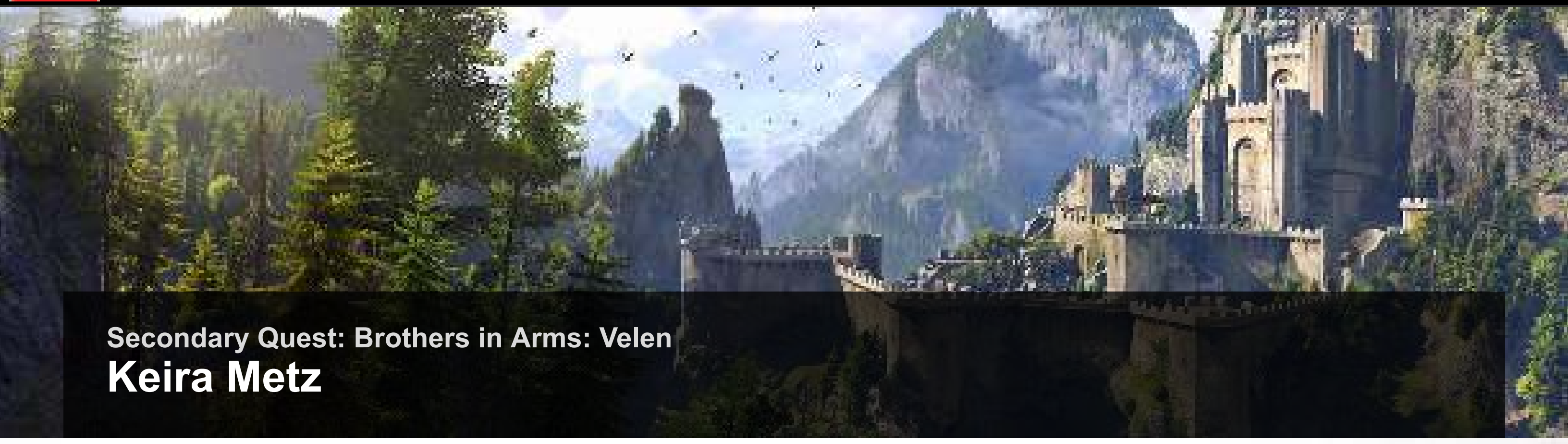
Vernon Roche

Ves

LOCATION: TEMERIA PARTISAN HIDEOUT

Locate Roche's hideout in a rocky gully surrounded by woods, north of Oxenfurt. He is always willing to help you, but he (and Ves) can only make the journey to Kaer Morhen once you finish the following:

- Complete **Secondary Quest: An Eye for an Eye**. Once finished, Roche agrees to help you, and both him and Ves will appear in Kaer Morhen (and question your judgment if Letho is also there).



Secondary Quest: Brothers in Arms: Velen

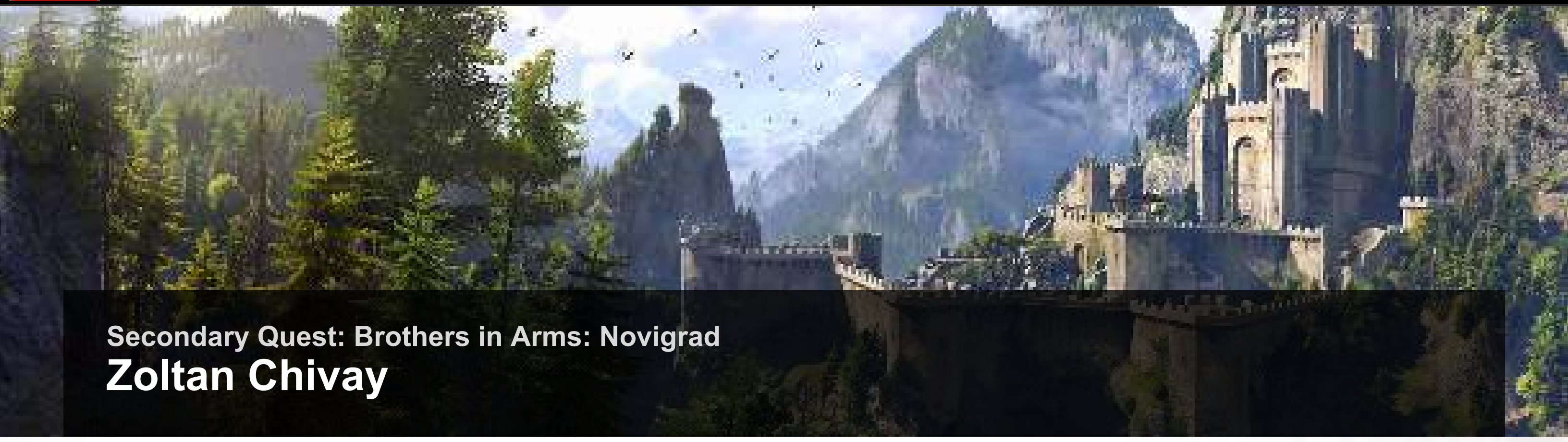
Keira Metz

Keira Metz

LOCATION: KEIRA'S COTTAGE, NEAR FYKE ISLAND

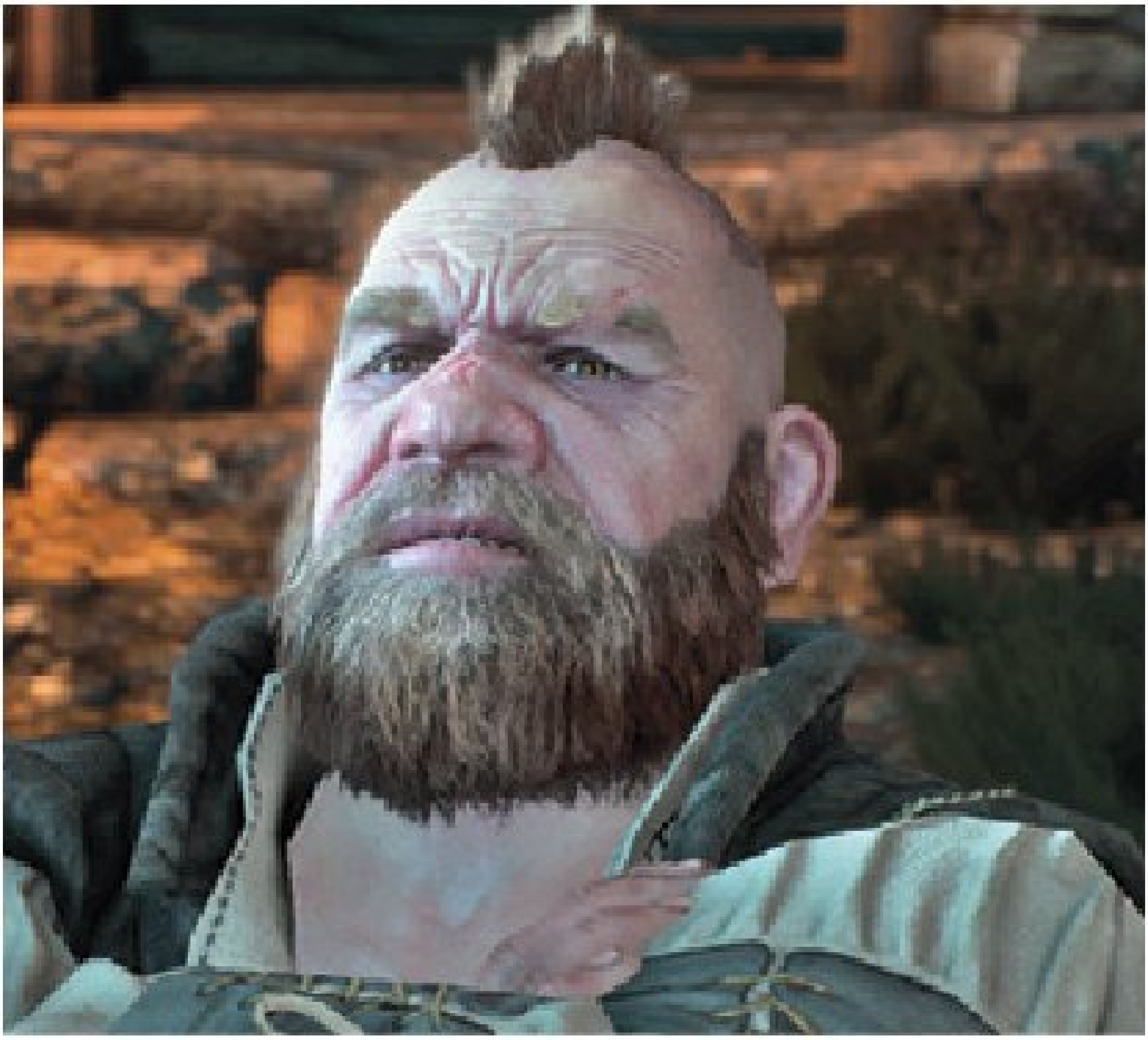
Return to Keira's Hut in No Man's Land, and speak to the sorceress. She's happy to provide magical support in your battle, providing you've helped her. Complete the following:

- **Secondary Quest: An Invitation from Keira Metz**.
- **Secondary Quest: A Favor for a Friend**.
- **Secondary Quest: For the Advancement of Learning**. At the end of this quest, be sure to convince Keira to go to Kaer Morhen.



Secondary Quest: Brothers in Arms: Novigrad

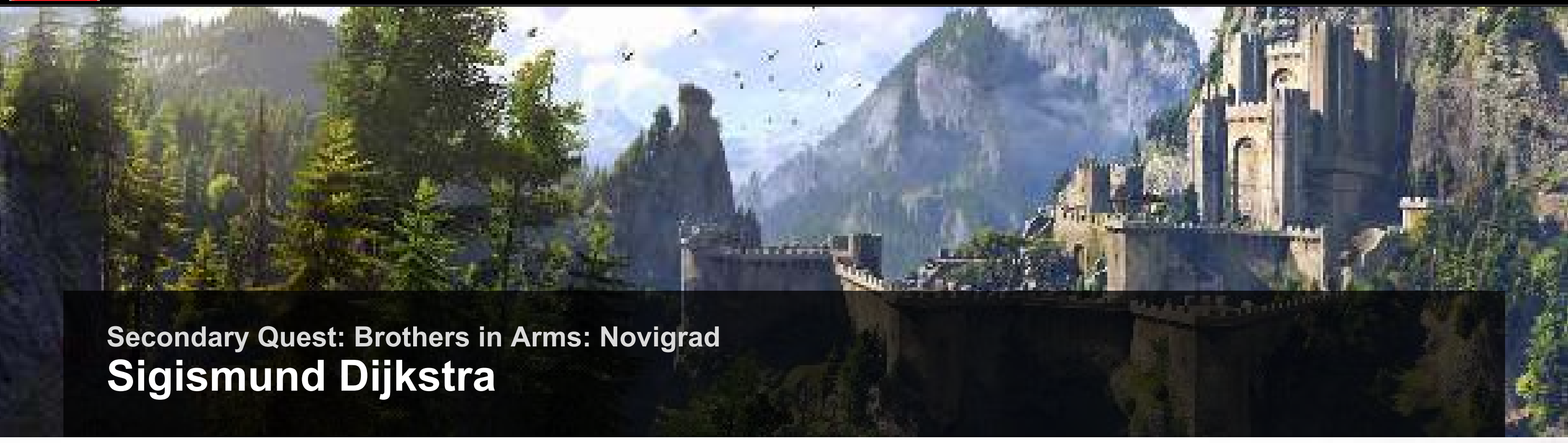
Zoltan Chivay



Zoltan Chivay

LOCATION: ROSEMARY AND THYME (NOVIGRAD)

Zoltan is positively twitching to spill some Wild Hunt blood, and agrees to help you with typical dwarven gusto. All you have to do is simply ask!



Secondary Quest: Brothers in Arms: Novigrad

Sigismund Dijkstra

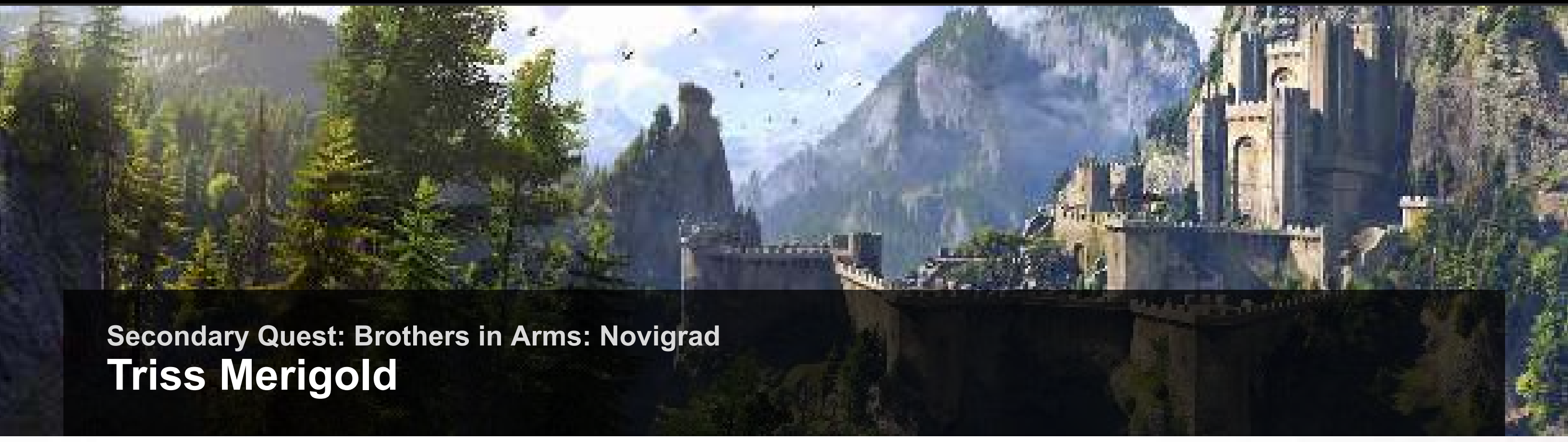
Sigismund Dijkstra

LOCATION: BATHHOUSE (NOVIGRAD)

Meet up with Dijkstra inside his office library, and request his help in the forthcoming war. Though he's not about to lose his life on the battlements of Kaer Morhen, he does offer you a reward. However, you must have completed the following:

- **Main Quest: Count Reuven's Treasure**, and used under-cover techniques (with Triss being tortured until she stops the conversation with Caleb Menge), and not violence, asking Menge specifically about Dijkstra's treasure during the conversation with Menge. Otherwise, you get nothing.

ITEM: Quest Item: Crowns, Gaunlets, and a Diagram



Secondary Quest: Brothers in Arms: Novigrad

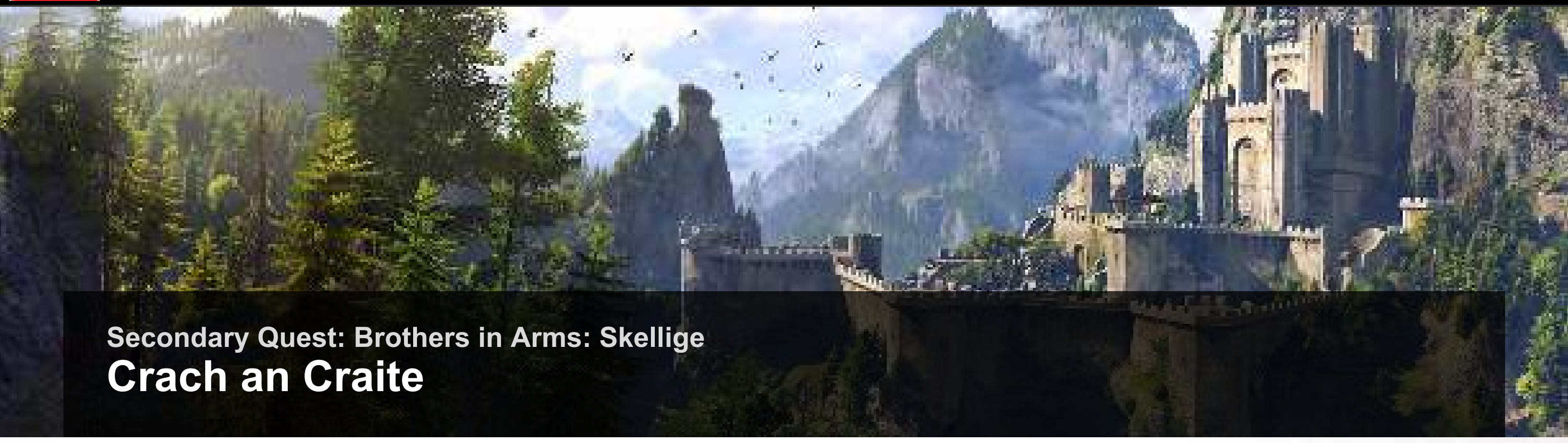
Triss Merigold

Triss Merigold

LOCATION: TRISS' TOWNHOUSE (NOVIGRAD)

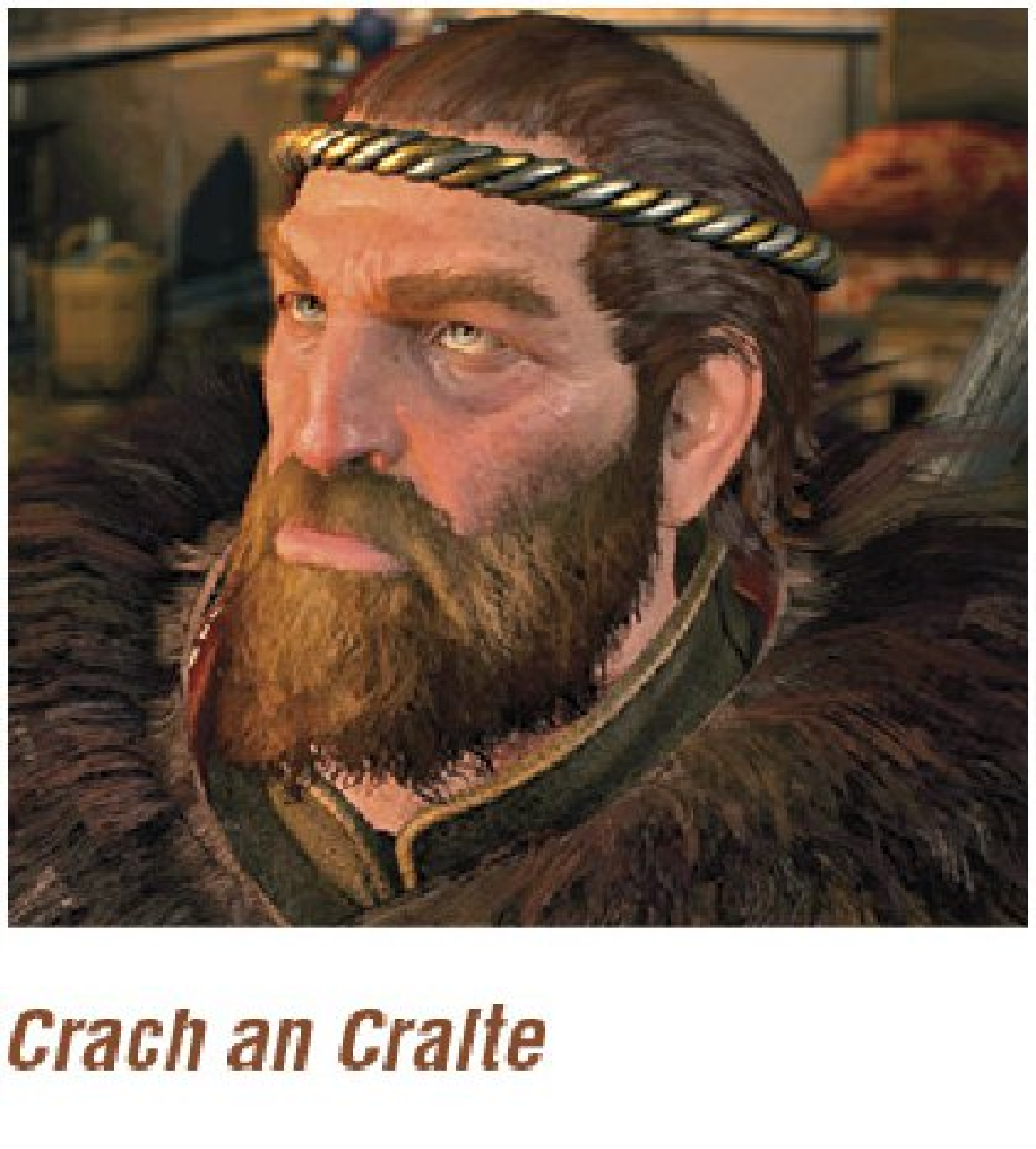
Triss is concerned about Ciri and would love to help you, but she cannot leave Novigrad until all the mages are evacuated. You must have already completed the following:

- **Secondary Quest: Now or Never**, and the mages escape. If you forgot this quest, you can't reach Triss. If you completed this quest, Triss is already at Kaer Morhen, and doesn't need to be found.



Secondary Quest: Brothers in Arms: Skellige

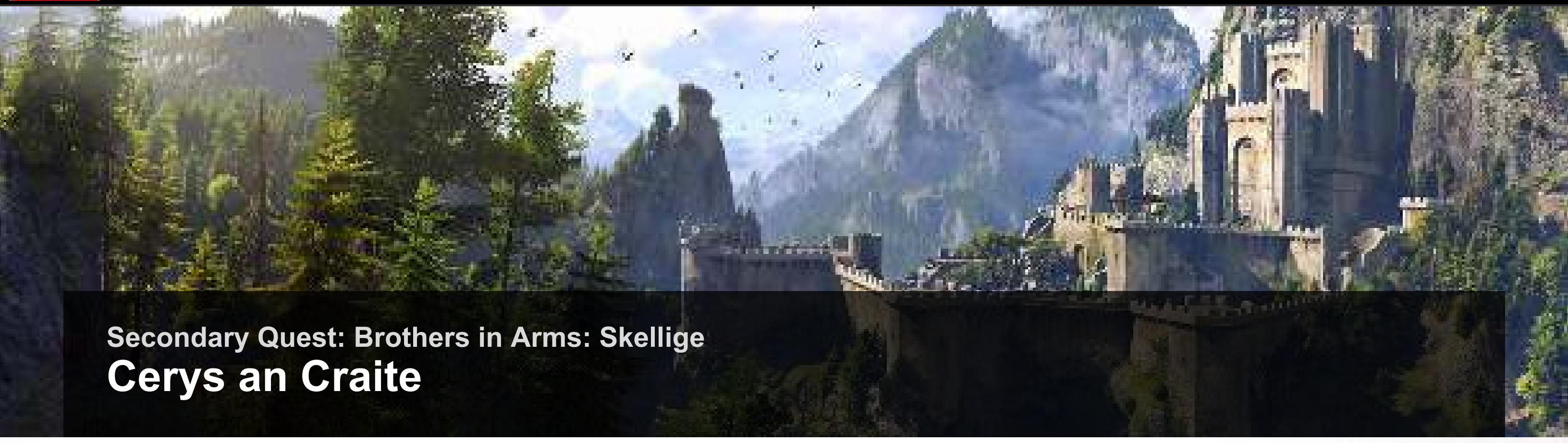
Crach an Craite



LOCATION: KAER TROLDE KEEP (ARD SKELLIG), OR GEDYNEITH (DURING SECONDARY QUEST: CORONATION).

Visit Crach in the keep or at the Coronation of the new king or queen, and request his help in fighting the Wild Hunt. Though he cannot spare any troops, and is too old to fight, he bestows you with a family heirloom; an exquisitely-forged sword.

ITEM: Quest Item: Winter's Blade



Secondary Quest: Brothers in Arms: Skellige

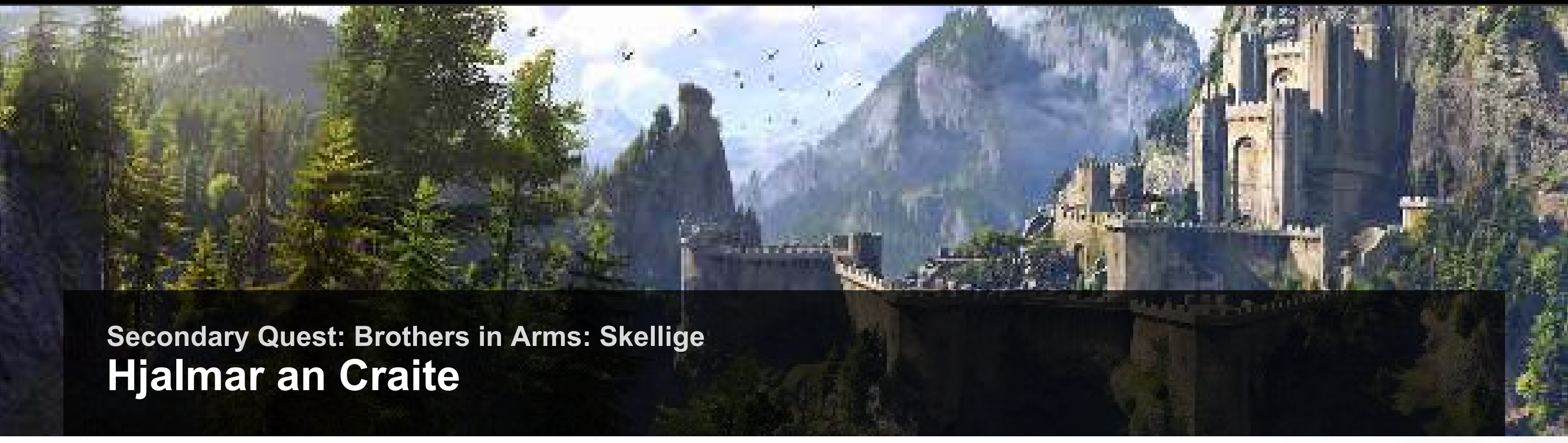
Cerys an Craite

Cerys an Craite

LOCATION: SPIKEROOG (SKELLIGE), THEN KAER TROLDE KEEP (ARD SKELLIG), OR GEDYNEITH (DURING SECONDARY QUEST: CORONATION).

Speak to Cerys in Kaer Trolde or at the Coronation. Whether she rules Skellige or not, she has important duties to attend to, and cannot head to Kaer Morhen. To ensure she becomes ruler, you must have completed the following:

- **Secondary Quest: Possession**.
- Then **Secondary Quest: King's Gambit**.
- Then **Secondary Quest: Coronation**.



Secondary Quest: Brothers in Arms: Skellige

Hjalmar an Craite

Hjalmar an Craite

LOCATION: UNDVIK (SKELLIGE), THEN KAER TROLDE KEEP (ARD SKELLIG) OR GEDYNEITH (DURING SECONDARY QUEST: CORONATION).

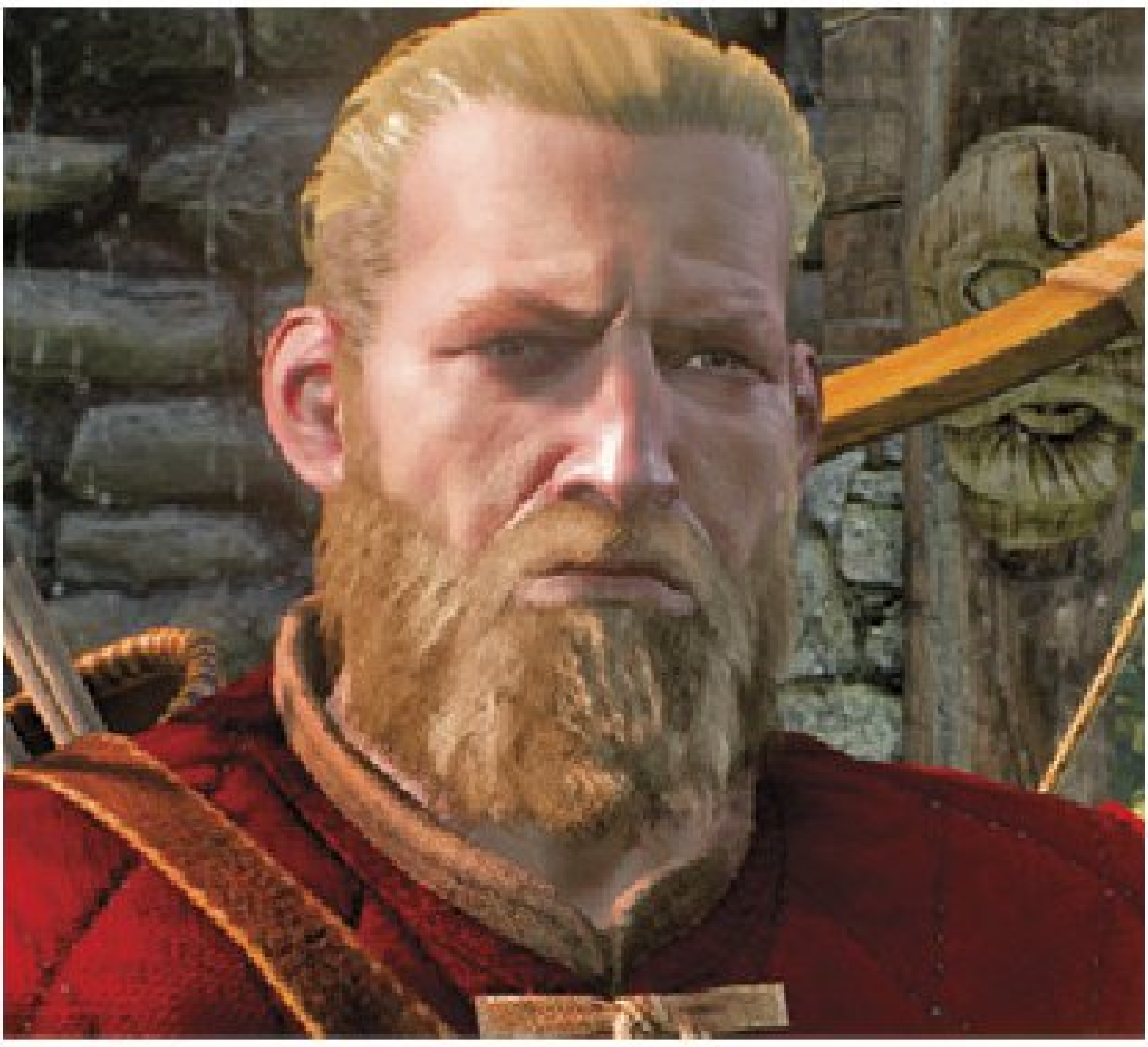
Speak to Hjalmar in Kaer Trolde or at the Coronation. If he rules Skellige, he has sworn fealty to your cause, and will arrive at Kaer Morhen without question. If he isn't King, Cerys agrees to send him as her representative—either way, he's coming! To ensure he becomes ruler, you must have completed the following:

- **Secondary Quest: The Lord of Undvik**.
- Then **Secondary Quest: King's Gambit**.
- Then **Secondary Quest: Coronation**.

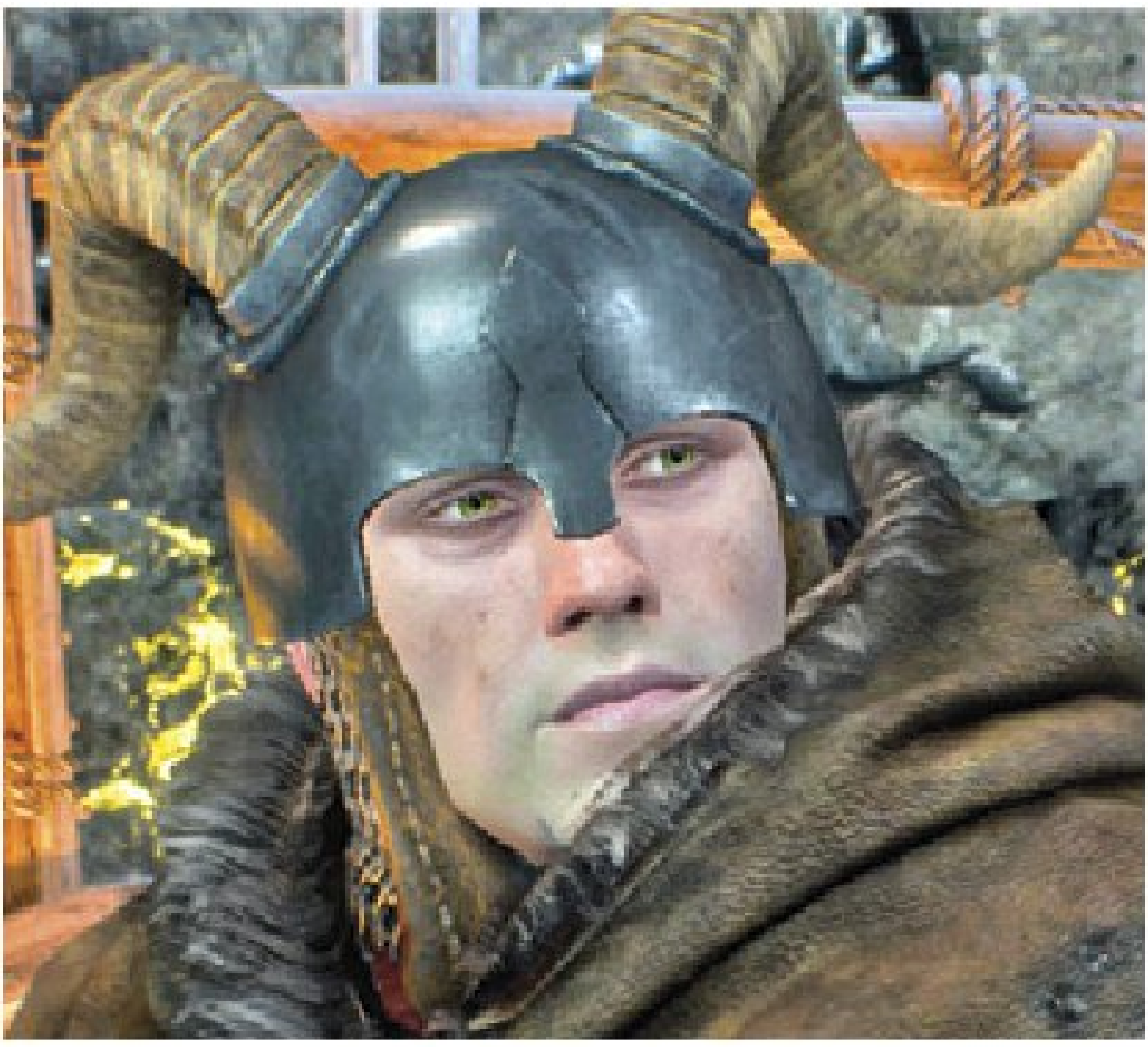
SVANRIGE THE ABSENT

If Svanrige Bran rules Skellige (because you didn't involve yourself in either Cerys or Hjalmar's quests), you cannot reach him to request his help.

Folan and Vigi



Folan

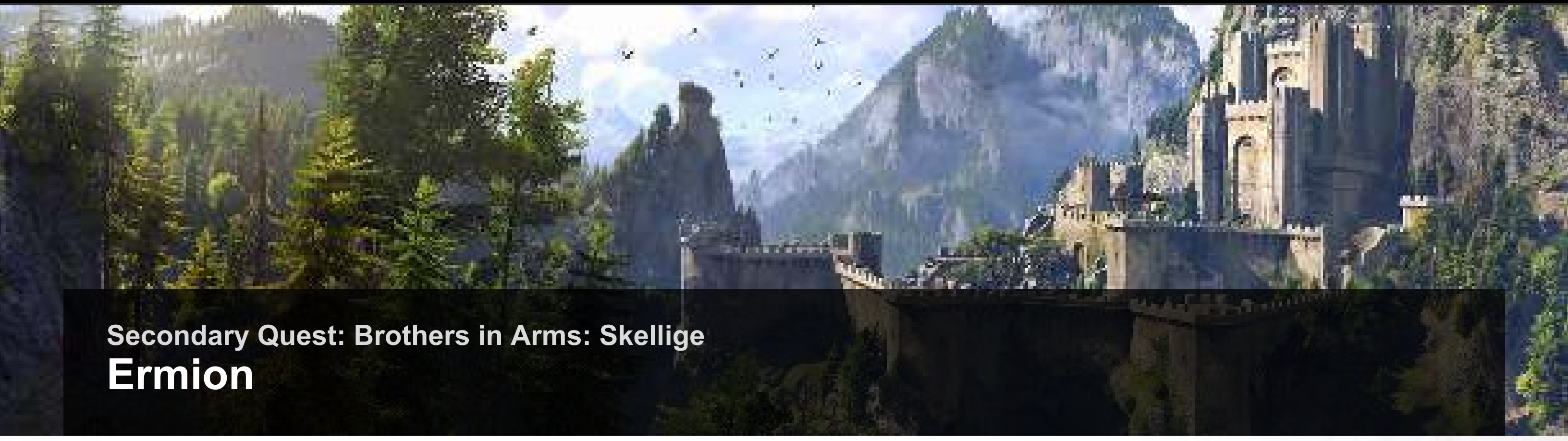


Vigi

LOCATION: UNDVIK (SKELLIGE), THEN KAER MORHEN

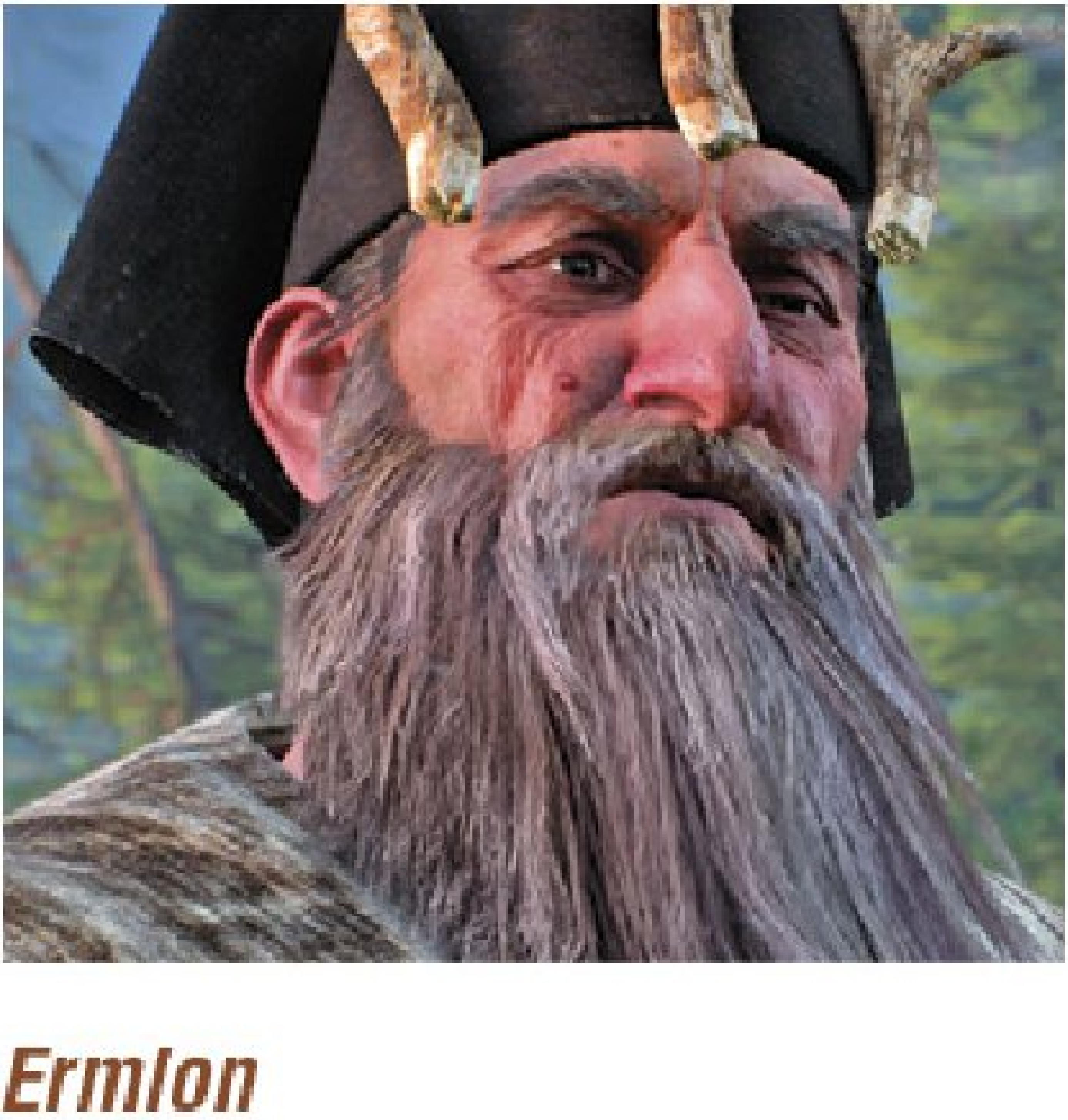
Don't forget about these two lunatics! Assuming you met and helped them, both Folan and Vigi provide an almost animal-like ferocity to the forthcoming battle, and will already have made the journey to Kaer Morhen (so you don't invite them personally during this quest; just expect them to accompany Hjalmar when you invite him). To ensure they help out, you must complete the following:

- **Secondary Quest: The Lord of Undvik** saved Folan from the rock troll's cauldron, and saved Vigi from his prison during the battle with the mountain giant.



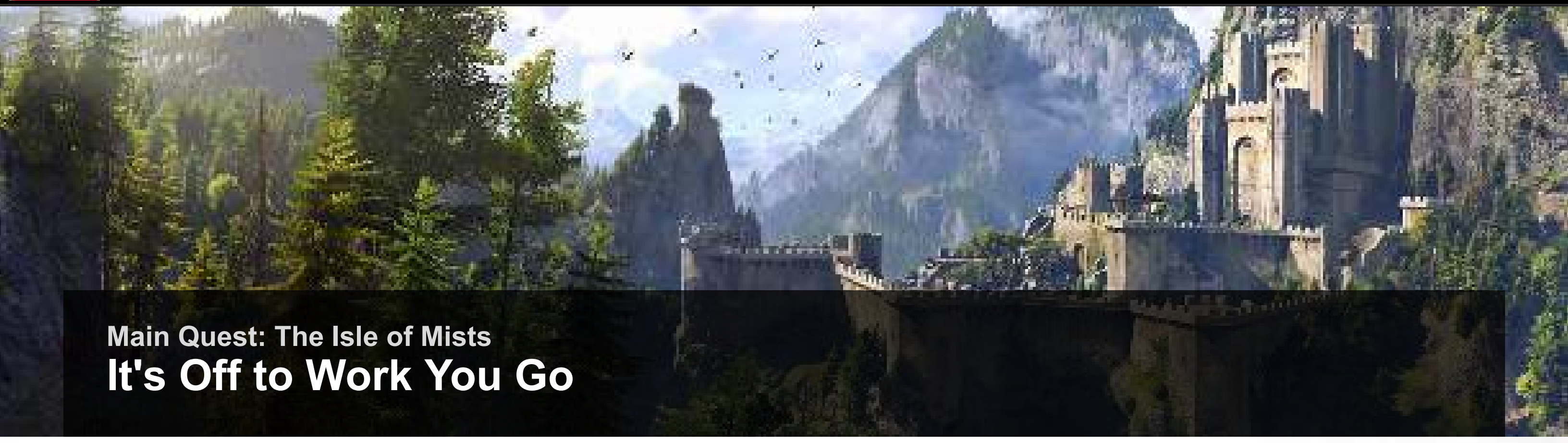
Secondary Quest: Brothers in Arms: Skellige

Ermion



LOCATION: KAER TROLDE (ARD SKELLIG) OR GEDYNEITH (DURING SECONDARY QUEST: CORONATION).

Though you may have had your reservations about Ermion, when you ask him for help in defeating the Wild Hunt, he agrees immediately, and makes preparations to leave for Kaer Morhen without a moment’s hesitation. Good man!



Main Quest: The Isle of Mists

It's Off to Work You Go

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE ISLE OF MISTS

LOCATIONS : Kaer Trolde Harbor (Ard Skellig), Undvik (Island), The Isle of Mists (Island)

CHARACTERS : Ivo, Ferenc, Gaspard, Cirilla

ENEMIES : Sirens, Harpies, Foglets, Wraiths, Bilge Hags, Fiend

ARMED UP, READY TO GO

Beware! Don't venture into the Isle of Mists until you're happy with the decisions you made in gathering your alliance members for the Battle of Kaer Morhen, since that quest begins automatically at the conclusion of this one!

OBJECTIVES:

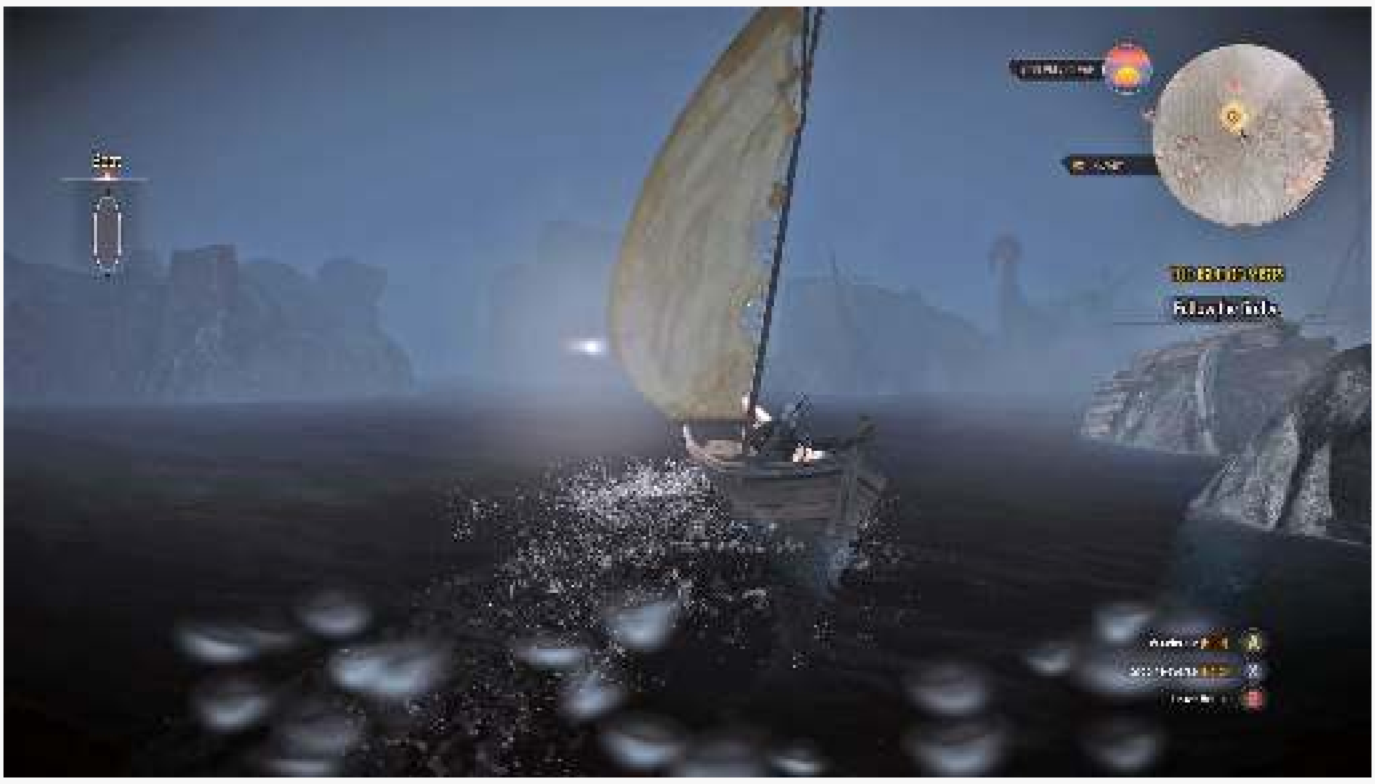
- Follow the firefly.
- Check what's in the hut.

Avallac'h has summoned a small bright orb to aid you in your travels across Skellige. From your chosen port (Kaer Trolde), navigate across the ocean to the strange mists off the coast of Undvik, where you're teleported to the still and eerie waters close to the Isle of Mists. Take care not to scrape your boat against numerous jagged islands, outcrops, and the rotting skeletons of longships long abandoned. Deal with any sirens by stopping your ship and firing at them or using Signs.

You're heading into a place not seen on any map. A mystical island with a rugged sandy shore, and a wharf to clamber onto.

Once ashore, the firefly bobs onwards up a slight incline. Follow it, watching for a couple of (what else?) foglets appearing. Dispatch them, before running up along a rocky path, with a strange little cottage built into the stone hillside, close to a gnarled tree. Knock on the door. There's no answer. Except for a sneeze. A gruff voice asks what you want. Tell him about your search for the ashen-haired Ciri. Your questions are met with obfuscation, until another voice pipes up. There's a group of fellows in this hut—survivors of a shipwreck. Answer how you wish, but that door is remaining closed.

Frustrated, tell them you'll look for the group's lost mates. There are three missing: Ivo, Gaspard, and Ferenc. It's worth asking where each of them was last seen, before you go. Start your search for the dwarves in any order you like.



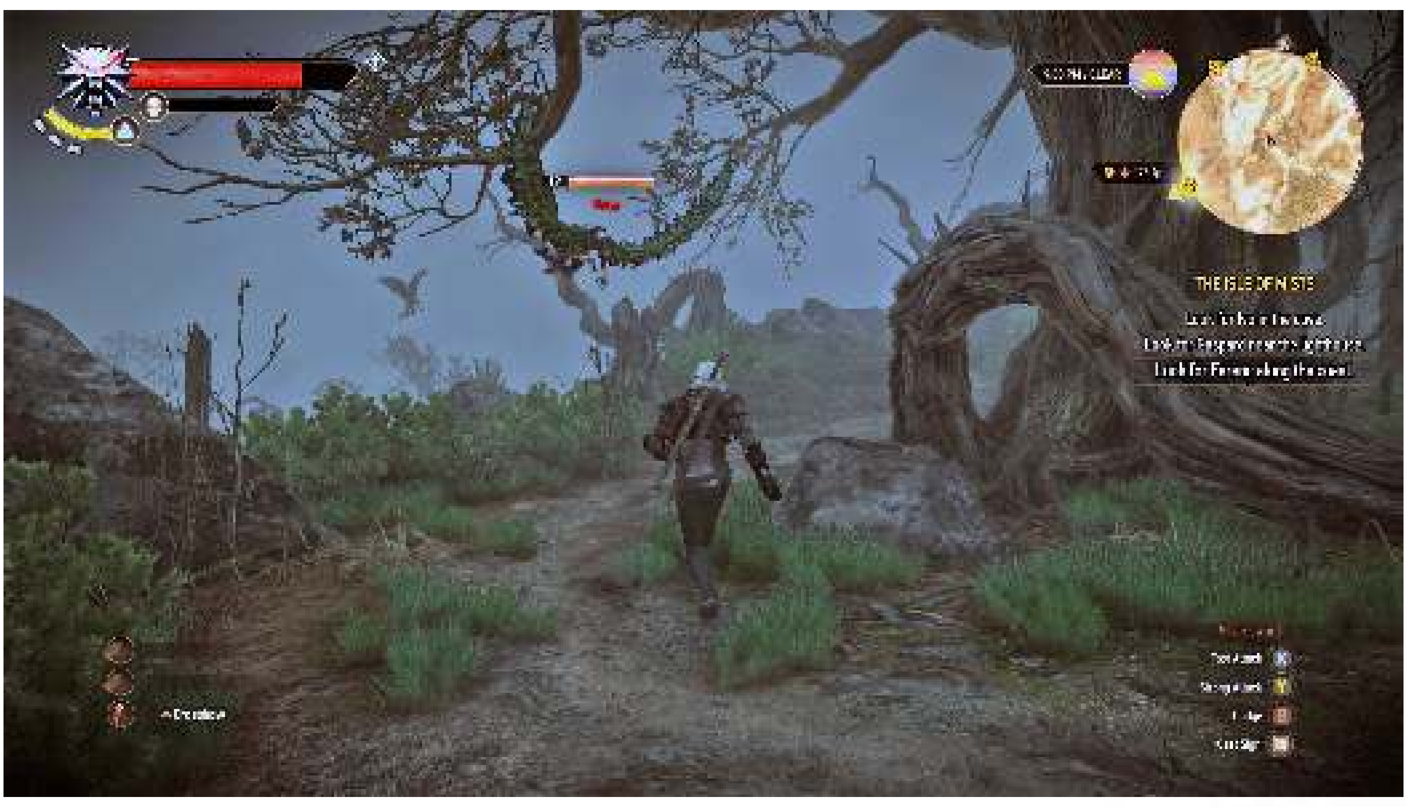
Main Quest: The Isle of Mists

A Long Walk Off a High Column

OBJECTIVE:

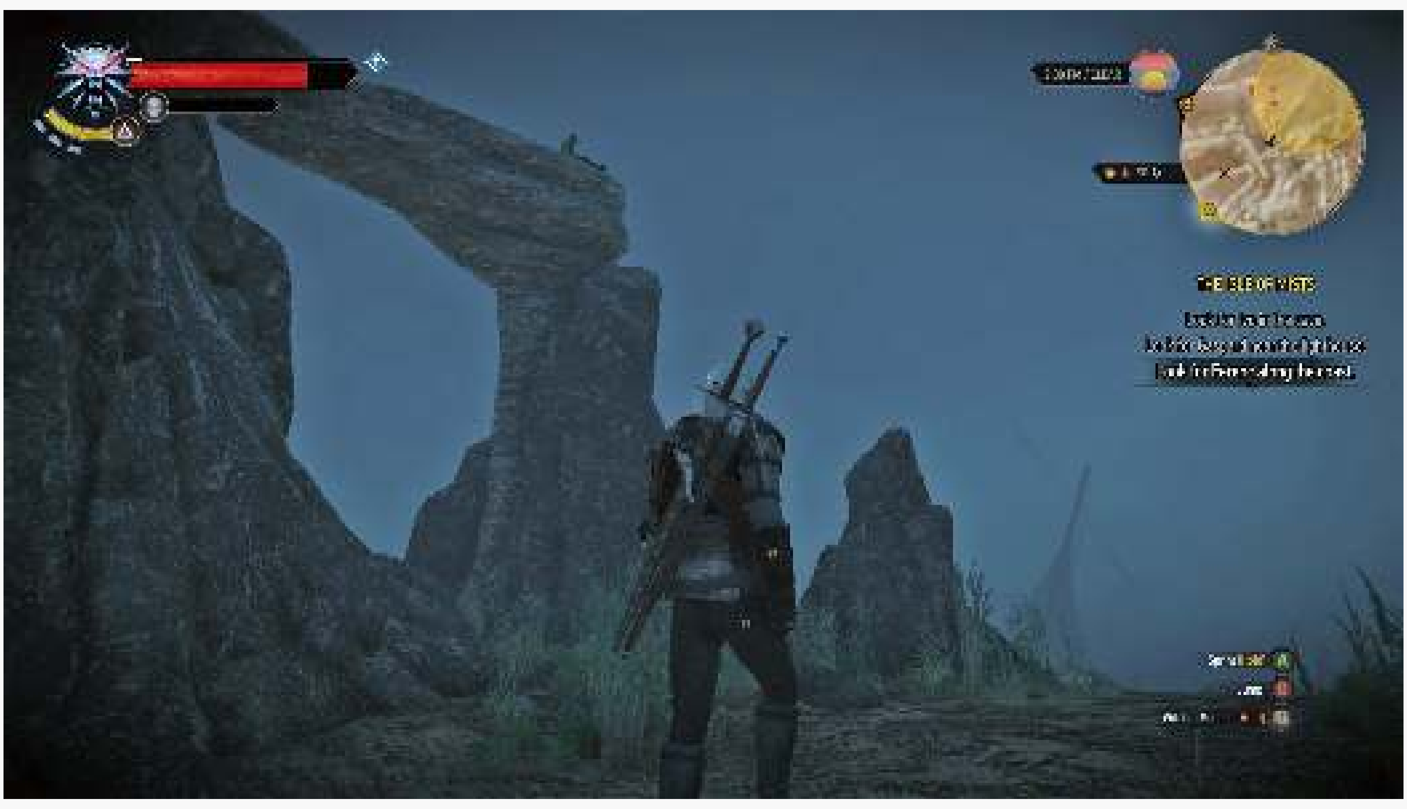
- (Optional) Find Ivo.

The isle of mists is a strange, gloomy place. Begin by heading down the path, then sprint roughly northwards across the grass and strange twisted trees, fighting off harpies. Run slightly northeast, toward and through a rocky arch, and onto a lonely beach, then jump the gap in the path down to the sand dunes. The coast is littered with flotsam, jetsam, and bedraggled longship wrecks. Expect a couple of bilge hags to attack, close to a strange rock column.



Ivo

Wait! Did you hear a plaintive call for help? Yes, it's coming from a dwarf stuck atop a tall rock column further up (west) along the shore. Run to the little fellow, and tell him you've talked to his friends. He's safe from monsters and can come down. The chap is delighted, but slips on the way down, and plummets to his death. What a dope.



Main Quest: The Isle of Mists

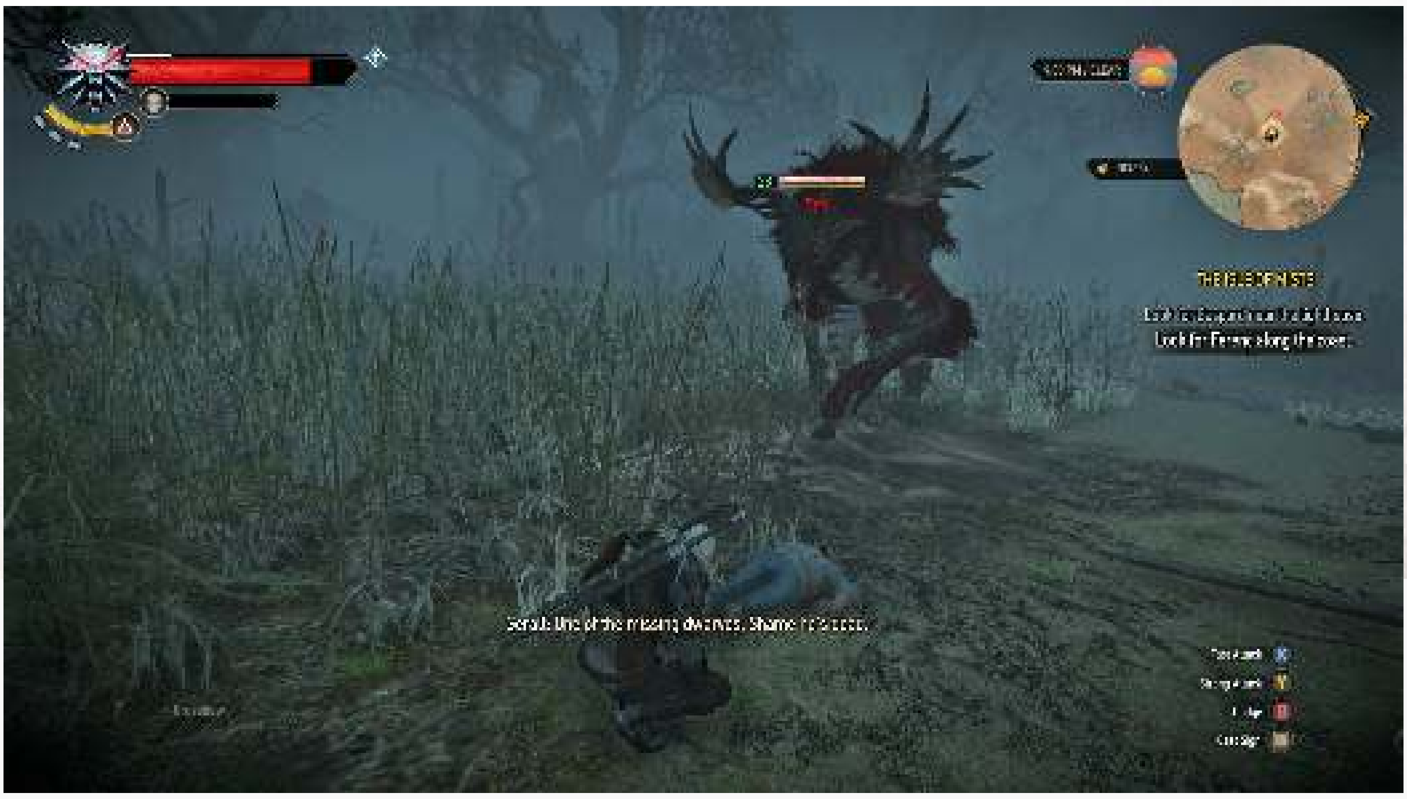
Ferenc Flattened by a Fiend

OBJECTIVE:

- (Optional) Find Ferenc.

Cross the island heading roughly south, watching for foglets and weaving through strange shrubbery and grotesque woodland, slowing as you reach a flatter area. Something large is moving near a large tree. It's a fiend.

Batter it to death with Signs and swords, then inspect the diminutive corpse nearby. Alas, it is Ferenc, all bashed and full of fiend claw marks.



FIEND VULNERABILITIES

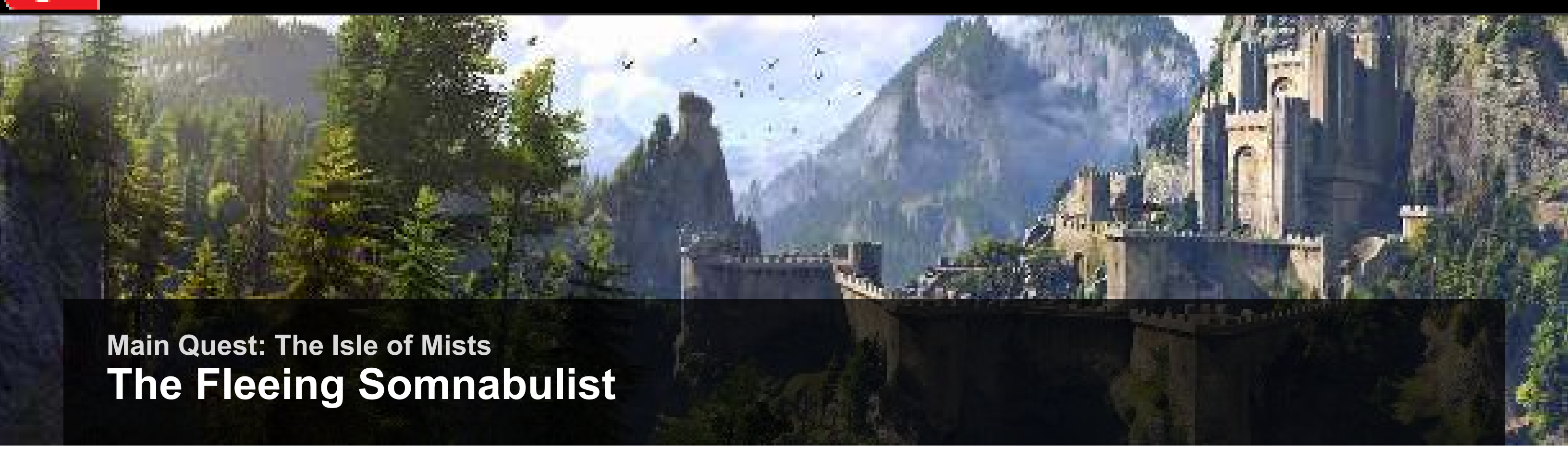
The fiend is vulnerable against the following:

Bomb: Samum

Bomb: Devil's Puffball

Oil: Relict Oil

Sign: Igni



Main Quest: The Isle of Mists

The Fleeing Somnabulist

OBJECTIVES:

- Find Gaspard.
- Bring Gaspard to the hut.
- Wake up Gaspard.

Gaspard

Let's hope for better luck with the last dwarf. Sprint northward from the corpse, through the mangled woods, across the debris-strewn inlet shore, and passing more twisted and gnarled trees. In the distance is a partly derelict lighthouse. Head inside and climb the three ladders to the fire burning at the very top. Also present is a snoozing dwarf named Gaspard. Hey, wake up sleepyhead!

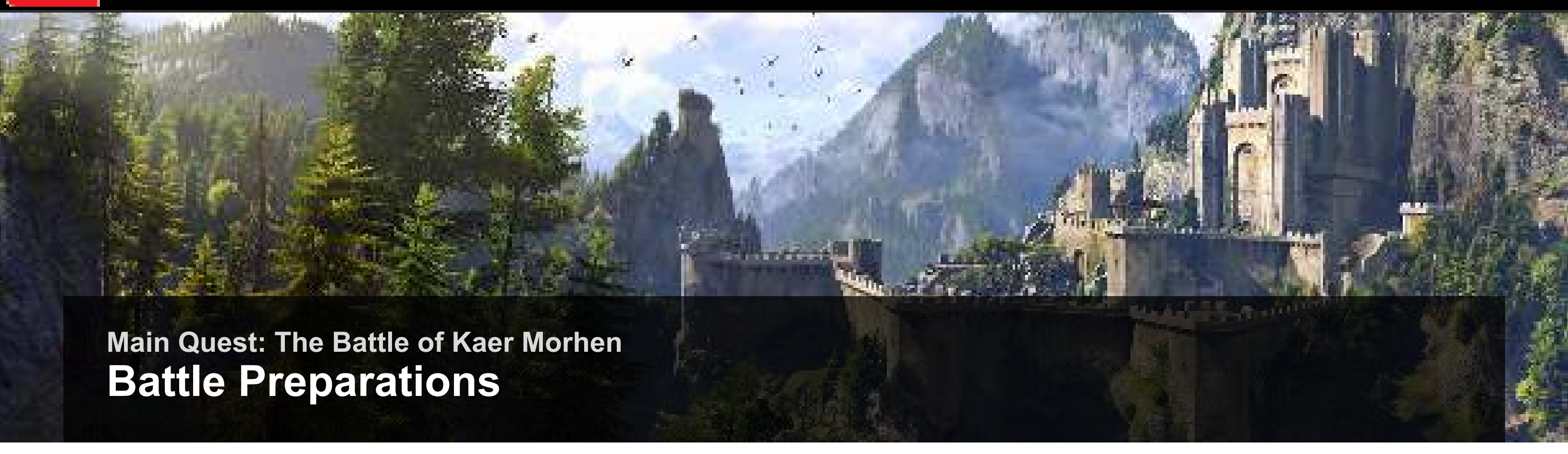
Stoop down and speak to the narcoleptic dwarf. Speak about Ciri, his friends, and feel free to leave him here and explore more of the island if you wish. But to rescue Gaspard, tell him his friends told you to find him. Run over to him and interact with the dwarf to shake him awake. Then venture onwards, into a thicket of foglets. Defeat around three of them, before patiently chaperoning Gaspard all the way back to the hut.

THE ISLE OF MISTS
Look for Gaspard near the lighthouse.

END: A MIST OPPORTUNITY

Cirilla

Upon your return to the hut, Gaspard gives the all-clear, and you explain the fates of the two remaining dwarves. You push past them after they tell you they fear the ashen-haired woman is dead. In fact, it is a magically-induced coma. You embrace as she wakens. Speak to her about Avallac'h, whom she trusts. She tells fantastic tales of other worlds. She speaks of visiting the Baron, dealings with Whoreson Junior, Dandelion, her journey to the shores of Skellige, the cataclysm of magic, the Wild Hunt almost capturing her in Lofoten, and her final retreat, into the Isle of Mists. Finally, you leave, but the dwarves have stolen your boat. Though the Wild Hunt will know your position, the only choice is for Ciri to open a portal, and flee to Kaer Morhen. This quest then concludes.



Main Quest: The Battle of Kaer Morhen

Battle Preparations

You address everyone before the Wild Hunt attacks. Ciri explains how the Wild Hunt chases her, and a counter-attack strategy is agreed upon by the assembled friends. Preparation is required. Choose any talking point you wish.

You will ride out to attack foes in the woods with Lambert and Letho. Lambert's dimeritrium bombs, and the Yrden Sign, should help close the navigator portals the Wild Hunt will use. Yennefer hands out amulets that will make all of the hunting party invisible. Triss is to provide potent fire magic when called upon.

You agree that Ciri is the most important, after which Roche offers to dig some trapping pits to waylay the Wild Hunt. Zoltan offer his sticky, flammable Mahakaman mix, and Ermion will make use of the natural gas pockets the keep sits on, but only if you invited these fellows along for the battle. Vesemir mentions the workshop and laboratory, and that one type of weaponry can be crafted at each location. Vesemir will continue brewing potions at the laboratory. Or Eskel can prepare more witcher traps. Make your choice:

- Choose the potion, and you receive Superior Swallow. If you completed Secondary Quest: Following the Thread with Lambert, you also receive Fortified Rafard's Decoction; both helping you survive the battle to come.
- Choose traps, you will see traps appear on all the yards of Kaer Morhen. When a foe walks into these traps, they explode. Therefore the choice between potions or traps is a tactical one; are you better at dealing a lot of damage (choose potions) or receiving a lot of damage (choose traps)?

Vesemir wants to fix the breach in a wall, but the same workshop tools are needed to clear a cave in at the armory, where some choice swords are available. Make your choice:

- Choose to patch up the wall, and Savolla's breach (from Witcher 1) is closed up, and the final stand-off has one fewer wave of enemies entering Kaer Morhen.
- Choose to clear the armory, there are some scenic changes and you gain access to a locked part of Kaer Morhen, where the armory was. Here you can obtain a superior silver sword and all the witchers in this fight receive weapons that deal more damage. The decision here is also a tactical one: Do you prefer to have more of the Wild Hunt to kill, but with a better sword, or fewer enemies and a lesser weapon (unless your own crafted sword is preferable...).

The preparations are completed, and Lambert readies for combat. Join him when you're ready. On the way, you speak to Ciri, impressing upon her the need to keep her safe. Then head west, out of the keep. Your comrades take up their positions. The Wild Hunt arrives, and Yennefer conjures her protective shield.

ALCHEMICAL ACCESS HERE!

Wait! Just before the battle starts, be sure to check Kaer Morhen for its excellent supply of alchemical ingredients; prepare them here and now, as this is the last chance before battle commences!

PLANS OF ATTACK

Use the following additional tactics during each part of the battle to come:

Before the battle

Replenish all your bombs and potions before leaving the keep, there will be no other occasions during the siege.

The Forest Rifts

Close all three rifts as quickly as possible; the fight has just started so save your bombs and potions for later stages. Remember that killing Wild Hunt warriors and hounds isn't necessary; removing the rifts from the sides, away from foes, and fleeing can be more effective than full-frontal attacks.

Running the Walls with Ciri

Use her Blink ability to move faster and to dodge enemy attacks.

Use her your Charge attack to kill group of enemies in relatively safe way.

The Main Courtyard Battle

Reach the keep from the forest as quickly as you can, or you may die quickly.Fight only when absolutely necessary; concentrating mostly on your objectives.

The Interior Courtyard Battle: At this point, all enemies must be slain, so start utilizing your bombs and potions; though it's always a good idea to save one Swallow or Rafard's Decoction for later.

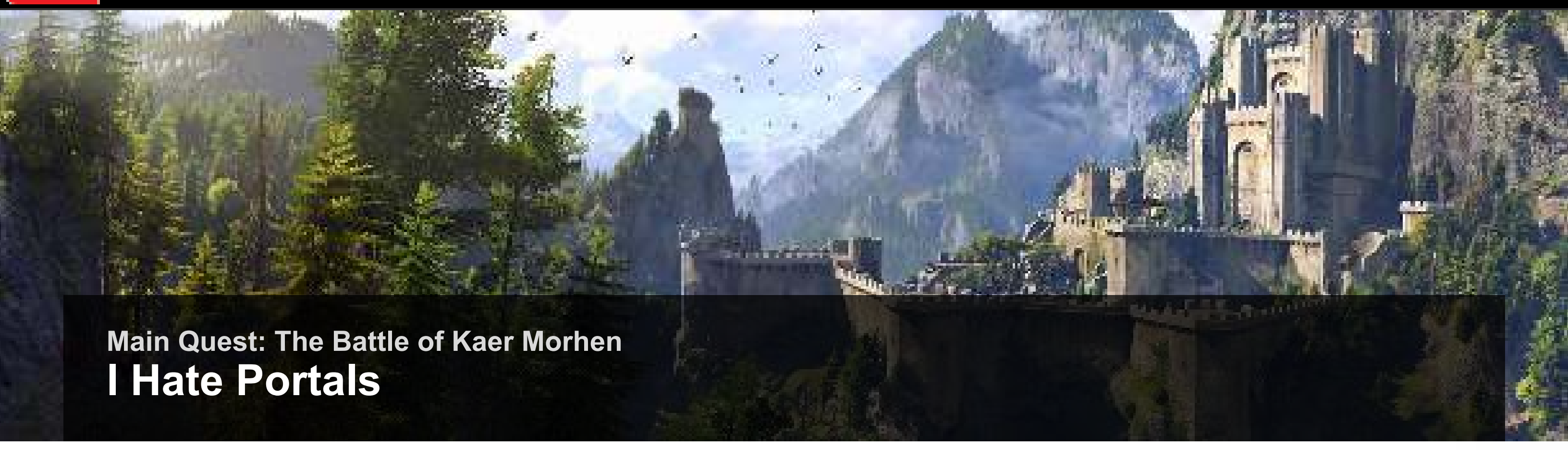
Be sure to use Igni to detonate the Mahalaman barrels (from Zoltan) and the rifts of gas (from Ermion); these devastate your foes. Use Aard to push your foes into the witcher traps, if you chose to build them.

Ciri's Second Battle

As before, use her Blink ability to move faster and to dodge enemy attacks.Use her your Charge attack to kill group of enemies in relatively safe way.If you are seriously wounded, attempt to hide and regenerate your health.

The Main Gate

Use Quen quickly, and then use Yrden on the rifts. If you're out of bombs and your stamina regeneration is slow, rely on the bombs to remove the enemy threats; there are additional bombs to take from chests along the battlements. Fight only if you have to; close all those rifts!



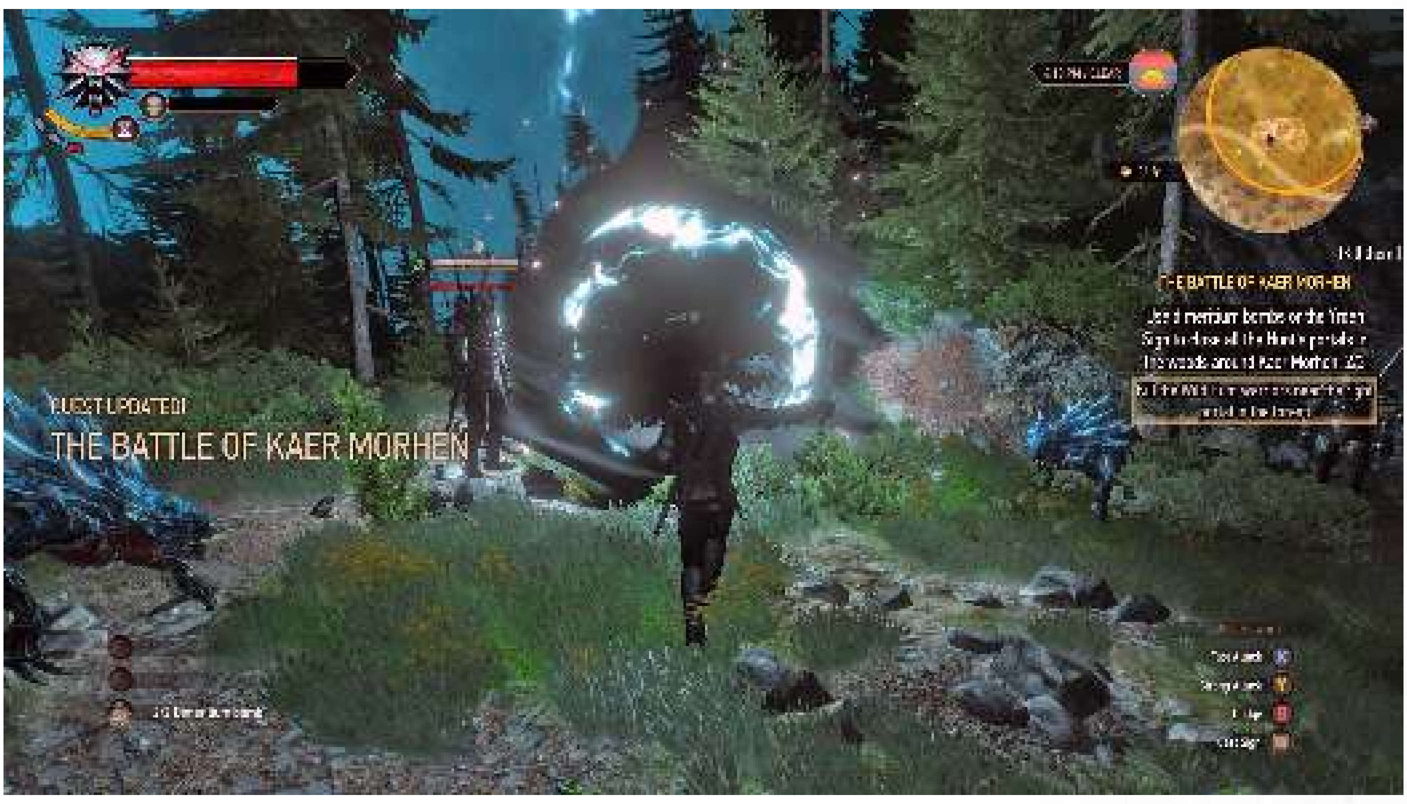
Main Quest: The Battle of Kaer Morhen

I Hate Portals

OBJECTIVES:

- Exit the keep and join Lambert when you're ready to face the Wild Hunt.
- Use dimeritium bombs or the Yrden Sign to close all the Wild Hunt's portals in the woods around Kaer Morhen (3).
- Kill the Wild Hunt warriors near the left, center, and right portal in the forest.

In the woods outside Kaer Morhen, Lambert instructs you to aim at the base of any Hunt portals you see, tossing his dimeritium bombs there with accuracy.



Head roughly southwards (southwest or southeast is fine, too), across the ford towards any of the three portals.

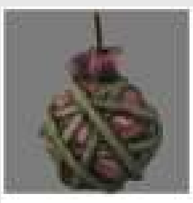
- If Roche has been summoned, he has already dug some nasty spiked pits in the vicinity. Don't worry about falling into them yourself; they take your weight! However, the Wild Hunt have already fallen prey to these traps; and each rift is now guarded only by two hounds and one warrior.

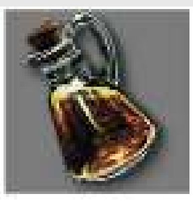
While still invisible, head to one of the portals, and simply lob a dimeritium bomb at its base. Or you can cast Yrden to dismiss the portal (which is especially handy if you're out of bombs). Afterwards, a group of Wild Hunt warriors and hounds (usually two of each) must be faced and cut down.

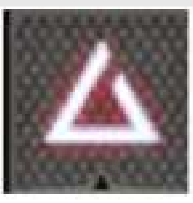
FORCE IN NUMBERS

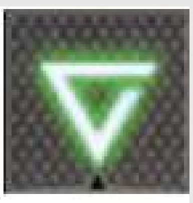
Use Lambert (and Letho) to help bring down these foes. Be sure to rid the immediate objective area of enemies before moving on to the next portal, so you aren't swamped by too many foes. Go to the Bestiary for advice on slaughtering both the hounds and the warriors of the Wild Hunt.

HOUNDS OF THE WILD HUNT: VULNERABILITIES

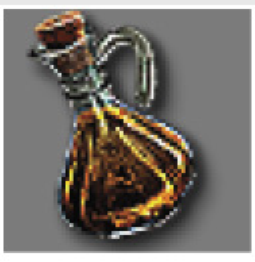

Bomb: Dimeritium

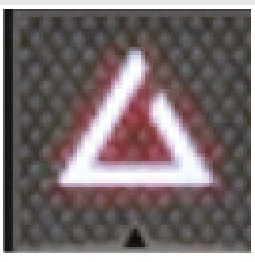

Oil: Elementa


Sign: Igni

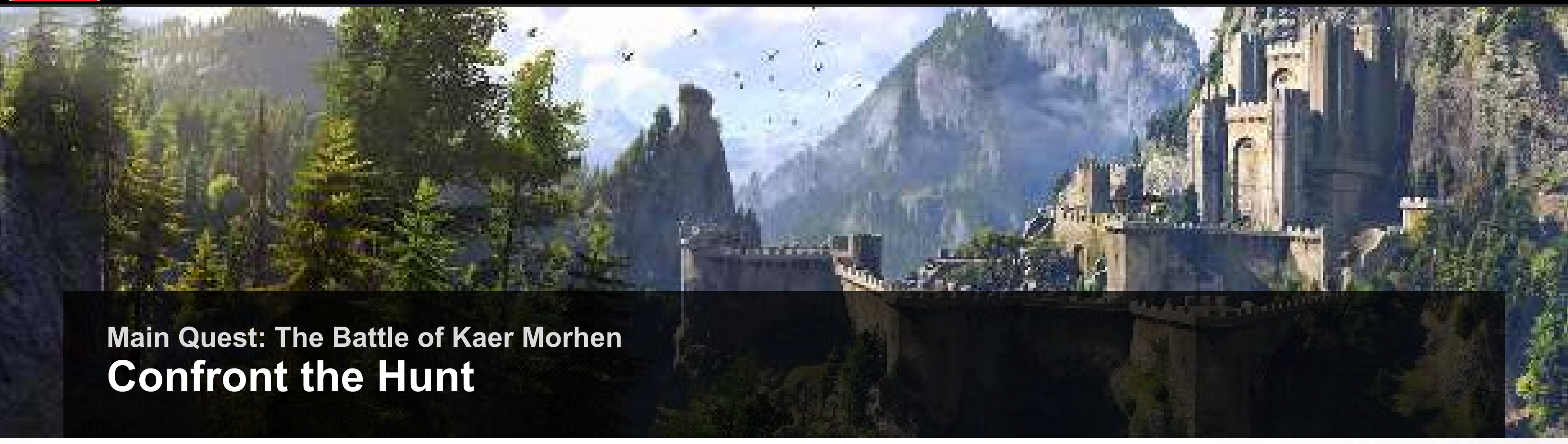

Sign: Axii

WARRIORS OF THE WILD HUNT: VULNERABILITIES


Oil: Hanged Man's Venom


Sign: Igni

With all three portals dismissed, and the Wild Hunt slain, you notice the commander striding through the woods, just as your invisibility wanes. Imlerith has arrived! You fire a flaming crossbow bolt as a sign for Triss. But no fire storm erupts.



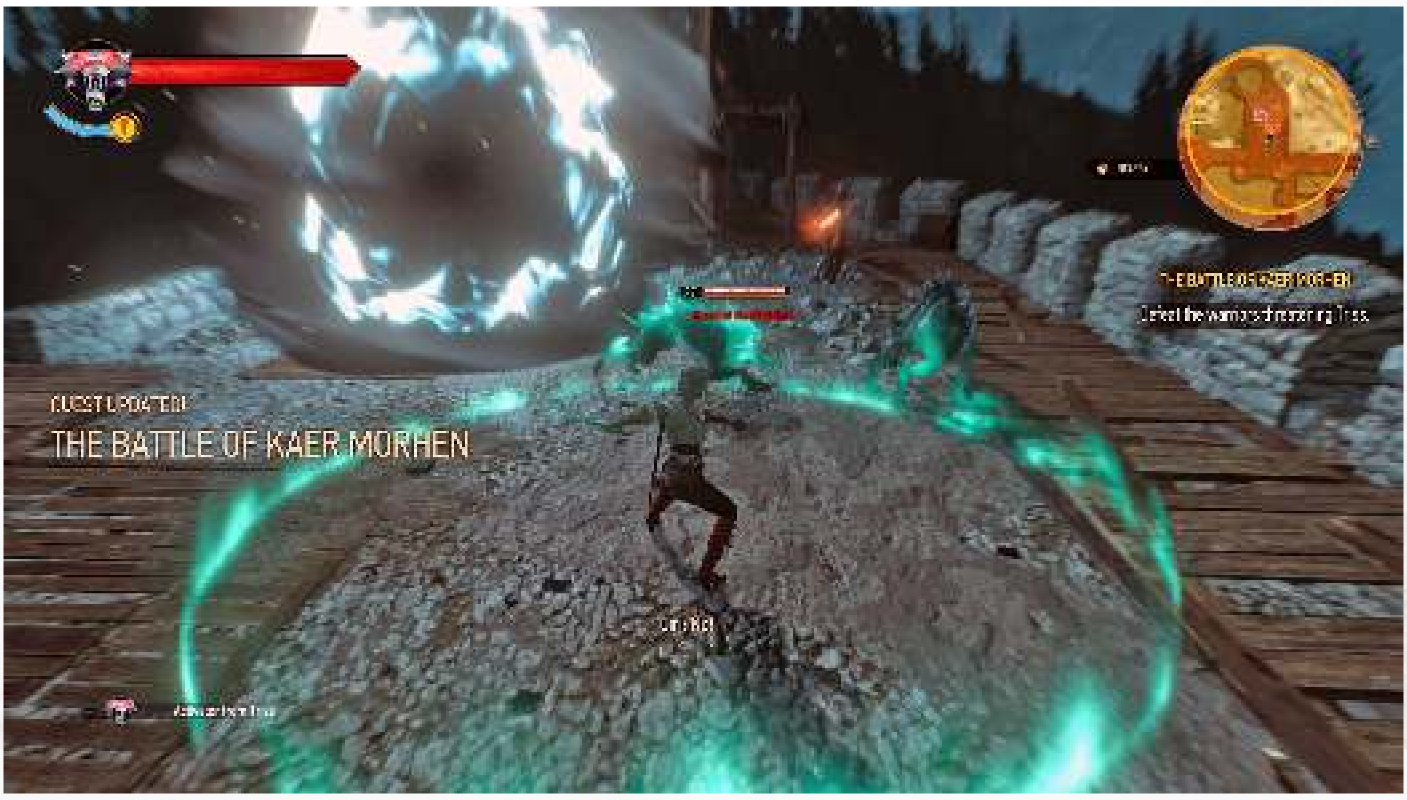
Main Quest: The Battle of Kaer Morhen

Confront the Hunt

OBJECTIVES:

- Run to Triss's aid on the battlements.
- Defeat the warrior's threatening Triss.

You are now controlling Ciri. The first ominous fall of snow signaling the White Frost appears. Vesemir hollers at you to wait inside. You can tell him you must confront the Hunt, or you want to fight, too. Either option leads to you running across the battlements, attempting to reach Triss.


QUEST UPDATED
THE BATTLE OF KAER MORHEN
THE BATTLE OF KAER MORHEN
Defeat the warriors threatening Triss.

SPILLING BLOOD WITH THE ELDER BLOODED

Remember, as Ciri you have a Magic Projectile, which can be used to further wound any foes you're battling in close combat (step back after casting so you aren't struck by this potent attack). You also have a Charge (hold the button for a greater area of effect to your attack), and an all-encompassing teleport and slash attack that requires a small delay to build up, but wounds multiple foes. Replenish your magic energy by attacking foes, and gaining small additional Energy reserves. Don't just rely on your swordplay, child of Elder Blood!

Run along the roof, striking down a Hound and four Warriors.

- If Zoltan is with you, he clings to a blade in the back of one warrior. Then he takes care of the warriors and hounds in the yard, and if you help him (as Ciri), he runs to the roof and helps Triss with the fight there.

Then run to where Triss is valiantly battling two warriors—step in and help out—slaying them, three hounds, and two more warriors and three more hounds from a second portal behind you. After Triss saves your life, she witnesses Geralt's request for help down in the woods.

Main Quest: Blood on the Battlefield

Paying Respects Amongst Friends

DANGER ALERT SPOILER ALERT

MAIN QUEST: BLOOD ON THE BATTLEFIELD

RELATED QUESTS : Main Quest: The Battle of Kaer Morhen; Main Quest: Bald Mountain

LOCATIONS : Kaer Morhen, Vizima

CHARACTERS : Hjalmar an Craite, Zoltan Chivay, Ermion, Lambert, Eskel, Vernon Roche, Ves, Letho, Keira Metz, Cirilla, Avallac'h, Triss Merigold, Yennefer of Vengerberg, Emhyr var Emreis, Morvran Voorhis

ENEMIES : None

QUESTING DECISIONS

This short quest commences immediately in the aftermath of Main Quest: The Battle of Kaer Morhen.

OBJECTIVE:

- Talk to Avallac'h about what to do next.

BLOOD ON THE BATTLEFIELD
Talk to Avallac'h about what to do next.

The funeral atop the mountains of Kaer Morhen is a chance to reflect, and to speak to the survivors of the battle, who you recruited earlier.

- Vernon Roche and Ves are heading back to Novigrad. Find them in the Partisan Temerian Camp if you wish to speak to them again.
- Letho agrees to stay on at Kaer Morhen once you invite him.
- Eskel will find somewhere else to winter instead of Kaer Morhen.
- Emrion bids you go in health, and leaves some medicines before he travels back to Ard Skellig.
- Hjalmar will head immediately back to Skellige to fight the Nilfgaard, but you have a strong ally for all time.
- Zoltan wants revenge, and commiserates with you on your loss.
- Keira Metz is about to leave with her new companion, Lambert!
- Lambert is his usual sarcastic self, whether Keira is here or not.

Walk northward down the hill toward the fortress, where Avallac'h, Triss, Yennefer, and Cirilla are meeting. Yennefer vows to reunite the Lodge of Sorceresses. Cirilla is angry that decisions are being made without her. Avallac'h tells you to leave her.

Main Quest: Blood on the Battlefield

Letting Go in the Snow, or Drowning in Drink

OBJECTIVES:

- Don't let the snowballs hit you (8).
- Defeat Ciri in a snowball fight (8).

FATE OF THE SWALLOW

Choice #1 Ahead!

You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings Section of the eGuide.

A few days pass after the battle, Ciri appears with Avallac'h, disheartened that she hasn't been able to put the thoughts of the battle behind her, and focus on her training. She asks how you manage it. Respond with:

"Think I know what might lift your spirits." Your "ancient" method for dealing with loss is to pelt Ciri with snowballs. Begin a small and entertaining fight using only balls of snow. Use the trees and battlement walls as cover, and don't worry about winning or losing. Ciri cheers up a bit. Afterwards, you can ask her about her travels between worlds, and how Eredin locates her.

Ciri's Fate (1 of 5): Positive Choice (+1)

"Relax, you don't have to be good at everything." You open some of Lambert's famous home brew, and drown yourselves in it. Ciri loosens up a little, but is still resigned to failure, especially after you drone on, lecturing her.

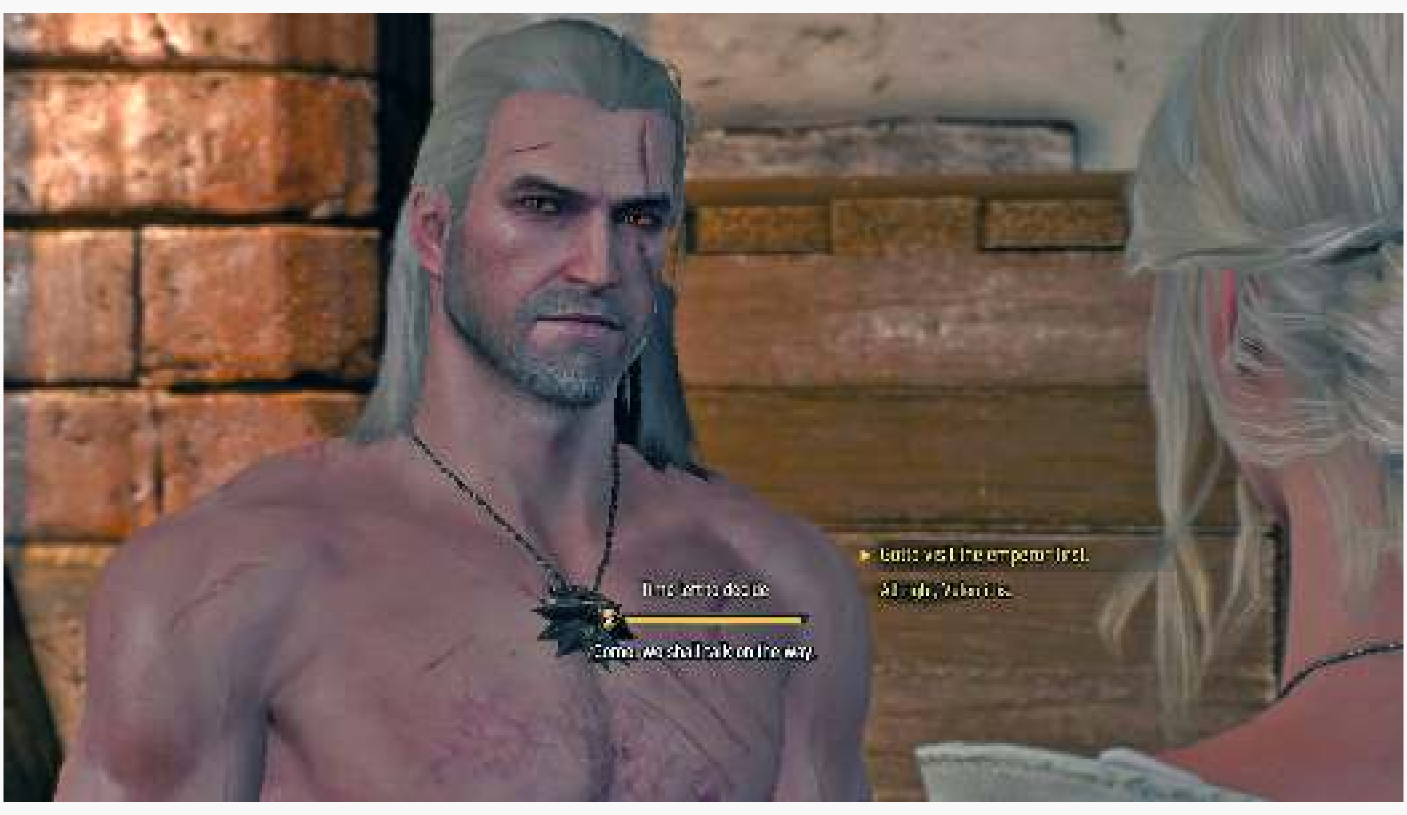
Ciri's Fate (1 of 5): Negative Choice (-1)

FATE OF THE SWALLOW

Choice #2 Ahead!

You are about to make another of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! In this particular case, visiting the emperor allows you to add a positive or negative choice to your total (giving you a total of five choices, rather than four if you ignore visiting the emperor). If you wish to know more, reference the Endings Section of the eGuide.

You are awakened by Ciri early in the morning. She seems excited, has the horses ready and explains that you need to head into Velen, to the witches' Sabbath on Bald Mountain.


Gotta visit the emperor first.
All right, Velen it is.
Time left to decide
Come, we shall talk on the way.

The guest of honor there will be Imlerith. This is a perfect opportunity to slay him and avenge Vesemir. Before you agree, answer her how you wish, until you choose the following:

"Gotta visit the emperor first." You embark on the journey to Vizima.

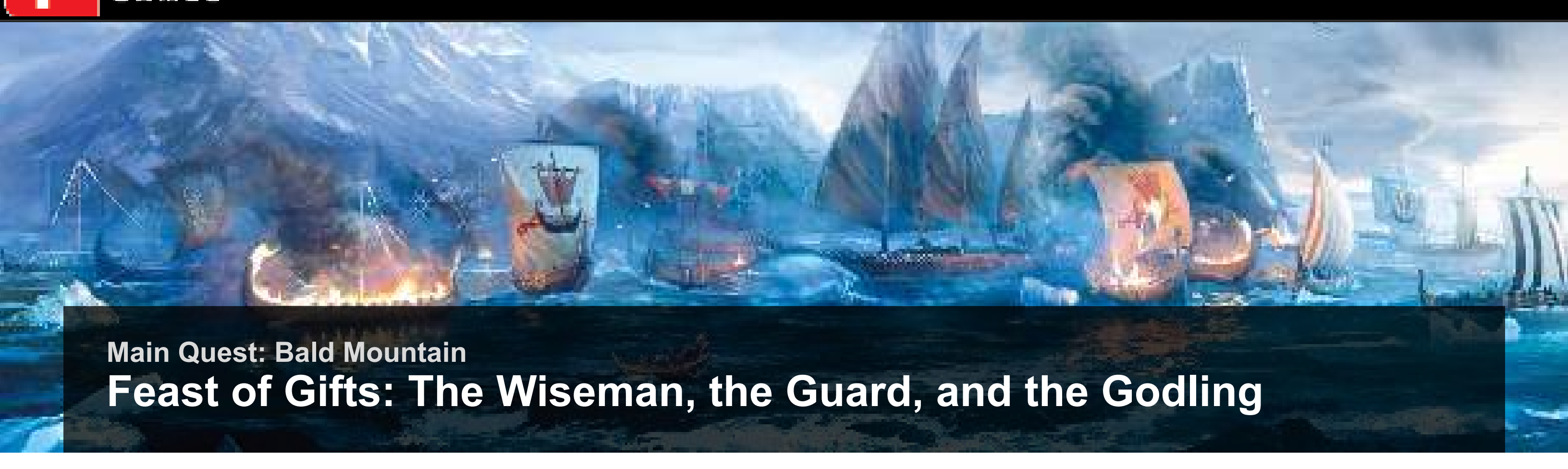
"All right, Velen it is." You head to Bald Mountain, and this quest concludes now.

FATE OF THE SWALLOW

It is important for the ending you wish to choose, that Ciri visits or ignores the emperor:

If she sees the emperor, she will become Empress, and this allows Epilogue: Something Ends, Something Begins (II) to be possibly accessed, with enough positive choices.

If she ignores the emperor, this allows Epilogue: Something Ends, Something Begins (III) to be possibly accessed with enough positive choices.



Main Quest: Bald Mountain

Feast of Gifts: The Wiseman, the Guard, and the Godling

DANGER ALERT SPOILER ALERT

MAIN QUEST: BALD MOUNTAIN

RELATED QUESTS : Main Quest: Blood on the Battlefield, Main Quest: Final Preparations

LOCATIONS : Road to Bald Mountain, The Witches' Cauldron, Bald Mountain

CHARACTERS : Cirilla, Johnny, Sarah, Marica, Thecla

ENEMIES : Drowners, Fiend, Fugas, Whispess, Weavess, Brewess, Imlerith

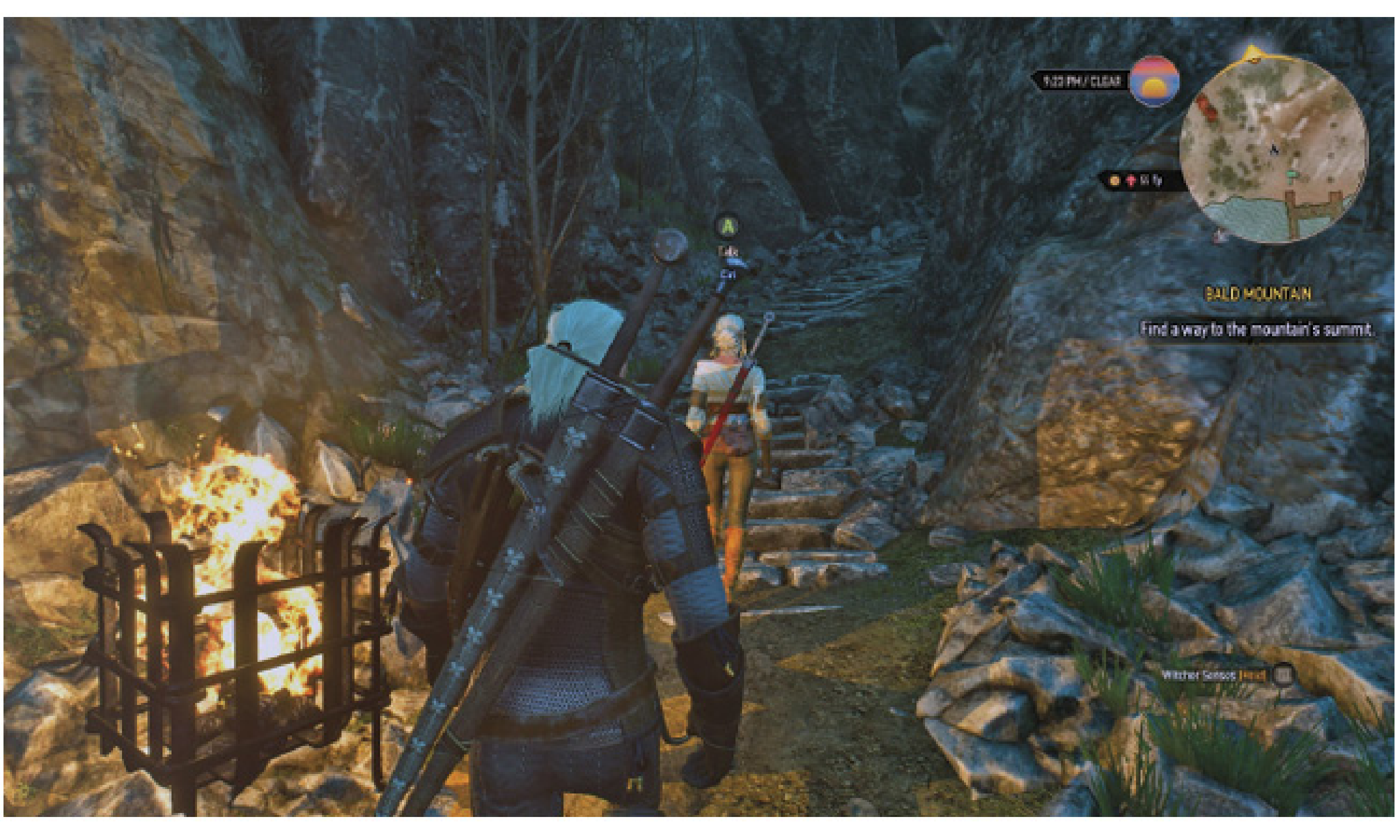
QUESTING DECISIONS

This quest starts automatically once Main Quest: Blood on the Battlefield concludes.

OBJECTIVES:

- Find a way to the mountain's summit.
- Nearest Signpost: Road to Bald Mountain

You disembark from the boat that took you to the foot of Bald Mountain—known as Aard Cerbin and home to the reviled Ladies of the Wood. Ask Ciri about her familiarity with this place, and her reasoning that Imlerith is here, before beginning your exploration. Walk along the road lit by torches that flicker eerily, as she warns you about the Aen Elle elves—who are in league with the Wild Hunt.



Atop the steps, a guard with a crossbow is stopped by a wiseman who beckons you to feast with them. However, you aren't allowed past this village. Sit down with them, and find out more about this ceremony:

- Ask about what the feast celebrates (blessings bestowed by the ladies, after which there's verbal evidence that human children are sacrificed in return for "magical acorns").
- Ask why the gates are closed (because only a "chosen" few see the ladies).
- Ask about the ladies descending to the village (they wait every year to see if they will appear).

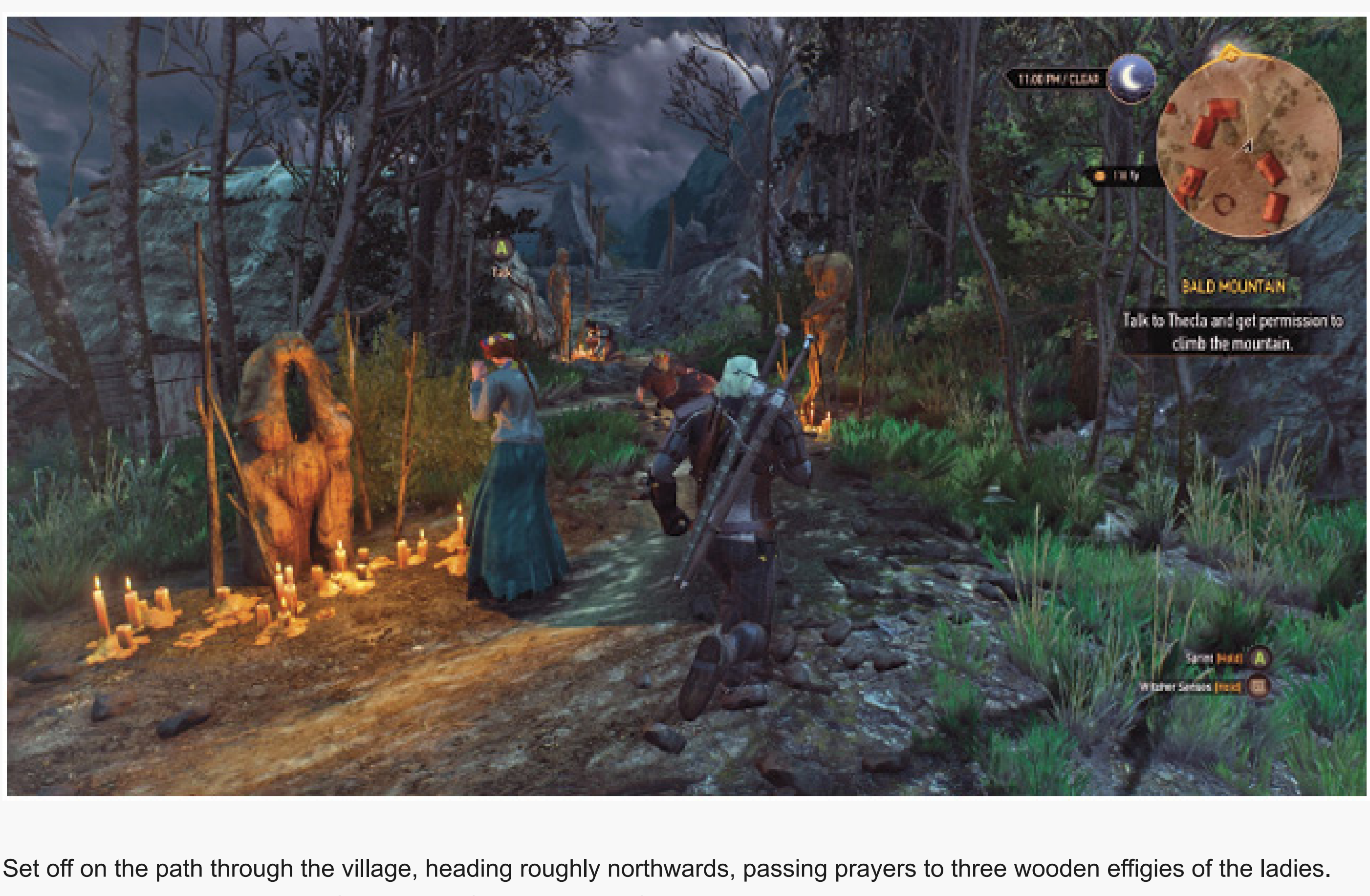
After your fireside chat, the wiseman instructs you to visit a woman named Thecla, who will judge you.

OBJECTIVE:

- Talk to Thecla and get permission to climb the mountain.

Johnny the Godling

Sarah the Godling



Set off on the path through the village, heading roughly northwards, passing prayers to three wooden effigies of the ladies. You meet up with Johnny, the Godling you followed in the Crookback Bog earlier in your adventures.

- If you removed Sarah the Godling from the "haunted" house during Main Quest: Novigrad Dreaming, she is here too. Johnny asks you why you banished her. Sarah interrupts, saying it worked out well in the end, as she met Johnny.
- If you allowed Sarah the Godling to stay in the house, only Johnny is here.

Speak with Johnny. You can ask what he's doing here (he's heard the ladies smile nicely upon children during the sabbath). You can also learn that the only way up the mountain is by approval from Thecla, that she has a "guest" (Imlerith is here), and that a trial may be necessary to obtain a key to the mountain. Leave Johnny (and Sarah) and continue.

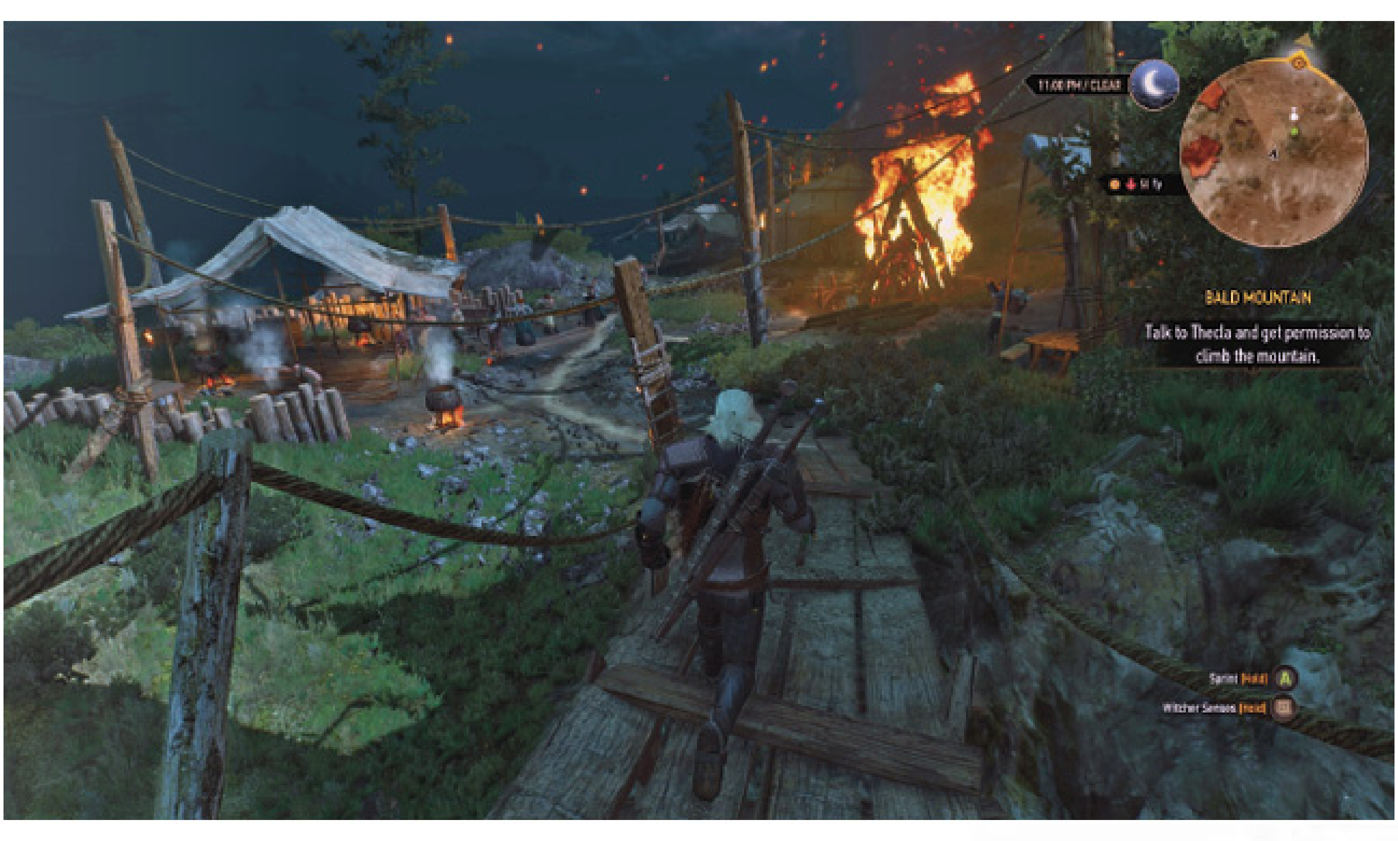
Main Quest: Bald Mountain

Feast of Gifts: Diving for the Defilers Oren

Marica

Thecla

Journey across the wood and rope bridge, passing a procession of peasants waiting for food, and enter a tent to your right, where an old, cloudy-eyed crone named Marlca is judging the merits of those that wish to climb the mountain. Her assistant Thecla is her eyes. They gladly accept Ciri as worthy, but not you. Appeal this decision by choosing any conversation topic you wish. It is agreed that you must complete a challenge to be deemed worthy. Agree to this.



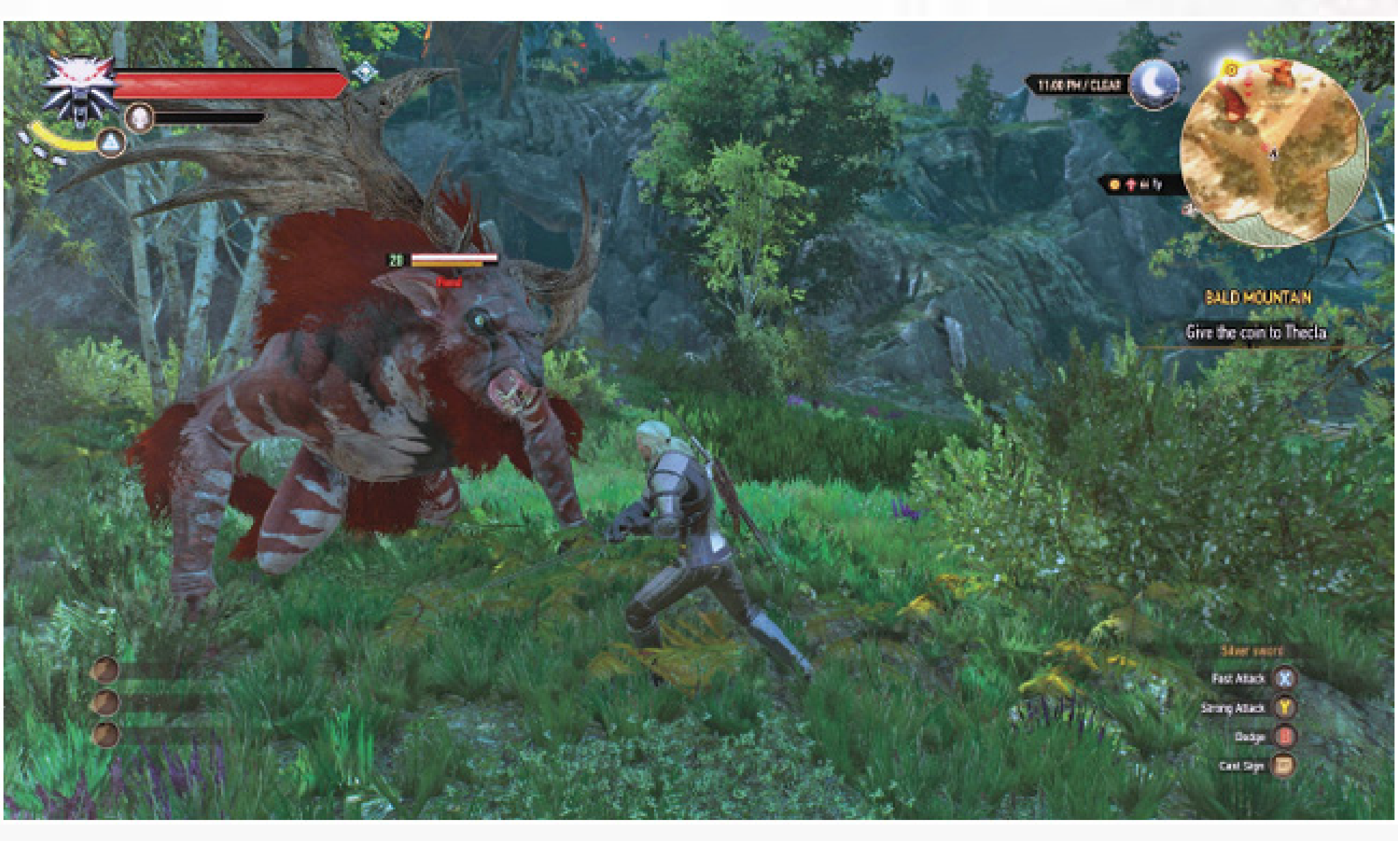
OBJECTIVES:

- Retrieve the coin Thecla threw in the water.
- Give the coin to Thecla.

You are lead to a wooden ledge, where a coin from days of yore is dropped into a small pool below. Dive off the ledge and swim into an underwater tunnel. Avoid the drowners flitting by you, or use your crossbow to remove them and make the search easier. Immediately use your Witcher Senses to scan the murky depths for the coin. It is close to the junction of the dead-end alcove, and the exit tunnels.

ITEM: Quest Item: Defiler's Oren

Now swim to the exit tunnel, and head westwards to the pool's exit. Once on dry land, be extremely careful as a fiend is prowling the woods here.



Defeat it, before scrambling over the rocks to reach a set of steep wooden stairs to the southeast, and ascend back to Thecla's tent. She deems you worthy and tells you to keep the coin; it is the key to climbing the mountain.

OBJECTIVES:

- Travel the path to the peak of Bald Mountain.
- Defeat Fugas in combat.

THE START OF THE SABBATH

Once you emerge from Thecla's tent, she announces the start of the sabbath, and the merriment begins. There is dancing and revelry. But concentrate on your task at hand, scaling the final section of Bald Mountain.

Fugas

The moon is large and low as you head back across the wood and rope bridge, before turning eastwards at the petroglyph rock, and approach the entrance to the mountain's interior. Marica beckons you through into a cavern lit by candles and adorned with skulls. A rotund but powerful sylvan, named Fugas, asks Ciri's name. He also tells you the coin you carry signifies a death sentence. He launches from his haunches at you, and combat begins. Utilize your sylvan-killing prowess, and defeat the beast.

SYLVAN VULNERABILITIES

Fugas is a sylvan; a relict that is susceptible to the following:

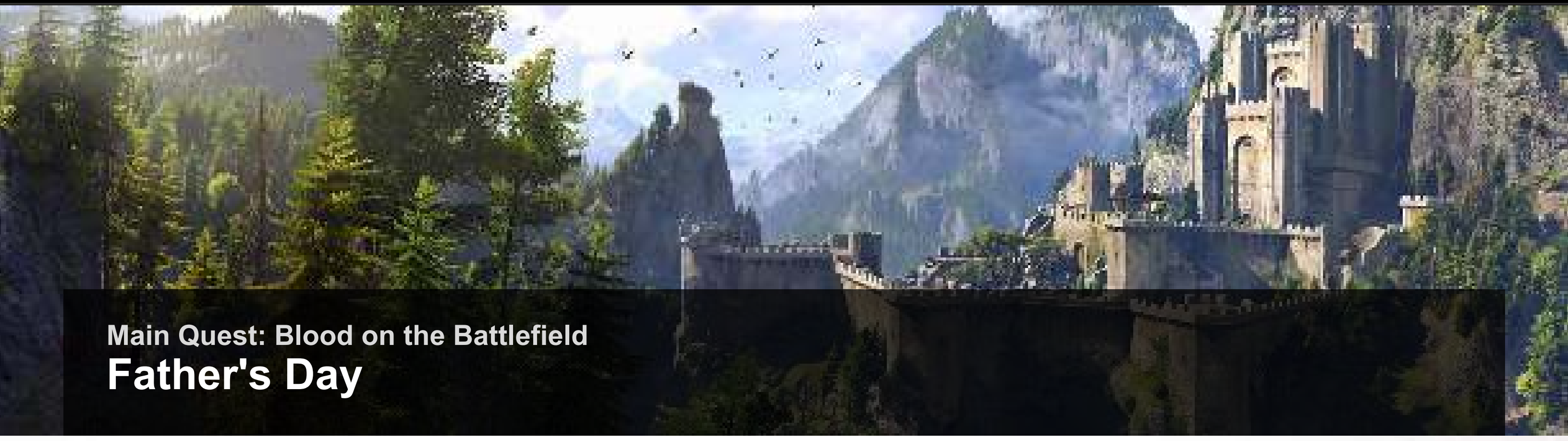
Bomb: Samum

Bomb: Devil's Puffball

Relict Oil

Sign: Igni

Once your confrontation with Fugas is over, you discuss which of you will face the crones, and who will slay Imlerith. Ciri suggests a game of rock, paper, scissors to decide. Ciri gets the Crones, but tries to argue into fighting Imlerith. You firmly tell her that she will face the Ladies of the Wood.



Main Quest: Blood on the Battlefield

Father's Day

A week later, you arrive at Vizima, and are lead into the castle gardens where the Emphyr is waiting. Emreis greets Ciri with her full name—Cirilla Fiona Elen Riannon, Queen of Cintra, Princess of Brugge and Duchess of Sodden, heiress to Inis Ard Skellig and Inis An Skellig, and suzeraine of Attre and Abb Yarra—and tells you he didn't expect you to keep your word. Answer how you wish. A servant brings in a small chest brimming with coin. You can:

- Refuse to accept the coin on principle. Ciri is proud, happy, and loving to you, her adopted father.

- Ciri's Fate (2 of 5): Positive Choice (+1)

- Accept it, even though it has been presented in the most audacious way possible (to make you look bad in front of Ciri). Ciri now believes you weren't looking for her because she is precious to you, but because of the gold. Her world is shaken.

ITEM: Crowns: 2,000

Main Quest: Bald Mountain

Ciris Quest: Getting to the Root of the Problem

OBJECTIVE:

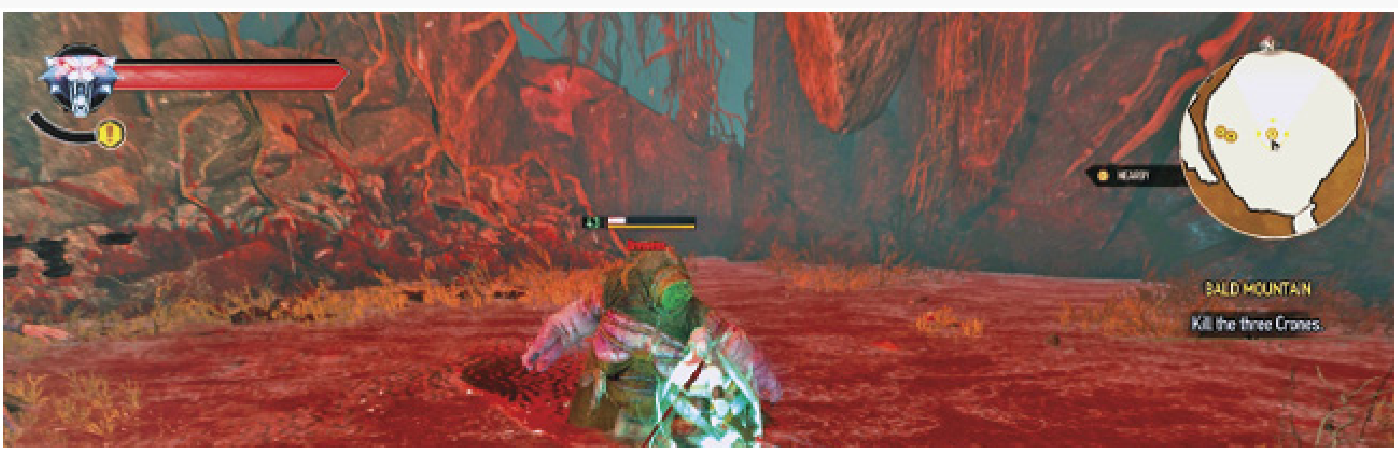
- Penetrate to the heart of the tree's roots.

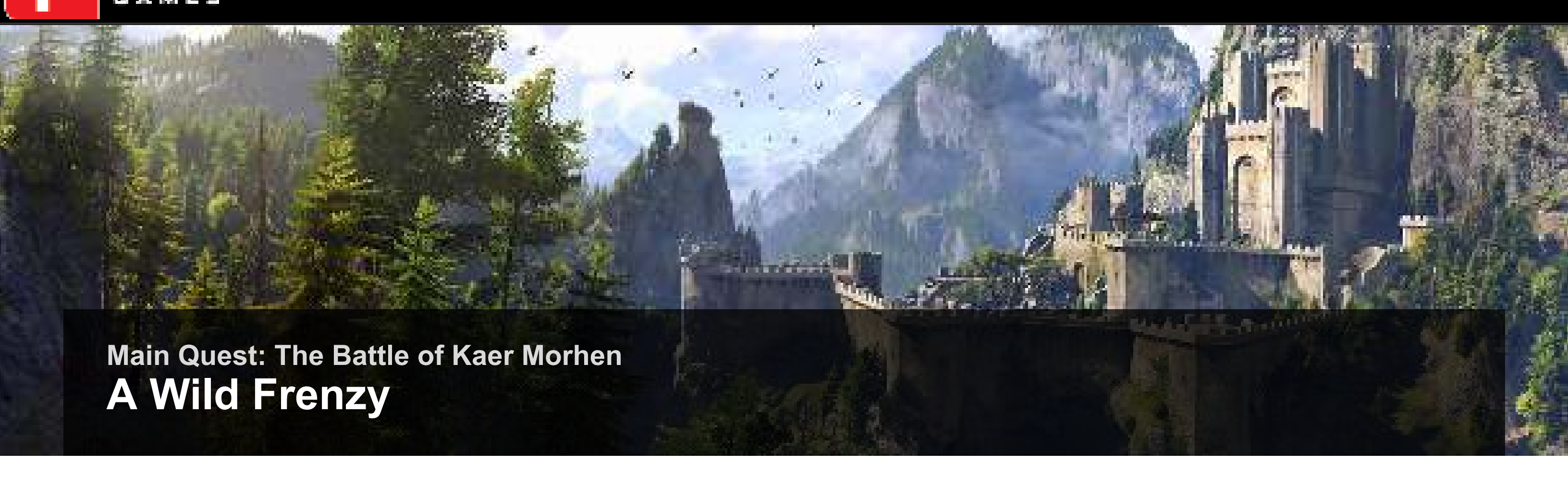
Whispess

Weavess

Brewess

You control Ciri. Head along the tunnel to a gap in the rocks leading to a pool. Dive in and swim roughly southwest and surface, climbing onto the bank of a tunnel, and heading up and into the crones' cavern. The trio of comely maidens are stirring a cauldron. It is a stew of sacrificial body parts.





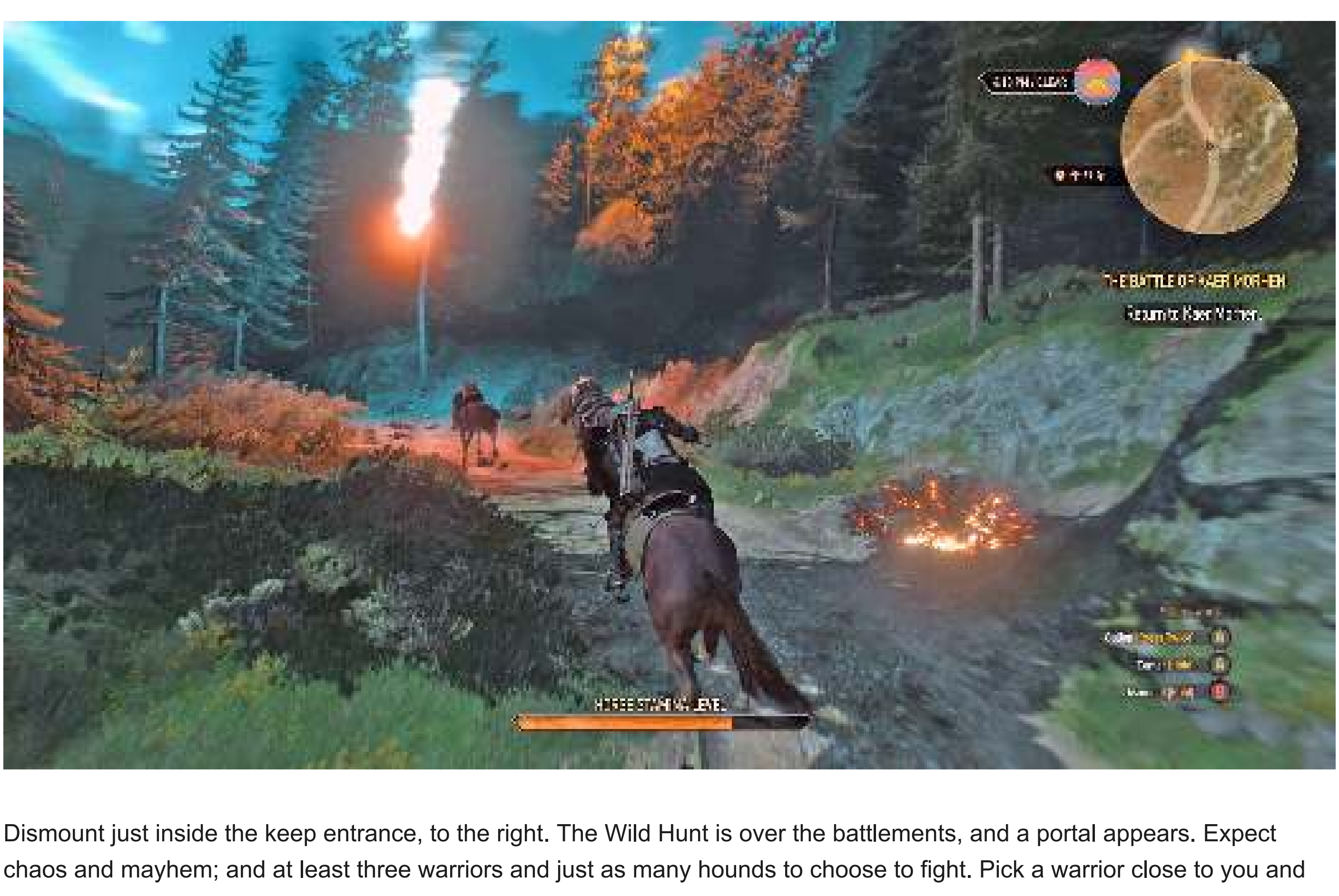
Main Quest: The Battle of Kaer Morhen

A Wild Frenzy

OBJECTIVES:

- Return to Kaer Morhen. Close the main gate.
- Help Lambert defeat the Hunt's warriors.

You are now Geralt. After a protracted battle, Triss finally rains molten death down from above. You seize this opportunity to flee back to the castle with Lambert (and Letho). Once on Roach, gallop quickly across the ford (roughly north), dodging any fiery missiles. Race to the fortress as Yennefer's power begins to falter, and the protective shield she valiantly has summoned starts to shrink, forcing this retreat.



Dismount just inside the keep entrance, to the right. The Wild Hunt is over the battlements, and a portal appears. Expect chaos and mayhem; and at least three warriors and just as many hounds to choose to fight. Pick a warrior close to you and concentrate on slaying him. Continue until Vesemir yells to close the gate.

Turn southward, climbing the wooden platform up to the main battlements and objective area. Vesemir is up here, battling the Hunt.

- Vesemir is attempting to close another rift. If you help him now, he turns back and races to the roof, to help Triss as well.

- Ermion is also on the crenelations, putting his staff to good use and slaying away.

Tackle any nearby warriors but make the gate mechanism—a lever along the upper wall to the west and north—your priority. Pull it!

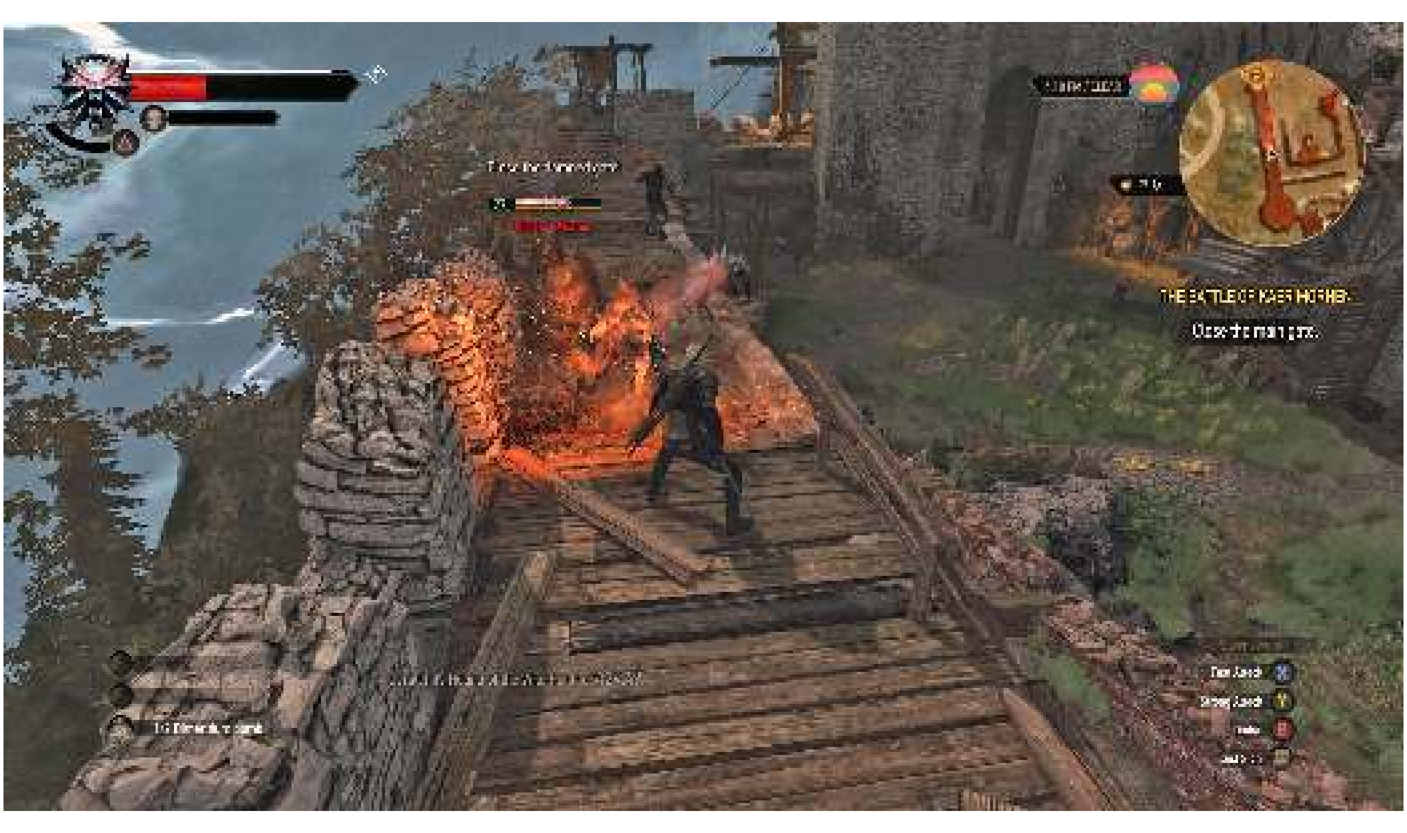
Return down to the courtyard, and expect at least five more warriors and just as many hounds throughout this carnage-filled combat. Bring down any foes to their knees, heading to help Lambert and finish your fighting in his vicinity (near Letho and Vesemir as well). Check on Lambert's health and ensure he doesn't die.

- If Keira Metz is with you, she summons a large protective circle, repels the Wild Hunt warriors, and saves Lambert. Afterwards, she continues to patrol the side yard (alone if you didn't help her).

OBJECTIVES:

- Retreat to the Middle Courtyard.
- Defeat your opponents and retreat behind the main gate.
- Get to Triss.
- Save Triss and close the Wild Hunt's portal.

Yennefer's strength is waning. Retreat by heading the way you moved at the start of this quest, east and north up the ramparts, then west and finally north, where Vesemir drops an archway on your pursuers. Remain in the initial courtyard and tackle any foes stopping your friends from escaping. Expect at least six warriors and hounds to bring down, along the way. Use bombs or Yrden on every portal that appears, gradually making your way up the steps. Pass the ballista crossbow, looking for further portals to close. Then battle up the steps, slaying stragglers, and reach the main doors to the keep. Eskel hasn't opened these yet!



- If Zoltan was invited, he has placed his explosive barrels across the fighting area from this point onwards; ignite any and deliver an explosive death to any foes nearby. Why not try to blow up a barrel close to where Ermion (if invited) has released some flammable gas? The explosive is even more devastating!

- If you invited Roche and Ves, they welcome you from the walls, shooting burning arrows and bolts at your enemies. If you brought Zoltan along too, Roche and Ves also aim for the dwarf's exploding barrels.

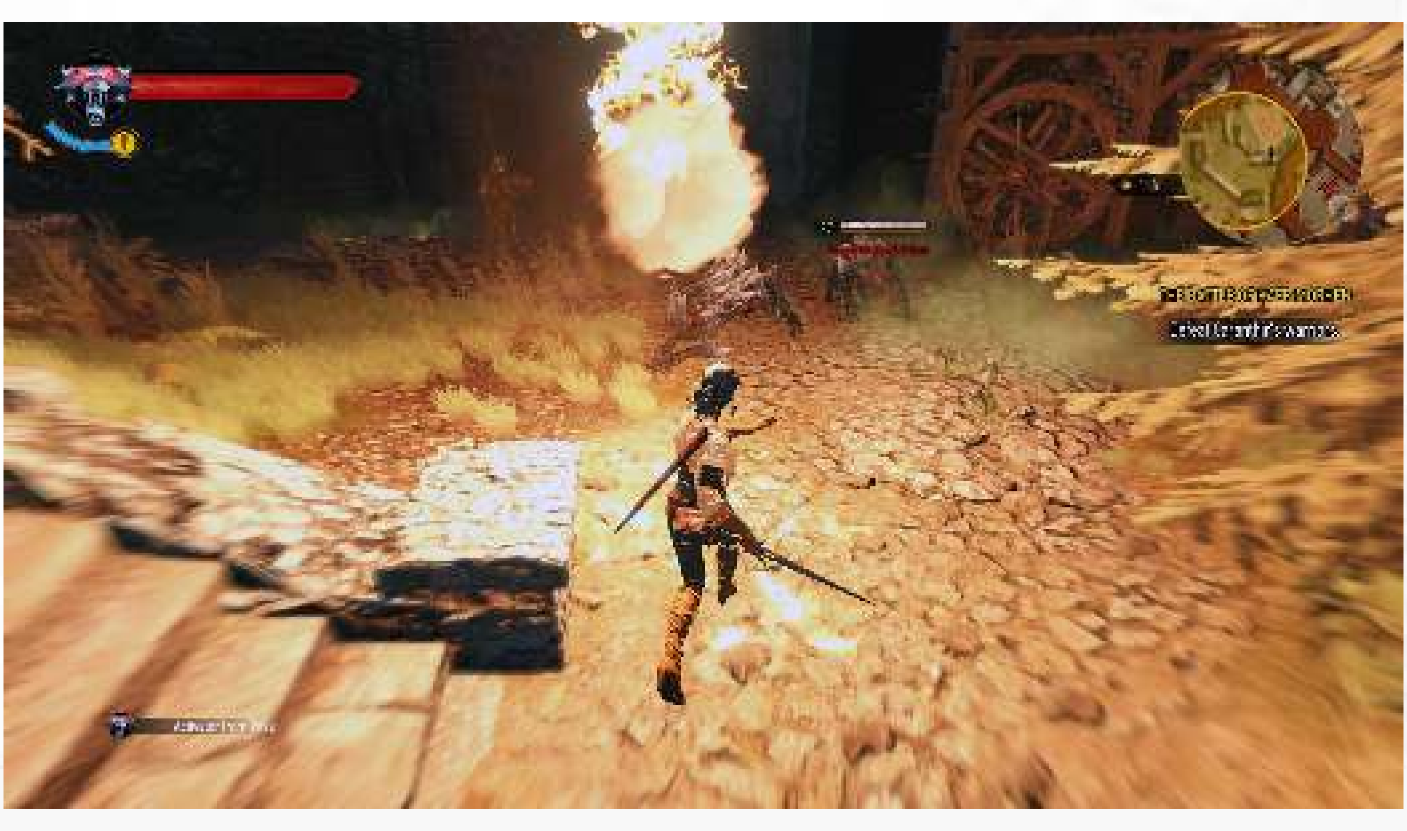
Head back down the steps, then northeast towards Triss' location. Ignore the fire raining down and instead sprint at the portal, and close it with bombs or Yrden. Turn on at least three more warriors and hounds, cutting them down with Lambert's (and Letho's) help. Now look for any remaining foes and bring them down with keen sword and sign strikes. After the fight, Ciri appears atop the battlements, and agrees to find Eskel.

OBJECTIVES:

- Defeat Caranthir's warriors.
- Open the gate to Kaer Morhen's inner courtyard.

You are Ciri again. Caranthir strides through the keep, stopping to face Eskel in combat. The witcher is nimble and cunning, but Imlerith is vicious and quicker. You jump into the fray, saving Eskel, and face Caranthir, who stops as a mighty horn sounds in the distance. He departs, leaving you to fight his minions. Perfect your Charge and missile strikes as you whittle down four warriors, and listen to Eskel complaining.

Move to the next objective area. Slay two warriors and two hounds from the portal, and then descend to the lower courtyard where three warriors and hounds must be faced. Next, move to the large wooden wheel mechanism, and use it to unlock the gate.

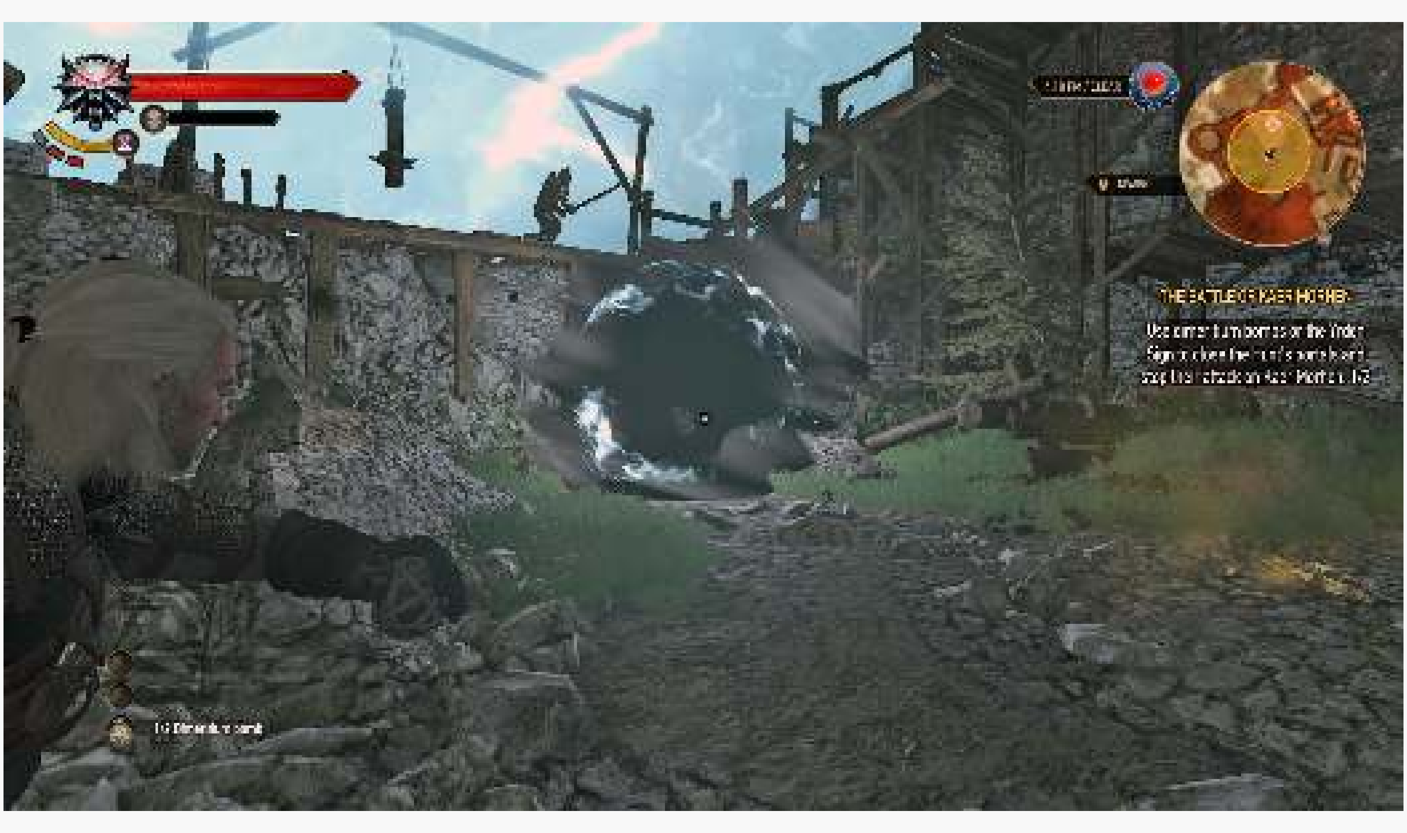


MAELSTROMS IN THE COURTYARD

OBJECTIVES:

- Use dimeritium bombs or the Yrden Sign to close the Wild Hunt's portals and stop their attack on Kaer Morhen (2).
- (Optional) Equip yourself with dimeritium bombs from Vesemir's supplies.

You are Geralt again. Still the Wild Hunt comes! But with the gates open, you can access the central courtyard, and stop further Hunt incursions via the portals.



Temporarily stop your slaughter of warriors and hounds, and instead race immediately to the nearest portal, banishing it with Yrden or dimeritium bombs (if you run out, find more in crates along the walls).

- If Hjalmar is with you, he leaps into a portal, shrugging off the White Frost, and reappears a moment later, fill of vim and vigor, helping you remove one of the portals.

GATHERING EXPLOSIVES

Dimeritium bombs appear as objective dots on your minimap.

OBJECTIVES:

- Help Eskel defend the upper courtyard.
- Help Ciri defend the upper courtyard.
- Help Triss fight the Wild Hunt by the gate to the central courtyard.

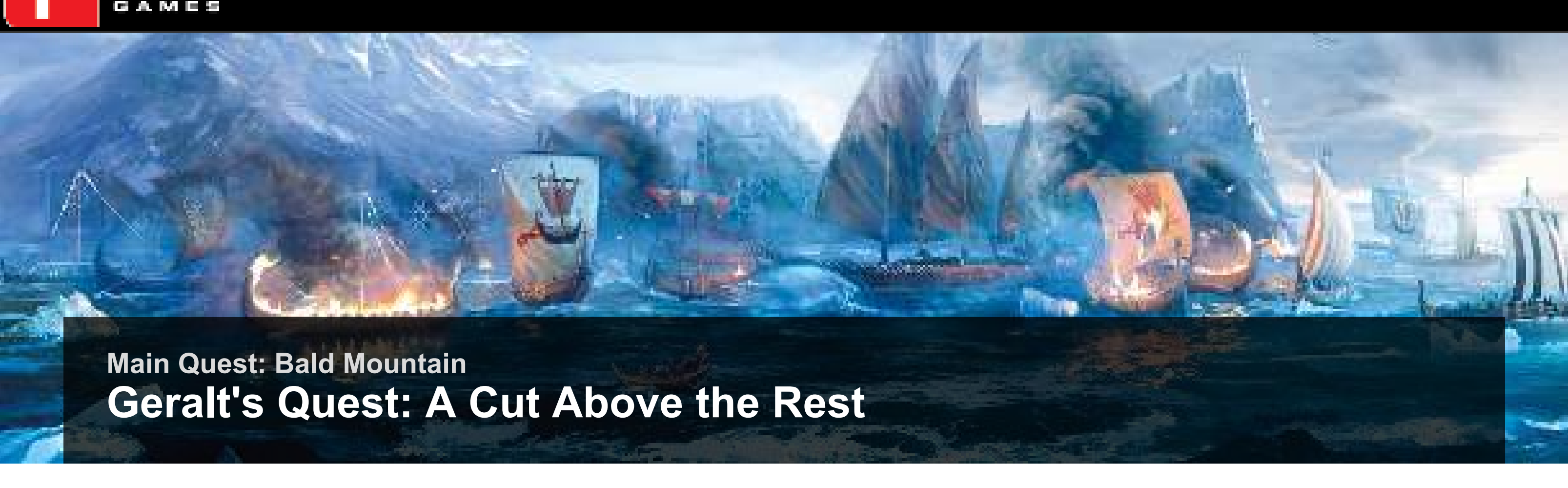
When no more immediate portals are visible (there are usually three to dismiss), fight any foes close to your location. When Eskel yells that the Hunt is coming through Savolla's breach, ascend the steps and head northeast. Find and remove three more portals in the upper courtyard. Then Ciri shouts for help.

Rush southwards towards the opposite end of the upper courtyard, where Hjalmar launches an attack on a warrior, before a new portal opens. Dismiss the portals quickly. Triss yells for assistance now. Dash northwestward and down to the main gate.

END: THERE IS NO BLAME. JUST GRIEF.

The main gates burst open as Yennefer falls. You are frozen as the White Frost envelopes the castle grounds. The Wild Hunt strides in, with both generals and including Eredin himself! Knocking Vesemir from his protected stance near Ciri, the old witcher saves her life, but at a great forfeit. Overcome by rage, Ciri loses control of her powers, uttering a magical scream that forces the Wild Hunt back, and then to banishment. Avallac'h appears, siphoning her power. She falls to the ground.

- After reaching out to Ciri, speak to her as you wish. Preparations are made to say farewell to a friend, as this quest concludes. Main Quest: Blood on the Battlefield begins automatically.



Main Quest: Bald Mountain

Geralt's Quest: A Cut Above the Rest

OBJECTIVE:

- Find Imlerith.
- Kill Imlerith.

You control Geralt. Follow the path up Bald Mountain. The area is blasted and dead, with only a massive gnarled tree dominating the peak. Take the wooden bridge, and climb the series of rock ledges lead up to a large bonfire, and a confrontation with evil.

-385
11:00 PM / CLEAR
BALD MOUNTAIN
Defeat Fugas

Imlerith

As his succubi slink away, Imlerith asks where Ciri is.

- You can lie (which Imlerith sees through immediately).
- You can admit she is here (angering Imlerith who demands to see her).

GERALT THE STONE COLD KILLER

You would be wise to prepare potions and meditate just before you reach the bonfire and the final confrontation with Imlerith. Imlerith is vulnerable to the following:

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

DEFEATING IMERITH OF THE WILD HUNT

Combat now begins. Imlerith's heavy armor, war mace, and shield all serve to make him look intimidating and slow. That illusion should be forgotten as soon as the monstrous Wild Hunt commander teleports behind Geralt at the start of the fight and swings for his head with that massive mace. As soon as you can, make use of any potions that can boost your survivability, Tawny Owl, Swallow, Full Moon, and Blizzard are all good choices. Players confident in their ability to keep damage to a minimum can imbibe Thunderbolt to make each strike count.

The mace cannot be parried or countered, only dodged or rolled away from. Stay relatively close to Imlerith, dodging his swipes and jabs of the mace. The goal initially is to flank him so you can strike at the huntsman behind the shield.

Imlerith
BALD MOUNTAIN
Kill Imlerith.
Fast Attack
Strong Attack
Parry / Counterattack
Dodge

Imlerith's shield stops everything you can throw at it, bombs, explosive bolts, even Signs. He will occasionally use the shield in the middle of melee combinations to knock Geralt to the ground.

Attacking Imlerith is about taking advantage of openings. You can either evade, then strike, or you can catch him in between his own attacks with a fast attack of your own. The latter strategy can go very poorly if your timing is at all off.

When Imlerith teleports, he gains a frost coating and aura on his armor. You can burn that off with Igni.

Repeated strikes against his shield causes it to warp and bend, eventually making it possible to knock it aside and possible leave an opening for an attack.

At roughly 20 percent of his Vitality, Imlerith throws down his shield in a fury, abandoning defense for an all out assault. He begins swinging the mace wildly, interspersing his attacks with teleports behind Geralt. Again, do not attempt to parry or counter these attacks.

In this final phase of the fight, focus on dodging and rolling to keep Geralt out of harm, until Imlerith takes a massive overhead swing that gets the mace stuck in the ground. That is the opening to score a heavy strike on the general. He recovers the instant you strike him, so be prepared to evade another attack from behind when he teleports.

Above all else, remain patient. Imlerith cannot be interrupted from his furious swipes and teleports in the final phase, so wait for him to make himself vulnerable before attacking.

DEFEATING IMLERITH: THE BEST BATTLE TACTICS

Eredin attacks with the following:

The Mace: Imlerith is a big and brutal warrior, relying on his physical strength and using magic only for short-range teleporting. His mace and shield give him a deadly combination of offensive and defensive prowess.

Heavy and Quick: Despite his size, he can perform fast attacks chained into combats, often preceded by a teleport behind your back.

Ice Armor: Every time he teleports, ice armor coats his form, offering extra protection from you.

After Damage: Once he receives major damage, he changes his battle style; with vivid and rapid strikes; at this point dueling is impossible.

Weaknesses: Imlerith's biggest shortfall is his vanity; he concentrates much more on impressive flourishes to his strikes than effectiveness; many of his attacks leave him unguarded, or can be easily dodged. Though his shield gives him good protection, flank him from the left to reach his right arm and back, and push your attack through.

Signs: Use quick Igni to melt his ice armor, or channel Igni to allow you to better position yourself when Imlerith hides behind his shield. Yrden, Aard, and Axii aren't very effective; use mostly Igni and Quen. Channel and also use quick Quen to increase your defense.

Bombs: Blind him for a moment with Samum bombs, giving you extra time for positioning. Well-timed (and aimed) Dancing Stars or Grapeshots also work well to break a combo and deal damage.

Without a shield: When he drops his shield, concentrate on defending yourself. After a few charges, Imlerith gets exhausted, and this is the only time you are able to perform a counter-strike.

Skills: Fleet Footed skill mitigates damage if you're struck while dodging.

Alchemy: Heal your wounds with Swallow or White Raffard's Decoction.

Advanced Tactic: Use Thunderbolt and Tawny Oil interchangeably to maximize your effectiveness; you can cast Quen more often, and therefore have more occasions to utilize heavy attacks enhanced with Thunderbolt.

Advanced Tactic: Samum bombs are a great combo starter. When Imlerith is blinded, go behind and attack his back, channel Axii, and you have a few extra seconds before he can block your spell again.

Teleports: Reduce their effectiveness by trying to jump into his direction, just as he begins to conjure the rift.

END: COMPLEMENTS, CONTEMPLATION, AND THE ACORN

Ciri joins you on a bluff overlooking Velen. With two witches dead, Ciri is disappointed that the third escaped. You can praise her or tell her she avenged Vesemir, or let her know how lucky you both were. You both sit quietly, Geralt contemplating what to tell Yennefer. Ciri wonders if the other sorceresses have been found. They should join Yen and Triss in Novigrad.

- Remark "yeah, let's go", and set off now. You immediately meet two villagers on the descent.
- Tell her "not quite yet", and you are able to walk around Bald Mountain, and search Imlerith's corpse. Aside from the following, you uncover a strange acorn. If you've been listening to the villagers, this seems to be an important seed (especially as the ancient oak atop the mountain is now dead).

ITEM: Magic Acorn

As you descend, two villagers stop and ask you about the acorn. You can:

- Tell them you don't know or will have to live without the acorns (the only option if you didn't search Imlerith's corpse.
- Give them the acorn, with your blessing, so another sacred tree may grow.
- Keep the acorn, and eat it yourself to obtain two additional Skill Points.

The quest then concludes.

Main Quest: Final Preparations

Tying Up Loose Ends

DANGER ALERT SPOILER ALERT

MAIN QUEST: FINAL PREPARATIONS

RELATED QUESTS : Main Quest: Bald Mountain, Main Quest: Blindingly Obvious, Secondary Quest: A Final Kindness, Main Quest: The Great Escape, Main Quest: Payback, Secondary Quest: Three to Tango, Main Quest: Through Time and Space

LOCATIONS : Rosemary and Thyme (Novigrad)

CHARACTERS : Cirilla, Zoltan Chivay, Dandelion

ENEMIES : None

OBJECTIVE

- Nearest Signpost: Gate of the Hierarch.

QUESTING DECISIONS

This quest starts automatically once Main Quest: Bald Mountain concludes.

▶ During Secondary Quest: Now or Never, did you decide to be romantically involved with Triss? Also, during Secondary Quest: Last Wish, did you decide to be romantically involved with Yennefer?

If you answered yes to both, Secondary Quest: Three to Tango is available during this set of quests.

If you answered "yes" to one of these, or "no", then Secondary Quest: Three to Tango, is not available.

▶ During Main Quest: Get Junior, did you kill Whoreson Junior?

If you did, you speak with Dudu the doppleganger during this set of quests.

If you didn't, you speak with Whoreson Junior during this set of quests.

▶ During Secondary Quest: For the Advancement of Learning, did you convince Keira Metz to travel to Kaer Morhen, or did you let her go to King Radovid?

If you chose to ask her to Kaer Morhen, she has already departed from Kaer Morhen on adventures with Lambert.

If you chose to let her visit Radovid, she has been executed and impaled by the witch hunters, and is now on display in Novigrad. Secondary Quest: A Final Kindness is available during this set of quests.

▶ In Witcher 2, did Sile de Tancarville survive?

If she did, she can be found together with Margarita during Main Quest: The Great Escape.

If she didn't, or you don't have a Witcher 2 save game, she isn't in the prison with Margarita.

▶ During Secondary Quest: Now or Never, did you rescue the mages and sorceresses trapped in Novigrad?

If you did, Radovid and the witch hunters in Novigrad have turned to prosecuting and burning nonhumans instead.

If you didn't, Radovid's presence in Novigrad is all-encompassing, and the mages and sorceresses trapped in Novigrad attempted to flee, but failed. They are burned at the stake.

▶ During Secondary Quest: Reason of State, did you help with the plot to assassinate King Radovid?

If you did, this questline continues after talking to Dijkstra during Main Quest: Blindingly Obvious.

Cirilla

Zoltan Chivay

PRIMA GAMES

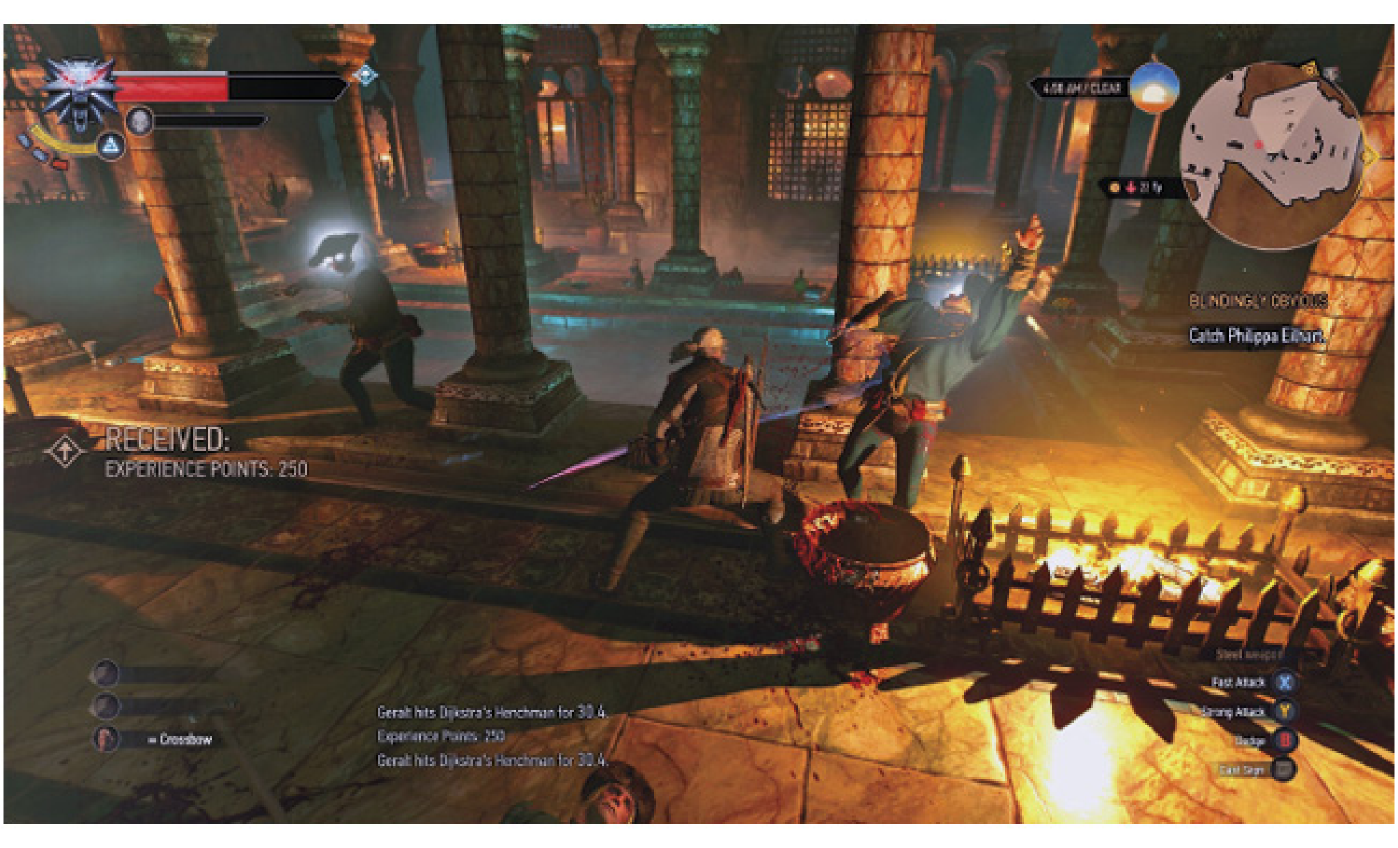
Main Quest: Blindingly Obvious

Philippa Doesnt Give a Hoot

OBJECTIVES:

- Look for Philippa in the bathhouse.
- Catch Philippa Eilhart.

You meet Triss at the fountain, and she utters and incantation, viewing scenes from Dijkstra's Bathhouse. This isn't good. Triss hopes he hasn't hurt her.

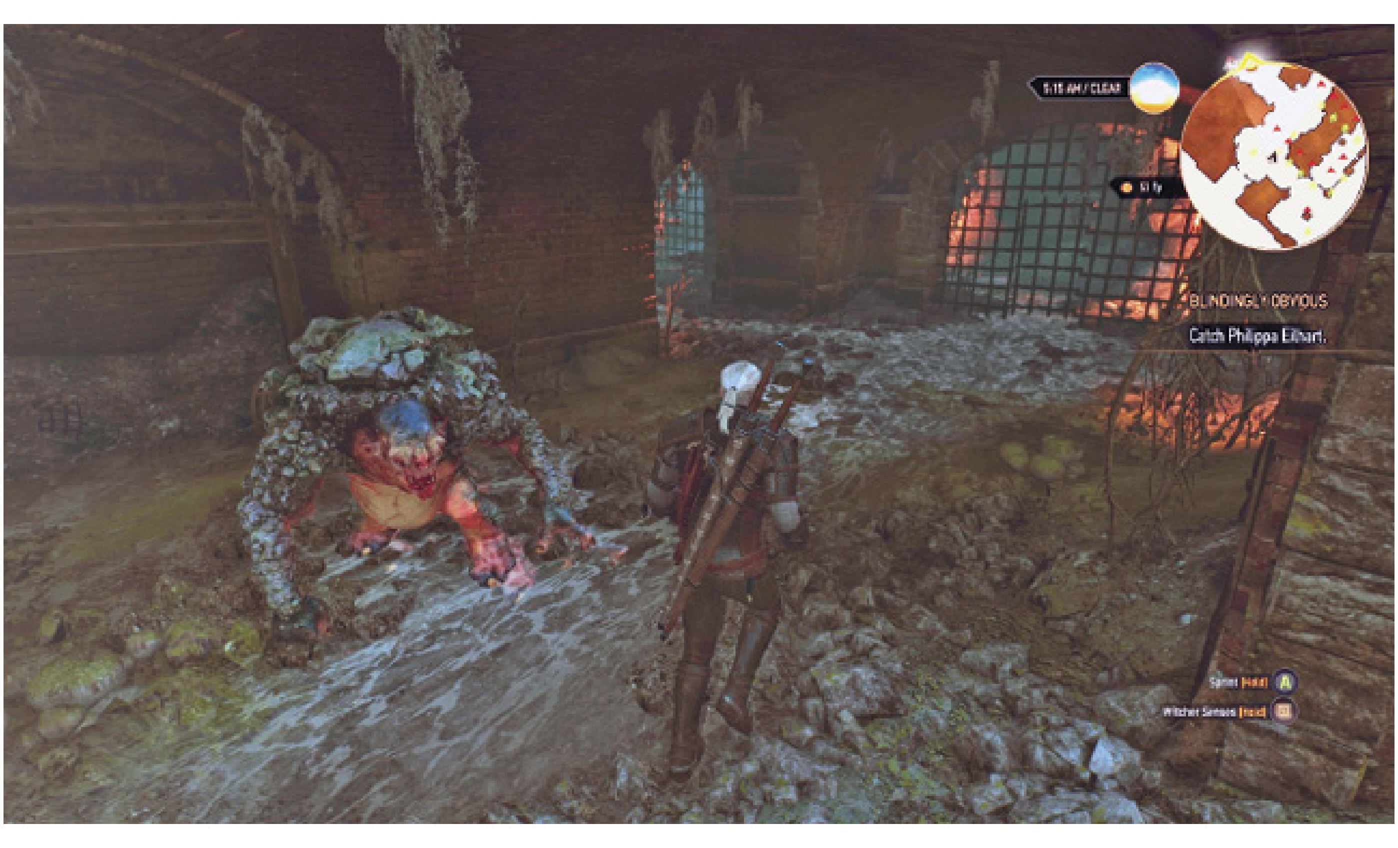


If you convinced Triss to stay with you after Secondary Quest: Now or Never, and didn't ask Yennefer to be with you during Secondary Quest: Last Wish, Triss will "fudge" the divination a little, showing a House in Kovir. After some verbal prodding from you, she confesses that the King of Kovir offered her a position as the head of the Lodge and Council, and she hopes you might join her there. Choose an answer as you wish. Triss will attempt anything to ensure you have a place to come home to.

Jog with Triss roughly southwest, passing St. Gregory's Bridge, down the cobblestone battlements, and around to the bathhouse underneath. As you arrive, Dijkstra's men are fleeing the entrance, amid the muffled sounds of explosions.

Bart the Rock Troll

Head inside, and shout at Dijkstra, who is hiding behind the one wall Philippa isn't about to disintegrate. He's adamant no more sorceresses should be prowling his establishment. Answer how you wish (Triss stays by him), and leap over the shattered wood-screen wall into the main bathing area. Philippa has addled the brains of Dijkstra's henchmen. There's little you can do except fight the three of them (though fleeing is an option).



Run east, into the hexagonal steam bath chamber, and drop down the drained pool, into the cellar where you met Bart the rock troll back in Main Quest: Get Junior. You are waylaid by two more henchmen that drop. Move to the hole in the wall, now guarded by Bart the rock troll, who is even more brain-addled than usual. You can:

- Choose to demand the troll let you pass. This leads to combat with the creature.
- Decide to try and convince the troll that you want to help Philippa, and Bart grudgingly lets you pass. Bellyaches are the worst, after all.

Head north and east down the effluent tunnel, then around to the west to a large chamber with a balcony, upon which Philippa is standing.

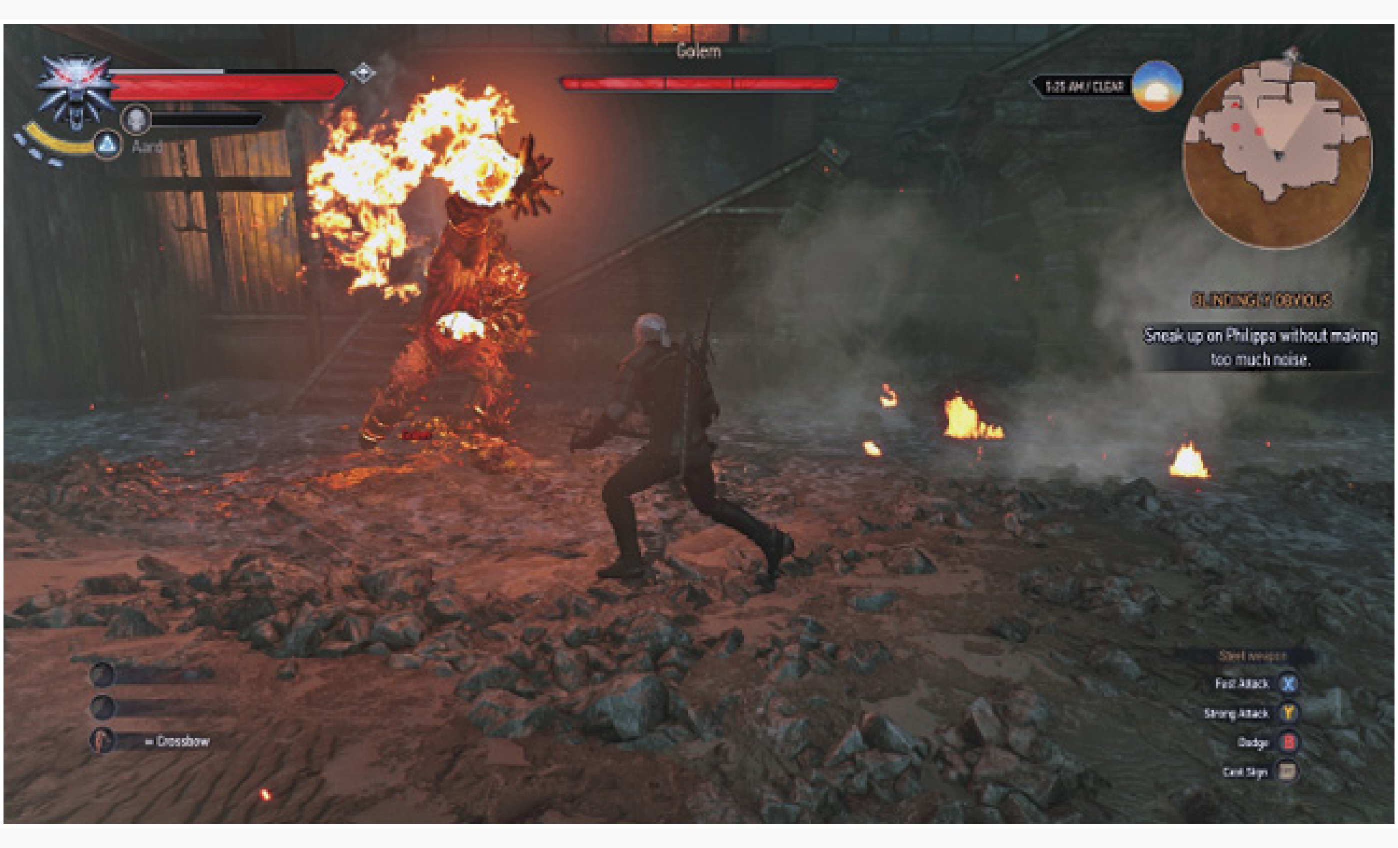
OBJECTIVE:

- Sneak up on Philippa without making too much noise.

Philippa Eilhart

Sigismund Dijkstra

She doesn't believe you want to help her, and to prove this point she summons a club-fisted golem to pummel you. Deft dodging and multiple Signs are needed to supplement your swordplay as you whittle this foe's energy down, while avoiding the purple columns of energy Philippa also summons to hurt you with.



Once the golem is gone, you realize Philippa "sees" using magic, but her vision isn't foolproof, and she relies on sound to spot you. So, head up the stone steps towards the upper balcony where Philippa is mocking you. Leap the gap across the steps, and walk clockwise around the balcony. Move at a quicker pace than a walk, and she hears you. You're promptly struck and must begin this sneaking again. Continue around the balcony, until you're close to her. Then you leap and bring her to the ground.

WITHIN EARSHOT: CLOSING IN ON PHILLIPA

As long as you move quickly, you can avoid her attacks. Be aware of the rubble on the upper floor and the chains dangling from the ceiling. If you hit those, Philippa knows where you are and attacks accordingly.

END: BREAK A LEG

OBJECTIVE:

- Sneak up on Philippa without making too much noise.

You convince Philippa to meet Triss outside, but your exit is halted by a furious Dijkstra, who isn't best pleased about the assassins Philippa sent to kill him.

Tell Dijskra to back off (pleasantly or otherwise):

- Be pleasant, and reveal that Ciri has returned, and Dijkstra lets you through. If you previously helped in the plot to assassinate King Radovid (Secondary Quest: Redania's Most Wanted), Dijkstra now tells you there is a great need to continue with this plan, but not with Philippa present. He tells you to meet him later. This begins Secondary Quest: Reason of State.
- Be unpleasant, violently shoving Dijkstra—with a kefuffle ending in you breaking his other leg!

Triss meets you at the bathhouse entrance, conjures a portal, and removes Philippa (who stays at Dandelion's place from this point on if you want to chat to her). This quest concludes.

Main Quest: Blindingly Obvious

Hydromancy at the Passiflora

DANGER ALERT SPOILER ALERT

MAIN QUEST: BLINDINGLY OBVIOUS

LOCATIONS : Rosemary and Thyme (Novigrad), Passiflora Fountain, Dijkstra's Bathhouse
CHARACTERS : Triss Merigold, Sigismund Dijkstra, Bart the Rock Troll, Philippa Eilhart
ENEMIES : Dijkstra's Henchmen

OBJECTIVES:

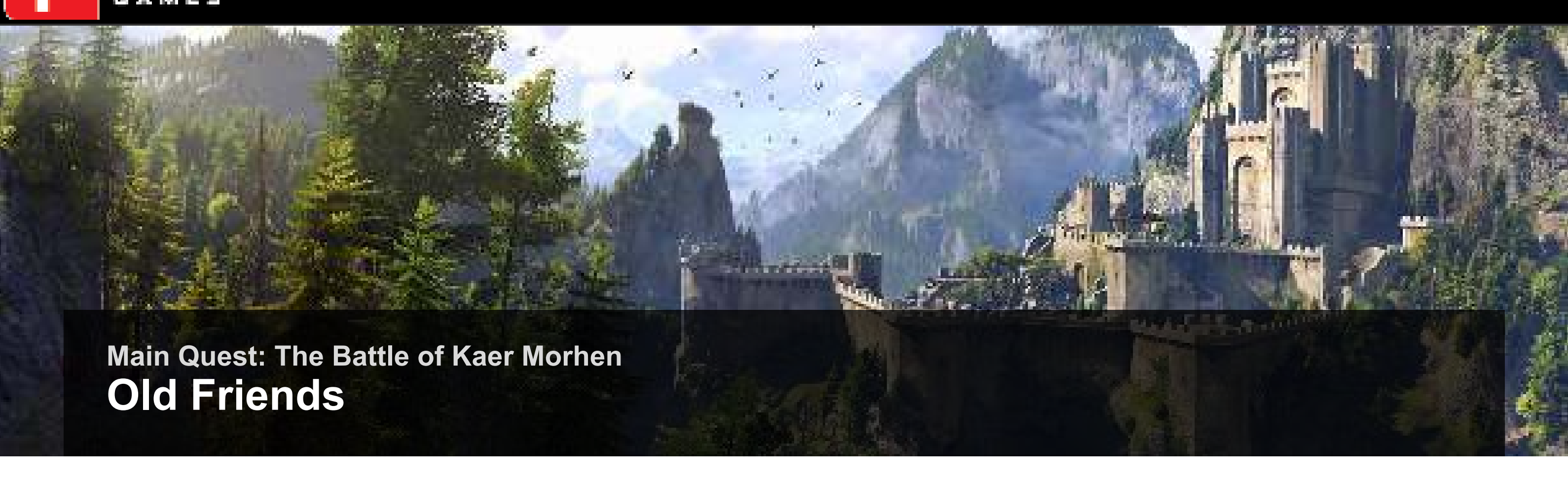
- (Final Preparations): Talk to Triss.
- (Blindingly Obvious): Go to the bathhouse with Triss.

Head upstairs to the first landing, open the door and step into the hallway, and open the next door on your left. Triss isn't pleased. She scolds you for potentially putting Ciri in danger while facing down Imlerith. Answer how you wish, before changing the subject to her success in summoning members of the Lodge (or optionally, the state of Novigrad). All of the sorceresses are otherwise engaged, except for Philippa and Margarita.

While Yennefer finds Rita, Triss has been tasked with searching for Philippa. Choose the long or short version of the clues to Philippa's whereabouts:

- She sought help in Novigrad from a former lover—the sorcerer Arthur de Vlesster. He convinced her to transform into an owl for her safety, then attached a dimeritium band as revenge, so she couldn't transform back. Vlesster was slain during the mage hunts, his estate auctioned, and as fate would have it, Zoltan bid on the owl. Of coure, Zoltan lost the owl in a card game a few days ago. But Triss does have one of Philippa's feathers. She plans a spot of hydromancy to find her. For that, a fountain must be found. You suggest the area outside the Passiflora. Head there immediately to continue the quest, or meet later to stall it.

▶ If you let Keira Metz go to Radovid during Main Quest: For the Advancement of Learning, a sorrowful Triss also informs about the sad fate of Keira at Radovid's hands. Over-confident in her persuasive powers, she was confronted with the truth that Radovid did not care for any sorceress. He had her impaled and made an example of, watching her die a slow and painful death at the stake in Hierarch Square. Triss begs you to help her take Keira's body off that spike so she may give her friend a last farewell. This activates Secondary Quest: A Final Kindness (detailed after this one).



Main Quest: The Battle of Kaer Morhen

Old Friends

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE BATTLE OF KAER MORHEN

RELATED QUESTS : Main Quest: The Isle of Mists, Secondary Quests: Brothers in Arms, Main Quest: Blood on the Battlefield

LOCATIONS : Kaer Morhen

CHARACTERS : Vesemir, Cirilla, Yennefer of Vengerberg, Triss Merigold, Hjalmar an Craite, Folan, Vigi, Zoltan Chivay, Ermion, Lambert, Eskel, Vernon Roche, Ves, Letho, Keira Metz, Avallac'h

ENEMIES : Hounds of the Wild Hunt, Warriors of the Wild Hunt, arachas, Imlerith, Caranthir, Eredin

QUESTING DECISIONS

This quest begins automatically once Main Quest: The Isle of Mists has been completed. The number of allies you have for the carnage to come are based on your previous actions (all of them detailed during **Secondary Quest: Brothers in Arms**). Meet your comrades as you walk the ruined battlements of Kaer Morhen.

OBJECTIVE:

- Enter Kaer Morhen Keep and begin the council.

You return to Witcher Keep, on the banks of the Gwennlech, bringing great joy in the form of Ciri to Vesemir, Triss, and Yennefer.

- Yennefer embraces and kisses you, whether you are romantically involved with her or not.
- Triss exchanges pleasantries with you, more knowingly if you are romantically involved with her at this time.
- Triss and Yennefer look at each other if you've decided to court both ladies, and not chosen a romantic interest.

Vesemir informs you that everyone you requested help from has arrived, though Avallac'h is resting in the tower. You are to hold council within the keep. Begin your walk behind the ladies. Feel free to stop and greet those that journeyed to your aid, along the way.

ACCESS AND ALLIES

Remember, these pauses in conversation with those you have summoned are optional, and whether or not most of these individuals are here (those flagged with this symbol) depends on your previous actions—as explained in Main Quest: Brothers in Arms.

- You're greeting by Hjalmar, and (if you saved either or both of them) his kinsmen Folan and Vigi. They are all ready for Ragh nar Roog.

- Zoltan is busy preparing some huge barrels of "Mahakaman Mix"; some potent explosives. He's able to craft items for you now, if you wish.

- In the next courtyard, Vesemir and Ermion are studying an alarming crack in the stone ground. Ermion has summoned gas, and aims to detonate it and incinerate some of the Wild Hunt's riders.
- If you didn't invite Ermion, Vesemir is here alone. He took a number of old weapons from Kaer Morhen, and is sharpening them, as well as practicing in the yard.

Head up the ramparts, and you pass Lambert tinkering with a giant ballista crossbow. As expected, he's not in the best of moods, and the machine isn't working properly.

- If you didn't invite Roche and Ves, but Letho is present, then Lambert isn't fixing the ballista, but is on the main yard with Eskel, talking to Letho.

Eskel is meditating on a higher elevation along the ramparts. He's preparing and requests some peace. Continue onwards into the inner courtyard.

- If Roche and Ves weren't invited, but Letho was, you'll find Eskel and Lambert talking to Letho in the main yard, instead.

- Roche and Ves are testing her archery skills here. Should Letho have been requested to join you, the conversation becomes terse due to Letho's past "acccomplishments." Answer Ves how you wish, before continuing.
- If Roche and Ves were invited, but Letho wasn't, then you'll speak to Roche and Ves close to where Eskel is meditating, instead.

Continue up towards the main doors of the keep. If you continue southward instead, to the training yard where you first faced Vesemir, Ciri is here on the battlements, reminiscing. Optionally speak to her about her astral travels and Eredin, if you wish.

- Enter the Keep. Before you reach the grand hall, Keira Metz can be found combing her hair in preparation for looking her best at the site of battle. Exchange pleasantries, before entering the Keep. Have you tried to dispel Keira's illusion bubble using the Eye of Nehaleni?

SHOP BEFORE YOU DROP

Be sure you speak to Keira (if you invited her), as she has some wares you can buy, or sell your unwanted items, stocking up before the battle to come.

Main Quest: The Great Escape

The Great Escape

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE GREAT ESCAPE

LOCATIONS : Crippled Kate's (Novigrad), Rosemary and Thyme, Novigrad Gate (Oxenfurt), Deireadh Well, Deireadh
CHARACTERS : Yennefer of Vengerberg, Abbé Faria, Margarita Laux-Antille, Sile de Tancarville
ENEMIES : Grave Hag, Drowners, Ghouls, Necrophage, Witch Hunters, Redanian Soldiers, Redanian Commander
RECOMMENDED ITEMS : Superior Swallow

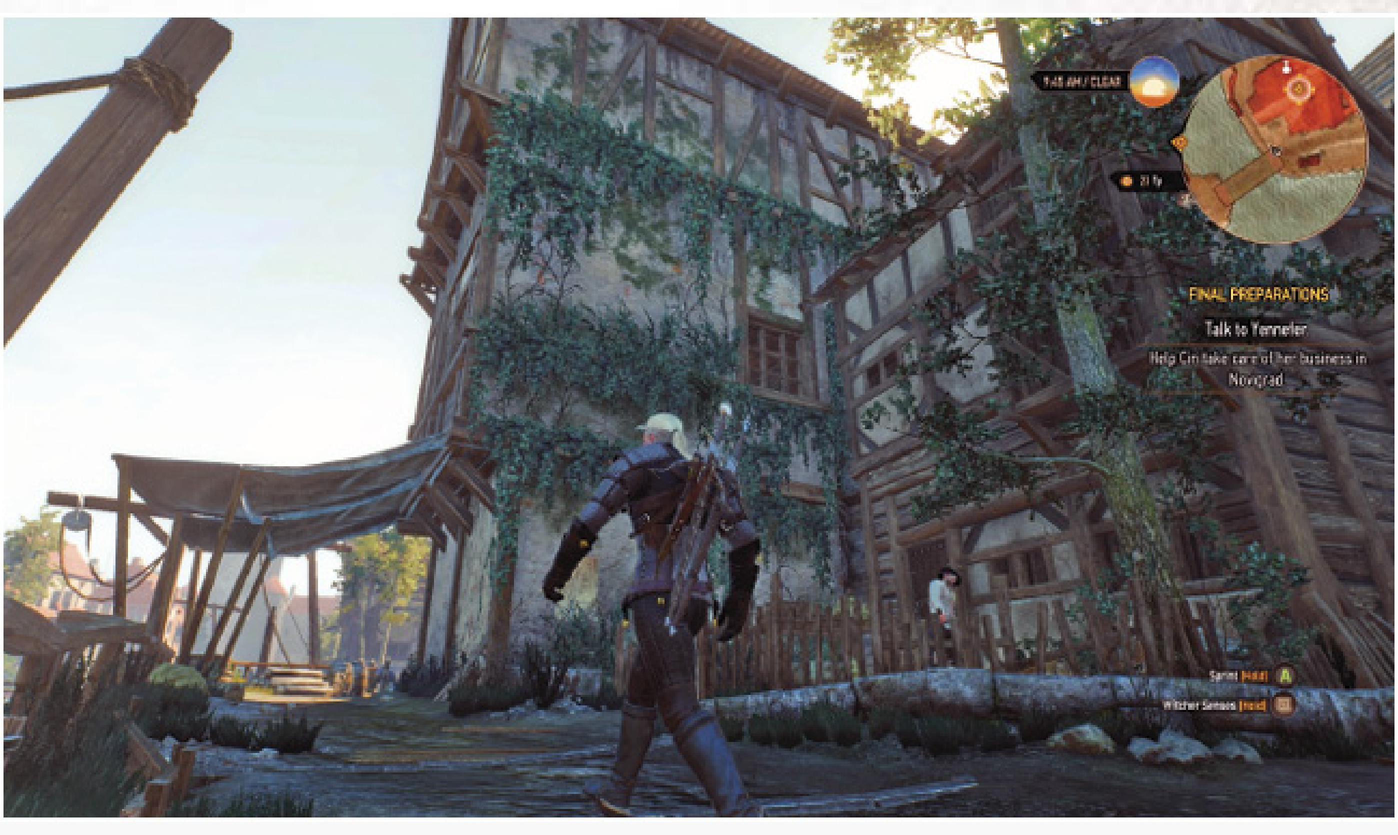
OBJECTIVES:

- (Final Preparations): Talk to Yennefer.
- (The Great Escape): Catch the runaway.

Yennefer of Vengerberg

Abbé Farla

Move across Novigrad to the Lacehalls brothel District, and search out the seedy brothel known as Crippled Kate's. A cowled Yennefer is sitting at one of the tables. She asks whose idea it was to kill Imlerith. Answer how you wish; she's happy you were there by Ciri's side. Talk turns to locating Margarita's whereabouts—a prison called Deireadh in Oxenfurt—and the identity of a man who escaped from there. Abbé Faria.



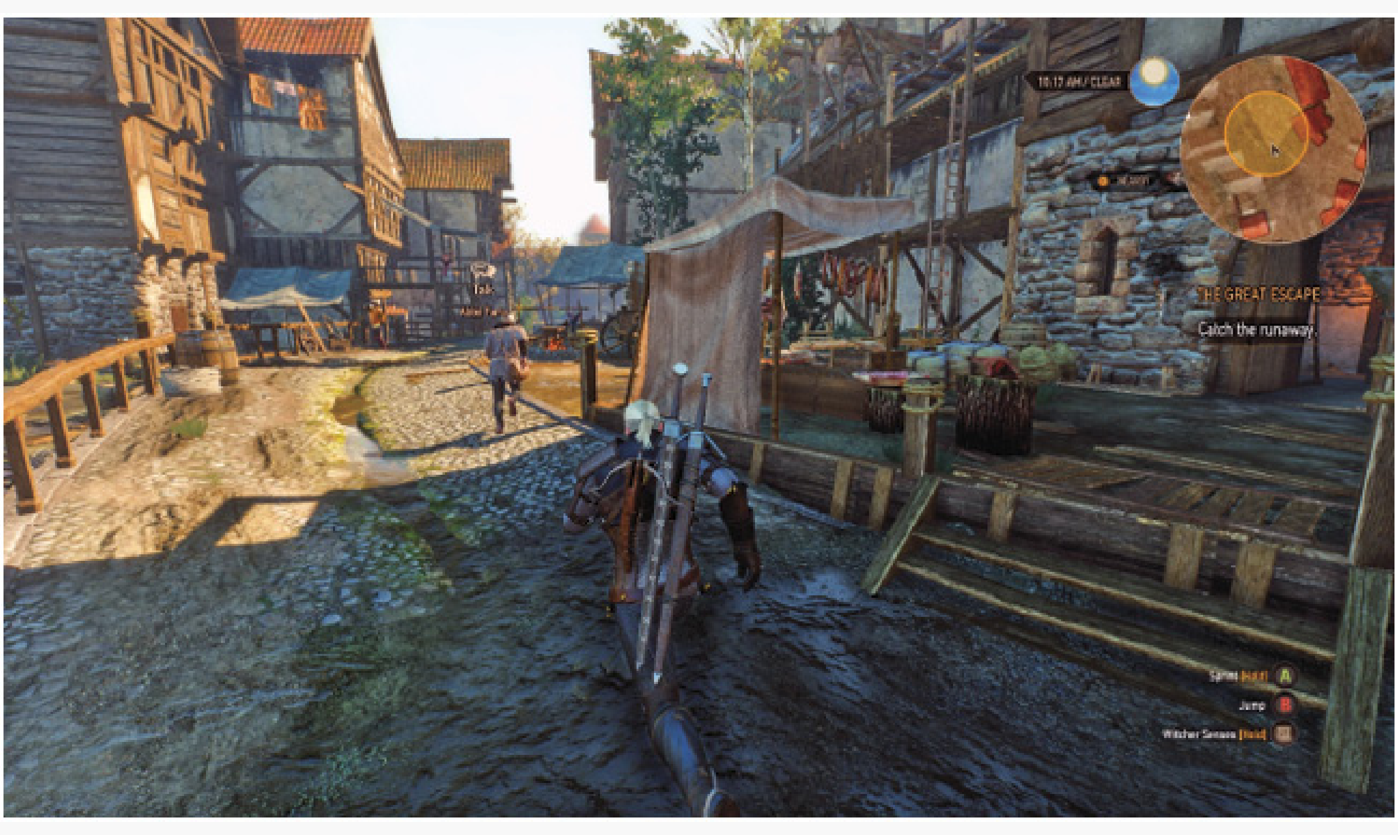
The weatherbeaten man enters the brothel.

Alas, after you start asking him questions, he flees from here just as quickly.

Quickly exit Crippled Kate's via the canal side and sprint eastwards along the edge of the canal. There are ways to capture this fleeing suspect:

- If you're able to run in a straight line, and grab him when you're close, you're able to tackle Faria in about five seconds.
- (Aard) If you're quick and cast Aard on him, he trips and falls, making capture easy.
- If he's too far away, he rushes to a ladder and begins climbing a nearby set of wooden scaffolding, and up onto a roof. Follow him until Yennefer stops him with her magic.

After Yennefer convinces him you're not bandits, you return to Kate's. You tell Faria you need to enter the prison he just escaped from. Quiz him about the prison—the pile of corpses thrown into a sewer pit, the torture going on, and the blind drunk guards on certain holidays. Yennefer also mentions some elven ruins that might allow secret access into the jail. Faria bids farewell, and Yennefer tells you to meet her at the bridge to Oxenfurt.



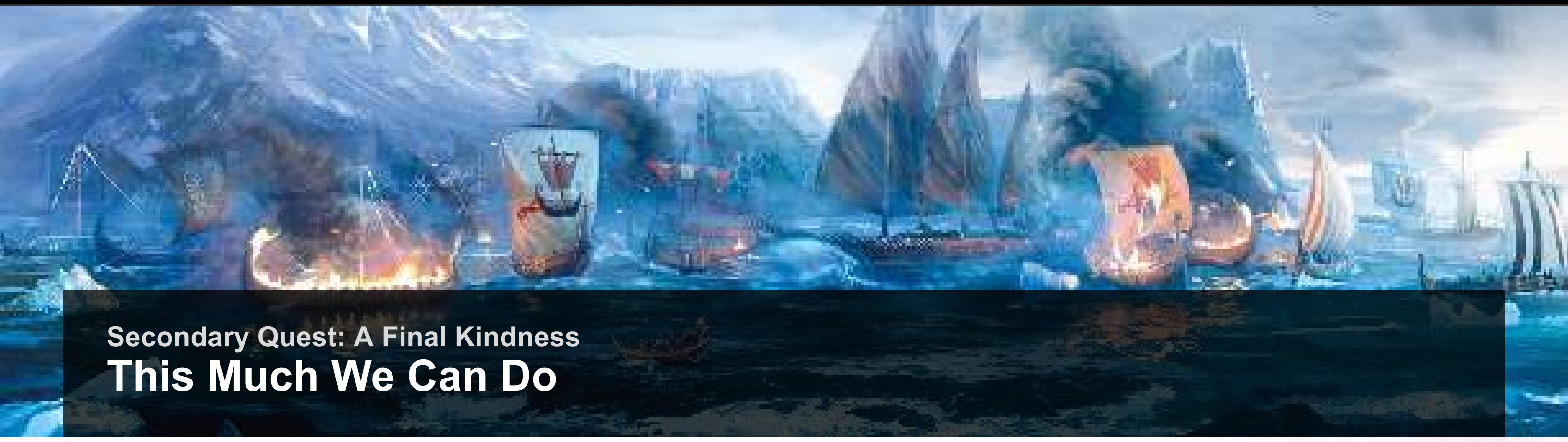
ROLL OUT THE BARREL

OBJECTIVE:

- (Optional) Ask Zoltan for help.

Before you rendezvous with Yennefer, you may wish to return to the Rosemary and Thyme, and speak to Zoltan. Tell him you're after some beer for the prison break.

- If you helped the mages escape Novigrad during Secondary Quest: Now or Never, Zoltan convinces you that it isn't a good idea for nonhumans (like him) to hang around near the prison—a hotspot for witch hunters.
- If you didn't help the mages escape, he agrees to load a cart of beer and head to Deireadh. Once there, Yennefer will give him a signal to drive through, and ply the guards with alcohol. He's happy to help.



Secondary Quest: A Final Kindness

This Much We Can Do

DANGER ALERT SPOILER ALERT

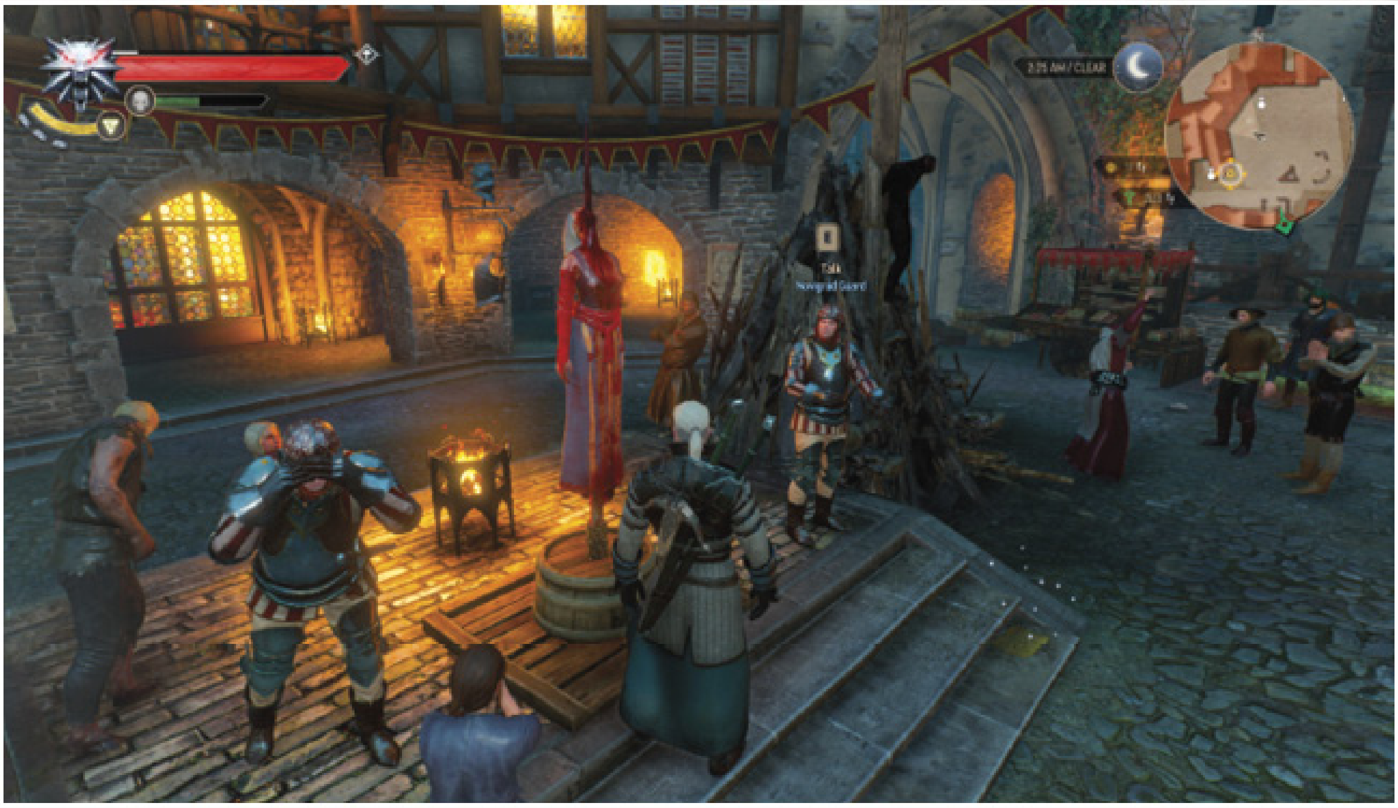
SECONDARY QUEST: A FINAL KINDNESS

OBJECTIVES:

- Meet Triss on the main square at midnight.
- Get rid of the guards.

You meet Triss at Hierarch Square where you can already see Keira on display, guarded by two of Novigrad's "finest". Triss tells you she is worried they might recognize her easily and asks you to take care of the guards.

Approach the guards and talk to them. Ask what crime this woman committed to hear their warped version of justice. You can deal with them in whatever way you wish. If you choose to fight them, keep the fighting contained to the main square. Once you have either convinced or defeated the guards, Triss will take Keira's body down and take her away. You receive an additional XP reward for your troubles.

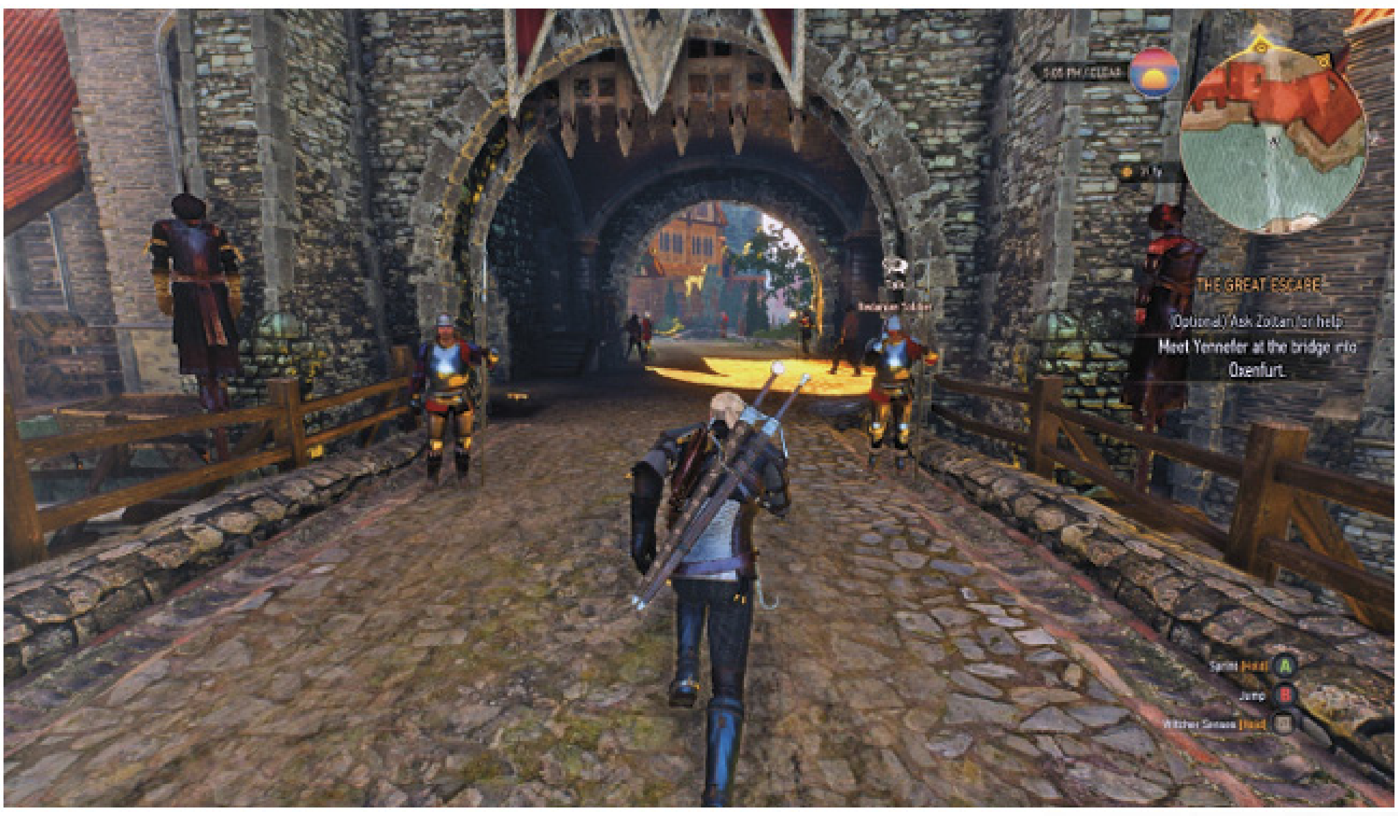


Main Quest: The Great Escape

Deep Below Deireadh Prison

OBJECTIVE:

- Meet Yennefer at the bridge into Oxenfurt.


Redanian Soldier
THE GREAT ESCAPE
(Optional) Ask Zoltan for help
Meet Yennefer at the bridge into Oxenfurt.
Sprint (Hold)
Jump
Witcher Senses (Hold)

It's a reasonably short ride southeast along the Pontar river to reach the outskirts of Oxenfurt. Follow the road for best results, locating and riding across Novigrad Gate (the confusingly-named eastern entrance to Oxenfurt). Yennefer is just beyond.

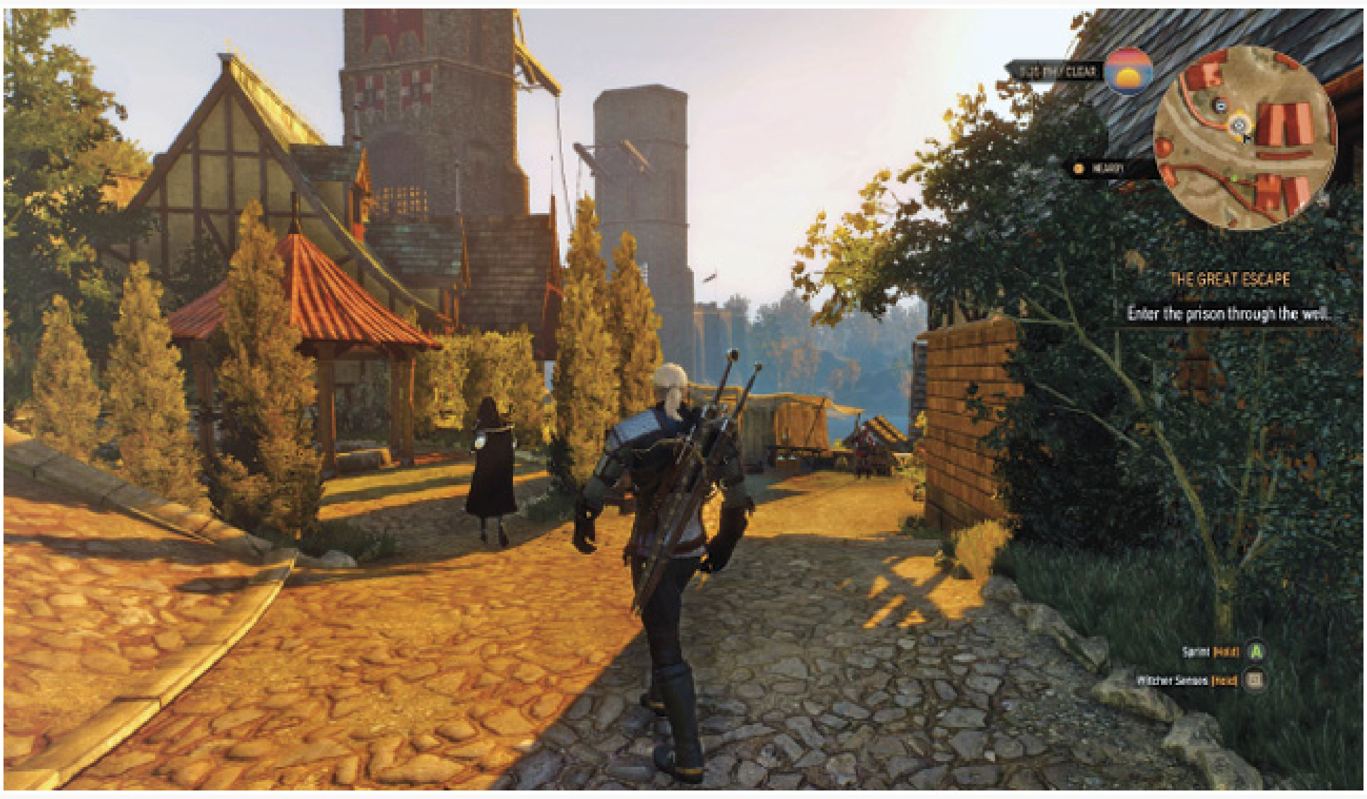
- If you didn't help the mages escape during Secondary Quest: Now or Never, you ride or walk past the impaled bodies lining the streets into the city. Yennefer laments the grotesque displays of sorceresses on spikes.

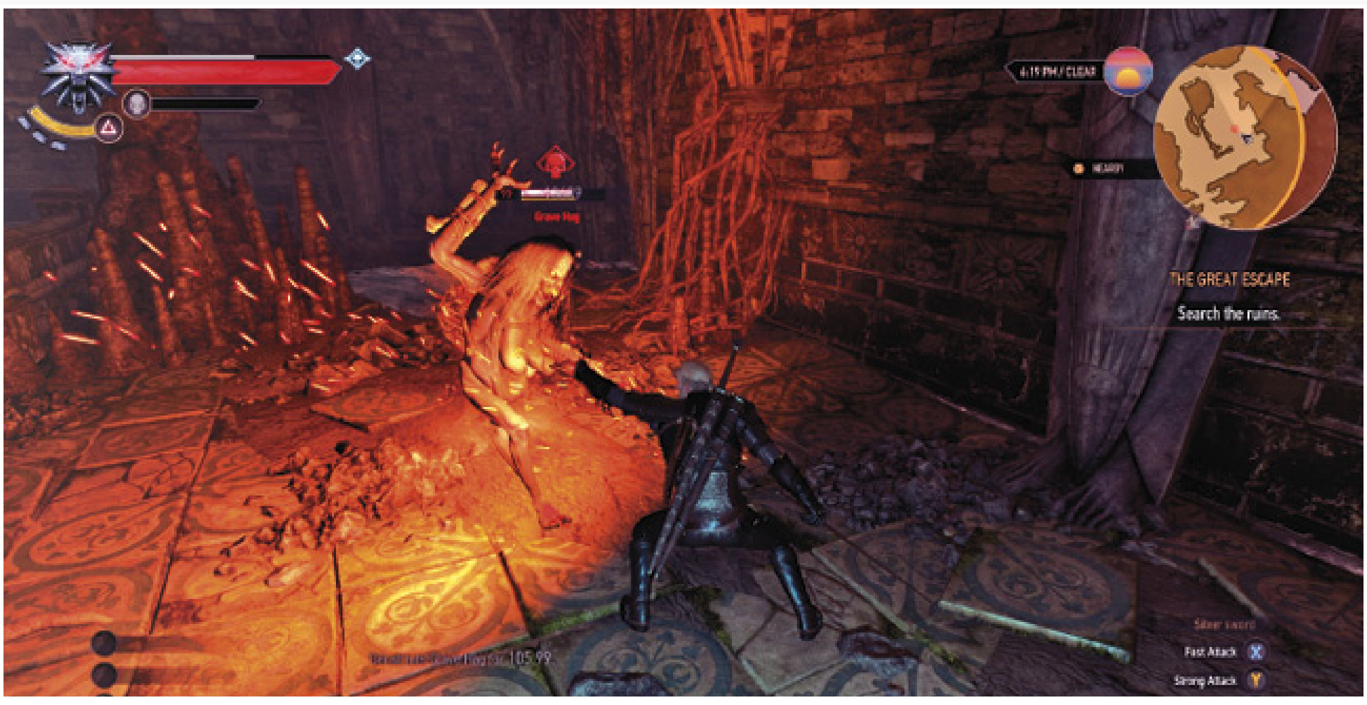
Next, you speak about entrances to the prison. Yennefer has found several. You can begin now, or stop and return to Zoltan for help. If this has occurred already, you tell Yennefer the dwarf is ready with the beer.

OBJECTIVES:

- Enter the prison through the well.
- Search the ruins.
- Find the missing part of the mechanism using your Witcher Senses.
- Repair the mechanism and open the doors.

Follow Yennefer across town, until you reach the well in question. It seems you're the only one getting wet. She hands you a device that you can activate when you find Margarita. Then take the plunge and drop down into the well.


THE GREAT ESCAPE
Enter the prison through the well.
Sprint (Hold)
Witcher Senses (Hold)


Grave Hag
THE GREAT ESCAPE
Search the ruins.
Fast Attack
Strong Attack

Main Quest: Payback

Fading Memories: Whoreson Junior

DANGER ALERT SPOLER ALERT

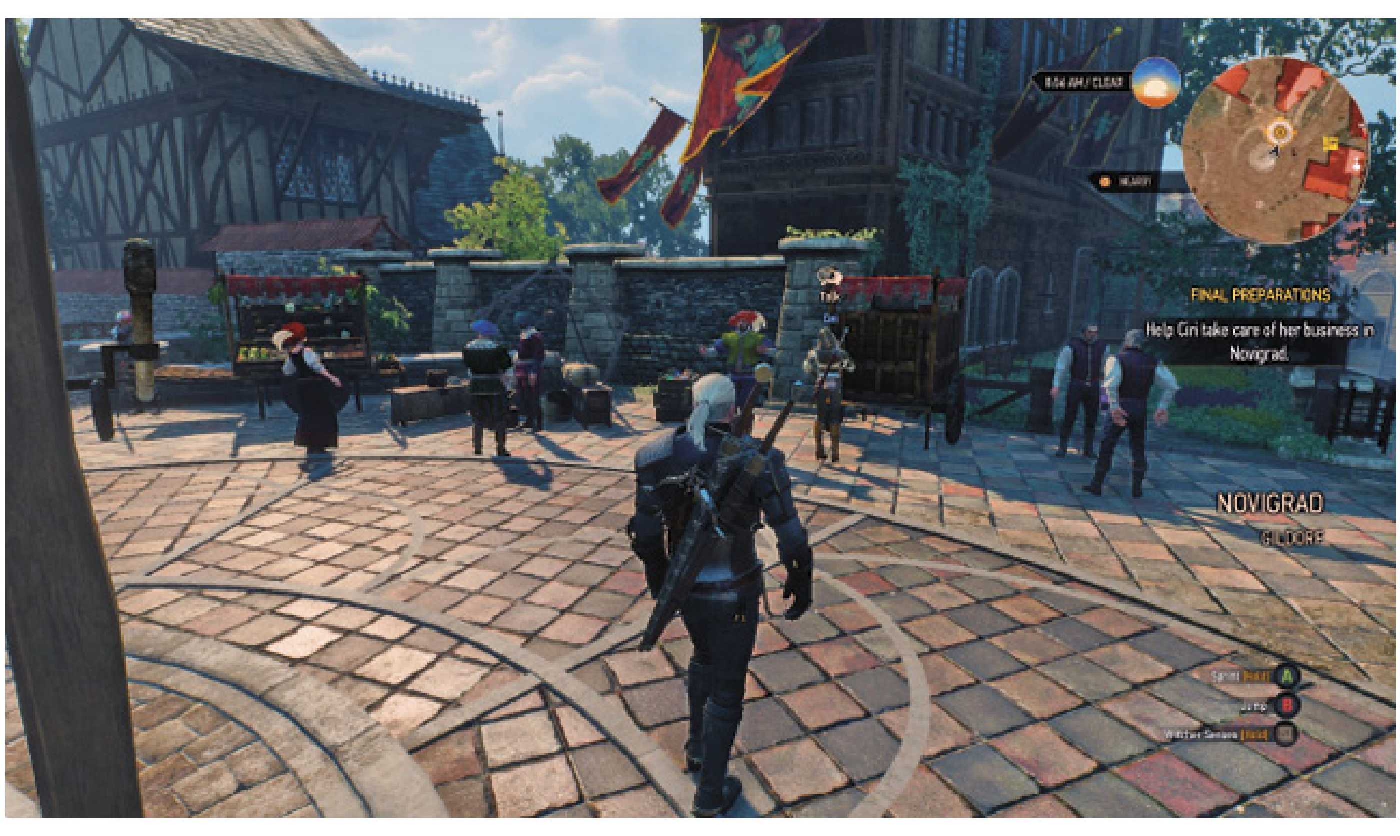
MAIN QUEST: PAYBACK

LOCATIONS : Gildorf Square, The Bits, Temple Isle, The Golden Sturgeon, Farcorners Juggler Camp, Novigrad Stables
CHARACTERS : Cirilla, Cyprian Willey (Whoreson Junior), Dudu (Whoreson Junior), Bea, Valdo, Aegar
ENEMIES : Whoreson's Henchmen, Thugs, Novigrad Guards

OBJECTIVES:

- (Final Preparations): Help Ciri take care of her business in Novigrad.
- (Payback): Follow Ciri to find Whoreson Junior.

Ciri can be found over at the Gildorf Square, where she is purchasing a trinket. She wishes to find the people who helped her in the past. Tell her to lead the way if you wish to continue this quest. Your first memory from the past—Whoreson Junior!



If you killed Whoreson Junior in Main Quest: Get Junior, follow Ciri to Temple Isle, where she reveals that you are to see Whoreson Junior. You can object, knowing you put a sword through him, but Ciri wishes to check regardless. At Whoreson's headquarters, you're greeted by two of his henchmen at the door.

Whoreson Junior (Dudu)

You can:

- (Axii Delusion Level 3) Convince them to let you through without incident.
- (Fight) Or draw a weapon. During the kerfuffle, Ciri warns you of an incoming attack, and as soon as she calls you "Geralt", the henchmen suddenly stop attacking. They claim this was a horrible misunderstanding, and let you through.

Whoreson Junior (Cyprian Willey)

QUEST UPDATED!
PAYBACK

Follow Ciri to the top floor of the building, where you find… Whoreson Junior! You know this man cannot be the thug you executed! But this disgusting specimen throws insults at you both with the best of them. Ciri reckons you should finish what you started, when suddenly the man claims to be Dudu in disguise! You may not believe him, reciting a story known only to you.

But why would your doppler friend use this pitiful bag of bones to impersonate? Because of his previous predicament. Dudu now runs Whoreson's empire, changing it to legitimate businesses. He's confident the ruse won't be rumbled. Bid him farewell and continue on after a bit of catching up with the doppler.

- If you let Whoreson Junior live in Main Quest: Get Junior, follow Ciri into The Bits district, passing a shrine to the Eternal Fire, as she searches for the wretch to failed to help her. Stroll down a narrow alleyway (there may be henchmen in the vicinity to slay), and you spot a group of children harassing a drunkard. You recognize the accent in those slurred curses. It's Whoreson! But this woeful tramp is slumped at the side of an alley. He hasn't lost his knack for spitting verbal bile, but it lacks the bite when small urchins are throwing stones at him. Ciri deems it unnecessary to kill Whoreson. His current predicament is worse. Bid him farewell and continue on.

Main Quest: Payback

Fading Memories: Bea the Waitress

OBJECTIVE:

- Follow Ciri.

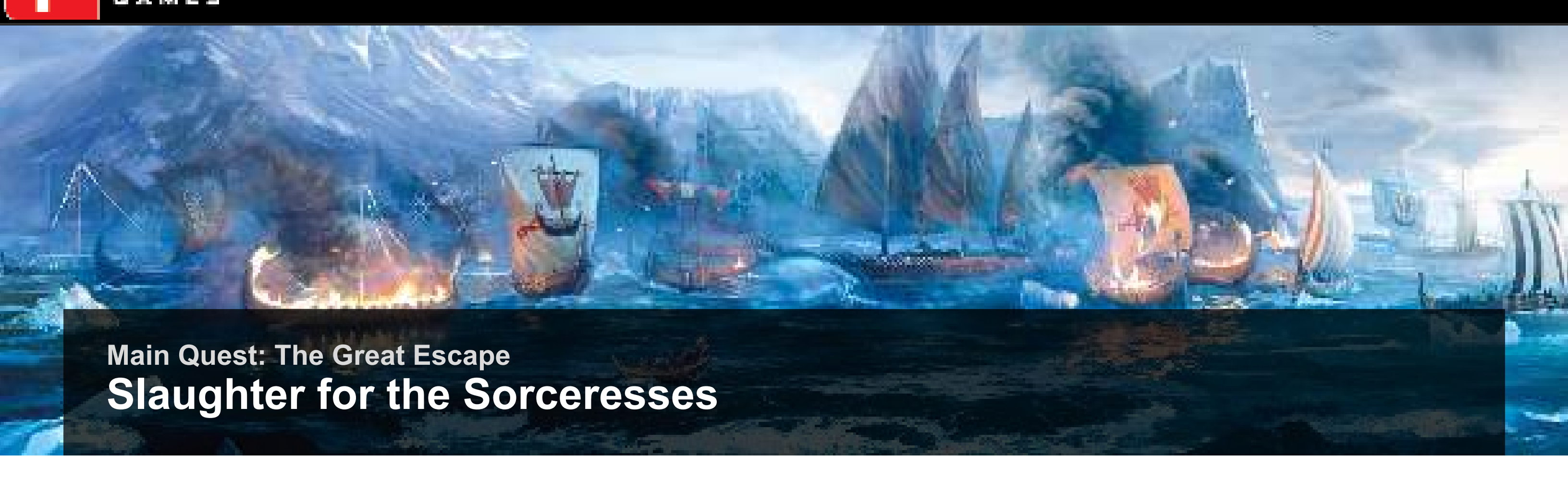
Bea

Follow Ciri eastwards, winding through the alleys until you reach the Golden Sturgeon. Enter the tavern, where a trio of thugs are harassing the poor waitress. Step in, and face some verbal abuse. Then speak:

- “Leave on your own” you tell them, with Ciri backing up your story as a witcher of ill repute. The thugs beat a hasty retreat.
- “Or I’ll throw you out” you threaten them, leading to a short and violent confrontation with them. Defeat them easily.

Ciri speaks to Bea, who seems rather taken with you. But not as much as Ciri might be with the waitress. Answer how you wish. Ciri gives Bea a trinket, but you refrain from a meal of slaughtered piglet.

9:07 AM / CLEAR
NEARBY
PAYBACK
Follow Ciri
Sprint (Hold)
Jump
Witcher Senses (Hold)

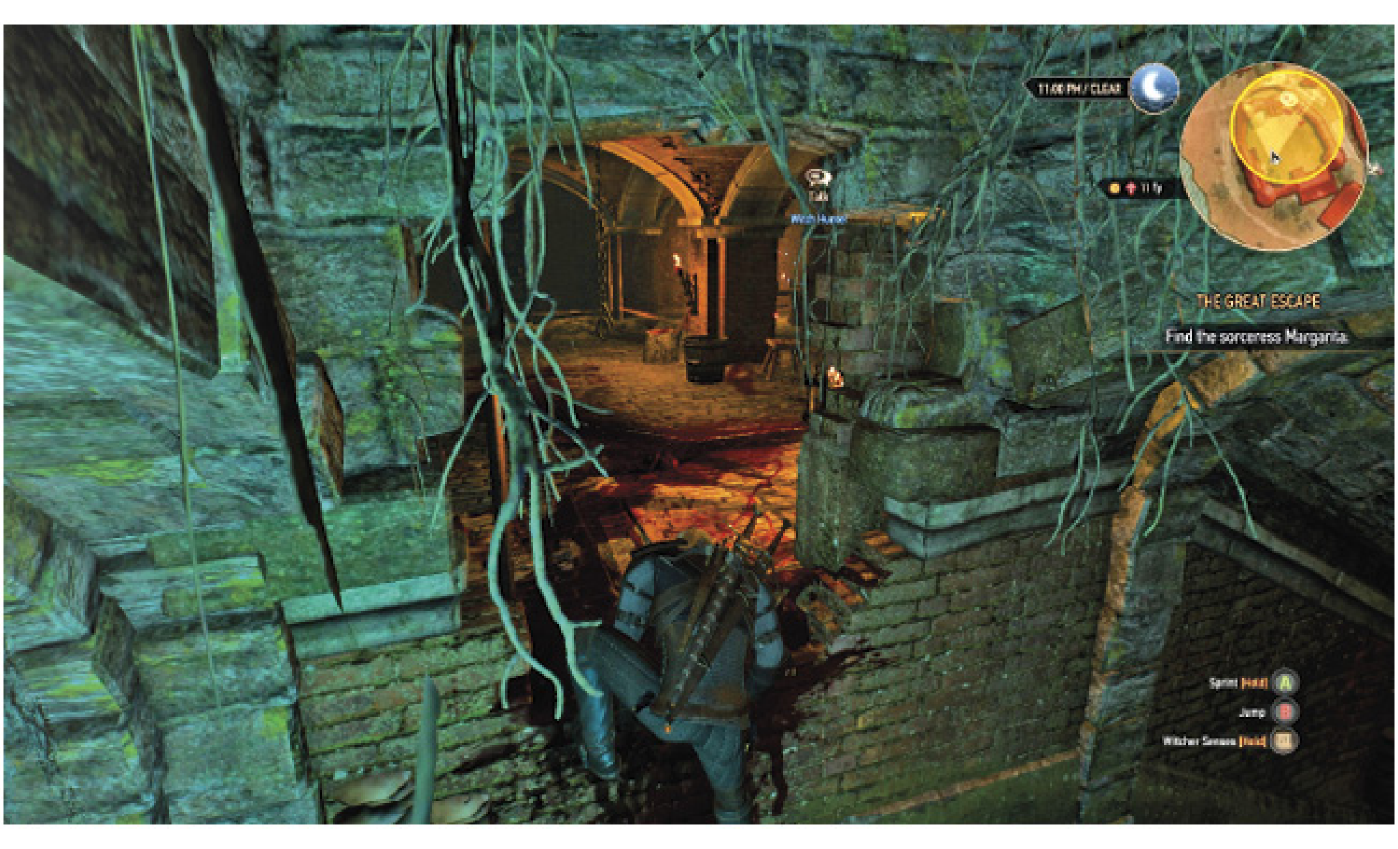


Main Quest: The Great Escape

Slaughter for the Sorceresses

OBJECTIVES:

- Enter the sewers.
- Find the sorceress Margarita.

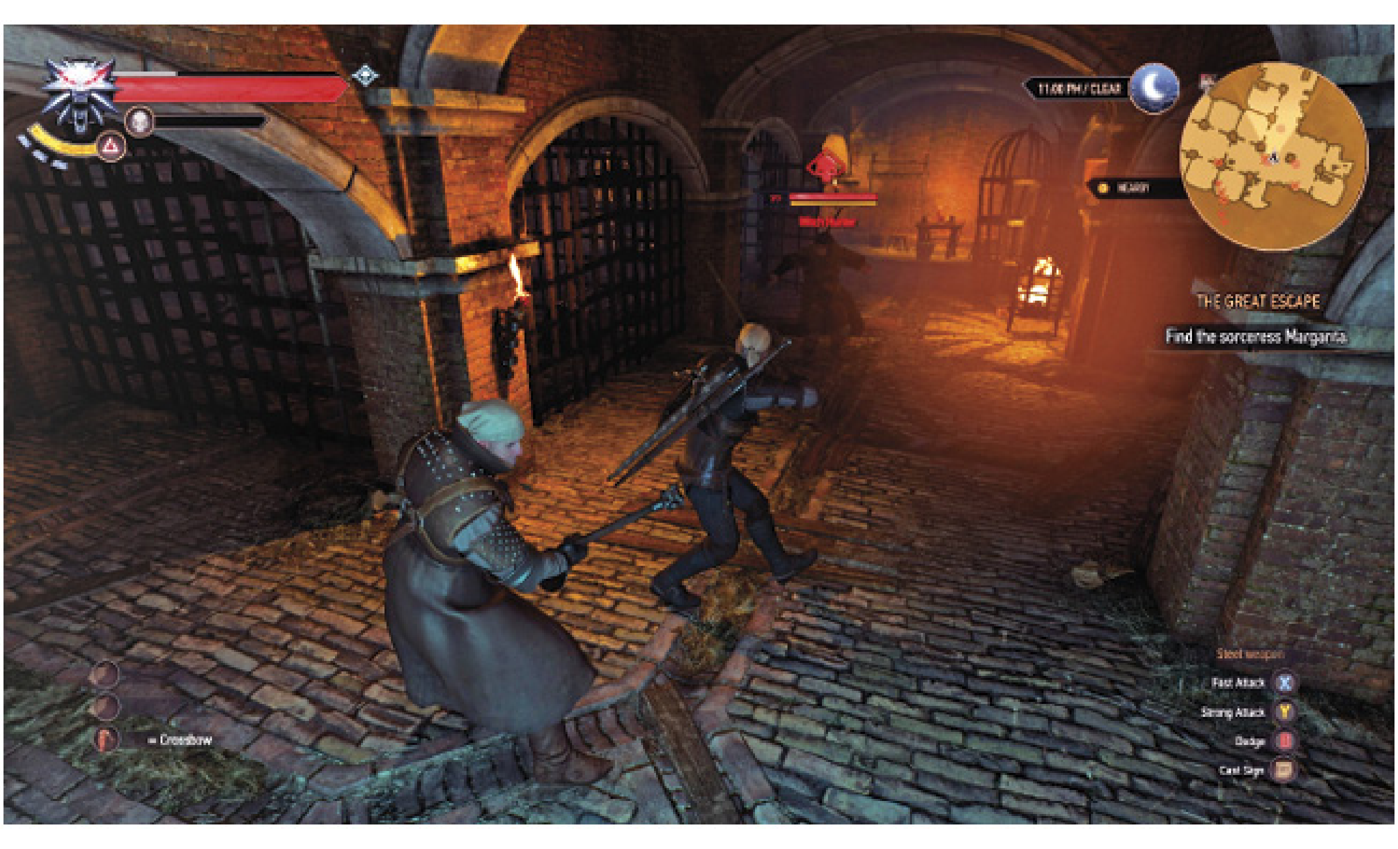


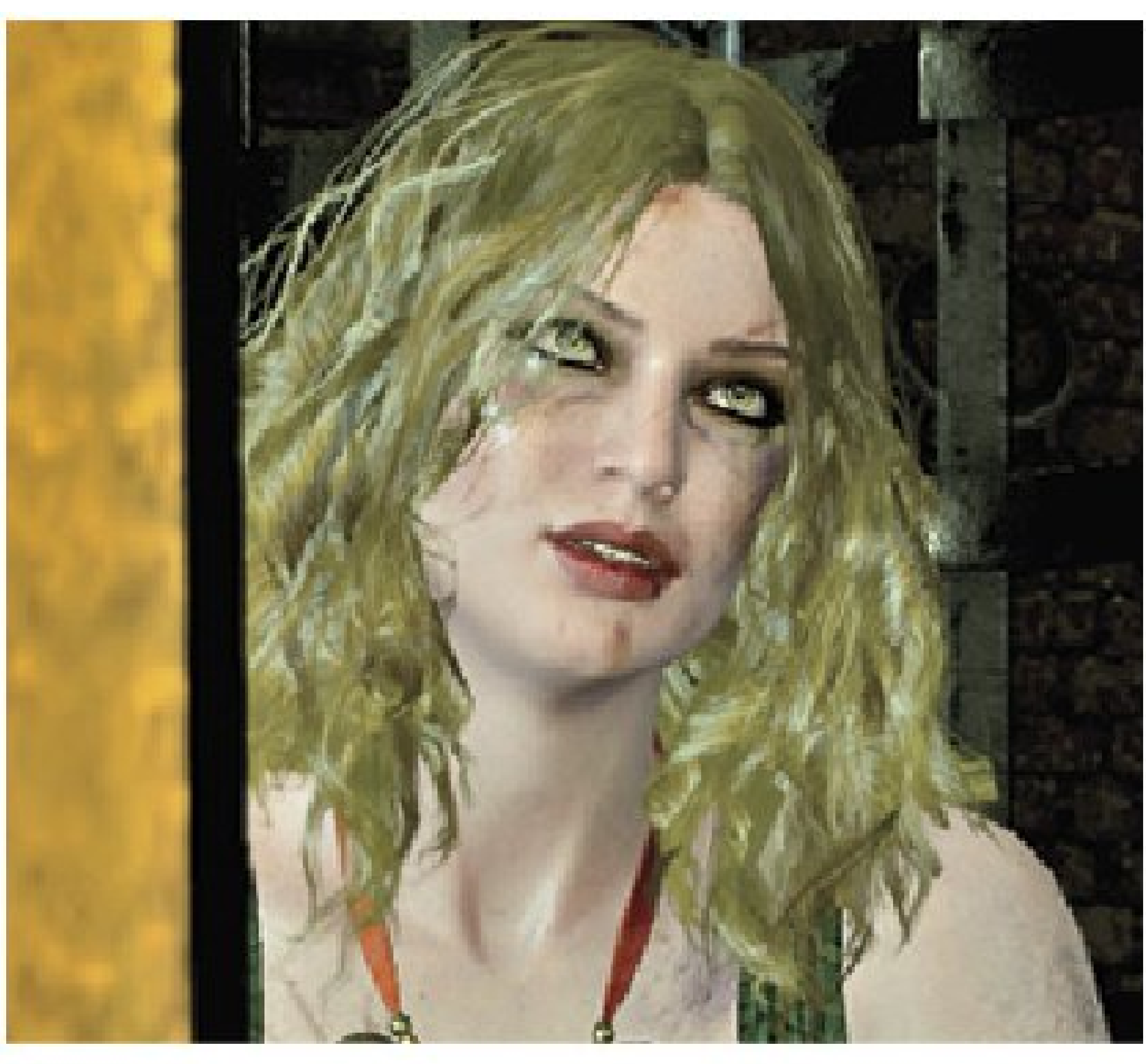
To your right is a half-submerged cavern. Turn left and jog towards a brittle-looking brick wall. A short shove with Aard, and it falls apart, allowing access into the sewers, and a battle against three ghouls and a necrophage. The grated tunnel is a dead-end, so head roughly east and northeast, upstream through the effluent. Turn right and enter the sloping tunnel of dirty water to the south. This must be the body chute. You soon spot a corpse and a bloodied ledge to climb up. You emerge in a torture chamber.

- If Zoltan already arrived with the alcohol, there is no one in this chamber.
- If Zoltan didn't help, there are two witch hunters surprised at your entrance. Quickly slay them.

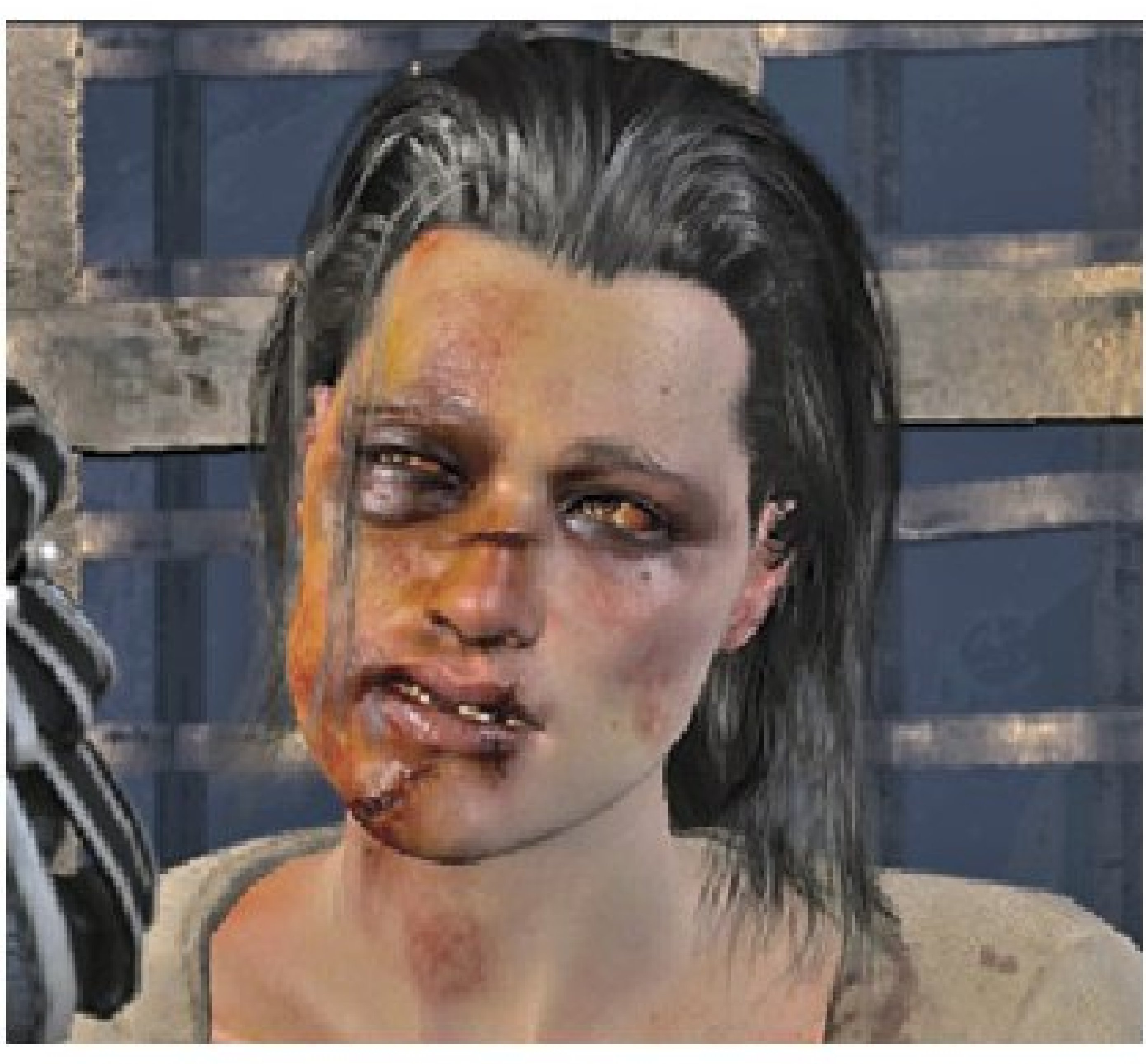
THE DRUNKARDS OF DEIREADH PRISON

Prepare for a battle with a number of witch hunters. The following gives you the larger of the numbers to expect. However, if Zoltan plied them with alcohol, expect there to be fewer enemies, and a number of them sleeping in a drunken stupor.





Margarita Laux-Antille



Sile de Tancarville

Push the southwest door open. Climb the wooden stairs and through another door, and into the main prison level. Prepare to bring the hurting to three witch hunters. Defeat them before exploring further into this cellblock. Access the grating along the main corridor, just across from the door you entered from. Margarita looks up from her cell. Is she hallucinating? No, you tell her. But you can't free her without the warden's key.

- If Sile de Tancarville survived during Witcher 2, she is also with Margarita.

OBJECTIVES:

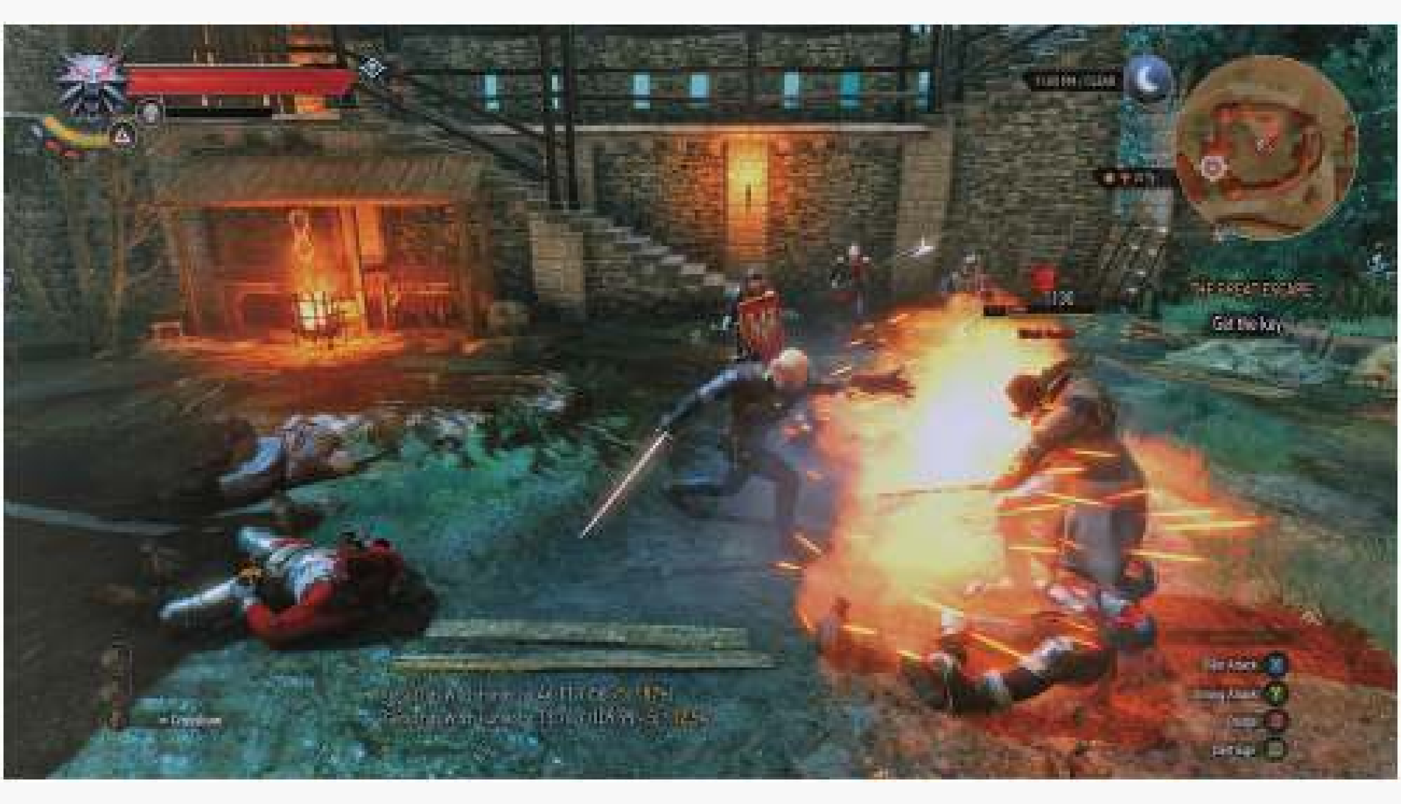
- Get the key.
- Search the commander's body and find the key to the cell door.
- Open the cell.

Head to the northeast exit door, and up another wooden stairwell. Peer outside to the prison grounds.

- If Zoltan helped you with the hooch, you find a number of guards standing in drunken celebration. You can simply move past them, as long as you don't venture too close to them. Sneak up the stairs and ascend to the Prison Commander's Office. Dispatch him quickly to retrieve the key from his body. Of course, you can simply start fighting the drunk guards at any time, if stealth isn't part of your plans.
- Without Zoltan's help, there's around eight well-armored Redanian soldiers here. Don't head there yet. Instead, enter the adjacent stairwell, ascend to an upper room and deliver some punishment to a pair of witch hunters (so they don't outflank you in a moment). Then descend, head outside, and start the mother of all battles against the cream of Oxenfurt's prison guard! Expect a further six reinforcements along the battlements, and a couple of crossbowmen on the roof.

THE BATTLE OF DEIREADH PRISON

Is this battle getting out of hand? Retreat into the prison where you came from (or up onto the crenelations), use your crossbow to drop the Redanian soldiers from distance (especially those carrying ranged weapons), and then battle your foes one or two at a time using the stone walls as cover. Or you could try climbing onto a shed roof and using ranged weapons, which is foolish but sometimes effective.



Afterwards, search the corpse of the Redanian commander for a cell key. Grab it, retrace your steps, and unlock Margarita's cell. You pull out your summoning device, and Yennefer arrives by portal. Yennefer gathers up Margarita, and teleports away, leaving you to mop up.

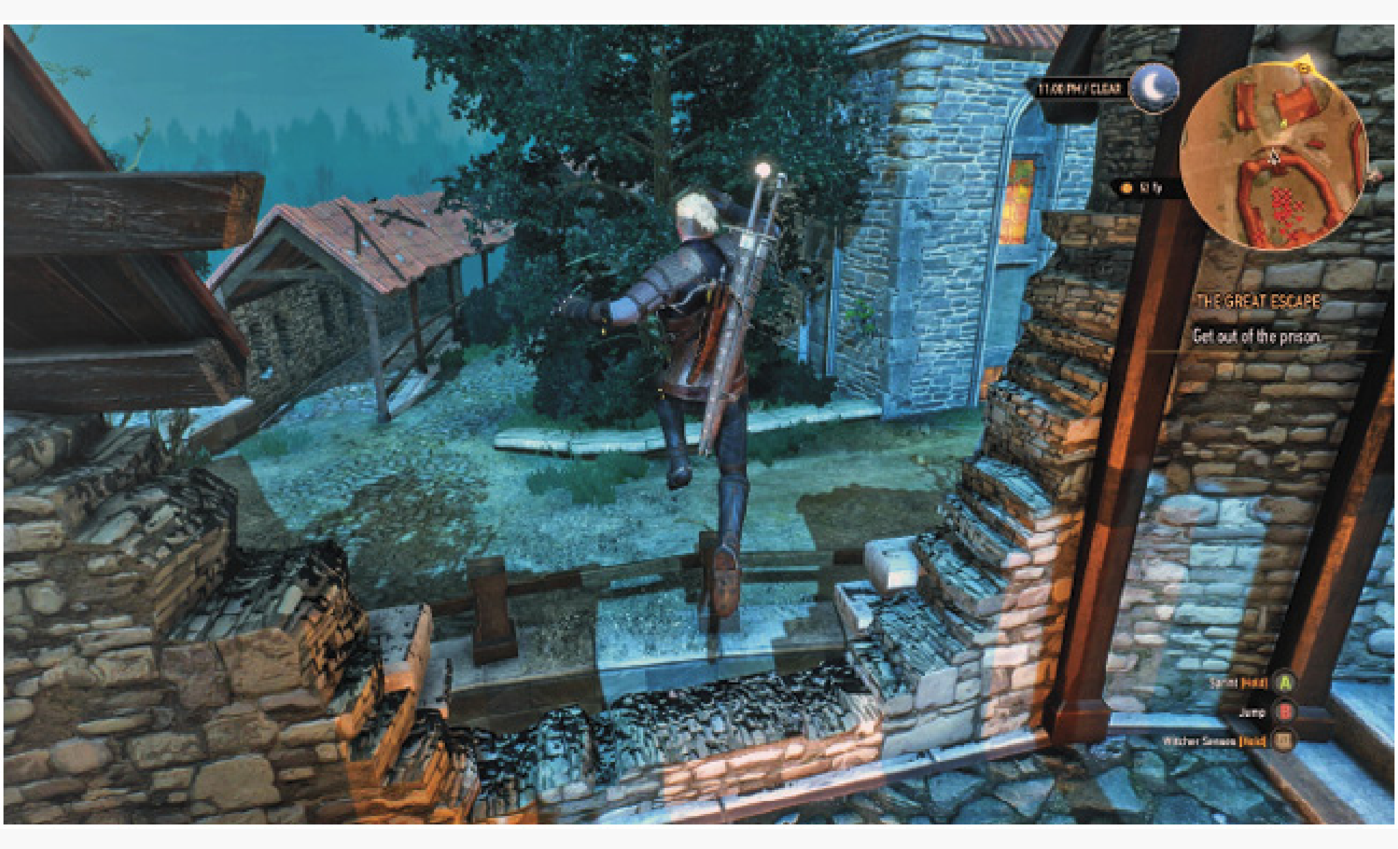
- If Sile de Tancarville survived during Witcher 2, she pleads with Yennefer for a quick death. You can choose to administer this, or leave Yennefer to do it instead.

QUEST CONCLUSION: PRISON BREAK

OBJECTIVES:

- Get out of the prison.
- (Final Preparations): Wait for daylight.

Retrace your steps back up to the courtyard, and bring a quick death to any foes that remain. Or, if you're encountering drunks everywhere, simply sneak past them along the battlements to the breach in the wall.



- If you requested help (and beer) from Zoltan, he is waiting in the courtyard (complaining how the plan went south if you interrupted the reveling witch hunters and killed them instead), and he had to kill a great many guards. Some are inebriated, making them more straightforward to slay. Afterwards, Zoltan offers you a ride back to Novigrad. Accept to conclude this quest. You receive more XP if you got the witch hunters drunk and snuck by them.

When the coast is clear, run along the battlements and up into the warden's office, where you can inspect a list of prisoners if you wish (on the bedroom table). Return outside. The main gates (to the northwest) are barred shut. Run around the battlements until you reach a broken section of the western wall. Leap out onto the main street, and this quest concludes.

Alternatively, you can trace your steps back into the sewers, to the torture chamber, where you can find a key that opens the doors in the sewers that were previously locked. Travel along the tunnel to a second door, pass it and turn right to enter the cellar of a nearby house. Then climb up into the house and leave it inconspicuously.

Now leave Oxenfurt if you wish, but be sure to wait for daylight (meditating or manually waiting) to continue.

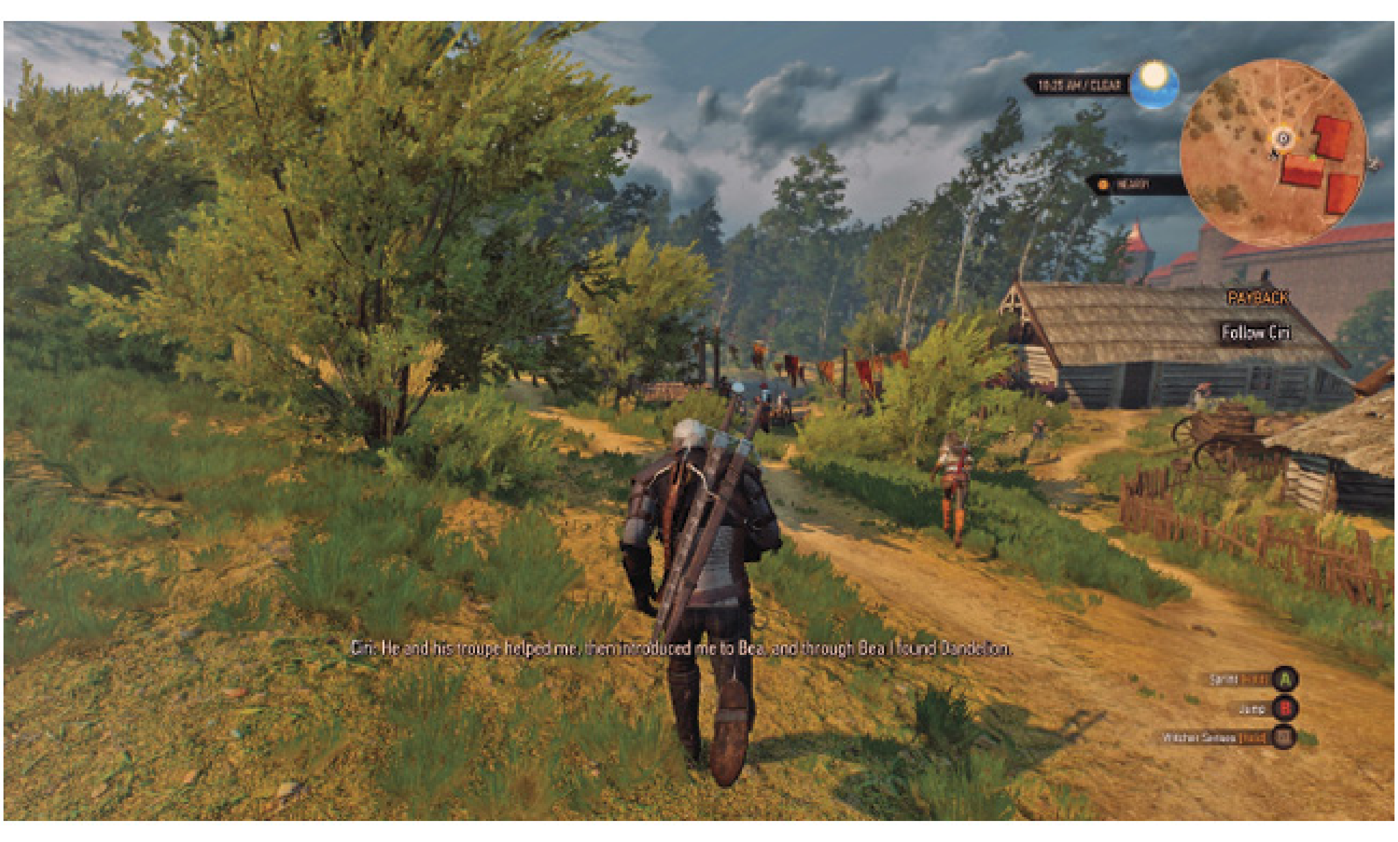
ITEM: Usables: List of Prisoners

Main Quest: Payback

Fading Memories: Valdos Troupe

OBJECTIVES:

- Follow Ciri.
- Talk to Valdo.


PAYBACK
Follow Ciri
Ciri: He and his troupe helped me, then introduced me to Bea, and through Bea I found Dandelion.

Follow Ciri in a roughly southern direction as she recalls her past hardships. You leave Novigrad via the Portside Gate, making a quick turn to the right (west), looking for a small carnival camp of nonhumans among the small huts along the Pontar river. She spies Valdo, and runs in to see him and another elf named Aegar. After an amusing introduction, Ciri is greeted warmly. Answer how you wish. You pick up slight tension between the two elves as Aegar leaves to trade for horses.

Aegar

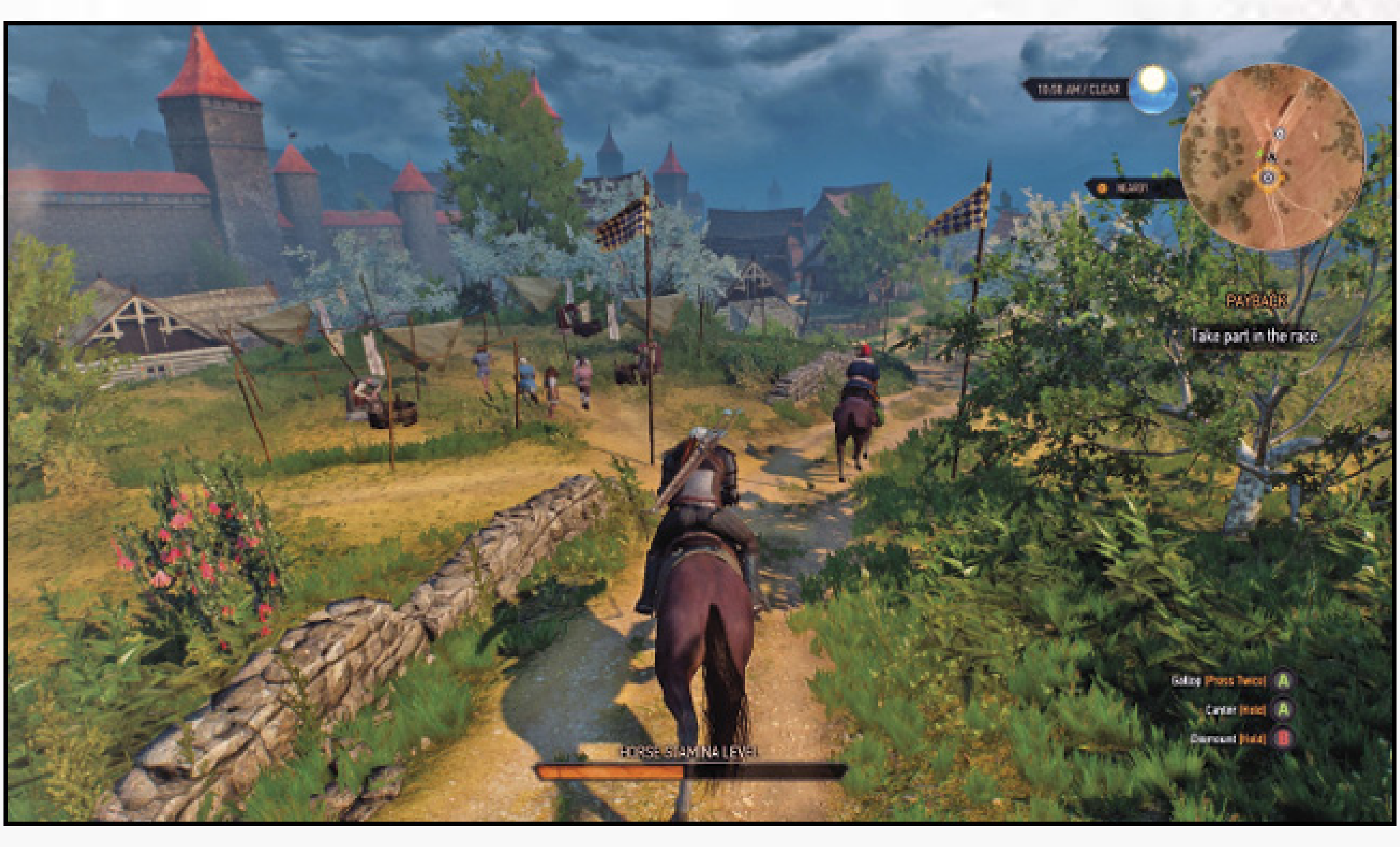
Valdo

- Speaking of which, Valdo refuses Ciri's coin and instead wants to know if you're ready to race? The coin goes to the winner! Accept (and begin the race) or decline (and skip the race).

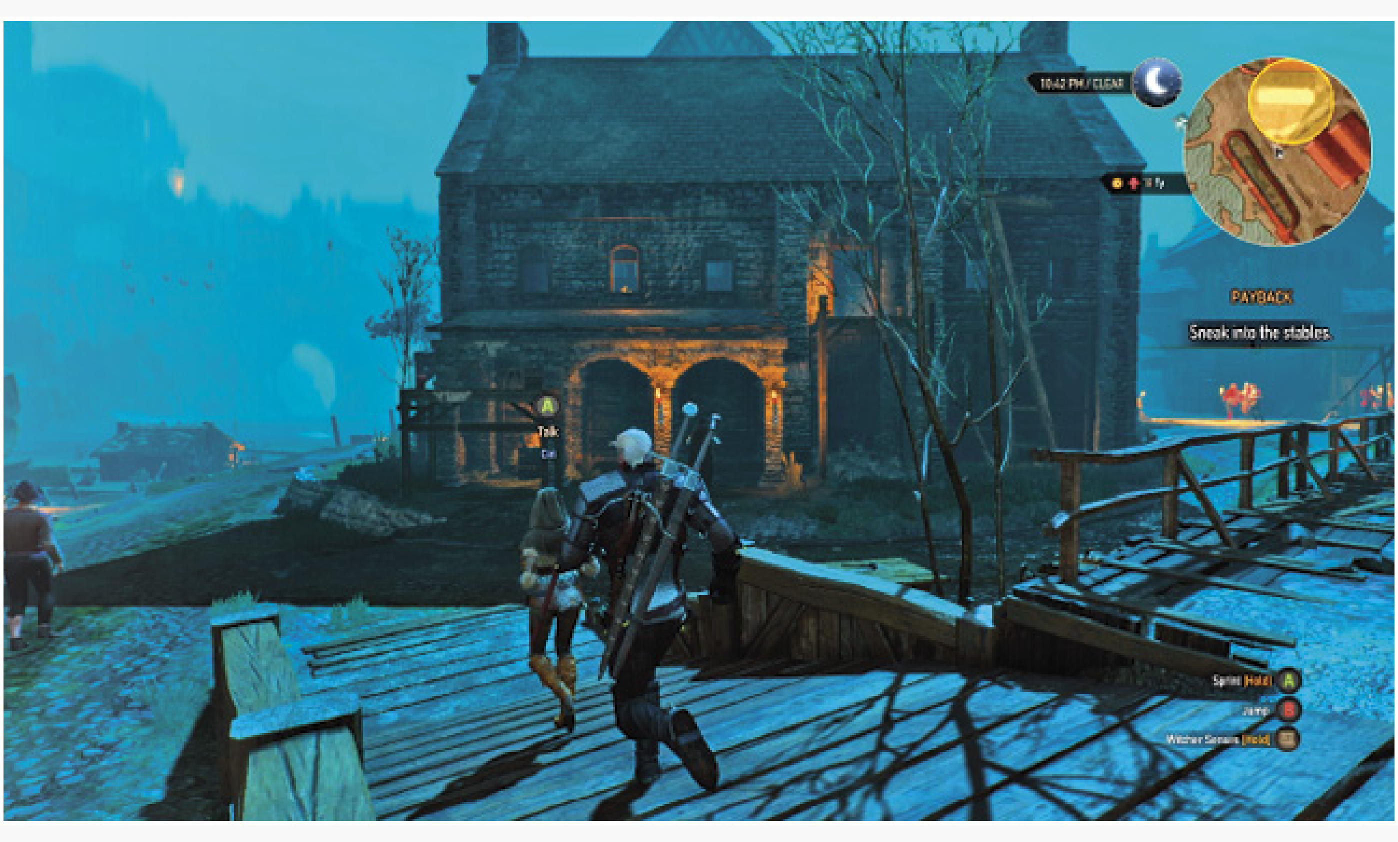
OBJECTIVE:

- (Optional) Take part in the race.

The race takes place along the Pontar, then the track heads east, up through the woods, passing Lucian's Windmill, and ends back at the camp. The entire run takes about 40 seconds if you're constantly galloping. Press your horse into a gallop at the start, ease off at the windmill, and gallop to the finish to beat Valdo, who is an exceptional rider. However, even if you win, Ciri insists the money goes to Valdo.



Valdo begs you stay for some wine. A few hours pass and evening falls. You feel rested and charmed by these elves, despite one being a juggler. Converse with Ciri about her life, answering as you wish. After a long chat about her life, Aegar returns with a face like a zebra's slapped arse. He's been unable to secure any horses. Perhaps you'd help them steal some?

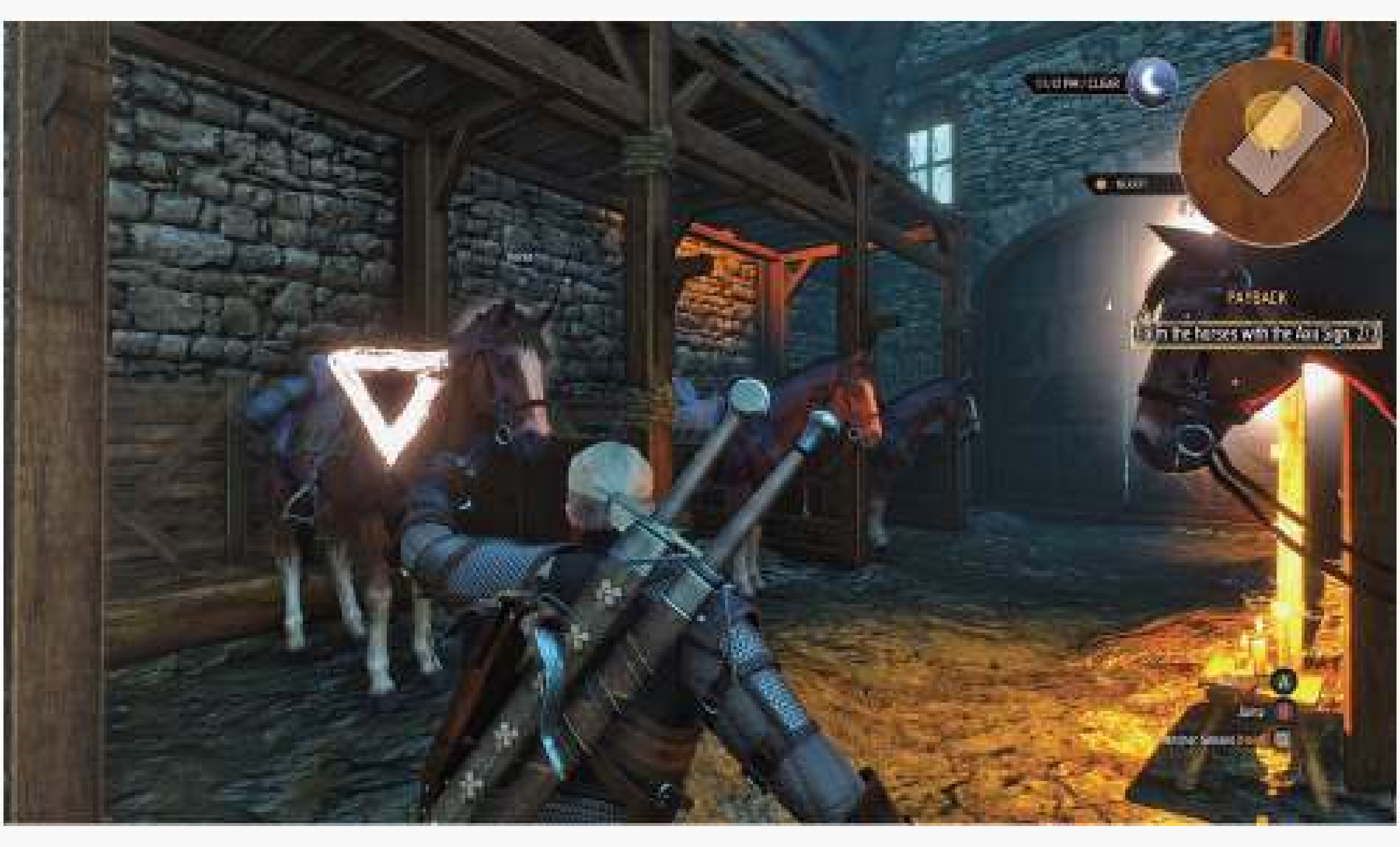


You can:

- Agree to steal some horses. Ciri seems giddy at the plan. You automatically arrive at the stables in Novigrad.
- Refuse completely, and Aegar's demeanor darkens to anger. You're challenged to a fistfight. Win or lose, you're both banished from camp. You both head back to the Rosemary and Thyme, in Novigrad.

OBJECTIVES:

- Sneak into the stables.
- Use your Witcher Senses to find a way to open the stable doors from the inside.



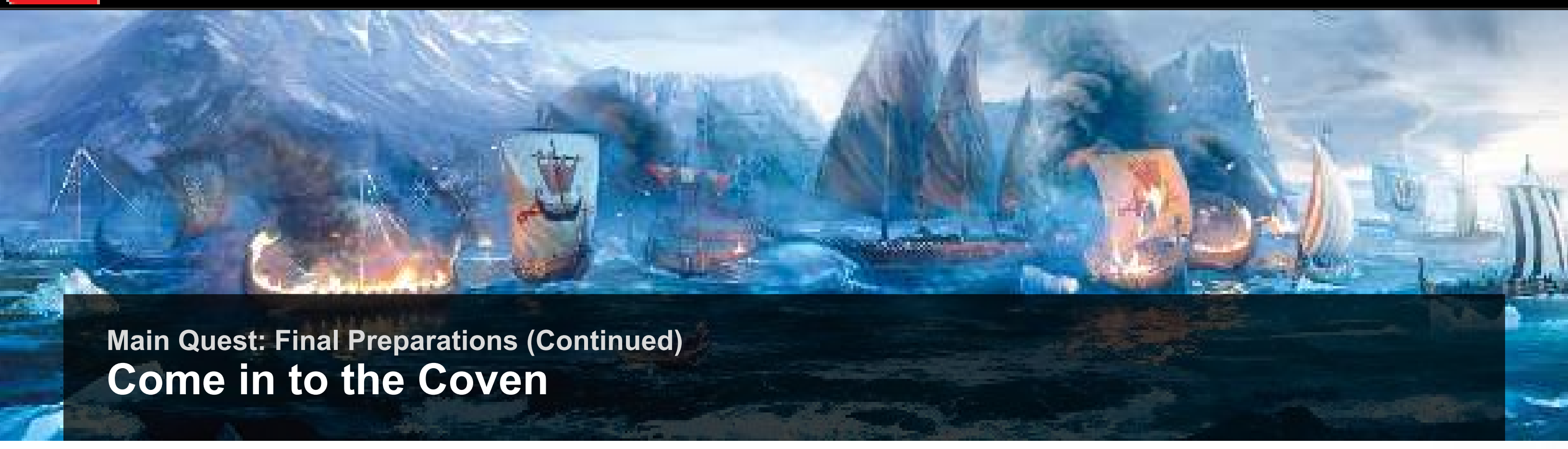
While Aegar keeps watch, climb the small shed,onto the roof overhang, onto the small platform, and into the stables. Peer down at the horses, then climb down to the ground, near a sleeping Novigrad guard. The door to the north is locked. However, the keys are in the horse stall to the southeast. Grab them.

ITEM: Quest Item: Stable Key

OBJECTIVE:

- Calm the horses with the Axii Sign (3).

If you make too much noise while inside the stables (jumping, throwing bombs, dropping to the ground, or other similar sounds), the horses panic and the guard wakes up. Knock him down with some punches. Then, quickly use the Axii Sign to calm the three nearest horses. Once done (or immediately, if the horses are calm to begin with), Ciri and Aegar quickly enter the stables, the main doors burst open, and you ride the horses out and away from the hapless guards, who give up pursuing. Ciri seems gleeful and excitedly recalls the exploits back at the camp. You can agree or disagree with this horse rustling. With that, Ciri tells you she'll meet you back at Dandelion's inn. This quest concludes.



Main Quest: Final Preparations (Continued)

Come in to the Coven

OBJECTIVE:

- Meet Yennefer and the Lodge of Sorceresses at Dandelion's Inn.

FATE OF THE SWALLOW

Choice #3 Ahead:

You are about to make another of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings section of this strategy guide.

Return to the Rosemary and Thyme. Ciri is waiting atop the first flight of stairs, and seems agitated. She says the sorceresses wish to speak to her. Answer how you wish, then choose whether to go with Ciri or let her speak to them alone:

Choose to remain on the landing, and you spend time spying through a keyhole, without backing Ciri up with conversation. This confirms your belief that Ciri can handle herself, and improves her confidence.

Ciri's Fate (3 of 5): Positive Choice (+1)

Accompany Ciri, and you can help back up her thoughts during the subsequent conversation. This unfortunately undermines her confidence, as you speak for her throughout the meeting with Philippa and Margarita.

Ciri's Fate (3 of 5): Negative Choice (-1)

The sorceresses extend an invitation for Ciri to join the Lodge, as a partner. There are downsides (this is a criminial organization, and there's a hierarchy), but Philippa tells Ciri she could achieve greatness, and that her powers could be honed. Ciri tells them Avallac'h is responsible for her magical advancements. But can the elf be trusted? Confused and a little dismayed, Ciri leaves the meeting. Then Yennefer arrives. She tells you to check on Avallac'h. Main Quest: Final Preparations continues to track your progress, and Main Quest: Through Time and Space begins.

Secondary Quest: It Takes Three to Tango

I'm a Little Tied up at the Moment

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: IT TAKES THREE TO TANGO

LOCATIONS : Rosemary and Thyme (Novigrad), The Kingfisher Inn

CHARACTERS : Triss Merigold, Yennefer of Vengerberg, Dandelion

ENEMIES : None

RECOMMENDED ITEMS : 150 Crowns

OBJECTIVES:

- Bring some good wine to your rendezvous with Triss and Yennefer.
- Meet Triss and Yennefer in the Kingfisher.

DECISIONS, DECISIONS

During Secondary Quest: Now or Never, did you decide to be romantically involved with Triss? Also, during Secondary Quest: Last Wish, did you decide to be romantically involved with Yennefer? If you answered “yes” to both these questions, Secondary Quest: Three to Tango is available.

After speaking with Ciri, you are approached by both Triss and Yennefer. You’re immediately suspicious, but they seem to be playing coy. They tell you there’s little point in them both fighting over you, they want to share you. While they prepare one of the rooms upstairs at the Kingfisher Inn for a rendezvous to remember, you’re to provide the wine. Head across Novigrad to the Kingfisher Inn, and speak to the barkeep. Ask to trade, and purchase a bottle of his finest—this is around 60 crowns. If the objective doesn’t update, buy a different vintage until it does. Then head up the first flight of stairs, along the landing, and open the door on the right (north).

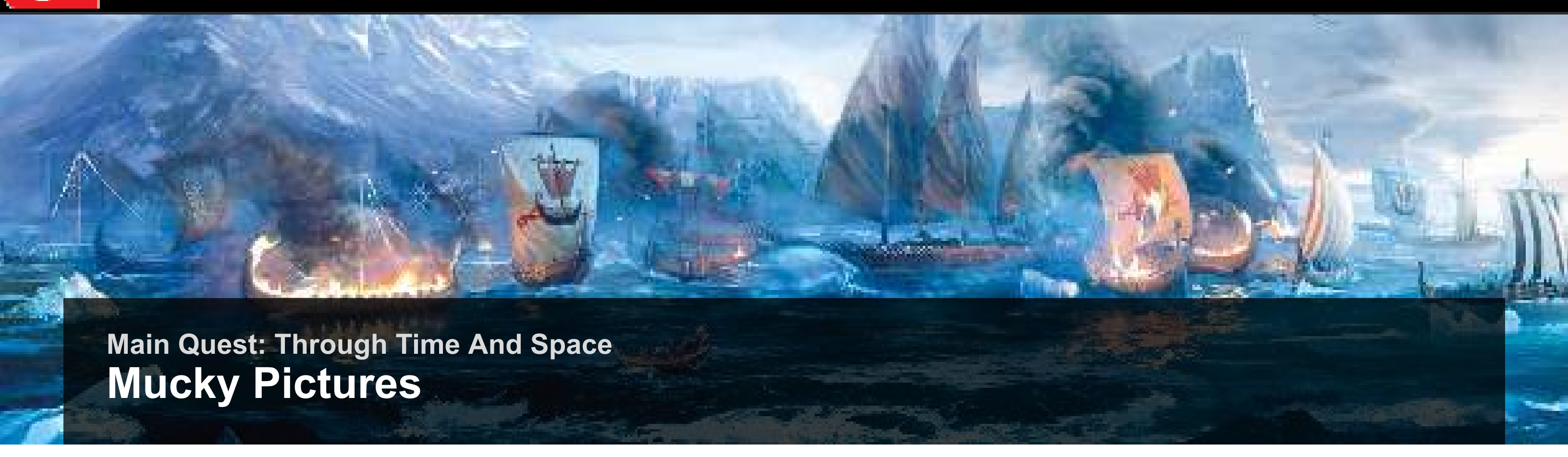
NOVIGRAD
KINGFISHER

ITEM: Quest Item: Wine (Erveluce or Est Est)

You give the door a quick knock. Then push it open. You’re greeted by Yennefer, in some naughty night attire. She purrs and coos while Triss (also dressed in next to nothing) extracts the wine from your hands. You’re pushed onto the bed. Triss and Yennefer lightly stroking you. Hold on, what’s this? Manacles? Well, if it pleases the ladies…

Triss and Yennefer open the wine. You inquiry about getting yours. They reply that you’re about to get what you deserve. And with a wry smile and a cute smirk, Triss and Yennefer leave you chained to the bed, leaving you to ponder on how you should treat powerful sorceresses in the future.

Dandelion discovers you next morning. Feel free to try some idle threats during your chat, during which he says you’ve a lot to learn about the fairer sex. After putting on some pants, you decide to pay a visit to Avallac’h.



Main Quest: Through Time And Space

Mucky Pictures

DANGER ALERT ◆◆◆◆◆ SPOILER ALERT XXX

MAIN QUEST: THROUGH TIME AND SPACE

RELATED QUESTS : Main Quest: Final Preparations, Main Quest: Battle Preparations

LOCATIONS : Rosemary and Thyme (Novigrad); Rudolf de Jonkheer's House, Ddiddiwedht Desert, Mysterious Dark Valley, Underwater Cave, Tedd Deireadh , Tir Na Lia (Viceroy Ge'els' Palace)

CHARACTERS : Avallac'h, Viceroy Ge'els, Cirilla, Corrine Tilly

ENEMIES : Sandcrabs, Hounds of the Wild Hunt

OBJECTIVES:

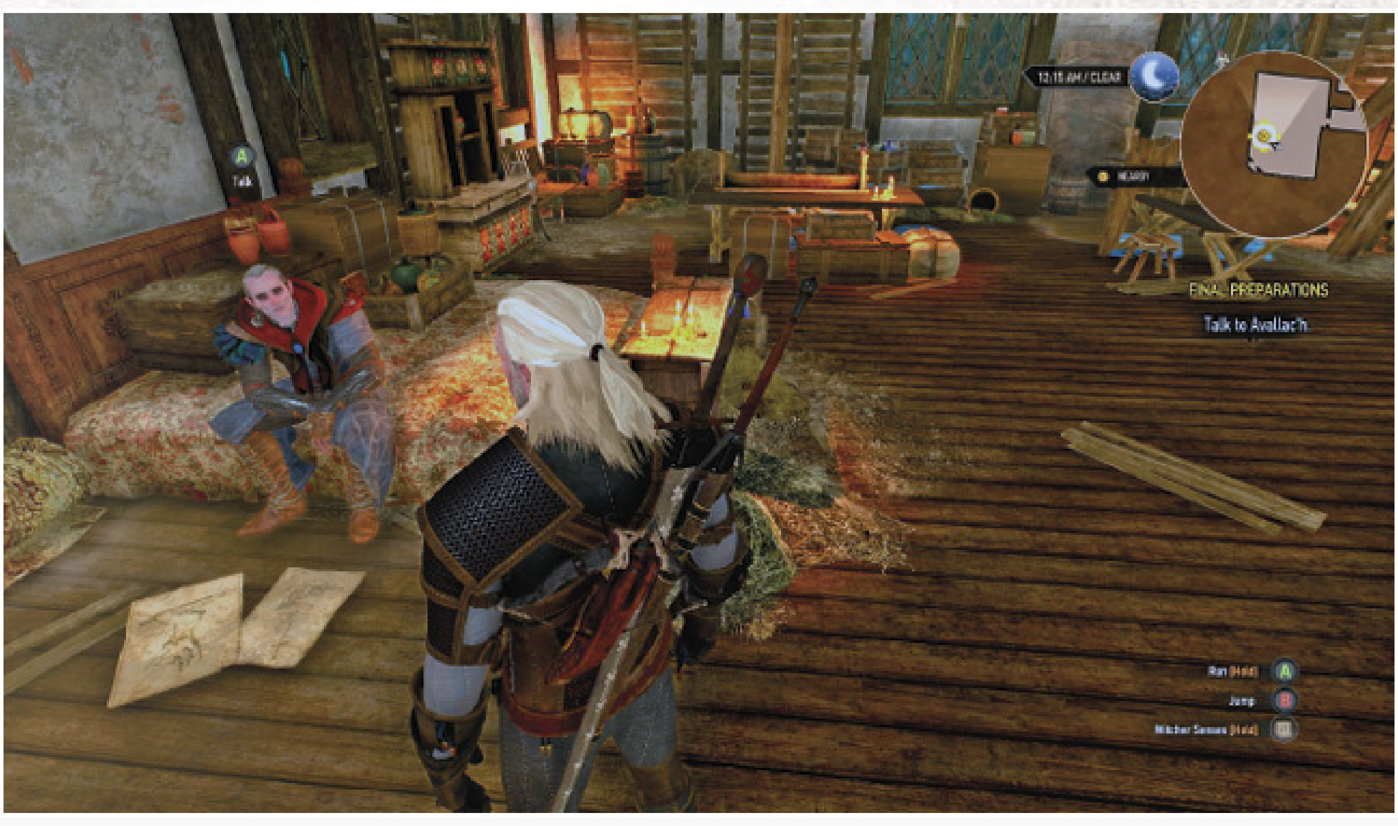
- (Final Preparations): Talk to Avallac'h.
- Nearest Signpost: Hiearach Square.

QUESTING DECISIONS

This quest starts automatically once Main Quest: Final Preparations begins, once you arrive in Novigrad with Ciri.

Preparations are almost complete. But Avallac'h the elf must be spoken with. Find him up the stairs in the Ruby Suite of the Rosemary and Thyme. He's staring at some rather racy parchment sketches. A tense conversation occurs, until Avallac'h commends you on your adept elimination of Imlerith. Answer how you wish. Avallac'h speaks of a weakened Eredin, but two others remain. Caranthir the loyalist and Ge'els—a follower of Avallac'h's former king whom Eredin poisoned. Ask further questions, then choose whether you want to kill Ge'els or make a deal with him. Avallac'h has tracked Ge'els to the land of the Aen Elle. Getting there may be a problem, since you don't share Ciri's world-hopping abilities. But Avallac'h has hatched a plan, a passage to the Alder's World will open soon, located close by. You have a chance to prepare and meditate, or automatically head there now.

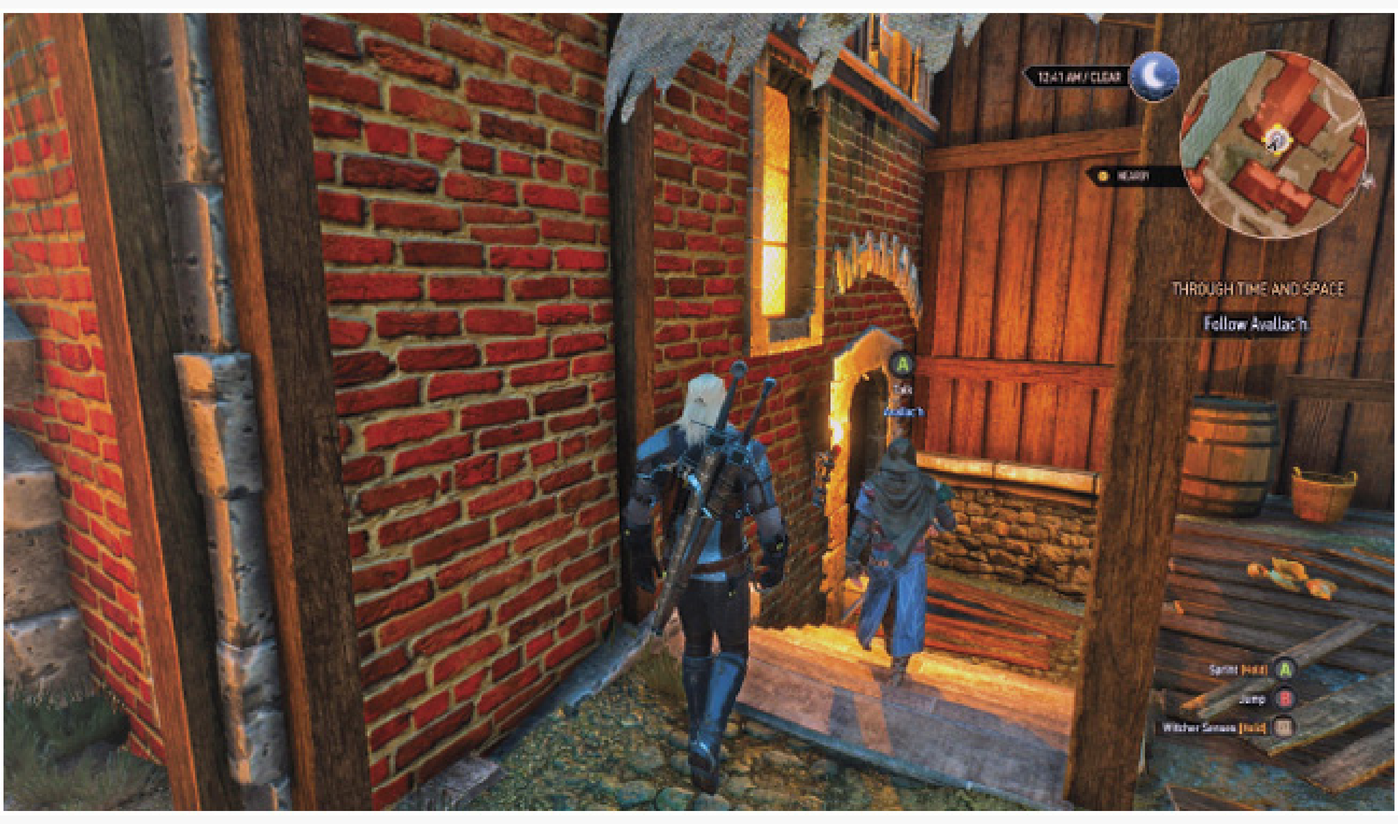
Avallac'h



OBJECTIVE:

- Follow Avallac'h.

Follow Avallac'h to a house you recognize. It is Rudolf de Jonkheer's dwelling, where Sarah the Godling held Corrine Tilly in a tizzy. Go into the property, locate the trapdoor ladder down to the cellar (and oven where you found Sarah), and use Aard to remove the crack in the wall leading into a sewer tunnel and the portal. There's no turning back. Enter when you're prepared.



▶ If Sarah the Godling was allowed to remain in this abode, during Main Quest: Novigrad Dreaming, you may speak to both her and Corrine Tilly, who are living here together. However, this isn't required to complete this quest.

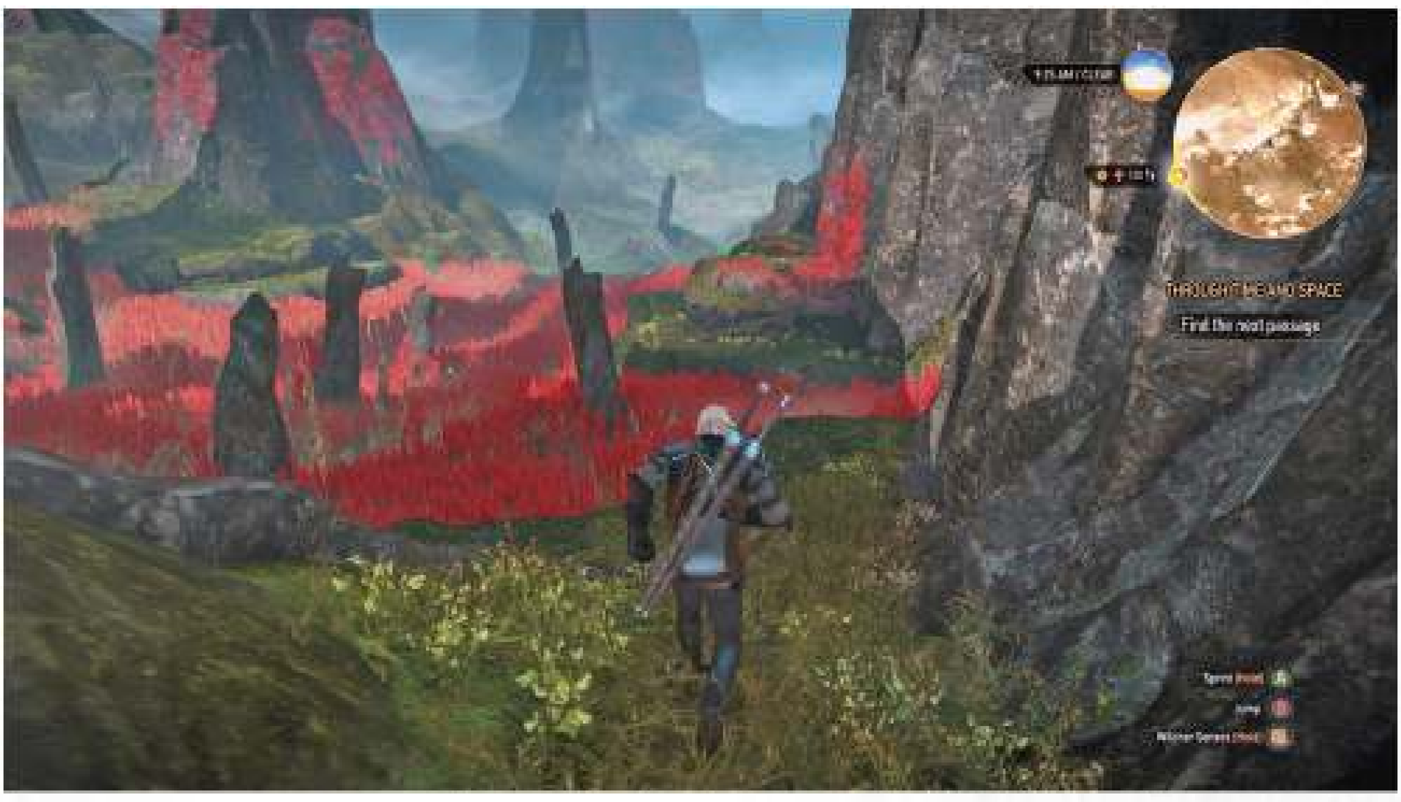
Main Quest: Through Time And Space

A Foul and Pestilent Congregationof Vapours

OBJECTIVES:

- Find the next passage.
- Nearest Signpost: Mysterious Dark Valley.

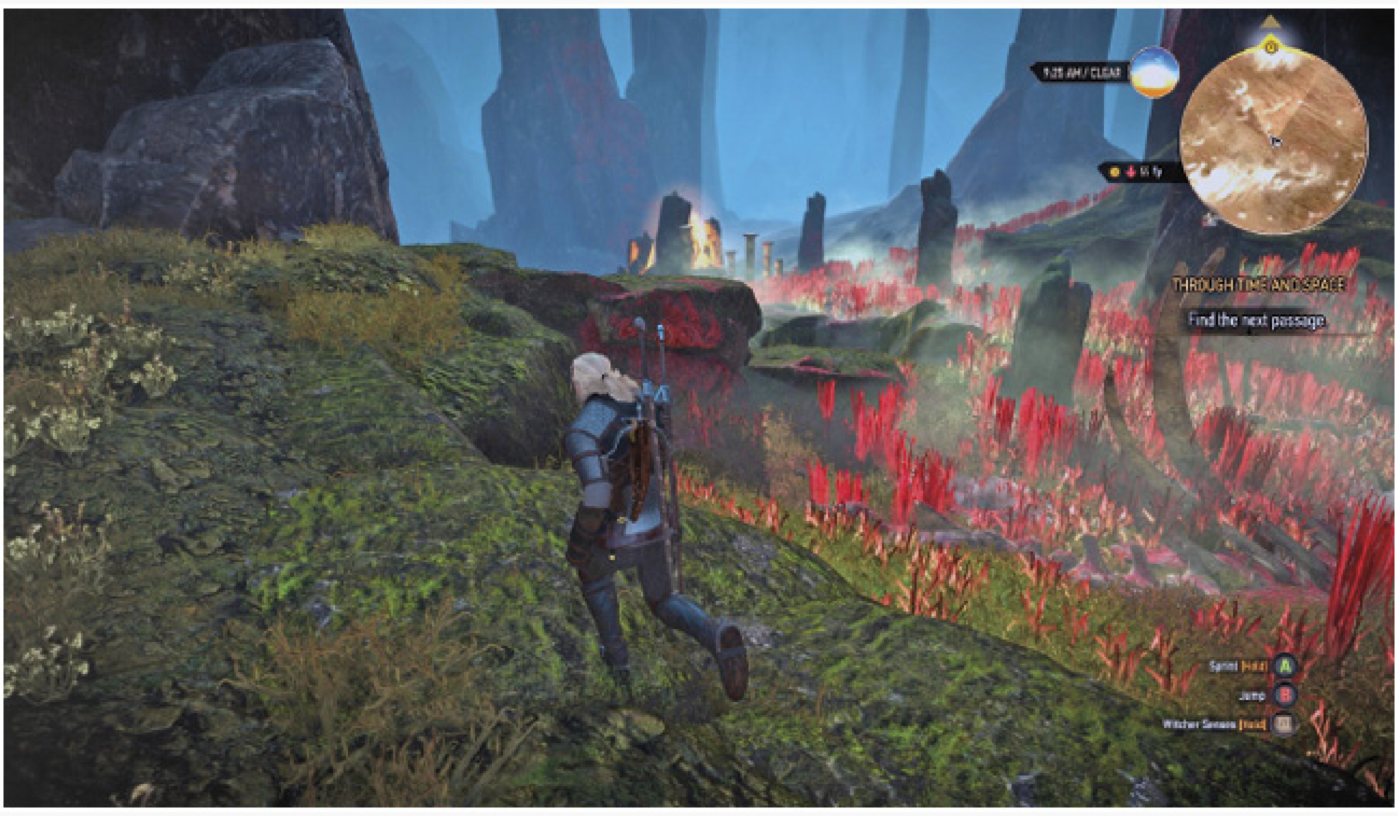
You appear in a strange world of mists, red lichen-covered rock, and large monolithic rock formations. Your elven companion didn't arrive with you, so you're on your own. Head along the ledge to the left, and you can see the next portal passage, almost due south of your current location. As a straight line there involves deadly plummets, a more convoluted route is necessary. Continue around to the left (east), climbing onto a mossy plateau. Drop down a "step", into an area of poisonous cloud. Run southeast, climbing up onto an upper ledge to catch your breath.



PUTTING YOUR BEST FOOT FORWARD

Dropping down or falling away from the described path is a deadly mistake. Don't make that mistake.

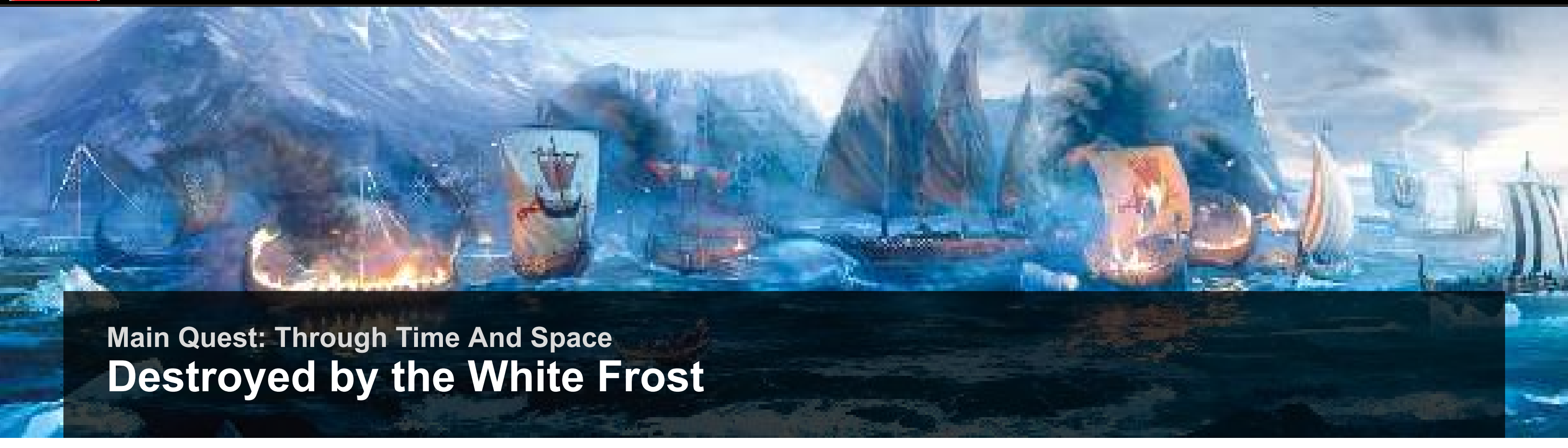
Run south (the portal is visible ahead) a few steps, then look for a slope down and to your right (west) leading to a mass of bright red reeds and jutting standing stones. Rush through the right edge of this area, climbing the other side to a mossy ledge overlooking this sea of crimson plantlife. Now turn southwest and sprint through the reeds, and climb the mossy ledge opposite. Catch your breath before sprinting upslope, through more red reeds and poison, and clamber up another three ledges as you turn to face the portal. Almost there! Simply rush for the portal, and climb directly into it, and out of this hellhole.



OBJECTIVE:

- Find the next passage.

You appear underwater. Since you're not a fish, it's important to swim directly to the portal opposite, before you run out of air. Go there immediately.



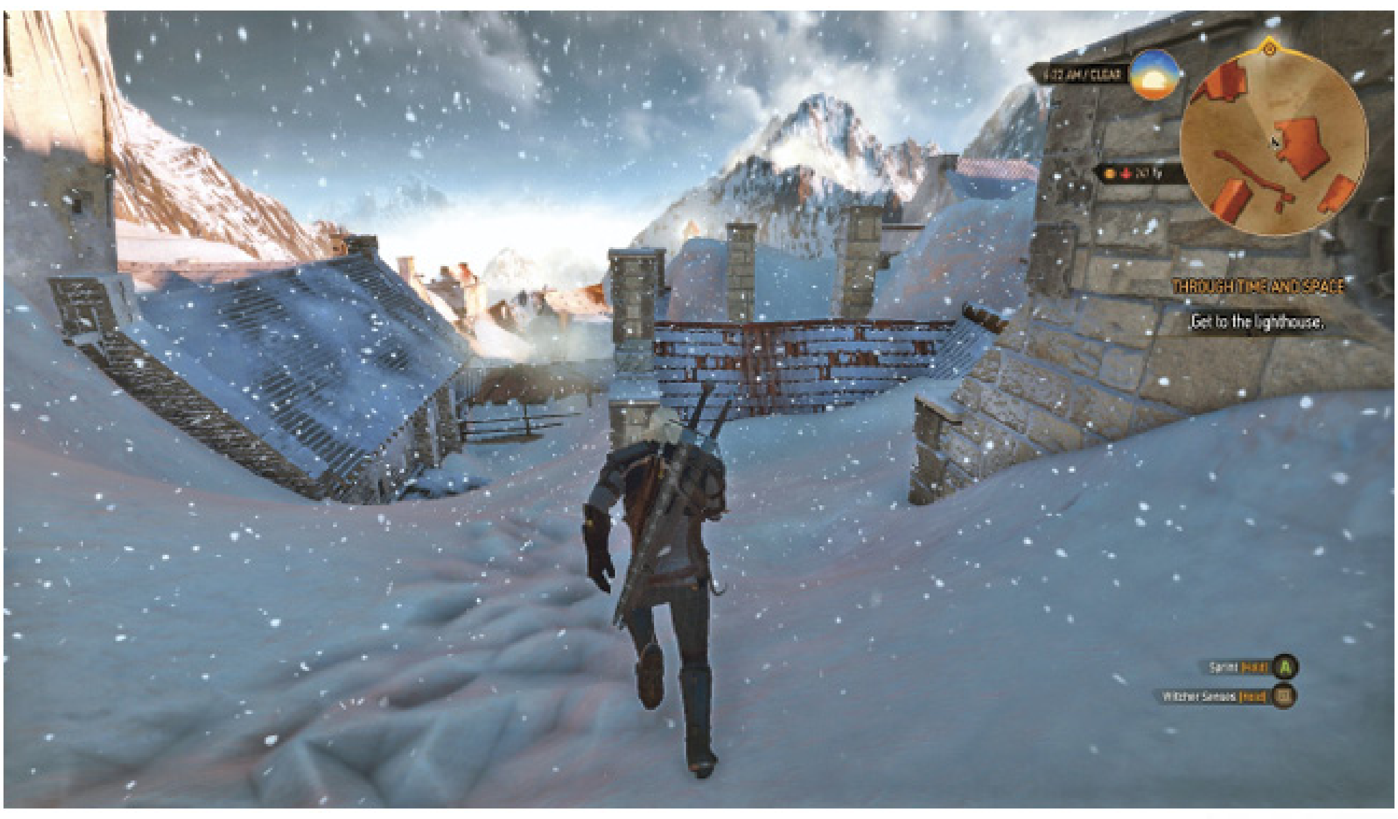
Main Quest: Through Time And Space

Destroyed by the White Frost

OBJECTIVES:

- Find the next passage.
- Nearest Signpost: Tedd Deireadh (Time of the End).

You appear inside an icy cavern. The wind is biting. Run directly out of the cavern, using Igni to melt the wall of ice blocking your path. However, once you're outside, the blizzard is tormenting and cold; damaging you if you remain in it. So you don't expire, sprint roughly northwestwards, to a rocky alcove with an "X" carved into the rock.



HOT STUFF: STAYING WARM IN THE BLIZZARD

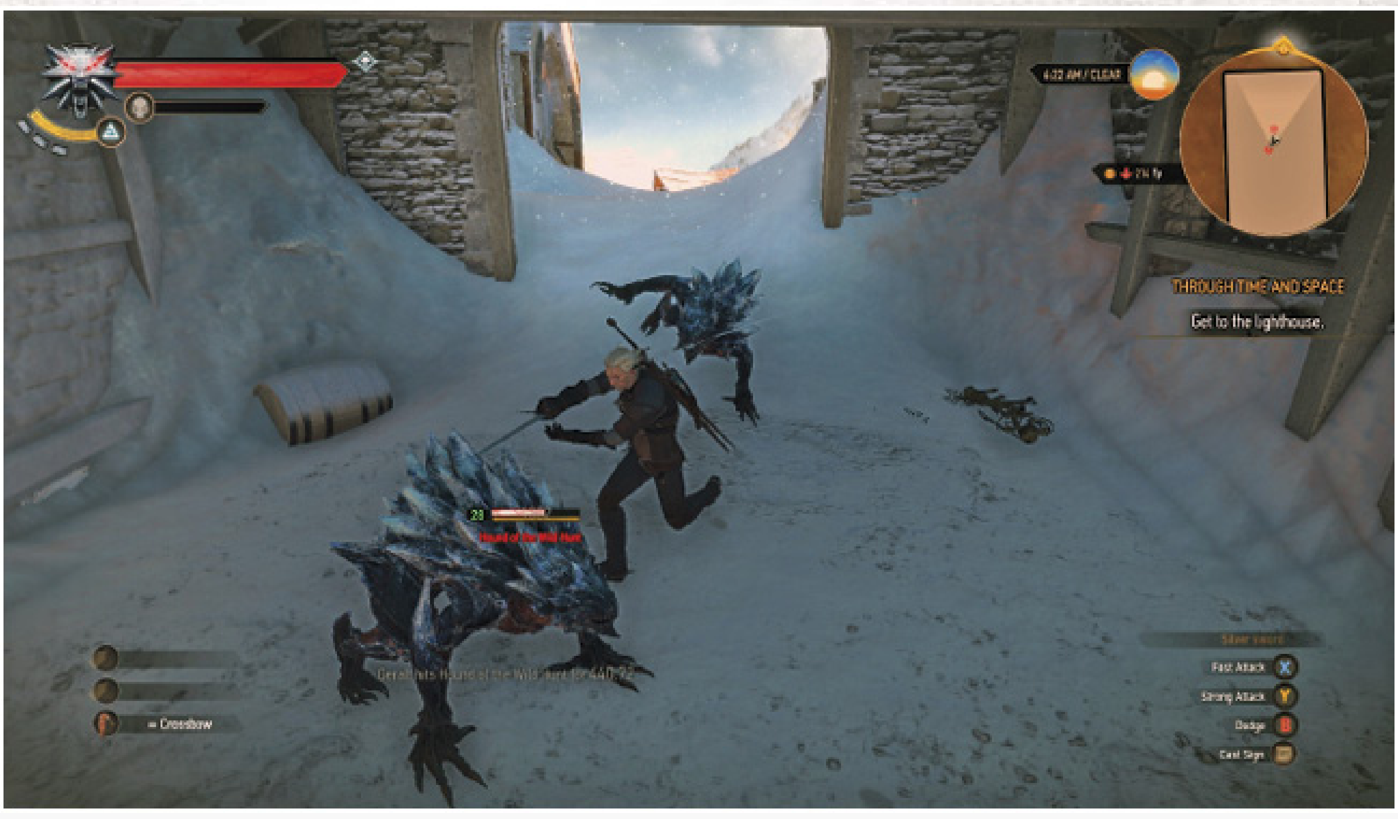
Can't find the "X"? Use your Witcher Senses. Freezing to death? Then light fireplaces, campfires, and braziers to heal yourself within the range of the fire. Try this when you're fighting the hounds of the Wild Hunt, especially near the lighthouse.

Sprint north to the next outcrop of rock, and shelter. Then around the corner to the left (north), to a ruined stone wall. Sprint east, across to some stone steps to another ruined wall section. Next, dash around the corner eastward, down a small slope to slide down, and a rocky bluff. Face north, and slide down into a half-buried village. Ahead, someone has lit the fire atop a lighthouse.

OBJECTIVE:

- Get to the lighthouse.

While muttering to yourself, sprint downward without delay, since none of the rooftops are wide enough to prevent you from taking damage for long. Find the open doorway to the left at the bottom of the slope, and enter the ruined barn building. Drop down to the collection of skeletons below, then remain inside the barn as you spot two hounds of the Wild Hunt. Deal death to them both (Igni is your friend here).



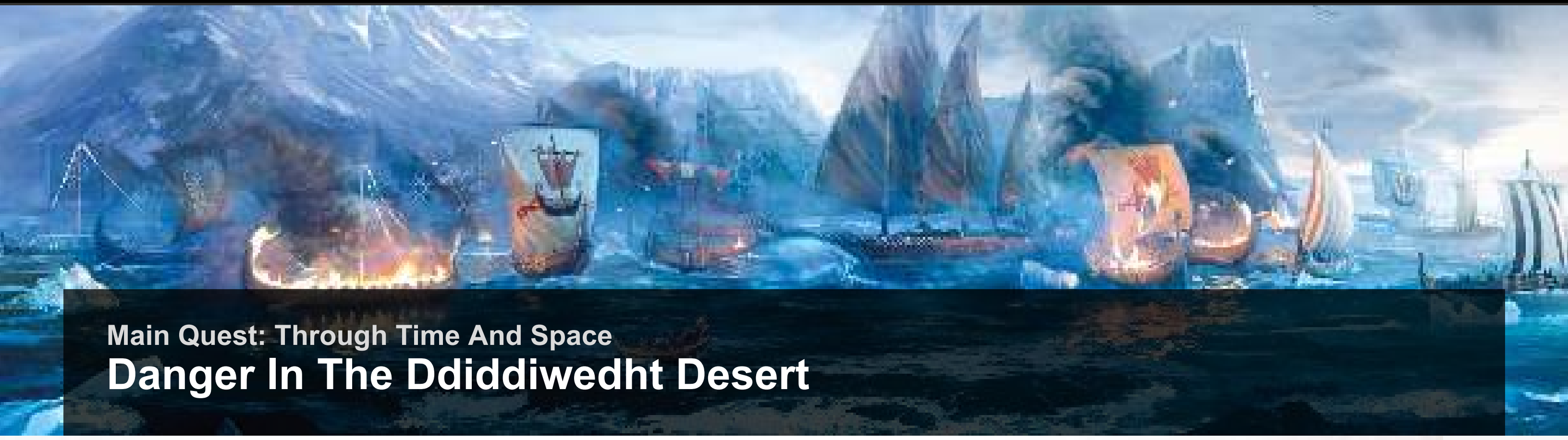
Once the fracas is over, head north and left (west) into the first open door to rest from the blizzard. Sprint out, northward, and into the open gable window of the building ahead and slightly left of you. Drop inside, and down some steps into a skeleton-strewn kitchen. Here, you find some notes from the long-dead Anna regarding the curse that befell these parts.

ITEM: Common Item: Anna's Notes

Sprint north again, across and up to the open doorway of the building ahead and left of you, through the porch opening. Then it's back for another sprint past a couple of dead trees, all the way to a half-buried stone wall and a set of steps to a guard tower. Head out the other side, after stooping to collect the diary by a skeleton. It makes for grim reading.

ITEM: Common Item: Ervyl's Diary

Step left through the gap in the wall, sliding down to the foot of the lighthouse, and ignite the three large urns there. You're attacked by three hounds of the Wild Hunt, so stay close to the fire and battle the foes until only the howling wind remains. Then it's time to head roughly northeast, across to the lower entrance beneath the lighthouse.



Main Quest: Through Time And Space

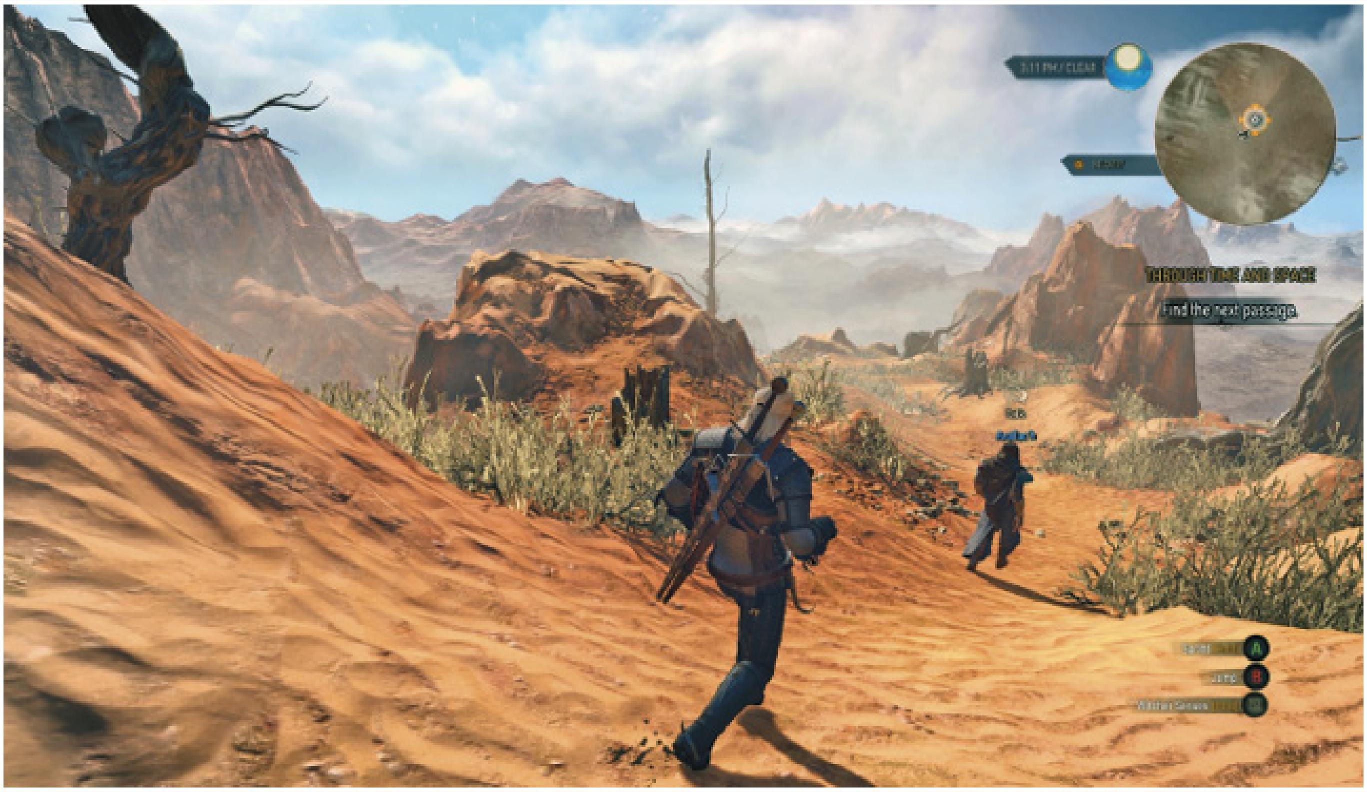
Danger In The Ddiddiwedht Desert

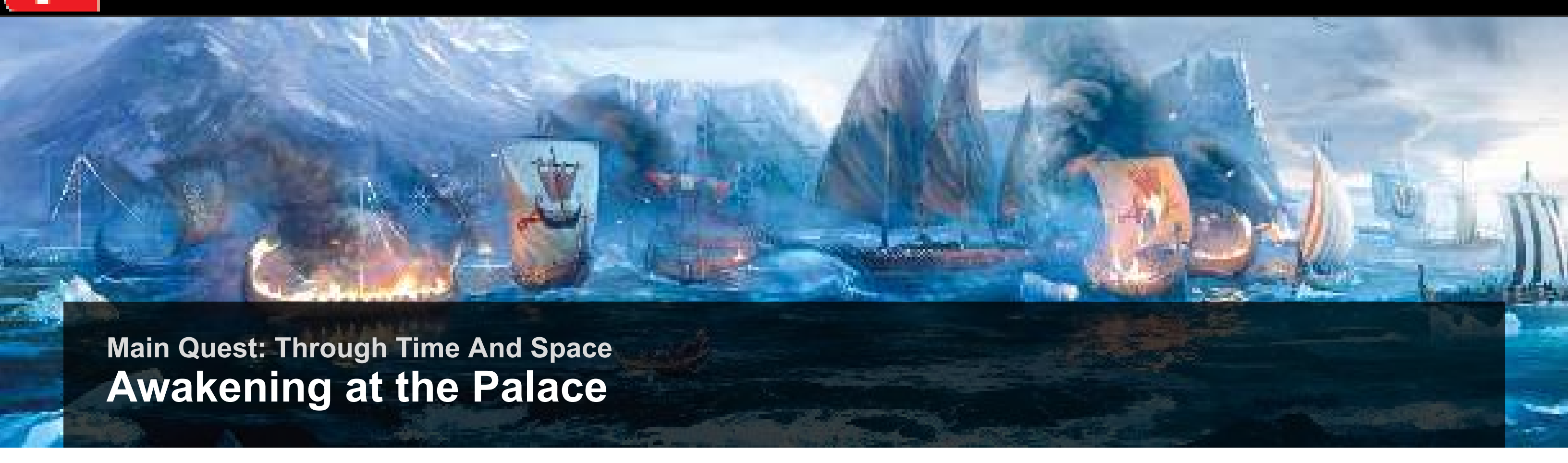
OBJECTIVES:

- Find the next passage.
- Wait until the passage opens.
- Kill the monsters.
- Nearest Signpost: Ddiddiwedht Desert

You step out into an otherworldly land of dry scrub and sandstone protrusions, the Ddiddiwedht Desert. Avallac'h informs you (as you walk behind him) that this place was pillaged by the another species, and was once a giant sea. You reach the next portal, though it looks more like a ruin. While Avallac'h waits for the portal to form, the ground begins to shake.

Sandcrabs! These foes act like endrega workers, except they appear in groups of up to four, and there's no end to them! This is a fight you cannot win, so utilize more defensive Signs and measures as you wait for the portal to open. As soon as you hear Avallac'h counting down to the portal appearing, head into it.





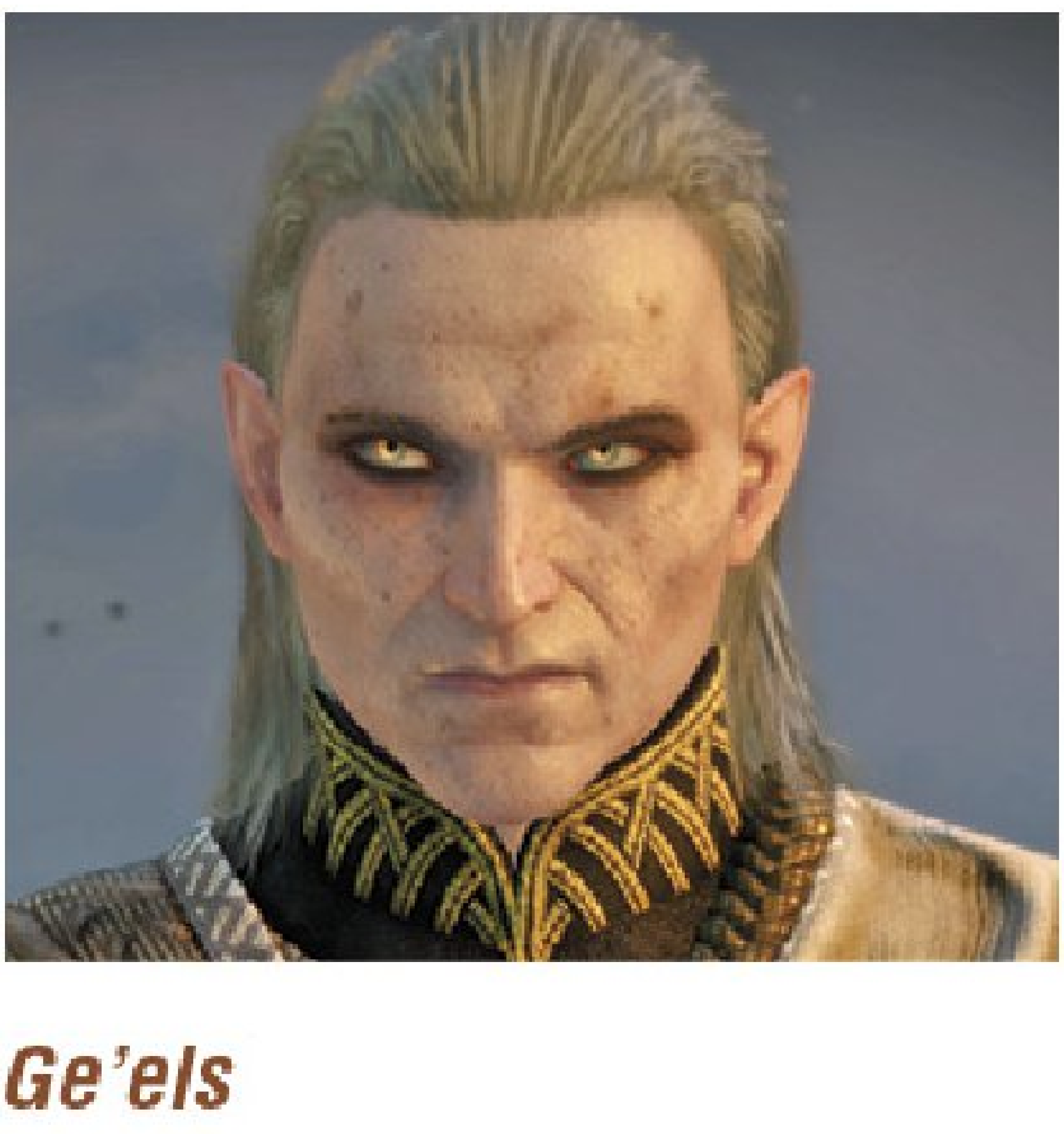
Main Quest: Through Time And Space

Awakening at the Palace

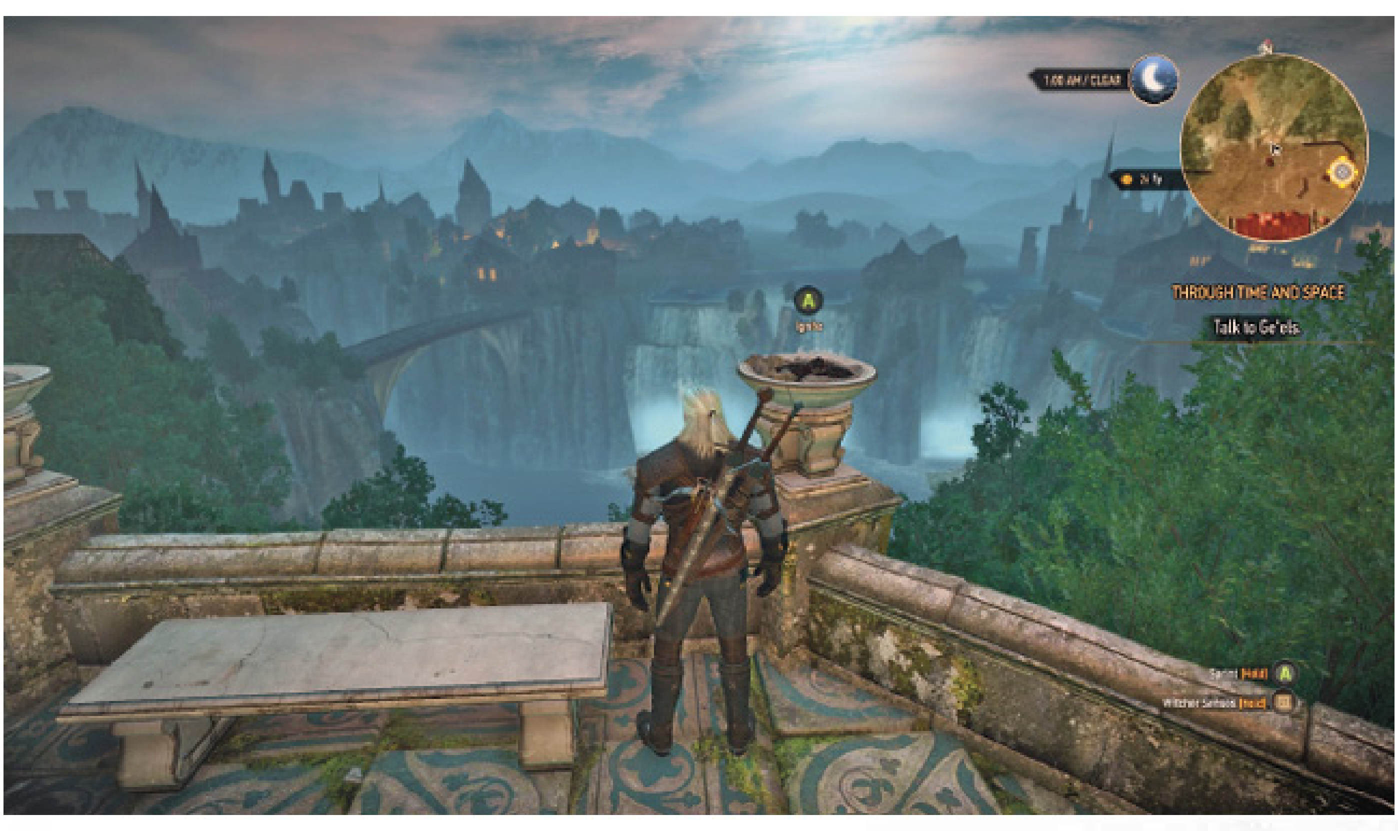
OBJECTIVES:

- Travel to the next world.
- Talk to Ge’els.
- Nearest Signpost: Tir Ná Lia

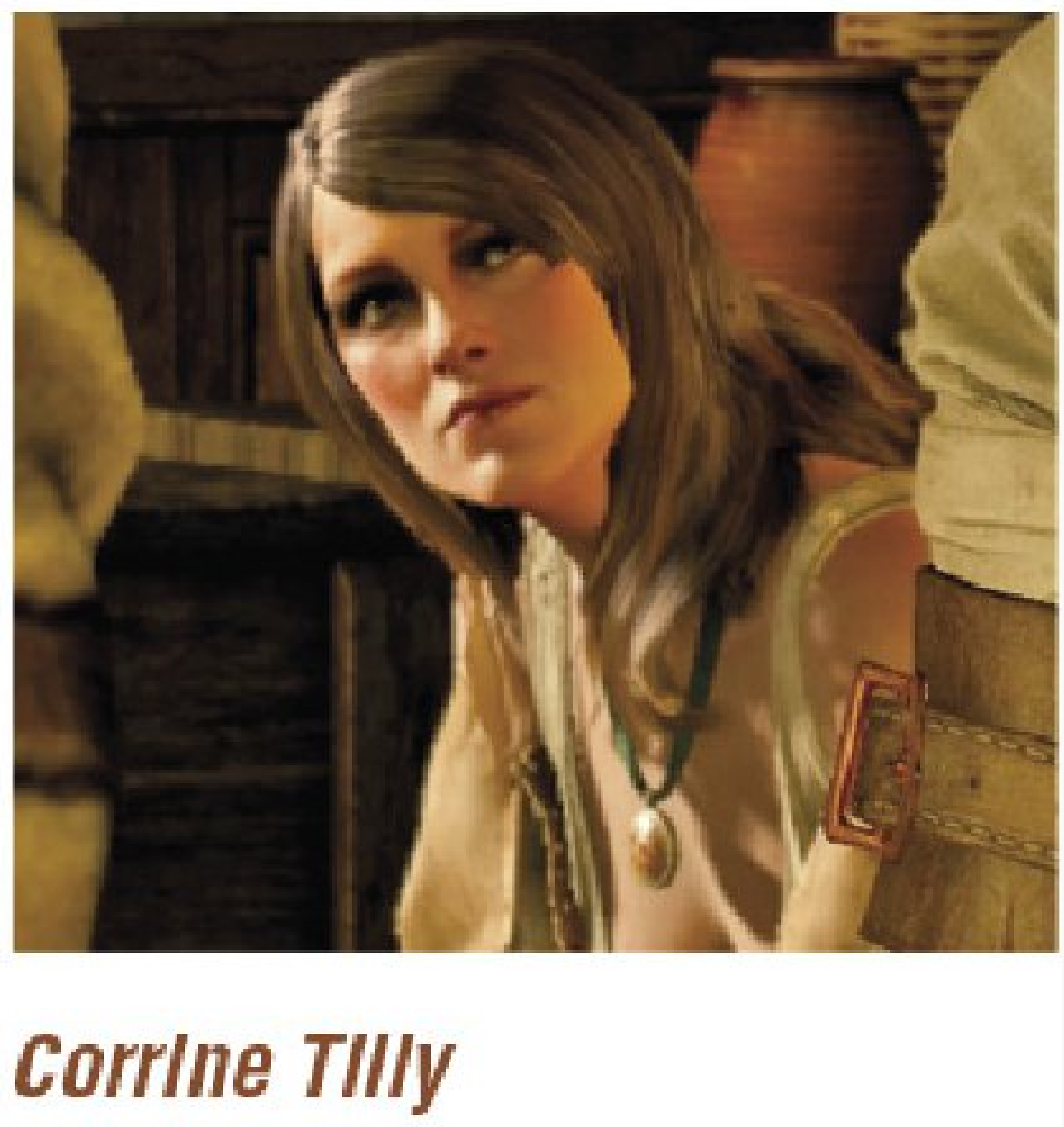
Avallac’h is waiting for you here, in a place familiar to you. Where you fought Eredin’s projection. There is talk of your time with the Red Riders, and revelations abound. If you have the time, there are plenty of questions to ask Avallac’h (the world you’re in, Ge’el’s importance, where Avallac’h’s journey took him, and the light on the peak). Then tell him it is time to go. Follow Avallac’h into the portal that appears.



A grand arched hallway awaits. This is Tir Ná Lia, the Palace of Awakening, where Viceroy Ge’els awaits. Stride out onto the beautiful (and ancient) formal gardens overlooking the spectacular city. Move to greet Ge’els, and interrupt his painting. Ge’els asks if you’d like a drink. Agree or refuse as you wish. Motioning to some members of the Wild Hunt walking the gardens, he asks if Avallac’h is honest. Answer how you wish, subsequently requesting Ge’els leave this place. You’re heading to the world of the Aen Seidhe (your world). He leaves his cubist nude painting behind.



END: THE KING IS DEAD. LONG LIVE THE KING.



Ciri waits at the Rosemary and Thyme, with Corrine Tilly. Ge’els attempts to sow the seeds of animosity between her and Avallac’h, but it fails. Then he seeks proof, and Corrine the oneiromancer is waiting to perform her skill in Ge’els’ dream. He asks what you wish of him after he awakens. Answer how you wish.

The vision is seen. The elven king dies at the hands of Eredin. When you wake, Ge’els stands pondering. He tells you to sail to Skellige, and find the Sunstone. With it, you shall summon the Naglfar, and Eredin too. Then Avallac’h leaves to return Ge’els to his own world. You worry he’s been dismissed too quickly, and when Avallac’h returns you can mention this (answer how you wish). Now it seems Avallac’h has hatched a plan—to gather the Sunstone with the help of the sorceresses, draw Eredin’s ship along the coast of Undvik, and lay a trap. The quest now concludes.

Secondary Quest: Reason of State

To Kill a King

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: REASON OF STATE

RELATED QUESTS : Main Quest: Final Preparations

LOCATIONS : Novigrad, Portside Warehouse, St. Gregory's Bridge, Bridge to Temple isle, Madame Irina's Theater

CHARACTERS : Sigismund Dijkstra, Vernon Roche, Thaler, Philippa Eilhart, King Redovid V, Ves

ENEMIES : Hubrecht, Temerian Guerilla, Witch Hunter, Witch Hunter Officer, Redanian Soldier

OBJECTIVE:

- Meet Dijkstra, Roche, and Thaler in the portside warehouse.

QUESTING DECISIONS

This quest is available only after Main Quest: Final Preparations has occurred.

Now that you've fulfilled your obligations, and the various characters have joined in a pact to rid the lands of the hated King Radovid, join your compadres for a meeting to plan the attack. Dijkstra's warehouse is the scene for this clandestine operation. Travel to the Harborside District, and work your way to the southwest area of warehouses. Use the rear entrance (as shown), knocking on the door before you're shown upstairs to the meeting in progress.

Sigismund Dijkstra

Secondary Quest: Reason of State

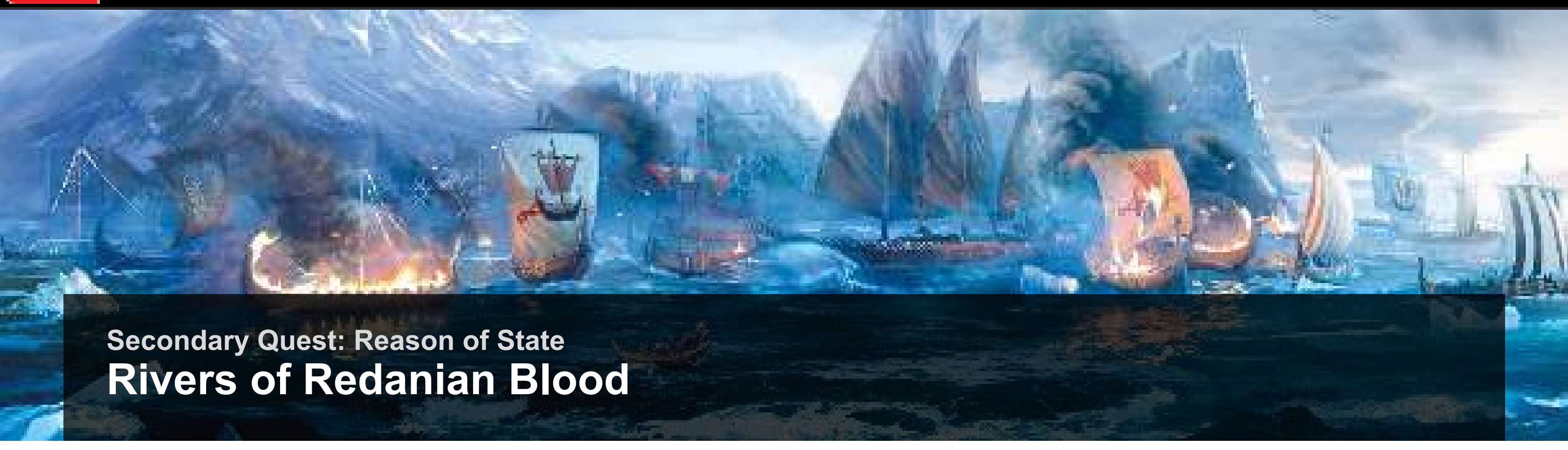
The Audacity of Monarchs

OBJECTIVE:

- Lure Radovid from his ship.

Exit the warehouse, and you run into the slightly insufferable Philippa, who has been eavesdropping on the plan. Answer her how you wish, and she hands you a ring. It belonged to Radovid's father.

Philippa Eilhart

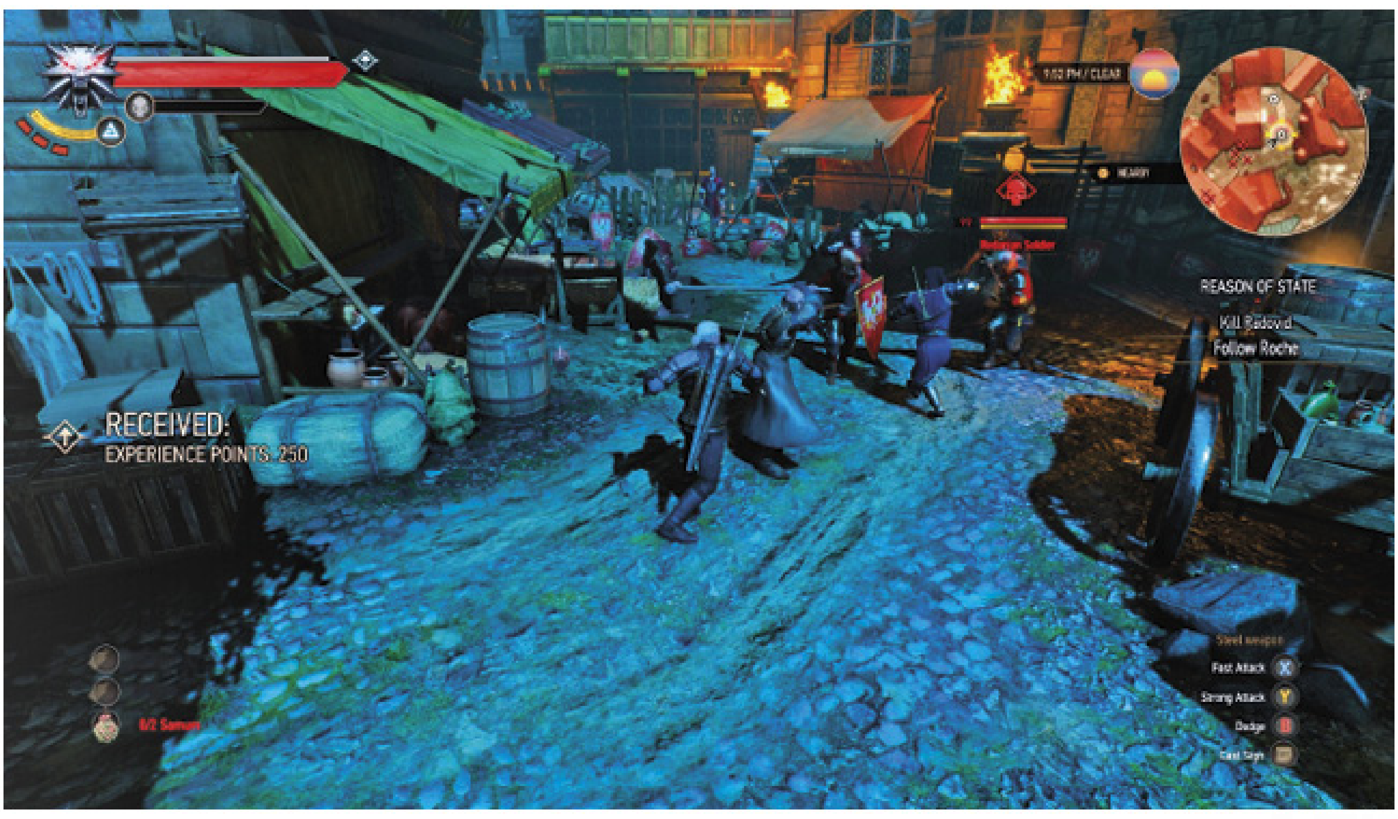


Secondary Quest: Reason of State

Rivers of Redanian Blood

OBJECTIVE:

- Kill Radovid.



Prepare to spill Redanian blood as you methodically battle your way northwards across the enclosed bridge, towards Temple Isle where Radovid disappeared to. Along the way, prepare for combat with the following foes:

- Around five Temerian guerillas who fight alongside you.
- A group of around five Redanian soldiers farther up the street, engaging the Temerian guerillas.
- Five witch hunters midway across the enclosed bridge. Four Redanian soldiers holding a shield wall formation are also here. A bomb or Aard helps remove this protection.
- Up to five additional Redanian soldiers as you reach the northern end of the bridge, and two witch hunter officers (one of which is the mighty Hubrecht, Radovid's henchman).

SLOW AND STEADY KILLS THE KING

Make your way slowly through the various combat opportunities—rushing northward simply gets you surrounded and usually killed. Instead, ensure all foes behind and to the sides of you are dead before you move north, and make slow and steady (rather than fast and foolhardy) progress.

After a hard-fought slog to the other end of the covered bridge, Radovid desparately claws at a door for an escape option. Instead, he receives a cloud of burning magic to the face, and a dagger up through the ribs, courtesy of Philippa (who was eavesdropping on your plans earlier, in the form of an owl). Roche isn't too happy about who ended Radovid's reign, but Ves (who is also fighting with you) wisely points out it is definitely time to leave (if she's alive to take part in this quest).

END: TO THE NORTH! TEMERIA!

OBJECTIVE:

- (Optional) Defeat Dijkstra and his men.

You reach the abandoned Theater of Madame Irina, where Thaler orders a toast to Temeria (which you can partake in or avoid). Thaler then reveals that a truce will occur the next day at noon; Emhyr will keep Aedirn and Lyria, in exchange for Radovid's head and a stop to guerilla activities, he will withdraw from Temeria.

Answer Thaler how you wish, until Dijkstra interrupts the conversation. It seems the power-hungry cripple wants more than the dregs of Novigrad to rule over, to the angry befuddlement of Thaler and Roche. These machinations aren't your concern, but they can be. You can:

▶ Tell Dijkstra you won't let him kill Roche, Thaler, and Ves. You are forced to fight six of Dijkstra's henchmen, before putting the sword into the double-crossing cur himself. Afterwards, Roche tells you to head to Vizima where you'll be received with honors. Nilfgaard eventually wins the war, Ciri may become Empress, AND:

▶ Ending: Something Ends, Something Begins (II) affected.

▶ Ending: Something Ends, Something Begins (III) affected.

▶ Side with Dijsktra, and you listen to the sounds of fighting within the Butcher's Yard theater, which lives up to its name. Roche, Thaler, and Ves are put to death. Dijkstra thanks you for your help, as he begins his attempts to rule as a bandit king, spreading his propaganda throughout Novigrad!

▶ Ending: Something Ends, Something Begins (III) affected.

▶ Fail to complete this quest, and Radovid eventually wins the war, fending off the forces of the emperor.

▶ Ending: Something Ends, Something Begins (III) affected.

Main Quest: Battle Preparations

Initial Preparations

DANGER ALERT SPOILER ALERT

MAIN QUEST: BATTLE PREPARATIONS

RELATED QUESTS : Main Quest: Final Preparations

LOCATIONS : Novigrad, Portside Warehouse, St. Gregory's Bridge, Bridge to Temple isle, Madame Irina's Theater

CHARACTERS : Sigismund Dijkstra, Vernon Roche, Thaler, Philippa Eilhart, King Redovid V, Ves

ENEMIES : Hubrecht, Temerian Guerilla, Witch Hunter, Witch Hunter Officer, Redanian Soldier

QUESTING DECISIONS

This series of quests begin once Main Quest: Through Time and Space has been completed. Expect some differences depending on your previous actions.

The new ruler of Skellige, and interactions at Kaer Trolde are different, depending on your previous actions:

- During Secondary Quest: King's Gambit, if you undertook the mission with Cerys, she becomes the ruler.
- During Secondary Quest: King's Gambit, if you undertook the mission with Hjalmar, he becomes the ruler.
- If you ignored Secondary Quest: King's Gambit, Svanrige Bran becomes the ruler.

The first part of Main Quest: Sunstone, plays out differently depending on whether an An Craite or a Bran sits on the throne.

There are no more flirtatious conversations between you, Yennefer, or Triss. However, if you attempted the threesome during Secondary Quest: It Takes Three to Tango (by romancing both women throughout your adventure to that point), you can speak to either Yennefer, or Triss, or both, about this embarrassing and failed tryst.

OBJECTIVES:

- Find the Sunstone.
- Pick Fringilla up on the emperor's ship.

It is a few days after the events of Main Quest: Through Time and Space, and you are arriving in Skellige with Ciri, Yennefer, Triss, Avallac'h, and a small coven of sorceresses. Yennefer releases a raven and uncovers the whereabouts of His Imperial Majesty—a battle fleet is moored off the coast! From various conversations, you uncover the following:

- Ciri wants to find the Sunstone immediately. This powerful artifact was created so the Mountain Elves could summon the vessels of the Aen Elle. However, the Sunstone could be anywhere on any of the Skellige islands. You deem it necessary to speak to Ermion, as he's likely to have clues to its whereabouts. This begins Main Quest: The Sunstone.
- Yennefer is keen on extricating a sorceress named Fringilla Vigo from the Emphyr's ship. She cannot teleport you aboard, and Triss' plan of a full frontal assault is untenable. But if you were to board the ship under cover of darkness, and hand him the letter Yennefer gives you, the sorceress could be bartered for. This begins Main Quest: Veni Vidi Vigo.

DECISIONS, DECISIONS

Main Quest: Battle Preparations also continues. It is simply a tracking quest, updating both Main Quests: The Sunstone, and Veni Vidi Vigo. It finishes when both of these conclude. You may now begin either quest, in either order.

DECISIONS, DECISIONS

Main Quest: Battle Preparations has additional objectives: These are flagged and described as you complete the related Quests later in this section.

Main Quest: The Sunstone

The Emperor's Treaty: Skellige Answers

DANGER ALERT SPOILER ALERT

MAIN QUEST: THE SUNSTONE

LOCATIONS : Kaer Trolde Harbor, Holmstein Port, Kaer Muire, Bridge to Kaer Trolde, Arinbjorn, Eldberg Island
CHARACTERS : Donar an Hindar, Cerys an Craite, Hjalmar an Craite, Svanrige Bran, Udalryk, Crach an Craite; Ermion, Eyvind, Mattias Fish Lung, Philippa Eilhart
ENEMIES : Nilfgaardian Soldiers, Drowners

OBJECTIVES:

- (Optional) Ask Crach where Ermion is. Talk to Ermion.
- Nearest Signpost: Bridge to Kaer Trolde.

DECISIONS, DECISIONS

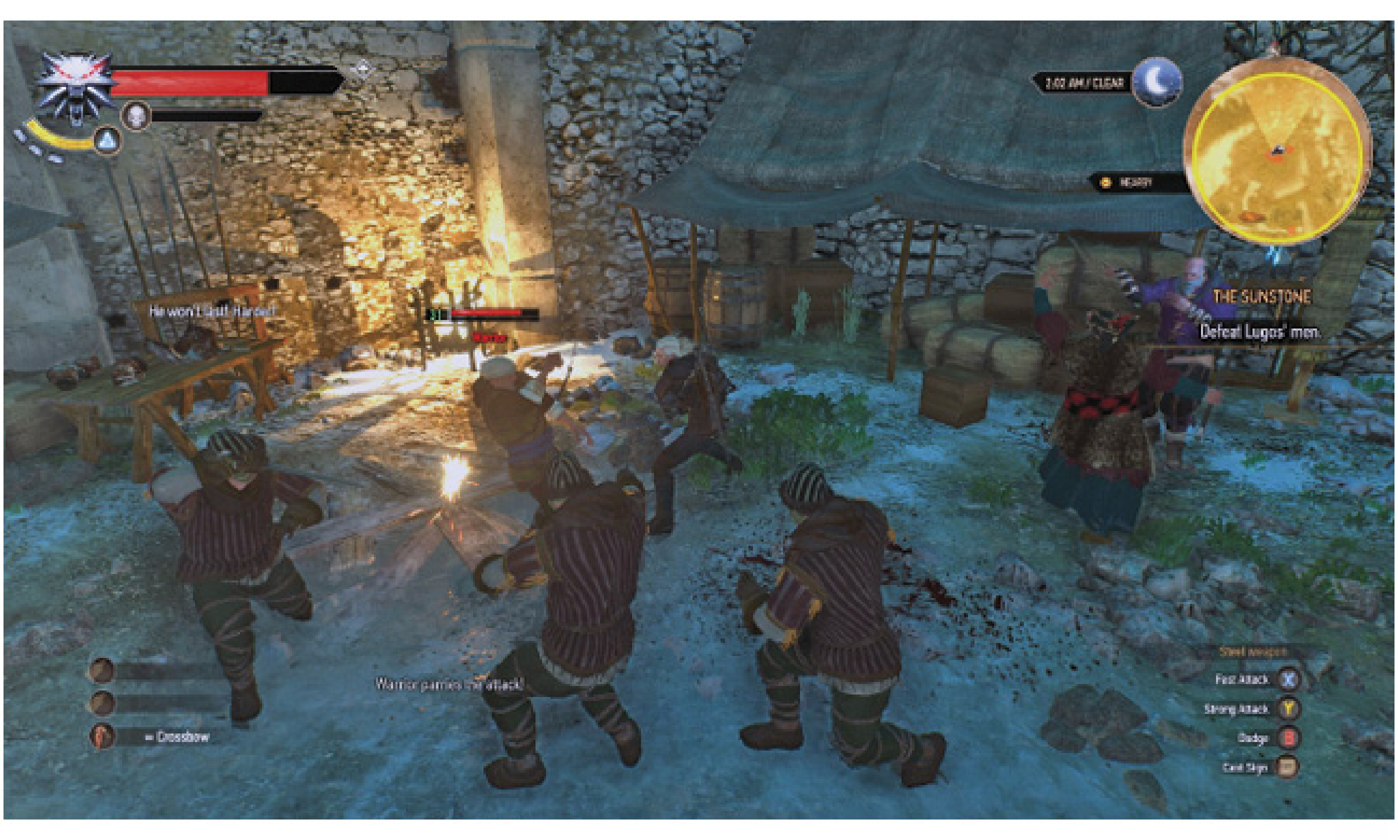
This quest commences in one of two ways:

- If either Cerys or Hjalmar an Craite are rulers of Skellige, Path 1 occurs automatically.
- If Svanrige Bran is ruler of Skellige, Path 2 occurs automatically.

PATH 1: THE FURY OF LUGOS

Travel to the lookout at Kaer Trolde Harbor, adjacent to where your ship is moored. Crach is here, looking for the "black dogs in their rickety tubs". When you ask where Ermion is, you're told he's visiting Madman Lugos to the south, as an An Craite on the throne is "chafing his arse." Set off (via horse or boat) to Holmstein's Port to the south of Ard Skellig.

"Madman" Lugos

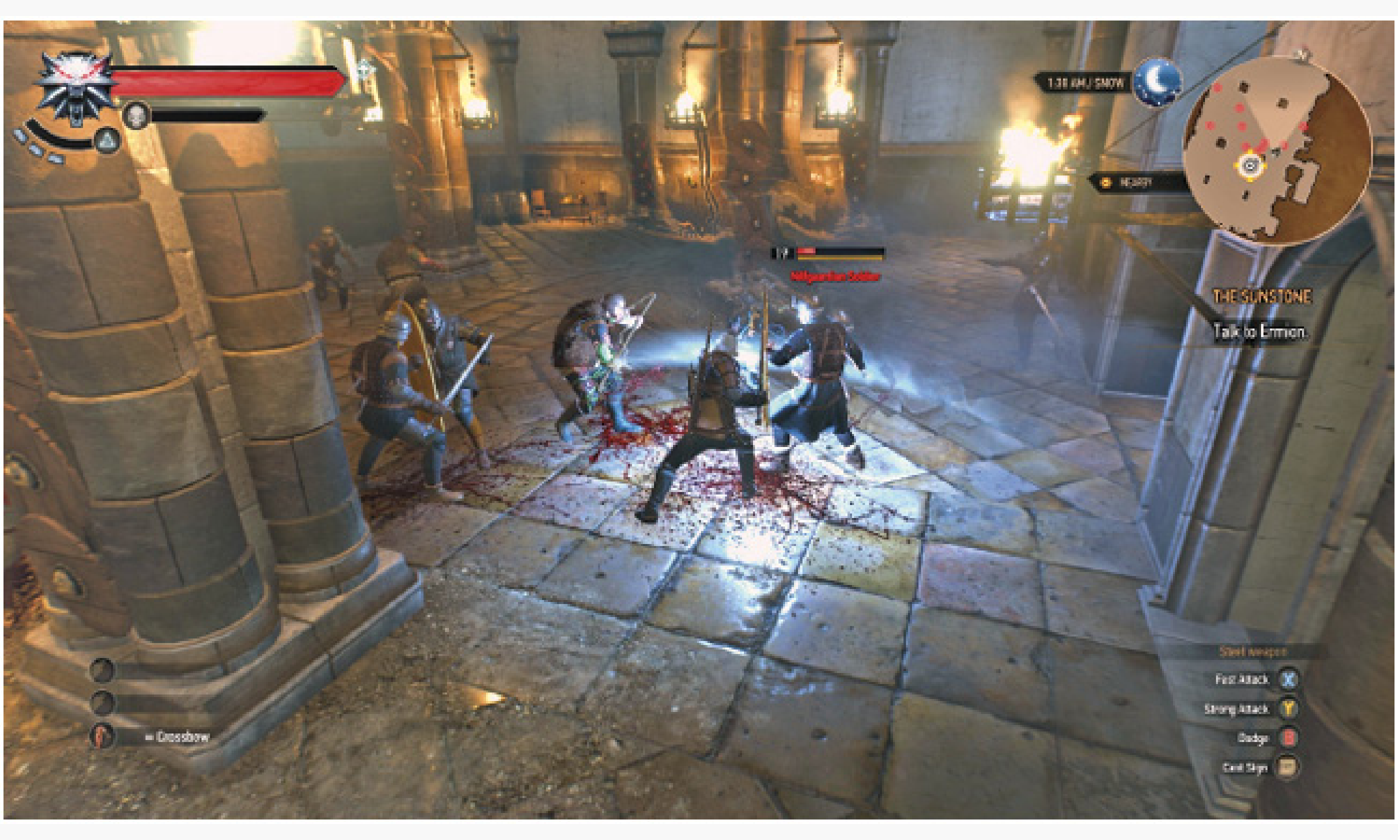


It is a long slog up the hill from the shore to Kaer Muire, where Madman Lugos and Ermion are having a furious argument. Whether you accuse Lugos of treason for siding with the Nilfgaard, or try a more diplomatic approach, the lunatic isn't listening to reason. He must be fought along with a group of his men, then other foes (usually alone) as you head to the gate. Stay close to Ermion (who helps out with some powerful magic), and methodically slay any Lugos warriors you encounter. Then slowly descend back down the mountain towards the safety of Holmstein (where there's no news of your fight), and speak with Ermion there.

PATH 2: THE BLOODY TREATY

King Svanrige

Travel to the Bridge to Kaer Trolde, and immediately cross it to the keep. You are met by an agitated Jarl Donar, furious about the state of negotiations between Skellige's ruler and the Emphyr's emissary. Ask him what is going on, or that you wish to see Ermion.



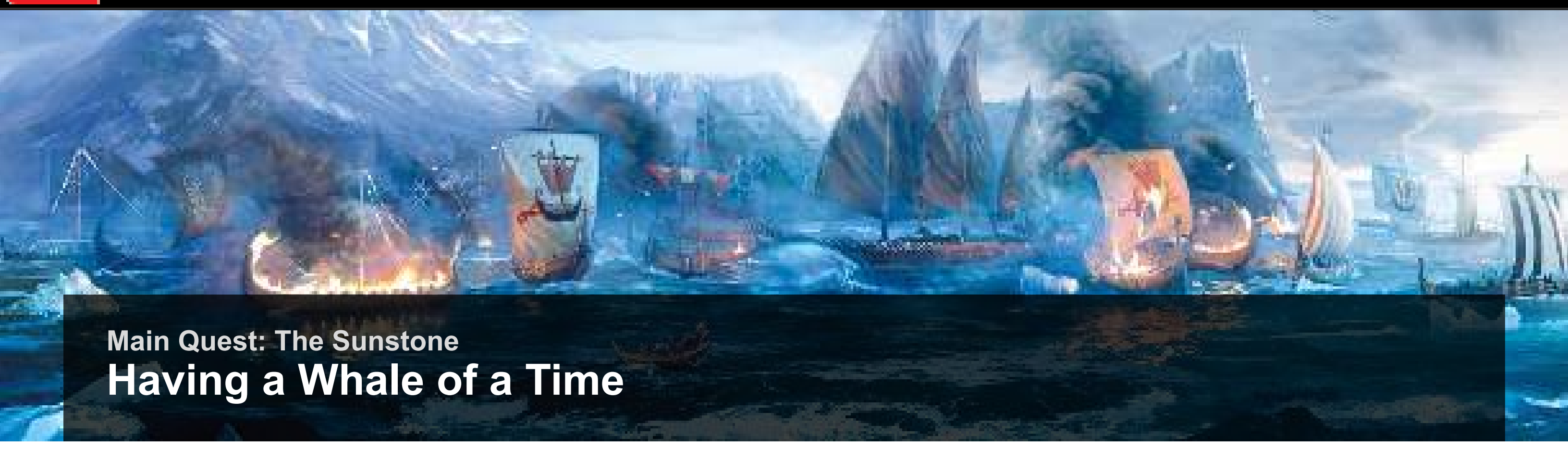
You head into the feast hall, where the imperial emissary, Lady Birna, and King Svanrige are meeting. Birna waves you away as unimportant. You stand near Crach, as Birna Bran says she wants to seal the treaty of surrender! A scowling Crach asks how much to take off her head. Answer how you wish. The emissary wants to hear the king himself surrender. Birna turns to her son, who steps over to the emissary, draws an axe, and cleaves the emissary through the chest with it. It seems the deal is off!

- Chaos grips the feast hall. Draw your weapon and immediately attack the emissary's bodyguards. There are nine Nilfgaardian soldiers to slay, though you have help from the Jarls and islanders.

MERGED PATH: TOP OF THE MOUNTAIN, BOTTOM OF THE SEA

Ermion

After the battle, you speak to Ermion. Ask about the Sunstone. Ermion has never found the artifact, but a skald named Eyvind who may help you, or a pearl diver Matthias Fish Lung. A visit to the area around Arinbjorn at the tip of the bay is your next plan.



Main Quest: The Sunstone

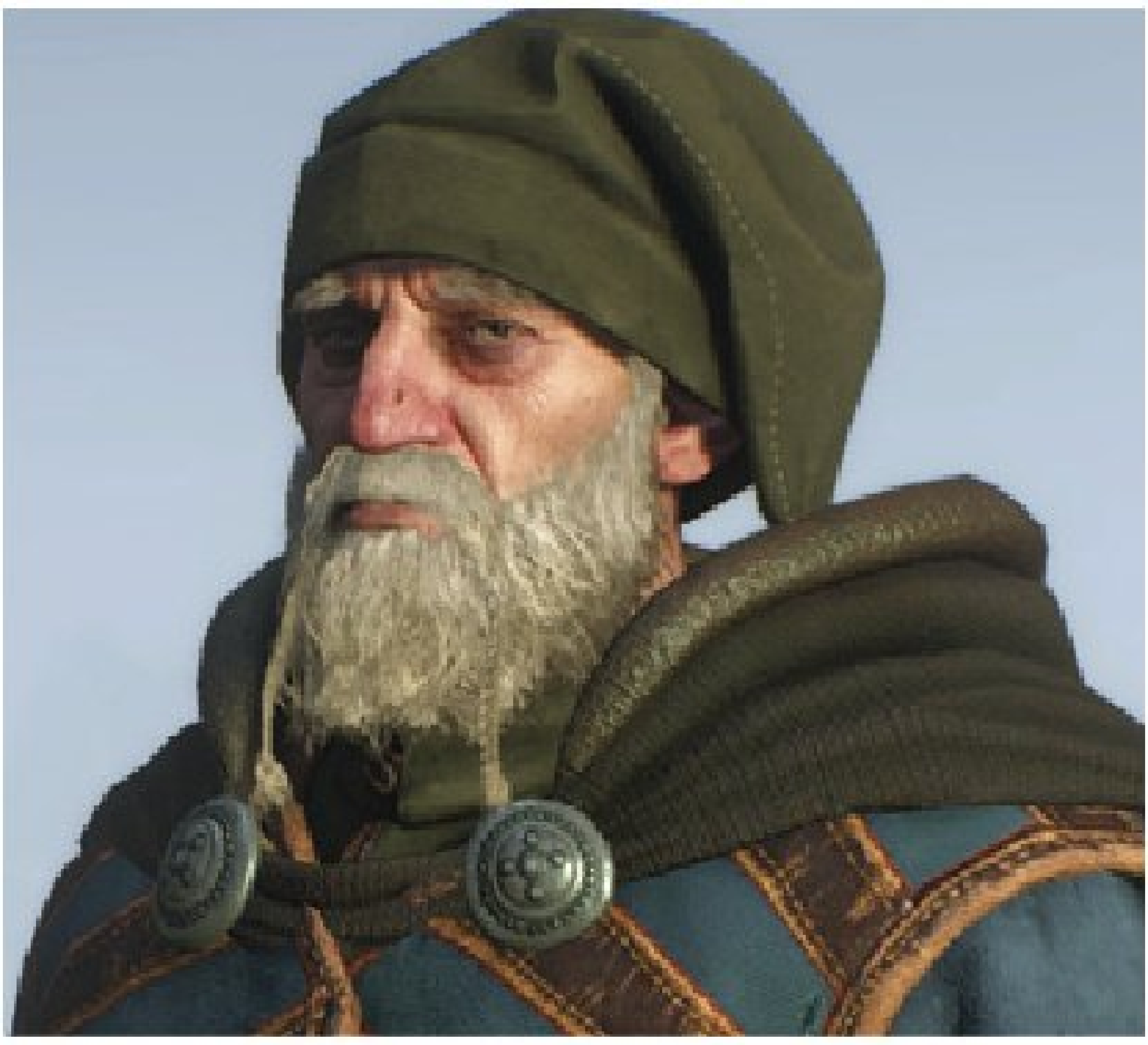
Having a Whale of a Time

DECISIONS, DECISIONS

The following two objectives can be completed in either order. They are presented in the order given.

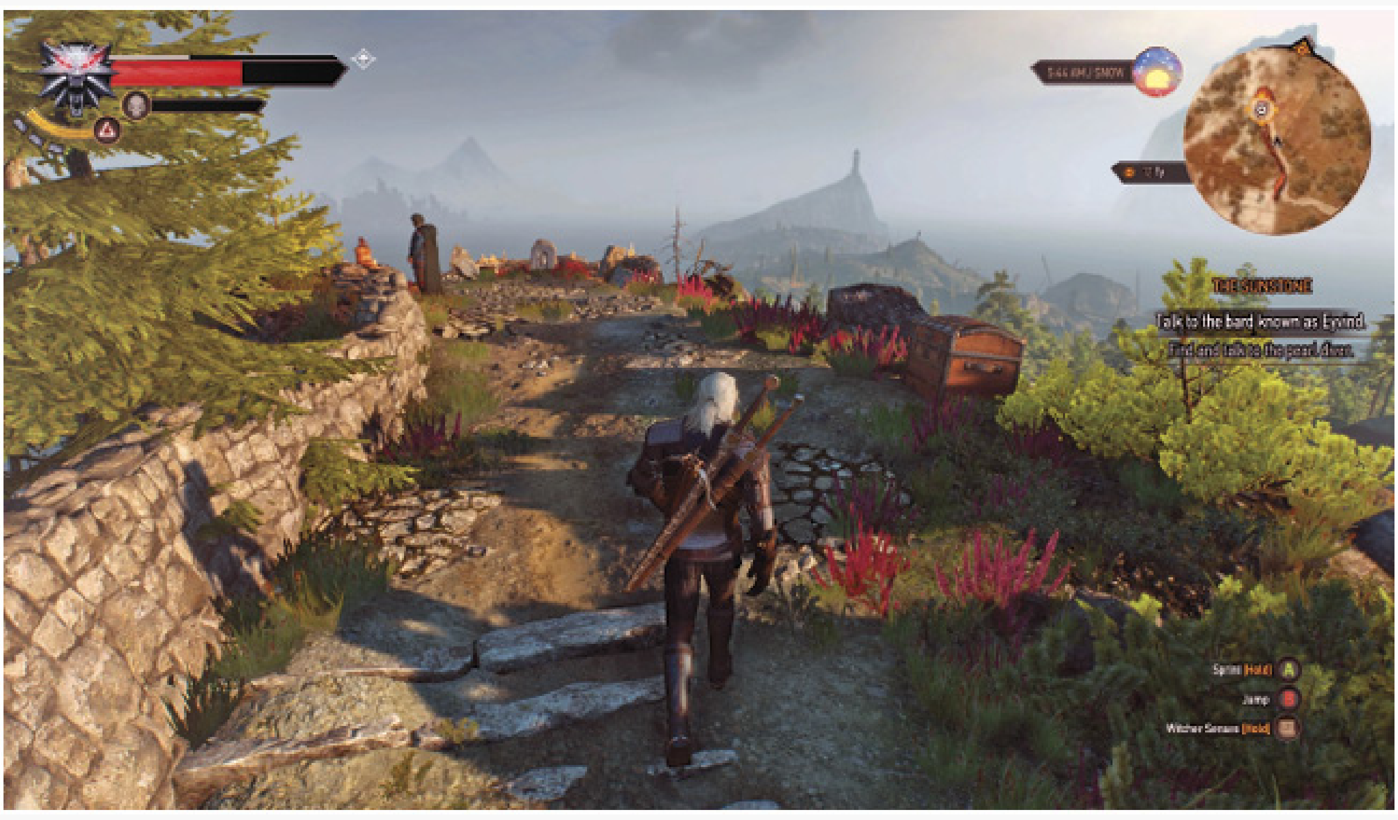
OBJECTIVES:

- Talk to the bard known as Eyvind.
- Return to Yennefer.
- Nearest Signpost: Arinbjorn.



Eyvind

Travel (by boat, horse, or Fast-Travel) to the western tip of Ard Skellig, just south of Eldberg Isle, close to the village of Arinbjorn. Eyvind can be found on the western outskirts, on a drystone-walled peak overlooking the ocean. Eyvind is staring out to sea—not looking for Nilfgaardian ships, but a fabled white whale named Gevorg. Agree to watch for the whale together, while you ask him about elven ruins in Skellige. During the chat, the whale surfaces! However, Eyvind doesn't see it. You can:



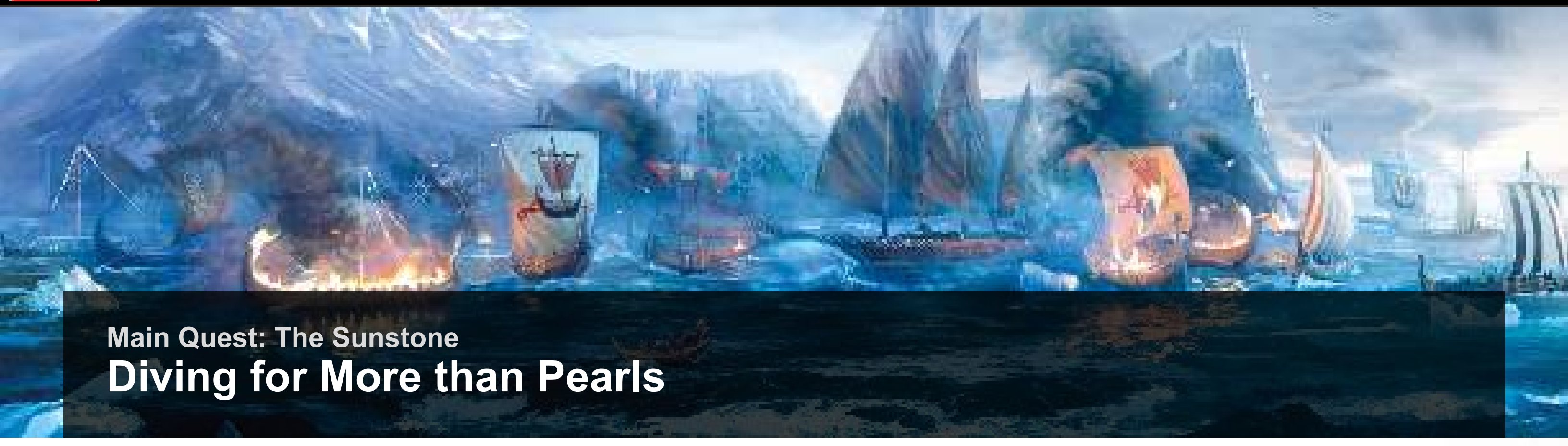
THE SUNSTONE
Talk to the bard known as Eyvind.
Find and talk to the pearl diver.
Sprint [Hold]
Jump
Witcher Senses [Hold]

- Try to tell him, but the whale disappears back into the ocean before he can gaze at the majesty of the animal.
- Don't tell him, and he never spots the animal.

You tell him the elven ruins you seek are in the name of research. These are for either:

- A treatise on the Aen Seidhe under Ermion's tutelage: Answer with this, and Eyvind distrusts both you and the druid, and refuses to give up the location of the ruins.
- Or an adventure novel: Eyvind becomes excited, and hopes you'll use one of his song translations. Agree to this, and the ruin's location is revealed (and you need not visit the pearl diver).

Time to leave, returning to Yennefer in Kaer Trolde Harbor if instructed, or find the pearl diver if you haven't been told the ruins location.

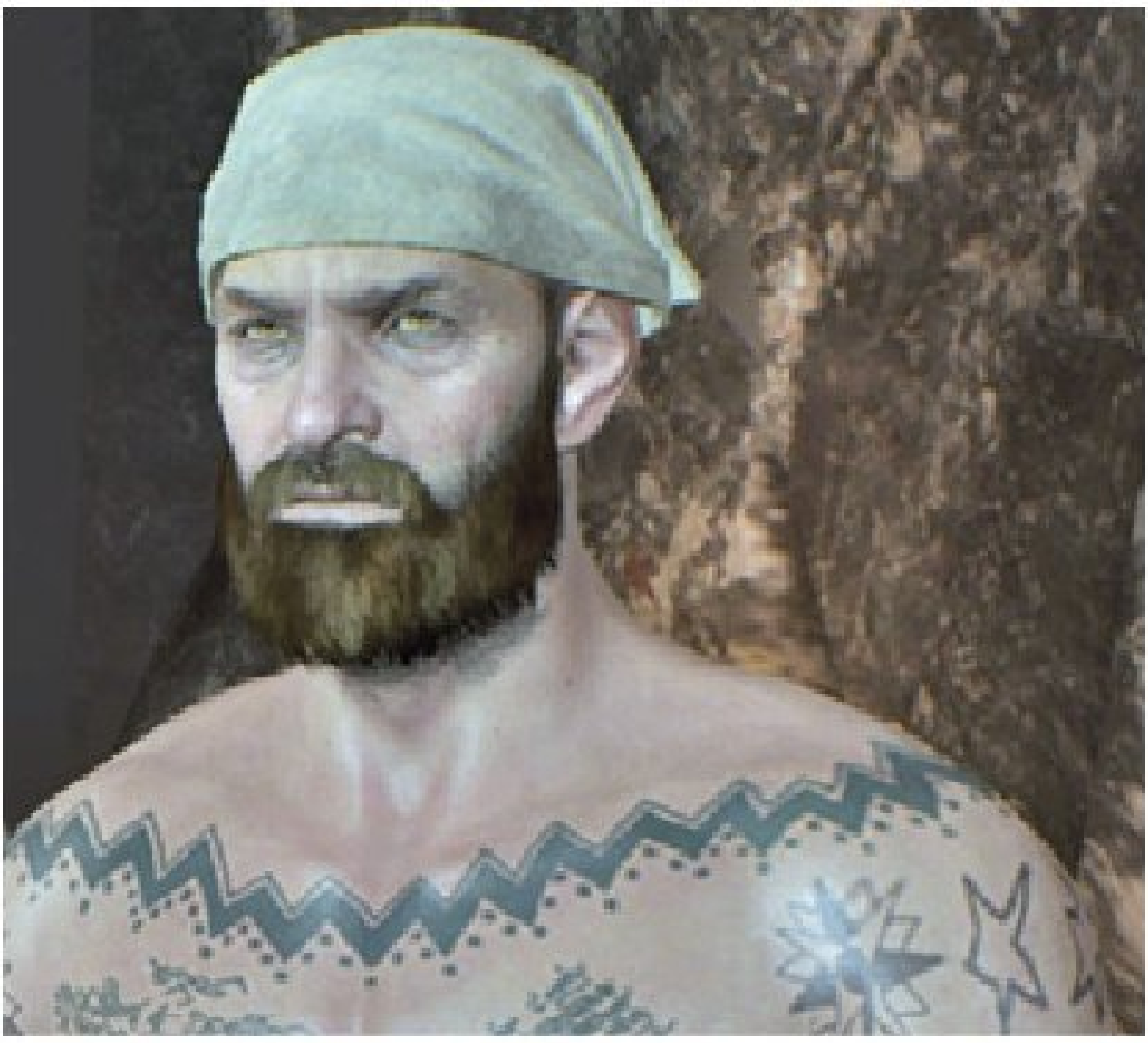


Main Quest: The Sunstone

Diving for More than Pearls

OBJECTIVES:

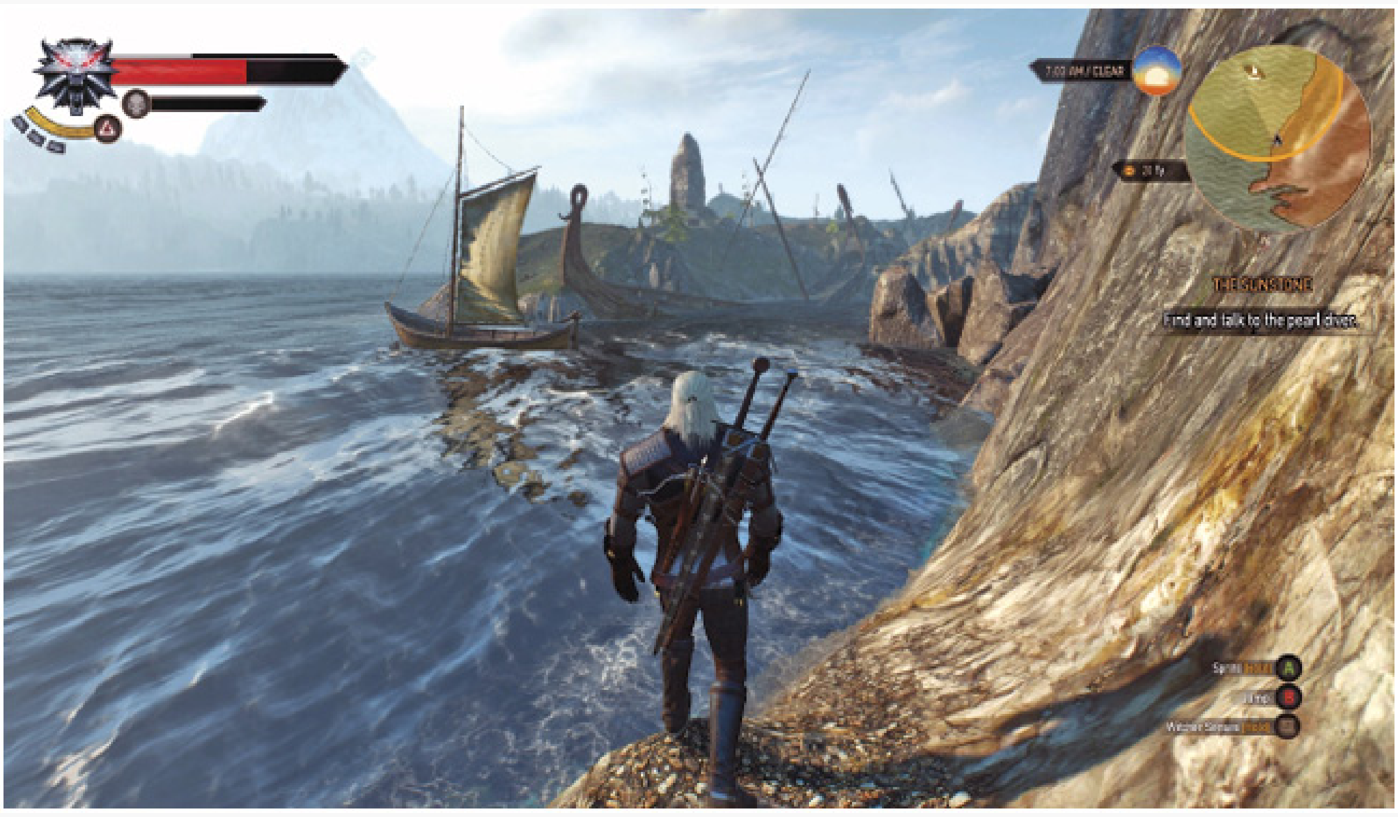
- Find and talk to the pearl diver.
- Return to Yennefer.
- Nearest Signpost: Arinbjorn.

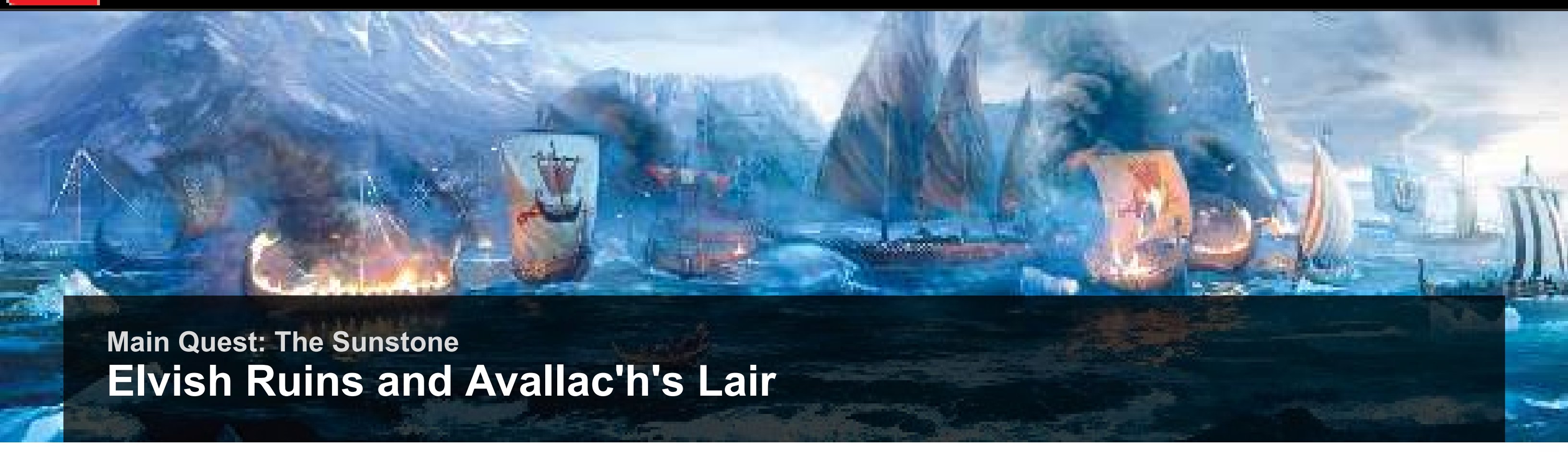


Mattias Fish Lung

Head to the cluster of promontory rocks making up Eldberg Isle, navigating across the ruined bridges (if traveling by land) and slaughtering a band of up to nine Dagr at camp you may stumble into. Or, if you're traveling by boat, moor it close to the upright stone obelisk on the eastern shore of the promontory. Anchored nearby is a small boat belonging to the pearl divers. Dive into the ocean yourself, and locate the jagged cave mouth underwater, swimming into a grotto.

It is disappointing to see Mattias looting the corpse of a bloated soldier, but they assure you they only rob the Nilfgaardian dead. Speak to them about the bodies, the dangers of the sea, but be sure to ask about the elven ruins. They explain where it is, and that it is only accessible from the sea. Your chat is interrupted by more bloated bodies; these belonging to a a few Drowners. Quickly cull them, and then return to Yennefer in Kaer Trolde Harbor.



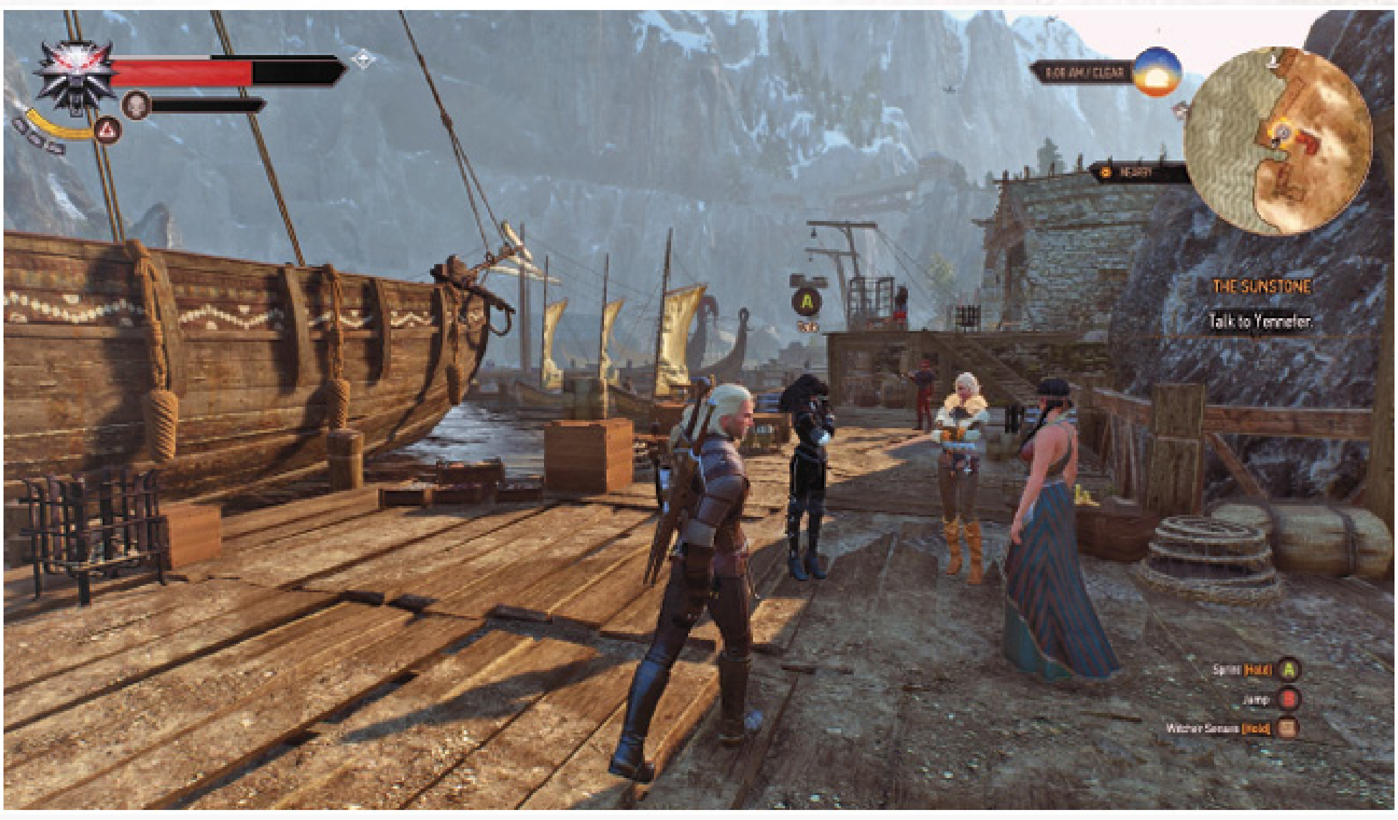


Main Quest: The Sunstone

Elvish Ruins and Avallac'h's Lair

Phillppa Ellhart

Return to Kaer Trolde Harbor where Yennefer, Triss, and Ciri are talking with the always obtuse Phillipa. Ciri reckons there's a site to find in Skellige, echoing your own investigations. It appears Avallac'h may be hiding something from you. You can agree (or not) that his failure to mention a laboratory when he was with Ciri could be deemed suspicious. The place is on a small isle between Undvik and Spikeroog. You tell them the Sunstone is on Ard Skellig inside a cavern along the coast. Philippa is more interested about the elven ruins and opens a portal, stepping through. Yennefer and Ciri set off to explore Avallac'h's laboratory. Triss stays in Kaer Trolde to keep an eye on Avallac'h. You now have the following objectives to complete as Main Quest: Child of the Elder Blood starts, and your current quests continue:



OBJECTIVES:

- (Battle Preparations): Find out if Avallac'h is hiding something.
- (Veni Vidi Vigo): Sneak onto the emperor's flagship under cover of darkness.
- (The Sunstone): Meet Philippa in the elven ruins.
- (Child of the Elder Blood): Travel to the island where Avallac'h's laboratory is located.

DECISIONS, DECISIONS

At this point, you can attempt any of these objectives in any order. However, to prevent confusion, it is usually best to complete the quests that you've had running for the longest time. So, try the following optimal route:

Board your boat in Kaer Trolde Harbor, and quiz Avallac'h (Main Quest: Battle Preparations).

Then complete Main Quest: Veni Vidi Vigo.

Then complete Main Quest: The Sunstone.

Then complete Main Quest: Child of the Elder Blood.

Main Quest: Veni Vidi Vigo

Swimming, Sneaking, Surrendering

LOCATIONS : Kaer Trolde Harbor (Ard Skellig), Marlin Coast (Undvik), Emhyr var Emreis' Battle Fleet
CHARACTERS : Emhyr var Emreis, Fringilla Vigo
ENEMIES : Nilfgaardian Soldiers

QUESTING DECISIONS

This quest starts just after you disembark from the boat after travelling to Ard Skellig with Ciri, Yennefer, Triss, and the sorceresses. It is also tracked by Main Quest: Battle Preparations. The best time to complete it is once you learn where the elven ruins are during Main Quest: The Sunstone, though it can be completed at any time.

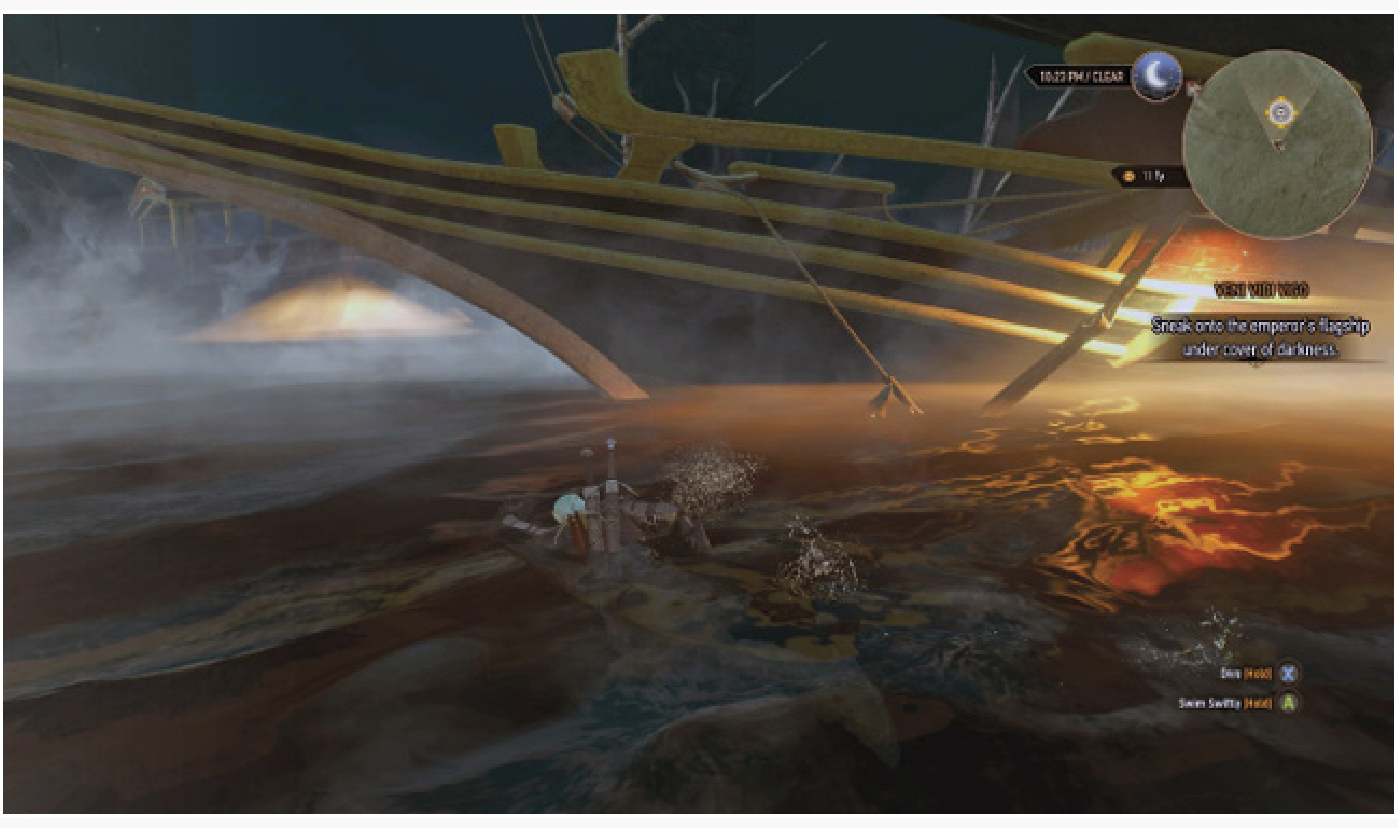
OBJECTIVES:

- Sneak onto the emperor's flagship under cover of darkness.
- Nearest Signpost: Marlin Coast (Undvik).

The Emhyr's battle fleet is moored off the northeast shores of Undvik Isle (southwest of Ard Skellig). Manuever your way to the village by the Marlin Coast signpost, avoiding the fleet by boating around the ships at a distance. Come ashore, then study the vessels from the shoreline. Meditate until after nightfall and begin your surreptitious swim.

Emhyr var Emreis

Fringilla Vigo

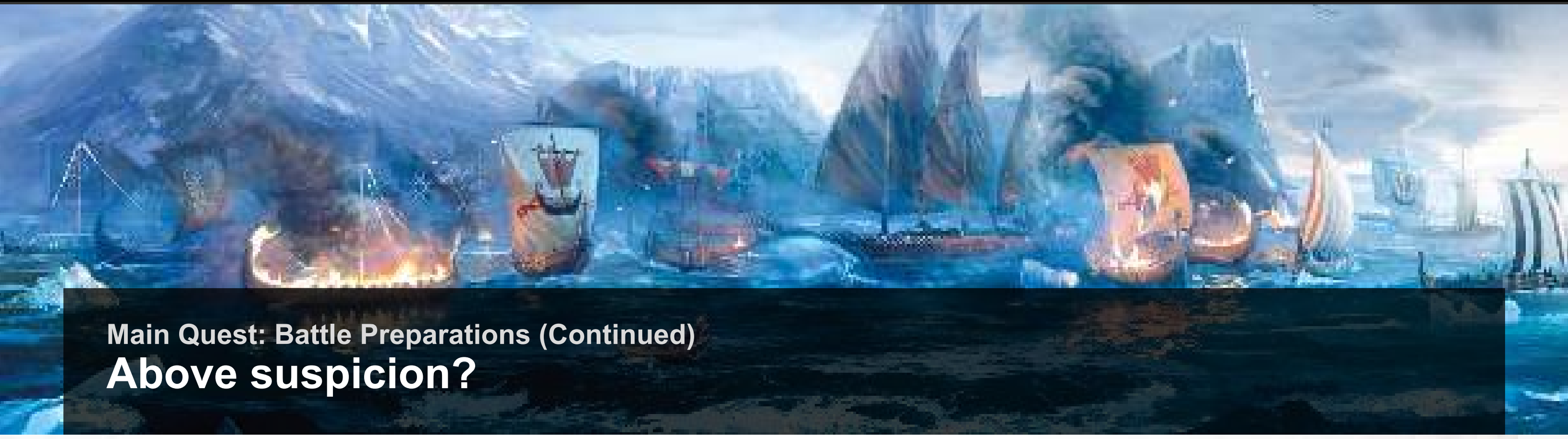


Stay on the surface and try to avoid lights. If you swim into the surface lights, you start to hear shouts from the soldiers, and crossbow shots into the water. Dive and swim under the boats.

Peer through the murk until you find a lowered anchor, and head for this location. It must line up with the objective icon on your minimap. If you need to surface, bob up just below the bow of the boat so you're shielded from the enemy fire. Dive down immediately. Grab the nchor of the Emphyr's ship, and climb aboard. You beg parley.

You speak with the Emhyr who tolerates your mocking attitude (for now). If you didn't head to see the Emhyr during Main Quest: Blood on the Battlement, he asks where Ciri is (you can infuriate him and tell him "Zerrikania" or that she is close by). He also knows you want Fringilla, and makes it easy for you—Yennefer has already negotiated her freedom.

The dimeritium shackles are removed, and Fringilla ignores you suggestion at taking a boat back to the other sorceresses, forcing you to join her in portal travel. You appear back on Kaer Trolde Harbor, near Avallac'h, as this quest concludes.



Main Quest: Battle Preparations (Continued)

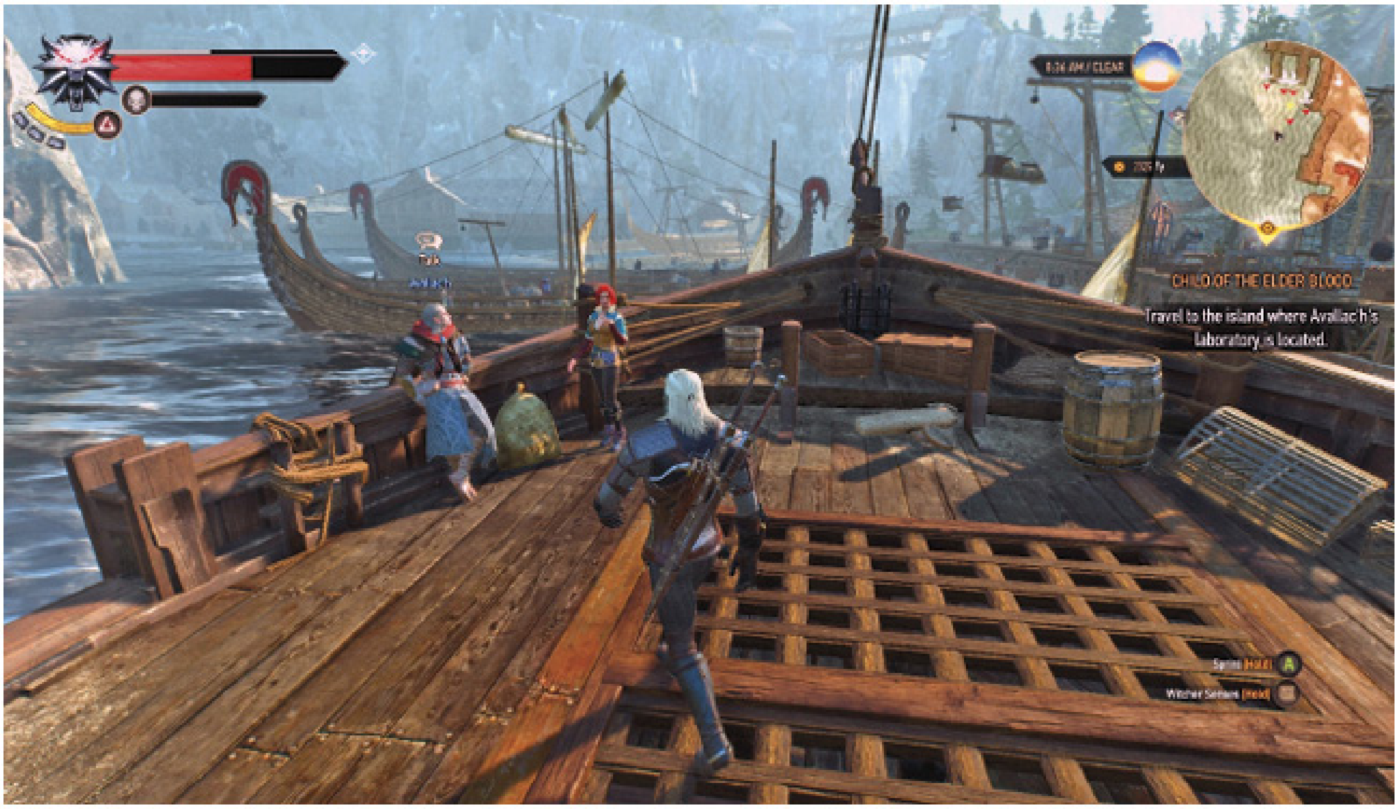
Above suspicion?

OBJECTIVE:

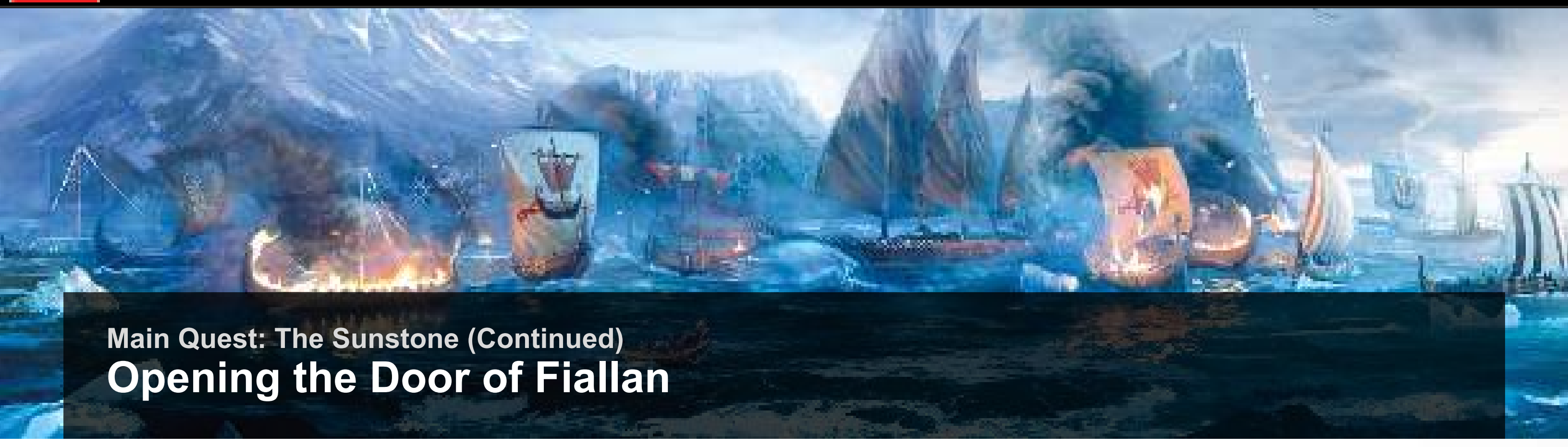
- Find out if Avallac'h is hiding something.

Ciri's elven friend is waiting on your boat, moored in Kaer Trolde Harbor. You have a wealth of (purely optional) questions to ask him: About why he is helping Ciri (he sees her Elder Blood, a power that must be kept from Eredin). About Caranthir (he reared him into "a golden child"). About Ciri not needing his help soon (he won't force her into a life he wishes for her—can you say the same?).

But most importantly, ask "How's Margarita?" (she is feeling better, and the sooner Eredin is brought here, the better). This is a completely optional objective.



Travel to the island where Avallac'h's laboratory is located.



Main Quest: The Sunstone (Continued)

Opening the Door of Fiallan

SISTER QUESTS : Main Quest: Battle Preparations, Main Quest: Veni Vidi Vigo, Main Quest: Child of the Elder Blood, Main Quest: Skjall's Grave

LOCATIONS : Kaer Trolde Harbor, Ancient Crypt

CHARACTERS : Philippa Eilhart

ENEMIES : Drowners, Siren, Golems, Wild Hunt Ghosts

QUESTING DECISIONS

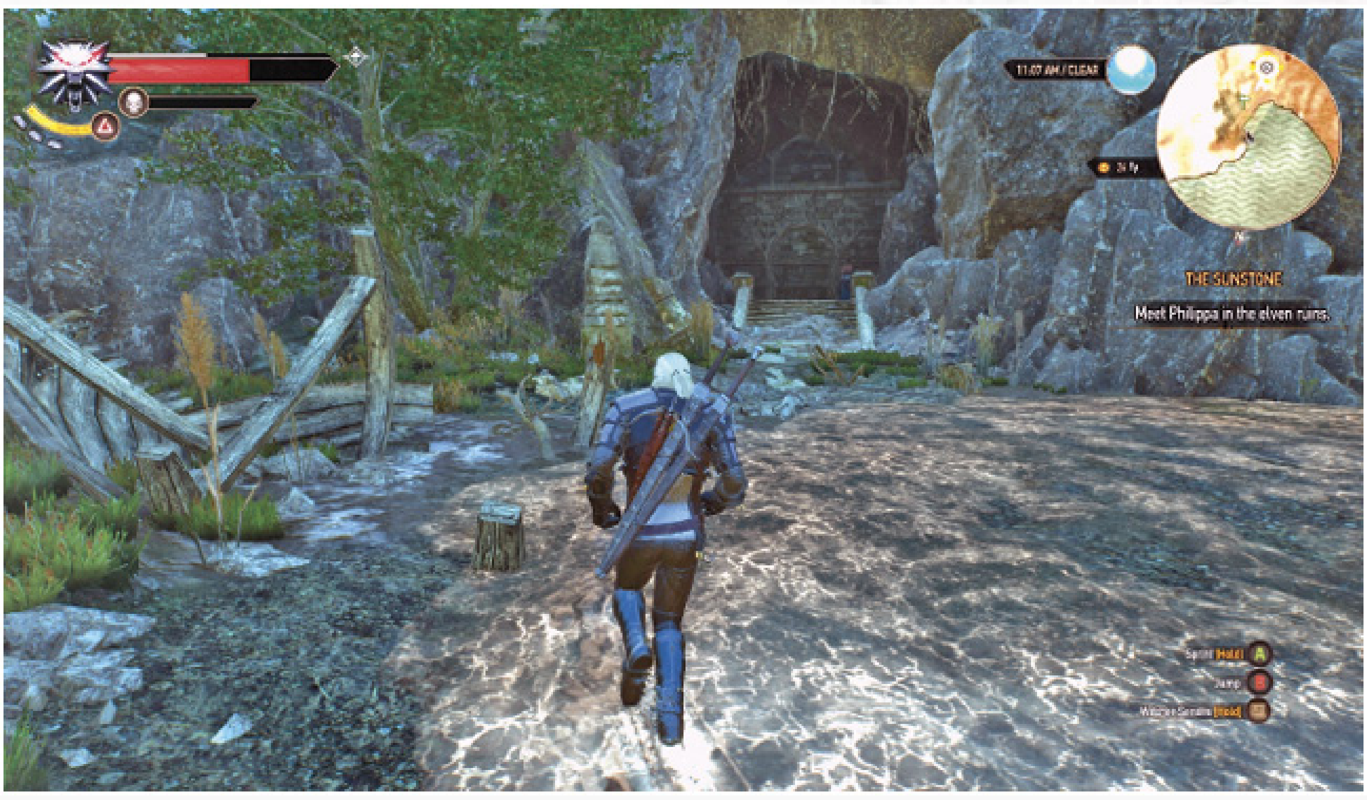
This quest continues just after Yennefer and Ciri teleport to Avallac'h's laboratory (Main Quest: Child of the Elder Blood), and Philippa departs for the elven ruins (this quest).

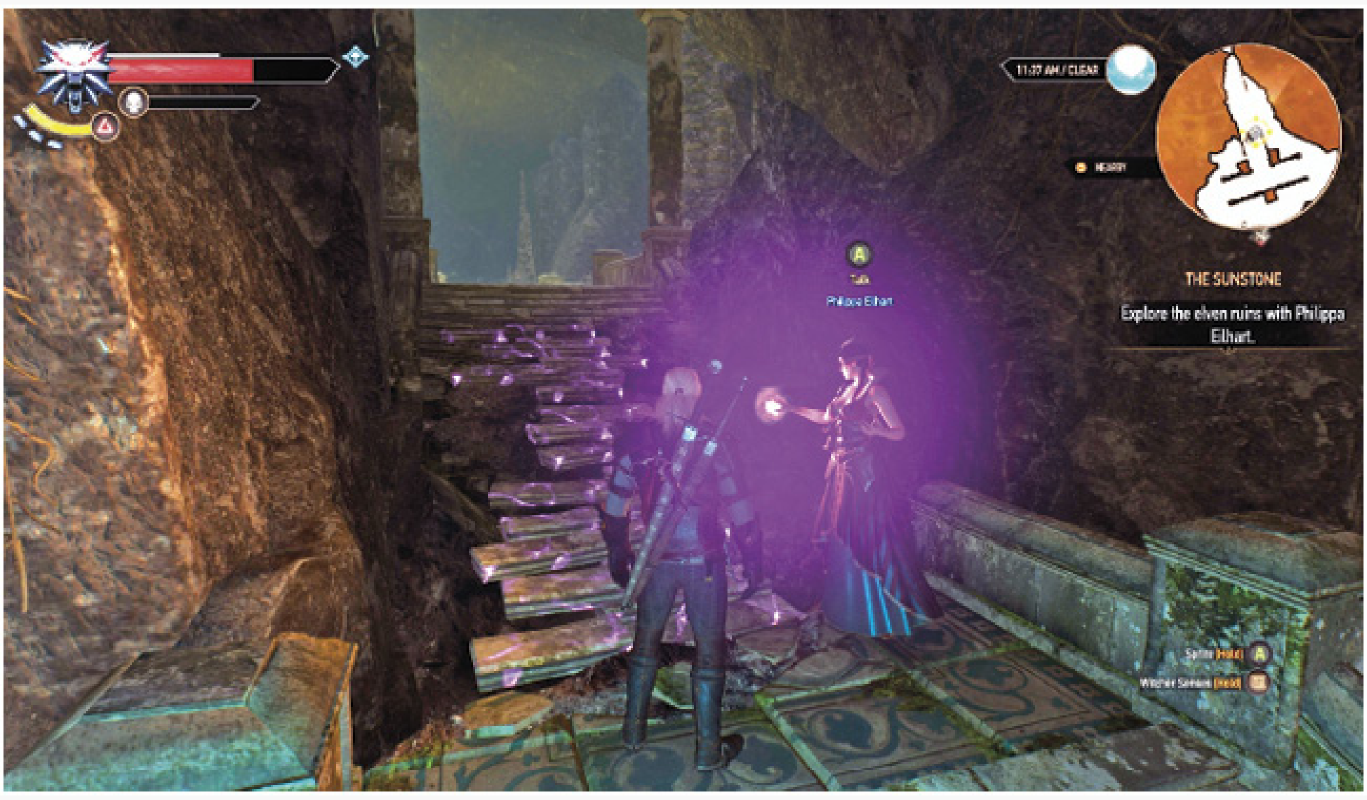
OBJECTIVES:

- Meet Philippa in the elven ruins.
- Explore the elven ruins with Philippa Eilhart.
- Exterminate the monsters.
- Nearest Signpost: Ancient Crypt.

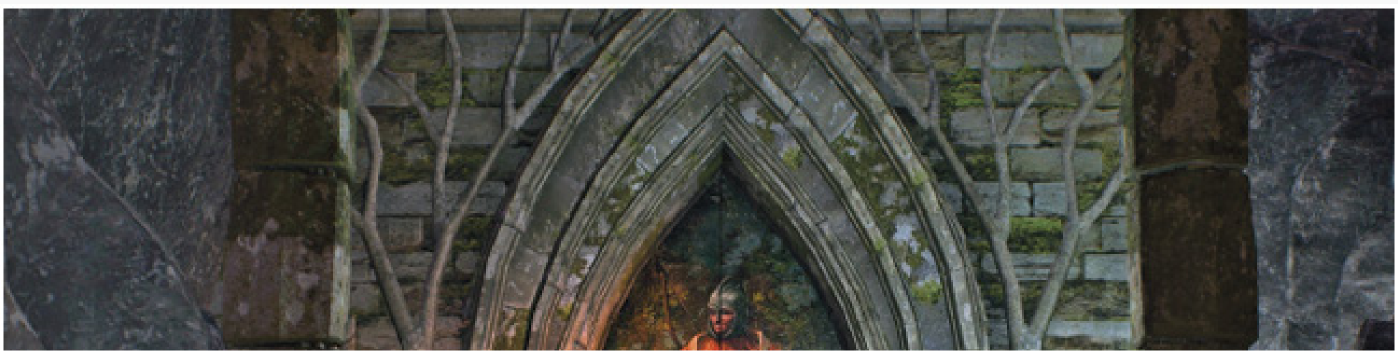
Travel by boat along the jagged northern coast of Ard Skellig. There is but a single signpost—to an Ancient Crypt. Moor your boat, and join Philippa at the sealed entrance. She removes the illusion from the entrance, and you walk into the ruins, speaking about Philippa's vision. After a winding tunnel is navigated, you hear a noise ahead as you move into a larger cavern, complete with an ancient cowled statue of great size. Four drowners and a siren are guarding this place. Slaughter them!

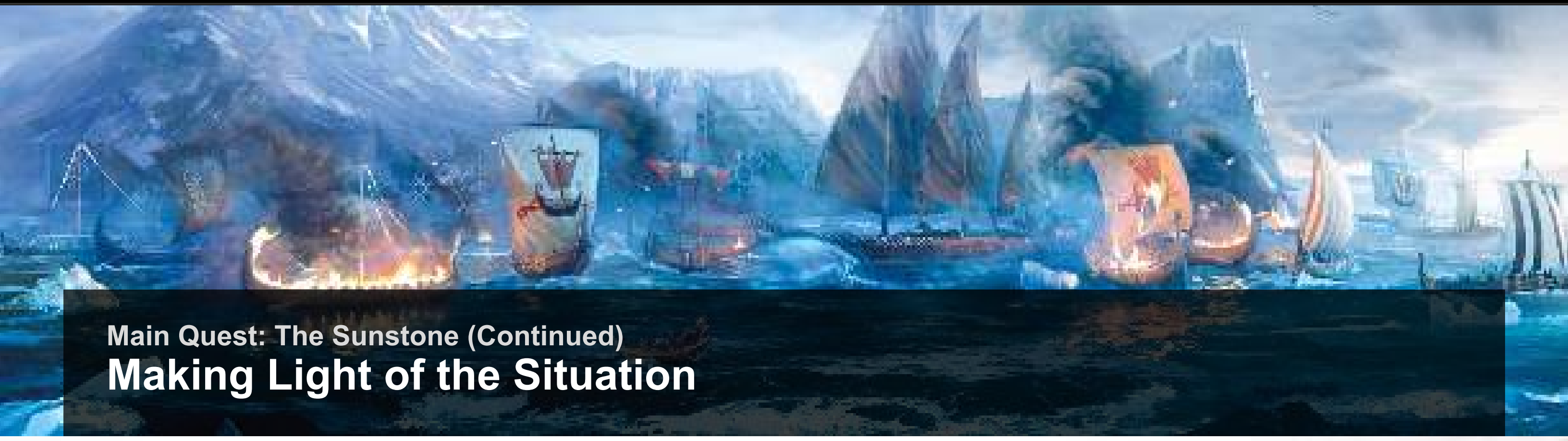
Head up the stairs by the statue, until there's a gap over a pit you can't cross. Philippa levitates some stones to make a passage, allowing you access southwards, upwards and deeper into the ruins.





The talk changes to inter-party animosity. Continue to follow Philippa, stepping in front of her to tackle an incoming golem at the pathway crossroads. Continue up more steps, behind Philippa.





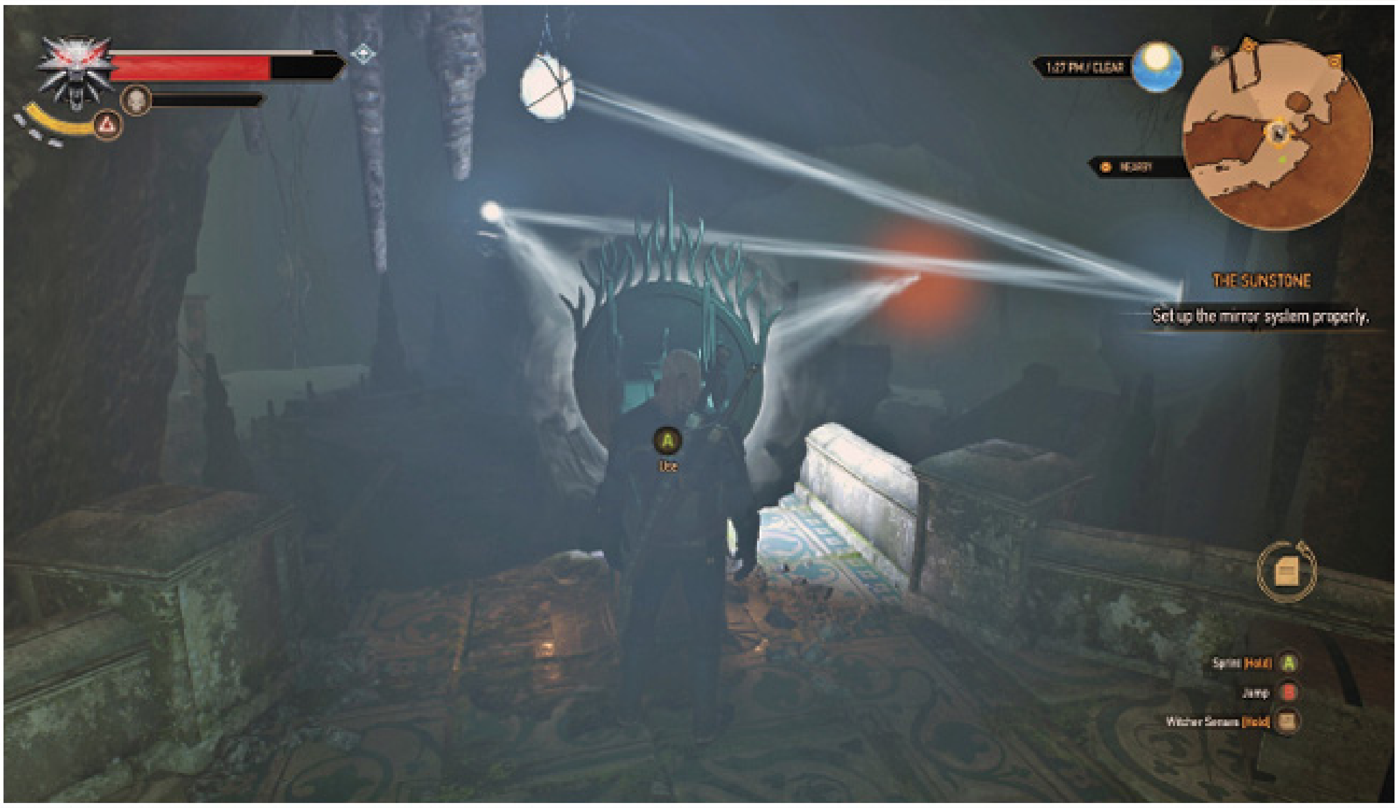
Main Quest: The Sunstone (Continued)

Making Light of the Situation

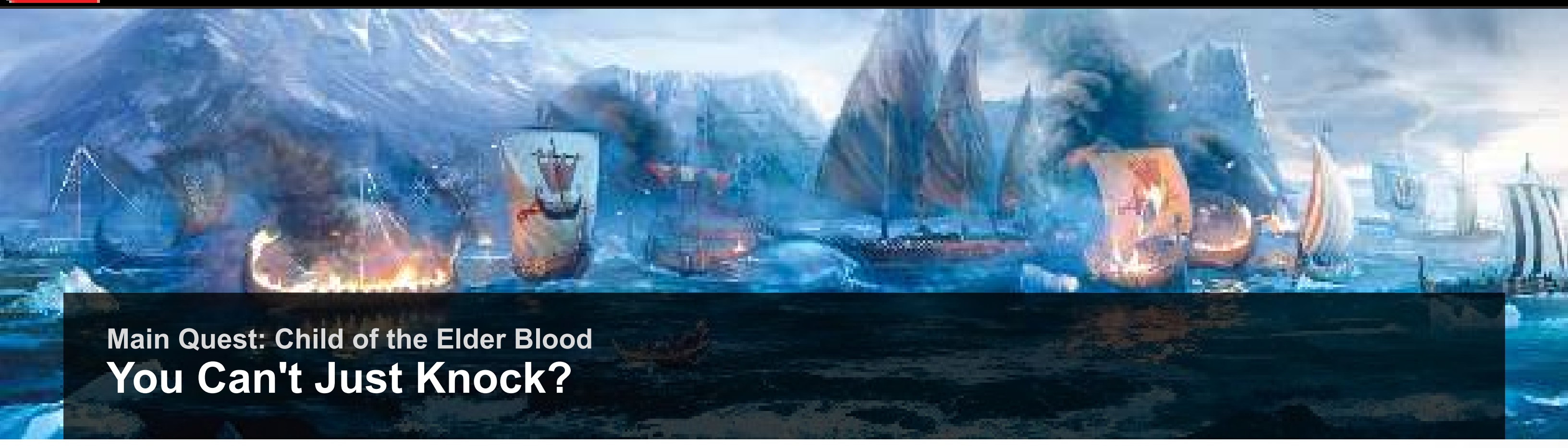
OBJECTIVES:

- Set up the mirror system properly.
- Examine the Sunstone.

This chamber features three mirrors that must be positioned correctly in order to reveal the Sunstone. This is easier than it looks, as you simply need to work your way to each mirror, and turn it once, so the beam is in the other direction to the one it was when you reached it. Access all three mirrors, pull each lever once, and beware Wild Hunt ghosts that may be guarding each of the mirrors during your positioning.



Now return to where Philippa is standing, on a raised stone platform within this array chamber. She clutches the Sunstone, delaying your mission, and wanting (as expected) to talk about herself. She wants to speak to you about her future. Answer her how you wish. She seems to suggest she wishes to take Yennefer's place next to the emperor. Answer again to conclude this quest, and begin your trek to the island where Avallac'h was last spotted.



Main Quest: Child of the Elder Blood

You Can't Just Knock?

DANGER ALERT SPOILER ALERT

MAIN QUEST: CHILD OF THE ELDER BLOOD

SISTER QUESTS : Main Quest: Battle Preparations, Main Quest: Veni Vidi Vigo, Main Quest: The Sunstone, Main Quest: Skjall's Grave

LOCATIONS : Kaer Trolde Harbor, Avallac'h's Island

CHARACTERS : Yennefer of Vengerberg, Cirilla, Avallac'h's Companion

ENEMIES : Golems

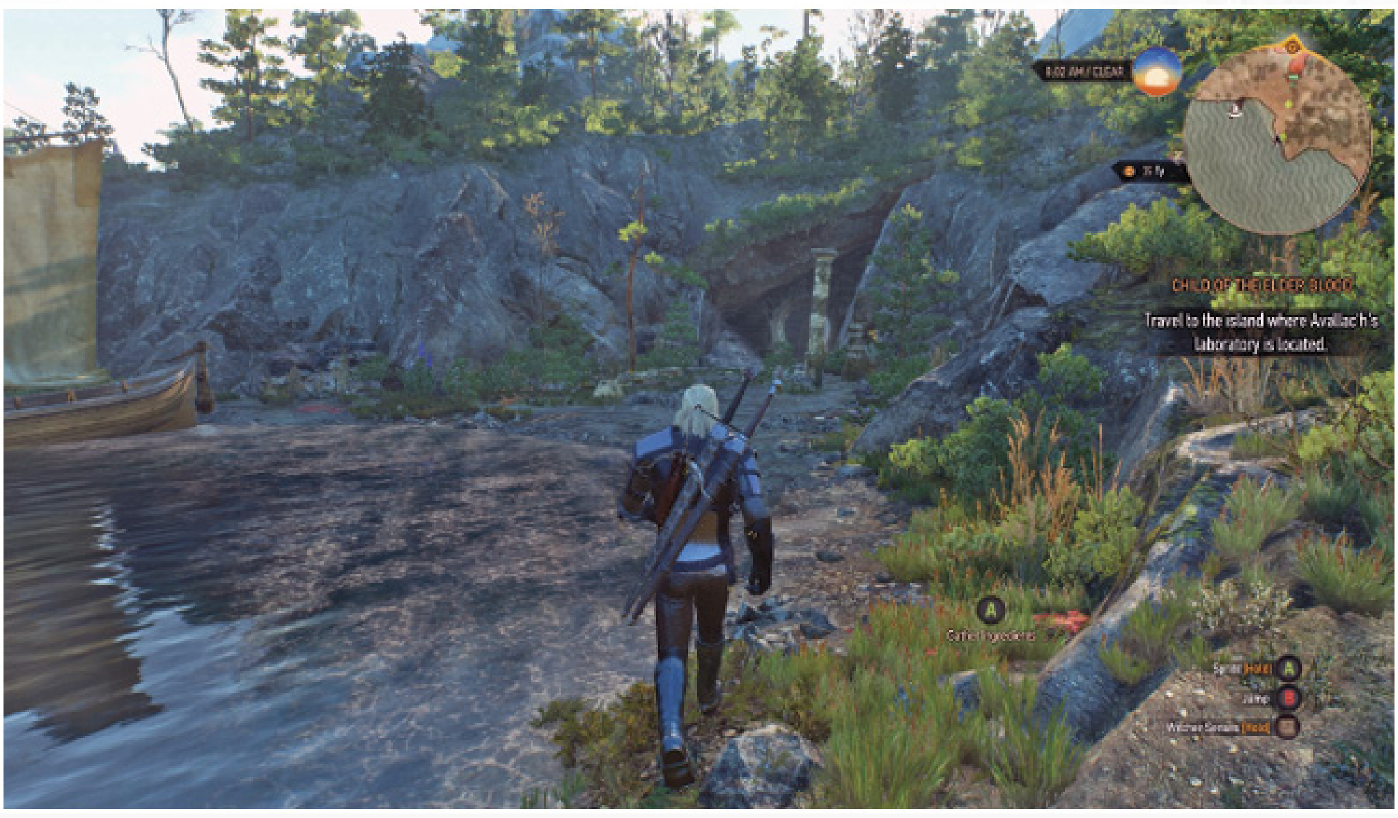
QUESTING DECISIONS

This quest continues just after Yennefer and Ciri teleport to Avallac'h's laboratory (this quest), and Philippa departs for the elven ruins (the continuation of Main Quest: The Sunstone).

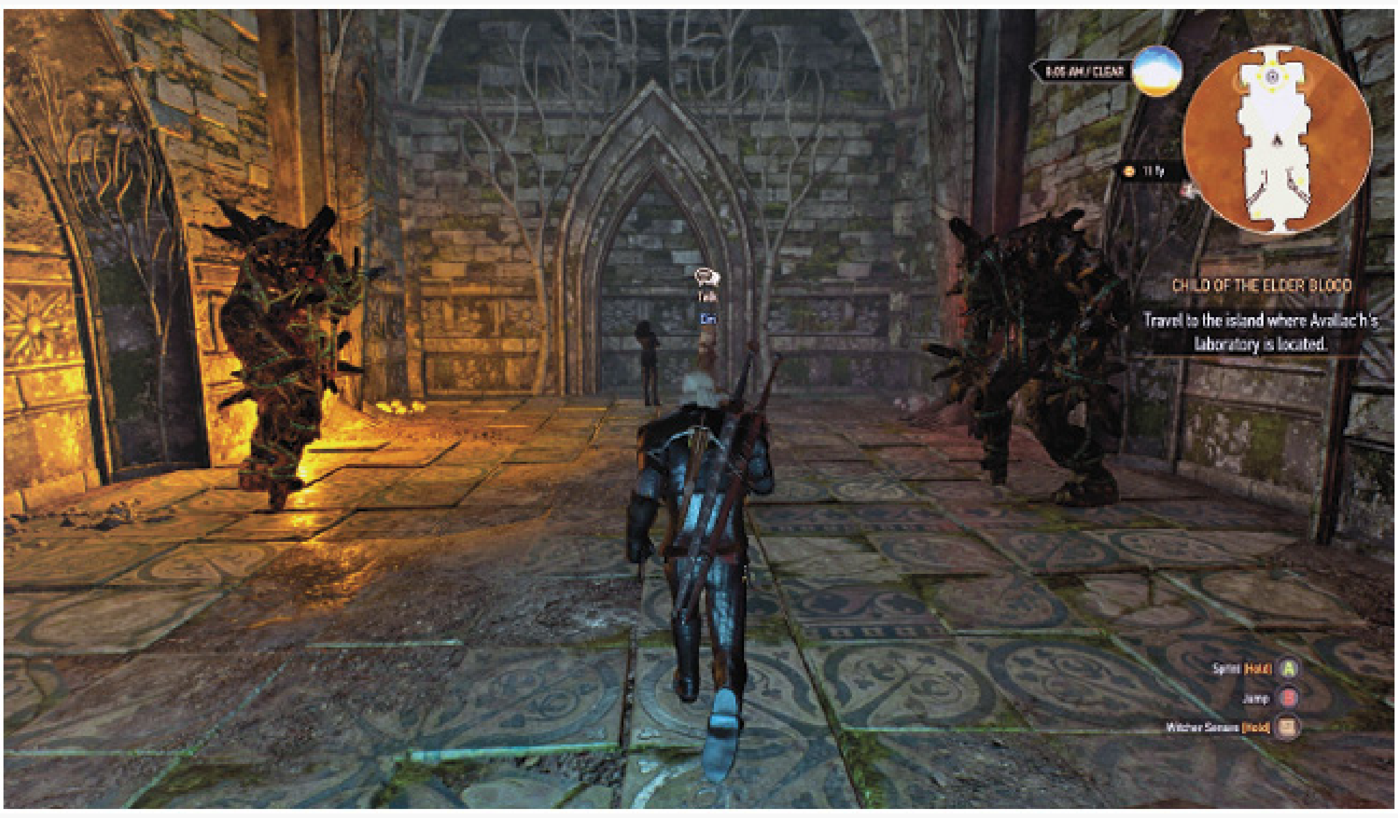
OBJECTIVES:

- Travel to the island where Avallac'h's laboratory is located.
- Talk to Yennefer.
- Wait for the door to open.
- Neutralize the golem.
- Nearest Signpost: North of Tor Gvalch'ca (Undvik)

Peer over your map of Skellige and locate the island Ciri had pinpointed as the place where Avallac'h's laboratory is said to be. It is westward, between Undvik (to the south) and Spikeroog (to the northeast). Set sail for this uninhabited pair of rocks (or swim there if you're a maniac), and locate the cave entrance in the center of the land mass, between the two islands.


8:02 AM / CLEAR
35 ft
CHILD OF THE ELDER BLOOD
Travel to the island where Avallac'h's laboratory is located.
Ingredients
Sprint [Hold]
Jump
Witcher Senses [Hold]

Yennefer and Ciri are just beyond the entrance, attempting to open the door sealed with complicated magic. Yen's attempt to enter succeeds, but activates one of the lumbering golems which must be defeated. You have Ciri's help with this task. Follow Yennefer into the laboratory, where you all inspect a number of sketches of Ciri strewn on a desk. Ciri brushes off Yen's comments about Avallac'h being interested in more than just Ciri's magic abilities.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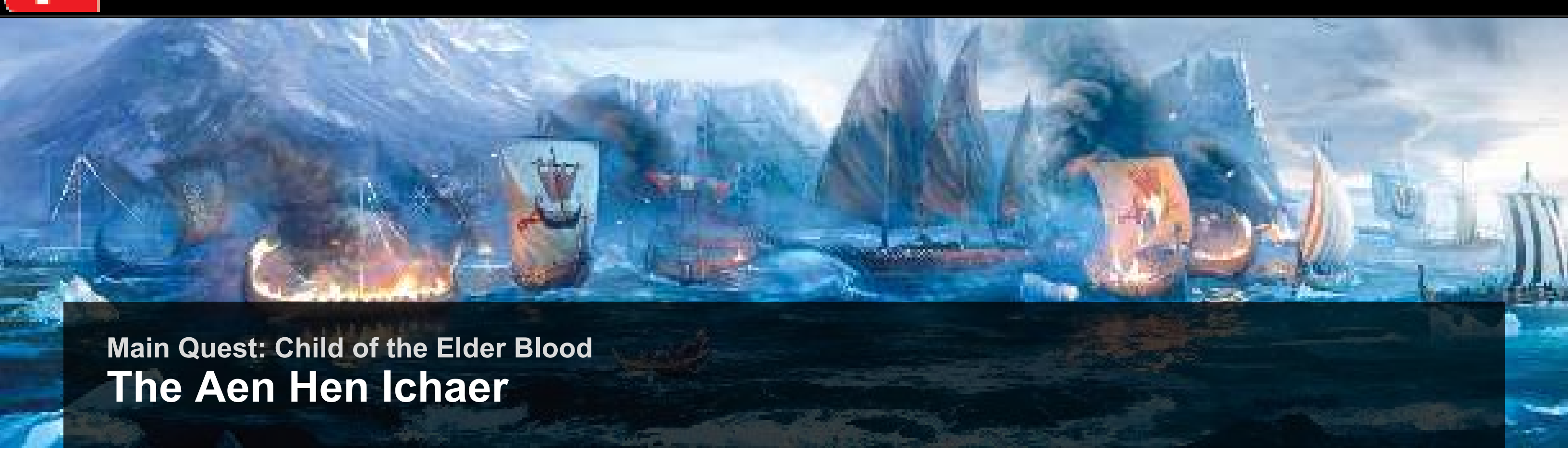
11 ft
CHILD OF THE ELDER BLOOD
Travel to the island where Avallac'h's laboratory is located.
Sprint [Hold]
Jump
Witcher Senses [Hold]



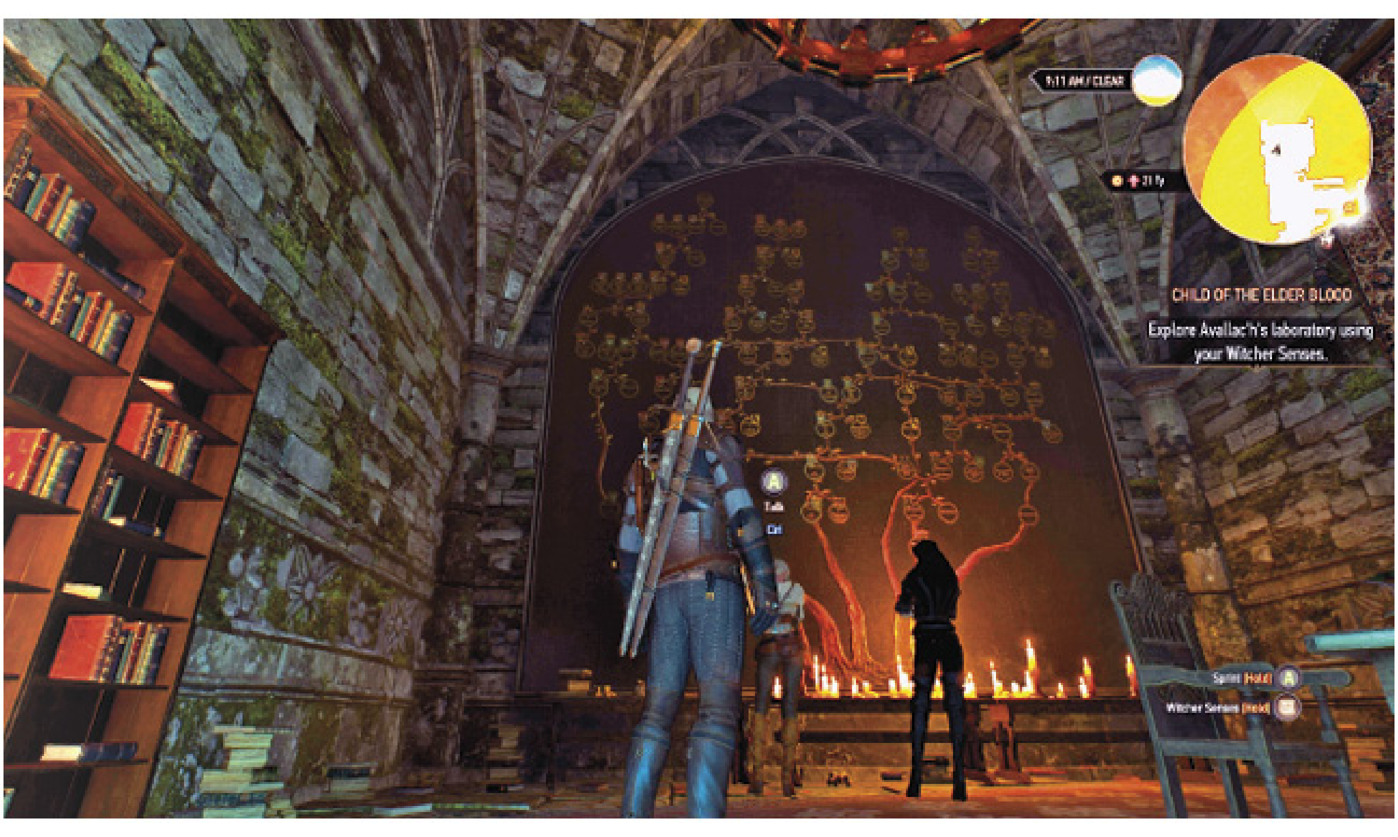
Main Quest: Child of the Elder Blood

The Aen Hen Ichaer

OBJECTIVES:

- Explore Avallac'h's laboratory using your Witcher Senses.
- Talk to Yennefer.
- Talk to Ciri.
- Search the laboratory using your Witcher Senses.
- Meet Ciri outside the laboratory.

Make a thorough inspection of this chamber, with your Witcher Senses picking up the following:



- A scattering of sweets and candy on a table with a jug on it. Now speak with Yennefer.
- A quick chat with Yennefer reveals that someone was just in this chamber.
- A hairbrush on a table indicates this to be more of a bedroom than a laboratory.

Follow the corridor down the steps, and into a lower chamber:

- A desk has perfume on it, and a standard mirror (not a portal). You can speak with Ciri about this.
- The largest surprise adorns the massive archway wall within this chamber. A genealogical chart of the Aen Hen Ichaer (or Elder Blood) from the start of the line to Ciri herself. It seems Avallac'h analyzed all the paths of Lara Dorren (the first), even those thought to be extinct. Tell Yennefer to look at the notes Avallac'h wrote, and you uncover a plan to cultivate a genetic mix like Ciri's, but without the human line. All attempts failed.

Head to the door on the opposite wall of this chamber. If you don't head there, Yennefer notices someone on the other side.

Avallac'h's Companion

Open the door, and enter what appears to be Avallac'h's bedroom. You interrupt a she-elf combing her hair. Avallac'h's lover demands you leave, until she sees Ciri, and tells you she remembers her from Tir Ná Lia. Answer her how you wish. This doesn't help the situation—the she-elf tells you Avallac'h mentioned Ciri shares Lara's features, but not her skill and intellect. Avallac'h told the she-elf he was following Ciri to save her, every time she did something stupid. She treats Ciri with contempt, hinting that Avallac'h is using Ciri for another task. Answer how you wish. She calls Ciri a degenerate half-breed.

FATE OF THE SWALLOW

Choice #4 Ahead:

You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the **Endings** section.

Ciri is furious, and wants to ransack Avallac'h's laboratory. Respond with:

"Go for it." You push over a bottle. Ciri cracks a smile. You encourage Ciri to throw a tantrum in the laboratory, venting her frustrations out on the furniture and assorted objects. This makes Ciri stronger.

Ciri's Fate (4 of 5): Positive Choice (+1)

"Calm down." You spend a few moments calming Ciri down, speaking of her great gift. Then you fasten Lara Dorren's necklace around Ciri's neck. Ciri leaves the laboratory, weakened in her resolve.

Ciri's Fate (4 of 5): Negative Choice (-1)

FATE OF THE SWALLOW

Choice #4 Ahead:

You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the **Endings** section.

Outside, Ciri says she would like to go to Hindarsfjall and meet Skjall, the boy who saved her from the Wild Hunt. Yennefer tells her Skjall is dead. A sorrowful Ciri now wants to visit his grave. Respond with:

"Yeah, I'll go with you." You encourage Ciri to say her final goodbyes to the fallen Skjall, and perhaps give him the hero's burial he was denied. Yennefer opens a portal, and you both teleport to Hindarsfjall. Main Quest: Skjall's Grave begins, and Ciri is stronger.

Ciri's Fate (5 of 5): Positive Choice (+1)

"No time." Although you understand she wishes to pay her respects to the "Craven" one, there simply isn't time to waste journeying to Hindarsfjall. The Wild Hunt must be stopped now! Main Quest: Skjall's Grave isn't available, and Ciri is weakened by your choice.

Ciri's Fate (5 of 5): Negative Choice (-1)

OBJECTIVE:

- (Battle Preparations): Help Ciri confront her past.

Main Quest: Skjall's Grave

Craven No More

DANGER ALERT SPOILER ALERT

MAIN QUEST: SKJALL'S GRAVE

LOCATIONS : Avallac'h's Island, Lofoten Cemetery (Hindarsfjall), Skjall's Grave
CHARACTERS : Ciri, Skjall, Hindarsfjall Villagers

OBJECTIVE:

- Nearest Signpost: Lofoten Cemetery (Hindarsfjall).

Ciri is still seething after her encounter with the she-elf. But she isn't ready to return to Avallac'h yet. She seeks the whereabouts of a young man named Skjall, whom she met on Hindarsfjall. The bad news just keeps coming. Ciri is informed Skjall is dead. She softly asks whether you could accompany her to his grave. Agree to continue this quest, or refuse to ignore this quest. Yennefer opens a portal to Hindarsfjall. Use it, or meet Ciri there under your own steam.

Visit the isle of Hindarsfjall, and locate Lofoten Cemetery. After scouring the graves looking for Skjall's headstone, answer how you wish, but the grave cannot be found. Ciri is suddenly gripped by fury. Surely the villagers wouldn't have left Skjall to rot in the sheep pit beyond the village? She sets off to find out, and you discover the remains of Skjall, given a craven's grave.

You help pull Skjall's corpse up to a clifftop grave overlooking the sea. You are disturbed by a band of villagers annoyed at your defiance of the elders' writ. You can:

- Tell them to quiet down.
- Tell them their laws don't bind you.

Either utterance, coupled with Ciri's instance on a furious vengeance if the grave is disturbed, keep the townsfolk from desecrating the grave. At least in death, Skjall's honor is saved. Now you must return to the ship in Kaer Trolde—either together instantly, or separately—as this quest concludes.

Main Quest: On Thin Ice

I Give You My Heart. But I Shall Take Your Head.

DANGER ALERT SPOILER ALERT

MAIN QUEST: ON THIN ICE

RELATED QUESTS : Main Quest: Battle Preparations, Main Quest: Tedd Deireadh, The Final Age

LOCATIONS : Marlin Coast (Undvik), Nilfgaardian Camp, Naglfar Ship

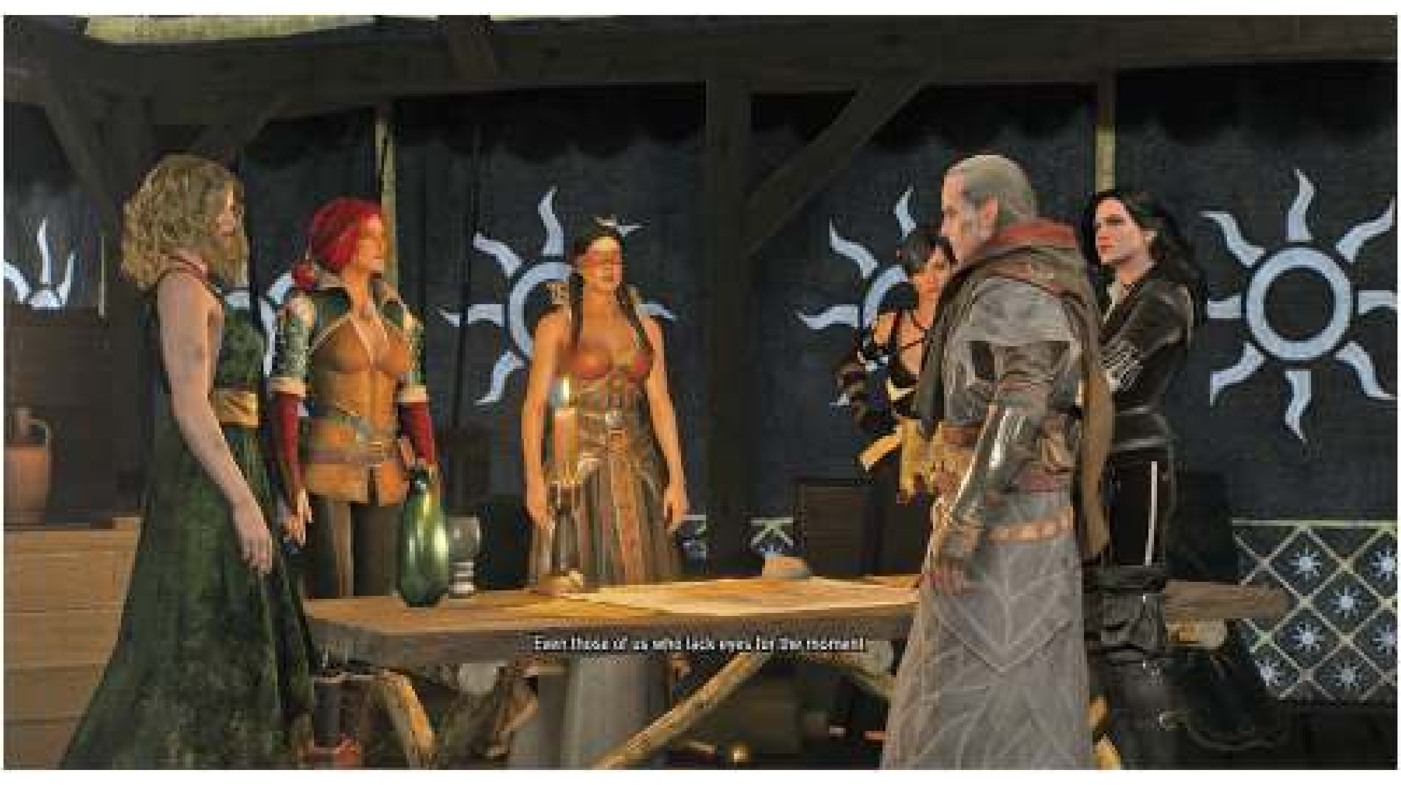
CHARACTERS : Margarita Laux Antille, Triss Merigold, Philippa Eilhart, Fringilla Vigo, Yennefer of Vengerberg, Cirilla, Avallac'h, Crach an Craite

ENEMIES : Hounds of the Wild Hunt, Wild Hunt Warriors, Carathir, Ice Elementals, Eredin

OBJECTIVE:

- Join Avallac'h and the sorceresses on Undvik.

Journey to Undvik Isle, and disembark at Marlin Coast (signpost) with the wrecks of various boats lying all around. Enter the Nilfgaardian camp, and you're ushered into a tent where battle plans are being hatched. A full coven of sorceresses is here. Margarita Laux Antille, Triss (if she didn't leave for Kovir), Philippa, Fringilla Vigo, and Yennefer stand around a table, with Ciri watching from the side. Avallac'h explains he will activate the Sunstone, hoping Caranthir will answer. The Wild Hunt's ship (the Naglfar) should then appear.



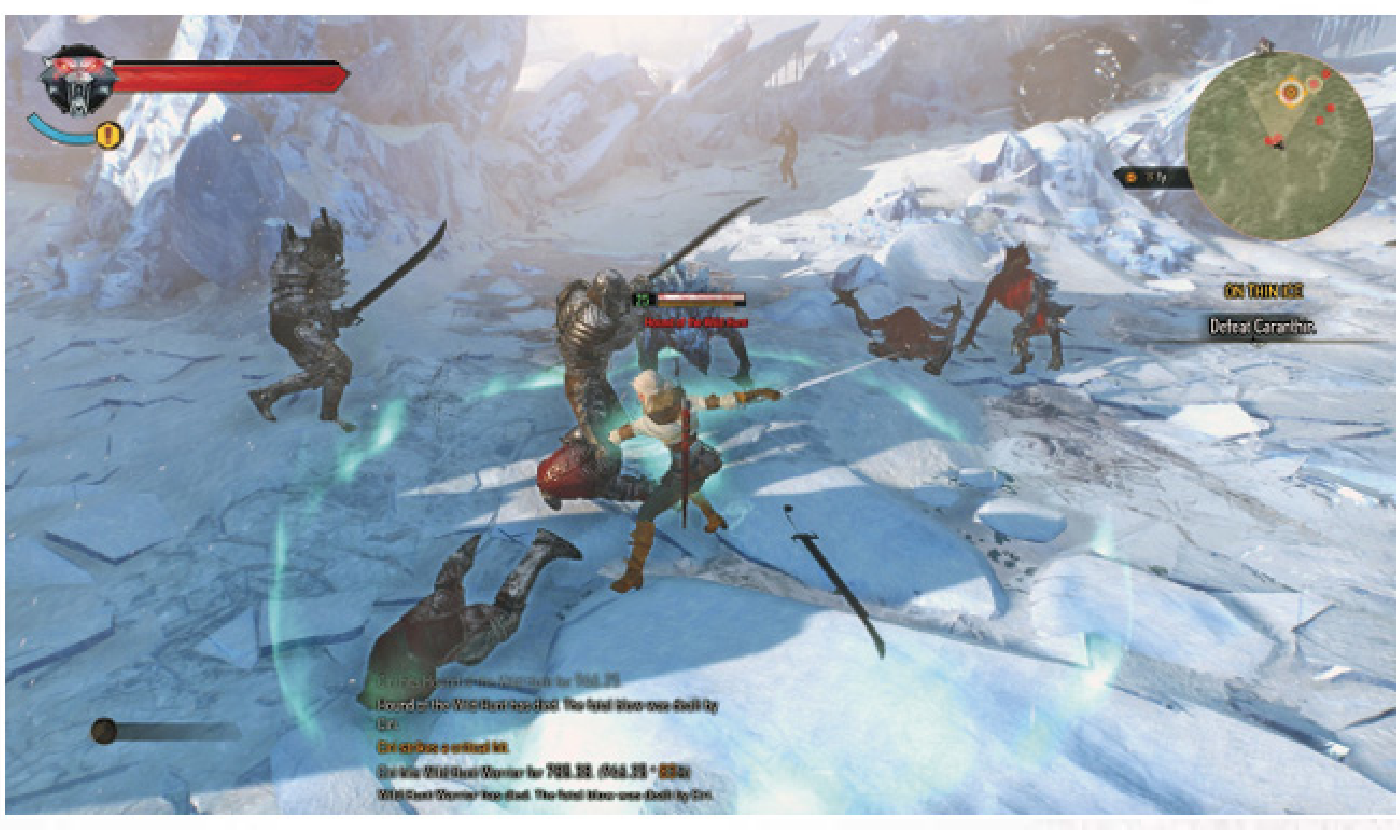
The sorceresses shall prevent the shio from returning to the world of the Aen Elle, while the imperials block it physically. The sorceresses set out to their clifftop positions, while Ciri protests at being left "at a safe distance." Answer how you wish.

- Then agree to join Avallac'h, heading to battle at once.
- Or join him later, look around camp, overhear soldier conversations, and commence any final preparations. Then join him at the Nilfgaardian ship at the pier.

OBJECTIVE:

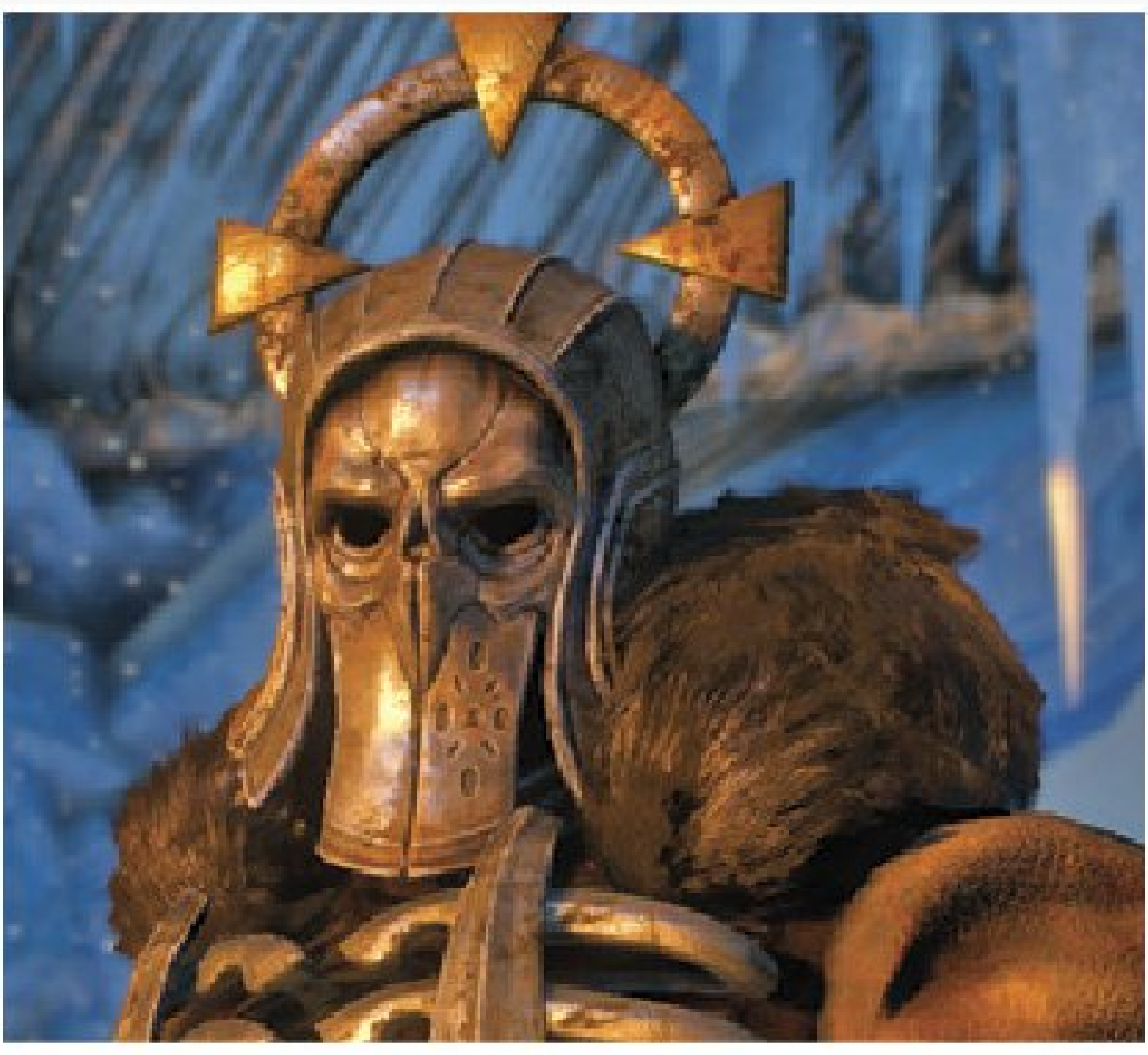
- Defeat Caranthir.

The Sunstone is used and the Naglfar appears from a rift. The sorceresses begin their spell. You travel aboard the Nilfgaardian ship, until the riders of the Hunt cast a spell that freezes the water, forcing you to search for the Naglfar on foot. Back at the harbor, Avallac'h sees this trap, and urges Ciri to find the mage that cast the spell, and destroy his staff.



You are Ciri. Utilize your Charge attack and sword strikes to cut through six Wild Hunt warriors and around a dozen hounds of the Wild Hunt with relative ease. The fight looks daunting, but isn't. Slice through the enemy troops as you head roughly north along the ice, onto the frozen shore and then out across an icy promontory towards the Naglfar itself. Expect to make short work of around 12 more warriors before you reach a large icy plateau—an arena where the dreaded Caranthir awaits.

You are Ciri. Begin to utilize your "Charge and Slash" technique against Caranthir. It works very well and, with some deft dodging, you're able to whittle his health down. But then he begins to teleport out of your blade's range. Darting in and out of existence, you clash and a massive explosion rocks the shoreline. You're knocked out, but blink out of Caranthir's gauntlet before he can grab you. Geralt now removes his icy garb and drops down into the ice arena. En garde!



Caranthir

Main Quest: On Thin Ice

I Give You My Blade. You Better End Up Dead!

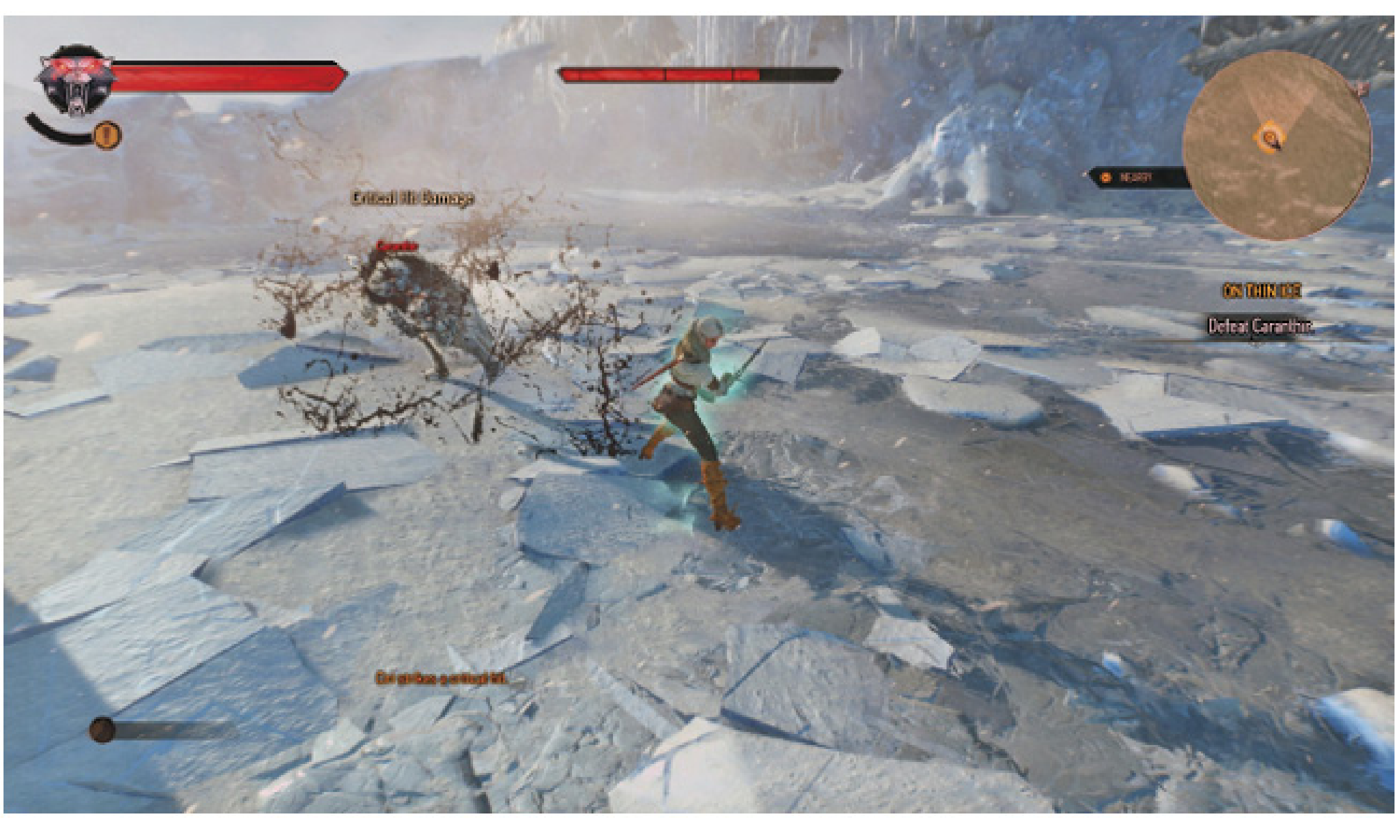
OBJECTIVE:

- Kill Caranthir.

Let battle begin! Close the gap between you and Caranthir by dashing forwards, then rolling to the sides to avoid his quintet of icy orbs, or his single projectile thrusts.

Time your rolls to occur just prior to the projectiles striking you. Make brief checks of your minimap when Caranthir teleports, so you can quickly turn to face him.

When he reaches around half his health, he summons a great slab of ice, which transform into an ice elemental. With Igni, talent, good dodge timing, and positioning yourself away from Caranthir so his projectiles actually strike this golem (protecting you in the process!), you're able to remove these threats.



Caranthir's projectiles are supplemented by a trio of orbs, one after the other. Roll and dodge them, and when slicing at your foe, make only three or four strikes before backing off, or you may be caught after he teleports and launches projectiles at you.

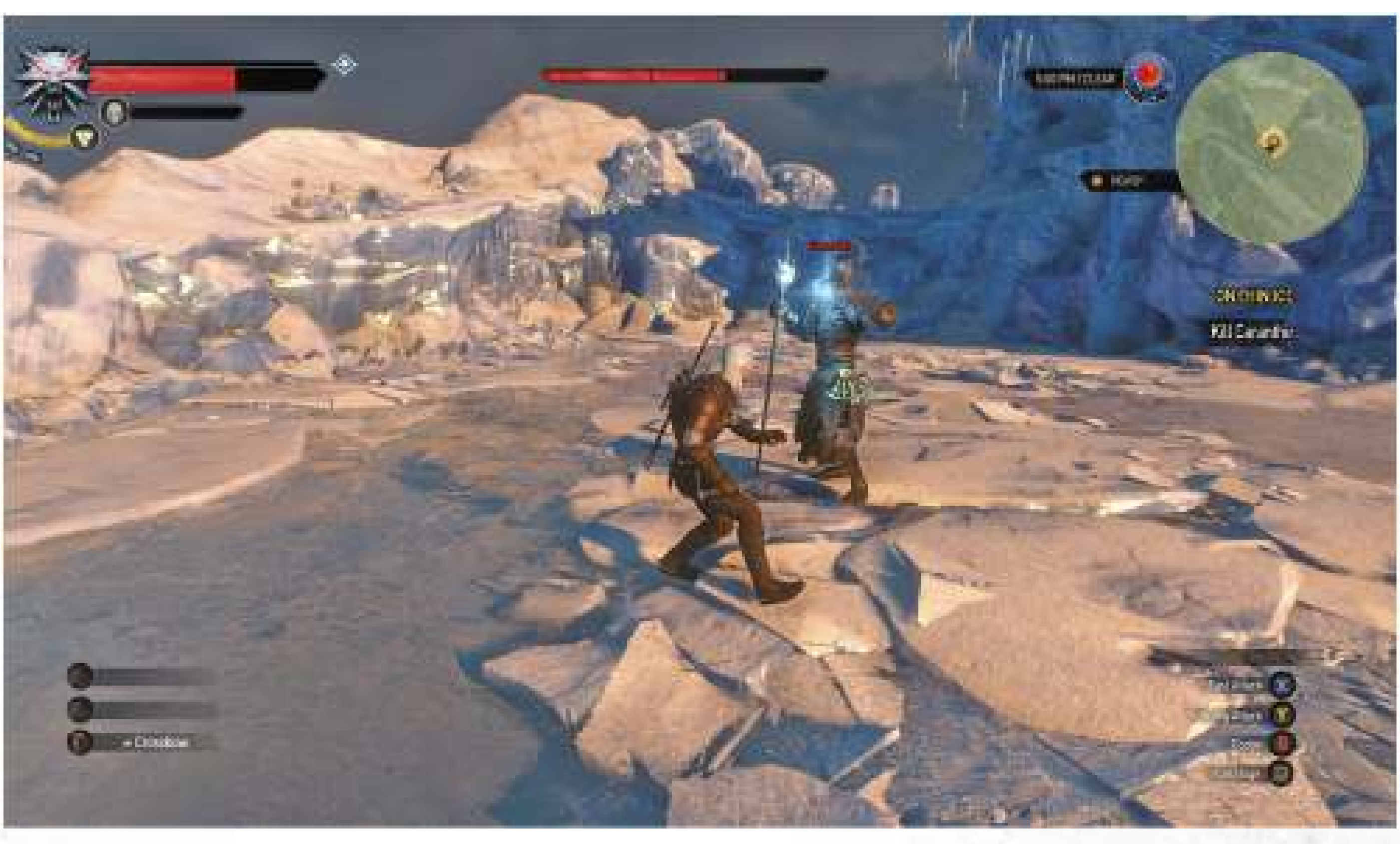
At around 5-10 percent of his health, Caranthir likely summons another ice elemental. You may be tempted to ignore this foe and concentrate on killing Caranthir, which is a worthwhile plan, as long as you avoid the elemental's attacks, and a second elemental summoned shortly afterwards.

KILLING CARANTHIR: BATTLE-TESTED TACTICS

There are two parts to this fight, beginning with Ciri. Caranthir attempts to engage in melee combat against the swordswoman, but as you are by now very familiar with, she is incredibly skilled and powerful. Rush him down and slash away with her sword.

He teleports when he takes enough damage, usually far enough away from Ciri that she cannot reach him during her lunging sword strikes. You can either sprint over to him to continue the offensive, or use Ciri's teleport slash to reach him even faster. Beware that Caranthir can also teleport directly behind Ciri for a surprise attack, but this can easily be countered with a fast attack or the teleport slash.

Once you deal enough damage to Caranthir as Ciri, an impressive cutscene plays out, with Ciri ending the spell Caranthir has been maintaining. After more drama unfolds, Geralt arrives to finish off the Wild Hunt sorcerer.



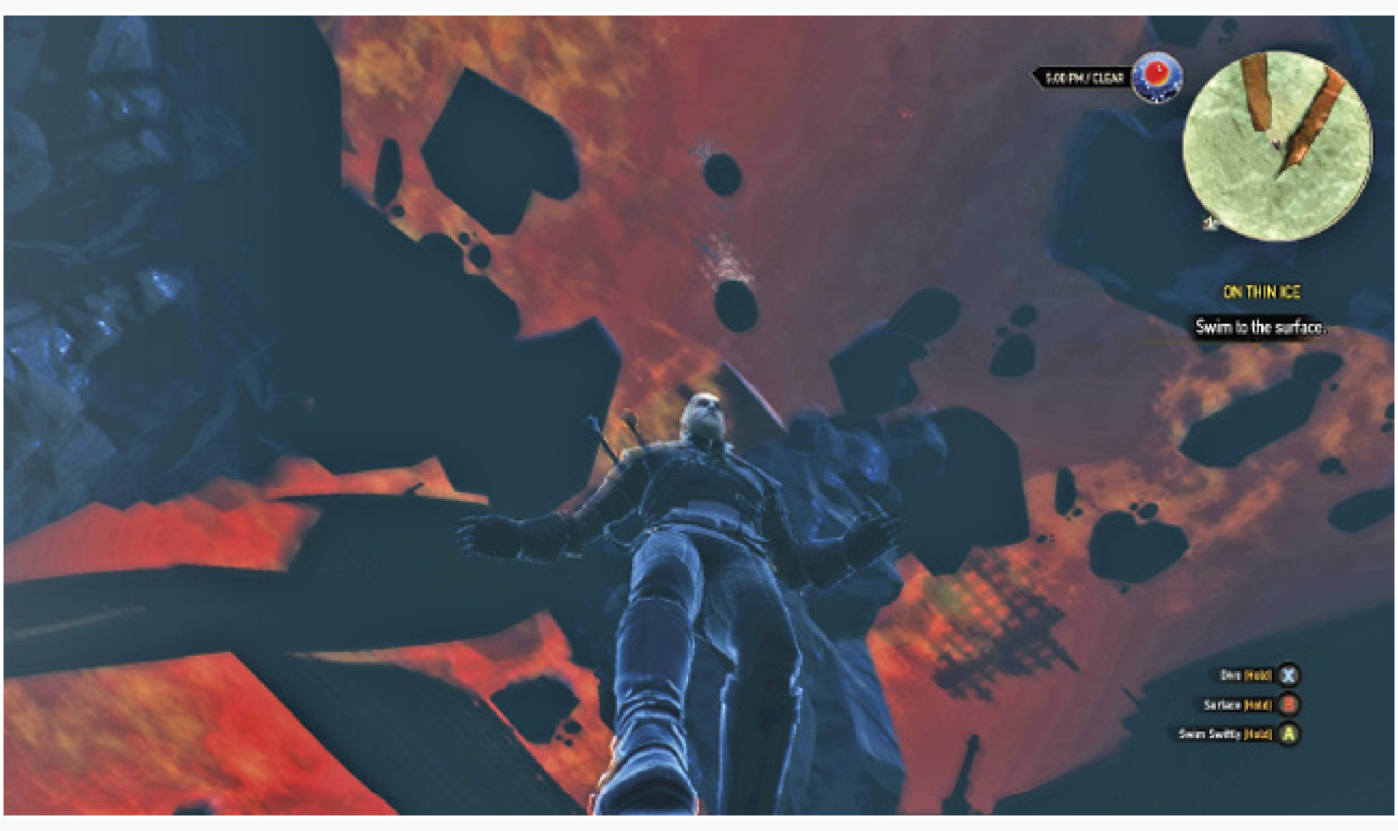
Caranthir steps up his efforts to defend himself with Geralt on the scene. One of his new attacks is to summon five lances of light over his head, and after a short delay he will fire them en masse at the witcher. Should he be struck by this barrage, Geralt will be partially frozen, slowing him down and making it harder to avoid other attacks.

Caranthir can also fire singular bolts of this powerful ice magic in fairly quick succession at Geralt. Roll to evade these targeted spells.

As when he fought Ciri, Caranthir teleports after sustaining damage from Geralt. After teleporting, he will use either version of his ice bolts. Work your way to Caranthir as quickly as possible to attack him, lest he teleports again. Striking him as he is preparing his ice bolts will cancel his attacks.

As you wear Caranthir down, he will begin summoning ice elementals into the arena. He is vulnerable during the summoning, so take that opportunity to hit him as much as possible before switching your focus to the ice elementals. Use Dimeritium Bombs on the elementals to help weaken them, but don't forget that Caranthir will still be firing his magic at Geralt. You'll have to be mindful of his attacks, while also dealing with the ice elementals own abilities. Try to get rid of the elementals first before returning your attention to Caranthir. If you allow multiple elementals to be summoned, it will be that much harder to address the sorcerer.

This can be a punishing and long fight to deal with, so stay focused on limiting the amount of harm Geralt endures. Once you do manage to defeat Caranthir, he attempts one last suicidal attack on the witcher, teleporting both himself and Geralt into the waters beneath the ice. Swim for the surface as fast as you can to avoid drowning!



DEFEATING CARANTHIR: THE BEST BATTLE TACTICS

Caranthir attacks with the following:

Ice shards conjured from a long distance. A few shards cast all at once, or a number one after another.

He summons ice elementals to act as bodyguard.

At close quarters, he casts a spell to toughen his armor with ice.

He also teleports to gain a better position on you.

Caranthir should be beaten with the following techniques:

Movement: At long range, dodge the ice shards easily. Then charge in between his spells. Use Fleet Footed to avoid incoming damage.

Signs: Use Quick Quen to ignore the multiple shards, an Alternative Quen to absorb incoming shards (if they are coming one after another). Caranthir's ice armor can be melted with Igni; save your Stamina (or Adrenaline) so you can cast it.

Alchemy: Fight aggressively, and if you're hit use Swallow and Whie Raffard's Decoction to replenish your health. Elemental Oil helps up the damage you inflict.

Ice Elementals: These can be kept alive, and used as cover from Caranthir's ice shards. These foes are slow, so slash at them to increase your Adrenaline points.

Finish him off: Caranthir teleports as soon as you begin to deal damage, so use Thunderbolt and heavy attacks to maximize your effectiveness.

Main Quest: On Thin Ice

Bearing the Brunt of the Wild Hunt

OBJECTIVES:

- Swim to the surface.
- Board the Naglfar.
- Kill Eredin.

With a sliver of health left, you plunge your sword into Caranthir, who collapses, grabs your ankle, and teleports beneath the ice. After kicking free, immediately swim upwards. Failure leads to death. As you grab an ice flow, you see Ciri's stumble into a portal. When you're able, rush up the ridge to the northeast, then drop down and lead the charge with a group of Skelligers to slay a trio of hounds. More appear, so be ready for them.

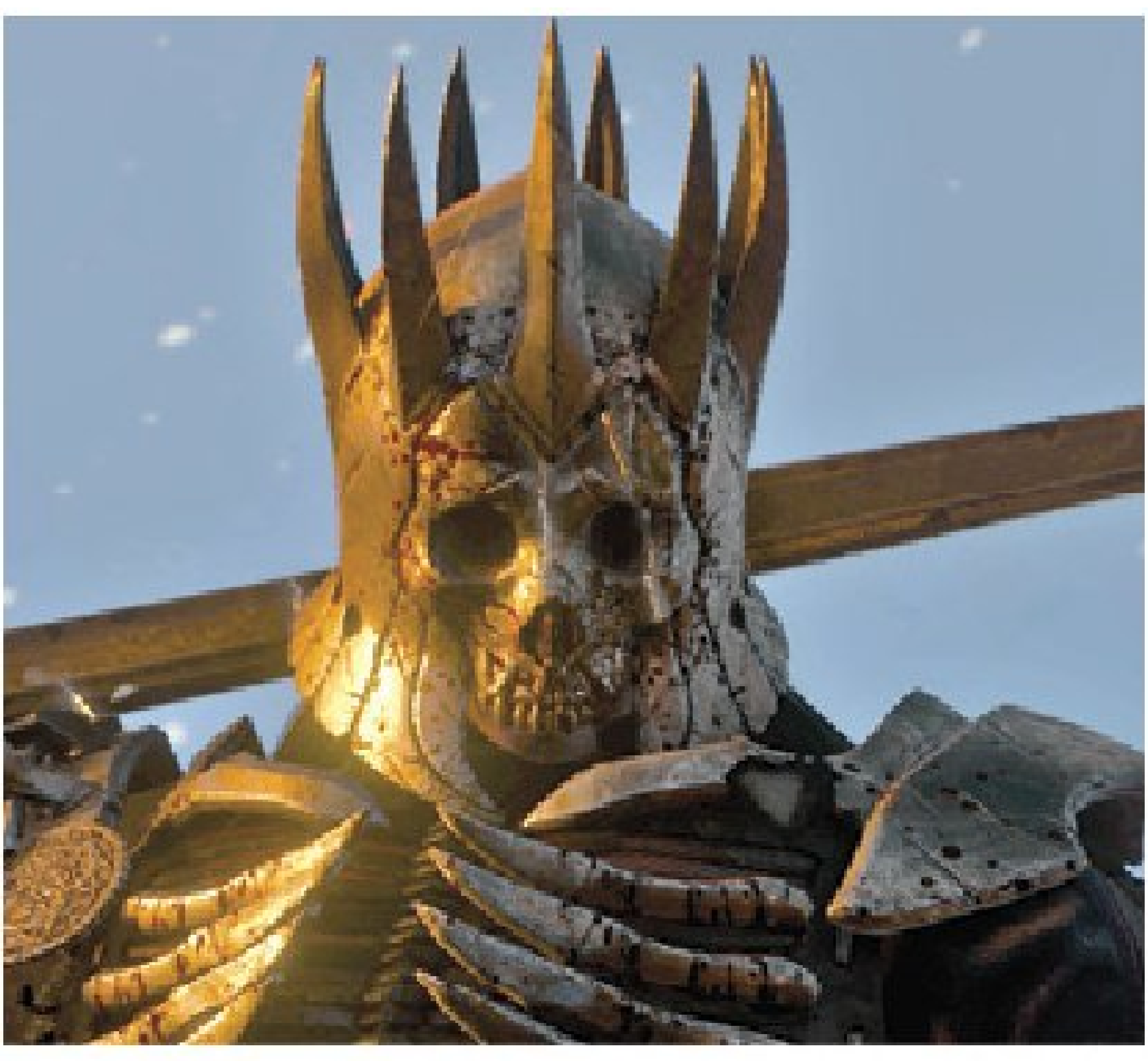
Jarl Udalryk is also here, fighting valiantly.

- His comments are different depending on whether you helped him during Secondary Quest: Possession.

Rush aboard the flaming Nilfgaardian ship, delivering sharp justice to up to five warriors as you progress to the ship's wheel. Leap off the vessel heading northeast, onto an ice flow. Kill two more warriors and four more hounds with the help of Skelligers and some Nilfgaardian soldiers. Then head north, boarding the Naglfar and bearing witness to Crach an Craite's valiant battle at the hands of Eredin. At this point, Hjalmar makes an appearance:

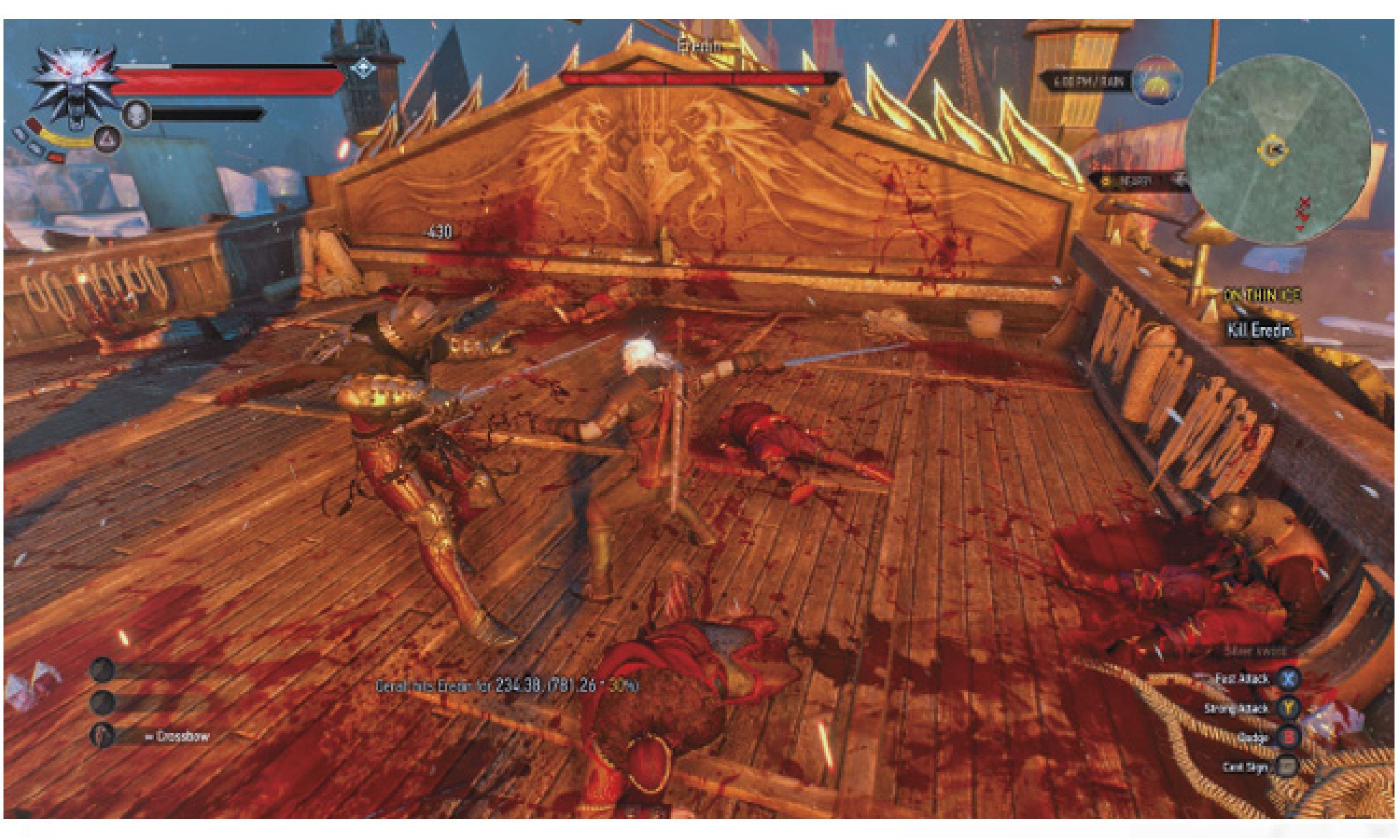
- If he is alive (you finished the Clan An Craite Quests), a burning Nilfgaardian soldier breaks down the burning cabin doors, and dies at your feet. A cheerful Hjalmar follows out afterwards.
- If Hjalmar is dead, a skellige soldier follows out afterwards.

Begin your battle with the leader of the Wild Hunt, watching for his almost instantaneous teleport. Roll or quickly sidestep as soon as you see this occur, then perfect your parrying and then counter-striking. Patience is key here. Swift retaliation, the odd in-and-out stabs are better than lengthy attempts at combination strikes. Expect heavy loss of health if you're struck. After whittling his health down a quarter, Eredin opens a portal, and throws you into a plateau on the cliffs atop Undvik!



Eredin

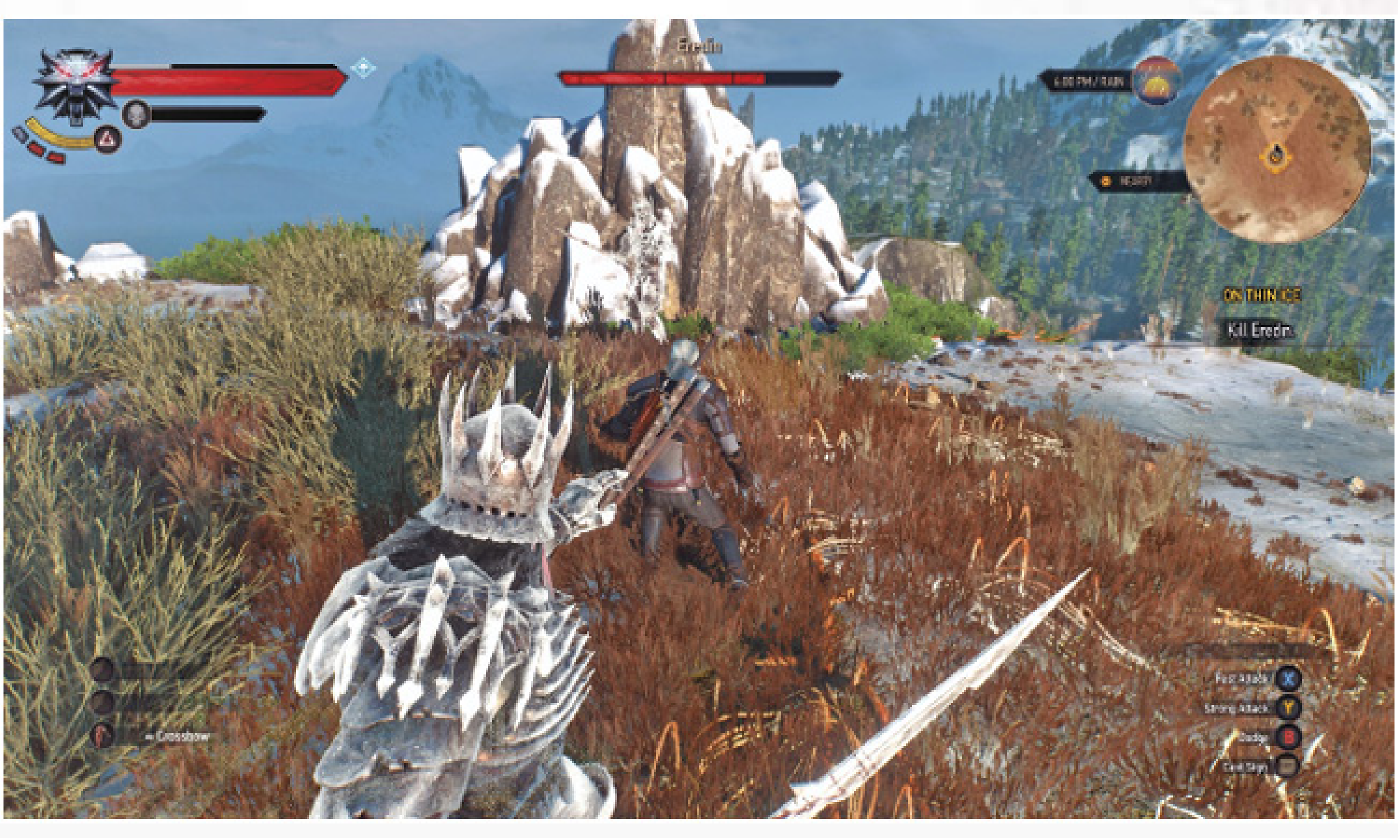
At this point, he adds a single, a trio, and a set of six fast ground waves—these must be dodged. Then expect him to blink away from you, summon an orb close by that saps your health. Flee from the orb, and close the gap before dealing more quick strikes. Should Eredin be clad in ice, use Igni to melt it so your attacks have more potency. Back up and avoid his series of strong attacks, retaliating with a well-timed strike at the end of Eredin's last swing.



KILLING EREDIN: BATTLE-TESTED TACTICS

The battle against the Wild Hunt overlord begins with him taunting you. Take that time to duck into your items menu and use potions that will help you stay in the fight. Tawny Oil, Swallow, and Full Moon are all good choices if you've made the higher quality brews. Blizzard is also a good potion for the fight. Eredin's swordplay can be difficult to parry or counter-attack.

The first phase of the fight can be very short, depending on your skill and your gear. Eredin hits quite hard even against a well-armored witcher. Eredin's defenses are quite stiff. Reckless attacking will only serve to get you killed when he inevitably counterattacks one of your swings. When he has his sword up in a defensive stance, he will block your attacks unless you manage to flank him.

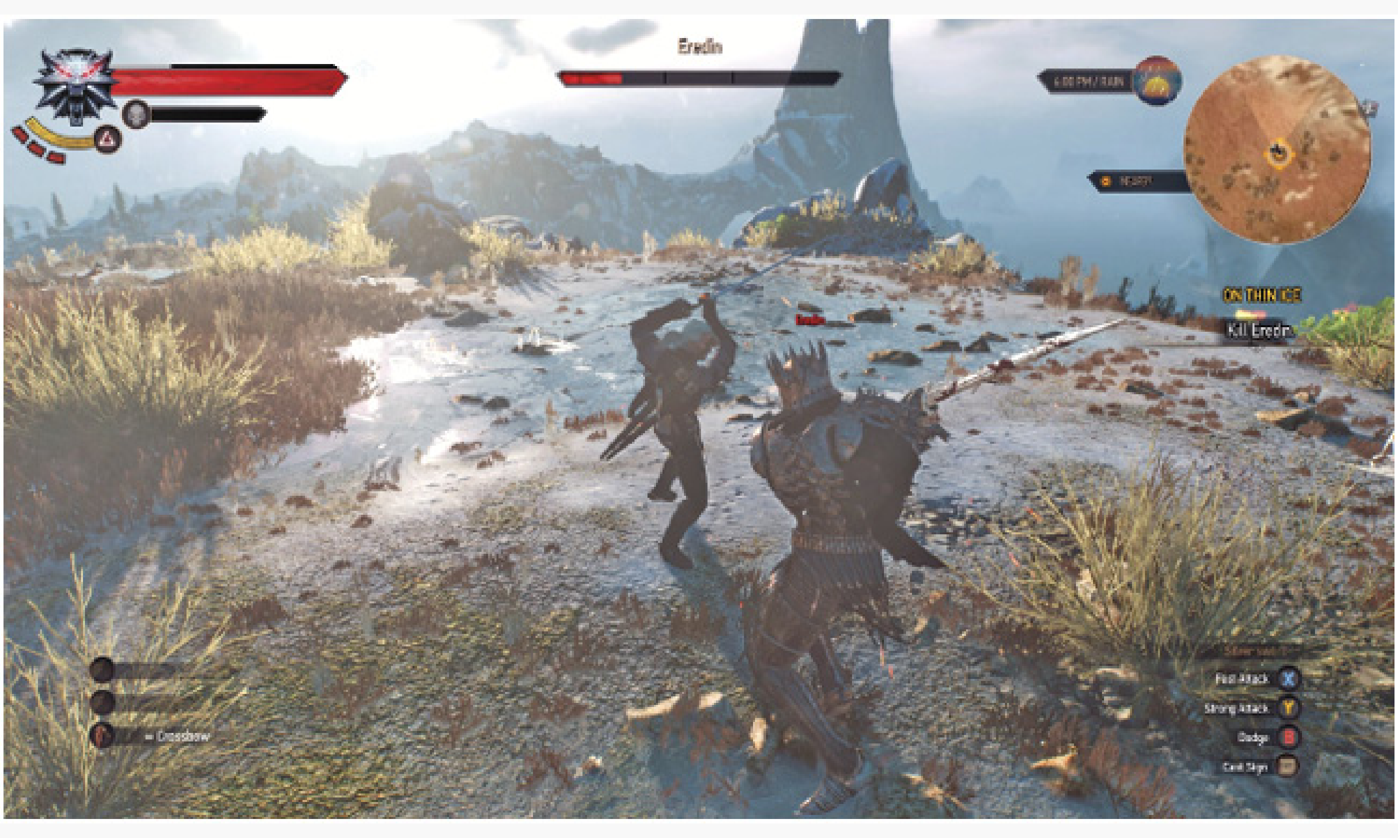


Like Ciri, Eredin can teleport. He appears behind Geralt to try and score a fatal series of sword strikes. Roll away from him in those circumstances, it's possible a simple dodge will not get you out of range.

Facing Eredin head on is a dangerous proposition. Not only is he a skilled defender with his sword, he is more than a match on the offense. His strikes come fast enough that it is almost completely unsafe to attempt heavy strikes unless it is after a counter-attack and he is temporarily off balance. If you cannot perform counters, parry or roll out of the way.

Watch for him to raise his sword overhead with both hands. This attack cannot be parried or countered, only evaded. The attack comes quickly, and can be done in the middle of his sword combos, after a teleport, or after he counters Geralt.

The key to fighting Eredin, at any point in the fight, is to dodge or parry any melee attacks, while remaining close enough to score a heavy strike when the opening presents itself. This is a fight won by inches, blow by blow. Getting greedy can be extremely painful for you.



Watch out for him to try backhanding or kicking Geralt. These attacks cannot be parried or countered, and if they land will stun the witcher long enough that he may not be able to roll or dodge the follow-up sword slashes.

After losing roughly a quarter of his Vitality, Eredin creates a portal and sends Geralt and himself to a clifftop arena. This marks the beginning of the second, and most difficult phase of the battle.

In addition to his melee prowess, Eredin gains several new attacks in this arena. The first is the ability to fire shockwaves from his sword. This is often telegraphed by him teleporting to a far point in the area, and holding his sword overhead. He fires one shockwave first, then three waves in a fan pattern, followed by five. It's a simple matter of running around Eredin to evade the attack, but if you are too far away, the last set of shockwaves can be hard to evade. Use the delay between each attack to close in and score a hit.

After a teleport, Eredin can also call down a storm of ice-laden meteors. Stay on the move, and avoid the projected impact zones, appearing as a patch of ground glowing brighter that the rest. If you get hit, you will be partially frozen and move much slower, making it more likely that you suffer multiple hits. You can run up to Eredin while he channels this spell, and get him to hurt himself with the meteors for a good amount of damage. This immediately cancels the spell, and leaves him open for an attack.

His final new attack is the ability to summon magical spheres at Geralt's feet, which explode after a short delay. As with the meteors, getting harmed by this will partially freeze Geralt and make him much slower on his feet. Keep moving, ideally towards Eredin, and land a heavy strike to cancel the spell.

After Eredin falls below a third of his total Vitality, he taunts Geralt again, and he becomes significantly more aggressive. Remain calm, and continue to concentrate on minimizing how much he hits you, while scoring hits whenever he presents the opportunity.

Just before defeat, Eredin will open a portal back to the ship the fight began on, presumably to try and leave Geralt stranded on the cliff top above the shores of the Marlin Coast. Follow the elf back through the portal, and finish him off!

Main Quest: Skjall's Grave

End: Battle Preparations: To War!

OBJECTIVE:

- Let Avallac'h know everything is ready.

Return to the ship moored in Kaer Trolde harbor, and speak with Avallac'h. In addition to any questions you didn't ask him earlier (when you thought he was hiding something), you can talk about the following:

- About using the Sunstone: Confide that you are worried Eredin will figure out where they are when the artifact is used. Avallac'h tells you the signal may be changed so Eredin won't know where it is emitted from. Oh, and there are other artifacts that could have been used.
- About your visit to his laboratory: He says his work isn't important any more, and it was to protect Ciri and others that carry the blood. Mention the she-elf, and Avallac'h refuses to discuss his feelings to her or Ciri.
- That everything is ready, and the ship can sail to Undvik. You can choose to automatically reach there (and begin Main Quest: On Thin Ice), or prepare for the confronation with Eredin first. Then all these related quests conclude.

Main Quest: On Thin Ice

End: Cold Contempt

When Eredin is almost brought down, he vanishes in an arched portal. Head through, appearing back on the Naglfar. After a few more well-placed slashes, you better Eredin in combat. Slumped and without his mask, he tells you Avallac'h has tricked you both—and has made off with Cirilla! As hounds bound up onto the deck, you're grabbed by Yennefer, and sucked back into her portal. The quest concludes, and Main Quest: Tedd Deireadh, The Final Age immediately begins.

DEFEATING EREDIN: THE BEST BATTLE TACTICS

Eredin attacks with the following:

Swords: He is adept at swordplay, enhanced by the Wild Hunt's magic. He can perform long combos, block your attacks and Signs, and can easily counter you and strike back viciously afterwards.

Teleports: He uses a short teleport to overpower your mobility. He gains ice armor every time he employs this technique. Once damaged, he drags you through a portal to a large arena.

Spells: On the cliff top arena, he uses three spells to defeat you: a single slashing wave of power, a multiple slash wave of power, and a rain of ice shards.

Eredin should be beaten with the following techniques:

Signs: Melt his ice armor with Igni. Eredin can block your channeled igni, but cannot perform any other action during this time, buying you some time to replenish your health with food or potions. Use Yrden to weaken Eredin's mobility.

Swordplay: Eredin's long combos are deadly, so hold your guard and wait for a good opportunity to strike.

Bombs: Samum is a low risk, high reward strategy; a well-timed throw lets you utilize a few extra attacks as Eredin staggers from the explosion.

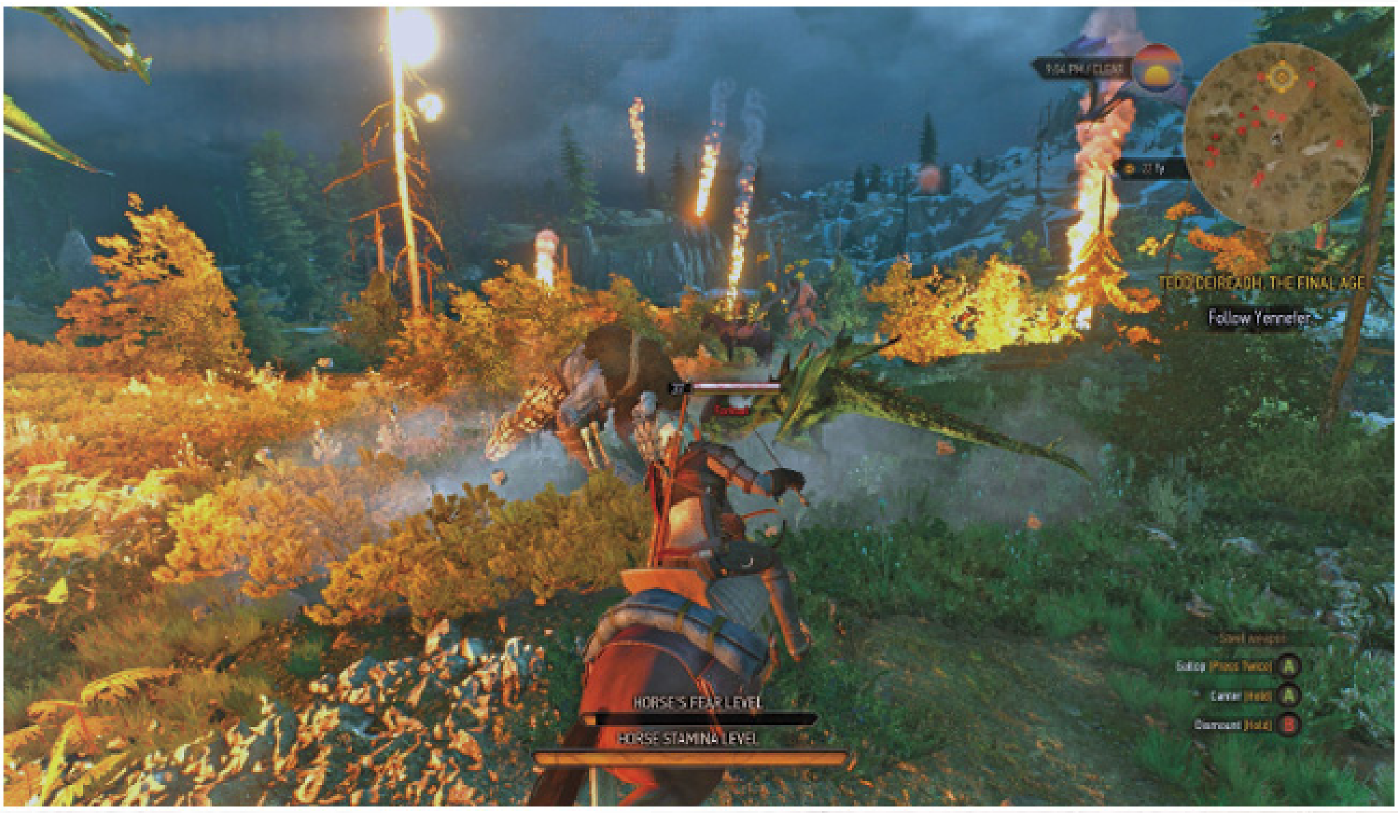
Dodge Eredin's spells with swift movement, retreating, and Quen. The rain of shards is both chaotic and dangerous, so look for shadows of incoming shards and move away from them.

Finish him off: When Eredin is low on health, he desperately casts rain of ice shards and escapes through the portal; waste no time following him, and dodging any last shards.

Main Quest: Tedd Deireadh, The Final Age

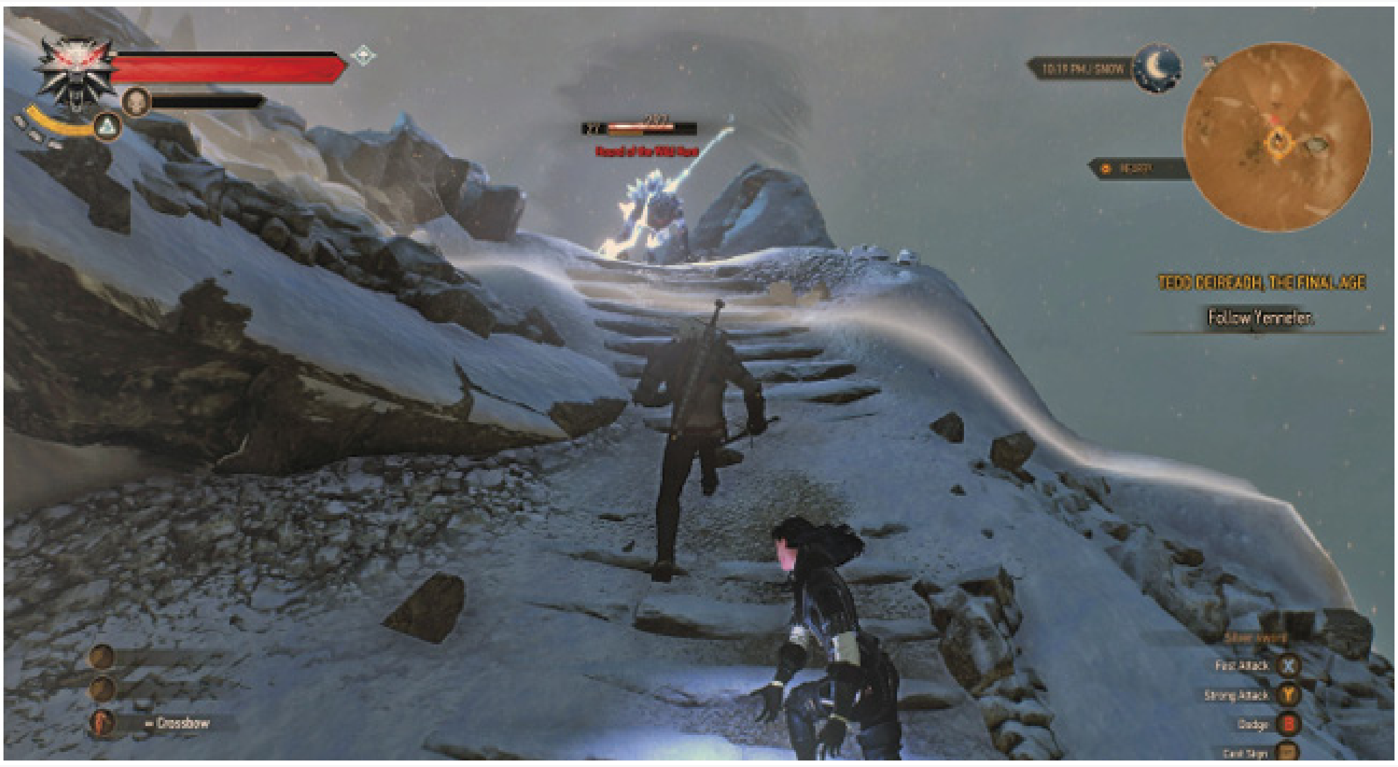
And Giants Shall Face Giants in Battle

Wait for Yennefer and gallop after her steed, racing between fearsome ice giants, earth elementals, and forktails. Though you can stop to fight them (usually resulting in your death), time is of the essense. Maneuver through the pitched battles with these behemoths. Fire from the heavens scorches the earth.


TEDD DEIREADH, THE FINAL AGE
Follow Yennefer
HORSE'S FEAR LEVEL
HORSE STAMINA LEVEL

Strange portals appear, and you must quickly climb the frosted mountain path, to slain Nilfgaardian soldiers. The White Frost is upon you!

Dismount, climb the rocks, and wait for Yennefer to cast her shielding spell. Follow her within the protective dome of this incantation, up the steps and slay a hound of the Wild Hunt. Pass by some caves as the great tower looms ahead of you. Defeat another hound on the snowy cliff path, then continue to the foot of the tower, where Avallac'h has erected a magical barricade. Yennefer makes a tear through the barrier, and you run through.


10:19 PM / SNOW
Hound of the Wild Hunt
TEDD DEIREADH, THE FINAL AGE
Follow Yennefer
Fast Attack
Strong Attack
Dodge
Cast Sign
Crossbow

Main Quest: Tedd Deireadh, The Final Age

The Conjunction of Spheres Has Begun

DANGER ALERT SPOILER ALERT

MAIN QUEST: TEDD DEIREADH, THE FINAL AGE

RELATED QUESTS : Main Quest: On Thin Ice

LOCATIONS : Marlin Coast (Undvik), Nilfgaardian Camp, Tor Gvalch'ca

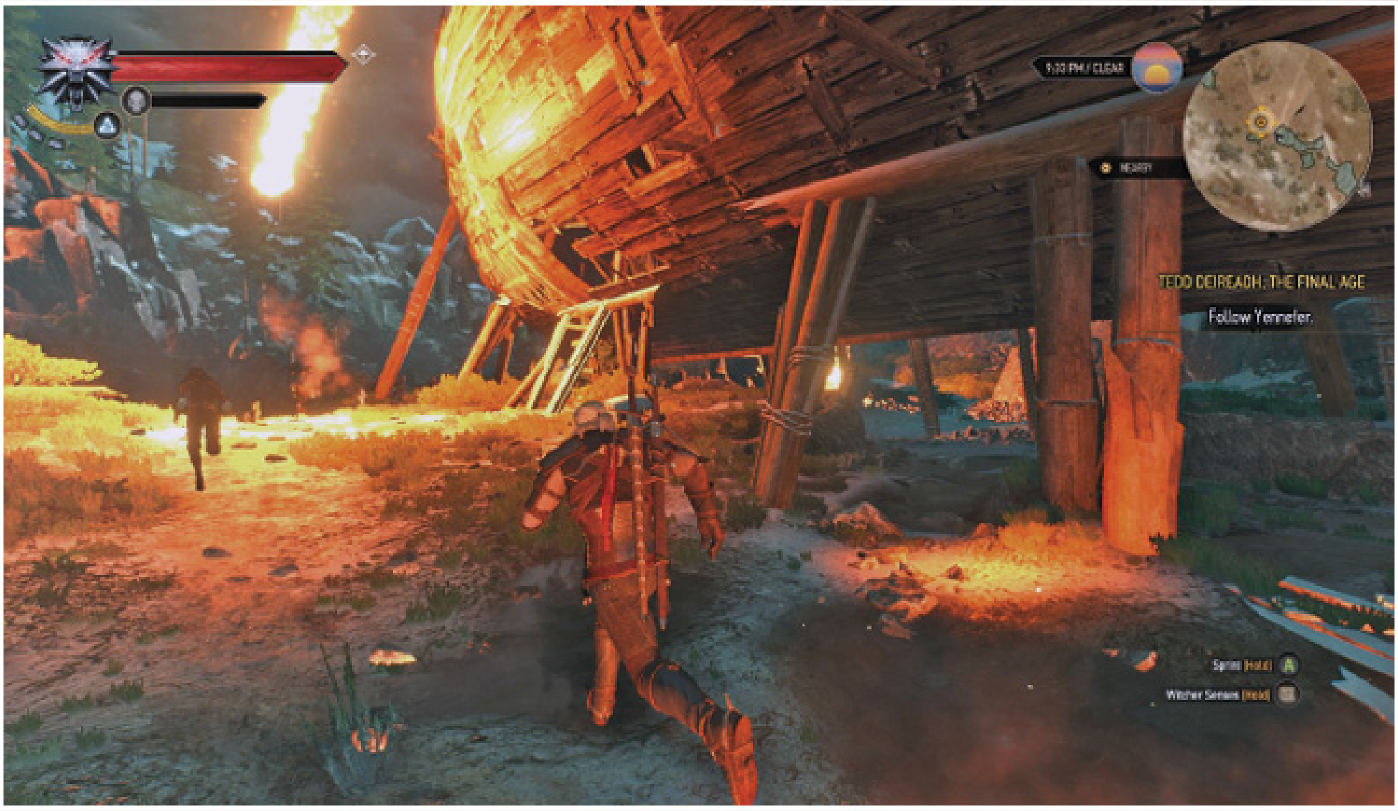
CHARACTERS : Yennefer of Vengerberg, Avallac'h, Cirilla

ENEMIES : Mountain Giants, Cyclopses, Forktails, Hounds of the Wild Hunt

OBJECTIVE:

- Follow Yennefer.

You return back at the Nilfgaardian Camp in Undvik. The sky crackles with furious energy. A gate between worlds is forming, and you must reach the distant Tor Gvalch'ca (tower), and stop Avallac'h before it is too late. Ask Yennefer what to expect if you like (her response isn't the most optimistic). Then set off with Yennefer. Head southeast, through the giant's gate, dashing past the huge disintegrating ship and following the path around to the west. Avoid any falling fire by giving it a wide berth. Whistle for Roach at Hjalmar's old camp—now a Nilfgaardian outpost.



Something Ends, Something Begins (I)

Lament For A Slain Swallow

SOMETHING ENDS, SOMETHING BEGINS (I)

DANGER ALERT

SPOILER ALERT

LOCATION: The Orphans of Crookbag Bog

CHARACTERS: Berem

ENEMIES: Peasants, Wild Dogs, Water Hag, Grave Hags, Weavess

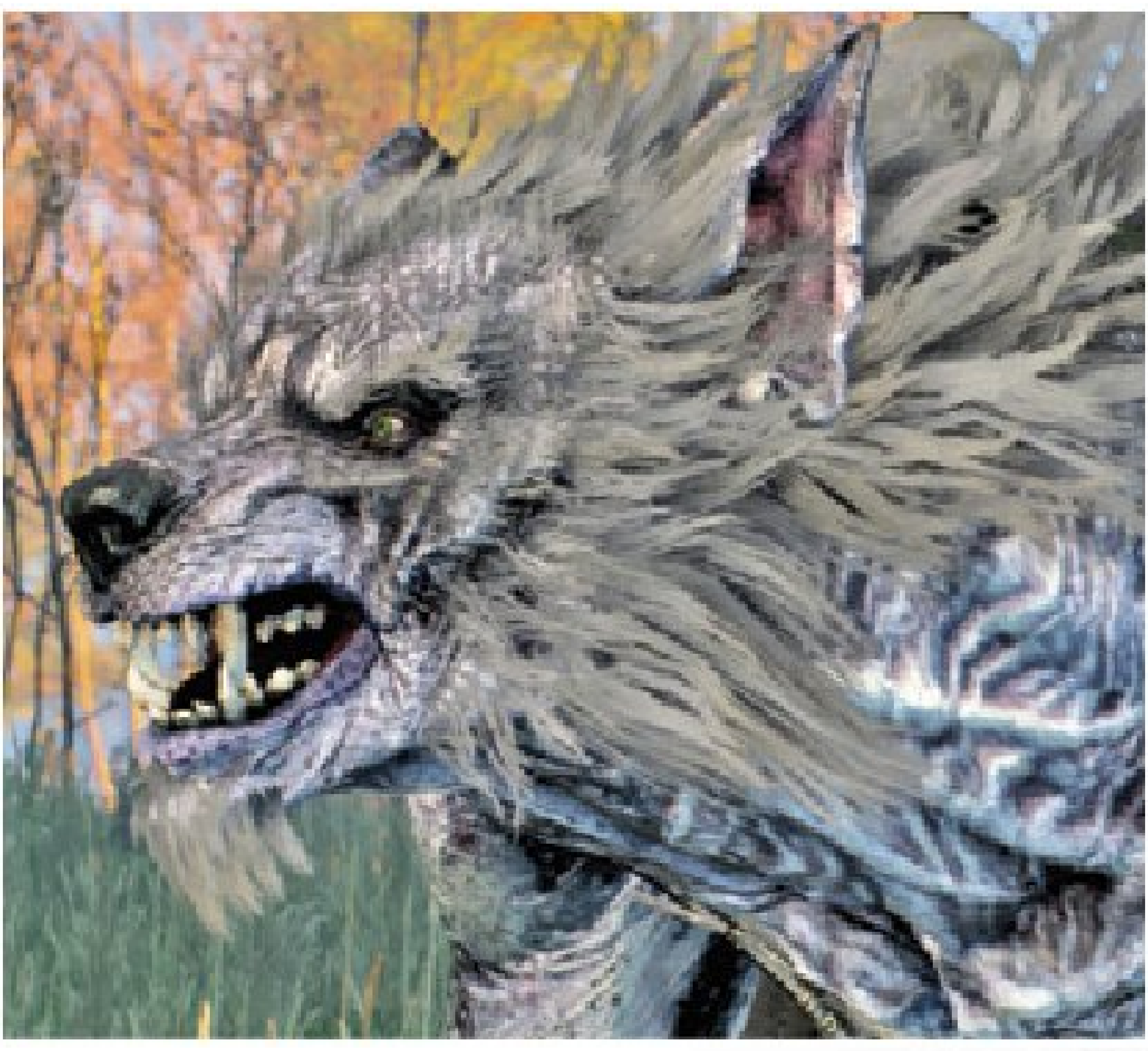
QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made three of the previous five choices during your adventure:

- During Act II: Main Quest: Blood on the Battlefield, you chose to drink with Ciri instead of engaging in a snowball fight.
- During Act II: Main Quest: Blood on the Battlefield, you chose to take coin from Emhyr when visiting with Ciri, instead of refusing it.
- During Act III: Main Quest: Final Preparations, you decided to talk to the Lodge of Sorceresses instead of letting Ciri go in alone.
- During Act III: Main Quest: Battle Preparations, you gave Ciri Lara Dorren's necklace instead of letting her ransack Avallac'h's laboratory.
- During Act III: Main Quest: Battle Preparations, you refused to let Ciri visit Skjall's grave on Hindarsfjall.

OBJECTIVES

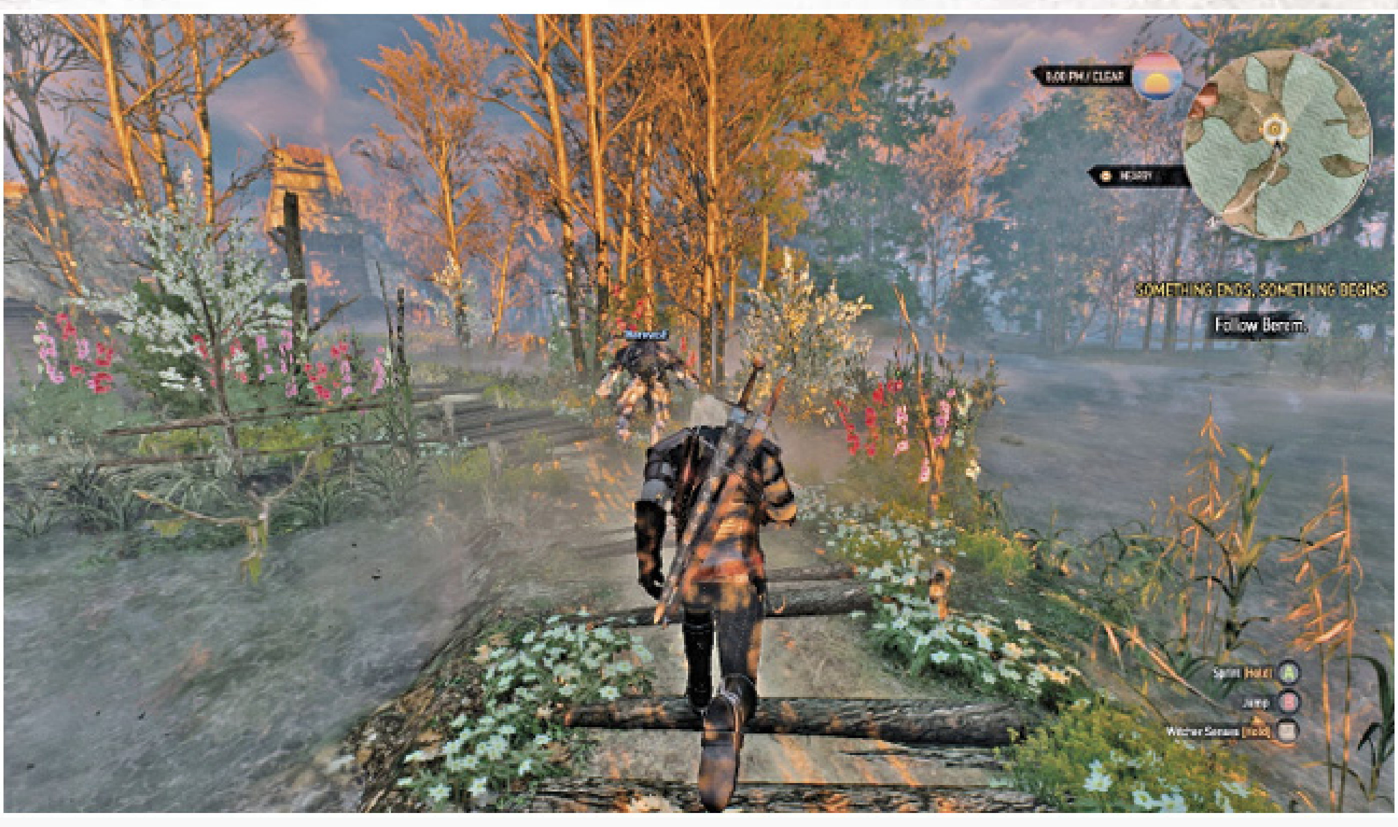
- Talk to the werewolf.



Berem

It is late in the evening as you slog your way through the muck of Crookback Bog. There is a murderous intent shining in your eyes. Head east to reach the werewolf. He seems to be resigned to his fate, telling you the swamp is poisoned, and he has no strength to hunt humans. You ask about the crone. The one that stole your dead daughter's medallion. Then you give the beast a choice:

- "No": A quick death, in combat against you. The werewolf and you engage in a vicious battle. This quest then skips to locating the crone you seek.
- "There's one": A sparing of life, of the werewolf that now helps you. Follow the werewolf roughly northwards, until Berem senses a wolf… and men.

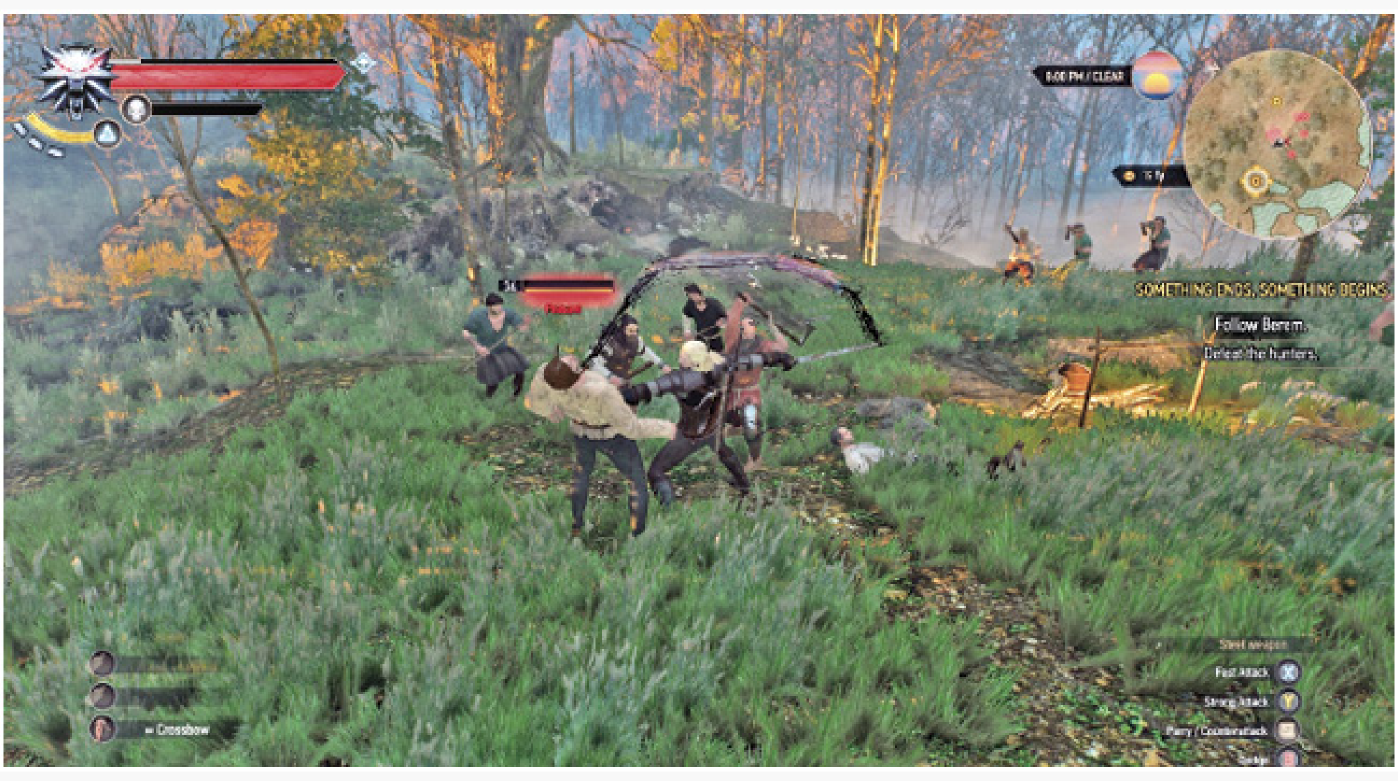


OBJECTIVES

- (Optional) Follow Berem.
- (Optional) Defeat the hunters.

The men have caught a she-wolf. They mean to kill her for sport. One of the hunters is missing an ear. Answer the hunters as you wish. They refuse to speak of the crone or free the she-wolf.

- After belting the earless one on his arse, a fracas begins. Slay all ten hunters, and two wild dogs they set upon you. Berem claws at these peasant too, and victory is assured.
- Telling them it's none of your business. You leave them to torture the she-wolf, and continue deeper into the bog with Berem.



You finish off your final foe, and Berem mentions one of the she-wolf's cubs has survived. You remain unmoved (but fleet of foot) there is no time to save the cub. Continue east across the great swamp, following Berem. You may have to tackle a water hag, but the familiar pathways leading to Crookbag Bog Orphans' Village soon appear. You dismiss Berem, telling him to rescue that cub. He must flee.

Main Quest: Tedd Deireadh, The Final Age

The Wild Hunt Are Defeated. The White Frost Is Not.

OBJECTIVE:

- Get to the elven tower.

Head roughly north up the winding steps and steep path of Tor Gvalch'ca, and into the central summoning circle where Avallac'h is. You tell him to draw his weapon, but he throws it away. You can:

- Tell him you're not falling for that.
- Tell him that won't spare him.

The outcome is the same: Ciri appears to prove Avallac'h isn't the threat you deem him to be. She aims to enter the tower. Answer her how you wish regarding this plan. She aims to rid the world of the White Frost. You have four conversation choices. Answer her how you wish (and choose from a second four choices with a timer), as she steps forward into the tower despite any protests. Her fate now resides in your past choices, as this quest concludes, and one of three Epilogues commences…

FATE OF THE SWALLOW

The End of Ciri's Story

The five most important choices you made in your adventure now influence the fate of Cirilla as she battles the White Frost. If you wish to know more, reference the **Endings** section.

Something Ends, Something Begins (I)

Despair Devours You, As Maggots Devour A Corpse

OBJECTIVES

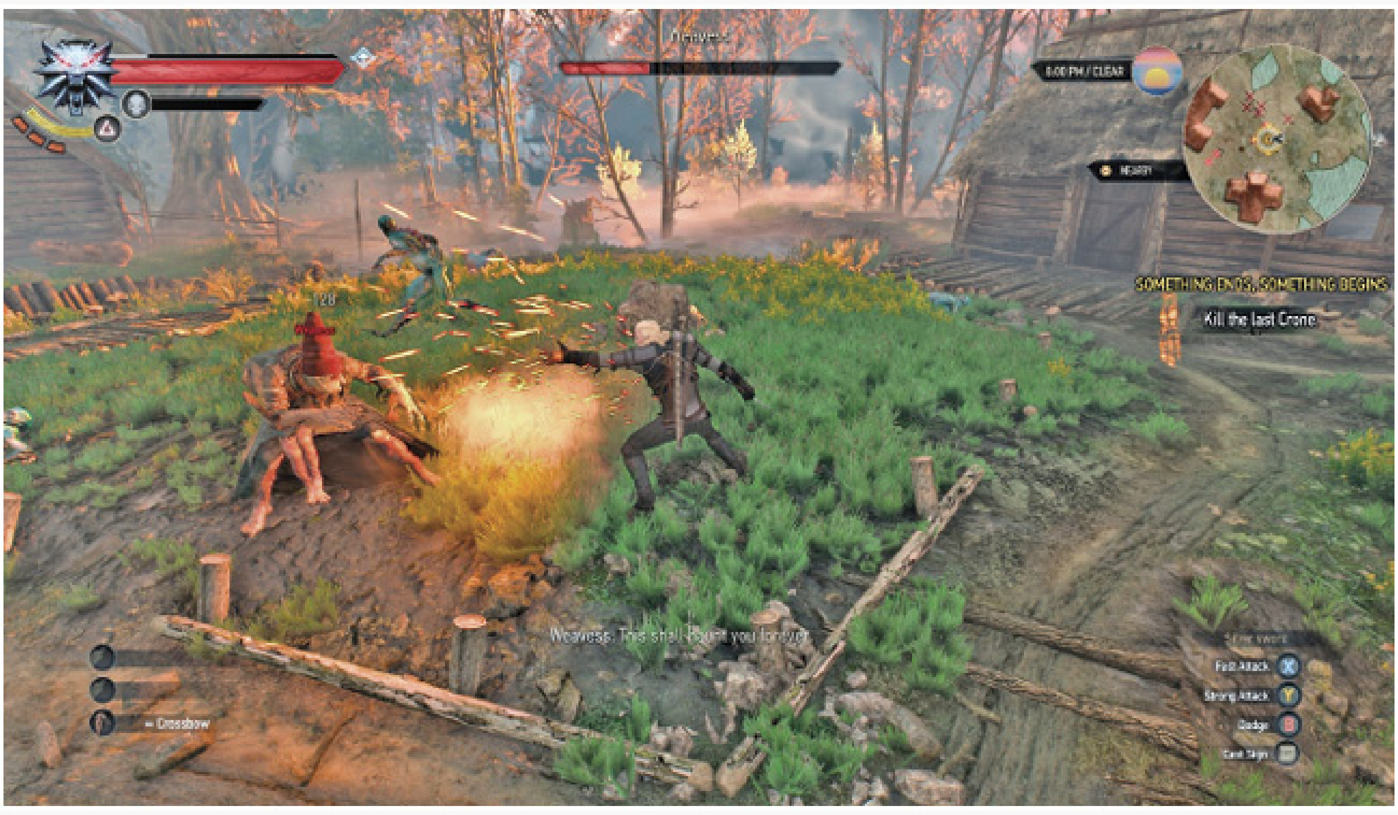
- Kill the last Crone.

FACING THE CRONE ALONE

If you killed the werewolf, simply head east through the swamp to the Orphan's Village within Crookbag Bog, and face the crone alone.

The last of the crones speaks to her dead sisters, vowing revenge. You reach her home, and coax her away from the tapestry. She mocks your dead daughter, and her accursed blood. When battle commences, prepare to face Weavess, two drowners, a water hag, and a grave hag. Concentrate on the crone, watching for her transforming disappearance into a flock of crows.

Weavess



Weavess
8:00 PM / CLEAR
SOMETHING ENDS, SOMETHING BEGINS
Kill the last Crone
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Weavess: This shall haunt you forever

You cut the head from the last of the Ladies of the Wood. The shrine room is ransacked, until a small box containing Ciri's Wolf Medallion is found. You sit, head in your hands, as the sun finally sets over Temeria.

DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, but not all Secondary Quests, though the Main Quest has now finished.

Items: Quest Item: Ciri's Wolf Medallion

Something Ends, Something Begins (II)

The Impatient Huntress

DANGER ALERT SPOILER ALERT

SOMETHING ENDS, SOMETHING BEGINS (II)

LOCATIONS: White Orchard, Abandoned Village

CHARACTERS: Dandelion, Zoltan Chivay, Triss Merigold, Yennefer of Vengerberg, Mislav, Cirilla

ENEMIES: Forktail, Bear

QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made three of the previous five choices during your adventure:

- During Act II: Main Quest: Blood on the Battlefield, you chose to engage in a snowball fight instead of drinking with Ciri.
- During Act II: Main Quest: Blood on the Battlefield, you refused to take coin from Emhyr when visiting with Ciri, instead of taking it.
- During Act III: Main Quest: Final Preparations, you decided to let Ciri talk to the Lodge of Sorceresses alone instead of going with her.
- During Act III: Main Quest: Battle Preparations, you allowed Ciri to ransack Avallac'h's laboratory instead of giving her Lara Dorren's necklace.
- During Act III: Main Quest: Battle Preparations, you made time to visit Skjall's grave on Hindarsfjall, instead of refusing Ciri's request.

If you made three or more negative choices, Ciri is dead, and Something Ends, Something Begins (I) occurs instead.

For this ending, the following must also occur:

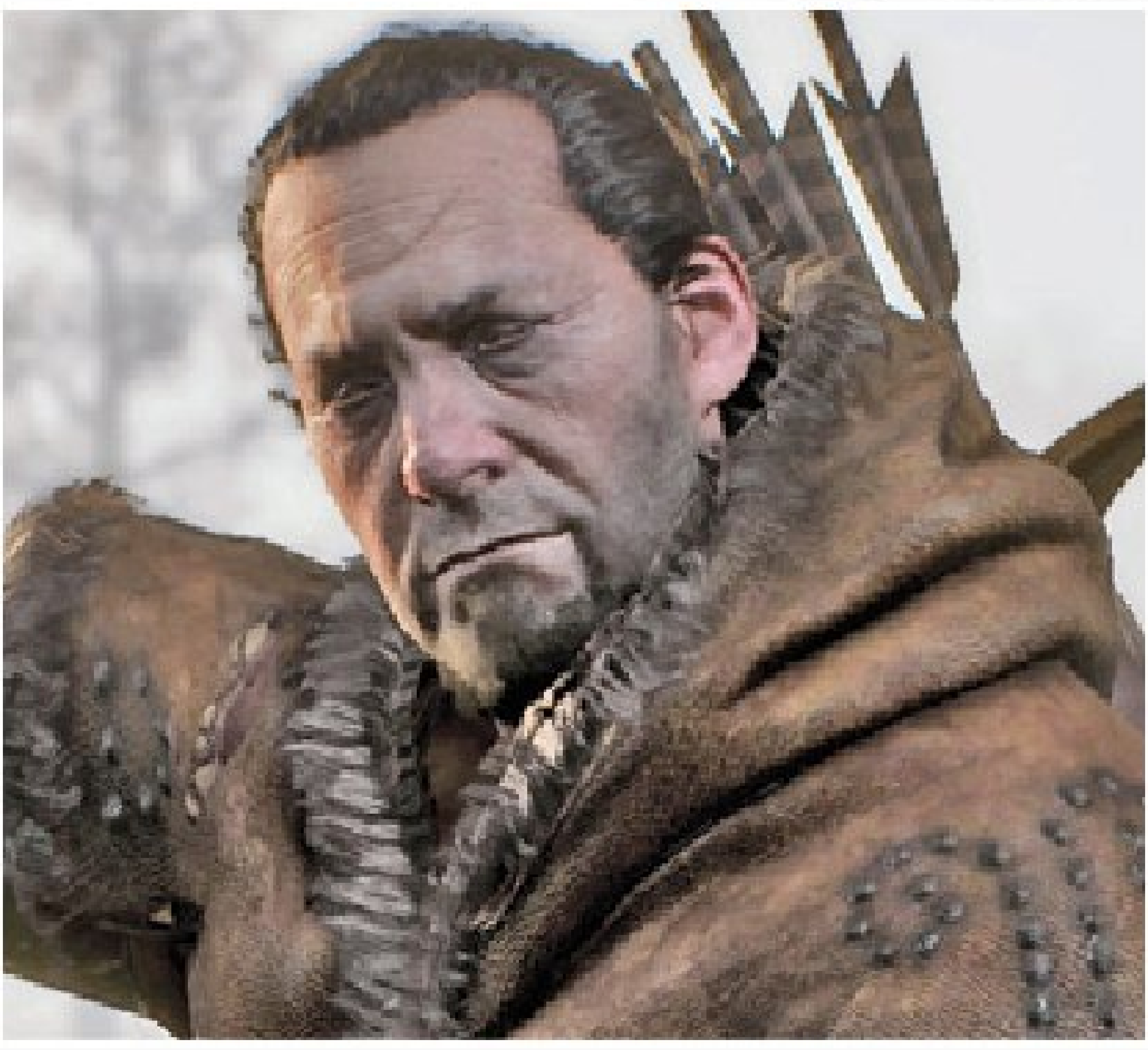
- During Act II: Main Quest: Blood on the Battlefield, you agreed to visit Vizima and presented Ciri to Emhyr.
- During Act II, you completed The Assassins' Quests (Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, and Secondary Quest: Redania's Most Wanted), and during Act III you completed Secondary Quest: Reason of State, killed King Radovid, and sided with Vernon Roche. Subsequently, the emperor and Nilfgaardian army won the war over the Redanians and King Radovid.

OBJECTIVES

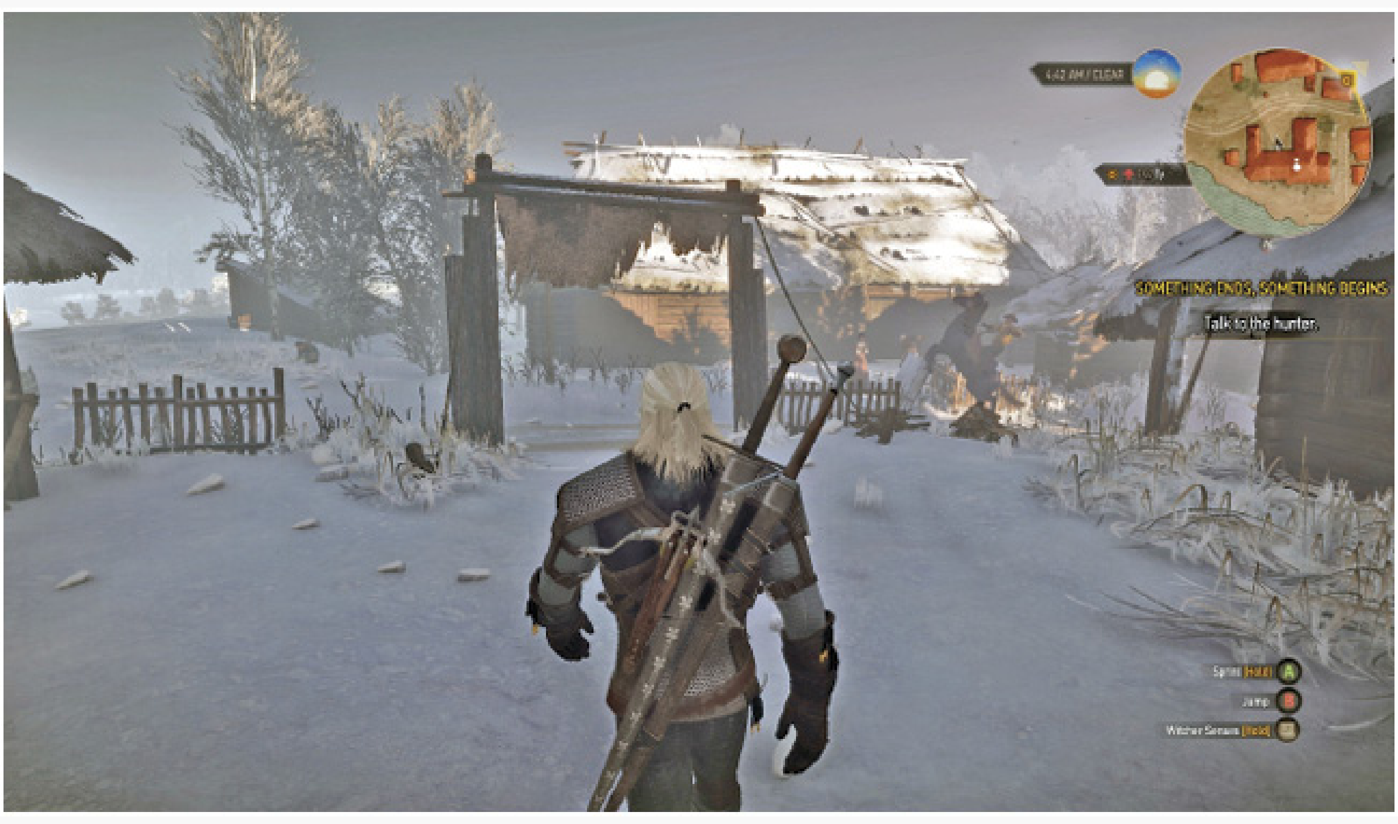
- Talk to the hunter.

A few months have passed. Dandelion and Zoltan are making merry in the White Orchard tavern, chortling about past conquests. You refuse a flagon of hooch, since you promised you'd be at the huntsman's cottage.

- If you are romantically involved with Triss Merigold, she joins in the revelry at the tavern table.
- If you are romantically involved with Yennefer of Vengerberg, she smiles at the festivities from the tavern table.
- If you have no romantic entanglements at this point, there is an empty chair at the tavern table.



Mislav



Time has passed, and it is chilly out. A thin blanket of soft snow shrouds the roads and thatched rooftops. A peasant is having trouble with his horse. Aid him (Secondary Quest: Faithful Friend), or continue. You pass a peasant in the village. You might stop by for some of his wife's pie later. Head roughly westward, out of the village, toward the hunter's cottage on the outskirts. Mislav is outside, tanning a hide. He tells you "she" is eager to roam the fields, and learn the ways of the hunter. But she is too impatient.

Epilogue And Endings

Author Note

SPOILERS AHEAD

The following information is **SPOILER HEAVY**, and reveals how to obtain each of the three playable Epilogues to the Critical Path Main Quests, as well as every possible ending.

Something Ends, Something Begins (II)

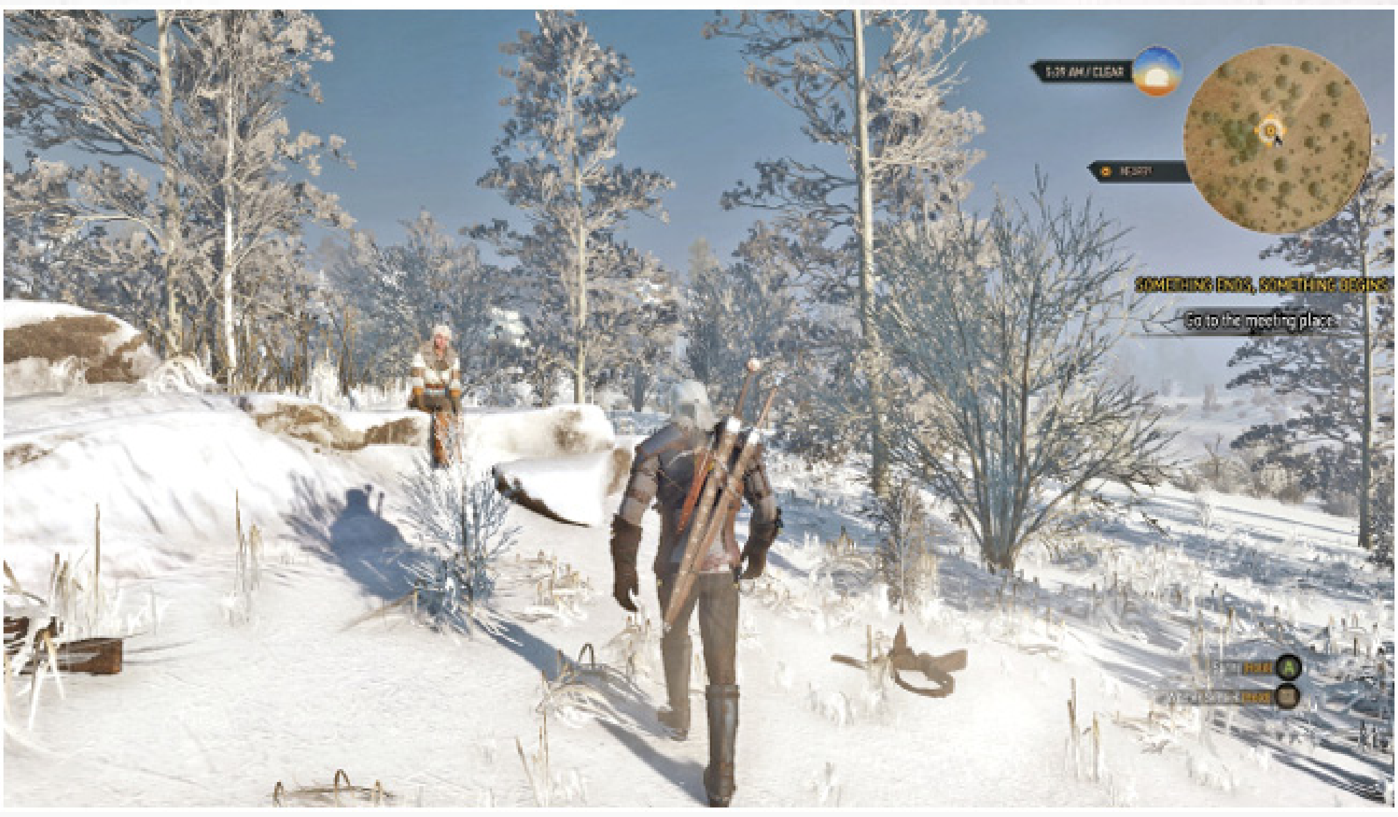
Playing Hare And Hounds

OBJECTIVES

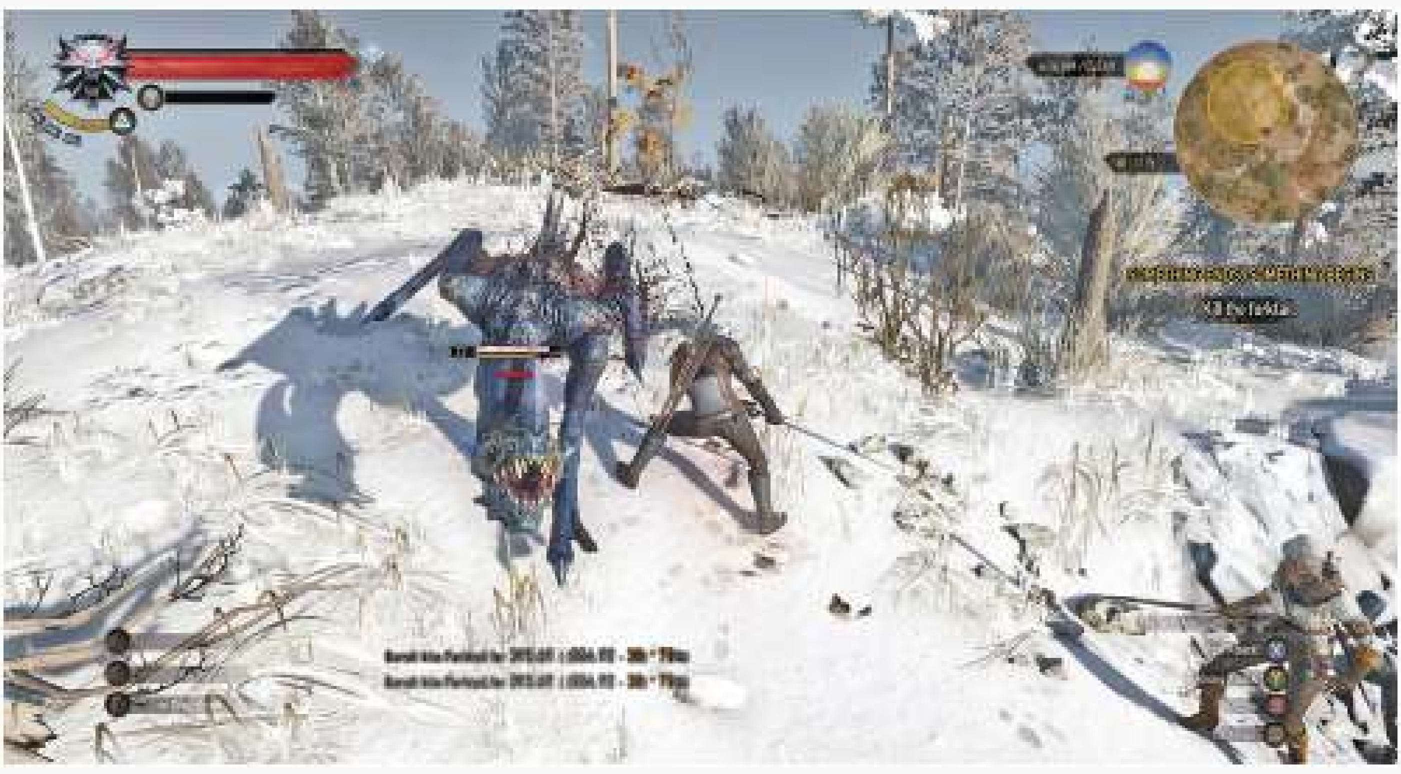
- Find Ciri.
- Go to the griffin’s nest.
- Slay the forktail.

Cirilla

Your daughter is over yonder—roughly westward across the frozen pasture. She sits atop a small cluster of boulders, staring into the snow. She seems a little melancholy, and isn’t up to snaring rabbits. She wants to see the griffin’s nest—the one you found many months ago. Answer her how you wish, before you set off.


SOMETHING ENDS, SOMETHING BEGINS
Go to the meeting place.

Follow the path south and begin to climb the stone ledges leading up to the griffin’s lair. Leap the crevasse, and you reach the nest at the brow of the hill. You warn Ciri to take care, but she refrains from listening. This is to her detriment, as a forktail has taken up refuge in this nest, and charges you both! Slay the forktail. Afterwards, you warn Ciri of her narrow escape, but she seems not to care. She’s frustrated by something. You offer to go fishing.


SOMETHING ENDS, SOMETHING BEGINS
Kill the forktail.

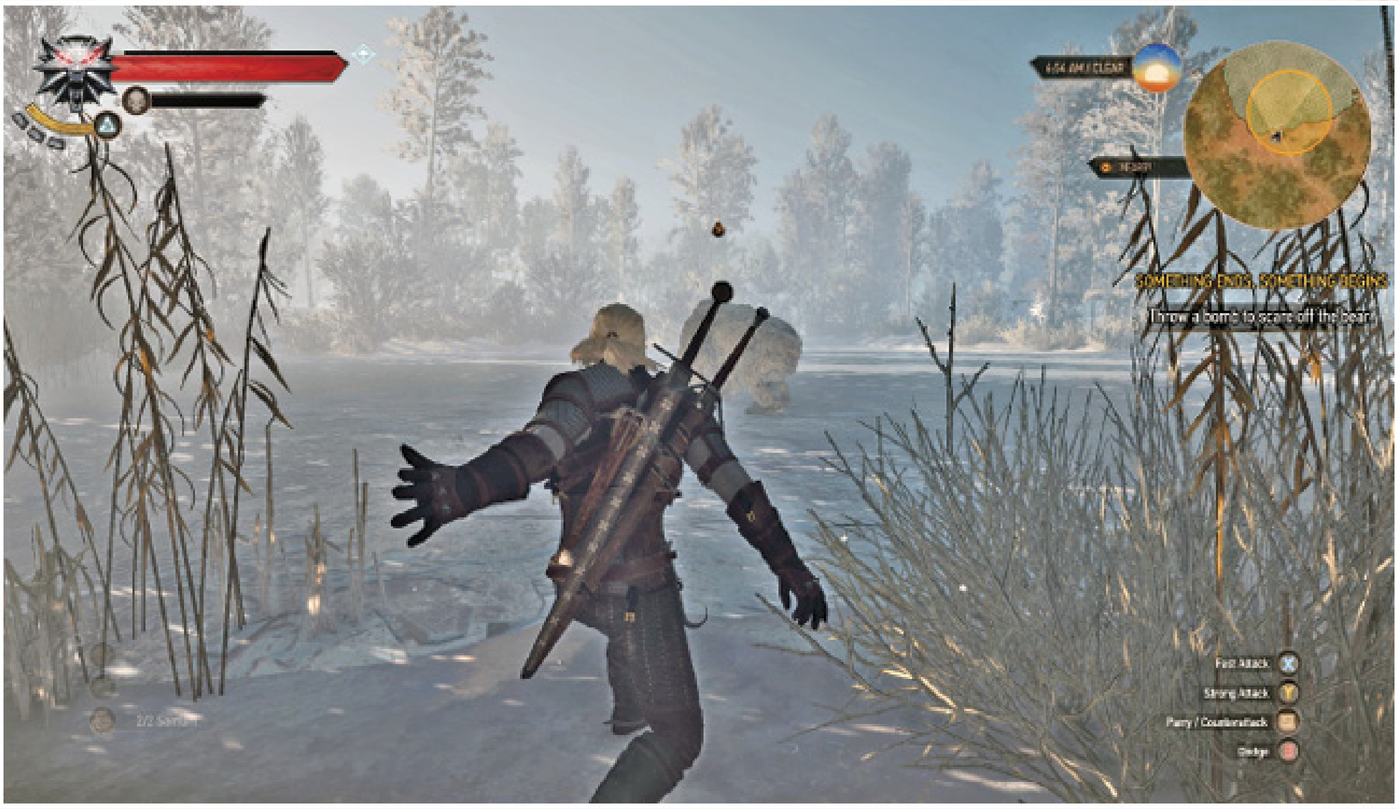
Something Ends, Something Begins (II)

Vesemir's Technique

OBJECTIVES

- Go to the lake.
- Get rid of the bear.
- Fish with Ciri.
- Collect the fish (4).

Travel northeast, passing through the Abandoned Village where you fought the noonwraith. Just beyond, down the slope, is an iced-over lake where a bear is pawing for pollack. You plan to scare the animal off. This is achieved by either slaying it, or frightening it with a bomb or a crossbow bolt


4:54 AM | CLEAR
SOMETHING ENDS, SOMETHING BEGINS
Throw a bomb to scare off the bear.
Fast Attack
Strong Attack
Parry / Counterattack
Dodge

Without rods, fishing could be difficult. But you've a little trick to show Ciri. Something Vesemir might have taught you a long time ago… Choose a bomb, aim and lob it into the fishing hole, and wait for the explosion. The hole cracks open, and four pollack are blown up and onto the ice. Gather them all up, using your Witcher Senses if you can't immediately find one.

Items: Quest Item: Dead Fish (4)

Something Ends, Something Begins (III)

The Gentleman Will Lead. The Emperor Will Follow.

DANGER ALERT SPOILER ALERT

SOMETHING ENDS, SOMETHING BEGINS (III)

LOCATIONS: Vizima Royal Castle, Redania, Nilfgaardian Garrison, White Orchard Tavern

CHARACTERS: Emperor's Chamberlain, Emperor Emhyr var Emreis, Master Ort, Cirilla

QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made two or more of the previous four choices during your adventure:

- During Act II: Main Quest: Blood on the Battlefield, you chose to engage in a snowball fight instead of drinking with Ciri.
- During Act III: Main Quest: Final Preparations, you decided to let Ciri talk to the Lodge of Sorceresses alone instead of going with her.
- During Act III: Main Quest: Battle Preparations, you allowed Ciri to ransack Avallac'h's laboratory instead of giving her Lara Dorren's necklace.
- During Act III: Main Quest: Battle Preparations, you made time to visit Skjall's grave on Hindarsfjall, instead of refusing Ciri's request.

If you made three or more negative choices, Ciri is dead, and Something Ends, Something Begins (I) occurs instead.

For this ending, the following must also occur:

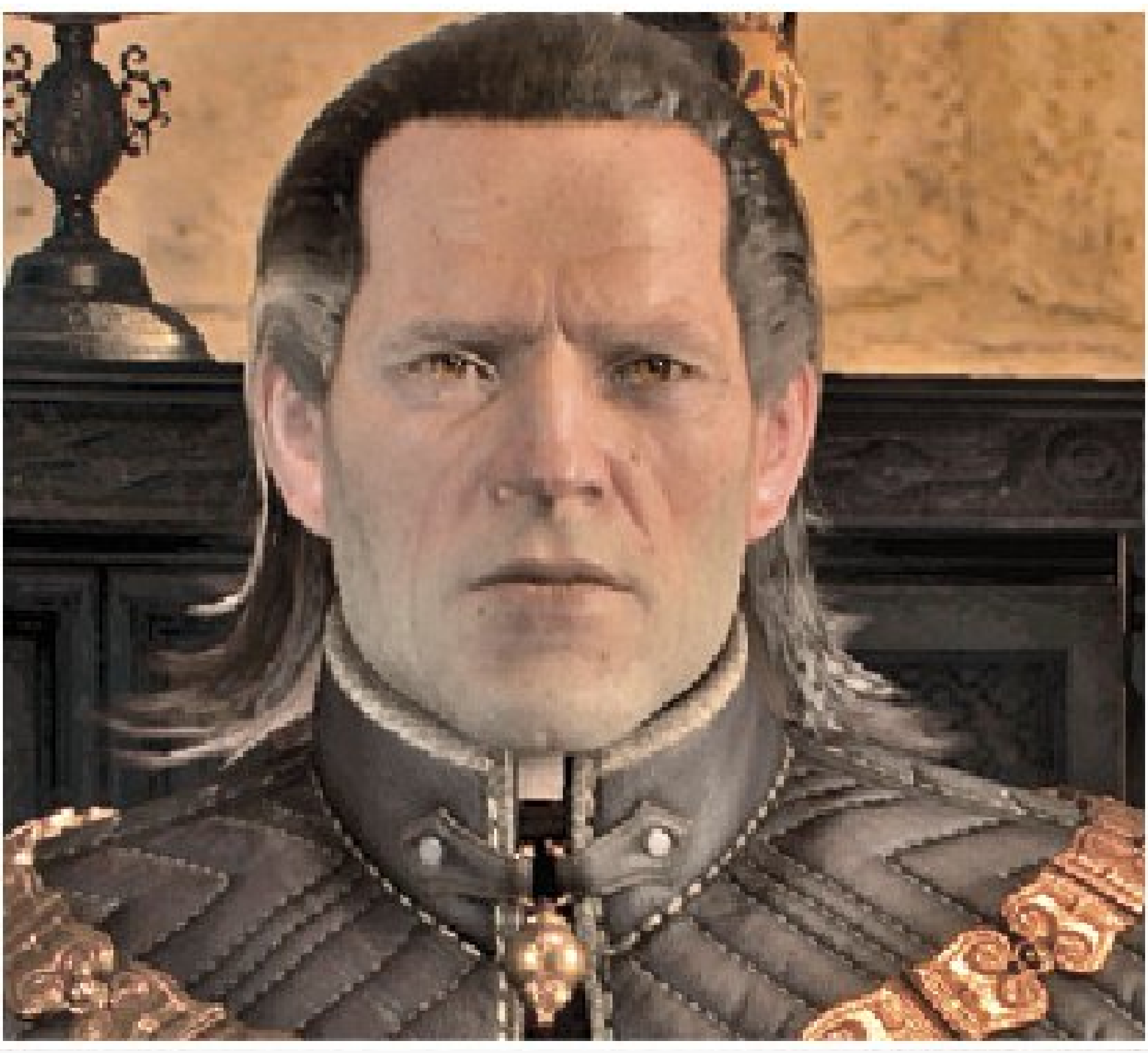
- During Act II: Main Quest: Blood on the Battlefield, you made sure not to visit Vizima and did not present Ciri to Emhyr.
- Or, if the Nilfgaard lost the war, and either Radovid lives, or Dijkstra rules Redania.

There are three variations to this ending. The first two require the following: During Act II, you must have completed The Assassins' Quests (Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, and Secondary Quest: Redania's Most Wanted); and during Act III, you must have completed Secondary Quest: Reason of State. How this quest ended influences this ending:

- If you killed King Radovid and sided with Vernon Roche and Thaler against Dijkstra, the Nilfgaardians rule over this land. The emperor moves his troops from Vizima Palace, leave this land, and free Temerian troops reclaim it peacefully. This is Ending III (I).
- If you killed King Radovid and sided with Dijkstra against Vernon Roche and Thaler, Dijkstra rules over this land. He isn't a violent despot, but his troops are seeking clues of conspiracy, driving spies and enemies of the crown away from the land. This is Ending III (II).
- Did you ignore Secondary Quest: Reason of State? Then Radovid is still very much alive, and rules over this land. The emperor needs to flee from Vizima Palace and witch hunters are everywhere, violently oppressing the population. Uprisings are crushed, and an air of despondency hangs like poisonous cloud. This is Ending III (III).

OBJECTIVES

- Talk to Emhyr var Emreis.

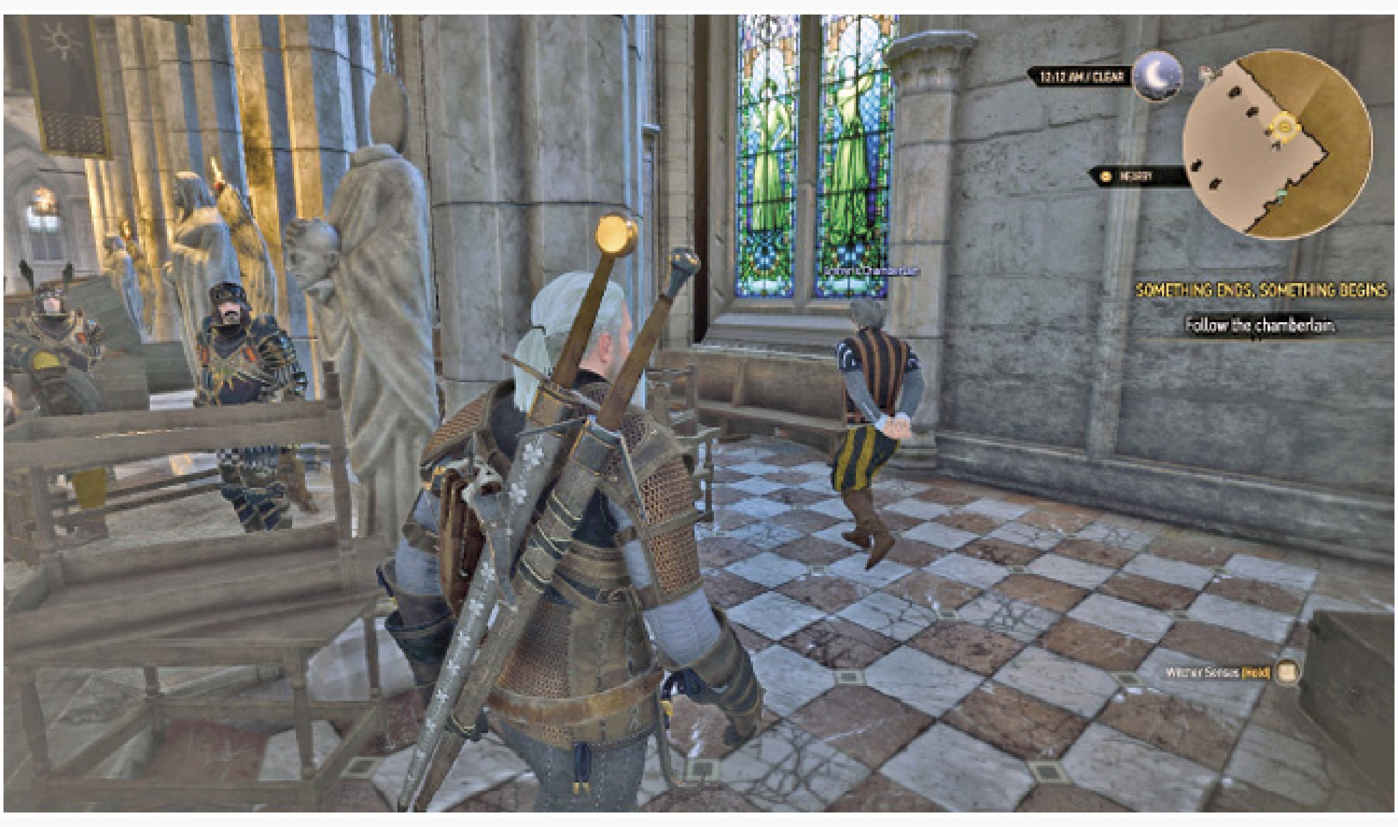


Emperor Emhyr var Emreis

One week has passed. The war between Nilfgaard and Redania has concluded, and you have been summoned to report to the Emhyr on the search for Ciri. You are beckoned forward by the chamberlain. In the hall, an officer is drilling his troops. What he says depends on who won the war:

- Ending III (I): If the emperor and Nilfgaardian army won the war over the Redanians and King Radovid, the wealth of Novigard is ordered to be guarded from looters. In addition, there is talk about an approaching delegation (probably the Redanians ready to sign a peace treaty).
- Ending III (II and III): If the emperor and Nilfgaardian army lost the war over the Redanians and King Radovid, deserters are ordered to be shot. In addition, there are further reports on deserters.

Other courtesans mention the war depending on the outcome, too.



You are shown into the emperor's quarters. You inform him Ciri is dead—slain as she attempted to stop The White Cold prophecy. Only Avallac'h knows this apart from you both. Yennefer has decided to stay in the north. And you?

Tell him you have post-war work to do.

Tell him it's none of his business.

He asks if Ciri conveyed anything to you about him. Answer him (your response elects a small modicum of sadness depending on how flippant you pretend Ciri was about the emperor):

She regretted not saying goodbye.

That he wasn't a good father.

Or she didn't talk about him.

The emperor requests that you leave. He never wishes to see you again.

Something Ends, Something Begins (II)

You'll Be Fine. You're A Witcher.

OBJECTIVES

- Go for a walk with Ciri.

Follow Ciri as you walk through the woods on this cold, crisp morning. You speak of past exploits and Ciri remarks that you never gave her the piggyback ride that she was promised. She jumps on your back. You dash around and both fall to the snow, laughing. It is time to head back. Follow Ciri in a vaguely northern path, recounting her youth at Kaer Morhen. Past the white orchards.

Ciri almost managed to forget today was the day. She rides to Nilfgaard. To her father, Emhyr. Today is the time for Ciri to stop running. If she wishes to enact change, it must be from a throne; not hunting monsters around forgotten villages. Ask her if this was her choice, and that you could have been told, then ask if this is what she wants. It is. You can answer her how you wish, before she hands over her sword, and gives you a long hug. Then she joins the Nilfgaardian company as they set off to crown a new empress.

DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, but not all Secondary Quests, though the Main Quest has now finished.

Something Ends, Something Begins (III)

A Blade Fit For A Witcher

OBJECTIVES

- Go to the ruined fortress.

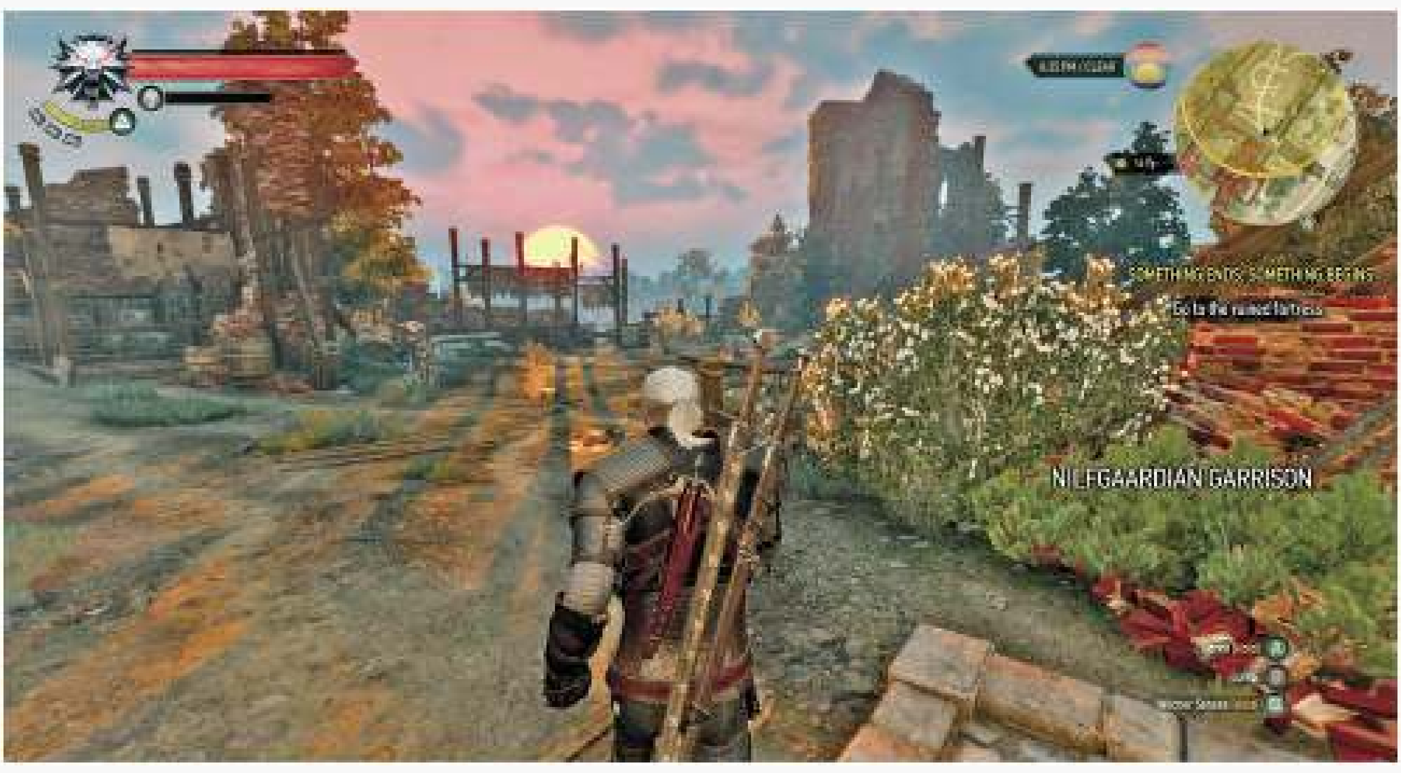
Master Ort

Some time later, having returned to White Orchard village on the road to Vizima, you sit a spell and speak with some merchants on the old road to the ruined Nilfgaardian Barracks. They speak of the war, and what is to come.

- Ending III (I): They mention the Nilfgaard are fleeing (in reality, they are retreating so the Temerians can fill the power void), and they've left some casks of wine behind.
- Ending III (II): They mention the fleeing Nilfgaard, and the bandits sensing the void caused by the ensuing chaos.
- Ending III (III): They mention that with the Black Ones gone, the witch hunters are moving in. But life will still roll on.

Mount your trusty steed, and ride Roach roughly northward along the road. On the way, you notice one of the following:

- Ending III (I): After the crossroads, you pass a large contingent of Nilfgaardian cavalry and infantry troops, having left the Garrison beyond the swamp.
- Ending III (II): At the crossroads, you pass a group of Redanian troops looting the corpses of a merchant caravan you hope they didn't kill.
- Ending III (III): At the crossroads, you see the corpses of a merchant caravan rotting in the sun. There are wolves nearby.



Follow the road north, through the small swamp and up the wooden steps of the Nilfgaardian Garrison. Your contact has been waylaid. You wait a few hours. Master Ort the weaponsmith approaches. He has forged the finest blade in over thirty years of sword-making. But what was the inscription you asked for?

- "Zireael," Ciri's elvish name.
- "The Flash that Cuts," the blade's name.

After you pay him in gems, he tells of a striga prowling the Maribor Forest. But you have a rendezvous at the White Orchard tavern, first. Or perhaps try this weapon out yourself, on a nearby training dummy.

Items: Quest Item: Zireael or The Flash that Cuts

Something Ends, Something Begins (III)

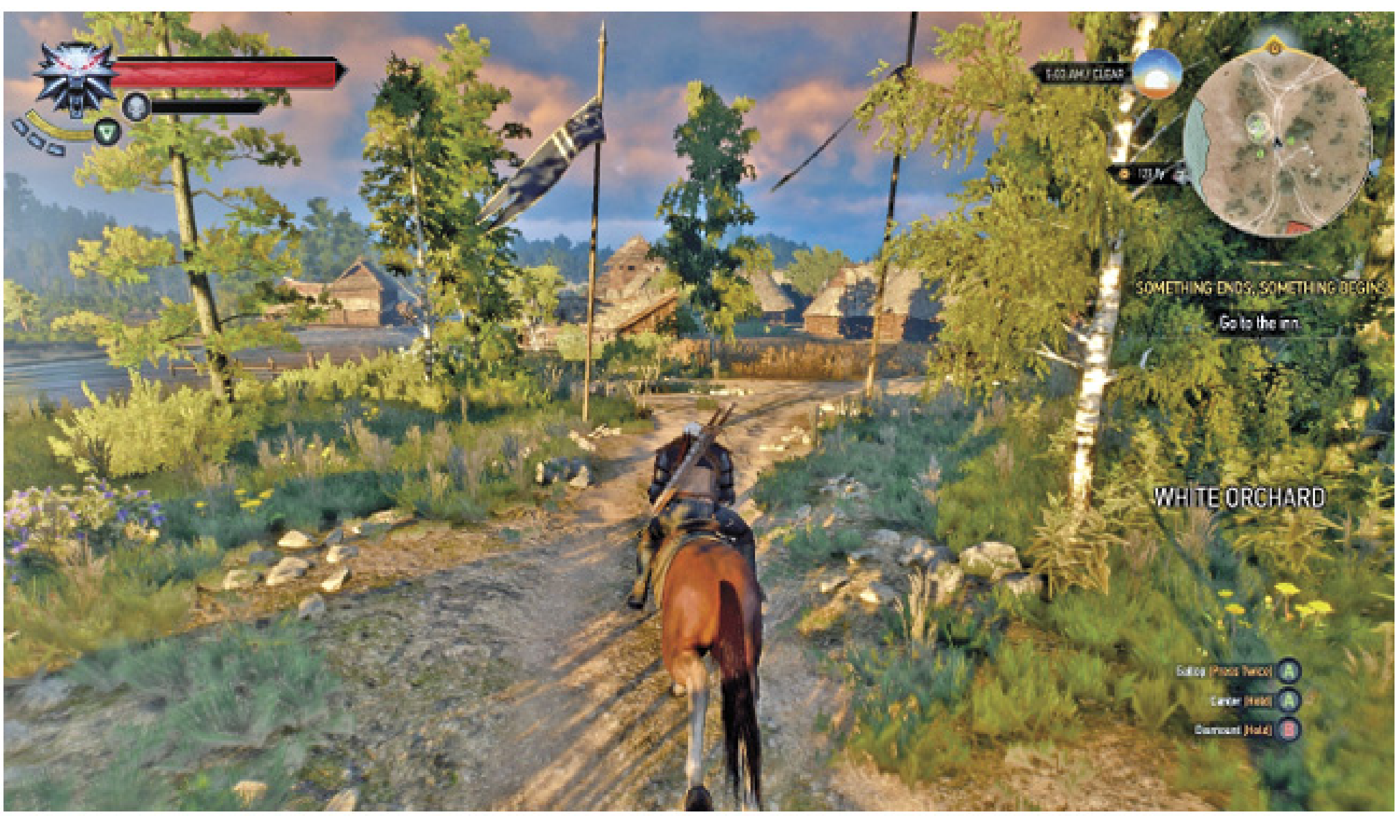
The Sword And The Swallow

OBJECTIVES

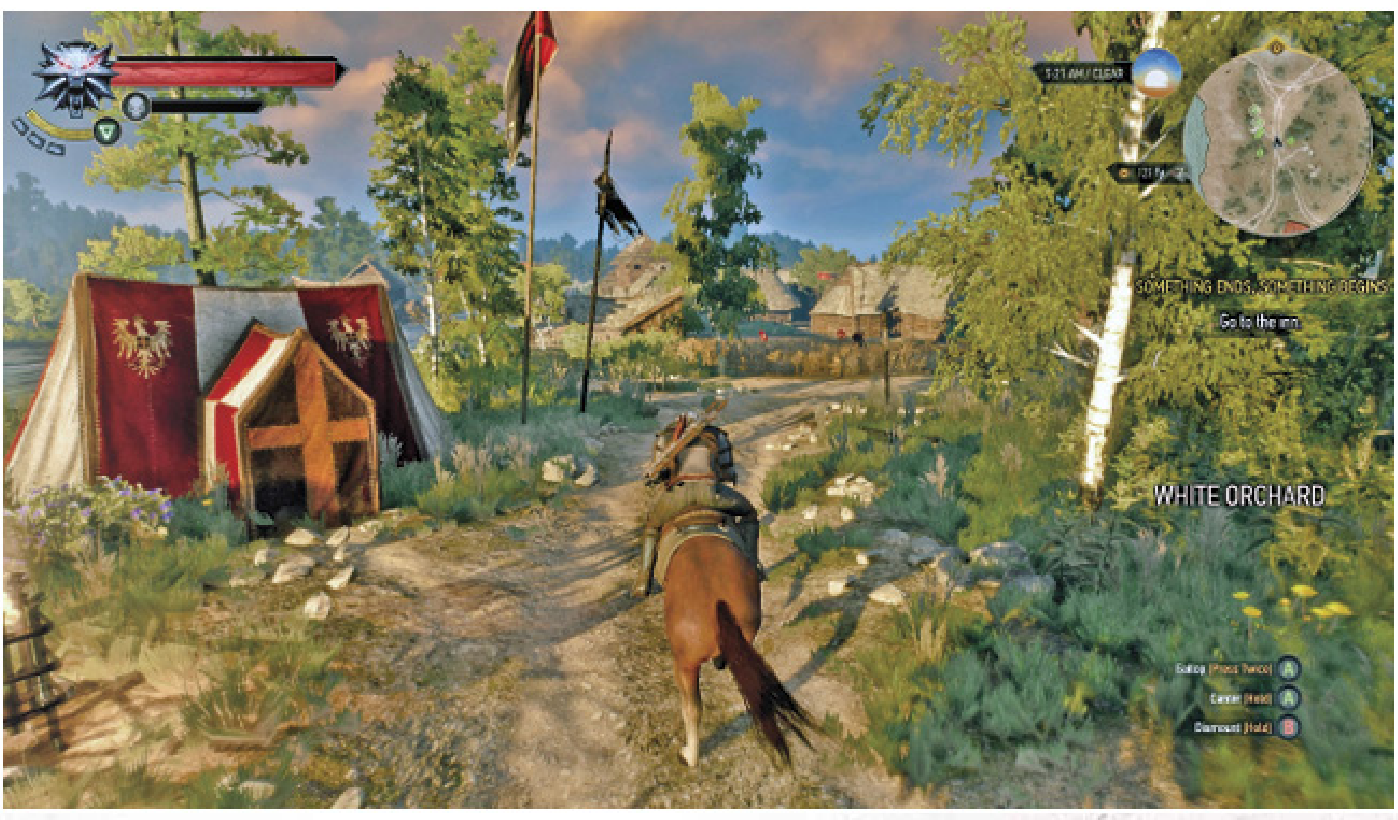
- Go to the inn.
- Ending III (III): (Optional) Help the inhabitants of the village.

Gallop from the garrison, traveling south and then southeast along the river road, and into the village of White Orchard.

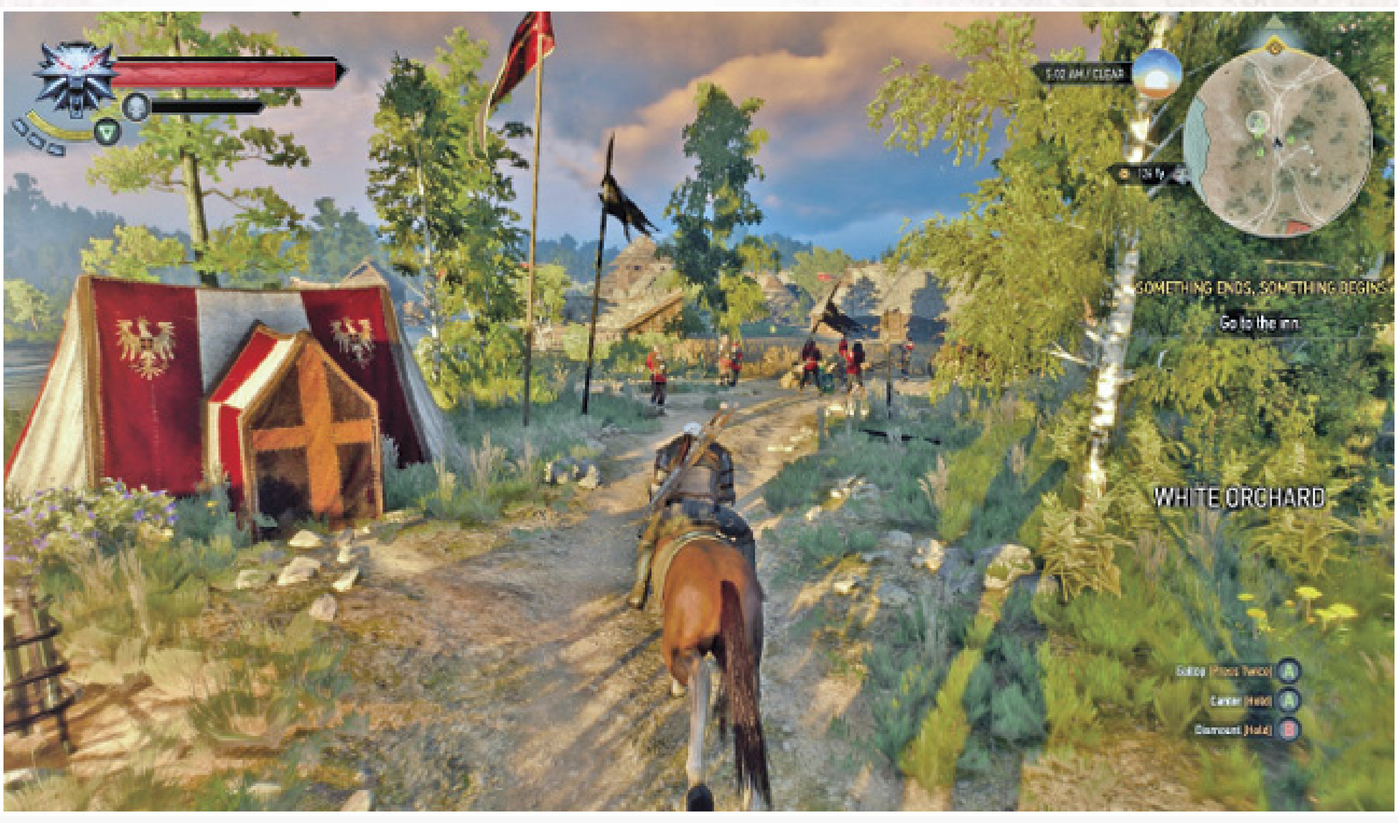
Ending III (I): There are no tents at the threshold of White Orchard, instead the flags of Temeria proudly fly. En route to the tavern, you pass the same contigent of Nilfgaard planning a route out of here. At the tavern, Lord Dagborg is reclaiming the lands for Temeria.


SOMETHING ENDS, SOMETHING BEGINS
Go to the inn.
WHITE ORCHARD
Gallop (Press Twice)
Canter (Hold)
Dismount (Hold)

Ending III (II): The Redanian tents are still there as the leaderless troops of Radovid begin to retreat, and a more chaotic style of government starts. There are propaganda posters of Dijkstra everywhere. His troops are looking for conspiracy agents, and raising taxes.


SOMETHING ENDS, SOMETHING BEGINS
Go to the inn.
WHITE ORCHARD
Gallop (Press Twice)
Canter (Hold)
Dismount (Hold)

Ending III (III): The Redanian tents are here, as the troops go from hut to hut, looking for nonhumans and mages alike. As you head past one cottage, a small boy flags you down. Soldiers have half his family bound up in a nearby hut. Enter and slaughter the four Redanian soldiers inside (if you wish). Then ride to the tavern, which bears Radovid's propaganda.


SOMETHING ENDS, SOMETHING BEGINS
Go to the inn.
WHITE ORCHARD
Gallop (Press Twice)
Canter (Hold)
Dismount (Hold)

Enter the tavern and continue to the table where the hooded woman is sitting. You inform Ciri that the deed is done. She asks if the emperor believed you. You don't care either way. You talk of your next contract, and present Ciri's fine new blade. She'll have plenty of opportunities to wield it… as a Witcher!

DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, but not all Secondary Quests, though the Main Quest has now finished.

Main Quest: Endings

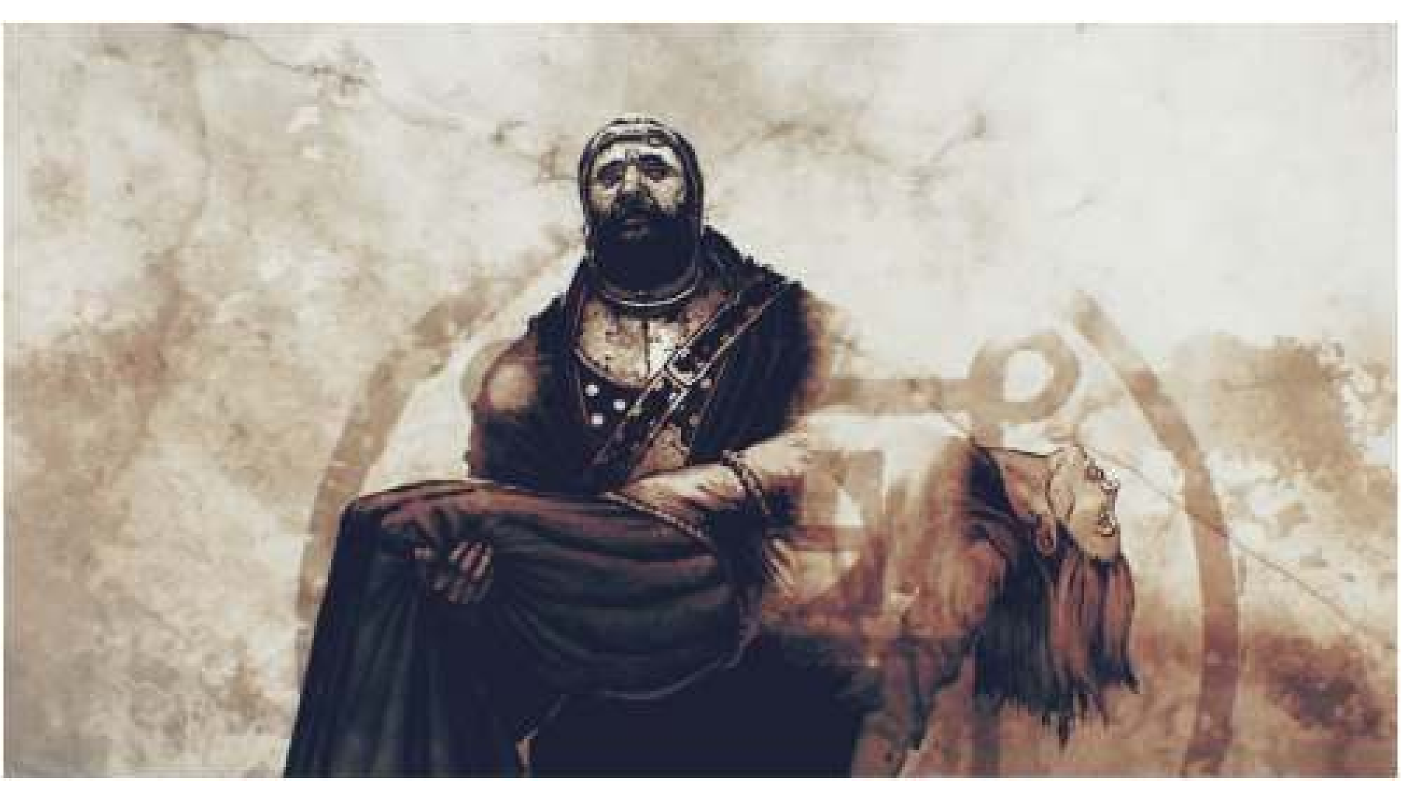
Character Endings

Congratulations, Witcher! You've made it to the end of your main adventure. Before you continue your explorations after the Credits roll, be aware of all the different endings that you can obtain, and how to obtain them. Some of these ending scenes play out prior to the very end of the Main Quest.

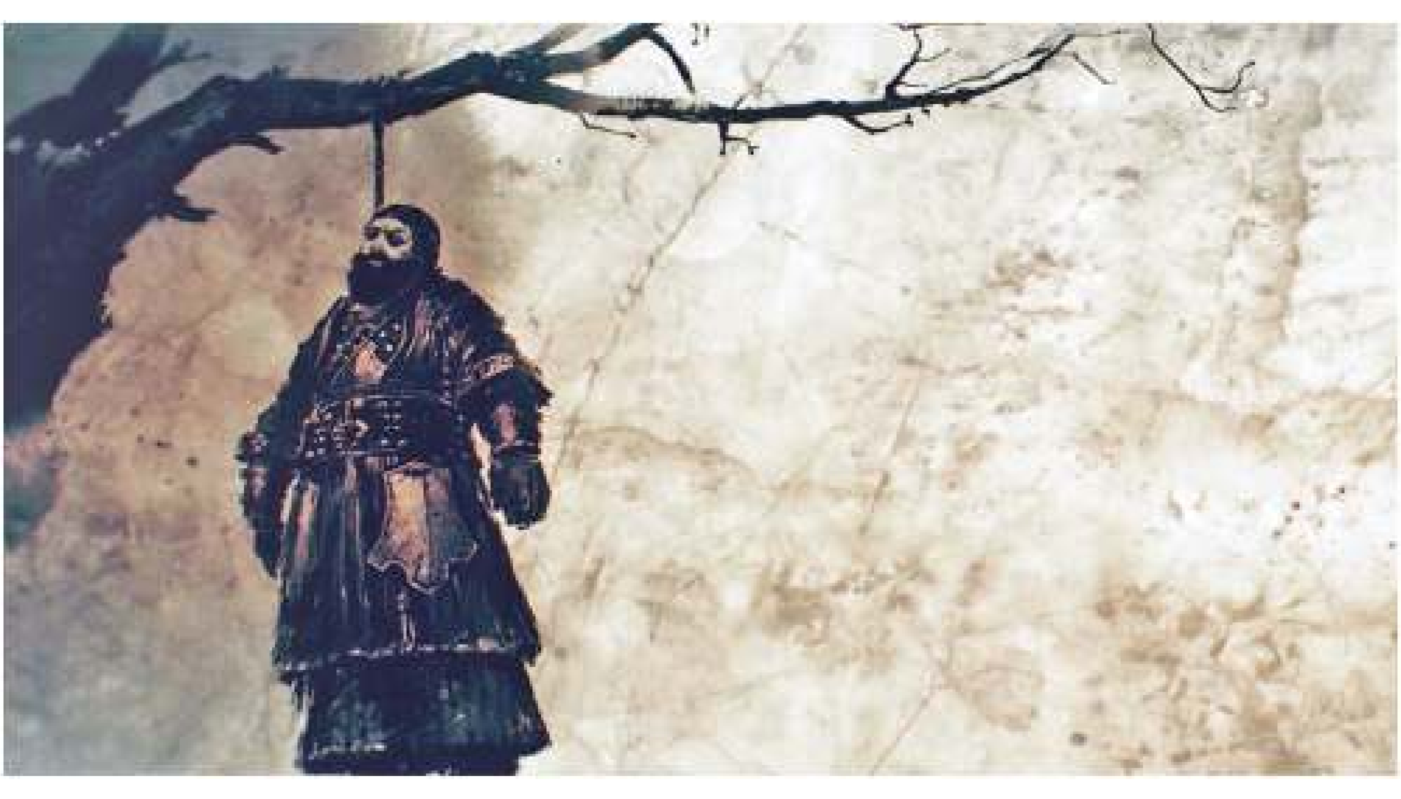
The following details the fates of characters prior to the end of the Main Quest.

CONCLUSION 1: THE FATE OF THE BLOODY BARON

A Changed Man: The Baron takes his wife Anna to the Blue Mountains, if you killed the tree spirit during Main Quest: The Whispering Hillock, and completed Main Quest: Return to Crookback Bog (since the Baron's wife Anna was turned mad by the crones).

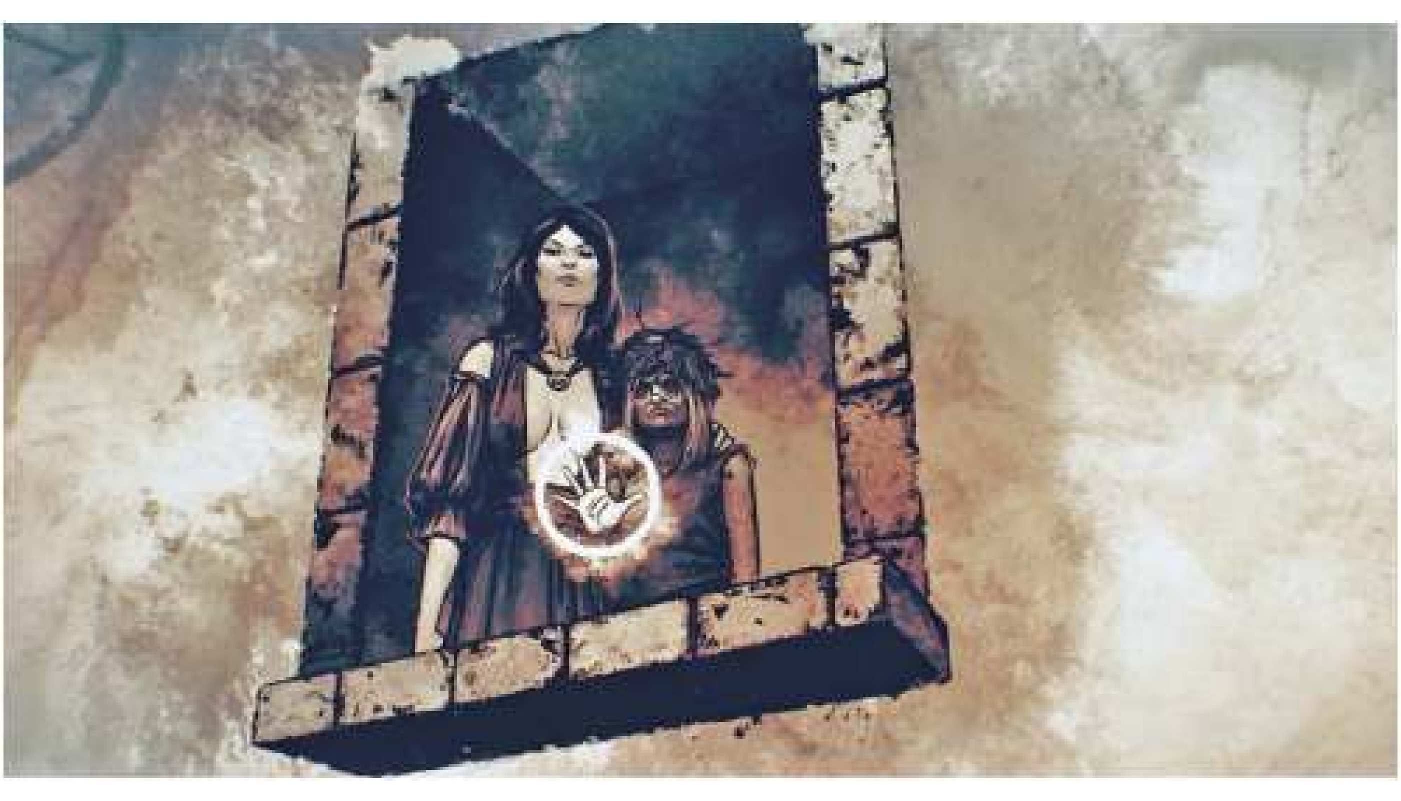


The Hanged Man: The Baron hangs himself, if you freed the tree spirit during Main Quest: The Whispering Hillock, and completed Main Quest: Return to Crookback Bog (since the Baron's wife Anna was turned into a grotesque hag and died).

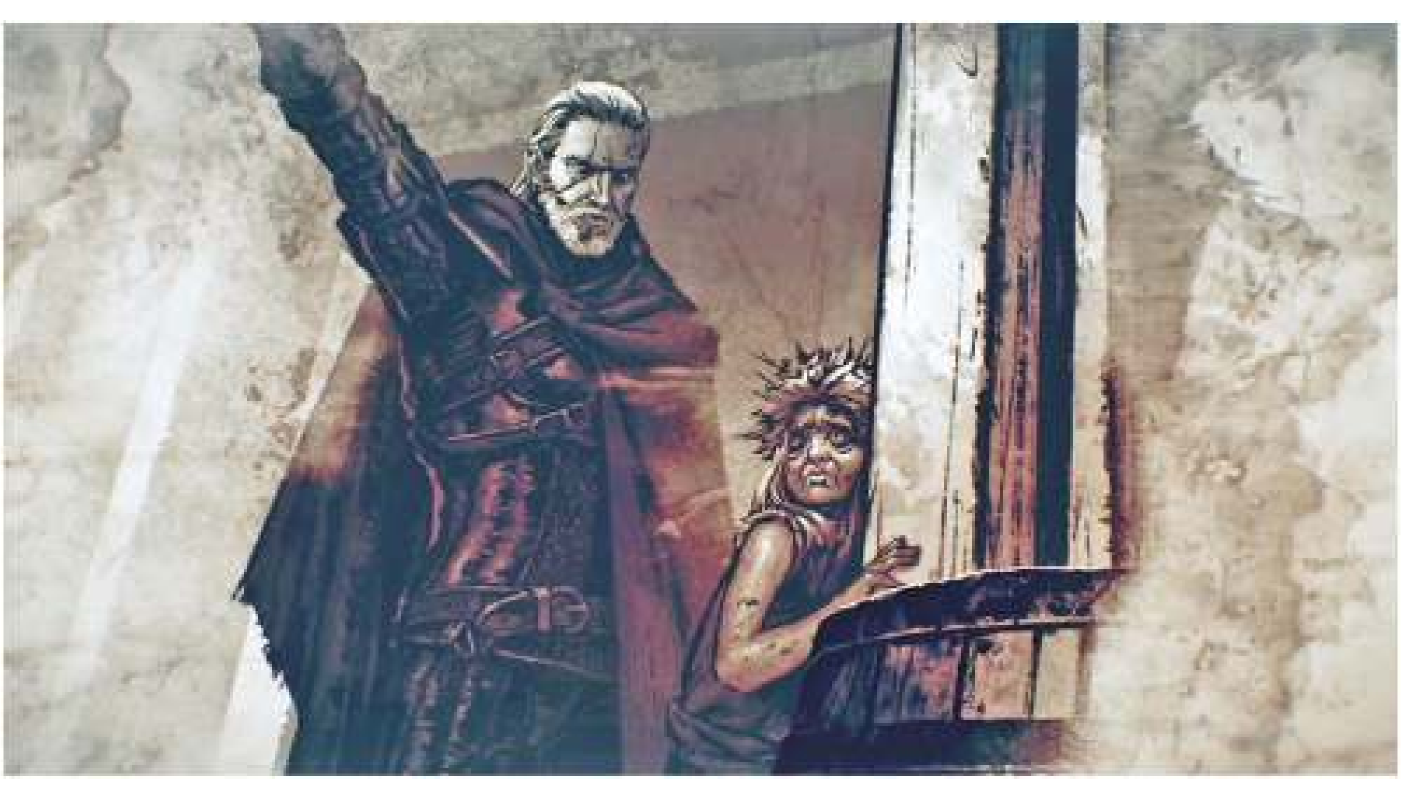


CONCLUSION 2: THE FATE OF SARA THE GODLING

In Godling We Trust: Sara stays in the dream house of Novigrad, if you chose to make a deal with her during Main Quest: Novigrad Dreaming. You can visit Sara and Corrine in the house, where they live together.

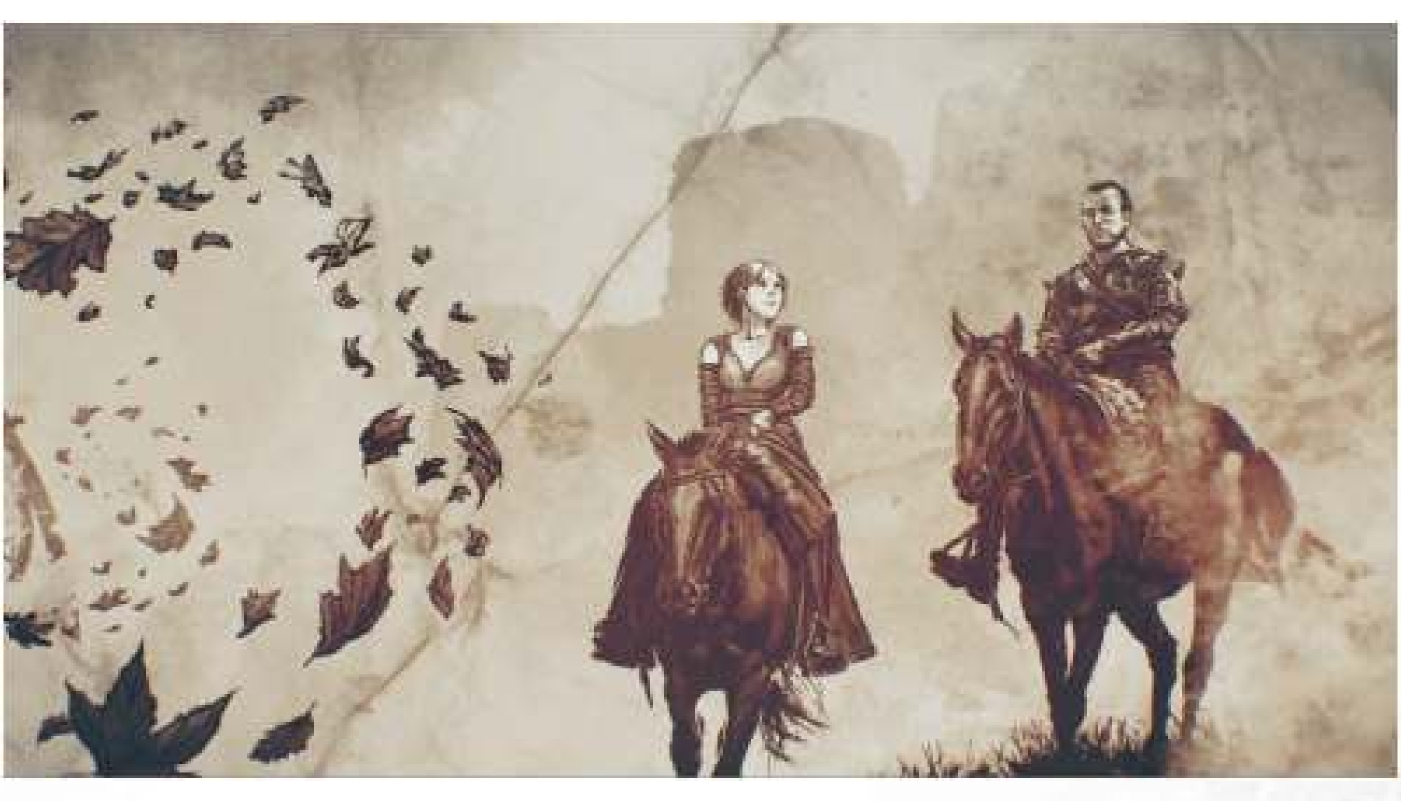


Banishment: Sara is cast out of the dream house of Novigrad, if you chose to throw her out during Main Quest: Novigrad Dreaming. She appears during Main Quest: Bald Mountain, having met and befriended Johnny.

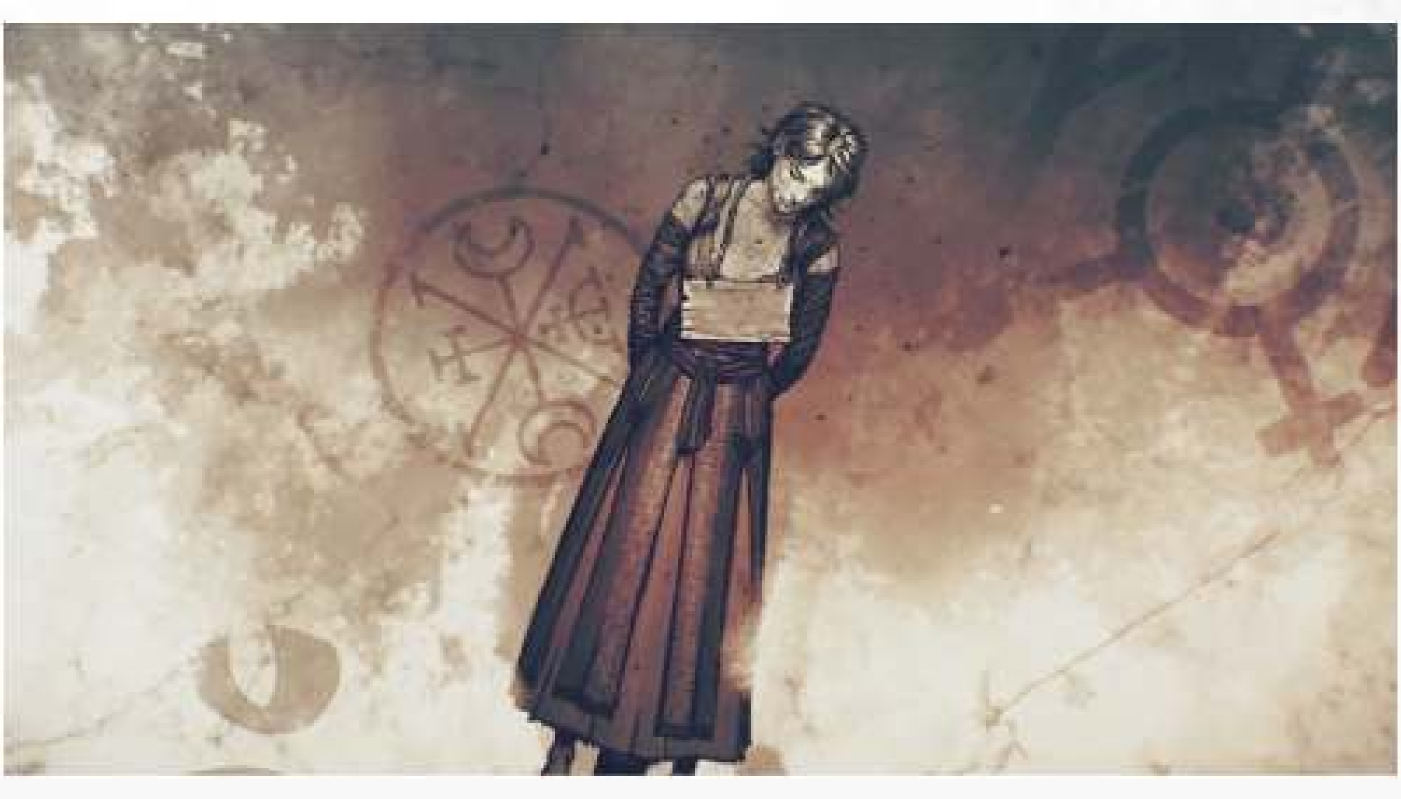


CONCLUSION 3: THE FATE OF KEIRA METZ

A New Friend: Having fought in the Battle of Kaer Morhen, the sorceress befriended the Witcher Lambert, and took him with her on her further adventurers. An odd couple to be sure, if you chose to convince her to head to Kaer Morhen during Secondary Quest: For the Advancement of Learning.

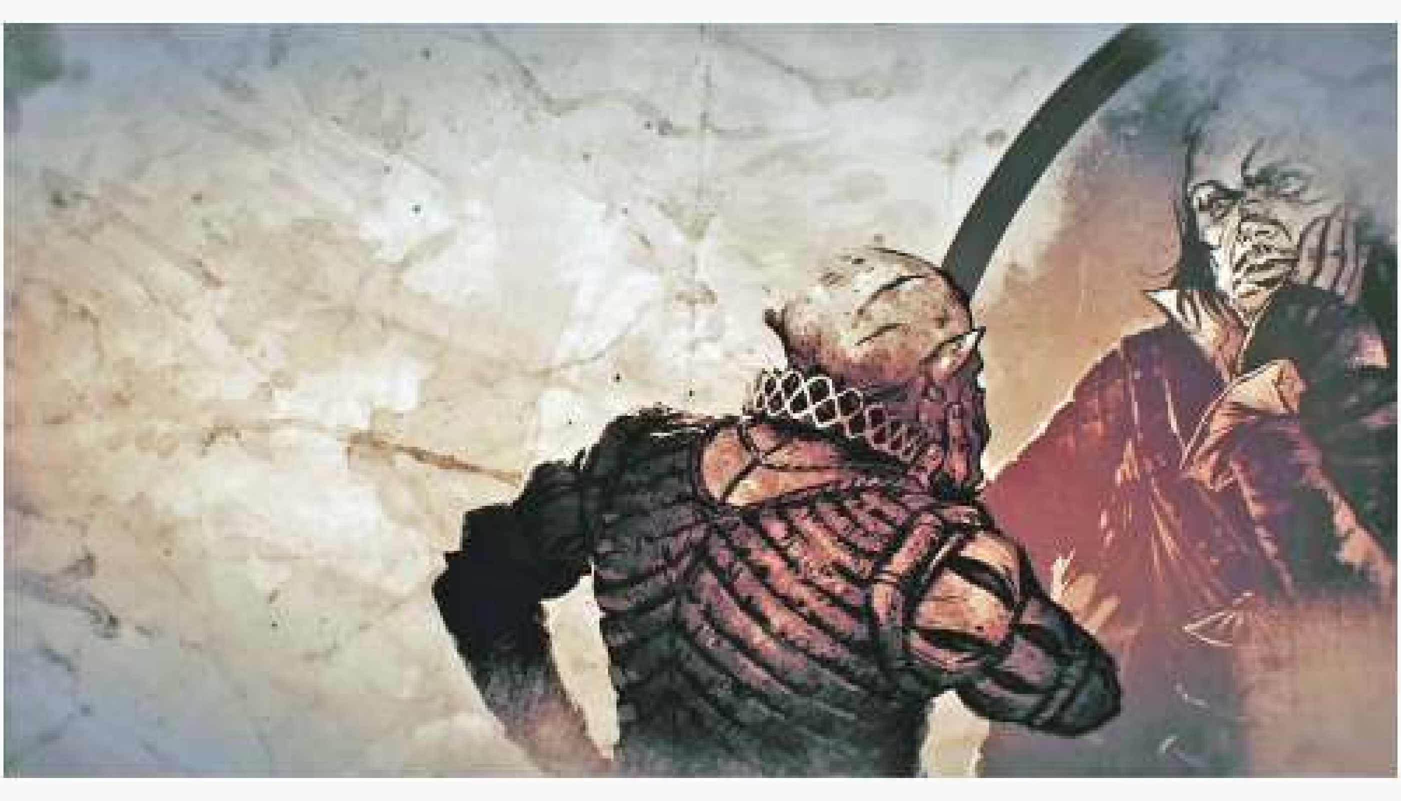


A Savage End: Headstrong but very, very wrong in her opinion that she could change Radovid's mind about her magical abilities. She was made an example of and put on a stake in Hierarch Square, if you chose to agree she should go to Radovid during Secondary Quest: For the Advancement of Learning.

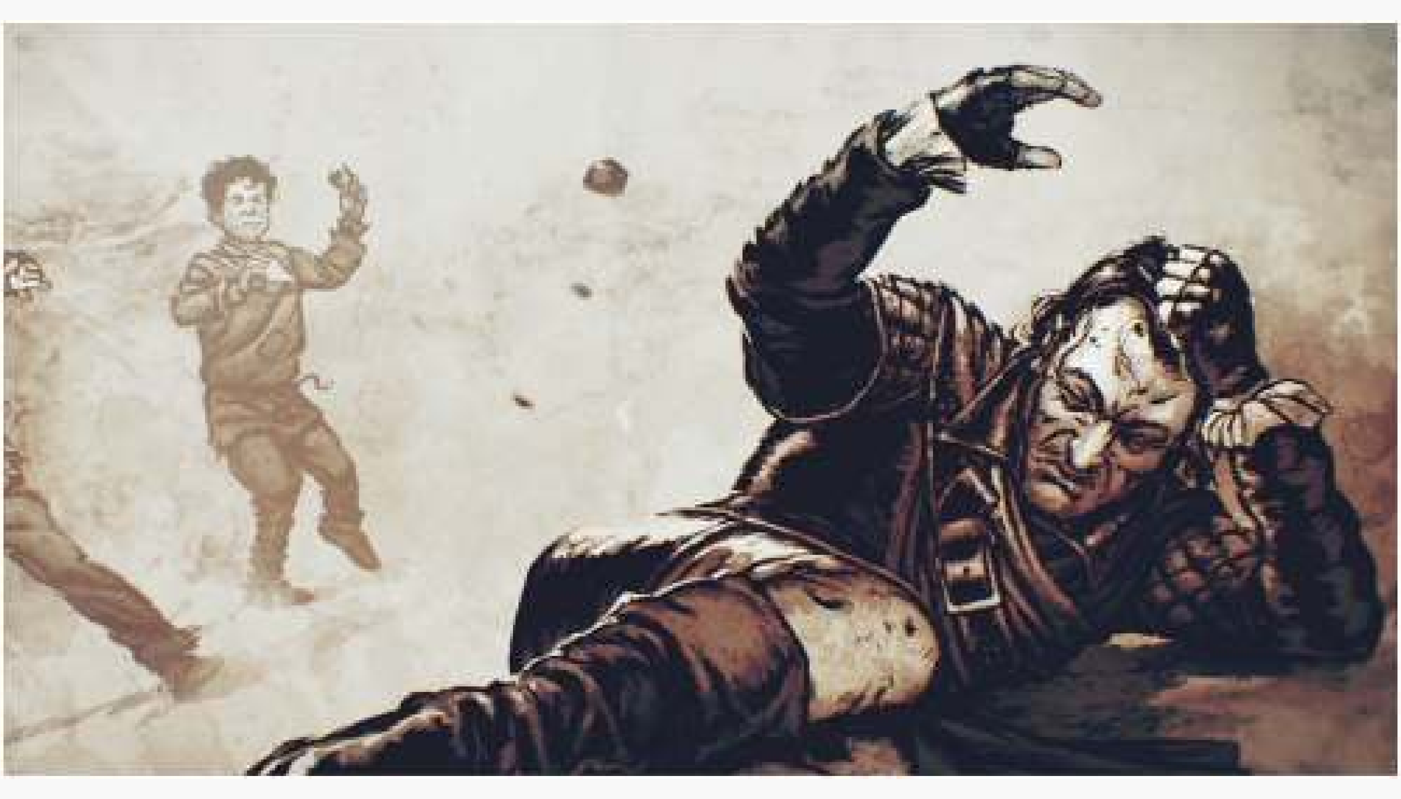


CONCLUSION 4: THE FATE OF WHORESON JUNIOR

A Changed Man: The doppler named Dudu successfully impersonated Whoreson Junior, and the whoremonger turned over a new leaf as his businesses flourished, if you elected to kill the real Whoreson during Main Quest: Get Junior.

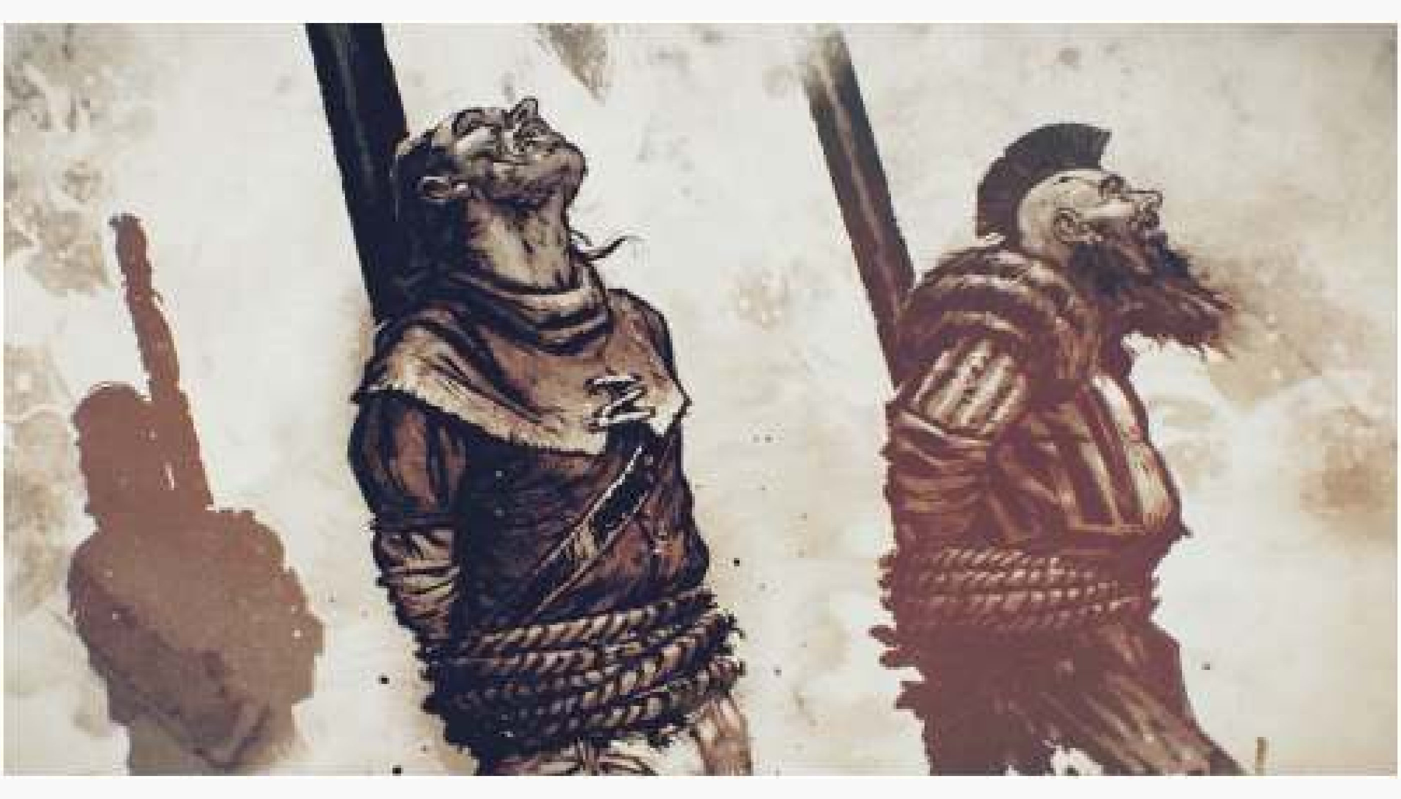


A Pitiful Wretch: The subsequent weeks and the wrath of the Big Four took its toll on the wretched Whoreson Junior, who fell from power into the effluent gutters of The Bits, if you elected to spare him during Main Quest: Get Junior.

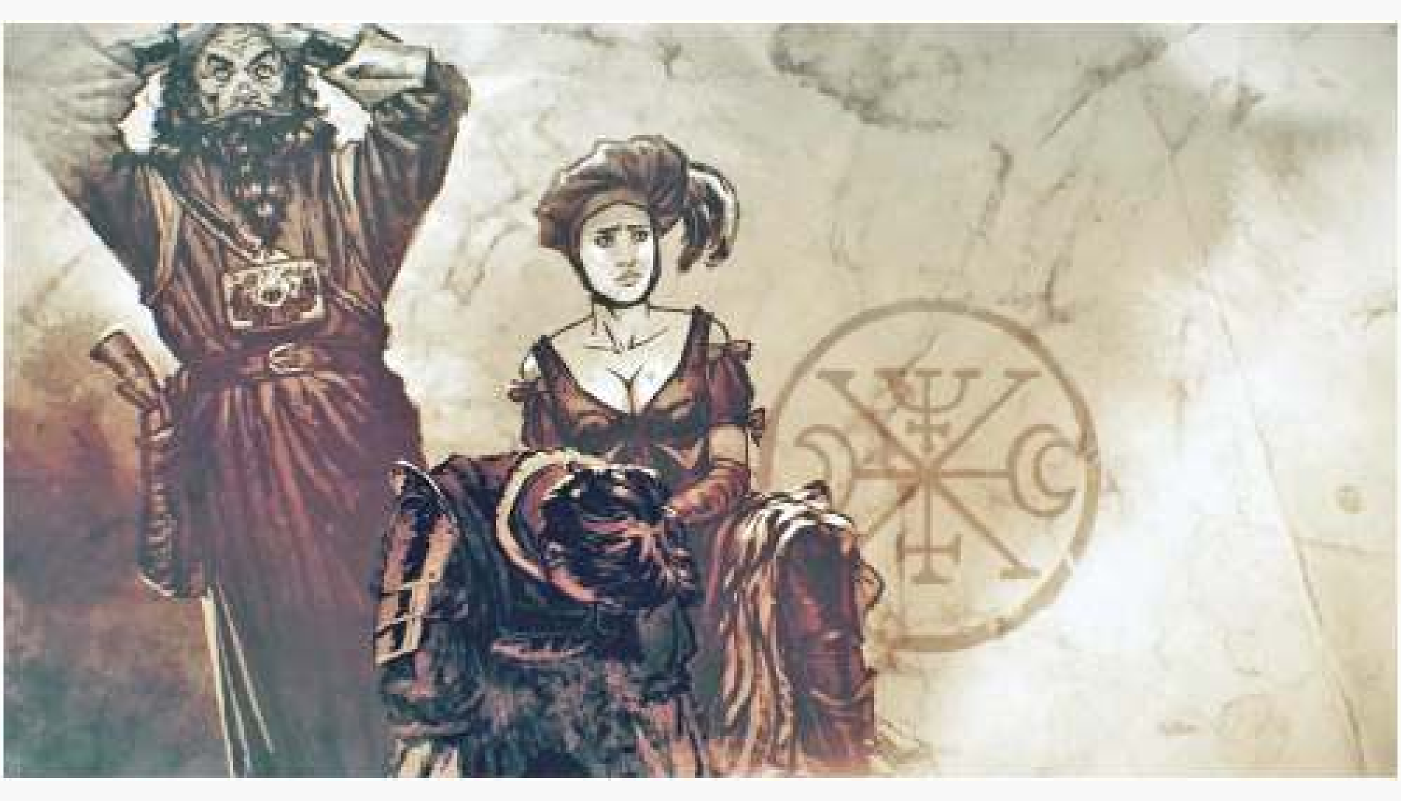


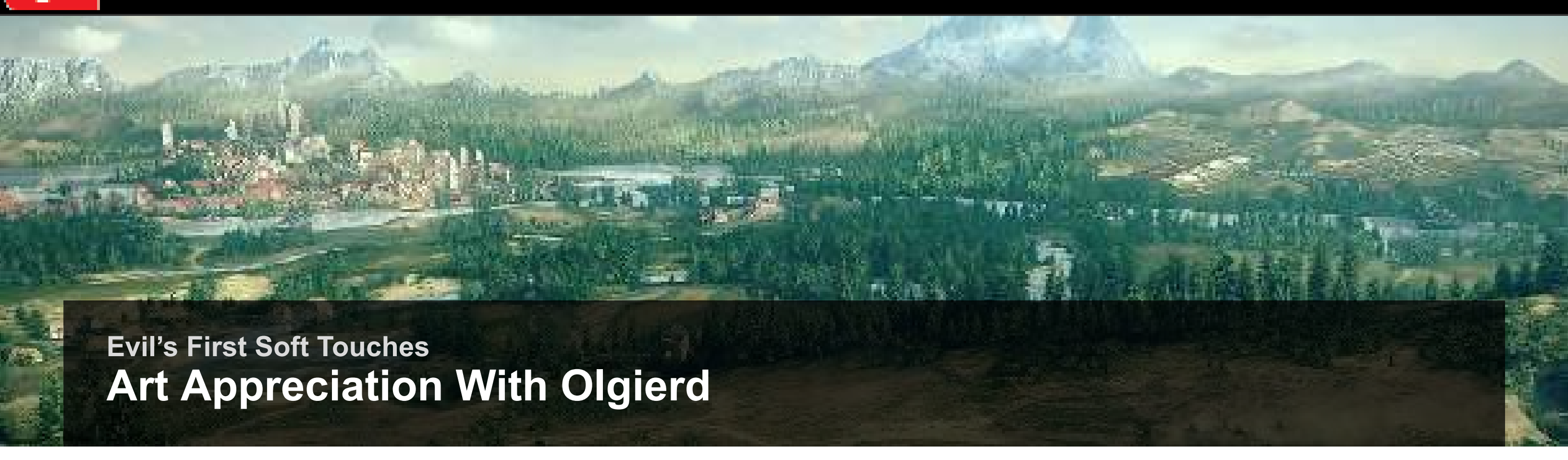
CONCLUSION 5: THE FATE OF MAGES

All Aboard to Kovir: With Radovid's purge of the mages thwarted by you and Triss—having successfully completed Secondary Quest: Now or Never—the king turns his attention to nonhumans instead. But sorcery is safe. For now…



On Stakes in the Square: With Radovid's purge of the mages left unstopped by you or Triss—having ignored Secondary Quest: Now or Never—the king and his witch hunters turned Novigrad into a death trap for those of a magical disposition.





Evil's First Soft Touches

Art Appreciation With Olgierd

DANGER ALERT SPOILER ALERT

HoS

EVIL'S FIRST SOFT TOUCHES

RELATED QUESTS: Hearts of Stone Main Quest: Dead Man's Party; Hearts of Stone Main Quest: Scenes from a Marriage; Hearts of Stone Secondary Quest: Enchanting Startup Costs; Hearts of Stone Secondary Quest: Rose on a Red Field

LOCATIONS: Seven Cats Inn, Garin Estate, Oxenfurt Sewers, Novigrad Beach, Yantra

CHARACTERS: Olgierd von Everec, Wild Ones, Adela, Shani, Gaunter O'Dimm (Master Mirror)

ENEMIES: Drowners, Toad "Prince", Ofieri Soldiers, Ofieri Mage

OBJECTIVES

- Check the notice board outside the Seven Cats Inn.
- Go see Olgierd von Everec about the contract.

QUEST COMMENCEMENT

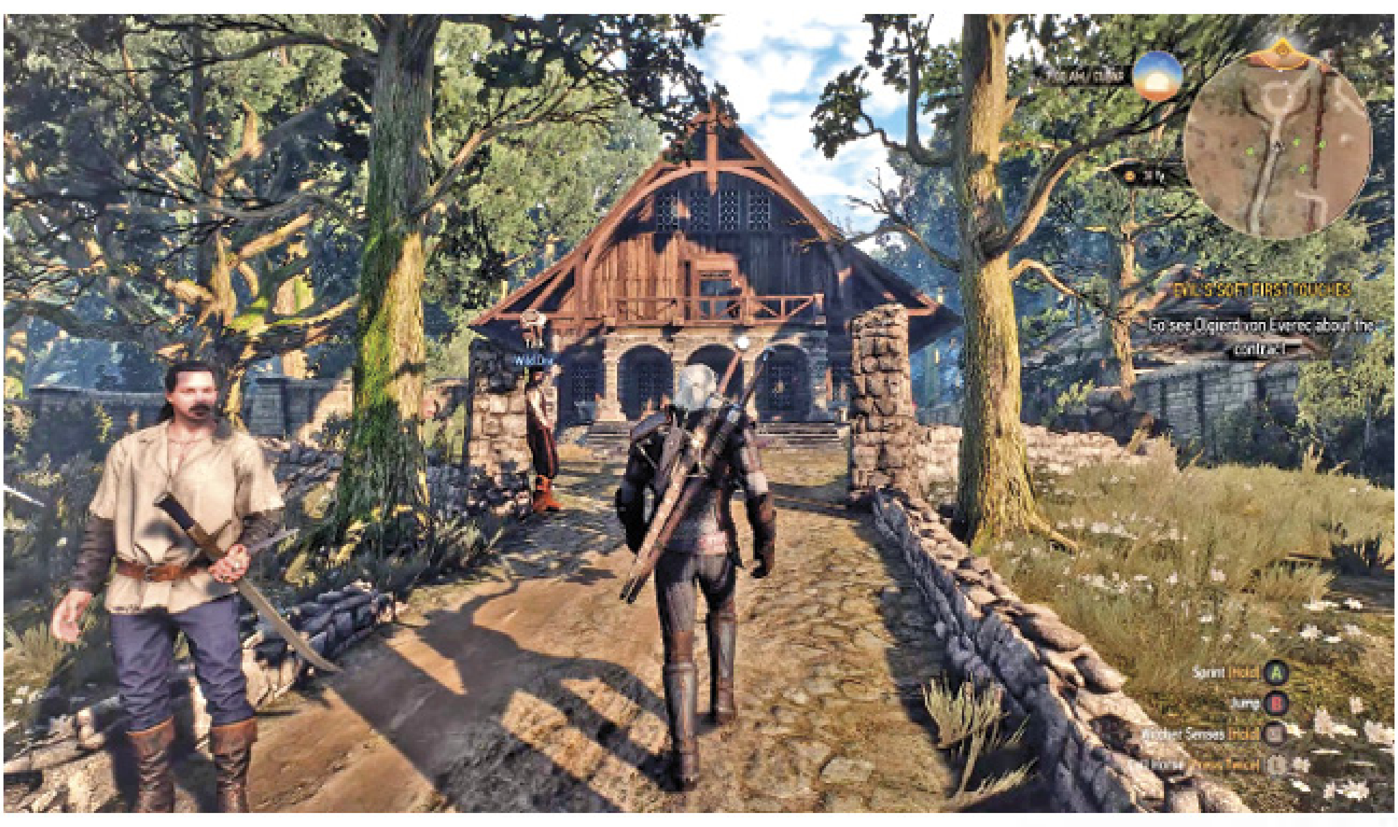
This quest is accessible immediately once you have the Hearts of Stone Expansion (check your Quest menu for the objective). It is advisable to be at least Level 30 before attempting this quest.

Gather an additional notice on this board; "A Runewright Upon Your Shores Has Landed" to begin Hearts of Stone Secondary Quest: Enchanting: Start-Up Costs.

The Seven Cats Inn beckons; locate the Notice Board there, where you'll find a man hammering a note. Apparently there's something large and unpleasant in the sewers under Oxenfurt that requires a monster slayer. The man directs you to the issuer of this request; Olgierd von Everec.

SECONDARY QUEST: THE WRIGHT STUFF

Olgierd is currently residing in a manor house to the northeast of the Seven Cats Inn, in a newly-discovered part of Gustfields. Ride across meadow and vale until you reach the Garin Estate. The place is guarded by some uncouth (but reasonably friendly) ne'er-do-wells known as Wild Ones. Enter the premises, and you're accosted by more of these wisecrackers.



Find out more about the Wild Ones by asking them.

- Answer that they're a "bunch of idiots" to encourage a quick fist-fight with one of them
- Answer that you're "here on business" to keep your fists from becoming bruised.

Olgierd von Everec

After your chat, you're escorted upstairs to meet the Ataman himself.

You meet Olgierd in one of the rooms in the manor. After revealing that sculptured nudes by Votticelli aren't really his cup of tea (answer how you wish), he beckons you down to the great hall for a celebration (something his cronies seem to be perpetually engaged in). Feel free to ask what the celebration is about, before getting down to contract negotiations. Agree immediately (for an undisclosed sum), or ask specifically (Olgierd agrees to 450 crowns and any memento from the manor house). Then leave the revelers.

SECONDARY QUEST: HEY, PUSS PEEPERS!

Upon exiting the manor house, you're met by a blunt Wild One woman named Adela, who reckons teasing you about your cat-like eyes is going to win you over. Does it? This begins Hearts of Stone Secondary Quest: Rose on a Red Field.

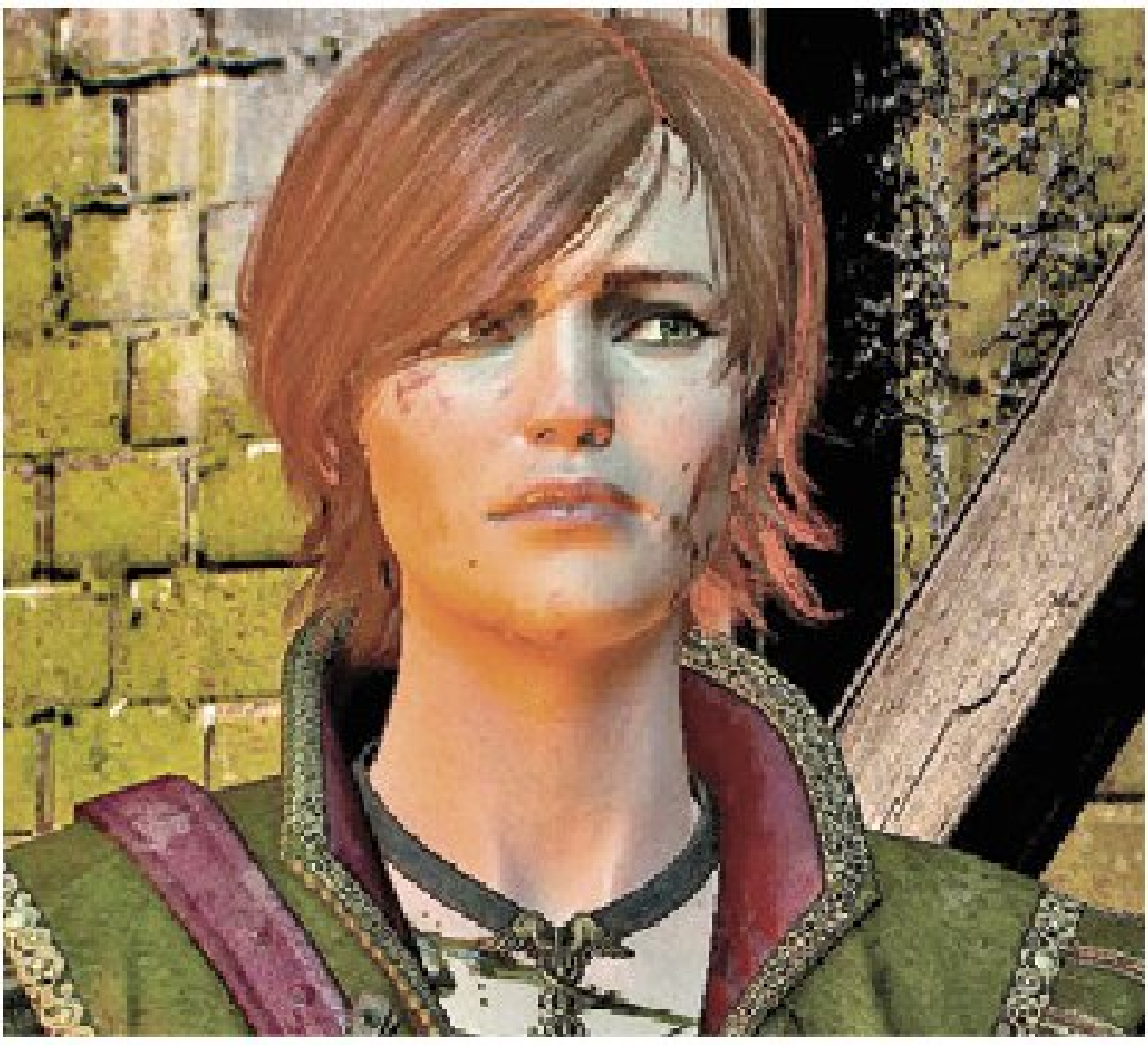
Gather an additional notice on this board; "A Runewright Upon Your Shores Has Landed" to begin Hearts of Stone Secondary Quest: Enchanting: Start-Up Costs.

Evil's First Soft Touches

The Road To The Toad

OBJECTIVES

- Enter the Oxenfurt sewers.
- Search the sewers using your Witcher Senses.



Shani

Journey southwest to the second city of Oxenfurt, and locate the open well in the northern part of town. Climb down the ladder, and examine the following using your Witcher Senses:

- Boot prints from a man.
- A smaller set of boot prints from a woman. She came alone.

Continue into a large sewer chamber of grating and gates, and fight off a Drowner. Then continue your Witcher Sense search:

- Find a corpse in the south-east corner near a grating. It was felled by a blade, not a monster's claw.

Further into the chamber are the cries of a woman in distress. This turns out to be a field medic for the Redanian Army, vainly attempting to revive one of her soldier escorts. You're surprised to recognize her as Shani, an old and dear friend, sent here to gather a sample of venom spewed by the monster residing here. Converse as you wish. Though she needs no help, you both agree to find the location where the monster attacked.

CORRECT COMBAT PREPARATION

It's wise to Meditate, brew any potions and purchase provisions for your forthcoming sewer exploration before descending. Golden Oriole is a must-have!

Gather an additional notice on this board; "A Runewright Upon Your Shores Has Landed" to begin Hearts of Stone Secondary Quest: Enchanting: Start-Up Costs.

OBJECTIVES

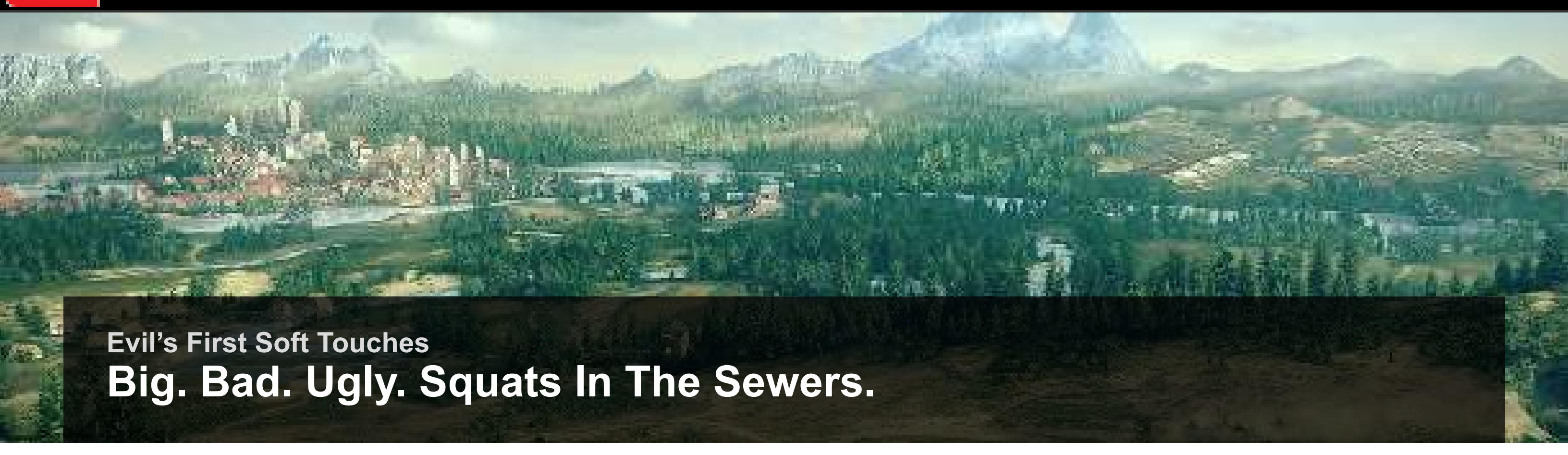
- Go to the spot where the monster attacked Shani and the Redanian soldiers.

Follow Shani to the bent grating. Use your Witcher Senses to reveal a section of weakened wall on the right, before using Aard to demolish the wall. Walk into a subsequent chamber, where further evidence of the monster's violence is found. Converse with Shani as you wish; only one of Shani's men is still unaccounted for. You can either search the area for the skeleton key held by the commander in order to make your way down the sewers or you can jump down the hole in order to explore the sewers more quickly.

OBJECTIVES

- Find the key to the lower level of the sewers using your Witcher Senses.
- Find the monster's lair.

After reaching the lower level of the sewers, prepare to battle around six to eight Drowners. Afterward, examine the corpse here where an interesting discovery is made. Battle a few Drowner stragglers until none remain, and optionally locate the slime patches (showing the beast was just here) and further corpses. Move toward the central sewer chamber where you agree to lure the beast out. Naturally, you're the bait.



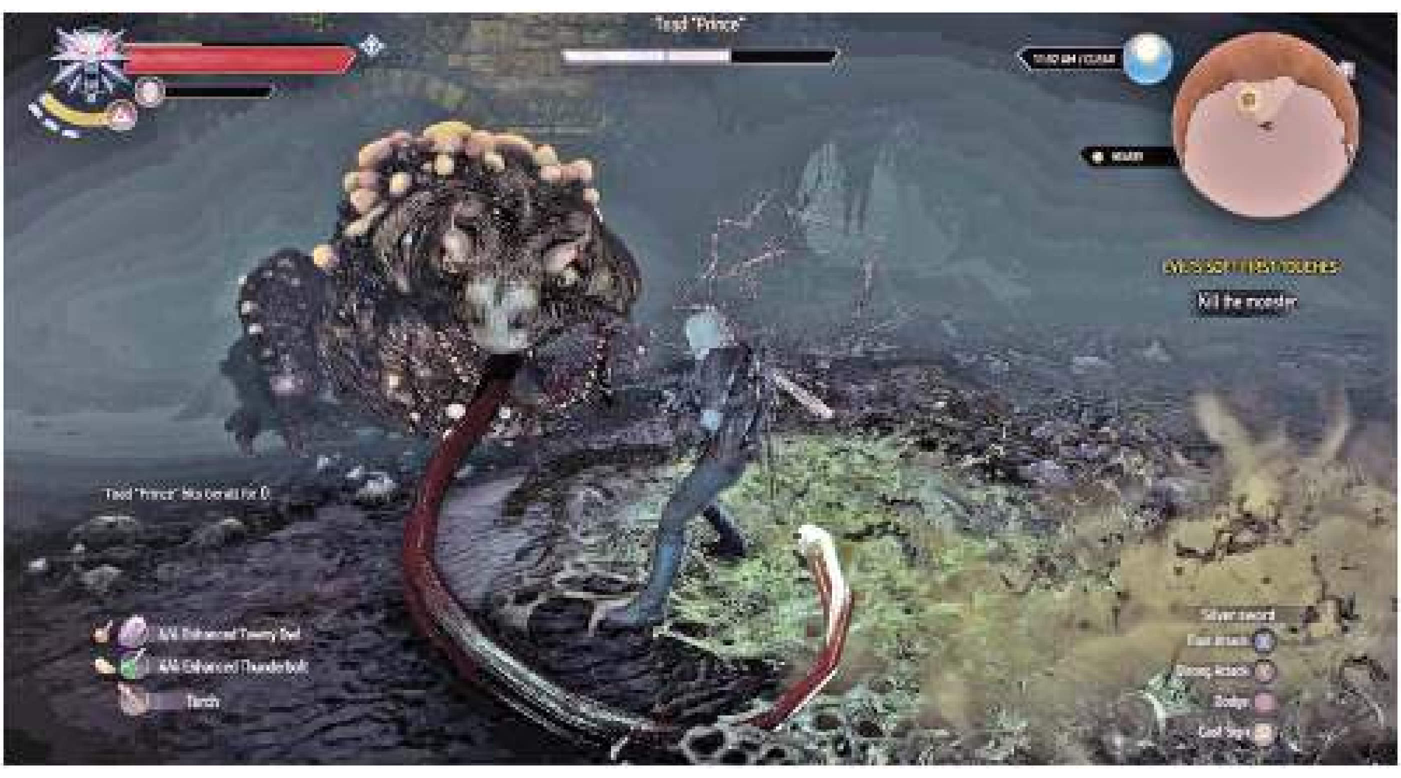
Evil's First Soft Touches

Big. Bad. Ugly. Squats In The Sewers.

OBJECTIVES

- Kill the monster.

A giant Toad lands with a disgusting squish on the ground of the circular chamber. You must vanquish this poisonous, bloated beast before you continue.



DEFEATING TOAD “PRINCE”: THE BEAST’S ATTACKS

The Toad Prince has the following attacks and maneuvers to be aware of:

Jump: Expect a leaping maneuver whenever the Toad jumps to face you, jumps forward to change position, or leaps back when you’re too close. It likes to leap and land behind or to the side of you, forcing you to change view. Simply lock onto the beast when this happens so you don’t lose sight of it, and roll or dodge so you aren’t a sitting duck.

Jump and Squash: Closer in, the Toad Prince’s leap sometimes ends with it knocking you down with the sheer force of its impact, staggering you. Make sure you rapidly react with a well-timed roll or dodge.

Vomit: This disgusting projectile is usually vomited out at closer ranges, obscures your vision like a Water Hag’s attack, hits in a wide arc, and is poisonous. It is also easily dodged.

Spit: Another revolting offensive technique, the Toad launches a blob of spit at you, inflicting poison damage if it connects, and turning into a poison cloud at the point of impact if it doesn’t. Dodge it!

Tongue Lash: When you’re at long-range, expect a darting lash straight at you. At mid-range, the lash is at a wider, horizontal angle. A roll or dodge, or a retreat when you see the monster’s maw open, helps minimize damage. A riskier plan is to roll directly at the Toad, slicing at it (usually at the side) while the tongue attack finishes.

Gaseous Emissions: Poison sacs on the Toad’s back throw up large poison globules that explode and cause a small puddle and poison cloud to appear when they impact (which are three random points in the arena). Avoid the puddle and cloud; backing up is a good plan here. Then light the gas clouds with Igni (assuming you’re not inside them!).

General Toad Tactics: As soon as the battle begins, the Toad utilizes ranged attacks to dominate the arena. Get in close, and the Toad jumps, landing and attempting to strike you to inflict tremendous damage and knocking you down. Stay too far away and remain defensive, and expect poison clouds (both via spit and gas attacks). The Toad’s large health and powerful attacks mean you need to keep moving, and looking for an opening to inflict as much damage as possible.

DEFEATING TOAD “PRINCE”: THE BEST BATTLE TACTICS

A Good Defense: As the battle begins, cast Quen to add an extra layer of protection. Even better is the Golden Oriole potion, which nullifies the Toad’s poisonous attacks, and allows you to heal yourself using the Toad’s previously deadly gas clouds!

Circling for the Kill: Keep yourself moving at all times, ideally circling left or right of the Toad and moving toward it. This usually allows you to more easily evade any of the Toad’s attacks, or at least gives you a greater chance to react to them.

Swordplay and Yrden: Cast Yrden at mid-range and retreat so the Toad follows you, enters your magic circle, and slows down considerably. Coat your sword in Cursed Oil, then make up to three strong strikes before retreating. Without Yrden, dodge or roll to the side (as you would attack a Bear), inflict two regular slashes, and retreat.

Igni and Ranged Attacks: Despite Shani mentioning the Toad’s lack of fearing fire, this foe can be damaged with Igni, though this isn’t as significantly damaging, and is mainly used to clear any poison clouds in your vicinity. At long range, lob in a Northern Wind bomb to immobilize this foe. Throw Superior Dancing Star from the chamber’s edge is another option, to stun the Toad before following up with sword violence.

OTHER ADVICE

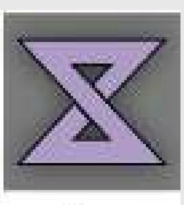
Never stay in the same spot for long, the Toad’s spit attacks leave poison clouds on the ground and his various other ranged attacks can damage you no matter where you try to hide. Approach the Toad and provoke it to jump up and slam down until it is facing you (dodge in close then dodge away as soon as the Toad jumps up. This keeps you out of its attack range but keeps you close enough to start attacking as soon as it’s safe). When close enough, cast Yrden on the ground to trap the Toad, then attack it with your sword. The Toad becomes un-trapped after three hits or five seconds. Northern Wind bombs also freeze and trap the Toad, preventing it from attacking, and allow you to get close and attack. The Golden Oriole potion causes the Toad’s poison to heal you instead of damaging you; use this potion during the fight as you’re almost guaranteed to be able to walk into a poison cloud. Using Igni forces the Toad to jump away. This is useful to interrupt the Toad’s maneuvers and force it to jump to a new location within the arena.

TOAD “PRINCE” VULNERABILITIES

Northern Wind Bomb

Golden Oriele

Cursed Oil


Yrden

After combat concludes, you’re coated in unpleasant slime after gutting the Toad Prince, and witness a transformation just as you slip into unconsciousness.

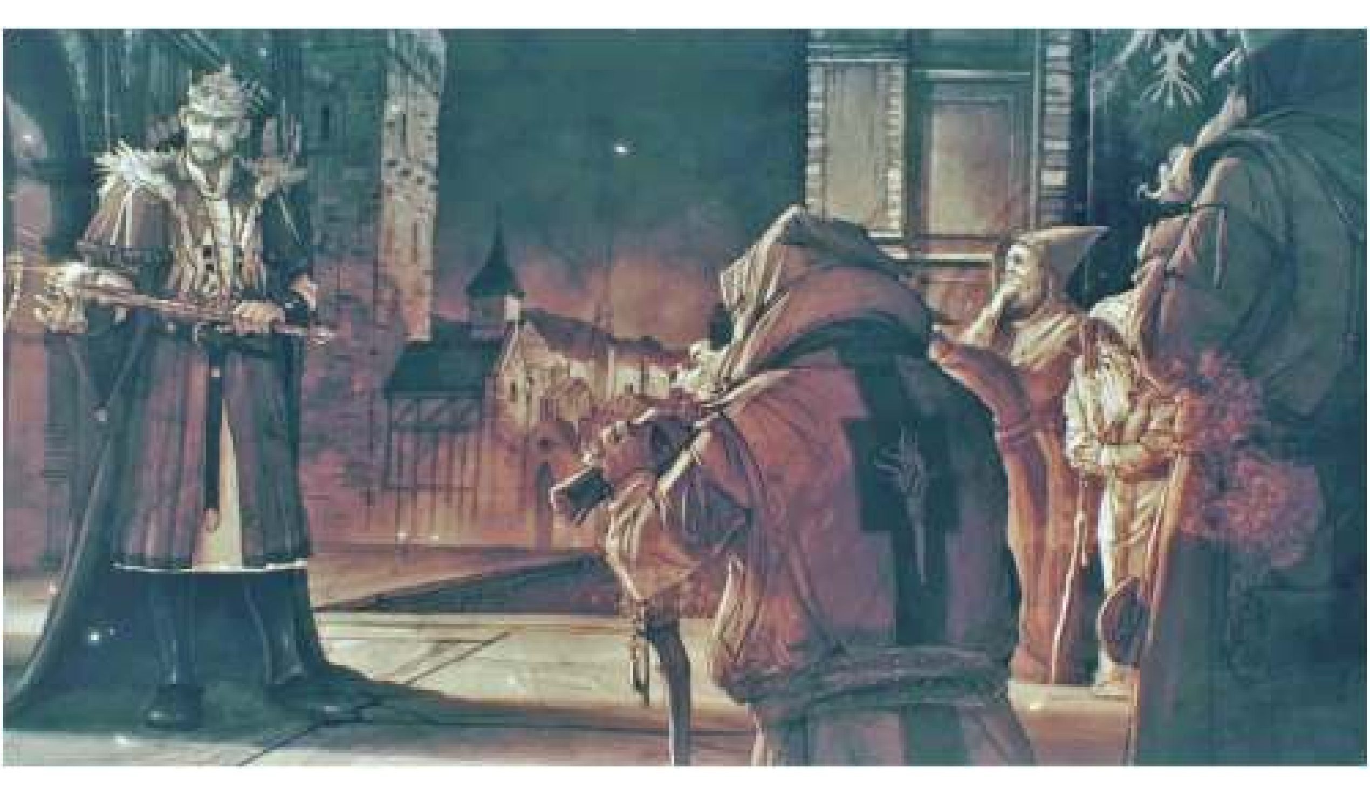
Main Quest: Endings

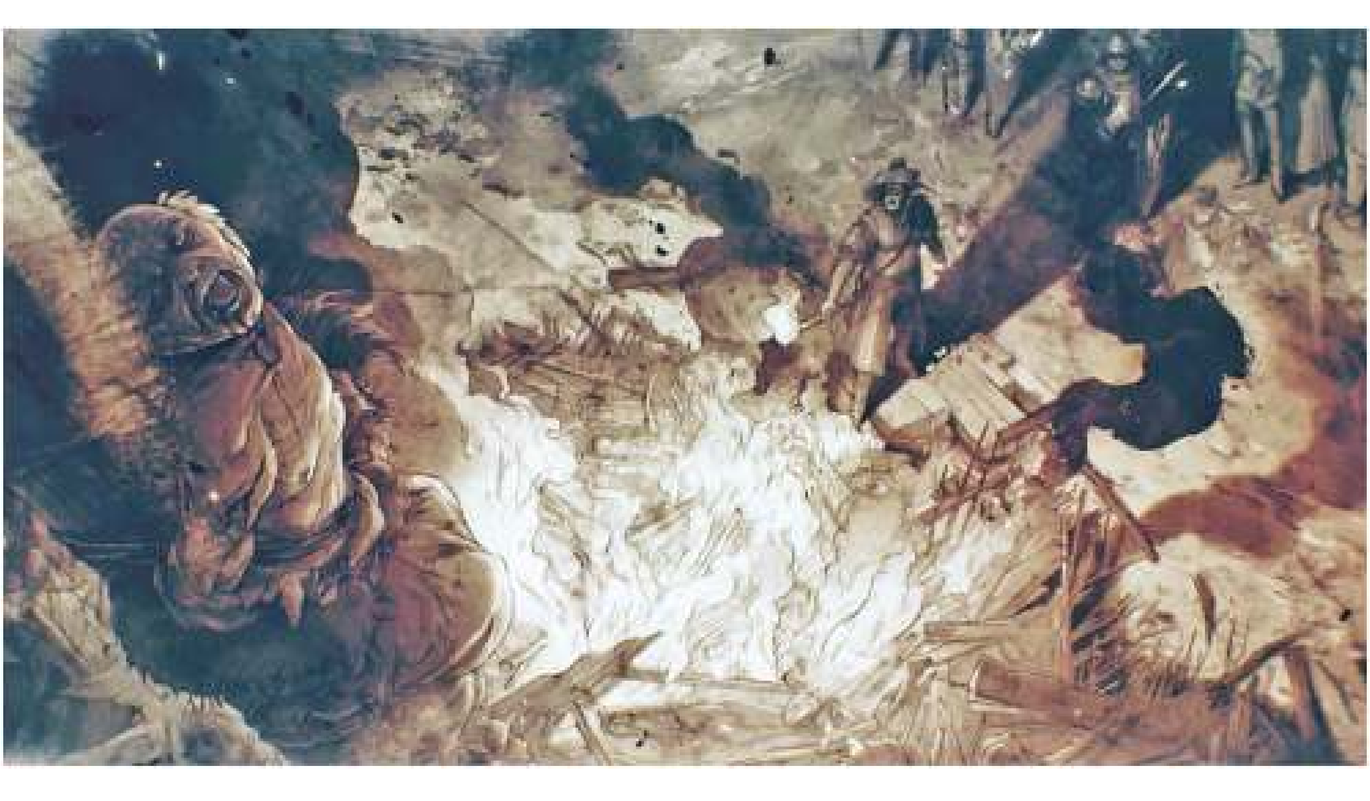
Final Endings

The following details the fates of characters after the end of the Main Quest.

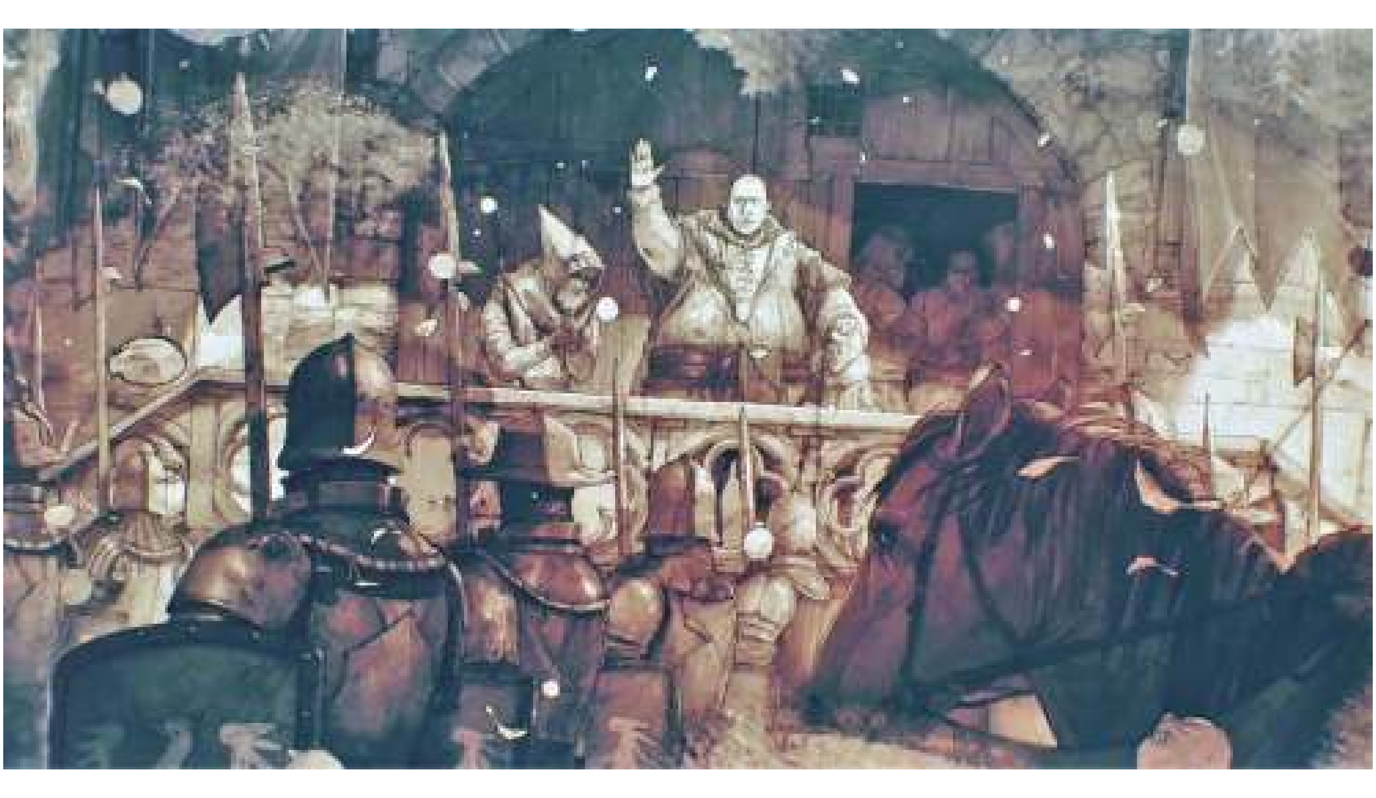
CONCLUSION 6: THE RULER OF NOVIGRAD AND VELEN (NO MAN'S LAND)

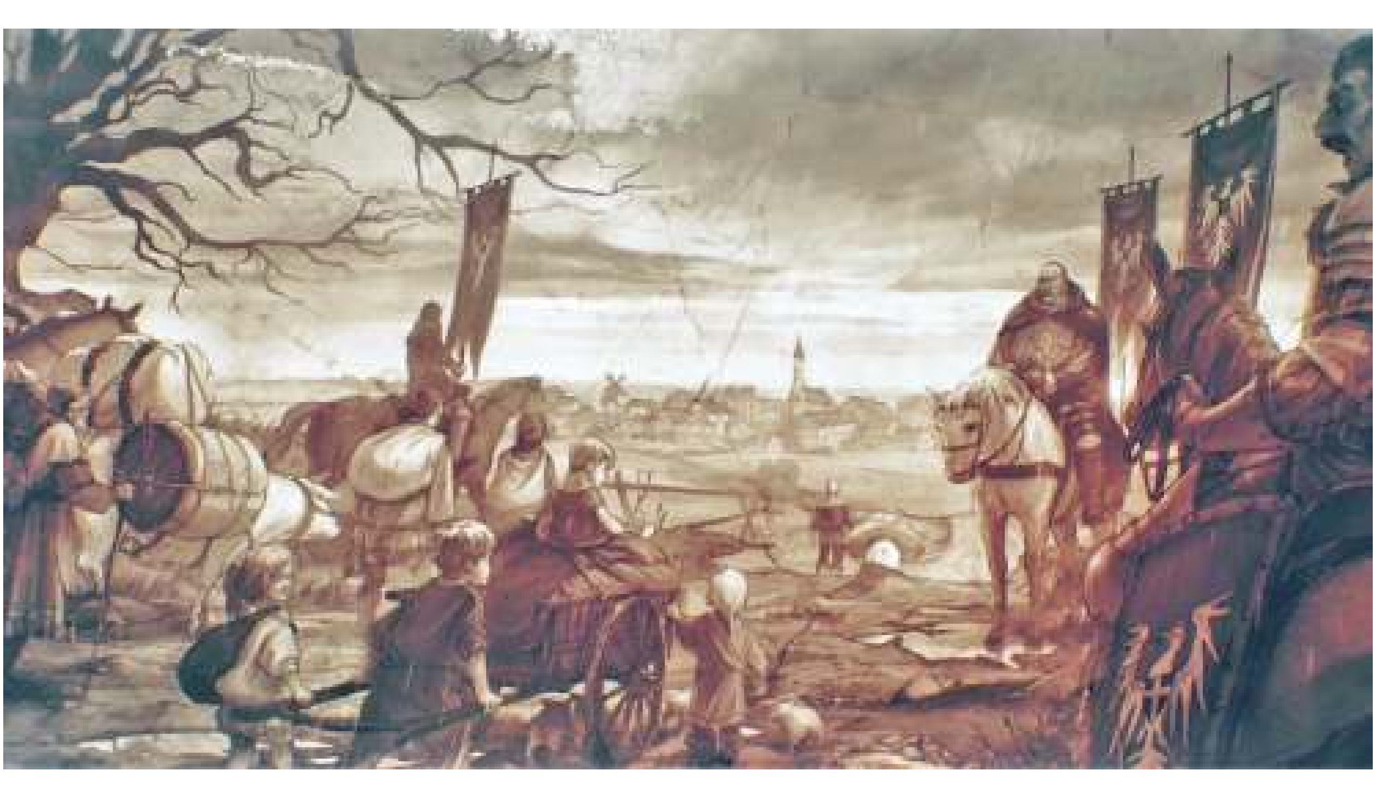
Radovid: A tactical genius, he handily defeated the Nilfgaardians to the south, and Radovid became ruler if you ignored all of the Assassins' Quests, and did not complete Secondary Quest: Reason of State. Radovid's subsequent witch hunt resulted in the murder of thousands of pellars, herbalists, and nonhumans.



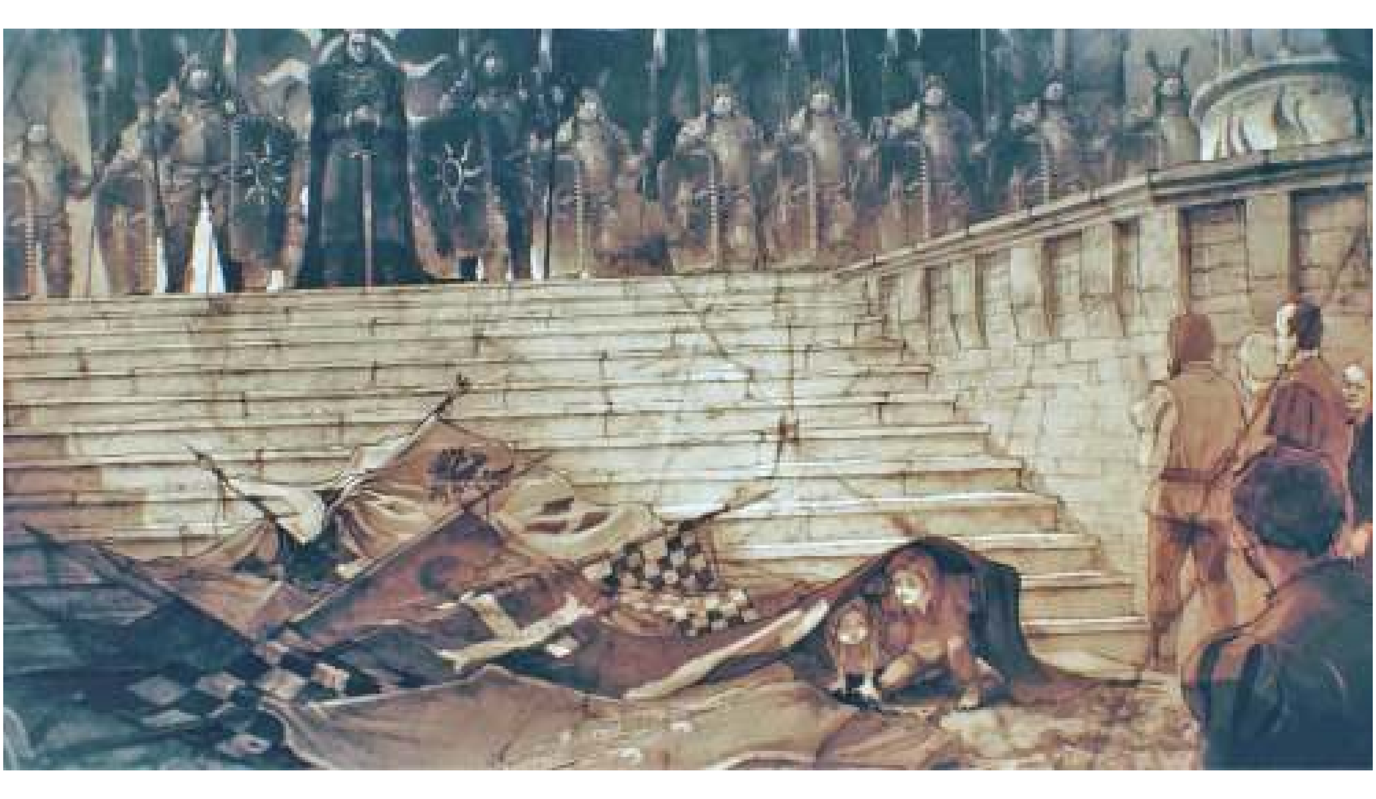


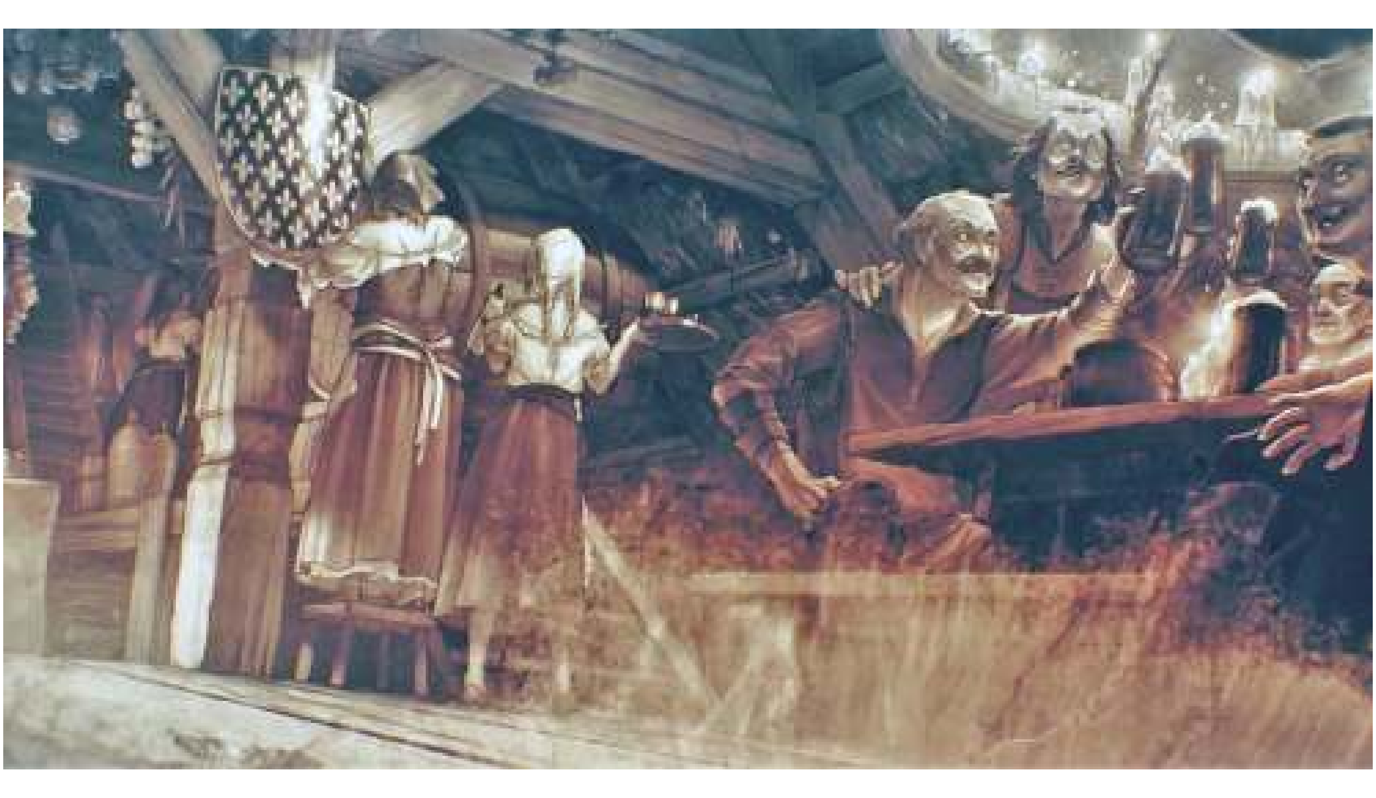
Dijkstra: The emperor was repelled in the field, Radovid fell victim to assassins, and a shadowy force took up the reins of power, if you completed all of the Assassins' Quests, Secondary Quest: Reason of State, and sided with Dijkstra. A consolidation of his rule and industrialization followed (for the good of his subjects, but contrary to their will).





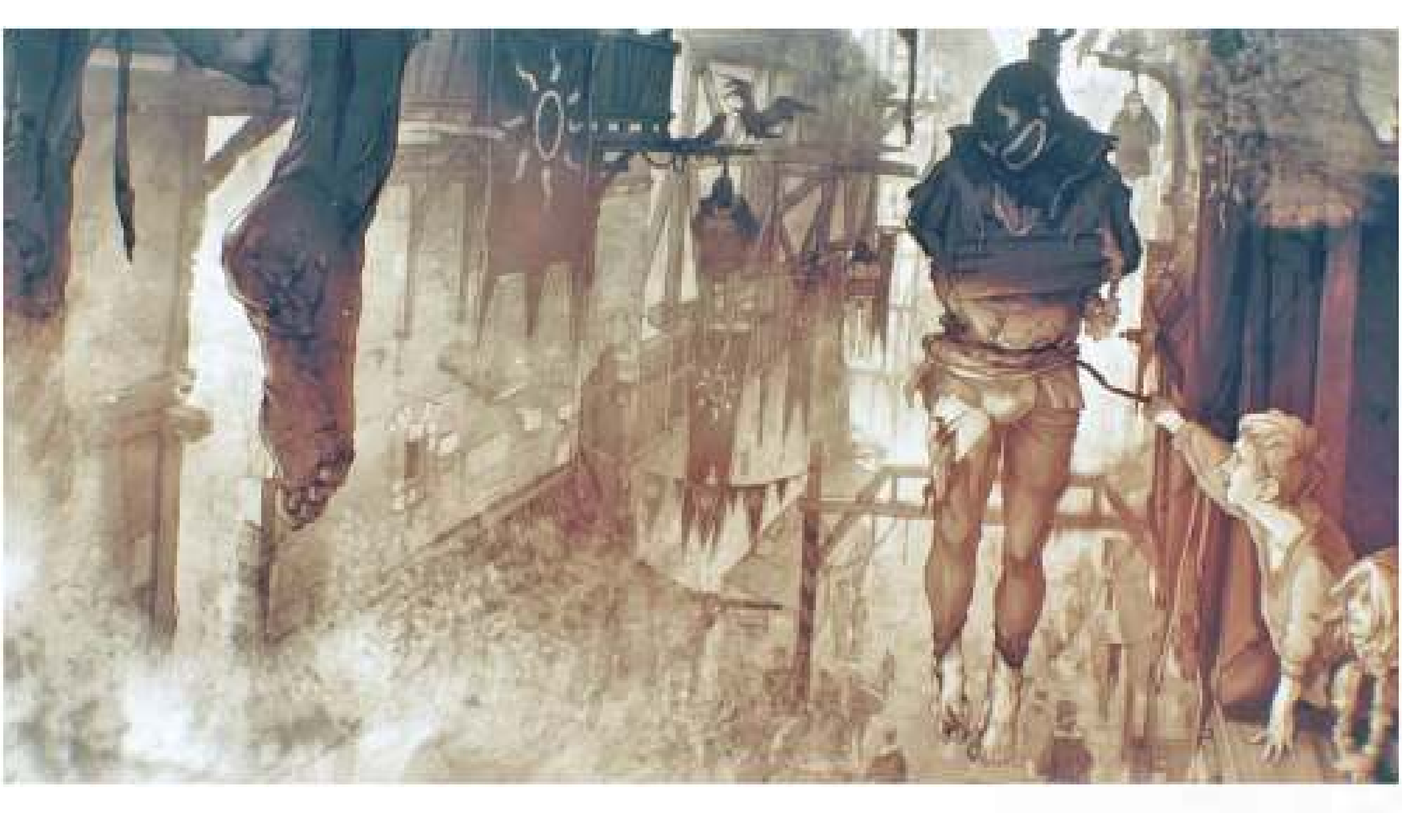
Emhyr var Emreis: With Radovid falling to an assassins' blade, the Northern Realms fell to the Emhyr's countless legions, if you completed all of the Assassins' Quests, Secondary Quest: Reason of State, and sided with Vernon Roche and Thaler. Emhyr redirected his forces, while the Temerians got their country back.



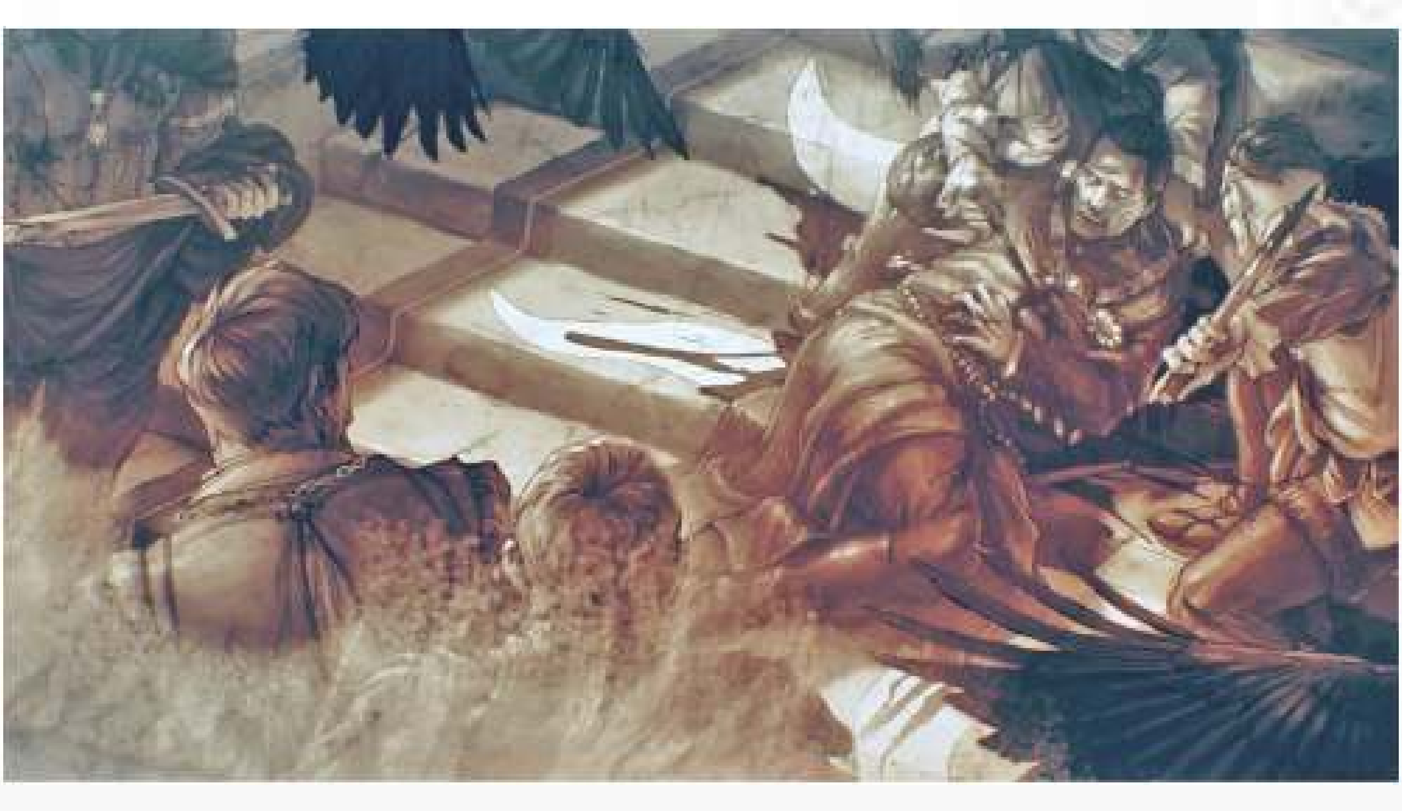


CONCLUSION 7: THE FATE OF THE EMPEROR

Emhyr var Emreis lives!: After Radovid's forces were dealt with, Emhyr turned to those who had conspired against him (soldiers and aristcrats alike) and showed no mercy. This occurs if the Ruler of Novigrad and Velen is Emhyr var Emreis.

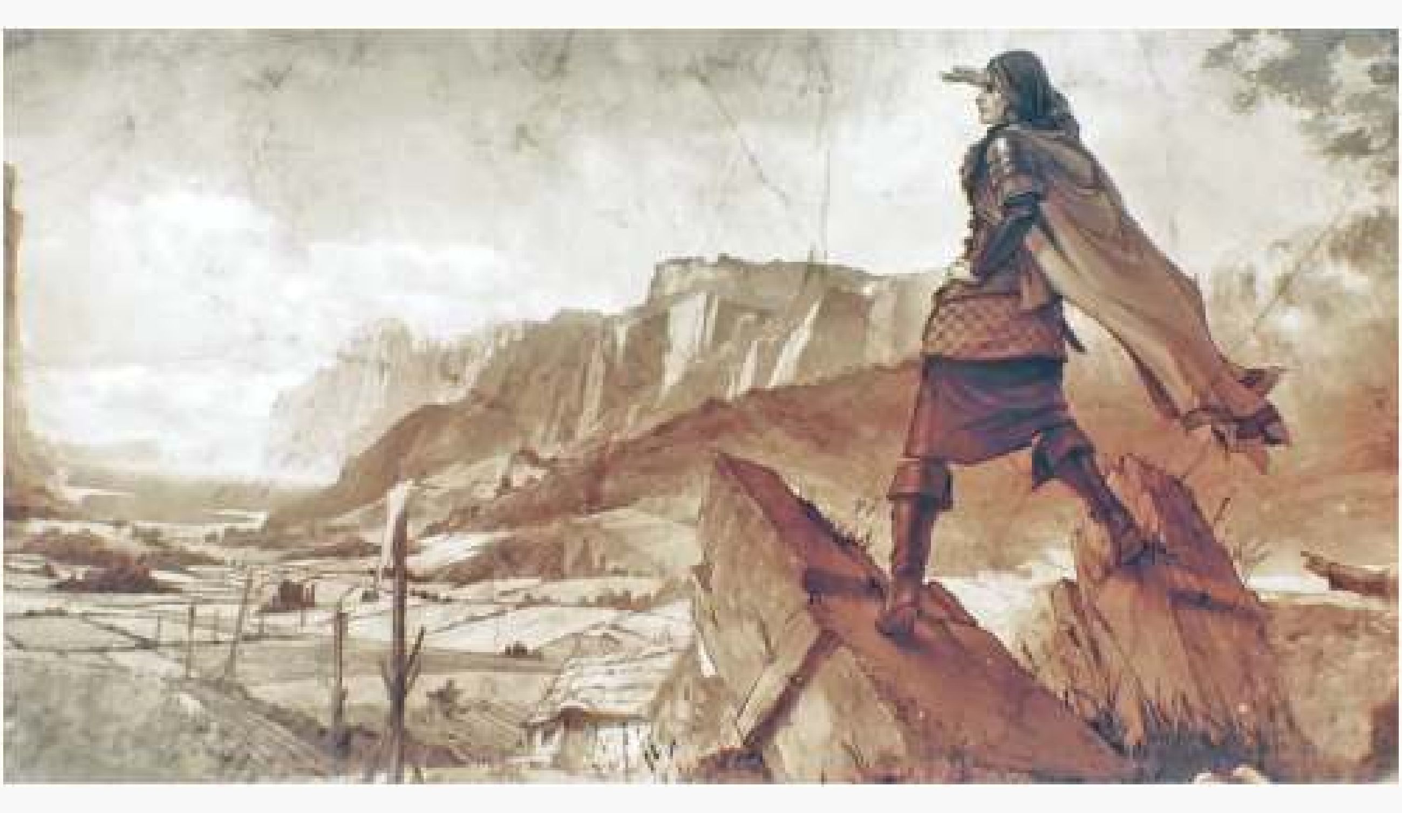


Emhyr var Emreis dies!: Boundlessly obedient as long as victory continued, Emhyr's subjects attacked after his string of humiliating defeats, and slew him on the steps of his palace at Vizima. This occurs if the Ruler of Novigrad and Velen is either Radovid or Dijkstra.

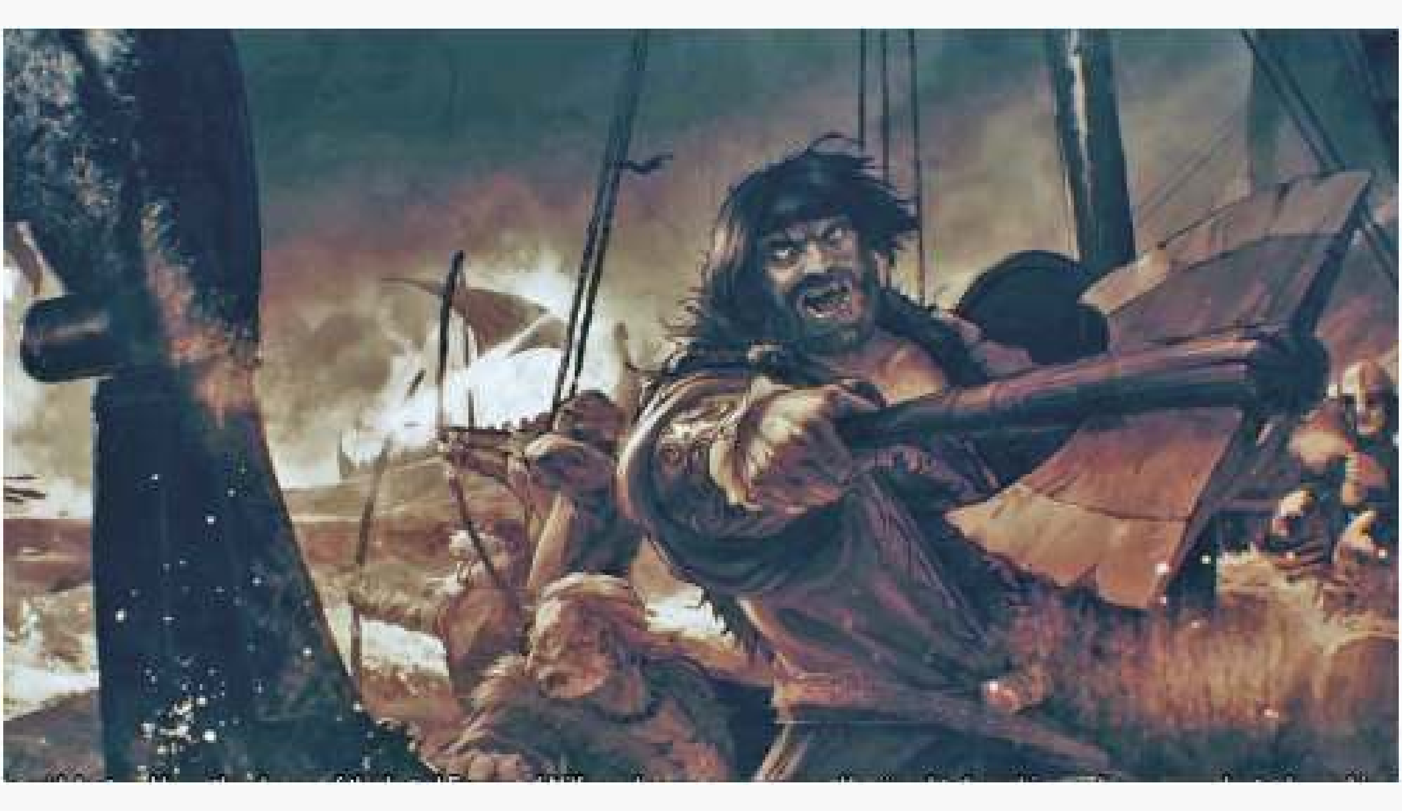


CONCLUSION 8: THE RULER OF SKELLIGE

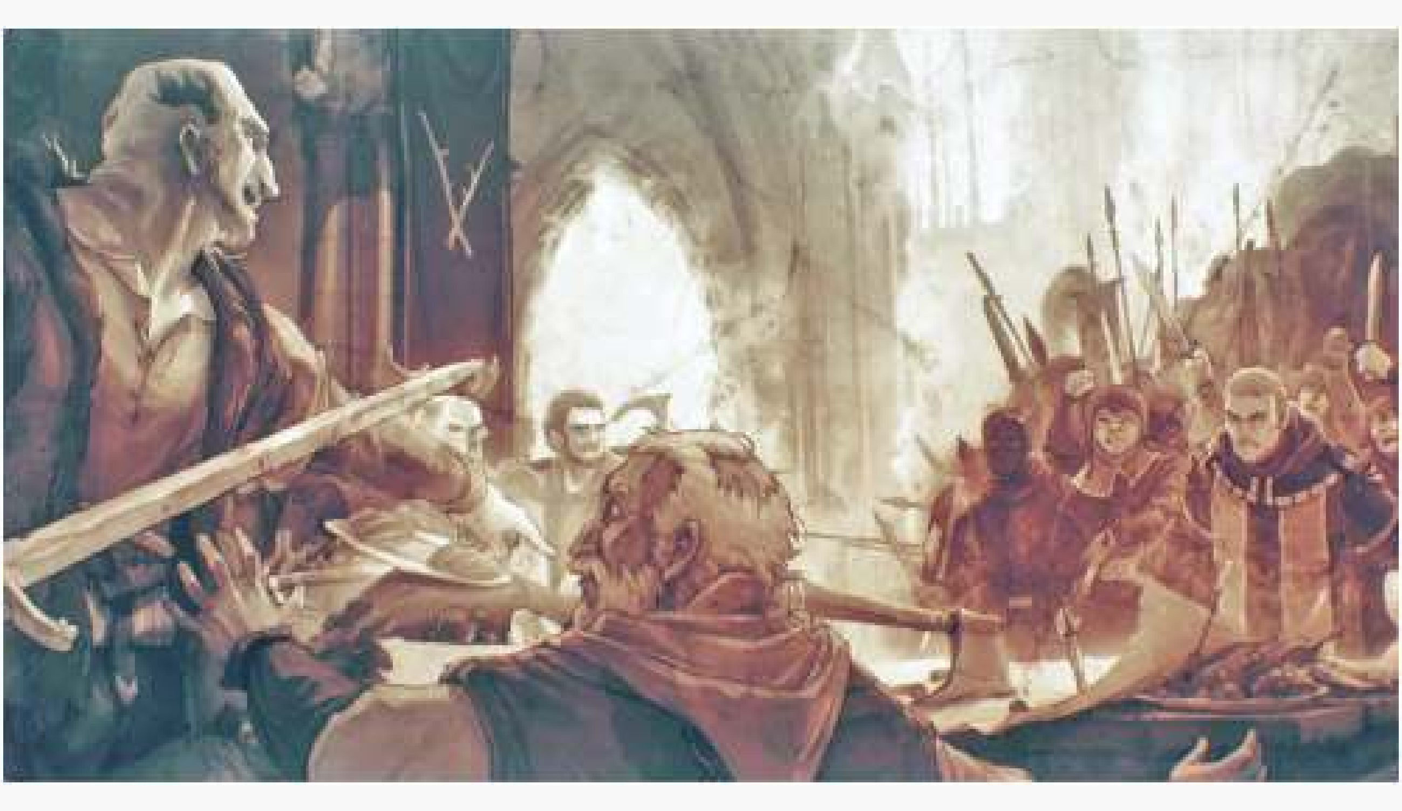
Cerys an Craite: There was no raiding of foreign shores, as Cerys turned to care for her own people and lands. Skellige prospered greatly, albeit with its fangs of yore dulled. This occurs if you completed the Clan An Craite Quests and sided with Cerys during King's Gambit.



Hjalmar an Craite: Despite the war on the Continent ending, Hjalmar vowed to loot and burn the shores of the hated Empire of Nilfgaard every spring, even if he was to drown his own people in blood. This occurs if you completed the Clan An Craite Quests and sided with Hjalmar during King's Gambit.

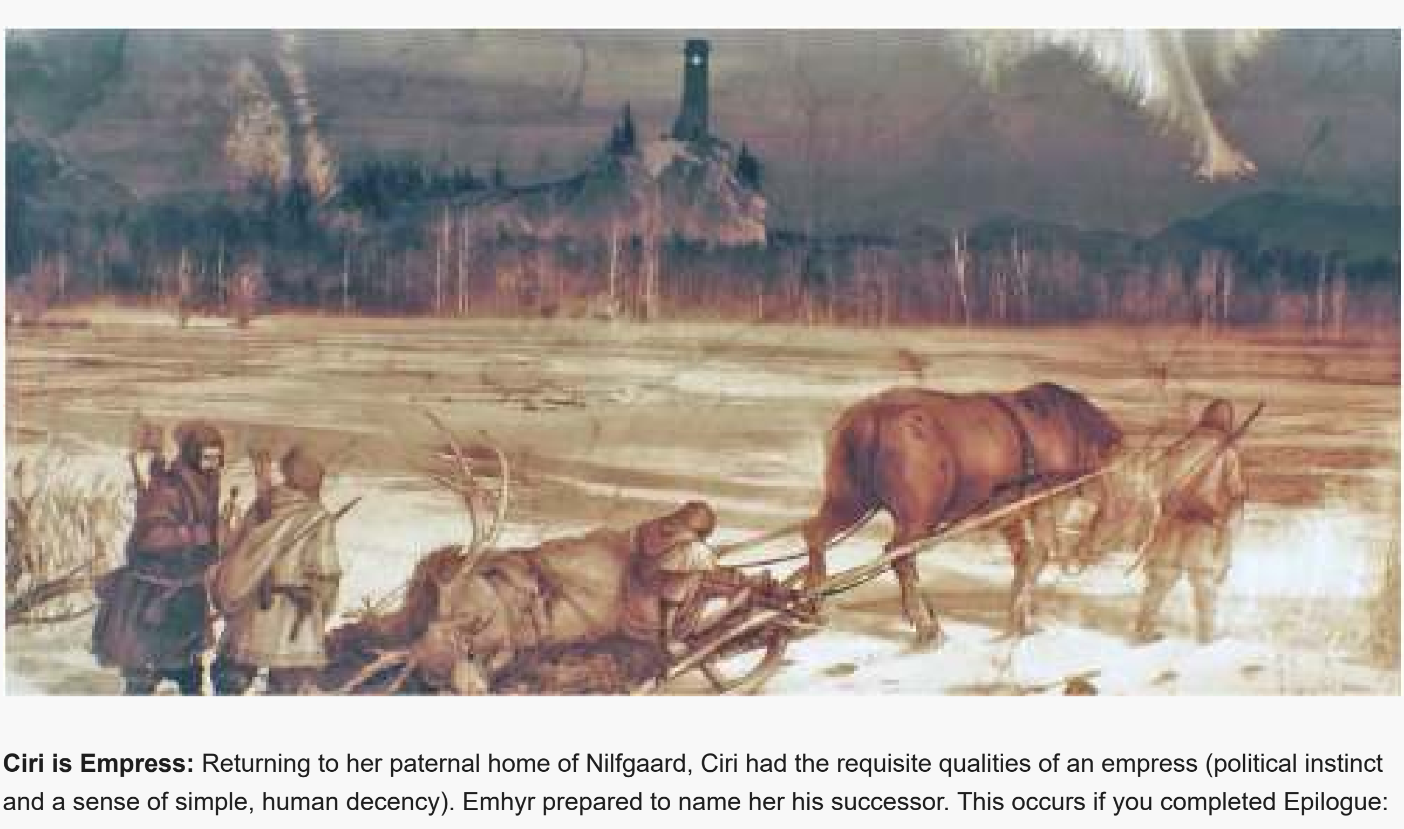


Svanrige Bran: The young king was no puppet. Tired of the Jarls' incessant feuding, he transformed the isles into an absolute monarchy like those of the Continent. This was an achievement thick with the blood of his countrymen. This occurs if you ignored the Clan An Craite Quest: Secondary Quest: King's Gambit.

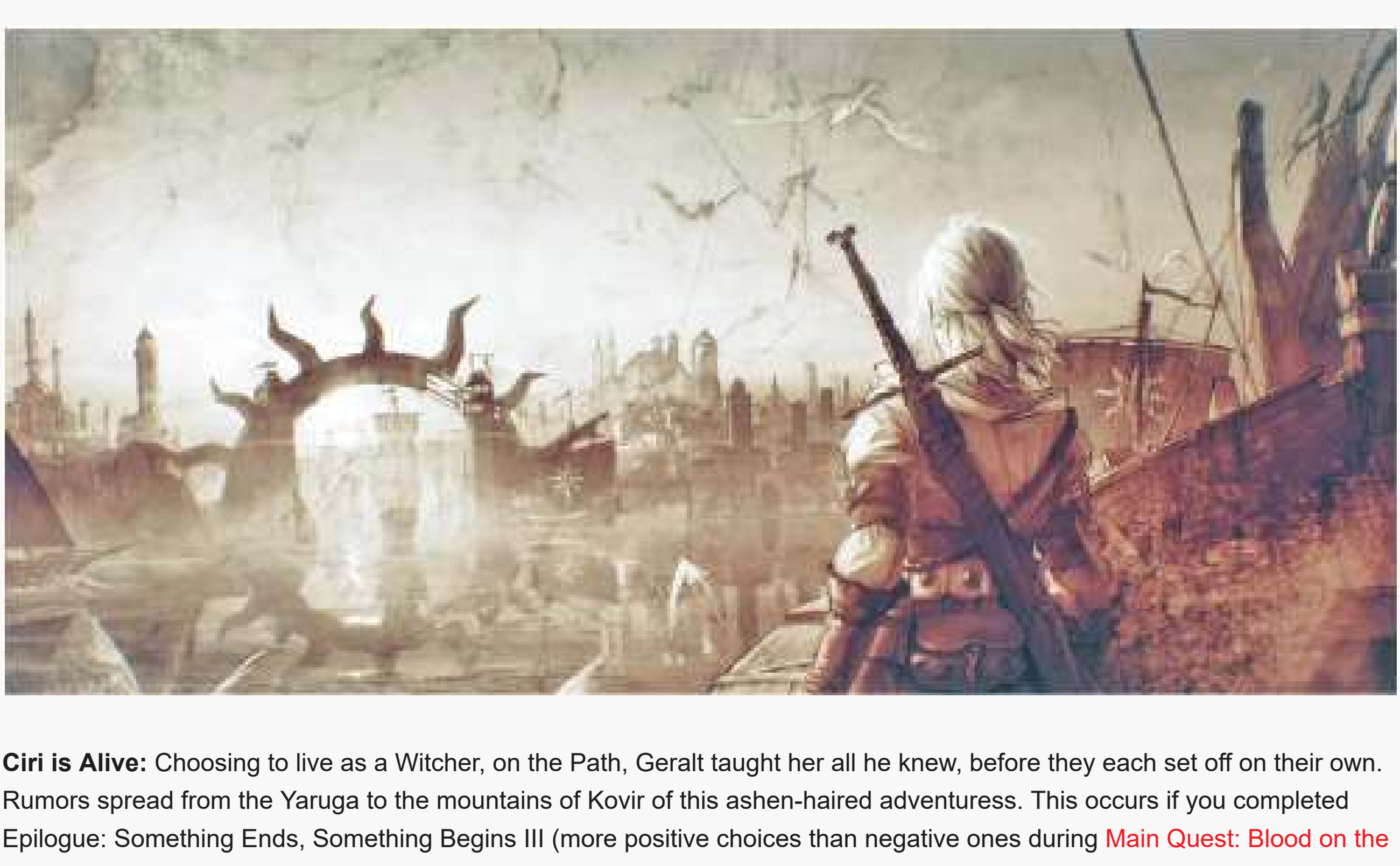


CONCLUSION 9: THE FATE OF CIRI

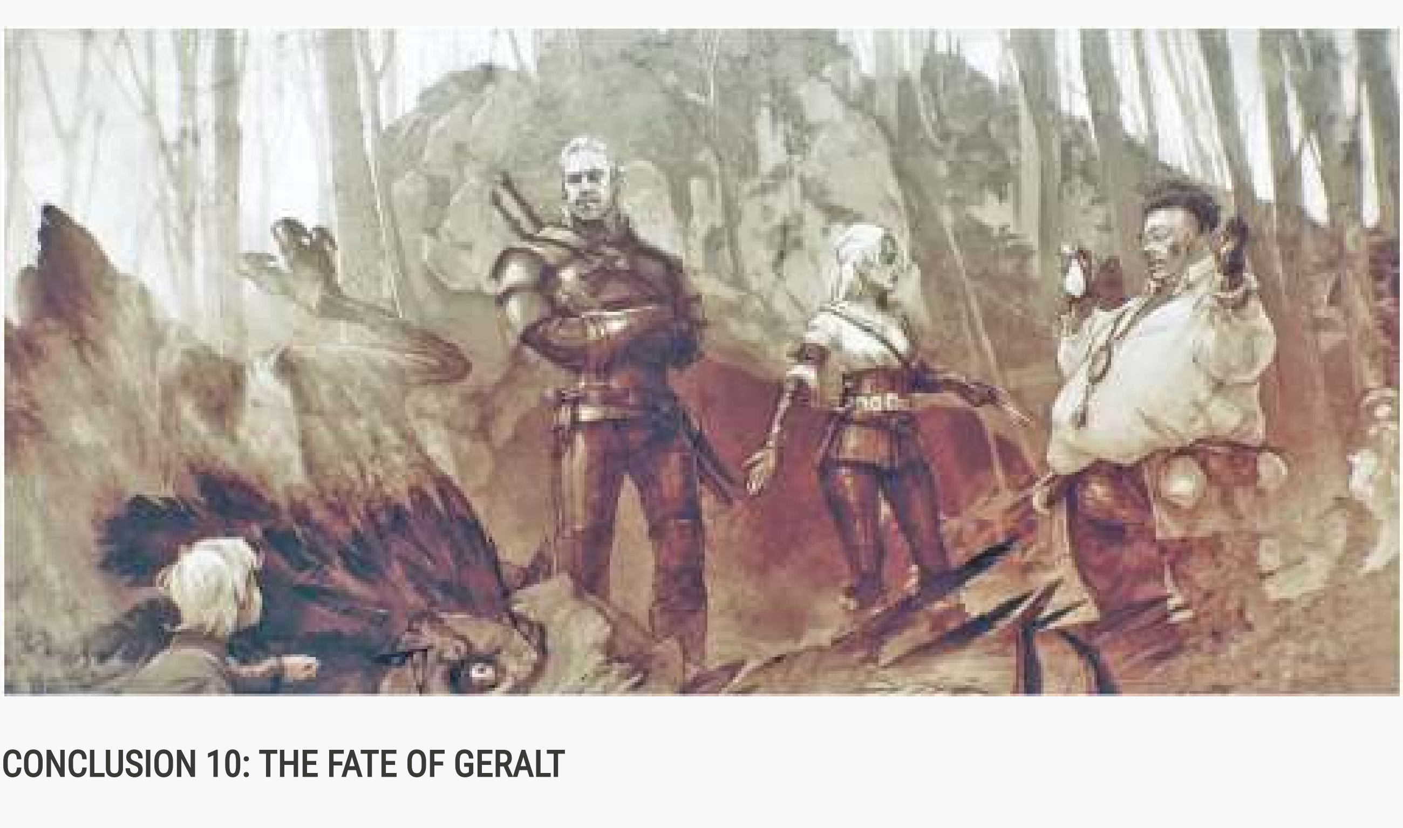
Ciri is Dead?: Since the memorable events on Undvik, Ciri is yet to be seen. Which hardly means she's never to return. This occurs if you completed Epilogue: Something Ends, Something Begins I (more negative choices than positive ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations).



Ciri is Empress: Returning to her paternal home of Nilfgaard, Ciri had the requisite qualities of an empress (political instinct and a sense of simple, human decency). Emhyr prepared to name her his successor. This occurs if you completed Epilogue: Something Ends, Something Begins II (more positive choices than negative ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations, and you visited Emhyr during Main Quest: Blood on the Battlefield). Radovid must also be dead (you completed Secondary Quest: Reason of State), and you must side with Roche and Thaler.



Ciri is Alive: Choosing to live as a Witcher, on the Path, Geralt taught her all he knew, before they each set off on their own. Rumors spread from the Yaruga to the mountains of Kovir of this ashen-haired adventuress. This occurs if you completed Epilogue: Something Ends, Something Begins III (more positive choices than negative ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations, and you did not visit Emhyr during Main Quest: Blood on the Battlefield).



CONCLUSION 10: THE FATE OF GERALT

With Triss: It is hard to believe, but Geralt finally planted roots in far away Kovir. The smell of freshly-baked cakes, an occasional job to undertake, and a fortune to spend as Triss was mage advisor to Kovir's king. The occurs if you completed

Escaping The Phakbarthojl

Gaunter O'Dimm, Master Mirror

You wake aboard a ship named Albatross (or in the Ofier tongue, "Phakbarthojl") with a crew of strange guards with stranger language, en route to Ofier. A fellow prisoner fills you in on the details; answer him how you wish. When the guards bring you food, and you ask the prisoner how to say "take me to your captain." Try to listen to him, as you're then presented with three choices:

- Choose the third option, "…alle'khe uhl eghullath!"

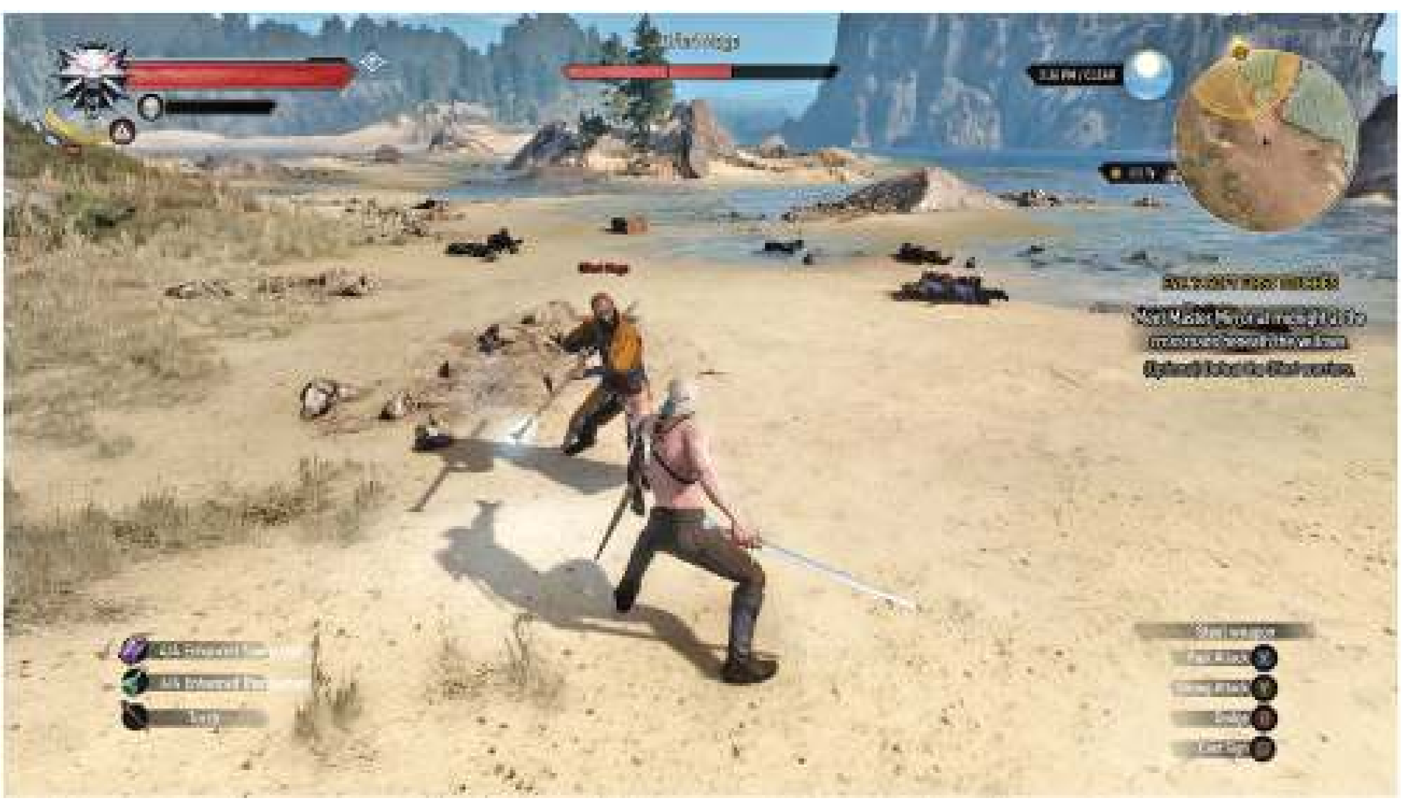
The guards are more impressed with your learned tongue, but otherwise the conclusion is the same; you're left here and your request ignored. Moments later, a figure strides out of the shadows and up to your cell, a man you might recognize if you met him in White Orchard during your initial search for Yennefer. Gaunter O'Dimm strikes a deal with you. You're extracted from this situation, after Master Mirror gives you something to remember him by.

Evil's First Soft Touches

Blood On The Sands

OBJECTIVES

- (Optional) Defeat the Ofieri warriors.



A mighty storm cracks open the Ofieri vessel, and it runs aground on the beaches northwest of Novigrad. After extricating yourself from a rather ignominious position, you are free to face a group of six Ofieri warriors lead by an impressively skilled Mage. You can:

- Run away, ideally in a southeasterly direction. Or,
- Battle them:

DEFEATING THE OFIERI MAGE: THE MAGE'S ATTACKS

Sand Cage: A number of small clouds of sand appear around you, before quickly closing in to damage and knock you down. Simply roll or dodge out of this maelstrom (the Mage's most damaging attack), and close the distance; the Mage doesn't tend to attempt this when he's facing you in melee combat. If you're fighting warriors too, back away from the Mage completely and coax the warriors into fighting first.

Sand Tornado (Long Range): A fast-moving whirl of sand whips toward you in a straight line. This gust causes damage and lifts you off the ground then throws you down just as violently. The tornado is signaled by the Mage whirling his staff around him, and he remains within (becomes part of) the tornado itself. As the tornado is relatively slow-moving, multiple dodge or rolls can quickly avoid this. It can be interrupted by casting Aard on the tornado as it comes into range.

(Close Range) Force Push: A quick wind gust attack that knocks you back, this is his way of exiting close combat after you strike him repeatedly. So don't be greedy when tackling him; roll in with a couple of strikes and then back up so you aren't struck by this and staggered.

Sand Coil Attack: The Mage points his staff in your direction and starts to spin it in a circle; sand shoots out of the staff (like a sideways tornado), causing damage and temporarily stunning you. Dodge to the side!

Staff Attack: At close combat range, the Mage uses his magic staff as a physical weapon (striking multiple times); simply parry and counter or dodge the attack as you would any other.

A Vanishing Act (Defensive): Expect him to disengage or avoid combat by simply vanishing, only to appear a few moments later with a whipping sand gust around him that damages those nearby. He can also dispel Yrden, reflect most bombs and bolts back at you, and tends not to burn or freeze for nearly as long as a normal human. Simply re-acquire the target once he vanishes (by locking onto the foe again) and roll out of his way until his attack concludes.

A Vanishing Act (Offensive): The Mage may teleport in close to you, while simultaneously causing a large sand blast that damages and staggers you.

Weaknesses: Sword Damage. The Mage is very susceptible to sword strikes. If you manage to get in close (after stunning the Mage), it is possible to hit him three times before he counters. This is the foundation of your attack plan.

DEFEATING THE OFIERI FOES: THE BEST BATTLE TACTICS

Begin by equipping the armor you're carrying, as it's not wise to fight the Ofieri bare-chested (despite what many a Skelliger might tell you).

Back up away from the Mage and save him for last. Then battle the warriors in the same way you would tackle a group of bandits or other human soldiers. All the usual tactics apply here.

Be advised that as long as more than one soldier is alive, the Mage only uses his teleports to stay away from you and any soldiers in the vicinity. When one soldier is left, the Mage begins using some ranged attacks. When only the Mage remains, expect him to utilize all his attacks. Expect him to teleport when you get too close. He also always counters if struck three times, using a force blast that knocks you down. So don't get greedy while hitting him. Instead, try a well-timed roll to get behind the Mage without being hit by the counter.

The Ofieri Mage is extremely dangerous at long range, and attacks from this distance that you might attempt are almost always dodged or reflected back at you. So close the distance as quickly as possible, using dodging and rolls to avoid any magical attacks along the way.

Once you're within sword-clipping distance, use Aard to stagger the Mage, and quickly follow up with two or three fast strikes. Then roll or dodge away, avoiding any sand he whips up.

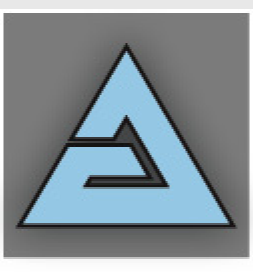
Continue with this "attrition" based tactic. Stagger him with Aard (or Igni, which is another option) and roll in to inflict two or three nasty sword strikes without being too greedy, before retreating back again, until the Mage yields.

Other Advice: After re-equipping your missing armor pieces, focus on the soldiers first. Dodge any area-of-effect attacks from the Mage, and once he's the only enemy left, quickly use Axii to stun him for long enough to reach him, and inflict sword damage. Igni and Aard can also keep the Mage occupied, allowing you to reach him.

Looting the Mage: This foe always drops a "Letter from an Ofieri Merchant" (read it at your leisure), as well as a (random) runestone, and (random) valuable trinket (such as a necklace).

OFIERI MAGE VULNERABILITIES

Hanged Man's Venom



Aard

End: Heads Will Roll

OBJECTIVES

- Go see Olgierd.
- (Optional) Defeat Olgierd.

Return to the Garin Estate, which is burning merrily (it seems the Wild Ones' merry-making got a little out of hand). Two Wild Ones bring out a prisoner, attempting an impromptu execution. You can:

- Answer the snotty executioners with "careful now," followed by "let him go or face my wrath," and face Olgierd himself in a spot of ferocious combat.
- Answer with neutral responses that aren't helpful to the prisoner's predicament, and watch the execution as Olgierd greets you.

DEFEATING OLGIERD: VON EVEREC'S ATTACKS

Advanced Swordplay: Olgierd is most adept at flurries of swordplay. He has incredible speed and power. Not only does he use quick combo attacks, but he can take on a shadow form and quickly dash toward you, launching powerful special attacks. Dashes and combo attacks end with special attacks that knock you down and inflict serious damage.

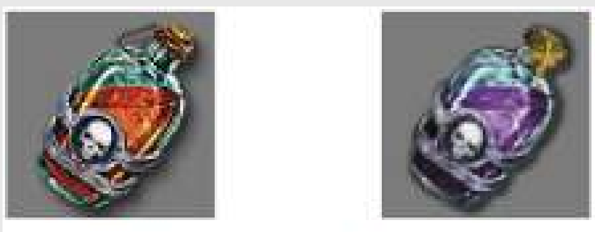
Using his Noggin: If you try to cast Signs on him, Olgierd dashes away. He's also immune to mind-control spells (so no Axii for you!).

Black Sand Counter Attack: When struck with swords or after you hit him thrice while he is stunned, Olgierd tosses a handful of black sand at you. If you are struck by this, it stuns and distorts your view. Plan your attack carefully to get out of this attacks range before it happens.

Zig-Zag Charge: A series of dashes with Olgierd's sword glowing red, and his form in shadow, usually ends in you being struck and knocked back or over. Dodge or roll to avoid this. With skill, try parrying the end of the technique and fight back with sword strikes.

Straight-Line Charge: An almost-instant dash forward and a mighty swipe, this looks like an impressively devastating technique. If you time a parry, you can counter and fight back, usually using this plan to win the fight.

OLGIERD'S VULNERABILITIES



Troll or Leshen Decoction

Hanged Man's Venom

Quen

DEFEATING OLGIERD: THE BEST BATTLE TACTICS

Initial Aggressiveness: Expect Olgierd to immediately launch a relentless series of attacks. The type depends on your location. If you're very close, he uses sword combo strikes ending with a very powerful attack. If you're further away, expect various dashing attacks so he can get in close and whittle you down.

Seeing Red: Olgierd's special attacks stand out thanks to the red energy surrounding them (and his sabre), as well as a brief period of slow motion right before the attack. Let's hope you can react in time!

Counter This! Are you a master of countering? Then you can complete this fight without ever being hit!

Oil and Quen: As you might not be expecting this fight, it's worth meditating first, and coating your weapon in Hanged Man's Venom. Next, cast Quen so you're protected from Olgierd's impressively-damaging sword swings. Certain decoctions (the Leshen, for example) that reflect damage are also helpful.

Patience and Dodging: The dashing and swordplay Olgierd employs is as impressive as it is dangerous, so fancy footwork is always a good option. Dodge (or roll) around him and make a trio of sword swings just after he finishes a technique (ideally followed by a dodge to the side). Yrden is also an option after his strikes, to slow him down.

Far Away Furiousness: If other techniques aren't working, feel free to back away from Olgierd, until he's prompted to try a straight-line charge you with his red sword a-glowing; the weakness after the charge is key to winning this fight.

Goading and Parrying: Waltzing in and slashing isn't wise. Though you can parry during his sword flurries (when he's in shadow), you're usually not able to parry them all. Wait until Olgierd makes his charge attack, and then parry it. Follow up with some damaging strikes. Repeat this process to wear him down and eventually he loses his head.

Other Tactics: When the fight starts, roll away from Olgierd, forcing him to be on the offensive, and thus leaving him open to your counter attacks. If you keep your distance, he always tries dashing. These maneuvers have a large window of opportunity for countering, right before Olgierd tries his special attack (easily seen by the red glow). Tap the parry button when his sabre glows red and time slows to counter; the energy from the blade is reflected back on Olgierd, stunning him. Then follow up with three sword attacks before Olgierd counters. As he starts to counter, roll backward and right so you're not hit. Then repeat this plan.

After the battle, or after watching the condemned man be executed, Olgierd speaks to you about the reasoning for the mob justice, and also of three unusual wishes he wants fulfilled. It falls to you to complete the first two of them:

- He wants his departed brother, Vlodimir von Everec, to be shown the time of his life. Which is a little tricky, as Vlodimir is currently dead. This starts Hearts of Stone Main Quest: Dead Man's Party.
- He wants the house of Maximillian Borsodi. Quite how one moves a house is currently a mystery. This starts Hearts of Stone Main Quest: Open Sesame!

You leave the Garin estate with the crowns Olgierd promised (though there's no chance to scavenge any valuables from the burning building). Before leaving, Gaunter O'Dimm appears again, providing some small hints (and some conversation choices to gain more knowledge) of your forthcoming tasks, as well as some blood to help with the summoning of Vlodimir's spirit.

Items: Crowns (450), Von Everec Blood

Dead Man's Party

Hide And Ghost Seek

DANGER ALERT SPOILER ALERT

HoS DEAD MAN'S PARTY

RELATED QUESTS: Hearts of Stone Main Quest: Evil's Soft First Touches; Hearts of Stone Main Quest: Scenes from a Marriage; Hearts of Stone Secondary Quest: A Midnight Clear

LOCATIONS: Garin Estate, Oxenfurt, Shani's Clinic (Oxenfurt), Von Everec Estate, Brunwich, The Alchemy Inn (Oxenfurt)

CHARACTERS: Shani, Alexy von Everec, Ernest von Everec, Eulalia von Everec, Honoratina von Everec, Kestatis von Everec, Vlodimir von Everec, Aldona, Johnnus, Gaunter O'Dimm (Master Mirror), Olgierd von Everec

ENEMIES: Wraiths, von Everec's ancestors, boars

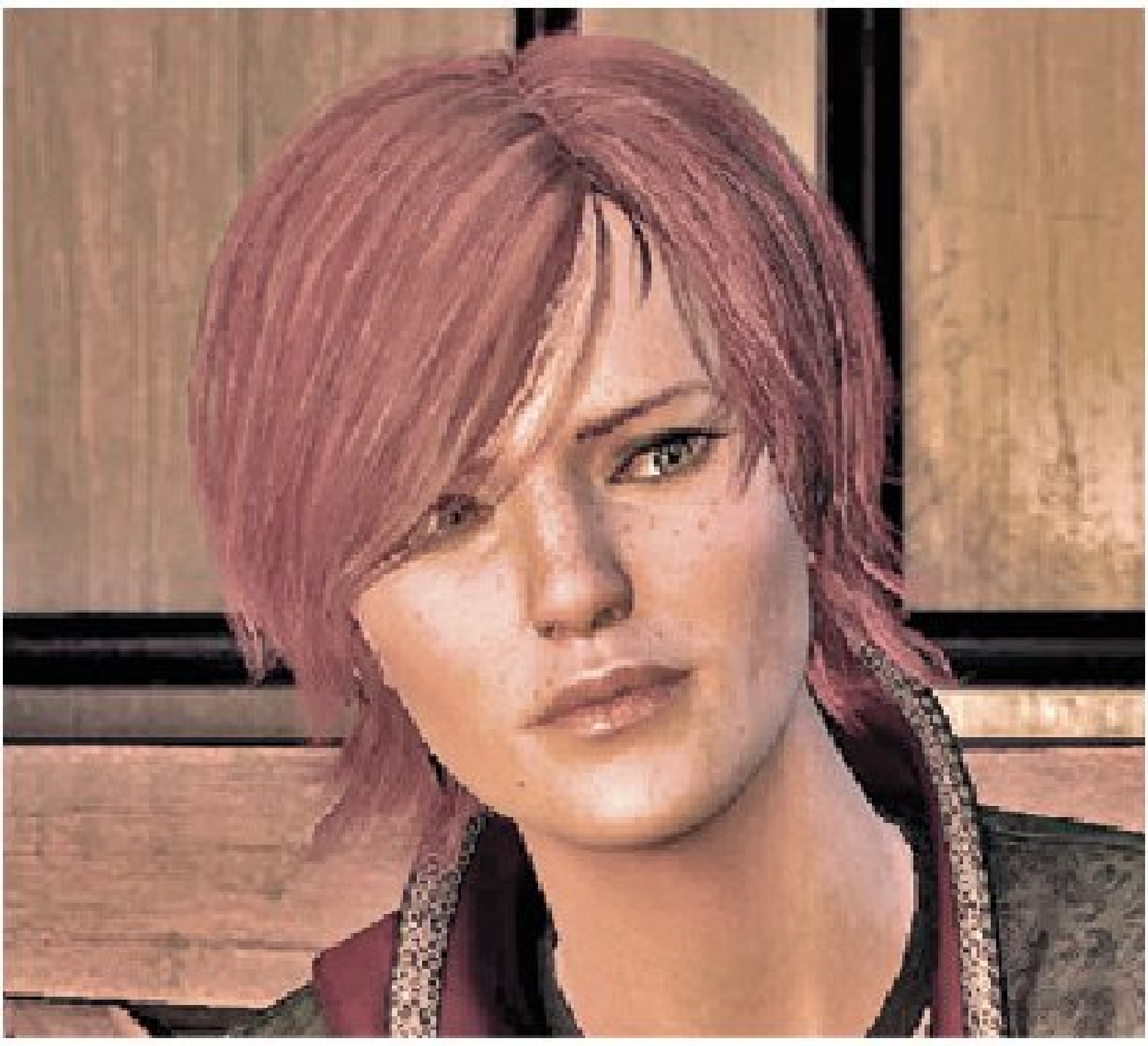
OBJECTIVES

- Talk to Shani about the von Everec family crypt.
- Meet Shani in front of the von Everec family crypt.

QUEST COMMENCEMENT

This quest is accessible immediately once you have completed Hearts of Stone Main Quest: Evil's Soft First Touches.

Your erstwhile companion Shani may have the knowledge to summon Olgierd's brother from the afterlife. She is practicing medicine within the walls of Oxenfurt, in her clinic just south of the Oxenfurt Harbor signpost. Head there, weave through the wheezing and coughing peasants, and up the interior stairs, where a group of Redanian soldiers is speaking to her in regards to the antidote she is concocting from the remains of the "toad."



Shani

Engage in some patter with the guard captain regarding scholars, and your opinion of Shani. Answer them how you wish. After the soldiers leave, ask Shani where she's been, before requesting her help. You explain your predicament. Shani offers to fetch a censer, and after you mention whose ghost it is you're trying to summon, she offers advice on finding the von Everec family crypt.

The crypt itself is a reasonably short gallop north and a little eastward of Oxenfurt, deep into the territory of Gustfields. You are wise to concoct potions and meditate before you reach the gloomy von Everec Estate. However, Shani is here gathering wild flowers to brighten up your day. She is fashioning a garland for a wedding. Would you mind accompanying her? Answer how you wish, before she hands you the censer.

Items: Censer

SUBTLE FLIRTATIONS WITH SHANI

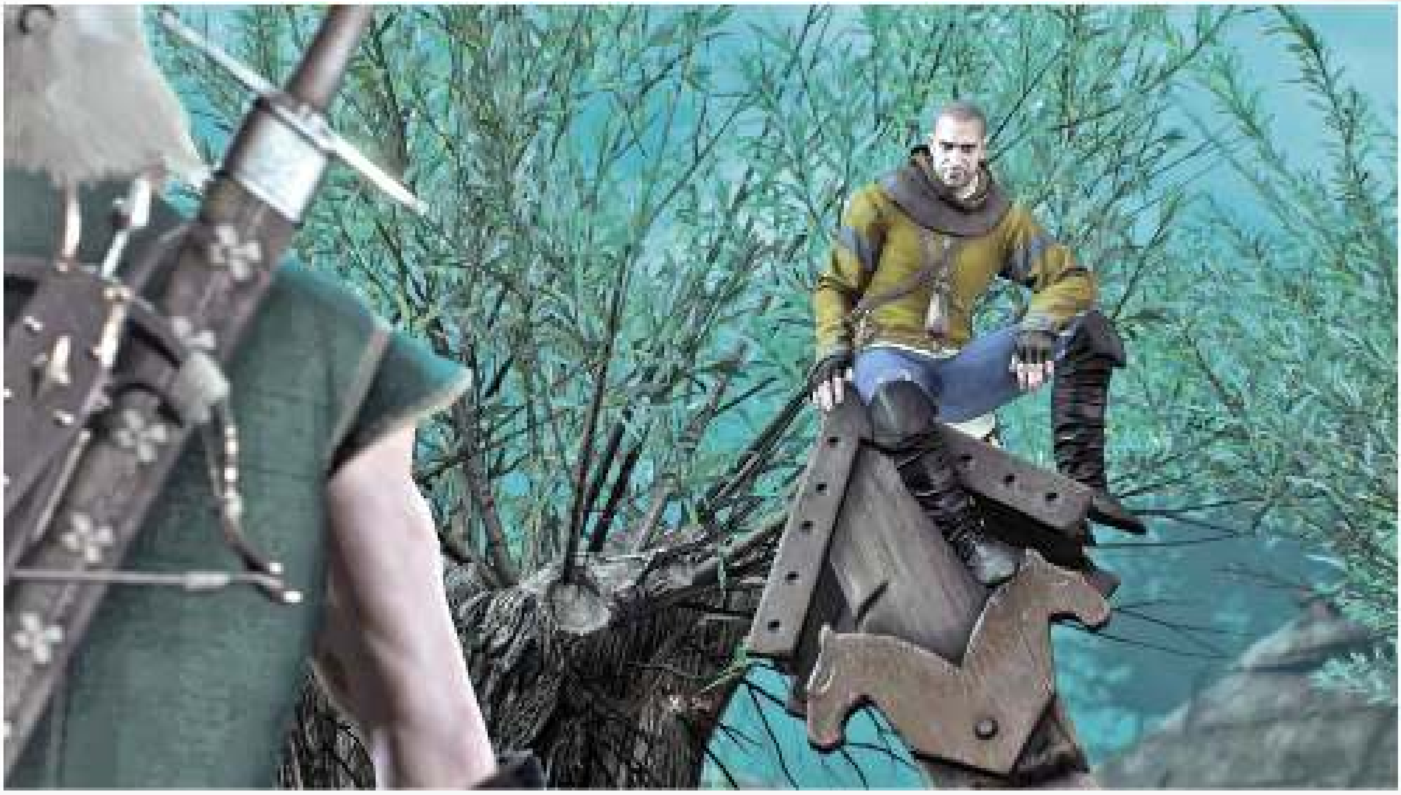
While you're speaking to Shani, think carefully about the questions and answers you give; this blossoming relationship requires subtle pleasantries over sarcasm and abruptness. Though the answers don't matter right now, becoming more than friends with Shani requires attentive answers and subtle flirtation.

Evil's First Soft Touches

The Vassal Of Master Mirror

OBJECTIVES

- Meet Master Mirror at midnight at the crossroads beneath the willows.



Once the Ofieri foes are vanquished, loot any chests or corpses you wish, and make your way eastward, past a beach cottage brimming with Drowners, to the village of Yantra in Gustfields. At the crossroads, just west of the village, look for the cluster of children singing nursery rhymes, near the sunflower fields. Wait or meditate until midnight, and speak to Master Mirror. Answer him how you wish.

The conversation can best be described as "strained." It seems you have little choice but to agree to Gaunter O'Dimm's orders, which involve collecting on a pact Gaunter made with that rapscallion, Olgierd von Everec.

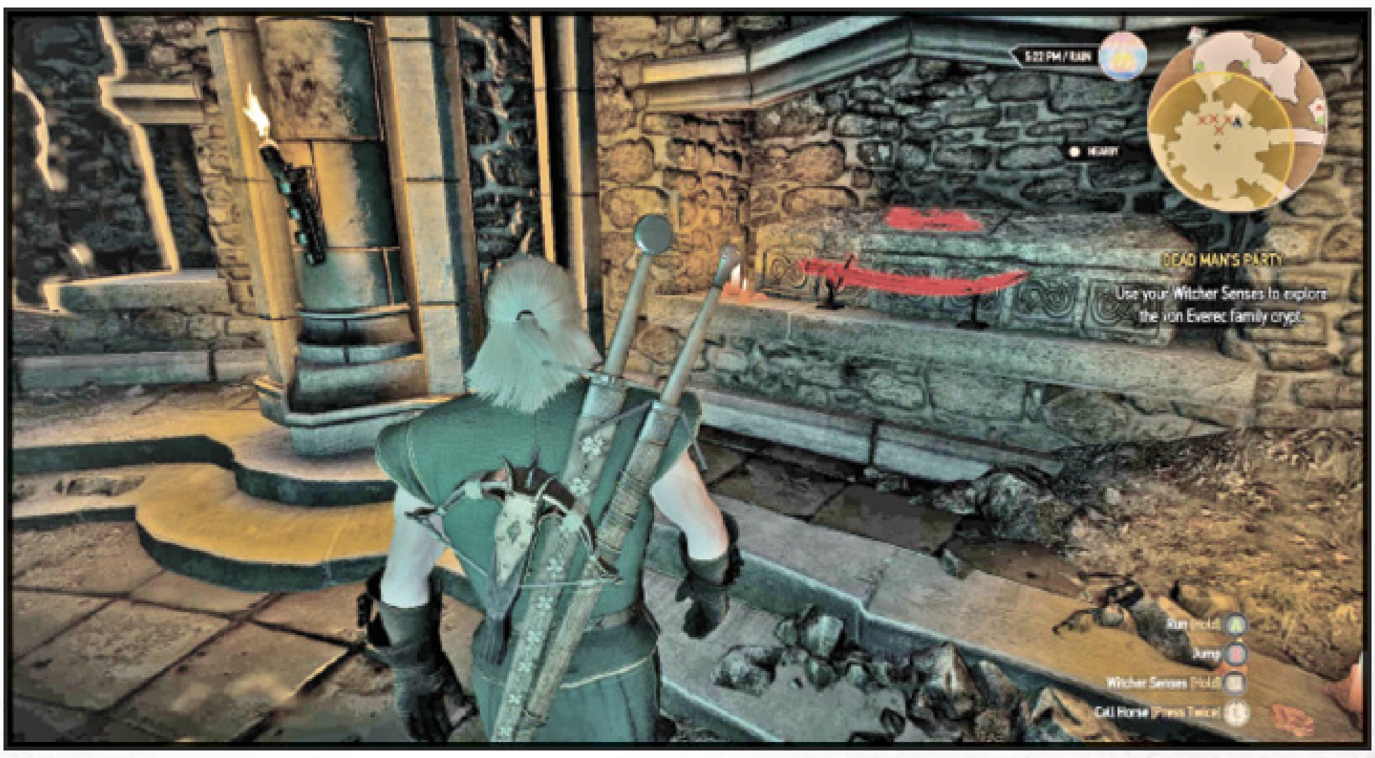
Dead Man's Party

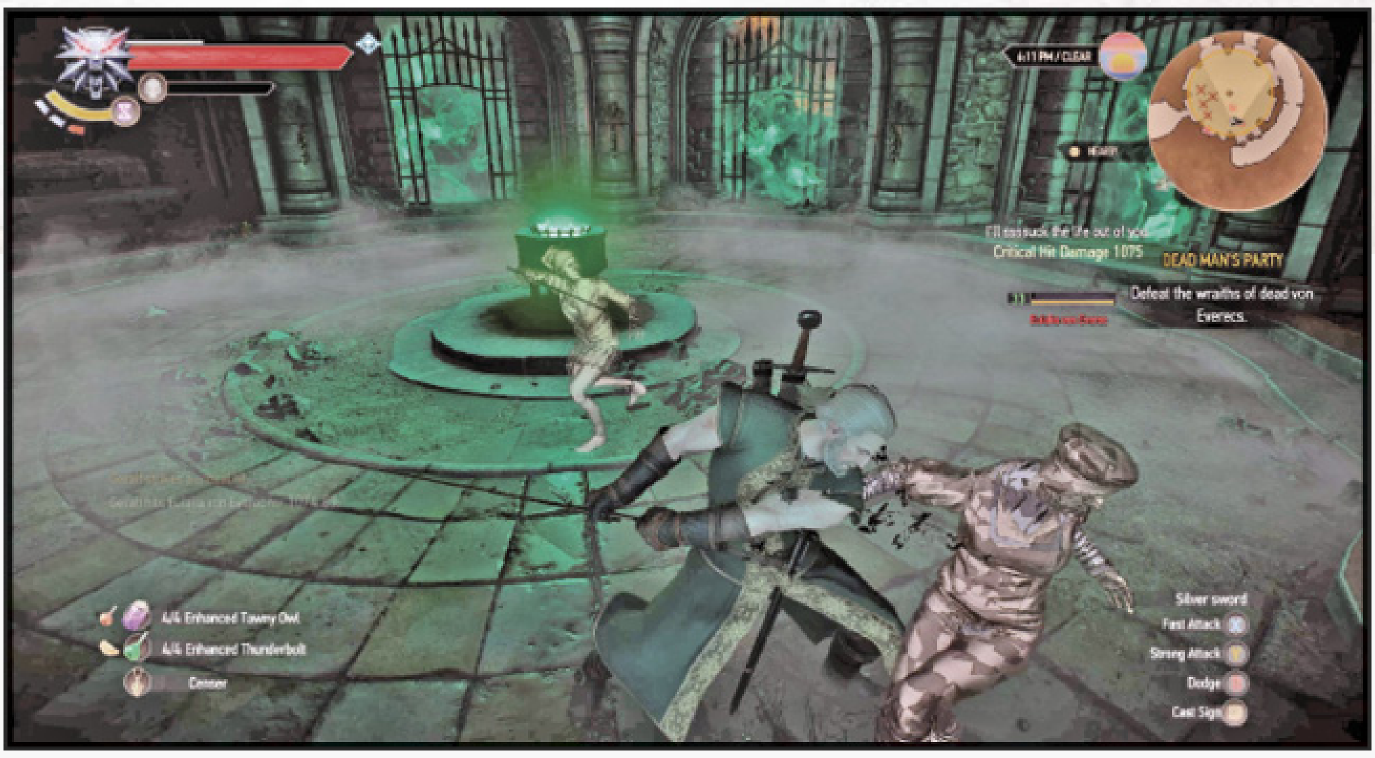
A Sartorial Reanimation

OBJECTIVES

- Defeat the wraiths as they appear.
- Use your Witcher Senses to explore the von Everec family crypt.
- Spread incense in every room in the crypt.

Shani decides to remain at the entrance to the creepy-looking crypt. Prepare your finest wraith-slaying equipment and enter the vault. Sure enough, a group of around six wraiths (attacking three at a time) have prepared an unwelcoming committee for you. Remove these threats as you would normally (consult the Bestiary of this guide for takedown tactics). Lure wraiths into side passages or escape back up to the surface if you're overwhelmed.


5:22 PM / RAIN
DEAD MAN'S PARTY
Use your Witcher Senses to explore the von Everec family crypt.
Run (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)


6:11 PM / CLEAR
I'll suck the life out of you
Critical Hit Damage 1075
DEAD MAN'S PARTY
Defeat the wraiths of dead von Everecs.
4/4 Enhanced Tawny Owl
4/4 Enhanced Thunderbolt
Censer
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

After the fracas, examine the votive fire in the middle of the chamber. Then check an alcove in the surrounding wall which holds an old scimitar and has a stone coffin inscribed with the name Vlodimir von Everec. Equip the censer, and visit every chamber within the crypt, uttering the summoning ritual as you go. As the torches snuff out, the chambers start to fill with incense. Return and light the votive fire.

Vlodimir von Everec (Ghost)

Vlodimir von Everec (Possessed Geralt)

Your activities meet with some success, though you raise every Von Everec family member except for Vlodimir. It seems they aren't happy with your actions. Prepare to defeat all five of them in combat, defending their weapon attacks as you would a bandit. After the ghosts are sent to the ether, Vlodimir von Everec makes an appearance. Feel free to ask him how he died, inquire about Olgierd, and answer how you wish. The conversation winds around to talking about the wish; you are to provide Vlodimir with one last evening of cavorting and debauchery. The only problem is, Vlodimir needs a corporeal form to manifest into. After a degree of protest, a host body is chosen—yours!

OBJECTIVES

- Meet Shani by the farm where the wedding will be held.

Dead Man's Party

Walking With A Dead Man Over My Shoulder

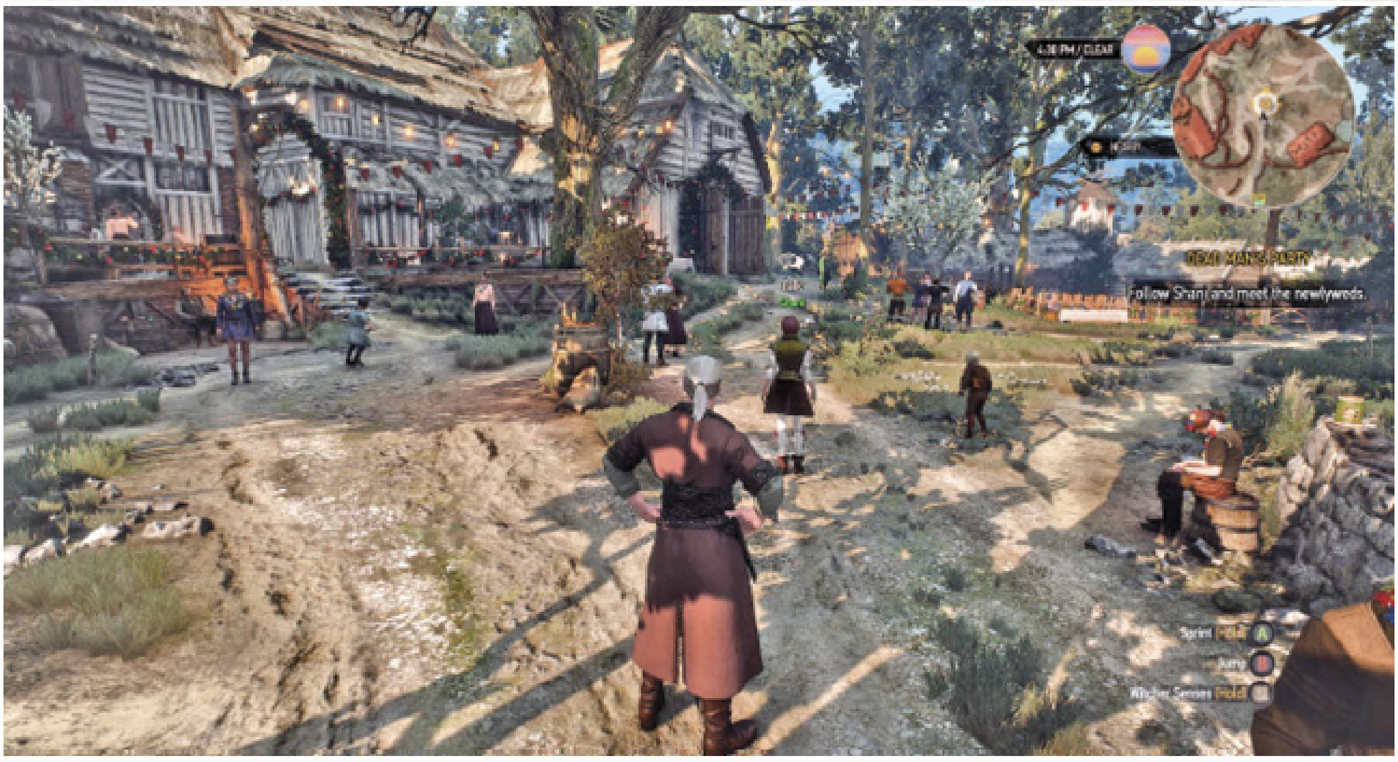
OBJECTIVES

- Follow Shani and meet the newlyweds.
- Talk to the newlyweds.

Aldona

Johnnus

After waiting with the insufferable Vlodimir until Shani arrives, you are forced to "borrow" a set of clothing from a nearby washing line, and take a razor to your stubble. After Shani is met (answer both of them as you wish, with an option to inquire about Shani's grudging acceptance of Vlodimir's incorrigible flirting), you enter the grounds of the manor farmstead, pause to look at a dog kennel (without a hound around), examine a rowan tree (one of Shani's favorites), and then must follow Shani to greet the newlyweds.



As Vlodimir is in control, Shani attempts to steer the conversation away from bawdy talk about the bride, and offensive talk about peasants. But feel free to ask the happy couple about the choice of groom, a hefty dowry, and their knowledge of Shani if you wish. Afterwards, you are free to roam the farmstead's grounds, giving Vlodimir the time of his life.

Ghost Dance

OBJECTIVES

- Talk to Master Mirror at the wedding.

LORD OF THE DANCE

This interval in festivities usually begins once you've completed two mandatory of the previously-listed activities (herding pigs and beating the planks is counted as one activity.

Gaunter O'Dimm (Master Mirror)

Guests are gathered into the main barn hall, where the Master of Mirrors announces you and Shani to the assembled guests. With Vlodimir in control, you both dance and exhibit the most fancy of footwork, before a more stately strut is undertaken. After your stealing a kiss, Shani is taken aback, and asks you to keep your hands to yourself. You have a timed response; answer as you wish. After Shani requests a talk with Geralt himself (answer as you wish), it comes time to speak with Master Mirror, but only after taking part in any remaining wedding activities you wish.

After the dance, you have the option to meet Gaunter O'Dimm (Master Mirror), who played host to this evening's festivities. He introduces himself to Shani, and then thoroughly demoralizes Vlodimir with his knowledge of von Everec's past. After Master Mirror leaves, Shani tells Vlodimir to cheer up. Continue to enjoy any further wedding activities until midnight.

Be aware that this is the last moment when you can take part in optional activities at the Wedding and achieve giving Vlodimir a hell of a night.

Dead Man's Party

Who Could Ask For More?

OBJECTIVES

- Take part in the wedding activities until midnight.

DON'T RUN AWAY; IT'S ONLY ME

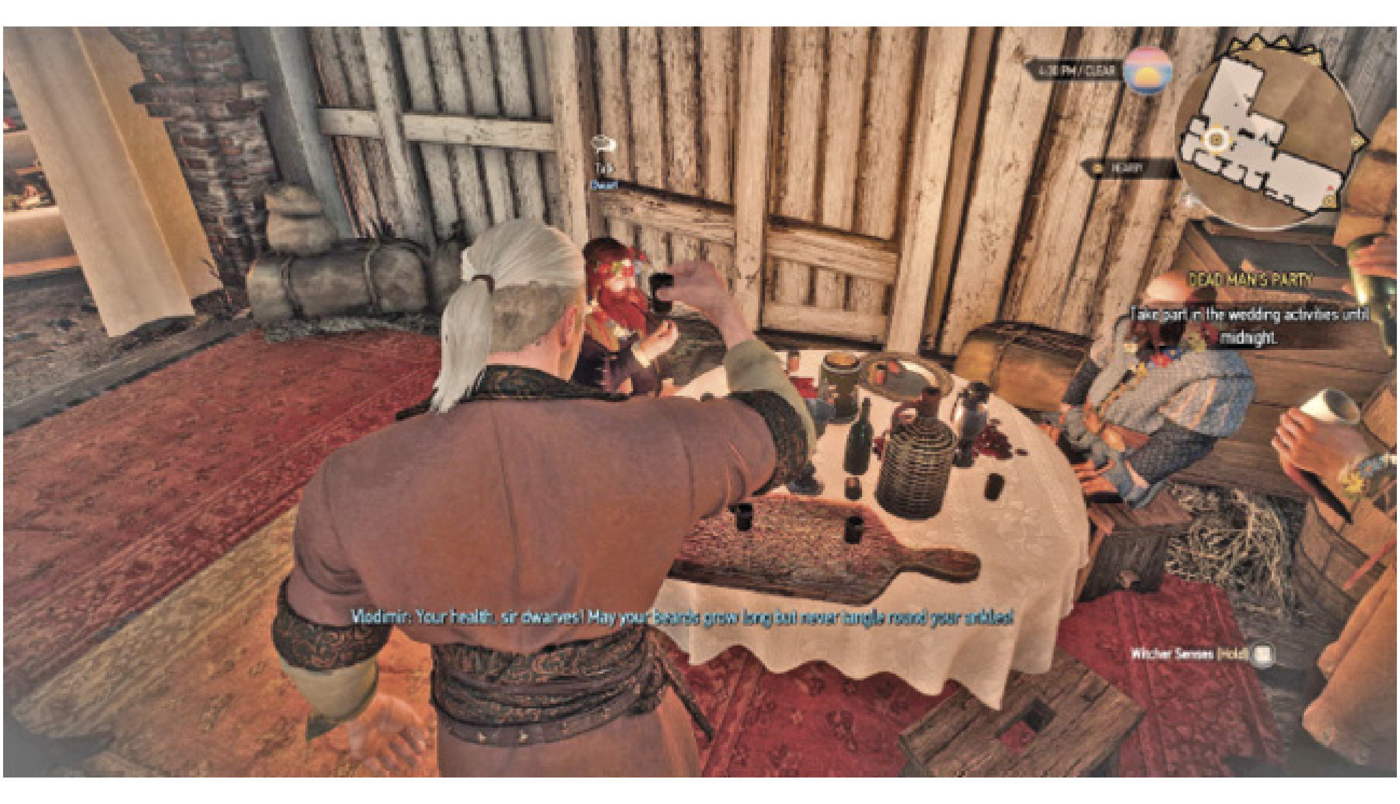
At this point, you are free to take part in the following wedding activities until midnight. Attempt each one to give Vlodimir every opportunity to enjoy himself. These can be completed in any order, and usually after the first two mandatory are concluded, the section marked "Ghost Dance" commences. After that, the rest of the activities can be completed.

OPTIONAL ACTVITY: BOTTOM'S UP!

Visit the small circular table and pick up the drink, toasting to the fair beauty here. And to Shani, naturally.

OPTIONAL ACTVITY: YOUR HEALTH, SIR DWARVES!

Locate the small circular table in the main building, pick up the drink, and toast the two diminutive bearded folk here.



Vlodimir: Your health, sir dwarves! May your beards grow long but never tangle round your ankles!

OPTIONAL ACTVITY: FUZZY AND WELL RIPE!

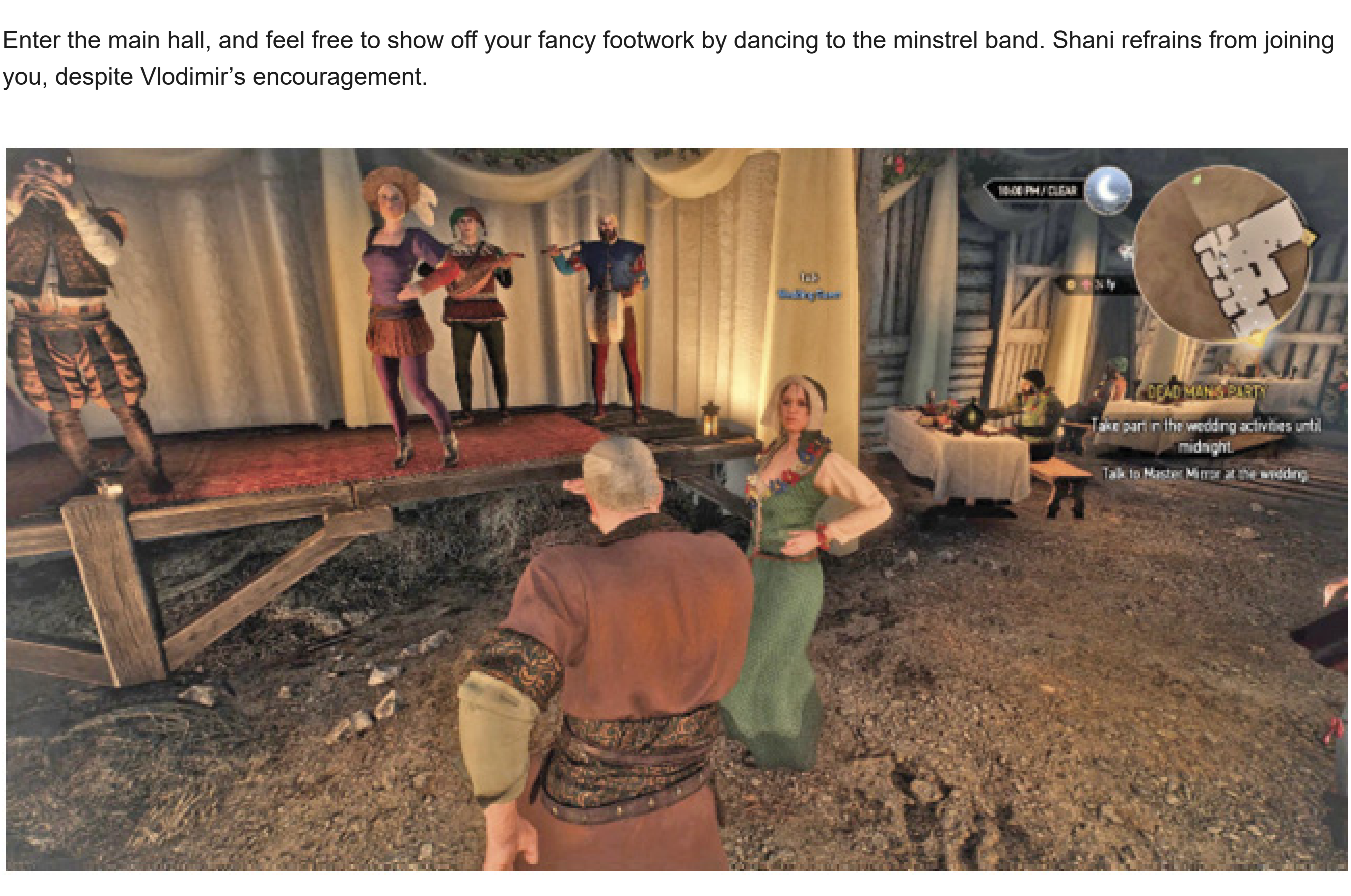
Wander the garden path near the loft ladder, and you chance upon a middle-aged woman. Vlodimir attempts his pick-up lines, causing the woman to blush and wander away. Still got it!

OPTIONAL ACTVITY: FIRE BURNS HOTTER IN AN OLD STOVE!

Locate the large oak tree, where an older lady is resting her back after pounding the churn. A short bout of banter then commences.

OPTIONAL ACTVITY: CUTTING A JIG

Enter the main hall, and feel free to show off your fancy footwork by dancing to the minstrel band. Shani refrains from joining you, despite Vlodimir's encouragement.


DEAD MAN'S PARTY
Take part in the wedding activities until midnight.
Talk to Master Mirror at the wedding.

OPTIONAL ACTVITY: HORSEPLAY IN THE HAYLOFT

Find the ladder at the edge of the garden steps, close to the side entrance of the main barn. You beckon Shani to follow. Use your Witcher Senses to locate a pair of cushions, and sit down. Vlodimir mentions he finds Shani intimidating, and she promises a little more romance. Before you leave the hayloft, search a nearby table for a unique Gwent card. Don't leave Brunwich without it!

Items: Gwent Card: Cow

MANDATORY ACTVITY: KING OF THE SWINEHERDS

OBJECTIVES

- Drive the pigs into the pen (2).

Find the pig pen, where a group of peasant partygoers are attempting to catch some slippery pigs. After inquiring about a possible prize, agree to chase some pigs. To avoid becoming an embarrassment, locate the two darker colored pigs with the painted circles on their backs. Use Axii to stun them into submission, and walk over to the pens so each one follows you.

But be warned, because those dirty tricks will be recognized by one of the peasants. If you want to win a fluffy pig mascot for Shani, chase the pigs to the pen with no Witcher tricks.

MANDATORY ACTVITY: THE MAIDEN AND THREE BROTHERS

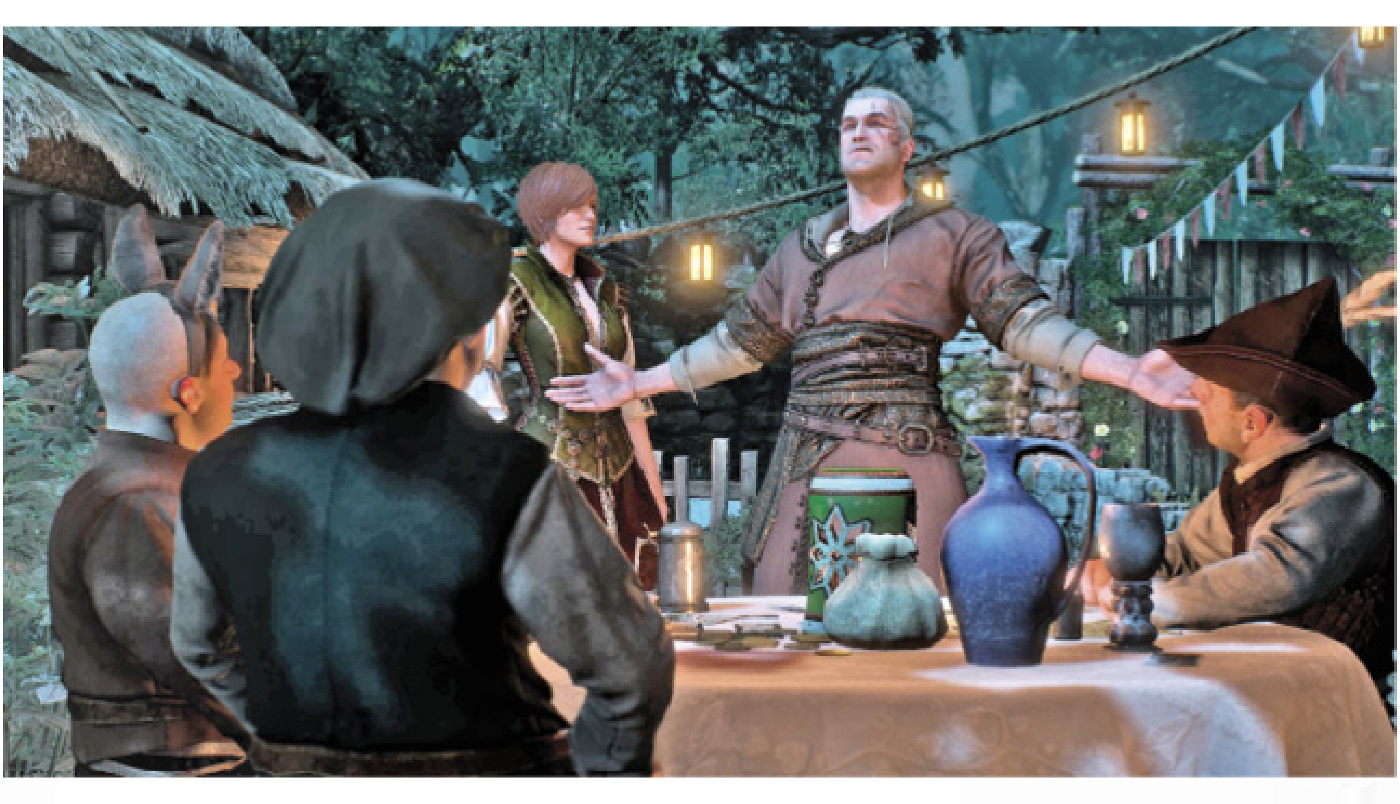
OBJECTIVES

- Defeat your opponents.

After completing King of the Swineherds by use of Axii, the method angers the peasantry, and you're not awarded the title. However, if you did it nicely, you will be given a unique wooden trophy of a pig's head to carry around on your horse and a fluffy mascot for Shani. Vlodimir is slightly dejected, while Shani indicates flirtation with a nearby maiden might brighten your spirits. Flirt with the peasant as you wish, until her three brothers appear and aren't too happy with your intentions. Answer them as you wish. The situation degenerates to a fight in the mud using wooden planks. Batter the three brothers and then have a final chat with Shani (answering her as you wish).

MANDATORY ACTVITY: A SMALL GAME OF GWENT

Outside, gathered around a table, a group of halflings are engaged in a game of Gwent. After Vlodimir insults their size, you can apologize (or not), and agree to a game. Despite Vlodimir waging Geralt's entire fortune, the halflings only take five percent of your coffers if you lose, with the added embarrassment of wearing a pair of donkey ears for the rest of the night. If you win, expect to gather some crowns.



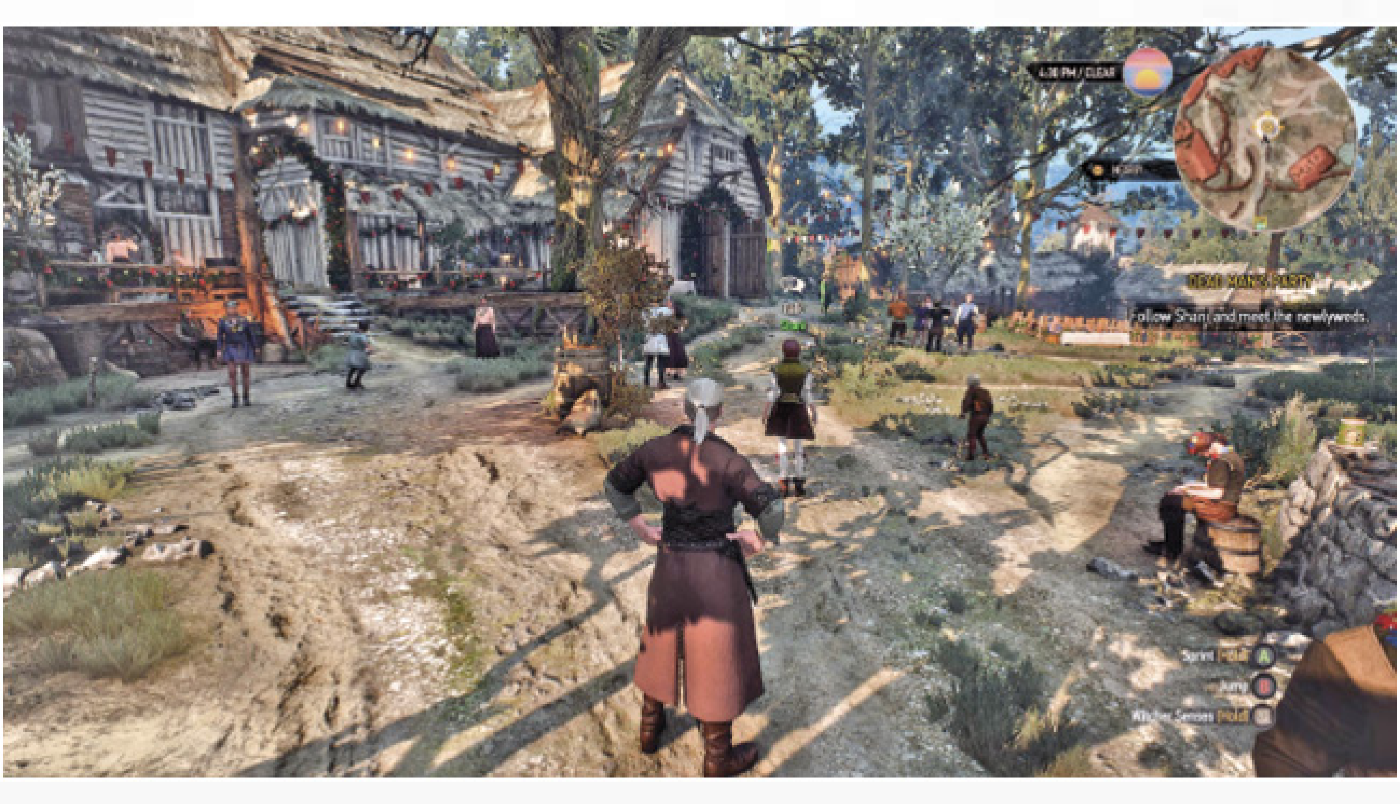
Items: Donkey Ears (loss)

MANDATORY ACTVITY: SLIP IN FOR A SLIPPER

OBJECTIVES

- Fish Shani's shoe out of the lake and give it to her.
- Defeat your opponents.

Saunter over to the small pond, where a group of peasants are playing a fishing game. After stripping to your skivvies, dive into the pond after Shani's shoe. Use your Witcher Senses to find it and two other soggy boots to prove you're particularly adept at this lark. In return, your "maid" is supposed to reward your gallantry. Perhaps later?

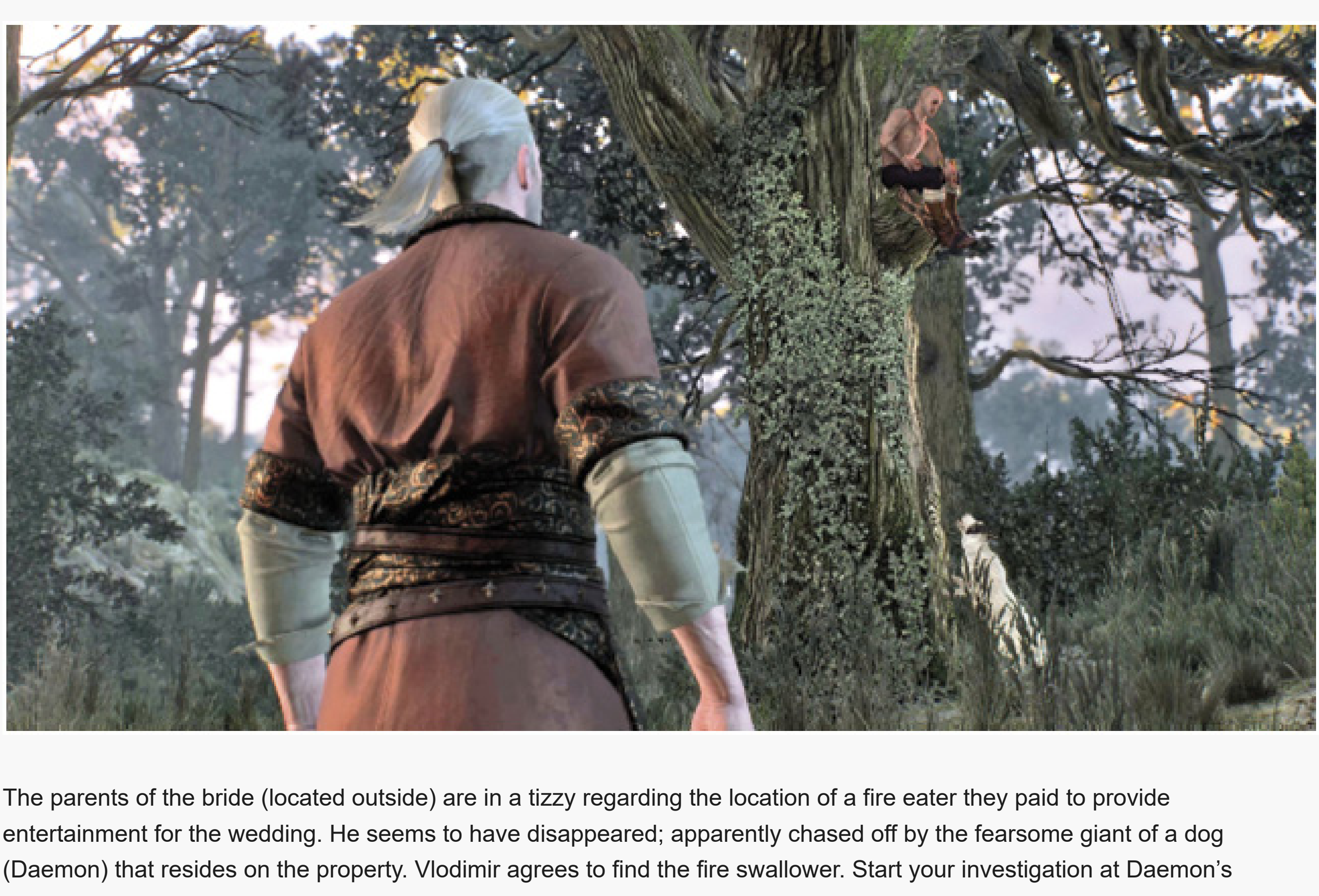


MANDATORY ACTVITY: MISSING MAN. MISSING MUTT.

OBJECTIVES

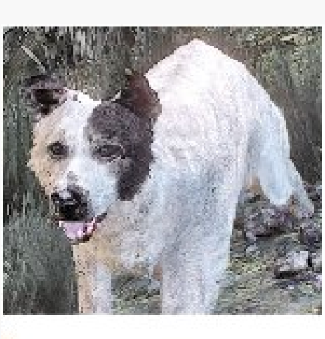
- Use your Witcher Senses to find the fire swallower.
- Escort the fire swallower back to the wedding.
- Protect the fire swallower from the "bear."
- (Optional) Inform the bride's mother about the fire swallower's fate.
- (Optional) Juggle to amuse the wedding guests.

Items: Lost Shoe (3)



The parents of the bride (located outside) are in a tizzy regarding the location of a fire eater they paid to provide entertainment for the wedding. He seems to have disappeared; apparently chased off by the fearsome giant of a dog (Daemon) that resides on the property. Vlodimir agrees to find the fire swallower. Start your investigation at Daemon's kennel:

- You find a gnawed bone and other oversized accouterments showing the dog to be an oversized beast.
- There are dog tracks, but small.



Daemon

David Artensborrow

While Shani waits at the wedding, exit the compound and follow the dog's trail north and west into the nearby woods. Continue until you spot a spark-spitter's cap on the ground.

Items: Fire swallower's cap

Continue across a stream, to a tree where the fire swallower is sitting, petrified by the beast at the base. Daemon isn't quite the behemoth you were expecting, but the scaredy cat up the tree isn't moving. You can:

- Axii: Calm the dog using this sign, after which Vlodimir has some fun giving Daemon some commands. You order the dog back home.
- Or you can rush the dog and it scampers off. But if you do, be warned that dog is never coming back home.

The fire-taster falls to the ground, and it quickly transpires the man is a stoneless coward. Optionally give him back his hat and then convince him to return to the festivities. You can:

(50 crowns) Bribe him, which annoys Vlodimir, but gets the job done.

(Axii Delusion Level 1) Inform the fire eater he isn't fleeing the area, and take the addled fellow back to perform.

Tell him to do what he wants, and he flees, leaving you no fire eater.

If you did obtain the hat, you can give it back to fire swallower. From now on he will always be wearing it.

Retrace your steps back to the wedding. Along the way as you cross the stream, you're attacked by a "bear" (according to the screaming fire swallower if you're chaperoning him, though the creature is in fact a Wild Boar). Be sure you keep the fire eater safe as one strike from the boar can kill him.

Should the fire eater survive, you have a quick chat where the fellow reveals his name, and the remaining journey to the farmstead passes without incident.

If the fire eater has wandered off, or the wild boar gores him, you must report back to the bride's parents without an entertainer.

END: ARTENSBURROW'S ANTICS

- Is your fire eater still alive and with you? Then report back to the bride's parents, and watch him perform.

END: THE DEFT JUGGLER

- Is your fire eater dead or disappeared? Then mention your prowess at juggling when speaking to the bride's parents, gather three juggling balls from the nearby table, and perform.

Dead Man’s Party

An Abrupt Departure

OBJECTIVES

- Go to the barn for the capping ceremony.

The capping ceremony to end the wedding festivities is about to begin. Head to the main hall, and optionally give a speech (despite Shani’s protests) to the bride and groom. At the conclusion, more merriment occurs and Shani catches the bride’s garland. Outside, Vlodimir is caught up in the revelry; but his tune soon changes when Master Mirror bids him a forceful farewell. Dismissing the ghost, you watch as Shani returns to be with Aldona, frustrated at your emotionless answers. Meanwhile, you receive some encouragement on matters of the heart. Answer any conversation topics as you wish.

CAPPING OFF

This usually begins once you’ve completed all of the wedding activities, or you’ve dawdled and not quite finished them all and the midnight hour arrives (whichever is first).

SECONDARY QUEST: A MIDNIGHT CLEAR

Follow Master Mirror’s encouragement, and bring something to cheer up Shani, to begin Hearts of Stone Secondary Quest: A Midnight Clear.

OBJECTIVES

- Inform Olgierd the task has been completed.

Shani's Quest: A Midnight Clear

A Sprig Or A Swig

DANGER ALERT SPOILER ALERT

HoS

SHANI'S QUEST: A MIDNIGHT CLEAR

RELATED QUESTS: Hearts of Stone Main Quest: Dead Man's Party; Hearts of Stone Main Quest: Scenes from a Marriage

LOCATIONS: Brunwich, Miller's Lake (Brunwich)

CHARACTERS: Gaunter O'Dimm, Vlodimir von Everec, Shani

OBJECTIVES

- Read Shani's Character entry in the Journal to find out what might cheer her up.
- Use your Witcher Senses to find something that will cheer Shani up.
- Give Shani the present.

QUEST COMMENCEMENT

This (purely optional) quest is available at the end of Main Quest: Dead Man's Party. It automatically occurs once Gaunter O'Dimm arrives to remove Vlodimir from the proceedings, and forcibly dismisses him.

Shani

Your flirtatious nature (ostensibly under the guise of being possessed by Vlodimir) seems to have had an effect on Shani, though she seems to be a little put off by your lack of emotions now Vlodimir is dispelled. Gaunter O'Dimm encourages you to cheer her up. This is achieved by remembering what Shani said about her favorite blossoms; from the rowan tree. Read her Character entry and this is stated. Search for one of the following (using your Witcher Senses to pinpoint each item):

- A sprig of Chamomile, growing near an oak tree.
- A sprig of rowan; Shani used to weave the berries into necklaces. This is recommended.
- A bottle of mead, on a table near to where you talked with Gaunter O'Dimm last.
- A jug of Rowanberry brandy (just inside the main building, on a table); she might enjoy the taste as well as the blossoms.

A MIDNIGHT CLEAR
Give Shani the present

Once you've chosen your gift, find Shani inside the main building. Give her the gift, and her response depends on what you picked out for her:

- The Chamomile isn't well received; she thinks of it more as a type of tea. But the romance is still possible.
- The sprig of rowan is gratefully received, as Shani is surprised you remembered; she wears the berries in her hair from this point. Romance is in the cards.
- The bottle of mead elicits a single, only slightly positive response: "Thanks." Romance is still a possibility.
- The jug of rowanberry brandy causes Shani to ponder the taste of her favorite berry. Romance can continue.

Your conversation with Shani now continues. You can answer her as you wish as you drink tonight and listen to the off-key minstrels. You both decide to go for a walk.

Shani’s Quest: A Midnight Clear

A Stroll Towards Miller’s Lake

Conversation with Shani continues. When she asks how you enjoyed the wedding, you can answer with either response. You wander past Johnnus and his father-in-law, bonding after the wedding. This brings up a conversation about Shani’s own mother. Answer her as you wish.

You walk past the three “brave” brothers you bettered with a plank of wood earlier in Main Quest: Dead Man’s Party. When Shani asks if the brothers’ sister was worth a tumble in the hay, answer as you wish.

The conversation continues at the edge of the lake. Shani is taken by the natural beauty of the place, and you steal a kiss. When she asks how it compares, answer as you wish. When she asks whether you have time to waste, you have two important choices:

- Answer “kiss sure didn’t sate me,” and the romance continues.
- Answer “Let’s go back,” and you both agree to just stay friends. Before Shani leaves, you ask her a favor, to find out more about Olgierd. She agrees, and this quest concludes.

Dead Man’s Party

A Wish Fulfilled

Once you woo Shani, or ignore her completely and leave Brunwich, you can return to Oxenfurt, enter the Alchemy Inn, and speak with Olgierd regarding the evening’s merriment. This can be done whether or not you finish Main Quest: Open Sesame. Mention his brother, and you share a drink and Vlodimir’s Note with Olgierd. You can also quiz him about the company he keeps, his saber, the Ofieri “toad” prince, or play Gwent.

- If only Main Quest: Dead Man’s Party has been completed, you must finish Main Quest: Open Sesame.
- If both Main Quests: Dead Man’s Party and Open Sesame have been completed, the wild ones free a man from a barrel. Consult the end of Open Sesame for further details; Main Quest: Scenes from a Marriage begins.

PRIMA GAMES

Open Sesame (Part 1)

Before The Auction: Stand To Attention And Shut Yer Geggy!

DANGER ALERT
SPOILER ALERT
HoS
OPEN SESAME (PART 1)

RELATED QUESTS: Hearts of Stone Main Quest: Dead Man's Party; Hearts of Stone Main Quest: Scenes from a Marriage; Hearts of Stone Secondary Quest: Avid Collector, Hearts of Stone Treasure Hunt: A Dark Legacy, Scavenger Hunt: Viper School Gear

LOCATIONS: Borsodi Auction House (Oxenfurt), Herbalist's Hut

CHARACTERS: Lance Corporal Vatslav, Vimme Vivaldi, Yaromir, Countess Mignole, Hilbert, Horst Borsodi, The Stranger

ENEMIES: Novigrad Soldiers, Wild Boar, Fallen Knights

RECOMMENDED ITEMS: At least 2,000 Crowns

OBJECTIVES

- Go to the Borsodi auction house in Oxenfurt and ask for the owner.

QUEST COMMENCEMENT

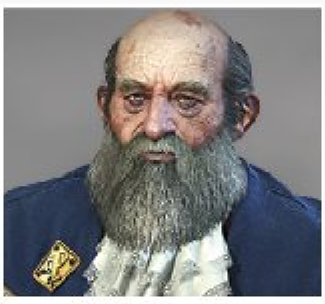
This quest is accessible immediately once you have completed Hearts of Stone Main Quest: Evil's Soft First Touches. It can be completed before or after Main Quest: Dead Man's Party.

AUCTION HOUSE ETIQUETTE: PART 1

The initial stages of this quest take place within the Borsodi Auction House, and there are some great finds to purchase or bid on! As many of these items are useful, and can't be found at any other point in your travels, be sure you're carrying at least 2,000 crowns to cover your expenses.

The next wish demanded of you is to bring Olgierd the house of Maximilian Borsodi; currently an object that's a mystery to you. Set off for the auction house in Oxenfurt, until you're stopped by two guards at the main entrance. A particularly po-faced soldier named Vatslav isn't about to let you in, no matter how you answer the conversations. That is, until Vimme Vivaldi (with the bank branch in Novigrad) saunters up, and brow-beats the guard into letting you through.

Lance Corporal Vatslav



Vimme Vivaldi

OBJECTIVES

- Go to the upper floor of the auction house.
- Wait for the auction to start.

You're here to talk to Horst Borsodi (the auction house owner), but Vimme reckons that might be a problem, as Horst is an antisocial sort. Optionally speak to the dwarf about the items up for bid, and why the Borsodis moved their auction house from Novigrad. Now optionally inspect the auction trinkets behind the glass cages, then head up the stairs. Vimme quickly points out some of his more important associates: Countess Mignole, Hilbert the Gwent player, and Yaromir the art dealer.

Shani's Quest: A Midnight Clear

Row Me To The Moon

If you promised Shani to be even more direct with your affection than Vlodimir, you both scout out an area where you can be together. The pier is taken, but Shani picks up a bottle of wine to swig as you gather a rowboat. At this point:

- If you gave Shani either the sprig of Chamomile or Rowanberries, the conversation continues.
- If you gave Shani either the mead or rowanberry brandy, you can either let her drink, or dissuade her from mixing her drinks.

You push the boat out onto the lake and the moon casts a soft light over your writhing forms. Abandoning your clothing, you both claim each other.

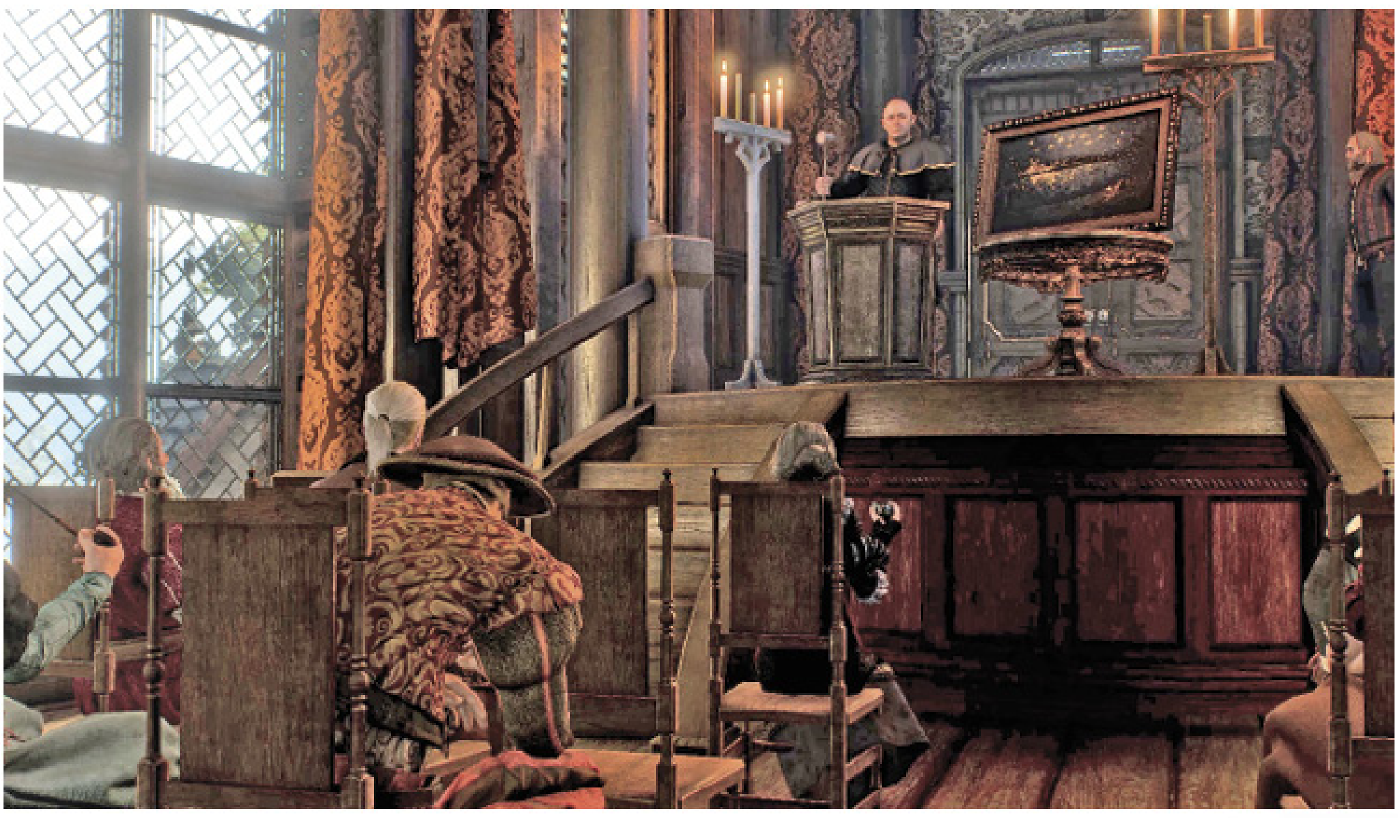
- The moonlit coupling hits a snag if Shani drunk both mead or rowanberry wine, and mixed it with a second drink of wine on the pier, as she throws up over the side of the rowboat, killing the mood ever-so-slightly.
- If the wine at the pier isn't mixed with previous alcohol at the party, there's further writhing.

The next morning, you wake at the lake shore, speaking to a (now fully-clothed) Shani as she prepares to depart for Oxenfurt. Before Shani leaves, you ask her a favor; to find out more about Olgierd. She agrees, and this quest concludes.

Once your night on the lake has ended, Main Quest: Dead Man's Party resumes.

Open Sesame (Part 1)

At The Auction: Do Your Bidding



When the auction begins, you take your seat with Vivaldi, who offers to loan you 100 crowns, at a “very favorable” rate of interest (one crown on ten when you pay him back). This is enough to purchase one, but not all three of the auction items. Then he asks if you’re prepared to bid. You can:

- Tell him of course, and wait for the auction to begin.
- Ask him to spot you “a couple hundred”; he responds with 100 crowns. Be sure to pay him back at his bank in Novigrad (at a 10 percent interest rate).

Items: 100 Crowns

- Tell him you’ll wait in the back. This skips the auction entirely, and doesn’t allow you to bid (or start the two smaller quests related to the items)! This isn’t recommended.

AUCTION #1: COUNT ROMILLY’S FIGURINE

First up is a brass figurine from the collection of the infamous Count Romilly. The rumored treasure inside can only be discovered by destroying the item itself. You can:

- Refrain from bidding.
- If you want it, you’ll need to bid 300 crowns for it (despite the item being worth only 150 crowns).

However, if this lands in your possession, you’re able to start Hearts of Stone Treasure Hunt: A Dark Legacy.

Items: Count Romilly’s Figurine

AUCTION #2: “STARRY NIGHT OVER THE PONTAR”

Second on the auction block is a charming piece by a young Novigrad artist named van Rogh. Bidding starts at only 20 crowns. You can:

- Refrain from bidding.
- Bid on it, after not previously mentioning its value to Vivaldi, and snap up the piece for its starting bid of 20 crowns. A veritable bargain!
- Bid on it, after mentioning its value to Vivaldi, who wants it for his own collection, bringing up the price you’ll pay to 60 crowns. Still, a reasonable sum!

If this painting is won, Hearts of Stone Secondary Quest: The Avid Collector continues.

Items: “Starry Night Over the Pontar”

AUCTION #3: THE PROFESSOR’S SPECTACLES

The final item is as rare as hens’ teeth—gold-framed spectacles with mountain crystal lenses polished by a gnome master! Once belonging to “the Professor,” you can:

- Refrain from bidding.
- Bid on it, getting into a bidding war with Yaromir, and eventually outbid the art collector at 350 crowns. Worthwhile? Possibly, as you can wear these, and add a rather esteemed aura to your visage; you look like a true professional!

Items: The Professor’s Spectacles

Open Sesame (Part 1)

Before The Auction: Vimme's Interesting Associates

OBJECTIVES

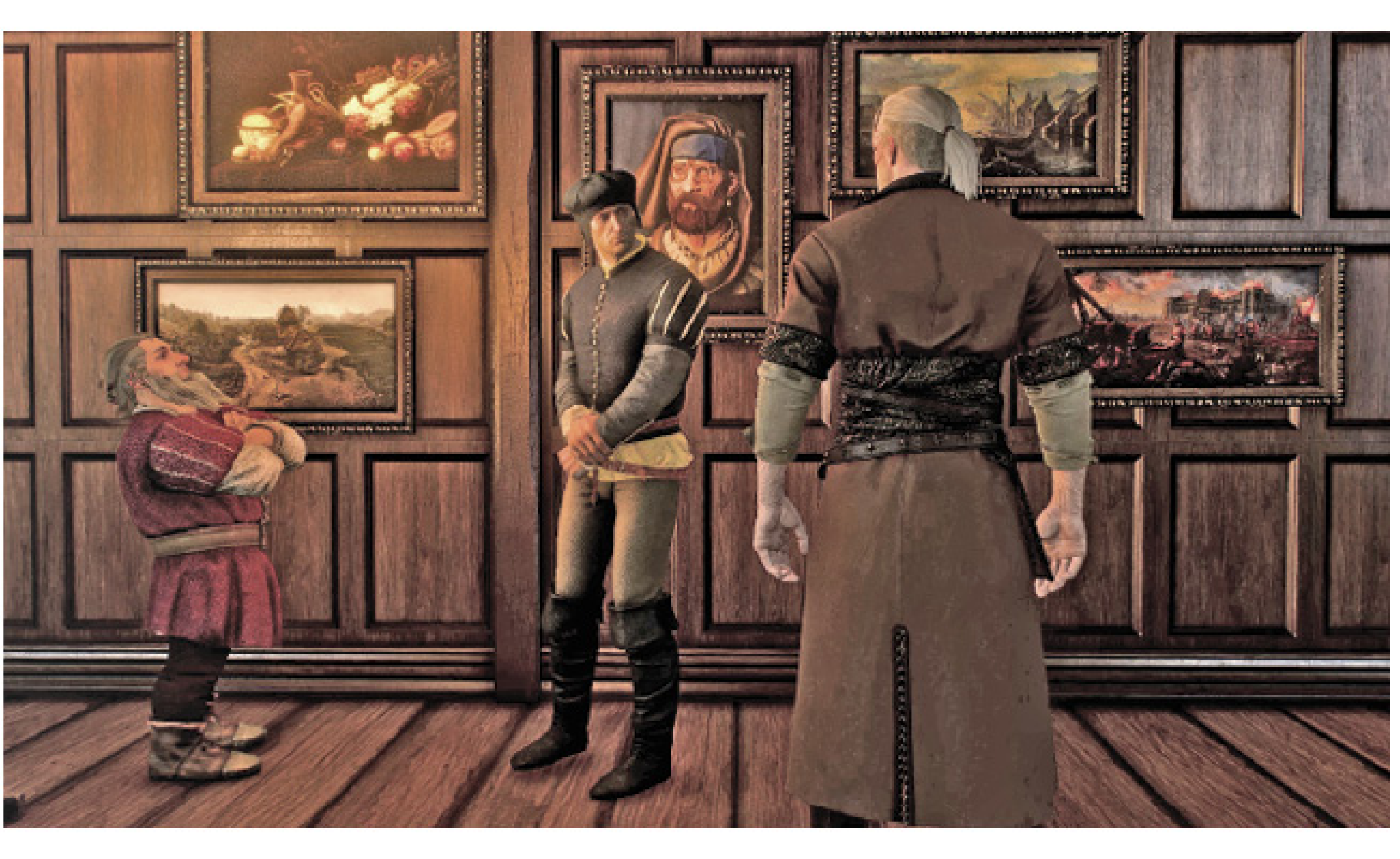
- (Optional) Meet Vivaldi's friends (3).

AUCTION HOUSE ETIQUETTE: PART 2

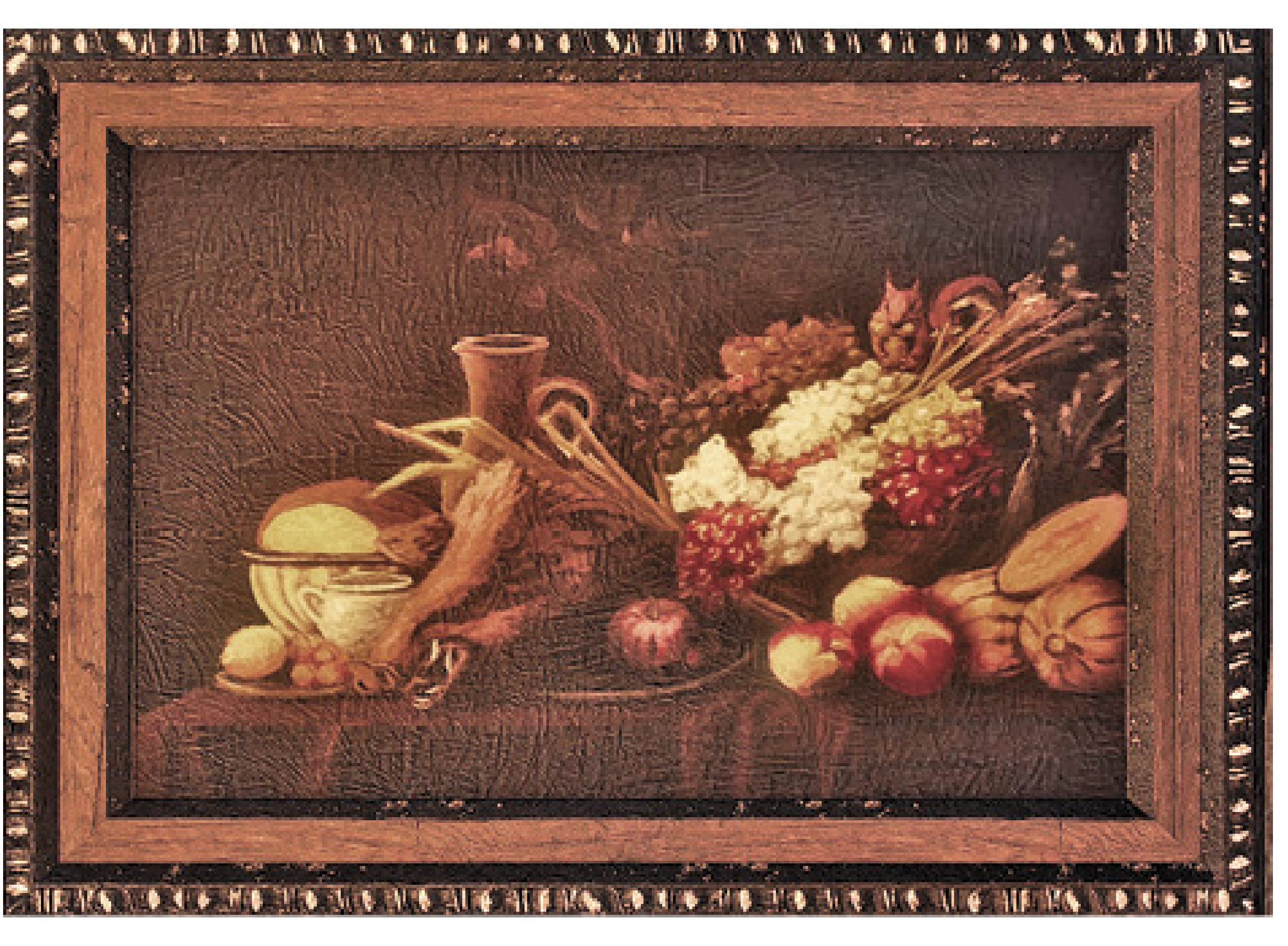
Feel free to interact with one, two, or three (or none) of Vivaldi's associates, in any order you like. You are encouraged to make acquaintances with all three to further the chances of accessing quests and otherwise-unobtainable objects.

Yaromir Ivanovitz Zaytsev

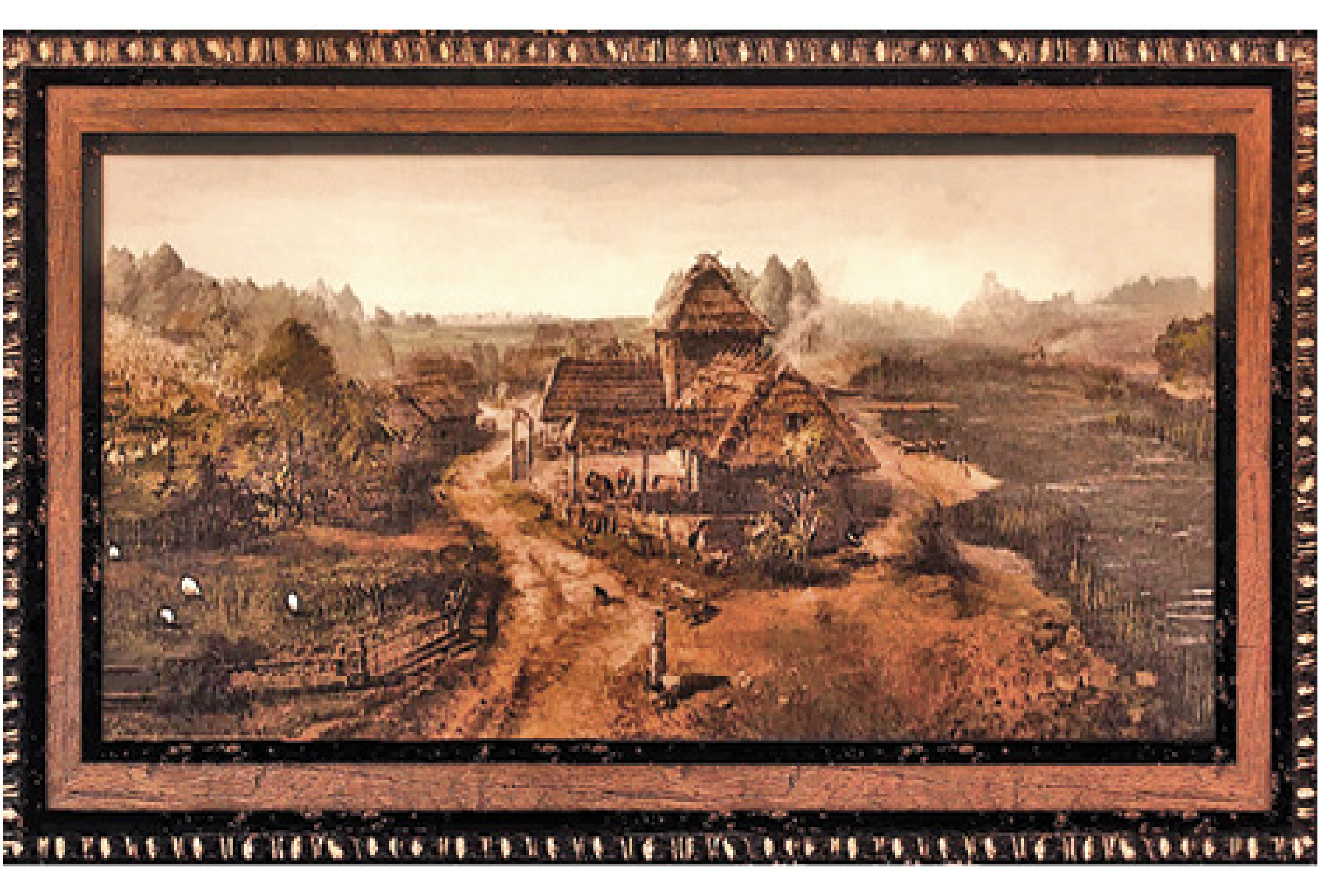
YAROMIR INTERACTION: HE'S AN AVID COLLECTOR



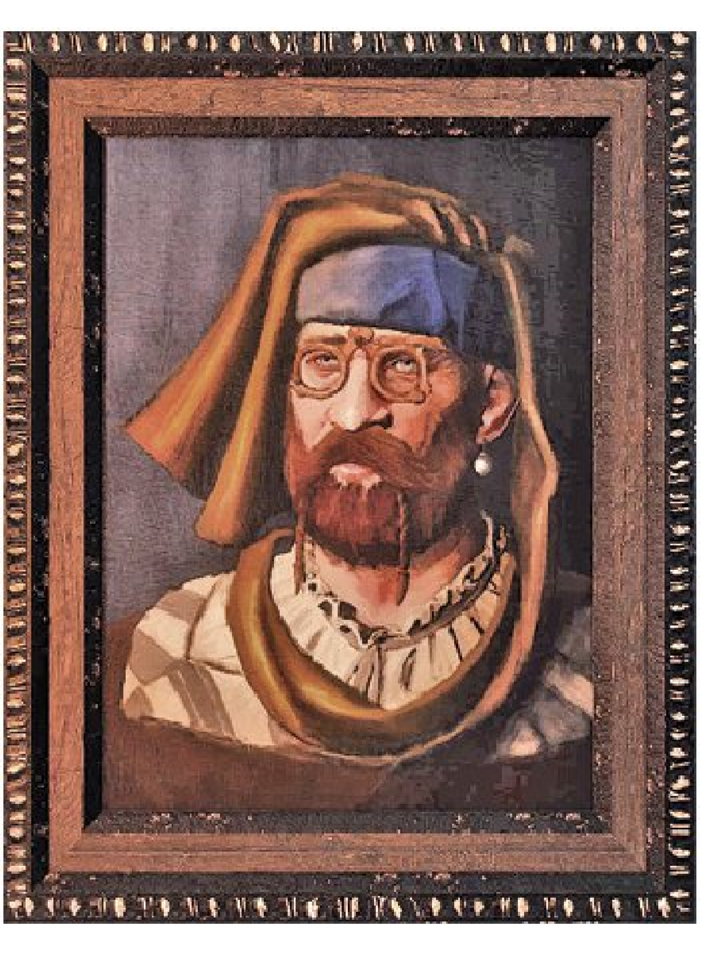
Walk over to the wall of paintings, which is being admired by the hoity-toity art dealer, Yaromir. He has disdain in his voice, and looks down his long nose at the likes of you. Before chatting to him, you may want to further your art appreciation by memorizing the following pictures:

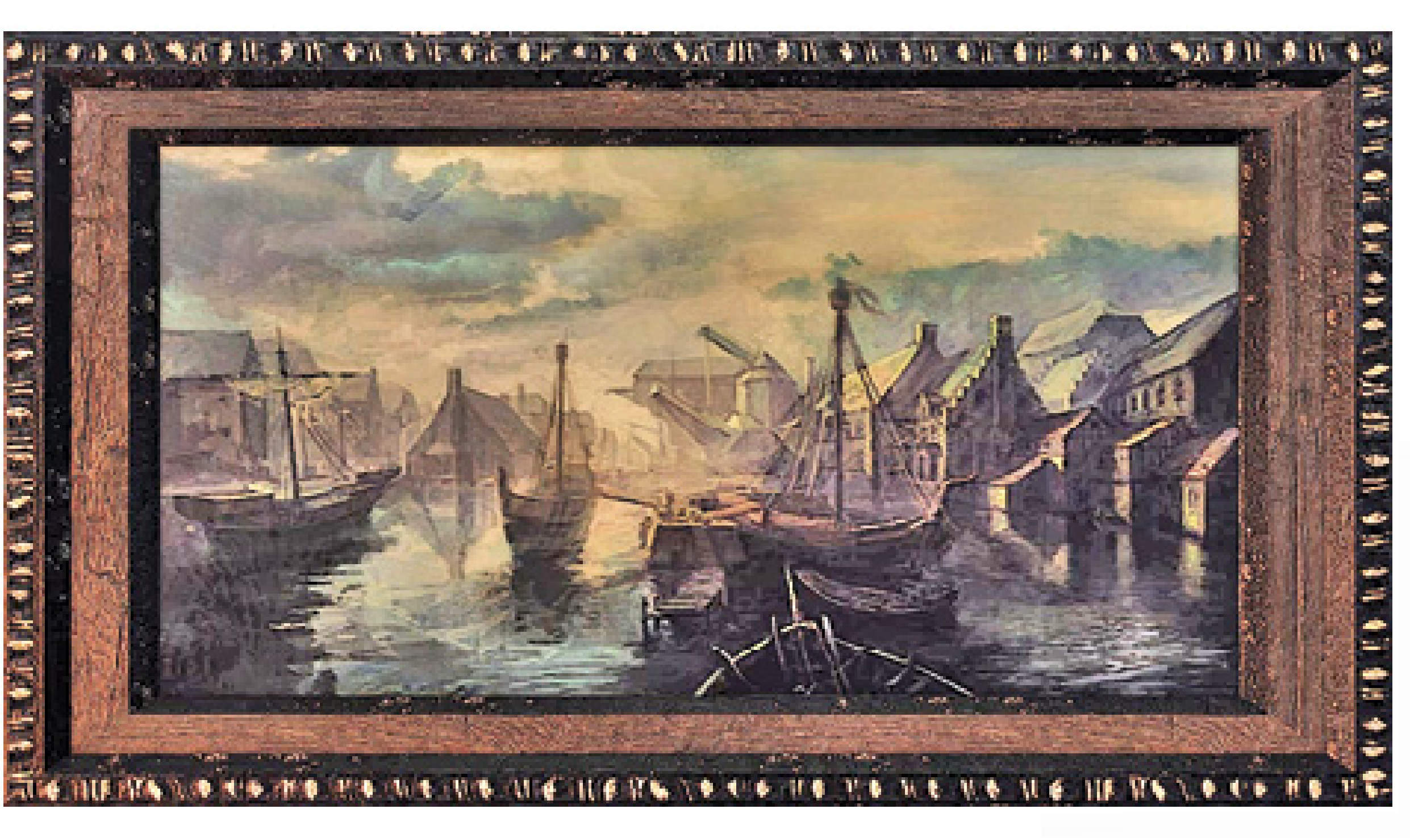


Still Life – J. de Varvari, 1222, oil on canvas

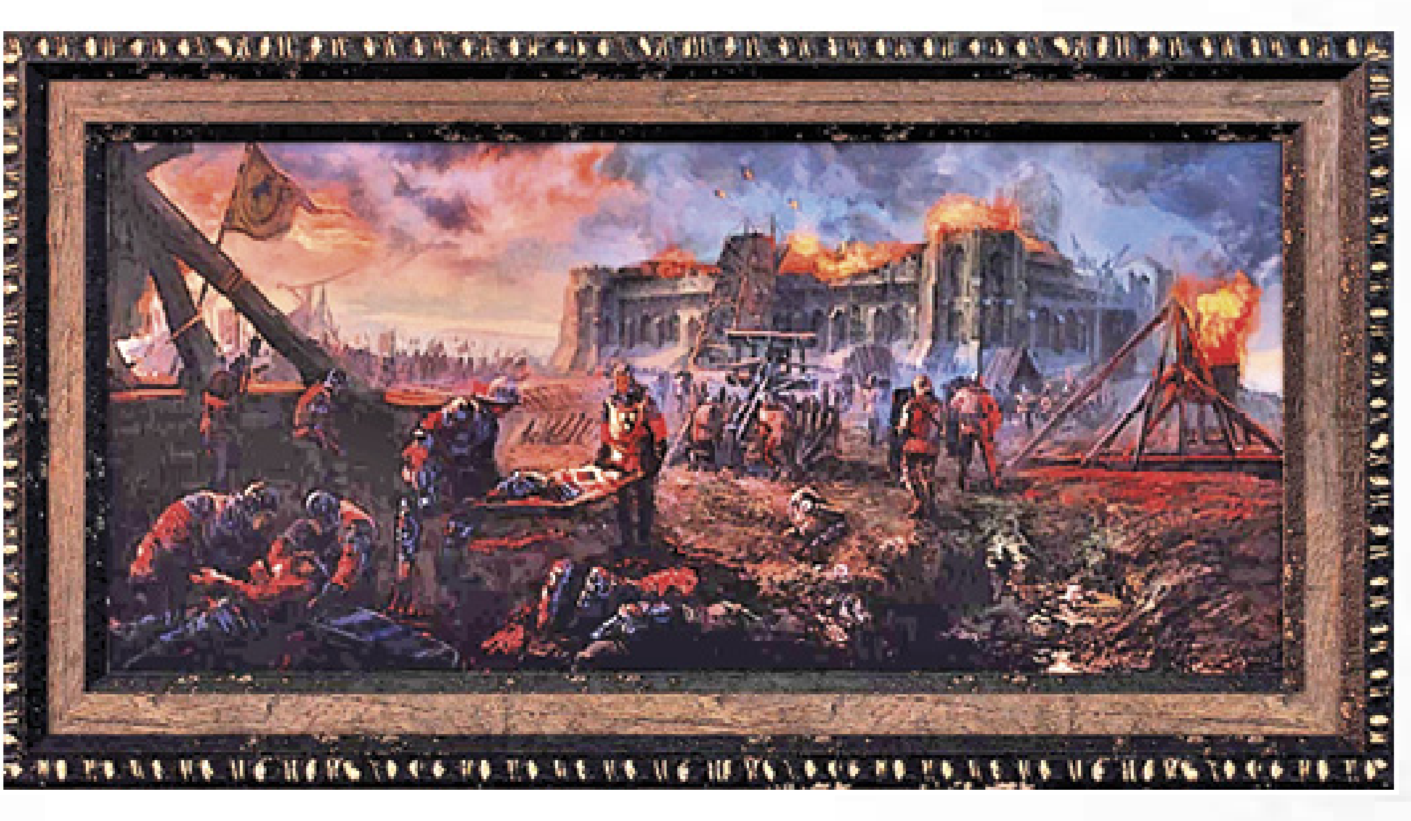


Et in Kovir Ego – N. Boussin, 1210, oil on canvas





A Vessel Leaving Port – 1220, by Z. Burner, oil on wood



Start your chat with Yaromir. You can make a rude response about not caring to learn about art. But it is recommended you tell Yaromir you have "a bit" of knowledge about art. Yaromir takes this as an opportunity to embarrass both you and the dwarf, as he's sure you can't tell a van der Knoob from a da Linci, and asks you to point out which painting is by Edward van der Knoob, the master from Maribor. You can:

- Choose the pastoral, the view of Novigrad, the still life, the battle scene, or tell Yaromir you have no idea; all answers are met with a scoffing and belittling reply. The conversation ends.
- Indicate the portrait of the merchant, and Yaromir is taken aback, asks for a brief word in private, and apologizes for his impertinence. He tells you a secret; there's a van Rogh in the forthcoming auction. Though this painter is a virtual unknown, the bookseller Marcus Hodgson is a fierce admirer. Buy the painting at auction, and you might sell it at a good profit, perchance? If you can trust that Hodgson, of course. This starts Secondary Quest: Avid Collector.

If you learn about the van Rogh painting, after this information has been imparted, Vimme asks you what that chat was all about. You can:

- Tell him you were told to buy the van Rogh. This causes the dwarf to bid for the painting in the auction, forcing you to purchase it at a higher price if you want it.
- Tell him "nothin' special," and the dwarf is none-the-wiser (and you can purchase the van Rogh for a song).

Hilbert

HILBERT INTERACTION: HE'S A RIGHT CARD

A man recently coming into wealth, Hilbert has his eye on a few fancy baubles, but he's also here to get a quick game of Gwent in with his Nilfgaardian Empire deck. After asking what deck you use (answer as you wish), he asks for a quick game. Then Vimme asks for a quick cut of your winnings. Agree or disagree with either option (feel free to maximize your bet at 250 crowns if you're confident). Lose the game, and you disappoint the dwarf. Win the game, and you receive the following (only available here, and during this one game):

Items: Gaunter O'Dimm (Gwent Card)

COUNTESS MIGNOLE INTERACTION: SHE'S A COLLECTOR OF VEDYMINAICA

OBJECTIVES

- (Optional) Find Countess Mignole's earring using your Witcher Senses.

Countess Mignole

Vimme introduces you to a lady of a certain age, and one that instantly recognizes your medallion. She is a keen collector of objects related to the Witcherly profession.

Ask her where she developed this interest, and she mentions a happy past, but doesn't elaborate. She does, however, allow you to view a selection of alchemy formulas, as well as four pieces of Viper gear. This is your only opportunity to purchase the following:

Items: Diagram: Viper Armor, Diagram: Viper Boots, Diagram: Viper Gauntlets, Diagram: Viper Trousers

WITCHER GEAR: GOING, GOING, GONE!

This Viper armor is medium in weight, offers poison immunity, and has the highest armor rating of all the Witcher gear. Each Diagram costs around 330 crowns, and this is the only opportunity to buy them! Consult Scavenger Hunt: Viper School Gear for locations of other equipment from this school).

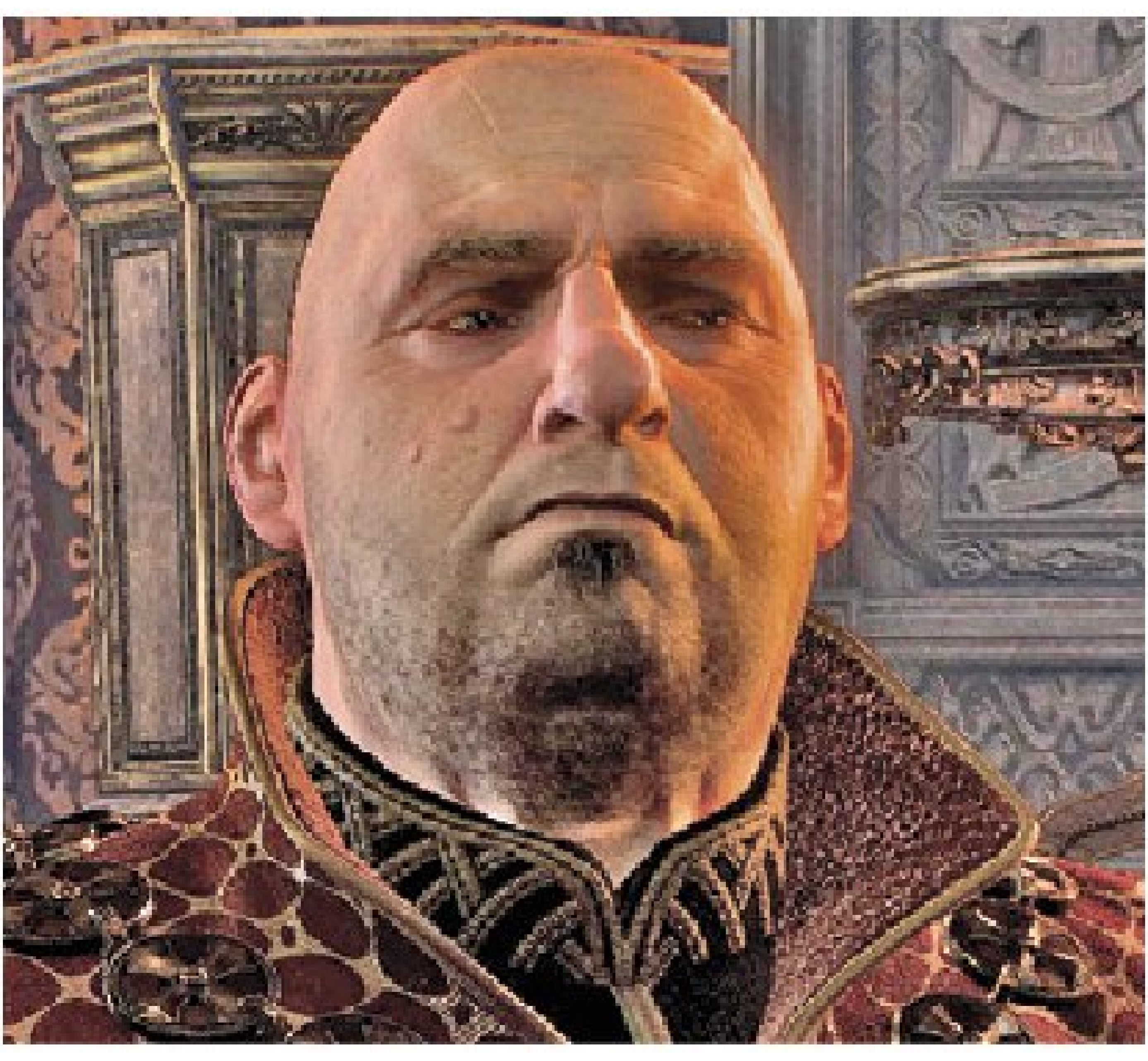
After a chat about the auction, the Countess hopes you might use your preternatural abilities to locate a missing earring. Oblige, head up onto the exterior balcony, and examine a spilt wine goblet. You soon realize the Countess has an ulterior motive for asking you outside; she wishes to learn more about a man she once knew with tenderness, Vesemir. Answer her as you wish, and leave her to her melancholy thoughts.

Open Sesame (Part 1)

After The Auction:don’t Expect A Warm Welcome

OBJECTIVES

- Defeat the guards.



Horst Borsodi

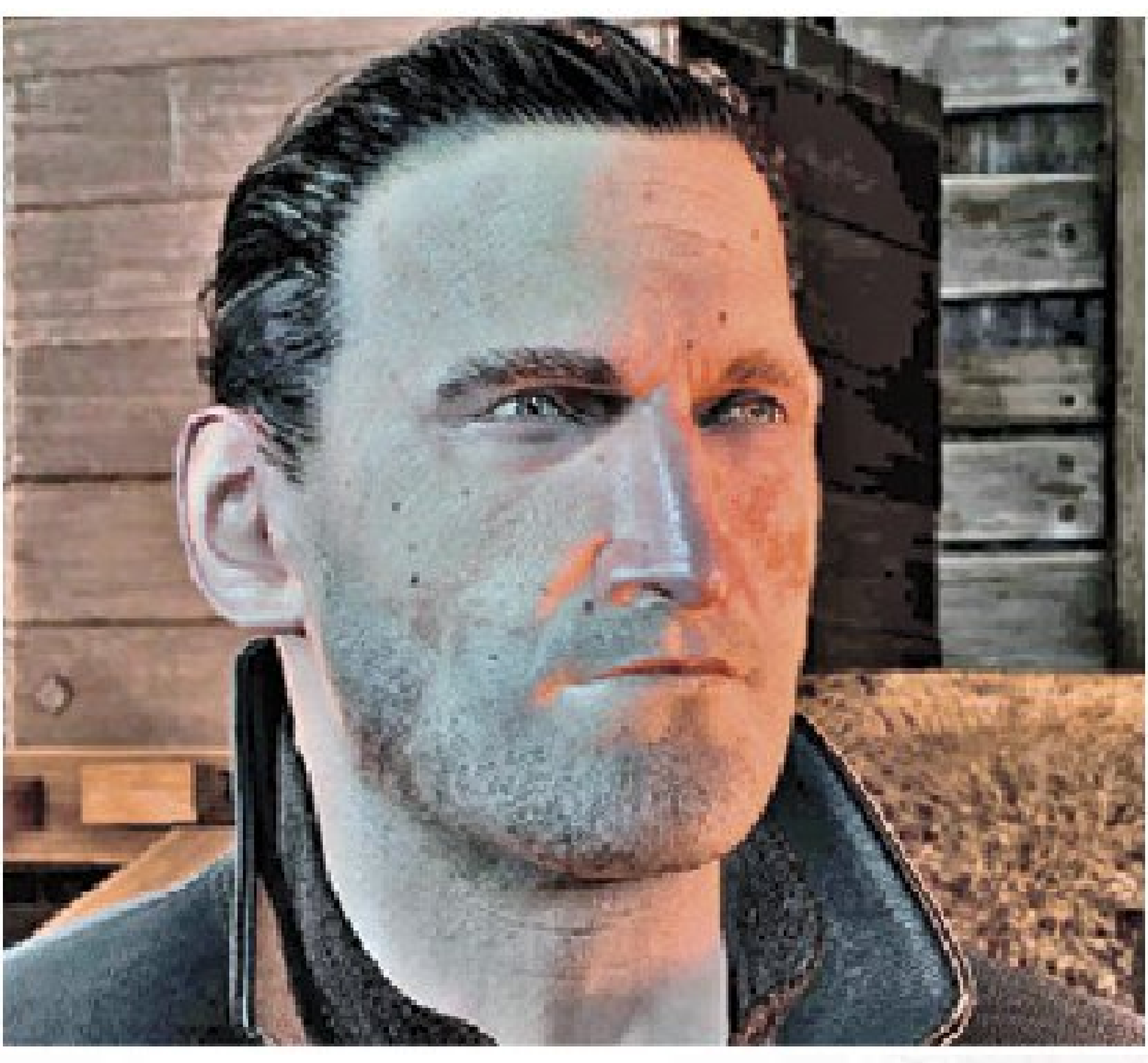
During the intermission, Vivaldi introduces you to Horst Bordosi himself. Feel free to answer his gruff determination about your uninvited status, in whatever way you deem appropriate. It doesn’t matter as you’re unceremoniously removed from the building, and dumped outside with two guards to fistfight. Defeat both guards (ideally using fists and Aard).

SECONDARY QUEST COMMENCEMENT

The auction is now definitely over. Secondary Quest: An Avid Collector is now active. Treasure Hunt: A Dark Legacy becomes active once you dismantle Count Romilly’s Figurine at an armory. Scavenger Hunt: Viper School Gear is also active.

OBJECTIVES

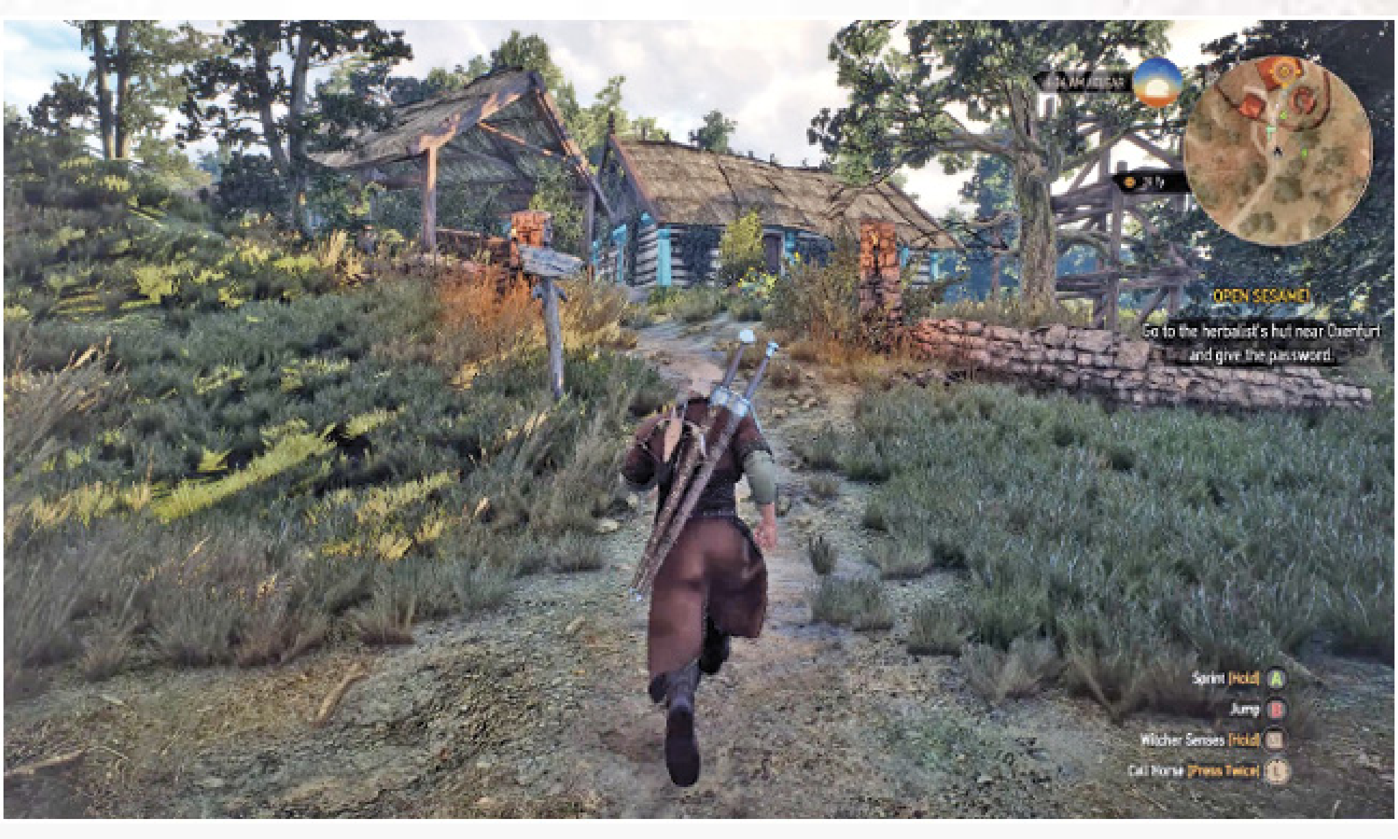
- Go to the herbalist’s hut near Oxenfurt and give the password.



The Stranger

Afterward, a hooded stranger beckons you to an intriguing chat regarding a different possibility of gaining entry into the auction house. Further instructions await at a nearby herbalist’s hut. Head north and a little east. As you ascend the hill the hut is on, prepare to fight a wounded wild boar. The hut itself has a trio of Fallen Knights, bandits in the armor of soldiers. Remove them as a threat, enter the hut, and speak with the Halfling merchant. You can:

- Trade, ask about master formulae, or play Gwent.
- Ask him for some “yarrow extract;” the password The Stranger mentioned.

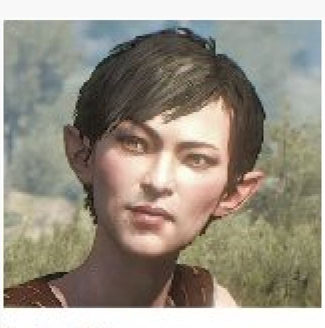


You’re prompted to descend into a small cellar, where The Stranger reveals his true intentions. During the conversation regarding a forthcoming raid on the Borsodi auction house’s vault, feel free to ask about The Stranger’s name, the House you’re here to steal, and what he wants from the vault.

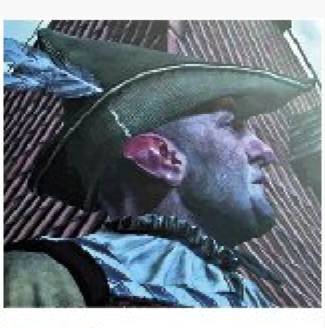
Once you agree to the plan in principle, a crew to help perform this breaking and entering must be assembled; both for getting inside the building and opening the vault itself. There’s also the Redanian patrols to waylay, too. Ask about each one during the chat.

GETTING INSIDE: BREAK-IN ARTISTS REQUIRED

As the initial plan is to assault the auction house from the rooftops, The Stranger’s favorite break-in artist is Eveline Gallo, a circus artist going by the name “The Ermine.” She has a troupe she’s associated with, camped nearby.



Eveline Gallo

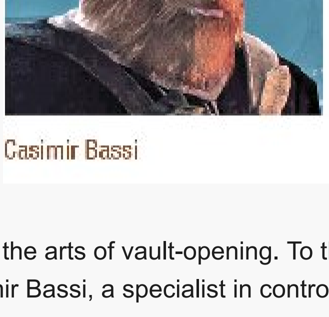


Hugo Hoff

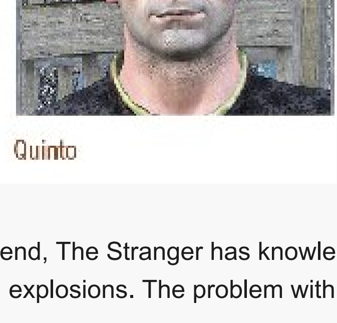
The other option is the Halfling Hugo Hoff, who’s notched up more break-ins than you’ve felled monsters. He’s modest in size, but quite the climber, and he is apparently holed up somewhere in Oxenfurt.

This starts Main Quest: Open Sesame: Breaking and Entering.

OPENING THE VAULT: HIRING A SAFECRACKER



Casimir Bassi



Quinto

You require someone skilled in the arts of vault-opening. To this end, The Stranger has knowledge of two possible safecrackers. The first is Casimir Bassi, a specialist in controlled explosions. The problem with this dwarf is that he’s retired, lives in Alness, and might turn down the offer.

The other possible hire is the North’s most famed safecracker, Quinto. The problem with him is that has infamy has resulted in numerous arrest warrants, and he’s been nabbed by a “prick mercenary” named Hans of Cidaris. You’ll need to rescue him.

This starts Main Quest: Open Sesame: The Safecracker.

CULLING THE PATROLS: A CLEANSING MIXTURE

You both agree the Redanians need to be indisposed, not slaughtered. You’re to approach the garrison’s cook, convince him to spike the soldiers’ nosh with something to keep them bedridden with gastrointestinal problems. You have a perfect formula to brew. This starts Main Quest: Open Sesame: Witcher Seasonings.

Items: Formula: Cleansing Mixture

HEIST PREPARATION: THREE SUB-QUESTS TO COMPLETE

The next part of Main Quest: Open Sesame now begins. There are three parts to this quest: Breaking and Entering, The Safecracker, and Witcher Seasonings. Complete them in any order you wish.

Open Sesame: Breaking And Entering

Option #1: Someone Has Hassled The Hoff

DANGER ALERT SPOILER ALERT

HOS OPEN SESAME: BREAKING AND ENTERING

RELATED QUESTS: Hearts of Stone Main Quest: Open Sesame, The Safecracker, Witcher Seasonings

LOCATIONS: Hugo Hoff's House (Oxenfurt), Circus Caravan, Herbalist's Hut

CHARACTERS: Hugo Hoff, Eveline Gallo, Meryn

ENEMIES: Bandits

RECOMMENDED ITEMS: At least 600 Crowns

PICKING YOUR BREAK-IN ARTIST

This quest is accessible after you meet The Stranger for the first time at the Herbalist's Hut, and agree to locate one of two possible break-in artists for the forthcoming heist. You can choose to visit Hugo Hoff or Eveline Gallo in any order you like, as well as the two safecrackers, and concoct a mixture to incapacitate the Oxenfurt guards.

OBJECTIVES

- Go to the house where Hugo Hoff is hiding.

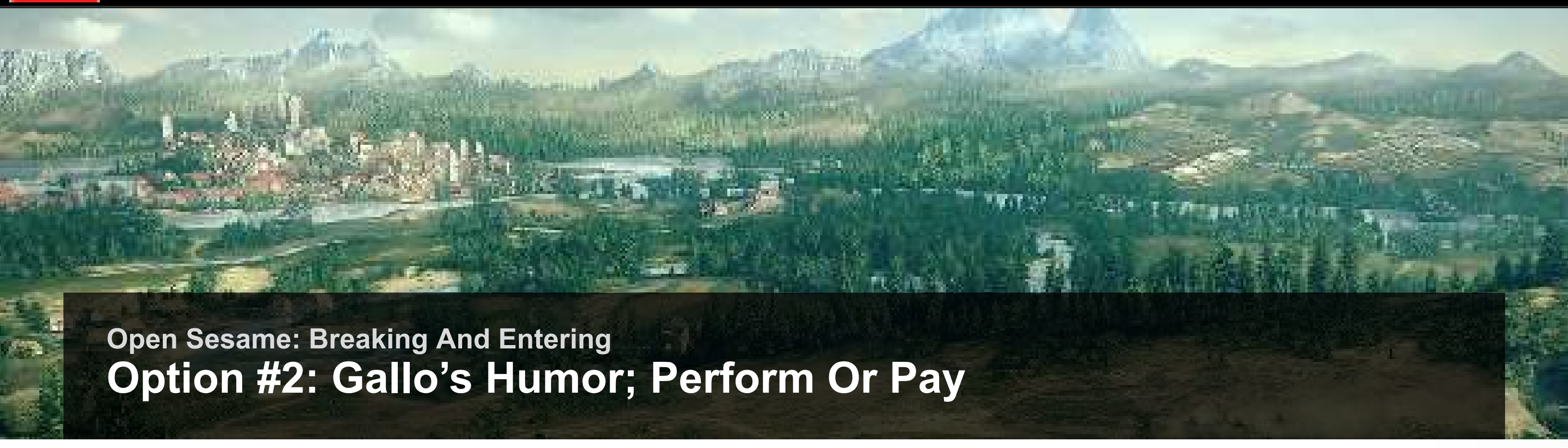
The Stranger mentioned that one of his choices—the Halfling climber known as Hugo Hoff—was holed up in an Oxenfurt house close to the confusingly-named Novigrad Gate. Make haste for Oxenfurt, head to the stone dwelling close to the gate, and knock on the door. There's no answer. But there's evidence of scratching and blood on the porch. Not good.

OBJECTIVES

- Explore around the house using your Witcher Senses.
- Follow the tracks using your Witcher Senses.
- Defeat the bandits.
- Search the riverbank for clues using your Witcher Senses.
- Return to shore.

Scan the porch beam to uncover blood; someone knocked their head on it. Close by are footprints. Follow them along the main thoroughfare in a roughly south-easterly direction, and down to the water's edge. A trio of bandits aren't happy you've wandered by; defeat all three of them. You sense Hugo is in trouble.

Use your Witcher Senses and check the nearby rowboat, still moist and used recently. The trail ends at the water's edge, but a quick looting of one of the bandits revealed a letter. It seems Hugo ran into a little bit of trouble, and has been taught a permanent lesson. Dive into the river, swimming south (and optionally using your Witcher Senses to pinpoint Hugo from the surface), and dive down to inspect the halfling, who's sleeping with the fishes. This leaves you no option but to attempt to recruit Eveline Gallo.

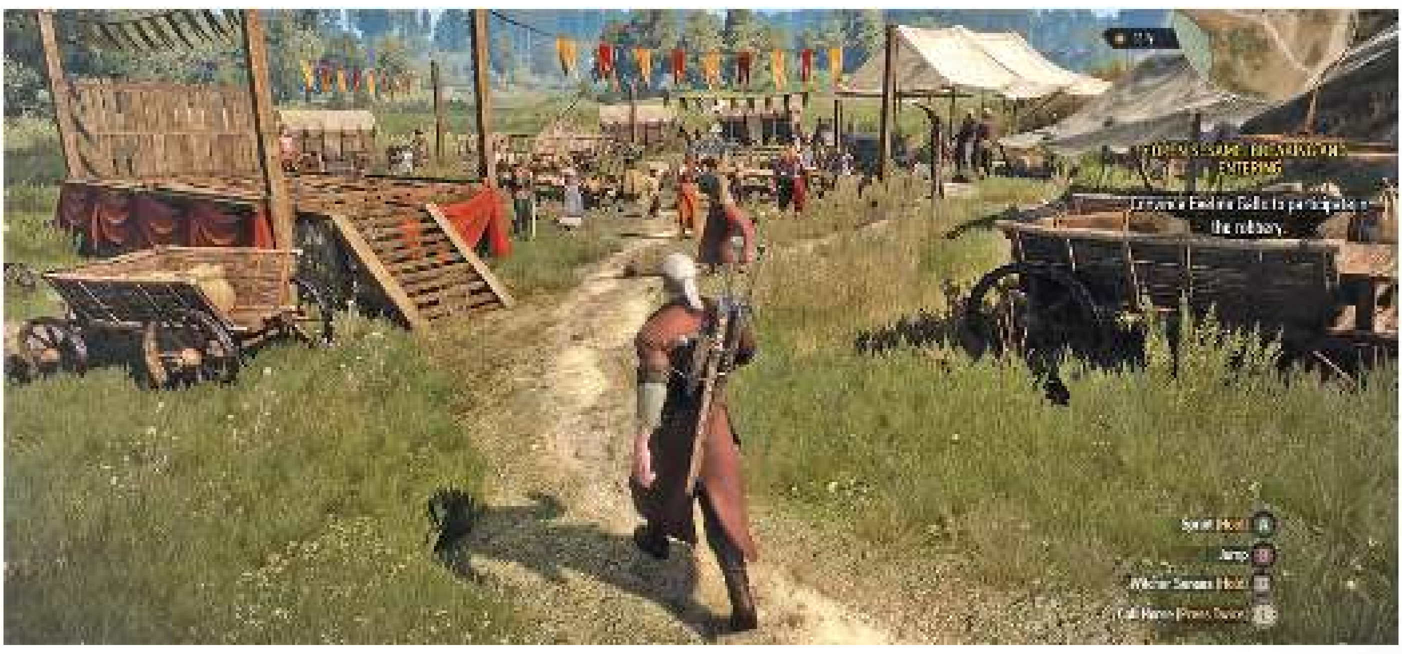


Open Sesame: Breaking And Entering

Option #2: Gallo’s Humor; Perform Or Pay

OBJECTIVES

- Convince Eveline Gallo to participate in the robbery.


OPEN SESAME: BREAKING AND ENTERING
Convince Eveline Gallo to participate in the robbery.
Sprint (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)

The Stranger mentioned his primary choice—the elven acrobat called Eveline Gallo—was performing with her troupe somewhere in Gustfields territory. Head to the fields just west of the Vegelbud Estate, where a small crowd of peasants are waiting for a circus performance. Find Eveline and her colleague Meryn arguing by the caravans. After she asks what you want, try the following:

- Request you speak privately.

Tell her (with Meryn present) you want her to work with you.

Your choice affects a possible payment you may incur shortly. Eveline tells you she’s about to commence a circus show, but her colleague “Hawkeye” Vann isn’t living up to his nickname. Quite the opposite in fact; he’s gone blind after drinking some questionable hooch. You’re asked to stand in for Vann, performing a trick involving a crossbow and some apples. Help her out, and she agrees to your request. You can:

- Agree to this request.
- Disagree, and reimburse the peasants who have bought tickets, and cancel the event. If Eveline is talking with you alone, she agrees that 400 crowns should cover it. If Meryn is with her, he prompts her to increase the amount to 600 crowns. Take it or leave it.

Eveline Gallo

Meryn

OBJECTIVES

- Shoot the apples with your crossbow.

Accept her request to stand in for Hawkeye Vann, and you find yourself on stage with a rabble of serfs watching your pinpoint accuracy with a crossbow. Meryn is balancing an apple on each arm, one on his leg, and one atop his head. Simply aim and fire at the apples. If you miss, simply try again. If you hit Meryn, Eveline still joins you, apparently that’s not the first time this sort of thing has happened.

After the performance or payoff, Eveline lives up to her part of the bargain and receives instructions for visiting the Herbalist’s Hut. Your infiltrator has been secured, and this sub-quest concludes.

ON THE CARDS: GWENT MERCHANT

Be sure to locate the caravan merchant here before you leave (or if you return) to purchase a couple of Gwent cards. Perhaps challenge him to a game and secure the Schirru card while you’re at it?

Open Sesame: The Safecracker

Option #1: An Explosive, Temperamental Cuckold

DANGER ALERT

SPOILER ALERT

HoS

OPEN SESAME: THE SAFECRACKER

RELATED QUESTS: Hearts of Stone Main Quest: Open Sesame, Breaking and Entering, Witcher Seasonings

LOCATIONS: Herbalist's Hut, Alness, Mercenaries' Camp

CHARACTERS: Casimir, Quinto, Hans of Cidaris

RECOMMENDED ITEMS: Axii Delusion level 2, or 200+ Crowns

PICKING YOUR SAFECRACKER

This quest is accessible after you meet The Stranger for the first time at the Herbalist's Hut, and agree to locate one of two possible safecrackers for the forthcoming heist. You can choose to visit Casimir or Quinto in any order you like, as well as the two break-in artists, and concocting a mixture to incapacitate the Oxenfurt guards.

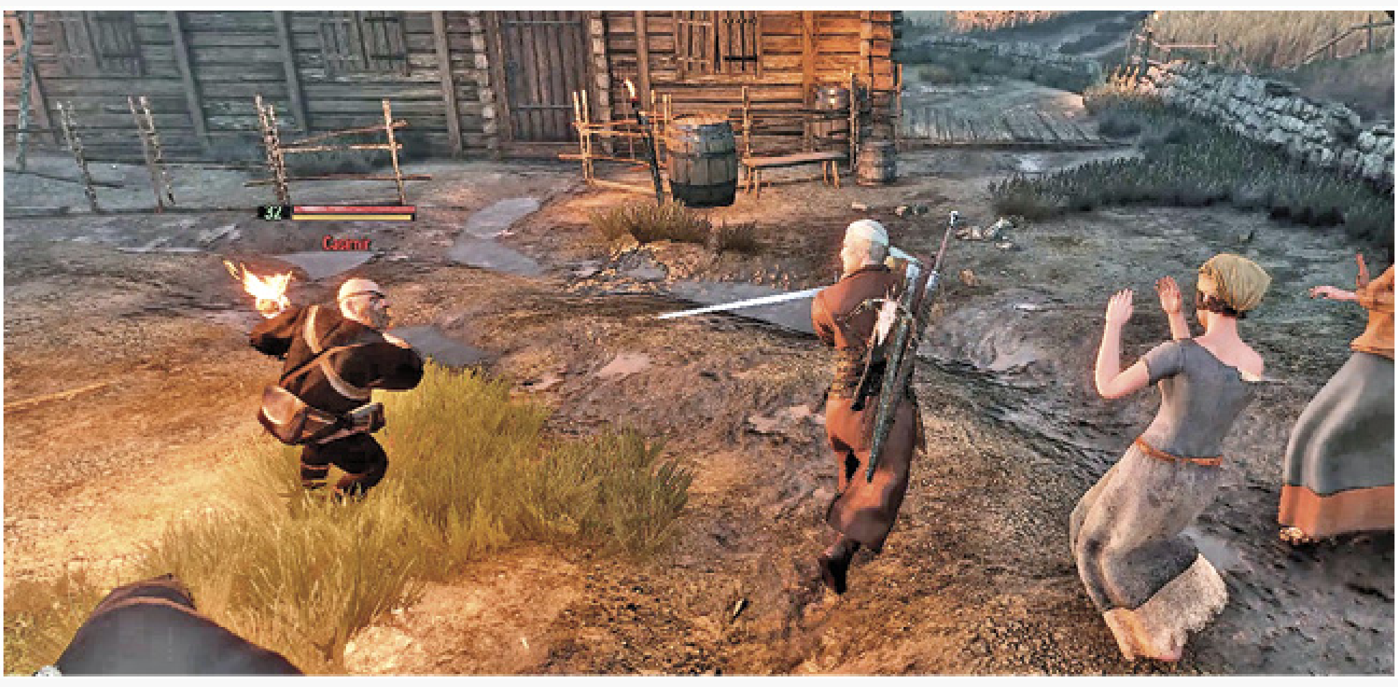
OBJECTIVES

- Convince Casimir to take part in the robbery.
- (Optional) Defeat Casimir.

Casimir

In the Gustfields east of Novigrad lies the village of Alness. As you arrive there, you spot commotion from one of the thatched-roof cottages. It seems Casimir has found out about his wife's infidelity, and is hellbent on blowing himself into tiny, fleshy pieces. He sits atop the roof waving a flaming torch, near a cluster of explosive barrels. The situation calls for quick thinking. You can:

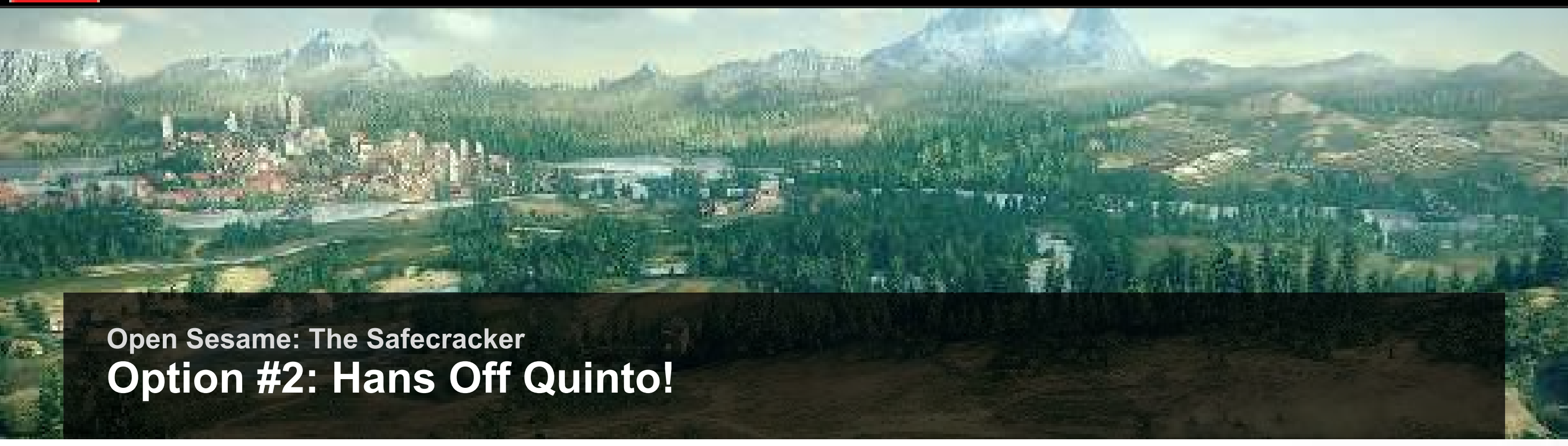
- Mention you're "really sorry" or that he should "set the torch aside" to "talk this out." Neither option is particularly helpful (unless you want to watch a hay roof burn), as it doesn't dissuade Casimir from detonating his barrels. This forces you to find Quinto.
- Tell Casimir "you're pathetic." This angers the dwarf so much, he clambers down off his perch, and challenges you to a fight. Best him in quick combat.
- (Axii Delusion level 2) Or addle the dwarf's brain and order him off the roof without having to belt him.



Choose either of the last two options, and Casimir agrees to help you. You give him instructions on reaching the herbalist's hut, and this quest concludes.

CASIMIR: PICKING SIDES WITH THE BORSODI BROTHERS

(Spoiler) If you pick Casimir, certain elements of the infiltration within the Borsodi auction house play out in a different manner. Be sure to read the subsequent quest to ensure Casimir's loyalties match your own.



Open Sesame: The Safecracker

Option #2: Hans Off Quinto!

OBJECTIVES

- Go to the mercenaries' camp and talk to Quinto.
- Defeat Hans in a fistfight.

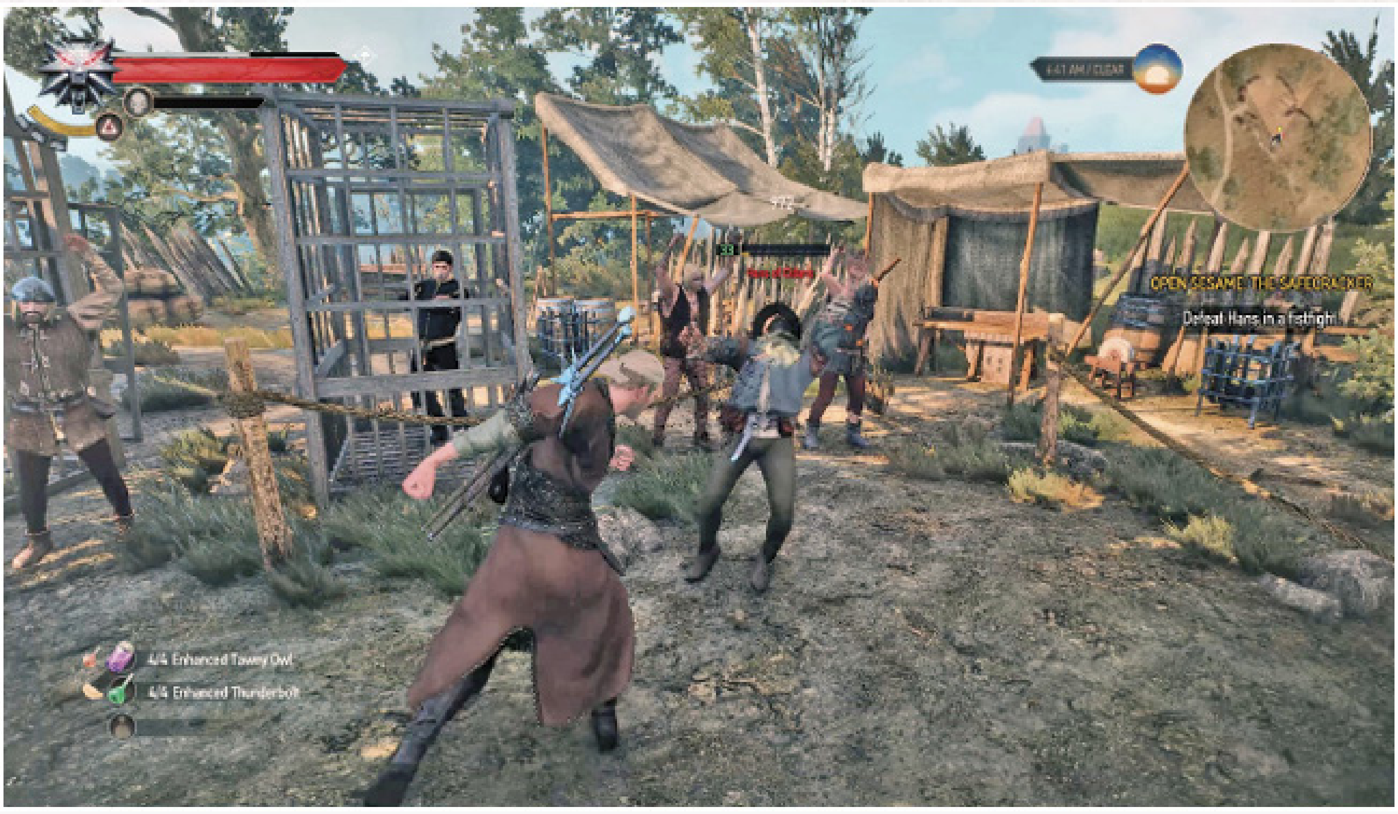
Quinto

Hans of Cidaris

A short distance roughly south from the Herbalist's Hut is a mercenaries' camp where you'll find Quinto caged, and guarded by a group of ruffians lead by Hans of Cidaris. You explain you require Quinto's services, and after some banter, you're left with having to offer Hans something. You can:

- (200 crowns) Pay Quinto's release fee of 200 crowns to Hans. If you forced Hans to pay you more money during Archgriffin monster hunt, Quinto's freedom is worth 400 crowns for you.
- Try to make a deal, usually dropping around 140 crowns in order to buy Quinto's freedom.
- Ask if Hans fancies a game of Gwent. To the winner goes Quinto. If you lose though, expect to pay double to free the safecracker.
- Mention Hans is "acting like a fishwife", goading him into a bout of fisticuffs. To the winner goes Quinto. If you're knocked on your arse and lose though, expect to pay double to free the lock-picker.

After Quinto demonstrates his skill at exiting cages, you give him instructions on reaching the herbalist's hut, and this quest concludes.



QUINTO: PICKING SIDES WITH THE BORSODI BROTHERS

(Spoiler) If you pick Quinto, certain elements of the infiltration within the Borsodi auction house play out in a different manner. Be sure to read the subsequent quest to ensure Quinto's loyalties match your own.

Open Sesame: Witcher Seasonings

A Heady Concoction Of Blood, Bane, And Spirit

DANGER ALERT
SPOILER ALERT
HoS
OPEN SESAME: WITCHER SEASONINGS

RELATED QUESTS: Hearts of Stone Main Quest: Open Sesame, Breaking and Entering, The Safecracker

LOCATIONS: Herbalist's Hut

ENEMIES: Rotfiends

RECOMMENDED ITEMS: Dwarven Spirit (1), Rotfiend Blood (2), Wolfsbane (2), 500+ Crowns, Axii Delusion level 2

PICKING YOUR INGREDIENTS

This quest is accessible after you meet The Stranger for the first time at the Herbalist's Hut. You can choose to complete this quest in any order you like, either before or after you source the two break-in artists and safecrackers.

OBJECTIVES

- Prepare a cleansing mixture that will weaken the Redanian soldiers.

During your conversation with The Stranger in the herbalist's cellar, you're given a recipe to concoct, known as the Cleansing Mixture. It requires the following ingredients.

CLEANSING MIXTURE

Ingredient	Amount
Dwarven Spirit	1
Rotfiend Blood	2
Wolfsbane	2

Dwarven Spirit: This can be discovered randomly in chests, or purchased from any herbalist (including the Halfling whose shop The Stranger is using as a base of operations.

Rotfiend Blood: Consult the Bestiary to discover more about these disgusting atrocities that roam the battlefields, and slay two or more to loot the blood (randomly dropped). Journey to Velen, and visit any of the battlefield locations there to maximize your chance of encountering a rotfiend. The Secondary Quest: Funeral Pyres has rotfiends to face, down in Mulbrydale.

Wolfsbane: Aside from buying this commonly-occurring purple flower from any herbalist (including that Halfling), you can find wolfsbane growing, even in the garden and fields surrounding the herbalist's hut.

Open Sesame: Witcher Seasonings

Horrendous Uprisings From The Bottom

OBJECTIVES

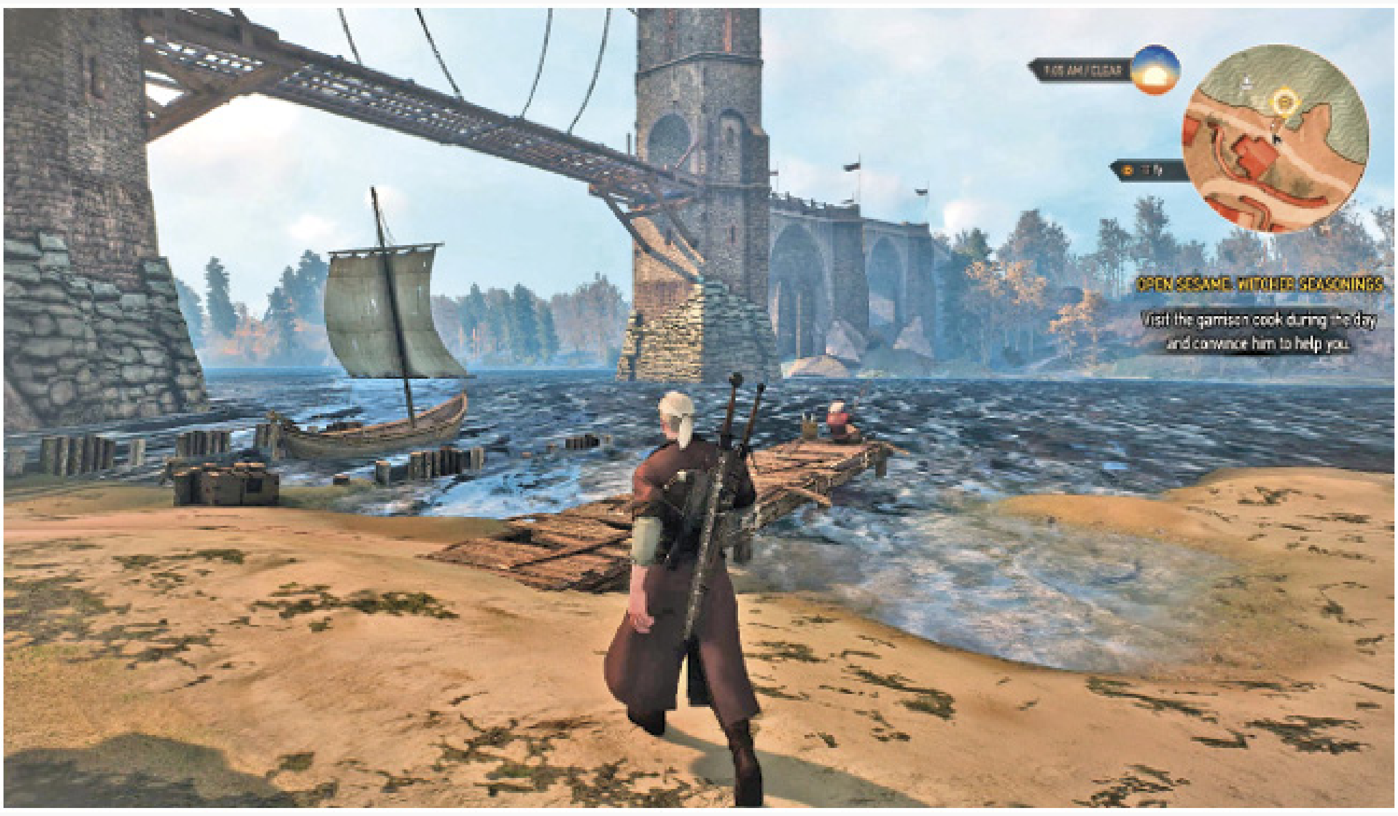
- Visit the garrison cook during the day and convince him to help you.

Maarten the Cook

Ensure you're searching for the cook during daylight hours (meditate until the next day if the sun has set), and find Maarten the cook on the pier, as expected. He's able to accommodate your extra ingredient into the guards' fish suppers, but at a cost. He wants 500 crowns. You can:

- (500 Crowns) Pay him what he wants.
- (Axii Delusion level 2) Or "persuade" him to help you free of charge.

Once the cook has been bribed or his mind befuddled into helping you, this quest concludes.



OPEN SESAME: WITCHER SEASONINGS

Visit the garrison cook during the day and convince him to help you.

Open Sesame: Witcher Seasonings

Fishing For Clues

OBJECTIVES

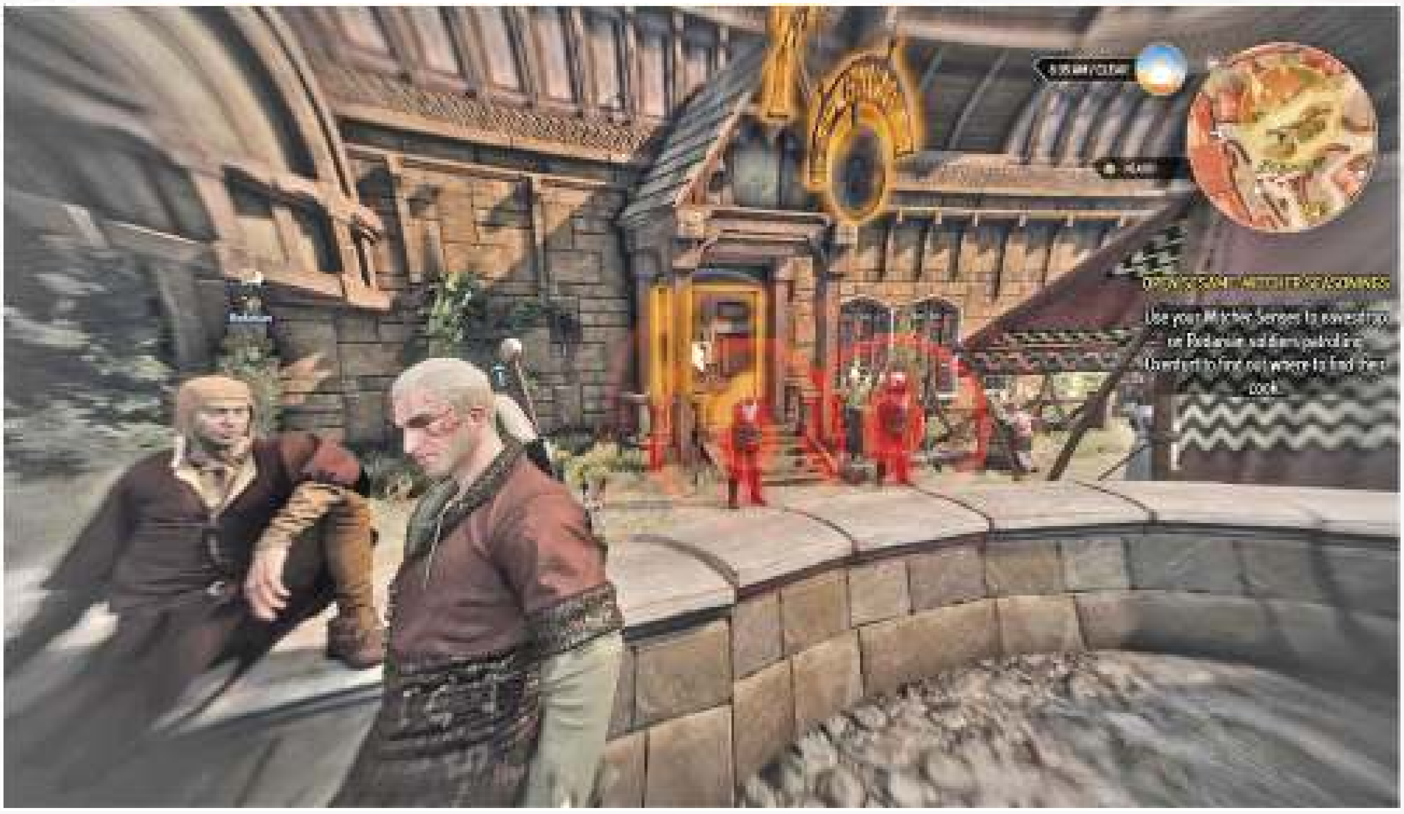
- Use your Witcher Senses to eavesdrop on Redanian soldiers patrolling Oxenfurt to find out where to find their cook.

Journey to Oxenfurt, and lurk an inauspicious distance away from various soldiers as they chinwag about their life.

The first pair of Redanian troops are stationed outside the Borsodi auction house. Wait close (but not too close), and listen to them moan about their idiotic Lance Corporal; a fool named Vatslav. There's no mention of the cook, though.

Items: Cleansing Mixture

The second pair of soldiers are nattering inside the Borsodi auction house. Run around outside and stand by the leaded window (with the river on your left). Listen to a conversation about Borsodi's daughter. Nothing interesting there.


OPEN SESAME: WITCHER SEASONINGS
Use your Witcher Senses to eavesdrop on Redanian soldiers patrolling Oxenfurt to find out where to find their cook.

The third set of guards can be found by running east along the riverside path, past them, and standing on the stone threshold by the ficus bush. The two guards talk about having fish for supper, and start strolling westward. Follow slowly at a safe distance. If the guards stop talking, stop walking and back up; you're too close for their comfort. You learn the cook is fishing at the pier close to the Western Gate.

Open Sesame (Part 2)

At Your Service, Mate

DANGER ALERT SPOILER ALERT

HoS

OPEN SESAME (PART 2)

RELATED QUESTS: Hearts of Stone Main Quest: Open Sesame, Breaking and Entering, The Safecracker, Witcher Seasonings, Hearts of Stone Main Quest: Scenes from a Marriage, Scavenger Hunt: Viper School Gear

LOCATIONS: Herbalist's Hut, Borsodi Auction House (Oxenfurt), Alchemy Inn (Oxenfurt)

CHARACTERS: The Stranger, Ewald Borsodi, Eveline Gallo, Casimir, Quinto, Horst Borsodi, "Reginald" the Negotiator, Olgierd von Everec

ENEMIES: Redanian Soldiers, Arachnomorphs, Bouncer bodyguards

OBJECTIVES

- Go to the herbalist's hut to prepare the robbery.

QUEST COMMENCEMENT

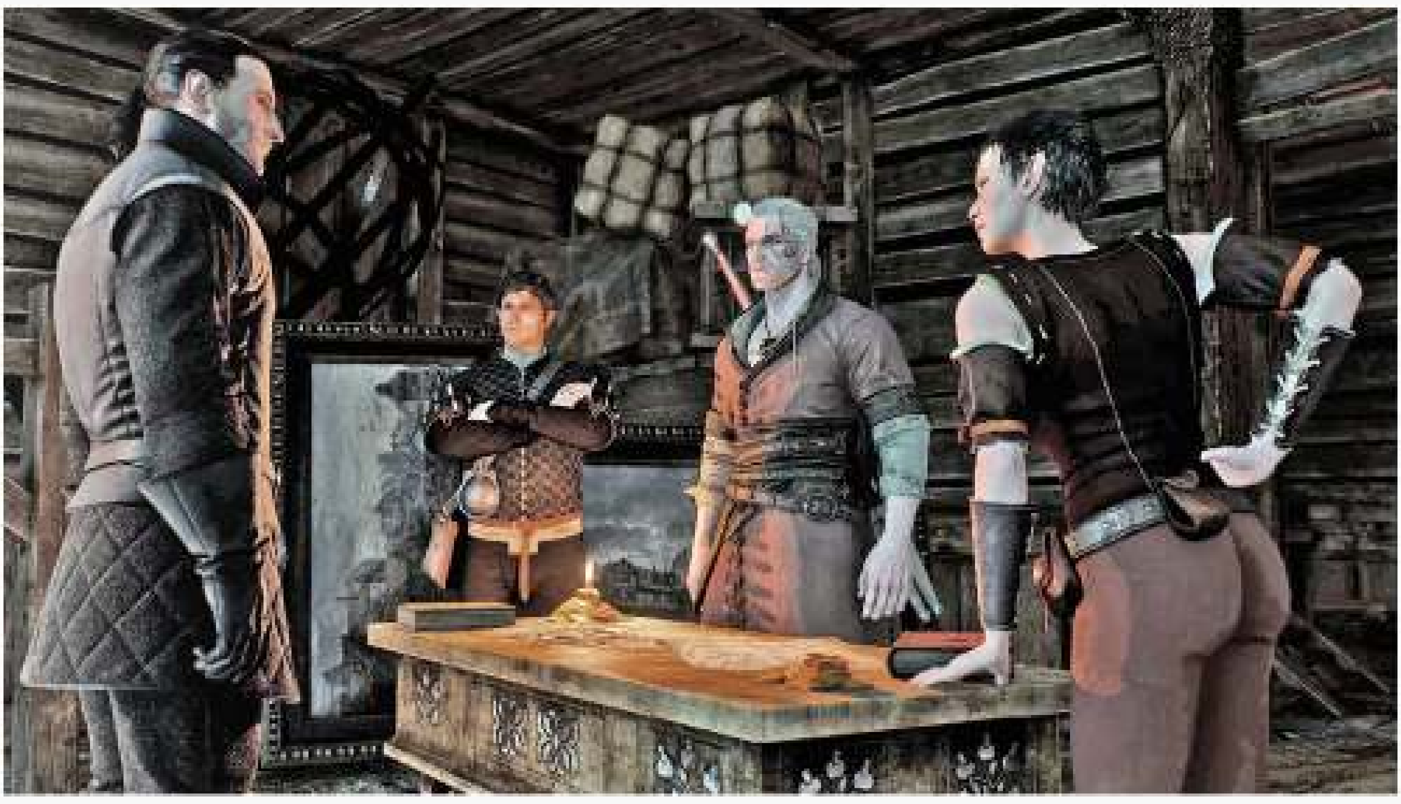
This quest is accessible immediately once you have completed all three of the following: Hearts of Stone Main Quest: Open Sesame: Breaking and Entering, The Safecracker, and Witcher Seasonings.

AUCTION HOUSE ETIQUETTE: PART 2

The remainder of this quest takes place within the Borsodi Auction House. As there's no way to stall the proceedings once the heist begins, it may be wise to meditate, refill or concoct your favorite oils and potions, sharpen your blades, and bring a nibble or two to the proceedings.

Head back to the Herbalist's Hut, descend into the cellar, and wait for The Stranger to reveal the precise details of the daring operation. After he says his piece, you can optionally ask about a plan "B," the security measures inside the building, and why The Stranger doesn't use the secret passage he mentions to enter the auction house. After The Stranger warns you all not to blab to anyone about this, you can decide to head there now, or meet everyone there (the latter option allows you to prepare and start the next objective at your leisure).

- The chatter and incidental musings are different depending on whether you hired Casimir or Quinto (pictured).



NEGOTIATIONS ROUND #1: BUYING SOME TIME

The Stranger grabs a hostage as a group of Redanian soldiers gather outside and a negotiator steps in to ask what your demands are. The Stranger asks you to buy everyone a bit of time. You can:

Tell the negotiator to pull back from the auction house. This continues the stand-off without bloodshed, allowing your safecracker more time to act.

Tell The Stranger you're not about to use innocents as living shields. With no demands to meet, the Redanians storm the auction house, forcing you into a fight with the negotiator and two guards.

NEGOTIATIONS ROUND #2: COMPOUNDING THE CRIME

Assuming negotiations are continuing, the Redanian captain yells that a bargain or agreement must be made. You have limited time to choose a response. You can:

- Tell the negotiator to pull back again. As he isn't about to give in to this demand, the stand-off falls apart, forcing you into a fight with the negotiator and two guards.
- Ask the negotiator to tell you a joke. This initially befuddles him, and the hostage The Stranger is holding helps your cause by screaming at the correct moments. The negotiations move to a third round.
- Order the negotiator to find you a wagon. This buys you a bit more time, and the negotiations move to a third round.

NEGOTIATIONS ROUND #3: CONTINUING THE PANTOMIME

If you chose to ask the negotiator to tell you a joke, or requested a carriage, a final round of negotiations occur.

- If you asked for a joke, the negotiator (which you've taken to calling "Reginald") blusters out a one-liner. Feel free to reply as you wish, and make a deal involving the releasing of one hostage now, and another in ten minutes. Reginald takes the deal, Quinto appears to let you know the vault is open, and you can descend without bloodshed.
- If you asked for a carriage, the negotiator asks what type:
    - If you ask for Radovid's Coronation carriage, this forces the negotiator into storming the building, and forces you into a fight with the negotiator and two guards.
    - If you ask for any type, "as long as it rolls," the negotiator obliges (as the request isn't ludicrous), and you make a deal involving the releasing of one hostage now, and another in ten minutes. The negotiator takes the deal, Quinto appears to let you know the vault is open, and you can descend without bloodshed.

NEGOTIATIONS NULLIFIED: AN EXPLOSIVE INTERRUPTION

If Casimir is your safecracker, a non-violent exit out of this situationisn't available:

- During the negotiations, even if the guards haven't stormed the auction room yet, your talks are interrupted by a massive explosion from downstairs as Casimir blasts the vault doors wide open. You're forced into a fight with the negotiator and two guards.

NEGOTIATIONS NULLIFIED: THE REDANIANS ATTACK!

OBJECTIVES

- Fight off the Redanian soldiers' attack.

If hostage negotiations falter due to your saying the wrong thing, or your dwarven explosives expert blowing the vault to bits, you must face two soldiers and the guard captain. As your sword and armor aren't impressive in the slightest, combat is a tricky proposition, so rely more on Signs, as well as removing the two soldiers without shields first, so The Stranger and yourself can tag-team the final foe.

VAULTING OUT OF HERE: EVELINE'S EXIT

Whether or not you're in the mood for negotiations or facing guards down with wooden swords, Eveline Gallo takes this moment to bid you a fond farewell; she's out of here!

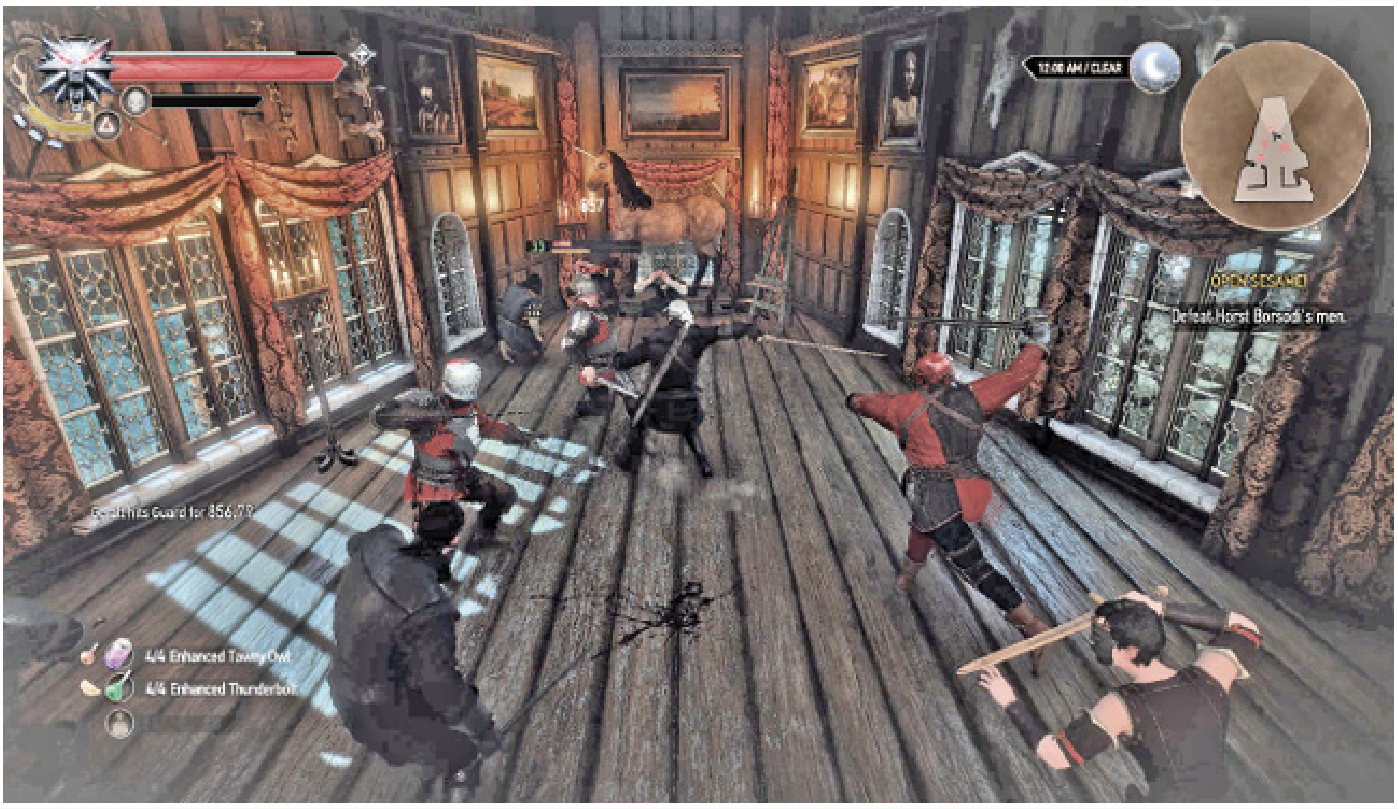
Open Sesame (Part 2)

For Whom The Bell Tolls

OBJECTIVES

- Get to the vault in the Auction House's basement.
- Defeat Horst Borsodi's men.

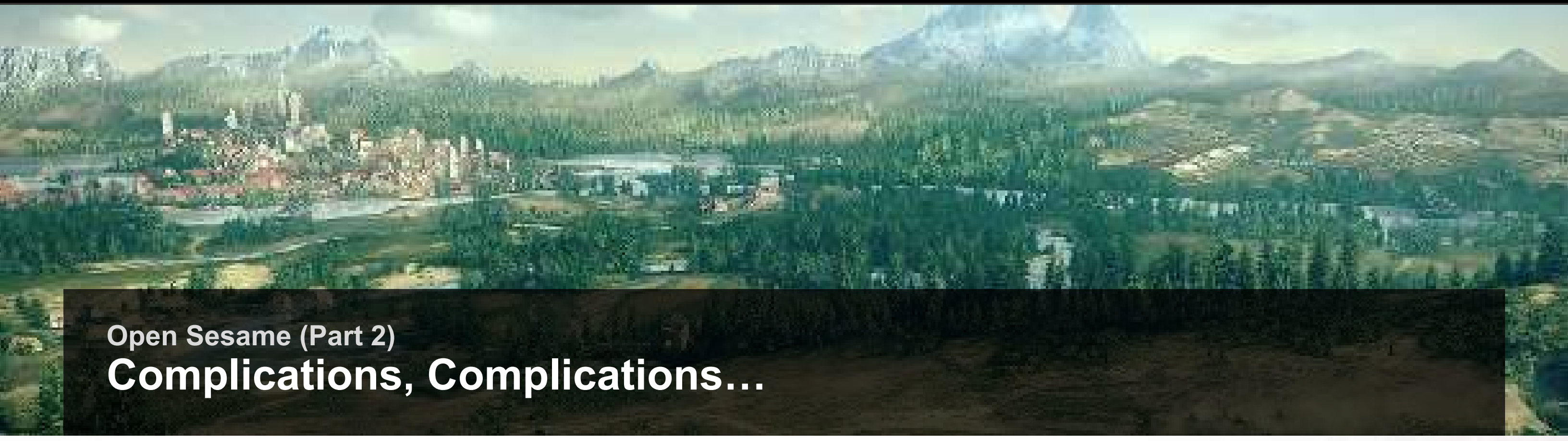
At the allotted time (after nightfall) and at the allotted location (the tower across from the auction house), Eveline scales the walls and shows why she was The Stranger's preferred agility expert. After everyone manages to ascend into the building, there's a small squabble (answer as you wish), and masks are worn.



When you've optionally spotted a love letter in this attic area, descend down the stairs armed with your wooden sword (as you requested no deaths). Keep on descending into the auction room, which isn't as empty as you would have liked. You're confronted by four guards. Defeat them (only two must be defeated by your hands, so you can target foes your allies are fighting to minimize taking damage).

Items: Love Letters

The fracas degenerates further as Horst Borsodi stumbles into the room, and quickly stumbles out again. You're ordered to chase him down, but he escapes into the basement and the main vault doors close. The belltower tolls, prompting The Stranger to produce something sharper than a wooden sword to stop the clanging. Everything, as they say on Skellige, appears to have gone "tits up."



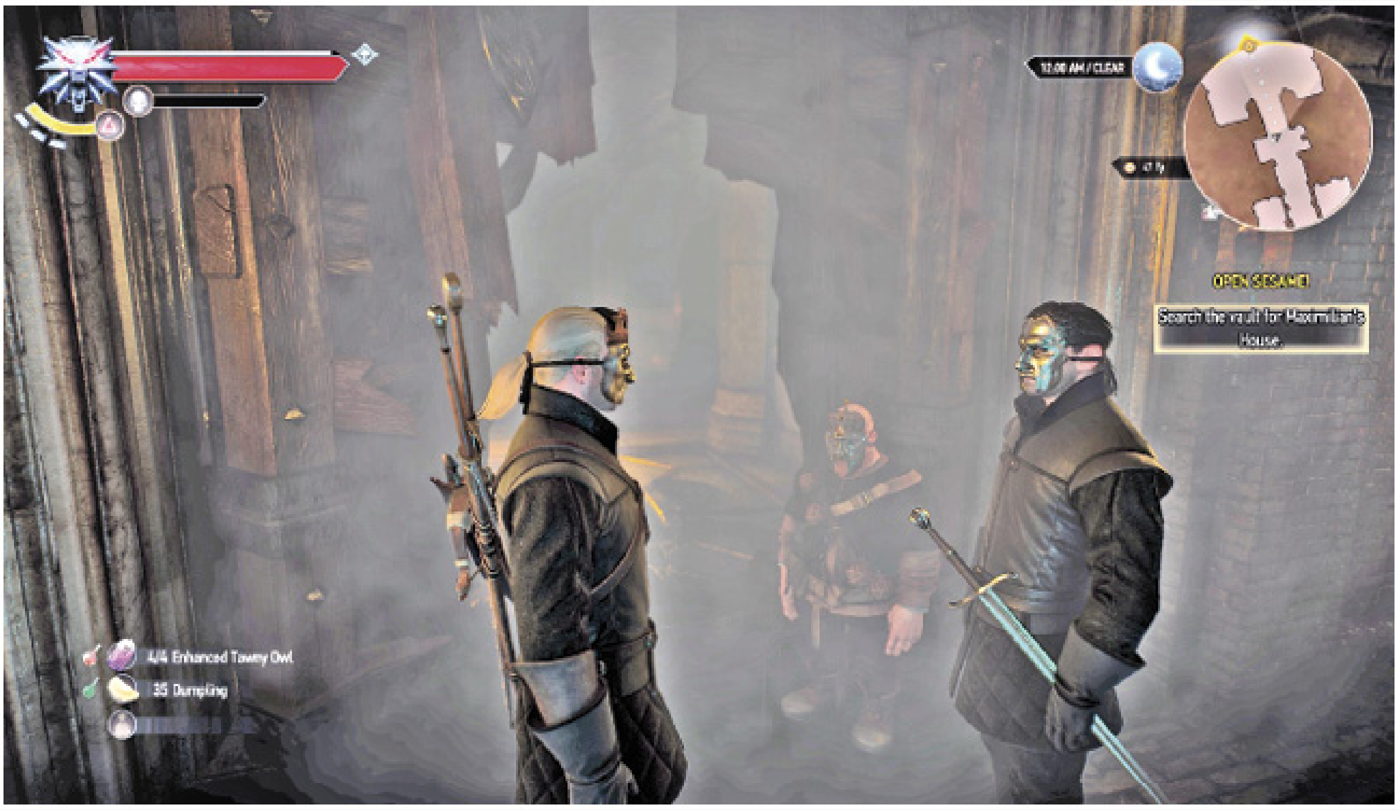
Open Sesame (Part 2)

Complications, Complications…

OBJECTIVES

- Go down into the vault.
- Search the vault for Maximilian's House.
- Defeat the monsters.

Once combat is over, or you've given yourself enough time through negotiations, you can head downstairs to the vault door.



- If Casimir is your safecracker, the door (and any trap trigger) is well and truly blasted open. You're ordered to push on into the vault. Simply cross to the other side, heading southeast.

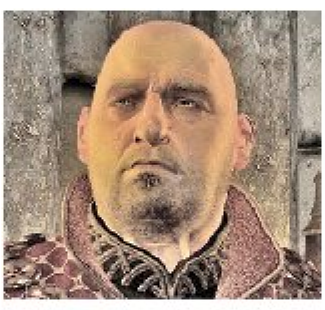
- If Quinto is your safecracker, he marvels at the quality of the lock before picking it. You're ordered to push on into the vault. Head forward before dropping down into an earthen pit where four Arachnomorphs attempt to scuttle your chances at treasure. This additional trap mechanism wasn't destroyed by Quinto. Use Quen and either Aard or Igni to help rid yourself of these foes. After climbing back up, cross to the other side of the vault, heading southeast.

Horst Borsodi and his henchmen are waiting inside the vault. The Stranger takes this opportunity to reveal his true identity—Ewald Borsodi, the estranged brother of Horst, and clamant to the family fortune! As the two brothers exchange spittled verbal barbs, Horst yells your way, asking you to switch sides.

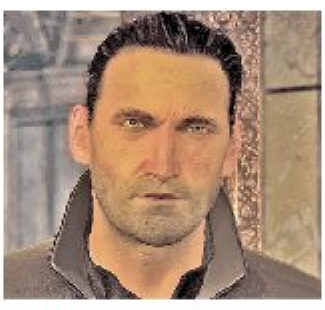
Open Sesame (Part 2)

End Part 1: Brother Against Brother

Remaining neutral isn't an option; you must side with one of the Borsodi brothers. At this point, a few variations are possible:



Horst Borsodi



Ewald Borsodi

PLAN #1A: STANDING WITH HORST (NOT CASIMIR)

OBJECTIVES

- Defeat Ewald Borsodi.

Answer "Tempting offer, Horst. I'm in, I'm with you." You tell an incredulous Ewald that you hate being taken for a ride, then watch as Casimir walks slowly toward Ewald, and stands by his side. They both draw their weapons. You must face Ewald Borsodi and Casimir in combat. Horst Borsodi and his two shield henchmen fight alongside you.

PLAN #1B: STANDING WITH HORST (AND QUINTO)

OBJECTIVES

- Defeat Ewald Borsodi.

Answer "Tempting offer, Horst. I'm in, I'm with you." You tell an incredulous Ewald that you hate being taken for a ride, and Quinto murmurs that it's hard not to agree. Ewald intends not to go quietly. You must face Ewald Borsodi in combat. Horst Borsodi, his two shield henchmen, and Quinto wait until the duel is over.

PLAN #1C: STANDING WITH EWALD (AND CASIMIR)

OBJECTIVES

- Defeat Horst Borsodi.

Answer "Can't bribe me. I'll stick with Ewald." You scoff at Horst's desperate attempt at bribery, and Casimir adds that he's here to take whatever he pleases, along with an explicit disemboweling promise. You must face Horst Borsodi and his two shield henchmen in combat. Ewald Borsodi and Casimir fight alongside you.

PLAN #1D: STANDING WITH EWALD (NOT QUINTO)

OBJECTIVES

- Defeat Horst Borsodi.

Answer "Can't bribe me. I'll stick with Ewald." You scoff at Horst's desperate attempt at bribery, though Quinto finds it much more of a tempting offer, and succumbs. You must face Horst Borsodi, his two shield henchmen, and Quinto in combat. Ewald Borsodi fights alongside you.

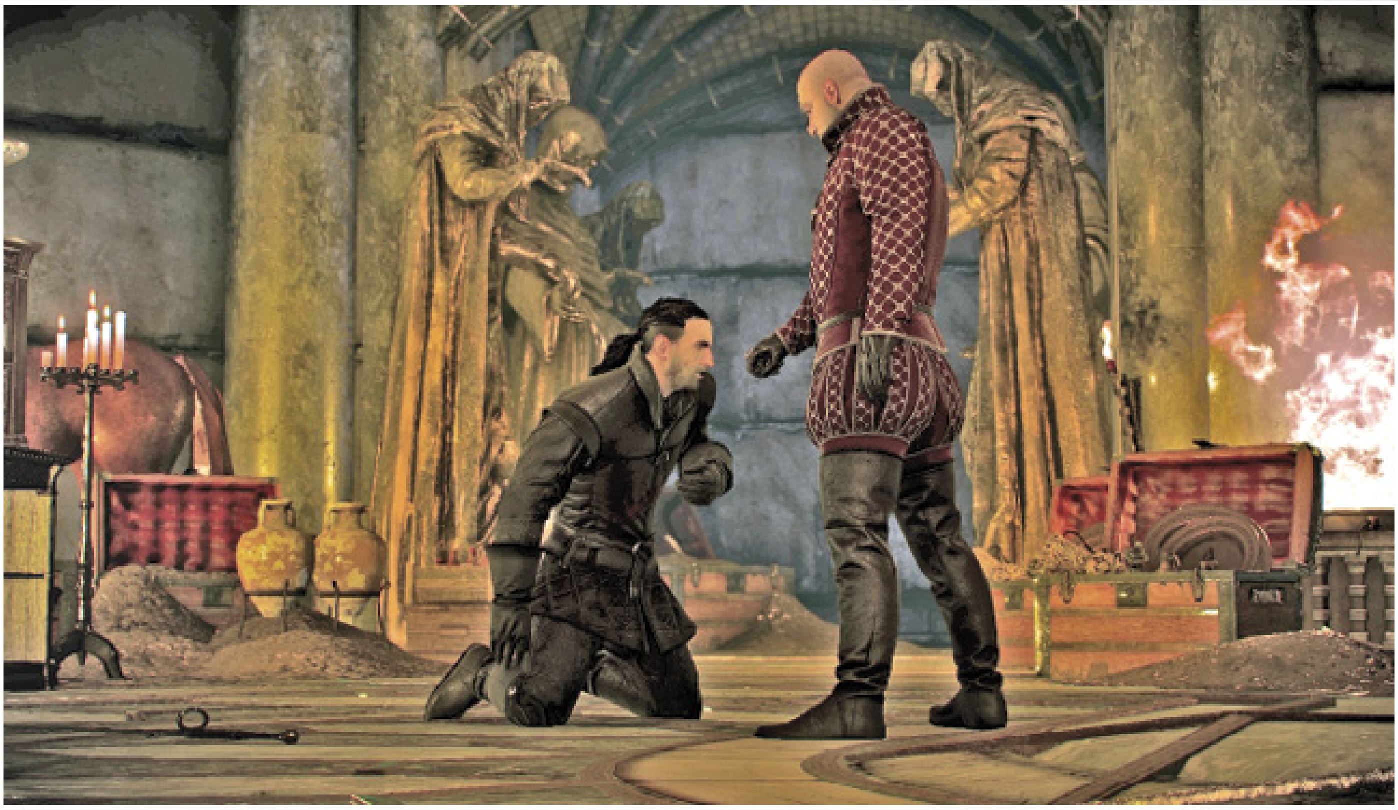
Open Sesame (Part 2)

End Part 2: A Violent Fratricide

Begin fighting the brother (and anyone allied with him) in bloody combat. You have a full complement of equipment to utilize. Note that when fighting Horst, attacking him as a primary target is better than elongating the battle by removing his shield mercenaries first, unless you want the XP; as combat concludes when you whittle Borsodi's health down to almost naught. Once your chosen Borsodi is brought to his knees, the following occurs:

PLANS #2A AND #2B: EWALD'S LAST STAND

After a withering display of sword prowess, you bring Ewald Borsodi to the ground. Horst mockingly crows victory, offering to forgive his brother if he kisses his ring, and acknowledge Horst as the head of the family. Refusing, Ewald tries a knife plunge, but misses and this results in him being struck into a bloody pulp until you intervene. Horst stops, but only temporarily, grabs at Ewald's knife, and plunges it in. Ewald gurgles his last breath. Now for a spot of unfinished business.



Open Sesame (Part 2)

End Part 3: Unfinished Business

OBJECTIVES

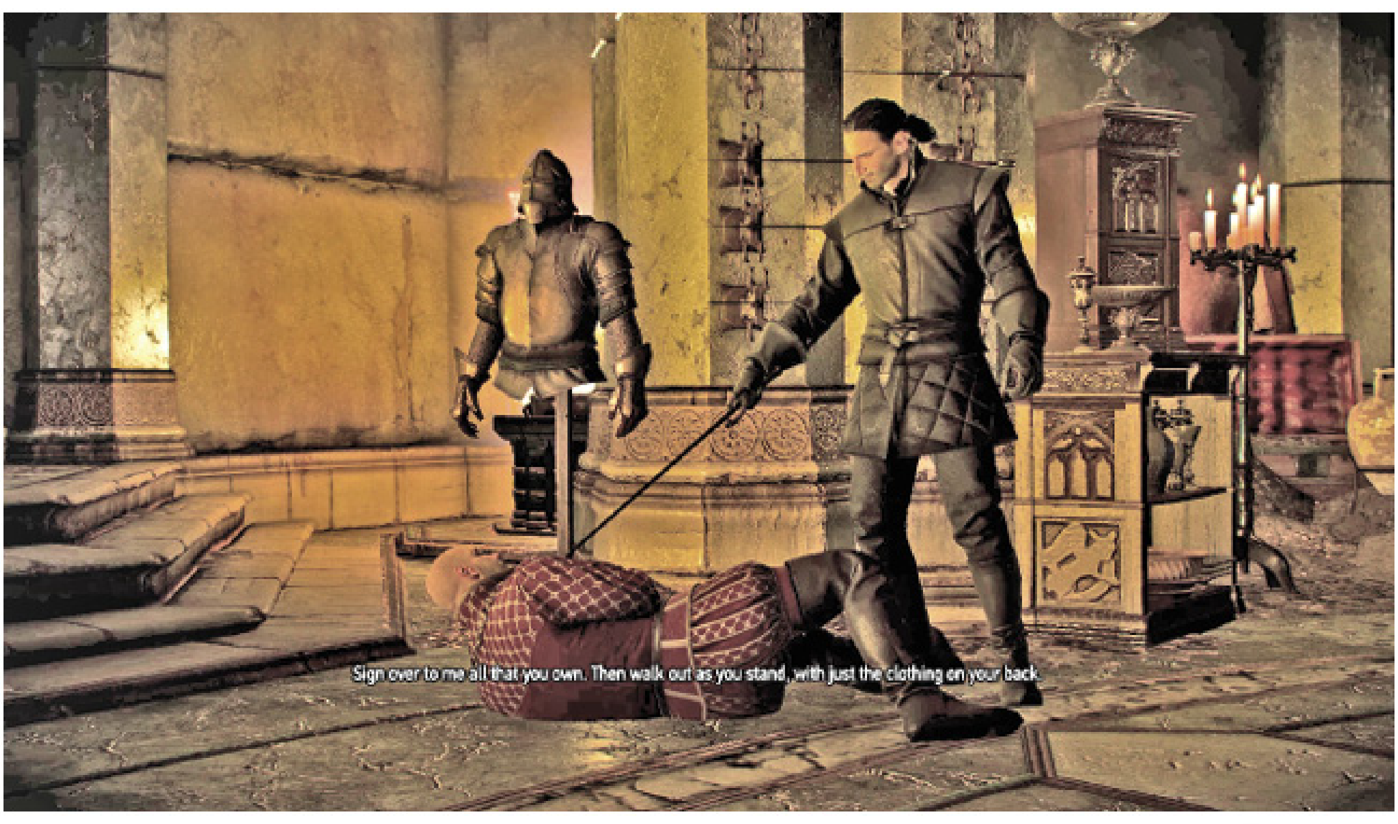
- Take Maximilian's House

PLAN #3A: MAKING A DEAL WITH HORST BORSODI

Did you side with Horst Borsodi? When he tells you he'd rather die than hand you the papers within the House, you can reply "maybe we can make a deal." It is decided that Horst will keep the papers, while you take the casket itself. If Quinto is with you, Horst beckons him to talk, and hires him into his fold. Afterward, you escape the vault via the secret passage Horst opens for you.

PLANS #2C AND #2D: HORST'S LAST STAND

After a battle of swordplay in the vault, you bring Horst Borsodi to the ground with a fierce Aard push. Ewald picks up his own brother's sword, stands over him, and points the blade at Horst's throat, demanding he sign over all that he owns. Horst pleads to take a single trinket, attempts to strike Ewald with it. Disarmed, Horst is rewarded by being struck multiple times in the face with the goblet until you intervene. Ewald stops, but before you can react, he finishes pulping his brother with a final, grotesque bludgeon. Horst gurgles his last breath. Now for a spot of unfinished business.



Sign over to me all that you own. Then walk out as you stand, with just the clothing on your back.

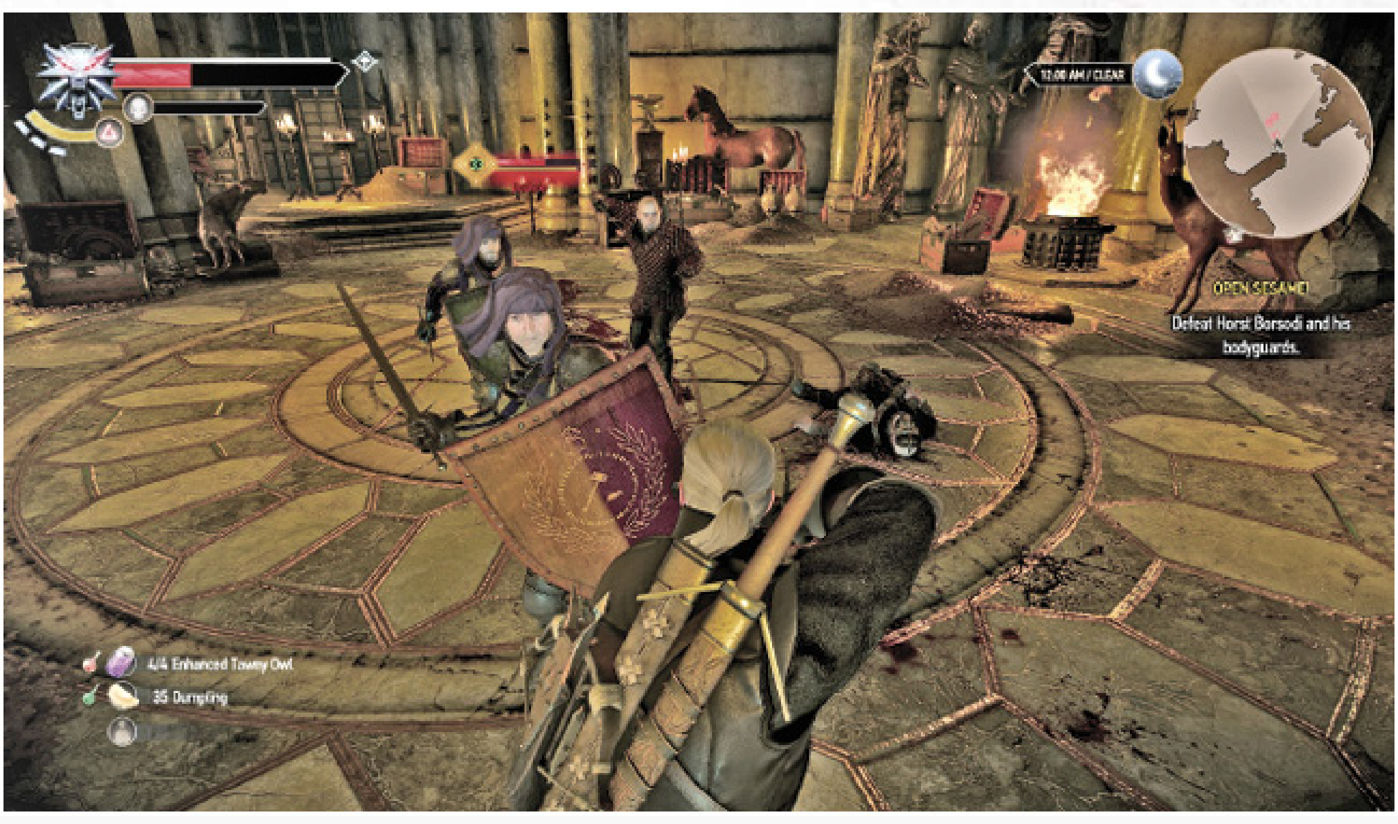
One of the Borsodi brothers now lies crumpled on the vault floor. You must now deal with the other one. Time is short, and Borsodi's House must be retrieved. You stand to face Borsodi, demanding the Borsodi's House. However, Horst or Ewald has some particularly important papers stored within this carved casket, and isn't about to let you have them. If Quinto or Casimir are still alive, they recommend a less violent end. You can:

PLAN #3B: HORST PLAY: ENDING THE BORSODI BROTHERS

OBJECTIVES

- Defeat Horst Borsodi and his bodyguards.

Did you side with Horst Borsodi? When he tells you he'd rather die than hand you the papers within the House, you can reply "nothing simpler." Face him in combat; optionally slaying the blowhard quickly to avoid combat with his Bouncer bodyguards. If Quinto is still alive, he sides with Horst, and both must be faced. Afterward, you must escape the vault on your own.



PLAN #3C: MAKING A DEAL WITH EWALD BORSODI

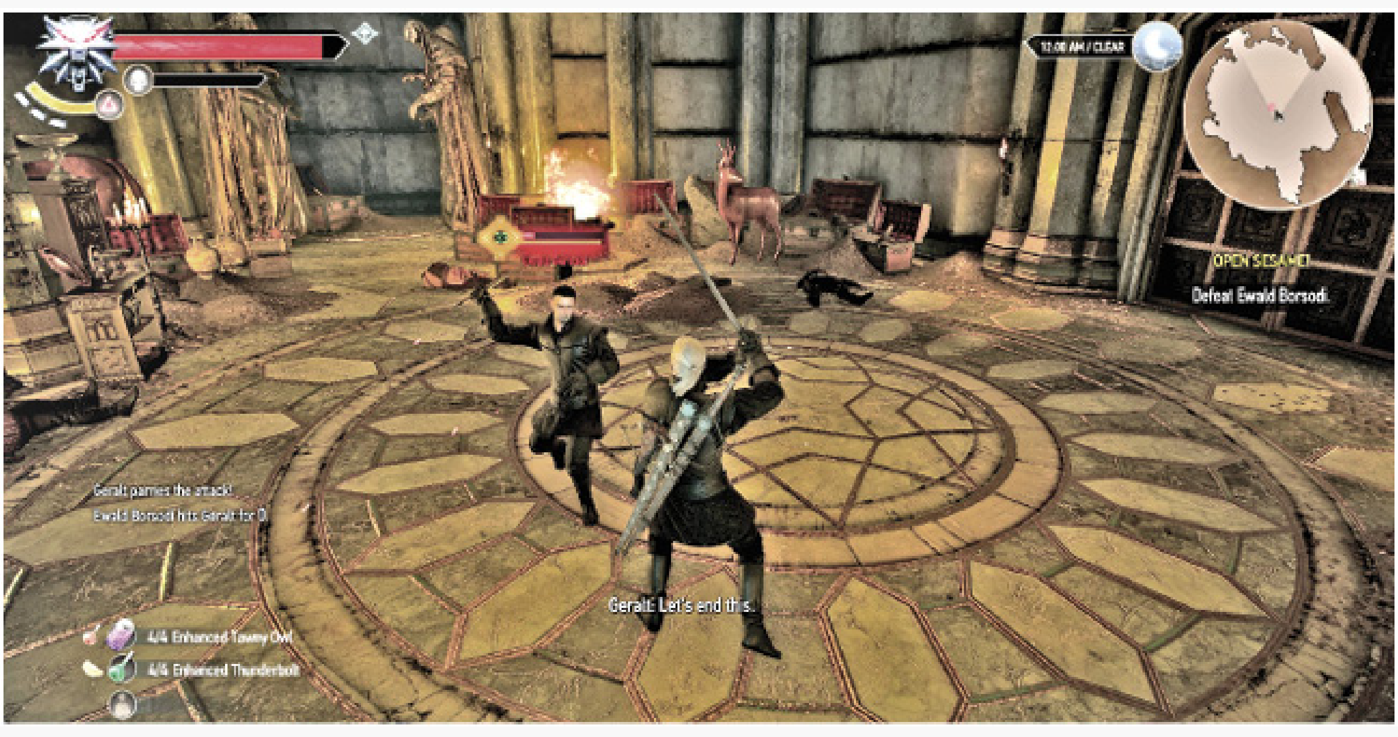
Did you side with Ewald Borsodi? When he tells you he figures his chances to better you are good, tell him, "This is not a bust. We can figure this out." You quickly agree that Ewald will keep the papers within the casket, while you take the House itself. Soldiers are entering the vault, so an escape must occur quickly; if Casimir is with you, he mutters a (coarse) sigh of relief. Afterward, you (with Ewald and Casimir) must escape the vault via the secret passage Ewald opens for you.

PLAN #3D: EWALD'S END: STOPPING THE BORSODI BROTHERS

OBJECTIVES

- Defeat Ewald Borsodi.

Did you side with Ewald Borsodi? You can question Ewald's decision to fight you as "dumb," and face him in combat, slaying the fool quickly. If Casimir is still alive, he sides with Ewald, and both must be faced. Afterward, you must escape the vault on your own.



Geralt parries the attack!

Ewald Borsodi hits Geralt for 0

Geralt: Let's end this.

Items: Maximilian Borsodi's House

Open Sesame (Part 2)

End Part 4: Roll Out The Barrel

OBJECTIVES

- Find the secret way out of the vault using your Witcher Senses, OR
- Get out of the auction house.

If you're on your own, locate the large vault pillar to the left of the pedestal Borsodi's House was sitting on, and press it. This opens the secret door to the south.

AUCTION HOUSE ETIQUETTE: PART 3

Before you leave the auction house for the last time, a quick rummage in two vault chests is the order of the day. The two chests near the pillar with the pressure plate hold valuable diagrams for an Ofier Crossbow and the Viper Venomous Steel Sword. Don't forget them before you leave!

Items: Diagram: Ofieri Crossbow, Diagram: Viper Venomous Steel Sword

Dash through the escape tunnel, use the lever to open the secret wall and step into a fisherman's hut close to the Pontar.

- If Ewald is with you, you have a final conversation, and he offers to provide items to you at cut-price rates from the Auction House in the future.
- If Casimir is with you, there's a last chat before he bids you a fond farewell.

OBJECTIVES

- Take Maximilian Borsodi's House to Olgierd.

Return to Oxenfurt, enter the Alchemy Inn, and speak with Olgierd regarding the evening's slaughter. This can be done whether or not you finish Main Quest: Dead Man's Party.

Mention you have the Borsodi's House, and Olgierd beckons you to a quieter location. You can ask why he required the papers within the House, ask more about the Borsodi brothers (Olgierd is happiest if you killed them both), and why he has a gripe with them. What follows is a tale of woe and debt, but mainly debt.

You can also quiz him about the company he keeps, his saber, the Ofieri "toad" prince, or play Gwent.

- If only Main Quest: Open Sesame has been completed, you must finish Main Quest: Dead Man's Party.
- If both Main Quests: Dead Man's Party and Open Sesame have been completed, mention the third task. Olgierd's Wild Ones free a man from a barrel. Olgierd requests your presence outside, and asks if you've ever truly loved. Answer as you wish. You can:
- Refuse to drink, and not discover much about the forthcoming task.
- Agree to drink, and more old wounds are picked apart.

When it comes time, Olgierd tells you he had a wife once. The day he saw her last, he gave her a violet rose. You're to bring him that bloom. This quest now concludes, and Main Quest: Scenes from a Marriage begins.

Scenes From a Marriage

A Sprawling Estate, Shrouded In Unnatural Fog

DANGER ALERT SPOILER ALERT

HoS SCENES FROM A MARRIAGE

RELATED QUESTS: Main Quest: Dead Man's Party, Main Quest: Open Sesame; Main Quest: Whatever a Man Soweth…
LOCATIONS: Alchemy Inn (Oxenfurt), Von Everec Estate, The Painted World
CHARACTERS: Black Dog, Black Cat, Caretaker, Wraith in the Painting, Iris von Everec, Olgierd von Everec
ENEMIES: The Caretaker, Specters (Spiders, Ghouls, Ethereals), Wraith in the Painting, Ethereal

OBJECTIVES

- Go to the von Everec manor.
- Find a way to get inside the manor.

QUEST COMMENCEMENT

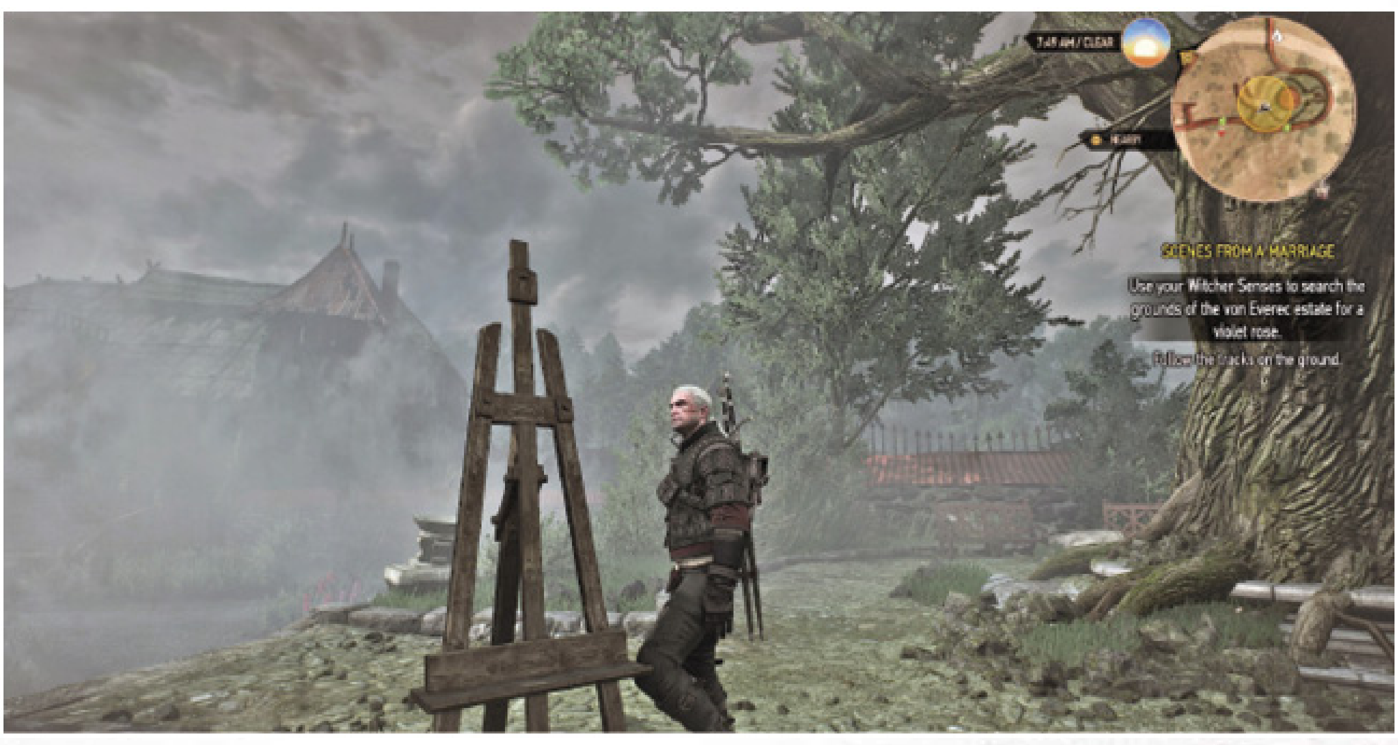
This quest is accessible immediately once you have reported back to Olgierd after completing both Hearts of Stone Main Quests: Dead Man's Party and Open Sesame.

Deep into the eastern hills of Gustfields territory, due east of Winespring Grange and the Dancing Windmill, is the dilapidated remains of the Von Everec Estate. A perpetual gloom hangs over this manor house and grounds, and the main gates are rusty and covered in creepers. This forces you to look around the perimeter for another way in; head left (north, then east and southeast) until you hear someone calling out for "Kendrick." The man is a common thief; ask questions as you wish. Fortunately, he stands at a break in the wall, allowing you to pass through into the grounds.

OBJECTIVES

- Search for the partner of the thief you met.

Use your Witcher Senses to search the grounds of the von Everec estate for a violet rose.


SCENES FROM A MARRIAGE
Use your Witcher Senses to search the grounds of the von Everec estate for a violet rose.
Follow the tracks on the ground.

Enter the fog-filled grounds, and begin a thorough inspection of the areas of interest on your map, using your Witcher Senses as you go. Your investigations yield the following evidence:

- A couple of bags of fresh manure. Perhaps to feed the flowers?
- A small fountain of ice-cold water, unused for a while.
- Near the fountain is a wooden bench; it looks well-used.
- A small grave under a leaf-less tree. Sitting nearby is a black dog you can talk to and shoo away.
- A cluster of bee-hives, well-maintained but dormant.
- The smell of flowers from the garden beds that are still tended. But there's no violet rose growing here.
- Close to an old oak tree by a circular pathway is an old painting easel; the wood has rotted completely.
- A busted lamp and trampled ground are close to the locked main doors. Somebody dragged something farther along the upper walls into the inner gardens. Your objective updates:

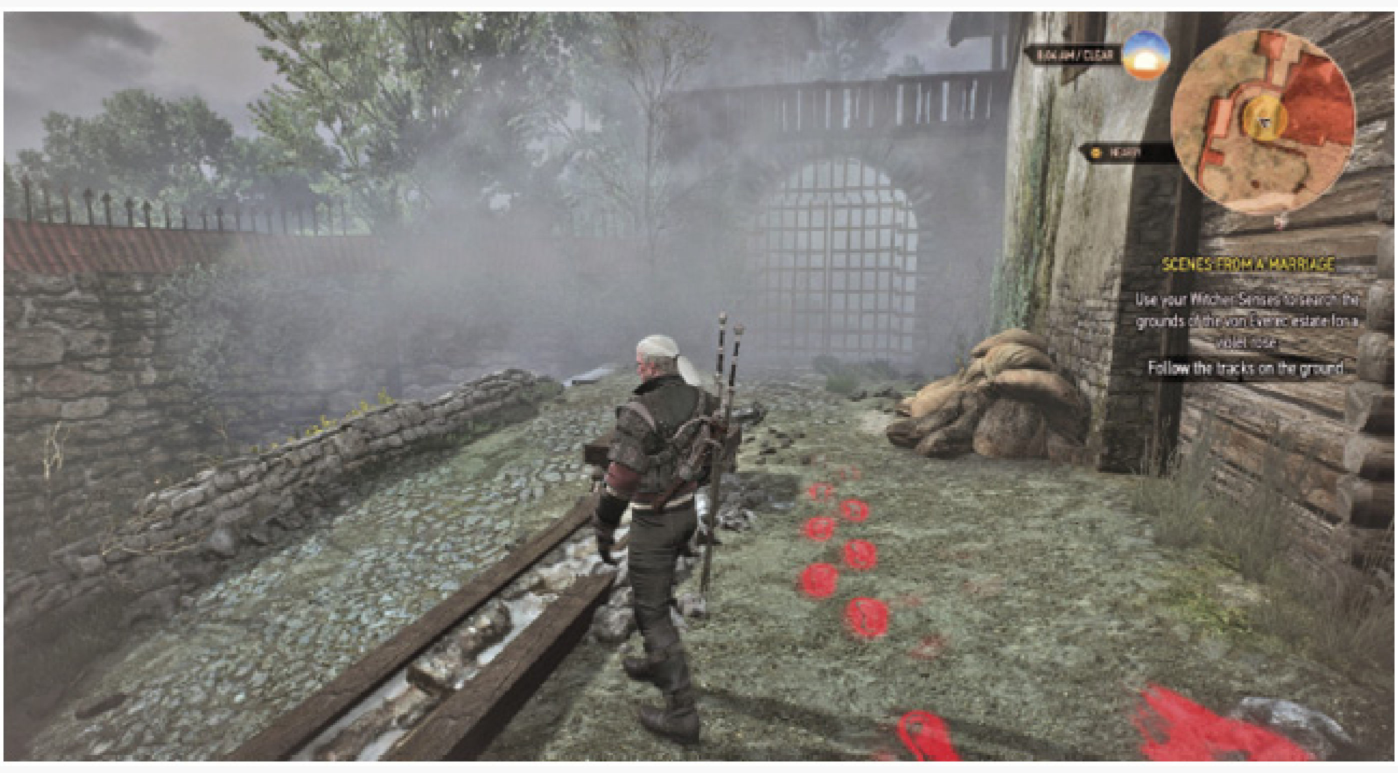
OBJECTIVES

- Follow the tracks on the ground.

Remain on the upper walkway and scour the wooden deck and steps for more evidence; your Witcher Senses pick up the following:

- Scuff marks and blood; a wounded man was dragged through here.
- Prints from cleated boots, leading from the back of the garden.

Follow the footprints around to a side gate, and push the gate. Beyond, you see a Black Cat watching you intently. Your chat with the cat is interrupted by a scraping sound; someone is digging.


SCENES FROM A MARRIAGE
Use your Witcher Senses to search the grounds of the von Everec estate for a violet rose.
Follow the tracks on the ground.

Scenes From a Marriage

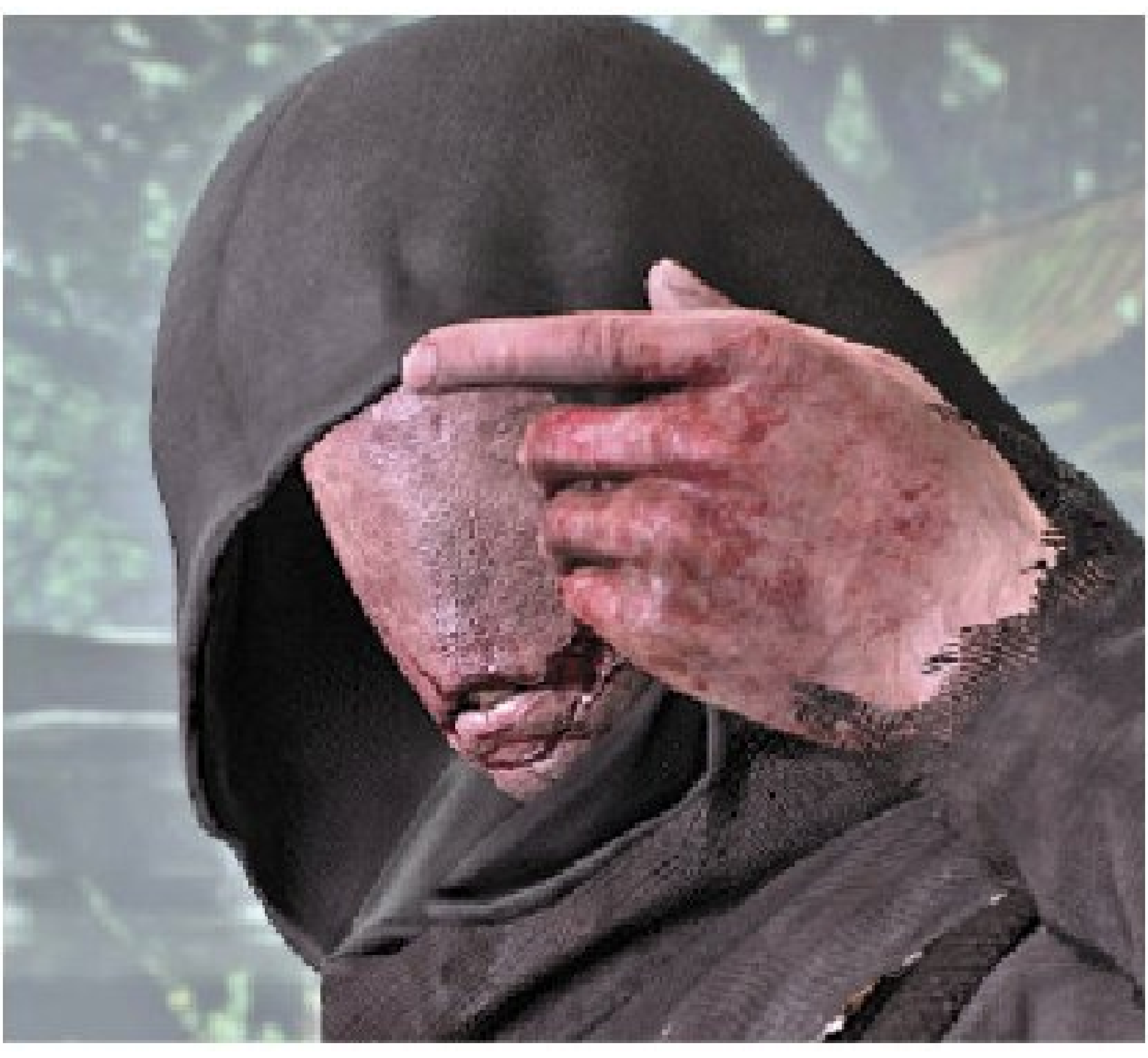
Taking Care Of Business

OBJECTIVES

- Search the estate's back garden using your Witcher Senses.
- Defeat the estate's caretaker.

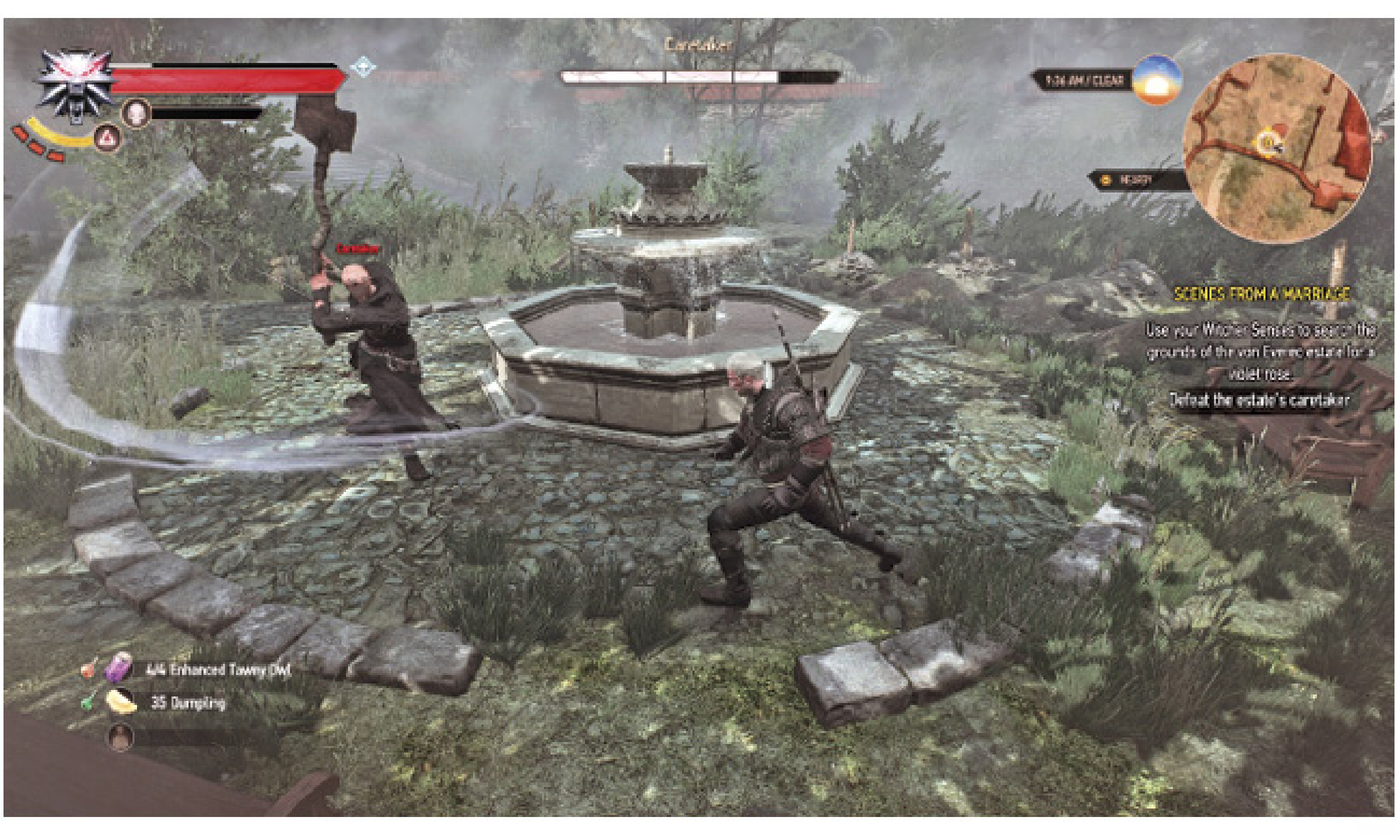
TAKING CARE OF YOURSELF FIRST

The source of the digging isn't a being to be trifled with, and you are encouraged to thoroughly prepare for a prolonged battle by brewing elixirs, prepping projectiles, using oil, and setting up your combat inventory before meditating, before venturing into the back garden.



The Caretaker

Remain on the upper walkway, and follow the trail of footprints and body marks to the back garden. Here you find the source of the digging sounds: a monstrous and grotesque form, an abomination created through black magic, now a guardian of the estate—the Caretaker! It hasn't finished digging the hole to dump the remains of the other thief in yet. Without a sound (as it has no mouth) it stops and turns its shovel at you. The Caretaker must be killed before you can continue.


Caretaker
SCENES FROM A MARRIAGE
Use your Witcher Senses to search the grounds of the von Everec estate for a violet rose.
Defeat the estate's caretaker
4/4 Enhanced Tawny Owl
35 Dumping

DEFEATING THE CARETAKER: THE ABOMINATION'S ATTACKS

The Caretaker has the following attacks and maneuvers:

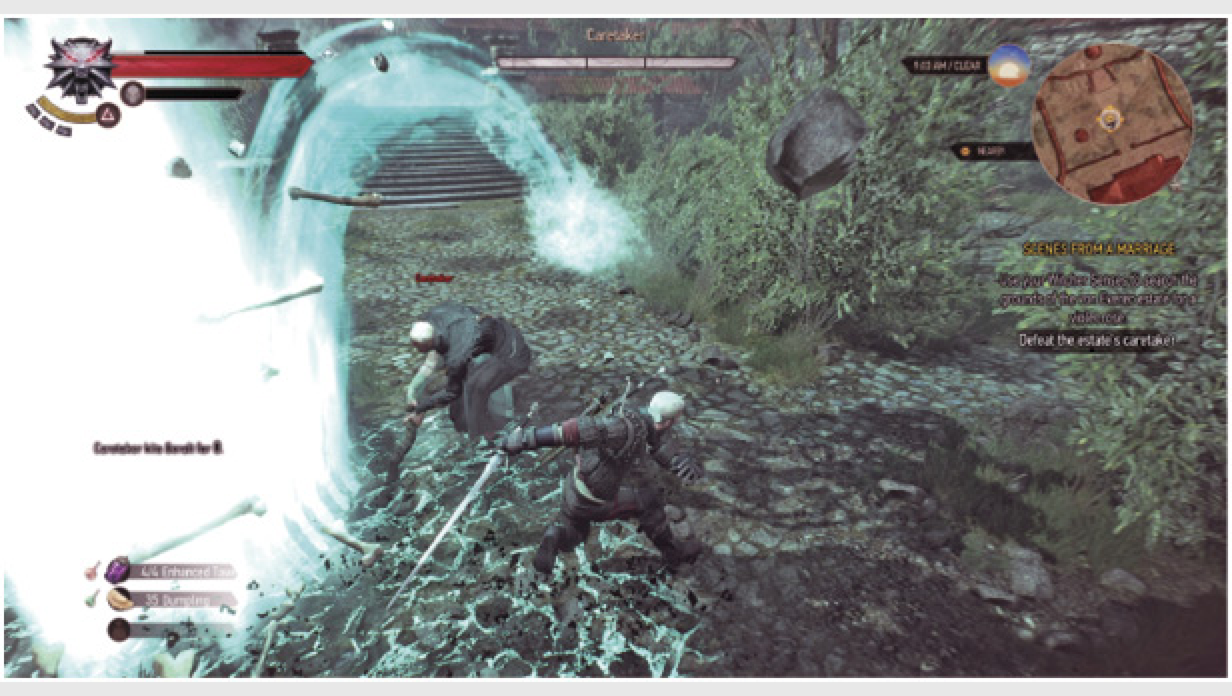
Regeneration Strikes: Whenever he strikes you with his spade successfully, he regenerates a small amount of health. Simply avoid being struck for this, and the usual reasons!

Summoning Ghosts: After around three or more attacks, or when he suffers substantial damage, he invokes ghosts that shuffle toward him, allowing themselves to be destroyed and absorbed by the Caretaker, regenerating his health considerably. Stop this quickly by special positioning (see "Coaxing the Caretaker," below), or by reaching the ghosts first and simply striking them with a single hit to dismiss them. As more ghosts are summoned (continuously for around 30 seconds), continue to look for ghosts (especially on your map) and race to prevent the Caretaker reaching them as quickly as possible while dismissing each with your sword.

Combination Attack (Spade): This is a powerful series of spade attacks the Caretaker can string together to form a devastating combo. If you're caught in this, you can be killed easily. Do not try to attempt to parry or block; step out and away from this attack.

Special Attacks (General): These cause a large amount of damage and cover a large area around and in front of him. These are as follows:

Special Attack: Shovel Slam: The Caretaker raises his spade above his head and then slams it down into the ground, causing a wide, cone-shaped area to be bathed in attack energy; this causes massive damage to you, and knocks you down. Look for the Caretaker to raise his spade, and back away from the area. As the shovel becomes temporarily stuck in the ground after the energy dissipates, venture in to attack afterwards. Then leap away as soon as you see more energy starting to appear around him.



Special Attack: Charging Shovel: The Caretaker barges forward with his spade outstretched, racing forward around eight meters and causing massive damage and a knockdown if he strikes you during this time. Afterward, there is a brief recovery time, where you can strike back. Simply step to the side, or roll into or around the attack so the Caretaker runs past you. Then target and attack the foe during his recovery.

Impressive Immunity: The Caretaker is immune tow most Sign, Bomb, and crossbow bolt effects. He also immediately destroys any Yrden placed by you, making this especially ineffective.

DEFEATING THE CARETAKER: THE BEST BATTLE TACTICS

Learning Patterns: In the Beginning: The Caretaker makes a slow but constant approach toward you, attempting his combo attack when close. These usually end with a Shovel Slam, in an attempt to knock you over.

Learning Patterns: In the Thick of It: When you manage to reduce the Caretaker's health to the first of its three segments, and again when two-thirds of his health is lost, the Caretaker breaks away from the fight and summons ghosts from their graves within the garden. He slays and absorbs the ghosts' energy, and this can easily bolster his health back up to maximum. These invoking phases last 30 seconds, so it is imperative you clear the ghosts away from the Caretaker to avoid prolonged combat. Afterward, the Caretaker begins attacking again. At two-thirds health, the Caretaker summons ghosts and then starts to employ the Charging Shovel attack exclusively. At one-thirds health, the Caretaker summons ghosts for a second time, then uses both the Shovel Slam and Charging Shovel attacks.

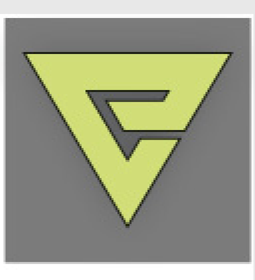
Coaxing the Caretaker: As the ghosts are summoned within the low stone walled section of the back garden, if you back away from the Caretaker during the combat phase, forcing the Caretaker to follow you up the steps and to the pathway where you met the Black Cat (or where the thief's body is at the opposite end of the garden), you can quickly leave the Caretaker when he starts to summon ghosts, race into the garden, and mow down ghosts quickly before the Caretaker can reach them; at least until he follows you back into the garden. Area-of-effect attacks, like Igni, are particularly helpful in ridding an area of multiple ghosts. Then concentrate on any ghosts within the Caretaker's path, preventing more health being sucked up by this foe. Don't engage the Caretaker during this time; focus on the ghosts.

A Precise Attack: As the fight begins, approach but do not engage the Caretaker; stay directly outside the range of his combination attack. Watch for the start of the Shovel Slam, you can easily spot this as energy arcs out of his weapon. At this point, roll behind the Caretaker, and as the Caretaker tries to remove the shovel from the ground, batter him with sword attacks coated in Relict Oil.

Conclusion: Once the Caretaker performs his Charging Shovel attack, a simple sidestep, followed by sword attacks during his recovery time, is the key to success. Repeat the previous tactics mentioned until the conclusion of this battle.

THE CARETAKER'S VULNERABILITIES

Relict Oil



Quen

Scenes From a Marriage

Friends Of The House

OBJECTIVES

- Search for Iris von Everec on the upper floor of the manor.

After the Caretaker falls, you're somewhat surprised to start a philosophical discussion with the Black Cat. Joined by the Black Dog you saw at the grave earlier. They don't reveal their identities, only that they are "friends of the house." You can ask them about the Caretaker, and their mysterious nature, but mentioning the violet rose. You're given a key to the manor house, allowing you to search for the rose's owner (and estranged wife of Olgierd), Iris von Everec. Before continuing, you may wish to loot the Caretaker and gather his magical spade; 10 percent of the damage caused by this weapon is returned to you as health. You may also find an Ornamented Brush beneath the rotted gazebo, close to the dead thief, in the back gardens. Head to the back of the manor (the door the two familiars move to sit between) and enter.

Black Cat

Black Dog

Items: Key to the Manor Back Door, The Caretaker's Spade, Ornamented Brush

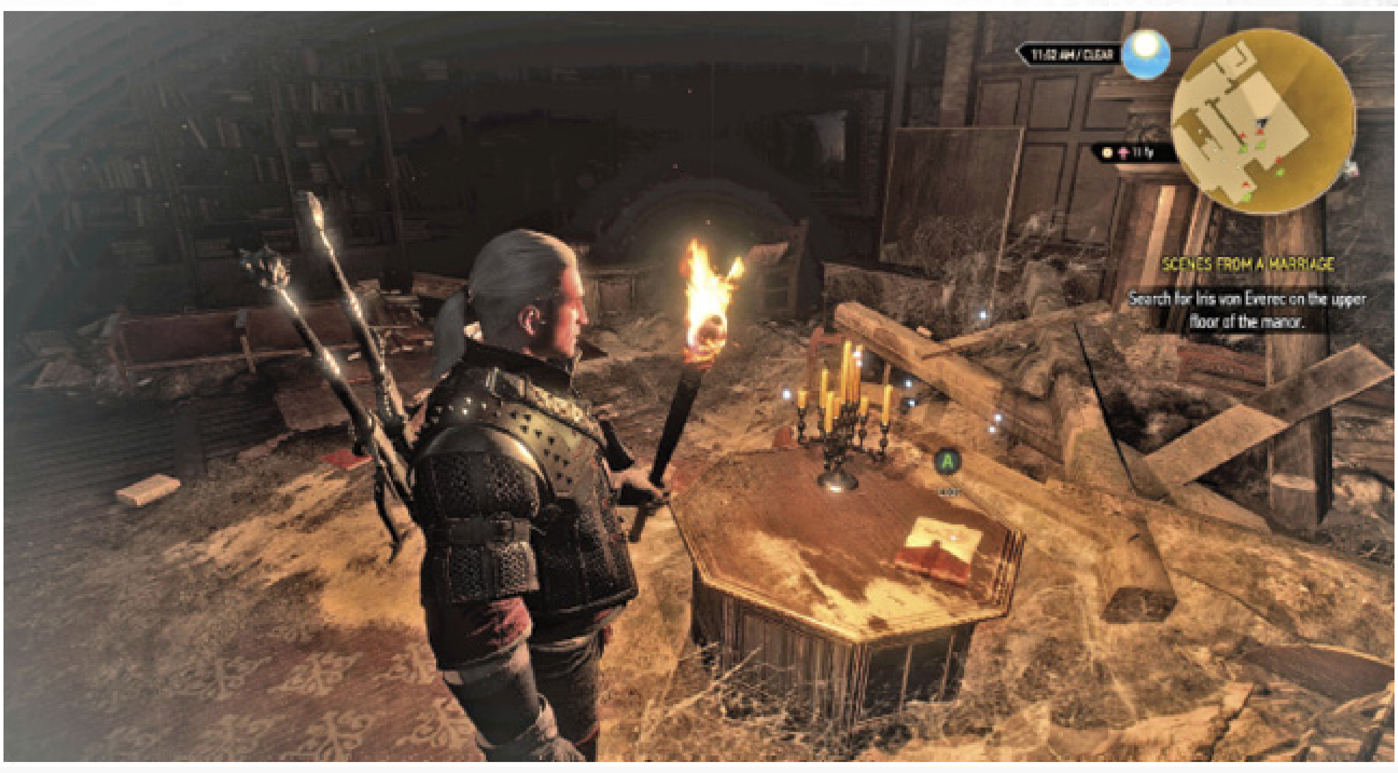
INTO THE DARK MANOR: LET THERE BE LIGHT

A Cat potion, a simple torch or lantern, and judicious use of the map to ensure you're not lost, are advisable when starting your search of this tumbledown manor. Feel free to light any candles or fireplaces along the way, to add further light and so you know where you've previously explored.

INTO THE DARK MANOR: LET THERE BE WRAITHS

Or specifically, one particularly frightening wraith. As you've just defeated the Caretaker, you may be low on provisions, so ensure your best wraith-killing equipment (and health) is up to snuff before continuing.

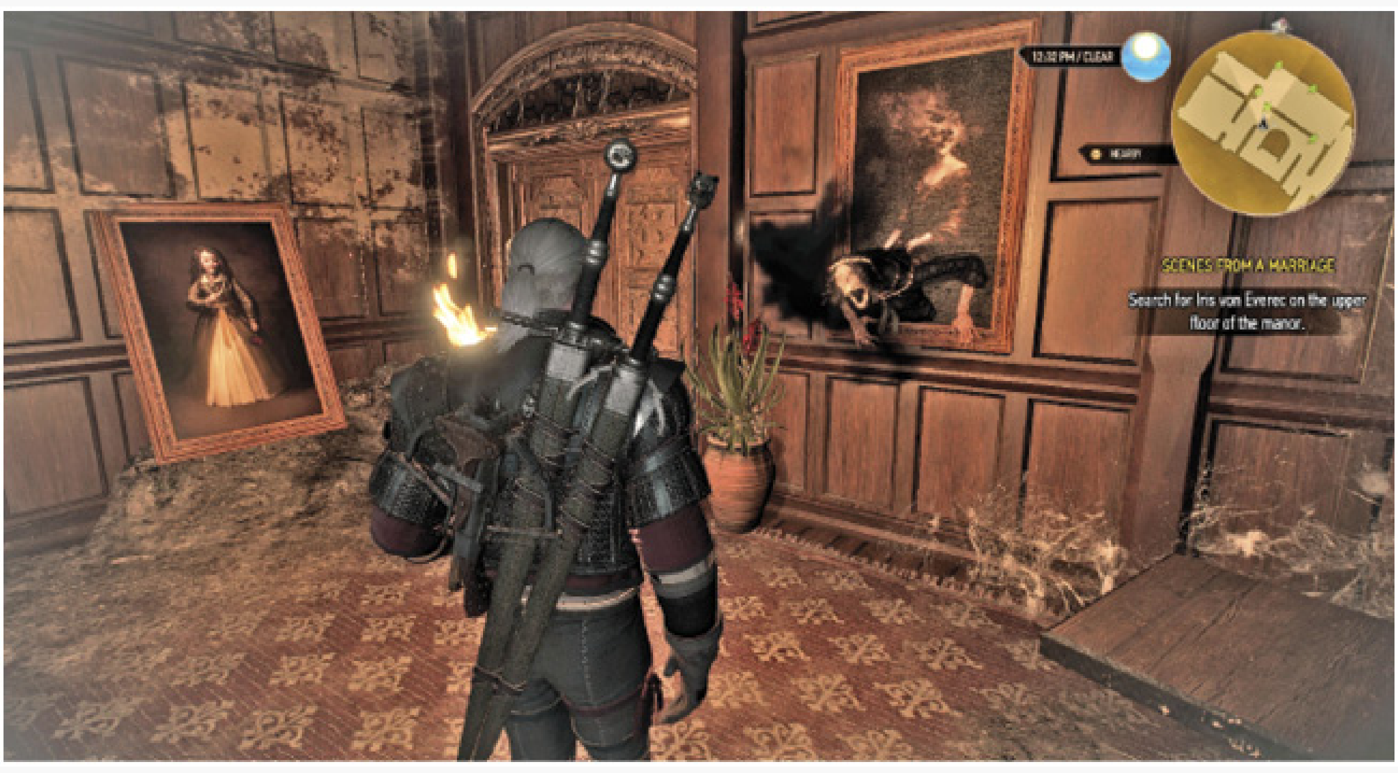
After listening to whispers and navigating the inky-black entrance and storage area, enter the only accessible doorway, and into the grand parlor. A spectral shape disappears back into a painting on the far wall. Something wraith-like is lurking here. Venture further into this large, dilapidated chamber, and take the sketchbook from the table.



Items: Iris' sketchbook

Step into the main hallway, where a falling chandelier and ghostly voice attempt to dissuade you from continuing. The way forward is up the grand staircase, but you can optionally inspect the following:

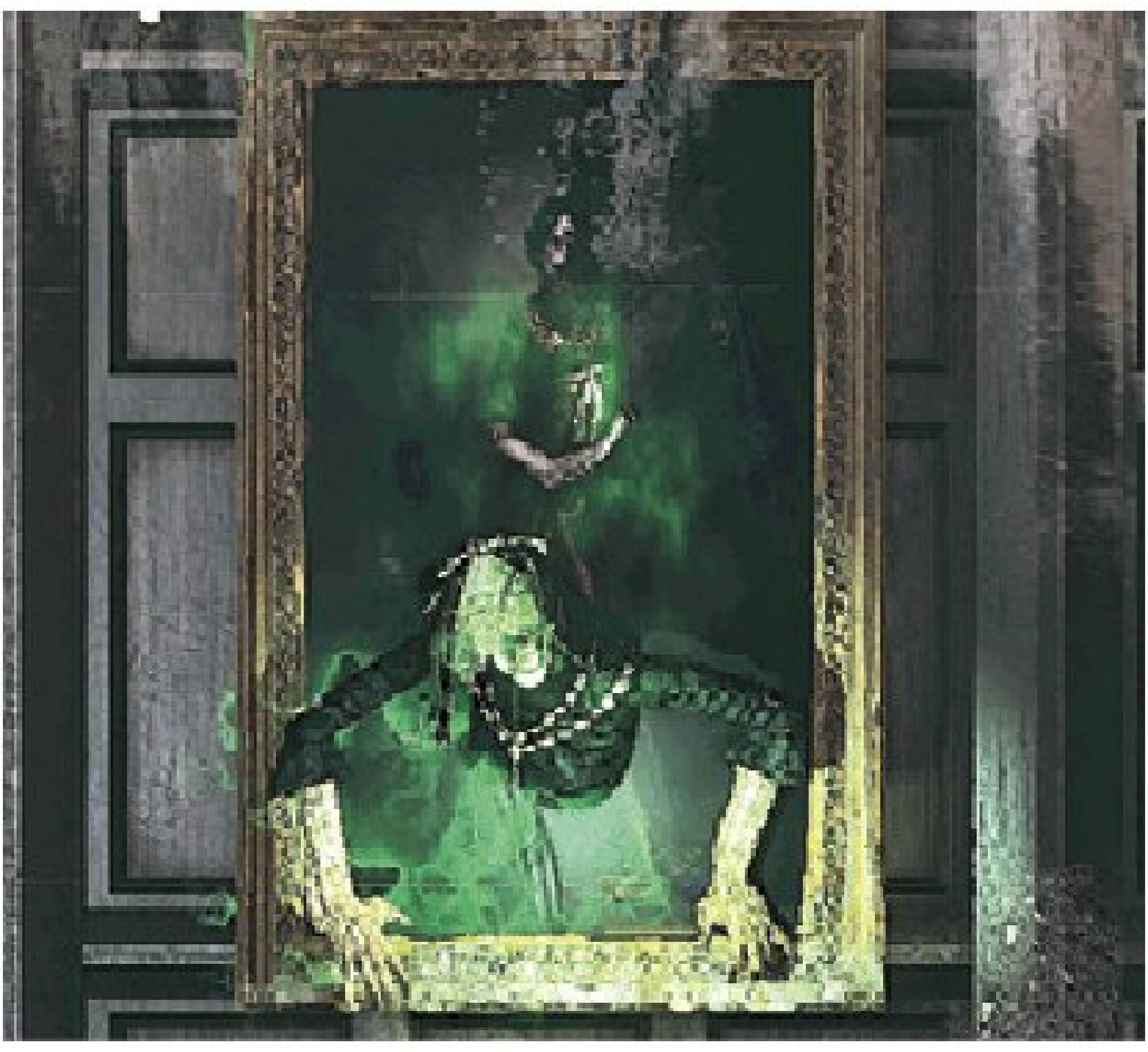
- The painting to the right of the grand stairs; it is of Olgierd looking like a different man compared to the tortured soul you've currently befriended.
- In the dining room opposite the doorway you entered from, there's a table strangely clean and ready for a meal to be served, if you examine it (use your Witcher Senses).



Ascend the main staircase. At the top, the wraith in the painting may startle you. Nearby is a painting of Iris and Olgierd together. The only accessible area is through the doorway to the left (west), into a smaller office room exhibiting the signs of fire damage. Optionally loot a couple of books, then take the exterior balcony into a secondary bedroom. The door opposite swings open, coaxing you into a long gallery: A very long gallery…

Scenes From a Marriage

Wrath Of A Woman Scorned



The Wraith in the Painting

As the gallery elongates to a point where it is impossible to escape, the familiar form of a wraith congeals close by. However, this form of Iris von Everec is especially troublesome. Prepare to defeat the Wraith in the Painting.

DEFEATING THE WRAITH: THE ENTITY'S ATTACKS

This wraith attacks in a similar manner to any other floating specter you may have encountered before. But she is a little more problematic than other lost souls:

Relentless and Immunities: She is relentless, fast, and aggressive. She is also immune to Signs that cause damage and special effects from Bombs and crossbow bolts.

Close Attack Clawing: A barrage of close-range clawing attacks can keep you stunned due to being constantly struck. She can also pass through you during this attack, usually used as a counter if you attempt to defend.

Painting Regeneration: Any lost health is regenerated as the wraith flies higher into the air (to escape your attacks), and opens a portal into one of the paintings found in the long gallery. Then attacks resume after the portal opens; until she floats and enters the painting portal. If she enters, she disappears for a few moments, then returns via a different painting portal, regenerated with health.

DEFEATING THE WRAITH: THE BEST BATTLE TACTICS

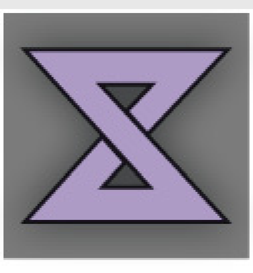
Quen, not Yrden: Unlike the Wraiths you may have faced before, Yrden isn't a recommended tactic to use. Come to this fight with a boosted Quen; augmented by abilities and utilize these defenses (such as Active Quen) frequently. In this situation, Quen isn't a passive defense, but is instead the key to victory; you're absorbing this Wraith's damage rather than attempting to prevent it. For this reason, it's also worthwhile carrying a supply of Tawny Owl potions to boost the stamina regeneration you need to cast Signs.

Portal Permission Denied: Now Quen is allowing you to fight back more frequently, you'll damage the wraith (especially if your sword is coated with Specter Oil), causing her to float up, and open one of the painting portals. As soon as this occurs, look for the beginnings of the (green) portal, and focus every attack on the location of the painting portal. You can use sword attacks, or bombs, crossbow bolts, or offensive signs (Igni for example, offers a quick closing of the portal).

Repetition Equals Victory: Without a portal to enter, the wraith starts to attack you again, but without the boost in health she craves. Use Quen, counter and wound her again, and prevent any subsequent portals from opening. Continue this tactic until the wraith is slain.

THE WRAITH FROM THE PAINTING VULNERABILITIES

Specter Oil

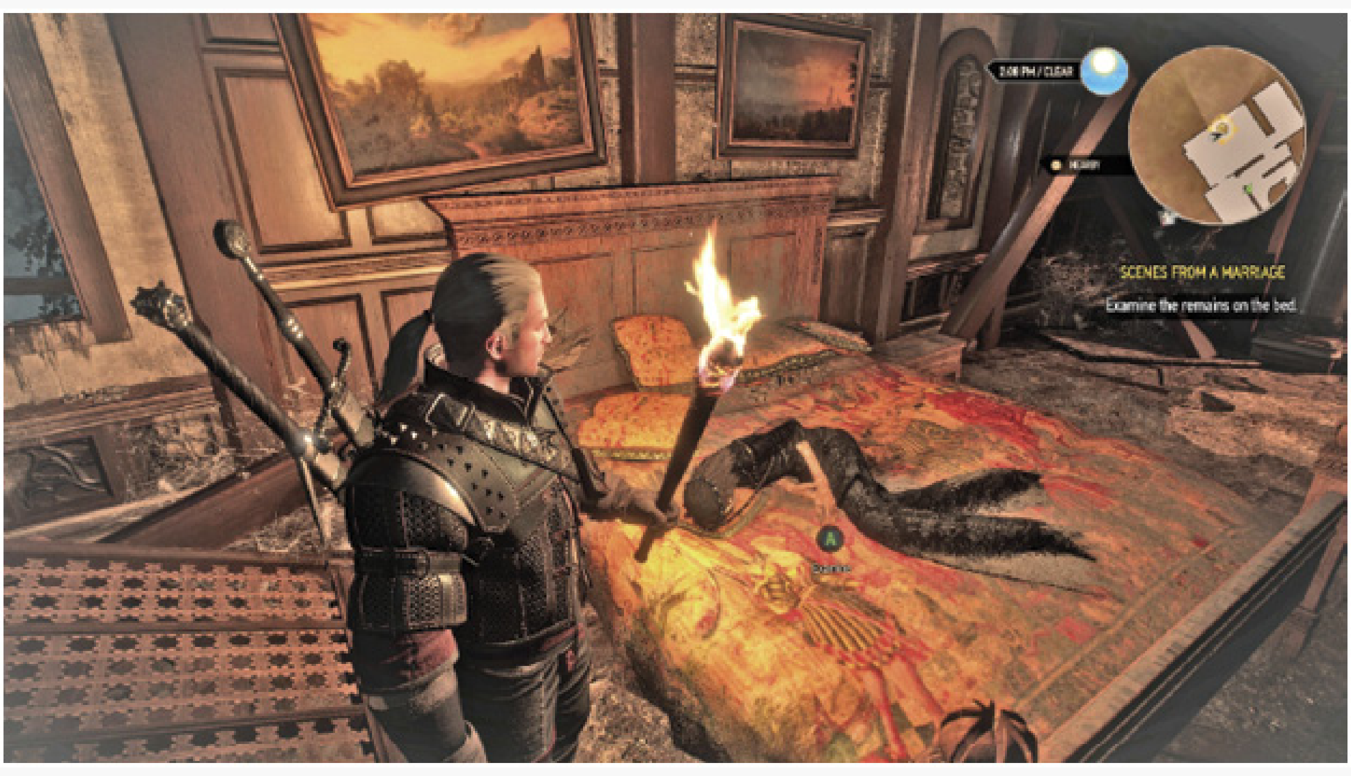


Yrden

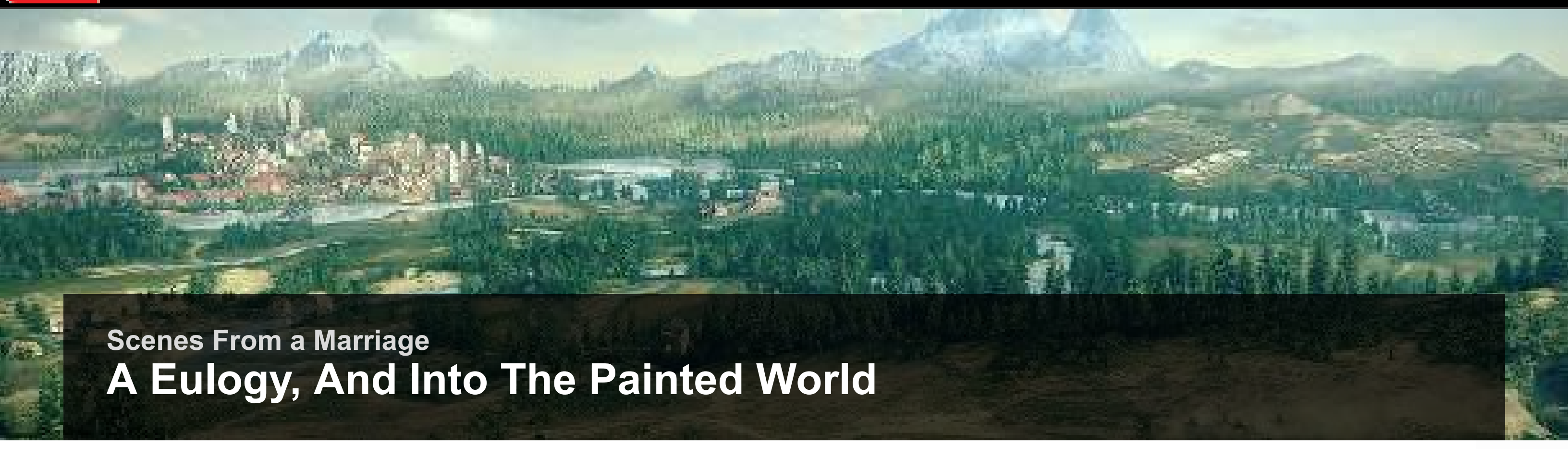
OBJECTIVES

- Examine the remains on the bed.

With the long gallery exit (to the east) now accessible, enter Iris' bedchamber and make a short inspection of the room before checking the bed; there's a portrait to pick up on a small table to the right of the fireplace. Though you can also inspect the small art studio off this room, the main area of interest is the large bed itself. Iris is here, but she's not in the land of the living. The Black Cat and Dog appear to recommend you frame your wishes more carefully. As you learn more about her, you can ask the familiars how Iris died and why they are helping you, before inquiring about Iris' wrath. It seems their mistress endured much hardship. After taking a key to the front door (given by the Black Cat), you inform your furry friends that you intend to talk to Iris anyway, starting with the burial of her remains.



Items: Portrait of Iris and Olgierd, Key to the Manor Front Door

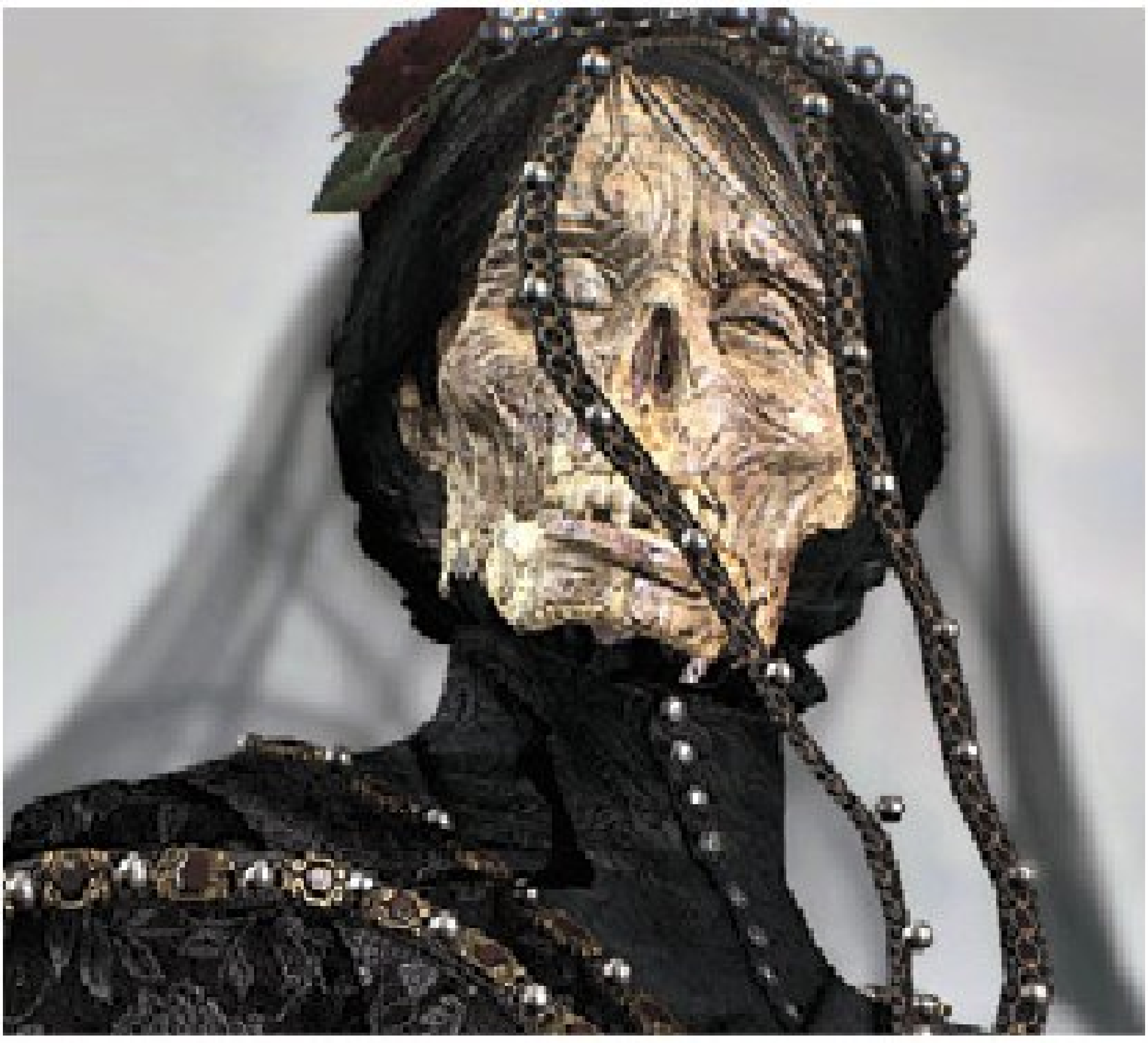


Scenes From a Marriage

A Eulogy, And Into The Painted World

OBJECTIVES

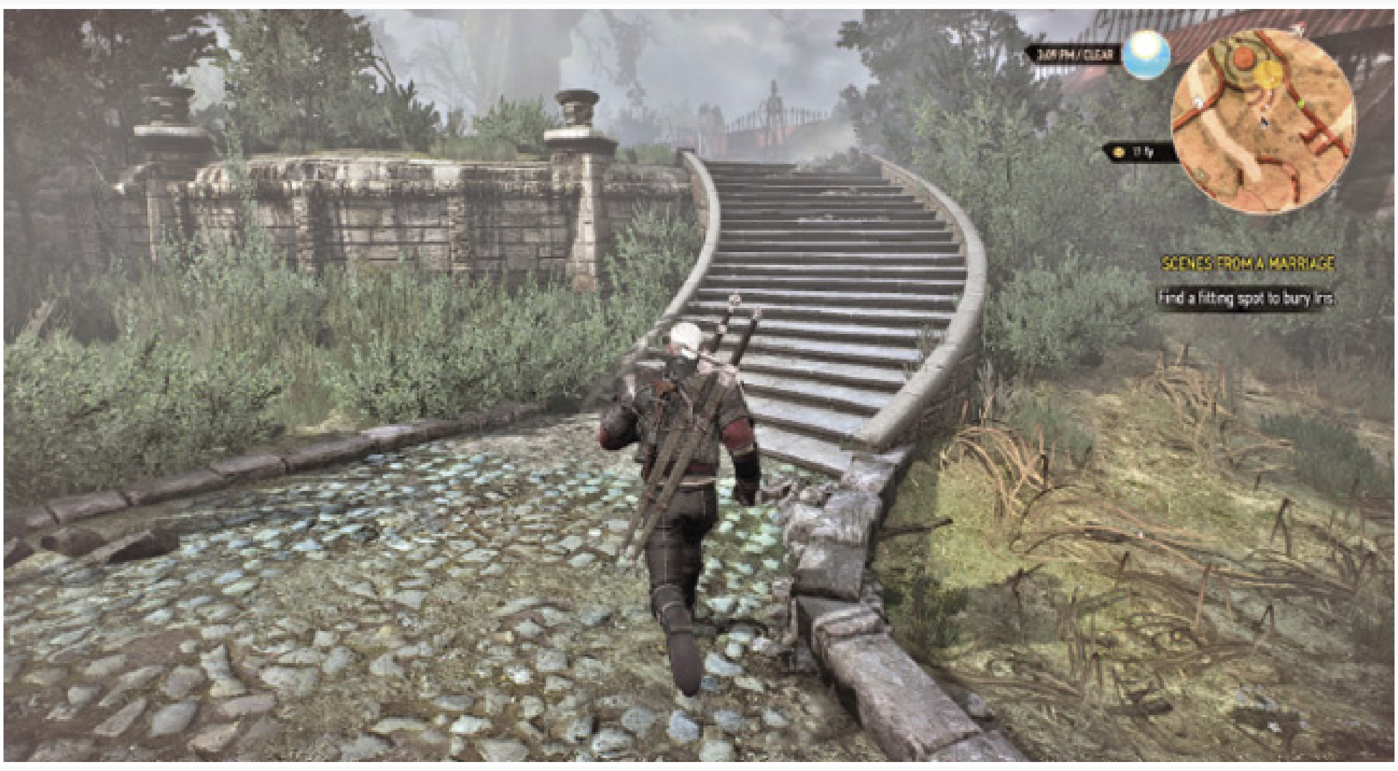
- Find a fitting spot to bury Iris.



Iris von Everec (Deceased)

You now have the run of the manor. Retrace your steps down the main staircase, and out the main doors (you can now unlock). Into the gloomy garden, you should inspect the following locations as a suitable resting place for Iris. Your previous search of the grounds allows you to easily find the following areas:

- The bench near the fountain. Iris liked to sit here, but this isn't a good place for a grave; it is too close to the house.
- The flower bed. Though Iris adored flowers, she would never want to destroy them. Dig somewhere else.
- The easel on the raised garden under the large oak tree (roughly northwest of the main manor) seems suitable; you are told Iris loved to paint.



You dig the grave by the easel, and say a few kind words about Iris (choose whatever you wish to say). You can then try to summon her, and place one of the following items you found during your previous searching (it doesn't matter which, you don't have to place anything):

- The sketchpad from the ground floor study and library.
- The painting of Iris and Olgierd from Iris' bedchamber.
- The ornamented hairbrush found in the back garden.

You can also ask the Black Cat and Dog to add their own eulogies. With the remains interred, you attempt to summon her. Her wraith appears, silently walks over to the easel, conjures a painting of the manor, and steps through. The figure of Iris appears in the painting, prompting you to follow her into the Painted World.

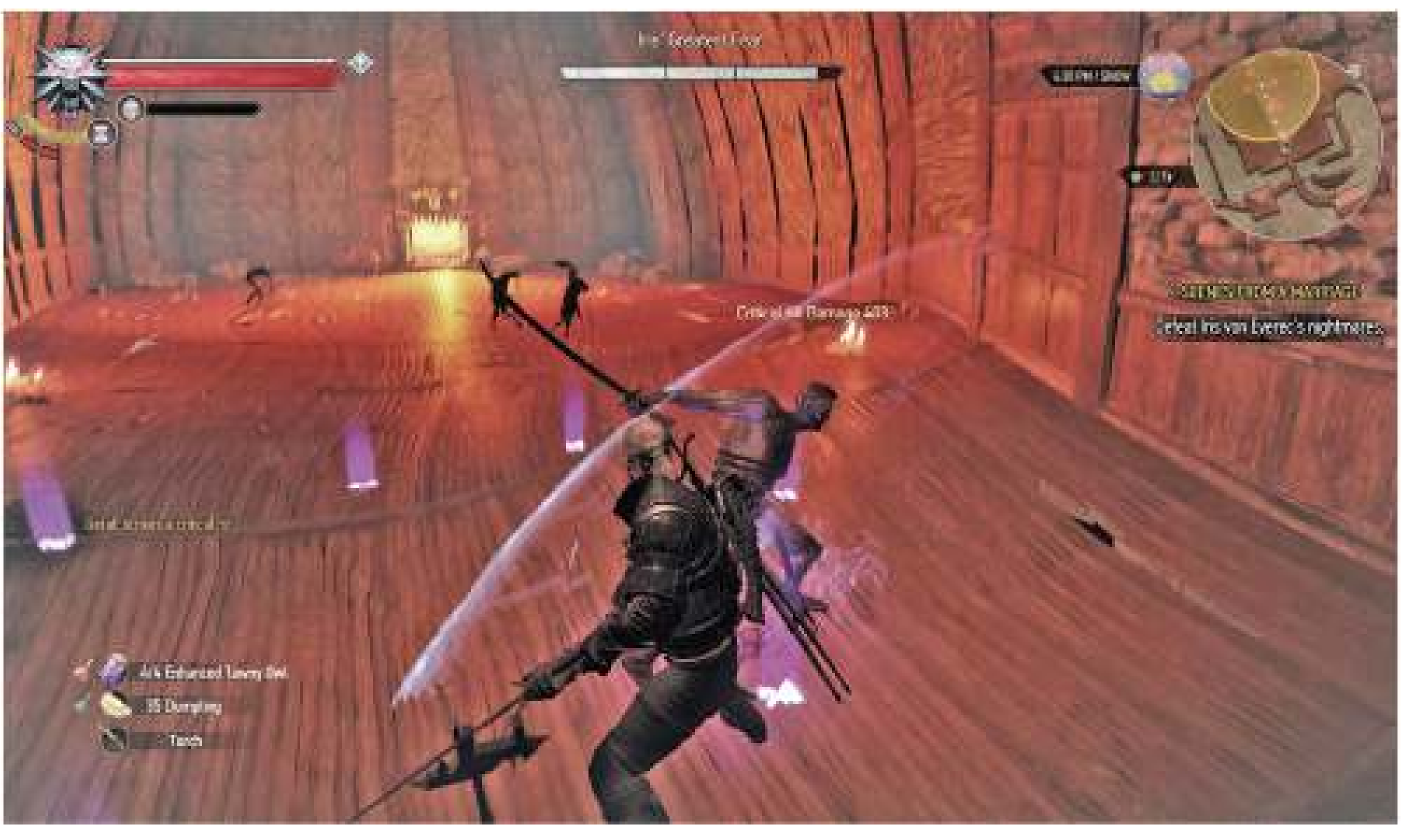
Scenes From a Marriage

Nightmare In Red

OBJECTIVES

- Defeat Iris von Everec's nightmares.

You must face a demonic form of Olgierd known as the Ethereal. Six of these dopplegangers appear in the parlor. All must perish!



SIX OLGIERDS TO FIGHT!

This nightmarish form of Olgierd is split into six separate beings. They have all the strengths, weaknesses, and attacks as Olgierd, so you should read up on how to defeat Olgierd when you were presented with this option at the end of Main Quest: Evil's Soft First Touches, or access similar information in the Bestiary. The same tactics apply here.

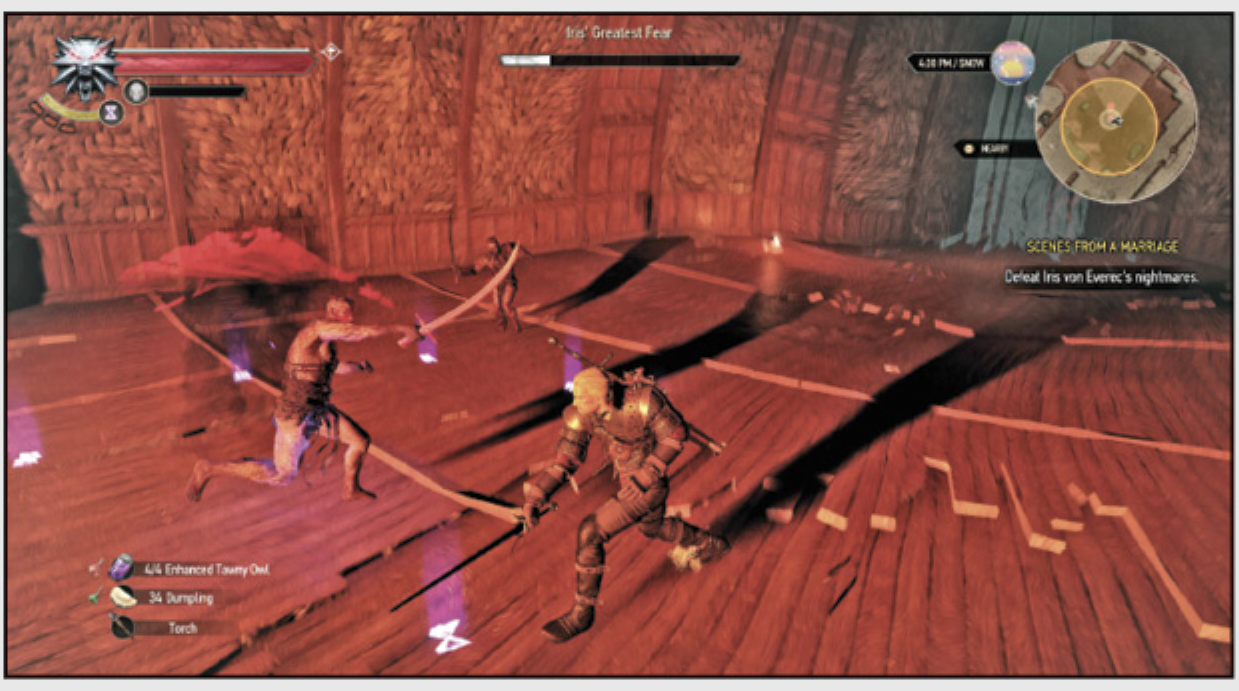
DEFEATING THE ETHEREALS: ATTACKS FROM IRIS' GREATEST FEAR

Strengths: Essentially clones of Olgierd, these demons are fast and relentless. Initially motionless, they wake when you attack each one, so if all the enemies are awoken at the same time they all attack together. The main difference is that these enemies gain Olgierd's skills as they die. In other words at the beginning of the fight the enemies only have basic sword attacks, when one dies the remaining foes all gain another of Olgierd's skills, like a shadow dash. As each additional enemy is killed, the rest gain another skill until the last one left has every skill that Olgierd had when you had the option to fight him at the Garin Estate.

Weaknesses: These are the same as Olgierd's original shortfalls; you can counter and stun the enemies when they are attempting a special attack. The first three clones have so few skills, they are reasonably easy to defeat.

DEFEATING THE ETHEREALS: THE BEST BATTLE TACTICS

As all their attacks are the same as Olgierd's, you should have some familiarity coming into this fight. When battle commences, there are six opponents, but only one is active. Killing that enemy causes another to wake up and attack, and this process repeats until the last wakes and is beaten. However, any idling foe can be awoken at any time if you accidentally. Need more of a challenge? Wake everyone up and slay them all at once!

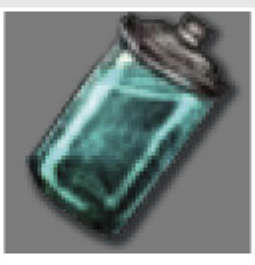


Plan 1: One at a Time: The easier plan is to keep away from the idling foes, moving to the far end of the arena, and slay each form of Olgierd one at a time, using tried and trusted tactics from the first time you faced him.

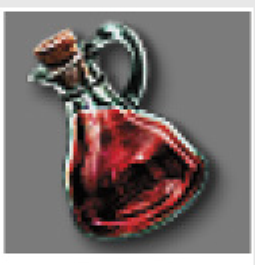
Plan 2: All at Once: Throw caution to the wind, and slay all six foes in a crowd by preparing yourself accordingly. You require maximum damage inflicted in the shortest amount of time. Use damage-enhancing potions and decoctions, and use the Whirl Combat skill to great effect here.

Since these enemies only gain skills as the others die, when they are woken up, they are all relatively weak. Use this to your advantage by corralling them in one place and unleashing damage as quickly as possible. A solid whirl attack can take up to four of them out at once. Once fewer of these enemies are in the arena, treat them as single foes and employ original Olgierd-slaying tactics.

ETHEREAL VULNERABILITIES



Blizzard Potion



Specter Oil

I Am Sadness: Into A Dream Of What Was

After the fight, Iris appears before you in her bedchamber. You can tell her you've met her before, as well as requesting the rose Olgierd gave her. Feel free to mention her husband's powerful enemy, and choose answers as you wish. When the conversation moves to the wintery balcony outside, you can find out more about the rose, why Olgierd needs it so badly, and make the following decision:

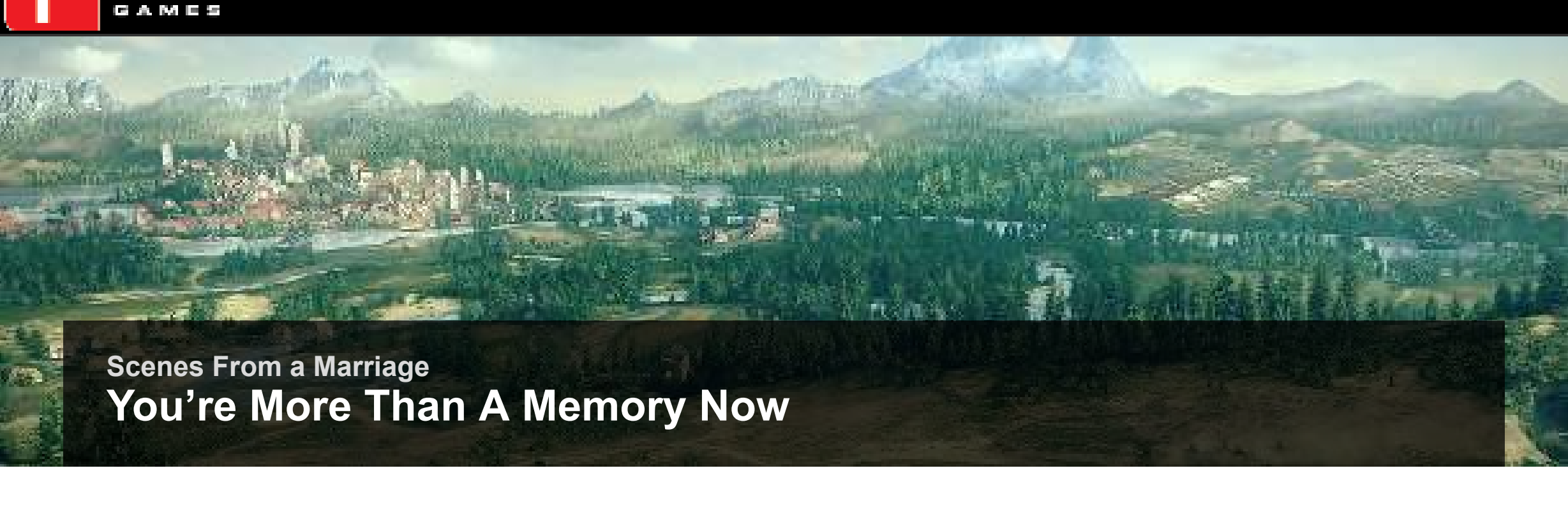
- Ask her to give you the rose ("This needs to end. I'm taking the rose."). This forces Iris' spirit from this world, and sets her two animal familiars free. They make mention of a "Man of Glass," and to seek salvation in "glass that cannot be broken". This is a clue to a riddle in the next quest. You are given the rose as Iris departs, and you appear back in the real world.

Items: The Violet Rose

- Refuse to request the rose ("Not my place to decide Iris' fate."). While this doesn't win you any friends with Iris' animal familiars who are stuck with her for eternity, nor does it win Iris' gratitude, you don't leave empty-handed. Iris sends you back into the real world with an addition to her painting; you cut out the image of her carrying the rose.

Items: Painting section of Iris and the Rose

You are back on the manor grounds, and the quest concludes. Whether you have the rose or a painting of the rose changes a future interaction with Olgierd in the next quest.



Scenes From a Marriage

You’re More Than A Memory Now

OBJECTIVES

- Look for Iris von Everec’s memories and find a way to restore them.

Iris von Everec (Memory)

Olgierd von Everec (Memory)

You appear in a place both strange and familiar, the painted world of Iris von Everec’s dreams. The Black Cat and Dog exist in both places. After her death, the Painted World gained substance. Feel free to ask the Cat about it. You are instructed to tear Iris from her autumnal slumber completely. You need to restore her memories, one scene at a time. You must peer closely at each memory before restoring it.

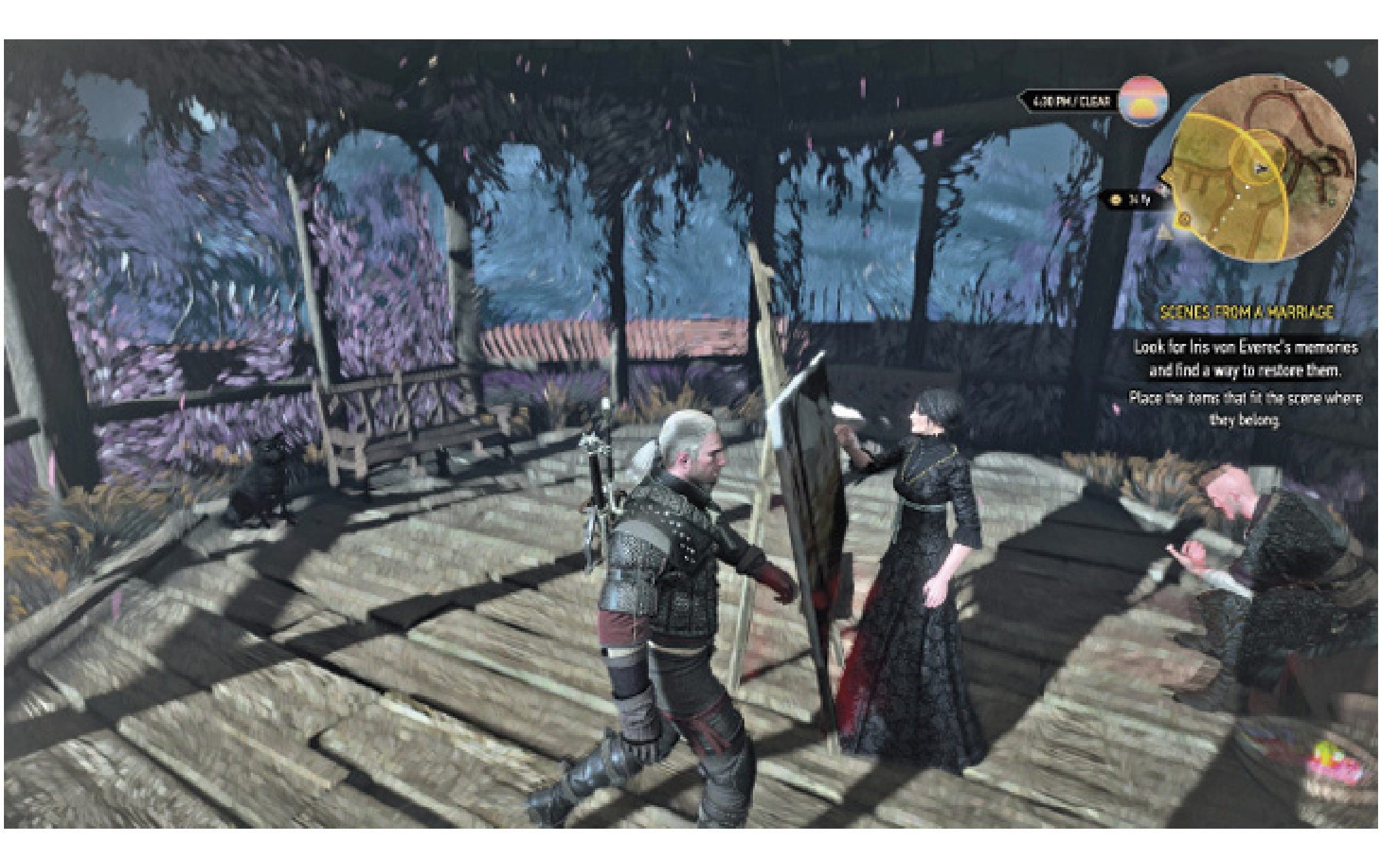
SCENE #1: OLGIERD THE UNWELL

OBJECTIVES

- Place the items that fit the scene where they belong.

Under the gazebo, Iris is painting, while Olgierd sits on a bench. Use your Witcher Senses, and discover the following three objects:

- A book called *The Spirit from the Steppe*, on the wooden gazebo rail, to the right of the entrance.
- A painter’s palette on the empty bench across from Olgierd.
- A teapot for afternoon tea, to the right of Olgierd.


SCENES FROM A MARRIAGE
Look for Iris von Everec's memories and find a way to restore them.
Place the items that fit the scene where they belong.

Place the painter’s palette on the small table to the right of Olgierd. Place the book in Olgierd’s hands. Ignore the teapot. The scene then plays. Afterward, a swarm of painted bees surrounds you. Though not particularly harmful, they can be a nuisance, and can be dismissed using Igni. Head down into the main courtyard with the impressive (and purple) hedge. You’re attacked by around four “spiders” along the way. Defeat them before continuing.

Items: Painter’s palette, Teapot, Book: The Spirit from the Steppe

REMOVING THE SHADOW SPIDERS FROM THE GARDENS

These shadows attack in a similar manner as Arachnomorphs, and it is worthwhile consulting the Bestiary to discover the best swordplay tactics to utilized. Their lunging attacks can cover large distances, and they have a web-based spittle to tie you up (parry this to avoid it). Copious dodging and rolling are advisable, as unlike normal Arachnomorphs, these shadow spiders are immune to all Critical effects (such as Burning, Freezing, and Paralysis). Therefore, Quen (to absorb any stray hits from these foes) and fast attacks are recommended; especially frequent light sword strikes that can stun these shadows for a while.

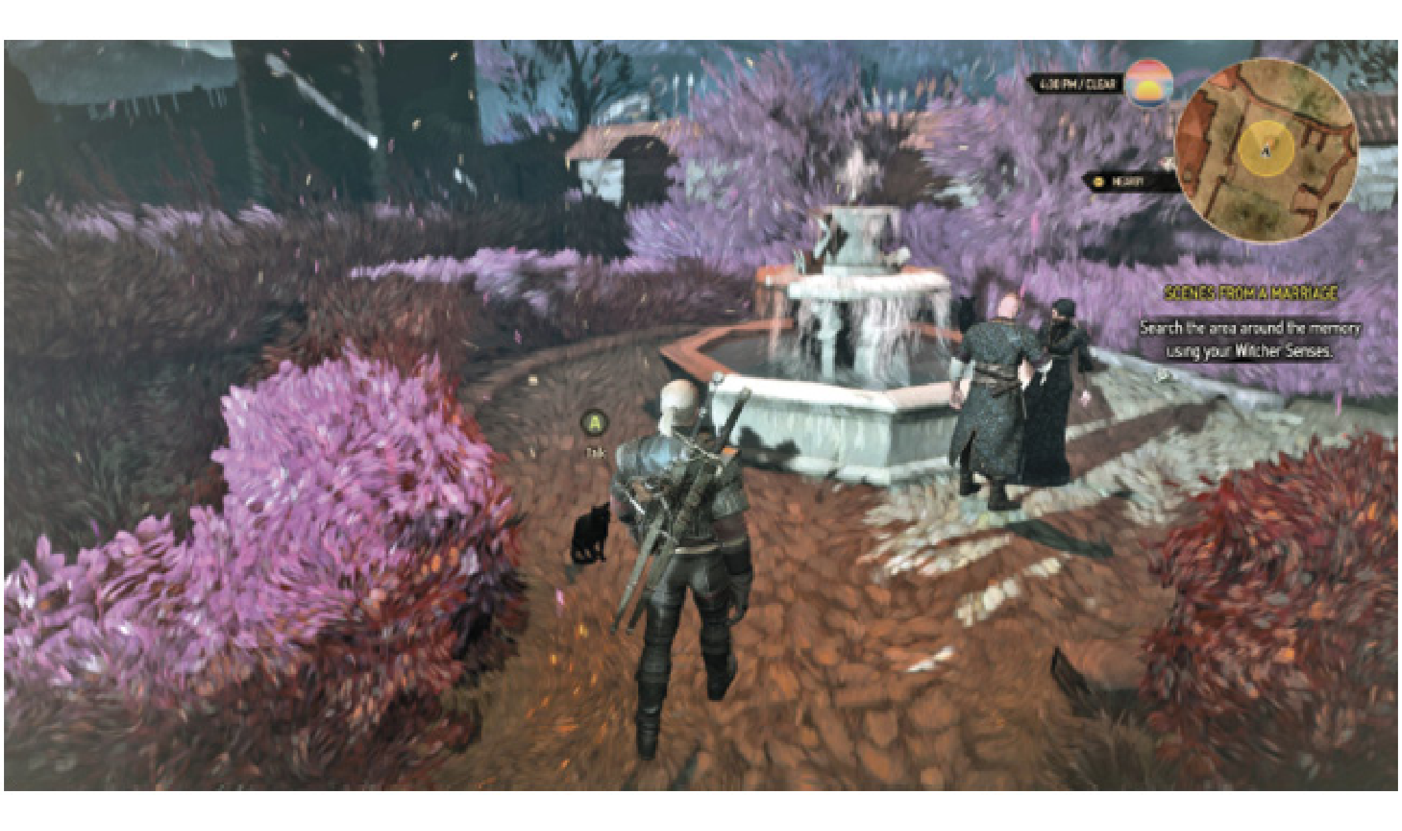
SCENE #2: YOUR HEALTH, MY DEAR WIFE

OBJECTIVES

- Search the area around the memory using your Witcher Senses.
- Place the item that belongs there in Iris von Everec’s hand.
- Defeat the wraiths.

With any Spiders disposed of, optionally talk to the Black Cat as you reach the formal fountain. Use your Witcher Senses and uncover the following:

- A Glass (a wine cup) on the edge of the fountain, just like the one Olgierd is holding.
- A Bouquet of flowers on the ground, close to the hedge, near the area where you find the glass.
- A wedding veil, on the benches just left of the “happy couple.”


SCENES FROM A MARRIAGE
Search the area around the memory using your Witcher Senses.

Only one of these items (the glass) is necessary to gather. Place it in Iris’ hand and witness the scene unfold. Now you know where the spiders ended up; expect a large Spider and three smaller ones to appear. All must be dealt with before continuing. After dispatching these wraith-spiders, you see an indistinct and terrifying image at the manor threshold. You’re told this is a fear you must eventually face. Did it look a little like Olgierd?

Items: Glass, Bouquet of flowers, Wedding veil

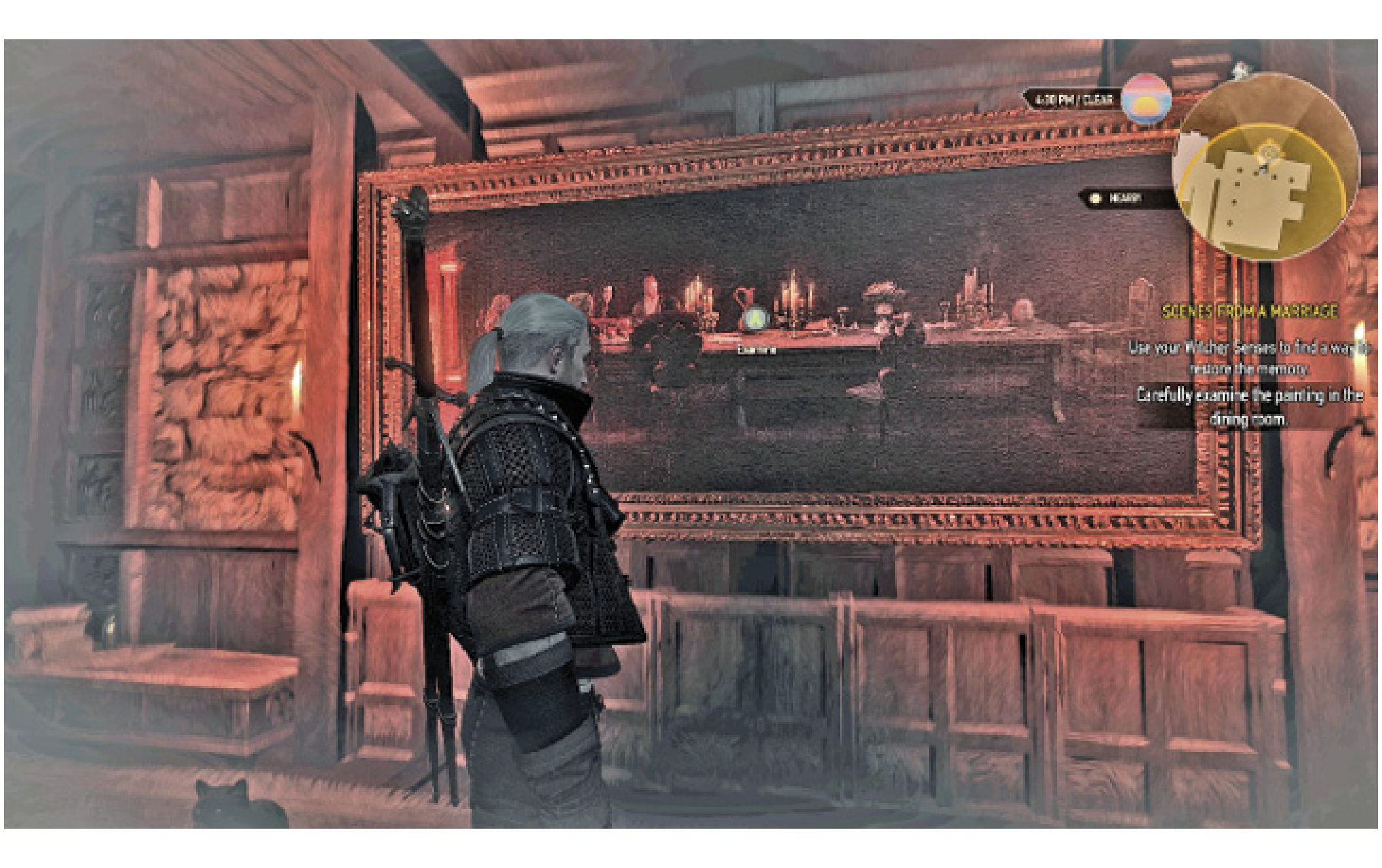
SCENE #3: DINING AT THE DEBTOR’S FEAST

OBJECTIVES

- Use your Witcher Senses to find a way to restore the memory.
- Carefully examine the painting in the dining room.

Enter the manor, which is much more structurally sound in this other world. Access the dining room, where Iris and Olgierd sit at a long dining table with Iris’ family. The memory is incomplete. Use your Witcher Senses to reveal the following:

- A suckling pig, a lavish feast laid on by Olgierd, in an attempt to impress his guests.
- A Toussaint wine on the floor. Expensive.
- A doll made of silver thread and pearls close to Olgierd.
- Some bank notes; it appears a debt has been bought out.


SCENES FROM A MARRIAGE
Use your Witcher Senses to find a way to restore the memory.
Carefully examine the painting in the dining room.
Examine

Unlike the previous memories, these objects can’t be picked up or moved. There is a different trick to complete here; move to the opposite end of the dining room to the fireplace, and study the painting on the wall. It shows the feast, but with three important differences: The fireplace is lit, as well as the left and middle candlesticks. Ignite them (don’t ignite the third candlestick at the far end of the table) and watch the scene unfold. Afterward, an ethereal specter appears. Attack him as you would a bandit, until he yields, and beckons you through a pair of double doors into the main stairs hallway.

SCENE #4: INK STAINS AND CONTEMPT

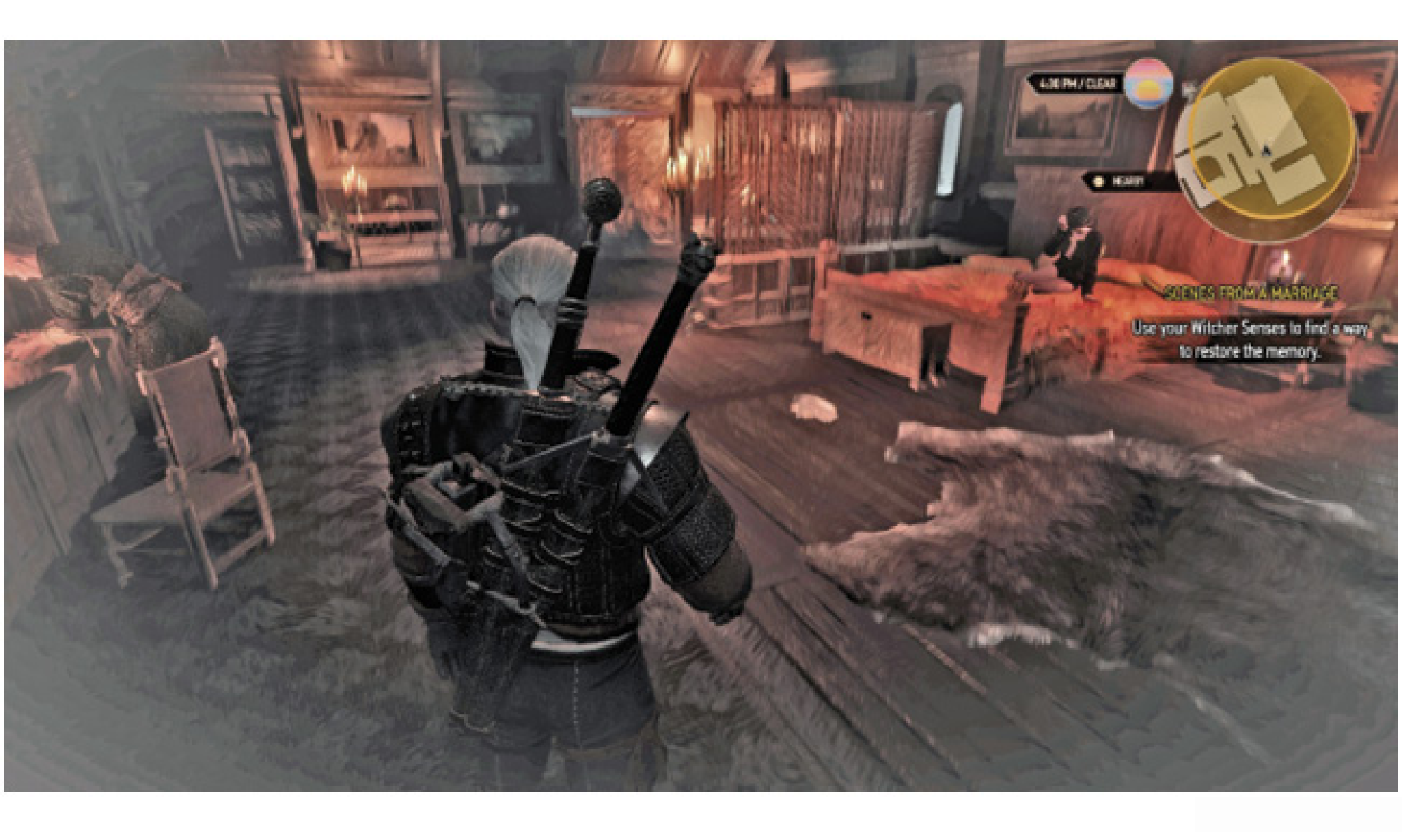
OBJECTIVES

- Use your Witcher Senses to find a way to restore the memory.

Head up the stairs, and into the bedchamber. Olgierd is bent over a wash basin, while Iris lies pensively on the bed. Use your Witcher Senses and uncover the following:

- A bloody towel at the foot of the bed.
- A night shirt, never worn.
- A night lamp on the bedside table; the wick is almost gone.

Head to the dressing table where Olgierd is, and place the bloody towel next to the wash basin, on the right. Watch the scene unfold.


SCENES FROM A MARRIAGE
Use your Witcher Senses to find a way to restore the memory.

Items: Bloody towel, Night gown

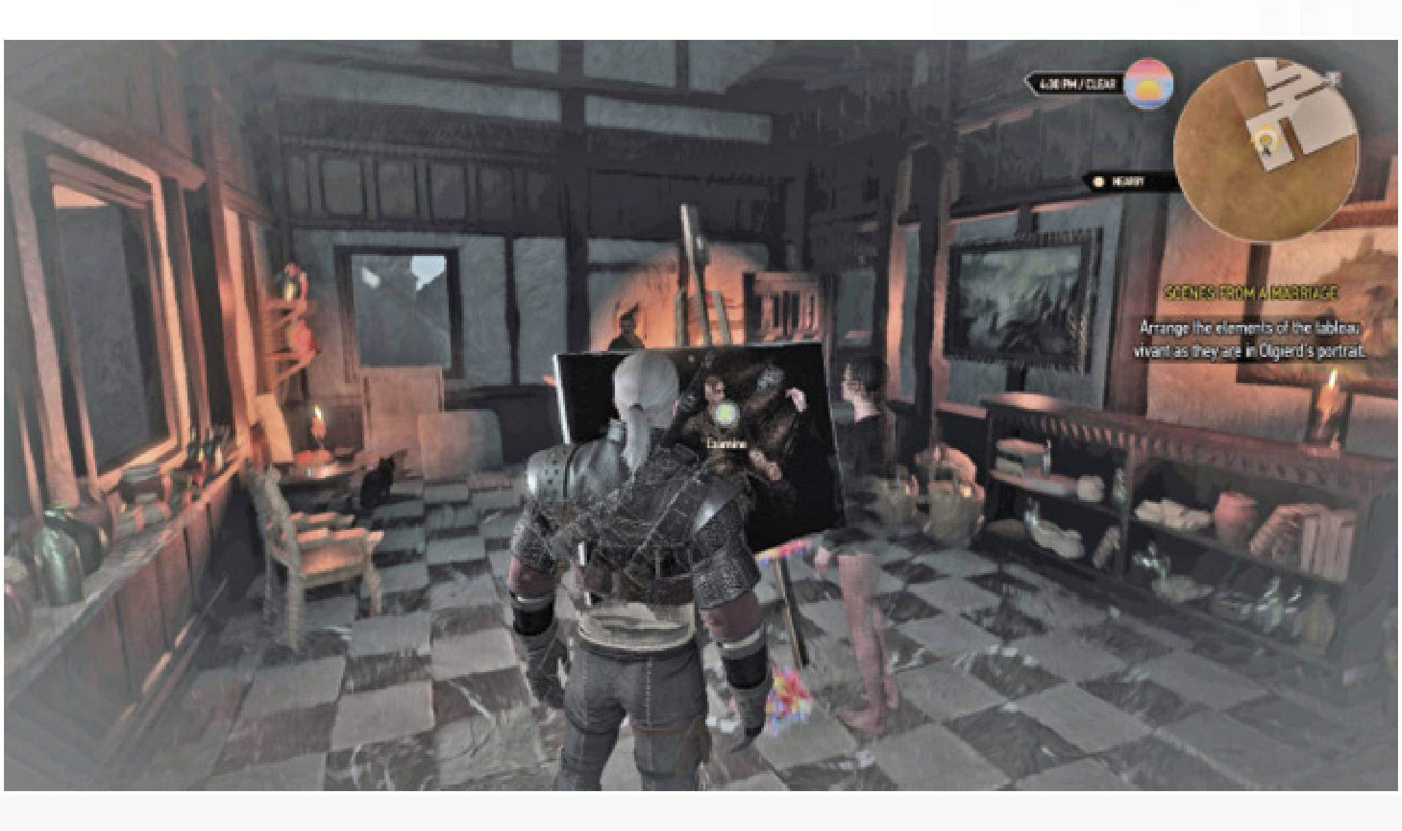
SCENE #5: A PENSIVE PAINTING

OBJECTIVES

- Go to the painting studio.
- Arrange the elements of the tableau vivant as they are in Olgierd’s portrait.

The painting studio is adjacent to the bedroom. Enter to see another blurred memory. Gather the following items from the room before peering over Iris’ shoulder at the painting:

- A fruit bowl on a sideboard, fresh as if someone just rinsed it. The bowl contains both grapes and an apple.
- A glass wine goblet on a chair, like the one in the painting.
-


SCENES FROM A MARRIAGE
Arrange the elements of the tableau vivant as they are in Olgierd's portrait.
Examine

The details of the painting are off; you must add three items to the living tableau, and position them correctly based off their location on the painting itself. The order is as follows:

- The apple should be placed on the right.
- The grapes should be placed on the left.
- The goblet should be placed in the middle.

Items: Fruit bowl, Glass

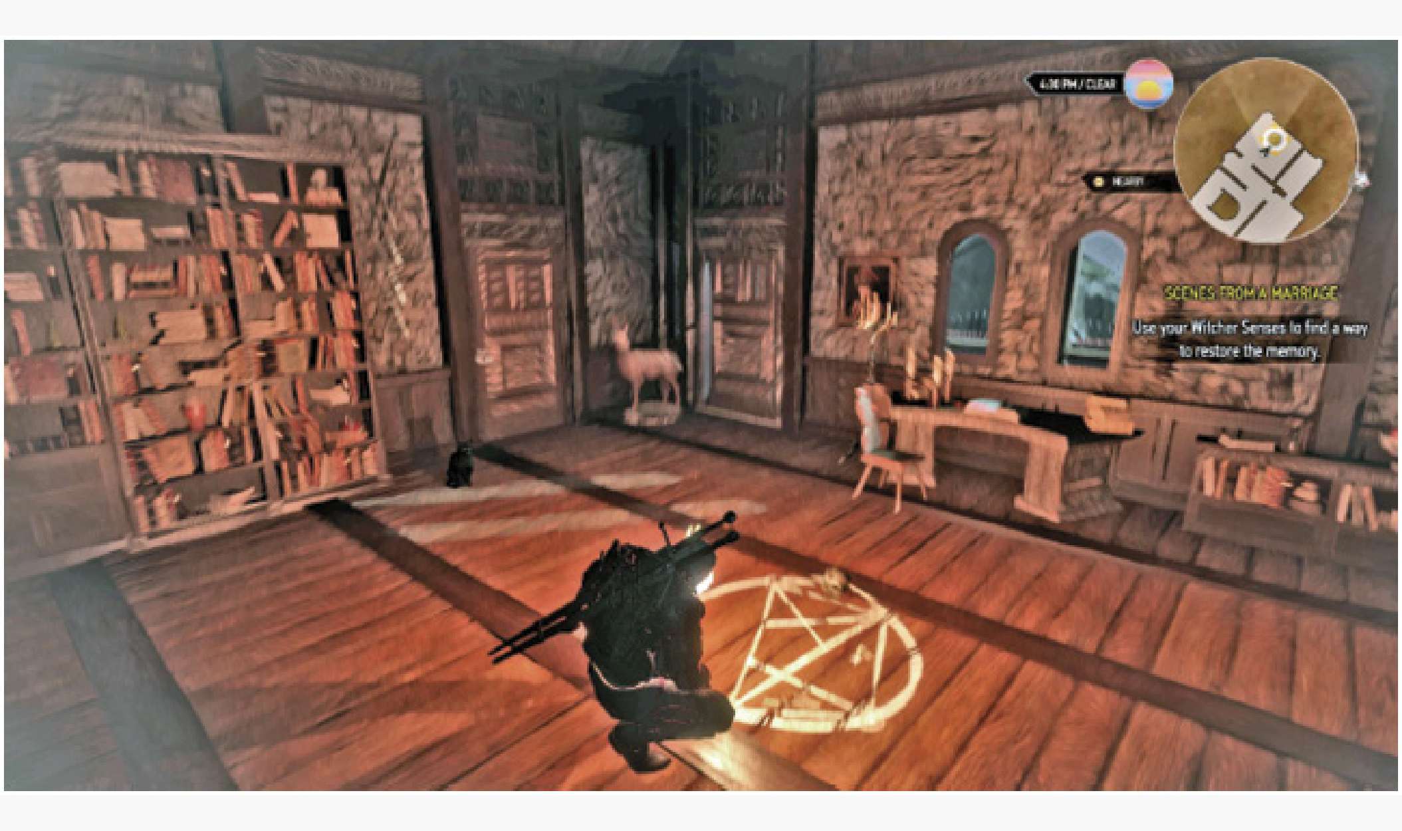
SCENE #6: IMMERSED IN THE ARCANE ARTS

OBJECTIVES

- Go to Olgierd’s study.
- Use your Witcher Senses to find a way to restore the memory.
- Look around for candles and chalk.
- Complete the partially erased pentagram.

Enter the long gallery after the scene, and beware of four specters that attempt to waylay you. Stay at the entrance to prevent being overrun, and attack them methodically. They suffer Igni damage and blows from your swords, and their attacks can be parried like those of a common bandit. Exit the long gallery, and head into the study, where Olgierd and Iris are frozen in time. Enter the study. Use your Witcher Senses to discover the following:

- A pentagram on the floor to bind summoned beings. The lines aren’t distinct, and candles must be placed to complete it.
- Chalk is found on the low bookcase, along with a bottle of blood you don’t need.
- Beeswax candles are to be found on Olgierd’s desk, under the window.
- A book on the floor in the corner by the bookcase, entitled *Between Worlds*.
- A book on the low shelf right of the desk, entitled *Blood Pacts, or On Foreign Presences*. A tome about parlaying with demons.
- A painting (to the right of the fireplace) showing a depressingly gloomy manor in the winter.


SCENES FROM A MARRIAGE
Use your Witcher Senses to find a way to restore the memory.

With the candles and chalk, you can finish the pentagram. Clues can be found in the books, or you can use process of elimination to place the candles on the circle surrounding the pentagram. You watch the scene unfold, and gain understanding into Olgierd’s addled mind. After the scene ends, the study is set ablaze!

Items: Piece of chalk, Beeswax candles, Book: *Between Worlds*, Book: *Blood Pacts, or On Foreign Presences*

OBJECTIVES

- Find a way to escape the fire.
- Escape from the blizzard and find a way back into the house.

The doors in the study are locked, and the air is rapidly escaping. You have no other option but to examine, and then jump into, the painting of the manor during winter. You appear in the gardens where you buried Iris. A fierce blizzard is in danger of cutting you to the bone, and you must seek safety immediately! Sprint down the stairs, and head across the gardens (roughly southwest), to an open set of cellar doors with a shadow figure above them. Now out of the blizzard, head through the second (unlocked) door, and into another memory.

SCENE #7: THE OLGIERD I MARRIED IS NO MORE

OBJECTIVES

- Use your Witcher Senses to find a way to restore the memory.
- Defeat the wraiths.

Olgierd sits in mid-swig (though he’s missing a receptacle) looking as if he’s also in mid-argument with his father-in-law (who appears to be needing to hold a scroll), while Iris looks on from the stairwell. Use your Witcher Senses to inspect the following:

- A wine barrel drained to the last drop.
- A pipe on the tile floor; this is the time Olgierd started smoking.
- A knife on the desk; we assume Olgierd got the scars on his shoulders during that winter.
- A beer tankard (Mug) on the tile floor, once filled with vodka.
- A marriage contract between Iris and Olgierd.

Place the mug in Olgierd’s hand, and the marriage contract in the father-in-law’s hands. Watch the alarming scene unfold, and then bring your sword to bear on a trio of wraiths in the shape of ghouls. A similar bout of sword and sign play is recommended before you continue.

Items: Pipe, Mug, Knife, Marriage contract

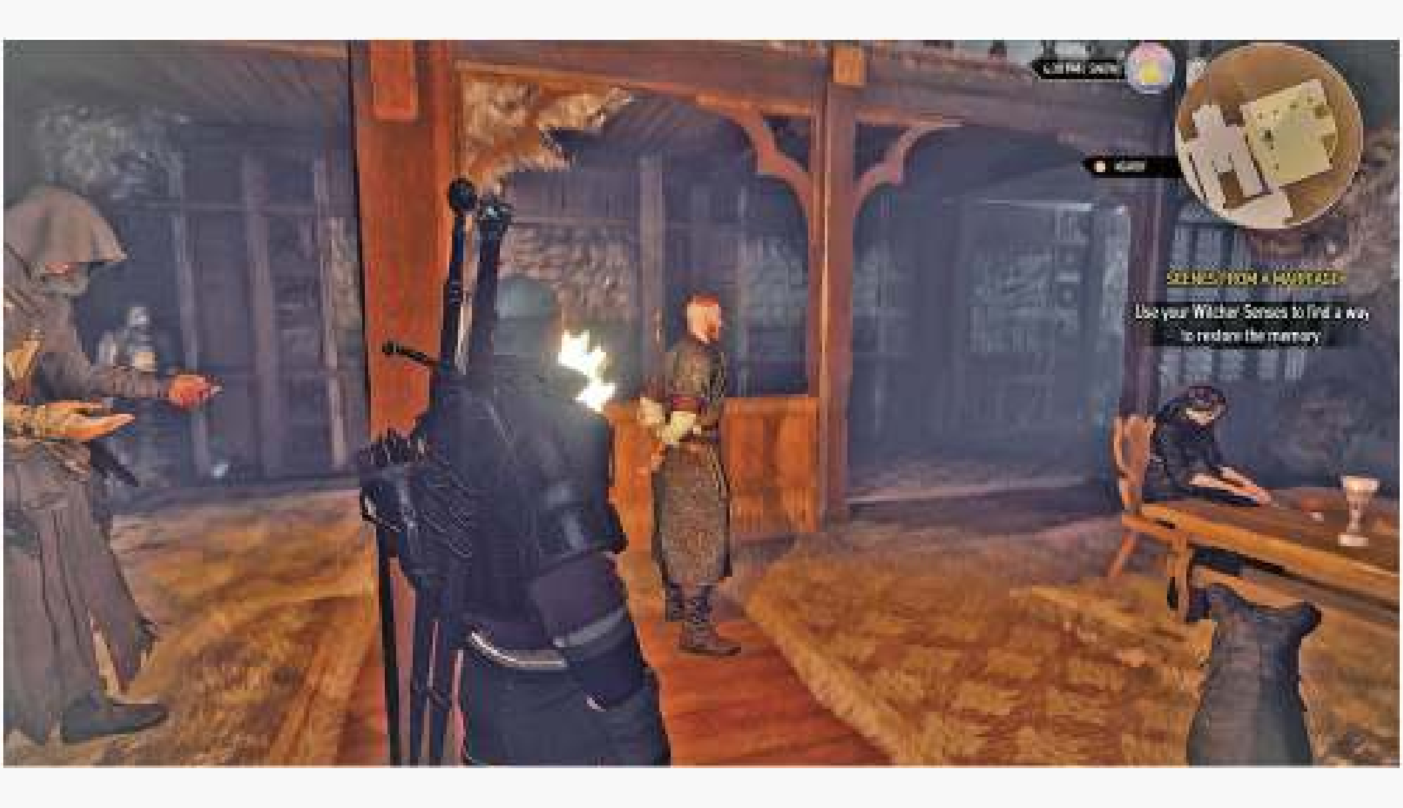
SCENE #8: OUT OF SIGHT, NOT OF MIND

OBJECTIVES

- Use your Witcher Senses to find a way to restore the memory.

Ascend the cellar steps, weaving your way back into the dining room, which now holds a more recent memory. The Black Cat and Dog remember staying here for hours in silence, and take their places close to a small dining table. Olgierd is here with the abomination he created, while Iris sits at the table. Inspect the following:

- Animal hair on a ground pillow. Claw scratches on the ground near the table too.
- A single place sitting at the table.
- A food tray on the table right of the fireplace.
- A large bowl strewn on the floor, and a smaller one on a nearby table.



Place the large bowl by the Black Dog. Place the small bowl by the Black Cat. Place the food tray in the hands of the Caretaker. After speaking with the familiars, watch the final scene unfold, as Olgierd’s specter finally casts a shadow over Lady Iris’ every remembrance.

Items: Food tray, Large bowl, Small bowl

OBJECTIVES

- Go to the parlor.
- Face Iris von Everec’s greatest fear.

Stride across the stairwell hallway, and into the parlor. Check the letter on the table. As you read Olgierd’s letter to his wife, ethereal shapes appear from the wall. Sinewy, nightmarish forms of Olgierd, armed with swords and creeping from dark corners. The parlor elongates into a large flame-red arena where your ultimate combat begins!

Whatever A Man Soweth…

Someone Didn't Read The Small Print

DANGER ALERT SPOILER ALERT

WHATEVER A MAN SOWETH...

RELATED QUESTS: Main Quest: Scenes from a Marriage; Contract: Phantom of the Trade Route, Scavenger Hunt: Viper School Gear

LOCATIONS: Von Everec Estate, Alchemy Inn (Oxenfurt), Shani's Clinic (Oxenfurt), Professor Shakeslock's House (Oxenfurt), Temple of Lilvani, Realm of Rumination

CHARACTERS: Gaunter O'Dimm, Shani, Professor Premethine Shakeslock, Olgierd von Everec

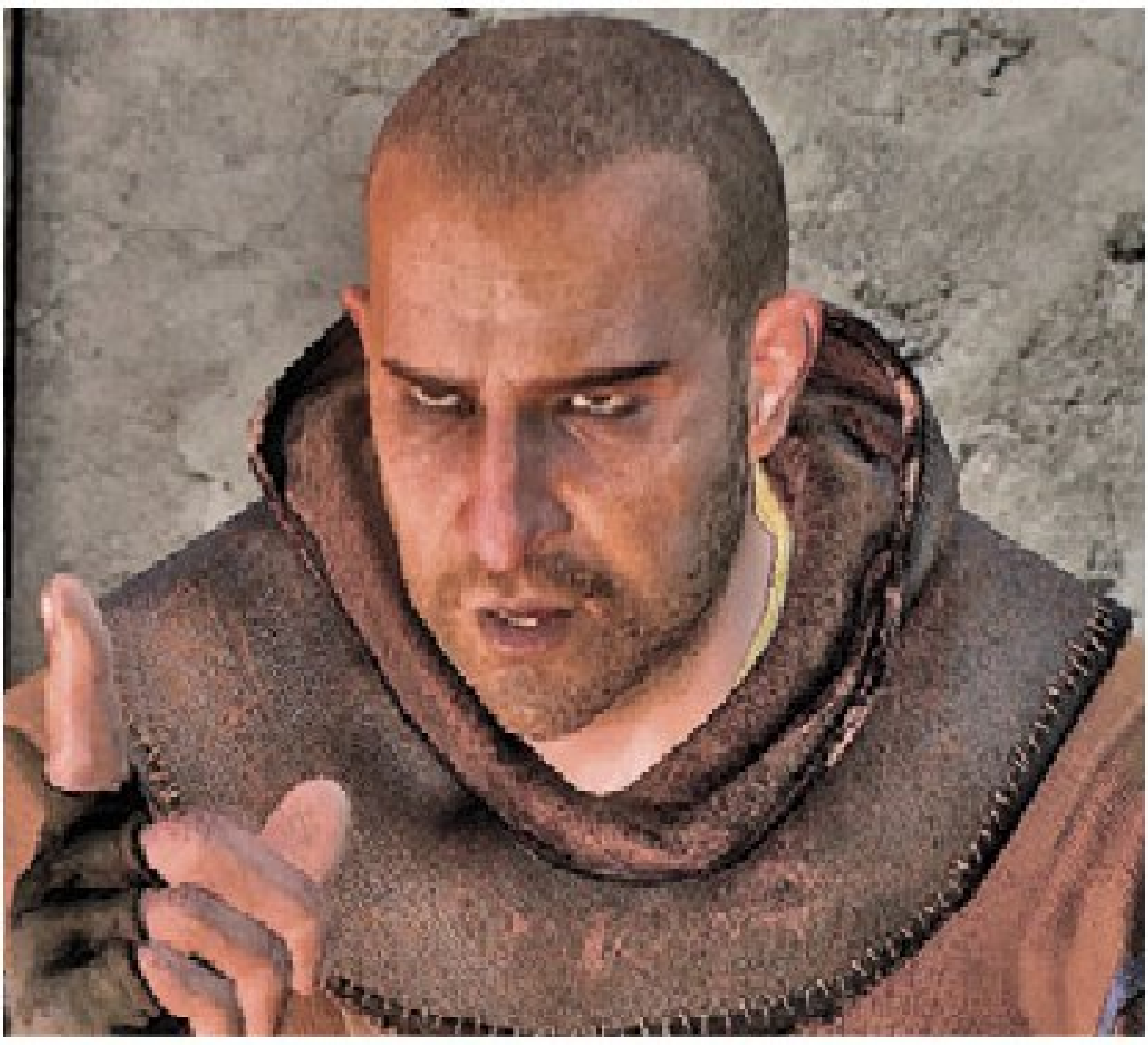
ENEMIES: Drowners, Witch Hunters, Specters

OBJECTIVES

- Meet Olgierd's man at the Alchemy Inn

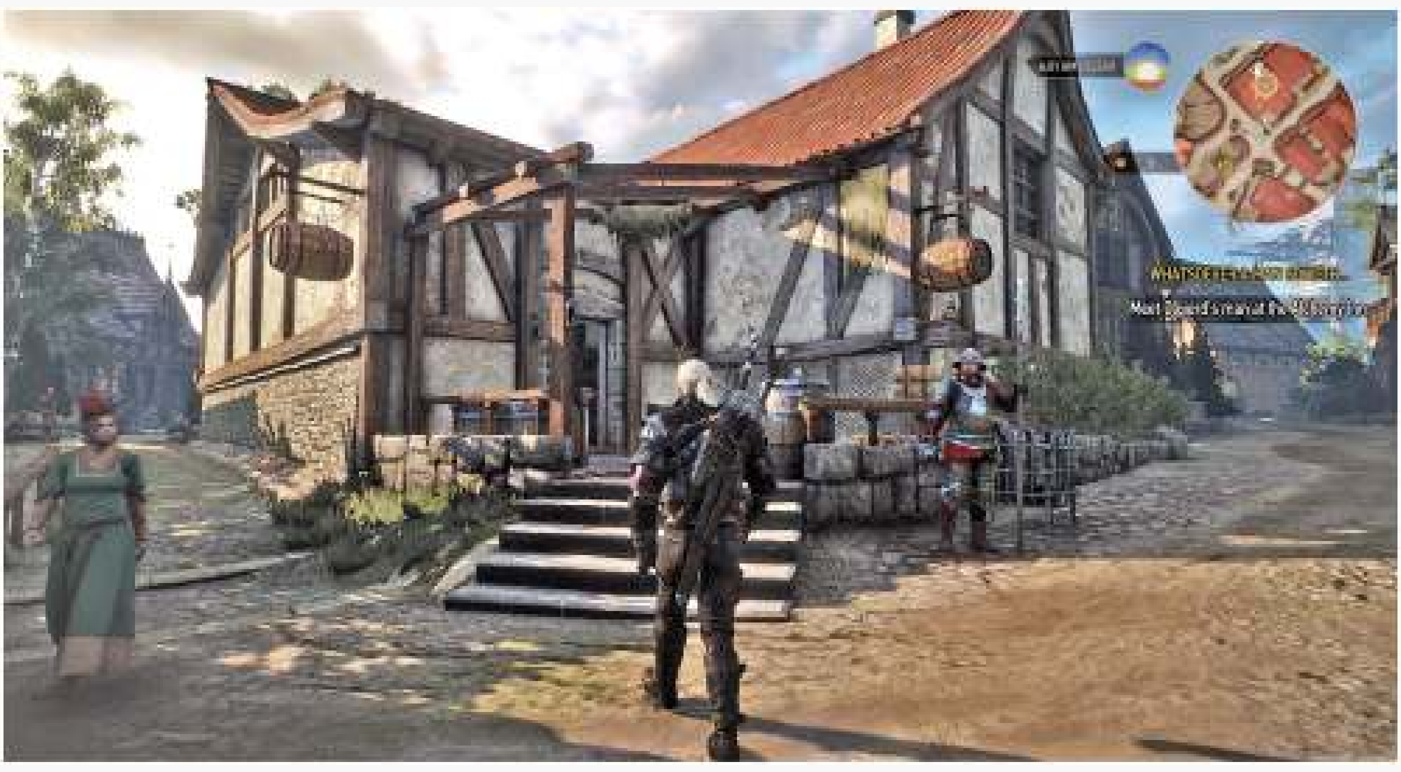
QUEST COMMENCEMENT

This quest is accessible immediately once you have completed Hearts of Stone Main Quest: Scenes From a Marriage.



Gaunter O'Dimm

One of the ataman's representatives is waiting for you back at Oxenfurt. Stroll in and observe the chatter of the peasantry, sidestepping the drunk at the doorway. Master Mirror is here, close to Olgierd's stead, and after manipulating time, you both speak. Though you can ask who he really is and how he controls time, you want to know why he's even here. Answer as you wish, as O'Dimm skips around the other answers, but he is here to make one final request: Drawing Olgierd to the Temple of Lilvani in Velen's The Descent Territory. You have no choice but to agree. Afterward, you speak to a Wild One (with a fly in his soup), and inform him where Olgierd needs to meet you. Answer as you wish. Before you step over a man with a spoon placed indelicately into his eye, the Wild One also mentions that Shani is looking for you. This begins the following optional objective.



OPTIONAL: HIGHER LEARNING WITH SHANI

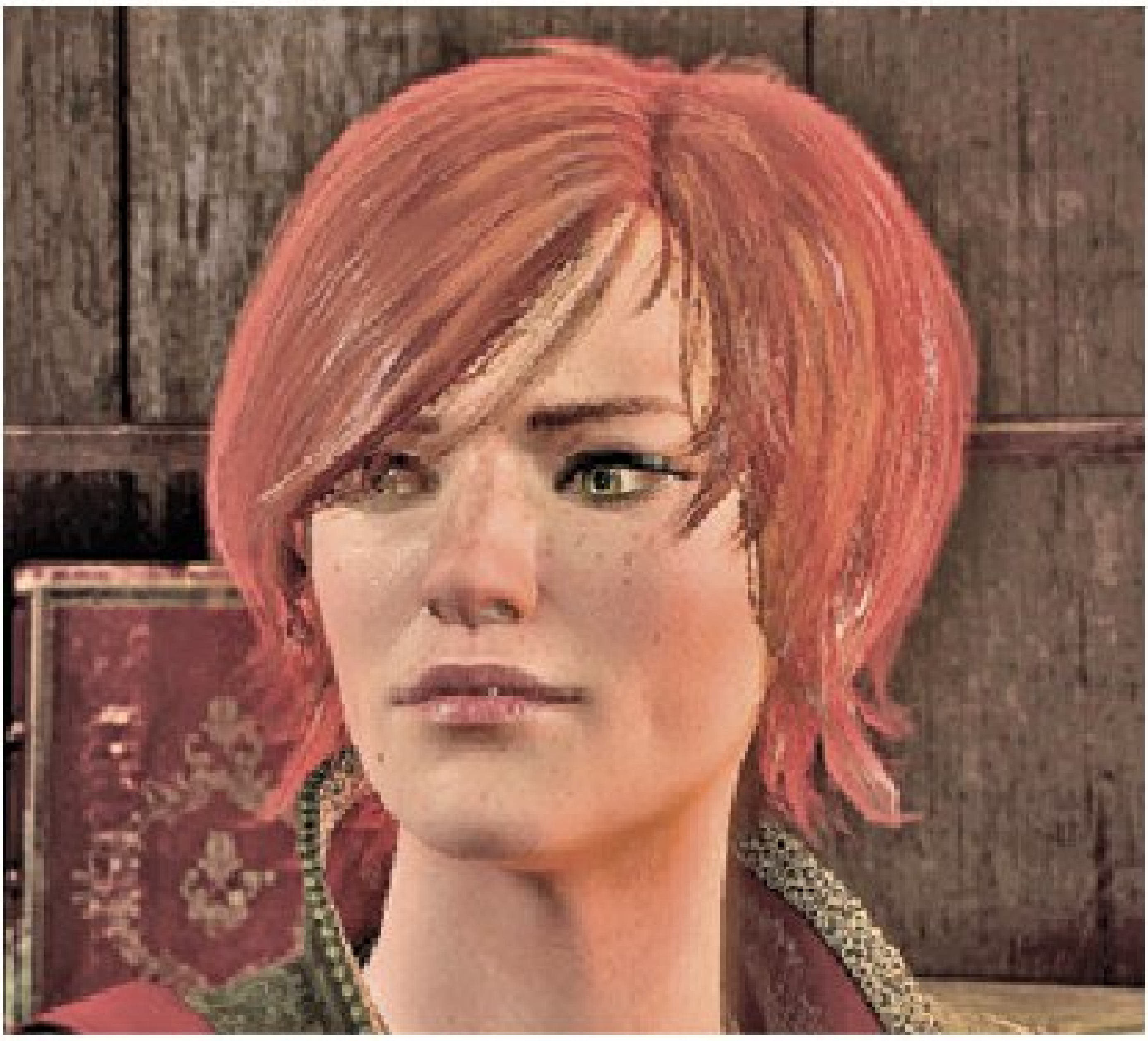
Feel free to meet Olgierd at the Temple of Lilvani at your convenience. However, if you complete the optional objectives with Shani, you have an additional choice to make when you visit the Temple; which is recommended.

Whatever A Man Soweth...

Higher Learning With Shani

OBJECTIVES

- (Optional) Talk to Shani at her home.



Shani

Head across Oxenfurt's cobblestone streets and locate the clinic you've previously visited. Upstairs, Shani is getting ready to move; the Redanians require her services in Kaedwen. Answer her as you wish (including a query about why the departure is so sudden). Shani has also learned a little more about Olgierd, not through book-reading, but through her colleague at the Oxenfurt Academy, Professor Shakeslock. Apparently, he met Olgierd multiple times. Ask why Mage Hunters are guarding him, before requesting a meeting with the Professor. Shani agrees, though getting in won't be easy.

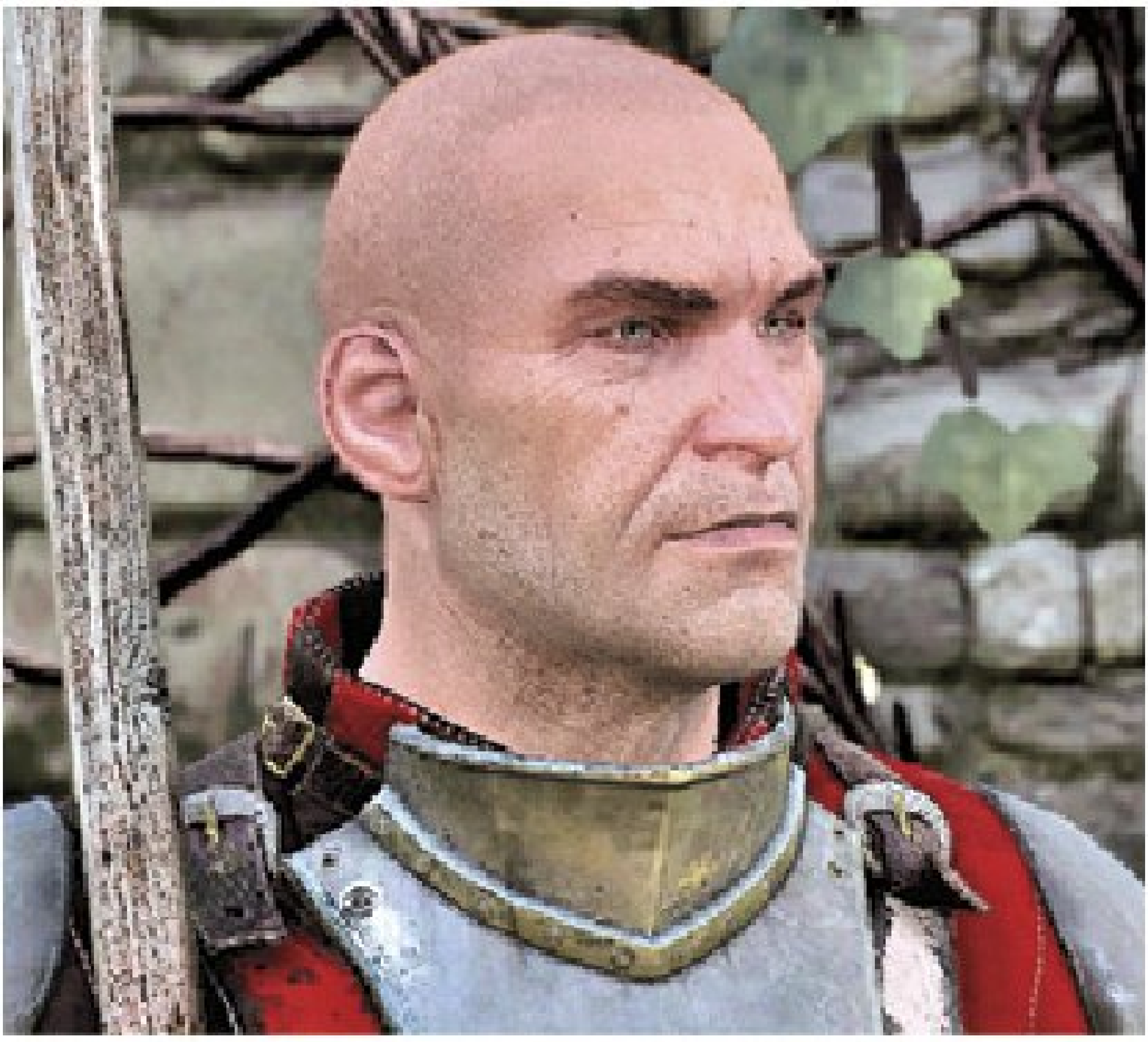
WHATSOEVER A MAN SOWETH
(Optional) Talk to Shani at her home

Whatever A Man Soweth…

I Used To Be An Adventurer Like You…

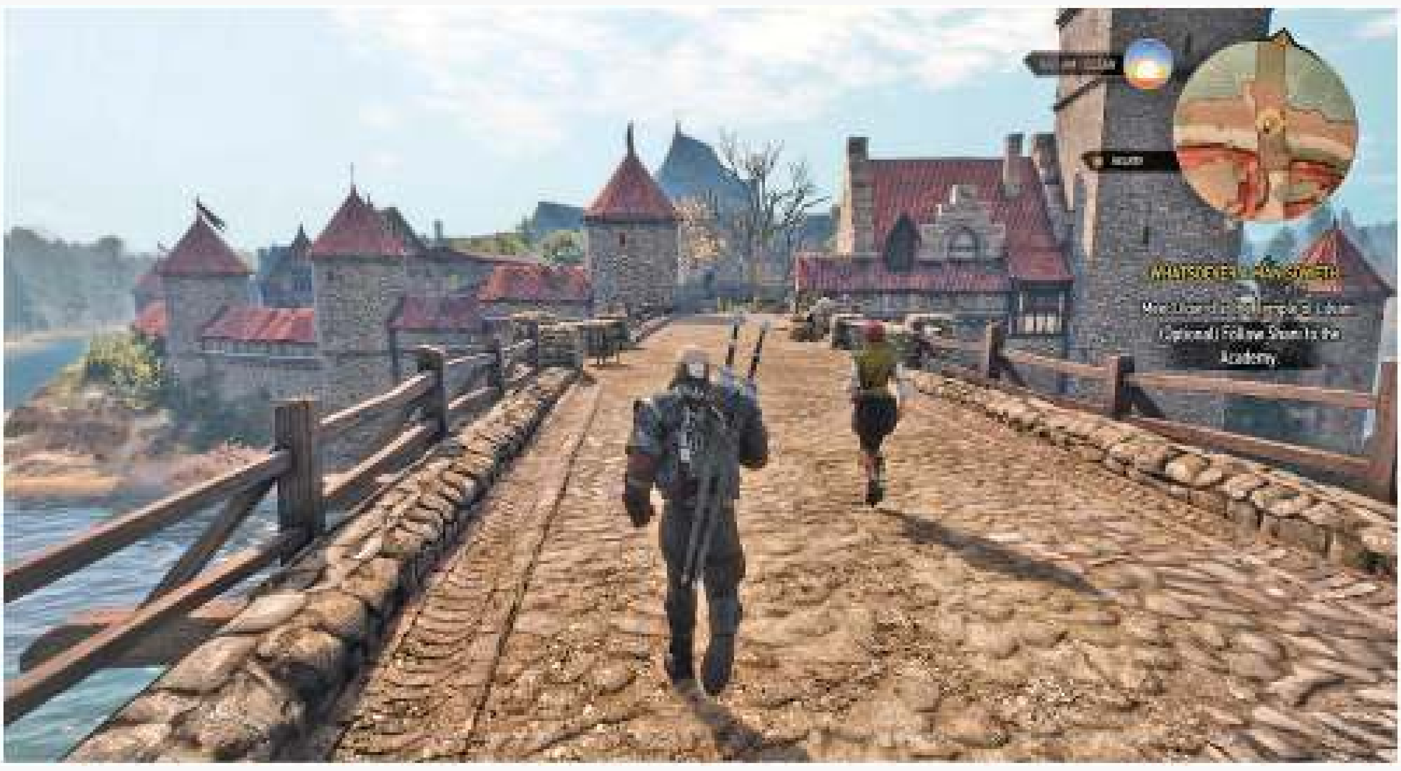
OBJECTIVES

- (Optional) Follow Shani to the Academy.
- (Optional) Enter the Academy grounds.



Norbert

Follow Shani south across the bridge to Oxenfurt Academy, talking about the plight of the magicians (and Shani's future) as you go. Radovid's presence is seen almost immediately as you pass by a pile of books ready to be burned. Two guards (Bruno and Norbert) halt your progress into the cloister. Shani recognizes one of them, Norbert, who she saved from being crippled with her arrow-extraction abilities. Reluctantly, the guards buy her story, leaving her to find some way of letting you in via the outer walls.



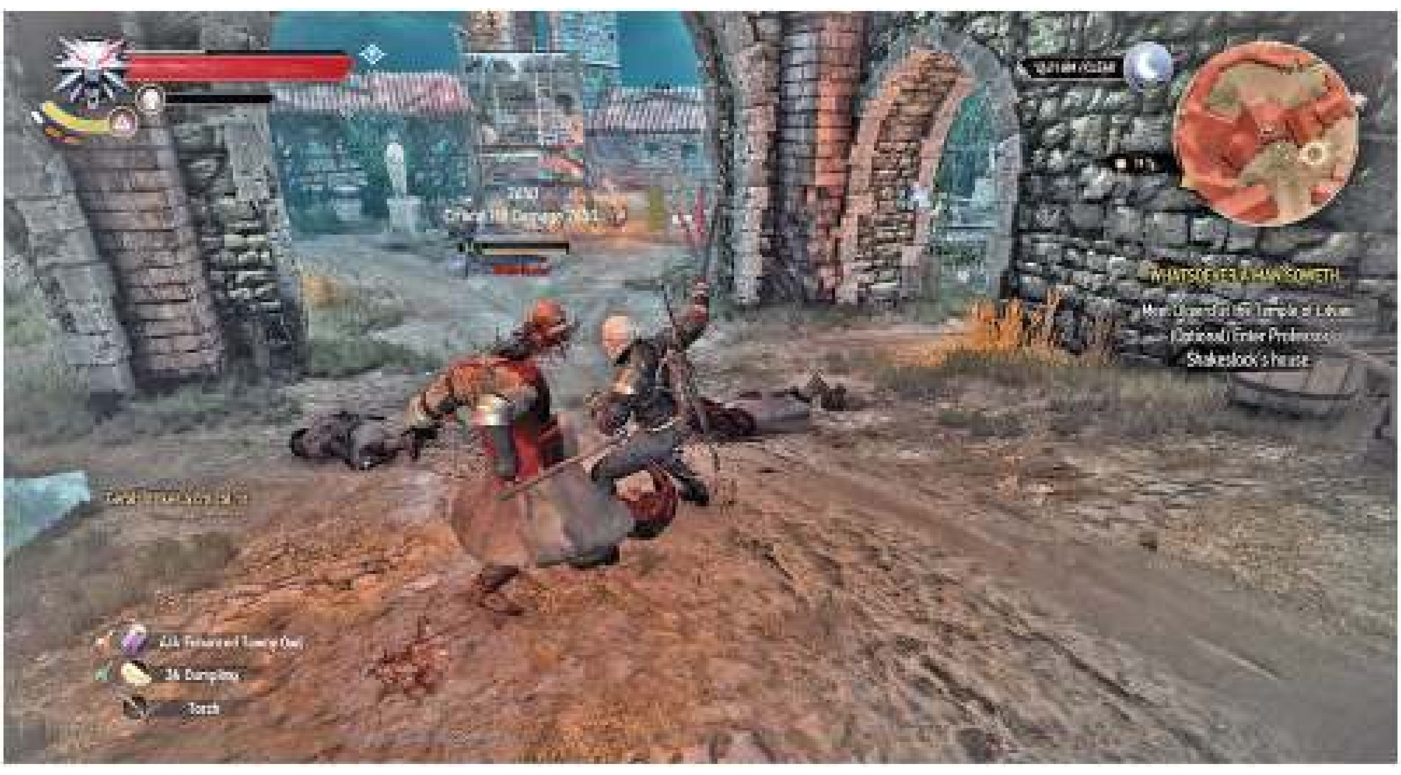
Jump off the bridge into the water, or make a less dramatic pathway descent to the sandy banks at the foot of the western wall of the Academy. Close to the lookout tower attached to the wall, make short work of a trio of Drowners. Afterward, reach the wall, where Shani pulls you up and into the cloister. She departs for her clinic to finish packing.

Whatever A Man Soweth…

Evil Incarnate

OBJECTIVES

- (Optional) Enter Professor Shakeslock's house.

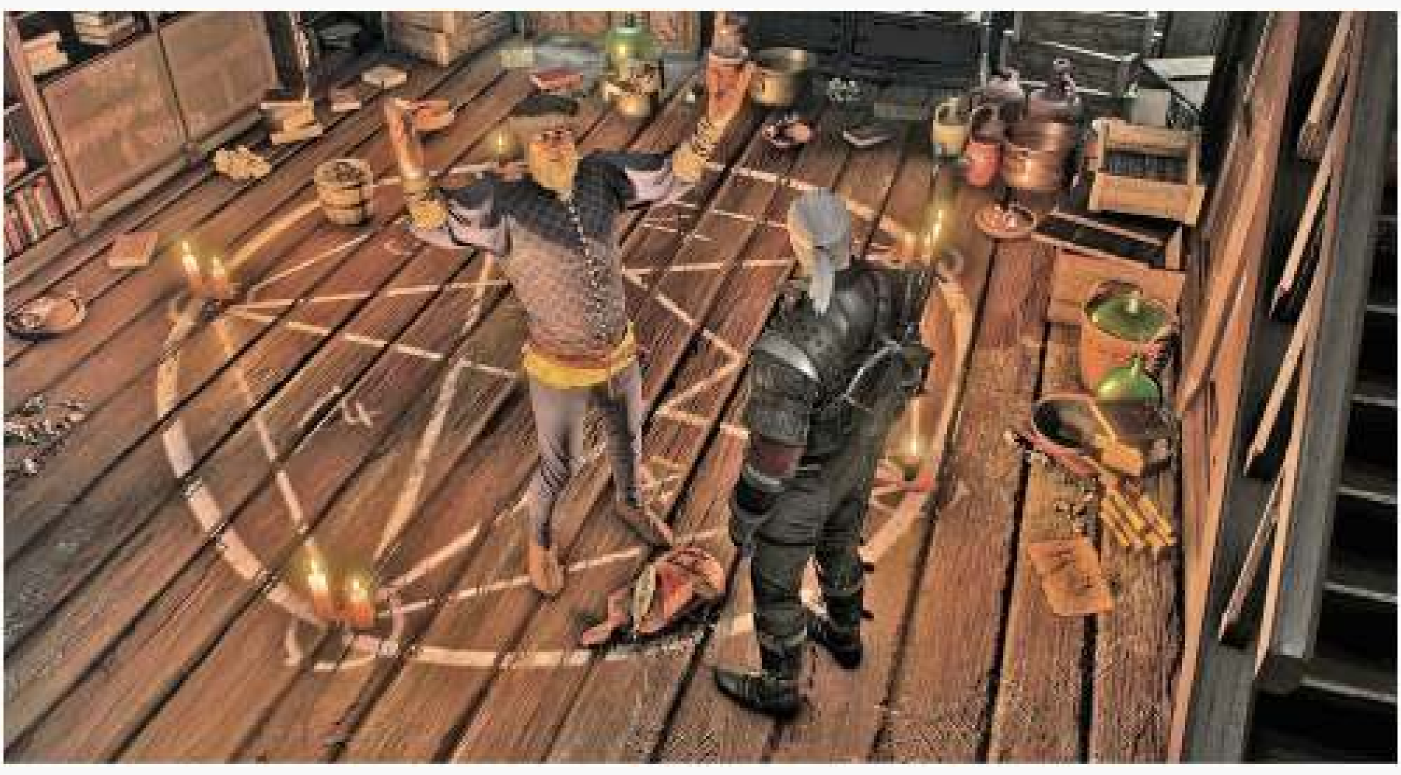


The courtyard and archway leading to the professor's house is guarded by a quartet of Witch Hunters (including one with a crossbow). Deliver swift death to them all, before checking the door of the house. It is locked, forcing you to look to the ladder attached to wooden scaffolding on the opposite (south) side of the cloister. Ascend the ladder, and a second one, gingerly climbing up and across the sloping roof to the tiny balcony lit by a lantern. Use Aard to break through into the house. Descend the stairs, optionally investigating the following with your Witcher Senses:

- A Silver Lamen, not used in ages.
- A shattered mirror, possibly broken by sound.
- A copy of Giliian Aboco's Lesser Key (a tome about demons).

Professor Premethine Shakeslock

Feel free to ransack the place before descending another flight of steps, where you discover the Professor himself, blind, slightly addled, and fearful of stepping outside a protective pentagram. Ask and answer him how you wish, optionally asking whether the Professor is a prisoner. As the Professor explains his research about Master Mirror, also known as the Man of Glass, you can question Shakeslock about the magic circle and other information about O'Dimm, before asking whether Olgierd made a pact with this evil incarnate. The Professor offers an illuminating reply regarding a pact signed in blood, and a price to be paid. Optionally ask about Vlodimir, Olgierd, and then about Olgierd trying to break the pact. Finally, optionally ask how to rid yourself of your facial marking, before thanking the Professor for his help.



Just then, the earth shakes, most strangely, causing the Professor to stumble out of his magic circle, trip, and land awkwardly while you try to prevent a bookcase falling on him. Alas, Professor Shakeslock is no more. Retrieve the key from the Professor's body. Head out of the Professor's house, climb the ladder to the west to reach the lookout tower, and dive out into the waters around the Academy.

Whatever A Man Soweth…

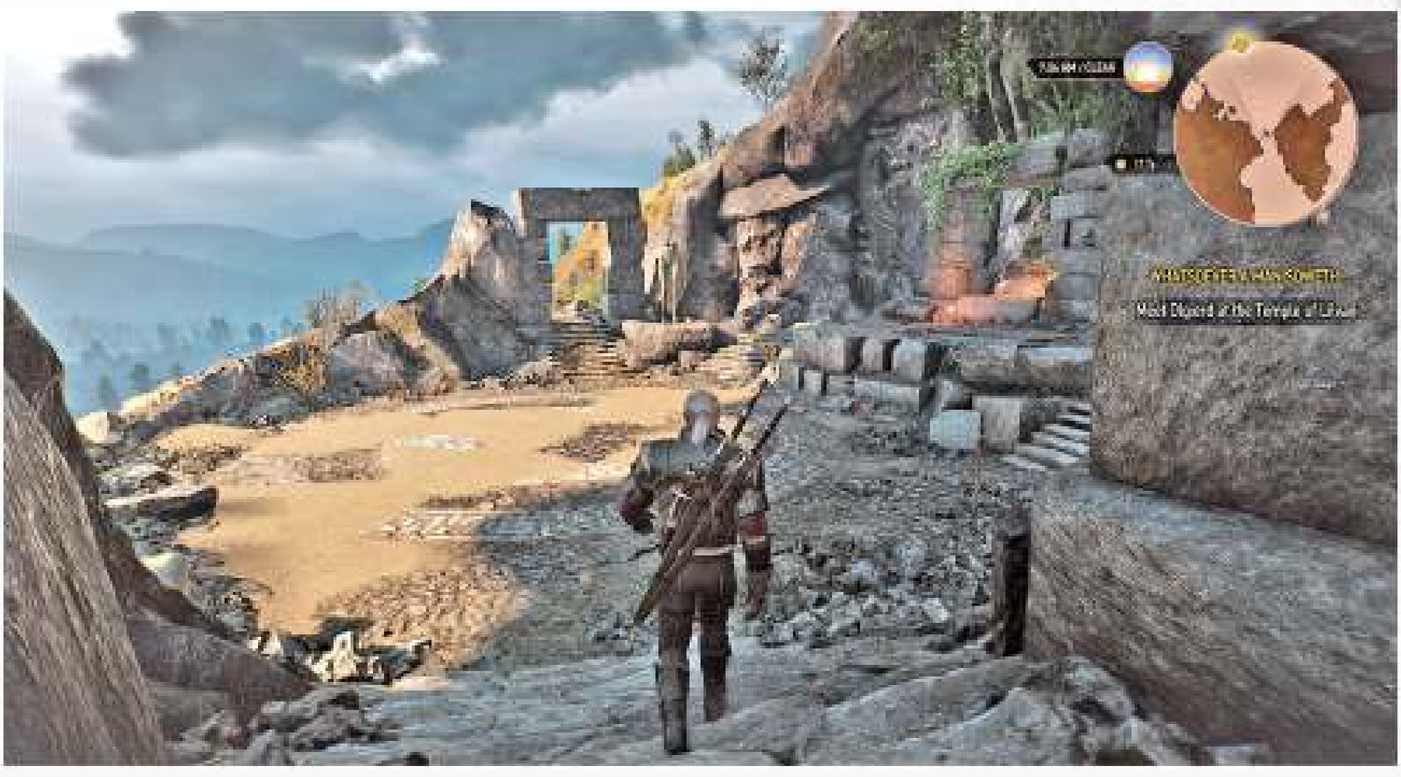
…That Shall He Also Reap

OBJECTIVES

- Meet Olgierd at the Temple of Lilvani.

Olgierd von Everec

Due east of Toderas in The Descent Territory (Northern Velen), is a cave entrance to enter. Though you can hike the hillside around the temple, the most direct route is to enter the cave, and climb the large boulders heading roughly south and west (rather than east, which leads you to a Royal Wyvern nest if Contract: Phantom of the Trade Route is active). Instead, enter a small rocky opening, go down some steps, and out to a strange, circular temple overlook with views of the Pontar river where sacrifices where once performed to the moon. How apt.



After night falls, Olgierd von Everec meets you. Answer him as you wish. He asks for the violet rose he wished you to retrieve for him. You can:

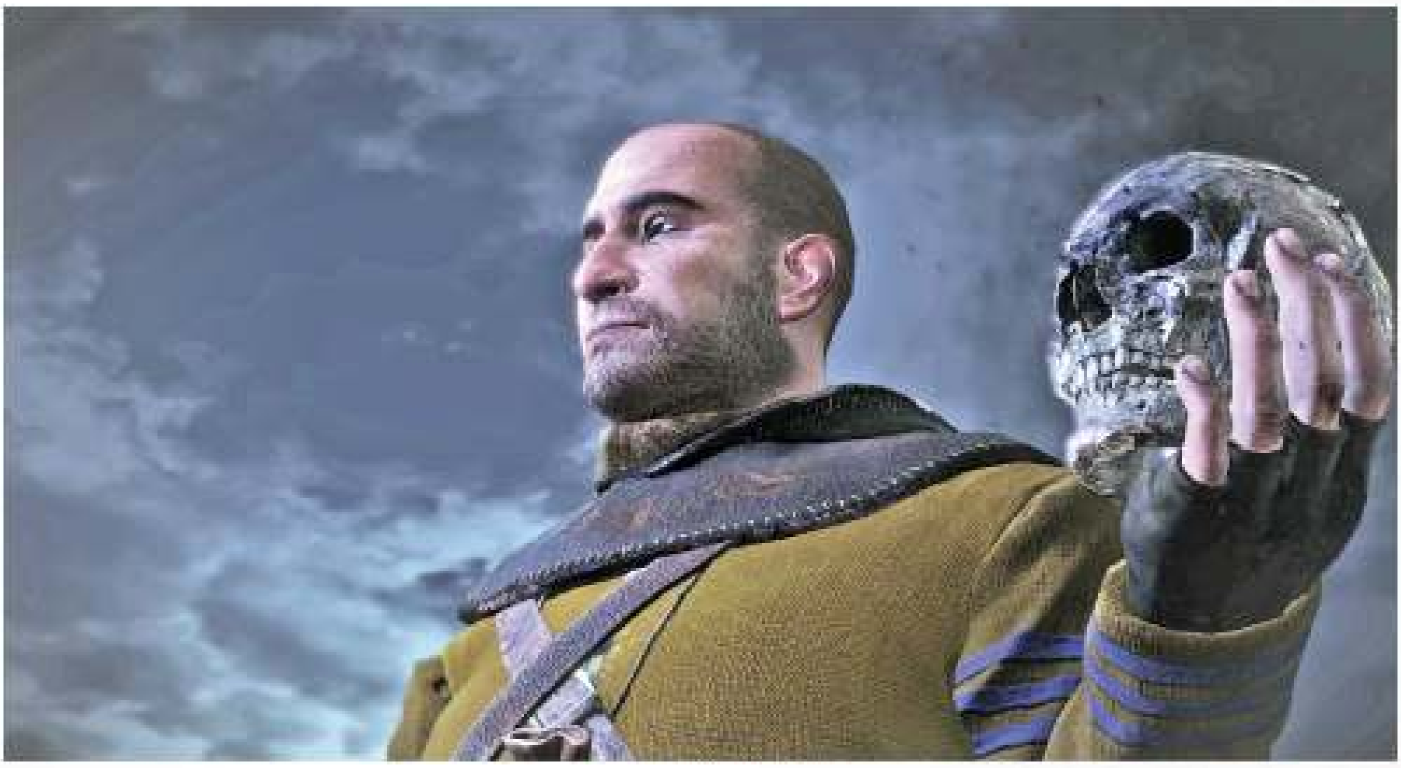
- Hand him the rose, if you took it from Iris during Main Quest: Scenes from a Marriage.
- Hand him the section of painting, if Iris kept the rose during Main Quest: Scenes from a Marriage.

After Olgierd laments the mess he made of his life, and rues the day he entered into a pact with the Master of Mirrors, he is struck by a sudden and agonizing pain. Gaunter O'Dimm makes an impressive entrance, and reveals that Olgierd's contract has been fulfilled; they stand on the moon to complete the pact. Another trick from this master of deception! How will you react? You can:

- Don't get involved. Ending #1: Faithful and Servile Obedience begins. This ending occurs automatically (with no chance to choose) if you ignored the optional parts of this quest, back in Oxenfurt.
- Help Olgierd. This is only available if you completed the optional parts of this quest, and received the information from Professor Shakeslock about the games Gaunter enjoys playing. Ending #2: Some Other Time begins.

Whatever A Man Soweth…

Ending #1: Faithful And Servile Obedience



The Master of Mirrors towers over Olgierd, softly and firmly explaining that Olgierd's soul is now no longer his own. Gaunter strolls over to you with a memento of Olgierd's, removes your facial branding, and asks what you'll choose as a reward for your subservient actions. You can answer:

- "Wanna be as swift as the wind": You receive the Caparison of Lament Saddle, increasing your horse's stamina by an impressive amount (100 points). When equipped, the saddle also affects one person near the horse with one random effect. Affected characters will either be confused, attack you for a short time, or protect themselves from imaginary bees.

Items: Caparison of Lament

- "Never wanna go hungry again": You receive the Horn of Plenty, providing an endless source of food, and +40 vitality regeneration (+25 in combat), for 5 seconds.

Items: Horn of Plenty

- "A bottle of vodka that's always full": You receive the Bottomless Carafe, giving you an infinite amount of alcohol; helpful for getting drunk or during alchemic brewing.

Items: Bottomless Carafe

- "Make me rich": An influx of 5,000 crowns.

Items: 5,000 Crowns

- "Don't want anything from you": Just the experience points, and a slight clawing back of your dignity (and salvaging of your soul, though this doesn't affect your ongoing adventure).

With a merry whistle, Gaunter O'Dimm departs, and the Hearts of Stone Main Quest concludes.

Whatever A Man Soweth…

Optional: A Fond Farewell To Shani

- After speaking to Shakeslock, but before you head to the Temple of Lilvani, you can opt to visit Shani one last time. Speak to her if you wish, and optionally play Gwent with her. If you beat her at Gwent, you can obtain the unique Olgierd von Everec card. Note the second option (below).

- After speaking to Shakeslock, and after completing this quest, you can visit Shani one last time. Alas, she has already left and her clinic is empty, aside from some scavengable items. Upstairs on a table is the unique Olgierd von Everec card to take (if you haven't won it already).

Items: Gwent Card: Olgierd von Everec

Envoys, Wineboys

The Tyranny Of Bandits

DANGER ALERT
SPOILER ALERT
B&W
ENVOYS, WINEBOYS

RELATED QUESTS: Main Quest: The Beast of Toussaint

LOCATIONS: Stonecutters' Settlement

CHARACTERS: Milton de Peyrac-Peyran, Palmerin de Launfal

ENEMIES: Bandits

OBJECTIVES

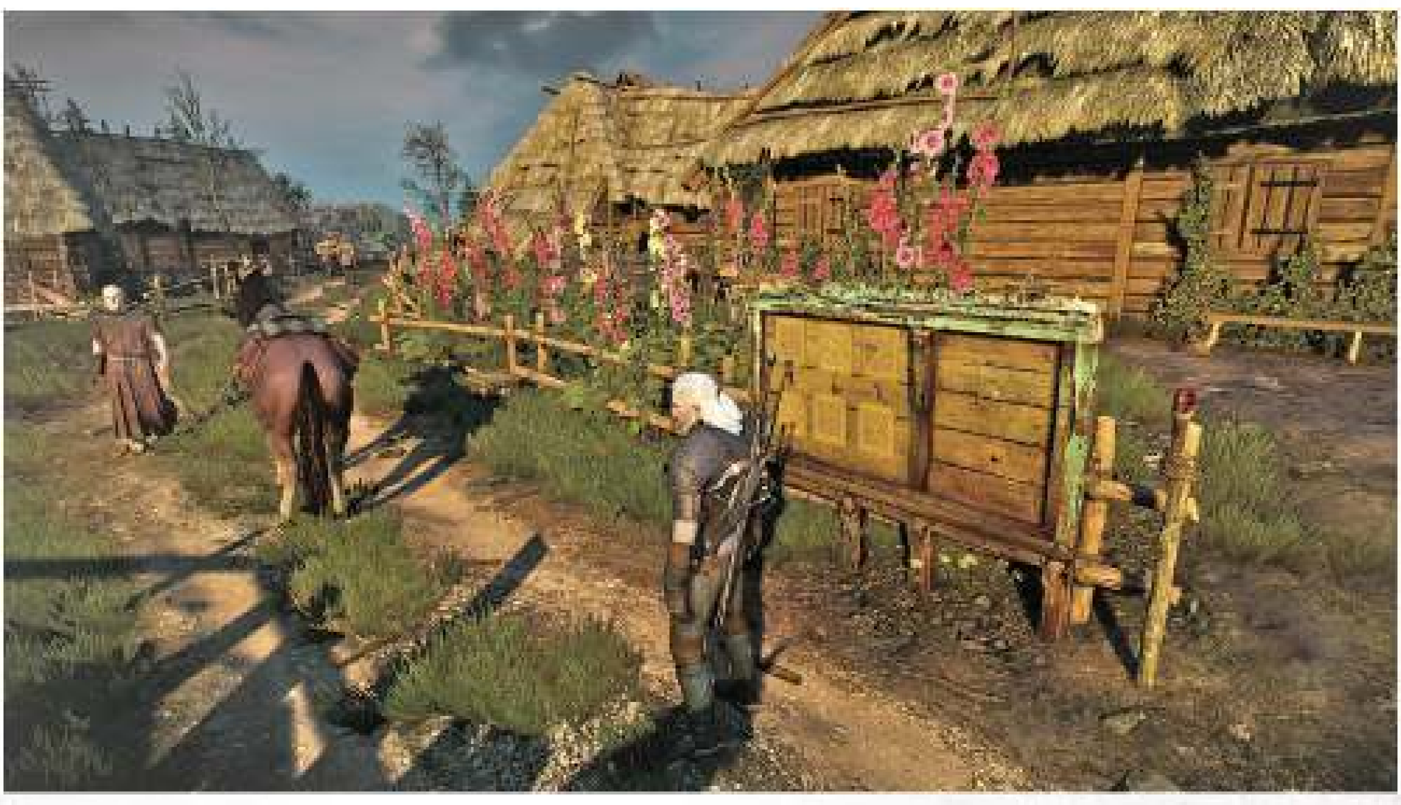
- Look for a new contract on notice boards in Velen.

QUESTING DECISIONS

This quest is accessible immediately once you have the *Blood and Wine* Expansion (check your Quest menu for the objective). It is advisable to be at least Level 34 before attempting this quest.

Blood and Wine

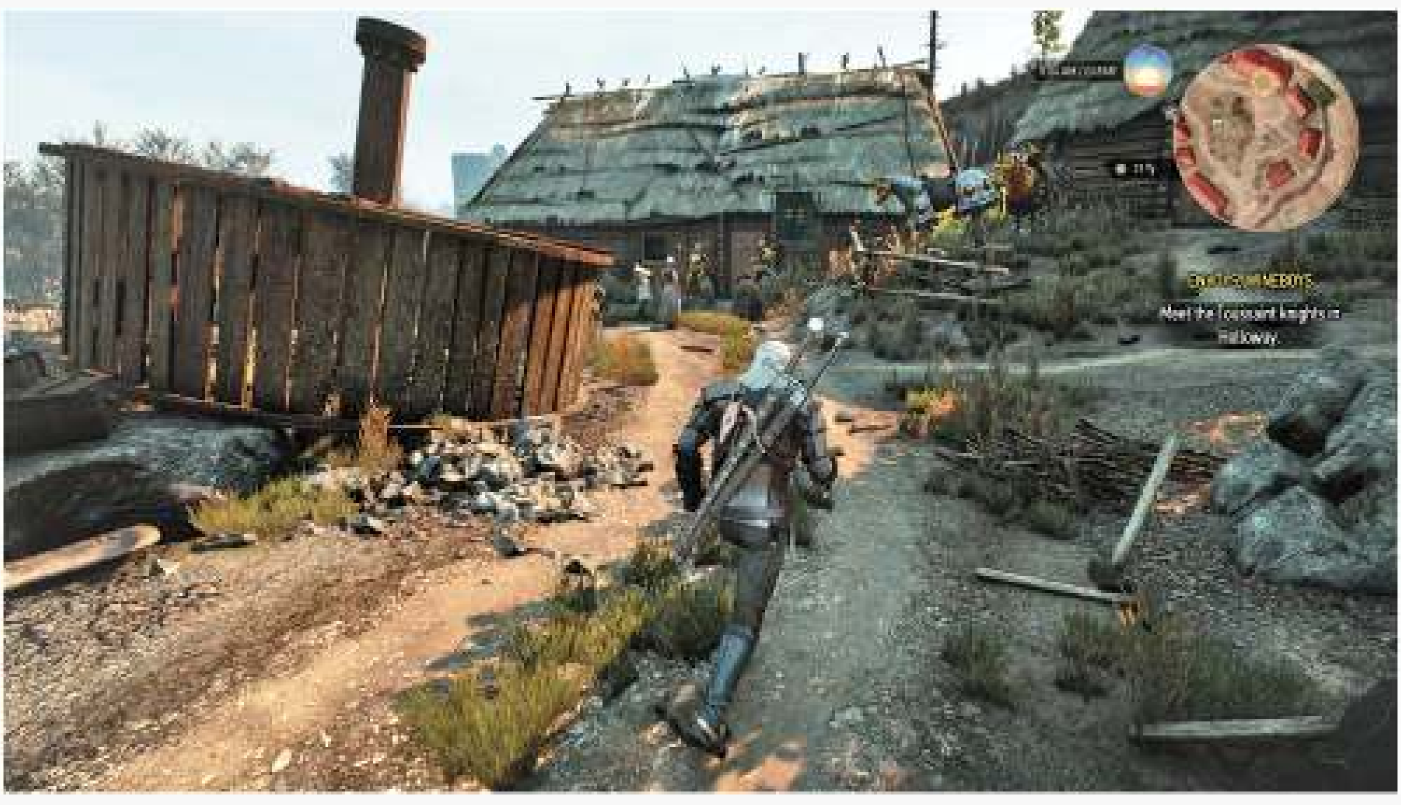
A Notice Board beckons; locate any you wish (such as this one in Mulbrydale), and read the message with the fancy seal marked "Appeal to Sir Geralt of Rivia, the Bridge his Crest." Notices aren't usually written to you directly, but this time, the letter reveals the names of two knights-errant you may have had previous knowledge of, in your dim and distant past. A strange "beast" stalks their land, a rich and fertile Duchy to the southeast, called Toussaint.



OBJECTIVES

- Meet the Toussaint knights in Holloway.

It seems the knights are meeting with a group of agitated villagers in the recently-razed Stonecutters' Settlement, just southwest of Oxenfurt. Ride to where the knights are attempting to convince a peasant rabble of their chivalrous nature. After spotting you, the three of you enter the main village hut. After apologizing for the shoddy nature of the hut they are using, they explain their fealty to justice.



Before handling the matter concerning you, the knights plan to fight oppression by dealing with a band of marauders. You can:

- Offer to help them with the bandit problem.
- Explain that ridding the area of bandits will simply lead to worse brigands replacing them. After some verbal anguish at leaving the peasants to this fate, the knights agree with you. A bandit confrontation is avoided.

Milton de Peyrac-Peyran

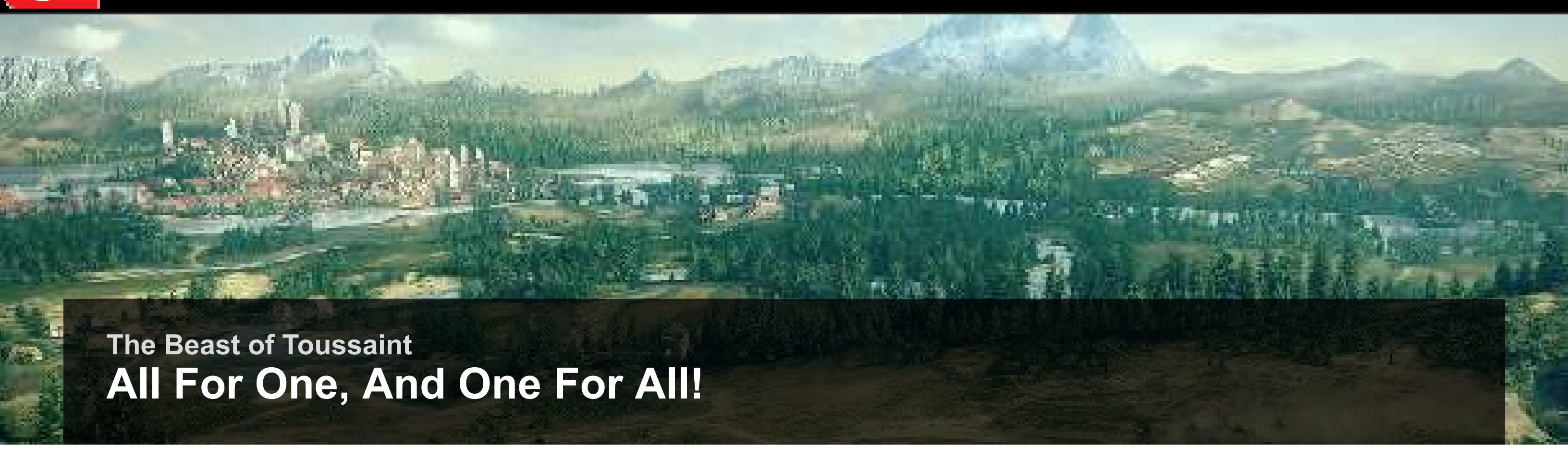
Baron Palmerin de Launfal

Whatever A Man Soweth…

Ending #2: Part 2: A Heart Of Stone

You're expelled from the realm and arrive back at the Temple of Lilvani. Your brand has disappeared, but Olgierd is still here. Answer his questions as you wish (optionally asking what it is like to have a heart of stone). Though his life is now in ruins, he vows to make something of himself. For saving his soul, Olgierd rewards you with a stunning example of quality sword craftsmanship, and the Hearts of Stone Main Quest concludes.

Items: Iris (sword)



The Beast of Toussaint

All For One, And One For All!

DANGER ALERT

SPOILER ALERT

B&W

THE BEAST OF TOUSSAINT

RELATED QUESTS: Main Quest: Envoys, Wineboys, Main Quest: Blood Run, Secondary Quest: No Place Like Home

LOCATIONS: Dulcinea Windmill, The Cockatrice Inn, Tourney Grounds, Beauclair Palace, Palace Gardens, Lake Seidhe Llygad (Unmarked)

CHARACTERS: Milton de Peyrac-Peyran, Palmerin de Launfal, Guillaume, Fisherman, Hooded Stranger, Vivienne, Her Illustrious Highness Duchess Anna Henrietta, Captain Damien de la Tour, King Cormorant

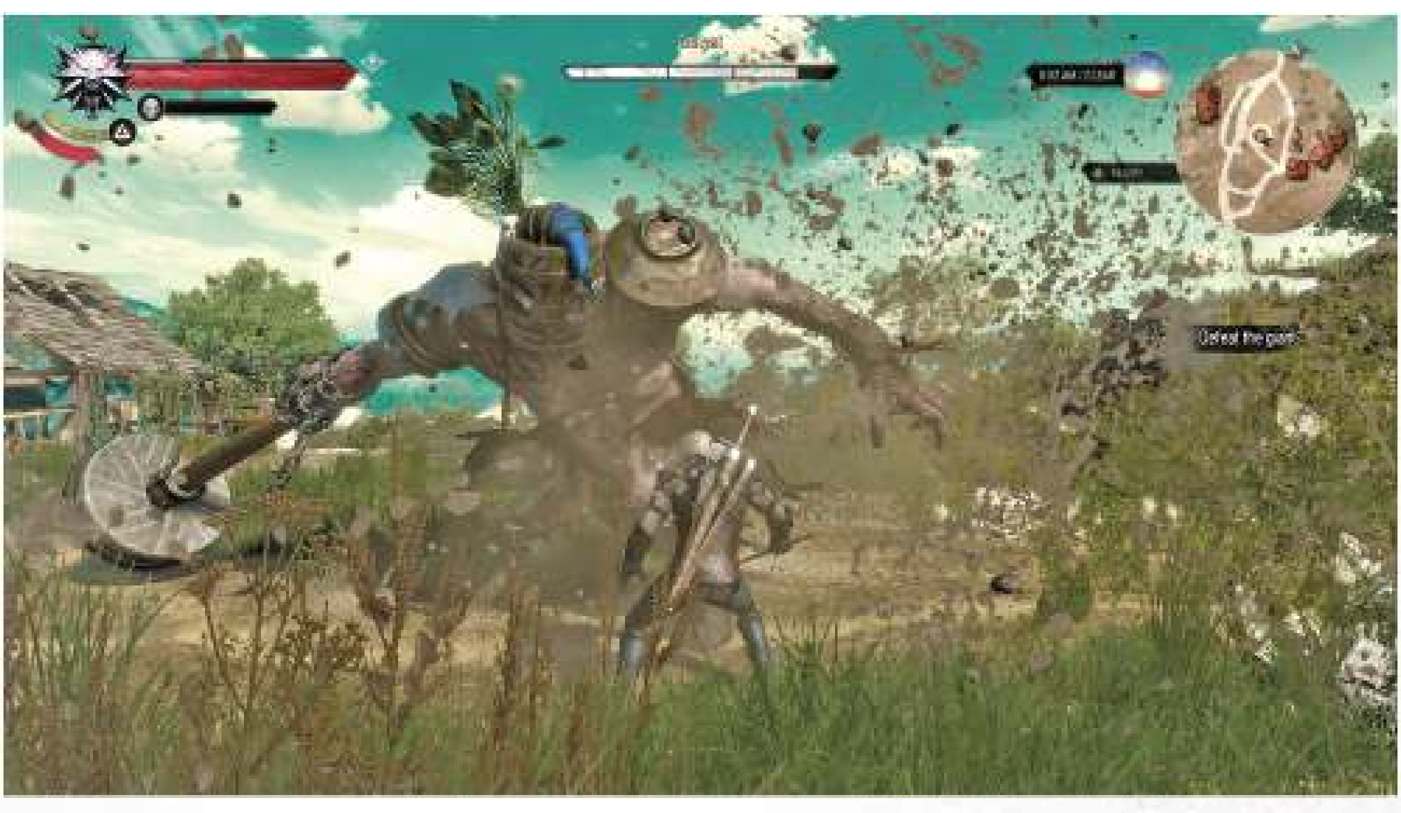
ENEMIES: Golyat the Giant, The Bruxa of Corvo Bianco, Shaelmaar, Courtiers

OBJECTIVES

- Defeat the giant.

Guillaume de Launfal

After a few days' riding, you reach the Duchy of Toussaint. Your enjoyment of the rolling hills, lush green farmland, and distant view of the spectacular palace of Beauclair is tempered somewhat by the appearance of a huge, lumbering giant with a distaste for windmills. It seems the knight who is facing down this monstrosity requires a modicum of assistance. Engage the giant Golyat!



You are fortunate that both the Knights, as well as the giant's adversary, are in this fight with you; this allows you to dodge around the huge foe while it is preoccupied with your fellows. Employ similar combat techniques to those you honed on Skellige when facing Cyclopes (and the Ice Giant of Undvik); roll away and to the side, and avoid all the vicious pounding and sweeps it makes with its huge weapon. Temporarily flummox it with Axii, use Yrden to slow it down (though Signs only cause minimal reactions to this foe), and Quen to stave off some damage if you're not quick enough to dodge. Continuous circling, before darting in to strike and then retreating, is the most proficient way to win.

DEFEATING THE GIANT: THE BEST BATTLE TACTICS

Goylat moves like his Cyclops brethren, refraining from running or strafing, just lumbering strides in your general direction. He is also incredibly tough, requiring a lot of damage in order to topple over. Exhibit patience, and work with your new knight friends. Occasionally they prove most worthy at distracting Golyat, allowing you to get in strikes when he's pre-occupied.

Otherwise, dart in with a strike once Golyat finishes one of his troublesome, and damaging, swings and is recovering in readiness for his next attack. Darting in, damaging, and retreating is the key. You need not worry about the knights' health, so let them bear the brunt of this enemy.

Or just shoot Golyat in the head with a crossbow. If you shoot this foe through the eye hole in his helmet, you get an instant kill, along with earning an Achievement.

DEFEATING THE GIANT "GOLYAT": THE GIANT'S ATTACKS

Golyat uses a giant mill wheel to deliver massive bludgeoning damage in vertical pounds or massive horizontal sweeps. He loves to swing this weapon, smashing things all around. His attacks are far-reaching, he's extremely aggressive, and tends to keep moving toward you, mostly ignoring the three knights.

Weapon Swing: A medium-range weapon swing. Dodge or leap to the side, or back away to avoid being struck.

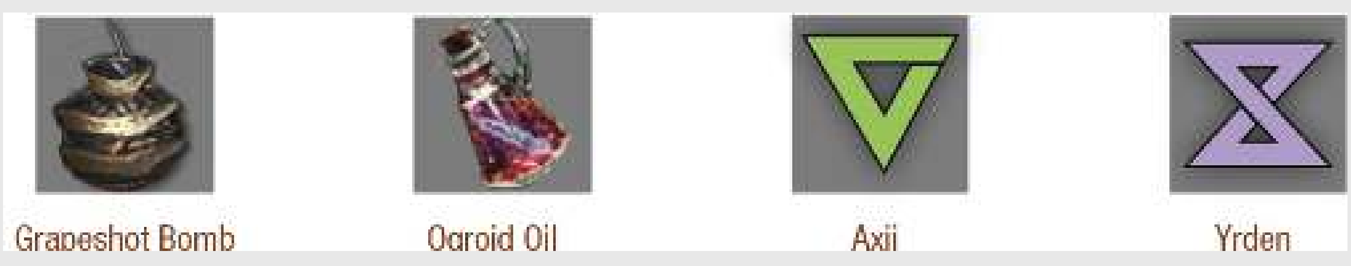
Weapon Overhead Smash: A medium-range weapon smash, dropping vertically. Highly damaging, so avoid using dodges and retreating.

Kick, Stomp, and Swipe: Golyat sometimes kicks, stomps, or swipes with his left arm; both push you back, increasing the distance between you, allowing the giant to be more effective with his weapon swings. Simply avoid these by dodging.

Charge Attack: If you're at long range, Golyat occasionally attempts a charge to close the distance. If you're caught, expect to be pushed back, and possibly sent tumbling over. Recover and retreat, or simply roll or dodge to the side to avoid it.

Whirlwind Attack: Occurring at both short and long distances, this is the Golyat's most severe series of strikes, so watch for him raising his weapon up to the side of the head before his spins around. Damage is significant, and you're sent flying. Parrying is not an option, but dodging (or letting Quen bear the brunt of this) is.

GIANT "GOLYAT" VULNERABILITIES



After the battle, it transpires the young knight Guillaume attempted to slay the giant (who had ventured down from the Gorgon Hills to feed) to win the heart of a damsel. Guillaume is somewhat embarrassed and indebted to your superior mettle, and offers you the head as payment. Feel free to ask how the giant came to be here, and take the trophy (you can sell it to merchants, or place it on Roach's saddle to add Experience Points to each monster you slay); also loot the corpse for a large number of crowns and other items). Guillaume also has some news regarding the Beast; the river has surrendered a corpse near the Cockatrice Inn!

Items: Trophy from Golyat, 450+ Crowns

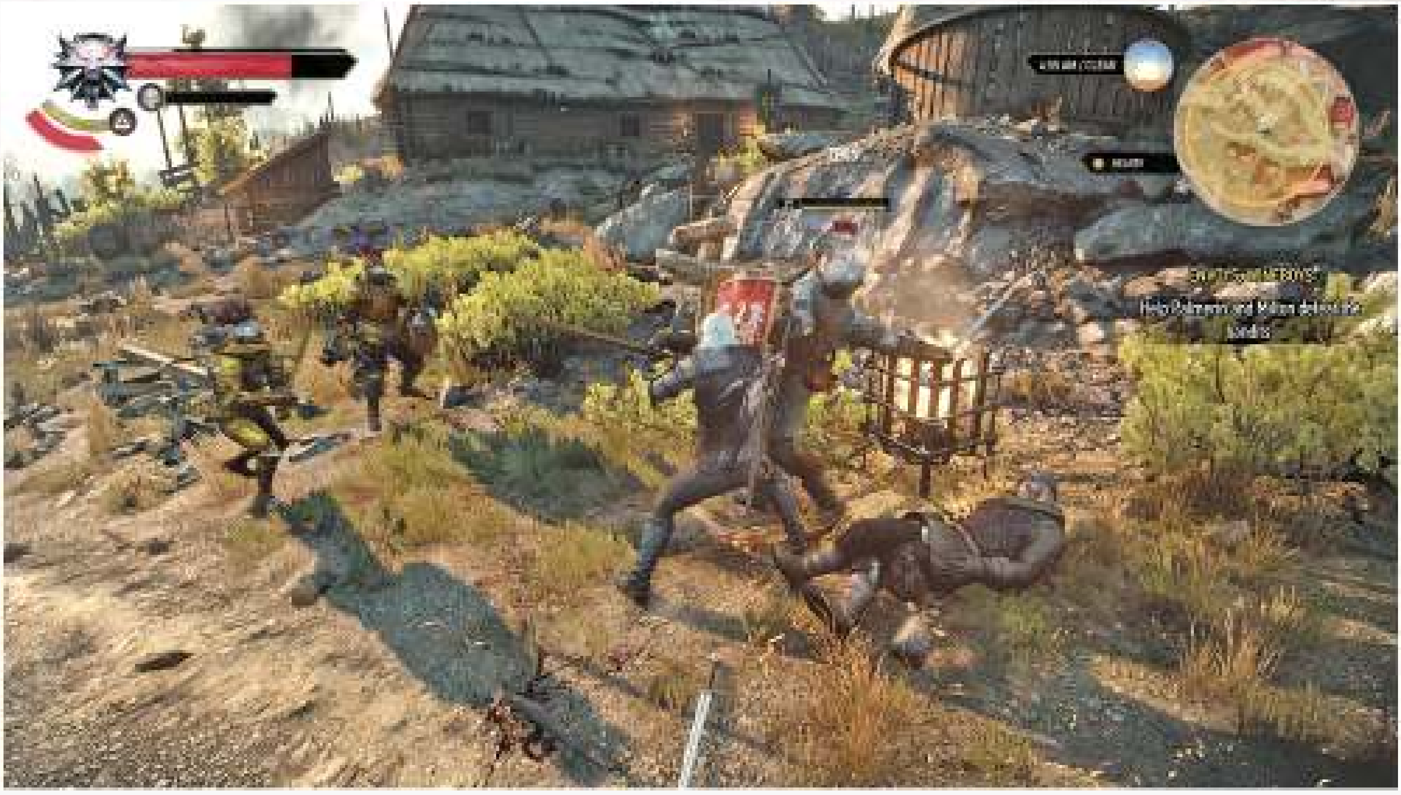
Envoys, Wineboys

Interlude: By The Crane! Villains, Ready Your Arms!

OBJECTIVES

- Help Palmerin and Milton defeat the bandits.

After waiting until sunrise, a band of around a dozen bandits descends upon the settlement, ready to continue their pillaging until called to atone for their sins by Palmerin de Launfal. His flowery language fails to inspire, and after a spot of mocking, you can chime in regarding the bandits' course of action. Not that it matters; the bandits decide to verbally agree to their own deaths. Begin a swift series of executions; expect to slay 13 bandit foes, including their leader and a shieldbearer named Zorg. Beware of crossbowman firing at a distance (remove around three of these threats if taking a bolt in the back is starting to annoy you). After the battle, the knights are a little put out by the lack of thanks they receive.



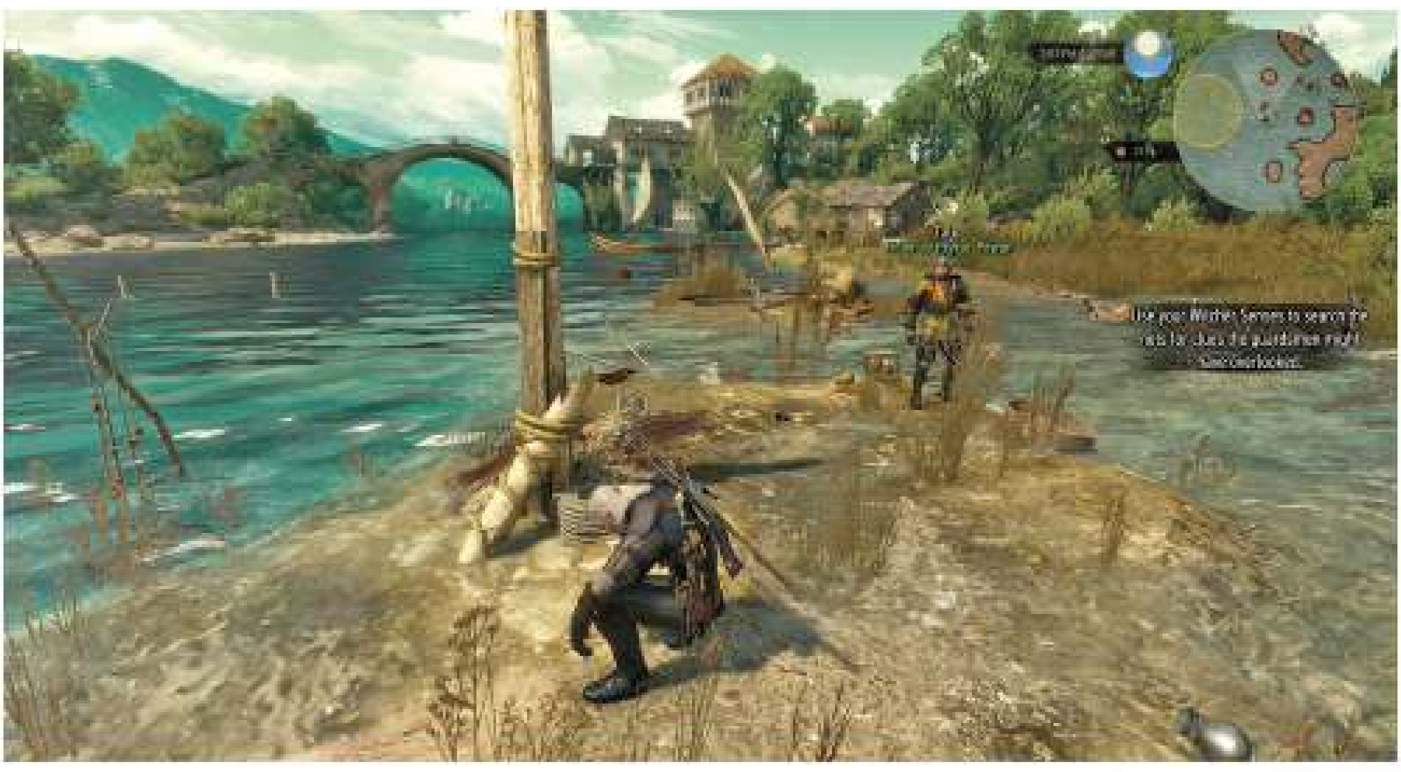
The Beast of Toussaint

Fishing For Clues

OBJECTIVES

- Follow Milton to the place where the body was found.
- Use your Witcher Senses to search the riverbank for signs of the guardsmen's activities.

While your other knight brethren ride for the palace, follow Milton along the paths through the open fields, talking of Toussaint mannerisms as you go. You pass the Cockatrice Inn, heading down the embankment to the river's edge. The Duchy's troops have already investigated the area (and unknowingly tampered with evidence that could help you), but there's still the need for a thorough investigation.



Walk roughly southward to the cluster of barrels and crates by the jetty, before joining Milton in dispatching a group of four Scurvers attracted by the corpse. When all Necrophages are neutralized, return to the investigation area, and begin a thorough examination of the following:

- The river bank near the pile of barrels and crates, where the traces of some heavy, possibly hobnail boots, can be found.
- Follow the boot prints to a collection of flotsam and clutter at the river's edge; anything taken by the current ended up in these shallows.
- Continue to follow the prints to a fishing post; only blood-soaked scraps of nets pulled out of the water are left there, probably cut by the guardsmen who secured the body.
- As the objective updates, stay in the vicinity of the shallows.
- A rut by the edge of the river indicates the guards pushed off a boat from this point.

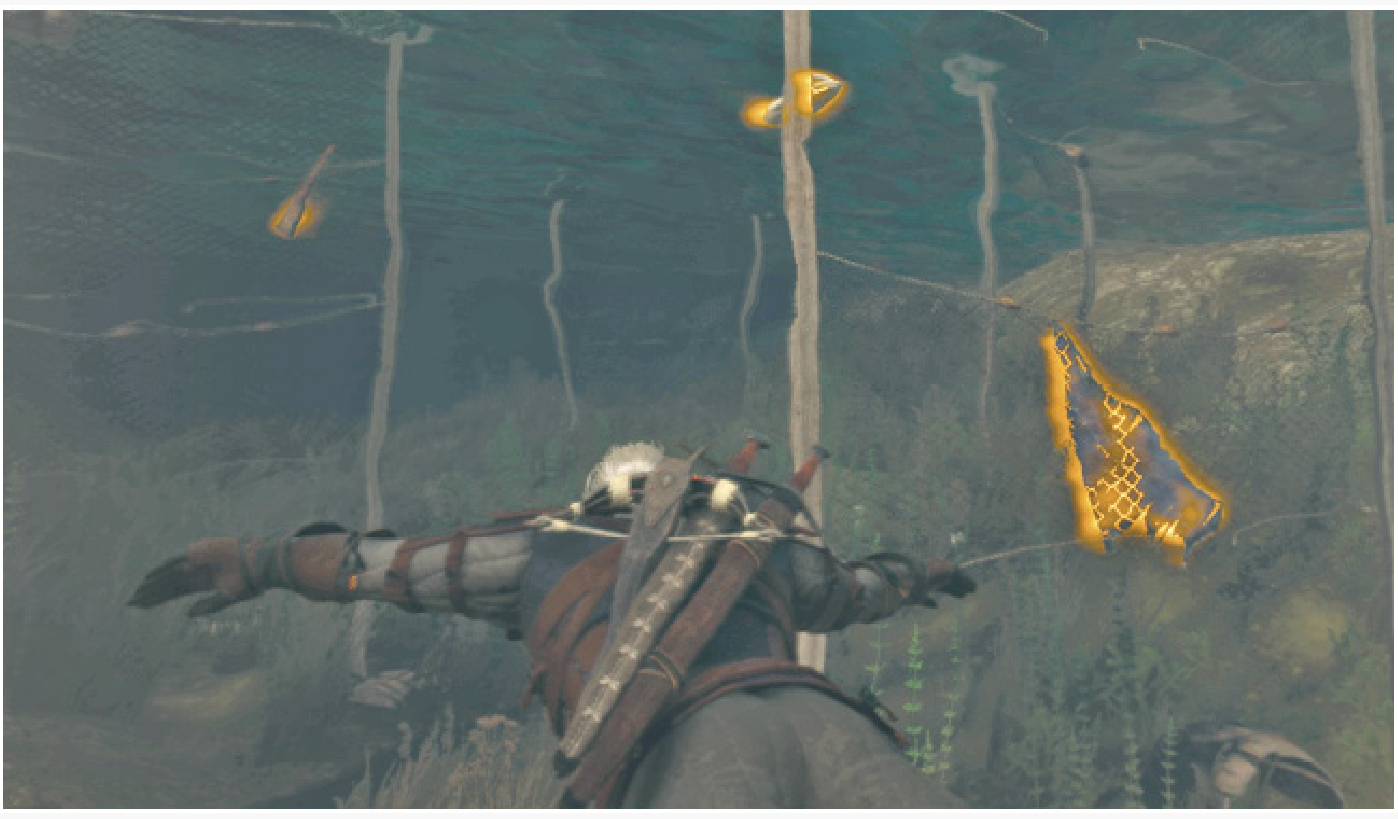
OBJECTIVES

- Use your Witcher Senses to search the nets for clues the guardsmen might have overlooked.
- Talk to Milton about your findings.

Your investigation continues: Make further careful examinations before wading into the river itself:

- Between the two fishing posts is a section of netting; a knife was used to cut the nets that hung here.

Dive into the river, using your Witcher Senses to look for remnants of these nets; there's various tangled items to discover under the water. You must discover the sodden remains of a monogrammed silk kerchief with the initials d.I.C. embroidered on it.



Items: Handkerchief monogrammed "d.I.C."

With the kerchief gathered, return to the shore and speak with Milton. After a brief sum-up, you agree this isn't the site of the murder (the river current brought the body here; it was caught in the nets, pulled out by the guardsmen, placed on a boat, and taken somewhere. As you talk, mention the following to Milton:

- That someone is watching you. A strange, hooded figure, it seems.
- That you found a monogrammed handkerchief. Milton is taken aback at the initials; De la Croix! Milton remembers the fellow, digging up past memories he'd rather not speak about.

Envoys, Wineboys

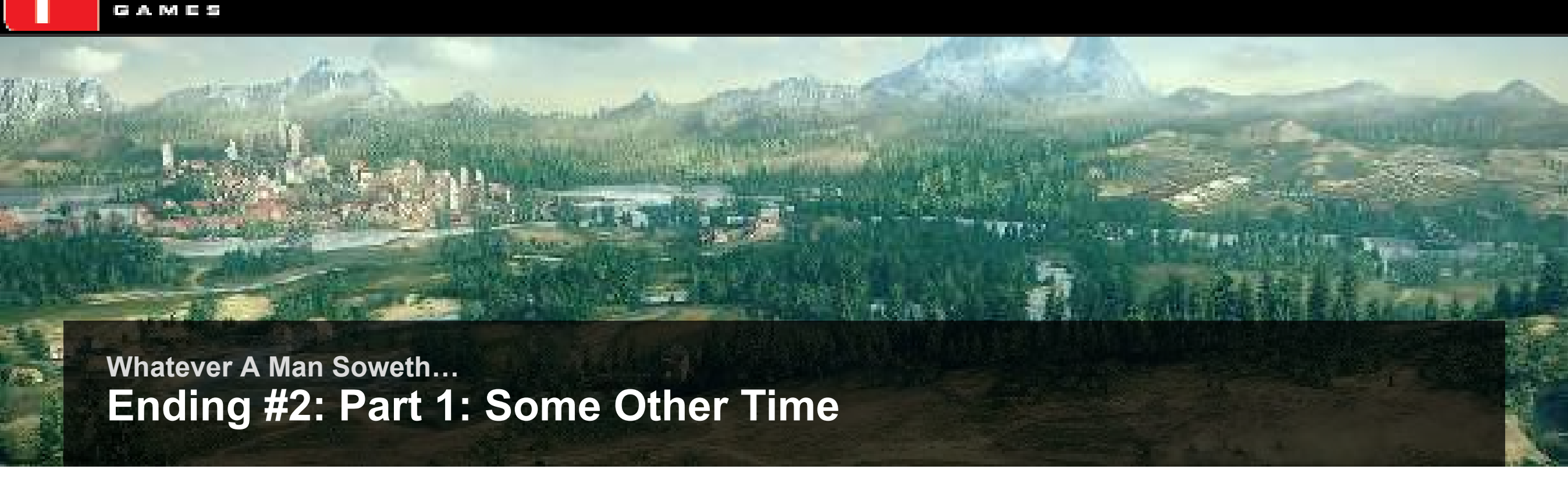
Message From The Duchess

Once inside the hut, a more important matter is discussed. Her Illustrious Highness, Duchess Anna Henrietta, personally beseeches you to help rid her lands of a dreaded Beast. You can quiz the knights on the flowery language of Anna Henrietta's missive, then ask about the monster in question. Bodies have been massacred in a brutal, horrid manner, and three sketches of the Beast can be viewed. Feel free to ask:

- About the black magic the Beast is said to wield.
- About those who have tried to trap the monster.
- About the tourney taking place at the same time as this problem.

After that, you can either take the contract and continue the quest, or think about it, which allows you to make some last-minute arrangements in Velen (such as preparing for the quest first). Return to the knights, and you begin the ride to Toussaint.

Items: Summons from Duchess Anna Henrietta



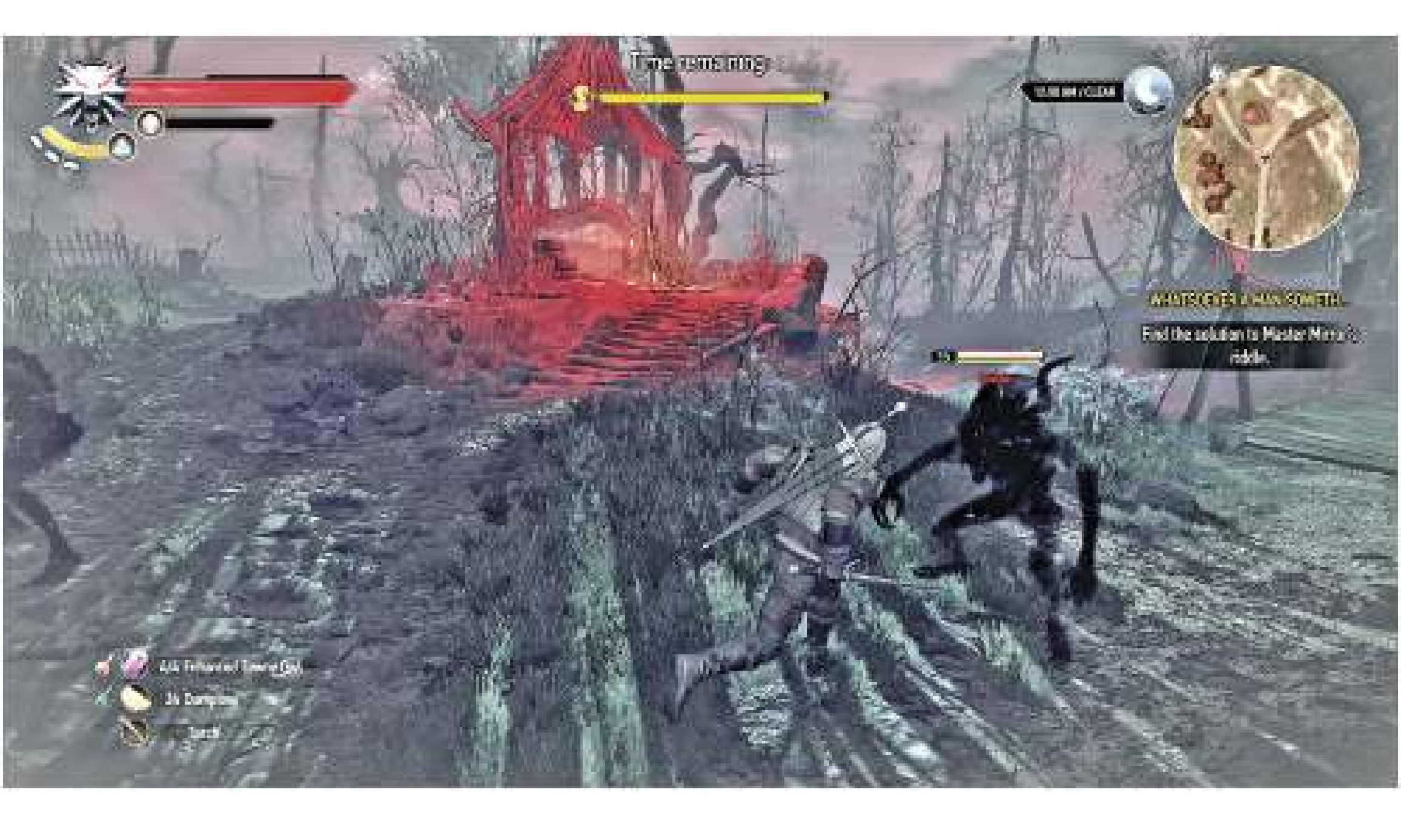
Whatever A Man Soweth…

Ending #2: Part 1: Some Other Time

OBJECTIVES

- Find a solution to Master Mirror's riddle.

You intercede, and make a bargain with Master Mirror; offering a game or challenge in return for both your and Olgierd's souls. This piques O'Dimm's interest, but on his terms. You are thrust into an unknown realm. Master Mirror's voice echoes in your ears. He tells you a riddle, and forces you to solve it before the sand runs from the timer. You can ask for the riddle to be repeated. Then you must push northward, along the path.


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

MASTER MIRROR'S RIDDLE

To all things and men I appertain,

and yet by some am shunned and disdained.

Fondle and ogle me, till you're insane,

but no blow can harm me, cause me pain.

Children delight in me, elders take fright,

fair maids rejoice and spin.

Cry, and I weep, yawn, and I sleep,

smile, and I shall grin.

RUNNING THE REALM OF RUMINATION

The Atlas reveals a succinct pathway through this Realm of Rumination. Access it through the Temple of Lilvani. Otherwise, keep heading roughly north, and be sure to keep an eye on your map so you can see branching pathways coming up; this helps you not get lost.

RUINED IN THE REALM OF RUMINATION

The "time remaining" indicator is of utmost importance to your continued well-being, as there's not quite enough time to visit all the strange locations within this foreboding realm. As death awaits you if you fail, you are encouraged to plan accordingly:

Keep to the paths; wandering off just wastes time.

Beware of crevasses, walls, crooked trees, and other obstacles that delay you, or can kill you if you fall through them.

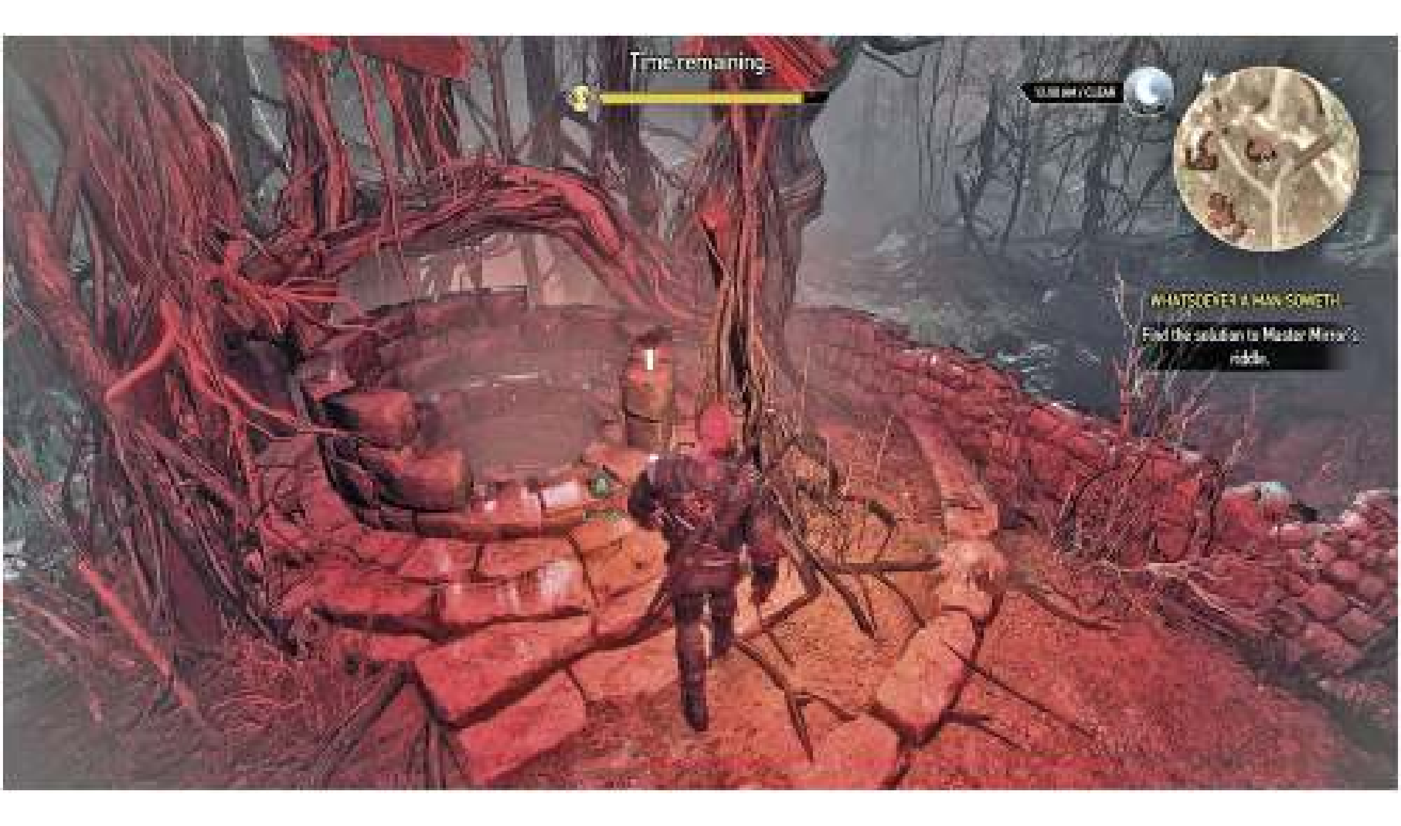
This realm is inhabited by specters of various forms, shaped like monsters you have previously fought. It is imperative you ignore these foes as battling them can seriously impede your time.

Master Mirror has a number of small traps designed not primarily to harm you, but to simply waylay you. Don't visit every one of these (detailed below); only the recommended areas!

Have Aard ready to cast sooner rather than later.

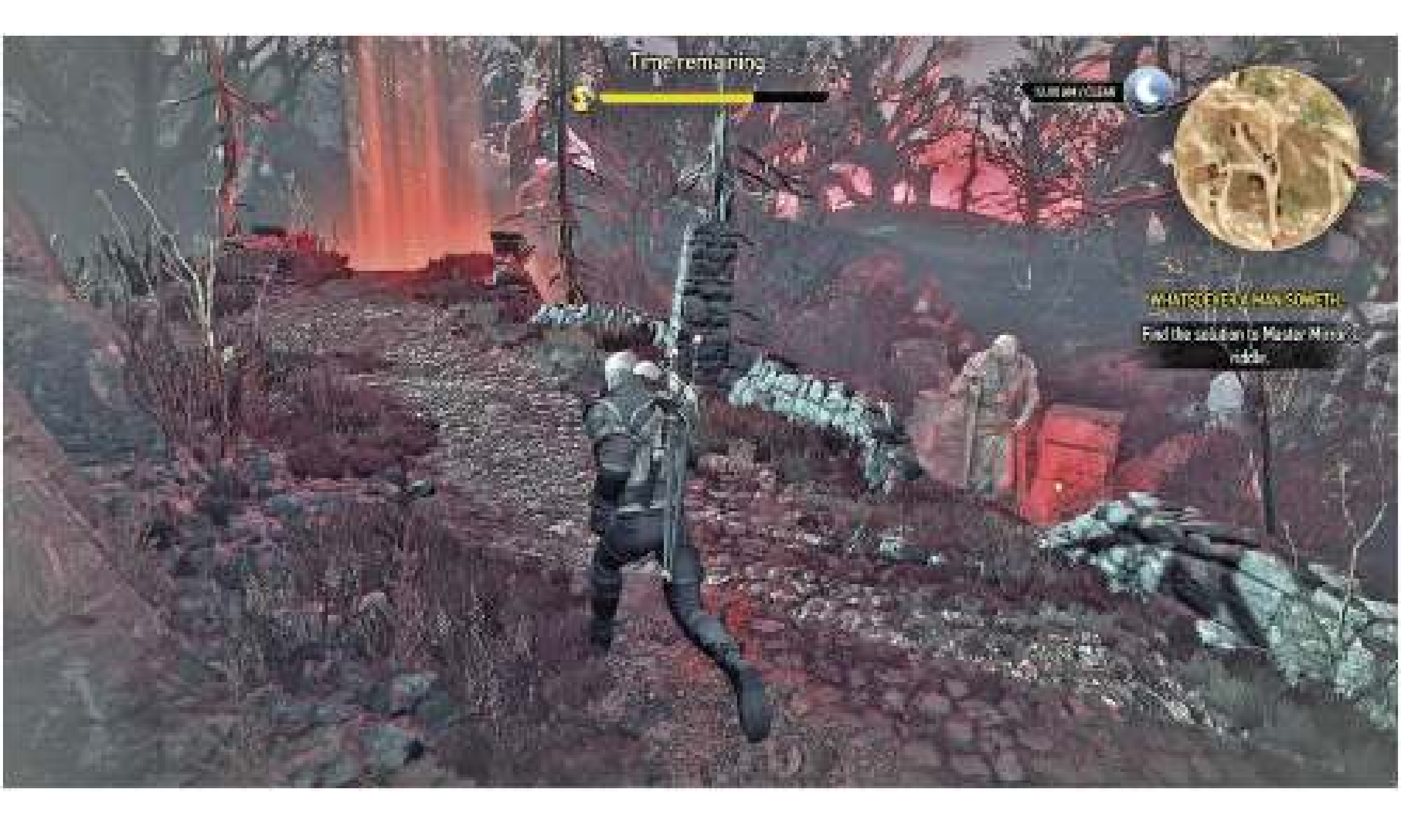
OBSTACLE: THE WEEPING WELL

Run past the three crooked trees to your right, heading roughly north. Ignore the small stone ruins to your left. At the fork in the pathway, with a trail left and right, watch for two specters. They are guarding a small well you can peer into, and attempt to solve the riddle; the answer isn't "echoes." The left path ends at a chasm you can't maneuver across.


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Recommended Plan: Ignore the well, ignore the left path, and ignore the specters. Head right at the fork in the road, across the wooden bridge.

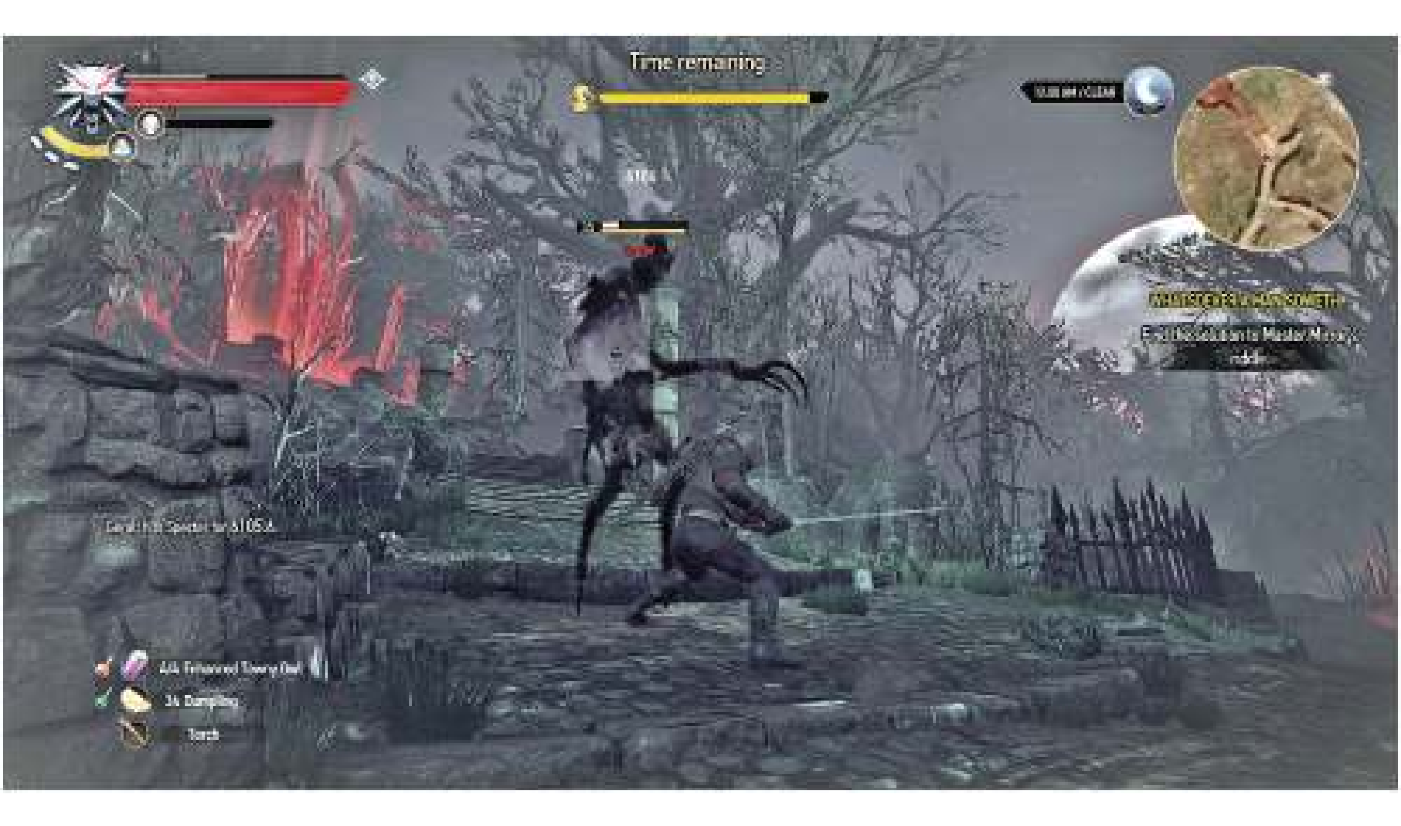
OBSTACLE: SHANI IN TROUBLE


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Once across the bridge; you should ideally take the left path at the next fork. However, heading right leads you to a fissure, and no way forward. Even worse, you hear the cries of Shani hanging from a broken stone bridge. Race up the side path to reach the bridge, and she disappears from view with an evil grin. Another of Master Mirror's illusions!

Recommended Plan: Ignore the cries of Shani, and this area completely. Head left at the fork in the pathway instead.

OBSTACLE: SPECTER AND SWORD

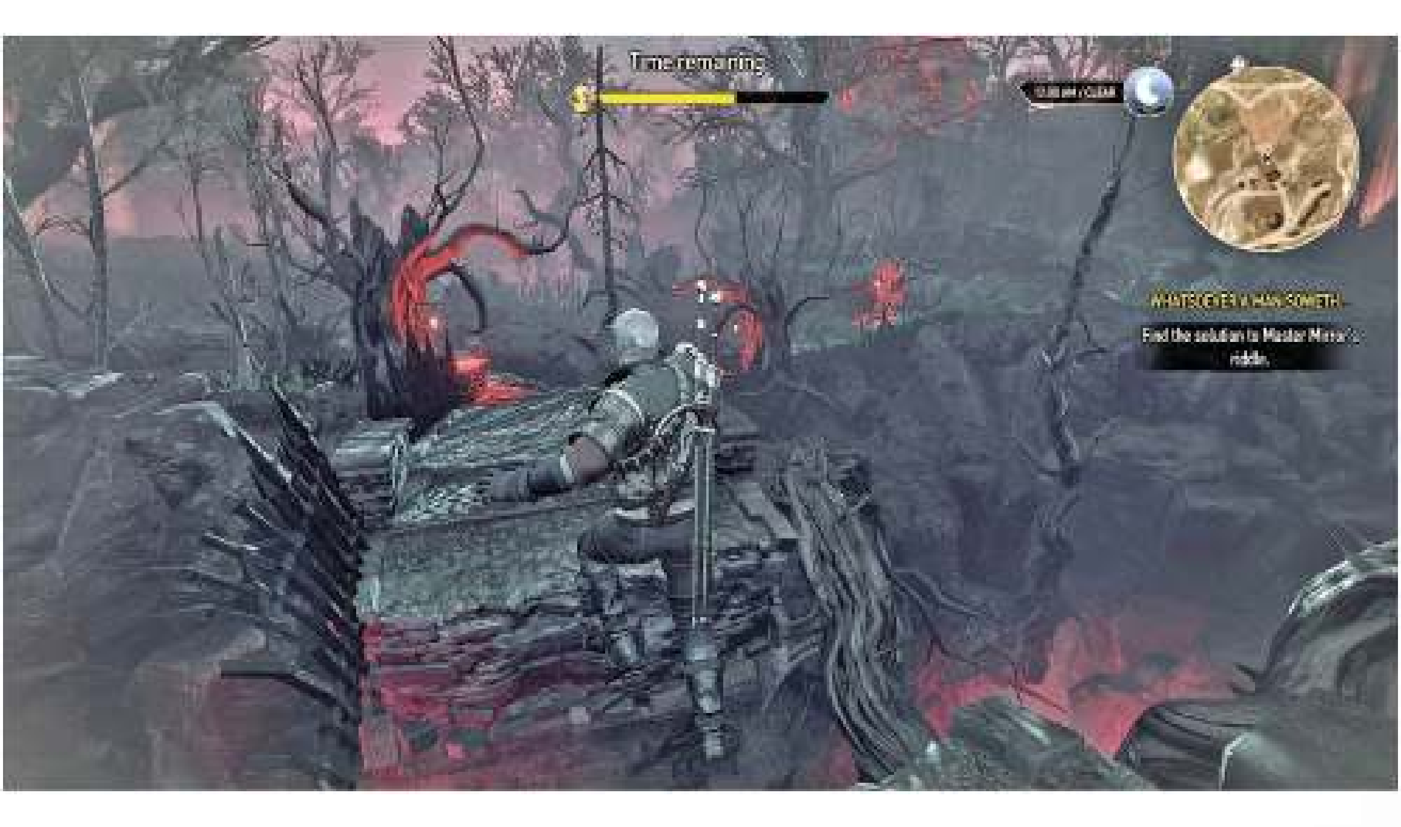

Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Cross the wooden bridge from the weeping well, and at the next path junction, head left. Head under the bridge and up the steps, following the path as it curves left (west) to a junction. Turn right, and face down a specter that takes the form of a Hym. Race northwestward, leap the gap in the stone steps, and locate the red-lit rock with a sword protruding from it.

Follow this pathway, ignoring the specter (run past it), and gather the sword; this is the only chance to retrieve it! Then retrace your steps back to where Shani was in trouble.

Items: Viper Venomous Silver Sword

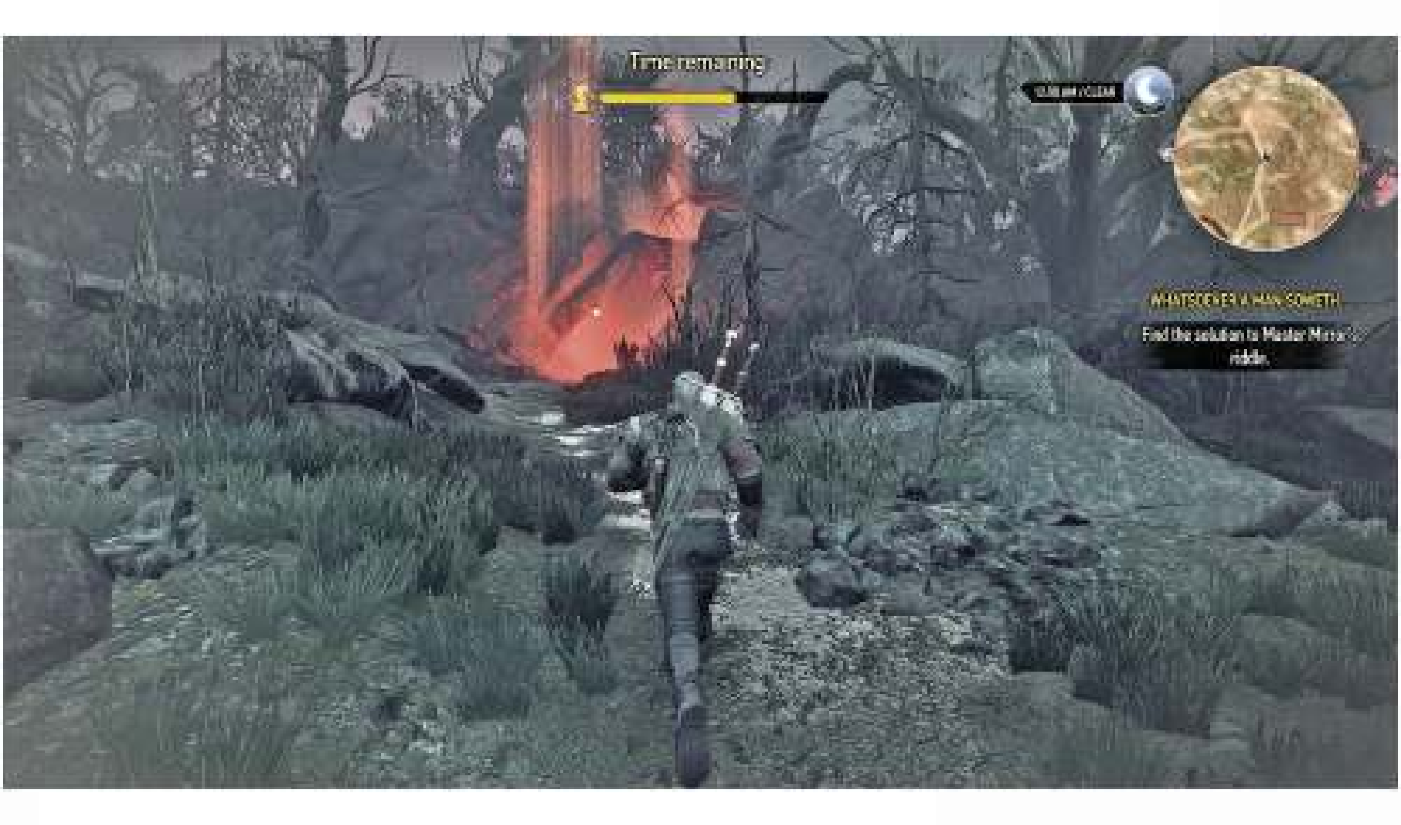
OBSTACLE: STONE BRIDGE


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Look for a stone bridge with the central span missing (it must be leapt across) on the higher ground, just left of the bridge from which Shani was hanging. Leap the bridge to reach a T-shaped junction.

After taking the Viper Sword, return here and leap the bridge without delay.

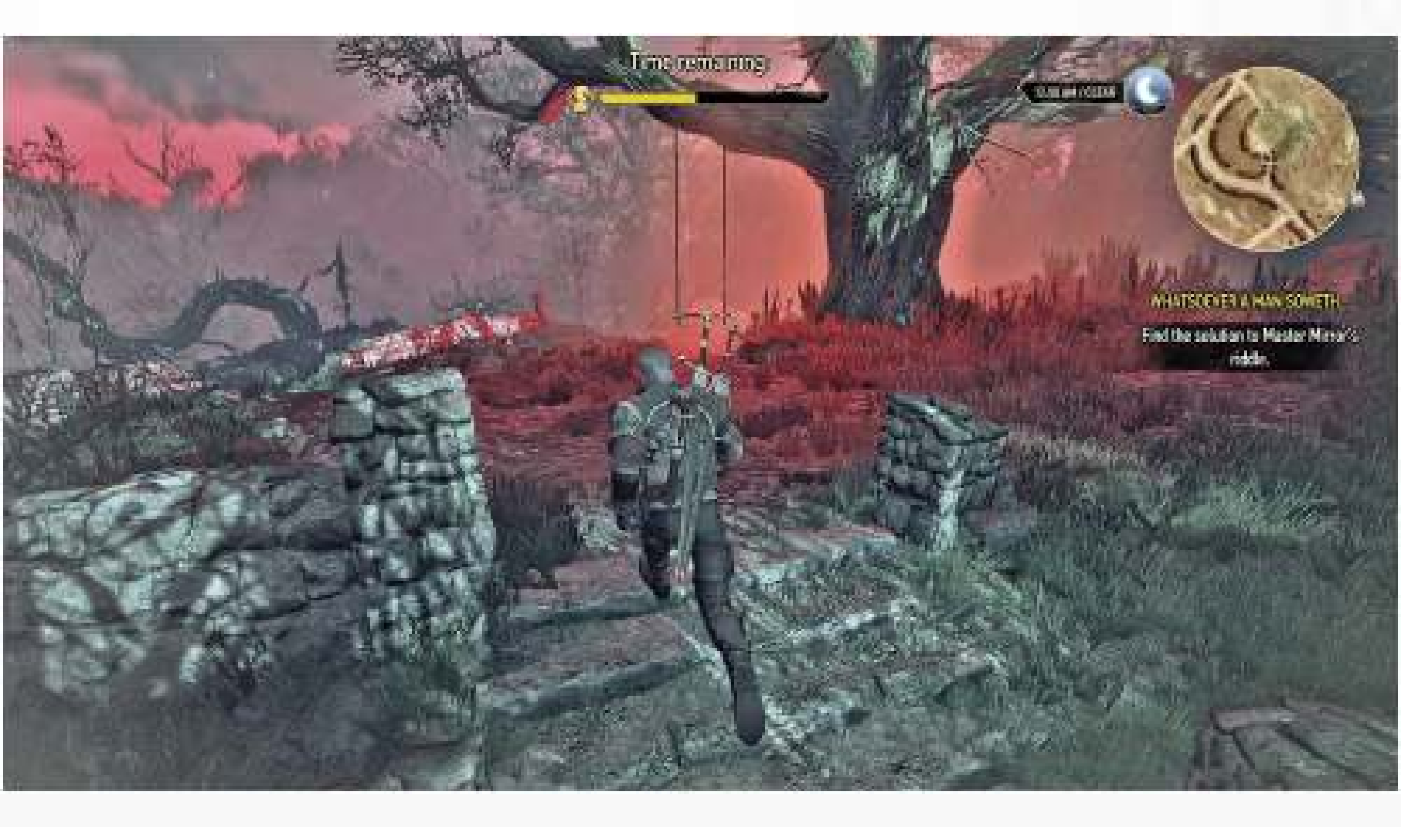
OBSTACLE: THE SHIMMERING CAVE


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Just after the broken stone bridge, at the T-junction, take the right path, heading east to a cave entrance. Orens are scattered at the entrance. Inside the cave are various chests, loot, and coins to stuff into your pockets and trade or use later. None are unique to this area, however.

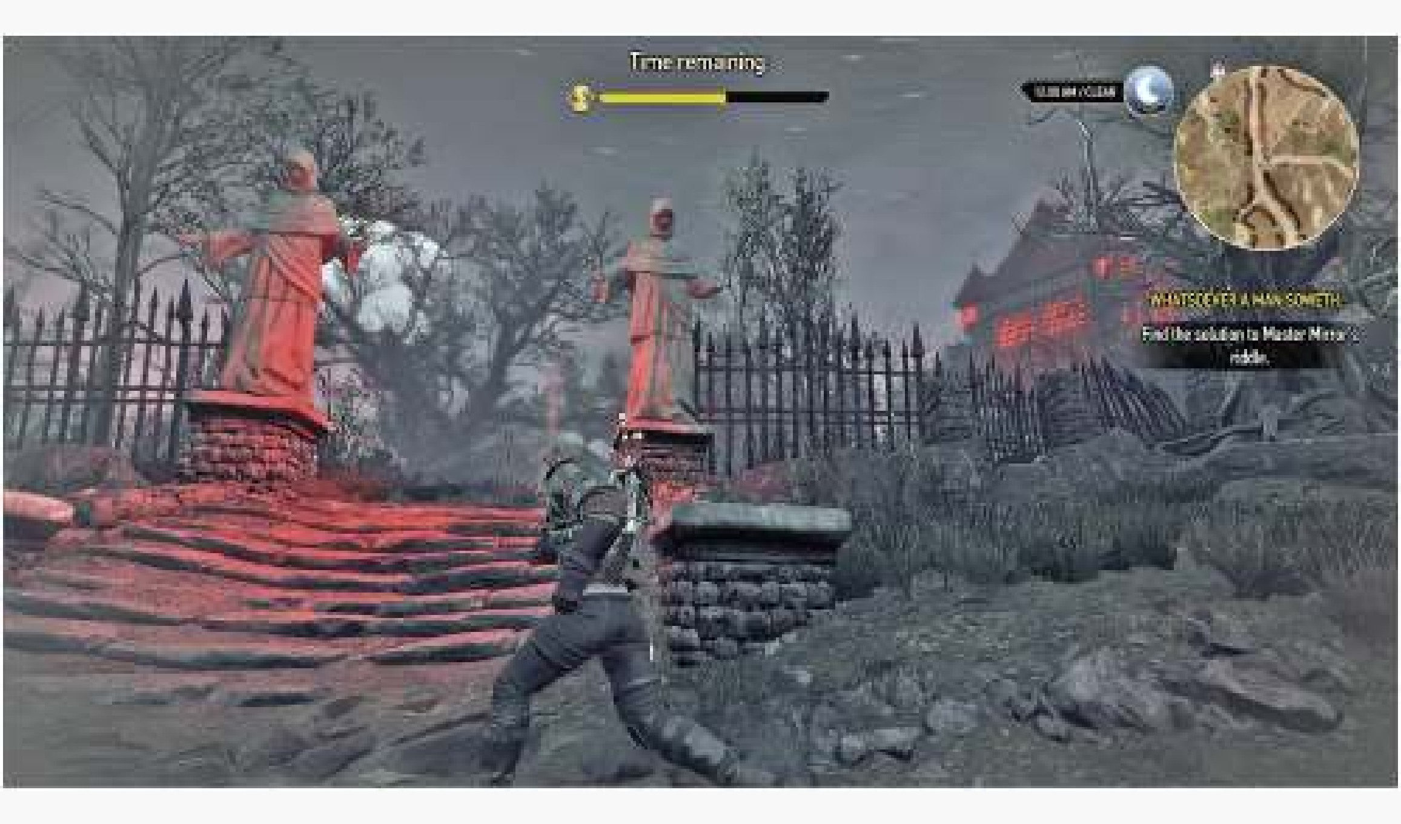
Ignore this if your "time remaining" bar is half-filled or less. Otherwise, take what you can without delay. Take a left as you emerge to reach the pair of statues leading to the red mansion.

OBSTACLE: THE SWINGING TREE


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

At the T-junction after the stone bridge, take a left (head roughly west), along a path toward a strange red mansion in the distance. Before you reach the pair of statues, there's a tree with a swing attached to it. Examine the swing, and you make a guess to solve the riddle. "Swing" is the wrong guess. We recommend you ignore this area completely.

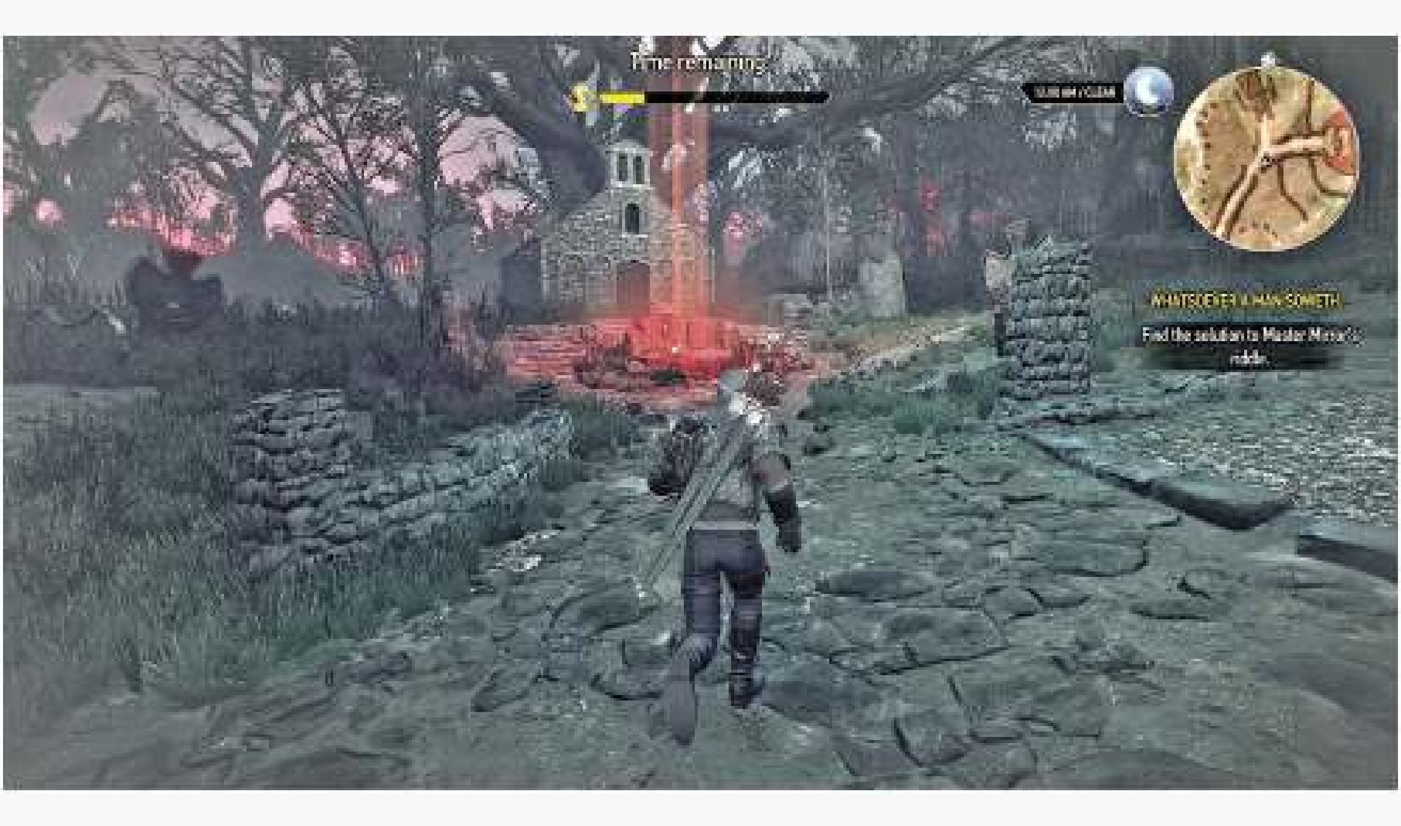
OBSTACLE: THE RED MANSION GROUNDS: A PAIR OF STATUES


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

You're on the correct path if you continue north and see two cowled statues bathed in red light. Head past them, into the mansion grounds, and beware of two specters that use gargoyle-like attacks against you. There's a small chapel in the distance, left of the mansion.

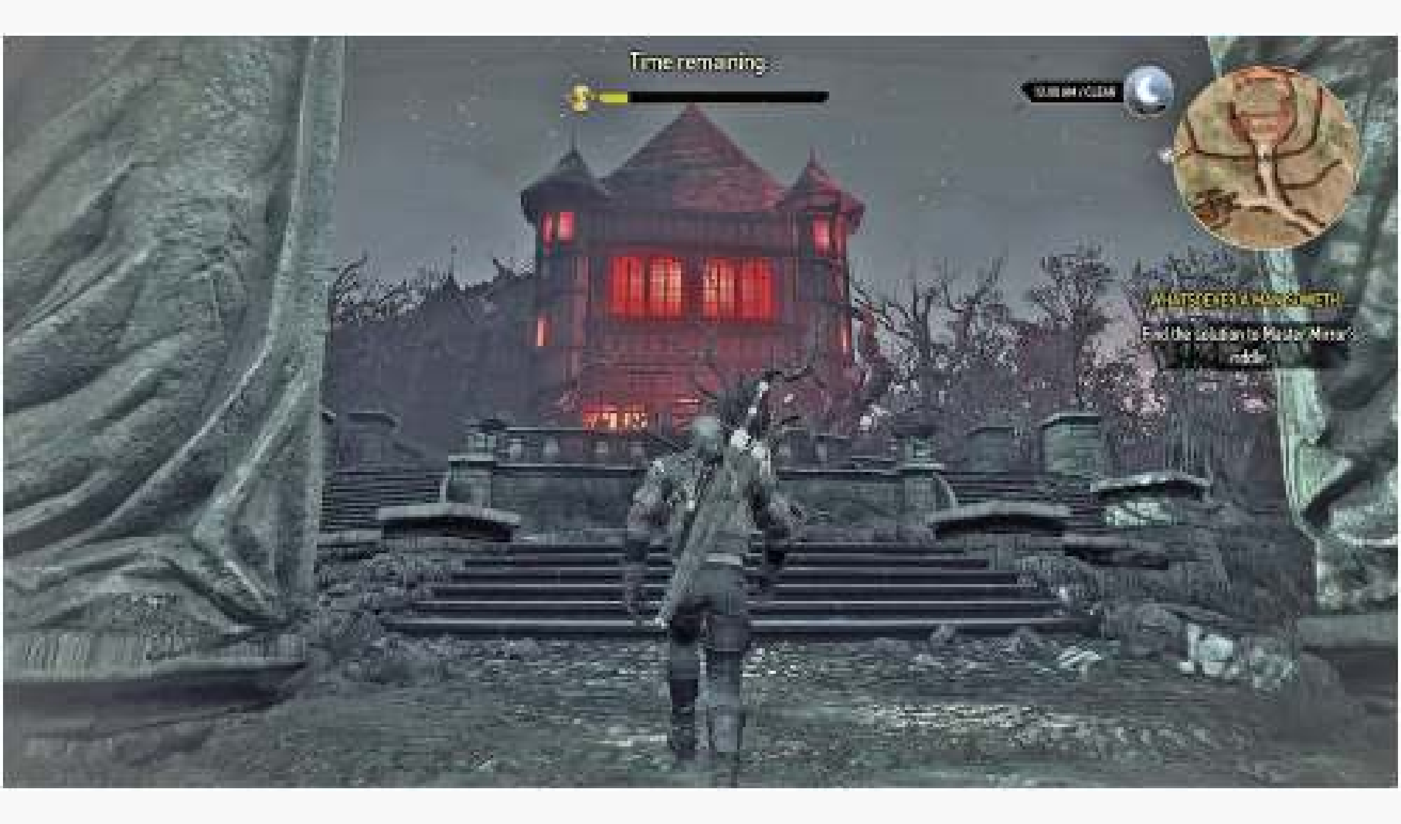
Enter the grounds, bypass the chapel, and avoid combat with the specters entirely.

OBSTACLE: THE RED MANSION FAMILY TOMB


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Within the red mansion grounds is a small chapel with a tomb in front of it. Examine the tomb and you make a guess at the riddle. "Family" is not the correct answer. We recommend you ignore this area completely.

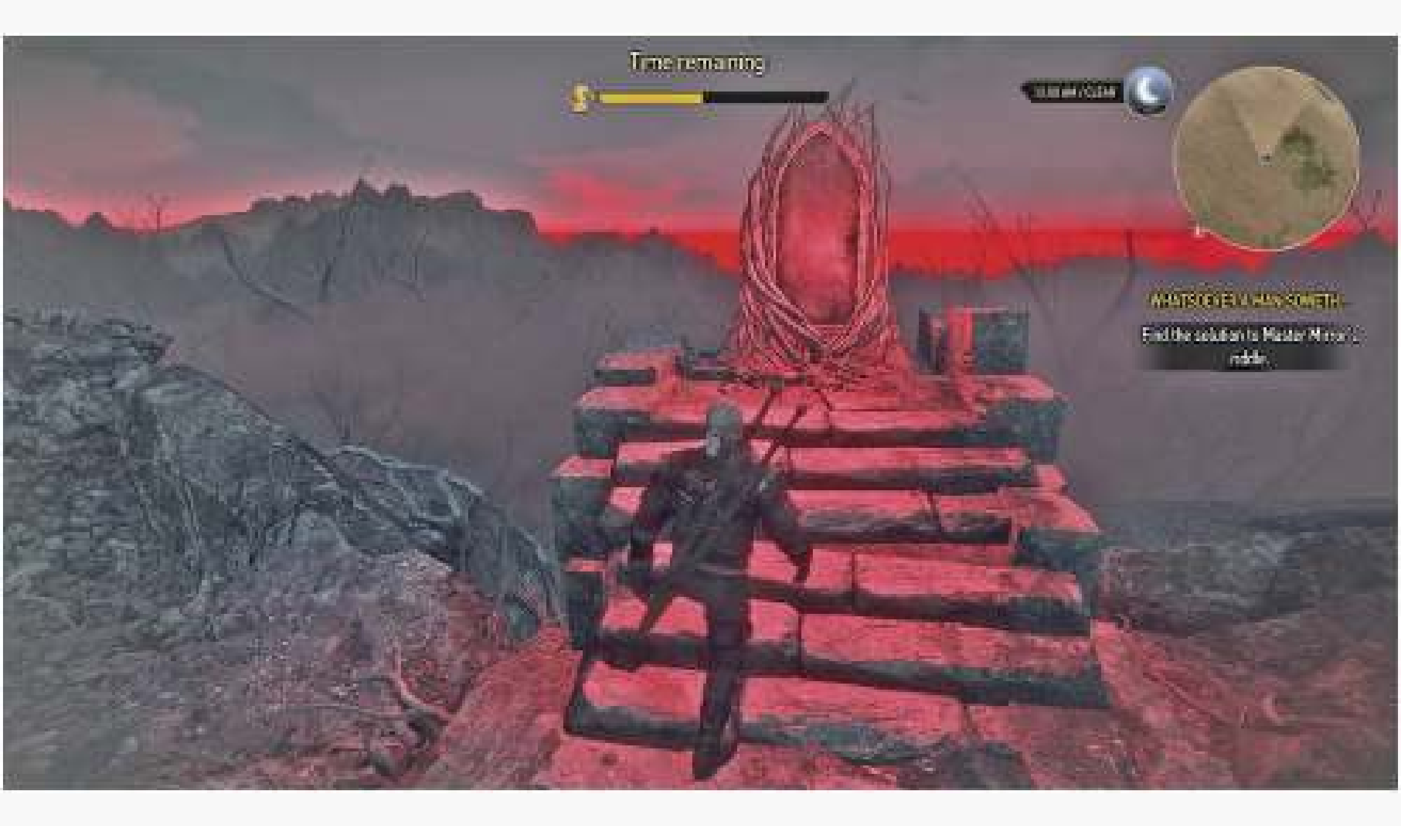
OBSTACLE: THE RED MANSION AND LONG GALLERY


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Locate a second pair of statues and climb the tiered gardens and stairs up to the entrance, and into the red mansion. There are rooms to either side to check, and stairs ahead of you leading down into a long gallery—an extra-long gallery!

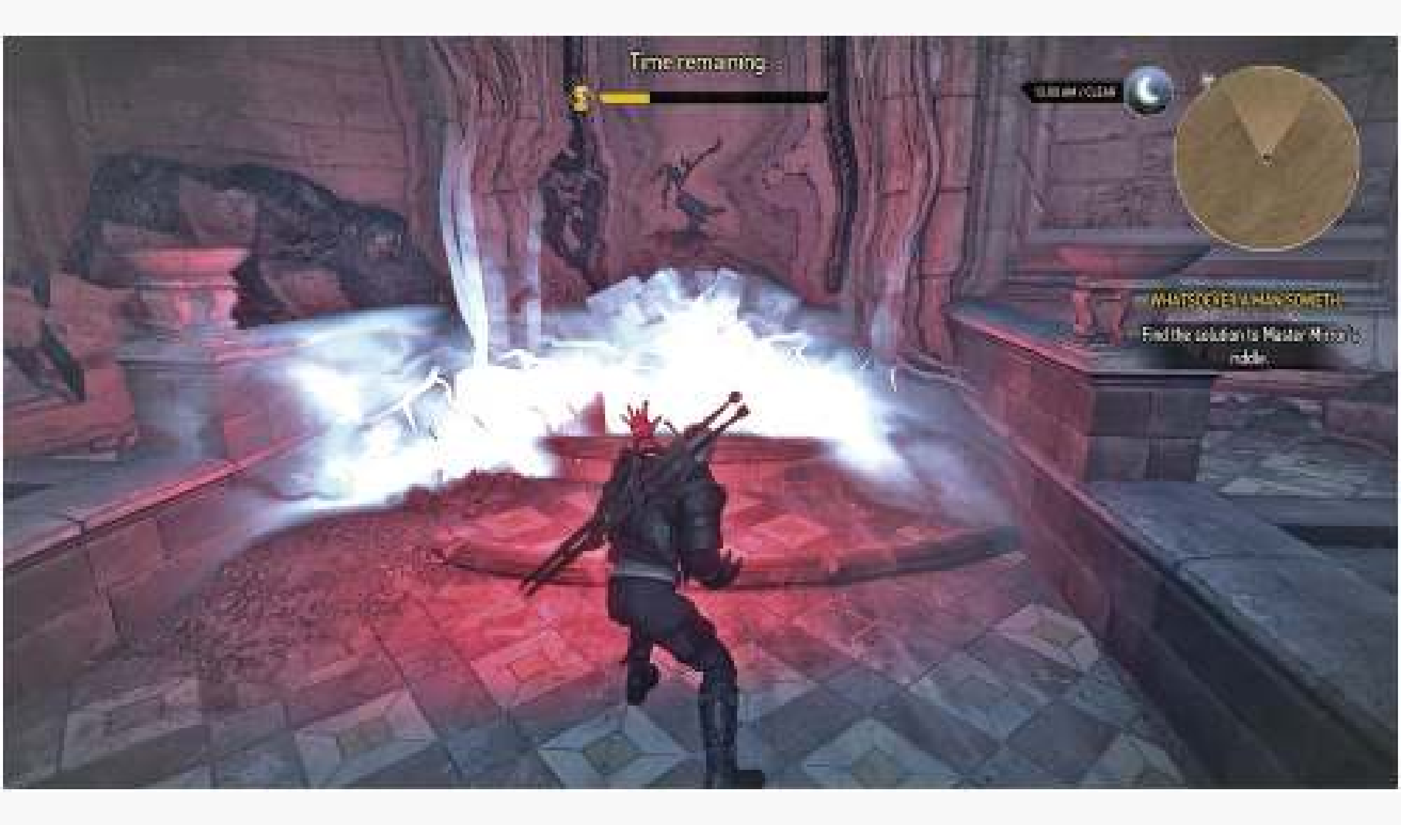
Head here without delay. Once inside the mansion, ignore the side rooms, rush down the long gallery, and when the floor gives way, roll just before you land to decrease any falling damage you take.

OBSTACLE: THE MIRROR TEMPLE


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Run into the mirror temple. Around a central courtyard are various steps, staircases, and passageways leading to a total of five red mirrors. As you approach each one, the mirror shatters. If you're not careful, this could bring you more than seven years of bad luck! We recommend you ignore all the mirrors.

OBSTACLE: FLOODING THE FOUNTAIN


Time remaining
WHATSOEVER A MAN SOWETH
Find the solution to Master Mirror's riddle.

Instead of concentrating on all the mirrors, seek the second one you can see, around the gnarled tree in the main courtyard, and in front of a small ceremonial fountain pool. When the mirror smashes as you near it, use your Witcher Senses to uncover the following:

- Evidence of water here. Perhaps there's a way to bring it back?
- Rushing water behind the wall to the northeast.

Stand in front of the wall, and use Aard to destroy it, sending a flood of water into the fountain. As the fountain fills, you are able to complete the riddle (the solution is "reflection"), and grab a spluttering Gaunter O'Dimm from the murk. He babbles in a strange tongue, and is banished.

The Beast of Toussaint

The Crayfish Chowder Is Off

OBJECTIVES

- Follow Milton to the inn to ask if anyone saw where the body was taken.

Run around the hut, up the embankment, following Milton into the Cockatrice Inn via the bridge entrance. This watering hole for traders, smugglers, and boatmen is famous for its crayfish chowder, though Milton's nostrils are only picking up the musty scent of fresh pate. After an introduction to a Toll Collector and Nobleman, you begin a discussion with one of the boatmen; the crayfish are off as all that's been caught is a corpse! Feel free to ask any questions you wish, as Milton verbally gathers further information from some verbose questioning. You receive information that the body was hauled off to Corvo Bianco, a nearby winery. You notice a woman leaving the premises (but didn't notice her walk in. How odd).

As you finish the questions, optionally asking about the local murmurings about the Beast's appearance being some sort of divine punishment (asking what else people say about the Beast, if you wish), you plan on inspecting the body. Meanwhile, Milton has other tasks; her Grace has bestowed a great honor on him; he's to play the Hare during this year's games. You refrain from asking what he's exactly on about for fear of further lengthy digressions into local traditions. Instead, you wish Milton luck, and leave the premises.

Fisherman

Hooded Stranger

TAKING NOTES OF YOUR SURROUNDINGS

This is likely to be the first location you visit in Toussaint with a Notice Board. As usual, be sure to read any letters pinned to this board, and begin any optional quests you wish. You will find four available here. The investigation of Corvo Bianco is not time-sensitive.

The Beast of Toussaint

Blood, Wine, and a Bruxa

OBJECTIVES

- Go to Corvo Bianco and examine the body kept in its cellar.
- (Optional) Use your Witcher Senses to investigate the site of the massacre.

Whistle for Roach, and gallop across the bridge, following the roadways through the beautiful rolling grassland with a slight incline, into the Sansretour Valley area of Toussaint. Slow down as you enter the grounds of the Corvo Bianco winery, as a bolting horse, rolling barrel, and gurgling guardsman indicates a recent battle. Perhaps related to that strange woman you thought you saw back at the inn?

(Optional) Make a sweep of this carnage-filled scene:

- The body between the splintered wine barrels has busted ribs and blood oozing from the ears. It took a solid hit before dying.
- The corpse slumped by the curved wall has had his throat torn open by man-like jaws.
- The still-bleeding fellow draped over the wall post was killed by a single blow.
- A discarded coat on the cobblestone ground matches one worn by the woman from the inn.
- By the cellar entrance, a guardsman staggers out and collapses.
- It seems your clues are leading you to a cellar investigation. There are more clues to inspect:
- The upturned cart has river muck; it carried the body here.
- The cart tracks show the attacker had no trouble knocking over the cart.
- Two further corpses at the cellar entrance have claw wounds from five separate claws, with a spread about the size of a small human hand.
- There is also a small flock of different kinds of birds perched all over the courtyard and on the cellar entrance overhang. What does that signify?
- Your investigation concludes the guardsmen were slain by a vampire; but not one you've previously encountered in the Northern Realms. This is the work of a Bruxa!

CORRECT COMBAT PREPARATION

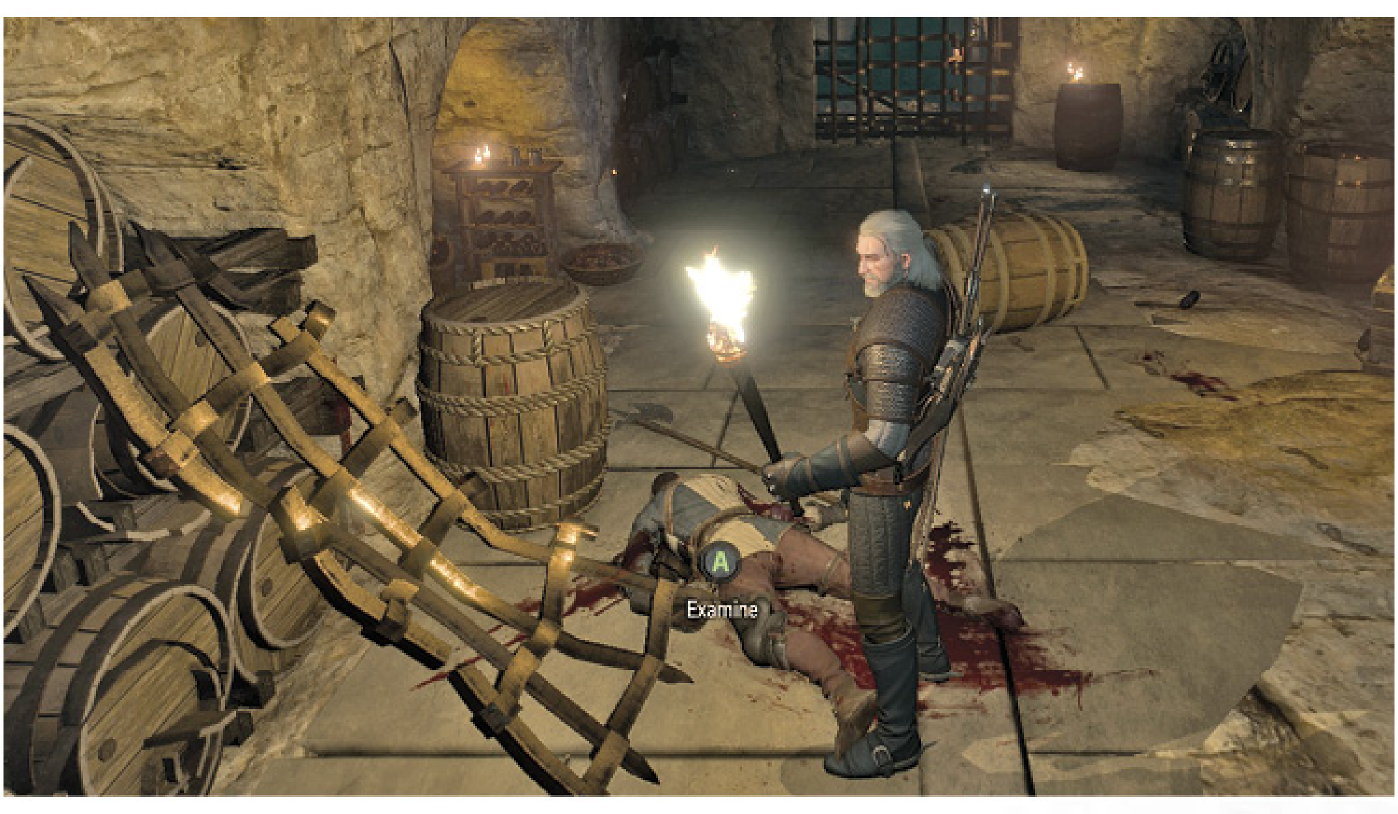
Now is an excellent time to fully prepare for the combat to come. Utilize the oils and potions that help minimize your chances of failure before descending into the wine cellar.

OBJECTIVES

- Find the Beast's victim's body in the cellar.
- Defeat the Bruxa

Your investigation (using your Witcher Senses) can continue as you descend the wooden stairs into the cellar.

- There are small, bare-footed prints leading deeper intothe cellar.
- A crumpled corpse indicates the man fell down the stairs and broke his neck.
- Turn left, inspecting a man slumped against a wall near a grating; he was hurled against the wall with great force.
- Beyond the grating is the remains of a grate (battered with force) and another corpse. Step around the rolling barrel.



You enter the main cellar. The Bruxa seems to be protecting something corpse-shaped on an alcove table. You explain that you know what she is. There is no reasoning with this vampire; it must be slain!

DEFEATING THE BRUXA FROM CORVO BIANCO: THE BRUXA'S ATTACKS

The Bruxa has the following attacks and maneuvers to be aware of:

In and out of the Ether: The Bruxa can instantly disappear and appear at will, as well as briefly teleport in a cloud of mist. This, coupled with her extreme speed, makes her a particularly tricky adversary to effectively track during combat. Of course, if you've dropped a Moon Dust bomb during the fight, this effectively combats the invisibility.

Dash and Clash: The Bruxa enjoys confusing you with a series of running dashes hither and yon, disappearing and appearing to attempt a strike, which can turn into a three- or five-hit combo. Keep your guard up!

Three-Hit Claw Combo: A quick series of three melee strikes, which should be parried immediately.

Five-Hit Flurry: A sequence of five melee attacks, which can occur from all directions. Effective blocking, or quick rolling or dodging can avoid most, if not all, of these strikes.

Scream: An ear-bleeding shriek can stagger and knock you down, and also damages any loose scenery, much in the same way an Aard attack would. You are encouraged to dodge around this attack before it starts.

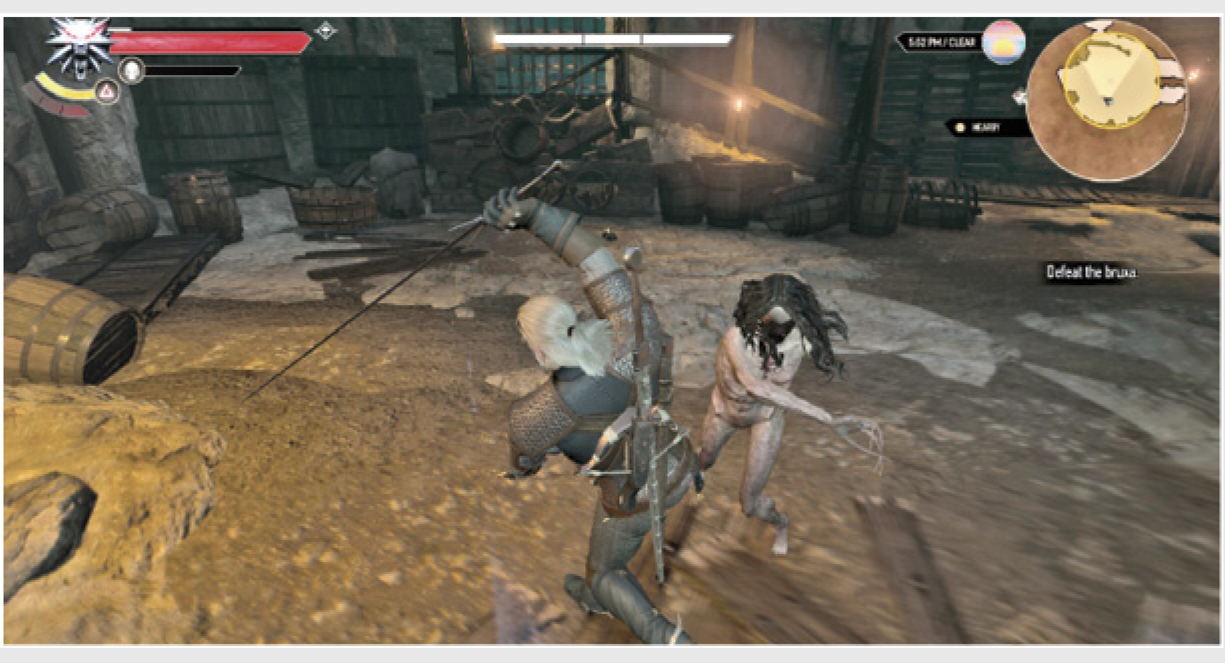
Jump and Strike: A gravity-defying leap into a damaging attack, which can occur at any distance, and is best blocked or dodged if you're quick enough. Dodging backward, before retaliating with a sword after the Bruxa lands, is a good plan.

Blood Drink: If you're leapt on, expect to receive a guzzling around the neck as the Bruxa drinks from your blood! This occurs if you leave yourself open to attack (after a Strong Attack, for example), or if you don't block effectively. If you drank a Black Blood potion, the Bruxa is poisoned by your blood, turning her attack against her.

Defenses: The Bruxa will block your sword strikes using her hardened palms and arms, dodge your attacks, disappear, and use her impressive jumping to leap away if you're dealing damage.

DEFEATING THE BRUXA: THE BEST BATTLE TACTICS

An almost constant plan of blocking with your silver sword is immediately helpful, to halt the fast attacks that seemingly appear out of nowhere, as the Bruxa emerges from her invisibility to strike. If you've neglected to properly prepare for this fight (which isn't recommended), you require "tit-for-tat" strikes, blocking the Bruxa before quickly retaliating with a hit of your own afterward. Her speed makes strong attacks more worrisome to employ, as you leave yourself vulnerable.



Slow the Bruxa down considerably by using Yrden, and remaining close to the magical circle. Quen helps absorb a strike you might not see coming. Lob a Moon Dust bomb into the chamber to ensure the Bruxa remains visible at all times, and only her speed becomes a worry (rather than her transparency).

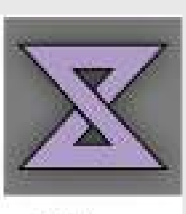
Obviously, coating your silver blade in Vampire Oil increases the damage you cause, but take a swig of Black Blood; this way whenever the Bruxa attempts to nibble your neck, or wound you, she is knocked back; allowing you to take advantage and retaliate with Signs to slow, and swords to eventually slay.

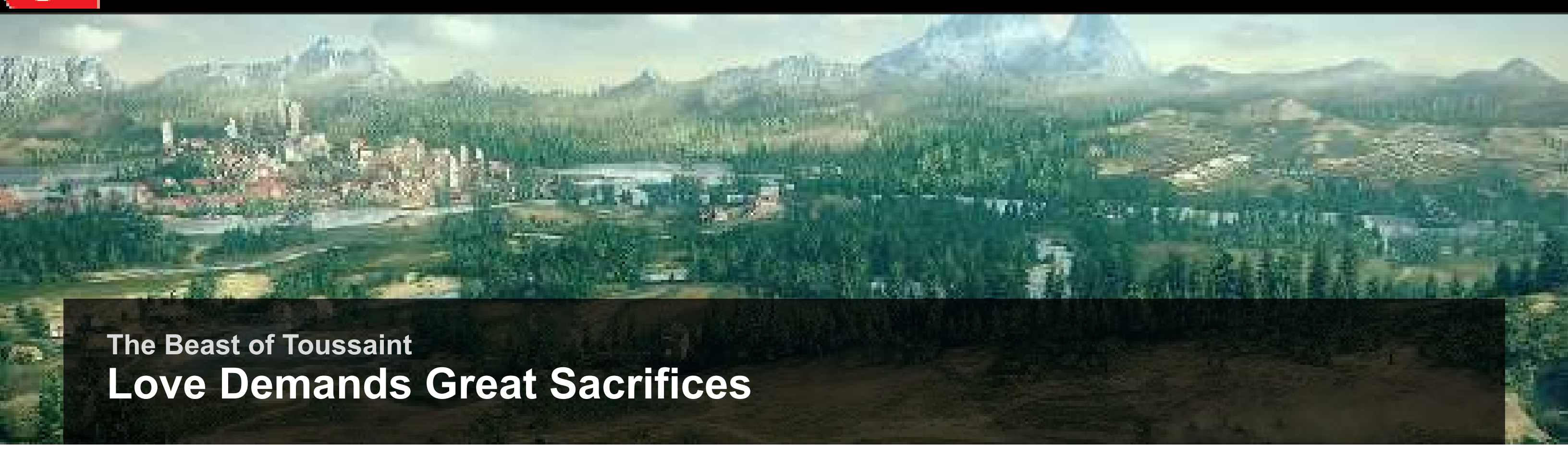
BRUXA VULNERABILITIES

Moon Dust Bomb

Vampire Oil

Black Blood


Yrden



The Beast of Toussaint

Love Demands Great Sacrifices

OBJECTIVES

- Find Palmerin and ask him to take you to the duchess.
- Defeat the Shaelmaar.

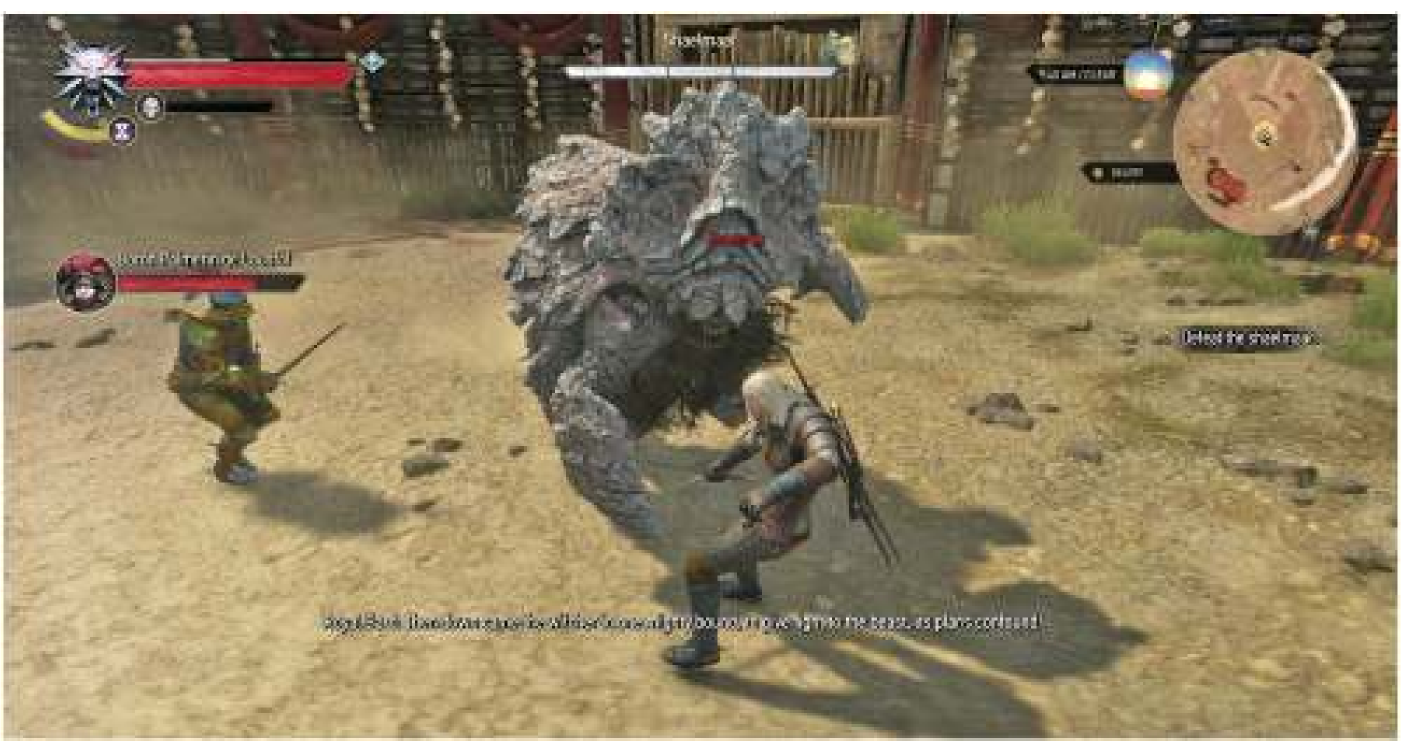
Exit the cellar, optionally find Roach nibbling on some grass, and ride him roughly southward and southwestward, up the hill to the Tourney Grounds. Weave your way past the peasantry, and locate the knight telling stories to a small group of urchins.

CORRECT COMBAT PREPARATION

Wait! Though you aren't expecting it, you're called upon to help out with a rather terrifying monster in a few moments, so it's worth preparing yourself beforehand, and before speaking to Palmerin.

The story of Riddick and the dragon will have to wait; Palmerin shoos the children away, but only after mentioning your help in defeating the giant named Golyat. One of the inquisitive tykes asks if virtue always trumps villainy. Answer how you wish:

- Answer "Virtue always triumphs," to result in the children mocking you slightly.
- Answer "The stronger wins," though this isn't the best way to influence small minds.
- Answer "Not always," to hedge your bets, and answer most truthfully.



Your audience with the Duchess will have to wait too; the festivities at this location are about to begin with an arena battle. You're taken aback to see a large and confused Shaelmaar (a gift from the emperor) being prodded into its pen. Answer Palmerin as you wish regarding the danger or torture of the animal. Ask who will fight the Shaelmaar if you wish; Palmerin explains it is Guillaume, who was out of his depth against the giant when you first met him. This won't end well.

Indeed, it doesn't. After what appears to be a victory, Guillaume makes what could be termed a 'tactical misstep,' forcing you and Palmerin into the fray to save his life. Again. Prepare to face the Shaelmaar yourself, since Palmerin will quickly be knocked down by the creature.

DEFEATING THE SHAELMAAR: THE SHAELMAAR'S ATTACKS

The Shaelmaar has the following attacks and maneuvers to be aware of:

Blind as a Bat: Shaelmaars are blind, and rely on sounds to find their prey. This makes combat much easier, though Palmerin doesn't have this knowledge, meaning the Shaelmaar is likely to attack him over you.

One-Hit Attacks: The Shaelmaar has three types of attacks that strike once; a left arm swing, a right arm swing, and a vertical swing ("uppercut"). Each deals heavy damage, and should be parried, dodged, or absorbed by Quen.

Head Smash: With its bulk and heavy armor plating, the beast lurches forward, leading with its head and neck. This can stagger you, and is highly damaging. Only dodging (or being away from the attack) ensures you aren't hit.

Counterattack: If struck too many times, the Shaelmaar tends to roll up into an impervious ball. You need to exercise patience and wait for it to unroll itself before attacking. Try to strike the beast while it is rolled up, and it can quickly counterattack with a swift and heavily-damaging swipe.

Charge: Usually at mid to long distance, and after being hassled by you, the beast rolls into a ball and rumbles forward, quickly knocking anything in its way. Expect to be stunned for a few seconds after landing on your back (and very prone to more attacks). It stops after striking, or hitting a wall. This is best avoided, through a roll or dodge to the side, and a well-timed strike to its flank will damage it.

Ground Pummel: Using its large, shovel-like arms to throw copious rocks and soil forward in a wave of destruction, this is usually used as an opening attack. Dodge to the side to prevent being damaged by the assorted projectiles.

Tremor: If you're fighting a Shaelmaar in a cave, it can burrow into the ground, shaking its back plates, and creating tremors that cause rocks to fall from the ceiling. It reappears shortly after, so keep your wits about you and watch the mini-map to track the foe.

Echo Location: If you stand still for long enough, the Shaelmaar sends sound waves to locate you, which can cause discomfort to your ears, though isn't debilitating. However, your position is discovered, meaning you need to attack or retreat.

DEFEATING THE SHAELMAAR: THE BEST BATTLE TACTICS

The good news is that the Shaelmaar has no ability to dodge any of your attacks. The bad news is that it turns and defends its vulnerable front by showing its back to you; a back that is heavily armored, and difficult to penetrate. This also occurs if you attempt to use Igni. Expect it to violently roll around the arena if you're continuously attacking it, and use its meaty paws to swipe if struck from behind.

Aside from well-timed strikes as the Shaelmaar finishes a combat move, the odd attack from Palmerin, and deft dodging to avoid the pulverizing nature of its attacks, disorientate it using Aard, and follow it up with Samum bombs that generate a large amount of noise, confusing the Shaelmaar (allowing you to strike with swords, crossbow, more bombs, or Signs). The Samum bomb stuns the Shaelmaar too, making it incredibly effective.

Another strong tactic is to taunt the Shaelmaar into rolling, then dodge at the last second to make it slam into a wall. This puts it on its back for a while, and all attacks landed in this window of opportunity deal critical damage.

SHAELMAAR VULNERABILITIES

Samum Bomb

Aard

After the beast has been toppled, you have the following option. You can:

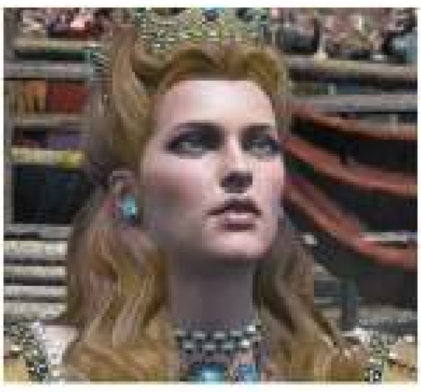
- Kill it.
- Spare it.

Choose the latter, and pikemen come in to keep it from getting up, while you're awarded the title "Geralt the Merciful" from the bard (an unofficial title). This fulfills the virtue of mercy for the Lady of the Lake quest.

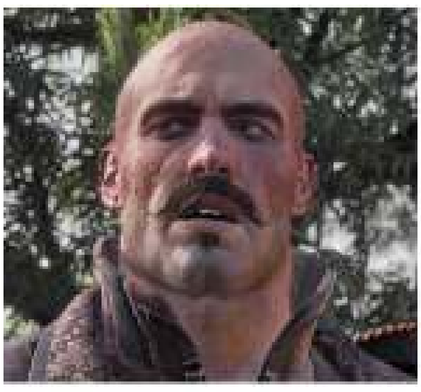
The Beast of Toussaint

Honor, Wisdom, Generosity, Valor, Compassion, And Murder

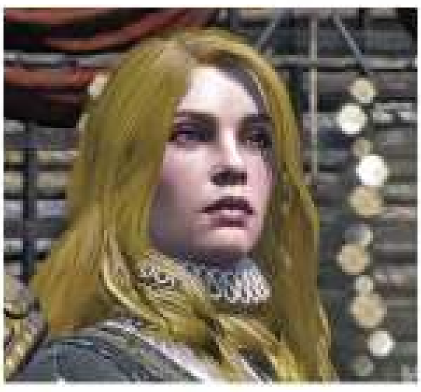
After the third beast you've encountered in your short visit to Toussaint lies gurgling on the arena sand, the Duchess herself (along with her ladies-in-waiting) strides over to greet you. After Palmerin carries the hapless Guillaume to seek medical attention, the Duchess congratulates you on your win. You can optionally mention that fighting a Shaelmaar was a bad idea, before broaching the subject of the contract you've been summoned here to complete: For that, the both of you need to speak with Damien.



Her Illustrious Highness,
Duchess Anna Henrietta



Captain Damien de la Tour



Vivienne de Tabris

On your walk to Damien's tent, Duchess Henrietta inquires about Viscount Julian (or as you know him: Dandelion). It seems the Duchess may be having second thoughts about rescinding the death sentence they handed down upon him.

After meeting the Duchess' guard captain, the conversation gets off to a rocky start. Feel free to mention that a bruxa killed his guards before requesting information and a laboratory in order to inspect the severed hand you found. Damien, it seems, doesn't want or need you usurping his investigation; but the Duchess is adamant: so much so in fact, that the discussion of pay is almost immediate. Answer regarding "the Law of Surprise" as you wish; your reward is the same: a most generous sum of coins once you slay the Beast, and the deed to the Corvo Bianco vineyard (where you fought the bruxa), which is available now.

Items: Corvo Bianco Ownership Deed, Key to Corvo Bianco

YOU HAD ME AT MERLOT: CORVO BIANCO

The Duchess is true to her word; you can visit your new vineyard as soon as the audience with her concludes. Expect a tour of the premises, and Secondary Quest: No Place Like Home to begin. Use the Corvo Bianco as your base of operations when exploring Toussaint.

Now to the matter at hand: According to Damien, Knight Crespi was the first to die; ruthless and retired, and not well-liked. He was found during a feast, propped up against the town pillory. The second victim was Ramon de Lac; discovered (in a humiliating position) in a dark nook by some cutpurses. It seems even criminals fear the Beast. Deep claw wounds savaged both these older knights. The third knight to be murdered was Sir de la Croix, who made a fortune trading grain. His was the mouth stuffed with florens from different provinces of the empire.

It is postulated the way the bodies were positioned indicates the Beast has a meaning it is trying to convey. You mention to the Duchess that none seemed to be the model of virtue. After listing the five virtues (and optionally asking why those virtues were chosen), you reckon the Beast is denouncing moral decay:

- Honor is compromised by the pillory.
- Wisdom is compromised by ridicule.
- Generosity is compromised by the coin pouch in the throat.

With this in mind, the Beast's next victim is likely to be an older knight, and one positioned in a way to denounce the virtue of valor. All the knights are either on the tourney grounds or the palace gardens as the annual Hare Hunt is set to begin shortly. You make mention of Milton and his bunny costume, perhaps he is the next victim? After Henrietta mentions the team Milton formed with de la Croix (ask about it if you wish), it becomes increasingly urgent to find the old knight. The only problem is that Milton is currently in hiding, disguised as a hare. Damien's request to call the game off falls on deaf ears; the Duchess instead ordering a discreet search of the gardens. No man or woman shall be spared; in fact, the Duchess herself sets off to head the search. Try to keep up, won't you?

The Beast of Toussaint

Gaining The Upper Hand

OBJECTIVES

- Examine the body of the Beast’s victim.

Over at the alcove table are the revolting, chopped, and water-logged remains of the recent victim. They stink, but further examination is needed. Inspect the following:

- (Examine head): You pry a small pouch of Nilfgaardian florens from the throat; if the murderer did this, you’re dealing with a sentient, thinking Beast.
- (Examine arms): Both are separated from the torso. More interestingly is a third hand, which the Bruxa placed in her bag.
- (Examine chest): Though the body suffered great blows to it, the bones were sliced through, and not crushed; indicating the creature had long claws. No Bruxa did this!
- (Examine the severed hand): A still-warm hand, severed at the wrist! Though several monsters can regenerate, the limb seems alive, still.

Items: Unusual Severed Hand

The pouch in the mouth, the way the body was quartered, and the third hand from a separate entity all offer up further questions and no answers. It is time to visit the Duchess herself, and reveal your investigation to Palmerin.

The Beast of Toussaint

Garden Games

OBJECTIVES

- Follow the Duchess to the Palace Gardens.

The Duchess is an accomplished equestrian, so coax Roach into a gallop and race after her, dodging any groups of knights, servants, trees, and nobles as you ride up the palace road that winds up the perimeter to the top. There's little time to appreciate the sweeping vistas along the way. At the top of the great hill the palace is perched upon, dismount and follow the Duchess to the location of the game; southwards down the carved limestone balconies and garden trails. Now you can take in that view!

Along the way, Henrietta explains the participants must find a unicorn's horn, a golden fish, and a phoenix egg. With these, they can deduce where Milton the Hare hides. Thankfully, you don't have to play along, and can just take what you need without regard for the games' rules. Henrietta shall seek the egg, while you're tasked with gathering the unicorn horn and the golden fish. These can be approached in either order, though the unicorn is closer to your starting position.

HORSEPLAY FOR A UNICORN HORN

OBJECTIVES

- Look for the "unicorn" in the clearing in the palace gardens.
- Use your Witcher Senses to find a treat for the "unicorn."
- (Optional) Defeat the courtiers

Take a quick stroll through the tiered formal gardens, weaving down the paved pathways and out to the grassy overlook and large tree where a skittish "unicorn" is being coaxed by a group of game-playing toffs. You interrupt their nattering by striding over and failing to calm the animal. As you have intimate knowledge of unicorns (and eyes), you can tell this is a horse with a horn attached to its head. Your objective updates: Time to chase that filly down!

After the unicorn has bolted, you have two possible choices. You can:

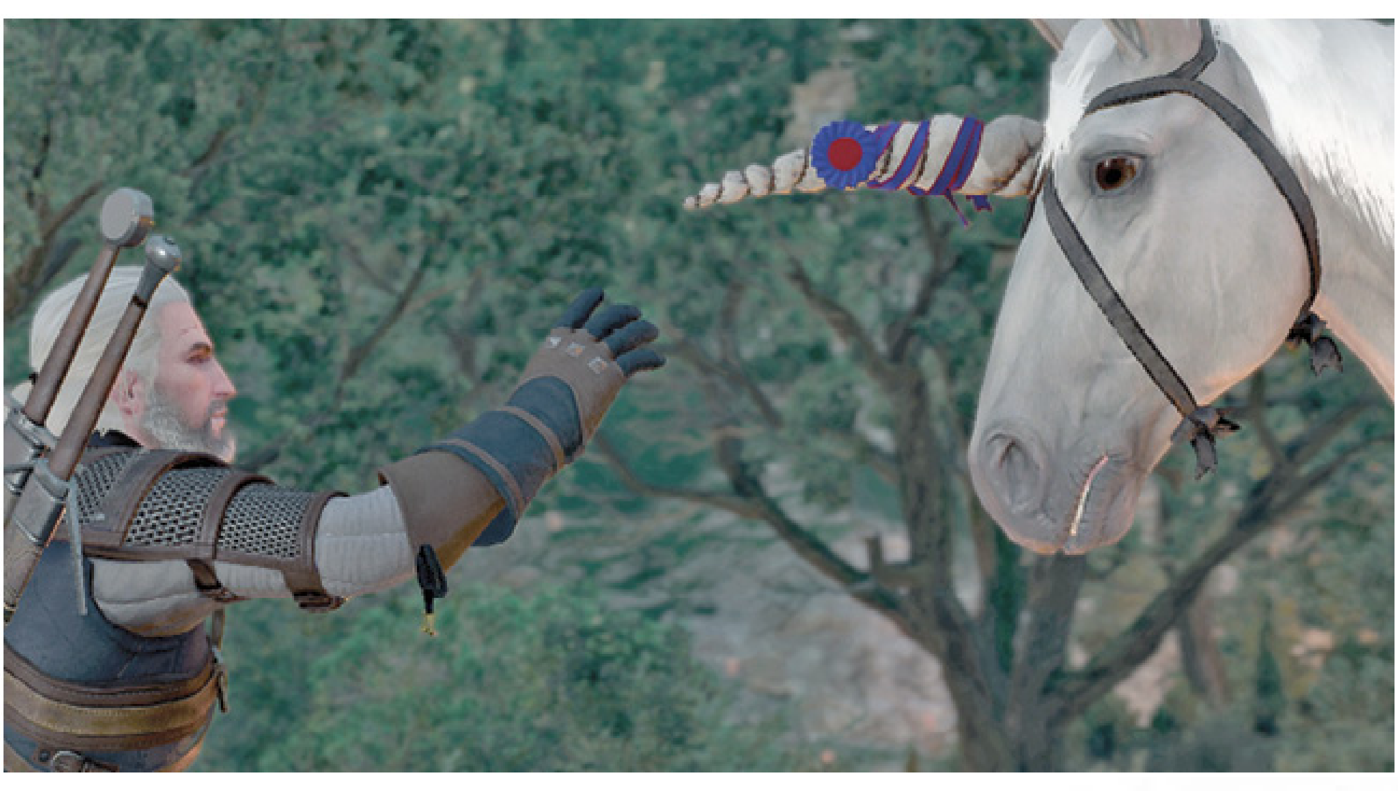
PLAN 1: COAXING WITH A CARROT

Wander the nearby picnic areas, using your Witcher Senses to examine the food the noblefolk have for their partying. Gather a lovely carrot or a ripe apple from one of the picnic rug areas, much to the chagrin of the onlookers. Then carefully approach the "unicorn" with food in hand, and feed it the carrot to calm it down.

Items: Basket of Carrots, Ripe Apple

PLAN 2: ATTEMPTING A CALMING INFLUENCE

Or, you can simply set off down the hill, listening for the whinnying and locating the "unicorn." Carefully approach the horse with a horn strapped to its head, and use your Axii Sign to calm it down considerably.



CONCLUSION: FISTICUFFS WITH THE FANCY FOLK

With the unicorn calmed, you can pry off the cotillion from its horn and keep it. If you used your Axii sign, this doesn't sit well with the hoity-toity types, who accuse you of flagrant cheating. They seem to be under the impression that roughing you up might be a good idea. You can:

- (Axii Sign) Mention you didn't break any rules. This calms down the noblemen sufficiently, without resorting to a fight.
- Tell them to get lost, or actively court a fight. Put up your dukes, and pummel the courtiers into the grass. There are three of them, and they certainly don't put up much of a fight (especially if Axii is used on them).

GALLOPING THROUGH THE GARDENS

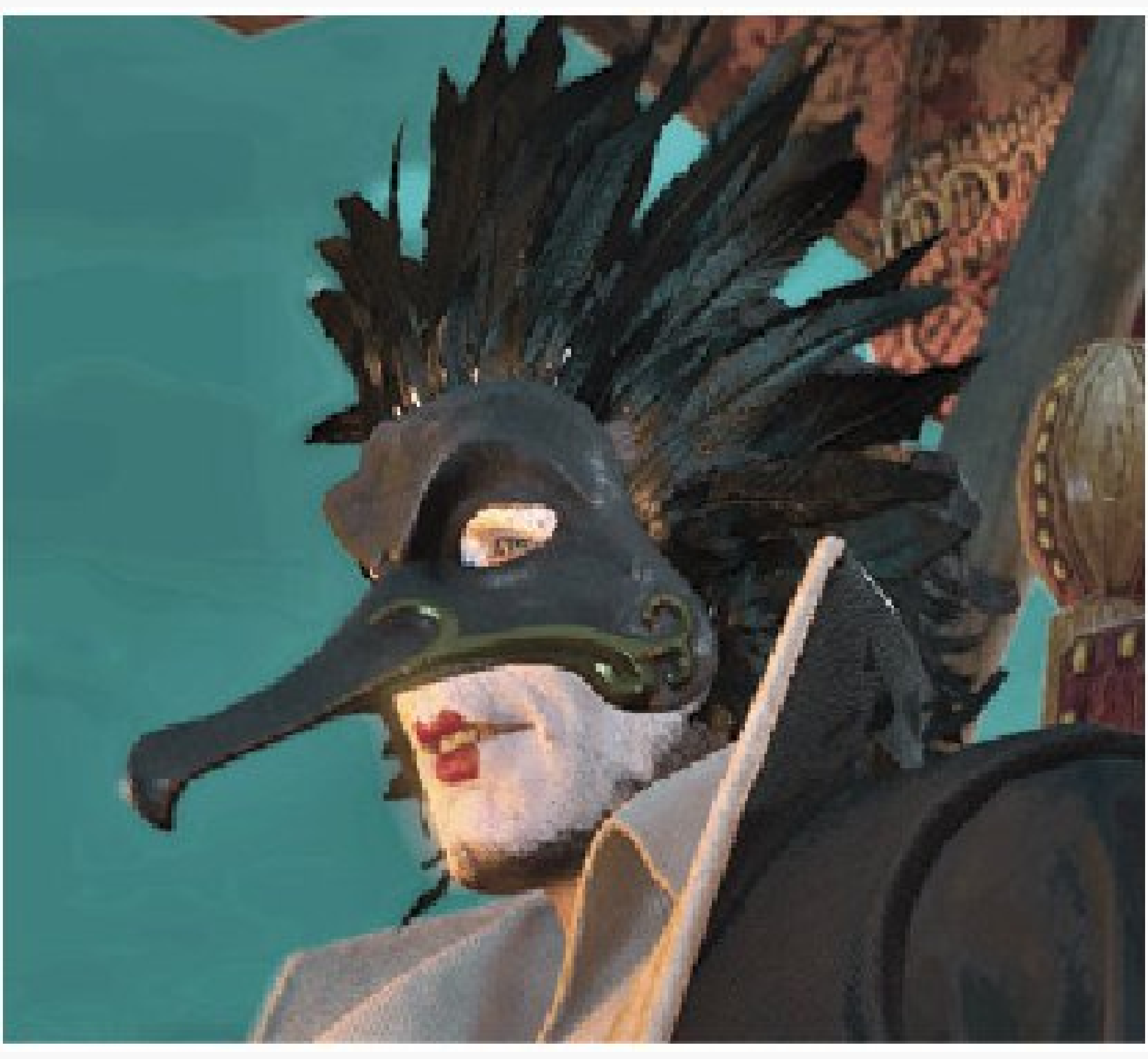
Once the Unicorn Horn clue is yours, you can ignore the animal, or ride the horse to your next objective destination, and back to the Duchess afterward. The latter plan is obviously quicker than dashing around on foot.

Items: Clue from the "Unicorn's" Horn

TWEAKING THE BEAK OF KING CORMORANT

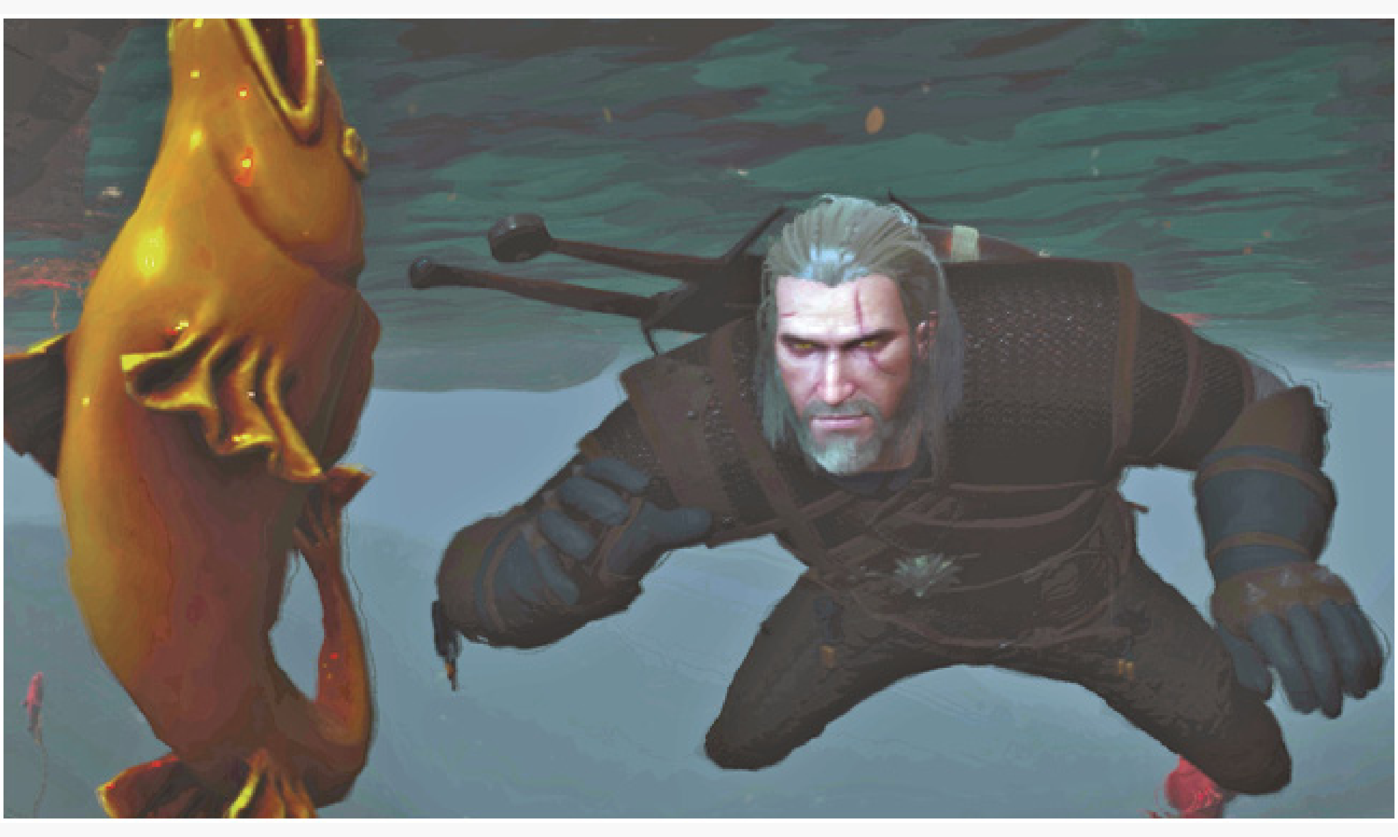
OBJECTIVES

- Retrieve the golden fish from the pond.
- Use your Witcher Senses to find the golden fish in the pond.



King Cormorant

Make a descent in a roughly southerly direction, down to the fancy carved pier. Optionally look at the carved goldfish (so you know what you're searching for) before diving into Lake Seidhe Llygad, and swimming to the investigation area. Submerge, using your Witcher senses on a number of large carved goldfish in the murky waters. Most contain candy of some description. As you reach the goldfish you need, it is yanked up on a fishing line, and despite your protests, the fish is presented to the King Cormorant, who conducts this game. You simply grab the fish, ruin the game, and incur the masked nobleman's impotent wrath. However, if the golden fish is the first one you find (instead of the red or white fish), you can just grab the key from it and continue your search for Milton. You receive the following for your troubles:



Items: Key from the Golden Fish

At any point after getting the key from the golden fish, visit the greenhouse where Milton is hiding and open it. This completes the quest and demonstrates your wisdom needed for the Lady of the Lake quest.

Blood Run

The Beast Is Unleashed

DANGER ALERT
SPOILER ALERT
B&W
BLOOD RUN

RELATED QUESTS: Main Quest: The Beast of Toussaint, Main Quest: La Cage au Fou

LOCATIONS: Palace Greenhouse (Unmarked), Dockside Warehouse (Unmarked)

CHARACTERS: Dettlaff van der Eretein, Emiel Regis Rohellec Terzieff-Godefroy, Palmerin de Launfal

ENEMIES: Beast of Beauclair

OBJECTIVES

- Fight the Beast

QUESTING DECISIONS

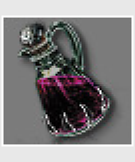
This quest is accessible immediately once you have completed Blood and Wine: Main Quest: The Beast of Toussaint.

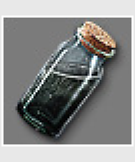
Dettlaff van der Eretein

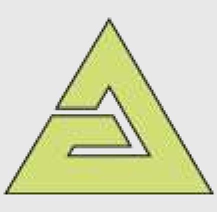
You approach the greenhouse with the Duchess just in time to see a pool of blood leading to the remains of Milton, and a figure crouched over the corpse. It bounds out of the greenhouse with almost super-human deft, leaping across the river. You follow, having trouble keeping up with the most agile foe.

Cornering the fellow in an old warehouse, you produce the severed wrist, and confirm its origin; your adversary has since grown another one, it seems. Striking up a conversation about butchering innocents, the gaunt gentleman asks how many you've struck down yourself. Answer how you wish. Apparently the Beast has one more victim left to murder. But you'll not get the chance to warn the Duchess, if this vampire has his way. He puts on his unhappy face, and the fight immediately starts!

THE BEAST OF BEAUCLAIR VULNERABILITIES







DEFEATING THE BEAST OF BEAUCLAIR: DETTLAFF'S ATTACKS

The Beast of Beauclair has the following attacks and maneuvers to be aware of:

Dettlaff is inhumanely fast, and you should remain extremely cautious when fighting this Higher vampire. With super-human speed and strength, he uses fog to literally disappear, and dash out of to claw with almost unmatched ferocity. This mist is also how he quickly changes position; almost faster than you can blink!

Beast of Beauclair
BLOOD RUN
Fight the Beast

Light Attack (Melee): Expect a light attack with his talons; there are three variations of this, and all are best parried.

Strong Attack (Melee): Watch for a slightly slower, more pronounced strike with his talons. There are three variations of this, and all should be parried, or better yet, countered so you can quickly deal damage back to him.

Combination Attack (Melee): Expect a combination of three to five connected strikes, with two variations; usually from the flank, from behind, and appearing from the mist. You have little time to react, so continuously parry. Failing that, roll or dodge just before the first strike connects.

Short Dash Attack (Special): Watch for a fast dash attack, a brief transformation into mist, finishing with a second fast dash attack. Don't be coaxed into attacking after the first hit; you'll slice through mist and miss him. Remain on the defensive.

Dash Attack (Special): A variation on the short dash finishes with a short stop before a strong slashing attack. This is a good place to retaliate; countering the strong final strike with one (or two) of your own. But don't get greedy; he flees from your strikes with ease!

Strong Uppercut Attack (Melee): Expect a strong attack with a flourish that can stagger you, leaving him moments to regenerate, thus prolonging this battle and leaving you vulnerable. Blocking the strong attack is good; countering is preferable.

Resistances: Dettlaff is resistant to poison, bleeding, and Yrden, so employing any of these in battle is simply a waste of time.

DEFEATING THE BEAST OF BEAUCLAIR: THE BEST BATTLE TACTICS

Staying patient and cool under the extreme speed and savagery exhibited by the Beast of Beauclair is key to surviving this fight. Counter any of Dettlaff's attacks, and wait until he attempts his stronger strikes. If you can counter them, you have a tiny window of opportunity to land a couple of strikes before the Beast vanishes or warps behind you to strike.

Judicious use of Quen helps, not only to shield you but to shrug off any attacks you aren't quick enough to parry while you learn the timing to thwart this foe. Swig Black Blood to ensure any damage Dettlaff causes is partly reflected back at him, coat your silver sword in Vampire Oil to ensure each strike damages him as much as possible, and then fight back only after he finishes his strong attack. The battle may take a while, but it's the best way to remain in one piece and stop this higher vampire, if only for a moment…

The Beast of Toussaint

Here, Hare, Here

OBJECTIVES

- Meet up with the duchess to piece the clues together and figure out where Milton is hiding.

CORRECT COMBAT PREPARATION

Hold on! In your dashing around the Palace gardens, you may forget to correctly prepare for possible combat in the very near future. That would be a mistake: Ensure you're fully ready to fight before returning to the Duchess.

Leave the lake raft where King Cormorant is seething, and swim (or utilize a boat to take you) back to shore. Gallop or run up the garden pathways, all the way to where the Duchess is explaining to her subjects that the rules of the game are being broken. Now you have all three clues, you can reveal a riddle that reveals the location of Milton. It reads thusly:

"I begin like a groan hollowed out with ease, then end like a mouse with the head of hard cheese."

Speak to the Duchess, solving the riddle. "Groan hollowed out with ease" gives you "Green." "Mouse with the head of cheese" could mean "house." How about "Green-house"? This is the answer, and if you pick it, the Duchess is impressed with your powers of deduction. If you don't pick it, she is less wowed by your lack of lateral thinking.

Either way, the Duchess knows of several greenhouses in the gardens, but only one of them has a door that locks; and the key you found looks to open it! She races off to find the structure as this quest concludes.

Blood Run

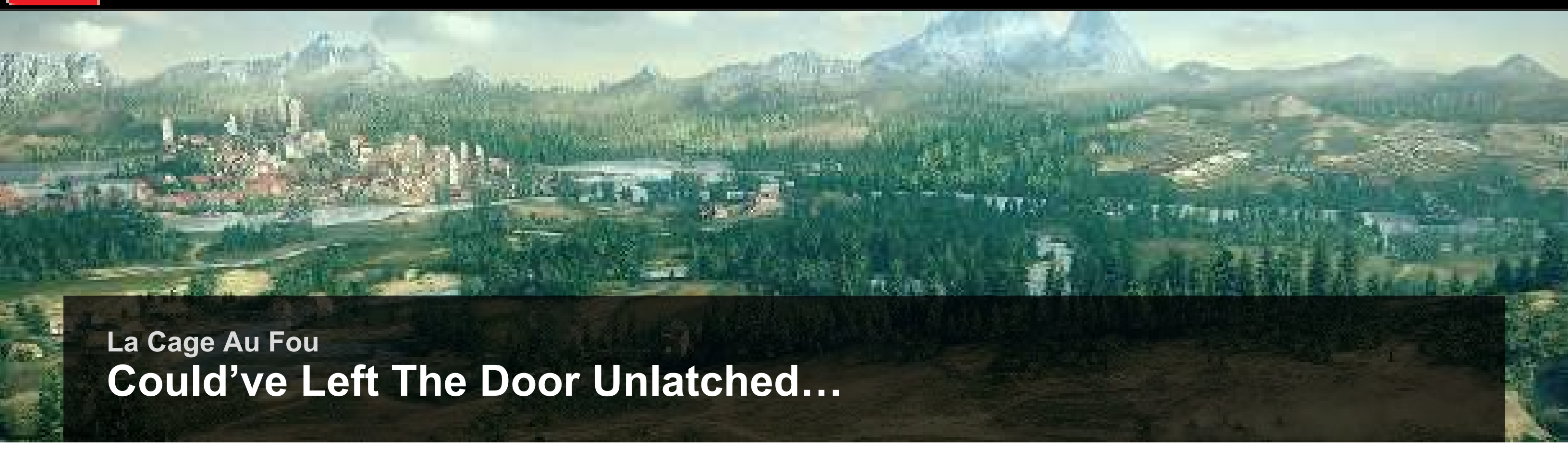
A Resurrected Regis

After you slice Dettlaff's health down, it seems the vampire is just as spry as when the battle began. He vanishes, readying himself to skewer you from behind, when a second figure appears, taking the full force of Dettlaff's claws, and urging the vampire to return to regenerate elsewhere. Dettlaff departs, and you're taken aback as the newcomer is instantly recognizable to you; this is Regis, a higher vampire and a trusted friend from your past exploits! Alternatively, if Detlaff beats you, Regis also appears and saves your life.

Emiel Regis Rohellec Terzieff-Godefroy (human form)

Shrugging off Dettlaff's clawing (he heals the wound in moments), you reminisce about how much better he's looking since the last time you saw him, and can ask how he managed to regenerate if you wish. Also question him about why he is back, and how he knows the killer you are hunting. It seems Dettlaff, as well as being a Higher Vampire, is a somewhat more stubborn (and bestial) fellow than Regis; but Regis is working on him. Answer Regis as you wish regarding his reasons and motivations. It seems Regis has faith that Dettlaff is performing such ignoble deeds for a well-intentioned reason; and spins a quick historic yarn to prove this point.

After asking (if you wish) about what could have angered Dettlaff, you both agree that finding him is the next best course of action. Your chinwagging is interrupted by palace guardsman, and Regis tells you to meet him at his makeshift quarters, at the Mere-Lachaiselongue Cemetery. After fobbing off the guards regarding the trampling of evidence, you are free to move about the warehouse, and the quest concludes.



La Cage Au Fou

Could’ve Left The Door Unlatched…

DANGER ALERT SPOILER ALERT

B&W

LA CAGE AU FOU

RELATED QUESTS: Main Quest: Blood Run, Main Quest: Where Children Toil, Toys Waste Away; Secondary Quest: Spoontaneous Profits!, Secondary Quest: No Place Like Home, Secondary Quest: The Hunger Game

LOCATIONS: Dockside Warehouse (Unmarked), Mere-Lachaiselongue Cemetery, Trastamara Hunting Cottage, Trastamara Manor (Unmarked), Tesham Mutna

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Wight: Spoon Collector, Marlene Trastamara, Barnabas-Basil Foulty, Count de la Croix

ENEMIES: Ghouls, Alghouls, Panthers, Archespores, Kikimore Workers, Kikimore Warrior, Barghests, Wight: Spoon Collector, Rotfiends, Scurvers, Fleders, Katakans

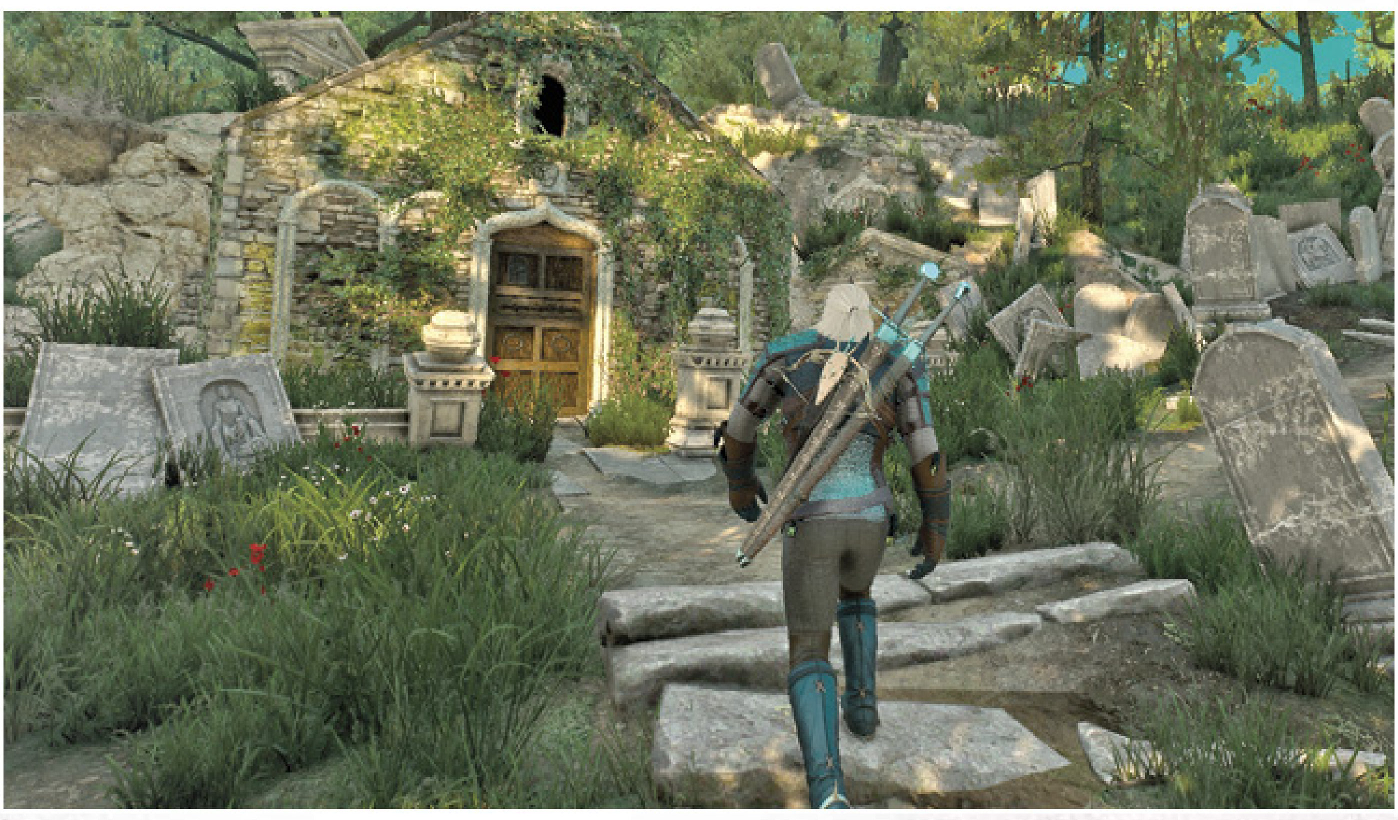
OBJECTIVES

- Meet Regis at Mere-Lachaiselongue Cemetery.
- Find the entrance to the crypt.

QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: Blood Run. Feel free to inspect the Corvo Bianco winery that you now own (Secondary Quest: No Place Like Home) if you wish, and begin any optional explorations of Toussaint.

Journey to the Mere-Lachaiselongue Cemetery. Regis isn’t here to welcome you. In fact, he’s nowhere to be seen. Instead, contend with some roaming Ghouls, a possible Panther attack, and a few disgusting, snake and plant-like foes known as Archespores. The scavengers around the small chapel leading to the crypt aren’t your main focus; getting into the crypt is. Which is tricky as Regis isn’t answering the chapel door. It seems you need to find another way into the catacombs under the graveyard.

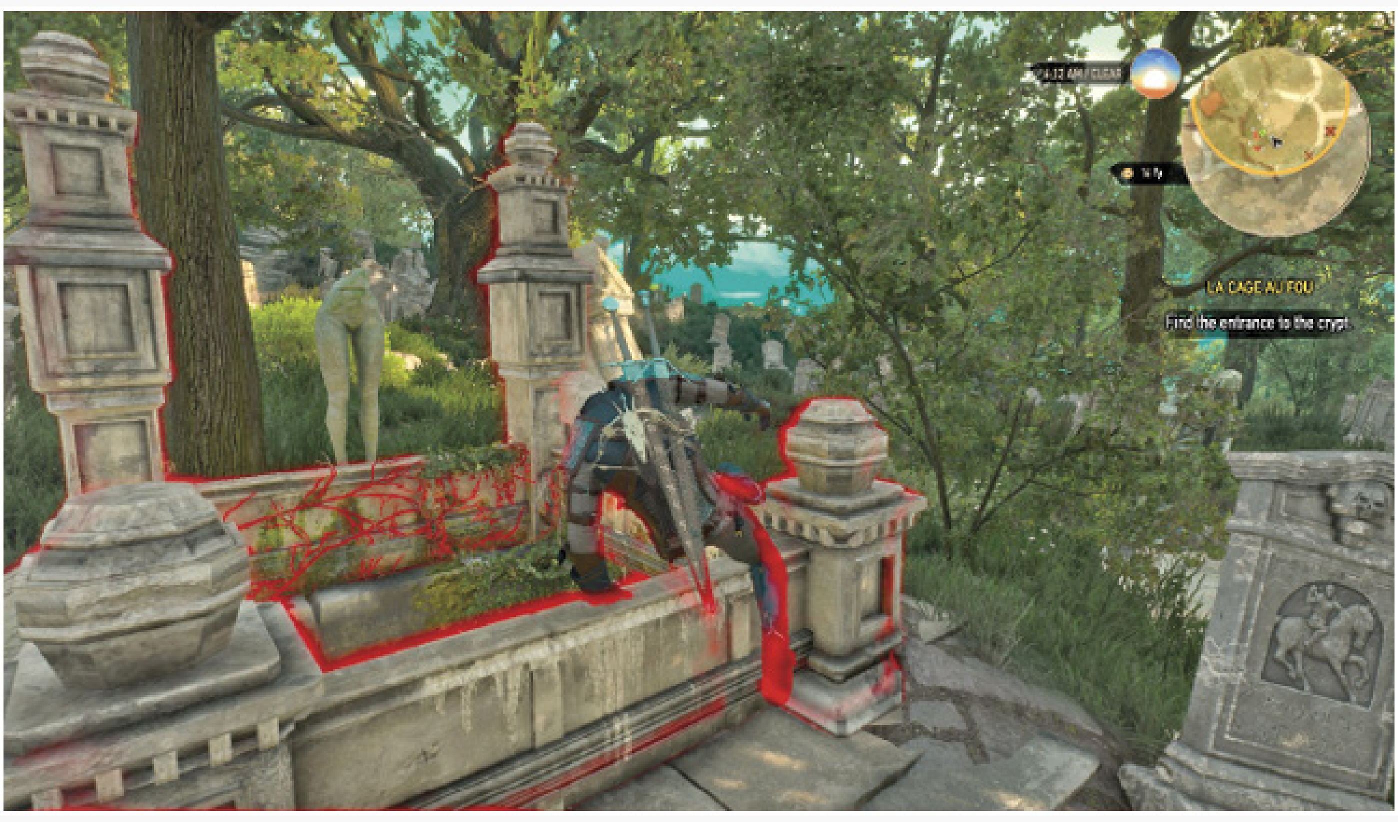


CUTTING OFF THE HEAD OF THE SNAKE

These poisonous Archespore pods and their snake-like heads like to burrow, spit, and thrash with violence and cunning. Consult the Bestiary for the optimal tactics when attempting to weed out this carnivorous plant life, along with any prowling Panthers if this is your first encounter with big cats.

Once you’re into the crypt, prepare to face a group of scuttling Kikimores. They have some tactics to try too. See the Bestiary for further details.

Move into the investigation area on your map, and begin a thorough inspection of the above-ground tombs until you stumble upon a large carved crypt opening (as shown). The tomb is open, allowing you to vault over, and drop into a small rocky tunnel. Draw your sword and engage a cluster of Kikimores Workers, revolting scuttling foes that inhabit this dark, dank place. Feel free to burn the clusters of large egg sacs to earn additional XP before facing a more powerful Kikimore Warrior. Then continue roughly south until you reach an opening into the main crypt itself. From here, it is a short stroll through the catacombs up and into the lair of Regis.



CUTTING OFF THE HEAD OF THE SNAKE

Your Eye of Nehaleni may be vibrating, once you’re through the Kikimore nest, but before meeting Regis. Use it on a wall-like illusion, leading to a hidden crypt with a choice Relic sword and documentation about who is buried here.

La Cage Au Fou

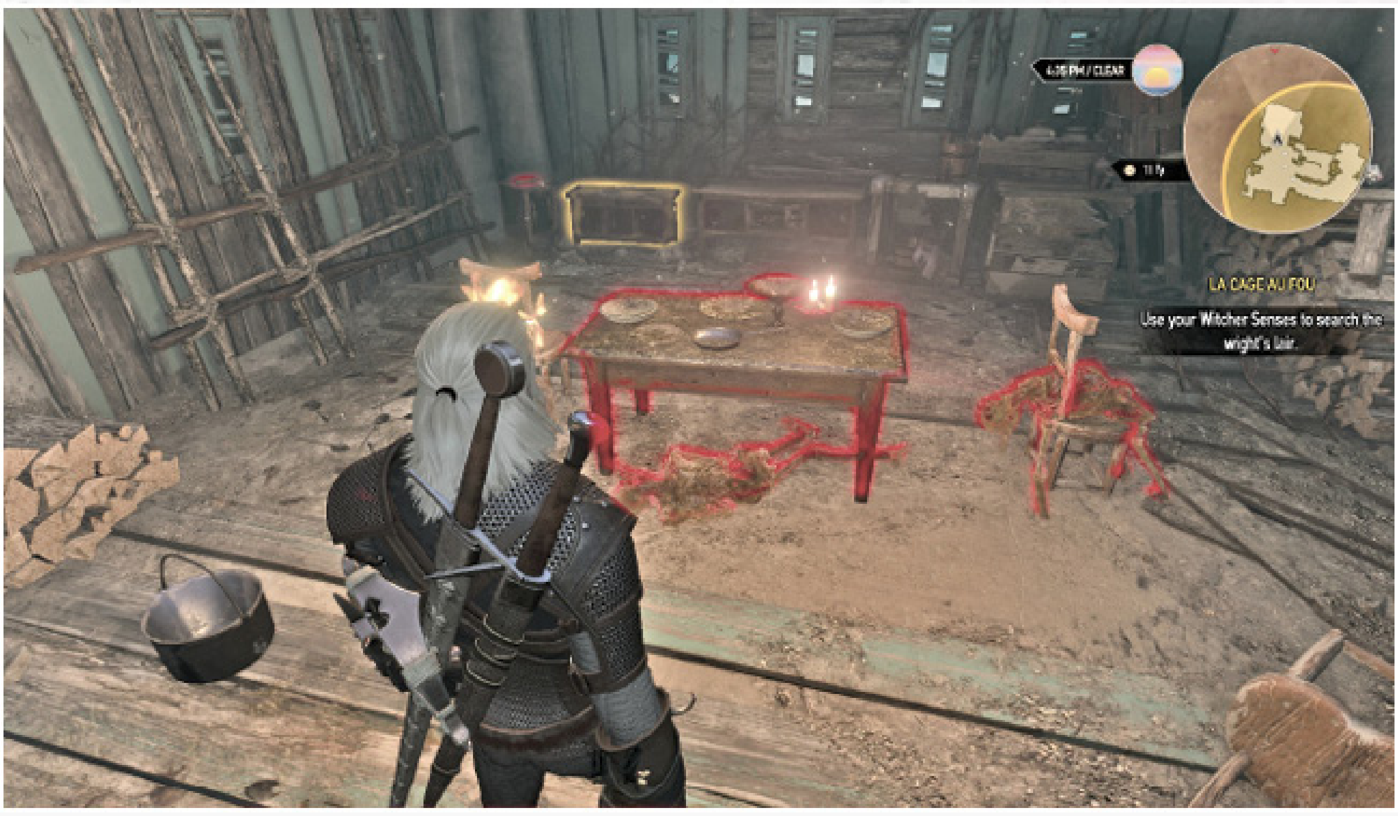
Mind Your Manors

OBJECTIVES

- Use your Witcher Senses to search the Wight's lair.

The manor is a pigsty, but it must be searched thoroughly. As the spoons tinkle in the breeze, use your Witcher Senses and inspect the initial hallway and kitchen:

- Look in the oven. Hidden behind the small hatch is a stained diary, charting the female Wight's descent into madness and a monstrous form.
- There's an incredibly crafted spoon on the nearby table.
- Nearby wall graffiti with the same message as outside. Whoever lives here took this curse literally.
- A small bedroom off the kitchen has a mirror to inspect; smashed as if someone couldn't stand to look at themselves.
- Walk south, through a small connecting corridor into a large dining room. More graffiti greets you on the walls.
- A table in the southeast corner of the room holds a spoon key with a tag on it. The Wight is a true collector. The tag bears an inscription; read the Spoon Key Note and Secondary Quest: Spoontaneous Profits! Immediately begins. Complete this short quest at your convenience.
- Moving into the dining room, it seems the guests to dinner haven't faired well recently. The table has three skeletons; you doubt they came willingly. Perhaps this has something to do with the curse?
- One skeleton has its right arm bitten off and its teeth knocked out.
- One skeleton has a broken neck and was smacked in the head by something heavy.
- One skeleton probably choked to death.
- Behind the dining table on a small side table against the wall is a spoon with a woman's name scratched into it. Romantic?



Items: Stained Diary, Spoon-Key and Spoon-Key Note

Head down the stairs into the lower floor from the dining room. Your objective updates.

MAKE YOUR SEARCH STUDIOUS, NOT SLAPDASH

Before you venture downstairs, it is worth ensuring you've completely investigated the first floor of this manor, and learned all the clues listed previously. At a minimum, pass through the corridor full of spoons, check the table with the dead skeletons, and check the table with the tableware, in the room with the cauldron, to open the most choices later on.

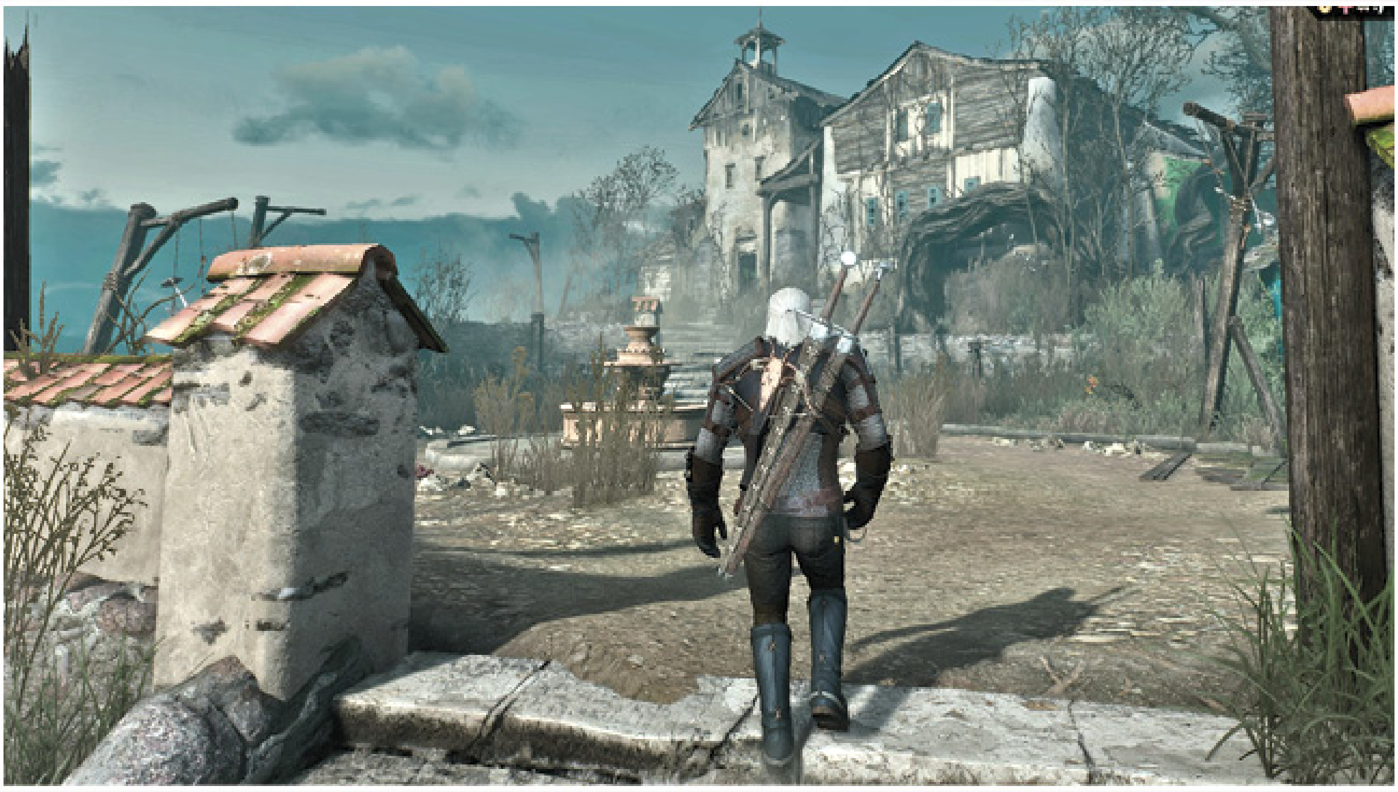
La Cage Au Fou

To The Lair Of The Cutlery Collector

OBJECTIVES

- Look for the Wight's lair.
- Read the Bestiary entry about Wights to learn more about the spoon collecting monster.

Open your Glossary, and read the entry on the Wight, Spoon Collector. You are fortunate to learn the vulnerabilities of the Wight ahead of time, in case you solve your forthcoming ingredient-gathering with violence. Then set off in a roughly easterly direction, trekking through the pasture lands and vineyards, until you reach the perimeter of Caroberta Woods. Expect to encounter Wild Boar and Foglets once you enter the woods, and the dog-like spectral hounds known as Barghests as you arrive close to the Manor itself. Ascend the hillside to a plateau of gnarled trees and the tumbledown Ruins of Trastamara Manor (close to the Trastamara Hunting Cottage Signpost). The ravens of Regis weren't lying; as you enter the property, there are spoons jingling in the wind, tied to posts throughout the courtyard. Are the spoons beating out some kind of rhythm? Pass the fountain, and reach the imposing (but dilapidated) front entrance. Someone has scrawled the following on the walls:



"None shall sit and dine with you at your table, no spoon you have shall sate you, never again shall you wish to spy your reflection in the mirror."

Somebody is clearly obsessed.

Optionally head to the left of the entrance, around the outside of the manor structure, to a bench where you can read a strange note. Now enter the manor house.

Items: Soiled Letter

La Cage Au Fou

Deductions, Decisions, And Decoctions

After laughing about the nature of your meeting, Regis reminds you that a powerful entity such as Dettlaff will not be found if he doesn't wish to be. And that includes finding them with megascopes. It is fortunate, then, that you've kept your memento from the encounter in Corvo Bianco basement with the bruxa. After showing Regis the hand of Dettlaff, you can ask how he intends to use the hand, what the ring on the hand signifies, and why he can't simply summon Dettlaff. Regis' verbose responses lead you to a conclusion; a decoction needs to be brewed, too.

Regis agrees that a hallucinatory poison is needed. Alas, the ingredients are scattered far and wide. Summoning ravens to aid in finding the elements of the decoction, Regis asks if you'd like a snifter of mandrake while you both wait. You can:

- Accept, prompting a lengthy conversation between you and the vampire Regis. Answer how you wish.
- Refuse, and mention to Regis you'll sleep until the Ravens find the ingredients you seek.

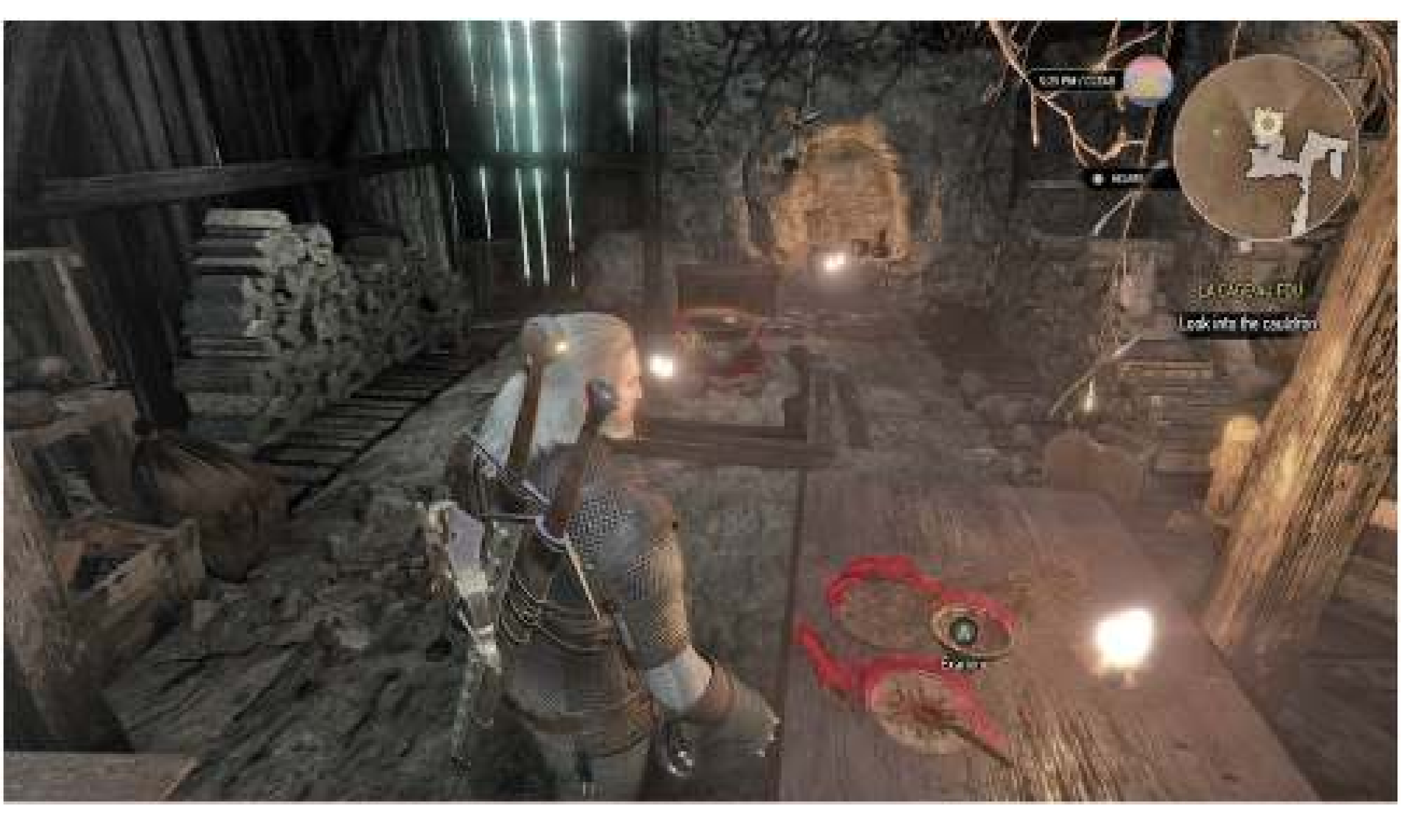
Some time later, the ravens fly back and confirm your suspicions that no kobolds or mamunes can be found, and therefore their organs are safe from your ingredient-collecting. Instead, a Wight haunting an abandoned residence near the Trastamara Hunting Cottage could be harvested, though you don't believe the birds; Witchers should have culled them all. Optionally ask Regis about the Wight, the curse the Wight is under, and then agree to pay the Wight a visit (you're attempting to collect some of it's saliva, which should be fun). You can't miss the place; it's covered in spoons.

La Cage Au Fou

The Wight Stuff

OBJECTIVES

- Find the Wight's cauldron. Look into the cauldron.v



Head through the cellar. Feel free to examine an old, ordinary spoon on a table near some wine barrel alcoves, before heading east into a chamber where the cauldron can be found. Though there's a tunnel passage through some dangling spoons to a cellar vault, (with, you guessed it, more spoons), it isn't necessary to enter yet.

Instead, pay close attention to the table and use your Witcher Senses:

- The table is set; the Wight seems to be getting ready for a feast. The Wight appears to be desperately trying to lift the curse.
- Close to a chest is a cauldron. Unfortunately, it is empty. You have little choice but to locate a spot and observe the Wight when it steps close to the cauldron.

OBJECTIVES

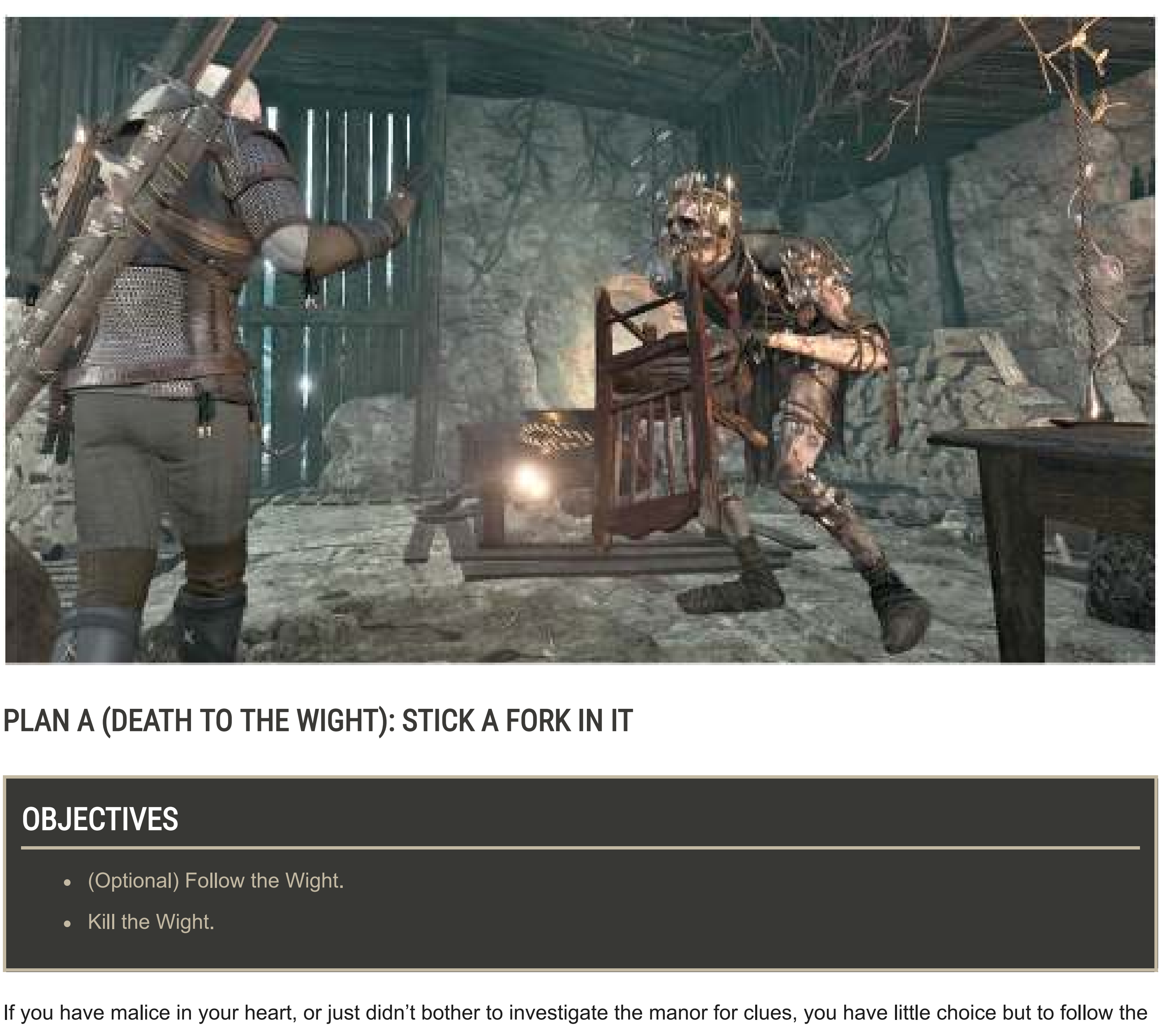
- Hide in a place with a good view of the cauldron.

It shouldn't take long (especially if you use your Witcher Senses) to find a wardrobe in the far corner of the chamber, opposite the cauldron, examine the door, and enter it. Hide inside, remaining patient as the Wight eventually appears, and begins to pace about the room. Continue to wait until the following happens:

- (Attack the monster: No choice) If you've failed to search the house (particularly the dining room) for clues, you're spotted by the Wight, shaken out of the wardrobe without the knowledge of lifting the Wight's curse, and must face it in combat.

- (Attack the monster: Choice) You are given the opportunity to attack the monster, or choose a more peaceful solution ("Try to lift the curse") if you've thoroughly inspected the manor for clues.

- (Try to lift the curse: Choice) You step out of the wardrobe, offering soothing words of wisdom about figuring out how to lift the curse. Time for dinner.



PLAN A (DEATH TO THE WIGHT): STICK A FORK IN IT

OBJECTIVES

- (Optional) Follow the Wight.
- Kill the Wight.

If you have malice in your heart, or just didn't bother to investigate the manor for clues, you have little choice but to follow the Wight down into the main wine cellar vault, and maneuver about the knee-deep collection cutlery while battling this atrocity. Once you've killed the Wight, you can collect a vial of vile spittle, and be on your way.

DEFEATING THE WIGHT, SPOON COLLECTOR: WIGHT'S ATTACKS

The Wight has the following attacks and maneuvers to be aware of:

Spit Attack (ranged): A revolting globule of green is spat at you from range, leaving you woozy (rather like being drunk, though much more disgusting). As you can see the spittle forming, you should be easily able to dodge this projectile.

Melee Attacks: Expect a single claw (from either hand) to paw at you when either you or the Spoon Collector are close. These can be parried, countered, dodged, or rolled away from.

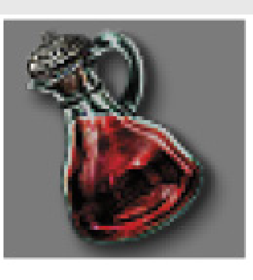
Burrow: Submerging itself in its room of spoons, the Wight can scuttle underneath you, pull you down (causing you a few seconds of prone struggling before you pull yourself up again), and wound you in the process. It can also retreat under its spoons, and dart about the room, making it reasonably difficult to follow. Just look for the disturbance of spoons to track it, and dodge or roll away if it tries to grab you.

Resistances: The Spoon Collector is resistant to both bleeding and poison attacks.

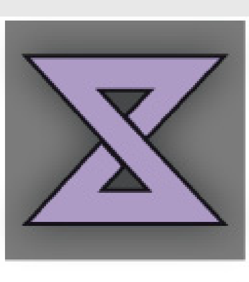
DEFEATING THE WIGHT: THE BEST BATTLE TACTICS

Being constantly aware of the position of the Wight is critical for this battle, or you'll be pulled down, spat on, and slapped about by nasty-looking claws. Apply similar tactics to those you would employ on a Grave Hag when timing your sword strikes. Coat your silver blade in Necrophage Oil, burn the Wight with Igni, and slow it down with Yrden, allowing you to more easily track it.

WIGHT VULNERABILITIES


Necrophage Oil

Igni


Yrden

Items: Wight Saliva gland, Wight trophy, Disgusting Wight key, Fork

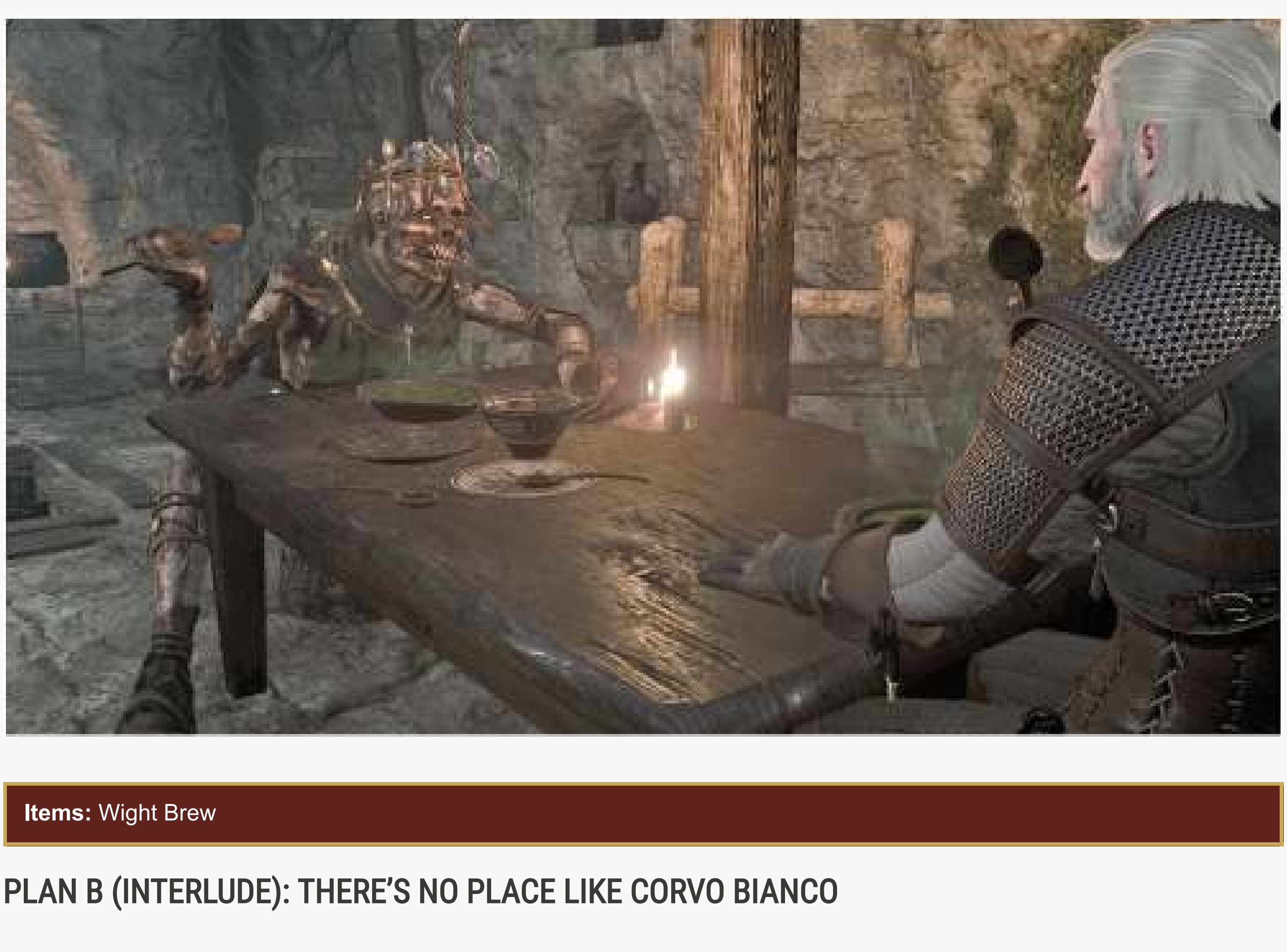
PLAN B (DINNER WITH THE WIGHT): THERE IS NO SPOON

Should you choose to try and solve the riddle of the curse without resorting to violence, you inform the Wight that you're its willing guest at a dinner. At this point, you must choose how to eat (based on the solving of the riddle, which you can remind yourself of before making one of the following choices). You can:

- Swap spoons with the Wight. You swap spoons, chow down some disgusting gruel, fail to lift the curse, but retrieve some Wight brew for your troubles (and for Regis). You can optionally chase the Wight down into the wine vault to kill it (Plan A), or leave the Wight and the manor and head back to Regis.

- Eat without using spoons. You down some particularly unpleasant broth, ordering the Wight to open its eyes and gaze on its likeness. This freaks it out and it flees. You believe the curse is lifted. You can optionally use your Witcher Senses to follow the odor of the broth out of the manor. This leads to Plan B (Interlude), below.

- Eat using spoons. You down some vile vittles, fail to lift the curse, but retrieve some Wight brew for your troubles (and for Regis). You can optionally chase the Wight down into the wine vault to kill it (Plan A), or leave the Wight and the manor and head back to Regis.



Items: Wight Brew

PLAN B (INTERLUDE): THERE'S NO PLACE LIKE CORVO BIANCO

OBJECTIVES

- (Optional) Follow the stench of the Wight's brew.

QUESTING DECISIONS

This interlude back at Corvo Bianco automatically starts Secondary Quest: No Place Like Home, if you haven't done so already. Consult that quest for further information on your interactions with Barnabas. If you rescue Marlene, Secondary Quest: The Hunger Game becomes available. Consult that quest for more knowledge on coaxing Marlene back to health.

If you lifted the Wight's curse, follow the scent of the fleeing wretch across the gardens, down a winding path, pausing to slaughter any Barghests along the way, to a rocky outcrop where a ragged bag of bones is huddled and pleading for food. Some time later, back at Corvo Bianco, you tell your majordomo (Barnabas) that leading this old woman back here was the only suitable course of action. If you speak with Barnabas, he reveals the old woman to be Marlene Trastamara, and explains how she became to be cursed.

Marlene Trastamara

Barnabas-Basil Foulty

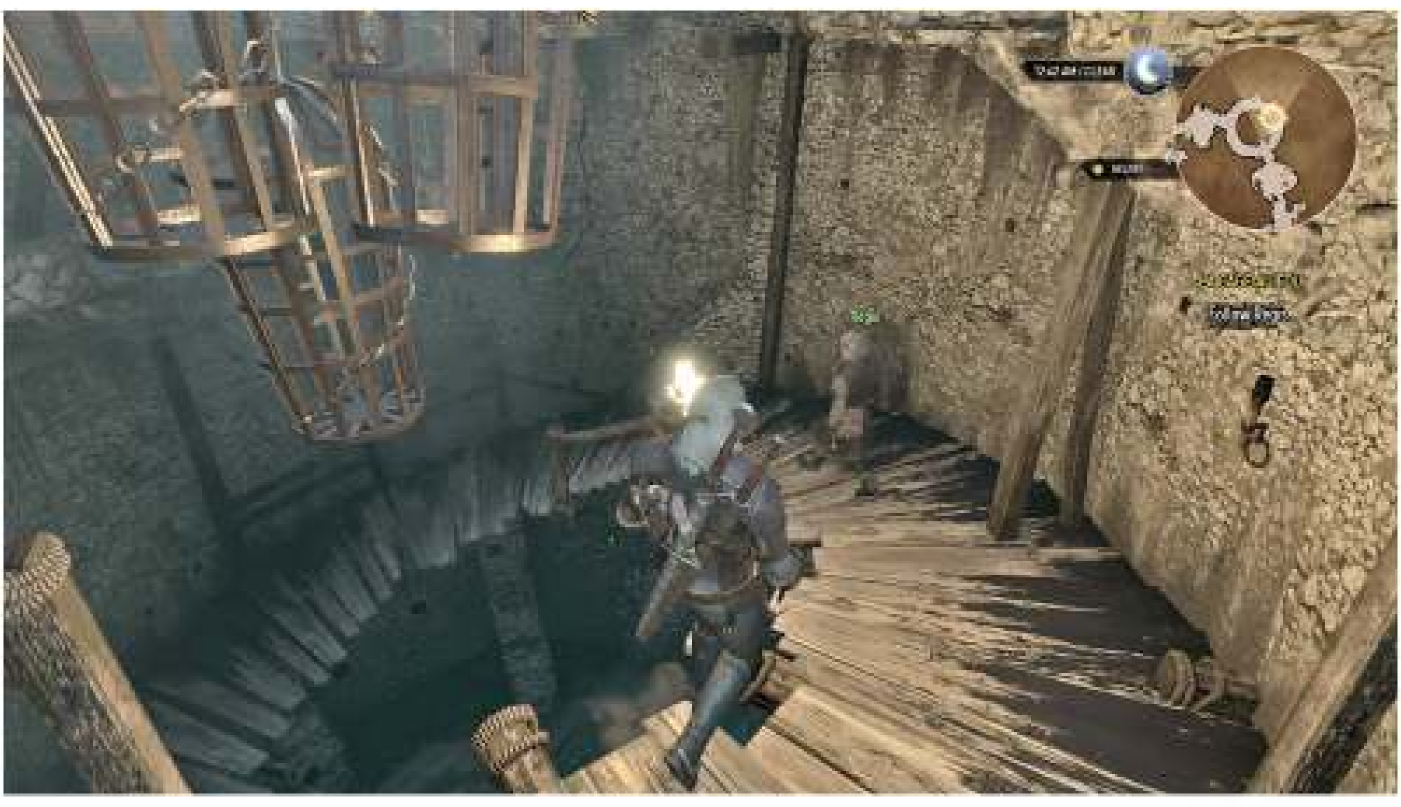
La Cage Au Fou

Death Hangs In The Air

OBJECTIVES

- Follow Regis.
- Place bait in each of the four tunnels (4).

As Regis is already starting to find you more "tasty" than usual, you reach Tesham Mutna without further delay. Descend the spiral steps, speaking to Regis about this place. Pass some cages suspended from a great height, and remain close to the walls as you descend a far more dangerous tower. At the bottom, step into an antechamber, and optionally use your Witcher Senses to make out some wall carvings, emblems, and symbols of vampire tribes dispersed throughout the word after the Conjunction. Regis is less thrilled at explaining the prison cells you then walk through, where you can spend a few moments collecting more trinkets.



Enter the main sacrificial chamber, where humans were once lead to a slow, bleeding death while the caged higher vampire Khagmar ranted and raged, unable to feed. You can use your Witcher Senses to inspect the cage you're about to seal Regis into, as well as some tunnel entrances. Regis hands you lures.

Items: Scavenger Lure (4)

AN EXTENDED TOUR OF TESHAM MUTNA

You should take a few moments to scour the interior of this place for some rather interesting Tesham Mutna Relic armor. Also available are armor dyes, and a host of other items to collect on your way to the main cage arena.

Feel free to inspect the cage in question, before moving to the four indicated locations on your mini-map, and placing one of the lures there. Feel free to ignite the wall torches as you go, if you wish more light to shine on the forthcoming bloodletting. If one of boarded-up tunnels has a few barrels blocking your placement; a quick blast of Aard removes them.

OBJECTIVES

- Tell Regis when you're ready to fight.
- Kill monsters until bloodlust transforms Regis into a monster.

After locking Regis and hoisting up his cage, you may notice an empty bar regarding the higher vampire's bloodlust. The plan here is to slaughter the incoming monsters, and fill this bar. The meat attracts the following base creatures (though the exact type depends on your Level). Slay them all (and

consult the Bestiary if you require further combat knowledge):

- Wave 1: A Rotfiend, a Scurver, and a Ghoul. This raises Regis' bloodlust a quarter.
- Wave 2: Three Scurvers, a Fleder, and a Rotfiend. This raises Regis' bloodlust to over two thirds.
- Wave 3: Three Ghouls, three Rotfiends, a Katakan, three more Rotfiends… these revolting creatures just keep on coming! Fortunately, Regis is ready at this point: His bloodlust is filled, and he transforms.

You lower the cage, make a cut in Regis' skin to obtain his blood, and leave him to calm down for a few hours.

La Cage Au Fou

Resonance Broth: Needs More Blood

OBJECTIVES

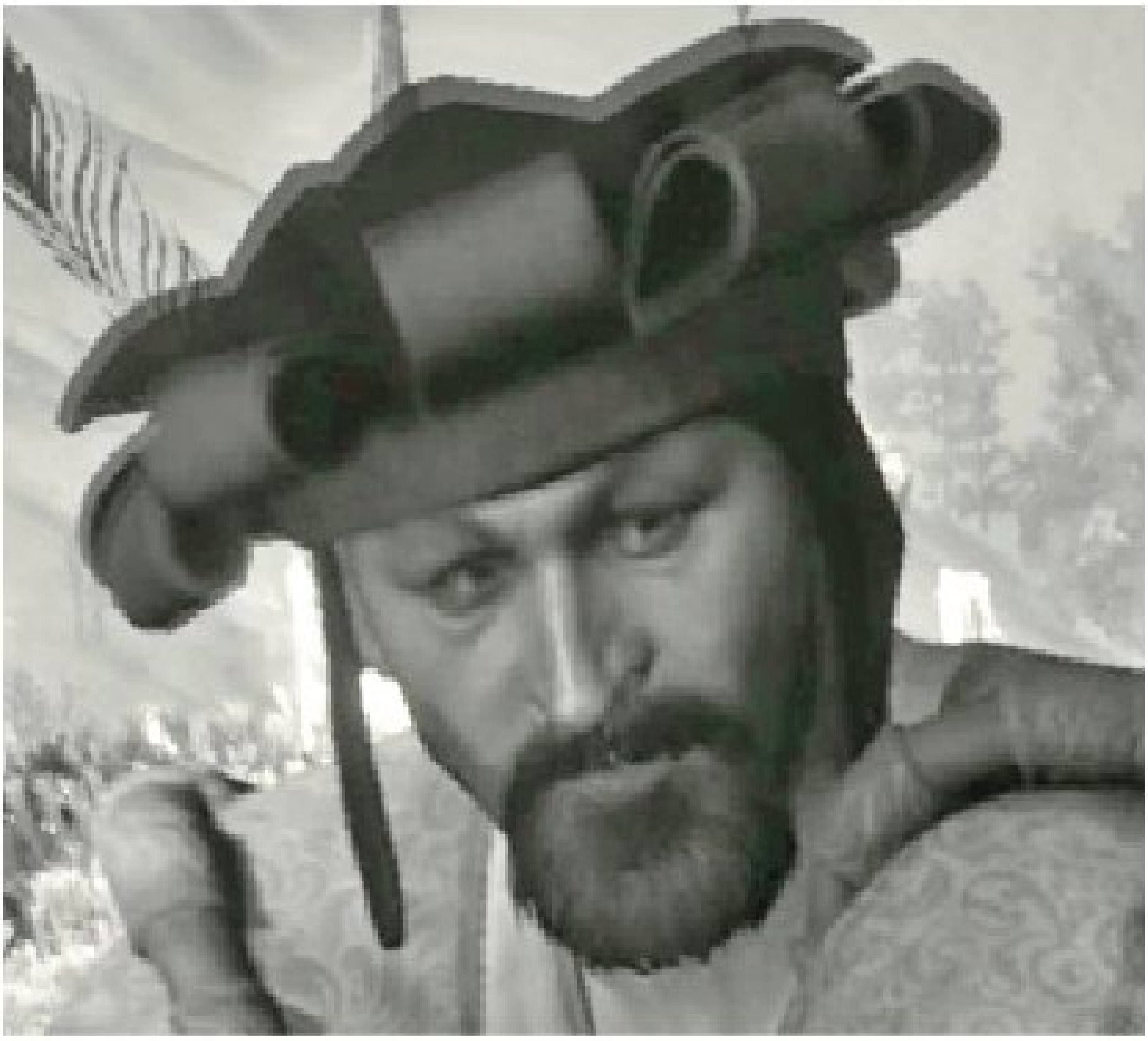
- Report back to Regis.

Journey back to the Cemetery, and return to Regis' lair. Feel free to use the chapel entrance this time. Climb the steps inside, up to a small laboratory, where Regis has extracted some tissue from Dettlaff's hand and burned the rest. Answer about spying or ravens as you wish, before Regis informs you that blood is also needed. The blood must be from a vampire in a particularly agitated state. Optionally ask whether Regis' violent state will be dangerous, before he explains how he intends to induce such a mood swing.

Regis intends to journey to Tesham Mutna, an ancient vampire estate. There, you will lock him into a cage, lure beasts and slay them, and the bloodletting should result in him transforming. Ask more about Tesham Mutna if you wish, and then make the following decision. You can:

- Head there with Regis immediately.
- Or stall the quest for a moment, giving you time to adequately prepare. Simply return to the Cemetery and tell Regis when you're ready to proceed.

Readying The Resonance



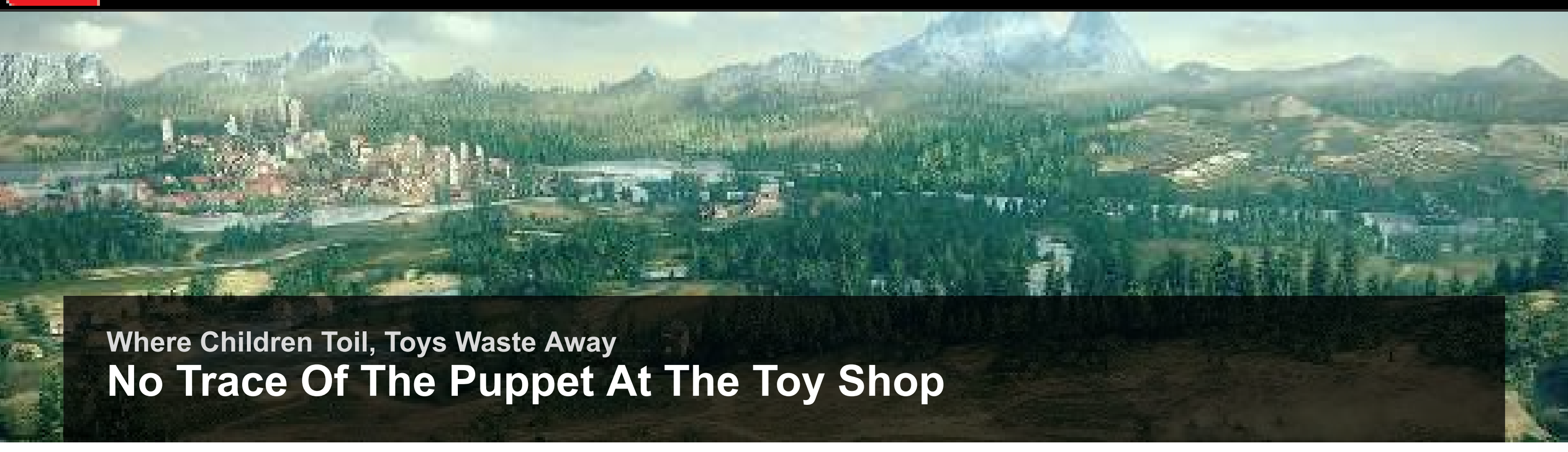
Count de la Croix (deceased)

Some time later, back at the cemetery, Regis is starting to recover from his transformation. You can optionally ask about what happened, before mentioning that you finished the brew. You're given the resonance, and slip into a deep trance.

Waking up, you explain that you saw visions of the death of de la Croix; it did not come easy. After chopping up the body, Dettlaff was overcome with remorse, and slicing off the hand that had committed the murder. You can also mention the vision of where the Count and Dettlaff first met. Then mention your vision began and ended with a bootblack's stand. Somewhere in the port district. A chat with the lad at the stand is your only lead. The quest now concludes.

REMOVING THE RESONANCE

It is worth meditating for a few hours to rid yourself of the poison from the resonance, and also letting Regis rest for a bit. Begin the next quest when you're fighting fit.



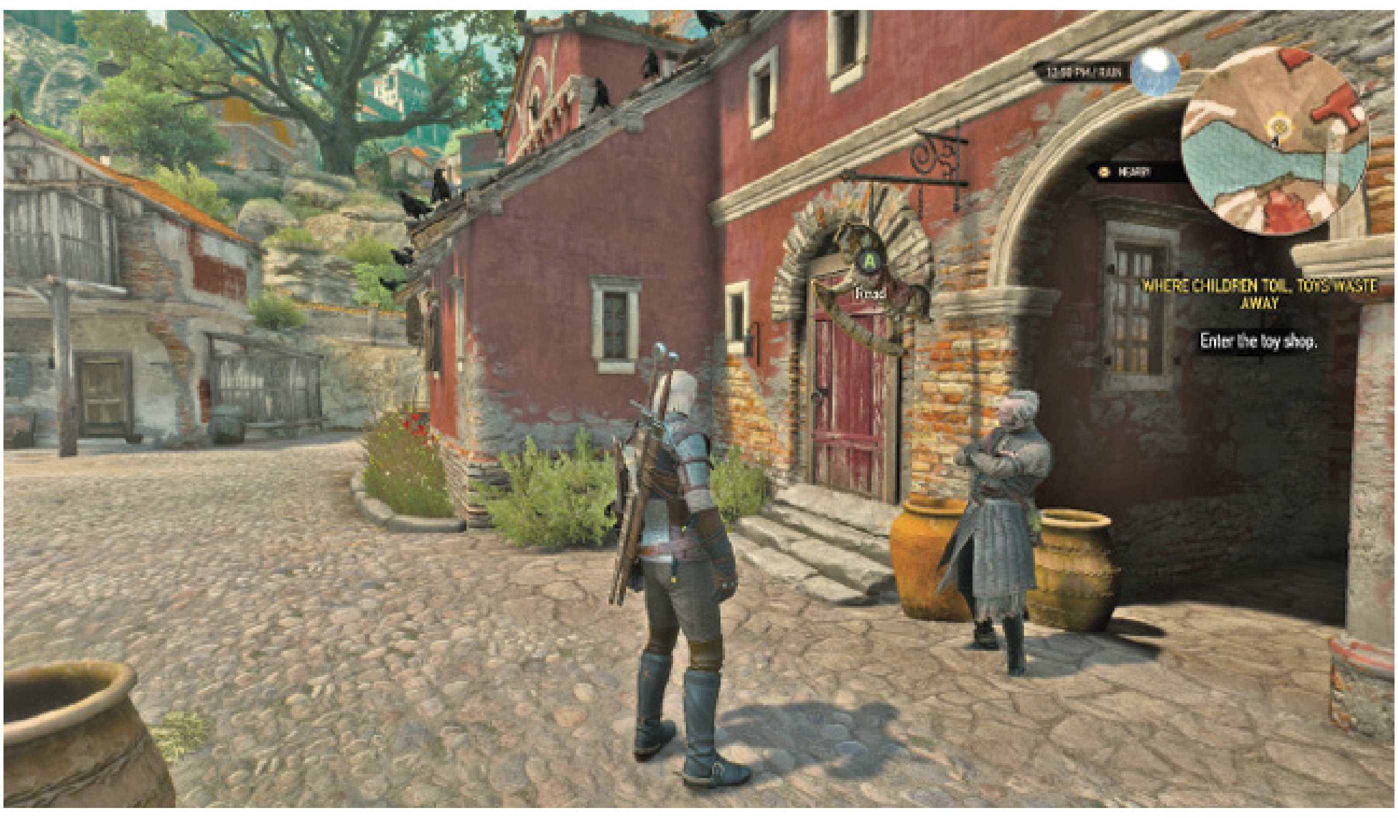
Where Children Toil, Toys Waste Away

No Trace Of The Puppet At The Toy Shop

OBJECTIVES

- Follow Regis through the city.
- Enter the toy shop.

Set off for a stroll down to the docks with Regis, following him to a small toy shop with the locked red door. It seems Regis missed his calling as a burglar; opening the residence with ease. Sniffing the air, Regis tells you Dettlaff was here recently. Time to conduct a sweep of the premises.



OBJECTIVES

- Search the toy shop using your Witcher Senses.
- Use your Witcher Senses to look for clues in the toy shop.

Use your Witcher Senses, and locate the following:

- Any of the toys on the ground floor of the property are old toys, and nothing more.

Ascend the stairs to the toy shop's attic; where Dettlaff has made his nest. Time to look around:

- There's a suspicious letter on a small crate to read. It is a letter to Dettlaff regarding his weakness for a "wench they call Rhenawedd."

The letter continues in the form of blackmail; Rhenawedd is to be tortured in a manner most foul unless five men from Beauclair are slain. This certainly gives you proof that Dettlaff isn't killing of his own accord. Optionally ask about the blackmailer, before inquiring about Rhenawedd. Regis tells you it is Dettlaff's human lover. Ask what happened to her, and why Dettlaff thought she'd gone missing. Afterward, optionally ask if Dettlaff tried to look for her. Then conclude that someone has actually kidnapped Rhenawedd this time.

Items: Suspicious letter

Continue your search of the attic, using your Witcher Senses:

- Over on the wall is the likeness of the woman, but a bit smudged. You've a feeling you've seen that face before. Wasn't she in the Palace Gardens earlier?
- In one corner are slips of paper with a name on each of them. It is a list of targets, written in ink dyed with cinnabarite!
- Over on the table are the tools of a toymaker.

Spend a few moments pondering the blackmailer and summing up your search. You can agree (or disagree) that the evidence exonerates Dettlaff. Whatever the evidence points to, the Duchess will need more convincing. Regis has another plan; to strip the blackmailers of their hold on Dettlaff by finding Rhenawedd. While Regis meets with Dettlaff, you must reconvene with the Duchess. The quest then concludes.

Items: Letters naming the Beast's targets

Where Children Toil, Toys Waste Away

Putting The Boot In

DANGER ALERT
SPOILER ALERT
B&W
WHERE CHILDREN TOIL, TOYS WASTE AWAY

RELATED QUESTS: Main Quest: The Cage au Fou, Main Quest: Wine is Sacred

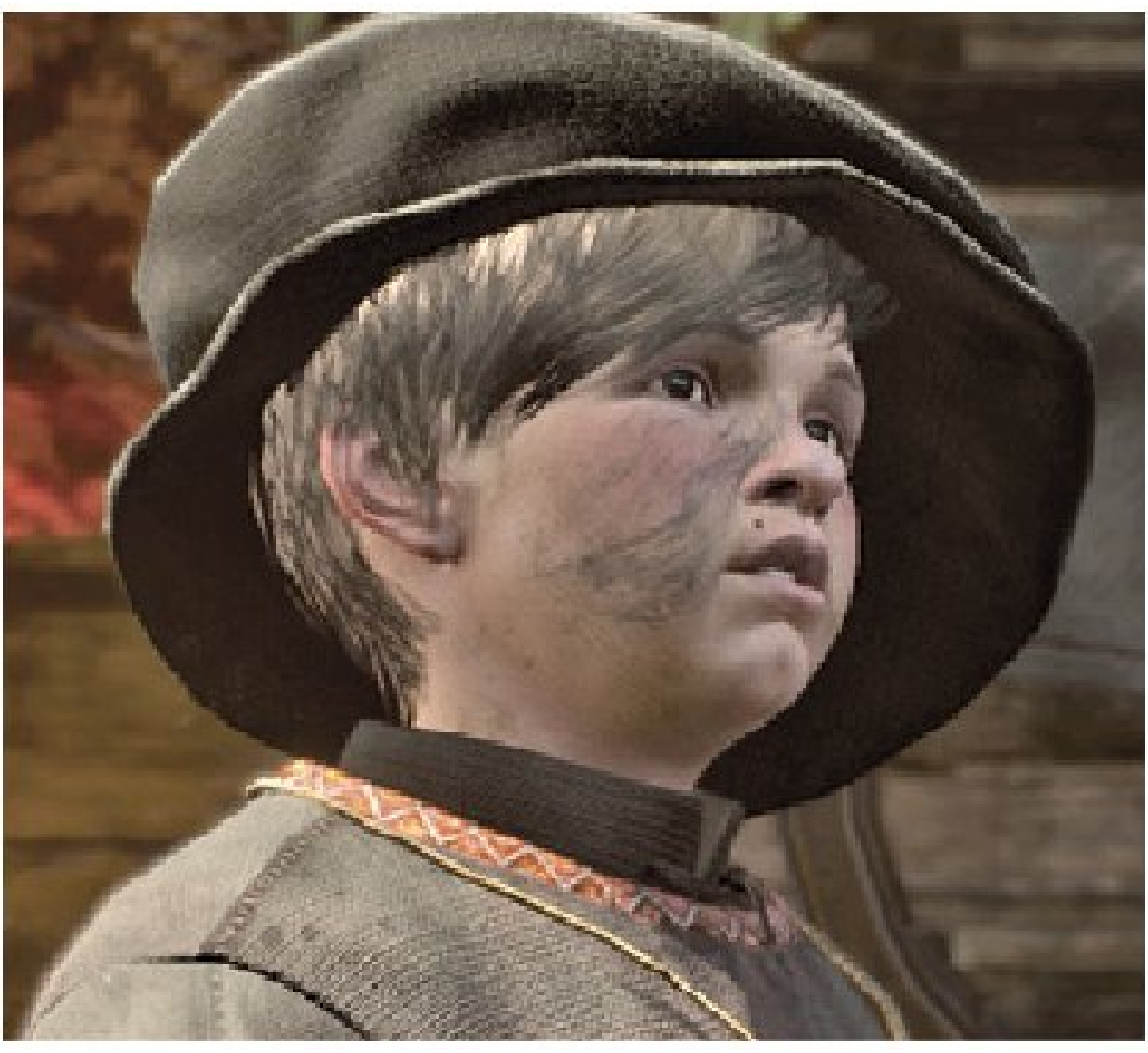
LOCATIONS: Mere-Lachaiselongue Cemetery, Beauclair Port, Bootblack Boy's Stand (Unmarked), Toy Store 'The Rocking Horse' (Unmarked)

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, The Bootblack Boy

ENEMIES: Workers

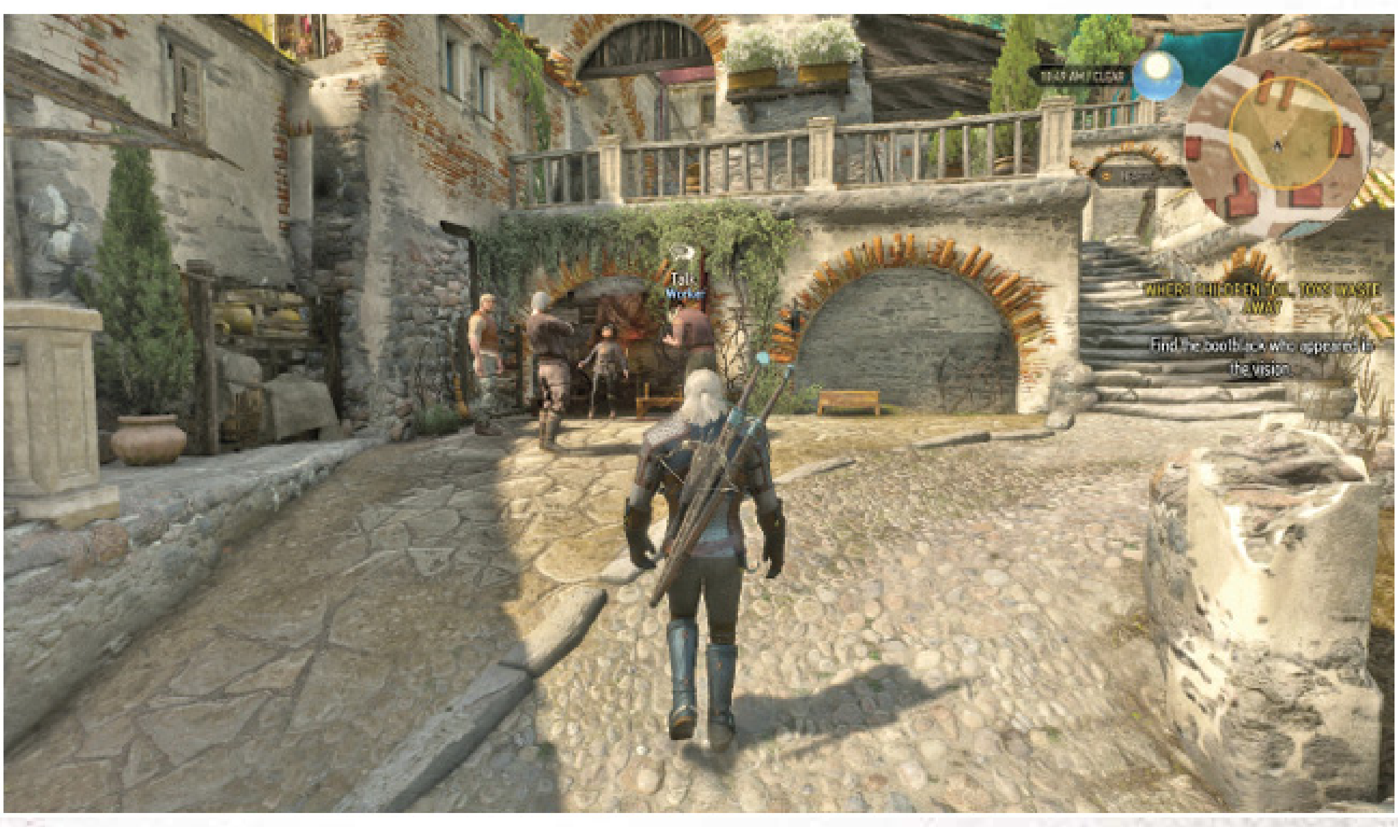
OBJECTIVES

- Find the bootblack who appeared in the vision.
- Visit the boy during his work hours.
- Defend the bootblack from his attackers.

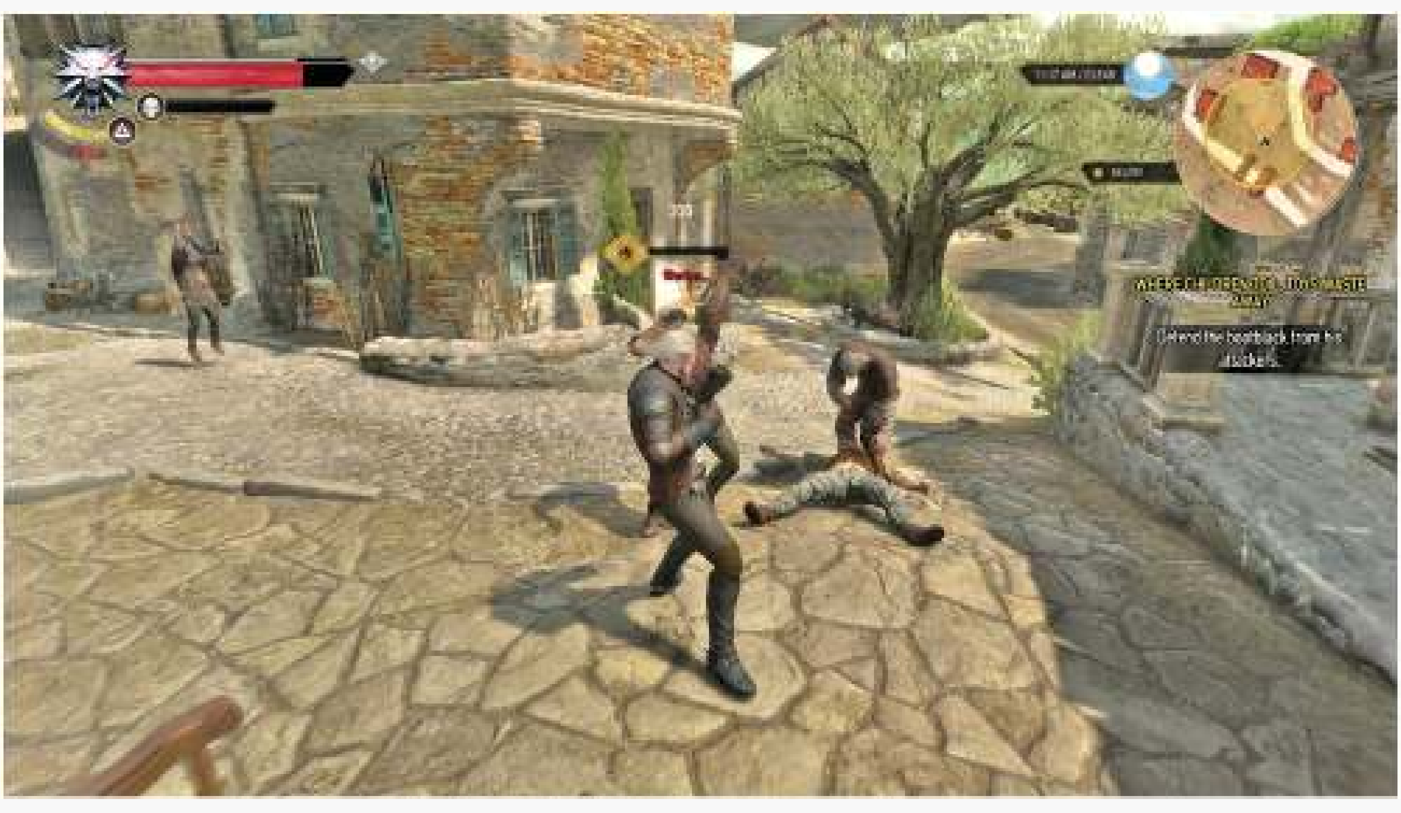


The Bootblack Boy

The Port District of Beauclair lies to the northwest of your current location in the Cemetery. While Regis rests up, journey there yourself, locating the bootblack stand during business hours (after 8 AM, and before 8 PM). When you arrive, a group of dock workers are advancing on the Bootblack Boy, accusing him of intentionally dirtying their boots with a chamber pot. When you arrive to intervene, answer them how you wish; they aren't about to let you stop them from belting the boy. The situation degenerates into a bout of fisticuffs.


WHERE CHILDREN TOIL, TOYS WASTE AWAY
Find the bootblack who appeared in the vision.

After a few well-timed wallops, the dock workers lie groaning on the pavement. A patrol of guardsmen arrives to see about the commotion, and you explain either that the dock workers are making things difficult for you, or there was a simple misunderstanding. Either way, the workers are rounded up, and taken to the nearby prison. This leaves you to talk to the Bootblack Boy himself.


WHERE CHILDREN TOIL, TOYS WASTE AWAY
Defend the bootblack from his attackers.

He's a precocious scamp to be sure, reckoning you'd work well as a duo. Humor him if you wish, before asking about Dettlaff. The boy also seems to be a huckster of some repute, offering information in return for a small donation to his operations. The amount required is 500 crowns! You can:

- (500 Crowns) Pay the diminutive shakedown artist. Visiting him later on lets you see that the Bootblack Boy has used your funds to expand his workshop.
- (420 Crowns) Negotiate him down to around 420 Crowns.
- (Axii Delusion level 2) Or inform him you're not about to pay him.

Regis arrives just in time, as you might be thinking of strangling the Bootblack Boy. Appealing to the boy's innovative nature, he offers a special concoction to help clean more boots, in return for the location of Dettlaff's portside home. It has a red door.

Wine Is Sacred

You Arrived And Trouble Followed Soon After

DANGER ALERT
SPOILER ALERT
BAW
WINE IS SACRED

RELATED QUESTS: Main Quest: Where Children Toil, Toys Waste Away, Main Quest: The Man from Cintra

LOCATIONS: The Rocking Horse (Unmarked), Beauclair Palace, Castel Ravello Vineyard, Fort Astre Ruins, San Sebastian Guard Post (Unmarked)

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Her Illustrious Highness, Duchess Anna Henrietta, Captain Damien de la Tour, Master Fabricio

ENEMIES: Panthers, Bandits, Hornitz

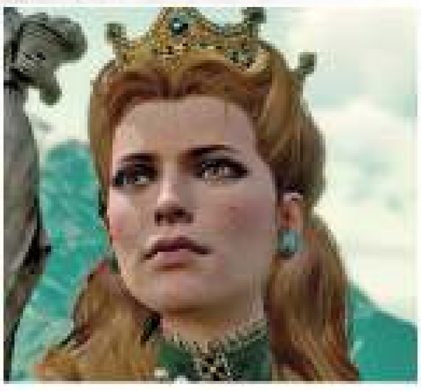
OBJECTIVES

- Report to the duchess about your hunt for the Beast.

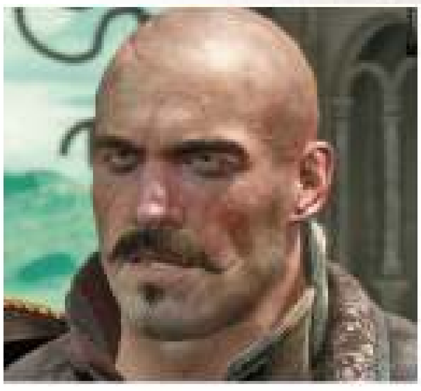
QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: Where Children Toil, Toys Waste Away.

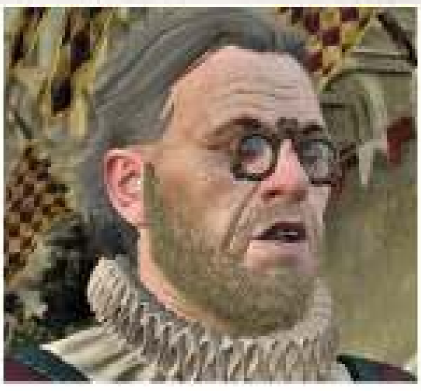
From the attic floor of the toy shop, descend down and out into the port, and run (or ride) westward, uphill through the main paved streets of Beauclair, ascending up and across the bridge, to the top of the hill and into the Palace grounds. Venture into the bailey, ascend some lavishly-carved steps to an exterior balcony, where Captain Damien isn't too happy with the violence that has followed your arrival. Answer him as you wish regarding the case, wait until both Damien and the Duchess have finished offering inaccurate vampire-killing advice. Then disagree with Damien regarding the assembling of a battue to defeat the vampire. After schooling them on the types of vampire, you can optionally mention this is no common "monster," and that you're set to find and talk to Dettlaff.



Her Illustrious Highness, Duchess Anna Henrietta



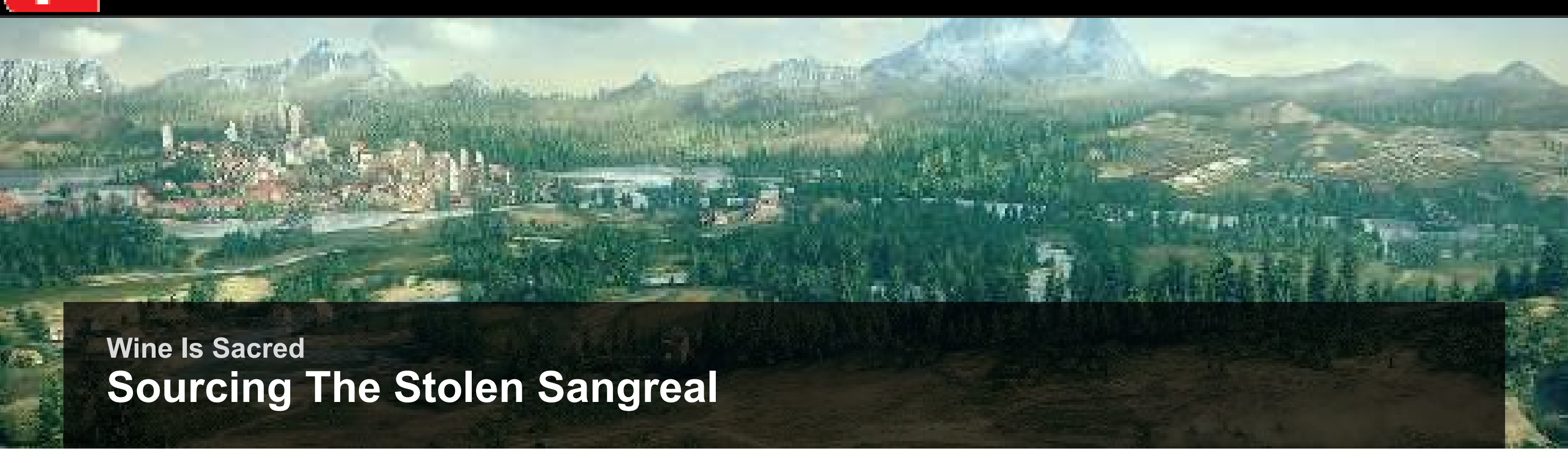
Captain Damien de la Tour



Benoit, the ducal sommelier

You explain that Dettlaff is being blackmailed. You can optionally mention that an innocent woman's been abducted and point out that the most important thing is to prevent further attacks. Before Damien can utter another ignorant comment, you show the Duchess the blackmailer's notes, mentioning the wine stain. The ducal sommelier is immediately summoned. In Toussaint, as you might have gathered, wine is sacred.

Benoit the sommelier studies the parchment, and is able to tell the stain comes from a Sangreal; the 1269 vintage. The Duchess is taken aback, as this wine was produced at Castel Ravello exclusively for the ducal table! Ask about the wine if you wish, before you grudgingly agree to accompany the Duchess (and Damien) to the vineyard to get to the bottom of this outrage. Feel free to prepare for this journey before agreeing to leave.



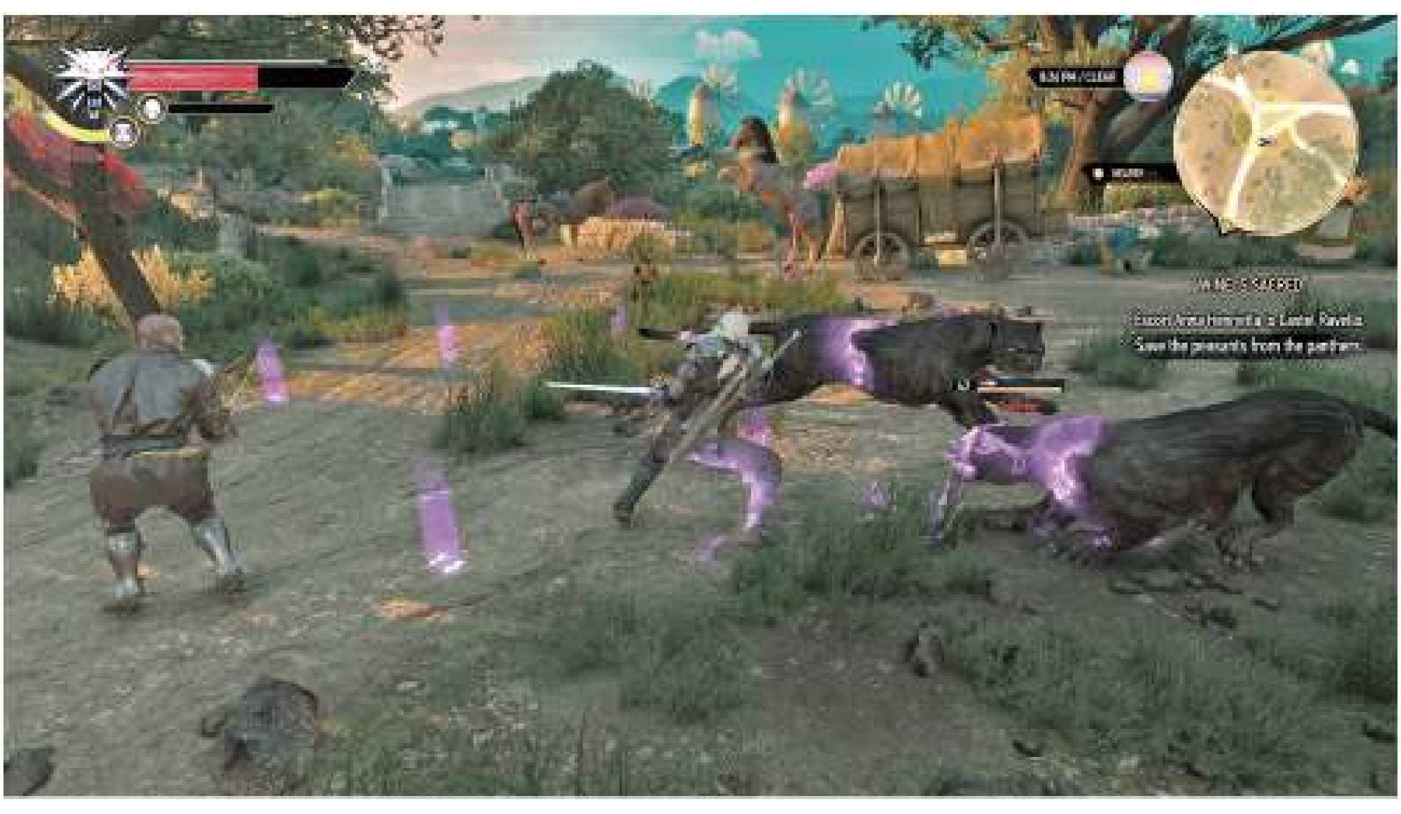
Wine Is Sacred

Sourcing The Stolen Sangreal

OBJECTIVES

- Escort Anna Henrietta to Castel Ravello.
- (Optional) Save the peasants from the panthers.

Your riding with the Duchess and Damien, ostensibly explaining how higher vampires are vanquished, when you encounter a short interlude on the way to the vineyard as a peasant wagon requires your help from two prowling Panthers. Though tough, these clawing cats should be straightforward to put down. Then continue your ride, up to the entrance of the grand Castel Ravello.


WINE IS SACRED
Escort Anna Henrietta to Castel Ravello
Save the peasants from the panthers

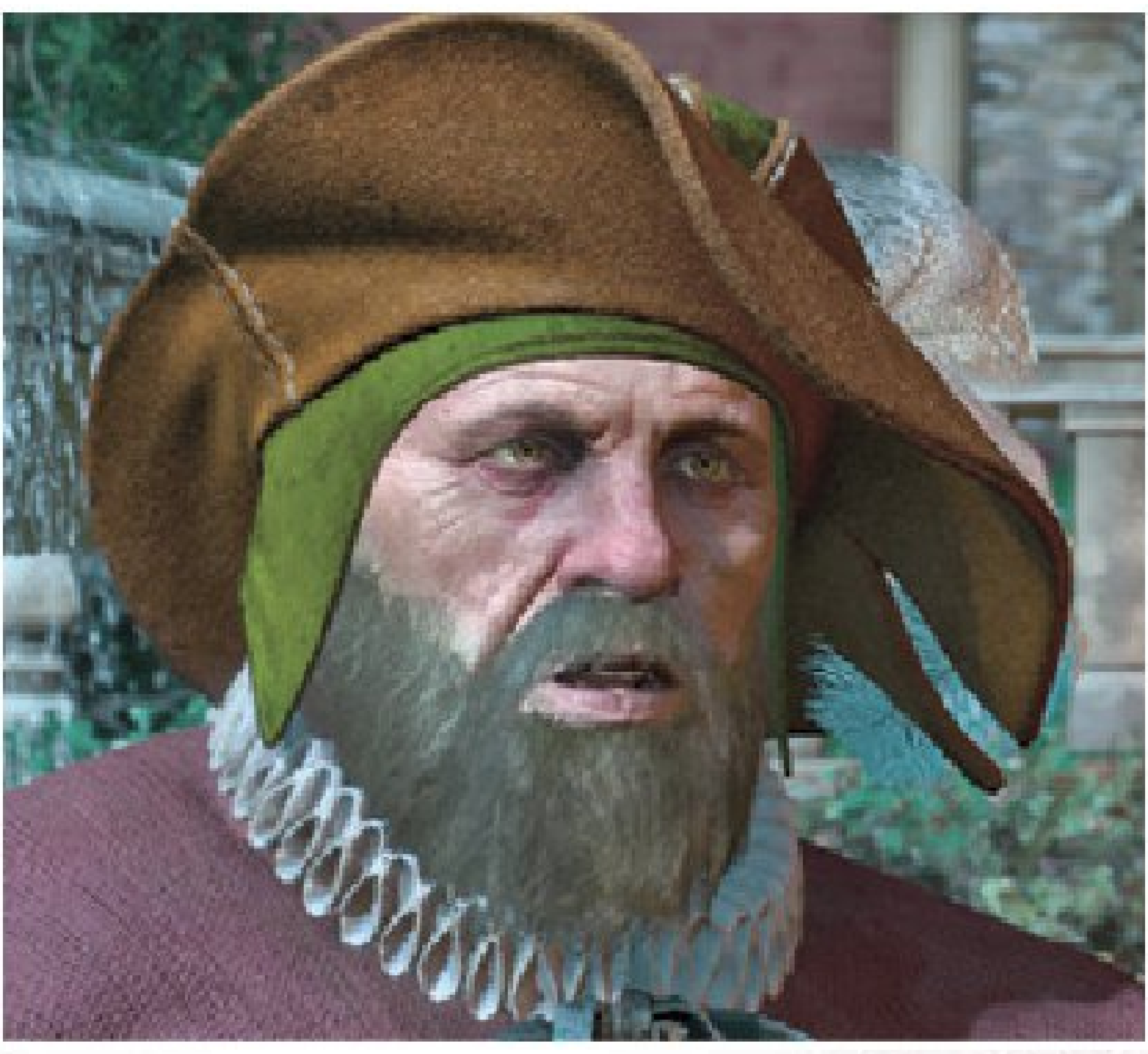
OBJECTIVES

- Search the wine cellar with Anna Henrietta.

The winery owner, Master Fabricio, is surprised by this visitation. Answer him how you wish, then quiz the wine master regarding the stolen Sangreal. Fabricio's worried responses result in the Duchess ordering an inspection of the Castel Ravello cellars. Along the way, Anna Henrietta informs you of Fabricio's past misfortunes, and her appointment of him from beggar to steward. Follow her down into the cellar where the search begins.

OBJECTIVES

- Read the wine register
- Find Sangreal from the 1269 vintage.



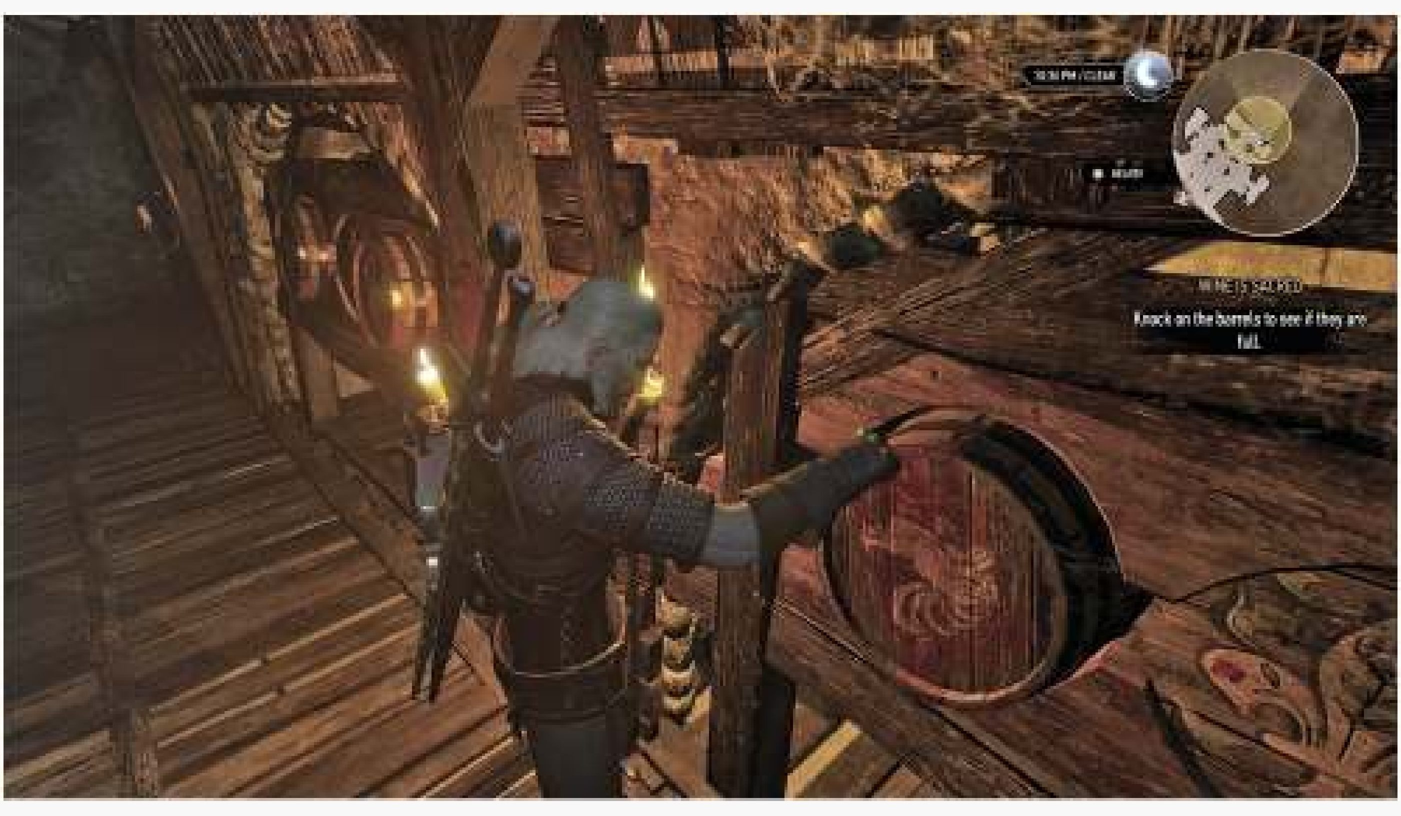
Master Fabricio

Conduct a thorough sweep of the premises, beginning with the wine ledger on the table just to the side of the entrance (use your Witcher Senses if you can't immediately spot it; all areas of interest glow red). This Vintner's log seems to be neat and thoroughly documented. Now to find the 1269 vintage that Benoit claimed the stain was from.

Though it isn't necessary, inspecting every parchment sign near an alcove cask allows you to view the different wines this place is storing. From the Fiorano (Dandelion's favorite) to the Pomino, the ground floor holds no Sangreal. Climb the wooden stairs to the upper alcoves, and work your way through the different Sangreal years to the far end of the wooden walkway, until you find the 1269 vintage.

OBJECTIVES

- Knock on the barrels to see if they are full.
- Find a tapping hammer.
- Find barrel taps.



Check the smaller barrels set into the three large archway alcoves. A total of five of these barrels must be inspected; knock each one. After tapping all five, it appears all the barrels are full. But are they full of Sangreal? It seems you require two pieces of precision equipment in order to find out. Descend down to the main cellar floor, and look for containers highlighted in red which contain the barrel tap and hammer you need. Now return to the upstairs alcove.

Items: Barrel tap, Wooden hammer

OBJECTIVES

- Tap the barrels for Anna Henrietta.

Broach the barrels in the Sangreal alcove, then step back and let Anna taste each one. One of the barrels has been tampered with! This isn't Sangreal; it's revolting, bitter plonk!

You both return to interrogate Master Fabricio, who eventually admits to selling a few barrels of Sangreal. It seems the Duchess doesn't pay him much and he desired the extra funds to purchase his ancestral grounds. Chime in as you wish during this conversation. Fabricio reveals a few weeks ago, a rich nobleman approached him, suggesting an enterprise involving the selling of Sangreal to an unknown party. The nobleman was the intermediary, and Fabricio reveals him to be tall, black-haired, and speaking with a foreign lilt. He has already made arrangements for the next shipment. You agree with the Duchess to set a trap; this Cintrian noble could be the blackmailer! A visit to Fort Astre is agreed upon.

CORRECT COMBAT PREPARATION

There's bound to be a number of ne'er-do-wells at Fort Astre Ruins, so feel free to meditate and prepare before agreeing to journey with Damien and his troops.

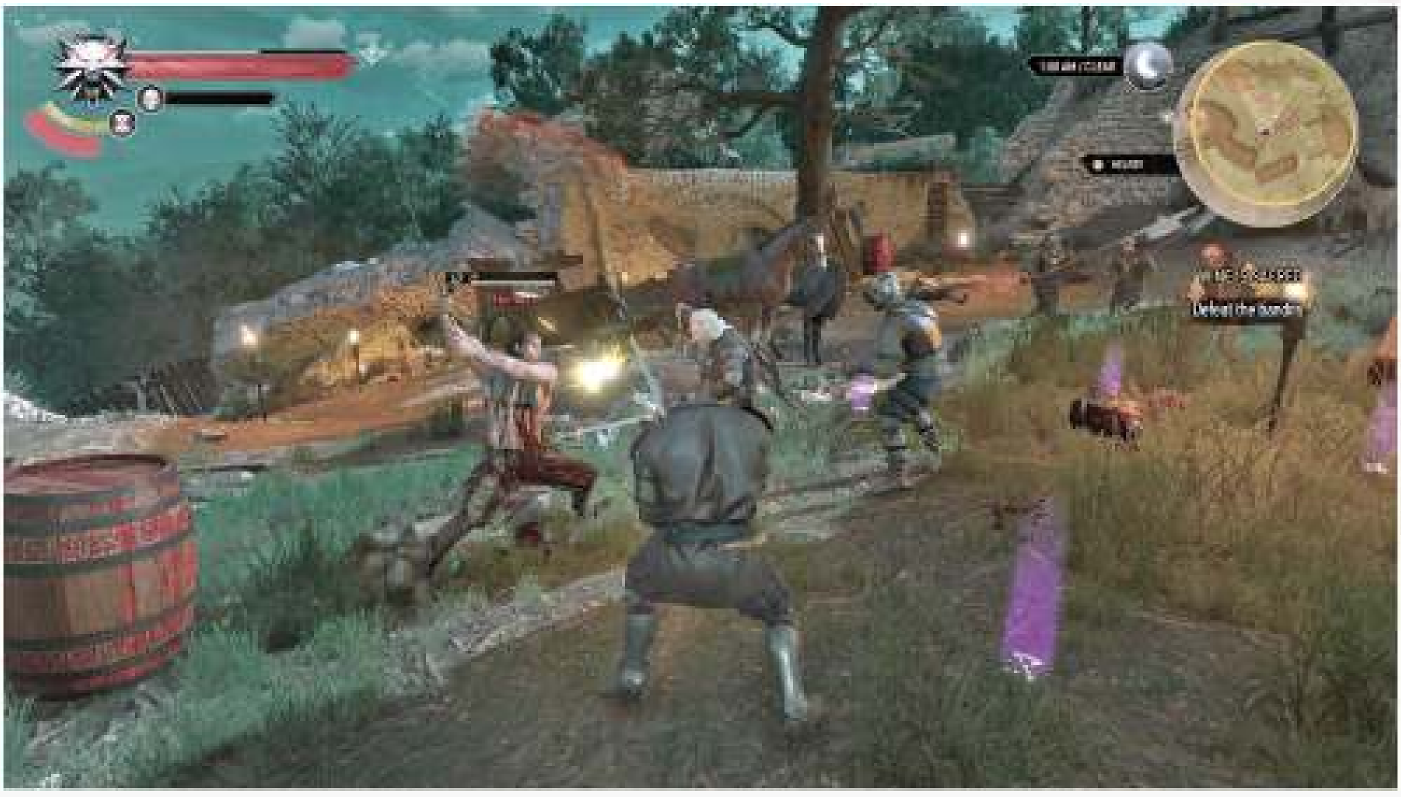
Wine Is Sacred

His Name Is Dog. They Say He Ploughed Your Mother.

OBJECTIVES

- Tell Damien when you're ready for the ambush.
- Defeat the Bandits.

A few hours later, at Fort Astre Ruins, a group of Bandits is surprised that their wine cart arrives with you driving the horses. Surprise number two occurs when one of them receives a crossbow bolt to the shoulder, before he can gain the upper hand against you. Surprise number three is revealed when Damien's pikemen appear to help you. Now engage in the melee, dropping a dozen of these Bandits and their burly leader, Hornitz. Remember there are a number of explosive barrels sitting around the combat area, which can really light up the place (and help nullify the bandit horde) if burned by Igni!



You thank Damien for his proficient aiming, and before you interrogate one of the captured scoundrels, Damien admits he was initially wrong to distrust you. Answer him as you wish. Naturally, the Duchess is here, risking her life, and attempts to gain knowledge from the Bandit. The thug's response is some pretty obscene language about being intimate with Damien's family members. That is, until the Duchess recommends the bandit to act as bait for the Beast of Beauclair!

This changes the Bandit's tune. Answer her as you wish, and then you calm the panicking foe enough to (optionally) ask where the wine barrels were going, and also who hired his band of not-so merry men. It seems the Bandit leader (named Hornitz) only knew the drop-off point, while the man who hired them is known only as "The Cintrian." The bandit is disposed of, and the Duchess orders Damien back to the Palace, while you and she head to the guard post near the port. You can meet her there immediately, or on your own time. When you reach the Duchess, this quest concludes.

The Mandragora Infiltration

While you wait at the guard post, the Duchess seems jittery. Answer her as you wish regarding the Cintrian, until Damien arrives, revealing you are fighting not one man, but a whole organization! His troops were attacked, and a hefty bounty placed on your head. Answer as you wish. However, the port warehouse where the wine was delivered has been identified, and although the Cintrian man remains a mystery, Damien's sources uncovered a woman with the Cintrian is none other than Cecilia Bellante, a gifted singer. Furthermore, a chambermaid in the service of Cecilia (who hasn't been found yet) claimed her mistress is to meet a Cintrian tonight, at a reception over at The Mandragora. Optionally ask what that is if you wish, before agreeing that nabbing the Cintrian is the next plan. However, discretion is the key to victory. You are to enter the reception at the Mandragora in the Upper Town. The Duchess instructs you to don appropriate attire, and meet her there.

PREPARATIONS FOR A PARTY

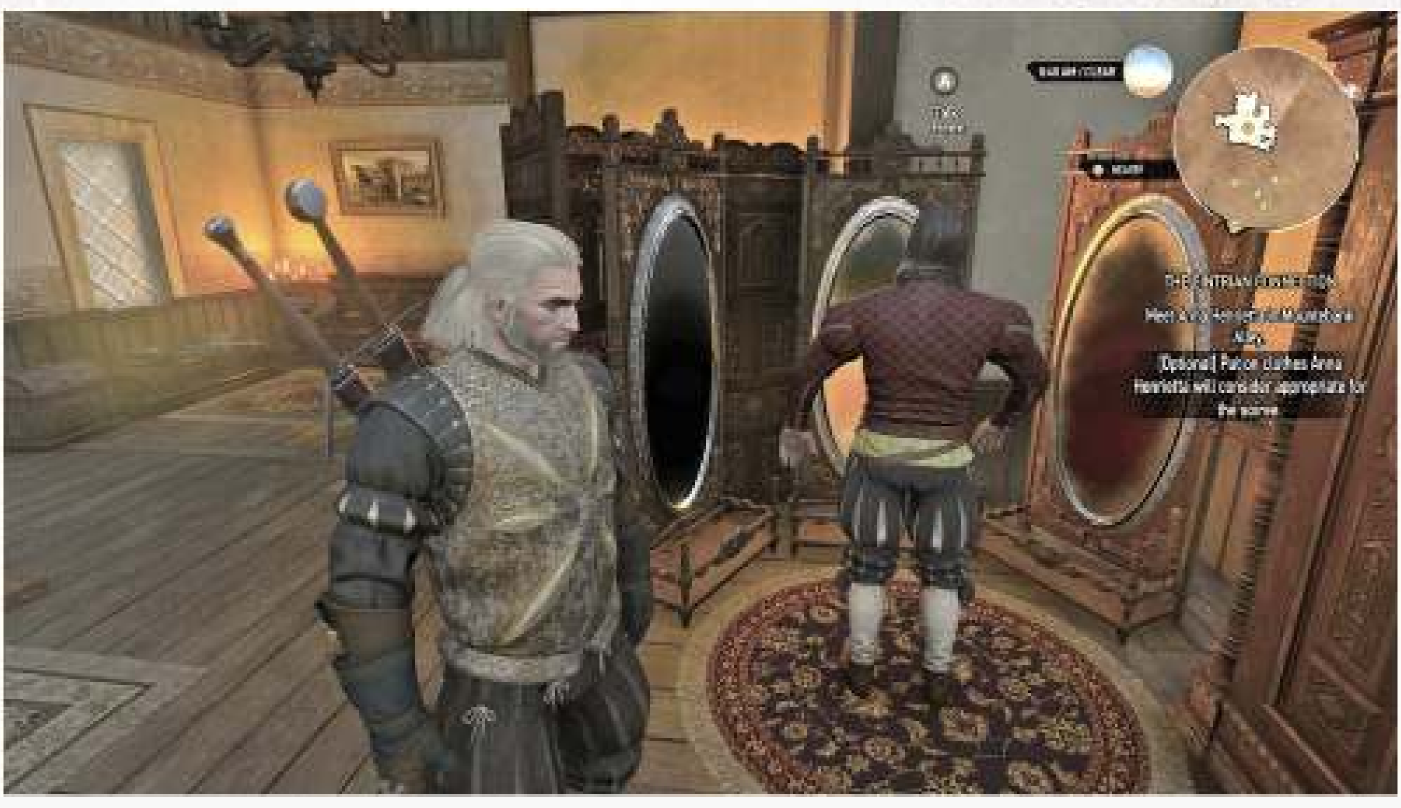
OBJECTIVES

- (Optional) Put on clothes Anna Henrietta will consider appropriate for the soiree.

Pierre the Tailor

Prior to visiting the evening's soiree, you have the option to dress up in something a little more becoming, rather than the sweat-and-blood soaked armor ensemble you're currently wearing. There are a number of options. You can don any attire you have previously purchased from the following Tailor merchants, or visit them to purchase some attire:

- Head to the Tailor's Workshop close to the palace bridge, just northwest of The Gran'place, visit Pierre the tailor, and don an elegant Beauclair outfit (Doublet, boots, and pantaloons for around 600 crowns).



Items: Elegant Beauclair Dublet, Boots, Pantaloons

- Journey to Novigrad, and visit Eilhal the Tailor, purchasing something Nilfgaardian in nature from his collection.
- Don the Ornate Robe you came across in your Hearts of Stone journeys.
- Or you can simply ignore the Duchess' request, and turn up looking like a white-haired monster hunter, in your usual garb.

Each outfit garners a different response from the Duchess (and an elegant Beauclair outfit is automatically given and worn if you turn up unchanged, meaning you might wish to forgo the expenses of the tailor!).

OBJECTIVES

- Meet Anna Henrietta in Mountebank Alley.

Once you're suited and booted for the festivities, take a stroll to the alleyway close to the soiree, around the corner from the Herbalist shop and across from Lady Orianna's Estate (just northwest from the Metinna Gate signpost). Be on the lookout for groups of thugs hunting Geralt around the city. After nightfall, the Duchess arrives, gives you a mask to wear (which you can ask about if you wish), before you agree to head inside. The plan is to find the Cintrian by locating his partner, Cecilia, first. Speak to the doorman (asking about the evening's performances if you wish), before mentioning Cecilia Bellante's name. Though the doorman can't tell you where she is, he does give you a clue; seek the Koviri orchid. Stepping inside and onto a stone balcony, Anna points out the owner of this property is Orianna, after which the search for Cecilia begins.

The Man From Cintra

You Arrived And Trouble Followed Soon After

DANGER ALERT SPOILER ALERT

B&W

THE MAN FROM CINTRA

RELATED QUESTS: Main Quest: Wine is Sacred, Main Quest: Capture the Castle

LOCATIONS: San Sebastian Guard Post (Unmarked), Tailor’s Workshop (Unmarked), Lady Orianna’s Estate, Metinna Gate

CHARACTERS: Her Illustrious Highness, Duchess Anna Henrietta, Captain Damien de la Tour, Pierre the Tailor, Dorian Vilesse, Lady Orianna, Emiel Regis Rohellec Terzieff-Godefroy, Dettlaff van der Eretein

OBJECTIVES

- Join Anna Henrietta at the guard post in the port district.

QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: Wine is Sacred.

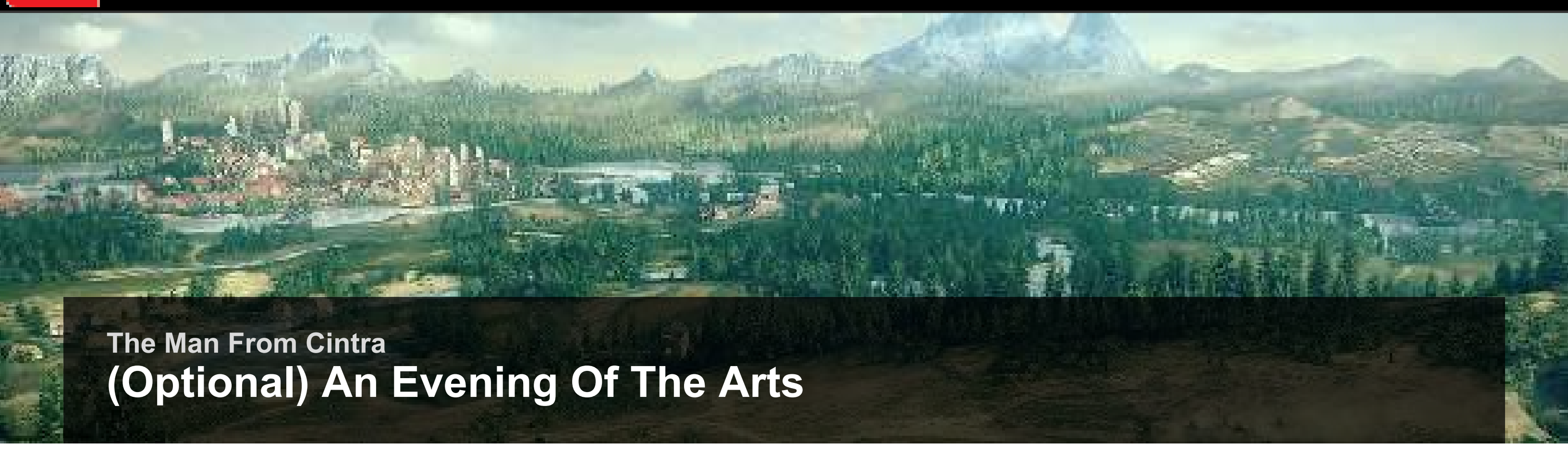
Draw Me Like One Of Your Zerrikanian Girls

OBJECTIVES

- Search the alcoves for a woman with a Koviri orchid in her hair.

Dorian Vilesse

Assuming you've finished (or ignored) your new career as an avant-garde artist, the premises need to be searched for a woman with a Koviri orchid. Walk along the long gallery of arches, until you spot an alcove on your left that you can enter. You and Anna stumble into a painter's studio, with a model wearing such an orchid, and very little else. Optionally compliment the artist on his portrait, then ask the model if she is Cecilia Bellante. It appears Cecilia tossed the flower into the audience after her performance, and the model caught it. But she does remember seeing a nobleman; he gave Cecilia a heart-shaped box, in fact. They were last seen at the refreshment tables.



The Man From Cintra

(Optional) An Evening Of The Arts

OBJECTIVES

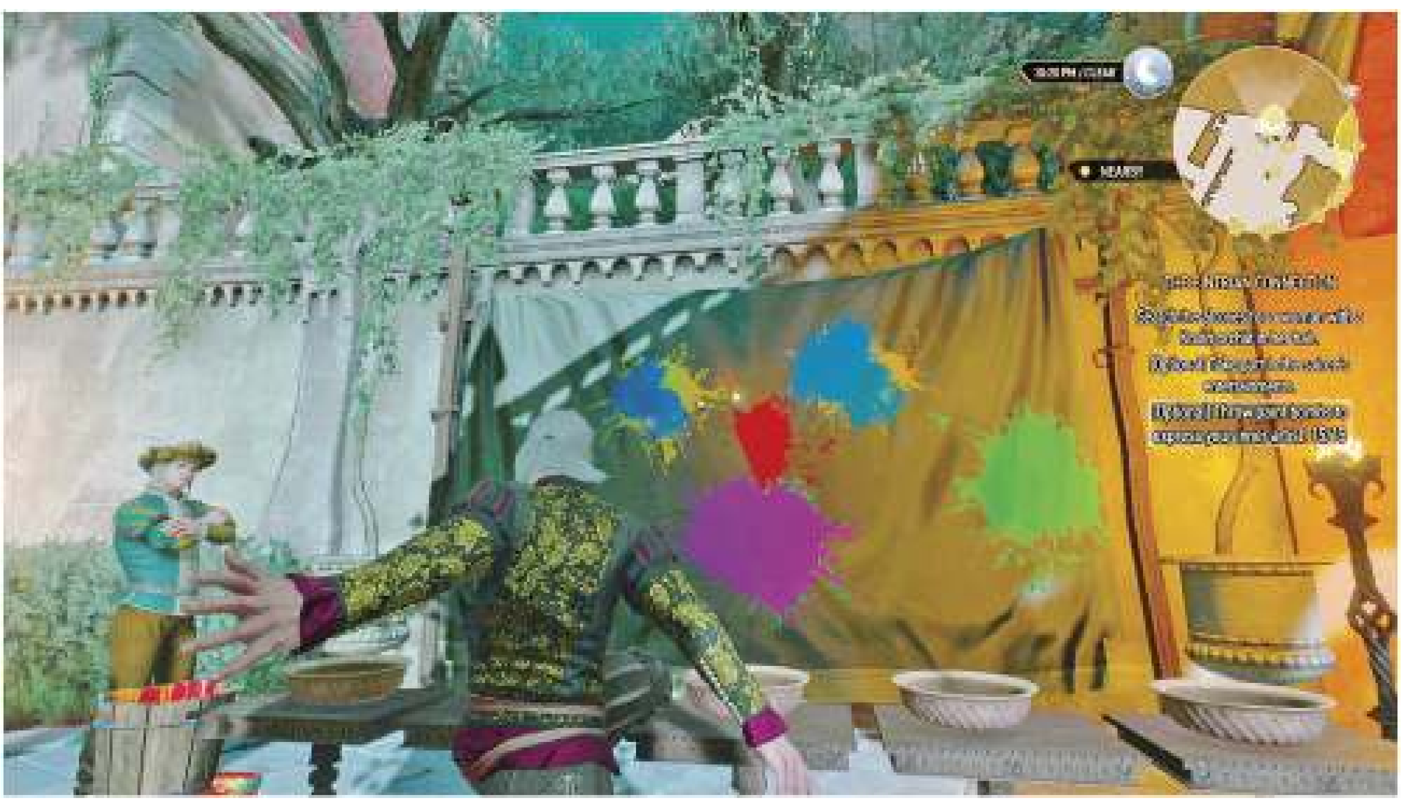
- (Optional) Take part in the soiree's entertainments.

There are a number of optional activities to engage in as you surreptitiously investigate the estate of Lady Orianna. Why not attempt any (or all) of the following?

PAINTING THE TOWN RED (AND BLUE)

OBJECTIVES

- (Optional) Grab some paint balls. Throw paint balls to express your inner artist.



Perhaps you have an artistic side that wishes to be let out during the festivities? Visit the artist standing by the archway at the bottom of the balcony steps (to the left), and gather a handful of paint balls from one (or more) of the five bowls on the table in front of a large canvas. You are encouraged to express yourself, which means lobbing paint. What fun!

Items: Paint Ball (3)

A TIPPLE OF ABSINTHE

Check either of the small, circular tables by a pillar near the paint-throwing for a shot (or two) of absinthe, the preferred hooch of artists.

MIME THE GAP

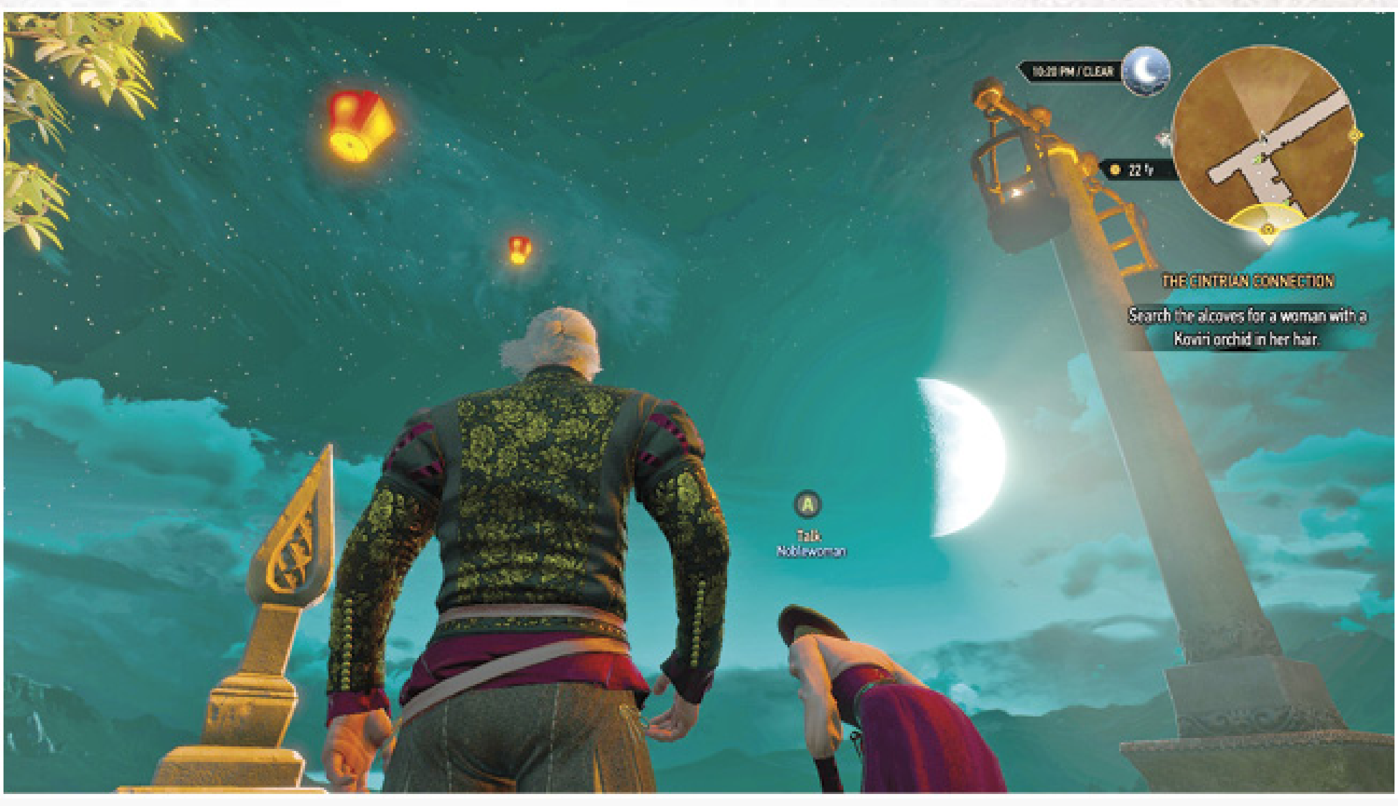
Betwixt two rugs a duo of mimes are playing a game of tug of war, with a rope that only exists in your mind's eye. Feel free to pull the "rope," so both mimes are sent tumbling. The effect is strangely satisfying.

SIT A SPELL

"Look at the mage! I believe he's casting spells," remarks the Duchess, pointing at the Ofieri chap sitting on a magic carpet "floating" over the pond by the statue. The Great Kalesti is more than a purveyor of parlor tricks. Watch his magical dolphin conjuring; it will make you a believer!

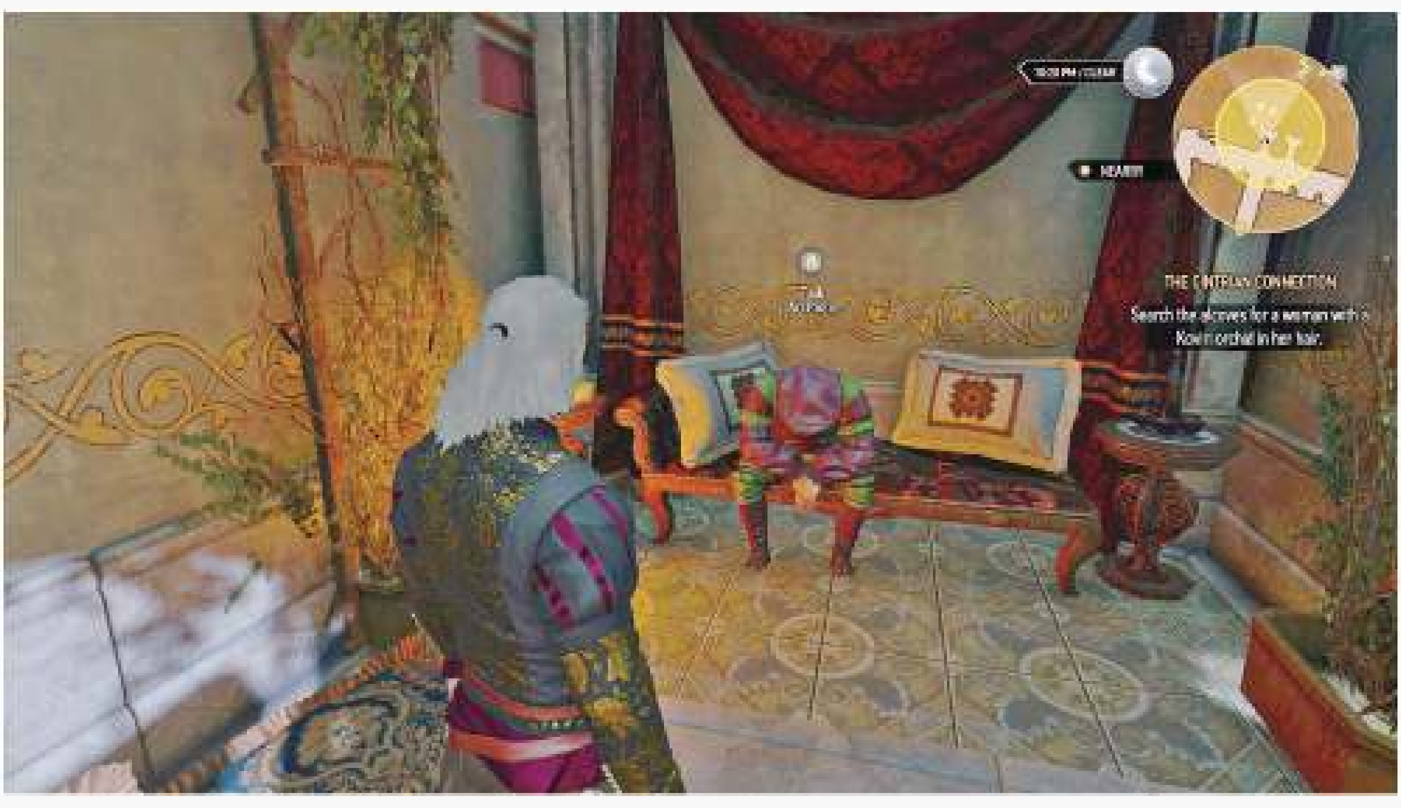
FULL OF HOT AIR

Over on the balcony, there are a number of lanterns to light; ignite any you wish to send it drifting upward into the night sky.


10:20 PM / CLEAR
22
THE CINTRIAN CONNECTION
Search the alcoves for a woman with a Koviri orchid in her hair.
Talk
Noblewoman

OPTIONAL ALCOVE (NORTH): "PRETENTIOUS, MOI?"

Peer into the northern alcoves and spot a slumped drunk. Another alcove along the northern gallery of arches features a forlorn fellow with his head in his hands, crestfallen at being described as pretentious. He has very little to offer you except a look into the mind of a man with a deflated ego.


NEARBY
THE CINTRIAN CONNECTION
Search the alcoves for a woman with a Koviri orchid in her hair.

OPTIONAL ALCOVE (SOUTH): UPTIGHT ARTISTS

Check the southern alcoves to overhear the trading of stolen paintings between two patrons. Another alcove along the southern side of the estate features a furious art patron and his muse, who aren't happy about "Cecilia" performing earlier in the evening. They wish to be alone. Oblige them.

Lady Orianna (human form)

The doorman arrives with Orianna herself, who orders Cecilia's body removed. She recommends you all sit, and she will tell you everything she knows. You all retire to Orianna's private balcony where she reveals she caught the Cintrian rifling through her possessions. She attacked him, striking his head on a picture frame before he drew a knife.

She managed to knock the weapon from his hand and push him, causing him to fall out of the window. That's some impressive strength and dexterity! Optionally mention the fellow's impudence, before revealing your hypothesis for what the thief came here for.

You produce the jewel you found, and Anna Henrietta is shocked; that's the Heart of Toussaint! She claims she bought it years ago. The jewel's importance is revealed as Anna tells you it is her family heirloom once thought lost. It seems you aren't seeking the Cintrian thief, but rather his employer. To this end, the hunting knife you found may hold a clue; it has an emblem on the hilt. The Duchess recognizes it as a crest used by the lords of Dun Tynne. Ask about the family if you wish (the family's last heir, Roderick, recently restored the castle from ruins), before agreeing to investigate the Dun Tynne estate.

The doorman interrupts your talk, leaving you and Anna to speak in hushed tones; optionally about Orianna, as well as talking of the drawing of the jewel found in the thief's tool bag; sketched on the same paper the victims' names were written on. You're beginning to see the wine and the jewel were both linked intrinsically to Anna herself. The Duchess then reveals her own sister could be among the schemers! Banished from the duchy when they were children, you can ask about her sister's involvement, and reasons for Syanna's removal in the first place. Your next task is to find the Duchess's sister. The Duchess tells you that Syanna can't be harmed. You can either promise her you'll see no harm comes to Syanna, or that you'll see.

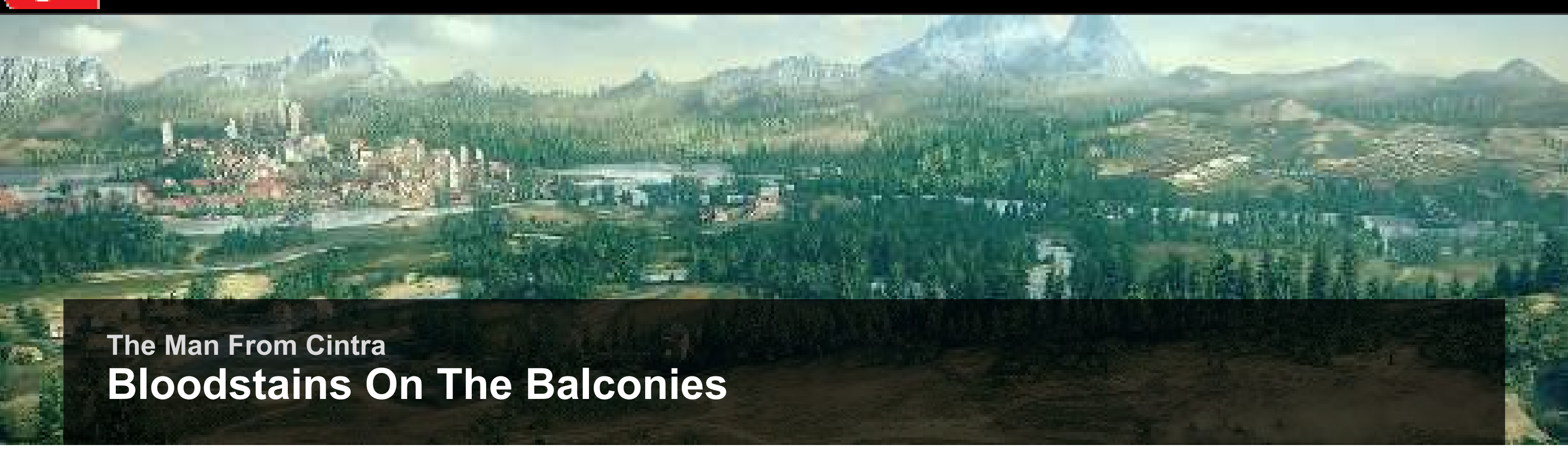
Madame Orianna returns, bringing two highly-unexpected guests with her; Regis and Dettlaff! They are lending their combined resources to your hunt. Apparently, Orianna has known Regis for ages. Answer her as you wish, before Dettlaff pipes up regarding a purely theoretical reason a monster might kill for; "when loved ones are at risk and require protection" is the example he gives. Answer as you wish.

Emiel Regis Rohellec Terzieff-Godefroy (human form)

Dettlaff van der Eretein (human form)

You excuse yourself and accompany Regis to obtain another bottle of wine. You have two optional conversation choices to try: asking about coincidence and inquiring about how he knows Orianna. Then mention you know the blackmailers' location and now both the Duchess' sister, and Dettlaff's lover must be extricated from the Dun Tynne castle!

Back at the banquet table, the Duchess bids everyone farewell, and you speak to her in private. Optionally ask whether Dettlaff told her anything about himself, before remarking about the interesting evening you've had. The Duchess then informs you that her guardsmen are to support you in the forthcoming infiltration of Dun Tynne castle. You are to meet them at Count de la Croix's mill. The quest then concludes.



The Man From Cintra

Bloodstains On The Balconies

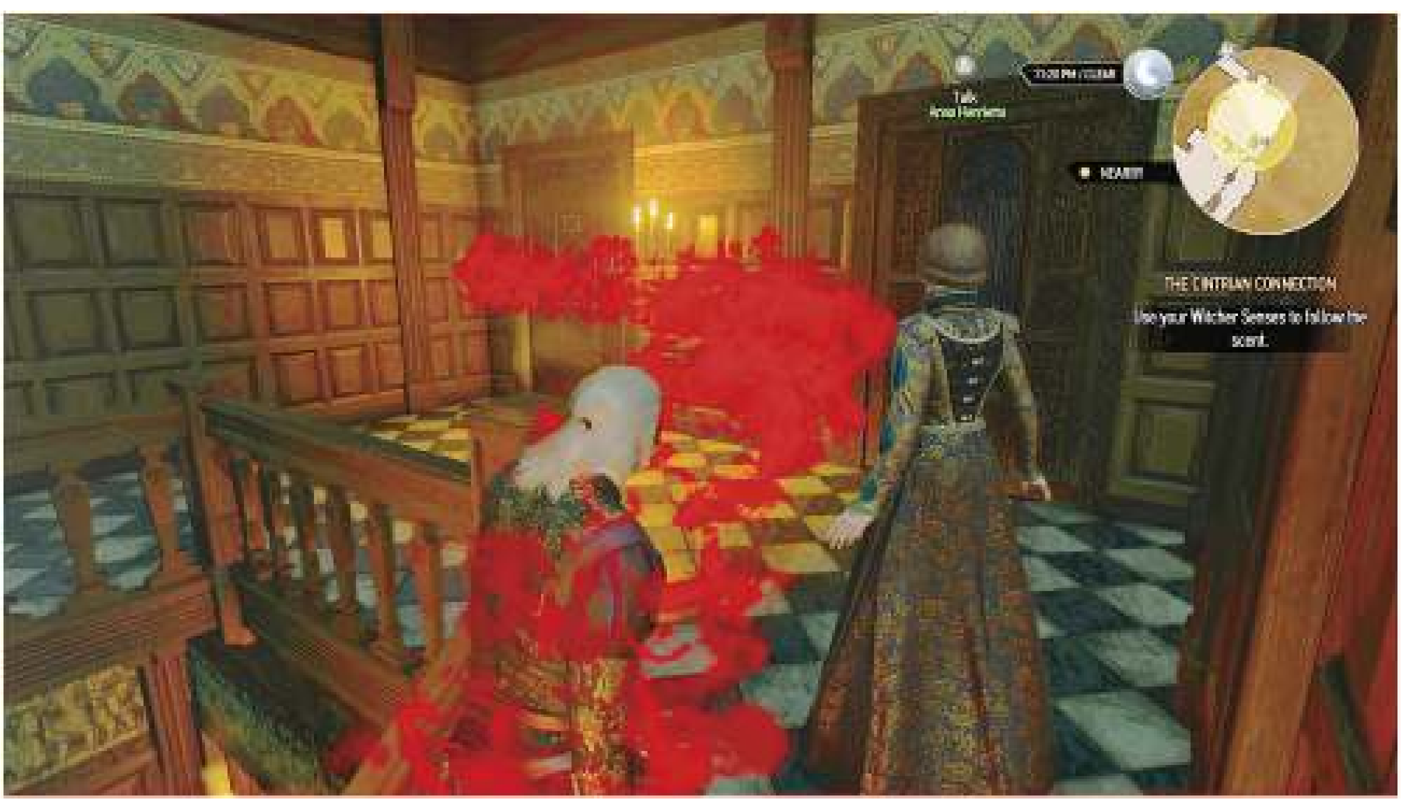
OBJECTIVES

- Use your Witcher Senses to search the refreshment tables.
- Use your Witcher Senses to follow the scent.

Stroll over to the lavish circular food tables, and begin to search the area for clues regarding the last known location of Cecilia and the Cintrian:

- You can optionally inspect the names of the three paintings with a decidedly modern design.
- There's a lute leaning against a support pillar. The instrument is a little like Dandelion's.
- Another table has a love-letter on a napkin; treacly refuse.
- An empty, heart-shaped box sits on one of the tables. Cecilia must have left it behind. However, the scent from the box still lingers.
- Follow the scent trail from the tables, around the long gallery of arches, passing the painter, and around to the balcony overlooking Toussaint. Head right (south), into the Mandragora building itself.

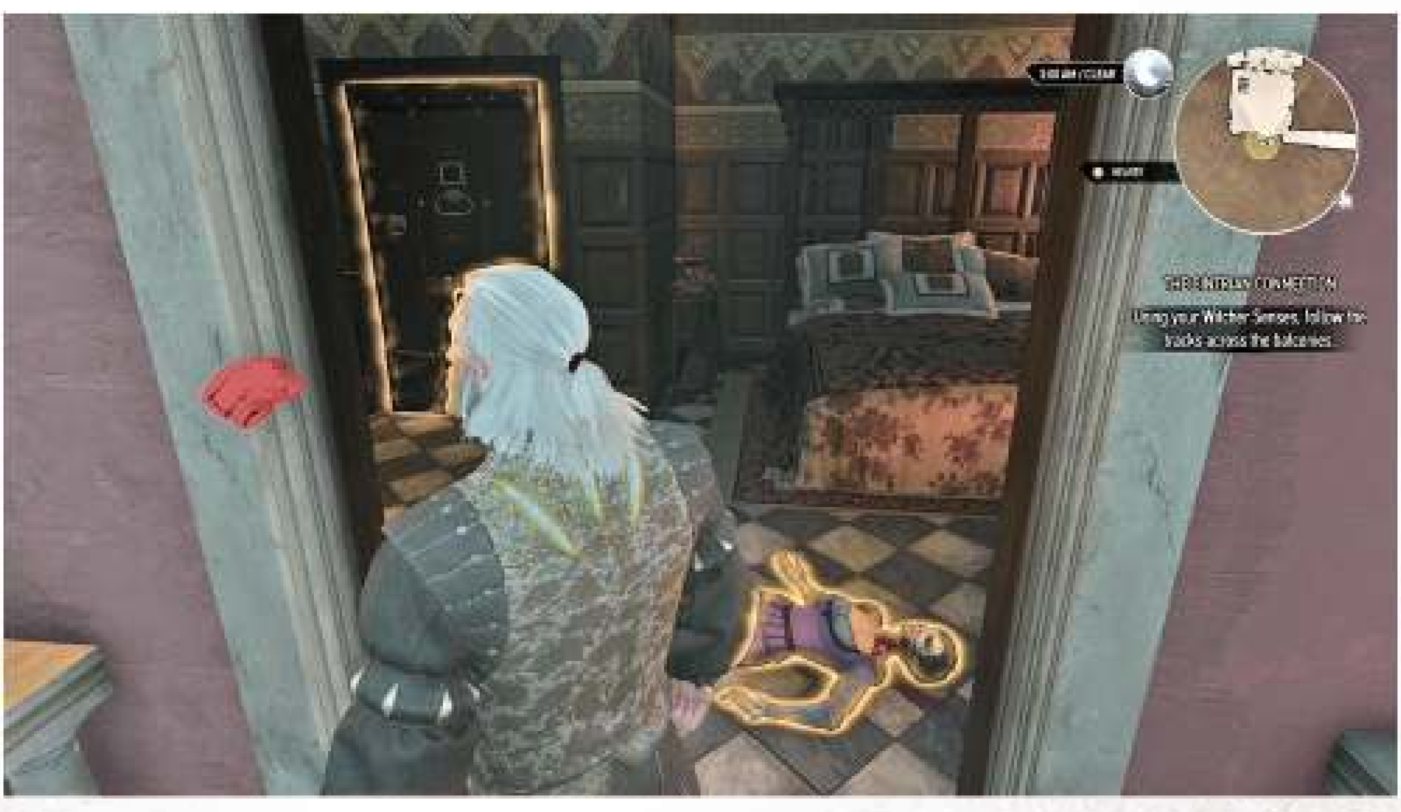
Your path is blocked by a doorman, but when the Duchess mentions the need to figure out a way in, the doorman recognizes her voice. Optionally ask the man for his discretion, then ask if he's seen Cecilia. Apparently, she's in her dressing room with the nobleman. The man's description fits that of the Cintrian. While the Duchess stays by the door, you're allowed upstairs. Continue to follow the scent trail up the steps, across the hallway, and into Cecilia's chamber.



OBJECTIVES

- Using your Witcher Senses, follow the tracks across the balconies.

Your investigation in Cecilia's room gets off to a horrific start, as she won't be singing any more arias. It seems her lover slit her throat. Use your Witcher Senses, and make careful examination of the crime scene as Anna heads off to find help.


NEARBY
THE CINTRIAN CONNECTION
Using your Witcher Senses, follow the tracks across the balconies.

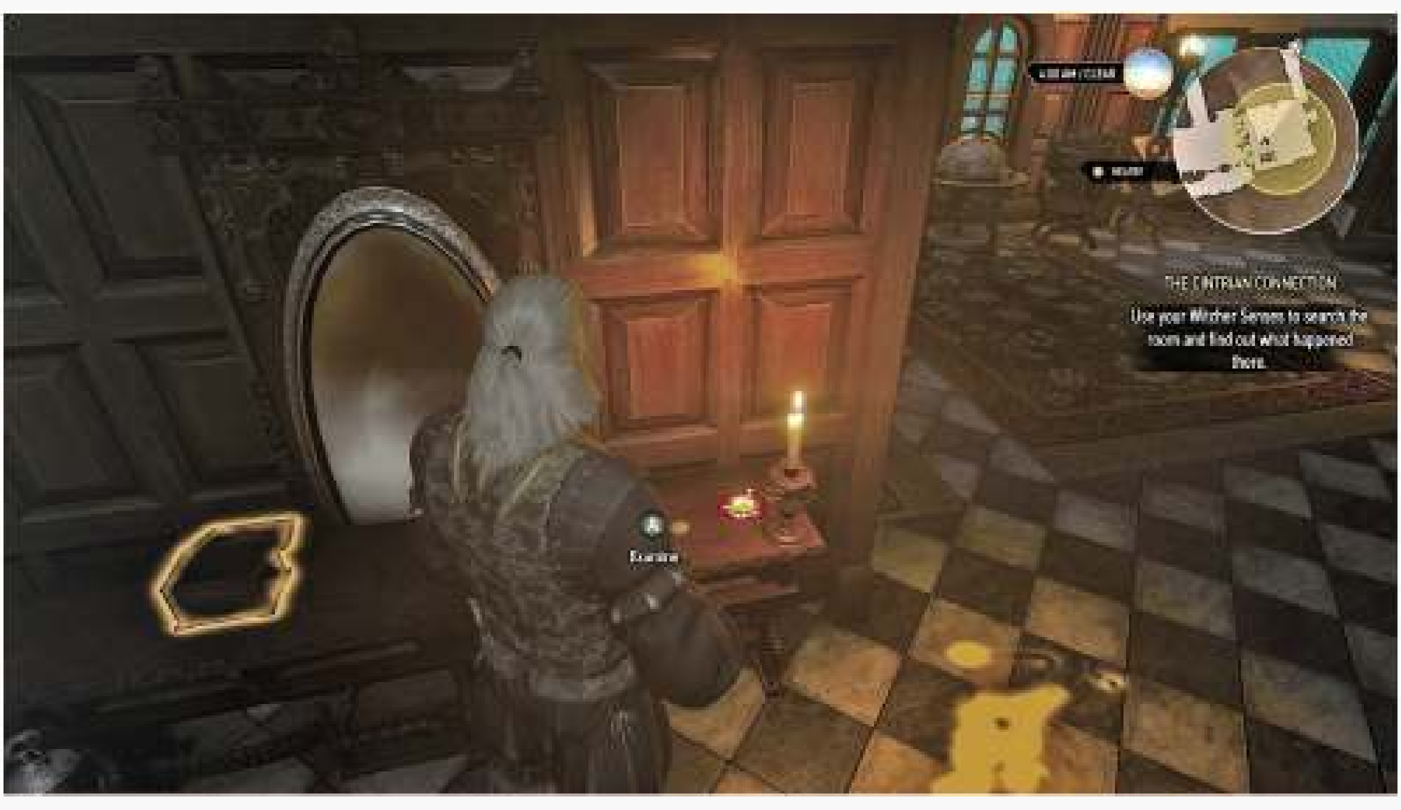
- Cecilia's corpse is bleeding out, and the murderer left a bloody handprint.
- There are muddy tracks leading onto an exterior balcony. Follow them.
- Climb and scoot across the door placed from one balcony to another; this impromptu platform proves the killer is clever as well as strong.
- Follow the prints to a ladder, climbing it to an upper balcony, and into a top-floor bedroom. Your objective updates.

OBJECTIVES

- Use your Witcher Senses to search the room and find out what happened there.

Make a lengthy inspection of this new chamber, and find the following clues:

- Over on the wall is a broken mirror; someone slammed into it before sinking to the floor.
- On a side table is an empty inkwell, knocked over and turned toward the room.
- A painting with a cut canvas hangs over the table with spilled ink. Close to the door lies a hunting knife.
- A wall sconce is bent and smeared with blood. Did someone try to grab it?
- There's blood on one of the window frames. Did someone climb or fall out?
- Bloodstains on the checkered floor near the bed.
- Nearby on a dressing table is a jewelry box with a broken lock; picked open, you reckon. Next to it is a precious stone to examine. It has a bloody fingerprint on it; the thief came for this item. There are tiny chain links next to it; signs of a struggle.


NEARBY
THE CINTRIAN CONNECTION
Use your Witcher Senses to search the room and find out what happened there.
Examine

You surmise that there was a fight with a thief, who was surprised while searching this room. An ensuing struggle ended with the Cintrian being forced out of the window. It seems Cecilia was not the only victim.

Items: Decorated Hunting Knife, Valuable Jewel

Capture The Castle

Assault On Dun Tynne: Meeting And Beating Roderick

DANGER ALERT SPOILER ALERT

BAW

CAPTURE THE CASTLE

RELATED QUESTS: Main Quest: The Man from Cintra, Main Quest: The Night of Long Fangs
LOCATIONS: Lady Orianna's Estate (Unmarked), Metinna Gate, Count de la Croix's Mill, Dun Tynne Castle
CHARACTERS: Captain Damien de la Tour, Roderick of Dun Tynne, Emiel Regis Rohellec Terzieff-Godefroy, Dettlaff van der Eretein, Syanna (Rhenawedd), Her Illustrious Highness, Duchess Anna Henrietta
ENEMIES: Dun Tynne Guards, Roderick of Dun Tynne, Cael, Peeps, Nazairi Bandits, Iron Borg

OBJECTIVES

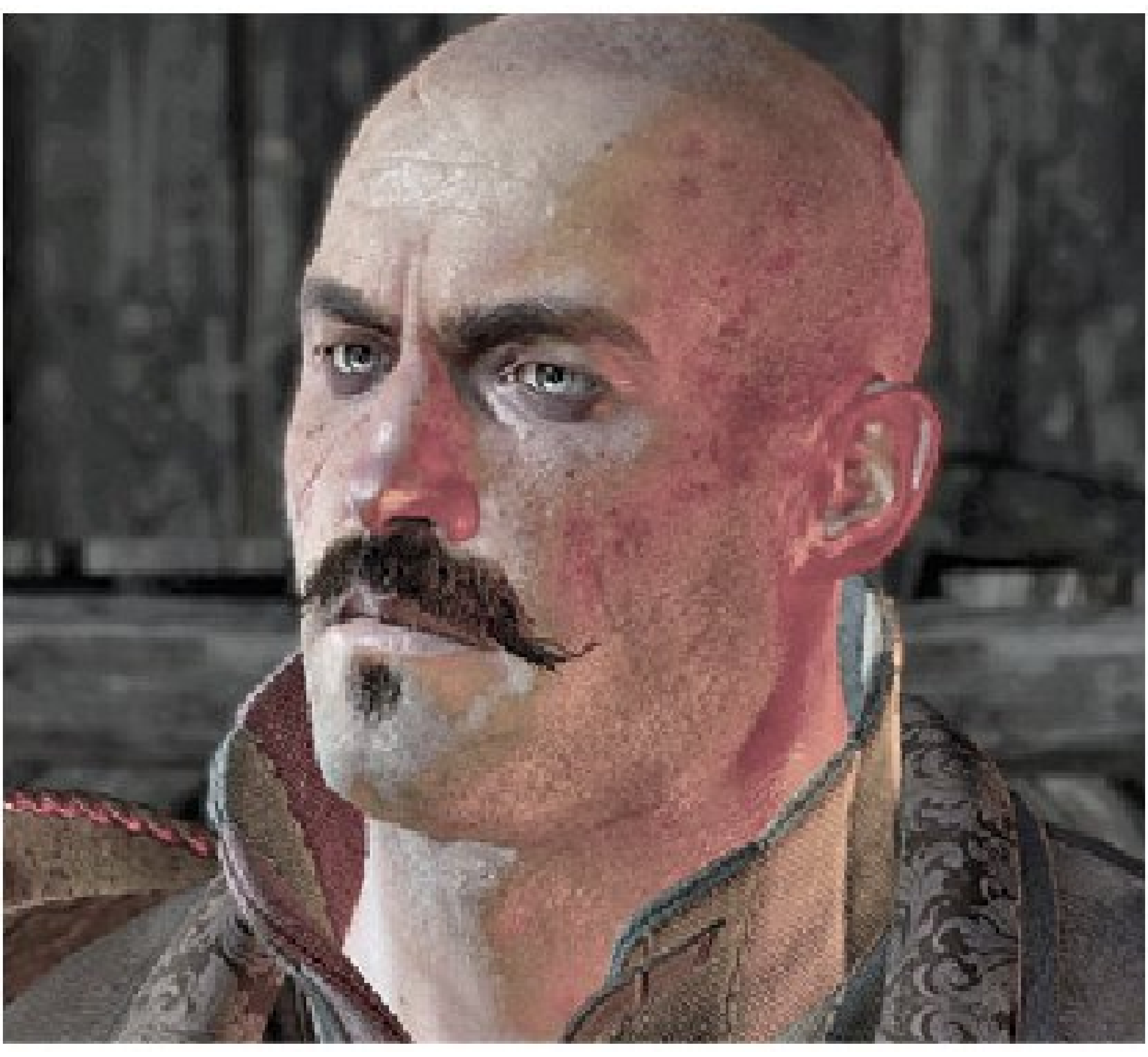
- Meet Damien at Count de la Croix's mill after midnight.

QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: The Man from Cintra.

CORRECT COMBAT PREPARATION

The assault on Dun Tynne requires a good amount of battling, so feel free to meditate and prepare before agreeing to journey with Damien and his forces. Also remember to change from your evening wear to something more "armored," before you go!



Captain Damien de la Tour

Descend from the Palace, down through the city streets, then across the bridge to the water-side location of Count de la Croix's Mill. Damien and two of his men, having arrived at the mill at midnight, await Geralt. Damien has formulated a two-point plan of attack; to find Her Grace's sister, and capture the men who blackmailed the vampire. Damien points to a central keep, which you need to reach. Roderick's men include his own forces, with an additional group of mercenaries. This is likely to be a bloodbath. You decide to attempt both objectives simultaneously; your plan is to sneak into Dun Tynne, find the sister, and ensure her safety.

OBJECTIVES

- Search Dun Tynne for Syanna and Rhena.

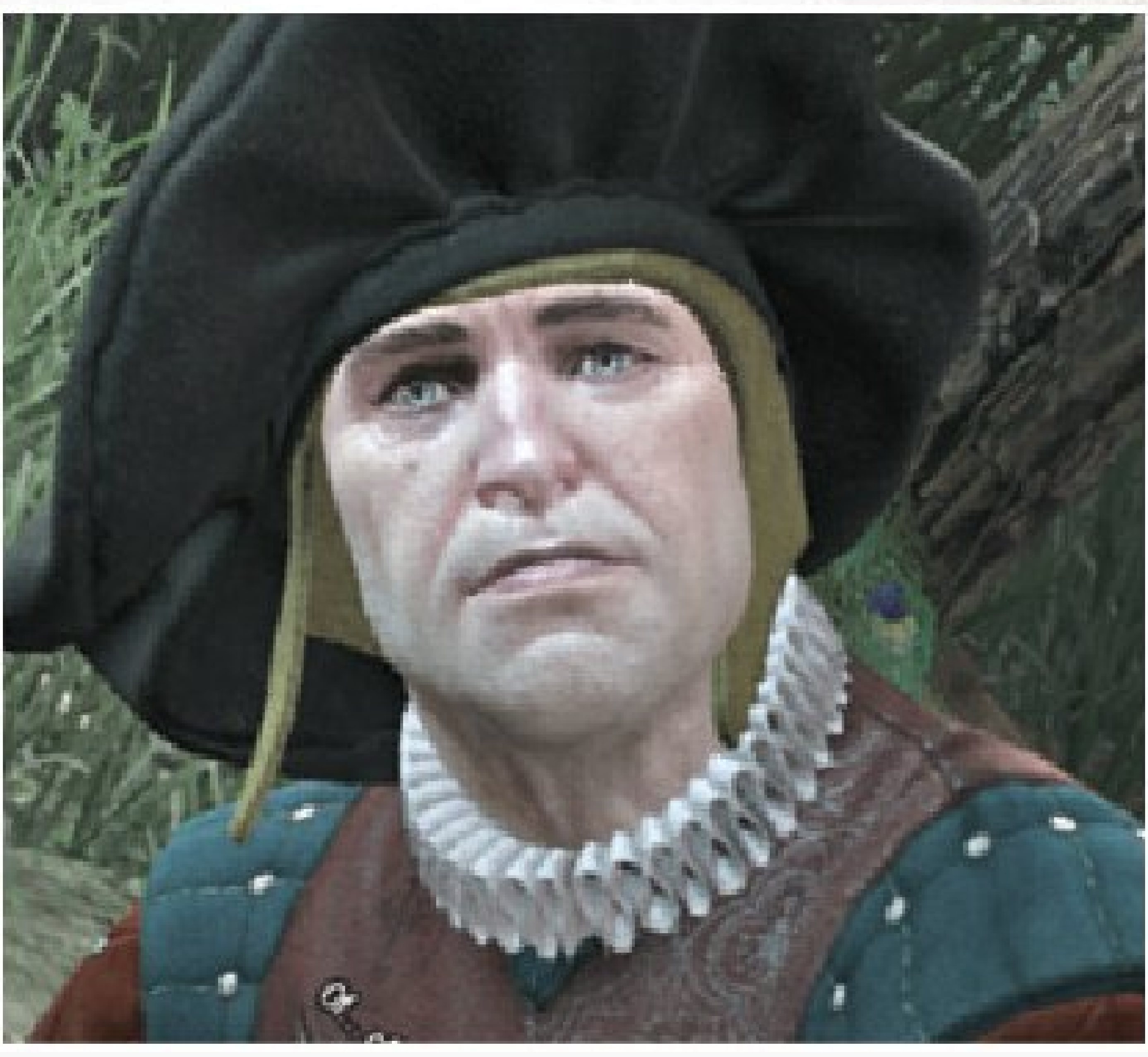
You ride to Castle Dun Tynne, hop over the wall, and introduce yourself to four of the castle guards. Slay them in the immediate area; then head to the gatehouse archway where two more Dun Tynne guards need to be slaughtered. Head roughly southeast, through the gatehouse archway.

SLOW SPEED AHEAD: NOT FAST AND DEAD

The following massacre occurs as you wade through opposition forces during your storming of Castle Dun Tynne. It is imperative you take your time, battling each foe you see (using the mini-map to guide you), rather than racing through the fortification, as you can be easily swamped if you're too hasty. See the gameplay scene to see some of the unexpected endings of those involved.

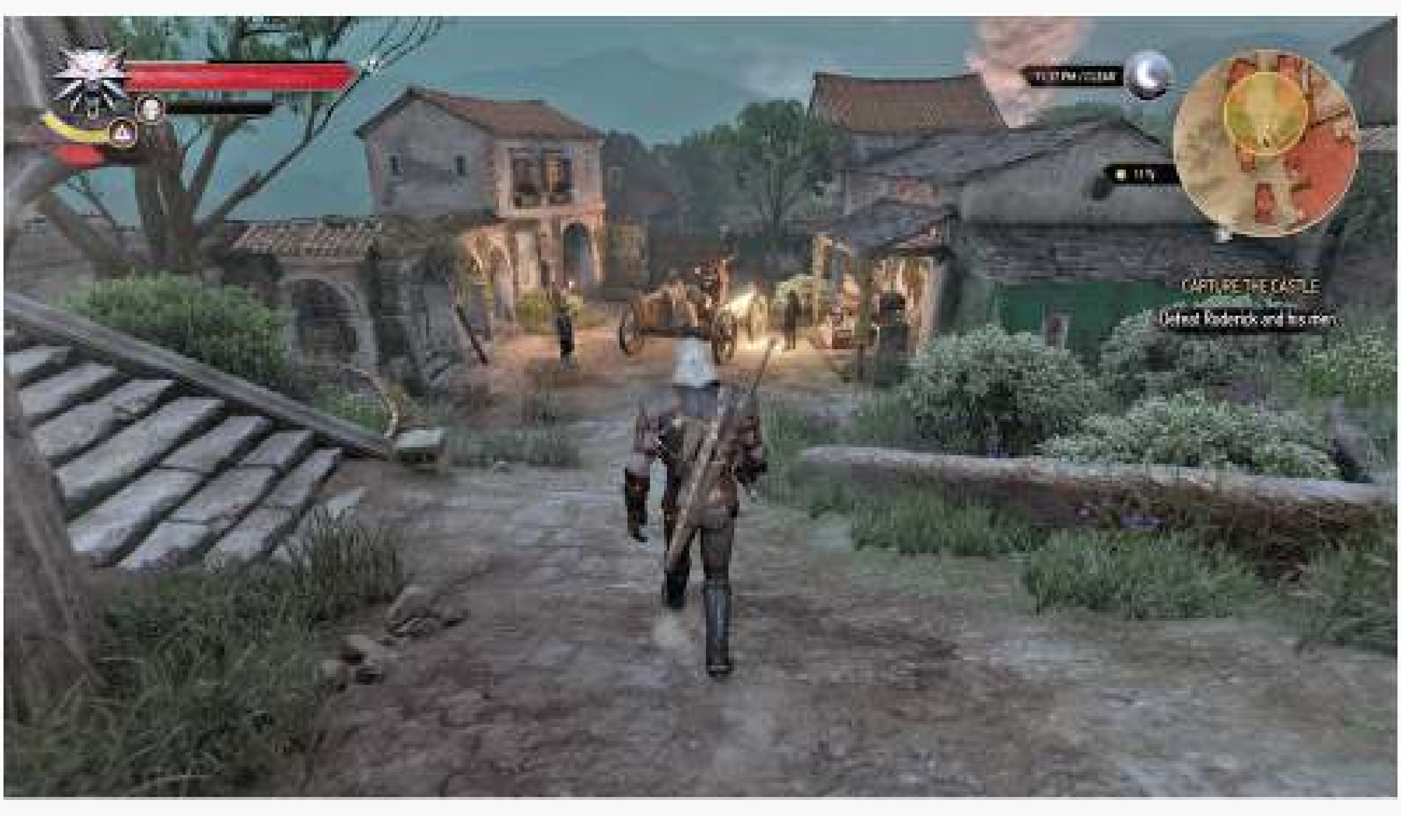
OBJECTIVES

- Defeat Roderick and his men.



Roderick of Dun Tynne

Emerge from the gatehouse and head along the paved thoroughfare, stopping to remove a trio of guards before reaching a cart near a wooden gate and small belltower. A further six guards, including Roderick himself, are milling about the cart. Offer no mercy to the armored enemies, but temporarily stop your bloodletting when Roderick (who is still alive after your beating) begs you for mercy. Ask him about the Cintrian's forces, as well as the female hostage. He informs you they are all in the Keep; Syanna is in the top floor of the tower. He knows nothing of a hostage.



After answering your questions, you can:

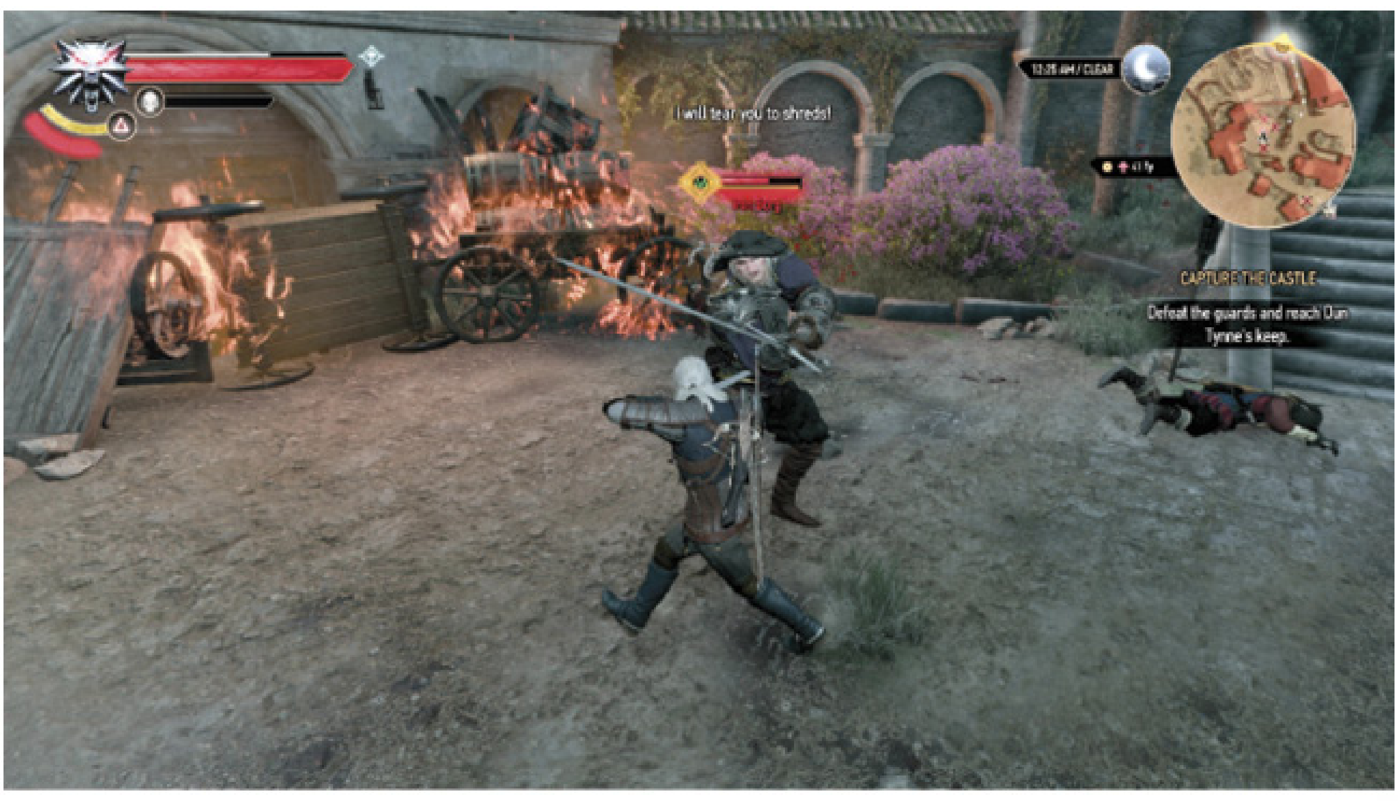
- Give him something to press against his wound to staunch the bleeding, saving his life.
- Answer "not my problem," and leave Roderick to die.

Capture The Castle

Assault On Dun Tynne: “We Thought You Might Need A Little Help”

OBJECTIVES

- Defeat the guards and reach Dun Tynne’s keep.


I will tear you to shreds!
12:25 AM / CLEAR
CAPTURE THE CASTLE
Defeat the guards and reach Dun Tynne's keep.

Head through the open gates, into a bailey courtyard where the Dun Tynne troops are fighting off Damien’s forces. Continue along the paved pathway, slicing down one confused guard, and then a group of Nazairi Bandits. Watch out as one of them is a particularly tough Iron Borg! Check the lower stepped area so you aren’t attacked from behind. If you choose not to engage the Iron Borg, and instead hide, you will later find the Borg at the Dyn Tynne main square.

Continue your merry way along the buttress-walled battlement balcony, bringing down another set of Nazairi bandit troops. To the right of the balcony, some Nazairians work to free the dogs from a burning kennel. When you reach the circular veranda, a large number of castle crossbowmen waylay you.

Dettlaff van der Eretein

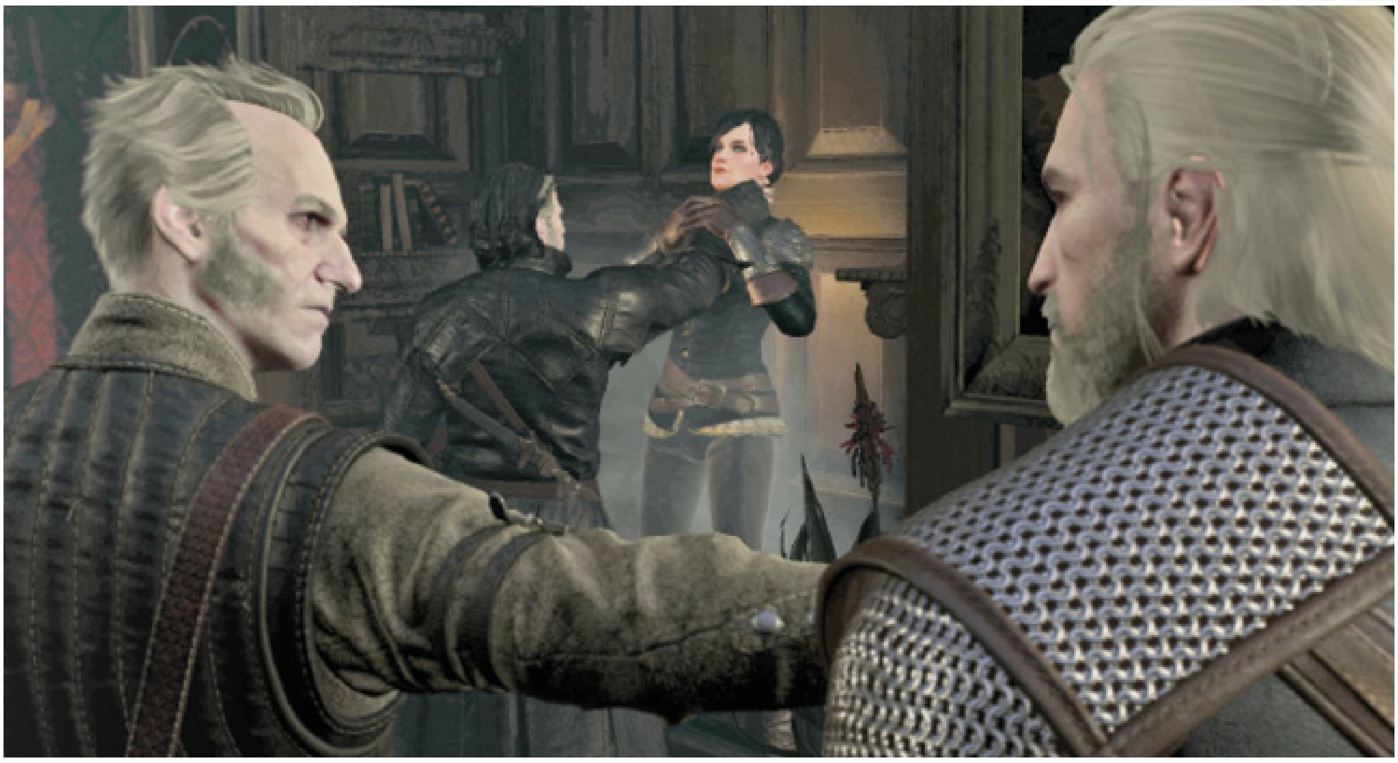
A little unnerved by a flock of ravens landing on the tile roof, the Dun Tynne troops are surprised as a cloud of mist descends on their forces. Unable to see, the enemy hears only the screaming of their own. When the mist clears, the entire squad of foes lies dead, the last of the troops receiving a mauling at the claws of Dettlaff and Regis, who claim they are here to help.

This solves the problem of the troops on the veranda, allowing you to push into the inner courtyard. There’s little time to admire the purple shrubbery; engage around eight mercenary bandits, watching as your vampire friends make extremely quick and short work of anyone you’re not fighting. Turn north, advancing on the keep itself; expect around a dozen more troops (including some troublesome bowmen); amid the chaos and bloodshed, your friends provide invaluable support, so check your mini-map to ensure you’re mopping up foes without racing past any. Check the formal gardens and fountain and slay any stragglers.

Capture The Castle

Assault On Dun Tynne: Rhenawedd Revealed

After the blood has flowed like wine, you meet up with Dettlaff and Regis, and the three of you head into the keep, and up the tower. After easily removing the guard to his beloved's cell, Dettlaff is reunited. But what of Syanna? Regis and you speak about where the Duchess' sister could be. When you interrogated Roderick, he says that he doesn't know anything about a kidnapping and tells you that the girl is in the Dun Tynne main building packing her things. It doesn't take a genius to work out Syanna and Dettlaff's beloved are the same person!



Dettlaff is both angry and incredulous when you explain Syanna was banished as a child, but recently returned and ran a bandit group from this location. Dettlaff was a useful plaything as part of a plan to get revenge on the people she blames for her fate. A clearly infuriated Dettlaff leaves abruptly after nearly throttling his now ex-lover; Regis hopes to a location where he can soothe his nerves.

Syanna (Rhenawedd)

Her Illustrious Highness,
Duchess Anna Henrietta

The Night Of Long Fangs (Part 1)

Your Grace…Vampires!

DANGER ALERT SPOILER ALERT

! BAW THE NIGHT OF LONG FANGS (PART 1)

RELATED QUESTS: Main Quest: Capture the Castle, Main Quest: Blood Simple, Main Quest: The Night of Long Fangs (Part 2)

LOCATIONS: Beauclair Palace, Bank of Beauclair (Unmarked), Lady Orianna's Estate (Unmarked)

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Her Illustrious Highness, Duchess Anna Henrietta, Captain Damien de la Tour, Palmerin de Launfal, Lady Orianna, Guillame

ENEMIES: Alps, Bruxa, Garkains, Fleders, Katakans

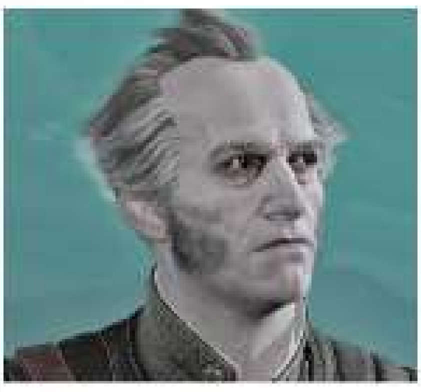
OBJECTIVES

- Kill the vampire.

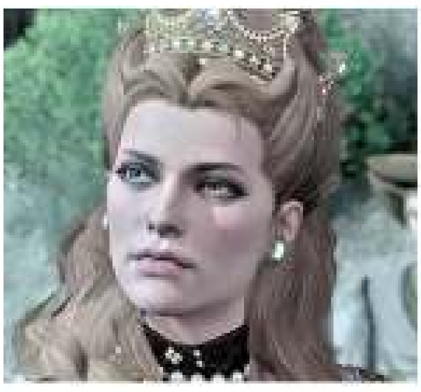
QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: Capture the Castle.

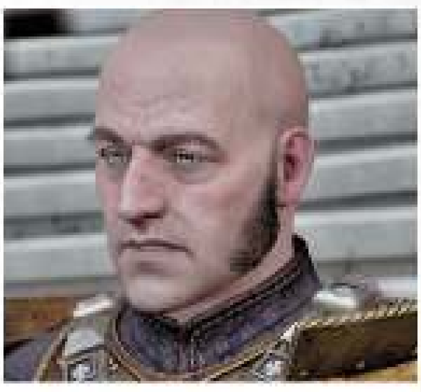
A few days pass. Both Regis and yourself are summoned to the Palace. You're empty-handed, having failed to find Dettlaff (or even a lead to his location). Answer Regis as you wish. On the highest balcony of the Palace, Palmerin is informing the Duchess that the population is demanding Syanna be punished for her crimes. She refuses (in no uncertain terms); Syanna is not about to be lynched. Palmerin warns of an uprising, but Anna Henrietta waves off this threat; the accursed vampire must be removed from Toussaint first.



Emiel Regis Rohellec Terzieff-Godefroy



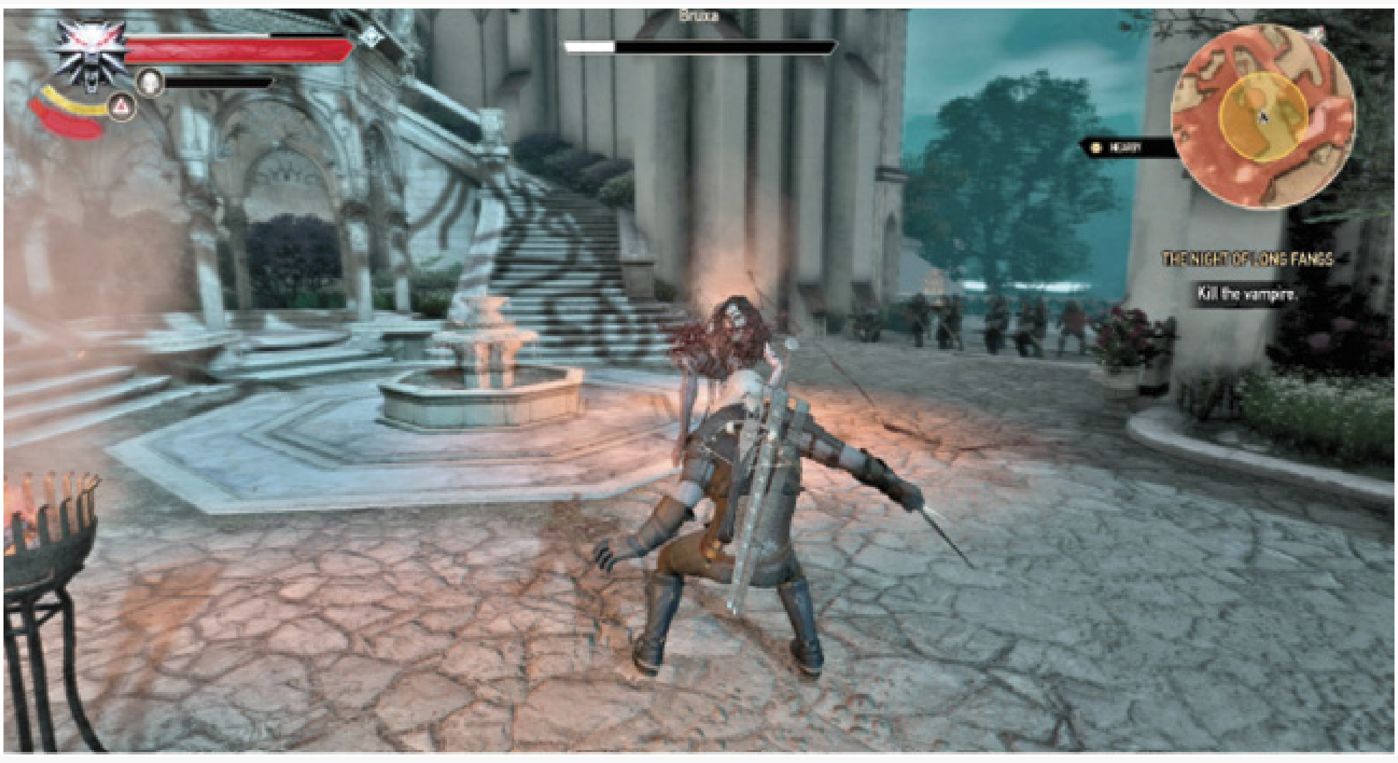
Her Illustrious Highness, Duchess Anna Henrietta



Palmerin de Launfal

The Duchess' patience is at an end. She asks curtly where Dettlaff is. Answer her as you wish. After a fox-hunting analogy, you can reply with a subservient or flippant response (as you wish), irking the Duchess. It is almost a relief, then, when Regis' explanation of Syanna's actions is interrupted by a crawling, badly-wounded guardsman. Vampires are attacking the city!

As the bells toll, a helm comes rolling down the stone steps. A Bruxa has infiltrated the highest perches of the Palace! While Regis escorts the Duchess away, you step up to the plateau, and must engage the Bruxa in combat. Make short work of this sinewy bloodsucker, using the same tactics you attempted during the Bruxa combat back in Corvo Bianco.



The Night Of Long Fangs (Part 1)

Vampire And Princess: Born Under The Black Sun

Regis appears after the bout. A serious plan is called for. You tell Regis he mentioned something about drawing Dettlaff out; a method too dangerous to use thus far. After Regis explains the method is likely to be much more than simply “dangerous,” he explains there is an alternate way to reach Dettlaff: To simply agree to his demand and free Syanna. Optionally ask whether Dettlaff still believes Syanna is innocent, before asking exactly what Regis suggests you do. You’re sure that Anna Henrietta won’t agree to this. To which, Regis replies it isn’t necessary to mention it to her. Ask about guaranteeing Syanna’s safety, and where she’s being held. You reckon Damien might know where Syanna is.

However, the other plan is still a possibility; ask how you could get Dettlaff to reveal himself. Regis once again expresses an extreme reticence to this idea, before explaining one of the Unseen—an ancient and powerful vampire—has a lair nearby. As vampire society is a gerontocracy, and Toussaint is this Unseen Elder’s territory, the Unseen could summon Dettlaff without delay. Ask why the Elder hasn’t stopped Dettlaff already if you wish, then inquire how the Unseen must be convinced to help. After more of Regis’ endearing pomposity, he mentions that Madame Orianna knows where the Unseen Elder is. After more discussion, Regis asks your choice. You can:

- Consider freeing Syanna, after taking to Damien.
- Lean toward finding Orianna and the Unseen Elder.
- Or mention you need time to think about it (which is recommended).

QUESTING DECISIONS

The choices you make have a major and lasting effect throughout the rest of the Main Quest in Toussaint. If you are considering freeing Syanna, choose the “Path to the Sister” objectives. If you are considering an audience with the Unseen Elder, choose the “Path to the Unseen” objectives (and additional quest).

In addition, some optional activities, such as those during Witcher Contract: Big Game Hunter and Secondary Quest: Turn and Face the Strange, are put on hold until the vampire threat in the city has been quelled.

COMBAT DECISIONS: BLOODSUCKERS IN BEAUCLAIR!

At this point, pandemonium is playing out across the city of Beauclair. Vampires stalk the city streets, and the population is fleeing in all directions. As you navigate through the thoroughfares, expect to encounter the following Lesser Vampires:

Alps.

Bruxas.

Garkains.

Fleders.

Katakans.

Engage them as you wish; usually these fights are mandatory if you’re completing a nearby objective.

The Night Of Long Fangs (Part 1)

Path to the Sister: Making a Withdrawl at the Bank

OBJECTIVES

- Find Damien and ask him where Syanna is being kept.

WARNING! MAJOR QUEST DECISION AHEAD!

Though you have one of two quest decisions with major ramifications to make, this collection of objectives can be completed without stopping you from making other inquiries. The "point of no return" will be flagged to aid your decision-making.

Leave the palace, battling through the city streets, fighting a Fleder (and optionally a Katakan) before you reach the bridge, and dodging the mass of fleeing peasantry as you cross the bridge. Ahead, a Garkain is prowling the main thoroughfare, now blocked with a fiery barricade. Slay it before heading right (south), down a sloping cobblestone street where more burning carts greet you, along with a troublesome Bruxa. Continue running along the stone balconies with the lake to your right, descending the tiered neighborhoods, down into the next investigation area. A large and sinewy Fleder is prowling the square; dispatch it quickly, then look around for signs of Damien.

OBJECTIVES

- Use your Witcher Senses to track down Damien.
- Follow Damien's unit using your Witcher Senses.

The town square where you fought one of the lesser vampires has a series of clues to look for, utilize your Witcher Senses to spot each of them:

- A corpse on the street, and another slumped by the well, show signs of being clawed; something sliced through steel armor like butter.
- There's another corpse. Damn it.
- Another corpse reveals the vampire's blow didn't kill him; he bled to death afterward. There are bodies littered across this area.
- There are footprints; Damien's men broke formation and ran. Follow the prints along a side street and up some steps. Watch for a burning townsperson; use Aard to extinguish the flames (though it is too late to save him).
- At the top of the steps is a barricade next to the Perfumery.
- Over the barricade is another corpse; this one fell on his face.

Dash along the street, following the footprints, until you encounter an Alp, and possibly another Bruxa. Introduce them to the sharp end of your sword. Then turn left (north), and continue to track the footprints.

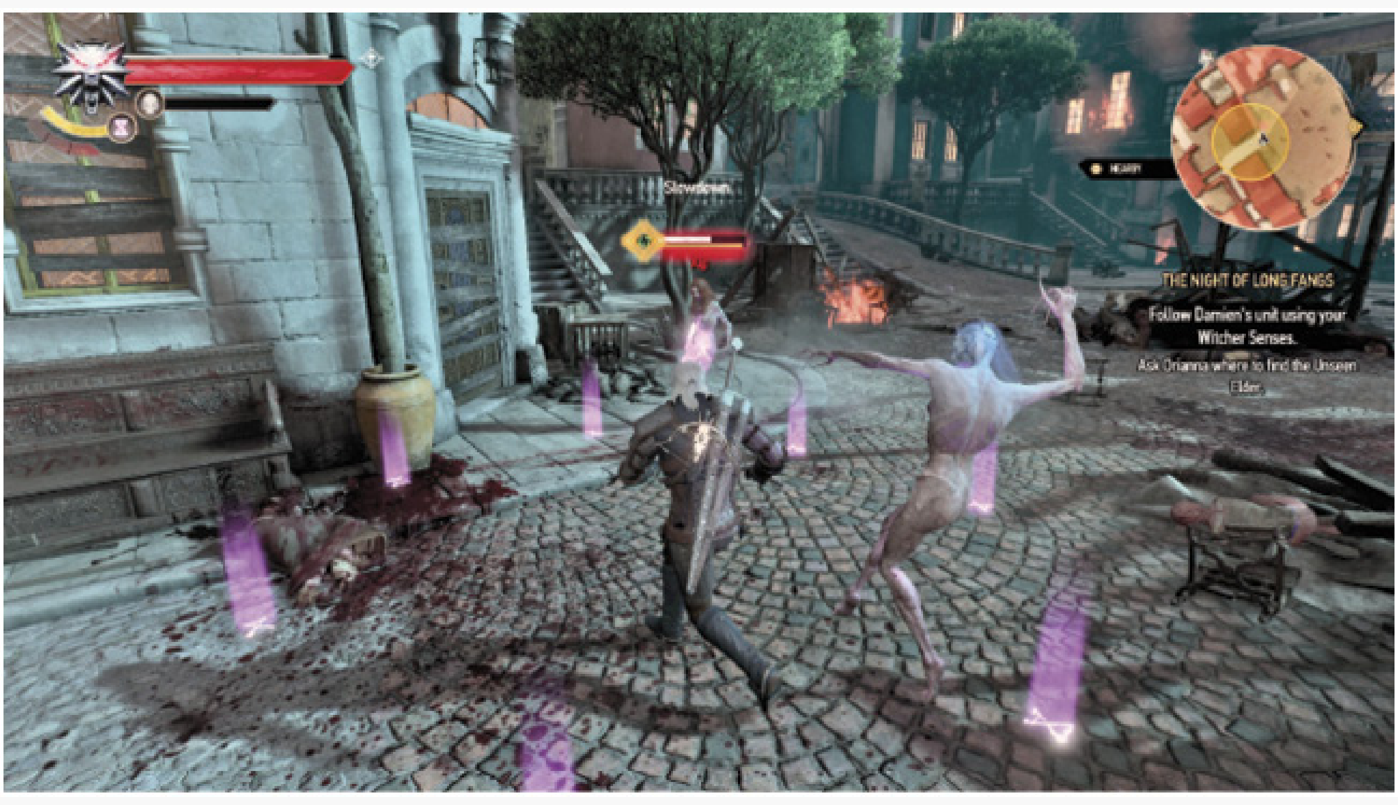
- As you enter another town square if you didn't help Guillame and Vivianne yet, you spy the body of Guillame. Poor, foolish lad.

OBJECTIVES

- Kill the vampire attacking Damien's unit.

Captain Damien de la Tour

Enter the town square, where a Fleder is prowling the area. You deduce that Damien is hiding in the bank (judging by the barricades (and cluster of forces) to your left). Defeat the Fleder in vicious combat. A wounded Damien appears from the bank, incredulous at your combat prowess. You request Damien retreat from the city, but his duty is to protect Beauclair. After a spot of convincing, you explain to Damien how to defeat these lower vampires (silver and vampire oil, bombs with silver splinters). He thanks you, and hopes you return with the head of the wretch that caused this bedlam. Answer Damien with either conversation option, before walking away; prompting him to reveal that Syanna is locked away in the palace playroom.


THE NIGHT OF LONG FANGS
Follow Damien's unit using your Witcher Senses.
Ask Orianna where to find the Unseen Elder

Capture The Castle

Aftermath: Is Anyone Else Here A Vampire?!

Syanna says she will go to him. Answer how you wish. She is concerned Dettlaff might be furious enough to level an entire city, something he is more than capable of. Before this occurs, you exit the keep, meeting with the Duchess and Damien. Anna is shocked to see her estranged sibling, but Syanna greets her with resentment, snapping the olive branch Anna offers her. While Damien escorts Syanna to the Palace, the Duchess thanks you and vows to try Roderick for treason and blackmail.

Her demeanor changes when you answer (as you wish) regarding Roderick's lack of culpability in all of this, and revelations of Syanna's antics as chief architect of the recent knight slayings fall on deaf ears. When Regis lets slip that Dettlaff was the vampire in question, the Duchess becomes enraged that you kept this information from her. Though you have three days to bring Syanna and Dettlaff together (or face the destruction of Beauclair), the Duchess won't hear of it. She wants the head of the beast, and she's particularly forthright with this message. The quest (and your dressing down) then concludes.

The Night Of Long Fangs (Part 1)

Path To The Unseen: Off To Orianna's Orphanage

OBJECTIVES

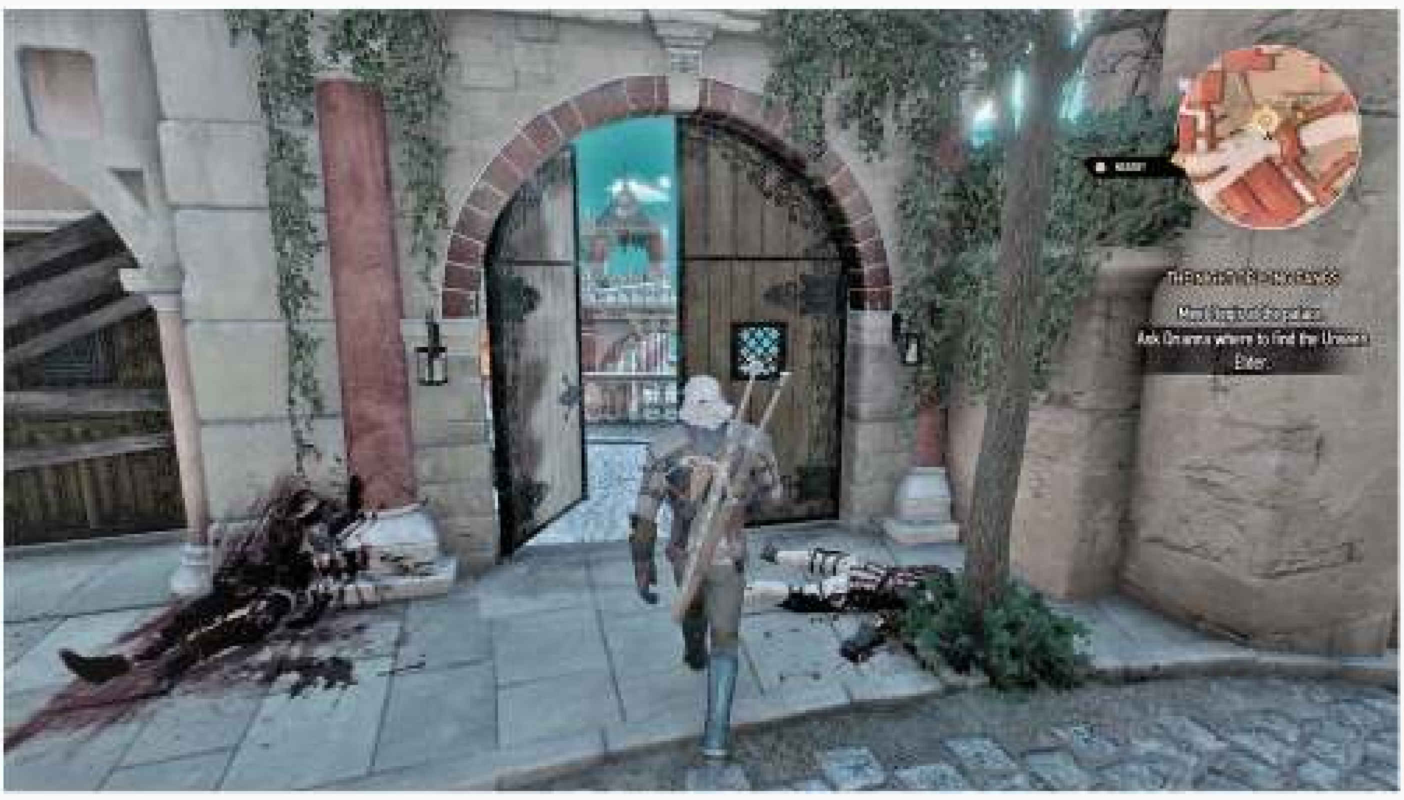
- Ask Orianna where to find the Unseen Elder.

WARNING! MAJOR QUEST DECISION AHEAD!

Though you have one of two quest decisions with major ramifications to make, this collection of objectives can be completed without stopping you from making other inquiries. The "point of no return" will be flagged to aid your decision-making.

Lady Orianna

As you should have discovered by now that Lady Orianna is a close friend of Regis and shares his affection for blood, she is the perfect person to ask the location of the Unseen Elder. Leave the palace, battling through the city streets, dodging the mass of fleeing peasantry as you cross the bridge, heading right (south) into a town square to make short work of any Lesser Vampires prowling the townsfolk. Continue down the thoroughfares, cross the market square, and hightail it to Lady Orianna's Estate (further vampiric incursions are likely to slow your progress). Just before you reach the doors of Orianna's residence, you can spy the body of Guillaume, who perished fighting in the city, if you didn't help him and Vivienne yet. Poor, foolish lad.



Upon entering the Mandragora residence, you spy Madame Orianna attempting to leave. She finds the current conditions in the city a little "irritating." Call her on this comment if you wish, before asking about the Unseen Elder. She tells you there are simpler ways to commit suicide. She eventually agrees to your request. But only after you've tended to a certain matter for her. Answer her as you wish; there's a quid pro quo before you can go to the Unseen's lair. This involves you helping Orianna at the orphanage she owns. This quest pauses, and Main Quest: Blood Simple (see below) begins.

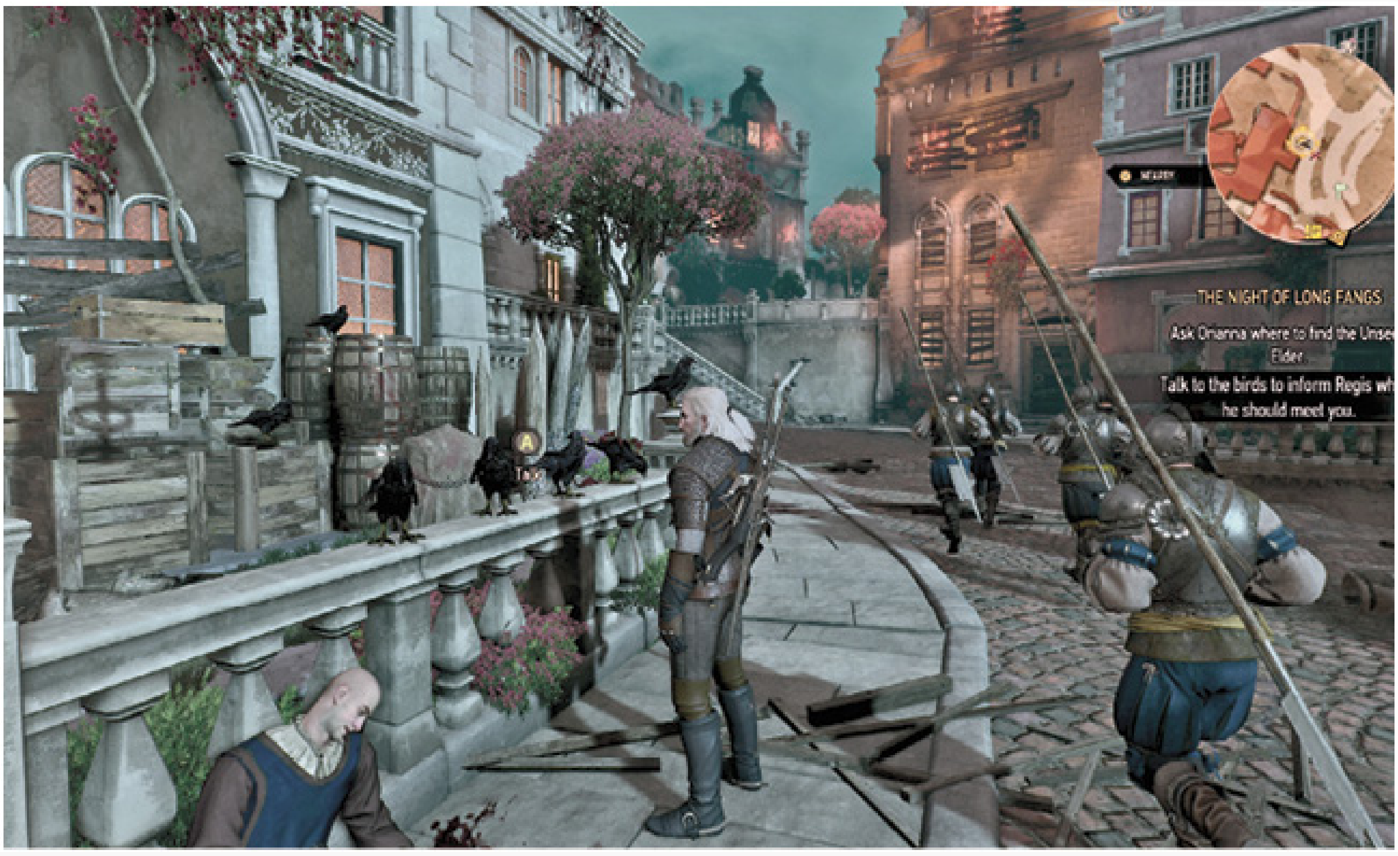
The Night Of Long Fangs (Part 1)

Path to the Sister: Prelude to Playtime

OBJECTIVES

- Talk to the birds to inform Regis where he should meet you.
- Meet Regis at the palace.

Leave the entrance to the bank, locating a nearby stone balcony, and approach the flock of ravens that are watching you intently with their beady eyes. You tell them you'll be at the Palace near the playroom, waiting for Regis there.


THE NIGHT OF LONG FANGS
Ask Orianna where to find the Unse
Elder
Talk to the birds to inform Regis wh
he should meet you.

Then retrace your steps, back over the bridge toward the palace and turn right (north), working your way up the road that winds up the exterior hill the palace sits on. Expect to rid the streets of lesser vampires along the way. When you reach Regis (where you left him after he escorted the Duchess away), he's made sure his brethren won't be sniffing around the area. At this point, Main Quest: The Night of Long Fangs (Part 2) becomes accessible. Continue this quest.

WARNING! MAJOR QUEST DECISION AHEAD!

▶ The conversation with Regis ends with you being able to access the Palace playroom. However, the objective to speak to Orianna regarding the location of the Unseen is still available, and continues to be until you finish an inspection of the playroom itself. This is the "point of no return;" you have to pick a choice and stick with it!

Blood Simple

A Weakness For Children

DANGER ALERT SPOILER ALERT

B&W

BLOOD SIMPLE

RELATED QUESTS: Main Quest: The Night of Long Fangs (Parts 1 and 2), Main Quest: What Lies Unseen

LOCATIONS: La Compassion Orphanage (Unmarked), Cockatrice Inn, Beauclair Palace Docks (Unmarked)

CHARACTERS: Lady Orianna, Orphan Boy

ENEMIES: Alpha Garkain

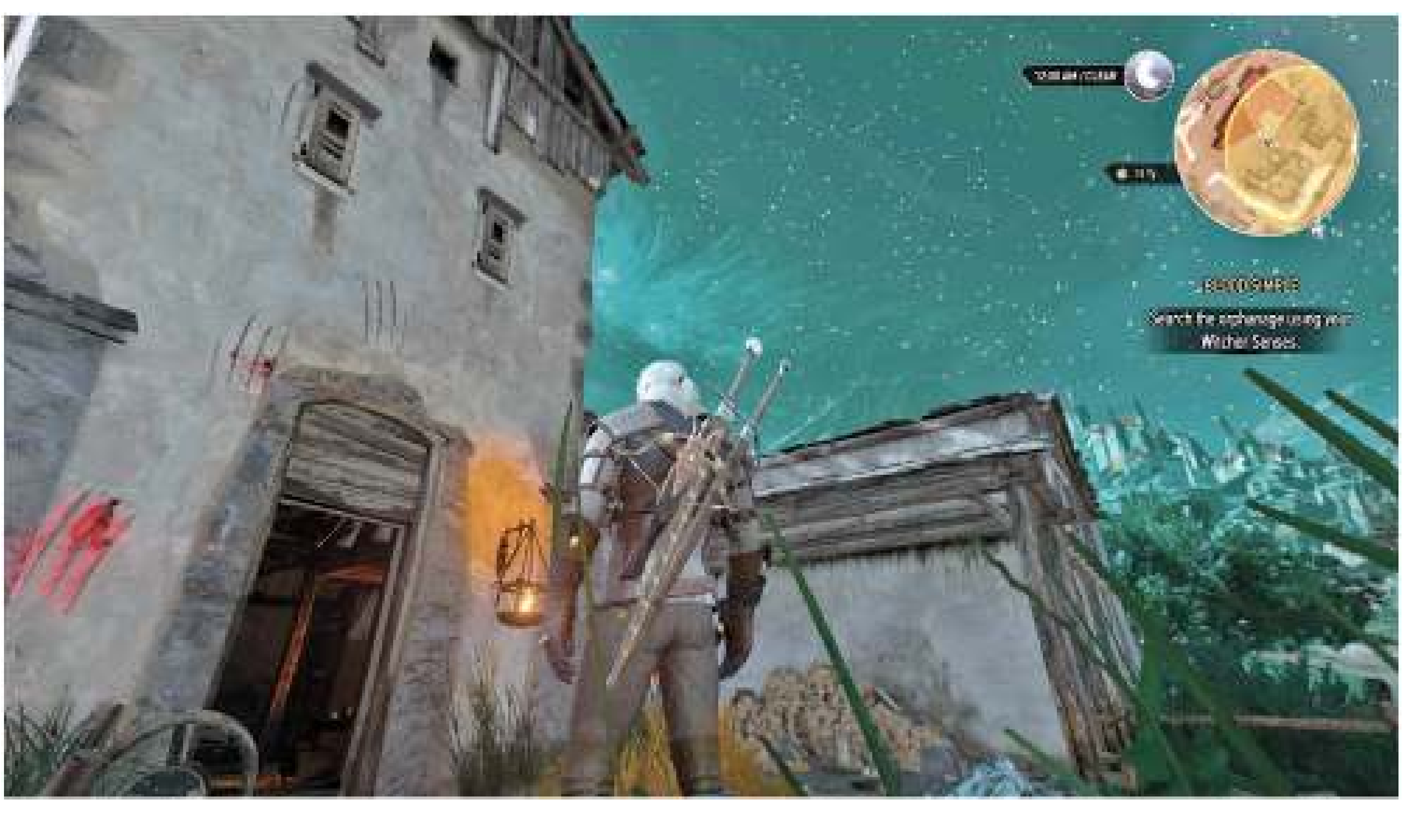
OBJECTIVES

- Search the orphanage using your Witcher Senses.

Lady Orianna

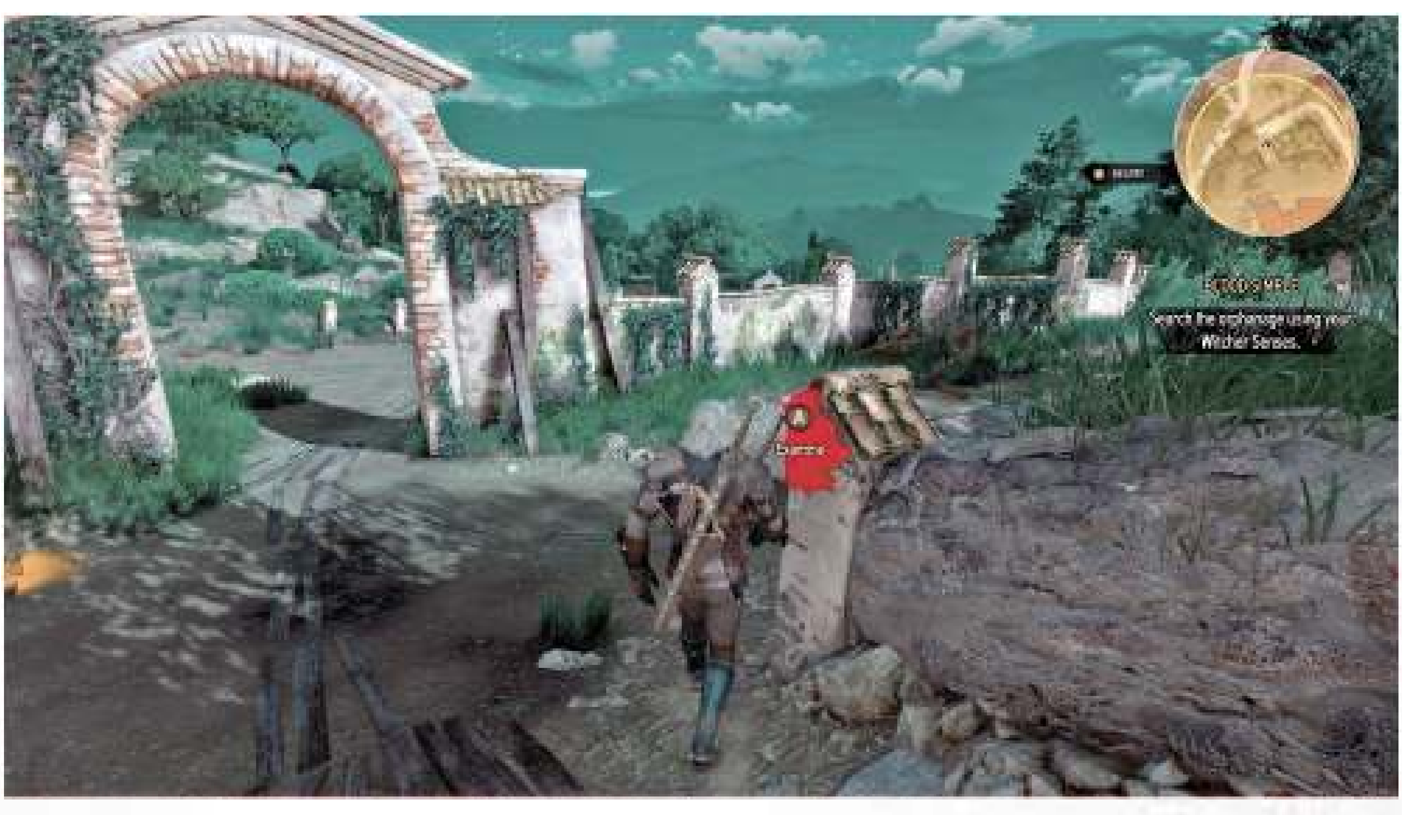
Orphan Boy

Some time later, you agree to accompany Madame Orianna to the Orphanage, where she smells trouble. There are signs of a struggle both outside and in the compound, and a small orphan boy appears, in a state of shock, to stammer an explanation. You can optionally use Axii to calm the little tyke down. He tells you the orphanage's caretaker, Uncle Arnaud, has disappeared, and the children are nothing more than bait. Whatever killed her children needs to be tracked, slaughtered, and its head brought back to Madame Orianna. Only then will she help you with the Unseen Elder.



QUESTING DECISIONS

This optional Main Quest is only accessible during Main Quest: The Night of Long Fangs, and is accessible if you decide to take the Path to the Unseen. You need to have spoken to Lady Orianna at her residence in Beauclair. Major decisions are not made at this point. You are able to complete this quest, and change your mind regarding the meeting the Unseen Elder (and instead free Syanna) if you wish.



A thorough inspection of the Orphanage—both outside and in—is called for. Using your Witcher Senses, be sure to examine every nook and cranny in the investigation area for the following:

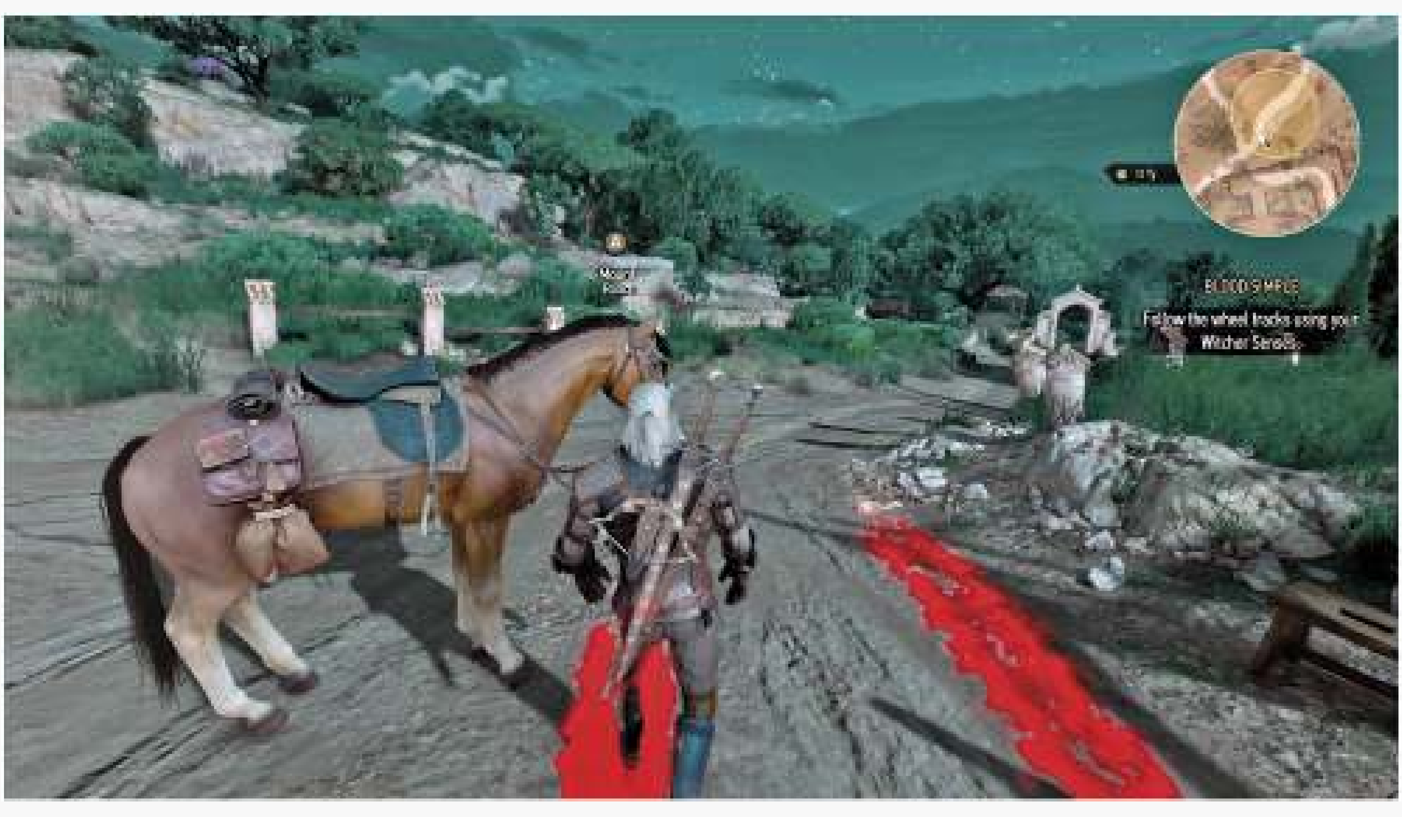
- The slumped corpse of an orphan child inside the building; smashed against the wall, with a cracked skull.
- There are claw marks on the outside wall, by the orphanage entrance: Sharp, hooked claws; the monster easily climbed onto the roof.
- A tiny corpse outside the orphanage entrance has head, shoulder and neck wounds. The monster attacked from above (from the roof).
- Outside are paw prints from a hunched, bipedal beast.
- A child's corpse slumped under a tree has its throat ripped open and larynx crushed.
- Blood on the nearby wall hasn't even dried yet.
- Another child's corpse at the bottom of the outside steps has a sliced aorta with fang marks alongside; but this is an old wound. Curious.
- A corpse on the other side of the wall, under the tree, has wounds that are smooth-edged; claws have cut cleanly through young, thin bones. The beast didn't eat the children; did something grab its attention?
- At the bottom of the steps down to the lower walled area is a corner stone with something daubed on it. It is giving off a scent. Your objective updates. Follow the trail of scent down a path, and hop over a wall where the scent and monster tracks both lead.

OBJECTIVES

- Follow the scent and tracks using your Witcher Senses.
- Follow the wheel tracks using your Witcher Senses.
- (Optional) Read the entry about alpha Garkains in the Bestiary.

You reach a small horse pen and another diminutive body.

- Examine the corpse to discover "gunk;" some type of venom? This narrows down your list of monsters to an alpha Garkain; a pack leader.



Close to the pen are grooved tracks on the road, indicating a wagon and the Garkain may have caught up to the orphanage's residents as they tried to flee. Time to whistle for Roach.

While your faithful steed trots over to you, make a quick inspection of your Bestiary in the Glossary menu, and read up on this most despicable of monsters.

Ride Roach roughly northward along the road, while utilizing your Witcher Senses to keep viewing the wagon tracks, as they veer off the road to the right just after you pass the Signpost. Slow to a canter and drop down to the right of the small, stone bridge and follow the wagon's trail along the dry stream bed to the large expanse of water. On the beach are the remains of an overturned wagon.

CORRECT COMBAT PREPARATION

You are about to disturb a vicious monster from its digesting slumber. It may behoove you to correctly prepare for this fight before tracking the creature down.

Blood Simple

“Ever Fight A Witcher, You Piece Of S#!T?”

OBJECTIVES

- Examine the cart using your Witcher Senses.
- Find the Garkain’s hideout using your Witcher Senses.

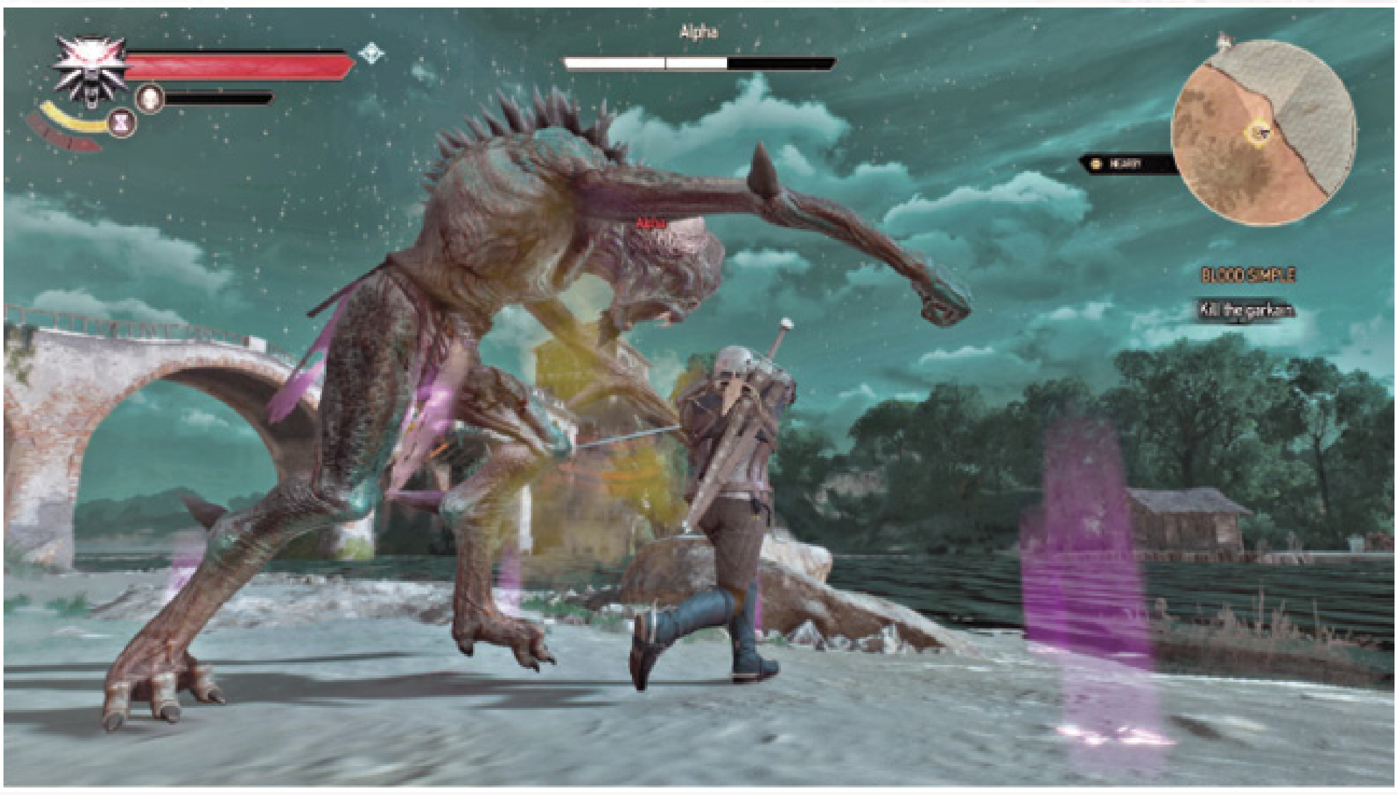
Dismount, and begin an inspection of the area around the wagon using your Witcher Senses:

- A dead horse lies to the side of the wagon.
- A corpse by the wagon has been shredded and the blood licked up; to the last drop. The Garkain ate its fill here and is holed up nearby, digesting the meal.
- There are faint noises coming from under the bridge that spans the river to the Cockatrice Inn, roughly northwest of you. Spot the noises using your Witcher Senses, and the red, glowing form of the Garkain hanging upside down under the bridge.

OBJECTIVES

- Kill the Garkain.
- Collect a trophy from the Garkain.

You edge forward, sword in hand. It seems Uncle Arnaud was the last one to be savaged and drained. His twisted corpse lies under the slumbering Garkain. It senses you advancing, drops to the ground, and lets out a shriek. Battle the Alpha Garkain, using the techniques detailed of the Bestiary. Remember this Garkain uses its brain waves to flummox you; should this occur, be sure to respond by lobbing Samum or Moon Dust bombs to disable these psychic attacks. Respond with careful sword strikes coated in Vampire Oil, and swig Black Blood if the Garkain hits you.



GARKAIN VULNERABILITIES

Moon Dust Bomb

Samum Bomb

Vampire Oil

Black Blood

Items: Garkain Trophy

Blood Simple

A Larder Of Blood

OBJECTIVES

- Return to Orianna.

With the Garkain slain, you remove its head, tie it to Roach's saddle, and gallop back to the orphanage with proof of your slaughter. As you enter, you hear a child's whimpering. Moving to the light, you catch Orianna feasting on the neck of the orphan boy. She releases him, thinking your task would have taken longer. After threatening to kill her, you fully understand this is Orianna's own "wine cellar," a larder for her bloodlust. After shooing the boy outside, he stops and pleads with you not to harm Lady Orianna; after all, she took the children off the streets, fed them sweets, and sang to them. Leave her be!

Orianna drinks the children's blood, but never so much as to kill. Answer as you wish. Due to current circumstances, you let her live, and explain that the recent slaughter here was the work of a Garkain, one probably summoned by Dettlaff. After salivating over the sweet taste of child blood, you manage to get Orianna to focus on describing where the Unseen Elder's lair is located: west of the city, across the lake, behind a cave near the shoreline. She places a stone in your hand that will open a hidden door.

You leave Madame Orianna with a threat; one day you will return for her. And she will be ready; this will be a "Night to Remember"!

Items: Magic Key

NIGHT TO REMEMBER

Wolves asleepin' 'midst the trees,

bats all aswayin' in the breeze,

But one soul lies anxious, wide awake,

Fearin' all manner of ghouls, hags and wraiths.

Birds are silent for the night,

Cows turned in as daylight dies,

But one soul lies anxious, wide awake,

For the Witcher, brave and bold,

Paid in coin of gold,

He'll chop and slice you, cut and dice you,

Eat you up whole.

Eat you whole.

Blood Simple

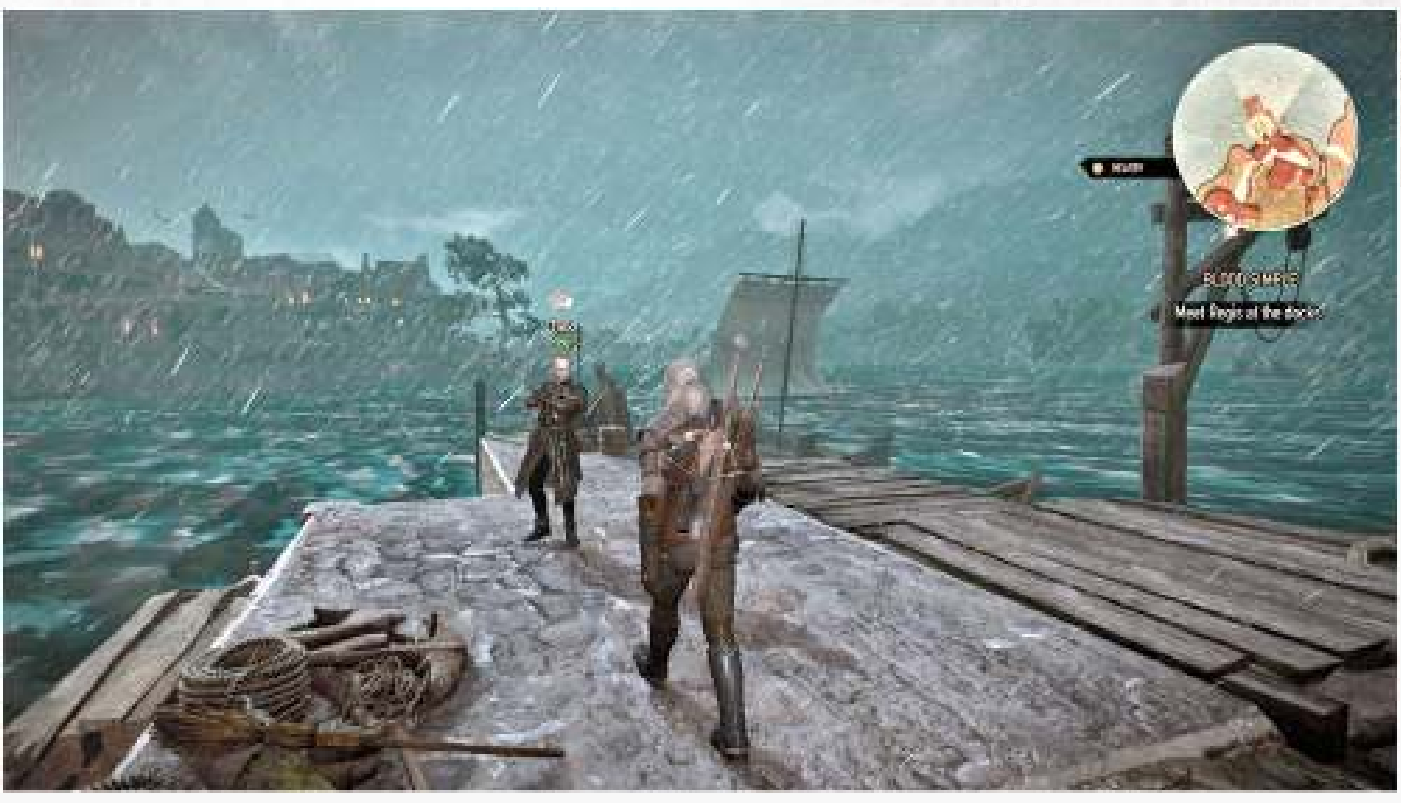
Slipping a Word to the Birds

OBJECTIVES

- Tell the birds you're ready to meet Regis.
- Meet Regis at the docks.

Emiel Regis Rohellec Terzieff-Godefroy

Leave the orphanage building, locating a nearby oak tree, and approach the flock of ravens that are watching you intently with their beady eyes. You tell them you'll be at the boat landing near the Palace, waiting for Regis there. At this point you can head their automatically, or at your leisure.



WARNING! MAJOR QUEST DECISION AHEAD!

▶ The forthcoming conversation with Regis ends with you having to make one of two choices that have major ramifications to the Blood and Wine Main Quest. This is the "point of no return;" you have to pick a choice and stick with it!

Assuming you wish to conclude this quest, you reach the Beauclair Palace Docks, spying a raven that flutters to a nearby roof. Regis approaches. He asks how your meeting with Orianna went. You make mention of her "hunger," before explaining where the Unseen's cave is. Regis is prepared to accompany you, but implores you once again to free Syanna instead. At this point, you have a major decision to make:

▶ Tell Regis you won't change your mind: Period. This starts Blood and Wine: Main Quest: What Lies Unseen.

▶ Tell Regis you've changed your mind, and Syanna should be found. This continues Blood and Wine: Main Quest: The Night of Long Fangs (Part 2), with Regis already having found Damien (if you didn't already), and learned where Syanna is being kept.

When you've made your decision, this quest concludes.

Night Of The Long Fangs (Part 2)

Path to the Sister: Playtime Is Over

DANGER ALERT SPOILER ALERT

B&W NIGHT OF THE LONG FANGS (PART 2)

RELATED QUESTS: Main Quest: Night of the Long Fangs (Part 1), Main Quest: Blood Simple, Main Quest: Beyond Hill and Dale…

LOCATIONS: Beauclair Palace, Beauclair Palace Playroom (Unmarked)

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy

ENEMIES: Katakan

OBJECTIVES

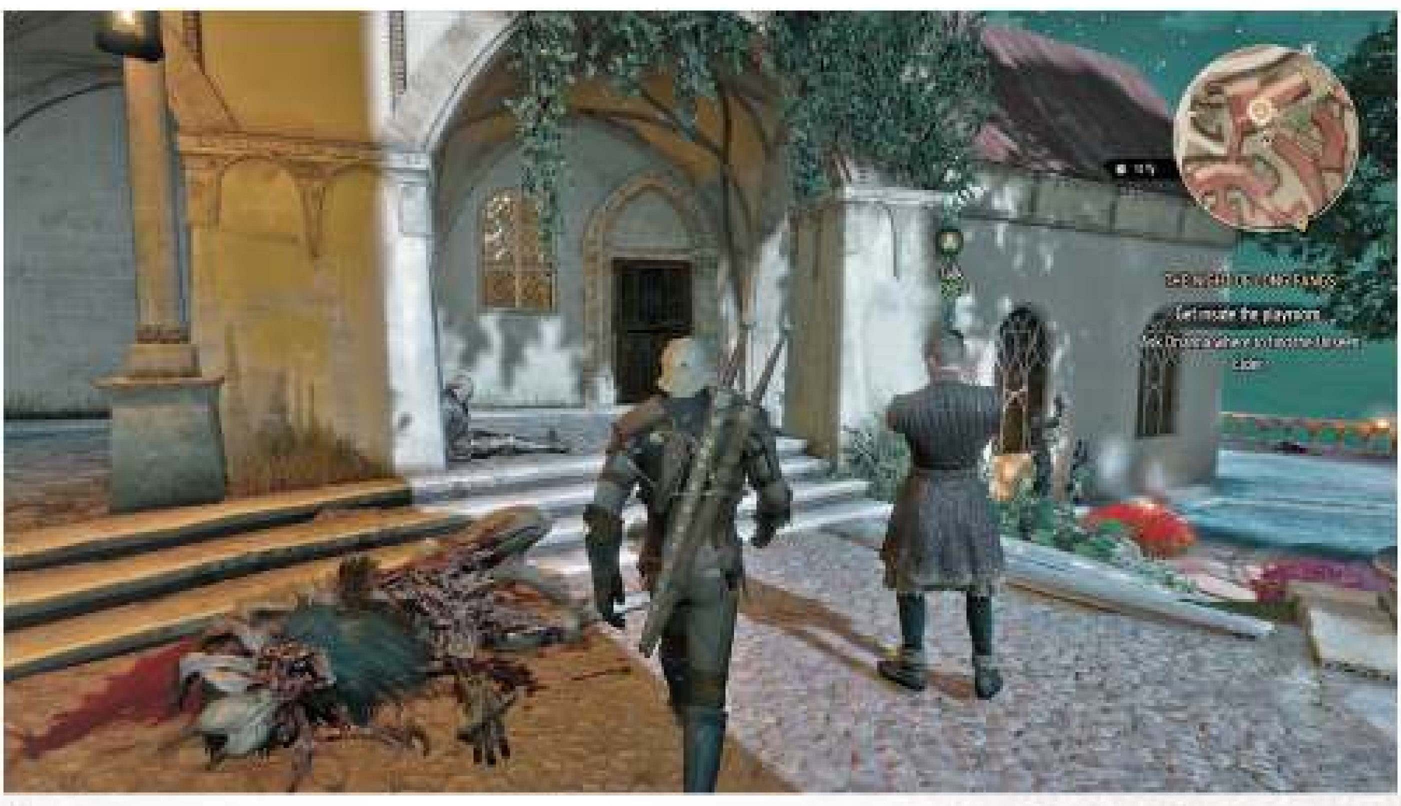
- Get inside the playroom.
- Search the playroom to find out what happened to Syanna.

QUESTING DECISIONS

This quest is accessible immediately once you have completed Main Quest: Night of the Long Fangs (Part 1), and you've decided to follow Regis' advice about finding Syanna, rather than seeking an audience with the Unseen Elder. You can complete Main Quest: Blood Simple first, if you wish.

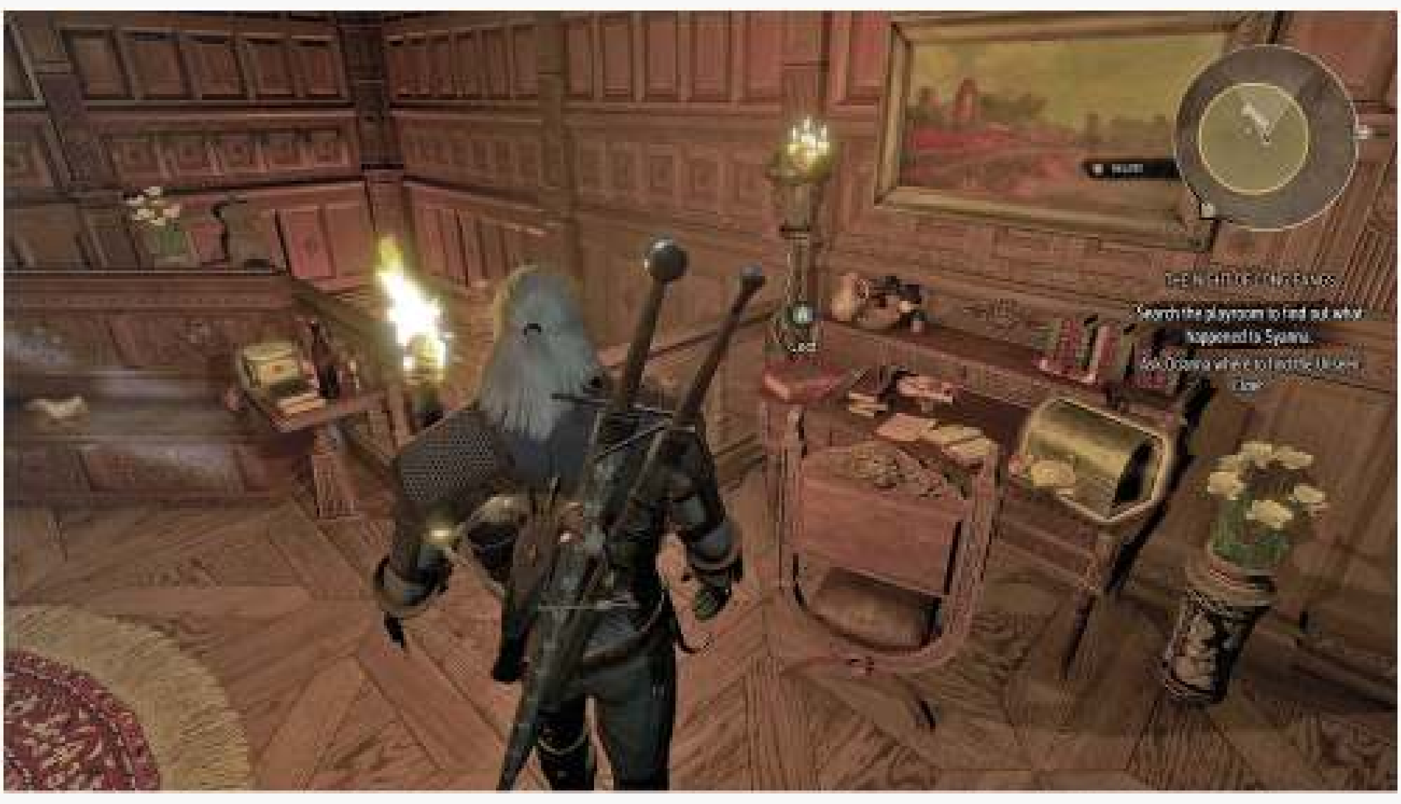
WARNING! MAJOR QUEST DECISION AHEAD!

You are about to access the Palace playroom. However, the objective to speak to Orianna regarding the location of the Unseen is still available, and continues to be until you finish an inspection of the playroom itself: This is the "point of no return;" you have to pick and choice and stick with it!



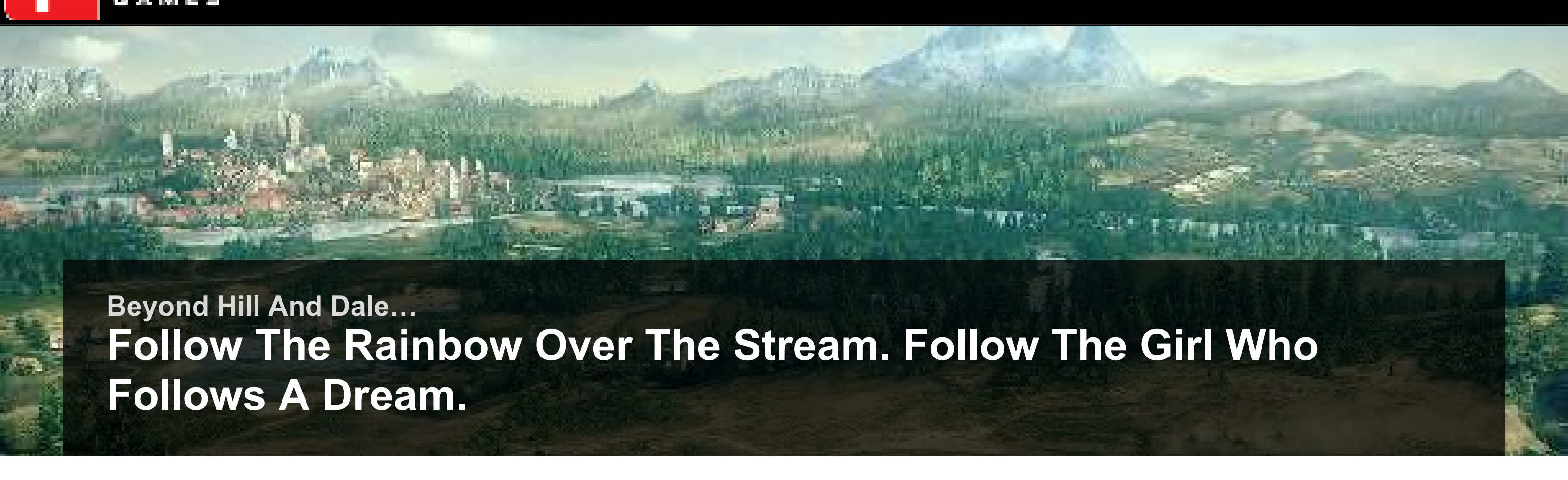
You advance on the playroom (slaying a Fleder, if Regis hasn't already dealt with it), but the door is locked. After Regis performs his breaking-and-entering trick, you're able to step inside, and begin a thorough search of this two-floor dwelling for signs of Syanna. The place seems silent. Use your Witcher Senses to aid you in this search:

- The globe in the corner, yielding no clues.
-


THE NIGHT OF LONG FANGS
Search the playroom to find out what happened to Syanna.
Ask Orianna where to find the Unseen Elder

Head up the stairs, into the main (and rather ornate) playroom. Your search continues:

- There's some miniature tableware and plush toys. Cute. But nothing under the rug.
- At the top of the stairs is a picture, with a key tucked behind it.
- There's a tin knight on a side bench. And a wooden duck with its wings broken off, along with a little broken music box which plays a tune. None of these are much use to you.
- On a writing desk is a diary; "Property of Isabelle de Roquefort, Court Governess," notes from Syanna and Anna Henrietta's governess. Leaf through the entries, reading the five passages in conversation with Regis. The entries are most illuminating, giving you an idea that Syanna might be trapped in an otherworldly place, the lands of a fairy tale book! This quest then concludes.
- **Items:**Journal of the Goveness, Golden Key



Beyond Hill And Dale…

Follow The Rainbow Over The Stream. Follow The Girl Who Follows A Dream.

OBJECTIVES

- Follow the yellow brick road

OBJECTIVES

- The Wonderful Wizard of Oz

There's a distinctive hue to the pavement you're standing on. Set off through the toadstool forest. Inspect the signpost to the right, which gives you a briefing of exactly what is going on: This is apparently the land of a thousand fairy tales, where fun is to be had thanks to "Uncle Artorius" (a powerful mage who created this place). Only the warning (that the spell holding this Fablesphere together isn't stable) is cause for concern.

OBJECTIVES

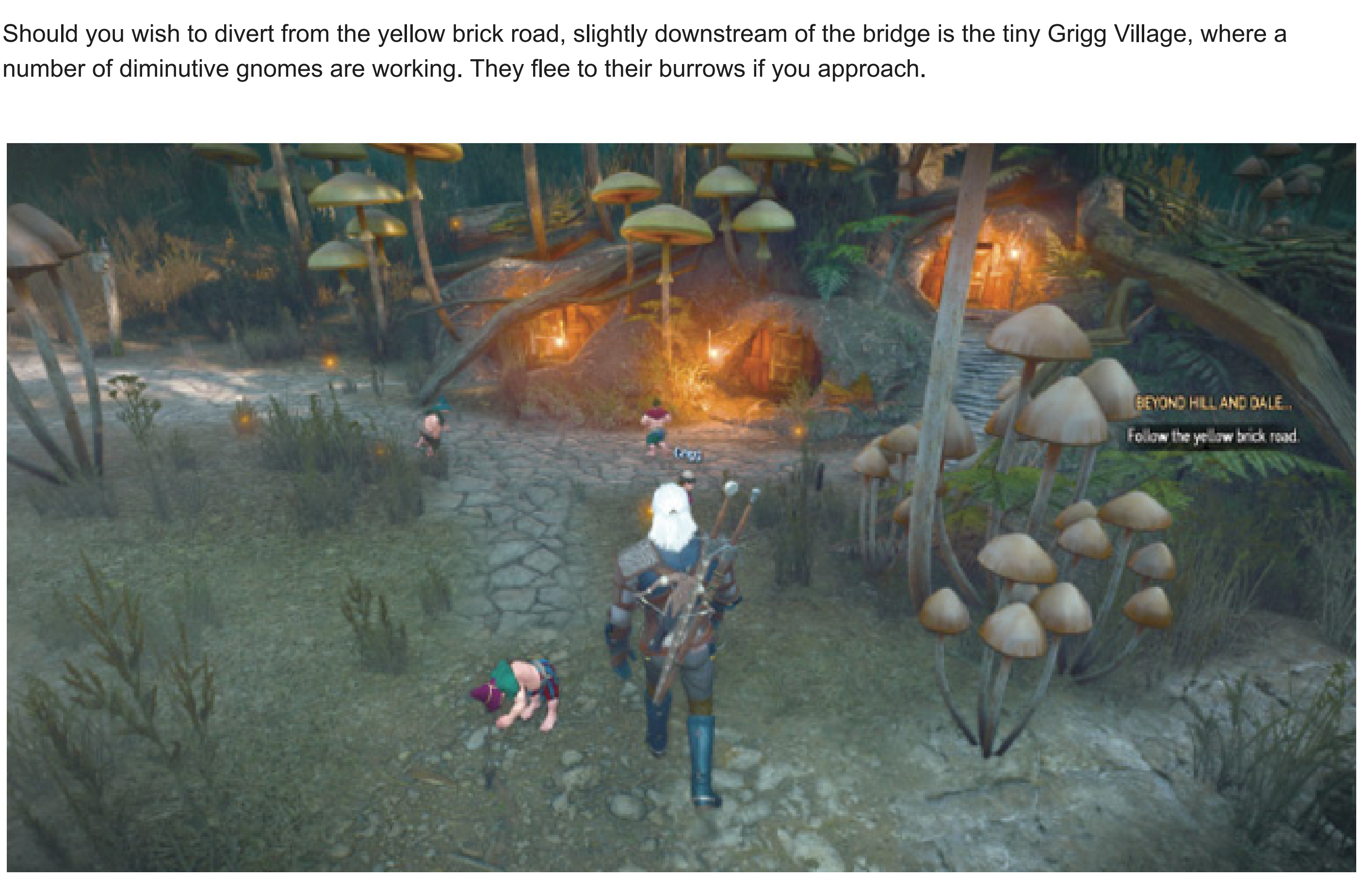
- Wolpertingers and Grigg Village

OBJECTIVES

- Wolpertinger: Bavarian Folklore
- Grigg Gnomes

On your way through the Fablesphere, you may encounter some hoppity rabbit-like critters (that can be hunted, but are peaceful), said to have the head of a rabbit, deer antlers, pheasant wings, and a squirrel's body.

Should you wish to divert from the yellow brick road, slightly downstream of the bridge is the tiny Grigg Village, where a number of diminutive gnomes are working. They flee to their burrows if you approach.

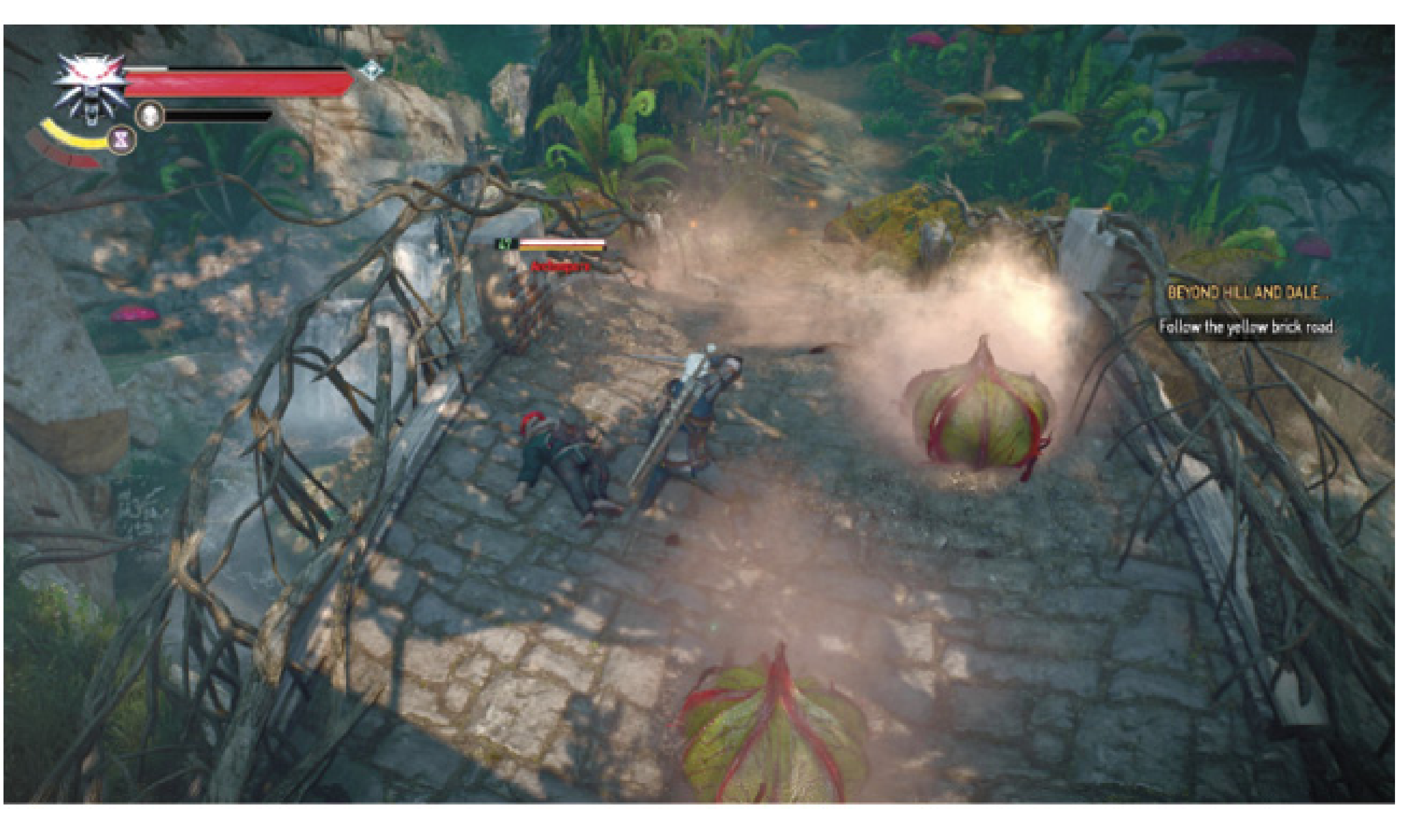


ARCHESPORE AND THE APPLE: GETTING SLEEPY

OBJECTIVES

- Snow White and the Seven Dwarfs

When the yellow brick road peters out, just before a small bridge of briars, drop down and cross the structure, concentrating on a writhing Archespore to slice and dice. Then inspect the body of a dead dwarf, still clutching a poisoned apple. Does this playground seem a little…violent for two little girls? Cross the bridge, continue along the road, leaping the gap across a second bridge. Then follow the path under some briars until you hear voices.



Items: Poisoned apple

EVIL WITCH: GINGERLY DOES IT…

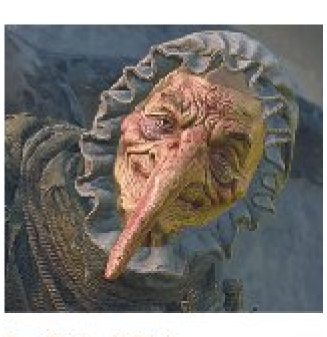
OBJECTIVES

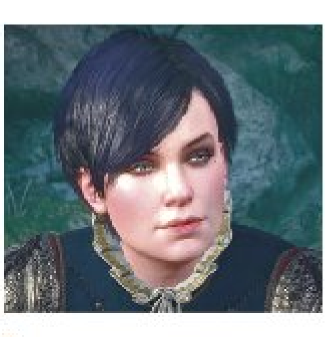
- Defeat the Wicked Witch.

OBJECTIVES

- Hansel and Gretel

You hear (and then see) Syanna arguing with a Witch both warty and familiar. Syanna orders the Wicked Witch to release someone, but the crone isn't about to free a gingerbread stealer! After you open the gate, the witch seems puzzled why you're here. Not to worry; she isn't about to let you live to explain your predicament!


The Wicked Witch

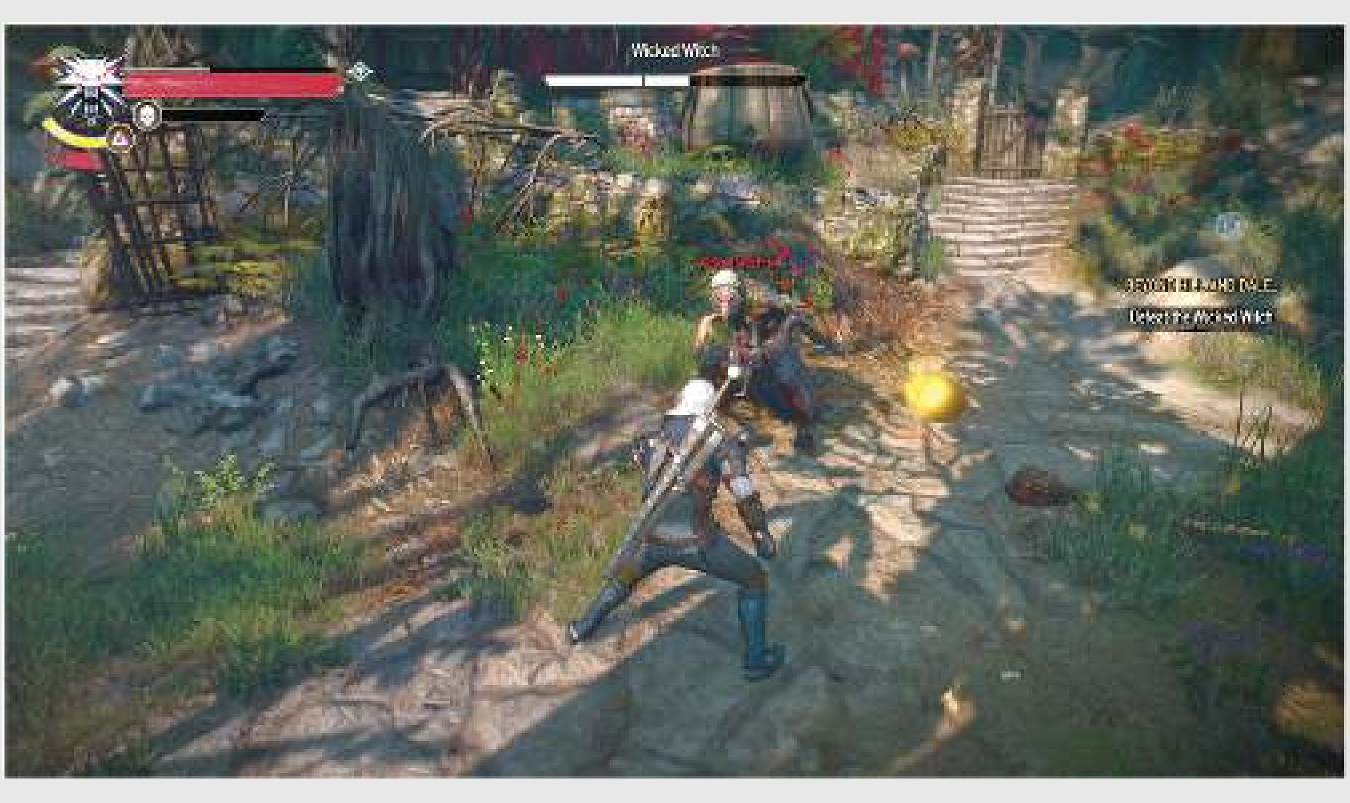

Syanna

DEFEATING THE WICKED WITCH: HER ATTACKS

The Wicked Witch has the following attacks and maneuvers to be aware of:

Phase 1: Monster Summoning: The witch takes to her broomstick, and flies about the combat area, summoning Archespores from her bubbling cauldron, and letting them spit their disgusting projectiles at you. During her flight, she is completely impervious to attacks while encased in her magical bubble. Concentrate your attacks on the Archespores.

Phase 2: Airborne Projectiles and Divebombing: Once her summoned plant life has been cut down, she tries harming you with revolting liquids from her cauldron, in a long, airborne attack. She also tries to knock you over by swooping down in a divebomb, while riding her broomstick. Dodge out of the way during either of these attacks, and refrain from striking her during the time she is encased in her bubble; she is invulnerable. However, when her bubble disappears (usually just after the divebomb), she can be struck.



Phase 3: Cauldron Broth Projectiles and Melee Strikes: When she is on the ground, she will throw large, unpleasant globs of cauldron contents at you, which act like Archespore spittle, and should be dodged. She can bring down the cauldron with both hands, creating a large explosion that damages and staggers (so back up or interrupt this attack). She also has claw attacks (left or right) at melee range which can be dodged or parried. Spend too long neglecting her broomstick, and she flies off again, and Phase 2 begins anew.

Resistances: The Wicked Witch is resistant to Axii, and usually counters you successfully if you manage to strike her three times in succession.

THE BEAST OF BEAUCLAIR VULNERABILITIES

Relict Oil

Igni

Aard

DEFEATING THE WICKED WITCH: THE BEST BATTLE TACTICS

Phase 1: Produce your silver sword, and watch the flight path of the witch, but don't attempt to strike her. She lobs projectiles that spawn into Archespores. Face and cut these down continuously, until she starts Phase 2 of her attacks.

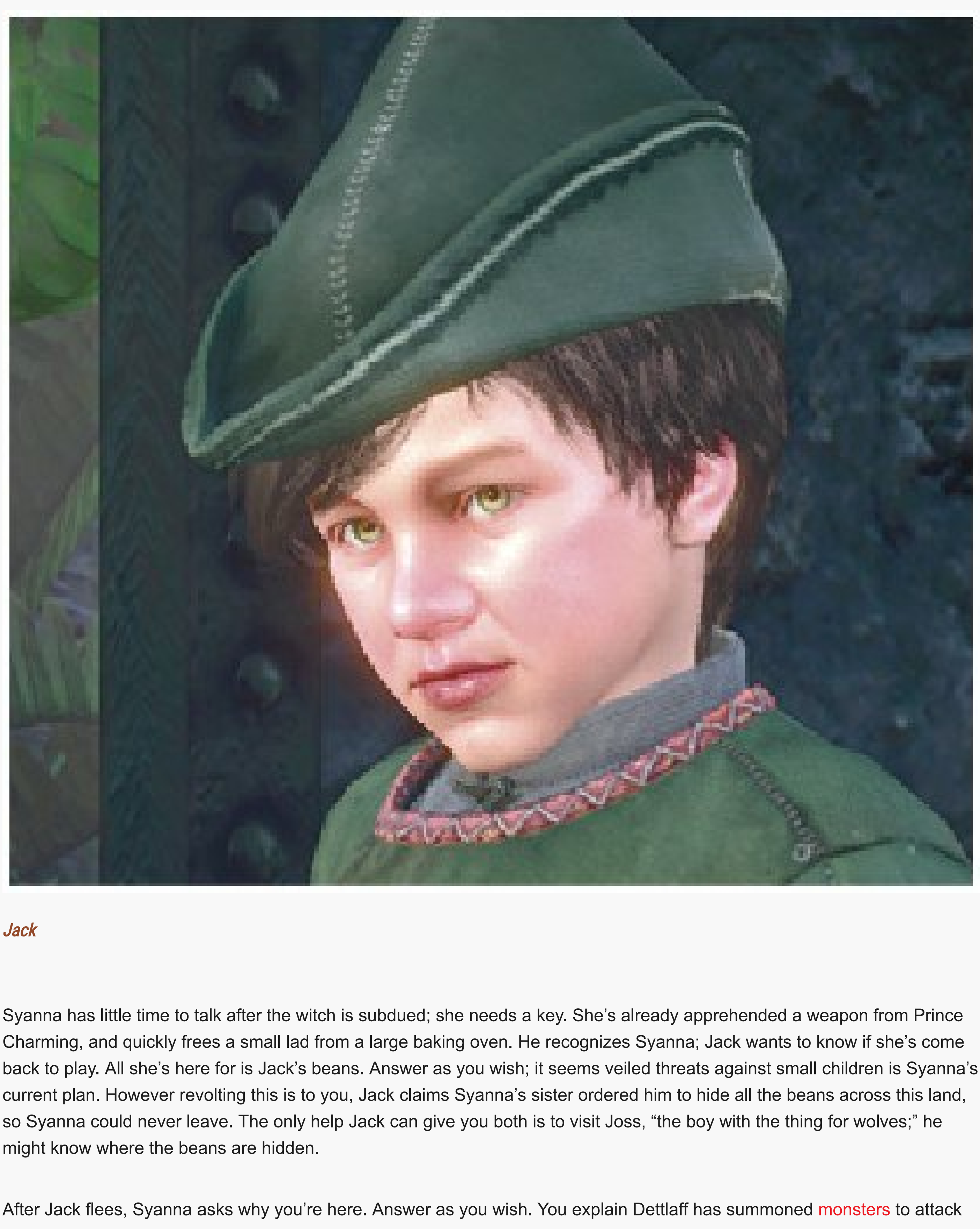
Phase 2: Avoid her cauldron-spilling airborne attacks, and watch for her impenetrable bubble to disappear during these divebombs; as soon as the bubble has gone, hit her hard with Igni, Aard, your crossbow, or a bomb; she tumbles to the ground, and separates from the broom. She now begins Phase 3 attacks. However, the broom seems sentient, and hops around, finally rejoining the witch as she takes off again, forcing you to strike her from the air just like before. Combat this problem by concentrating all your attacks on the broom, as soon as it becomes separated from the witch. Destroy the broom, so the witch is left on the ground.

Phase 3: Once she is on the ground permanently, combat is both swift and unrelenting; dodge the revolting projectiles the witch lobs, dodging around to slash at the stout foe when she waddles quickly toward you. Usual combat planning is necessary, but the fight is straightforward. Though there's no oven to shove this witch into, Relict Oil (as offense) and Quen are useful (as defense), as well as a quick burst of Igni to put an end to her.

ALL JACKED UP

OBJECTIVES

- Jack and the Beanstalk


Jack

Syanna has little time to talk after the witch is subdued; she needs a key. She's already apprehended a weapon from Prince Charming, and quickly frees a small lad from a large baking oven. He recognizes Syanna; Jack wants to know if she's come back to play. All she's here for is Jack's beans. Answer as you wish; it seems veiled threats against small children is Syanna's current plan. However revolting this is to you, Jack claims Syanna's sister ordered him to hide all the beans across this land, so Syanna could never leave. The only help Jack can give you both is to visit Joss, "the boy with the thing for wolves;" he might know where the beans are hidden.

After Jack flees, Syanna asks why you're here. Answer as you wish. You explain Dettlaff has summoned monsters to attack Beauclair, and you're here to put a stop to it by bringing back Syanna. Shockingly, Syanna displays a glimmer of compassion at the innocents currently dying in Beauclair's streets, and an uneasy alliance is agreed upon. At this point, you can ask about the place, the men Dettlaff killed in her name, and about the Curse of the Black Sun. When you're satisfied, ask about the beans.

It seems Jack (of Beanstalk fame) had three beans; a red one, a blue one, and a yellow one. All must be collected, before climbing up into the clouds to escape this land. You shake on your alliance.

Beyond Hill And Dale…

Required Reading: Into The Fablesphere: “Expecto Ludum!”

DANGER ALERT
SPOILER ALERT
B&W
BEYOND HILL AND DALE…

RELATED QUESTS: Main Quest: The Night of Long Fangs, Contract: Duck, Duck, Goosed!, Main Quest: Tesham Mutna

LOCATIONS: Beauclair Palace Playroom (Unmarked), Fablesphere

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Syanna, Jack, Josh, the Emperor, Puss, Billy Goat, Anise (Unicorn), Roach (Unicorn), Little Flint Girl, Thumbelina

ENEMIES: Pixies, Big Bear, Bear, Bear Cub, Archespores, The Wicked Witch, Bandits, Barbarossa Redbeard, Three Little Pigs, Longlocks, Skeletons, Big Bad Wolf, Cloud Giant

OBJECTIVES

- Find the book “The Land of a Thousand Fables.”

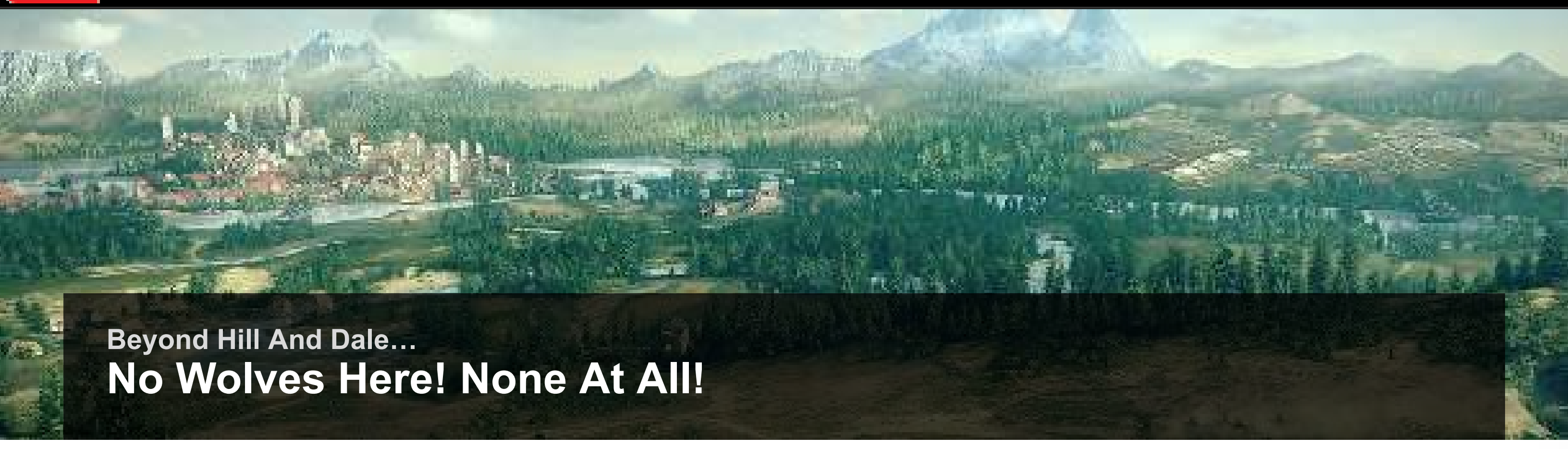
QUESTING DECISIONS

This quest is accessible immediately once you have completed Main Quest: Long Night (Part 2), and you’ve decided to follow Regis’ advice about finding Syanna, rather than seeking an audience with the Unseen Elder. You can complete Main Quest: Blood Simple first, if you wish.

WARNING!MAJOR QUEST DECISION AHEAD!

▶ This is the “point of no return.” Once you open the fairy tale book, you cannot choose to visit the Unseen Elder, and complete Main Quest: What Lies Unseen.

Take the Golden key you found behind the painting, and use it to unlock the ornate cupboard. Inside is the book of fairy tales you seek. As you open it, and read the words of the book, you are immediately transported into Syanna’s childhood “Land of a Thousand Fables,” appearing in a strange forest with giant mushrooms lining the winding path. The only way is onward, farther into this strange and vibrant land. The Eye of Nehaleni is shimmering wildly, indicating this entire world is an illusion; but one so powerful there’s no way to dispel it!



Beyond Hill And Dale…

No Wolves Here! None At All!

OBJECTIVES

- Find Joss.
- Save Joss from the wolves.

OBJECTIVES

- The Boy Who Cried Wolf

BEYOND HILL AND DALE...
Find Joss

Syanna describes Joss' location as you open the opposite gate, and continue your journey along the road, leading down a small valley with strange roots above you, until your progress is waylaid by a group of angry pixies, gnome-like entities that were put here to protect the Fablesphere from intruders. They appear in a cloud of smoke, and swarm you. Treat them like Nekkers, and dispel these angry spirits with fierce swordplay. Expect to encounter them from time to time. Then follow the path out of the forest. Syanna points out to whinnying unicorns, and wants to catch them so you can ride your way through the Fablesphere. A new (and optional) objective to tame them appears, though it is advisable to continue along the path and encounter Joss, first.

Joss (the boy who cried "wolf")

Joss is standing on a tree stump, *definitely not* being harassed by wolves. Draw your weapon and remove the five wolves snarling around the stump. Afterward, Joss points out more wolves behind you, but this is an amusing lie. Everything Joss says is a lie, as Syanna tells you. After a small interrogation of Joss, you learn the following from him:

- Joss knows *not one thing* about the beans.
- The red bean, for example, most certainly hasn't been swallowed by the most humany human in the Land of a Thousand Fables.
- The blue bean lies out in the open, with nobody—three times over—guarding it.
- The yellow bean is deep; completely underground. A bald farmhand, who in no way awaits someone, has it.

With the following…let's call them "clues" learned, your quest objectives multiply, and you have a variety of activities to undertake. At this point, it's a good idea to understand some rules about this fairy land:

Contract: Duck, Duck, Goosed!

Fowl Play Is Suspected

DANGER ALERT SPOILER ALERT

BaW

CONTRACT: DUCK, DUCK, GOOSED!

RELATED QUESTS: Main Quest: Beyond Hill and Dale…

LOCATIONS: Fablesphere

CHARACTERS: Golden Goose

ENEMIES: Bandits, Barbarossa Redbeard

OBJECTIVES

- Go to the goose's home.

OBJECTIVES

- The Goose That Laid the Golden Eggs (Aesop's Fables)
- Redbeard Barbarossa the Robber

QUESTING DECISIONS

This quest is accessible during Blood and Wine: Main Quest: Beyond Hill and Dale…. It is only available prior to climbing the beanstalk, while you are searching for the three magic beans.

While exploring the Fablesphere, be sure you check the Notice Board in the chilly village to the northwest, near to where the Little Flint Girl is standing. On the board is a letter marked "Loosey this Goosey!" from Balbina the goose, requesting your help. Syanna isn't that interested in befriending poultry, but a goose in distress may be worth your time. Set off along the path, heading southwest, passing Longlock's tower on the left, and engaging a group of violent gnomes as you reach Thumbelina's village.

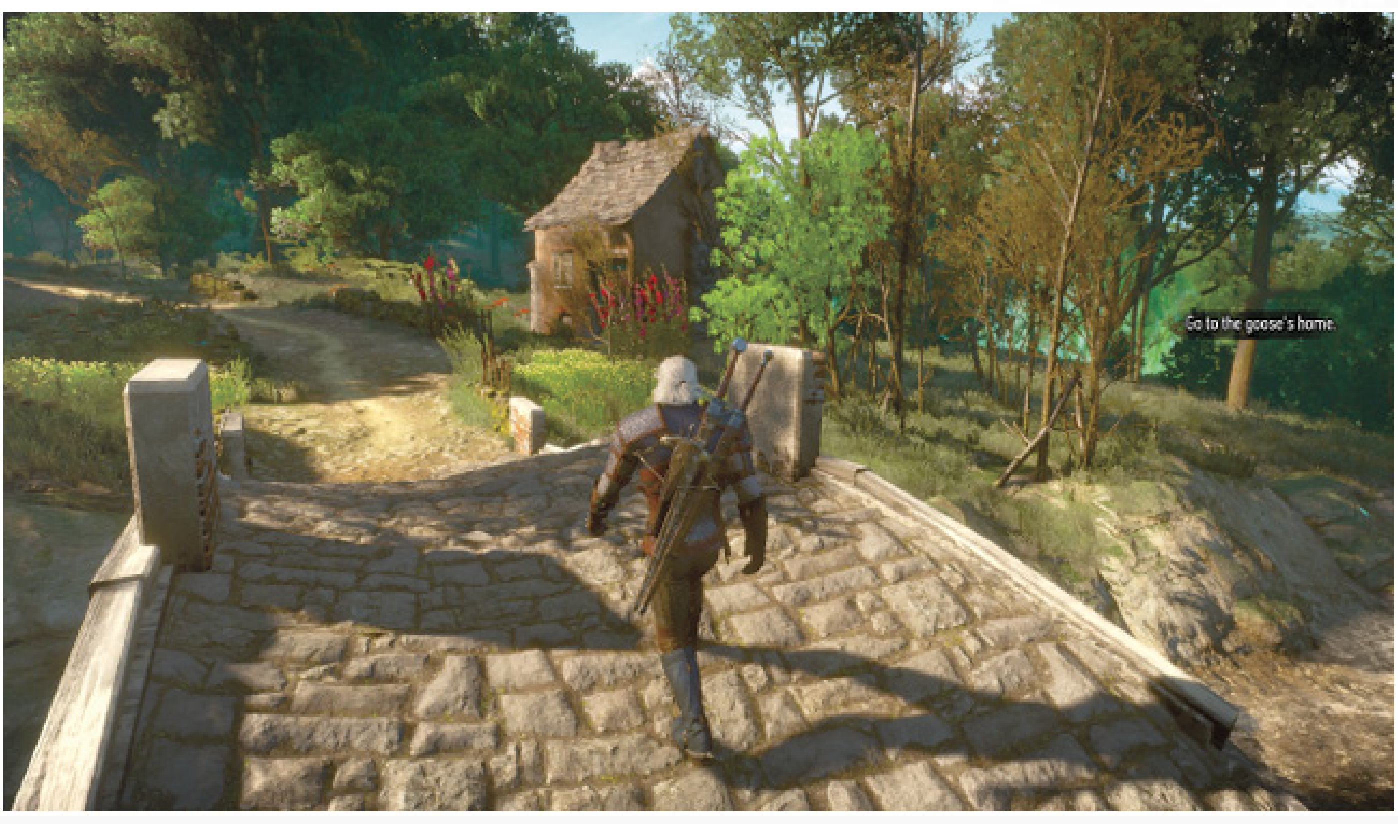
OBJECTIVES

- Use your Witcher Senses to find the goose.
- Follow the tracks.

Remain on the path, crossing the bridge, running past the remains of the three little pigs' dwellings, and crossing a second bridge. On the other side of the bridge lies the modest dwelling of the goose. Make the following discoveries on the ground outside:

- Broken feathers, indicating a fight.

The objectives update, and there are more feathers and footprints to follow into the wooded hills. A little farther into the woodland, expect to encounter some furious pixie folk.



OBJECTIVES

- Defeat Redbeard and his bandits.
- Let the goose out of the cage.

Balbina the Goose

Farther up the hill, is a small camp where two dwarven bandits, and their leader Barbarossa Redbeard are guarding a "goose in distress," and must be slaughtered where they stand. Treat them like the common bandits they are (watching for Redbeard's crossbow attacks before you close in on him). Then search the corpse of the infamous pirate for the cage key, and open the cage. With a shake of her tail-feathers, the goose waddles out, having laid a golden egg for your troubles. The quest concludes.

Items: Cage key, Golden egg (+1 Ability Point)

Beyond Hill And Dale… (Continued)

Fee-Fi-Fo-Fum-Fight!

DANGER ALERT SPOILER ALERT

B&W

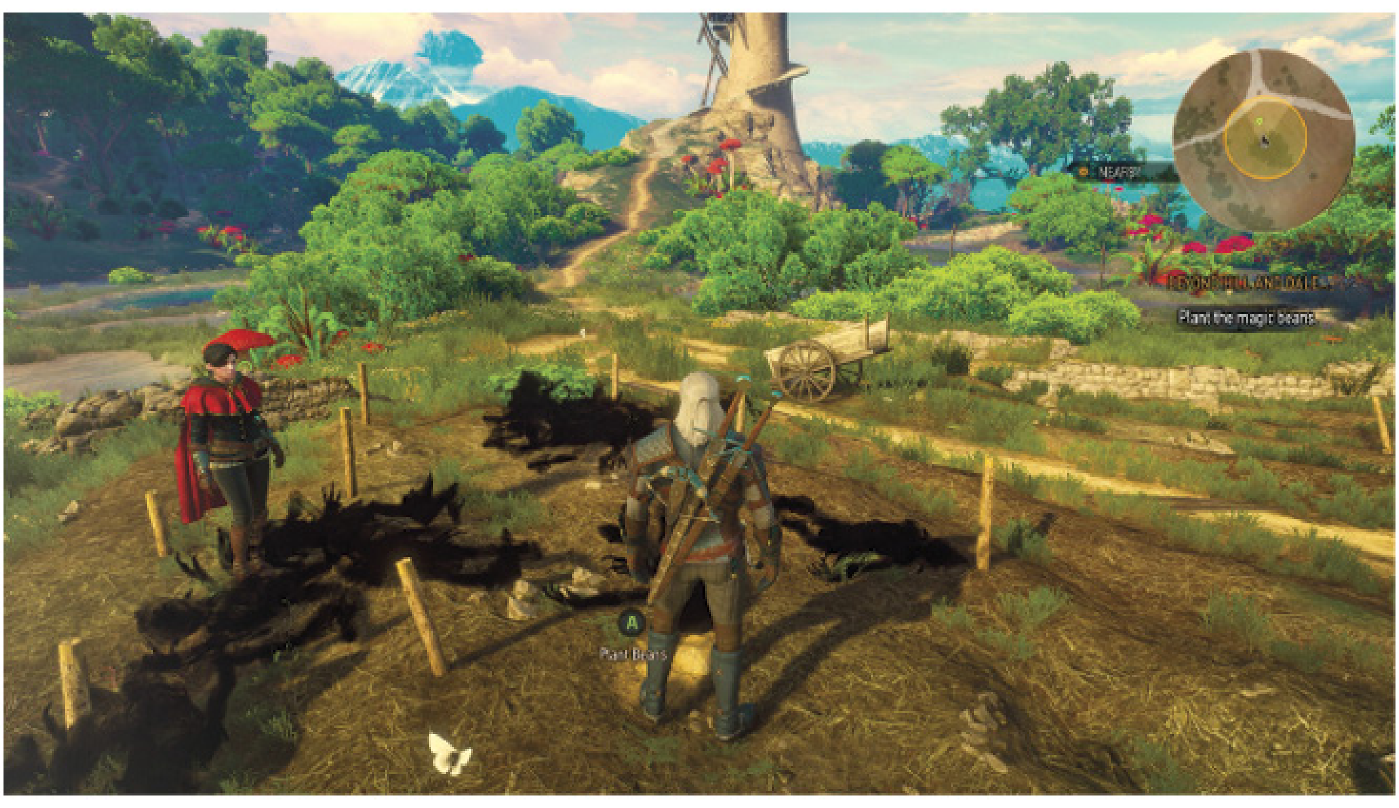
BEYOND HILL AND DALE... (CONT.)

OBJECTIVES

- Plant the magic beans.

Once you have all three magic beans (from the Pig, Longlocks, and the Bad Wolf), Syanna suggests planting them by the path near the tower. When you reach the planting field, you're set upon by a dozen appearing Pixies. Remove these annoyances, then inspect the investigation area (using your Witcher Senses) to find the correct spot.

You place the three beans, before Syanna quickly retreats to cover. A moment later, the ground erupts as a mass of snaking tendrils bursts upward, knocking you off your feet.



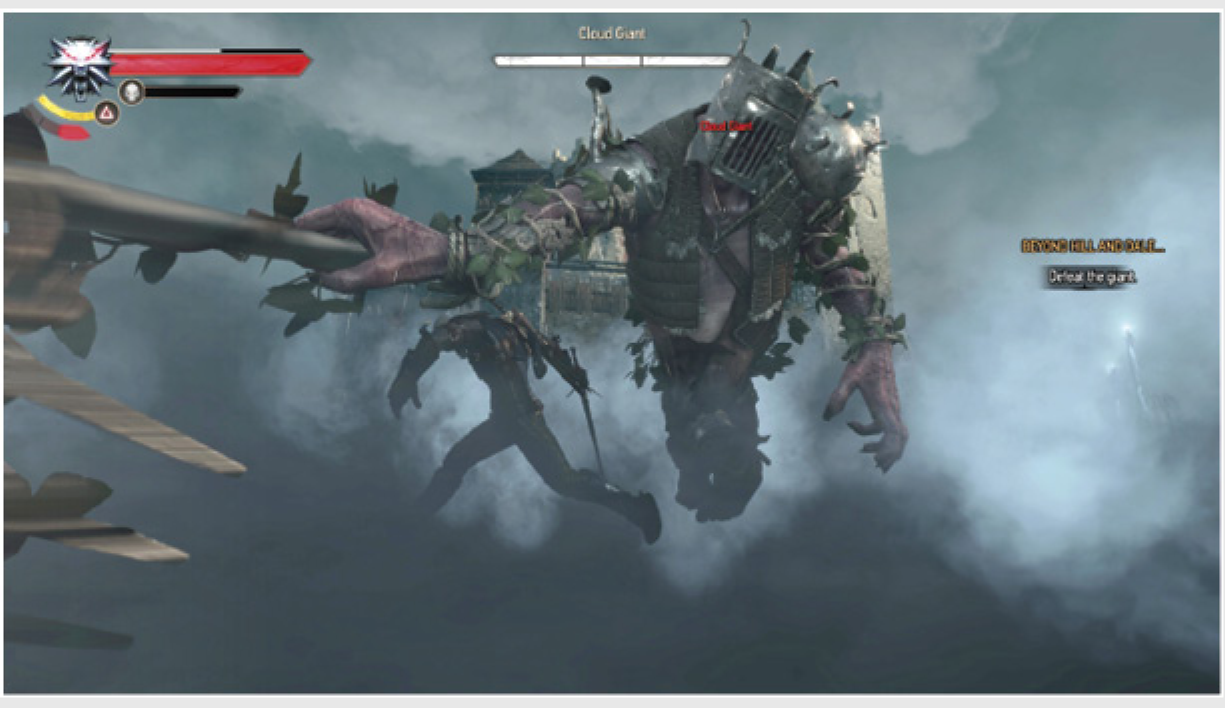
You climb the towering beanstalk with Syanna, ascending into, and then onto the clouds above the Fablesphere. As you look over to Syanna, she tells you there will be time to admire the view later. First though, is the owner of this castle. A lumbering giant crashes out from the entrance, intent on grinding your bones to make his bread.

OBJECTIVES

- Defeat the giant.

DEFEATING THE CLOUD GIANT: HIS ATTACKS

The Cloud Giant has the following attacks and maneuvers to be aware of:



Weapon Swing: A medium-range weapon swing. Dodge or leap to the side, or back away to avoid being struck.

Weapon Overhead Smash: A medium-range weapon smash, dropping vertically. Highly damaging, so avoid using dodges and retreating.

Kick, Stomp, and Swipe: The Cloud Giant sometimes kicks, stomps, or swipes with his left arm; both push you back, increasing the distance between you, allowing the giant to be more effective with his weapon swings. Simply avoid these by dodging.

Charge Attack: If you're at long range, the Cloud Giatn occasionally attempts a charge to close the distance. If you're caught, expect to be pushed back, and possibly sent tumbling over. Recover and retreat, or simply roll or dodge to the side to avoid it.

Whirlwind Attack: Occurring at both short and long distances, this is the the Cloud Giant's most severe series of strikes, so watch for him raising his weapon up to the side of the head before his spins around. Damage is significant, and you're sent flying. Parrying is not an option, but dodging (or letting Quen bear the brunt of this) is.

Cloud Teleport: Using his lair to the best of his advantage, he drops into a cloud, and a moment later, leaps back out, and brings his mighty weapon slamming down with an overhead smash. React with dodging, while keeping an eye on where he leaps up from so you aren't caught.

DEFEATING THE CLOUD GIANT: THE BEST BATTLE TACTICS

Engage this behemoth in combat amid the clouds. Syanna helps, but it still takes skill and cunning to vanquish this tough son of a wench, which hits pretty hard for an illusion. Use the techniques you attempted when you slew the other giant while first adventuring in Toussaint, or employ similar techniques to those when facing a Cyclops, or the Ice Giant in Undvik.

In addition, to shorten combat considerably, you stay within the three piles of metal objects. As this battle takes place on a cloud, during a thunderstorm, these objects are frequently struck by lightning. The objects remain electrified afterwards, so lure the Cloud Giant close to one of the metal piles still writhing with energy, and wait for the foe to make a giant swing, and a giant mistake! The giant's weapon strikes the metal, electrocuting the fool and allowing you to attack him for a few moments. Keep this up!

THE CLOUD GIANT'S VULNERABILITIES

Dancing Star Bomb

Ogroid Oil

Axii

Igni

And They All Lived Happily Ever After…

OBJECTIVES

- Follow Syanna.
- Jump into the well.

After the fight, Syanna seems reluctant to leave. You can mention the following in answering her questions:

PLAN 1: ACROBATIC INTIMACY

- You can sit here a while longer. She begins to open up, telling Geralt she needs a man, since she doesn't know what awaits her once they leave the Fableshpere. Let her "have her way" with Geralt and she reveals more than her terrible upbringing…

You both fall through the clouds, losing clothing in the process. This is your most acrobatic display of intimacy since Yennefer introduced a unicorn that one time.

Items: Carnal Knowledge: Syanna

After you land, Geralt thinks they should talk. Syanna remarks that it seems no woman has ever treated him this way. At least he now knows how women must often feel.

PLAN 2: ACERBIC INQUIETUDE

- Complain about her moaning, and ensure Syanna is less than enamored with you. She halts the conversation, and you both leave.

Whether you've decided to tumble through the skies with Syanna or not, run up the Giant's castle drawbridge. At this point, there are three optional (unmarked) tasks you can complete, before leaving the Fablesphere forever. Once you're done larking around, enter the cloud castle and search for the well, hopping over and plummeting back into reality, and the Palace of Beauclair. Regis is waiting for you by a secret exit from the Fablesphere, near a formal fountain. Regis is particularly vehement with his dislike of Syanna; feel free to agree or admonish him in your answers. The meeting with Dettlaff is scheduled, Main Quest: Tesham Mutna begins, and this quest concludes.

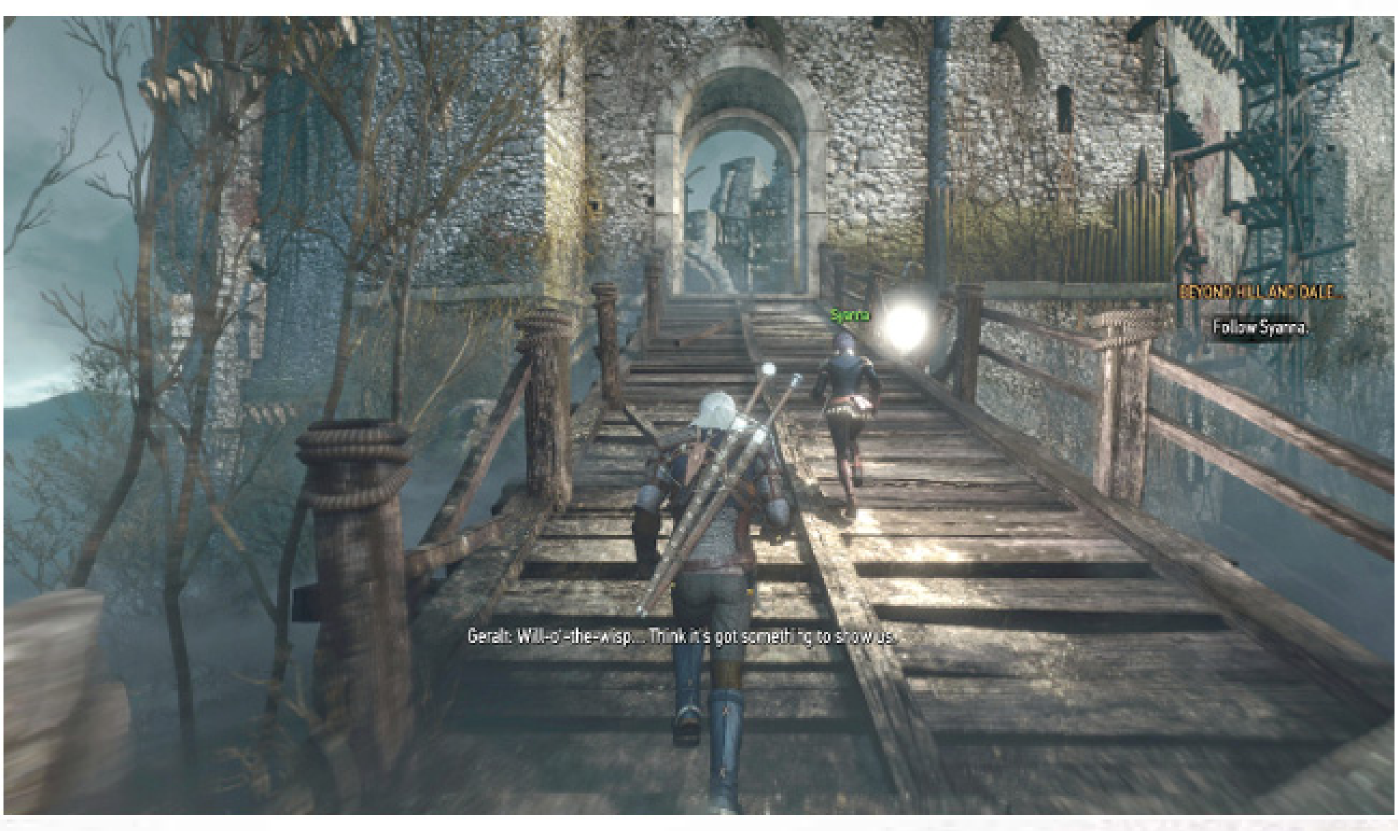
OPTIONAL (UNMARKED) TASKS

TASK 1: THE WILL O' THE WISP (UNMARKED)

OBJECTIVES

- Will o' the Wisp (general folklore, Dark Souls)

As you cross the drawbridge, you should notice a will o' the wisp. This glowing orb isn't to be trusted (according to Syanna), but you can stop for a moment, leap off the left side of the drawbridge, down a path under the drawbridge, across a rickety bridge, and into a cave with a relic sword to gather. Burn the campfire it is in to access it.



Geralt: Will-o'-the-wisp... Think it's got something to show us.

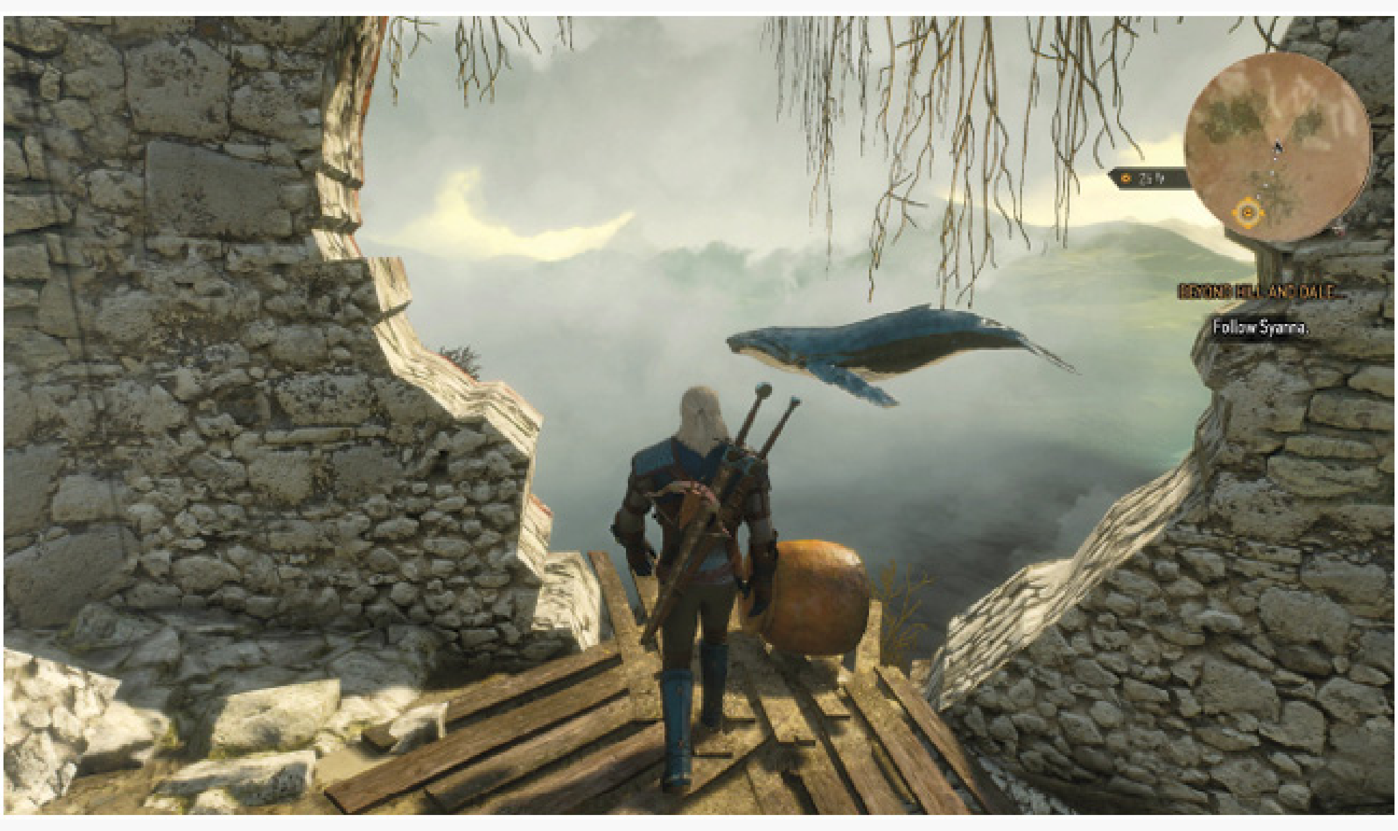
Items: Relic Sword: Geshelft

TASK 2: THE WHALE (UNMARKED)

OBJECTIVES

- Futuristic author composition

Enter the castle, and make an immediate left turn. Step through the archway, and view the clouds outside. Keep watching; against all probability, a sperm whale has been called into existence, several miles above the Fablesphere. It plummets out of view. Strangely, a bowl of petunias didn't appear at the same time.

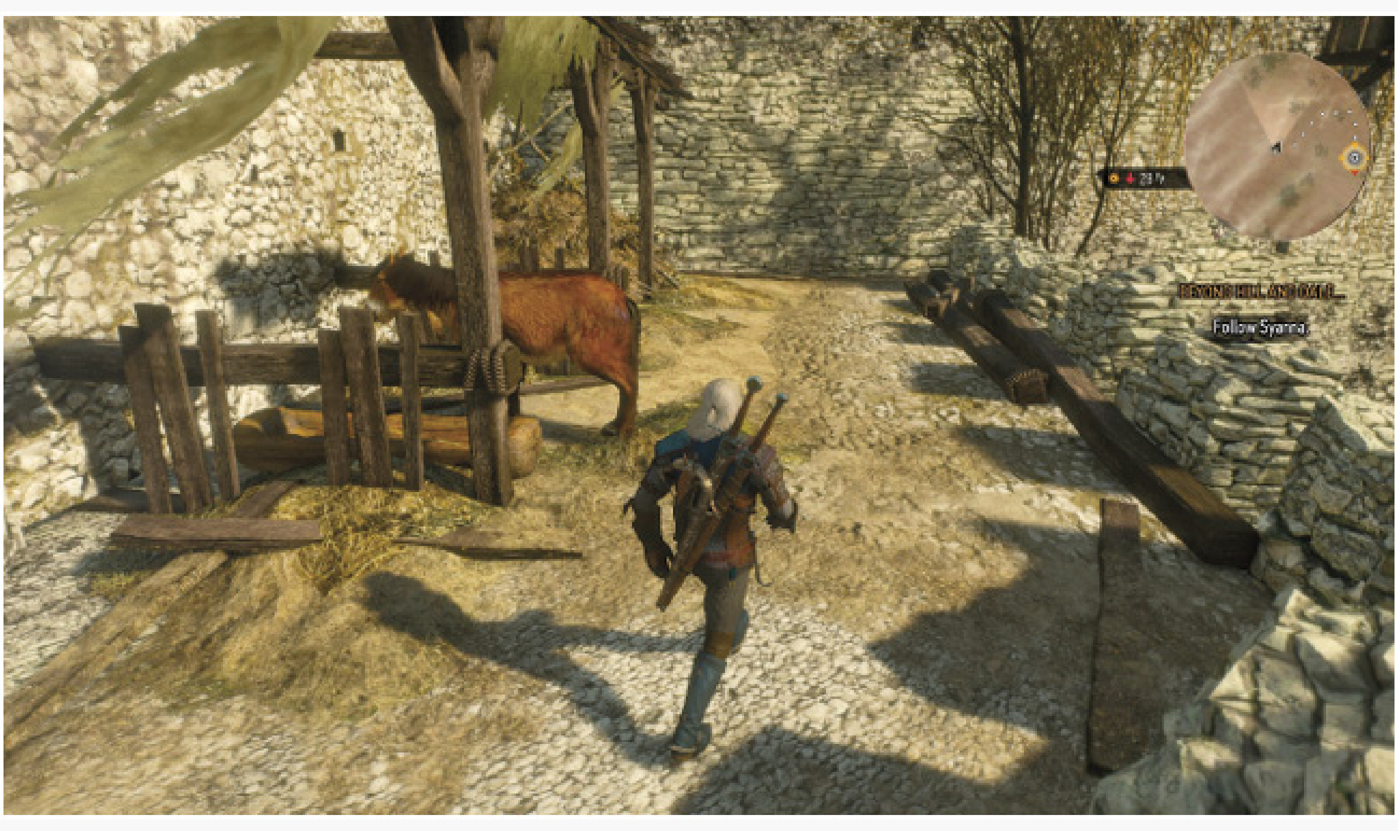


TASK 3: THE DONKEY (UNMARKED)

OBJECTIVES

- Donkeyskin fable

Upon entering the castle, search around for some stables where a donkey is happily munching away on some hay, and excreting a pile of gold. This "magic gold" can be gathered, though it disappears once you return to Beauclair.



Items: Magic Gold

What Lies Unseen

Path To The Unseen:an Audience With The Unseen

DANGER ALERT SPOILER ALERT

B&W WHAT LIES UNSEEN

RELATED QUESTS: Main Quest: Blood Simple, Main Quest: Tesham Mutna

LOCATIONS: Beauclair Palace Docks (Unmarked), Seidhe Llygad (Lake), Hen Gàidh (Unmarked)

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Unseen Elder

ENEMIES: Fleder, Protofleders

OBJECTIVES

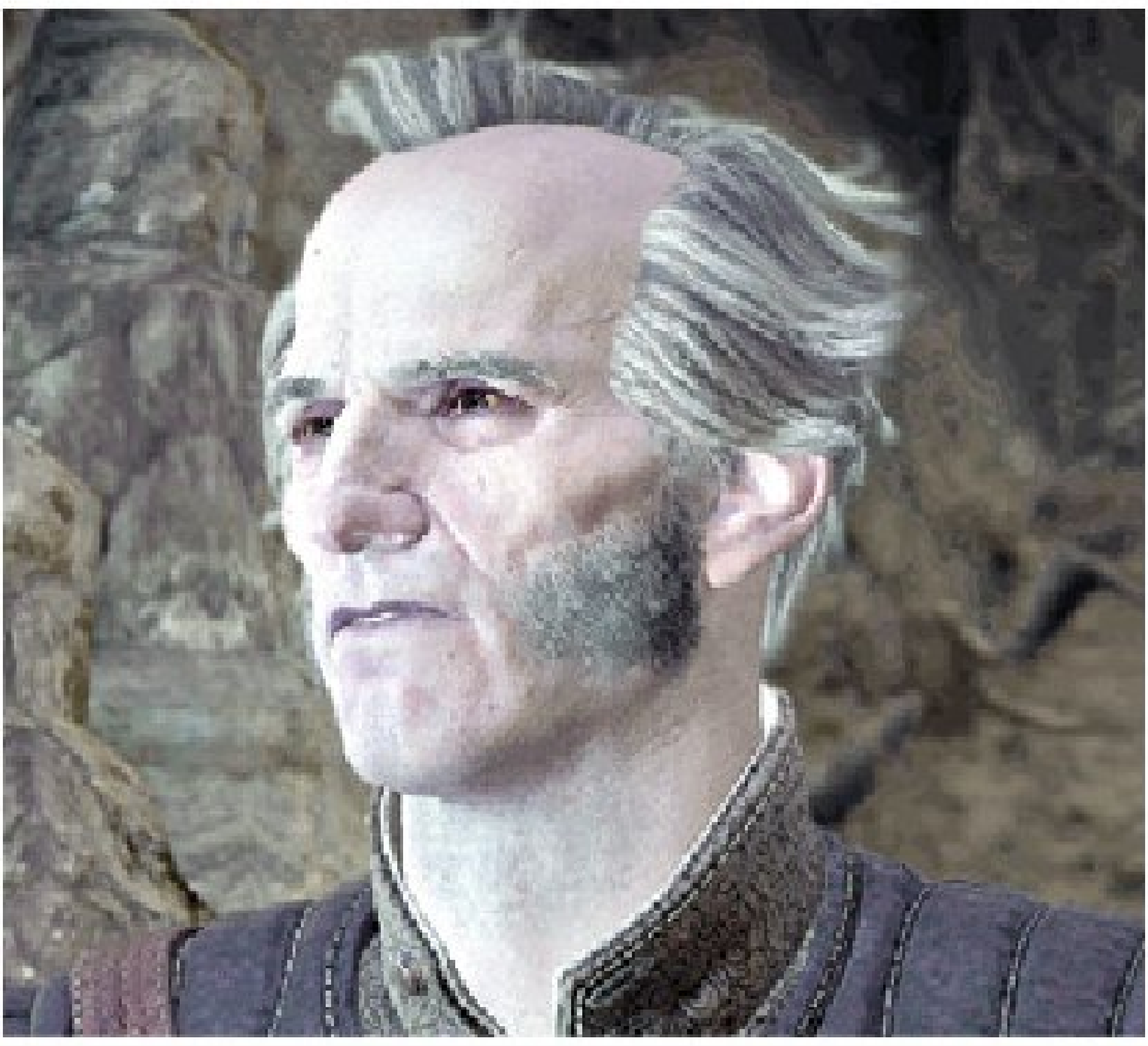
- Go to the Unseen Elder's lair.
- Open the entrance to the Unseen Elder's lair using Orianna's key.

QUESTING DECISIONS

This quest is accessible immediately once you have completed Blood and Wine: Main Quest: Blood Simple, you've met up with Regis on the boat landing, and you've refused Regis' pleas to free Syanna instead, answering that you won't change your mind.

WARNING!MAJOR QUEST DECISION AHEAD!

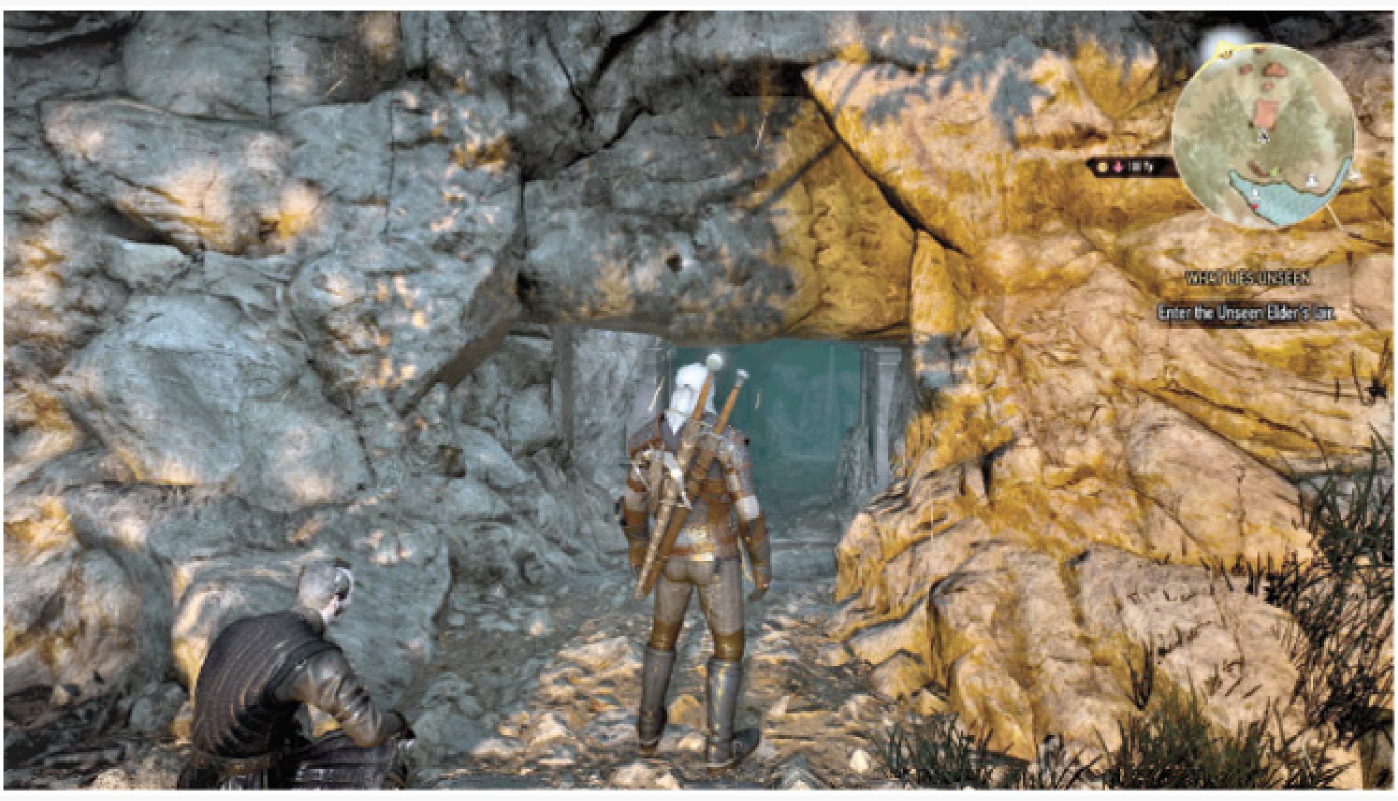
▶ This is the "point of no return." Once you enter the Unseen Elder's cave at the southern shores of the lake, you cannot access Main Quest: Beyond Hill and Dale… You have to pick a choice and stick with it!



Emiel Regis Rohellec Terzieff-Godefroy

Once you've had time to prepare (and concoct at least one Swallow potion), agree to find the Unseen Elder with Regis. You set sail and chart a roughly southerly course across Seidhe Llygad Lake. As you cross, Regis informs you of the customs for greeting such a venerable vampire as the Unseen Elder. Regis leaves the boat to reconnoiter the area.

Maneuver the boat to the investigation area, disembark, and climb the stone steps on the bank of the lake, and around to Regis' location. He suggests you use the magic key you acquired from Orianna, at the end of Main Quest: Blood Simple. Before you do, you may wish to draw Aard strength (and add an ability point) from the nearby Place of Power, on the rocky outcrop overlooking the lake. Then head to the blocked cave entrance, and open it, leading down into the ancient vampire lair known as Hen Gàidh.



Elders And Betters: Getting It In The Neck

OBJECTIVES

- Enter the Unseen Elder's lair.

Unseen Elder

Descend into the cave passage with Regis, moving along the tunnel until you reach water. Then climb the rocks to the right, entering a cavern with a Fleder you must defeat (though Regis makes short work of this lesser vampire if you let him). Climb a second set of natural rock steps, passing a lit wall brazier, that leads into a grand and arched cavern. There is not one sound in this silent place.

The silence is broken by the snarling voice of a monstrous host, a fearsome shadowy form that speaks to Regis in a foreign tongue. Regis' response is cut off. Answer the Unseen Elder as you wish; it matters not as the Elder launches an attack on you, faster than you can blink. Tearing at your neck, it feeds on your blood, hoists you by the neck, and throws you tumbling down a deep side tunnel. Not the conclusion to the meeting you'd been hoping for.

OBJECTIVES

- Find a healing potion. Drink a health potion to regenerate Vitality.
- (Optional) Collect the items and gear you lost as you fell.

You regain consciousness with busted ribs, internal hemorrhaging, and your health bar emptying faster than Zoltan Chivay's tankard at an ale festival. Access your inventory, and swig down a Swallow potion (of any strength). If you don't have a Swallow potion, choose a White Raffard decoction. If you don't have either, you can prepare a potion using alchemy.

After staggering and dropping to the ground, you regain consciousness some time later. Before you gain your bearings, make sure you gain your belongings; use your Witcher Senses and hunt for your Crossbow and bolts, Steel Sword, and Silver Sword that lie scattered about the cave. Don't forget to re-equip them!

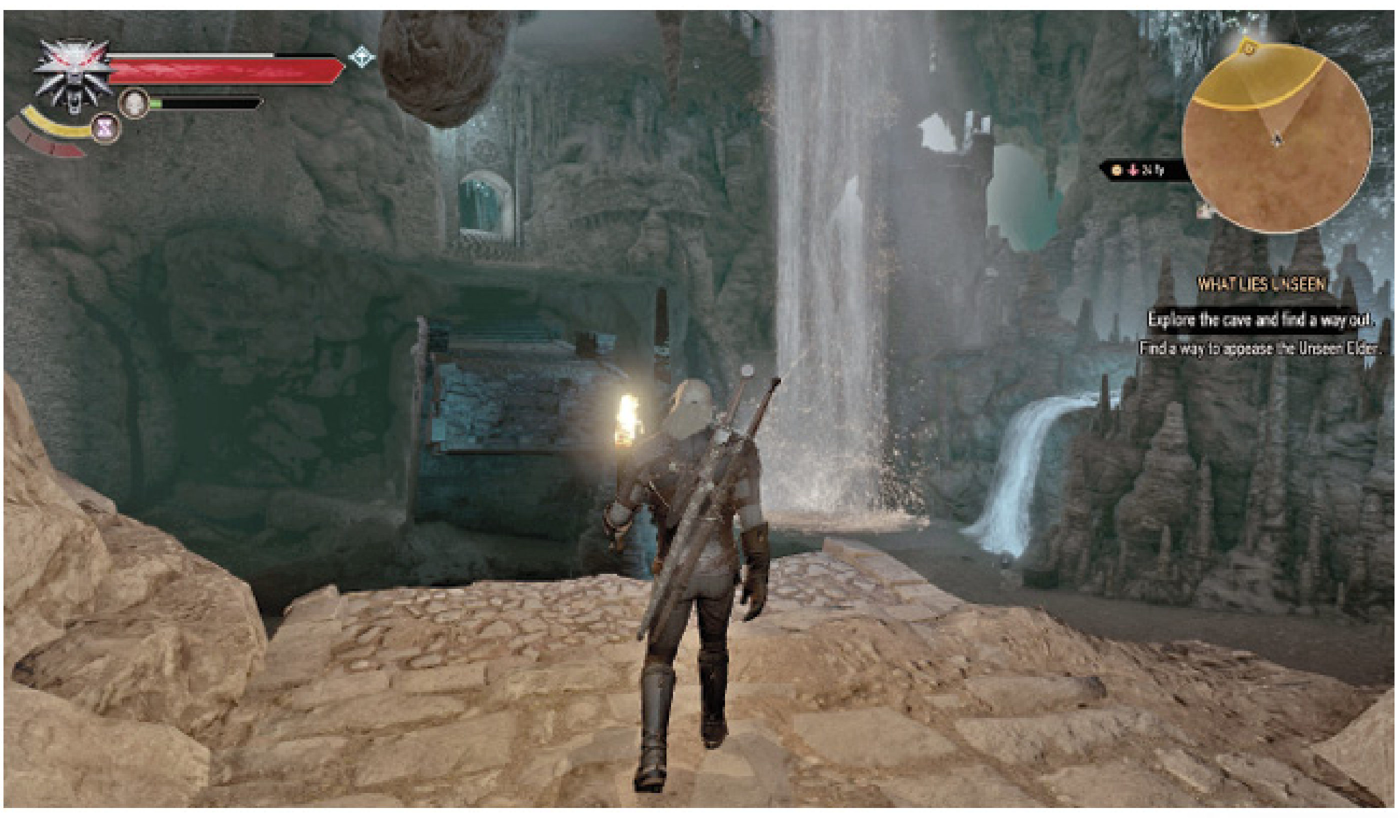
What Lies Unseen

Onwards And Upwards

OBJECTIVES

- Get out of the cave.
- Find a way to appease the Unseen Elder.

After your short rest, you realize the Elder will kill you even if you manage to find your way out of this subterranean labyrinth. From your current position, climb to the small, flat cave plateau, and run left through the curved tunnel into a strange and terrifying place. Crumbling battlements, and streams flowing upwards? Drop into the investigation area, and loot some notes from a couple of sacks near the gravity-defying waterfall. Read them to gain a better understanding of your predicament.


WHAT LIES UNSEEN
Explore the cave and find a way out.
Find a way to appease the Unseen Elder.

Items: Mage's notes

A DIFFERENT GATHERING AT HEN GÀIDTH

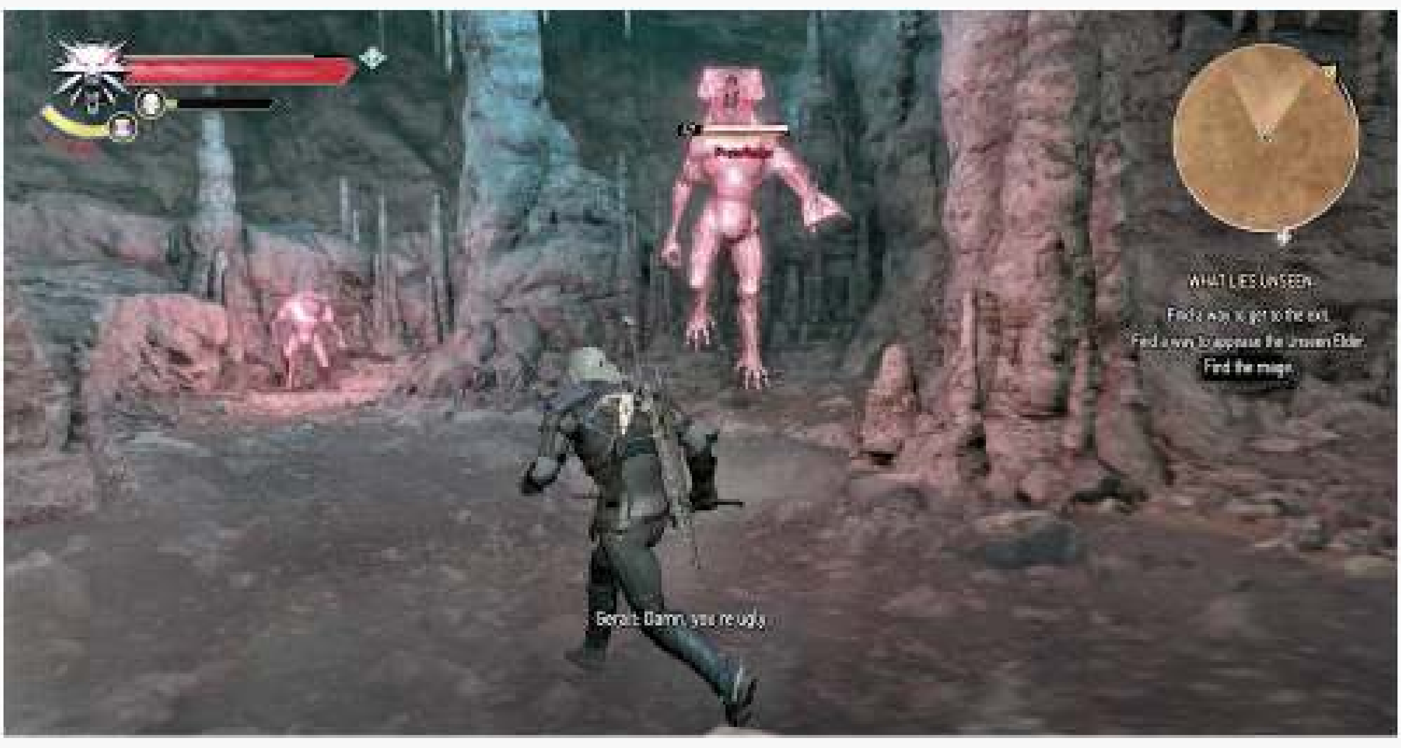
As you explore, it's worth taking a little extra time (and checking the Atlas map of this area) to find various casks (indicated on the guide map as chests) containing ancient coins, strange statues and artifacts, and precious mineral deposits. There's Hen Gàidth Relic armor to gather, too.

OBJECTIVES

- Explore the cave and find a way out.
- Read the notes. Find the mage.

Peering upwards, you see a dimly-lit passage above you, which leads back to the Unseen Elder's "welcome room." It seems impossible to reach. Head down the only tunnel (left and behind you if you're facing the waterfall), following the set of footprints (which can be seen using your Witcher Senses), passing a lantern and a secondary tunnel to your left. When you reach the end of this passage, prepare to do battle with four Protofleders. There are casks to ransack as your reward.

Back down the main tunnel, continue down the main tunnel, disturbing three Protofleder vampires (take them to task using tactics of the Bestiary). After demolishing them in their cave, climb the side of the cave wall, which leads to a narrow, higher passage. Continue to follow the footprints.

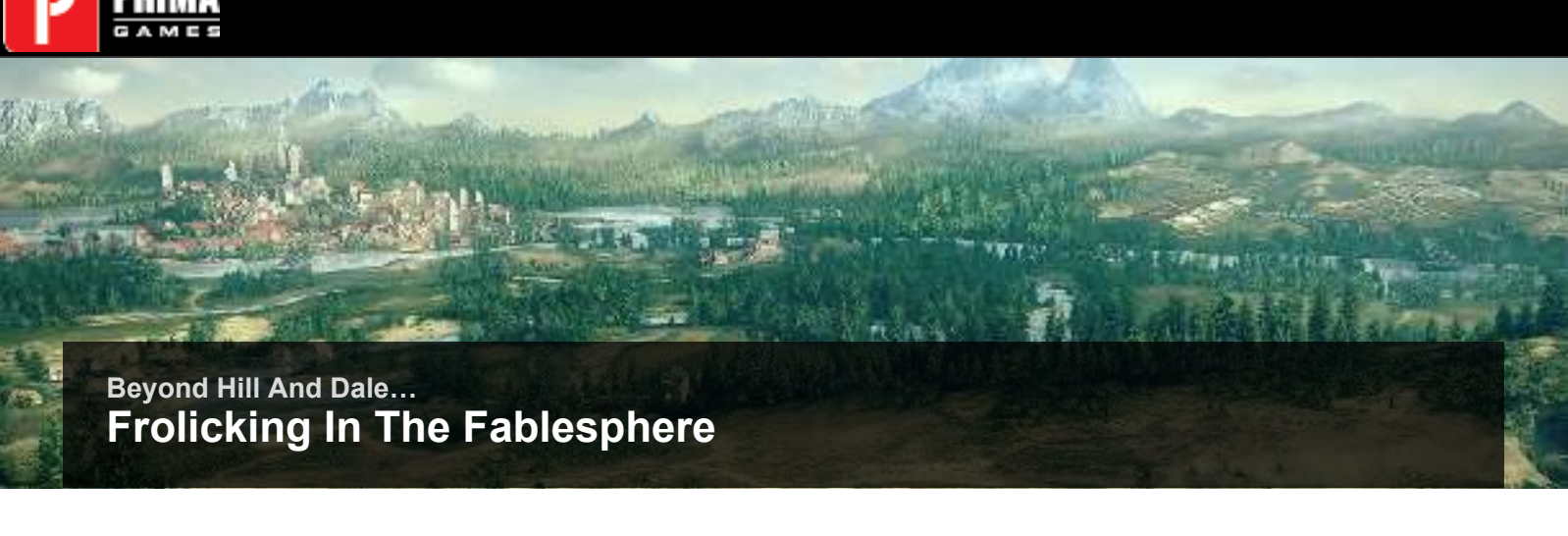

WHAT LIES UNSEEN
Find a way to get to the exit.
Find a way to appease the Unseen Elder.
Find the mage.
Geralt: Damn, you're ugly.

Run through the narrow passage, to a stone bridge and cross it, heading through an archway. You reach the megascope of a wizard (probably the one whose notes you read) and can find further papers in a pile of old books on the ground. Give them a read, before examining the area:

- There's a damaged megascope along with the books in the pile.
- A deep set of male footprints leads away from the books.

Follow the footprints to a stream that flows upwards. The footprints continue onward and upward. You carefully tread along the same route, until you're standing on the ceiling. Gravity has flipped!

Items: Mage's notes



Beyond Hill And Dale...

Frolicking In The Fablesphere

OBJECTIVES

- Find three magic beans (3).

PLANNING YOUR STAY IN THE FABLESPHERE

Now you've emerged from the forest with Syanna and spoken to the "truth-reversing" Joss, there's some planning to attempt if you want to make the most of your time in the Fablesphere:

Think of the path from Joss' tree stump as a long, circular route through the rest of the Fablesphere. You are encouraged to stop and visit every location along the way.

However, there are a number of optional and hidden activities that must be performed, even including a Contract!

It's worth completing tasks both important and optional before you sow the three magic beans and conjure the beanstalk, so you can see everything and so you can finish optional tasks before leaving this world.

Once all three beans are found, and the beanstalk summoned, you won't be able to return to finish any optional tasks; so be aware of this (especially as there's a Gwent game to try!).

Use your mini-map to pinpoint all the objective locations you need to visit, but remember there are optional places to explore, too!

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OPTIMAL, OBJECTIVE-BASED TASKS

TASK 1: TAMING A UNICORN OR TWO

OBJECTIVES

- (Optional) Ride the white unicorn.

OBJECTIVES

- The Lion and the Unicorn

This optional task occurs when you first emerge from the toadstool forest. Syanna spies two unicorns that you can ride. You get an objective to get on the white unicorn. This isn't necessary for quest completion, but it does remind Syanna of her childhood. It reminds you of something definitely more adult!

TASK 2: SNUFFS, PUFFS, AND ALL SORTS

OBJECTIVES

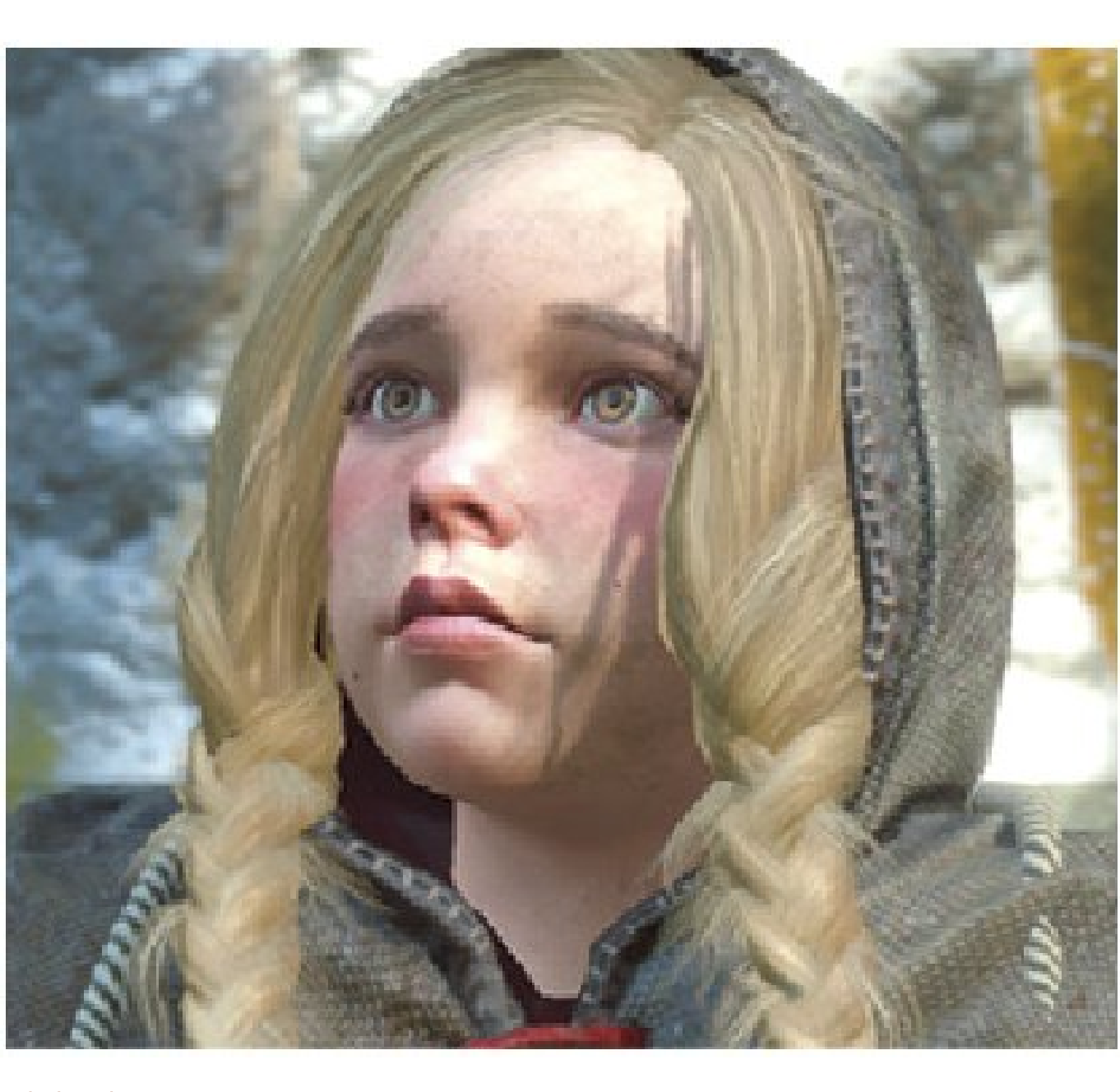
- Talk to the girl with the flint.

OBJECTIVES

- The Little Match Girl

WARNING! MAJOR QUEST DECISION AHEAD!

Though you won't realize it yet, speaking to the Girl with Flint, learning she has a ribbon belonging to Syanna, and then either obtaining (or not obtaining) it, has a major effect during Blood and Wine: Main Quest: Tesham Mutna.



Little Flint Girl

In the northwestern part of the Fablesphere is a snowy village, with a Notice Board where a Contract written by a goose can be attempted, and a girl selling a variety of tobacco products. And fisstech! She's not aware of any magic beans; is that the new name of a kicker she already carries?

Syanna spies the girl is wearing her ribbon, but she's not about to give it back to her; "finders keepers, sweetheart!" Optionally ask Syanna what the ribbon is about (a family keepsake from her Uncle meant to act as a good luck charm). As the only thing the girl gives out for free is "a first hit," you'll have to pay if you want the ribbon back. At this point, you can:

- (Gwent) Play the Girl with Flint at Gwent. You have one chance to score a victory in a normal game of cards (she uses the Scoia'tael deck). Win and the ribbon is yours. Lose, and it remains with the girl.
- (500 Crowns) You can pay the Girl with Flint for the ribbon.

(Shop) You can also purchase some narcotics, and other sundry items (usually including a Decoction).

Assuming you win the ribbon, Syanna actually thanks you, and the ribbon is given to her.

Items: Syanna's Ribbon

TASK 3: LITTLE PIG, LITTLE PIG, LET ME IN!

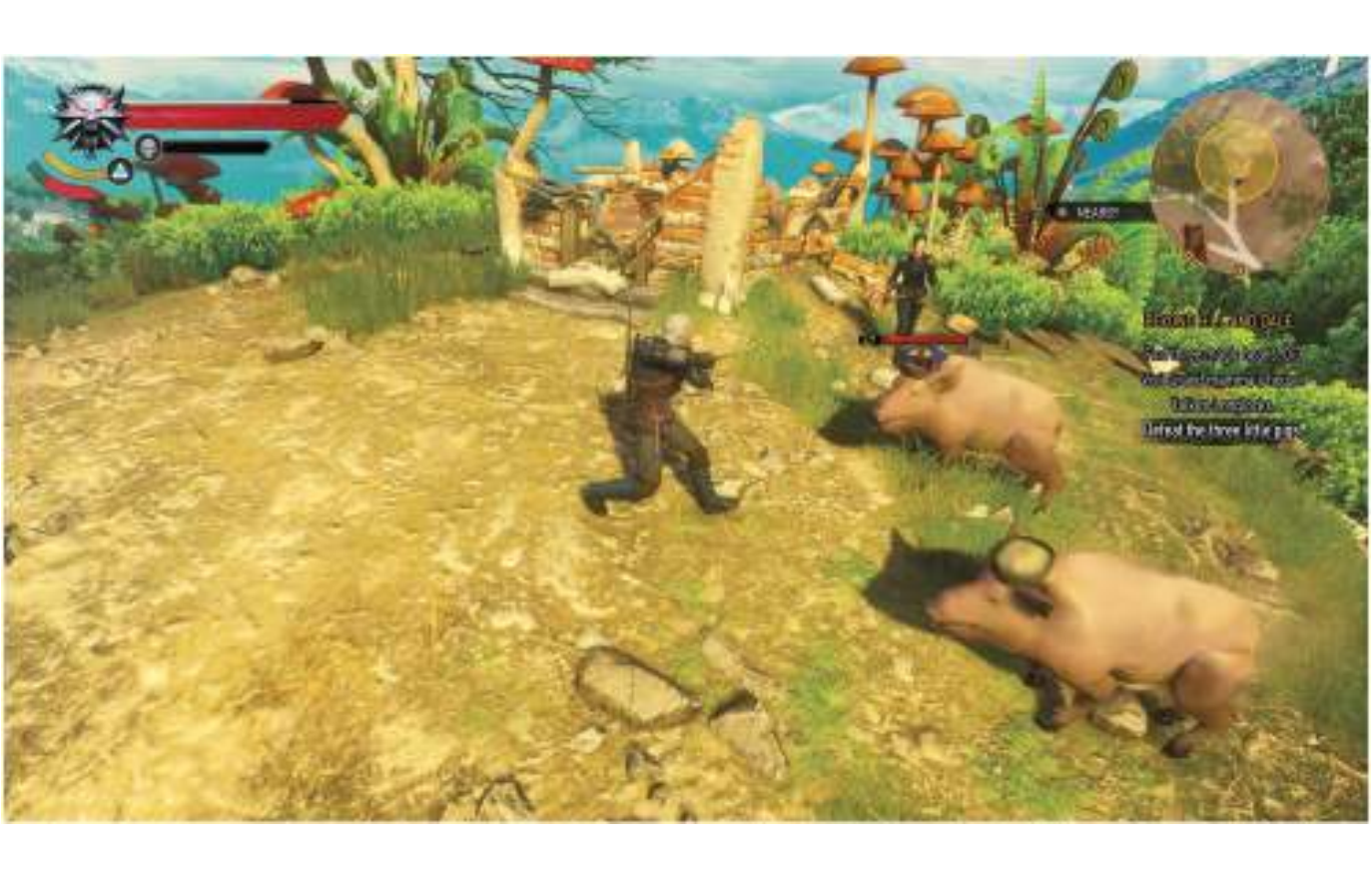
OBJECTIVES

- Go see the three little pigs.
- Defeat the three little pigs.

OBJECTIVES

- The Three Little Pigs

Just past the miniature village, between the two humped bridges, are the dwellings of three porcine inhabitants. It seems that two houses (made from straw and wood respectively) have been heavily damaged; possibly by huffing and puffing. Only the brick structure is intact, and even that looks like it's in a weakened state. When you cast Aard, and destroy the brick house, out come three enraged pigs (treat them like Wild Boars) which must be slain. Then step into the ruins of the pigs' house, and procure a bean. After showing it to Syanna, she's shocked that you have a sense of humor. Answer her as you wish; Syanna seems to be softening to your gruff exterior.



Items: Blue Bean

TASK 4: GRIM TALES IN THE TOWER

OBJECTIVES

- Talk to Longlocks.
- Defeat the wraith of Longlocks.

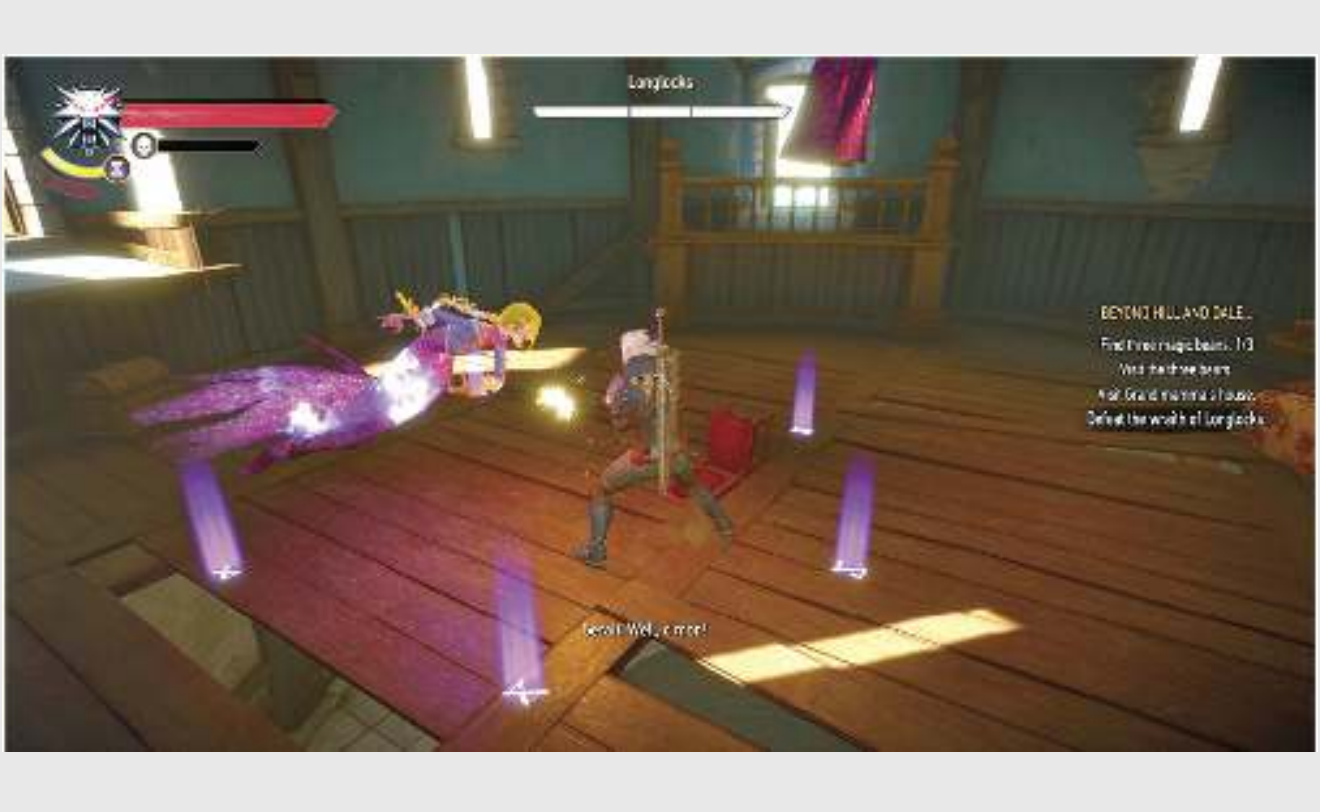
OBJECTIVES

- Rapunzel

Across the marsh in the fields across from the pigs' houses is a tower you cannot miss; venture close to it and Syanna wonders aloud where Longlocks is; she would grapple up her braid in the past. Now, it doesn't seem to be there. Furthermore, the tower seems to be in disrepair. Run up the hill to the base of the tower, then leap across to the spiraling platform on the tower itself, where the dead knight in shining armor lies. Run around, and ascend the wooden scaffolding, and finally a ladder, before leaping into a crack in the main tower. Continue up an interior spiral staircase, then another, all the way to the top of the tower. Longlocks? "Deadlocks" is more apt a description. The girl with the long braid has hanged herself with her own hair, cursed to become a Banshee!

DEFEATING LONGLOCKS: HER ATTACKS

Longlocks has the following attacks and maneuvers to be aware of:



Banshee Wail: After taking damage from your attacks, Longlocks will rise to her place of death (the light in the center of the tower ceiling) and let out a scream that could wake the dead; literally. This summons a group of five skeletal foes (and she is invulnerable for a few moments during and after the wail). Longlocks then heals while you're preoccupied with the skeletons (who are easily dispatched like Bandits, or blown backward with Aard and stabbed while prone).

Banshee Scream: Longlocks has a second scream that's just as ear-piercing, but is used to stun you instead of summon skeletons. Beware of this and dodge or roll away from the sound wave.

Dash Attack: If you're stunned, Longlocks bursts forward with great speed and performs a powerful melee attack; don't let this happen by avoiding the scream in the first place!

Melee Combo: Expect some nasty clawing, which can strike you up to four times (usually three or four hits). These are quick and light, and can therefore be parried. She quickly floats backward after each successful attack or counter that she performs.

Counter: If you're successful with two or more melee attacks, Longlocks attempts a counter attack; a very quick spin that causes heavy damage, and pushes you (and her) away from each other. You're encouraged to strike twice before adjusting and striking again, so this is avoided.

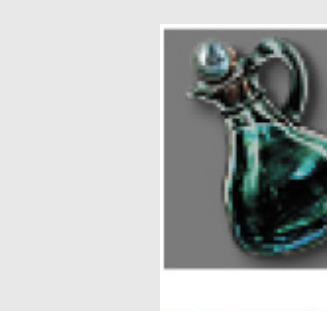
Resistances: The critical effects of Signs, Bombs, and bolts do not affect Longlocks. She is slow, attempting to stay at medium range and away from your attacks; only approaching when attempting a dash or melee combo strike.

DEFEATING LONGLOCKS: THE BEST BATTLE TACTICS

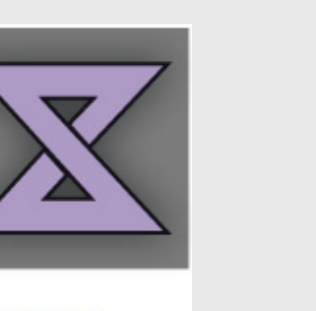
Use Yrden to slow Longlocks down enough to dart in with a couple of hard-hitting, spectral oil-coated attacks, and whittle down her health until she starts her infamous wail. As soon as the skeletal foes appear, defeat them as quickly as possible using fast attacks, and knocking them over with Aard; this means Longlocks has fewer opportunity to heal herself, and you can continue this combat of attrition.

Longlocks strafes, tries a melee attack, dashes away, tries the scream to stun you, then uses her dash attack if successful; then she begins this attack pattern again. If wounded, she stops this pattern and summons her bony brethren. When she does, remove the skeletal threats quickly, before attacking her with well-timed sword strikes once again.

LONGLOCKS' VULNERABILITIES



Spectral Oil



Yrden

After the battle with Longlocks, procure the bean from the tower, and retrace your steps. Carefully. Alternatively, you can step out onto the balcony of the tower and jump into the water. Before leaving, you can grab a bite from the Wishing Table in Longlock's room. The food on it replenishes after a few seconds. Back at Syanna, the conversation turns to Dettlaff. Ask any questions you wish, as Syanna can describe her first meeting with the vampire. Your answers are important here. Show enough compassion and Syanna is more likely to show her sister that same compassion later on.

Items: Yellow Bean

TASK 5: NOT TOO BIG. NOT TOO SMALL. BUT STILL NOT RIGHT.

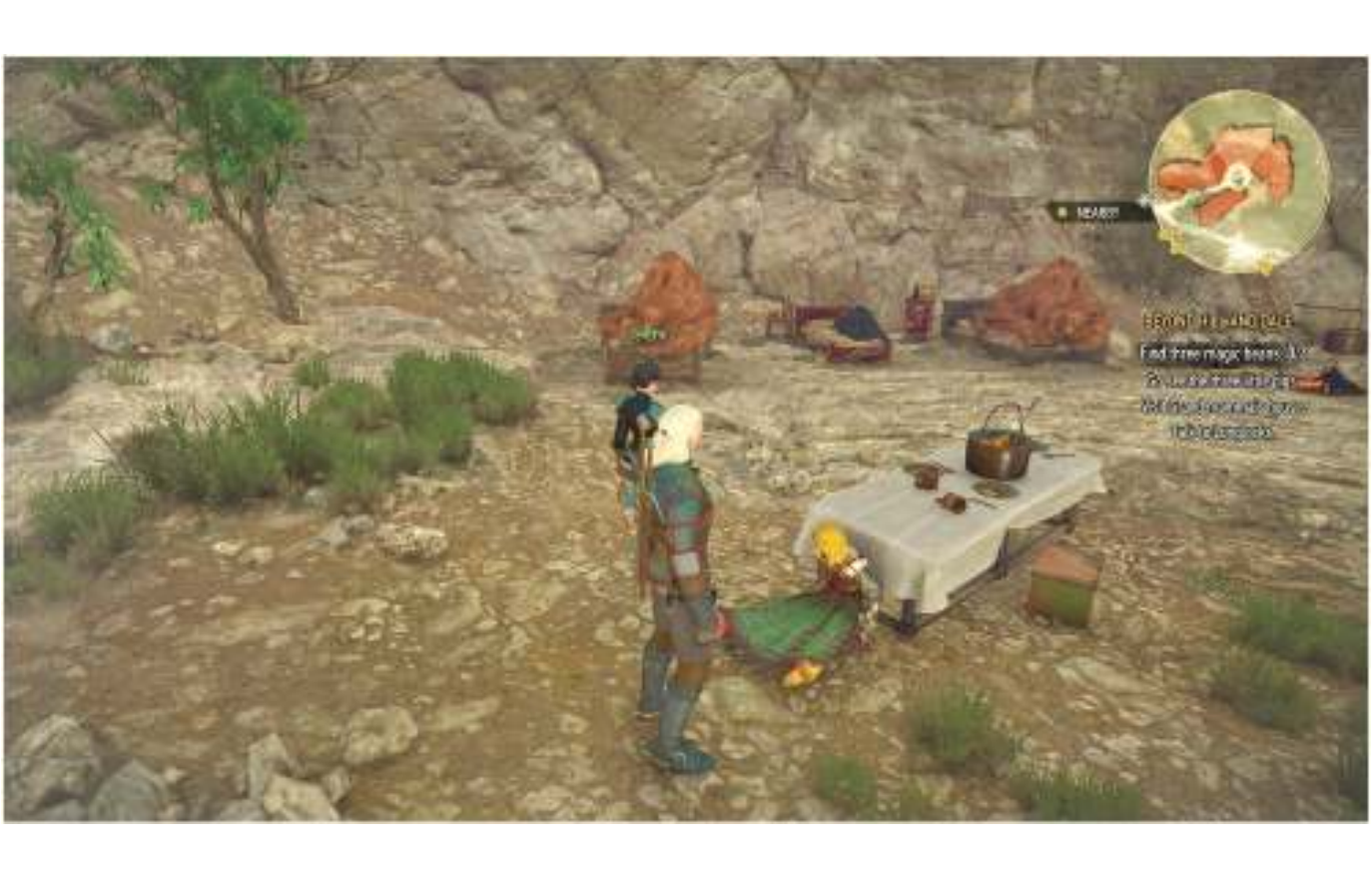
OBJECTIVES

- Visit the three bears.

OBJECTIVES

- Goldilocks and the Three Bears

On the outskirts of the forest (if you follow the path toward the edge of the woods from where you spoke to joshing Joss), is a blocked-off cave opening and an embankment where three bears are snoozing in their beds. It seems the girl with the golden locks (slumped against the table) may have accidentally woken these godless killing machines. Inspect the table, and you'll see three bowls of porridge. Take any of them, and all three bears wake up, not happy with your attempt at breakfast pilfering. Defeat all three bears in combat. Then leave; there's no magic bean here.



TASK 6: BAD WOLF

OBJECTIVES

- Visit Grand mamma's house.
- Find little Red Riding Hood
- Return to Syanna.
- Defeat the Big Bad Wolf.

OBJECTIVES

- Little Red Riding Hood

Search the woods for grandmother's house, a quaint dwelling with an outbuilding and well. The main dwelling is of most interest; enter to discover a Big Bad Wolf sleeping off the effects of a night's drinking with Redbeard. Optionally you can offer to have a drink with the fellow, but the Wolf is uninterested, before broaching the subject of magic beans. The Wolf seems to know about a bean, but he wants to reenact his fairy tale one last time. The only slight problem? The Wolf has murdered Little Red Riding Hood, as payback for all the times his gut was cut open, filled full of rocks, and drowned. Both Hood and the Hunter are slowly decomposing at the bottom of a well.

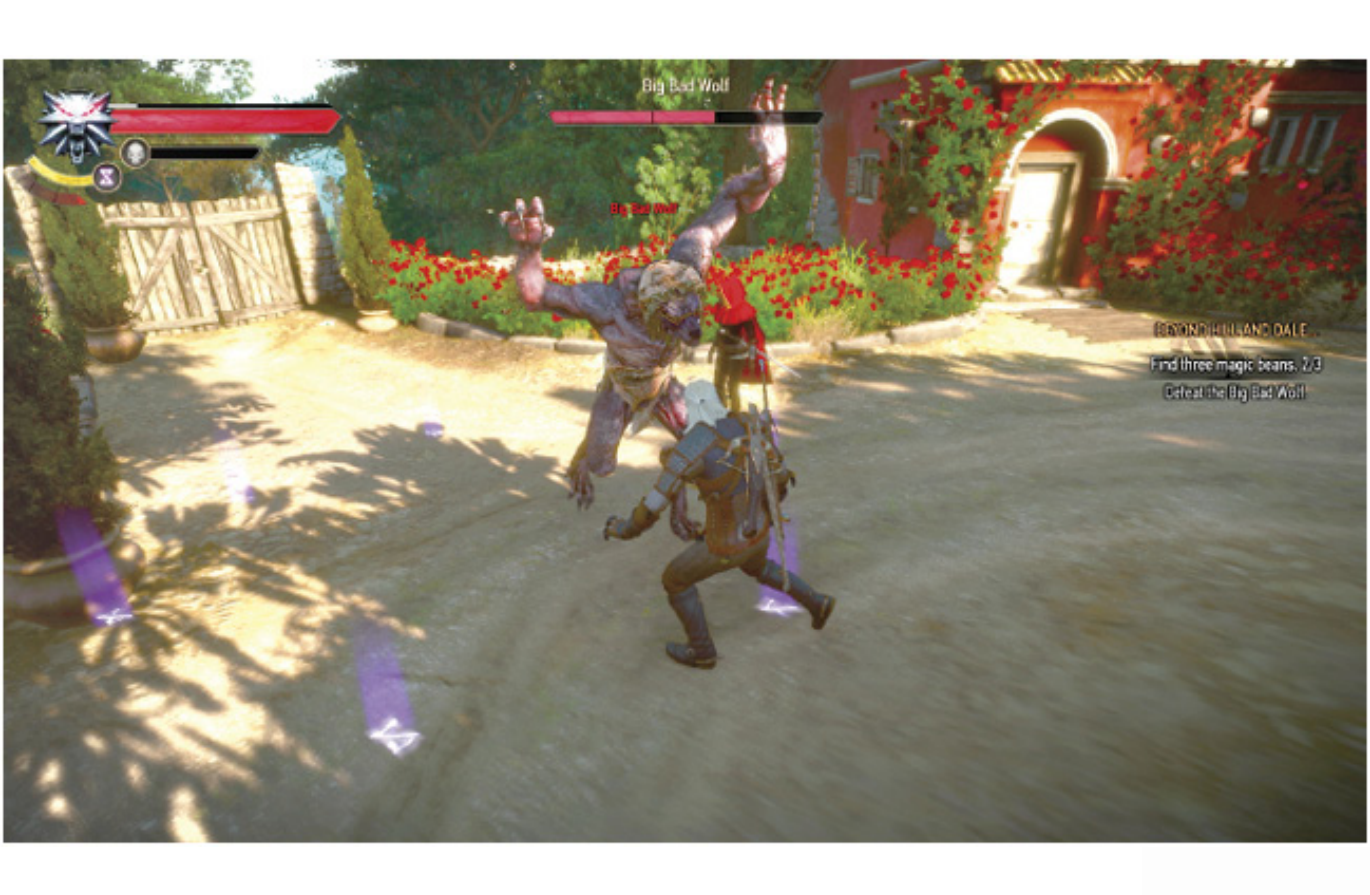
Big Bad Wolf

Syanna (Little Red Riding Hood)

Syanna has the idea of dressing up as Little Red Riding Hood. Finding the attire is simple enough; jump into the well in the grounds of grandmother's house, dive down to the investigation area, and use your Witcher Senses to locate the remains of Hood and the Hunter. Remove the Red Riding Hood from the corpse, then swim along the underwater tunnel, surfacing in the pond around the tower.

Items: Little Red Riding Hood's hood

You hand the outfit to Syanna, who asks how she looks. Answer as you wish before returning to the Big Bad Wolf. You inform him that Syanna is playing the role of the granddaughter, while you're the fetching hunter. After Syanna reacts in mock shock at her "grandmother's" big eyes, arms, and mouth, the wolf takes a lunge at you. Prepare to battle the Big Bad Wolf, using all the techniques you developed when fighting Werewolves. Syanna also helps give grandmother a good send off. After the battle, you cut the wolf's belly open, and procure the red bean.



Items: Red Bean

Afterward, Syanna seems taken aback that you haven't asked her what happened after she was cast out of the first family of Beauclair. Inquire in whatever way you wish. Once again, showing sufficient compassion will push Syanna toward showing compassion to the Duchess later on.

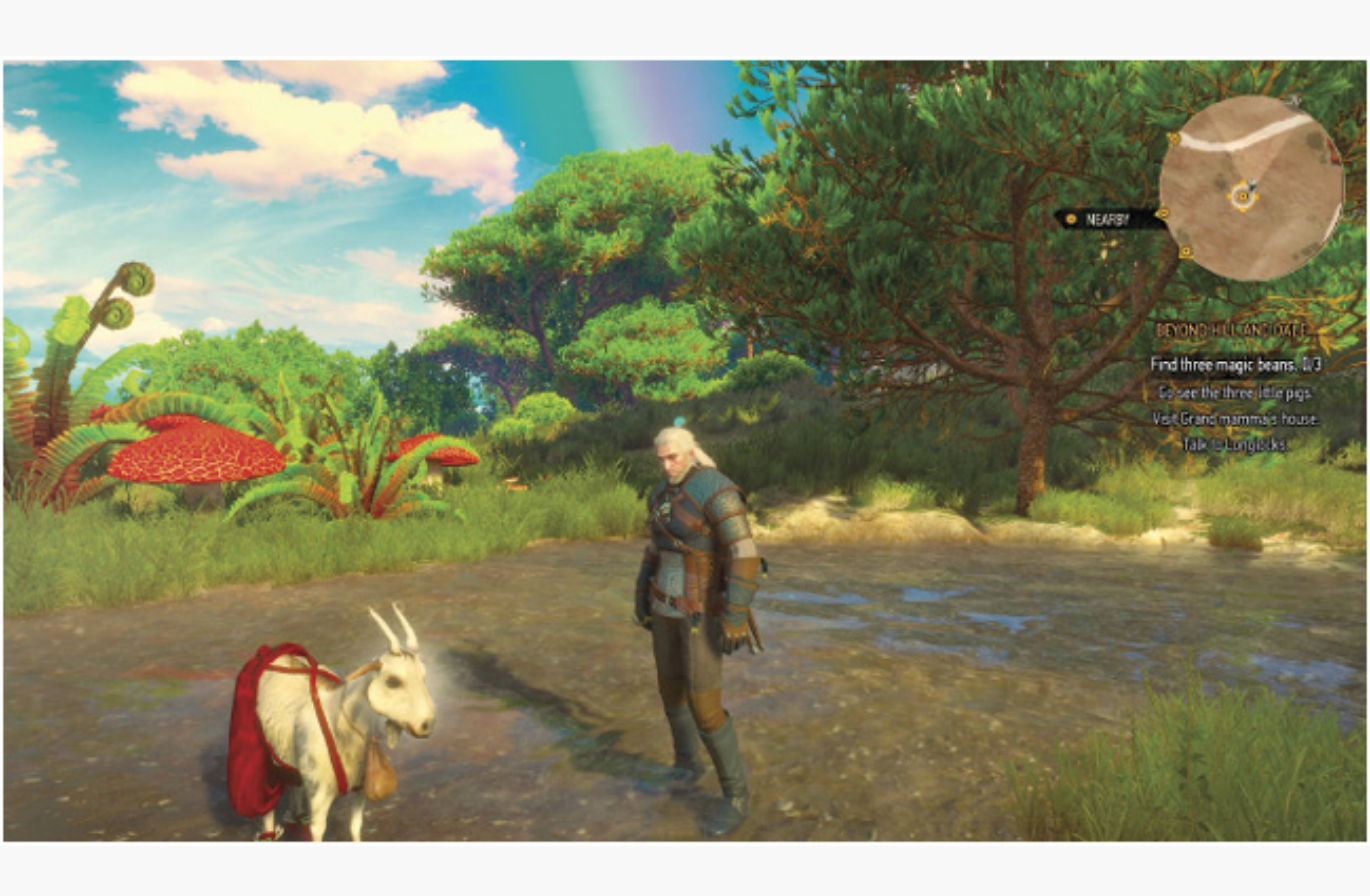
OPTIONAL (UNMARKED) TASKS

TASK 7: ONE BILLY GOAT GRUFF (UNMARKED)

OBJECTIVES

- Matolek the Billy Goat

As you wind along the Yellow Brick Road, you may see a goat sporting a pair of fine pantaloons. This is Billy Goat, but he runs off before you can say hello to him. He's no fun!



TASK 8: FELINE GROOVY (UNMARKED)

OBJECTIVES

- Puss in Boots

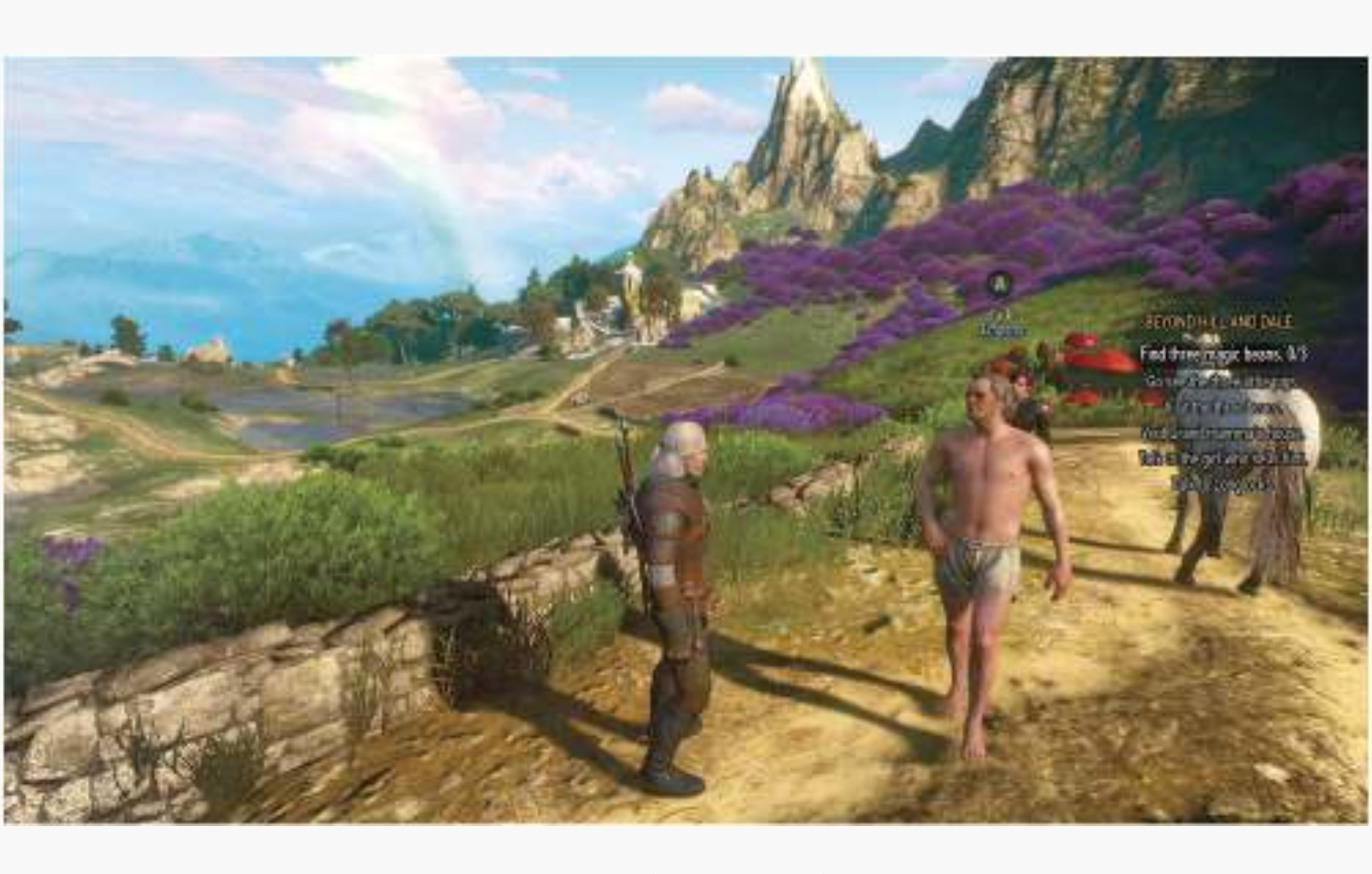
Close to the Little Flint Girl is a prowling puss, all suited and booted. He scampers off when you attempt contact, much like normal cats. He's no fun, either!

TASK 9: THE THREADBARE EMPEROR (UNMARKED)

OBJECTIVES

- The Emperor's New Clothes

On your travels along the Yellow Brick Road, you may occasionally pass what appears to be the Emperor of Nilfgaard. According to Syanna, he's strolling about, showing off his new robes (which are apparently invisible). Apparently, the new attire reveals itself but to the wise and cultivated. All you can see are his pants. He's no help to your objectives, however.

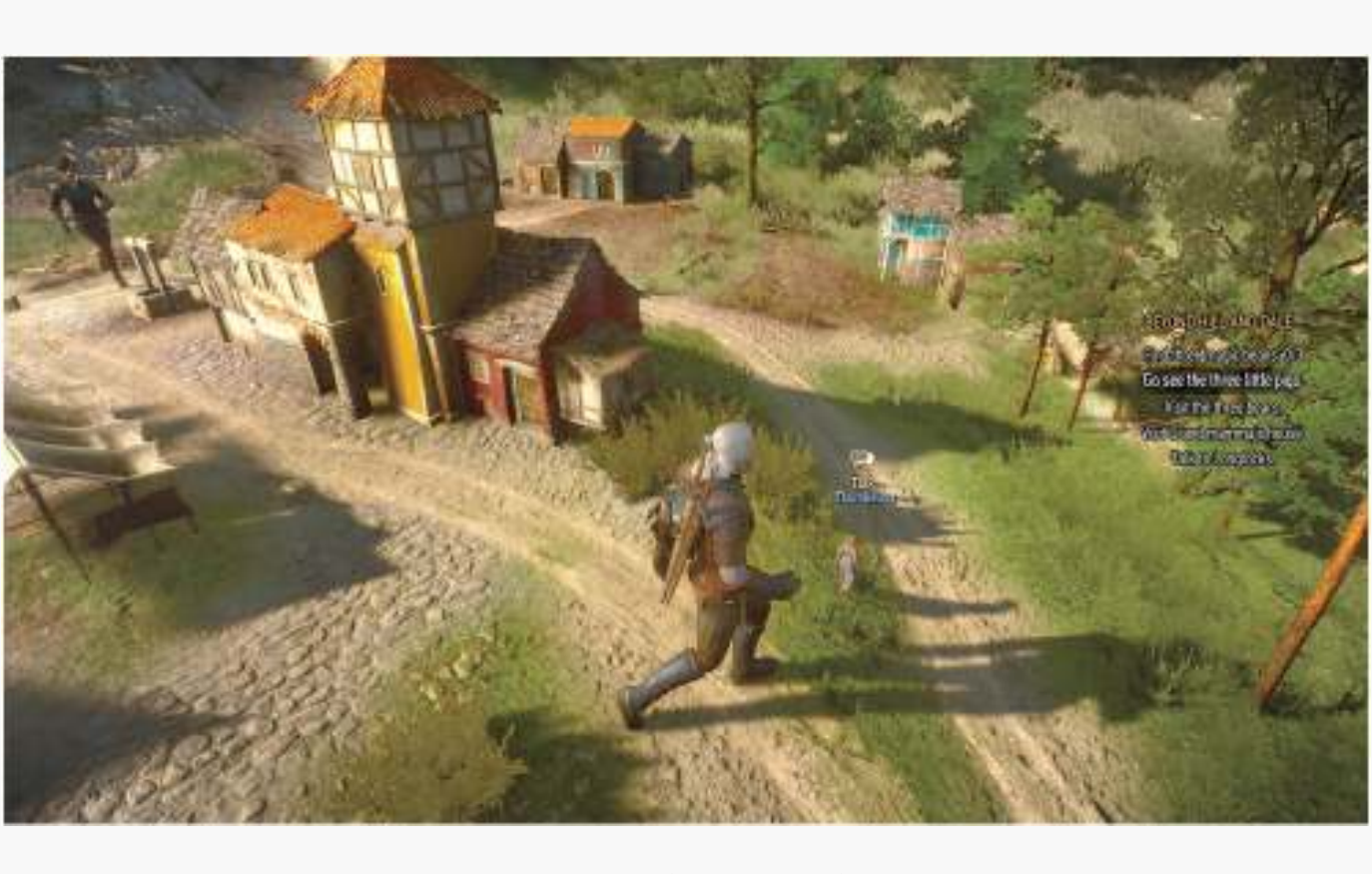


TASK 10: WHERE WITCHERS FEAR TO TREAD (UNMARKED)

OBJECTIVES

- Thumbelina

Just before you reach the bridge and visit the three little pigs' houses, assuming you're moving counterclockwise from the winter village, on your right (northwest) side is a strange little hamlet; with emphasis on the word "little". A tiny cluster of houses and a windmill have but a single inhabitant. Be careful where you tread, as you can easily step on the single, miniscule inhabitant of the village, incurring the wrath of Syanna.



TASK 11: SOMEWHERE, UNDER THE RAINBOW (UNMARKED)

OBJECTIVES

- Tuatha De Danann (Irish folklore)

Between the village where the Little Flint Girl is, and Thumbelina's village, is a large rainbow arc. Head through the trees to a short path leading to a pot of gold! Beware if you're intending on gathering any valuables from this pot; if you step too closely, the pot changes into a golden panther with an unfriendly disposition.

TASK 13: THE KNIGHT'S ERROR (UNMARKED)

OBJECTIVES

- Will o' the Wisp (general folklore)

Move to the smaller ponds between Joss' location, and Longlocks' tower, and chance upon a glowing will o' the wisp. Despite Syanna's warnings, you can follow this orb to another marshy pond area, where the corpse of a knight errant can be found. His relic armor and steel sword are easily pilfered, though it can only be worn in the Fablesphere.

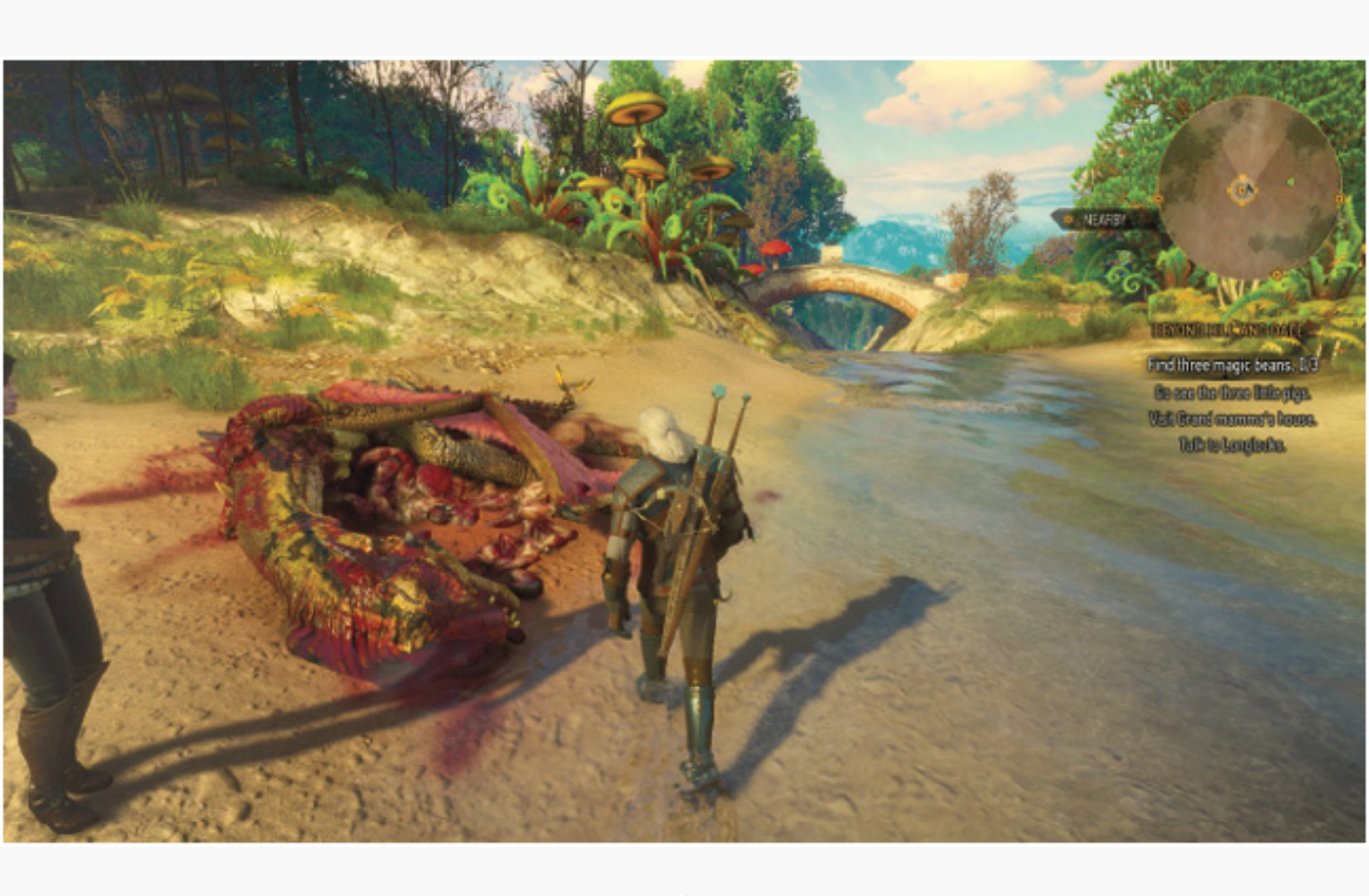
Items: Toussaint Armor, Boots, Gauntlets, Trousers, Steel Sword

TASK 14: IN THE BELLY OF THE BEAST (UNMARKED)

OBJECTIVES

- Dragon of Wawel Hill

Over on the shore of the lake, close to the bridge near the goose's house, you discover the rotting form of the Wawel dragon. While you and Syanna discuss the origins of this fairy tale, you cut the belly open, and unsuccessfully attempt to locate any beans.

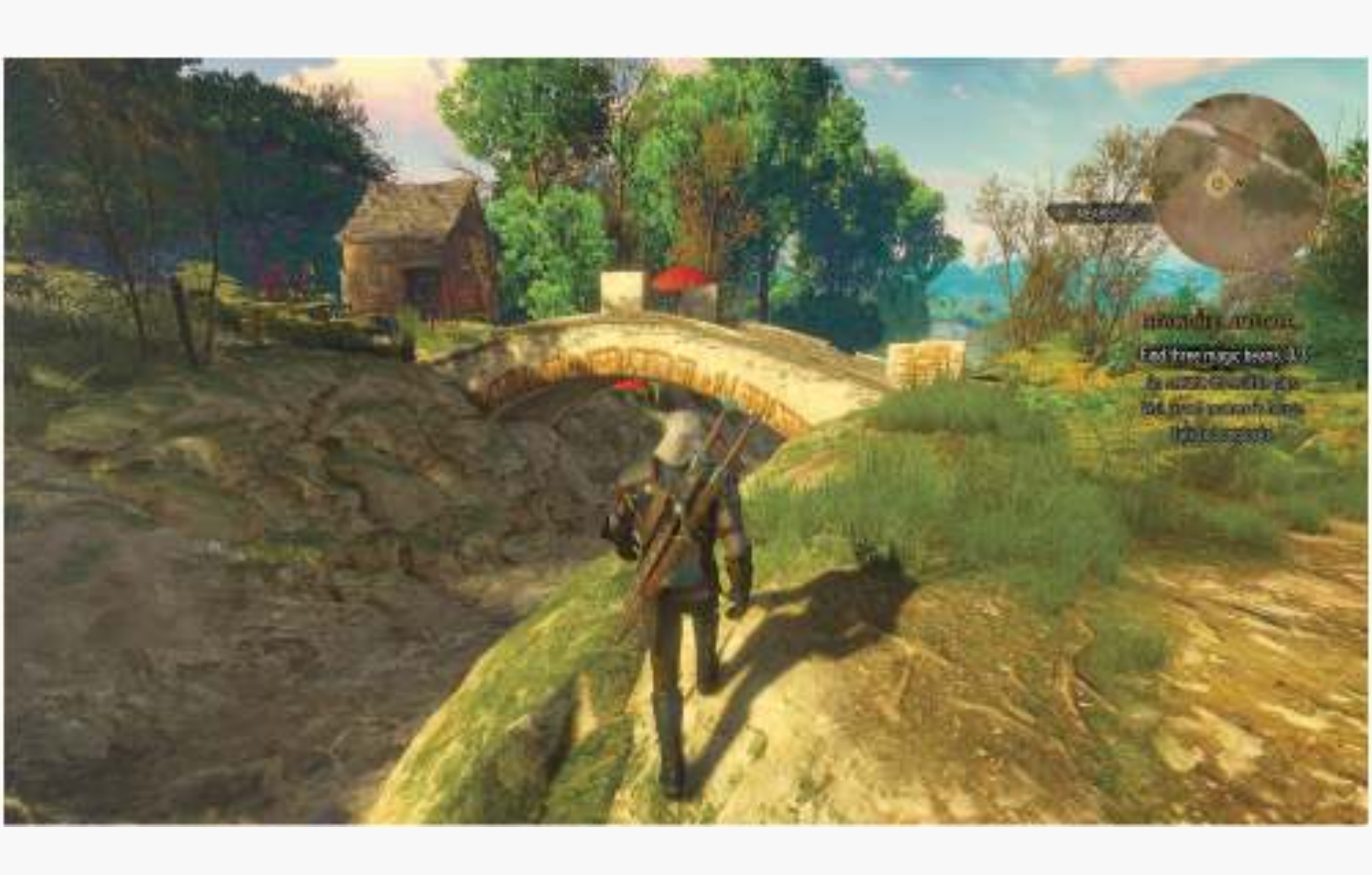


TASK 15: A RED-HOT CHILI PEPPER (UNMARKED)

OBJECTIVES

- Futuristic bard composition

Venture "under the bridge" close to the goose's house, and you can discover a strange vegetable. Though red in color, it isn't a bean, but rather a pepper.

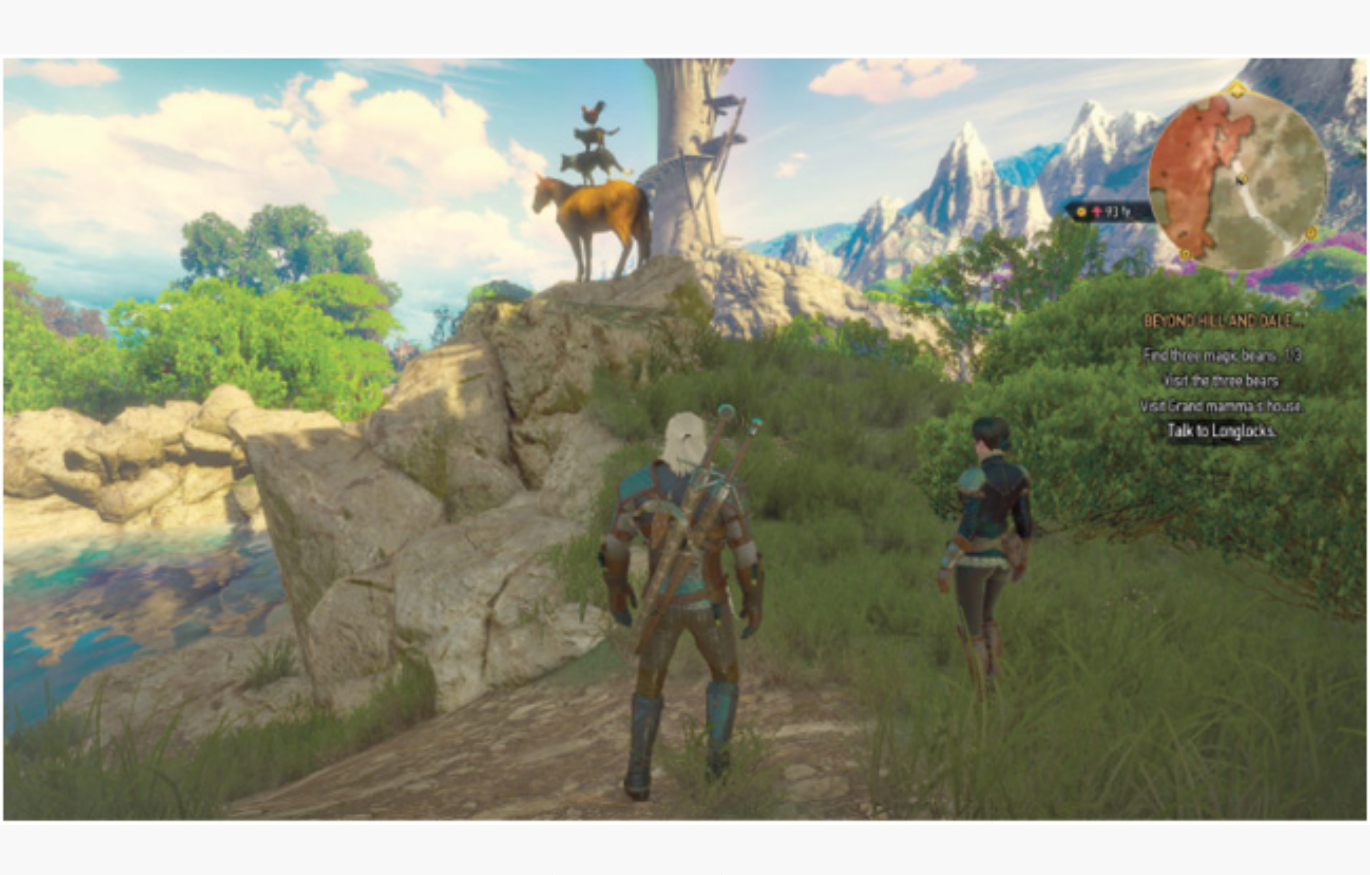


TASK 16: HEN ON CAT ON DOG ON HORSE (UNMARKED)

OBJECTIVES

- The Musicians of Bremen

Close to grandmother's house, on a rocky outcrop overlooking the tower at the edge of the woods, is a most peculiar scene; a horse with a dog standing on top of it, then a cat atop the dog, and a hen atop them all. Get too close, lob a bomb, or attempt some crossbow aiming, and face an admonishment from Syanna. No matter; there's no bean here.



TASK 17: TURNING PIXIES INTO DUST (UNMARKED)

Lastly, a cloud of pixie dust announcing a cluster of up to 12 evil gnomes also continues throughout your stay. Expect to encounter them once, in the following **Locations:**

- The fork in the path between Longlock's tower and the village with the signpost, close to the field with the posts in it.
- Between the winter village and the miniature village, by the bridge before the three little pigs' houses.
- In the hilly woodland just outside the goose's house.
- In the scrub land near the bridge, between the three little pigs' houses and the goose's house, close to the water.
- On the verge of the path between Joss and the three bears.
- In the field where the beanstalk grows, close to the winter village.

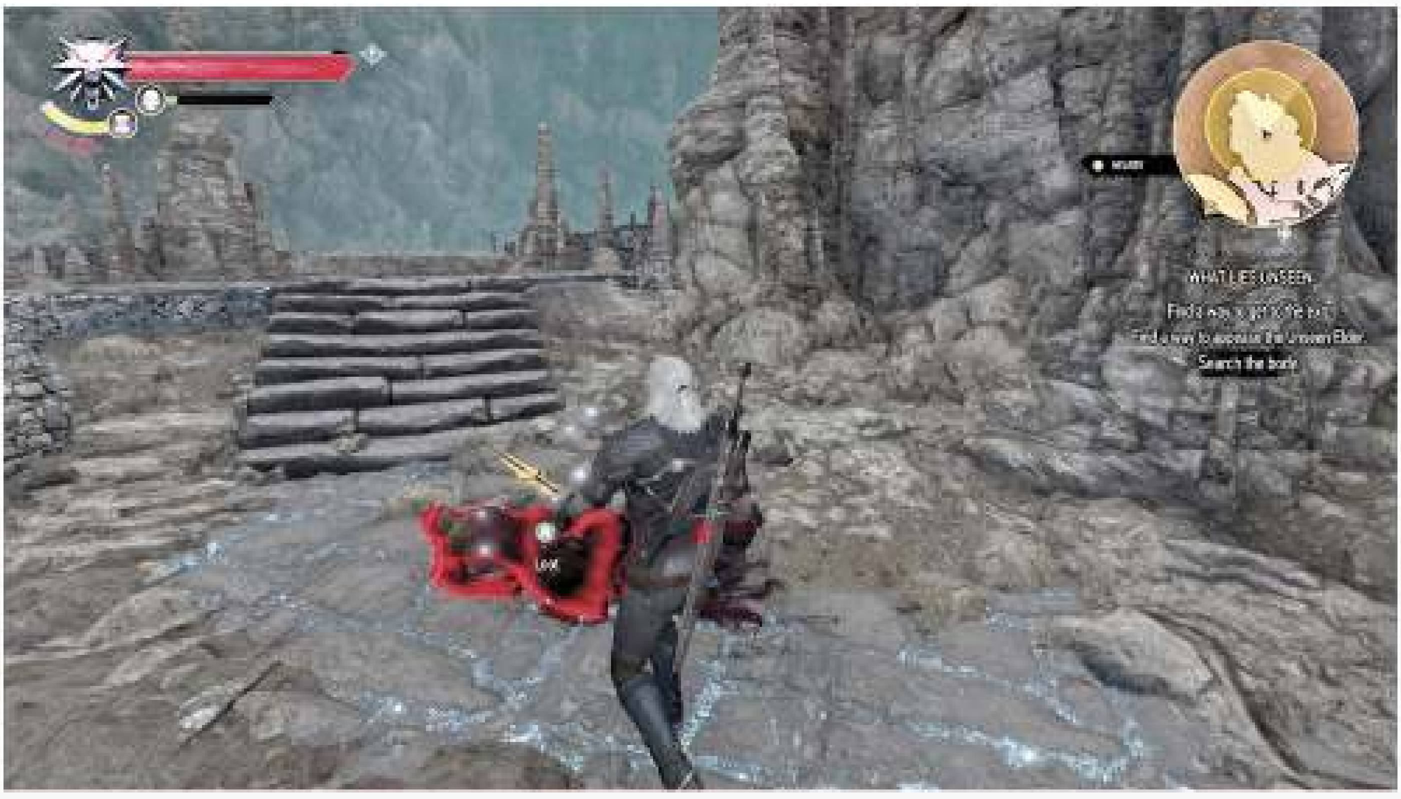
What Lies Unseen

Understanding The Gravity Of The Situation

OBJECTIVES

- Search the body. Read the mage's notes.
- Find an offering to appease the Unseen Elder.

You're on a turret, looking across at a huge rock. Open the chest for more armor, then run down the steps, between the stalagmites (that are technically stalactites), following the footprints along an eerie stream bathed in blue light. Climb up onto the rock outcrop, and face down a Protofleder in combat, close to a small, collapsed bridge. After bettering the vampire, search the area it was guarding, on the perimeter of this cave "ceiling". Gather some crumpled notes from the corpse of the mage whose footprints you were following (and look nearby for his Relic sword). It gives you clues to your next course of action; to find an offering for the Unseen Elder. The offering is close by; a strange, glowing formation of rock tucked close to the ruined bridge you just leapt across.



Items: Crumpled notes, Offering for the Unseen Elder

Retrace your steps, leaping across the broken bridge, before facing the central "islands" of this cavern, leaping to a higher promontory, and weaving around some more rock formations to a large rocky pillar. You figure out you need to collapse the base of the rock. Access Aard, and blast the rocky pillar; the rock falls upward.

OBJECTIVES

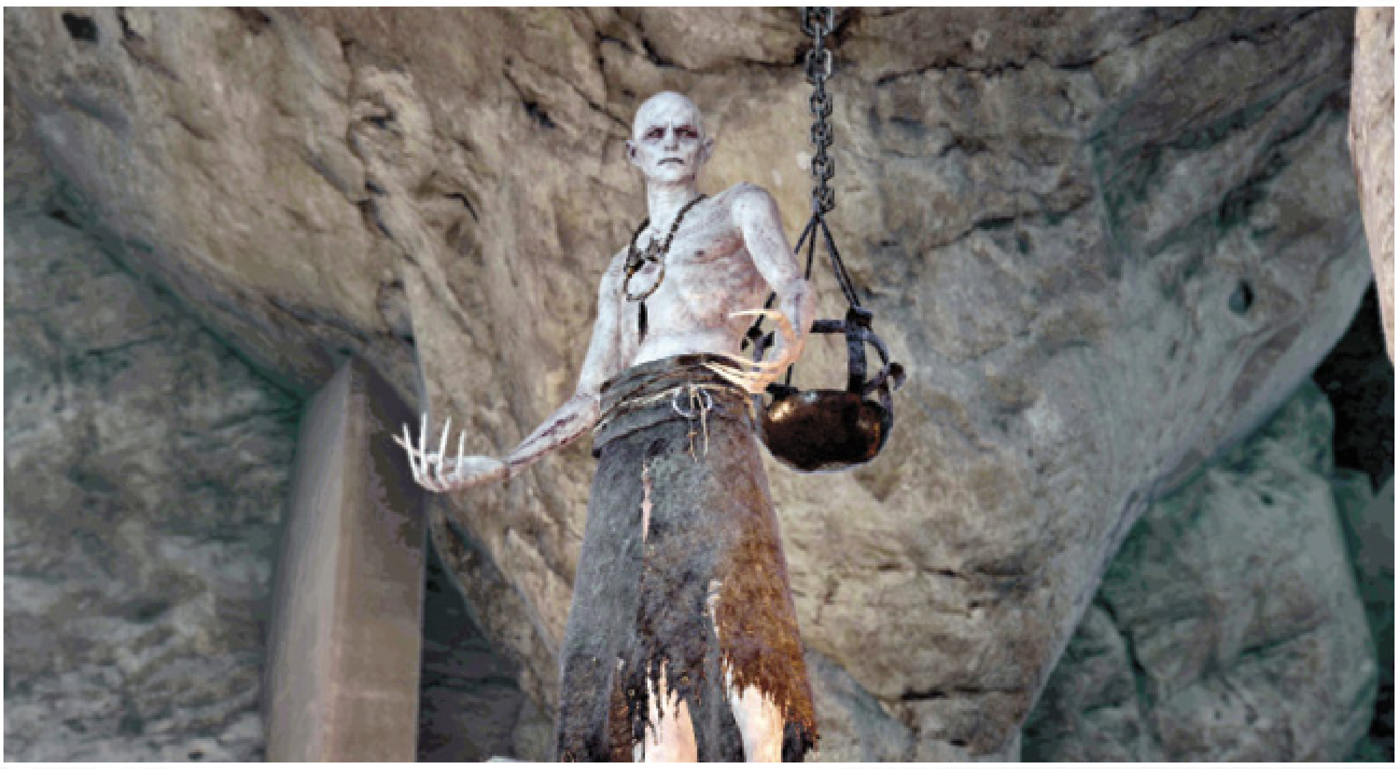
- Jump into the water.
- Reach the platform and get out of the cave.
- Speak to the Unseen Elder.

Your only route is to leap off the nearby waterfall. You're carried down to a cavern you have a passing familiarity with; this is where you first emerged after healing yourself. Now the huge cavern has an additional feature, the rock you dislodged, which has fallen and created a platform you can climb up onto. This, in turn, enables you to reach the remains of the bridge and steps up to the exit archway. Head through, into a cave corridor that winds to the left, and into the chamber of the Elder.

What Lies Unseen

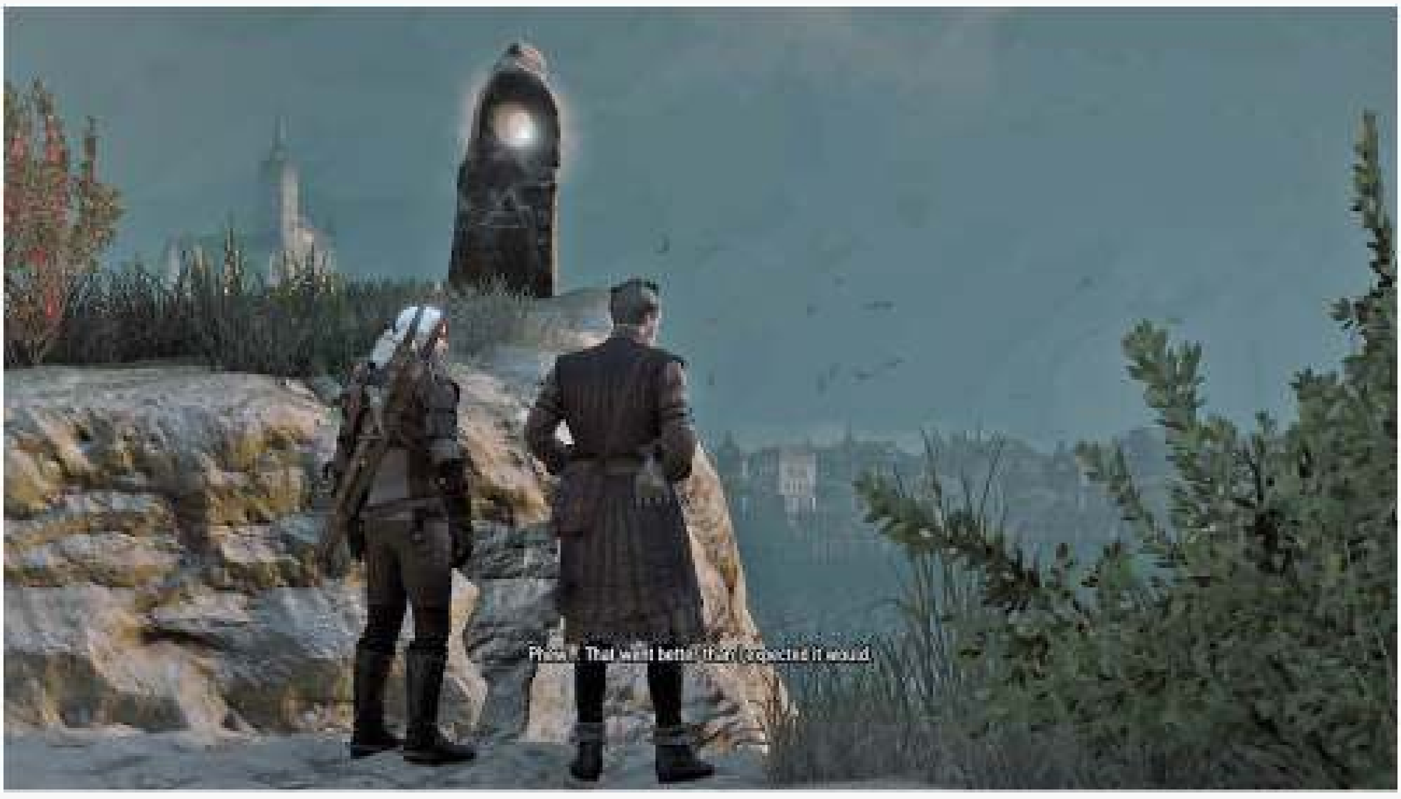
Elders And Betters: A Concise Conversation

The Unseen Elder seems a trifle surprised you're still alive, and is content to listen to you, if only for a moment, once you present your gift to him. When you're ordered to speak, you can:



- Concentrate on only the factual (yellow-colored) comments and questions; asking about Dettlaff. Explain the situation, choosing any (yellow-colored) conversation choice, but focus on explaining how Dettlaff will be a threat to the Elder; as the population currently under attack will seek out every last vampire to kill over the following decades, which could really hinder the Elder's sleeping patterns. The Elder seems agreeable. Answer as you wish in regards to what you want to do with Dettlaff: The Elder agrees to summon Dettlaff to Tesham Mutna, once you reach this fortification yourself.

- Asking optional questions infuriates the Elder; to such an extent that if you try this more than once, the Unseen Elder tires of you, and snuffs out your life. This isn't the recommended way to end this chat.



Dismissed from the lair of the Unseen Elder, you reunite with Regis. Feel free to ask if all Unseen Elders are like the one you met, and how Regis can tell you the previous near-death experience went "better than expected" (answer any following questions as you wish). Then you tell Regis it is time to face Dettlaff.

DANGER ALERT SPOILER ALERT XXX

BAW

BURLAP IS THE NEW STRIPE

RELATED QUESTS: Main Quest: Tesham Mutna, Secondary Quest: The Perks of Being a Jailbird, Secondary Quest (Unmarked): Gwent: Using Your Loaf, Main Quest: Be it Ever So Humble

LOCATIONS: Toussaint Prison, Bootblack Boy’s Stand (Unmarked), “Lassommoir” Beggars’ Shelter (Unmarked), Beauclair Cemetery (Unmarked), Mere-Lachaiselongue Cemetery

CHARACTERS: Handsome Jacques, Paul (Prison Guard), Marc Dubois, Captain Damien de la Tour, Dandelion (Viscount Julian de Lettenhove), Emiel Regis Rohellec Terzieff-Godefroy, Bootblack Boy, Shelter Proprietor, Romain, Her Illustrious Highness, Duchess Anna Henrietta

ENEMIES: Prisoners, Bandits

OBJECTIVES

- Go to the laundry.v

QUESTING DECISIONS

This quest is accessible only after Main Quest: Tesham Mutna is complete. You must have completed Main Quest: Beyond Hill and Dale…and not given Syanna her ribbon, so she died during the final battle with Dettlaff.

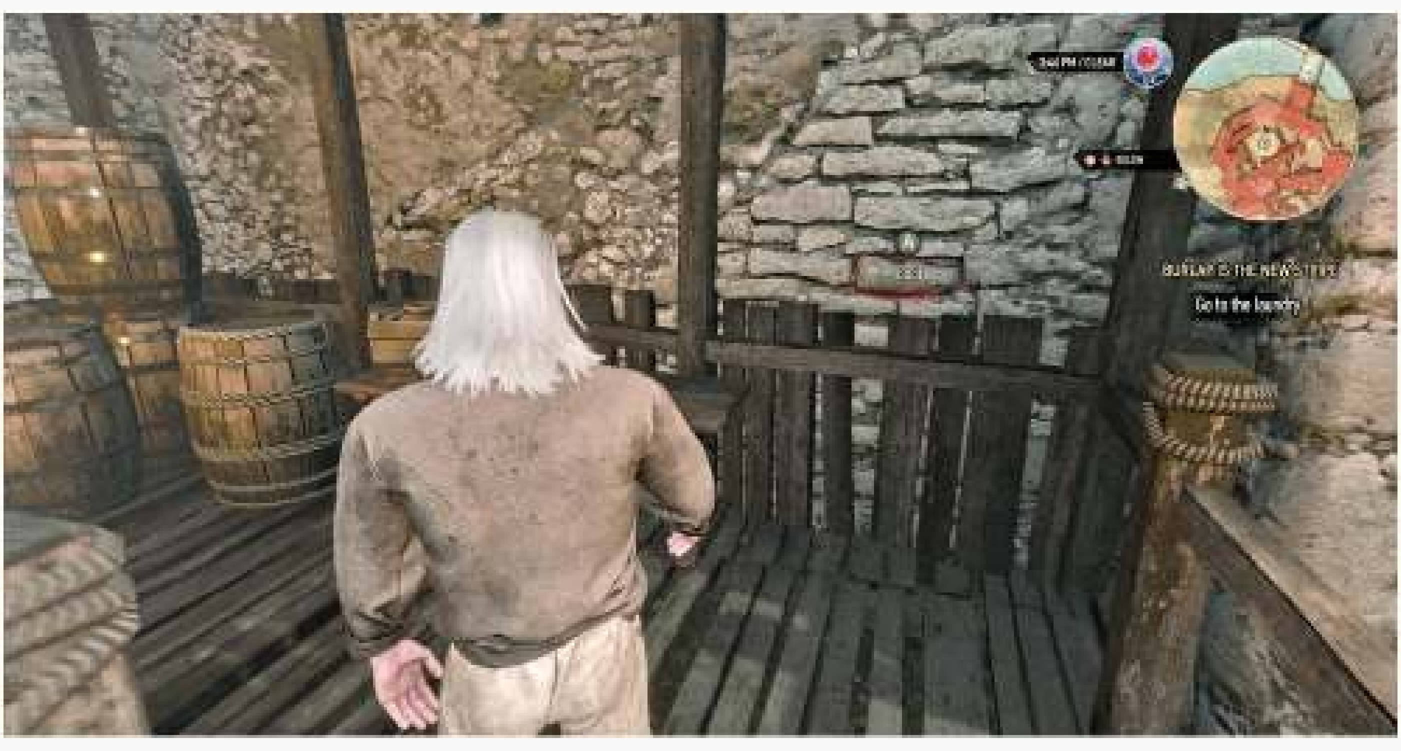
Handsome Jacques

Two weeks after your imprisonment, you find yourself languishing in Toussaint Prison, and befriend the lantern-jawed Handsome Jacques. Feel free to ask him what he can get you, or that you don’t need anything, then ask how he knows you. It seems your role letting the Butcher of Beauclair slay the Duchess’ sister is well-known. Ask Jacques what he’s in for, then about the laundry duty you’re supposed to report for.

After your chat, and your objective, feel free to wander the main courtyard of the prison. Though the guards aren’t in a talkative mood, there are a couple of distractions to try:

USING YOUR SENSES TO SEARCH FOR A STASH

Close to the porch where you talked to Jacques, a quick scan using your Witcher Senses indicates there’s a loose brick in the corner of the jail wall. Examine it to discover a note, which also starts Secondary Quest: The Perks of Being a Jailbird (detailed after this quest). This optional quest should be attempted prior to your other laundry duties.



Items: Notes found in the Toussaint prison

SECONDARY QUEST (UNMARKED): USING YOUR LOAF IN A GAME OF GWENT

Over by the entrance to the cells is a Gwent card game on the go, and the stakes are high if you’re interested in playing; the winner receives a prize meant for the mysterious “Stefan.” Agree to play if you wish. To the victor goes the spoils. Or in this case, the spoiled bread.

Items: Bread

Burlap Is The New Stripe

Dirty Laundry

OBJECTIVES

- Pick up the soap.
- Pick up the dirty clothes (2).
- Put the soap and the clothes in the washtub.
- Pick up the stick.

Follow Jacques to the door and down into the prison, descending the steps to the large interior laundry area. Your quest updates with some menial tasks to perform; scan the chamber for soap, as well as two sets of dirty clothes in some crates, and a stick with which to pummel the washing.

Items: Soap, Dirty Clothes (2), Stick

OBJECTIVES

- Wash the clothes.

Head over to the large, barrel-shaped laundry tub, place the soap and the clothing into the receptacle, and begin stirring the soupy mess with the stick you found leaning on one of the walls.

PRISON STASH: TIMING IS EVERYTHING

If Secondary Quest: The Perks of Being a Jailbird is active, make sure you finish up the first part of that quest before you face the three dock worker thugs and are placed in solitary confinement. If you don't, the Secondary Quest fails.

There Are Different Kinds Of Exits

OBJECTIVES

- Follow the guard.

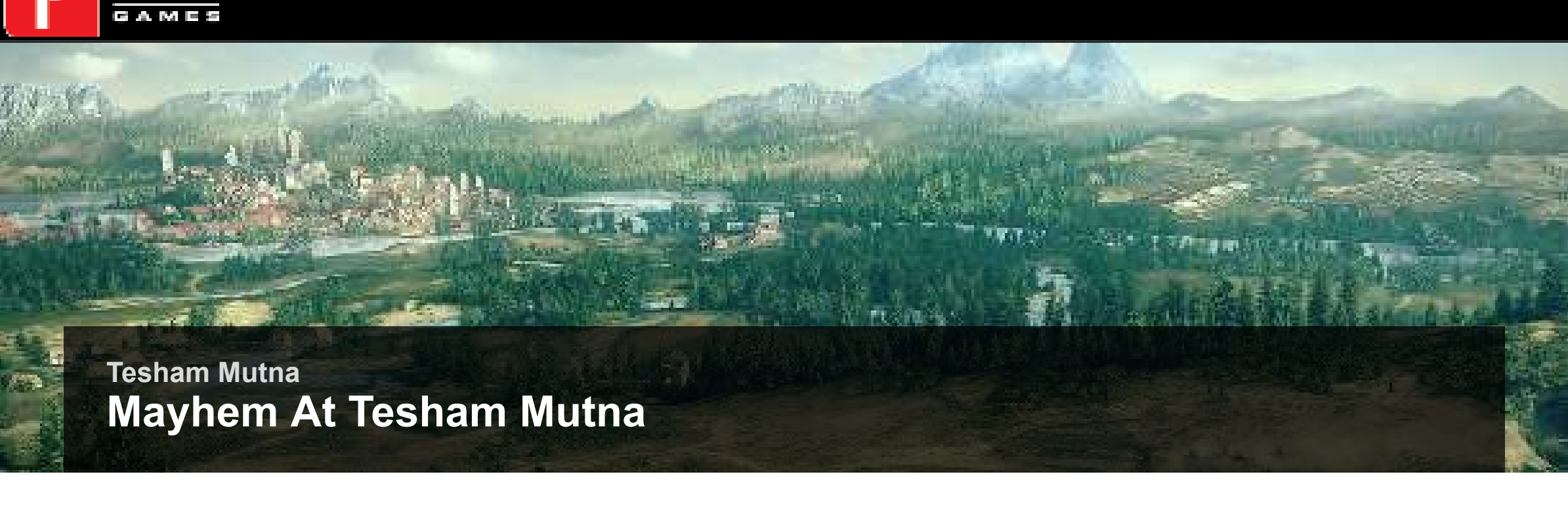
Paul (Prison Guard)

Whether you beat your opponents into submission or not, guards hear the commotion, and order all of you to solitary confinement. You can protest, but the guard is Milton's cousin, and isn't too happy that you "let him die."

Marc Dubois

One week passes. In the darkness of your cell, you're engaged in conversation with Stefan (the prison rat), though you're hopeful to be eating mutton leg, rather than any bread you might have won from the recent Gwent game. You receive a knock on your cell door; the guard has come to ready you for sentencing.

Follow the guard up into the main courtyard, and stand before a sentencing ceremony. A man named Marc Dubois has been found guilty of trampling another while on horseback. The sentence is death by decapitation. After the axeman has swung, you're ordered to follow the guard again; the gruesome end to Marc Dubois' life was partly orchestrated to show you this is no almshouse for lost orphan boys!



Tesham Mutna

Mayhem At Tesham Mutna

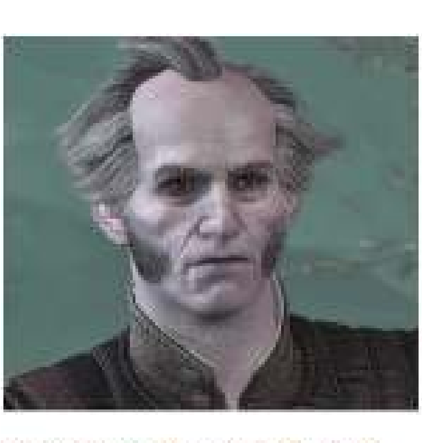
DANGER ALERT
SPOILER ALERT
B&W
TESHAM MUTNA

RELATED QUESTS: Main Quest: Beyond Hill and Dale…, Main Quest: What Lies Unseen, Main Quest: Burlap is the New Stripe, Main Quest: Pomp and Strange Circumstance

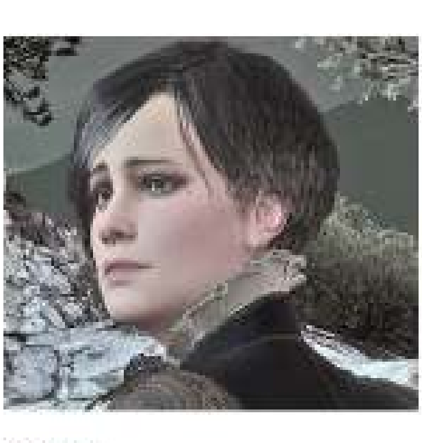
LOCATIONS: Tesham Mutna

CHARACTERS: Emiel Regis Rohellec Terzieff-Godefroy, Syanna

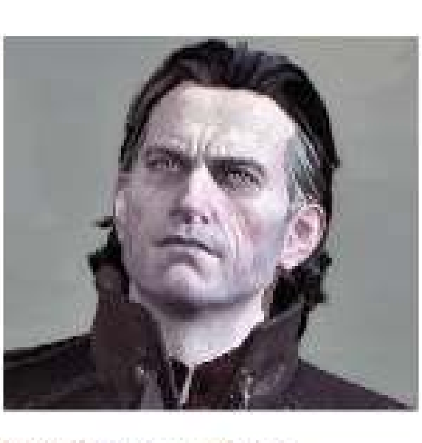
ENEMIES: Dettlaff van der Eretein



Emiel Regis Rohellec Terzieff-Godefroy



Syanna



Dettlaff van der Eretein

QUESTING DECISIONS

This quest is accessible immediately once you have completed either (but not both) of the following Main Quests:

- Main Quest: Beyond Hill and Dale…: You conclude the search for Syanna, and she arrives with you and Regis to meet Dettlaff.
- Main Quest: What Lies Unseen: You conclude your talk with the Unseen Elder, and you and Regis head to the place where Dettlaff is to be summoned.

Either choice has a major effect regarding how this quest concludes.

WITH SYANNA: A RIBBON OF RED

- Some time later, both you and Regis reach Tesham Mutna; the old fortification where Dettlaff has agreed to meet. If Syanna is with you, after staring at the view for a moment, Syanna seems unimpressed with this pile of stones. Optionally ask her if she's nervous to see Dettlaff again. But you're here to tell Syanna to be ready; Dettlaff will arrive at any moment. A few moments later, Dettlaff appears.

Did you truly feign it all? That which bound us was a... ruse?

Dettlaff has little time for past affection with his ex-lover, and he launches into her with a vicious attack:

- If, during Main Quest: Beyond Hill and Dale…, you won (or paid for) the ribbon for Syanna, from the Girl with the Flint, the attack doesn't kill her, and she vanishes, appearing back in the Fablesphere. It seems her Uncle's talisman was imbued with some luck after all.
- If, during Main Quest: Beyond Hill and Dale…, you lost a game of Gwent against the Girl with the Flint, or ignored the Girl altogether, and didn't obtain Syanna's ribbon, the attack ends in Syanna's life being snuffed out, within the cursed walls of Tesham Mutna.

If Dettlaff killed Syanna he is ready to depart, he got what he came for. You can choose to fight him, or let him go. In all other outcomes combat is imminent.

WITHOUT SYANNA: SUMMONED TO SLAUGHTER

- Some time later, both you and Regis reach Tesham Mutna; the old fortification where Dettlaff is to be summoned. After staring at the view for a moment, you can converse with Regis. Optionally ask him if he's angry you didn't free Syanna. But you're here to request Regis inform the Elder that you're ready for Dettlaff to be summoned. Regis whispers to one of his ravens, and it flies away.

From the depths of the Unseen Elder's cave, the bats carry a message that pauses the vampires attacking Beauclair in their tracks. Carried on the wind, the order is given, and Dettlaff cannot refuse.

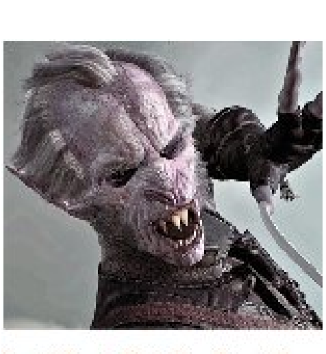
A highly-annoyed Dettlaff appears at Tesham Mutna, demanding to know why he was summoned. You can answer how you wish (that you're here to kill him, or demand the attacks on the city are stopped). Either answer begins Dettlaff's transformation into his vampiric form. The battle is on!

IF YOU ACKNOWLEDGE ANY GODS…START PRAYING, NOW!

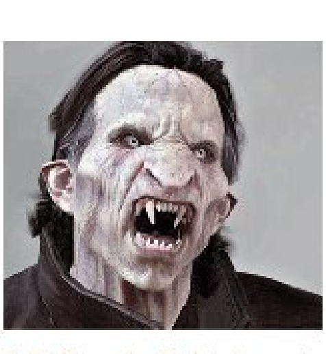
OBJECTIVES

- (Optional) Prepare for the fight.
- Help Regis fight Dettlaff.

Dettlaff's charge against you is thwarted by Regis, who takes the form of a vampire and dislocates Dettlaff's shoulder in the process. Popping the socket back into place, the two vampires hiss, before launching a flurry of claws and leaps across the ruined plateau. When you are able, stop for a moment. This is a critical moment to fully prepare for the fight of your life! Have you swigged your Black Blood, coated your sword in Vampire Oil, and understood the few weaknesses that the Higher Vampire Dettlaff possesses? Only then, should you rush forward.



Emiel Regis Rohellec Terzieff-Godefroy (vampire form)



Dettlaff van der Eretein (vampire form)

OBJECTIVES

- JDefeat Dettlaff

Amid the tumbling and lashes, both you and Regis manage to subdue Dettlaff, but Regis stops you ending the fight with a killing blow. This proves to be a costly mistake, as Dettlaff blinks out of existence, appearing again to thrust his claws through Regis' back. Throttled and thrown against the battlements like a ragdoll, Regis seems in no state to aid you. The fight against Dettlaff now begins in earnest!

STAGE 1: VAMPIRE FORM

DEFEATING DETTLAFF THE VAMPIRE: DETTLAFF'S ATTACKS

Dettlaff exhibits the same level of initial ferocity that he did during your first encounter with him, during Main Quest: Blood Run. Therefore, similar tactics apply:

Dettlaff is inhumanely fast, and you should remain extremely cautious when fighting this Higher vampire. With super-human speed and strength, he uses fog to literally disappear, and dash out of to claw with almost unmatched ferocity. This mist is also how he quickly changes position; almost faster than you can blink!

Light Attack (Melee): Expect a light attack with his talons; there are three variations of this, and all are best parried.

Strong Attack (Melee): Watch for a slightly slower, more pronounced strike with his talons. There are three variations of this, and all should be parried, or better yet, countered so you can quickly deal damage back to him.

Combination Attack (Melee): Expect a combination of three to five connected strikes, with two variations; usually from the flank, from behind, and appearing from the mist. You have little time to react, so continuously parry. Failing that, roll or dodge just before the first strike connects.

Short Dash Attack (Special): Watch for a fast dash attack, a brief transformation into mist, finishing with a second fast dash attack. Don't be coaxed into attacking after the first hit; you'll slice through mist and miss him. Remain on the defensive.

Dash Attack (Special): A variation on the short dash finishes with a short stop before a strong slashing attack. This is a good place to retaliate; countering the strong final strike with one (or two) of your own. But don't get greedy; he flees from your strikes with ease!

Strong Uppercut Attack (Melee): Expect a strong attack with a flourish that can stagger you, leaving him moments to regenerate, thus prolonging this battle and leaving you vulnerable. Blocking the strong attack is good; countering is preferable.

Resistances: Dettlaff is resistant to poison, bleeding, and Yrden, so employing any of these in battle is simply a waste of time.

DEFEATING THE VAMPIRE FORM: THE BEST BATTLE TACTICS

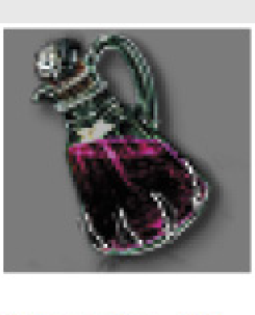
Staying patient and cool under the extreme speed and savagery exhibited by Dettlaff's Vampire Form is key to surviving this fight. Counter any of Dettlaff's attacks, and wait until he attempts his stronger strikes. If you can counter them, you have a tiny window of opportunity to land a couple of strikes before the Beast vanishes or warps behind you to strike.

Dettlaff
Defeat Dettlaff

Dettlaff is adept at parrying; he blocks all attacks from the front, and after three parries (or hits), he usually teleports behind you and counters. If you manage to strike him in the back, he dashes away, so as not to receive further punishment from you. Not only that, but he can regenerate up to 30 percent of his essence, usually while standing at range.

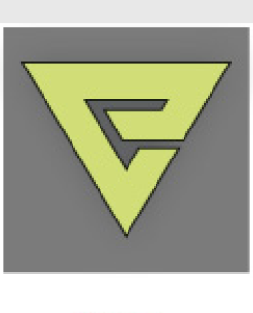
Judicious use of Quen helps, not only to shield you but to shrug off any attacks you aren't quick enough to parry while you learn the timing to thwart this foe. Swig Black Blood to ensure any damage Dettlaff causes is partly reflected back at him, coat your silver sword in Vampire Oil to ensure each strike damages him as much as possible, and then fight back only after he finishes his strong attack. The battle may take a while, but it's the best way to remain in one piece and stop this higher vampire, if only temporarily….

DETTLAFF (ALL FORMS) VULNERABILITIES



Vampire Oil

Black Blood



Quen

STAGE 2: TRUE FORM

Dettlaff van der Eretein (true form)

DEFEATING DETTLAFF'S TRUE FORM: DETTLAFF'S ATTACKS

When you've removed around a quarter of Dettlaff's vitality, a grotesque transformation takes place, as Dettlaff reveal his true form! This fearsome flying enemy is essentially immortal, and so fights with no regard to his personal safety, and with a ferocity not previous encountered! When in the air, he is impervious to any attack. In addition, watch for the following offensive maneuvers:

Flight and Flying Dash: While airborne, he isn't able to be harmed, though he sometimes executes a Flying Dash, striking you before he flies away again. It is during this attack that you can make a well-timed sword strike, interrupting the dash and bring Dettlaff to the ground; one of only two opportunities to strike him.

Dettlaff
Defeat Dettlaff

Teleport: He is able to teleport short distances; so keep an eye on where he is at all times so you aren't slaughtered from the flanks or rear.

Dive Attack: Using his massive wings to raise himself up and out of your reach, he flaps up, then brings himself down with a mighty pummeling ground strike that can hit hard and possibly stagger. However, he requires some time to recover from this dive, and is vulnerable on the ground.

Swarm Attack: Dettlaff conjures a massive swarm of bats, damaging and staggering you. Back away, and dodge or roll quickly to avoid this.

Traps: After Dettlaff recovers from an attack, he conjures a revolting, oil-like trap that can severely impede your movement. He uses a special Dive Attack to hammer you while you're prone, so avoid the Traps whenever possible by remaining mobile, and don't get too greedy when striking Dettlaff during his recovery.

Resistances: Dettlaff's True Form is immune to burning (Igni and weapons), stuns, blinding, and Axii. If he's flying, he dodges any bombs or crossbow bolts you may try to strike him with. When he's recovering from a strike, he can send you flying backward, knocking you over; so get in with strikes and retreat quickly.

DEFEATING DETTLAFF: THE BEST BATTLE TACTICS

Put your projectiles away when Dettlaff is airborne, as you cannot harm him when

he's flying. The only times he is susceptible to harm is at the end of his Dive Attack (he lands on the ground, and is vulnerable for a moment), and during the Flying Dash (where this attack can be interrupted, and Dettlaff brought to the ground). Swords are best employed here, though bombs work too. Then whittle Dettlaff's health down with two or three strikes before backing away, out of the range of the trap he conjures, and let him fly away. Then begin the tactic anew.

STAGE 3: BLOOD CONSTRUCT (FINAL FORM)

DEFEATING DETTLAFF'S FINAL FORM: DETTLAFF'S ATTACKS

At around one third vitality, after successfully clipping Dettlaff's wings, this horror wraps himself up completely in a revolting cocoon of blood. Quickly sculpting an encased arena from gore and flesh, It is supported by three vein columns that pump blood into the cocoon hanging from the middle of this atrocity. A doppleganger of Dettlaff is also conjured, made from the blood and sent to fight in Dettlaff's stead.

An Idiot Construct: The Blood Construct is a magical being formed from the blood and willpower of Dettlaff. It does not possess any intelligence of its own, and exists only to kill you. So expect a constant barrage of attacks with little time to rest.

Melee Strike (one hit, six variations): A quick single attack that is damaging, and can be parried or dodged. You can retaliate afterward, but as the construct shouldn't be the focus of your fighting (aside from getting rid of it momentarily), think of all these attacks as a hindrance to your main goal.

Dettlaff
Defeat Dettlaff

Combo Strike (four variations): A series of attacks, inflicting damage up to four times in a single combination. These can be parried or dodged.

Dash Attack: A sliding strike that can be interrupted or countered, allowing you to stun the construct for a few moments; only of the best ways to quickly remove yourself from its clutches to deal with the real solution to your problem.

Flying Attack: Similar to the attack Dettlaff attempted during Phase two of this battle, this occurs once the Construct is dispelled (by your attacks), only to reappear again. Dodge away from its landing spot, or take a chance at hitting it to remove a small amount of its health.

Resistances: The construct is immune to any critical attacks, and can easily parry your sword strikes. It also revives itself each time you kill it, making it effectively immortal.

DEFEATING THE FLESH ARENA: THE BEST BATTLE TACTICS

The three columns, resembling veins, are the main focus of your attack. Make sure you are slicing, blasting, or bombing these stationary targets as quickly and as often as possible. Waylay the Blood Construct by using Yrden, quick maneuvering around the flesh arena, and ranged attacks at the flesh columns so you don't need to physically move to each one. Treat the Blood Construct as you would Dettlaff in Phase one of this battle, but know that you can never defeat this golem; though removing it temporarily before it reforms allows a few seconds of uninterrupted flesh-column removal! When all three flesh columns are removed, Dettlaff finally yields.

The battle is over at last. Regis insists that the still-thrashing form of Dettlaff is dismissed in a style of his own choosing. Against the howling maelstrom, the Beast of Beauclair is removed from existence.

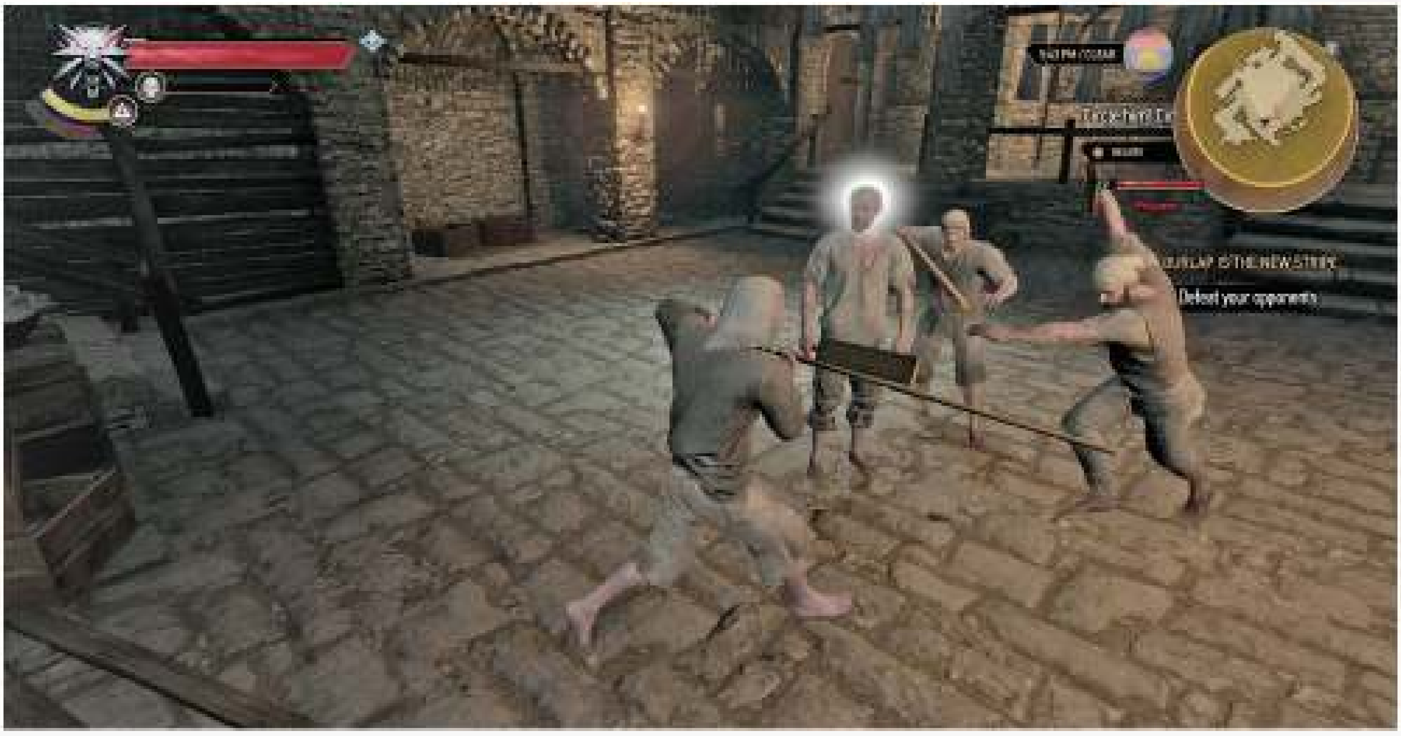
Two weeks then pass, as your previous decisions and actions catch up with you.

Burlap Is The New Stripe

Guardian Of The Guttersnipes, Locked In The Clink

OBJECTIVES

- Defeat your opponents.



After your successful laundry work, three prisoners walk into the chamber, closing the door behind you. They seem familiar; and once they start taunting you about saving the Bootblack Boy, you remember they were the trio of dock workers you fought when you first visited the shoe-shiner. After Handsome Jacques reveals his more slippery nature, you're faced with this angry trio to deal with. You can:

- Challenge them to "show you what they've got," or choose the optional conversation; both lead to a swift pummeling.
- (Axii) Affect one of the dock worker's minds. Unfortunately, one of the other thugs realizes your witchery, and a peaceful solution isn't available.

You must fend off the three Prisoner assailants with your laundry stick (two if you used Axii on one of them), while they wield washboards. This shouldn't be too taxing, as you can use Signs if you wish.

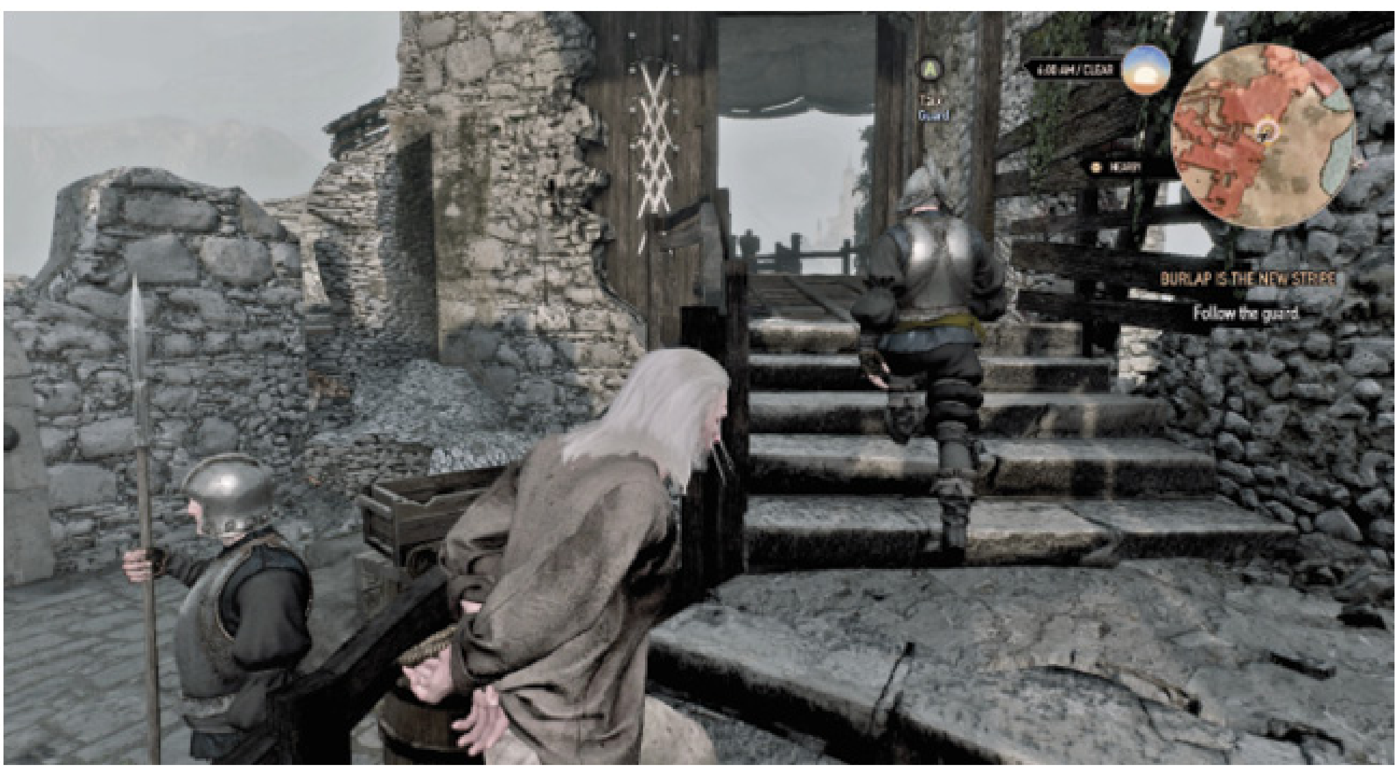
Burlap Is The New Stripe

A Regular Master Of Diplomacy

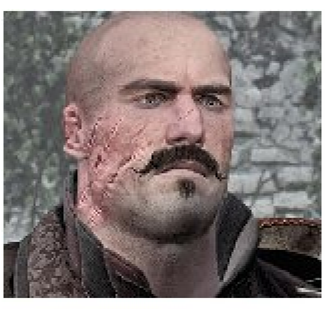
OBJECTIVES

- Follow the guard to the exit.

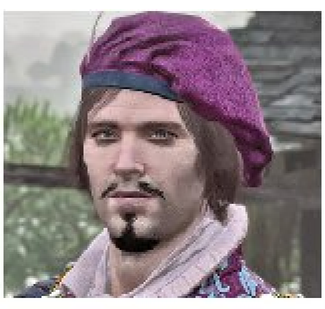
Follow the guard into the upper ruins of the prison, that you haven't been able to access yet, and continue upward to an overlook. Standing on a balcony is a familiar face, though it's been savaged by vampire claws recently: Damien turns to tell you his scars pale in comparison to the fate Syanna met. After asking about the decision in your case, answer Damien as you wish. Damien explains that if the court's outcome had been up to him, you'd be rotting in his dungeon until your dying day.



Fortunate, then, that the decision wasn't up to Damien. It seems an old friend was instrumental in freeing you, that rapscallion Dandelion! Shocked at seeing him, he explains he's here to "visit" Anna Henrietta, but is really here to "save your hiney;" despite being persona non grata in Toussaint.



Captain Damien de la Tour



Dandelion (Viscount Julian de Lettenhove)

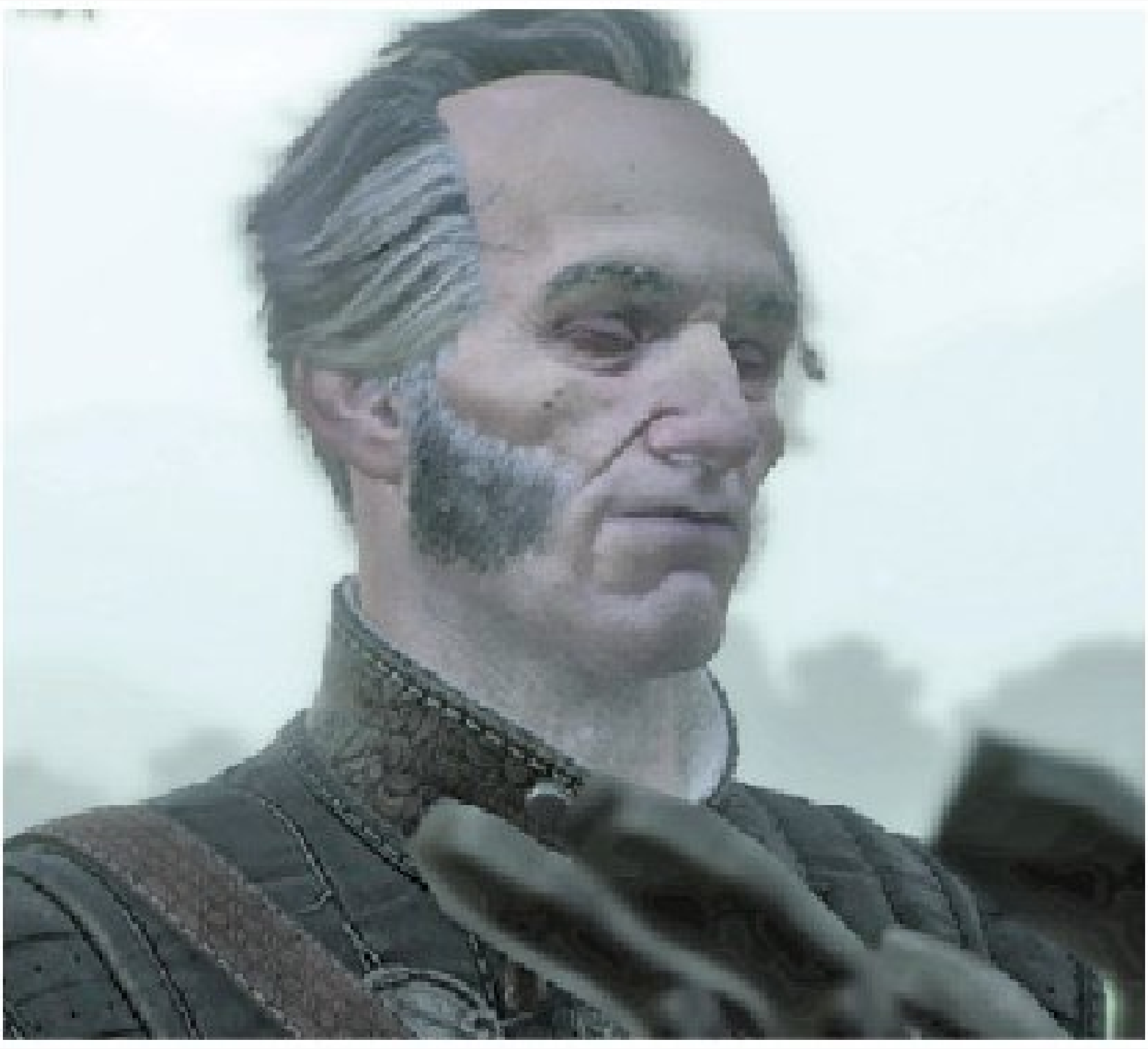
Optionally ask how he knew you were here, before wondering how he managed to free you (a mixture of logic, rhetoric, and charm apparently). So persuasive was Viscount Julian that he was even able to save Corvo Bianco for you, though your monetary reward is out of the question. You end your talk with Dandelion leaving to visit Anna Henrietta in the cemetery. Meanwhile, you're able to collect your belongings and leave.

PRISON STASH: TIMING IS EVERYTHING

If Secondary Quest: The Perks of Being a Jailbird is still active, this is the opportunity to complete it, prior to leaving the prison.

OBJECTIVES

- Retrieve your things from the chest.
- Exit the prison.



Emiel Regis Rohellec Terzieff-Godefroy

Follow the guard back down the steps, to the portcullis (which thankfully now opens), and collect your Witcher gear and all inventory items from the chest on your left. Remember to re-equip everything! Then stride out of the prison, across the drawbridge, where an old friend is waiting to greet you. Optionally thank Regis for intervening, before asking what he did during your incarceration. Naturally, Regis spent most of his time coming to the realization that the "Five Virtues Punished" was correct. He asks if you're curious to know who the fifth and last victim is. Agree, and he tells you to meet him at the Bootblack Boy; further evidence shall be uncovered there. Alternatively, you can also choose to not go to the Bootblack Boy and be teleported to Mere-Lacahiselongue Cemetery for the final talk.

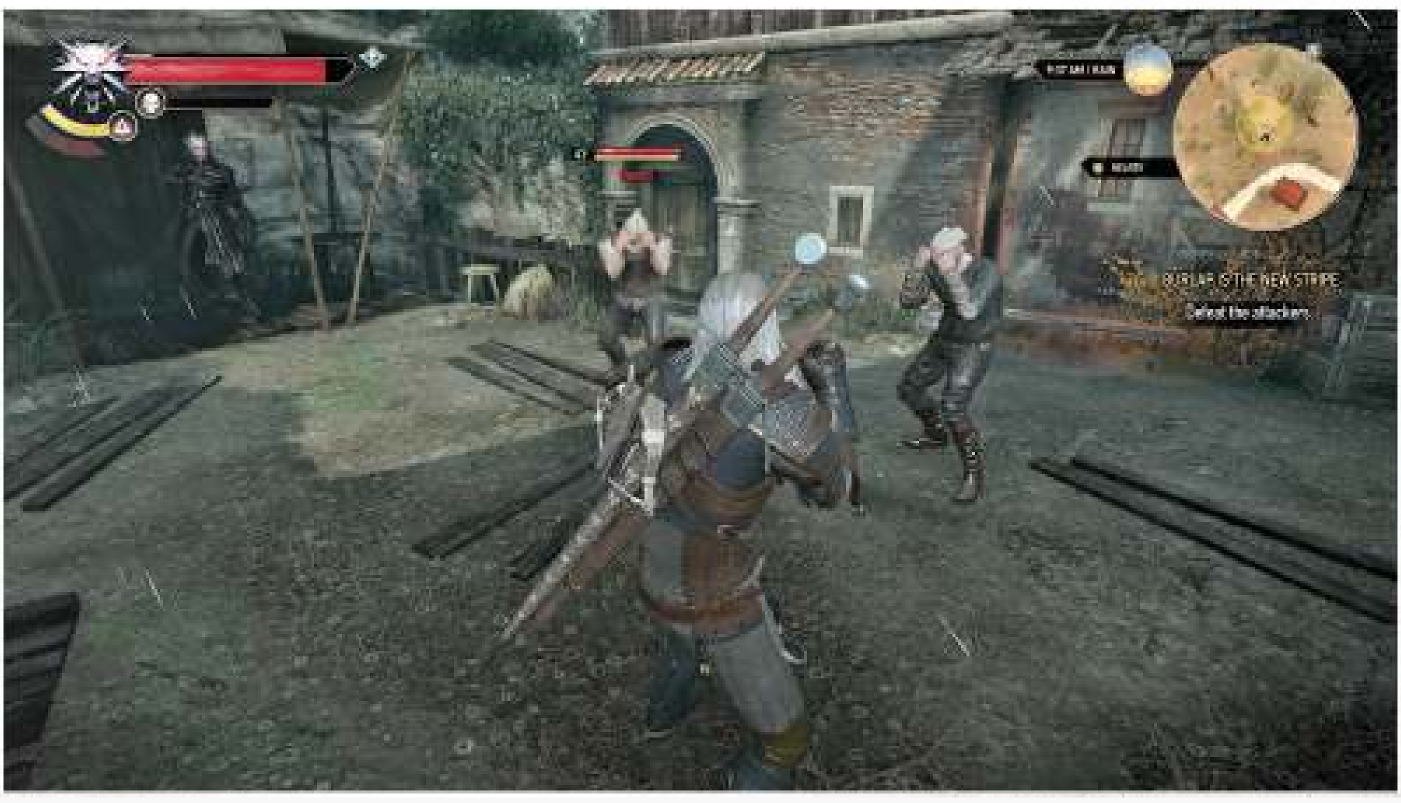
Burlap Is The New Stripe

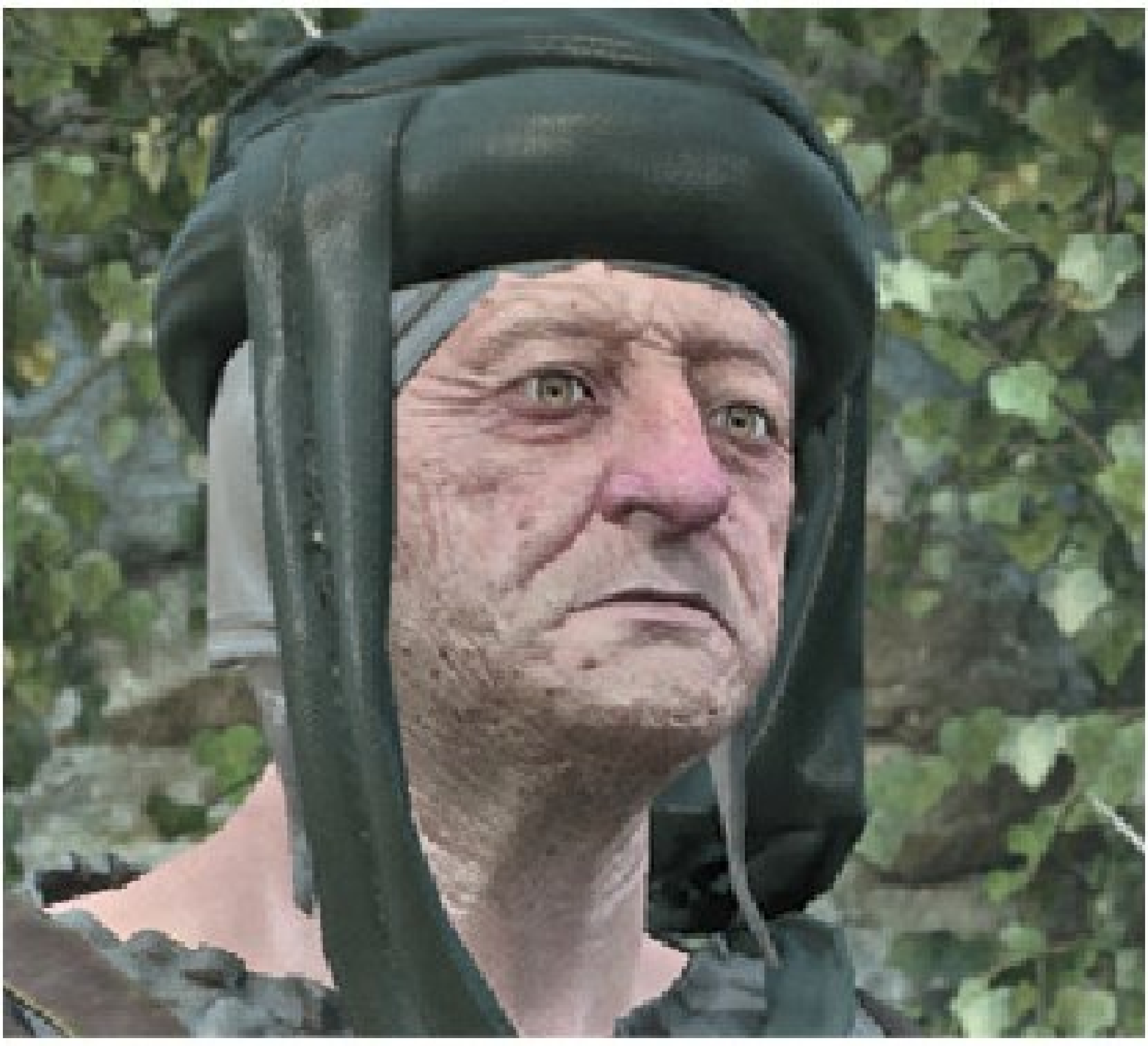
Boots Should Be As Clean As The Souls That Wear Them

OBJECTIVES

- Find the shelter.
- Defeat the attackers.

After a brisk walk into Beauclair, you speak to the Bootblack Boy; optionally asking how business is, then asking about the letters the boy received. Eventually, you pry out the information that beggars brought them. Feel free to ask why this information wasn't revealed before, before asking who the beggars were. All were different, one for each of the four letters. Then ask where the beggars obtained the letters from, and what they looked like. Eventually, Regis steps in, asking where the beggars are. You are directed to their shelter.



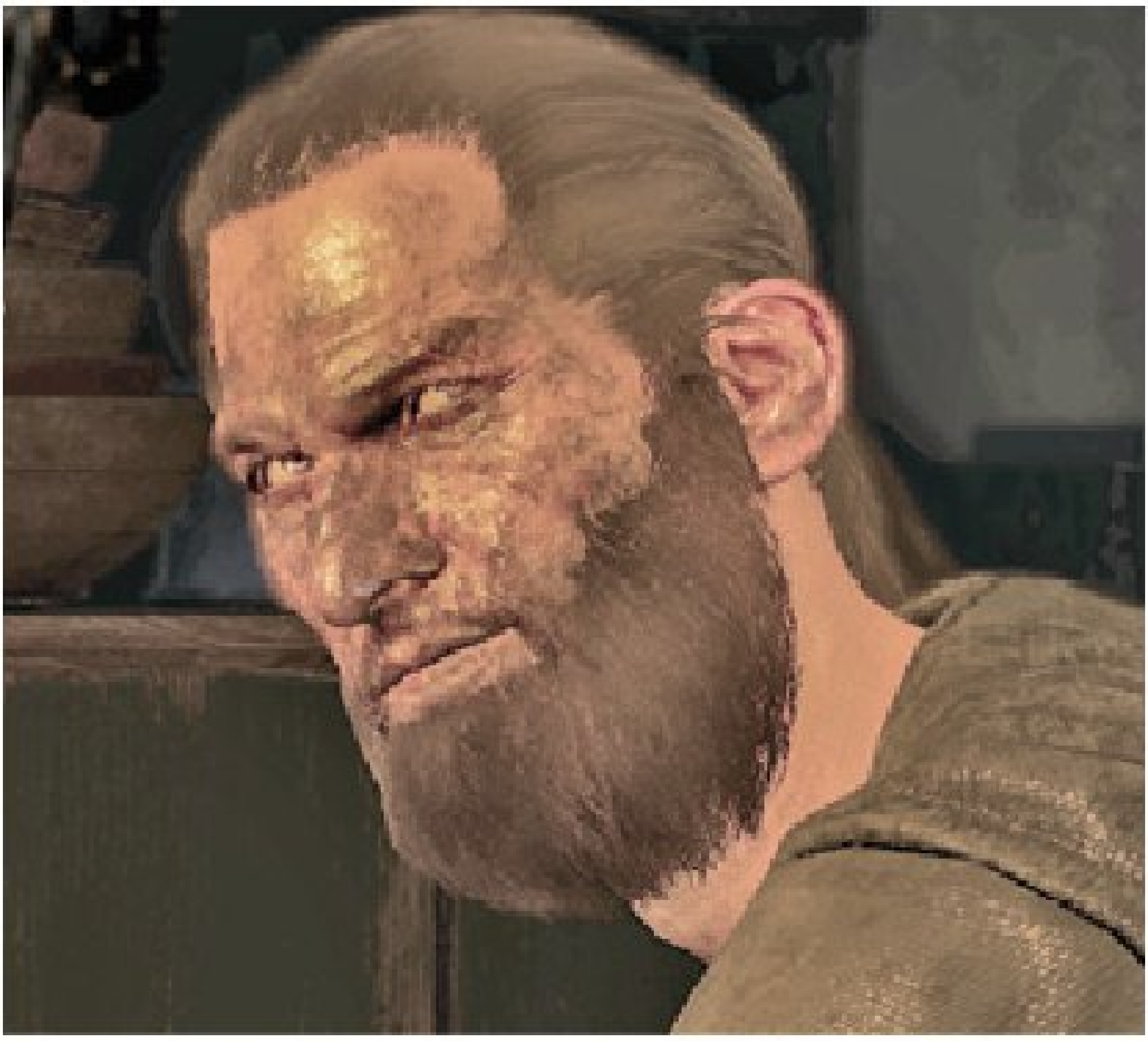


Shelter Proprietor

Accompany Regis up the steps, and along the paved thoroughfares to an unassuming archway and rickety gate, by the sign marked "Lassommoir," behind which you can hear voices. Open the gate, and step into an argument between a couple of townsfolk who aren't happy with this homeless encampment in their fair city. Optionally ask what the harm is, before asking who the "decent" folk actually are. The conversation degenerates into a bout of fisticuffs.

Burlap Is The New Stripe

Answers. Then Soup. Then Drink!



Romain

After the fight (whether you pummeled your adversaries or Regis had to step in) you head into the shelter for a word with the proprietor. Optionally ask about the place before pressing the fellow for information. After asking if all the beggars will be at a meeting place, you agree to wait, and a few hours later, a number of vagrants arrive to fill their bellies with soup.

In order to receive their vittles, they must answer your questions. One beggar named Romain begins to spill some beans, and you can ask for the letter, or ignore it (as it's now meaningless). Romain's friend is eventually persuaded to part with the letter.

Items: Letter revealing the fifth victim

Outside of the shelter you unroll the parchment, and are shocked to discover who the fifth victim was supposed to be: Anna Henrietta herself! It seems you both underestimated Syanna rather grossly. After going through Dettlaff's proposed method of murder (where you can optionally solve the puzzle for Regis, before mentioning the duchess as the last victim). After more discussion on the machinations of Syanna, Regis feels there's little point in bothering the Duchess with this revelation. You can optionally mention that the Duchess is safe, before asking "what now?" Regis reckons a drink is in order. You can:

- Agree, and head off for a spot of alcohol, concluding this quest. Over at the cemetery Regis frequents, the conclusion of this quest now begins.
- Tell Regis Anna Henrietta needs to be informed. The following interlude now begins:

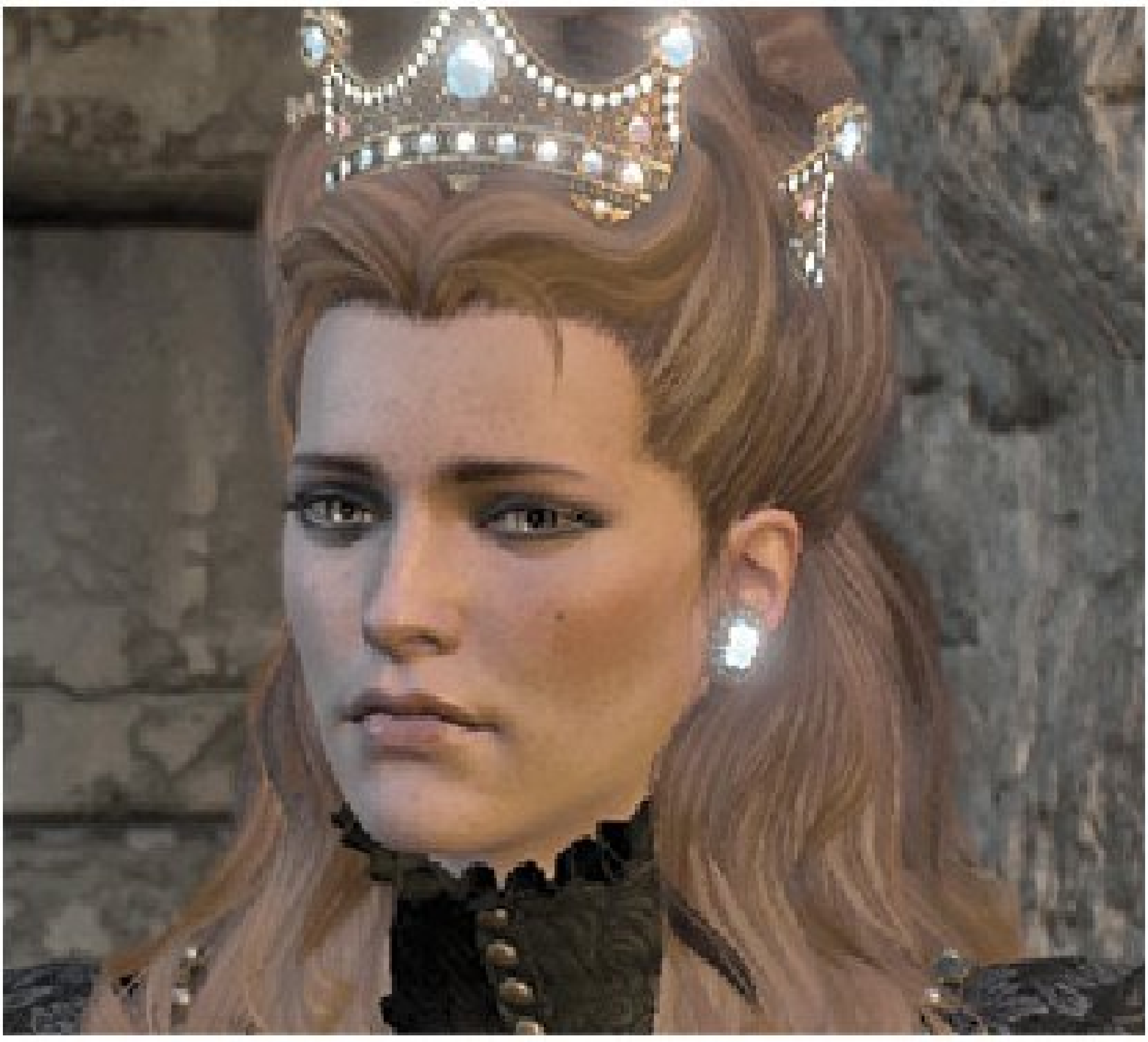
Burlap Is The New Stripe

Interlude: A Dirty Lie! Vile Slander!

OBJECTIVES

- Tell Anna Henrietta about your last contract.

Head into the streets of Beauclair, locating and entering the mausoleum in Beauclair Cemetery where Syanna has been interred. You are greeted by a none-too-happy Damien, who eventually lets you into the crypt.



Her Illustrious Highness, Duchess Anna Henrietta

Viscount de Lettenhove (or as you know him, Dandelion) is there comforting the Duchess. She seethes her contempt for you, but Dandelion calms her slightly, so you may say your piece. Answer as you wish; Dandelion takes the scroll and reads from it.

Anna Henrietta simply does not believe the “vile slander” contained on the parchment, and orders the letter destroyed. Clearly overwrought, and with your latest revelation certainly not helping matters, Dandelion thinks it best you leave. The quest concludes. Over at the cemetery Regis frequents, the conclusion of this quest now begins.

Burlap Is The New Stripe

Epilogue: Recollections At The Cemetery

After breaking out the strong stuff, you and Regis sit around a campfire on the outskirts of the cemetery.

- If you ignored the letter, the conversation is regarding the characters you met during your stay in prison.
- If you visited Anna Henrietta, the conversation is regarding how the Duchess didn't take the news very well, as expected.

Regis asks if Syanna's fate brings you any pangs of regret. You answer in the affirmative. Regis agrees. Optionally mention you thought he preferred complex solutions, before stating that Beauclair is safe now. However, you're still worried Anna Henrietta is in danger due to the fate of Dettlaff. Regis tells you Dettlaff is long gone. However, if you chose to kill Dettlaff, instead the two discuss collecting mandragora roots.

You swill the wine around in your wooden goblet, stating you're not much of a connoisseur to Regis. He urges you to visit your winery and learn, asking what the future holds. You can answer as you wish. After further reminiscing (about Vilgefortz), you can then optionally ask Regis what he will do now. Then you tell Regis to sit a while longer. This quest concludes, and Main Quest: Be it Ever So Humble begins.

Secondary Quest: The Perks Of Being A Jailbird

Searching The Secret Stash

DANGER ALERT SPOILER ALERT

B&W SECONDARY QUEST: THE PERKS OF BEING A JAILBIRD

RELATED QUESTS: Main Quest: Burlap is the New Stripe

LOCATIONS: Toussaint Prison

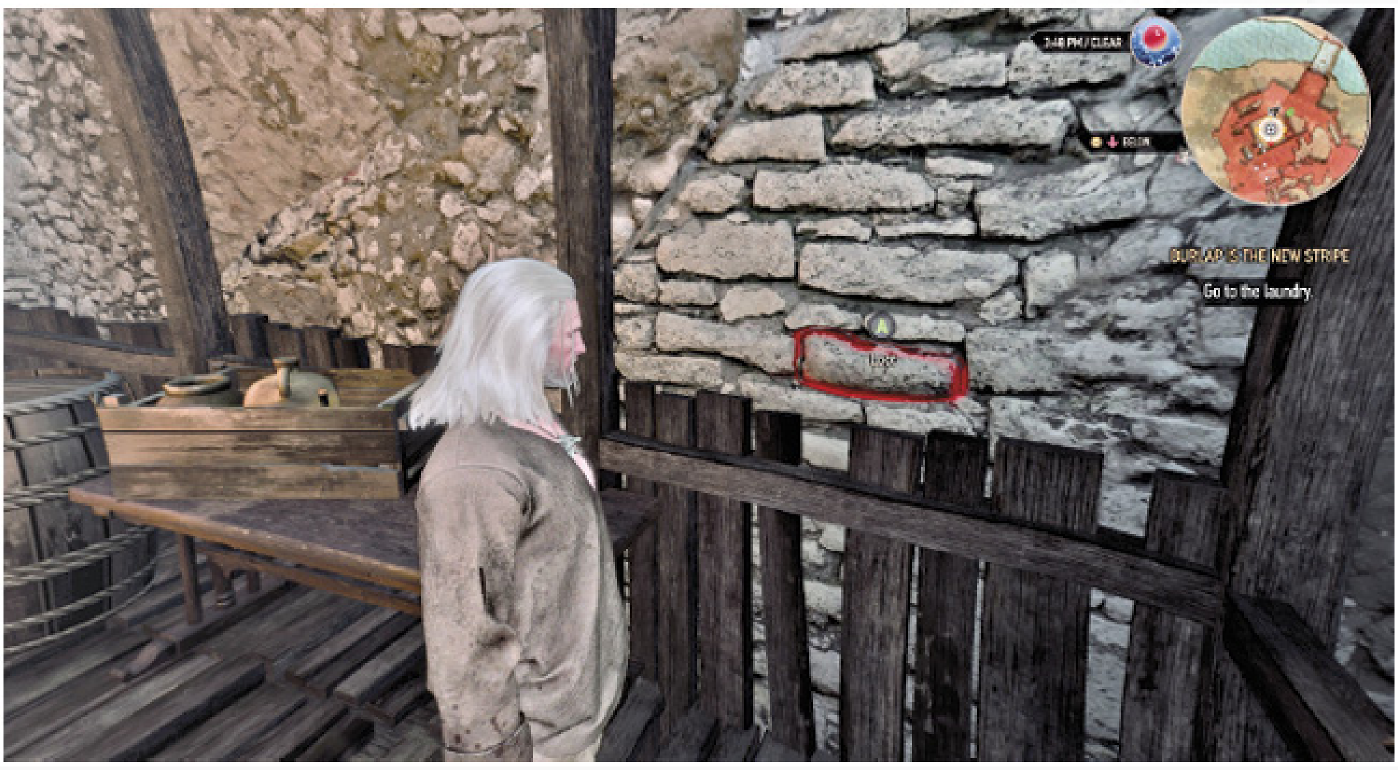
OBJECTIVES

- Read the note.
- Search for a hammer and chisel.

QUESTING DECISIONS

This quest is accessible only after you begin Main Quest: Burlap is the New Stripe. It should be attempted at the same time as the Main Quest occurring in the prison, as it concludes at the same time.

After discovering a loose brick and a hidden note on the prison wall behind the porch where you talked to Jacques, read the mysterious missive, and set off searching for a hammer and chisel to stash in the wall.



Items: Notes found in the Toussaint prison

PRISON STASH: TIMING IS EVERYTHING

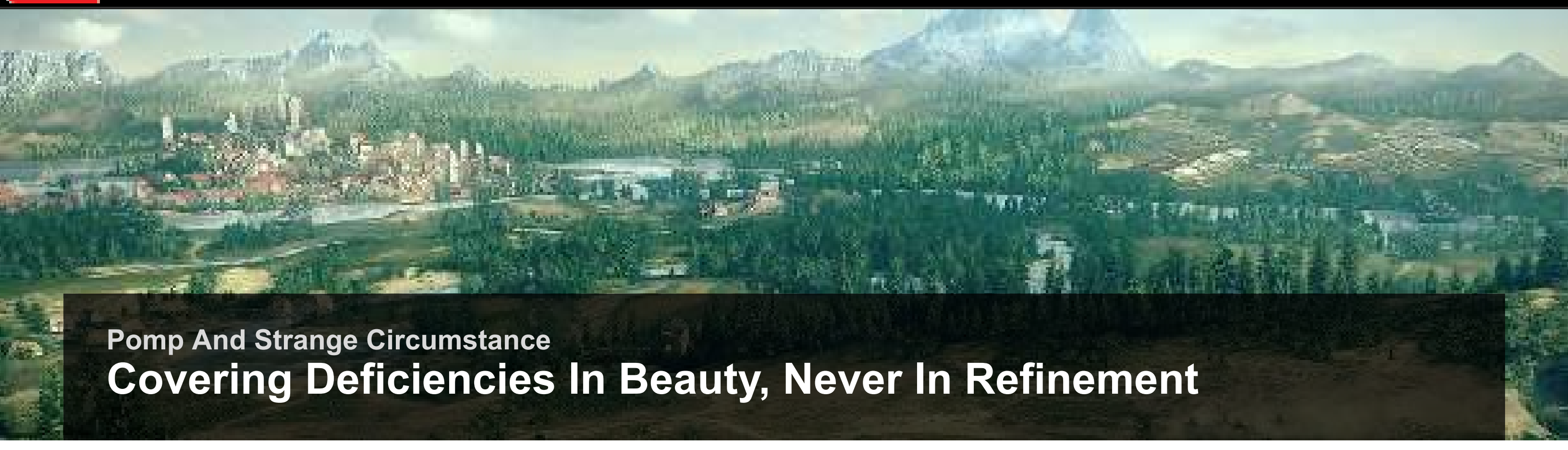
Make sure you finish up this part of the quest before you face the three dock worker thugs and are placed in solitary confinement. If you don't, this quest fails.

OBJECTIVES

- Hide the hammer and chisel in the stash.
- Wait two days.

You don't have to go far to find these two items; they are on the small cart under the gallows just to the left of the porch. Procure both the hammer and chisel, return to the loose brick in the wall, and place the items in there. Now you must wait. Simply continue with the Main Quest until this Secondary Quest updates—or meditate for two days.

Items: Small hammer and chisel for carving stone



Pomp And Strange Circumstance

Covering Deficiencies In Beauty, Never In Refinement

DANGER ALERT SPOILER ALERT

B&W

POMP AND STRANGE CIRCUMSTANCE

RELATED QUESTS: Main Quest: Tesham Mutna, Main Quest: Be it Ever So Humble

LOCATIONS: Tailor's Workshop (Unmarked), Bootblack Boy's Stand (Unmarked), "Lassommoir" Beggars' Shelter (Unmarked), Palace Gardens, Beauclair Cemetery (Unmarked), Mere-Lachaiselongue Cemetery

CHARACTERS: Pierre the Tailor, Emiel Regis Rohellec Terzieff-Godefroy, Bootblack Boy, Shelter Proprietor, Romain, Captain Damien de la Tour, Syanna, Her Illustrious Highness, Duchess Anna Henrietta

ENEMIES: Bandits, Bruxa, Alps

OBJECTIVES

- (Optional) Talk to the bootblack during the day.

QUESTING DECISIONS

This quest is accessible after you've completed either of the following paths:

- Main Quest: Tesham Mutna is complete. You must have completed Main Quest: Beyond Hill and Dale…, given Syanna her ribbon, so she lived during the final battle with Dettlaff.

- Main Quest: Tesham Mutna is complete. You must have completed Main Quest: What Lies Unseen, but not visited Syanna in her playroom (and then the Fablesphere), so that Syanna is not present during the final battle with Dettlaff.

In short, Syanna must be alive after the battle with Dettlaff to access this quest.

Two weeks after your final confrontation with Dettlaff, you are visiting the Palace Tailor's, and are being fitted for the forthcoming ceremony. Though you feel you look like a twit, Regis and the tailor himself are both pleased with your appearance. Answer how you wish regarding your taste and what clothing you're used to, before Regis continues to talk (as is his wont). You must be strategically shoved into something fitted, as Toussaint's highest honor, the Order of Vitis Vinifera, demands proper attire!

Optionally speak to Regis' philosophical mood, before reminding him about the honors bestowed upon you. Regis has also had little time to ponder the one piece of the puzzle that never seemed to fit: The "Five Virtues Punished" was correct. He asks if you're curious to know who the fifth and last victim is. He wishes to question the Bootblack Boy once more, as the letters from Dettlaff were sources from the tyke.

You can:

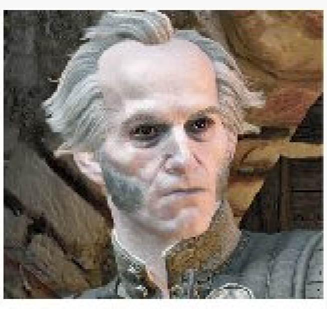
- Agree, and immediately head to the Bootblack, who may have further information to impart.

- Agree, and head to the Bootblack in your own time (so you may complete optional, and mainly Secondary quests, head to see Damien instead, or prepare beforehand).

- Tell him there's no point in further investigations. Regis isn't content with this plan, but it's your choice. You can now visit Damien who will take you to the Ceremony, and forgo this investigation.

Optionally ask how he knows the Bootblack Boy delivered the letters.

Pierre the Tailor



Emiel Regis Rohellec Terzieff-Godefroy

WARNING! MAJOR QUEST DECISION!

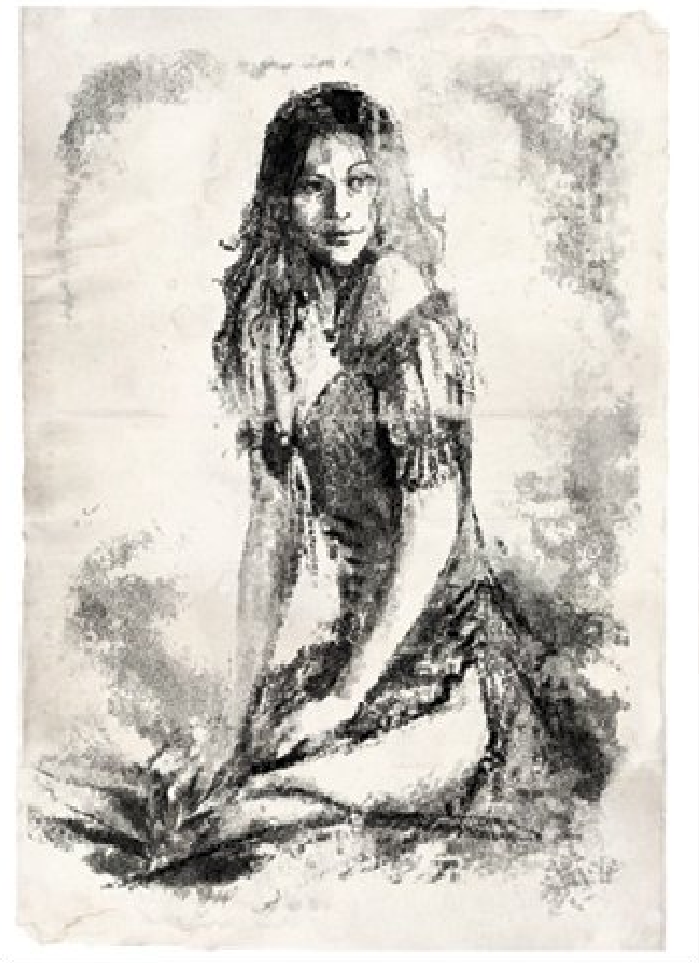
The choices you make, to further the investigation of Dettlaff's letters, or to choose to ignore them, has a major effect on the end of your Main Quest, so choose wisely!

Secondary Quest: The Perks Of Being A Jailbird

Something To Hang On Your Wall

OBJECTIVES

- Check the prison stash.



Prison Poster

Once you have received your sentencing from Captain Damien, and spoken to the dandy who helped secure your freedom, you are escorted out of the prison. Before you head through the open portcullis and secure your equipment, check this quest for the updated objective. Return to the loose brick in the porch wall, just left of the exit, and secure something to hang on your wall (literally, this can be placed on the wall of Corvo Bianco). This quest then concludes.

Items: Prison poster

Pomp And Strange Circumstance

Boots Should Be As Clean As The Souls That Wear Them

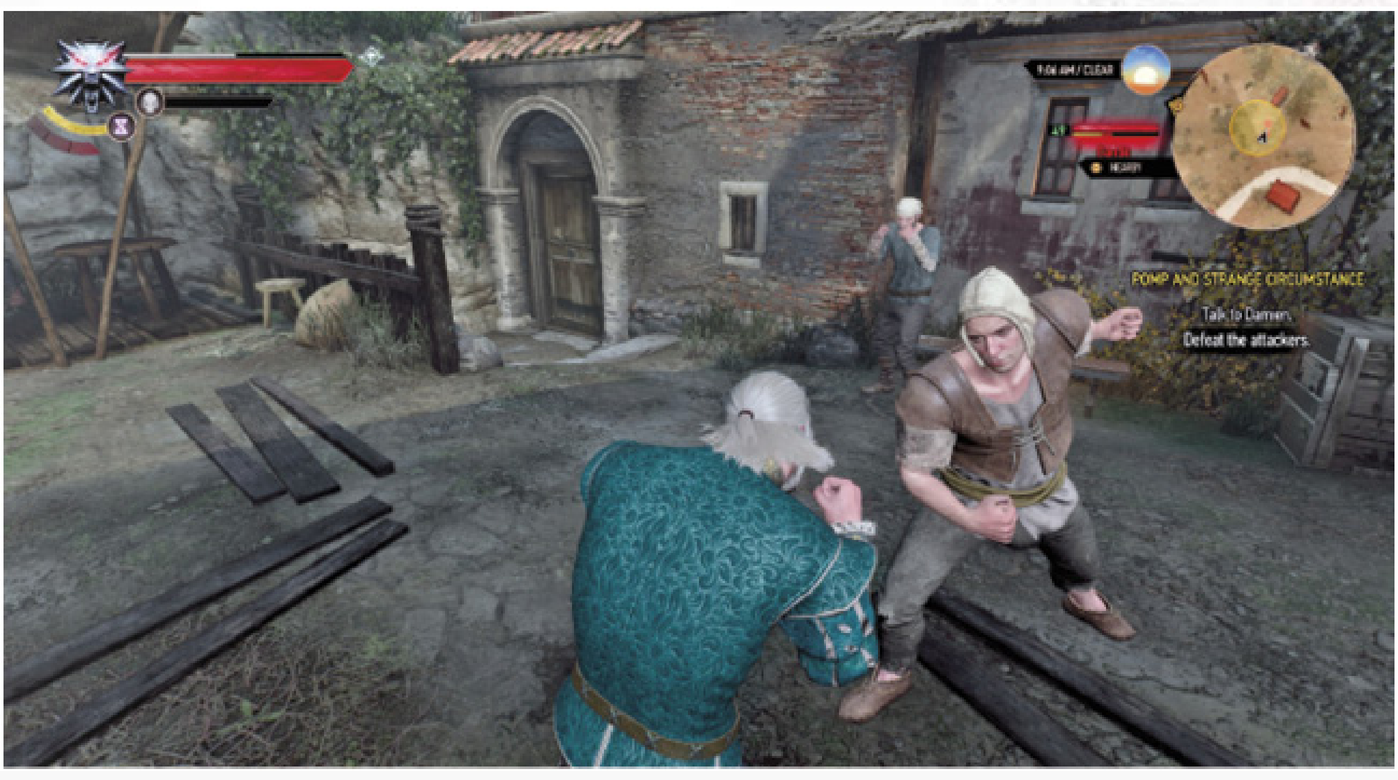
OBJECTIVES

- (Optional) Find the shelter.
- Defeat the attackers.

Bootblack Boy

After a brisk walk into Beauclair, you speak to Bootblack Boy; optionally asking how business is, then asking about the letters the boy received. Eventually, you pry out the information that beggars brought them. Feel free to ask why this information wasn't revealed before, before asking who the beggars were: All were different; one for each of the four letters. Then ask where the beggars obtained the letters from, and what they looked like. Eventually, Regis steps in, asking where the beggars are. You are directed to their shelter.

You can also forgo or delay this investigation, and instead speak with Damien, offering as much (or as little) information as you can before he takes you to the Ceremony. Skip the investigation to the "Talk to Damien" objective, below.



Shelter Proprietor

Accompany Regis up the steps, and along the paved thoroughfares to an unassuming archway and rickety gate by the sign marked "Lassommoir," behind which you can hear voices. Open the gate, and step into an argument between a couple of townsfolk who aren't happy with this homeless encampment in their fair city. Optionally ask what the harm is, before asking who the "decent" folk actually are. The conversation degenerates into a bout of fisticuffs.

Answers. Then Soup. Then Drink!

Romain

After the fight (whether you pummeled your adversaries or Regis had to step in) you head into the shelter for a word with the proprietor. Optionally ask about the place before pressing the fellow for information. After asking if all the beggars will be at a meeting place, you agree to wait, and a few hours later, a number of vagrants arrive to fill their bellies with soup.

In order to receive their vittles, they must answer your questions. One beggar named Romain begins to spill some beans, and you can ask for the letter, or ignore it (as it's now meaningless). Romain's friend is eventually persuaded to part with the letter.

Items: Letter revealing the fifth victimr

Outside of the shelter you unroll the parchment, and are shocked to discover who the fifth victim was supposed to be: Anna Henrietta herself! It seems you both underestimated Syanna rather grossly. After going through Dettlaff's proposed method of murder (where you can optionally solve the puzzle for Regis, before mentioning the duchess as the last victim). But why would Syanna murder her own sister? When Regis recommends asking her yourself, answer as you wish. You understand the Duchess has Syanna locked up somewhere, in a secluded wing of the palace, awaiting trial. You'd need to get past some guards to see her. After asking whether Regis is coming with you (he's not), or telling him you'll meet after the Ceremony (as he's off to brew a mean mandrake ale that'll singe off any hairs on your chest as well as grow them), you are left to conclude this investigation yourself. You can:

- Ignore any investigation into Syanna, and skip to the "Talk to Damien" objective, below.
- Or become determined to understand exactly what made Syanna write a death warrant on her own sister, and start the following objective:

WARNING! MAJOR QUEST DECISION!

- The choices you make, to ignore an audience with Syanna, or to further the investigation of her guilt, has a major effect on the end of your Main Quest, so choose wisely!

Pomp And Strange Circumstance

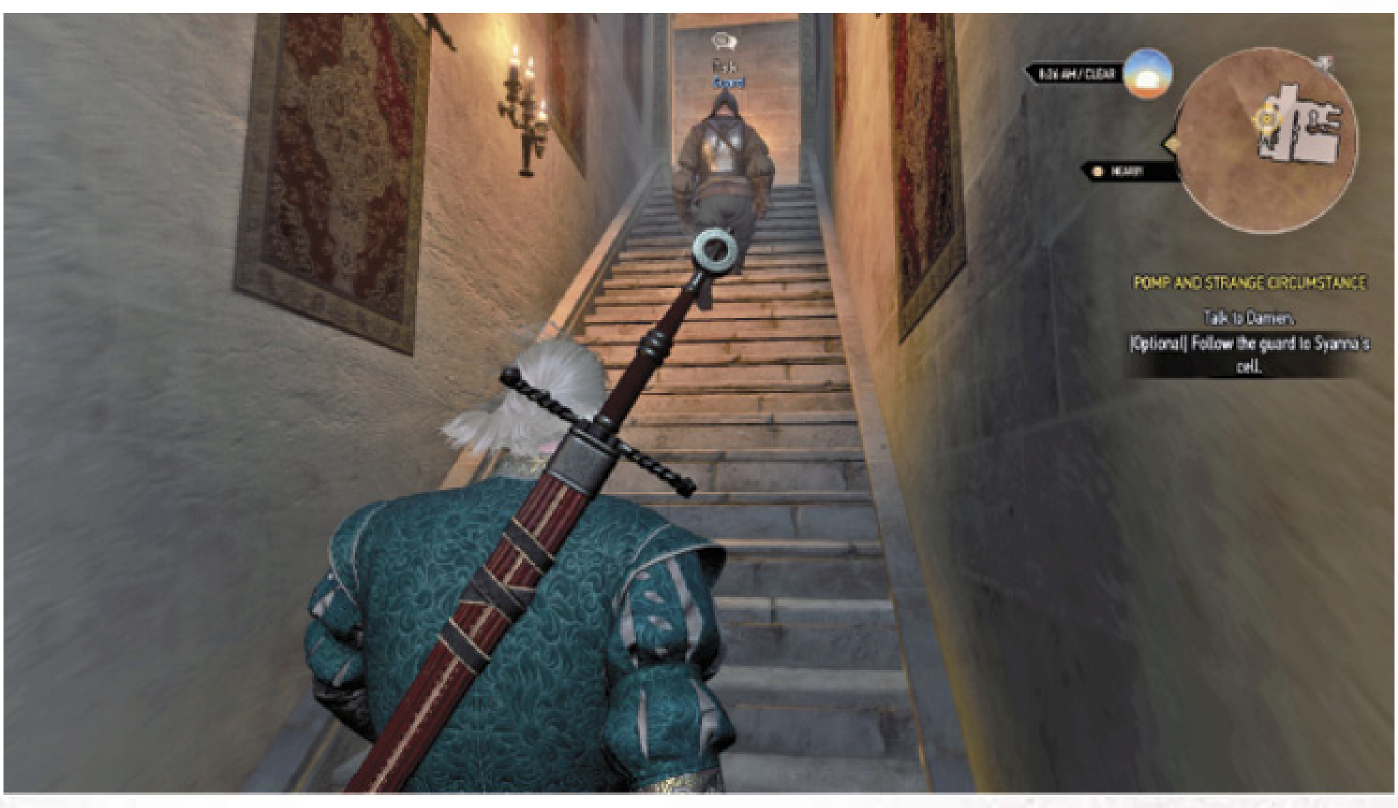
You’re Simply A Compulsive Snoop!

OBJECTIVES

- (Optional) Talk to Syanna.
- (Optional) Follow the guard to Syanna’s cell.

Cross the bridge into the Palace grounds, and head up the streets, winding your way up the beautifully-hewed balconies to a less-traveled wing of the Palace you have yet to discover. Enter the door, and work your way to a guard who stops you from investigating Syanna’s quarters. Answer the guard as you wish; he finally recognizes you as “that Witcher who solved the murders,” so you’re let through, but only for a few minutes. Agree, and head into the locked chamber, where Syanna’s guards step aside, letting you into her cell.

Syanna



8:26 AM / CLEAR
NEARBY
POMP AND STRANGE CIRCUMSTANCE
Talk to Damien.
(Optional) Follow the guard to Syanna’s cell.

“Cell” is perhaps not the correct word to describe this lavish upper chamber, resplendent with fineries and a large picture window Syanna is gazing wistfully out of. Syanna greets you.

- If Artorius’ ribbon saved her life in the fight with Dettlaff, she makes mention of it.

If you earlier asked Syanna about her motivations, you mention you know who the fifth victim would have been. After some mock protesting, she agrees to talk. However, if you didn’t inquire about her motivations and didn’t read the governess’s writings, you will instead have a rather unpleasant conversation. You ask why she wanted her sister killed. You must answer with one of the following:

OPTION 1: CURSE OR ENVY

- “Curse of the Black Sun” or “Because you envy her”: Syanna is slightly crestfallen and has misjudged you; you understand nothing. The conversation continues with you telling her you’ll let Anna Henrietta know.

Answer her regarding her honesty. After some additional home truths (regarding Syanna herself using you, Regis using you, and Anna Henrietta’s less-than charitable thoughts about you being an “unthinking, blunt instrument,” you can respond with venom of your own. You then leave, choosing to head to Damien immediately, or in your own time.

Or answer that you’ve heard enough (and you leave; choosing to head to Damien immediately, or in your own time).

OPTION 3: HAPPILY EVER AFTER

- “Because she turned her back on you, forgot about you”: You’re congratulated for solving another riddle and having your sick curiosity sated. The conversation now has a chance to remain civil:

WARNING! MAJOR QUEST DECISION!

- The choices you make during this conversation with Syanna, depend on how you treated her during Main Quest: Beyond Hill and Dale…:

If you read every entry in the governess’ diary, just before entering the Fablesphere, and spoke to Syanna at length, verbally investigating her thoughts, past, and feelings, then the conversation choice “ever thought to forgive her?” will be available.

If you ignored the governess’ writings, and scampered through the Fablesphere without getting to know Syanna, then the conversation choice always degenerates into name-calling or unpleasantness.

This has a major effect on the end of your Main Quest, so choose wisely!

You mention that Anna Henrietta should probably know about the fifth letter, if only because Syanna is likely to try and kill her again if she’s ever let out of this chamber. Syanna answers “I probably will.” Answer with one of the following:

- “Ah, honesty, finally” or “Think I’ve heard enough”: The conversation degenerates into curt and unpleasant responses before you leave.
- “Ever thought to forgive her?”: You explain that you’ve read the diary of the governess in the playroom, and that Syanna and Anna Henrietta were once inseparable. She wistfully stares out of the window of the high tower, asking you why her sister washed her hands of her. Answer as you wish. You end the conversation stating Anna Henrietta still hasn’t given up on her. The chat ends, and you leave.

Choose to head to Damien immediately, or in your own time.

Pomp And Strange Circumstance

Saving Face With Captain Damien

OBJECTIVES

- Talk to Damien.

Captain Damien de la Tour

In order to begin the Ceremony, you must visit Damien who is waiting on a balcony overlooking the formal gardens. Visit him after any of the following circumstances have occurred:

- You ignore the final part of the investigation concerning the beggars and letters, and simply head there to start the Ceremony as quickly as possible.
- You conclude your investigation concerning the beggars and letters, but don't seek out an audience with Syanna.
- You conclude the beggars and letters investigation, and conclude your audience with Syanna, whether she was belligerent or helpful.

Damien greets you, and asks if you are ready for the ceremony to begin. You can:

- Tell him the ceremony can start.
- Tell him you know who the fifth victim was supposed to be. You can only choose this option if you finish the investigation of the beggars and letters with Regis, previously.

(Optional) You can also remark on his appearance after his recent savaging at the claws of a bloodsucker. Damien is shocked and furious, vows to enlarge the Duchess' honor guard, and will personally see to security during the Ceremony.

The Ceremony Begins: Order And Disorder

The Duchess is conducting a variety of ceremonies on the grand garden balcony. She is pleased to bestow the distinction of the Order of Vitis Vinifera upon you. Geralt of Rivia, slayer of the Beast of Beauclair, step forth! In addition to a fancy medal, you receive your payment, and a rather pleasant surprise; more than a dozen barrels of Sangreal to bolster your wine cellar.

Her Illustrious Highness, Duchess Anna Henrietta

Syanna

Items: Medal of the Order of Vitis Vinifera, Crowns (5,000)

The gustatory experience of a lifetime awaits! Are you content? You can answer:

- “Can’t wait,” or “Truly honored.” The Duchess smiles, before her sister arrives at the Ceremony.
- Or mention Syanna’s plot to kill her, if you figured it out. She is initially incredulous, but then insists that you help with her judgment of her. Syanna then arrives at the Ceremony.

Syanna wonders why you’re here. Answer as you wish. For the crimes she has committed, Syanna must be punished. You can choose either a fate becoming of a common criminal, or a fate for the good of the duchy. Choose whichever you wish:

THE CEREMONY ENDS: SYANNA’S SOFTER SIDE

▶ If you managed to convince Syanna to forgive her sister while speaking to her in her Palace cell, the sisters both embrace. Epilogue: Reflections at the Cemetery now begins.

THE CEREMONY ENDS: FRATRICIDE AND SORORICIDE

▶ If you didn’t manage to convince Syanna in her cell, the sisters both embrace, before Syanna pulls out a hairpin and plunges into Anna Henrietta’s head! The Duchess drops to the ground, bleeding heavily. Too late, Damien realizes what has happened, and executes Syanna where she stands. This is, perhaps, not the way you wish the Ceremony could have ended.

OBJECTIVES

- Place a flower on Anna Henrietta’s grave.

Two weeks later, you are speaking to a flower vendor regarding a wreath or garland to place on the tomb of Anna Henrietta. When the flower seller asks how this could have happened, answer her as you wish. She recognizes you as the one who saved Beauclair, and offers the flowers for free.

Items: Bouquet of white roses

Head into the streets of Beauclair, locating and entering the Beauclair cemetery mausoleum where Syanna and her sister have been interred. You are greeted by a none-too-happy Damien, who blames himself for not doing more. Answer him as you wish, then head into the crypt. The Regents’ Council have decided to place both sisters in the same crypt, a fact that infuriates the captain. There is little you can do except to choose to place flowers on one or both coffins.

Naturally, this is a place in which Regis is bound to show up. After a few words of comfort to the deceased, he tells you he’s come to take you away from this place; it is time for a speck of respite after the mad whirl of the last few days. You leave for Regis’ cemetery at once; the Epilogue now begins.

Pomp And Strange Circumstance

Epilogue: Reflections At The Cemetery

After breaking out the strong stuff, you and Regis sit around a campfire on the outskirts of the cemetery.

- If you ignored the letter, the conversation is regarding the more you could have done to save Anna Henrietta. You have an additional (optional) conversation choice regarding the last words the Duchess spoke.
- If you convinced Syanna to spare her sister's life, the conversation is regarding the thankfully short nature of the ceremony.

You make mention that Syanna was either unbending, or had a glimmer of humanity in her (depending on previous actions). Regis agrees: Optionally mention you thought he preferred complex solutions. Regis also inquires about how his personal brew tastes. The Interlude (below) now begins.

INTERLUDE: THE ROOT CAUSE

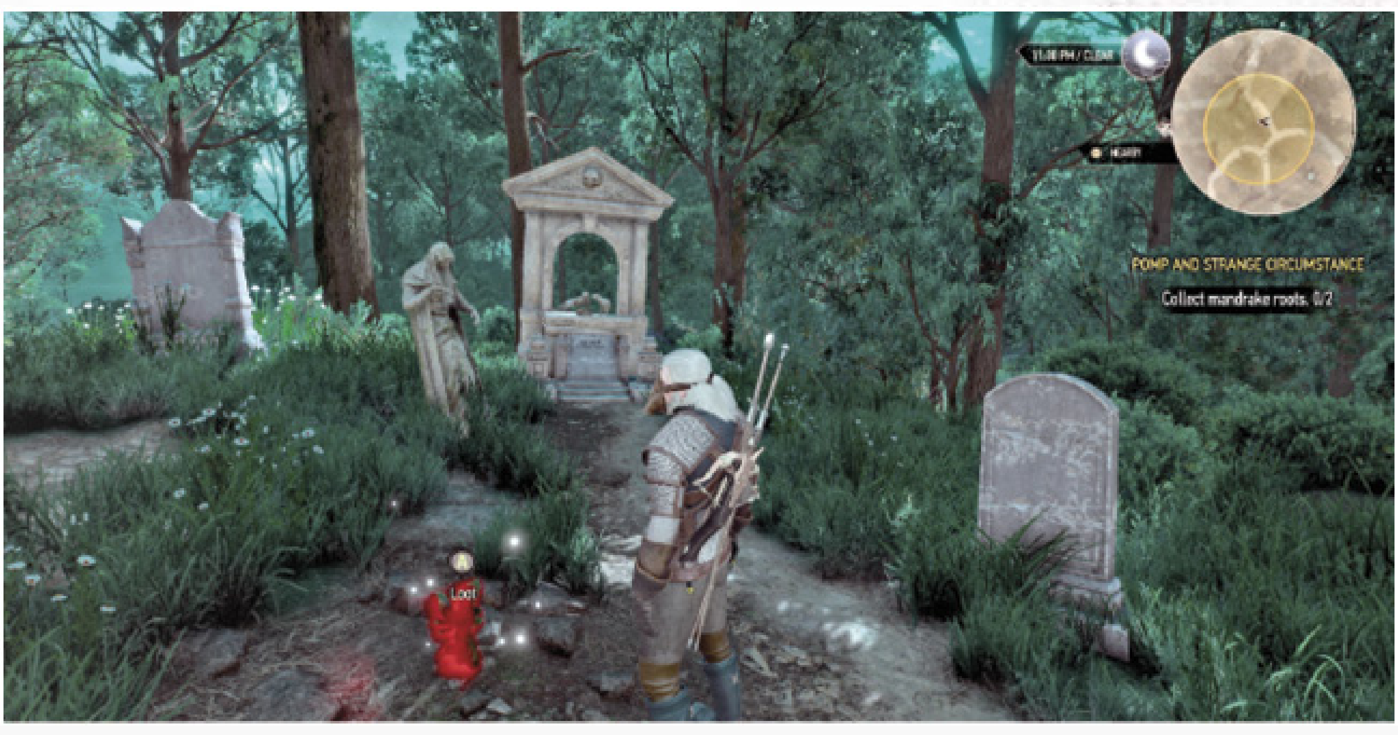
OBJECTIVES

- (Optional) Put on a mask and gloves.
- Collect mandrake roots (2).

Regis is keen on stockpiling some roots for future batches. Care to accompany him? You can query the plan (hunting for herbs in the dark), before starting a search for mandrake roots. Before you start, Regis offers you gloves and a mask (as mandrake is highly poisonous to you).

Items: Gloves and Mask for picking Mandrake

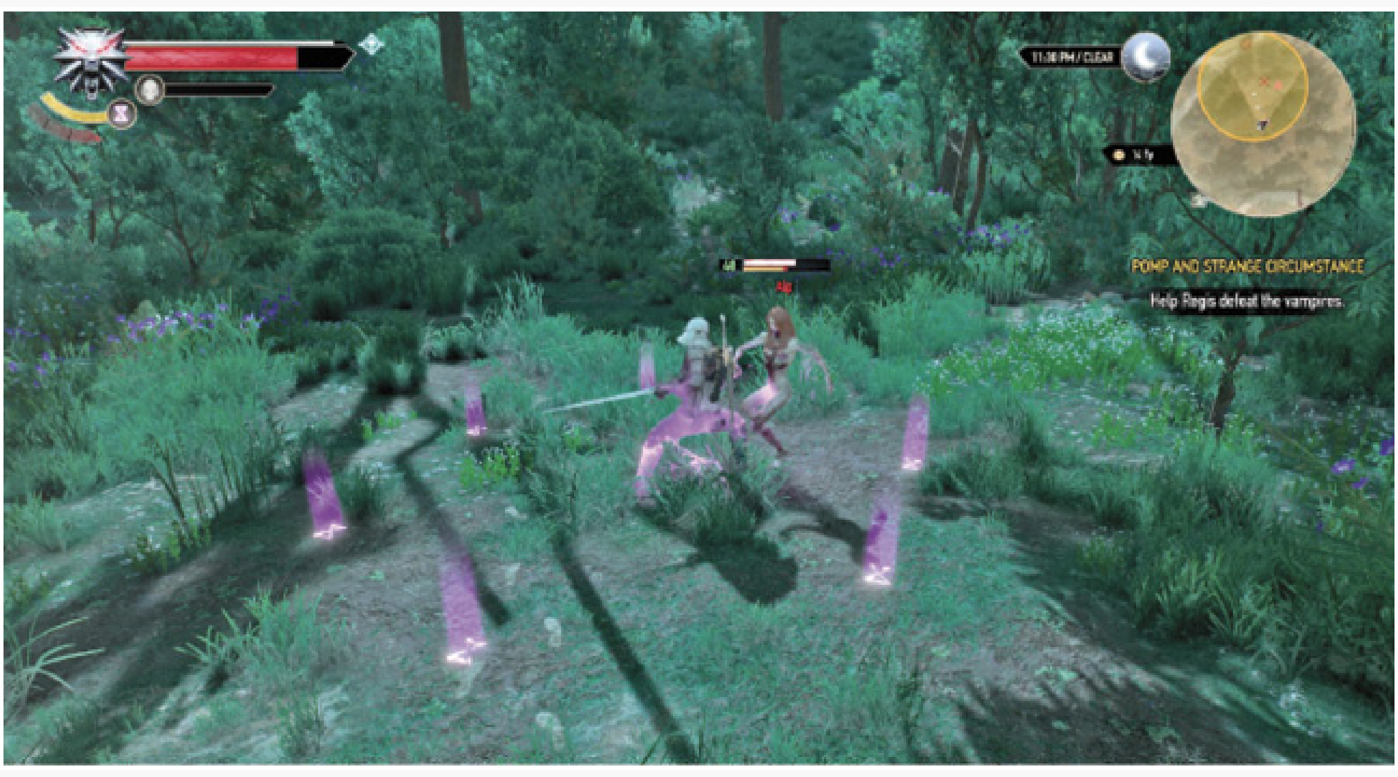
Though optional, it's a sound plan to access your Inventory menu, and don the gloves and mask that Regis just gave you; otherwise expect to take damage and be poisoned during the subsequent root hunt. At the edge of the woods are two locations where you can quickly pull mandrake roots from the soil. Now where did that bloodsucker go?



OBJECTIVES

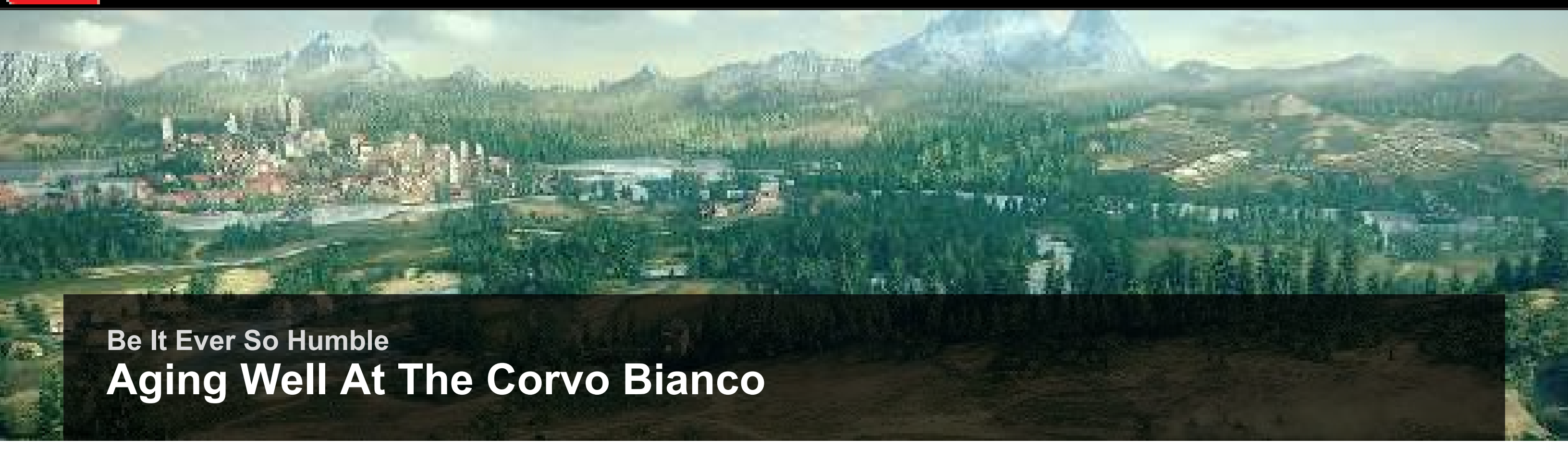
- Return to Regis.
- Use your Witcher Senses to find Regis.
- Help Regis defeat the vampires.

Study the ground for some footprints, and make your way deeper into the woods. You hear hissing from the grassy glade you're in. Draw your sword; Bruxa are tackling Regis in combat! After a struggle, where your previous combat knowledge is key to victory, the last of the vampires falls. Speak to Regis again. It seems there is one last contingent of creatures you need to deal with.


11:00 PM / CLEAR
POMP AND STRANGE CIRCUMSTANCE
Help Regis defeat the vampires.

EPILOGUE PART 2: LESS BLOOD, MORE WINE

You swill the wine around in your wooden goblet, stating you're not much of a connoisseur to Regis. He urges you to visit your winery and learn, asking what the future holds. You can answer as you wish. After further reminiscing (about Vilgefortz), you can then optionally ask Regis what he will do now. Then you tell Regis to sit a while longer. This quest concludes, and Main Quest: Be it Ever So Humble begins.



Be It Ever So Humble

Aging Well At The Corvo Bianco

DANGER ALERT SPOILER ALERT

BAW BE IT EVER SO HUMBLE

RELATED QUESTS: Main Quest: Burlap is the New Stripe, Main Quest: Pomp and Strange Circumstance. Secondary Quest: No Place Like Home, Secondary Quest: The Hunger Game

LOCATIONS: Mere-Lachaiselongue Cemetery, Corvo Bianco Vineyard

CHARACTERS: Barnabas-Basel Foulty, Dandelion

OBJECTIVES

- Go home.

QUESTING DECISIONS

This quest begins once Blood and Wine: Main Quest: Burlap is the new Stripe concludes.

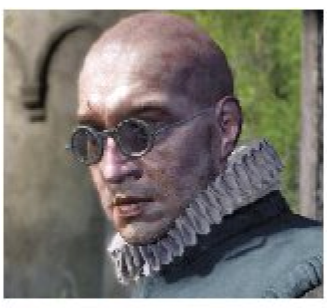
OR

This quest begins once Blood and Wine: Main Quest: Pomp and Strange Circumstance concludes.

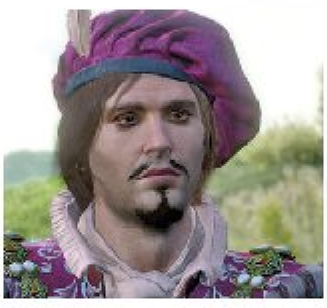
OR

This quest begins once Blood and Wine: Main Quest: Pomp and Strange Circumstance concludes.

After your night's festivities with Regis have concluded, make your way back to the property the Duchess deeded you, the Corvo Bianco Winery. As you reach the main entrance, your majordomo Barnabas seems most perturbed; an unknown individual has barged into the residence. After entering the building, you discover your oldest (and dandiest) friend has stopped by. Dandelion has brought you a little something, a housewarming gift.



Barnabas-Basil Foulty



Dandelion (Viscount Julian de Lettenhove)

Except it isn't that small; it's the (apocryphal) painting of Dandelion standing over a vanquished wyvern that you and Zoltan had a good chuckle over back at the Rosemary and Thyme. Answer Dandelion depending on your enthusiasm for the gift.

- If you were rescued from prison by Dandelion, you have a proper conversation regarding how you came to your predicament.
- If you were unable to save the Duchess from Syanna, you reveal to a shocked Dandelion that you were unable to save Anna Henrietta
- If you managed to convince Syanna to keep her sister alive, you are greeted warmly, laughing that he is a figment of your imagination.

You can then optionally ask what he's been up to, whether he and Zoltan are still in business, and what he plans to do in the future. Mention what you think of his house-warming present. Meanwhile, you can learn the finer points of wine production, and commence (or continue) Secondary Quest: No Place Like Home by further enhancing and updating your home, though your main adventuring—both in Toussaint and across the Northern Realms—is seemingly at an end.

The above interaction with Dandelion takes place only if you've played Blood and Wine as a standalone adventure. If you played *Witcher 3* and have a girlfriend, she visits you. If Geralt doesn't have a girlfriend (or tried to have both Yennifer and Triss), Ciri comes to visit.

Available Quests

Secondary Quests throughout your original adventure are divided into five separate sections (based on the five Realms in which they are available).

Whenever possible, the quests in this chapter are divided by Realm and Territory. If you aren't sure where a Territory is, consult this guide's Atlas.

If a quest has multiple starting points in multiple realms, it is flagged in the "All Realms" section of the forthcoming chart.

If a quest has multiple starting points in multiple territories, it is flagged in the "General" section of a Realm, in the forthcoming chart.

ALL REALMS SECONDARY QUESTS: 3 TOTAL

WHITE ORCHARD SECONDARY QUESTS: 6 TOTAL (1 CRITICAL PATH-RELATED)

VELEN (NO MAN'S LAND SECONDARY QUESTS: 46 TOTAL (9 CRITICAL PATH-RELATED)

GENERAL: 2

CROW'S PERCH TERRITORY: 11 (1)

MUDPLOUGH TERRITORY: 1 (0)

GRAYROCKS TERRITORY: 11 (0)

THE DESCENT TERRITORY: 7 (2)

SPITFIRE BLUFF TERRITORY: 5 (3)

THE MIRE TERRITORY: 6 (2)

CROOKBACK BOG TERRITORY: 3 (1)

BALD MOUNTAIN TERRITORY: 0 (0)

NOVIGRAD SECONDARY QUESTS: 61 TOTAL (15 CRITICAL PATH-RELATED)

GENERAL: 2

FARCORNERS DISTRICT AND GRASSY KNOLL TERRITORY: 5 (1)

HIERARCH SQUARE AND GLORY LANE DISTRICTS: 14 (7)

DOCKSIDE AND SILVERTON DISTRICTS: 9 (2)

GILDORF AND THE BITS DISTRICTS: 10 (2)

GUSTFIELDS TERRITORY: 15 (2)

OXENFURT: 6 (1)

SKELLIGE SECONDARY QUESTS: 49 TOTAL (5 CRITICAL PATH-RELATED)

ARD SKELLIG: 35 (2)

HINDARSFJALL: 4 (1)

UNDVIK: 1 (1)

SPIKEROOG: 2 (1)

SNIDHALL ISLE AND AN SKELLIG: 3 (0)

FAROE ISLE: 4 (0)

KAER MORHEN SECONDARY QUESTS: 6 TOTAL (0 CRITICAL PATH-RELATED)

DUCHY OF TOUSSAINT: 26 TOTAL (1 CRITICAL PATH-RELATED)

VEDETTE AND SANSRETOUR VALLEY: 10 (0)

DUN TYNNE, MAR AURBREBIS, & THE CHAMPS DESOLES: 1 (0)

SANSRETOUR MARSH: 2 (1)

GORGON FOOTHILLS: 2 (0)

BEAUCLAIR (CITY): 10 (0)

CAROBERTA WOODS: 1 (0)

OPTIMAL QUEST COMMENCEMENTS: YOUR MILEAGE MAY VARY

Sometimes you begin a Secondary Quest through eavesdropping, finding notes or other loot, or stumbling into a location you'd be sent to if you already knew about a quest's existence. So although the listed locations for each Secondary Quest are the optimal methods for starting each quest, they aren't the only way you can launch one.

Secondary Quests

Overview

This impressively gargantuan chapter details all of the optional Secondary Quests that you can undertake throughout your adventuring across the Northern Realms and Toussaint. Aside from Secondary Quests that are “unmarked” (denoted in this guide by the “*” symbol), every single one of these quests appears in the Secondary

Quests section of your Quest Menu. However, the guide further subdivides Secondary Quests so you have even more information to help you in your adventuring:

Secondary Quests (Stand Alone): The vast majority of Secondary Quests are included in this chapter. They are almost always quests you can find on Notice boards, or by chancing on someone in a location (such as a village) that requires a Witcher’s services. They are self-contained, and all are presented in this chapter.

Secondary Quests (Critical Path-Related): There are also Secondary Quests that can only be activated or completed as part of a Critical Path (or Main) Quest. These are listed here, but are also detailed from start to finish in the previous section.

Secondary Quests (Gwent-Related): Gwent Quests are Secondary Quests where the main focus involves the locating or playing of Gwent cards. These are listed here, but also grouped together in their own section.

Secondary Quests (The Heroes’ Pursuits): These are Secondary Quests involving fistfights across the realms (Fists of Fury) or Racing Roach (Horse Races). Both these activities are listed here, but also grouped together in their own chapter.

Secondary quests are almost always not necessary to complete, have no bearing on any ending, and have no “Major Effects” to choose during them. Remember you are able to leave a Secondary Quest (under most circumstances) at any time and complete other quests, uncover points of interest, prepare potions and oils, meditate, or simply explore.

Missing In Action

A Blind Man Leading A Cripple

DANGER ALERT SPOILER ALERT

MISSING IN ACTION

RELATED QUESTS: Main Quest: Lilac and Gooseberries

LOCATIONS: Ransacked Village, Crossroads, Overgrown Cabin

CHARACTERS: Dune, Bastien, Rhosyn, Hussar

ENEMIES: Ghouls

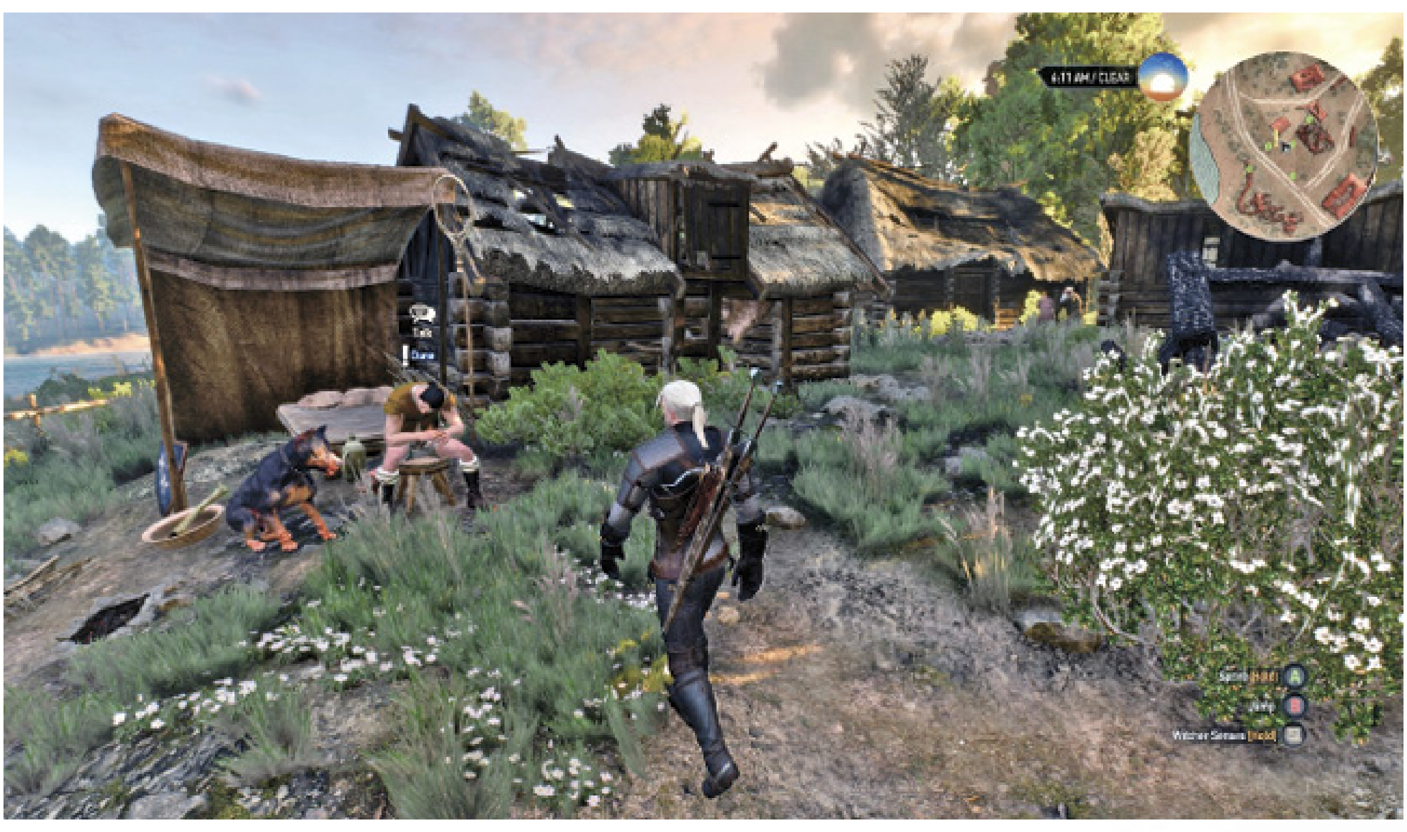
OBJECTIVES

- Meet Dune near the battle field
- Nearest Signpost: Northeast of Crossroads

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate Dune at the Ransacked Village, and speak to him. This quest becomes inaccessible once you leave for Vizima.

Dune sits dejected, talking to his brother's dog, Hussar. Brother Bastien was a soldier who fought the Black Ones just outside the village. Agree to help Dune find his brother, and follow him as he runs under the hanging tree, and takes the path roughly northward past Crossroads, to the site of a recent battle. Speak to Dune again, and he explains the recruits from White Orchard painted a small flower on his brother's shield—this should aid you in your grim search.



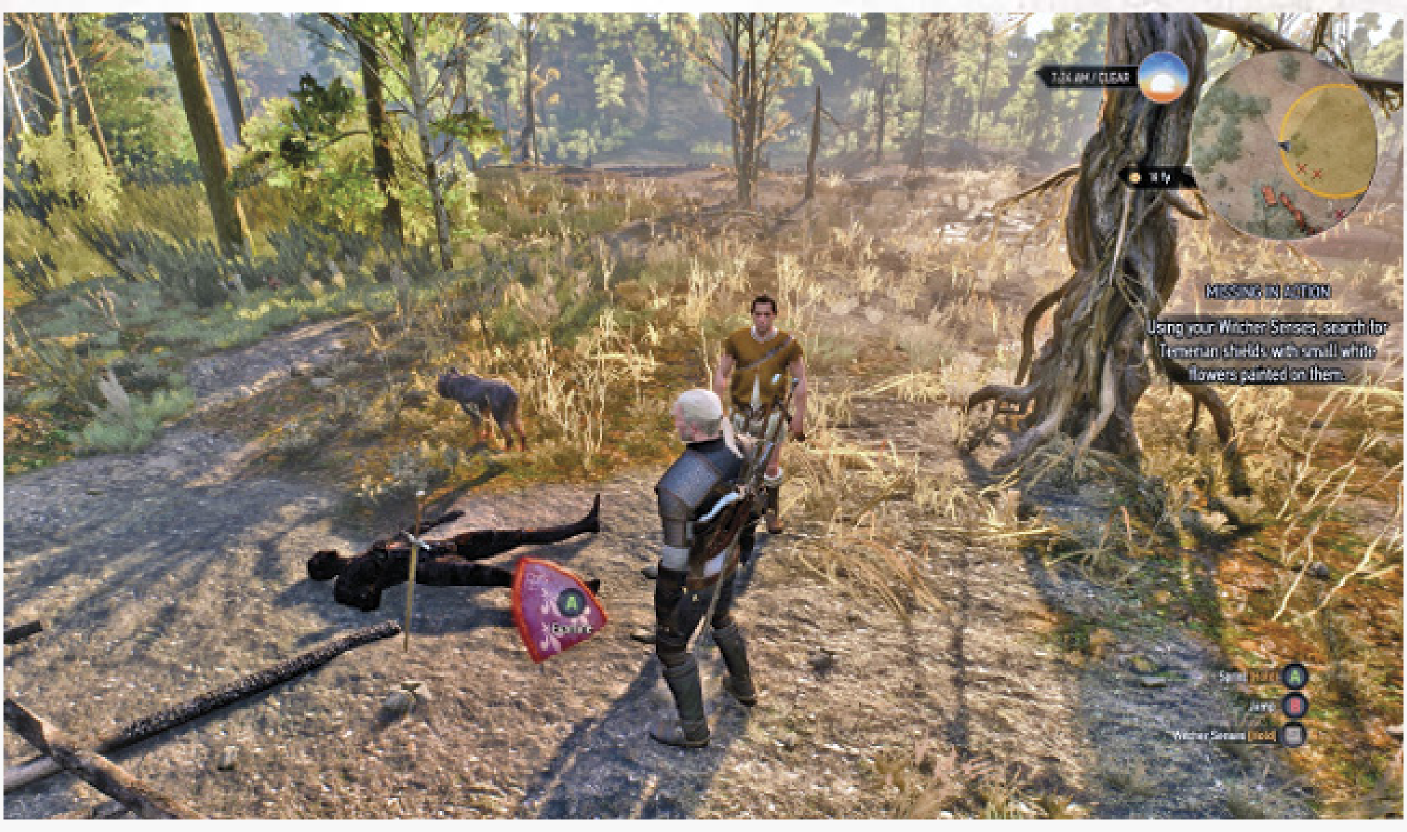
A QUICK TRIP TO THE CROSSROADS

You can Fast Travel to the battlefield location (Crossroads signpost), in which case Dune and Hussar arrive ahead of you.

OBJECTIVES

- Search for Temerian shields with small white flowers painted on them.

Wade down into the Objective Area and study the corpse-strewn field using your Witcher Senses. You soon come across a shield, but it belongs to another villager. Methodically inspect each shield you come across, moving across the fetid landscape, and dealing with around four ghouls who prowl for morsels of fallen flesh.


MISSING IN ACTION
Using your Witcher Senses, search for Temerian shields with small white flowers painted on them.

A burned corpse lies in the lonely southwest corner of the battle field. The shield matches Bastien's, but the corpse isn't as broad-shouldered. Bastien is close though, as Hussar picks up his master's scent.

OBJECTIVES

- Follow the dog's trail.

Use your Witcher's Senses and follow the footprints through the undergrowth, optionally pausing to examine the trail as you go. The trail leads you to an overgrown cabin where you're surprised to discover Bastien (badly wounded but still alive) speaking with a Nilfgaardian deserter named Rhosyn. Dune is surprised at this turn of events, but knows he can't simply leave the Nilfgaardian deserter to his own kind. It falls to you to administer final judgement upon Bastien's rescuer. You can:

- Agree with Dune that leaving Rhosyn alive is too risky, and abandon the soldier.
- Agree with Bastien and show some nordling leniency, keeping Rhosyn alive.

ALTERNATIVE PLANS

You may also stumble across Rhosyn and Bastien yourself, without starting this quest. If you do, Bastien asks you to seek his brother Dune out. In this scenario, Rhosyn always dies as there is no one around to convince him to take in the wounded Nilfgaardian soldier.

Twelve hours later, Dune, Hussar, Bastien (and optionally Rhosyn) have moved into a small farm south of White Orchard, together with Dune's wife, Liesje.

If you ignored this quest and travelled to Vizima, Rhosyn and Bastien both die of starvation. Their corpses can be found in the overgrown cabin.

Precious Cargo

A Mediocre Merchant

DANGER ALERT SPOILER ALERT

PRECIOUS CARGO

RELATED QUESTS: Main Quest: Lilac and Gooseberries, Main Quest: The Beast of White Orchard
LOCATIONS: Swamp (south of Nilfgaardian Garrison), Insurgent Camp
CHARACTERS: Private First Class John Geermer (Merchant)
ENEMIES: Insurgents (Bandits)

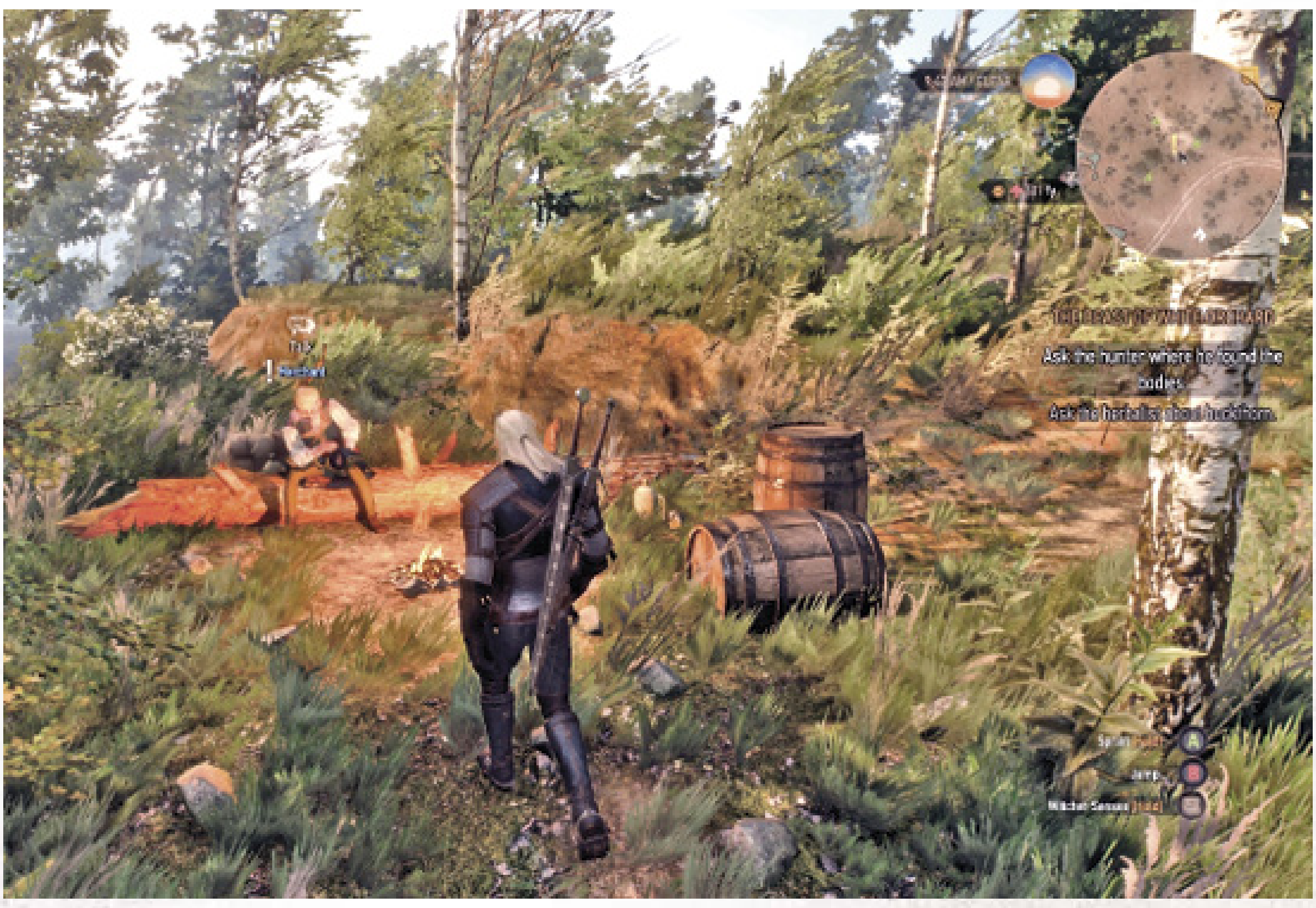
OBJECTIVES

- Find the little box the merchant mentioned.
- Find where the cart left the road.
- Find the cart.
- Nearest Signpost: Nilfgaardian Garrison.

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries or Main Quest: The Beast of White Orchard. Locate the Merchant close to the edge of the swamp south of the Nilfgaardian Garrison.

Approach the forlorn merchant tending to a damp camp. Shouting for you to come over, he explains he ignored the warnings and became a cropper in the nearby swamp, losing his wares. He's particularly concerned about a little box, and hopes you can find it for him. Agree to his request and set off down the road to the objective area (northwest).

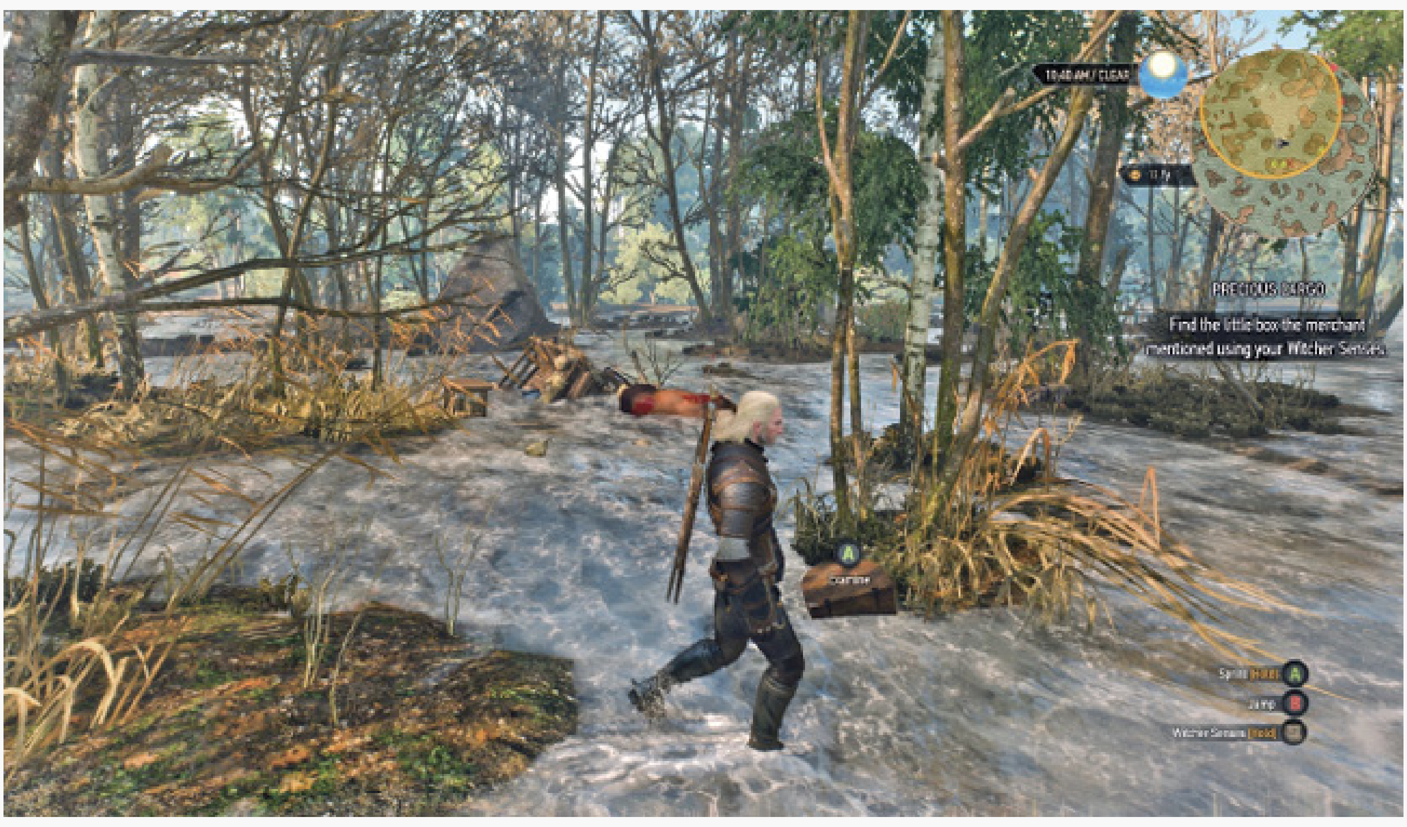

Merchant
THE BEAST OF WHITE ORCHARD
Ask the hunter where he found the bodies.
Ask the herbalist about buckthorn.
Sprint
Jump
Witcher Senses (Hold)

Use your Witcher Senses and examine the cart tracks that lead off into the swamp. Then wade into the unpleasant water. A few methodical moments later, and you should stumble upon the cart, riddled with arrows. With your senses, inspect the dead horse, and the remains of a merchant—both struck by arrows from a well-aimed bow.

SCATTERED SUPPLIES

Feel free to gather any items you can from the trail of supplies scattered around and among the cart wreckage.

Expect a confrontation with a drowner or two as you inspect the clumps of swamp trees surrounding the ruined cart. The strongbox is under one of these thickets. Loot it. Of course, your detective work has solved the mystery of how the cart left the road. The "merchant" seems to have ambushed the transport and then mislaid its spoils.


10:48 AM / CLEAR
PRECIOUS CARGO
Find the little box the merchant mentioned using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

Items: Quest Item: Locked Strongbox

OBJECTIVES

- Return the box to the merchant.

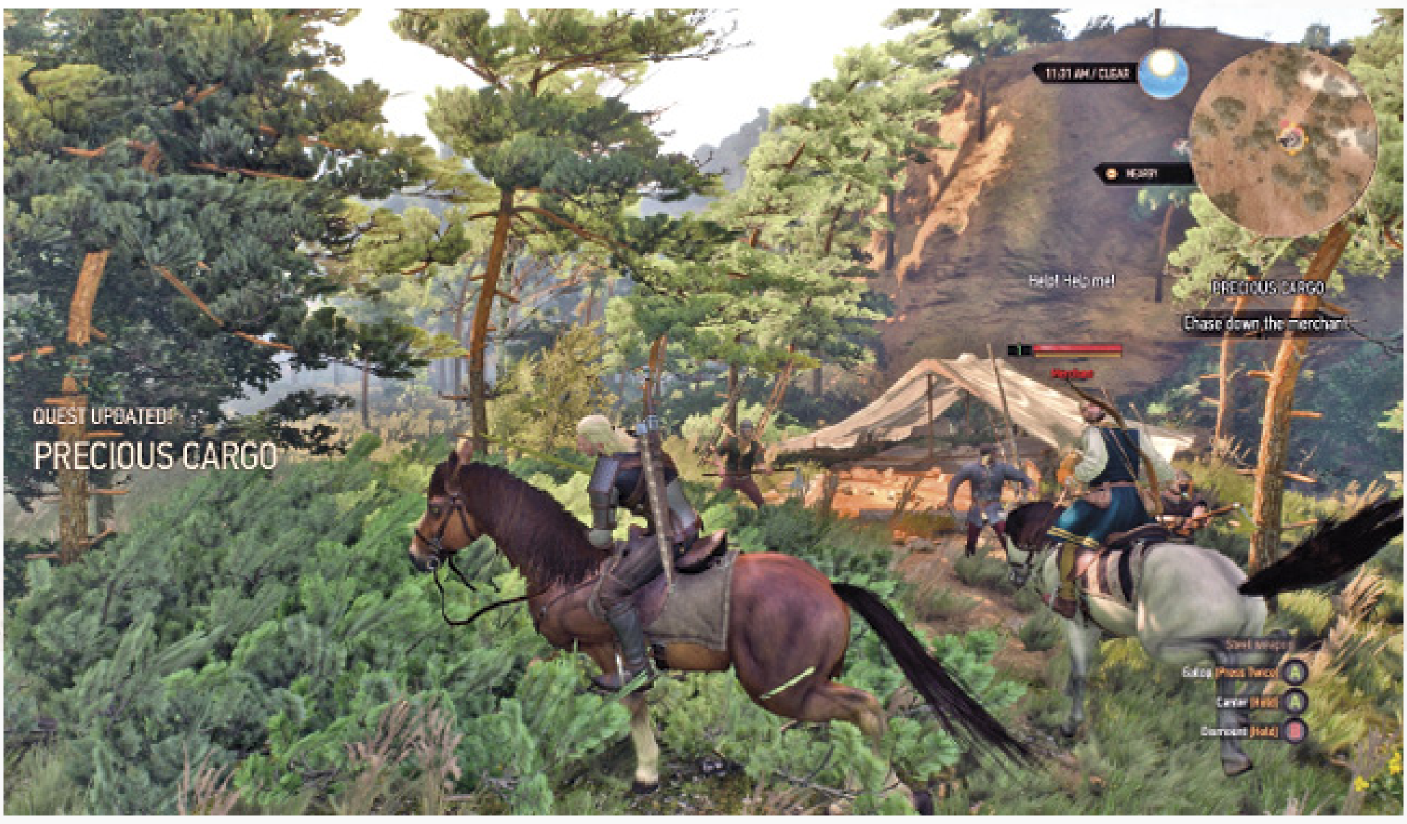
Head back to the merchant at this point, and decide how you'd like to continue this quest. Your conversation choices are important here. You can:

- Tell him you found his box, hand it over, and receive a small reward of crowns as the quest concludes.
- Tell him you've seen through his lies. After an ineffectual attempt to distract you, he flees by horse, and the quest takes a turn for the dramatic. The following objectives now begin:

OBJECTIVES

- Chase down the merchant.
- Knock the merchant off his horse.
- Defeat the bandits.
- Nearest Signpost: River Crossing

The merchant is a terrible liar, but an accomplished rider. Race after him, using your gallop and shortcuts along the main road to reach him, before employing sword, crossbow, or bombs to drop him from his horse. Be quick! If you let too much distance come between you and the merchant, and this quest fails, the man has fled!



Continue to follow, and the merchant eventually leads you into a Temerian insurgent camp he is part of (just northeast of the River Crossing signpost). Expect combat with around three bandits and the merchant himself. After everyone is down, it seems the merchant isn't quite dead.

If you knocked the merchant off his horse, or defeated the insurgents, he reveals his true identity; a private in the Temerian army, who attacked the transport for its medicine. You can:

Return box to the merchant, no questions asked:

Items: 20 Novigrad Crowns

Strike a deal with the merchant:

Items: 30 Novigrad Crowns

Extort the merchant:

Items: 50 Crowns, Plus 5x Celandine and 4x White Myrtle

Hand the merchant over to the Nilfgaardian Garrison:

Items: 30 Novigrad Crowns

Twisted Firestarter

A Punking Instigator

DANGER ALERT

SPOILER ALERT

TWISTED FIRESTARTER

RELATED QUESTS: Main Quest: Lilac and Gooseberries

LOCATIONS: White Orchard

CHARACTERS: Willis, Napp

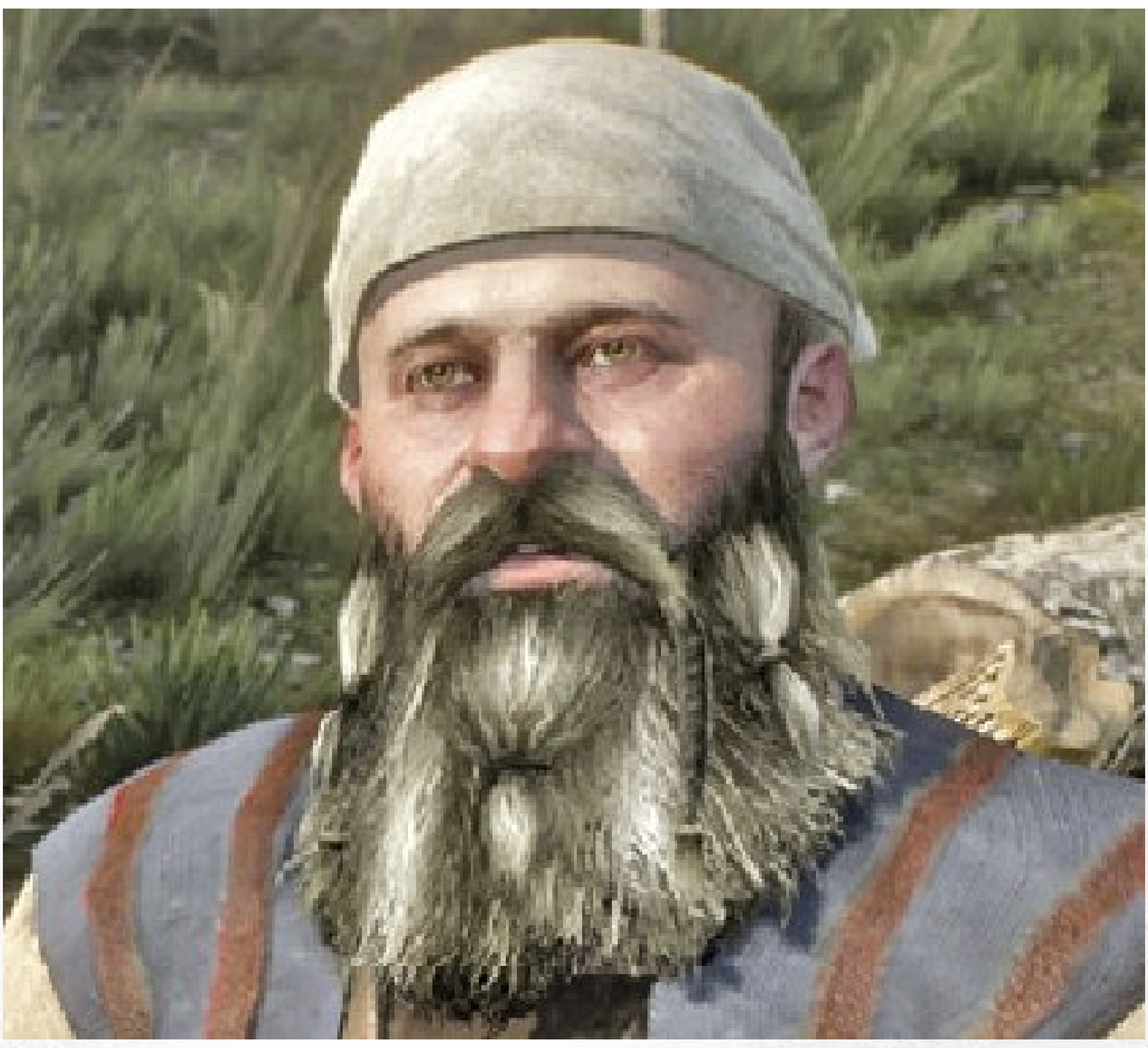
ENEMIES: Drowners

OBJECTIVES

- Use your Witcher Senses to look for evidence about the arsonist behind the forge.

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate Willis the dwarf blacksmith in the center-north of the village.

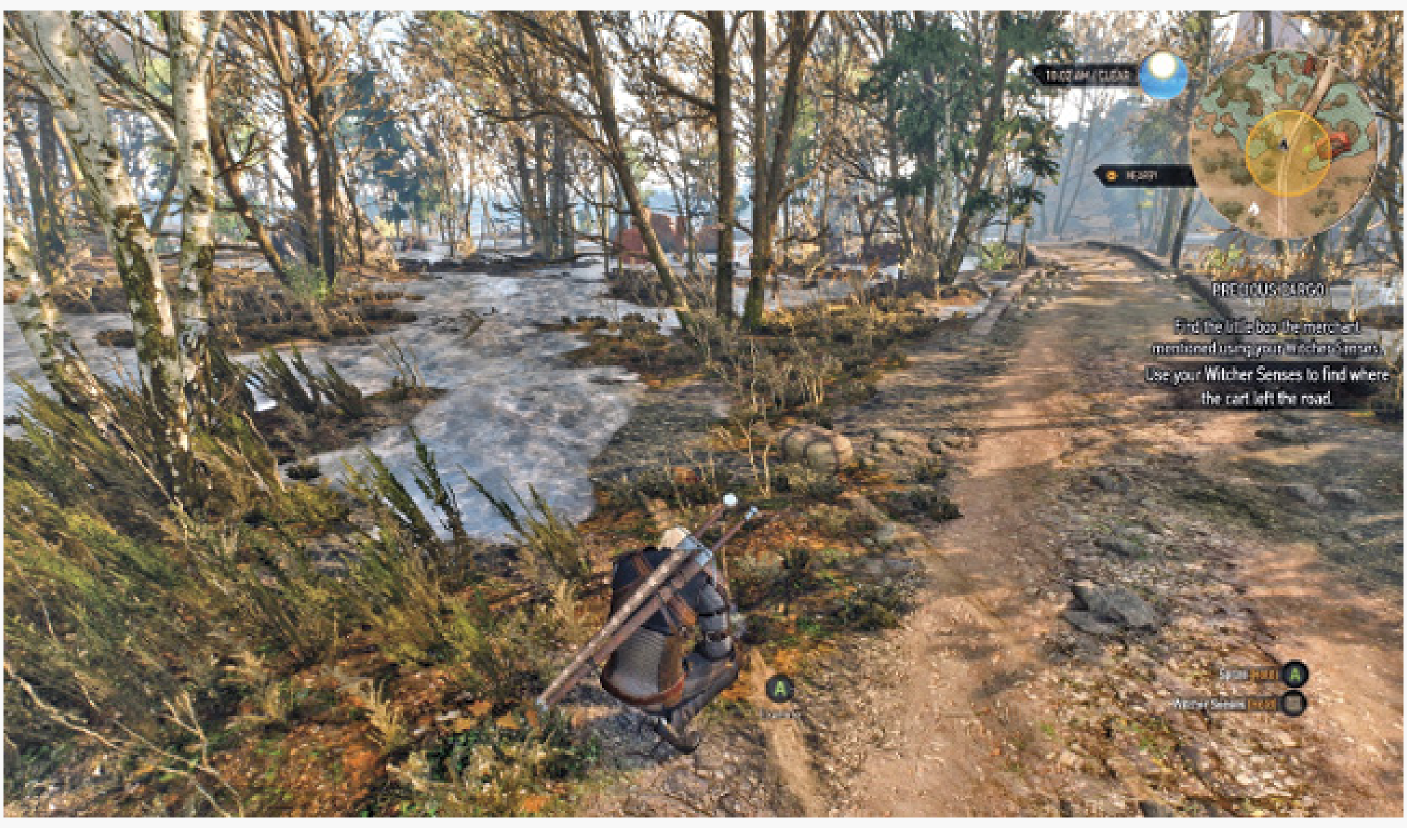


Willis

Willis the blacksmith of White Orchard is furious with one of his own townsfolk for razing his smithy to the ground, and seeks someone to investigate the culprit responsible. It could be anyone in White Orchard, but once you agree to help him, your clues lie in the bushes behind the forge, to the south. Use your Witcher Senses to discover the following:

- The shavings from a tinderbox, and boot prints from a large man.

The trail continues east into the orchards the town is named for. Aside from a urine-soaked tree, the footprints lead directly to the edge of a lake near the Woesong Bridge. Inspect the area near the small rock cluster to see where the arsonist took off his boots and waded into the water.



PRECIOUS CARGO

Find the little box the merchant mentioned using your Witcher Senses.

Use your Witcher Senses to find where the cart left the road.

Follow this lead literally, and wade through the water under the bridge, and back onto the same side of the bank, where a lost boot is found, as well as signs of a scuffle with drowners.The drowers are still active—fight a few of them or flee. The trail continues around and onto the bridge, with the arsonist suffering a light wound, and the footprints continue back into town, ending at the front door of the cottage opposite the tavern. Step inside.

OBJECTIVES

- Follow the trail.

A Frying Pan, Spick And Span

Find A Pan For Dear Old Gran

DANGER ALERT SPOILER ALERT

A FRYING PAN, SPICK AND SPAN

RELATED QUESTS: Main Quest: Lilac and Gooseberries, Main Quest: The Beast of White Orchard

LOCATIONS: Locked Hut

CHARACTERS: Old Woman

ENEMIES: None

OBJECTIVES

- Break into the locked hut.

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate the Locked Hut along the river bank on the path between White Orchard and the Nilfgaardian Garrison.

Approach the old woman on the river's sandy shoreline, watching as she mutters about never again lending out anything to strangers, and speak with her. After she explains that she let someone borrow her prized frying pan, which is inside the locked hut, agree to inspect the hut and the strange smells coming from within. Begin your hut infiltration with a swift Aard Sign to smash the door open.

You can also get her attention by blasting Aard at the door before speaking to her. You can also refuse to help her verbally, then enter the hut and help her anyway.

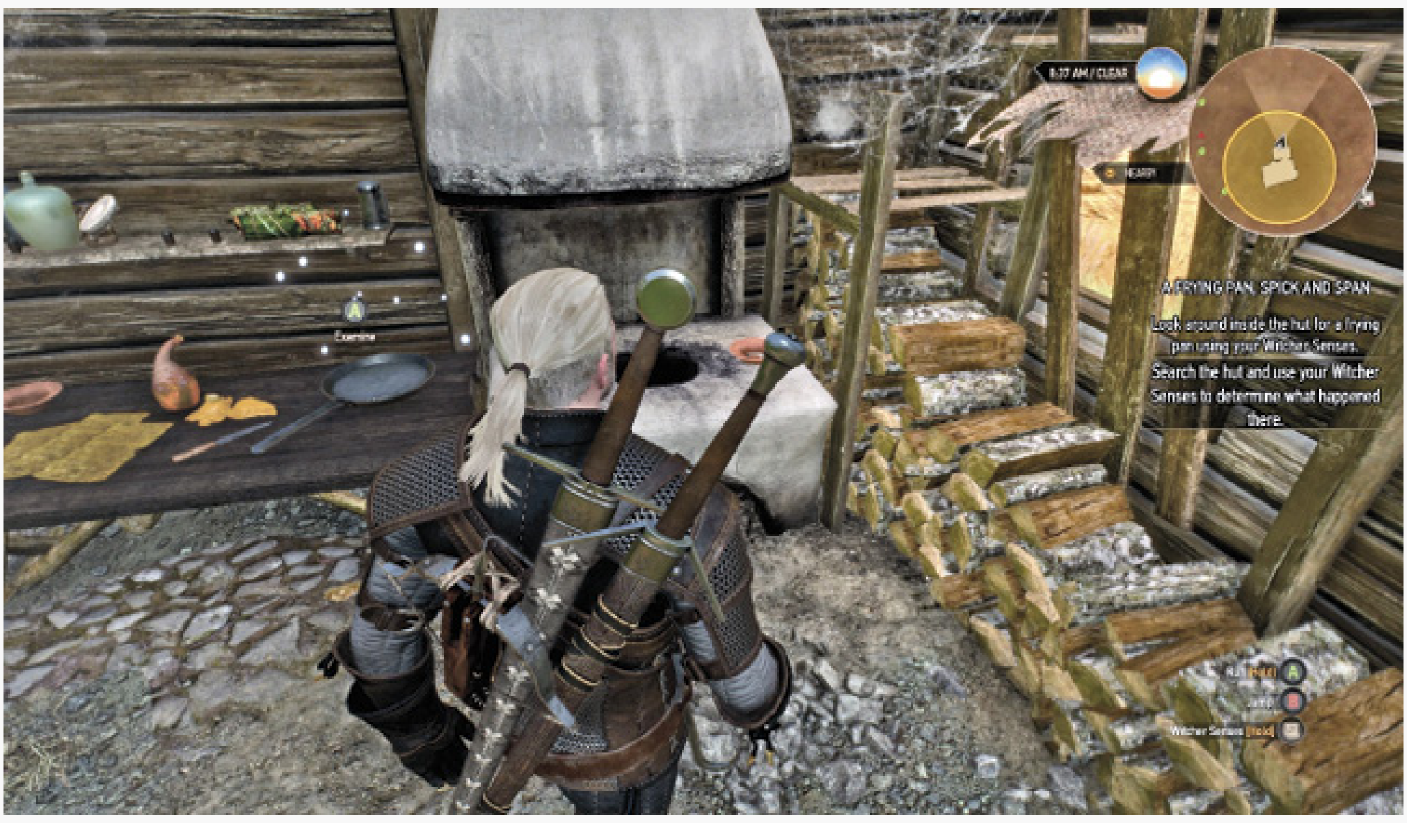
OBJECTIVES

- Search the hut and determine what happened here.
- Return the frying pan to the old woman.

There's more than just a rotting corpse inside this dwelling. Use your Witcher Senses to discover that the victim's throat was garroted, as well as a cracked monocle lying nearby. There's also a pile of smoldering documents in the fireplace. The pan itself is safe and sound; in fact, it's been scrubbed clean as the mystery man needed the soot to make ink for his clandestine letter-writing.

Items: Quest Items: Silver Monocle, Burned Papers, Frying Pan

Back outside, explain your findings, and the fate of the two gentlemen who tussled inside this hut. The papers reveal someone was waiting for a contract to show up, but he never did. You're given a few crowns for your troubles as this quest concludes. As for the spy who stayed here? It was Thaler!



A FRYING PAN, SPICK AND SPAN

Look around inside the hut for a frying pan using your Witcher Senses.

Search the hut and use your Witcher Senses to determine what happened there.

Twisted Firestarter

Fear Addicted, Danger Illustrated

Use your Witcher Senses to look the inhabitants of this cottage up and down. The perpetrator is in the bedroom behind the fireplace, propped up against a wall. Use your senses to double-check the drowner marks on his arm.

OBJECTIVES

- alk to the suspect.
- Return to the blacksmith.

Napp

This wretched fellow cracks under the lightest of interrogation, admitting to the crime, but reasoning that his hatred of dwarves somehow promulgates his cause. Napp offers some of his dead mum's gold if you don't turn him in.

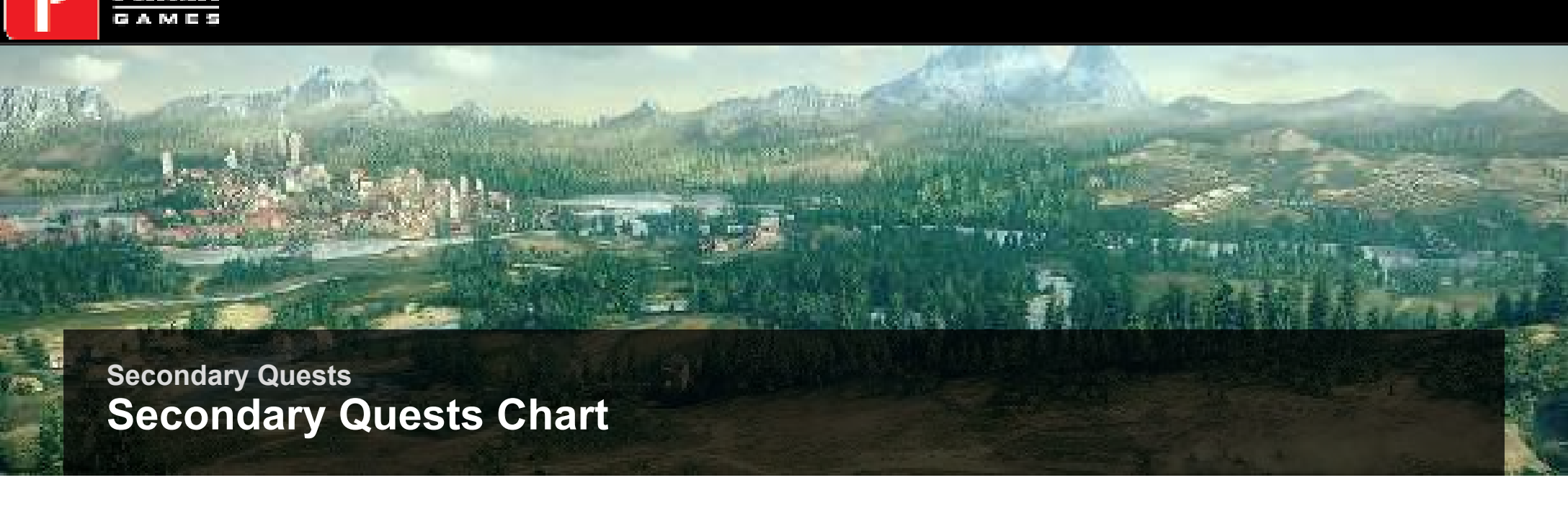
At this point, you have two choices (at the end of the conversation with the arsonist). You can:

- Ignore his pleas, drag him to Willis (using Axii Delusion Level 1, or beating him to the ground when he refuses), and claim your reward from the dwarf.
- Agree to his pleas, claiming your reward from the arsonist, letting him go with a warning, and return to the dwarf to let him know you couldn't find the culprit.

In either case, the quest concludes.

Did you side with the arsonist? Then you might want to return to White Orchard later to see if that forge is still standing. Is that the smell of a burning forge in your nostrils?

PRIMA GAMES



Secondary Quests

Secondary Quests Chart

There are a total of 197 secondary quests (including those related to the Critical Path of your original adventure, and the Main Quest of the Blood and Wine expansion). The following chart shows every quest you can attempt.

(* If a quest has this asterisk next to its name, this is an unmarked quest, and the name will not appear in your Quest menu. However, an exclamation mark ("!") may appear on your in-game map to signify the start of this quest).

> **"!" MARKS THE SPOT**
>
> Feel free to check through this guide's Atlas section, where every single one of these quests has its starting location flagged with a similarly-colored exclamation mark.

SECONDARY QUESTS
ALL REALMS (3 QUESTS)
QUEST NAME
Gwent: Playing Innkeeps
Gwent: Old Pals
Gwent: Collect 'am All!
WHITE ORCHARD (6 QUESTS)
QUEST NAME
On Death's Bed
Missing in Action
Precious Cargo
A Frying Pan, Spick and Span
Twisted Firestarter
Faithful Friend
VELEN -- NO MAN'S LAND (46 QUESTS)
GENERAL
QUEST NAME
Gwent: Velen Players
Fists of Fury: Velen
CROW'S PERCH TERRITORY
QUEST NAME
Ciri's Room
Deadly Crossing (I)*
Defender of the Faith (I)
Face Me if You Dare*
Forefathers' Eve
Highway Robbery*
Last Rites
Looters (I)*
Master Armorers
Components for an Armorer
Races: Crow's Perch
Where the Cat and Wolf Play…
Wild at Heart
MUDPLOUGH TERRITORY
QUEST NAME
Harassing a Troll*
GRAYROCKS TERRITORY
QUEST NAME
At the Mercy of Strangers*
Bitter Harvest
Caravan Attack*
Deadly Crossing (II)*
Death By Fire
Fake Papers
Funeral Pyres
Looters (II)*
Man's Best Friend*
Thou Shalt Not Pass
The Volunteer
THE DESCENT TERRITORY
QUEST NAME
The Fall of the House of Reardon
DLC Fool's Gold
Ghosts of the Past
Hazardous Goods
Witcher Wannabe
Looters (III)*
The Truth is in the Stars
SPITFIRE BLUFF TERRITORY
QUEST NAME
An Invitation from Keira Metz
A Towerful of Mice
A Favor for a Friend
Lynch Mob
Love's Cruel Snares?
THE MIRE TERRITORY
QUEST NAME
A Dog's Life
Defender of the Faith (II)
For the Advancement of Learning
Highwayman's Cache*
A Greedy God
Magic Lamp
CROOKBACK BOG TERRITORY
QUEST NAME
BaW Blood Ties
Deadly Crossing (III)*
Return to Crookback Bog
NOVIGRAD (61 QUESTS)
GENERAL
QUEST NAME
Gwent: Big City Players
Fists of Fury: Novigrad
FARCORNERS DISTRICT AND GRASSY KNOLL TERRITORY
QUEST NAME
The Dwarven Document Dilemma
Following the Thread
Karmic Justice (I)*
Novigrad, Closed City
Witch Hunter Raids*
HIERARCH SQUARE AND GLORY LANE DISTRICTS
QUEST NAME
Caberet
Carnal Sins
A Dangerous Game
A Feast for Crows
A Final Kindness
The Flame of Hatred*
The Gangs of Novigrad
Honor Among Thieves
Message from an Old Friend
Of Swords and Dumplings
Racists of Novigrad (I)*
Racists of Novigrad (II)*
Suspicious Shakedown
It Takes Three to Tango
DOCKSIDE AND SILVERTON DISTRICTS
QUEST NAME
Black Pearl
A Deadly Plot
Drunken Rabble*
Hey, You Wanna Look at My Stuff?
Strumpet in Distress*
Out on Your Arse!
Reason of State
A Walk on the Waterfront
Warehouse of Woe
GILDORF AND THE BITS DISTRICTS
QUEST NAME
Of Dairy and Darkness
Fencing Lessons
High Stakes
Hidden Messages of the Nilfgaardian Kind
A Matter of Life and Death
Never Trust Children (I)*
Now or Never
The Nobleman Statuette
The Soldier Statuette
A Tome Entombed
GUSTFIELDS TERRITORY (ORIGINAL ADVENTURE)
QUEST NAME
A Barnful of Trouble
Empty Coop
An Eye for an Eye
Little Red
Novigrad Hospitality
Races: The Great Erasmus Vegelbud Memorial Derby
Spooked Mare
Strangers in the Night*
A Warm Welcome*
GUSTFIELDS TERRITORY (HEARTS OF STONE)
QUEST NAME
HoS Avid Collector (Hearts of Stone, Stand-alone Secondary Quest)
HoS Enchanting: Start-Up Costs (Hearts of Stone, Stand-alone Secondary Quest)
HoS Enchanting: Quality Has its Price (Hearts of Stone, Stand-alone Secondary Quest)
HoS A Midnight Clear
HoS Rose on a Red Field (Hearts of Stone, Stand-alone Secondary Quest)
HoS Races: Swift as the Western Winds
OXENFURT (CITY: ORIGINAL ADVENTURE)
QUEST NAME
The Price of Passage*
The Most Truest of Basilisks*
Redania's Most Wanted
Rough Neighborhood
OXENFURT (CITY: ORIGINAL ADVENTURE)
QUEST NAME
HoS The Taxman Cometh
HoS Without a Trace
SKELLIGE (49 QUESTS)
ARD SKELLIG
QUEST NAME
Abandoned Sawmill
Armed Assault
A Bard's Beloved
Brave Fools Die Young
Call of the Wild*
Coronation
Crime and Punishment
The Family Blade
Farting Trolls*
Finders Keepers
Fists of Fury: Champion of Champions
Fists of Fury: Skellige
From a Land Far, Far Away
Gwent: Skellige Style
A Hallowed Horn
Hard Times
The Heroes' Pursuits: Fayrlund
The Heroes' Pursuits: Fyresdal
The Heroes' Pursuits: Kaer Trolde
In the Heart of the Woods
King's Gambit
Never Trust Children (II)*
Nithing
Peace Disturbed
Practicum in Advanced Alchemy
The Sad Story of the Grossbart Brothers
Shock Therapy
Siren's Call*
Stranger in a Strange Land
The Cave of Dreams
Taken as a Lass
An Unpaid Debt
Woe is Me*
Worthy of Trust
Yustianna Disturbed*
HINDARSFJALL
QUEST NAME
For Fame and Glory
The Heroes' Pursuits: For the Goddess' Glory!
In Wolf's Clothing
The Last Wish
UNDVIK
QUEST NAME
The Lord of Undvik
SPIKEROOG
QUEST NAME
Master of the Arena
Possession
SNIDHALL ISLE AND AN SKELLIG
QUEST NAME
Free Spirit
The Path of Warriors
The Tower Outta Nowheres
FAROE
QUEST NAME
Flesh for Sale
The Four Faces of Hemdall*
Iron Maiden
The Price of Honor
KAER MORHEN 6 QUESTS)
QUEST NAME
Bastion
Berengar's Blade
Greenhouse Effect
Monster Slayer
Trail of Echoes*
The Witchers' Forge
DUCHY OF TOUSSAINT (26 QUESTS)
VEDETTE AND SANSRETOUR VALLEYS
QUEST NAME
BaW The Hunger Game
BaW A Knight's Tales
BaW No Place Like Home
BaW The Warble of the Smitten Knight
BaW Wine Wars: Belgaard
BaW Wine Wars: Coronata
BaW Wine Wars: Vermentino
BaW Wine Wars: The Deus in the Machina
BaW Wine Wars: Consorting
BaW The Words of the Prophets are Written on Sarcophagi
DUN TYNEE, MAR AURBREBIS, & THE CHAMPS DESOLES
QUEST NAME
BaW Big Feet to Fill
SANSRETOUR MARSH
QUEST NAME
BaW The Perks of Being a Jailbird
BaW Using Your Loaf*
GORGON FOOTHILLS
QUEST NAME
BaW Father Knows Worst
BaW There Can Be Only One
BEAUCLAIR (CITY)
QUEST NAME
BaW Fists of Fury: Toussaint
BaW Raging Wolf
BaW Knight for Hire
BaW Goodness, Gracious, Great Balls of Granite!
BaW Never Fear, Skellige's Here!
BaW Of Sheers and a Witcher I Sing
BaW Paperchase
BaW A Portrait of the Witcher as an Old Man
BaW Till Death Do You Part
BaW To Everything -- Turn, Turn, Tournament!
BaW Turn and Face the Strange
CAROBERTA WOODS
QUEST NAME
BaW Extreme Cosplay
TOTAL SECONDARY QUESTS (197 QUESTS)**
GRAND TOTAL OF QUESTS SO FAR: 281 QUESTS

Faithful Friend

Galloping Gulden

DANGER ALERT

SPOILER ALERT

FAITHFUL FRIEND

RELATED QUESTS: Main Quest: Something Ends, Something Begins (II)

LOCATIONS: White Orchard, Woesong Bridge

CHARACTERS: Peasant, Gulden's Master

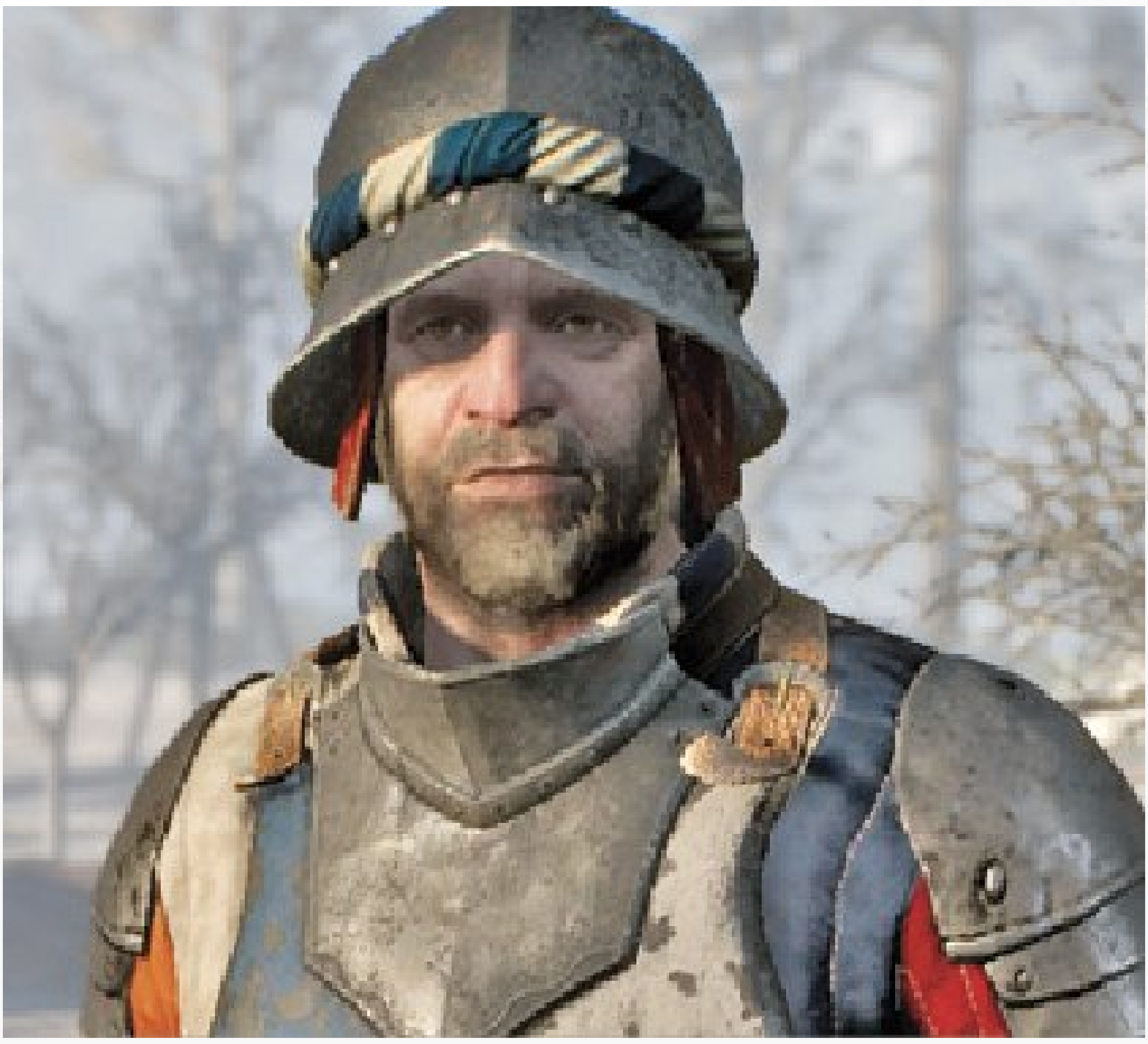
ENEMIES: None

OBJECTIVES

- Catch the runaway horse.

QUESTING DECISIONS

This quest is only accessible during the Epilogue of the Main Quest: Something Ends, Something Begins (II).



Gulden's Master

As you emerge from the White Orchard Tavern, a peasant is attempting to calm a rearing horse. Watch and the rider is jostled while the horse gallops off, usually across Woesong Bridge. Follow the trail across the bridge, to where a soldier is resting with the horse—now considerably less spooked.

You can ask whether the fellow has been away long, the side he was on when he fought, and tell him you can see the horse (named Gulden) is in good hands now that his owner has returned. A faithful friend is reunited with its master.The quest concludes.

Defender Of The Faith (I)

Blasphemers! Should All Be Flogged!

DANGER ALERT SPOILER ALERT

DEFENDER OF THE FAITH (I)

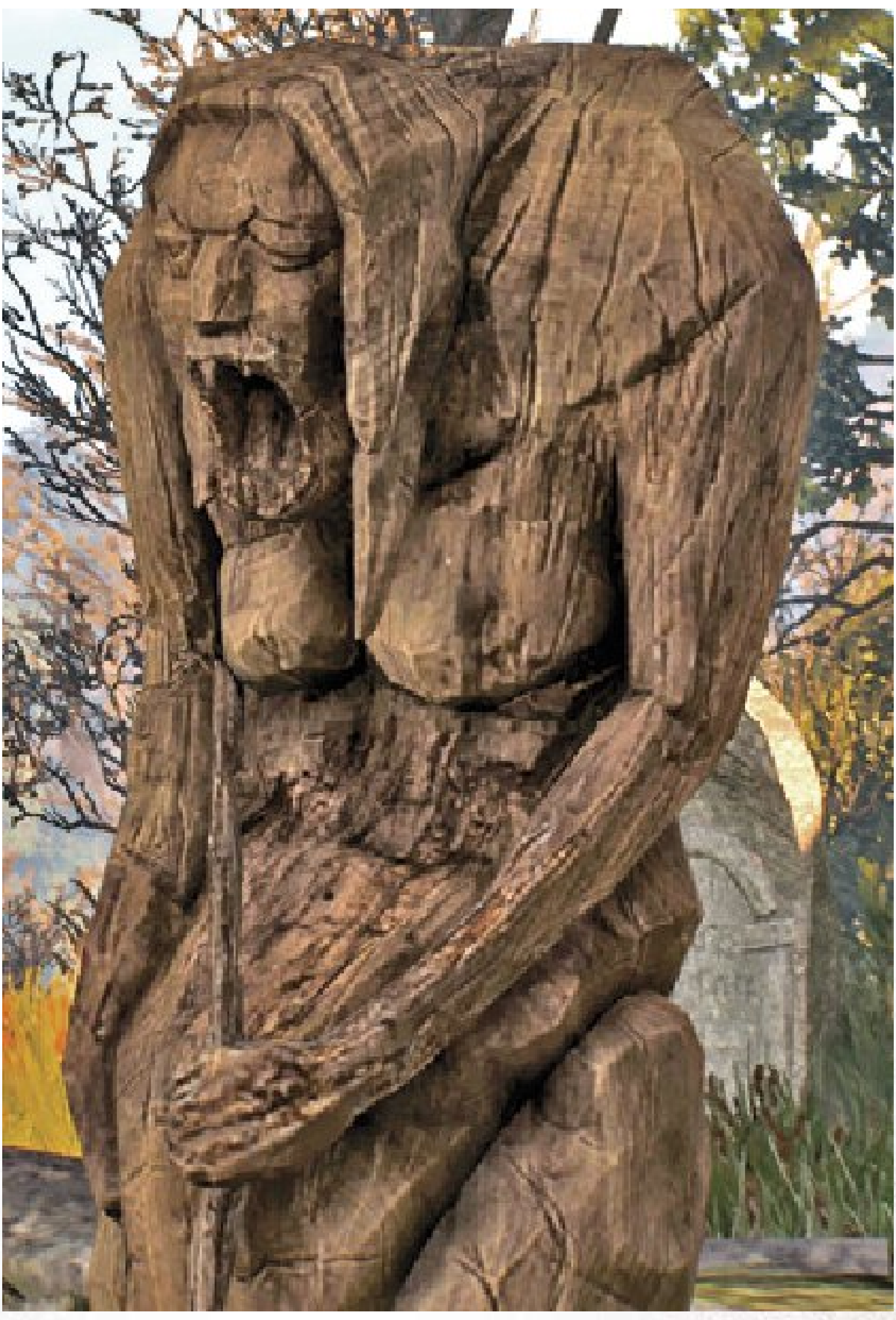
LOCATIONS: Blackbough, Duen Hen, Byways
CHARACTERS: Peasant, Master Friedrich of Oxenfurt
ENEMIES: Students (Vandals)

QUESTING DECISIONS

Locate the peasant who requires your help at one of two different locations. The junction of the road leading eastwards from Blackbough (shown), or the small hillside shrine of Duen Hen in The Mire (Secondary Quest: Defender of the Faith (II)).

OBJECTIVES

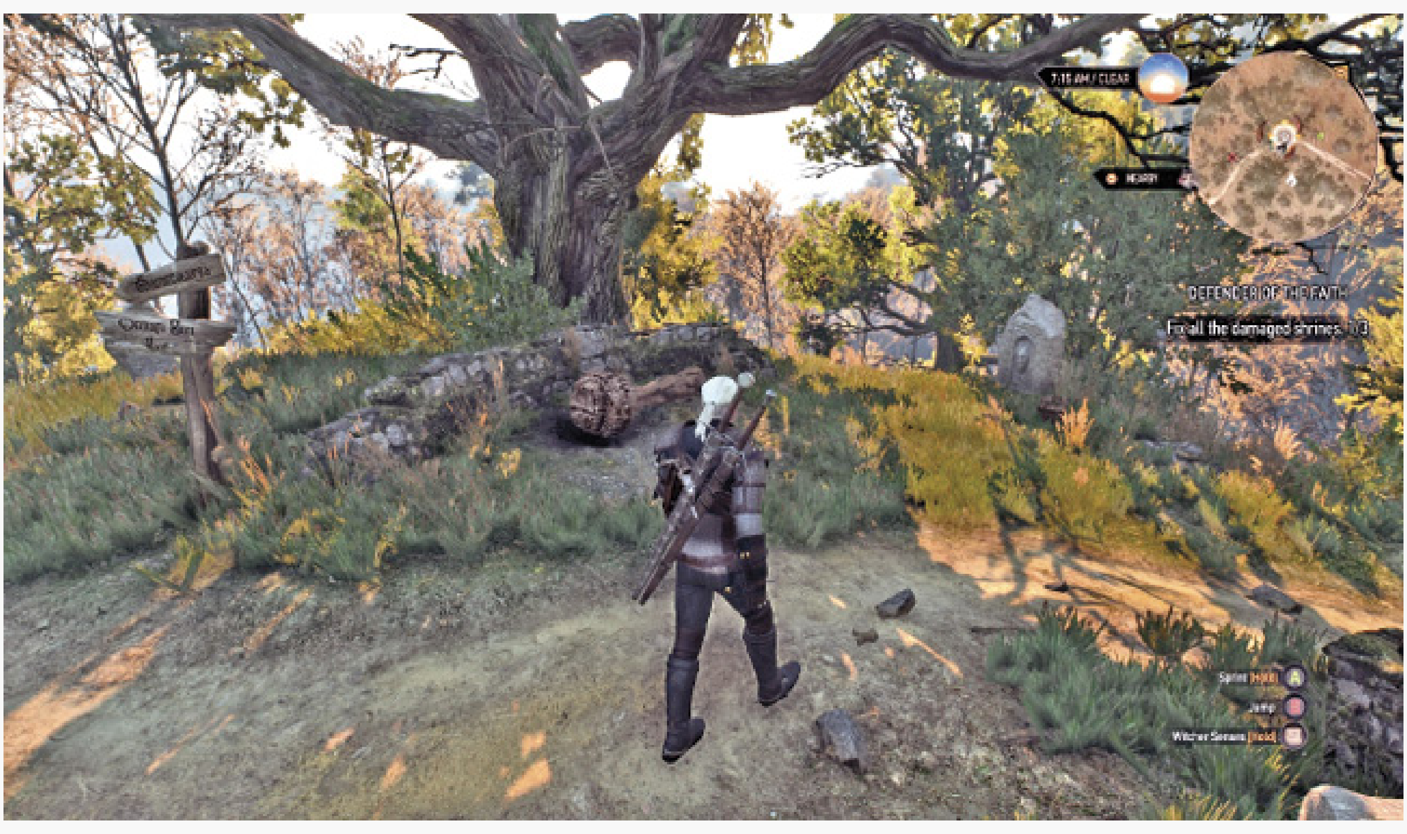
- Fix the damaged shrines (3).
- (Optional) Defeat the vandals.
- Nearest Signpost: Blackbough

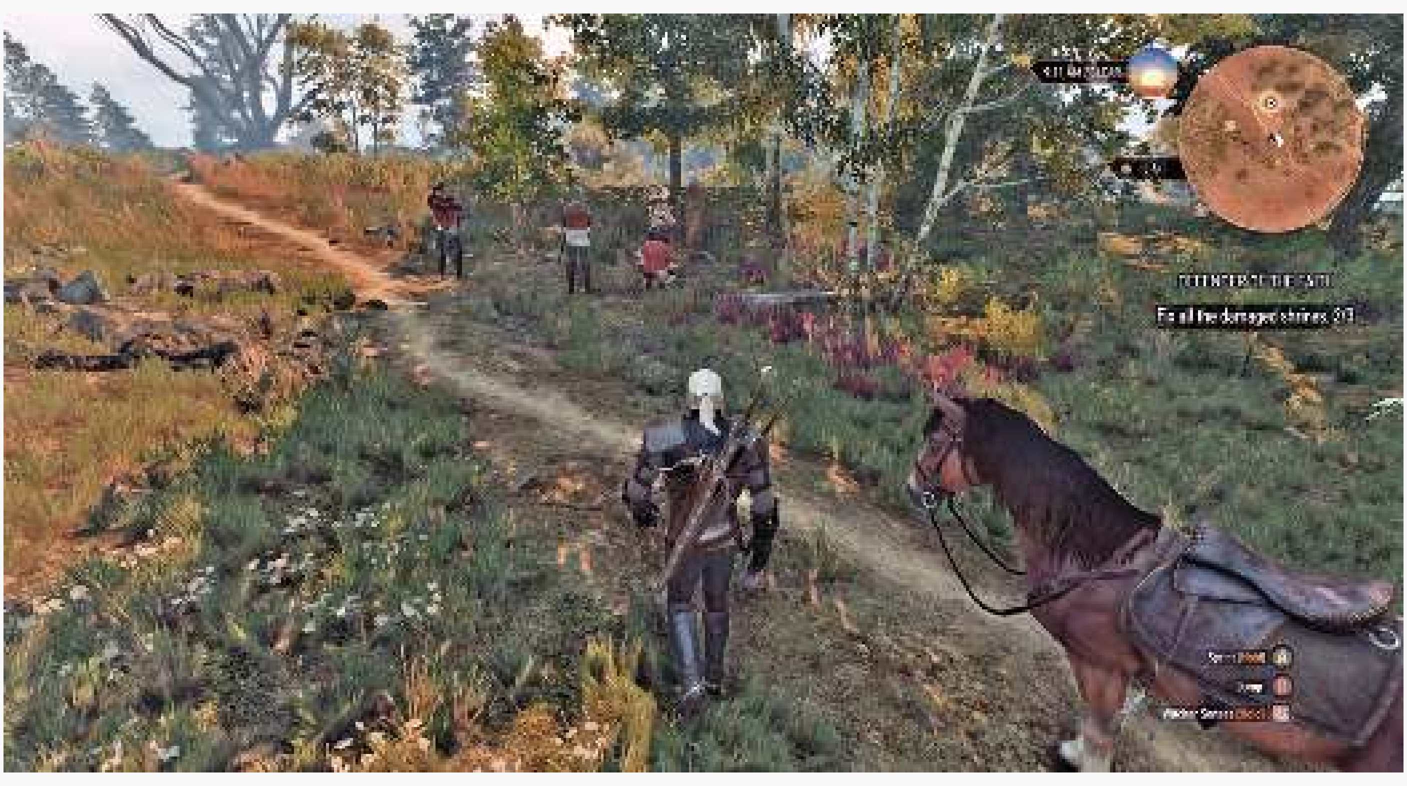


Shrine to Vernia the Merciful

Approach a ranting peasant woman on the hill known as Duen Hen, and listen to her diatribe.It seems blasphemers (pox take them) profaned a shrine to Verna the Merciful. Agree to "fix" these shrines (by lifting the effigy of an old woman carved in wood to an upright position). There are three to find (in any order).

- The first (if you started this quest in The Mire) is atop a small hill known as Duen Hen in the southwest of this province.
- The second (if you started this quest in Crow Perch) is at the junction of the road leading eastwards from Blackbough.
- The third shrine is in the very southwestern parts of Velen, southeast of the Byways signpost.





When you reach the last shrine (in any order), it is being desicrated by a group of vandals lead by a flouncing philosopher. He firmly believes that religion is the opiate of the masses, and insists on vandalizing shrines. You can:

- Agree to leave him to his stand against the old ways and intolerance. The quest then concludes.
- Disagree with the dandy's methods, and tackle him and his three vandal cohorts. The quest then concludes.

Deadly Crossing (I)*

Mind The Gaps: Troll Bridge Toll

DANGER ALERT SPOILER ALERT

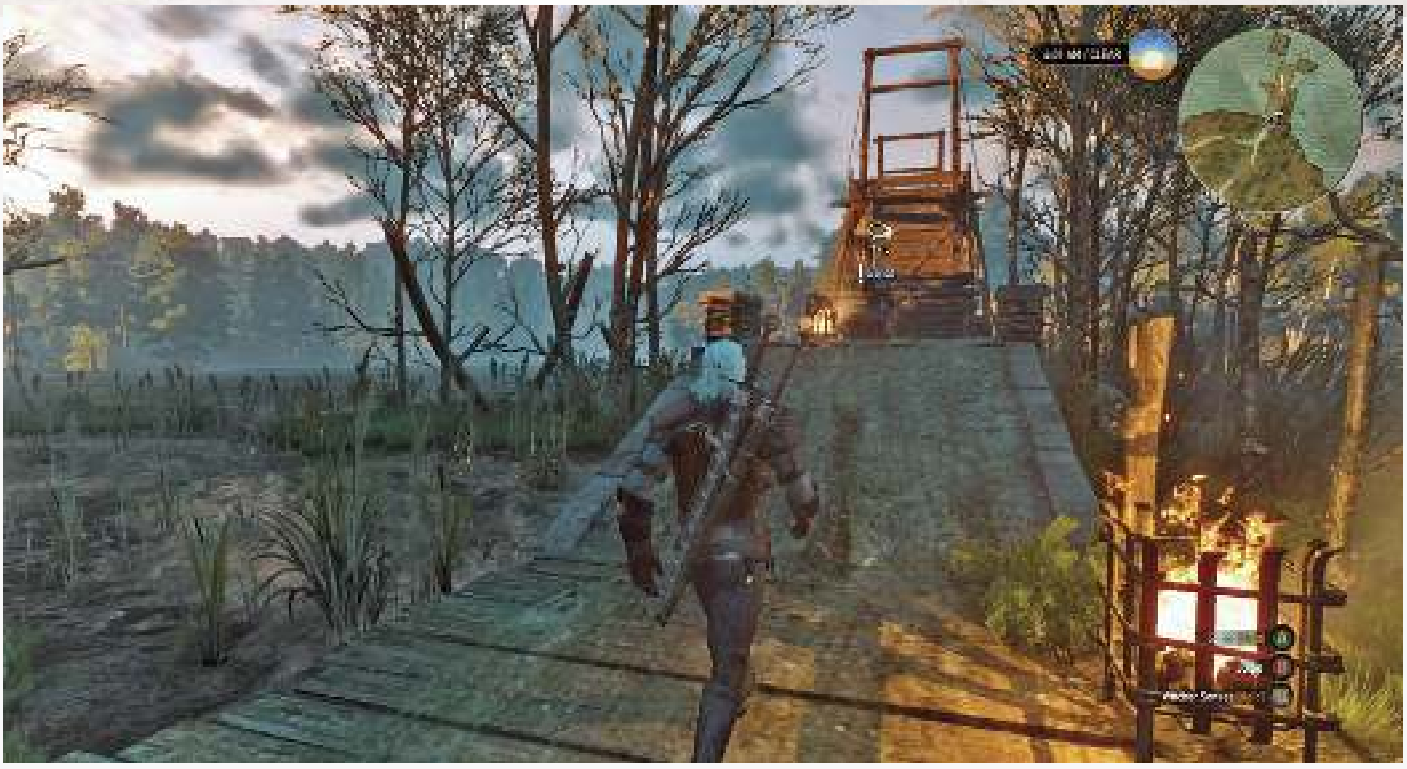
DEADLY CROSSING (I)*

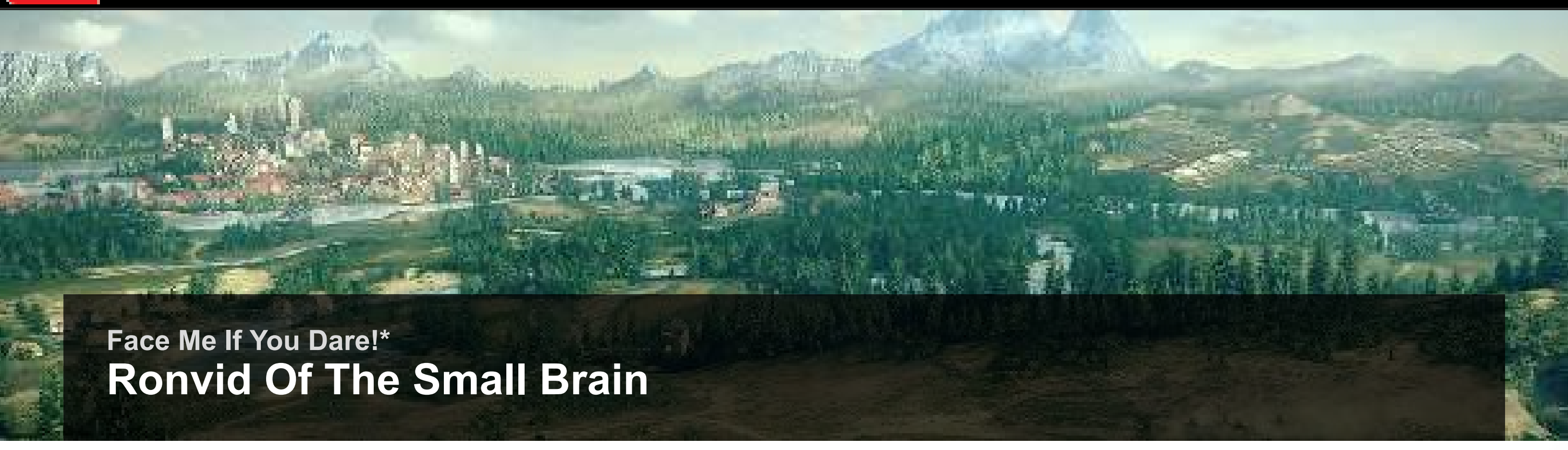
LOCATIONS: Mulbrydale, Lindenvale, Crookback Bog Orphans Village, Crossroads, Troll Bridge
CHARACTERS: Looters, Bandits
ENEMIES: Looters, Bandits
Recommanded Item: 50 Crowns, Axii Level 2

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne'er-do-wells. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them.

At the "Troll Bridge" on your map, you encounter a group of bandits ordering a toll to be paid. Your words speak louder than your actions, at least at first:

- (50 Crowns) Pay the bandit, and cross the bridge.
- (Axii Level 2) Flummox the bandits, and pass.
- Introduce the three bandits to the pointy end of your steel sword. Then manually lower the bridge at the wooden winch.





Face Me If You Dare!*

Ronvid Of The Small Brain

DANGER ALERT SPOILER ALERT

FACE ME IF YOU DARE!*

LOCATION: Crow's Perch, Novigrad
CHARACTERS: Ronvid of the Small Marsh
ENEMIES: Ronvid, Thugs

OBJECTIVES

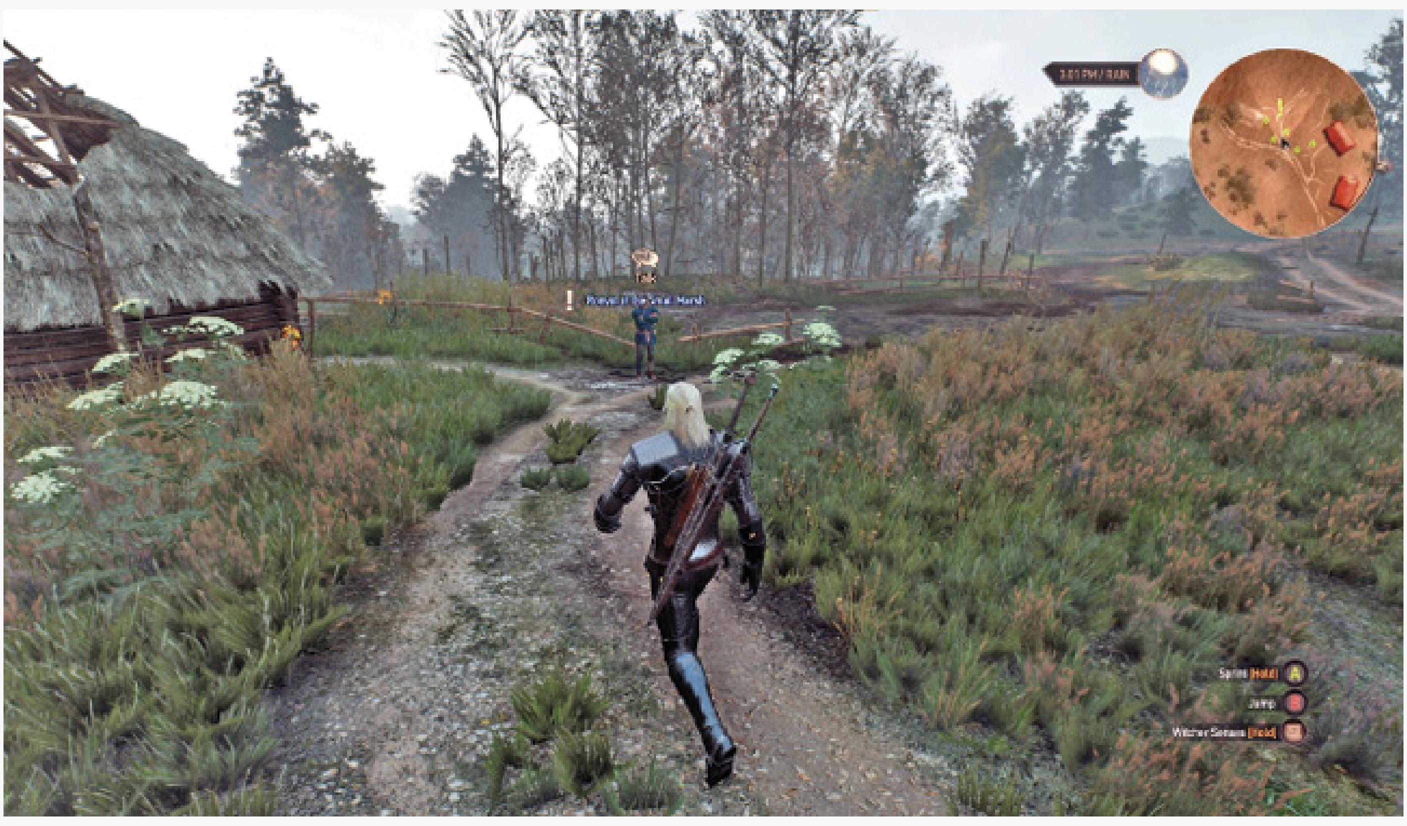
- Nearest Signpost: Crow's Perch

Ronvid of the Small Marsh

An idiot with a deathwish stands at an intersection of dirt paths close to the bridge into Crow's Perch. He seeks to challenge you to a duel, babbles on about the honor of Maid Bilberry, and also the one hundred knights he wishes to slay in mortal combat. You're his first. Despite your best banter, the fight commences.

It also stops abruptly after you inflict a few choice hits on Ronvid. Defiant even after an embarrassing display of swordplay, he heads on his way. Finish up any of the conversations as you wish (with a threat, or a promise).

A few days later, you may stumble upon Ronvid again, just outside Novigrad (look around each of the gates).



Now armed with shield and sword, he is ready for a rematch! Once again, he stops the combat and gives up after a few hits.

Two days later, you may find Ronvid in Novigrad (check along the docks or harbor on the west side of the city). This time he isn't alone. There are two hired thugs with him to take you down, now he realizes you're a Witcher. You can:

- Fight and kill them all.
- (Axii Delusion Level 2) Convince them they are tired and should go home.

Afterward, this quest concludes.

Forefather's Eve

A Man Who Fears No Evil, The Pellar Needs…

DANGER ALERT

SPOILER ALERT

FOREFATHER'S EVE

RELATED QUESTS: Main Quest: Family Matters; Main Quest: A Princess in Distress

LOCATIONS: Fyke Isle; Blackbough; Pellar's Hut

CHARACTERS: Pellar; Old Man Ambros

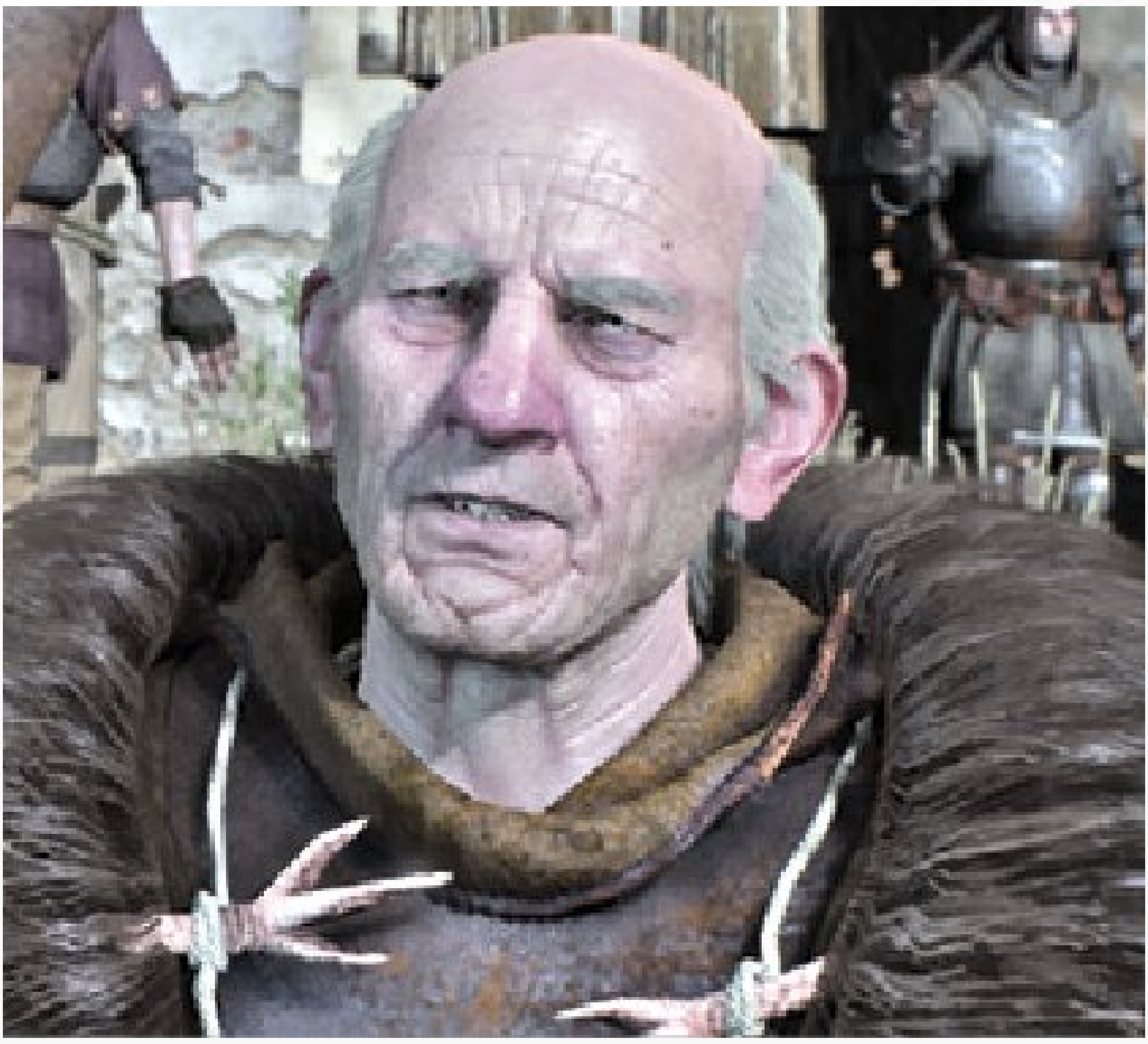
ENEMIES: Drowner; Water Hag; Witch Hunters; Wraiths; Rotfiends

QUESTING DECISIONS

Head to Crow's Perch after completing Secondary Quest: A Towerful of Mice before Main Quest: Family Matters; or head outside Keira Metz's cottage (if you completed Main Quest: Family Matters, and then Secondary Quest: A Towerful of Mice. The pellar should automatically stroll up to meet you.

OBJECTIVES

- Meet the pellar in the stone circle on Fyke Isle.



The Pellar

Soothsayer and friend of goats, the pellar approaches and requests your presence at a ritual that begins tonight on Fyke Isle. There are rites to conduct on Forefather's Eve, and you're hired to provide protection from the damned souls that may disrupt the ceremony. Agree to help, then journey to the standing stones on the southwestern part of the isle. An assembly of peasants is already enthralled by the pellar. You have one more chance to meditate and prepare for the battles to come. Then the ritual begins in earnest.

Forefather's Eve

No Toleration For Necromancy

OBJECTIVES

- Protect the ritual's participants.

While the pellar gesticulates, bring your sword to bear on a few drowners that attack from the edge of the circle that is closest to the lake. These five wet souls are backed up by a water hag. Be sure all are defeated, and draw them away from the pellar. Fight close to the water. Afterwards, the pellar summons old man Ambros from the flickering flames.

After quite a conversation, you're about to witness further chatter between Pellar and ghost, when the ritual is interrupted. Not by monsters, but witch hunters. They want to put a stop to this necromancy in no uncertain terms. The pellar asks you to intervene. You have an important choice to make. You can:

- Tell the witch hunters to leave the pellar and peasant alone. Neither side can be reasoned with, and the witch hunters attack you. The next objective begins.
- Tell the pellar this is not your fight. The witch hunters move to disperse the peasants, and the fire is snuffed out. The pellar is most dispondant at your actions, and the quest concludes.

Forefather's Eve

All Is Gloom. What Beings In The Darkess Loom?

OBJECTIVES

- Defeat the witch hunters.
- Defeat the wraiths.

Cut the three witch hunters down so the ritual may continue. Alas, blood has been spilt on this hallowed ground, and the pellar is worried other malicious entities may appear. He's correct—prepare to defeat three incoming wraiths.

Afterwards, it is clear the pellar is afraid of his father's ghost (especially as the wraiths referred to the death of Ambros as patricide). Agree to find the corpse of Ambros, and destroy this bond it has to the wraiths and the land of the living.

OBJECTIVES

- Find the body of the pellar's father in the swamps.
- Burn the pellar's father's body.
- Nearest Signpost: West of The Orphans of Crookback Bog.

Swim or take a boat across the lake towards the marshes, and scout the edge of the bog, west of the Orphan Village. The corpse is in remarkably good condition (you can see where the pellar smashed in his father's skull). Defeat any rotfiends roaming the area, use Igni to set the corpse ablaze, and dismiss the patriarchal specter homing in on the pellar.

Last Rites

Laying An Old Spirit To Rest

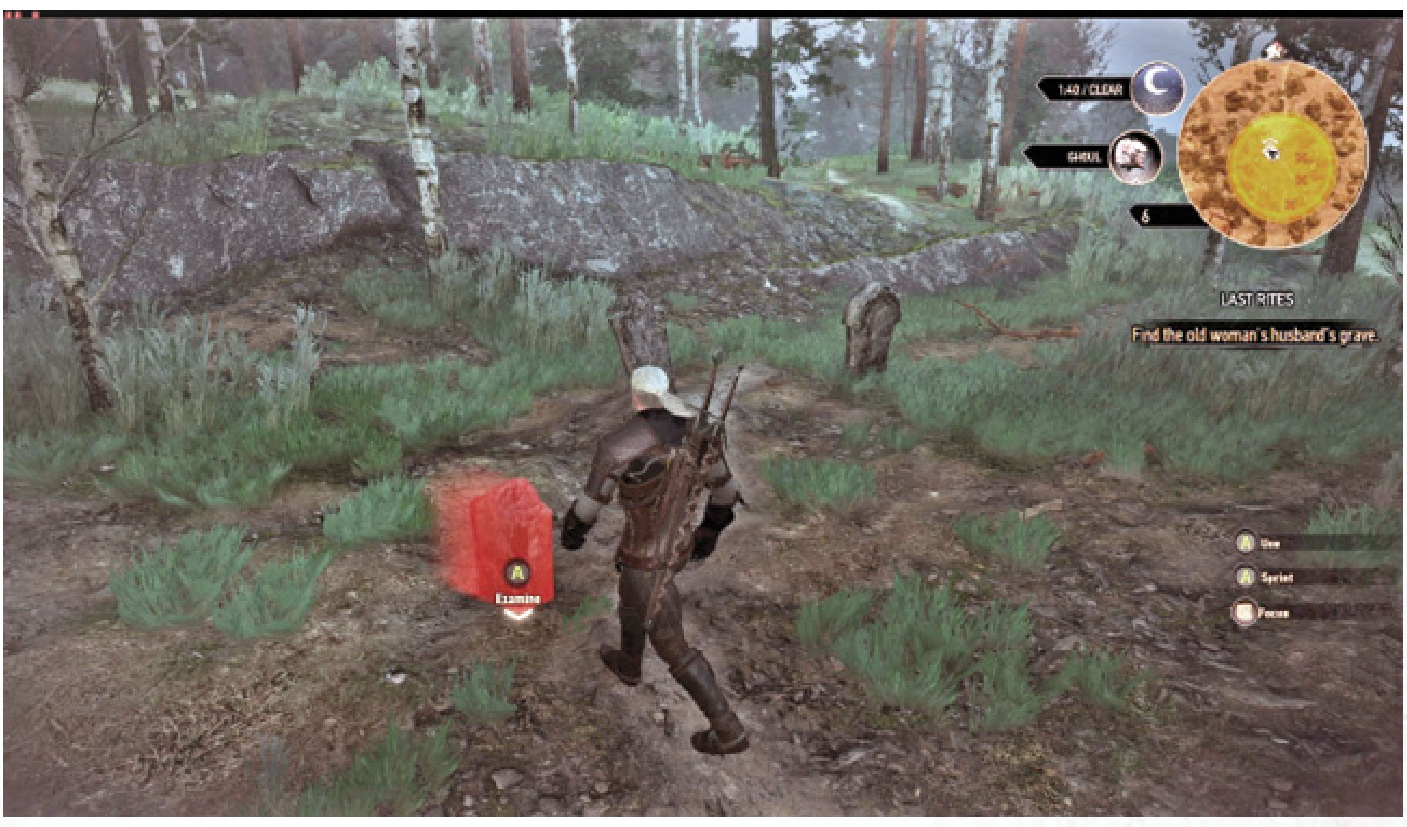
DANGER ALERT
LAST RITES
SPOILER ALERT

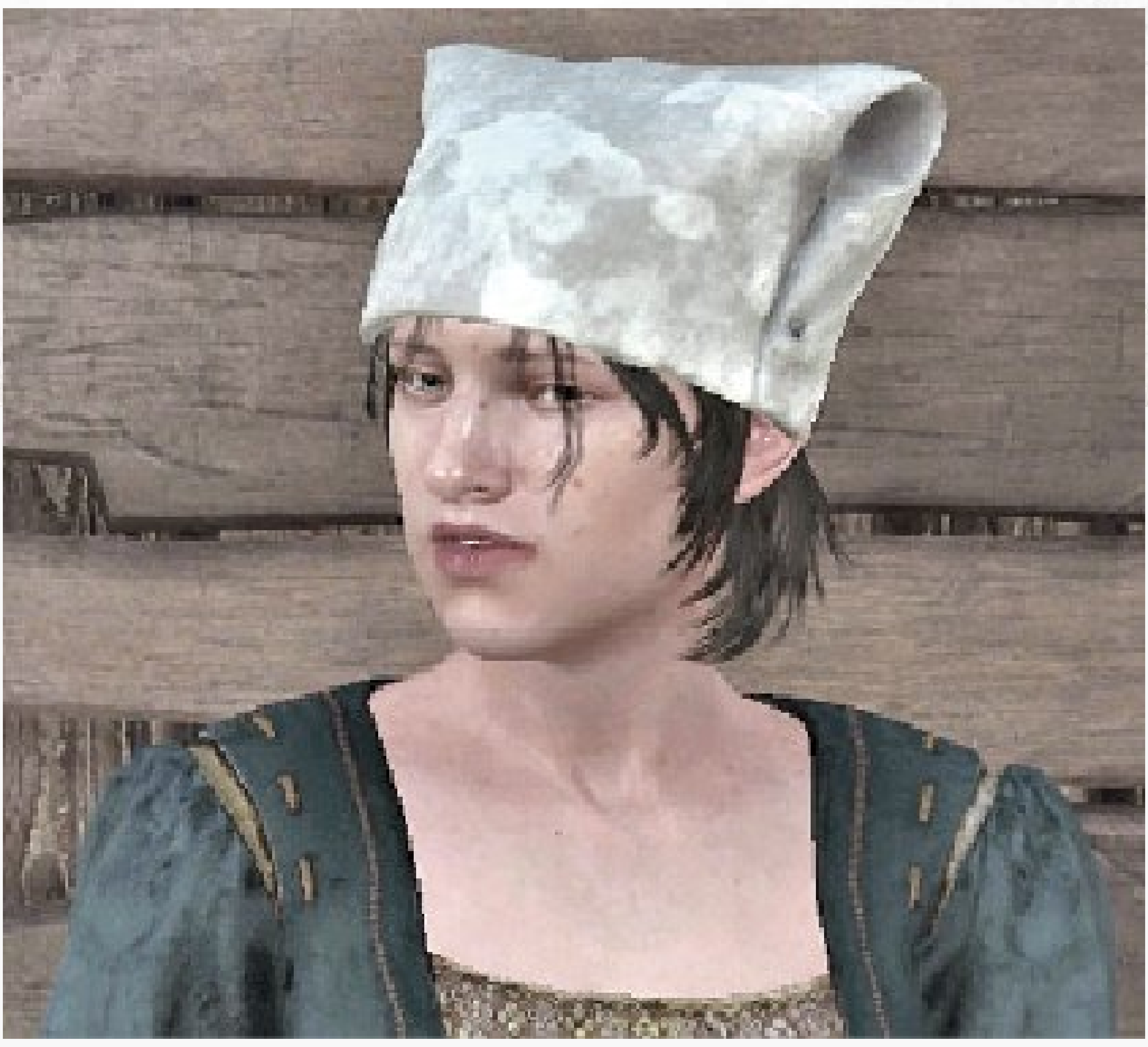
Converging Quests: Main Quest: Bloody Baron
LOCATION: Blackbough
CHARACTERS: Old Woman, Lessy
ENEMIES: Ghouls

OBJECTIVES

- Find the old woman's husband's grave.
- Place the ring on the grave.
- Nearest Signpost: North of Blackbough.

Locate an Old Woman standing by the bridge overlooking the pond just north of Blackbough. She only appears at night. She emplores you to find the grave of her old husband (Jackamar), and bring a stop to the hauntings she says she's been the victim of.





Lessy

Rid her of this specter by placing the ring she gives you on Jackamar's headstone. Something seems odd about this old dear (she's getting her battle dates wrong).

Jackamar's grave is northwest of here, along the bank of the pond, and up into the woods. This leads to an unmarked cemetery. Dispatch the prowling ghouls, utilize your Witcher Senses to find the gravestone, and deposit the ring on it as requested. Use Keira's Magic Lamp at this point, and you can see the ghosts reunite with each other.

OBJECTIVES

- Return to the old woman for a reward.

Head into Blackbough, and search for Lessy's hut. Speak to the old woman's grand-daughter, who has some startling revelations about her dear old gran. Then collect your inconsiderable reward.

Items: Crowns

Highway Robbery*

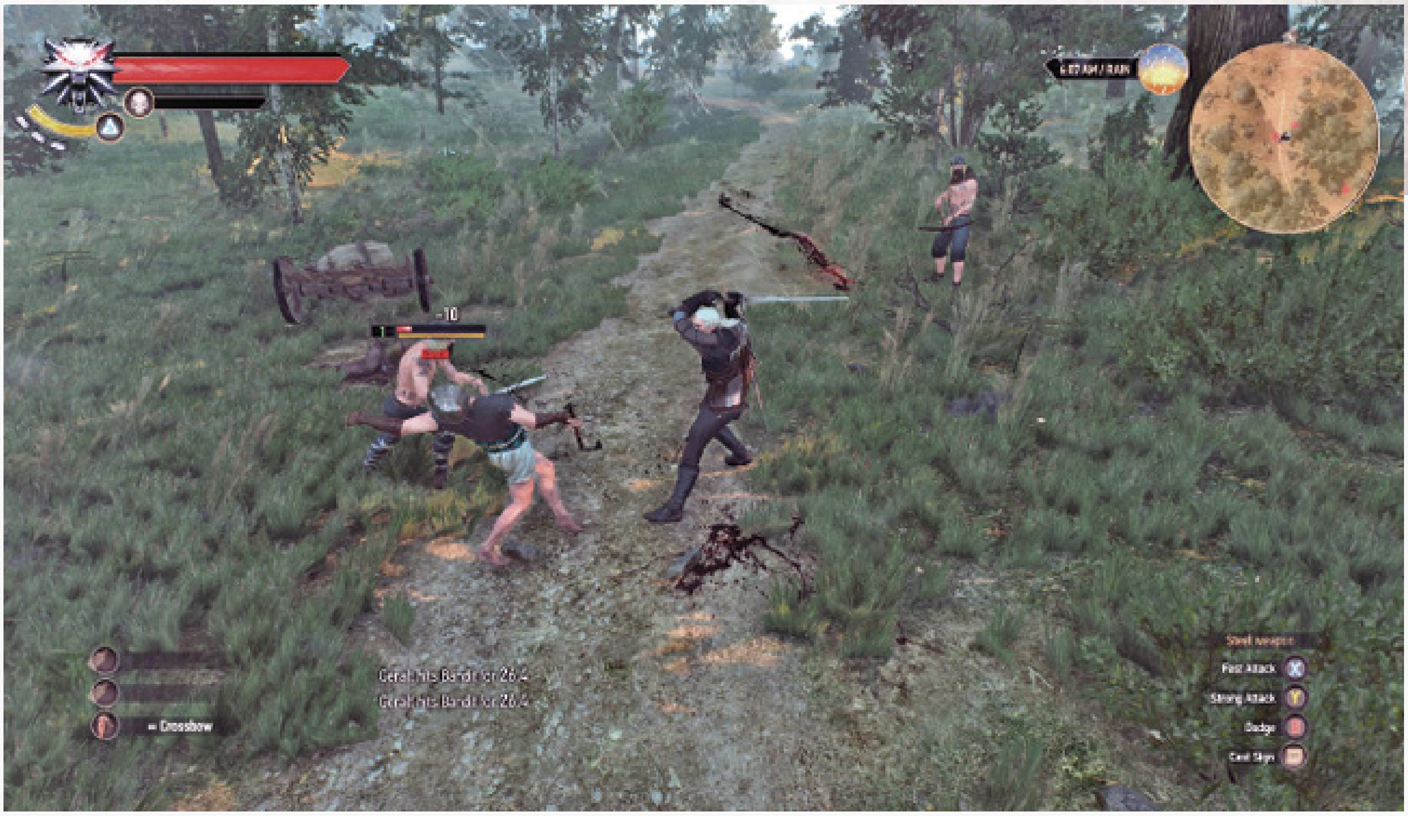
Troublesome Thuggery

DANGER ALERT SPOILER ALERT

HIGHWAY ROBBERY*

LOCATION: Boatmakers' Hut
CHARACTERS: Trader
ENEMIES: Bandits, Wolves

Take a stroll through the forested pathway that winds from the Boatmakers' Hut to the southeast, south of Crow's Perch, and you may uncover a trader being attacked by three bandits. As you arrive, the trader turns out to be a bandit too—a ploy to trick any would-be heroes! Quickly slay each of them, and anynearby wolves.



Forefather’s Eve

Quest Conclusion: Forefather’s Grieve

OBJECTIVES

- Talk to the Pellar.
- Nearest Signpost: Northwest of Blackbough.

Head to the pellar’s hut, close to the village of Blackbough, and speak to him. You may ask if he really slew his father, but your conversation ends positively, with the pellar agreeing to sell you any herbs and remedies you need. The quest now concludes

Items: All Velen Merchants: Discount

Master Armorers

Nonsense Skellige Legends

DANGER ALERT

SPOILER ALERT

MASTER ARMORERS

LOCATIONS: Crows' Perch (Velen), Clan Tordarroch Forge (Undvik), Wolven Glade (Velen)

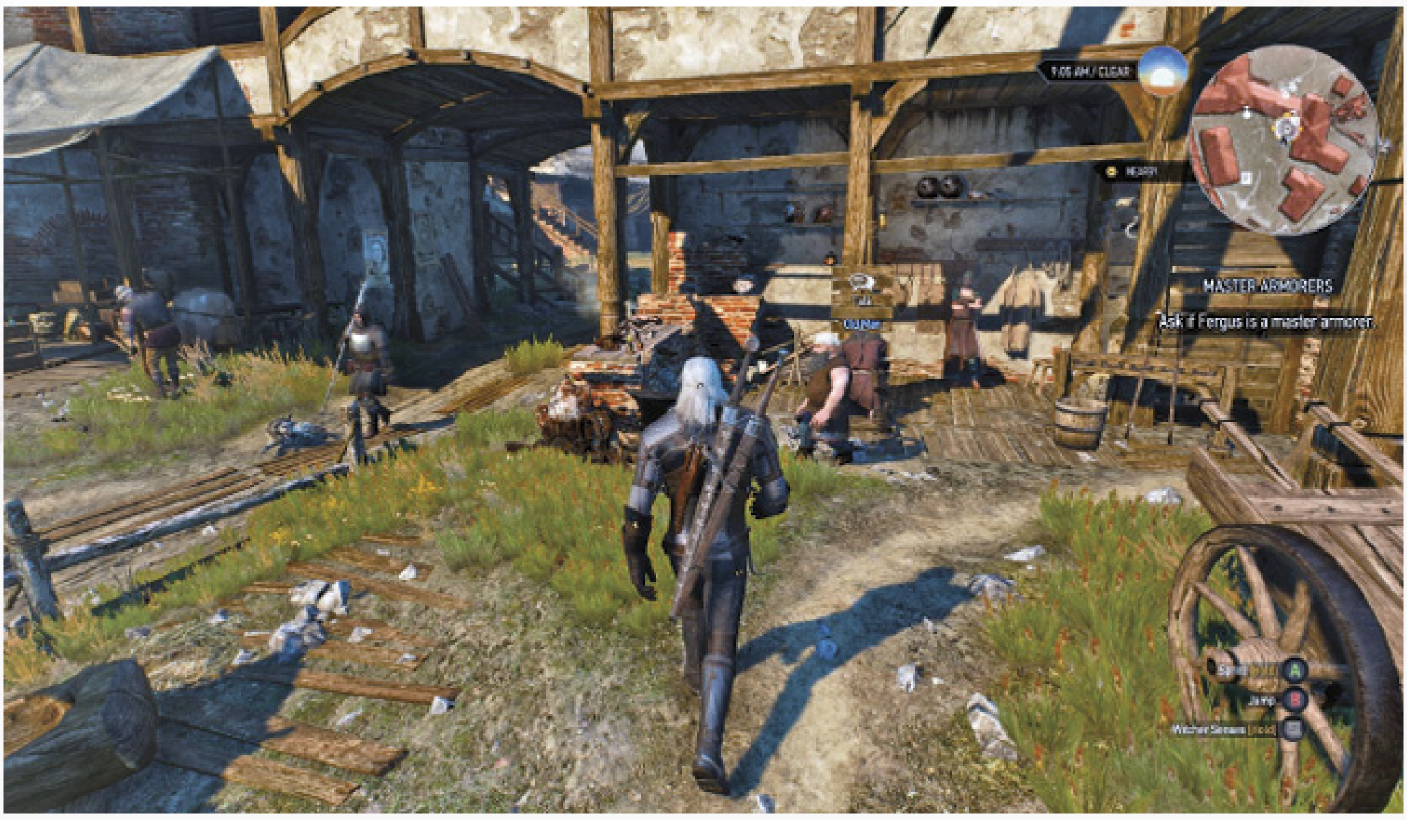
CHARACTERS: Fergus, Yoana, General Harmon aep Groenekan, Baron's Quartermaster

ENEMIES: Rock Troll, Bandits, Archgriffin

OBJECTIVES

- Ask if Fergus is a master armorer.
- Nearest Signpost: Crows' Perch.

Fergus, a dwarf and supposed master craftsman with all types of armor, has a forge within the walls of Crows' Perch in Velen. Head there and speak with him. Even though you can request that he make you some armor, you're here looking for a "master armorer." Speak about a durable and lightweight suit, and Fergus reckons it's impossible to make.



But his helper, Yoana, pipes up that the folk of Clan Tordarroch (on the isle of Undvik) have the tools to make such a piece. Fergus reprimands her for talking to the customers again. Despite this, Yoana describes where such tools can be found—in a cave on the north side of the isle.

SAILING TO SKELLIGE

Feel free to complete other quests closer to your current vicinity if you wish, since the ocean trek to Undvik (one of the isles on the western side of Skellige) can take a while. The optimal time to visit is during Secondary Quest: The Lord of Undvik.

Master Armorers

Tools Of The Tordarroch Clan

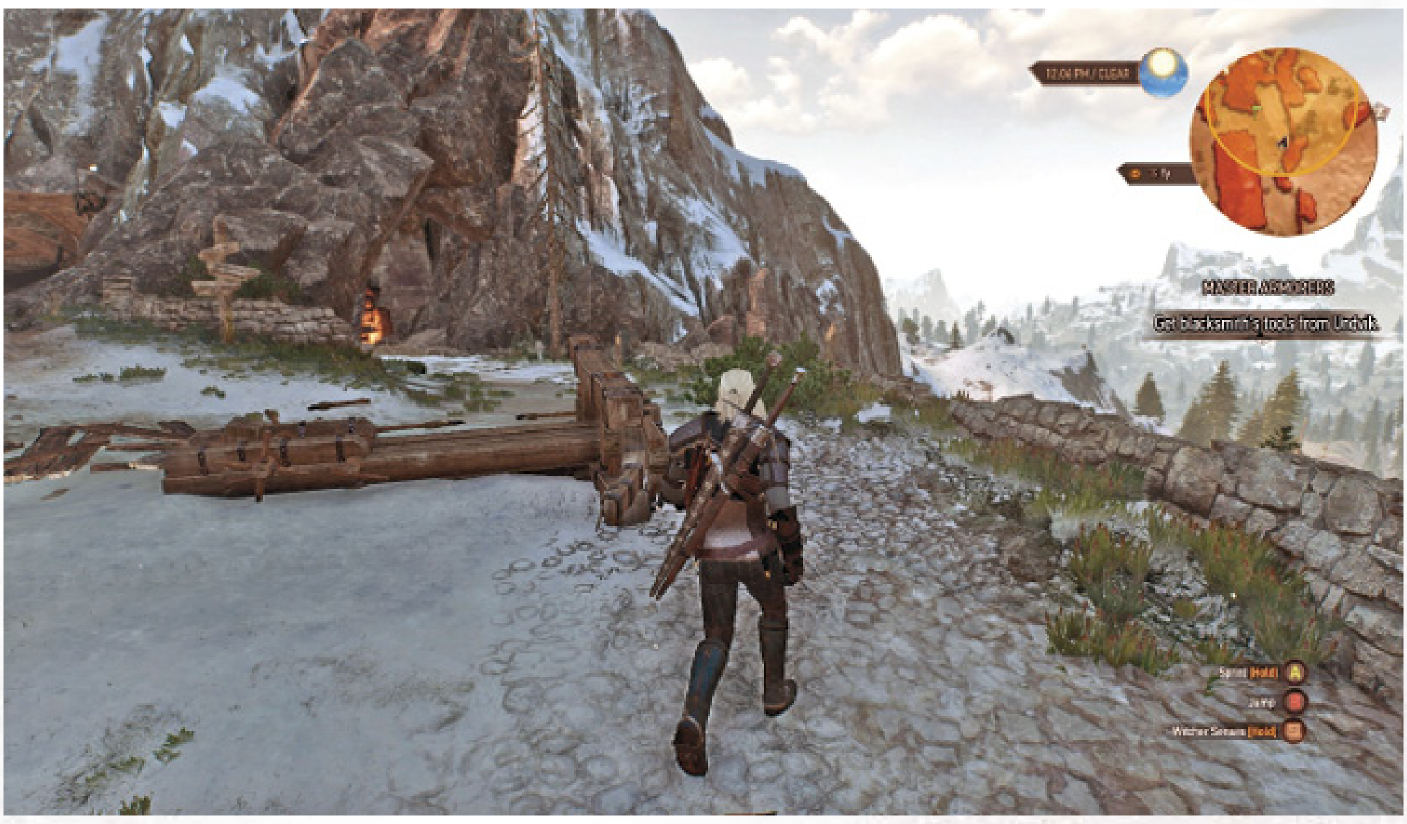
OBJECTIVES

- Get blacksmith's tools from Undvik.

The trek to Undvik is perilous, and should be undertaken once you've visited Kaer Trolde with Yennefer, as part of the Main Quest. Once you're free to explore, set sail for Undvik itself, mooring your boat at the Marlin Coast marker. From there, you have a lengthy hike, which follows the path (exactly) that you take during Secondary Quest: The Lord of Undvik:

- Venture along the coast to the northwest, to the ship's graveyard.
- Find a winding cliffside path heading roughly southwest, then leads you across various small bridges to a massive giant's ship.
- Venture past the ship, then to Hjalmar's Camp, and work your way across the heath to the abandoned village of Urskar, on the southwest shore of the central lake (see previous picture).

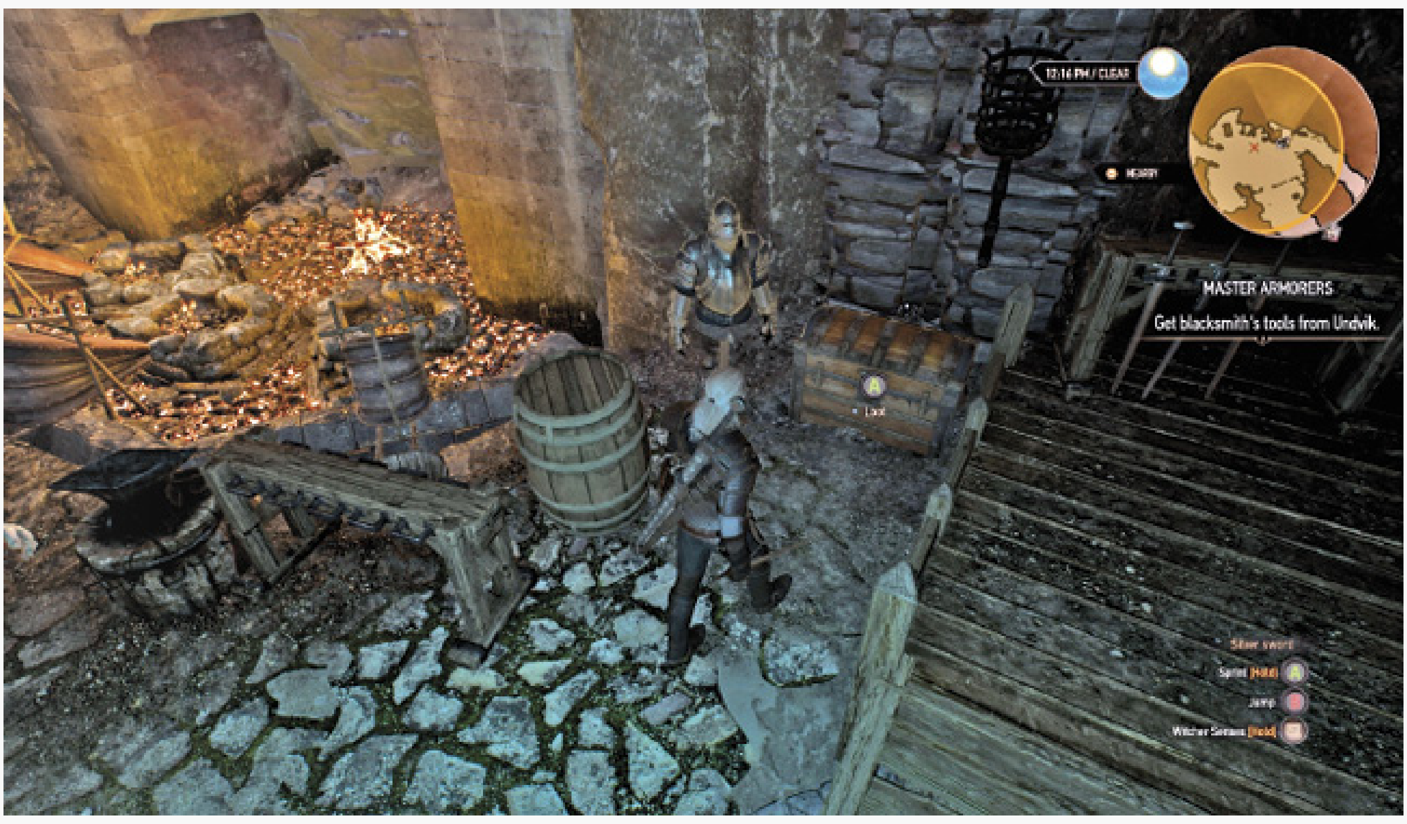
From Urskar, trek up and into a slit-like cave opening, and a subterranean cave system. Take a long drop into a low pool, then work your way up the caverns and tunnels, until you reach a mountain-top ruin—the Clan Tordarroch Forge. When you're here, admire the view near the old ballista (see previous picture).


12:04 PM / CLEAR
MASTER ARMORERS
Get blacksmith's tools from Undvik.
Sprint (Hold)
Jump
Witcher Senses (Hold)

AN ALTERNATE ROUTE

If you're foolhardy, you can try approaching from the snowy pathways from the Dorve Ruins to the east, although hiking away from the paths can result in a slip and tumble to your death.

With the vista ahead of you, turn to the left, so you're facing southwest (roughly), and you should see an unexplored cave opening. Go inside, and prepare to defeat a rock troll. Approach the hearth, using your Witcher Senses to find a chest just to the right of the stone mantle, where you gather the smithing tools Yoana mentioned.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MASTER ARMORERS
Get blacksmith's tools from Undvik.
Loot
Silver sword
Sprint (Hold)
Jump
Witcher Senses (Hold)

Items: Quest Item: High-quality Smithing Tools

Looters (I)*

These Peasants Are Revolting

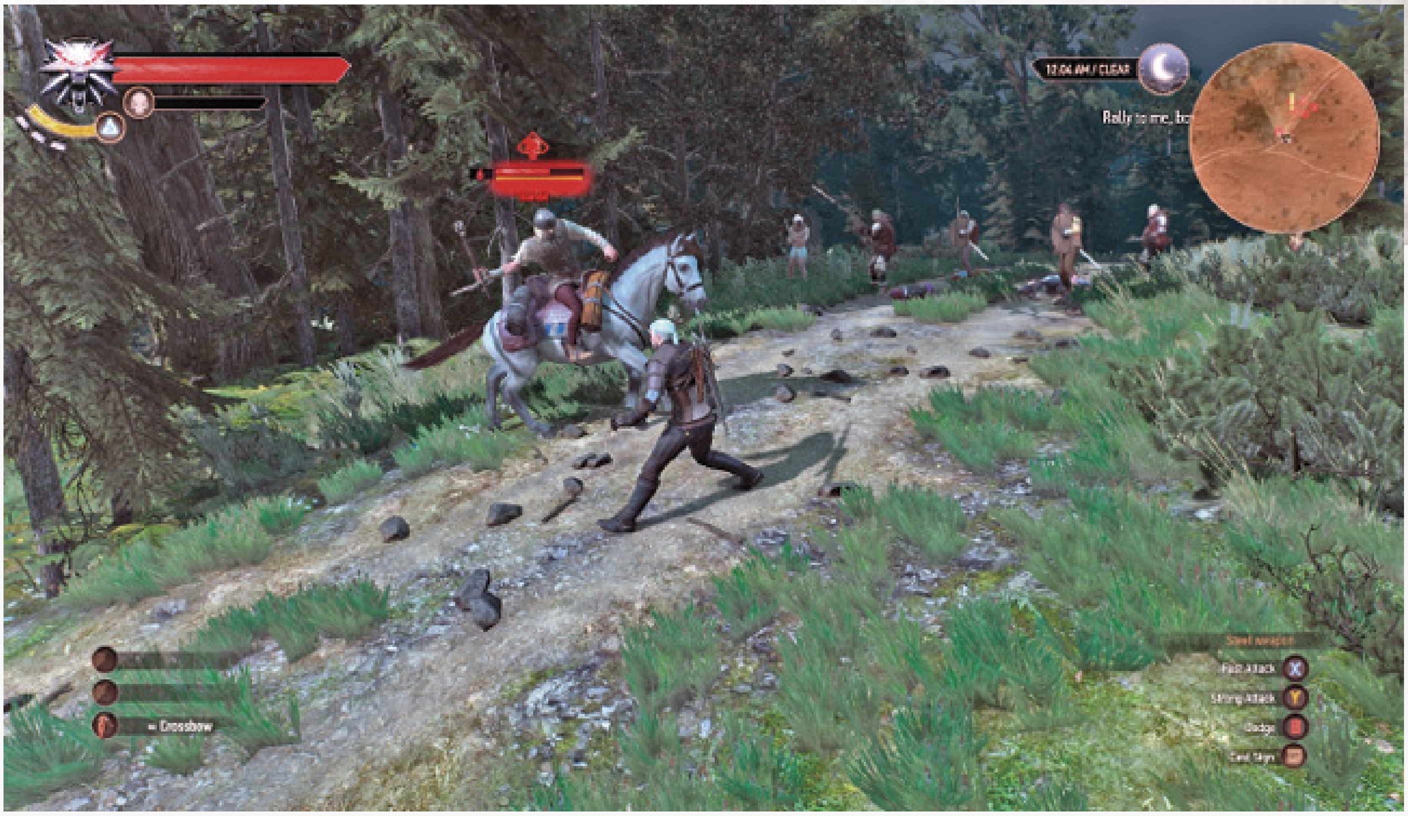
LOCATION: Heatherton; Wolven Glade

CHARACTERS: Peasants

ENEMIES: Peasants, Ghouls

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them.

Woodland Gang: The wooded path east of Heatherton, and northeast of the Wolven Glade. Expect five infantry, and three horsemen.


12:04 AM / CLEAR
Rally to me, bo
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Contract: Components For An Armorer

Accessing Archgriffin Acid

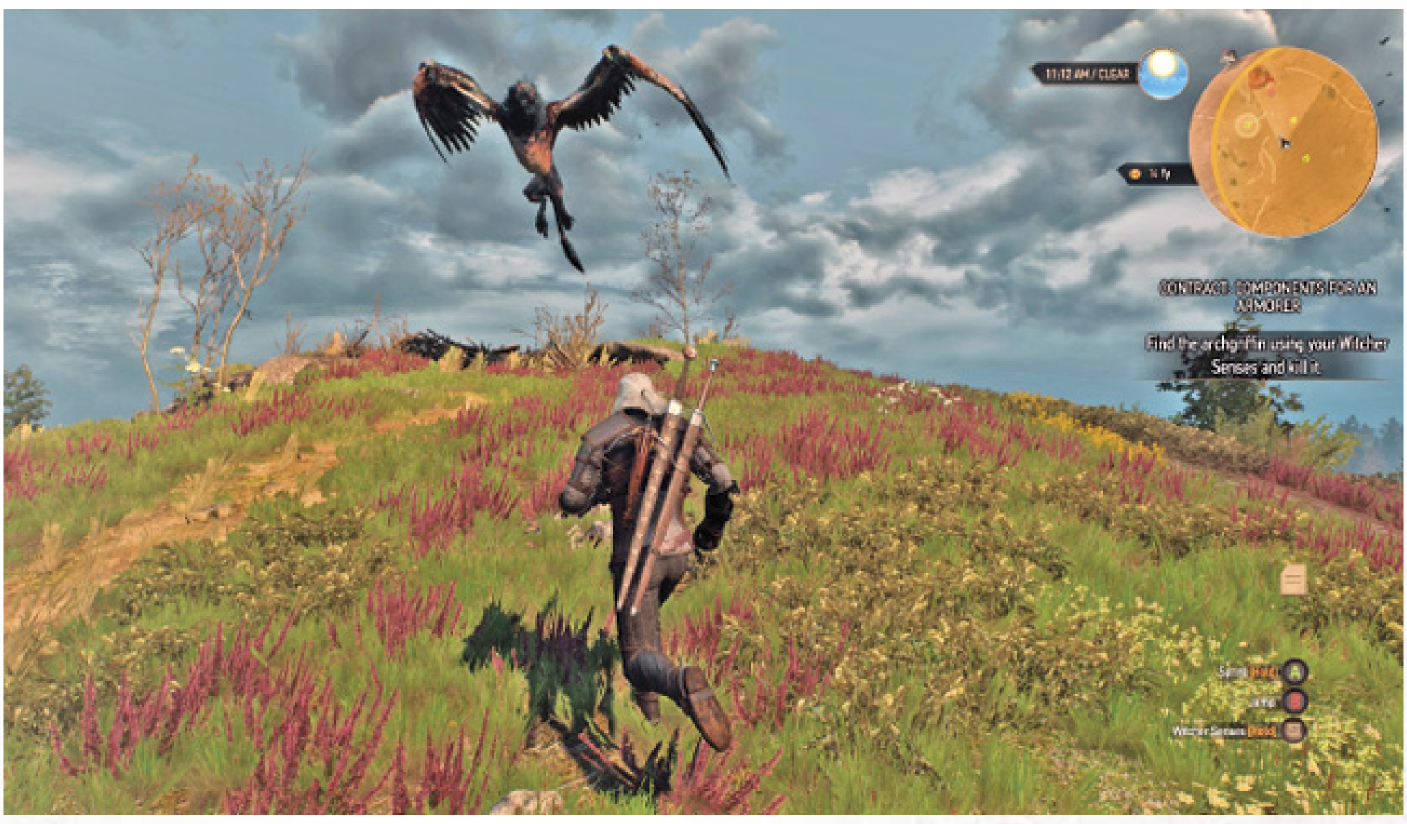
DANGER ALERT SPOILER ALERT

CONTRACT: COMPONENTS FOR AN ARMORER

LOCATION: Heatherton; Wolven Glade
CHARACTERS: Peasants
ENEMIES: Peasants, G **RELATED QUESTS:** Master Master Master Master!
LOCATIONS: Crow's Perch
CHARACTERS: Yoana, Quartermaster
ENEMIES: Archgriffin, Bandits houls

OBJECTIVES

- (Master Armorers): Get gland acid from an archgriffin.
- Take the gland acid to Yoana.
- (Contract): Find the archgriffin using your Witcher Senses and kill it.



11:12 AM / CLEAR

CONTRACT: COMPONENTS FOR AN ARMORER

Find the archgriffin using your Witcher Senses and kill it.

Track this fabled beast to a partly wooded area north of Crows' Perch, and just north of the Wolven Glade marker. Find the road through the northern part of the woods, usually where a group of bandits are hanging out. Introduce them to the sharp end of your sword, before inspecting the area with your Witcher Senses tingling:

- There's evidence of bloody body parts and claw prints by the road.
- An archgriffin feather is found on the hillside pasture, roughly north, as you exit the edge of the woods.

The nest itself is at the top of the hillock, and after a lengthy wing-clipping, you should bring this beast down with a thud and cut out the necessary ingredients for Yoana.

Items: Quest Items: Archgriffin Acid Gland, Griffin Trophy, Ingredients: Archgriffin Pancreas, Griffin Feathers

GIVING THE ARCHGRIFFIN SOME GRIEF

Consult the Bestiary to gain insight into this creature, if combat isn't going your way. The archgriffin is vulnerable to the following:

Grapeshot Bomb

Hybrid Oil

Aard

OBJECTIVES

- Take the archgriffin trophy to the baron's quartermaster.

Now you have the acid gland, be sure you cut off the griffin's head (the trophy), and return it to the Baron's quartermaster, who sells his wares on the left side of the archway within Crow's Perch, opposite Fergus and Yoana. He has a reward of crowns for proving you slew the archgriffin. The Contract part of this quest now concludes.

Items: Crowns

Master Armorers

C--King Up Simple Bungs

OBJECTIVES

- Bring the tools to Fergus.

Now return back to Velen, to Crows' Perch, and finally to the forge of Fergus. Tell him you have his tools. You're about to negotiate some payment, when a high-ranking Nilfgaardian officier (General Groenekan himself) arrives, dismounts, and asks the dwarf about a custom-made set of armor. They go inside to discuss, leaving you with an exasperated Yoana. Speak with her, and you discover she's the one with the talent (and clan hereditary), while Fergus can't even shoe a horse.

- Agree to help Yoana demonstrate her prowess by helping her build a set of armor that will out-perform the one that Fergus is constructing for the general. For this, she requires some acid from a draconic griffin—specifically the one seen north of Crows' Perch. If you actually have some, you can hand it to her now, and skip the following contract.

Master Armorers (Continued)

Yoana's Best Plate

MASTER ARMORERS (CONTINUED)

OBJECTIVES

- Help test the armor.

Back at Crows' Perch, speak to Yoana (not Fergus) at the forge and hand over the acid. She applies it to her handiwork—a spectacular set of plate armor. The general arrives, and Fergus shows off his slightly less robust piece. Amid the confusion and the general's consternation, it is agreed to test both sets of armor to see who is the real artisan. Agree to help Yoana again.

Stand beside a hapless peasant the general has tasked with testing his armor (made by Fergus), while you stand clad in Yoana's best. The general notches his crossbow, and the peasant is brought down with the bolt.

He'll live, but he's not impressed with the tin can he's wearing. The general fires at you, and as Yoana predicted, the bolt doesn't even leave a mark.

The general proclaims the forge to belong to Yoana now, and a dejected Fergus heads off to stoke the fire. Yoana rewards you with a set of armor just for yourself; simply return to her in one day to claim it. The quest now concludes.

Items: (Quest Item): Witch Hunter's Armor

YOANA'S HIGHEST QUALITY WARES

Yoana can forge the highest quality armor for you from this location, so take advantage of this!

Where The Cat And Wolf Play…

No Honor In Honorton

DANGER ALERT

SPOILER ALERT

DLC

WHERE THE CAT AND WOLF PLAY...

RELATED QUESTS: Contract: The Beast of Honorton, Secondary Quest: Take What You Want

LOCATIONS: Honorton (Unmarked), Roadside Shrine (Unmarked), Oreton

CHARACTERS: Millie, Witcher Gaetan, Auntie Lucy

ENEMIES: Alghouls, Wolves

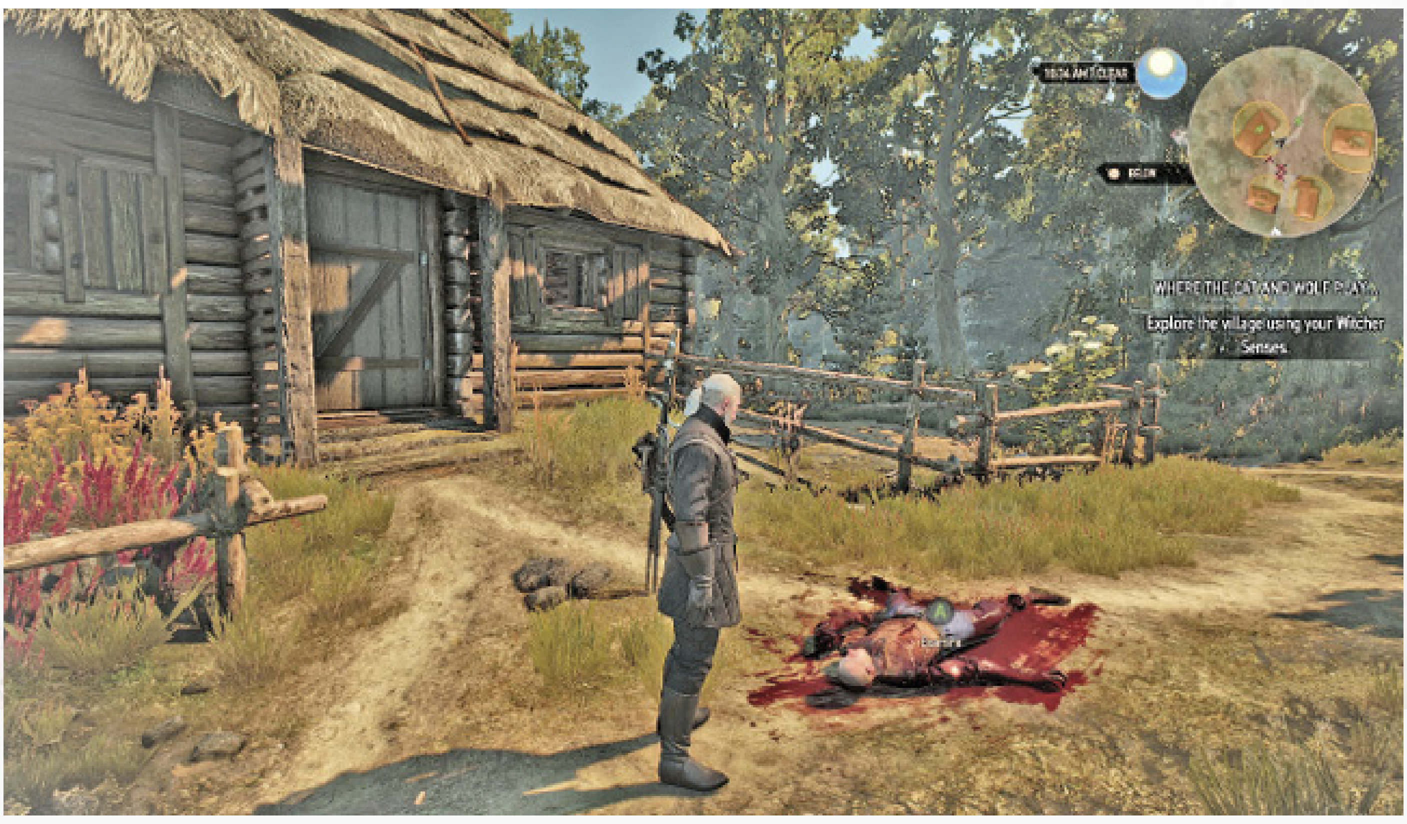
OBJECTIVES

- Explore the village using your Witcher Senses.

QUESTING DECISIONS

This Quest starts automatically at the conclusion of Contract: The Beast of Honorton.

There are signs of bloodletting everywhere in the hamlet of Honorton, and four main locations to study just what happened here. They can be approached in any order, and not all need to be studied.


WHERE THE CAT AND WOLF PLAY...
Explore the village using your Witcher Senses.

Use your Witcher Senses to find specific areas of interest:

- In the middle of the village lies a body torn apart, but the man was dead before the Necrophages slashed at it.
- Northwest hut: Outside is a dog, sliced open defending its owner.
- Northwest hut: Inside, is a corpse who died quickly without putting up a fight. Sliced expertly.
- Northeast cottage: Inside, a woman lies slumped against a wall with sword wounds.
- Northeast cottage: In the fancy study (someone is well-off for a Velen) lies a Leshen's head, chopped off with a sharp knife.
- Northeast cottage: The stove fire is still burning, indicating this massacre happened recently.
- Southwest Hut: A woman lies inside this hut, killed without mercy.
- South stable barn: Outside is a corpse with shallow cuts; each hit an artery. Nearby is a piece of splinterd wood. Watch for another Alghoul appearing from inside the barn, and two more approaching from the road to the south.
- South stable barn: Inside on the straw floor is blood mixed with a concoction; a potion was taken.
- South stable barn: A corpse in the corner with his arm severed above the elbow, and a pitchfork (a dangerous close-quarter weapon).
- South stable barn: In the rear stable is the slumped form of an importantman with a blade wound under his ribs. He is holding a silver chain he ripped from someone.

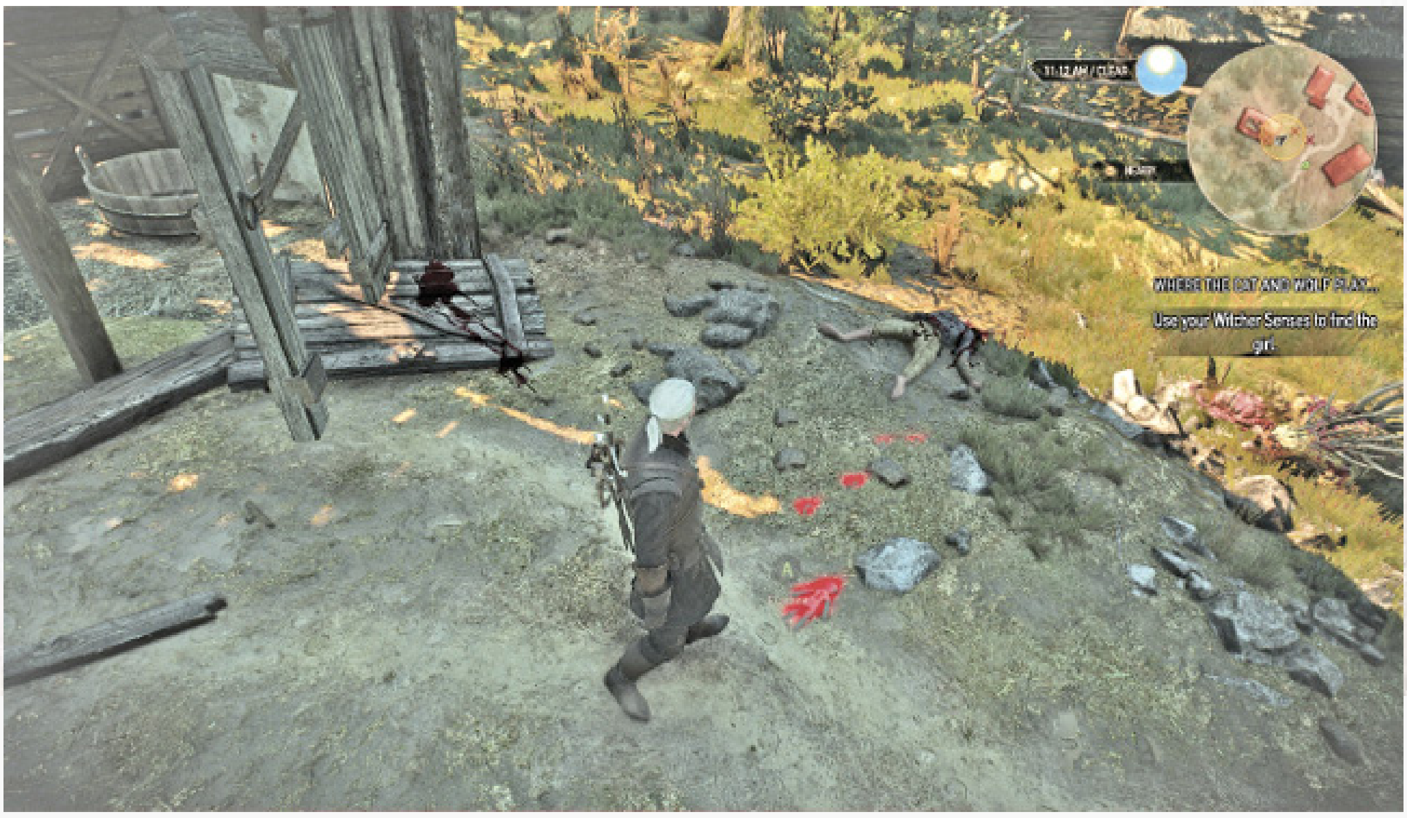
Where The Cat And Wolf Play…

Short-Changing The Bad Man

OBJECTIVES

- Use your Witcher Senses to find the girl.

Once you've inspected the corpse of the important man holding a silver chain, expect to see a small figure fleeing the area behind you. She drops a doll outside the stables; be sure to pick it up at the start of the trail of footprints. These continue through the small window of the southwest hut, and out the other side. Follow the trail a little ways into the woods, and locate the cowering urchin behind a large oak tree. The girl also appears when you investigate Leshen's head or body in the northwest hut.


11:12 AM / CLEAR
NEAR
WHERE THE CAT AND WOLF PLAY...
Use your Witcher Senses to find the girl.

Items: Doll

The girl (named Millie) claims you've cat eyes; "same as him!" but refuses to tell you what happened. You must win her trust in one of two ways. You can:

- (Axii Delusion level 1) You can tell her to calm down and tell you what happened.
- (Doll) You can hand her the doll she dropped. She calms down after being reunited with Master Freckleface.

The girl tells of an argument between "the bad man" and her uncle Sobermir after the Witcher agreed to slay some spook that haunted the woods. After returning with the spook's head, there was an argument in the stables barn, and screaming. Then followed the massacre; everyone was slain by the Witcher, including the girl's mum and brother. She also hands you a medallion she found in the hay. You agree to take the girl to her auntie Lucy in Oreton. But first, you must deal with this wayward Witcher.

Items: School of the Cat Medallion

Where The Cat And Wolf Play…

Twelve Crowns Buys You A Massacre

OBJECTIVES

- Follow the tracks in the stone circle using your Witcher Senses.
- Follow the School of the Cat Witcher's tracks using your Witcher Senses.

The Witcher Gaetan

The tracks begin in a stone circle northeast of Honorton. Head there, examine the area with your Witcher Senses, and discover some barely-visible footprints. Your objective updates. Follow the School of the Cat Witcher's tracks northeast to a rough road (expect wolves in the vicinity). Examine the road itself; there's fresh blood so he must be close. Continue northwest to a path leading to a roadside shrine where the Witcher murderer Gaetan is sitting. Approach him wearing Feline armor, and he has a special question for you.

Gaetan is clutching his ribs. He seems wounded but in good enough spirits to engage in slightly sardonic banter with you. Answer him as you wish, as he explains his actions. Having been short-changed by the ealdorman, he was led to the barn (on pretence of payment) where he was stabbed with a pitchfork. Then he lost his temper. What now? After optionally learning why he spared the girl, you have a choice. You can:

- Choose "godspeed" and let Gaetan be on his way. You earned your nickname for good reason, so you can understand Gaetan's actions. Gaetan seems a little taken aback. Secondary Quest: Take What You Want now begins, and Gaetan returns to the Witcher's Path. The objective to escort the girl to Oreton now begins.

- Choose "prepare to fight" after listening to Gaetan, or choose "you need to die" without even a chat, and Gaetan won't get away with this loss of composure. Gaetan consigns himself to the fight, and hopes you'll allow him a dose \of Swallow?

A CORNERED CAT FIGHT

OBJECTIVES

- Kill the School of the Cat Witcher.

- If you gave Gaetan a chance to drink Swallow, he laughs at your idiocy, throws a concoction at you, blinding you for a full minute as the battle starts, and you must attack in darkness. This makes the battle a little more tense.

- If you told Gaetan "no chance," combat continues as normal.

Gaetan is quick, and poses a special threat as he can utilize Igni, Aard, and Quen. Your best action is to parry his attacks (as he's a little too aggressive), then countering them until you eventually drop him. Any preferred plan for dealing with human foes is also advisable, and aggressive Signs are also worth a shot. After the slaying, inspect Gaetan's corpse for a common silver sword, and the following special weapon:

Items: Teigr (Steel Sword)

LITTLE GIRL LOST

OBJECTIVES

- Escort the girl from Honorton to her relatives in Oreton.

Dash back to Honorton, and find the girl still cowering behind her tree. Agree to lead her over to Oreton (she can sit on your shoulders if she wants). You arrive in Oreton automatically, and speak to Millie's aunt Lucy about the tyke's predicament. Answer Lucy as you wish. Lucy can take her in, but the peasant woman has little to give her except bark soup.

Answer her:

- (40 Crowns) With a donation to feed her own brood, as well as Millie.
- That times are tough, and she'll have to forage a bit harder.

After that, the quest concludes. Feel free to return here to visit Millie. If you've been kind to her; you're likely to find her close to the Notice Board in Oreton.

LITTLE GIRL LOST (PERMANENTLY)

Beware! You made a promise to the girl in Honorton to successfully escort her to Oreton. Ignore this objective, and complete Secondary Quest: Take What You Want first, and the girl succumbs to wild animals (or worse), and dies in Honorton while waiting for you. Hasn't she suffered enough, you reprobate?

Secondary Quests: Take What You Want

Teigr, Teigr, Burning Bright

DANGER ALERT SPOILER ALERT

DLC

SECONDARY QUESTS: TAKE WHAT YOU WANT

RELATED QUESTS: Contract: The Beast of Honorton, Secondary Quest: Where the Cat and Wolf Play…

LOCATIONS: Roadside Shrine (Unmarked), Oreton

CHARACTERS: Witcher Gaetan

ENEMIES: Bandits

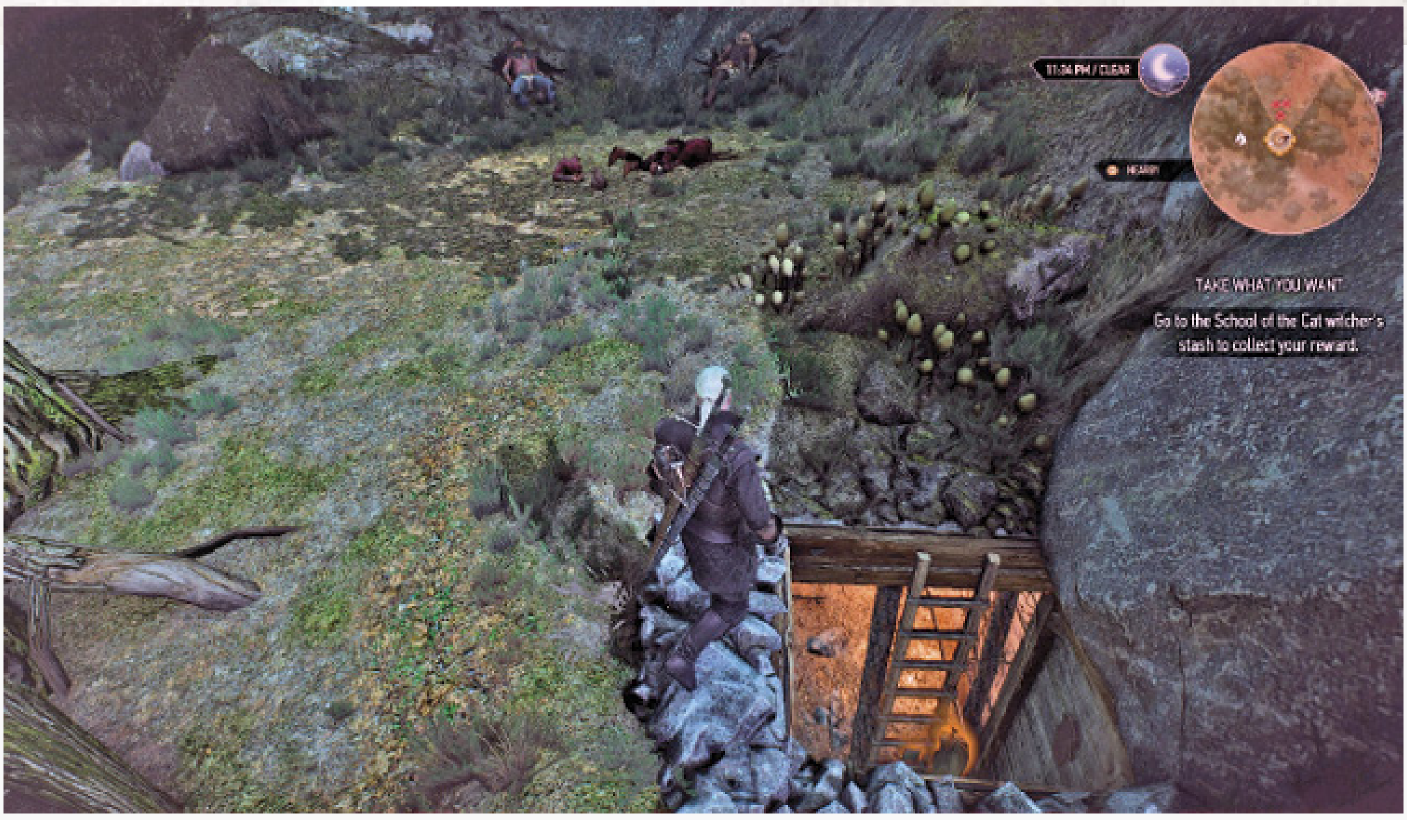
OBJECTIVES

- Go to the School of the Cat Witcher's stash to collect your reward.

QUESTING DECISIONS

This Quest starts automatically if you spare the life of Witcher Gaetan towards the end of Secondary Quest: Where the Cat and Wolf Play…

North of Midcopse, and in the woods due north of Keira Metz's hut, is a forested glade with an old oak tree. Approach the cluster of rocks close by, where you may encounter a group of three bandits inspecting a hole in the ground. After Bandit slaughter, check that area too; it's a tunnel down to the stash itself. Inside is a cot, a group of three wall trophies (of a foglet, ghoul, and grave hag) to inspect, and a chest containing the following rewards. As the quest title suggests, take what you want. The quest concludes when you open Gaetan's chest.


11:34 PM / CLEAR
HEARD!
TAKE WHAT YOU WANT
Go to the School of the Cat witcher's stash to collect your reward.

Items: Crowns (250), Letter to Gaetan, Teigr (Steel Sword)

Wild At Heart

A Bleak Lookout In Blackbough

DANGER ALERT

WILD AT HEART

SPOILER ALERT

LOCATIONS: Crow's Perch; Blackbough; Isolated Shack

CHARACTERS: Niellen, Margaret, Glenna, Blacksmith, Hanna

ENEMIES: Nekker, Wolf, Bear, Werewolf

OBJECTIVES

- Talk to the hunter named Niellen.
- Nearest Signpost: Blackbough.

Read a Notice Board (such as the one at Crow's Perch) and look for a missive from a local hunter named Niellen, whose wife Hanna has gone missing. He's beside himself with worry. Canter on over to the village of Blackbough, find Niellen (he's usually standing outside his cabin), and speak with him.

Niellen the hunter

Margaret the sister-in-law

Niellen's story matches the one he pinned to the Notice Board, but your talk is interrupted by Margaret (Niellens sister-in-law) who mentions a friendship with the butcher's wife. You now have two objectives:

OBJECTIVES

- Ask the neighbors about Hanna.
- Search for signs of Hanna in the woods using your Witcher Senses.

Start with an interrogation of the villagers. The chicken-plucking Glenna is only a fence-hop away. Ask about Hanna and Glenna reckons she was a cheerful sort, but probably got eaten by wolves (or howlers) while picking mushrooms. Now head over to the blacksmith's, where your conversation yields results from the blacksmith's children (who Hanna minded from time to time) the boy swears he saw Hanna enter the woods with another woman.

Glenna the butcher's wife

Blacksmith

Wild At Heart

Torn To Pieces

Now enter the woods to the northwest of Blackbough. Expect pockets of wild nekkers and wolves to dispatch. Once you reach the objective area, you can find a pack of wolves surrounding a corpse that could be a clue. However, once you dispatch the wolves to clear the way for the investigation, Margaret suddenly interrupts your search. She pleads with you to end the search and lie to Niellen that his wife is dead. You have two opportunities to agree to this. You can:

- Agree, receive 55 crowns from Margaret, return to Niellen and lie to him regarding his wife's fate, and receive an additional 10 crowns.
- Agree, receive 55 crowns from Margaret, and continue to complete this quest.
- Refuse, receive a verbal tongue-lashing as Margaret walks off, and continue your woodland search.

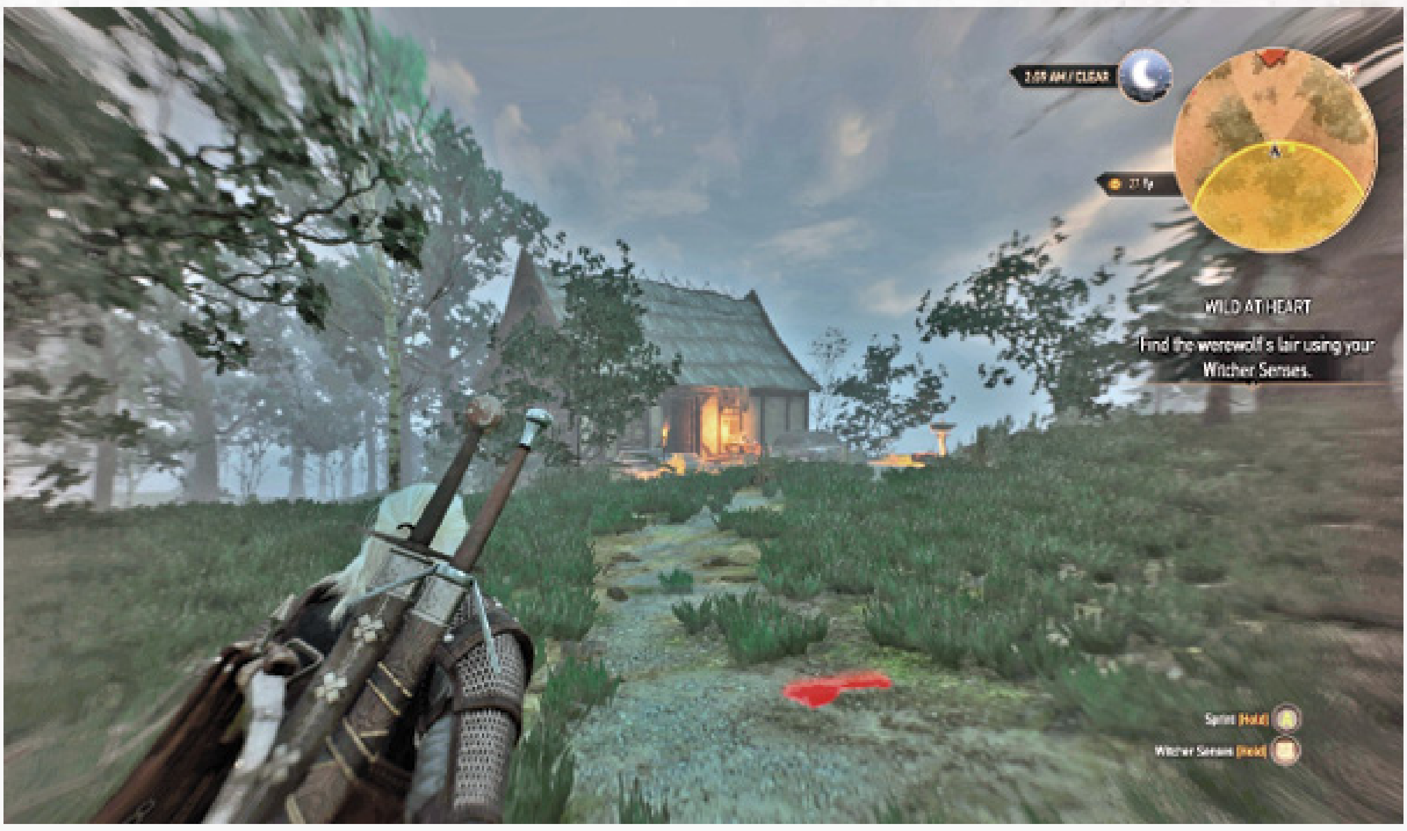
Items: Crowns

Slightly southwest of the center of the objective area is a grim discovery; the rotting corpse of Hanna who has been literally torn to pieces. Close by is the body of a dog; examine that to see long cuts made with lengthy claws. Note the claw marks on the ground around the dead dog, too. You know what made these lacerations…

OBJECTIVES

- Find the werewolf lair using your Witcher Senses.

Near to the dead dog are paw marks near an upright stone where the werewolf climbed a tree. Close by is a tuft of fur, and a stench you can follow through the woods. Look up with your Witcher Senses as you spot the scent moving through the tree branches, and track it back to the ground, eventually finding some shredded clothing. While this is happening, expect to encounter more wolves and a bear.



Look northwest from the discarded clothes, and find the hunter's quarters (Isolated Shack signpost), and enter the premises. On a bed are some Mysterious Notes. Read them to confirm your suspicions of werewolf activity.

Items: Quest Item: Mysterious Notes

Now exit and inspect some freshly-dried blood to the side of the structure. Venture under the property, to a hidden cave with a door you need to smash open using Aard.

Wild At Heart

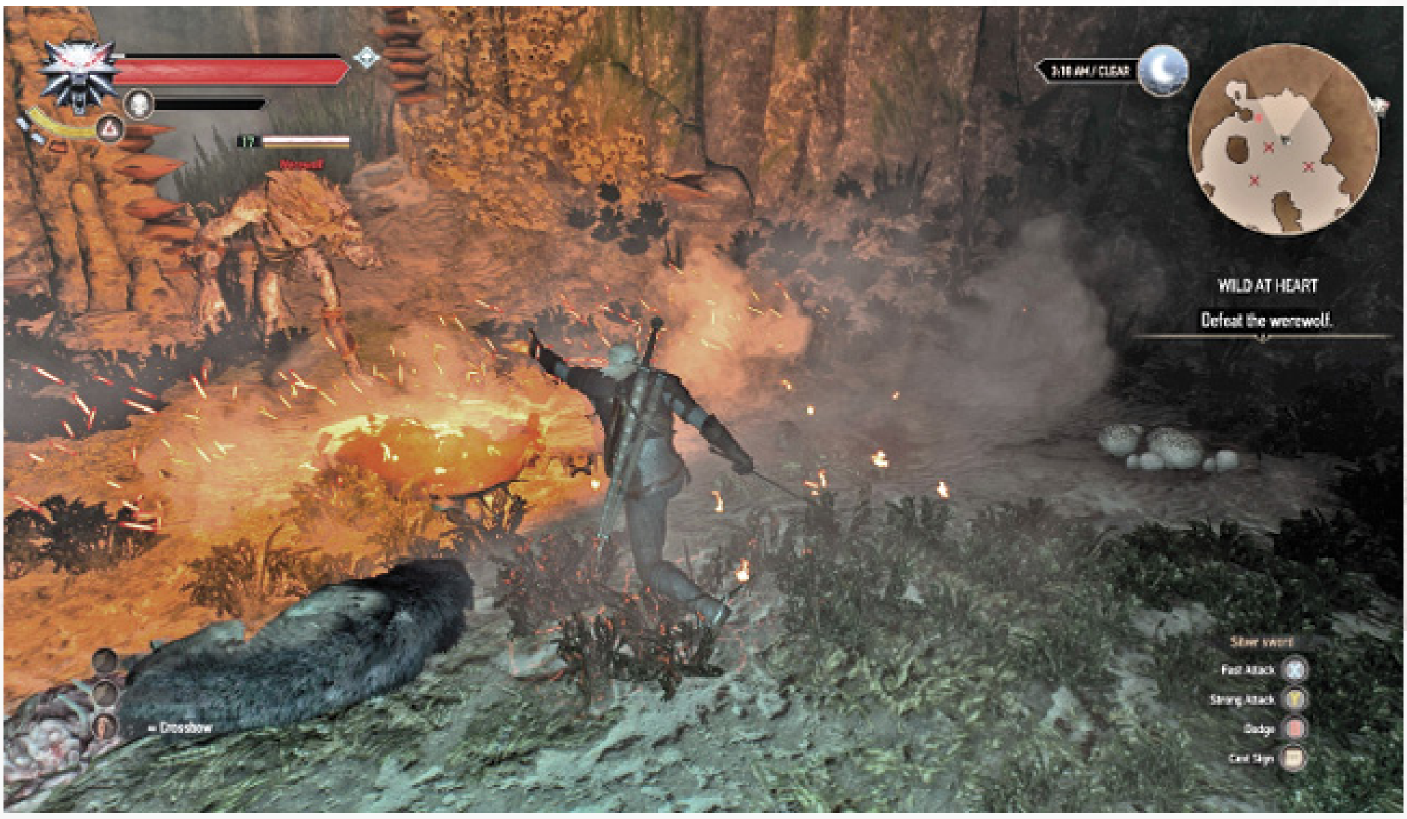
End: A Lycanthropeless Romantic

OBJECTIVES

- Fix Search the werewolf's lair.
- Defeat the werewolf.

Enter the cave, and follow the tunnel until it opens up into a large cavern. If you arrived during daylight hours, meditate until nightfall. Meditate inside the cave, and the wolves (and werewolf) approach from the outside.

A wolf charges you, followed by the fearsome werewolf himself! Begin combat with this lycanthrope, whittling his health down to almost naught. As you're about to inflict a killing blow, a shrill voice interrupts you. It's Margaret, again!



Revelations abound: It seems the werewolf is Niellen himself! Furthermore, it seems Margrit has become besotted with Niellen—to such an extent that she lured her own sister to a savage demise by the claws of her own husband! And now no one can stop her love of Niellen. Well, except for you and the hairy beast you've brought to heel. Conclude this quest with an important choice. You can:

- Kill Niellen the werewolf, stopping him from murdering the (insane) Margaret, leaving her to flee.
- Leave Niellen the werewolf, who slays Margaret despite her protests of love, before turning on you. Niellen will follow you, and plead you put an end to his suffering.

Either way, you get a reward. You a key from Niellen's corpse. This opens a chest inside the Isolated Hut, for an additional (random) reward— a diagram and other goods. There are notes in the hut too, revealing the true horrors of lycanthropy.

Items: Quest Items: Niellen's Key, Mysterious Notes

At The Mercy Of Strangers*

At The Lunch Of Drowners

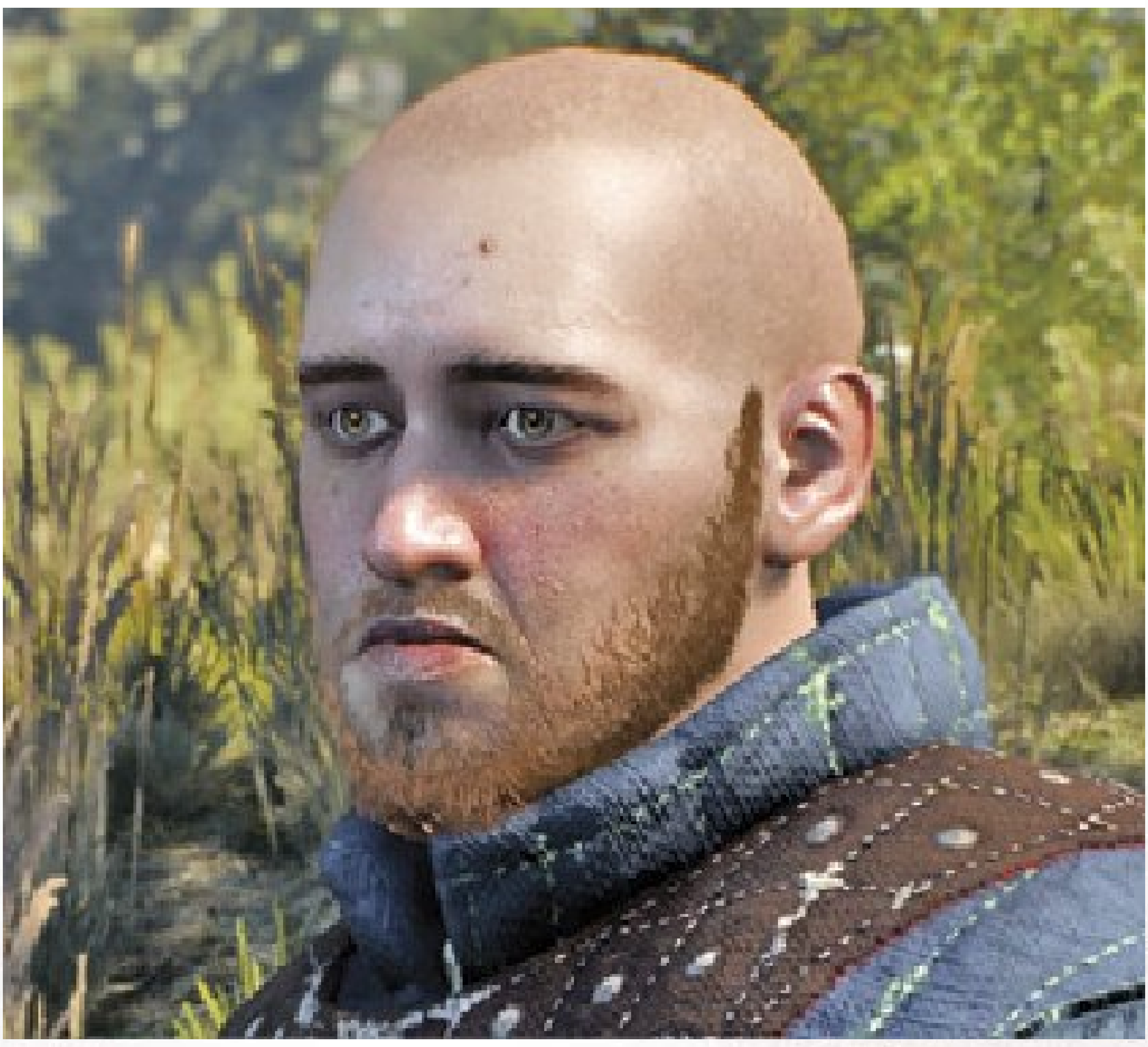
DANGER ALERT SPOILER ALERT

AT THE MERCY OF STRANGERS*

LOCATIONS: Mulbrydale, Inn at the Crossroads
CHARACTERS: John Verdun
ENEMIES: Drowners, Wolves

OBJECTIVES

- Nearest Signpost: West of Mulbrydale.



John Verdun

Head towards the shouts near the riverbank, ideally while running down the hill heading west from Mulbrydale. Unleash your might against three drowners in the area (and any wolves you may attract further up the road), and head down to meet the source of the screaming.

Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

John Verdun is a soldier whose army was smashed to bits by the Black Ones. He escaped, but was tied up and left to die when the villagers he ran with found out about his desertion.

You can:

- Untie him, and he thanks you, but has no coin to give you.
- Or leave him to the drowners, and walk away. Return in a day or so to find his corpse, and more drowners to slay.

Either choice concludes the quest. If you help him, he appears north of the Pontar river (northwest of the Border Post), where he found the refugees that left him for dead. Accept a reward from him, or fight him and his new friends.

Bitter Harvest

A Ghoulish Gathering

DANGER ALERT SPOILER ALERT

BITTER HARVEST

LOCATIONS: Border Post, Scavenger Camp
CHARACTERS: Albin Hart
ENEMIES: Ghouls, Alghouls, Bandits

OBJECTIVES

- Protect the scavengers from monsters.
- Nearest Signpost: South of Border Post.

Albin Hart

The horrors of battle are on display in the boggy ground south of Halver Isle. But the rotting corpses and prowling ghouls haven't stopped a plucky band of scavengers from combing the remains of the slain. Clear the immediate area of enemies, and then go speak to Albin Hart, the scavenger supervisor. Agree to protect his peasant brethren from monsters as they pick the loot from the fallen.

- Position yourself on the southern slopes to intercept the monsters when they inevitably arrive. If they get a whiff of the scared peasants, they may choose to attack them instead.
- Spend most of your time slaying the ghouls (and alghouls) attacking from the southern slopes at the edge of the woods.
- Occasionally dart to the east and stop a few marauding bandits (some on horseback), but don't stay away too long. You will hear the monstrous growls
- whenever the ghouls approach.
- Periodically inspect the objective area perimeter, and always keep an eye on your minimap for moving targets you might not have seen visually.
- Expect to slaughter around a dozen foes before your job is done.

QUESTING DECISIONS

This quest is also part of Secondary Quests: Fake Papers and Thou Shalt Not Pass. You may wish to start either of those quests first.

OBJECTIVES

- Talk to the scavenger supervisor.

Once a dozen or so enemy monsters have fallen to your blades and magic, return to Albin and collect your share of the loot.

HAVE A HART!

If you fail to protect Albin, you may not be able to purchase the fake papers in Secondary Quest: Fake Papers.

Items: 15-50 Crowns* (*depending on how many scavengers survive)

Harassing A Troll*

Bothering Boris: Zoup-Ala-Corpse

DANGER ALERT
SPOILER ALERT
HARASSING A TROLL*

LOCATIONS: Inn at the Crossroads, Boris' Troll Camp

CHARACTERS: Boris

ENEMIES: Nekkers

Travel into the thick forested undergrowth heading northwest from the Inn at the Crossroads. Close to the river bank is a small collection of rocks, a campfire, and a larger collection of five nekkers intent on swarming over a hapless rock troll. Join in the fray, and slay all of the nekkers.

Afterwards, Boris informs you that his culinary tastes (nekker soup) may have influenced the attack. No matter, you are gifted a small prize (which could be anything from herbs, other junk items, or even an elf head, which elects some additional surprising chatter from you) and the quest concludes.

Items: Item: Troll's Surprise

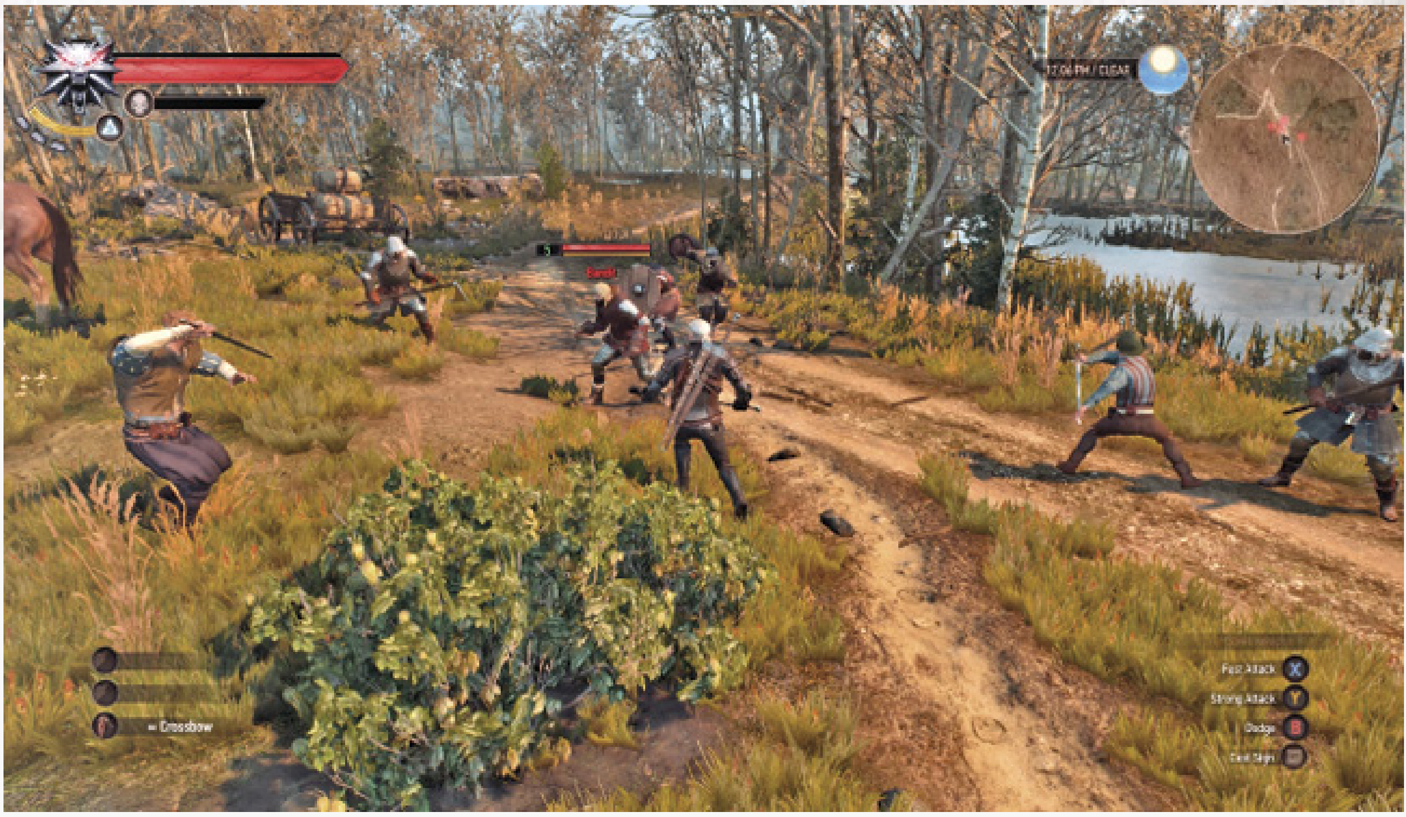
Caravan Attack*

By The Gods, Help Me!

DANGER ALERT
SPOILER ALERT
CARAVAN ATTACK*

LOCATION: Marauder's Bridge
CHARACTERS: Caravaneers
ENEMIES: Bandits

Locate the caravan heading along the dirt pathways near the ponds, west of Marauder's Bridge. Sounds of commotion from up ahead force you to interject in a fight between two caravaneers and a group of five bandits. Slay the fellows fighting the caravaneers, then speak to the traders, learning their hiring methods are somewhat suspect. Despite their impoverished state, they share a reward with you as the quest concludes. Seven days later, the surviving merchant appears at Crow's Perch, selling goods as a new merchant.


12:04 PM / CLEAR
Bandit
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Items: Crowns

Deadly Crossing (II)*

Mind The Gaps: Bridge Looters

DANGER ALERT
SPOILER ALERT
DEADLY CROSSING (II)*

LOCATIONS: Lindenvale

CHARACTERS: Nilfgaardian Soldiers

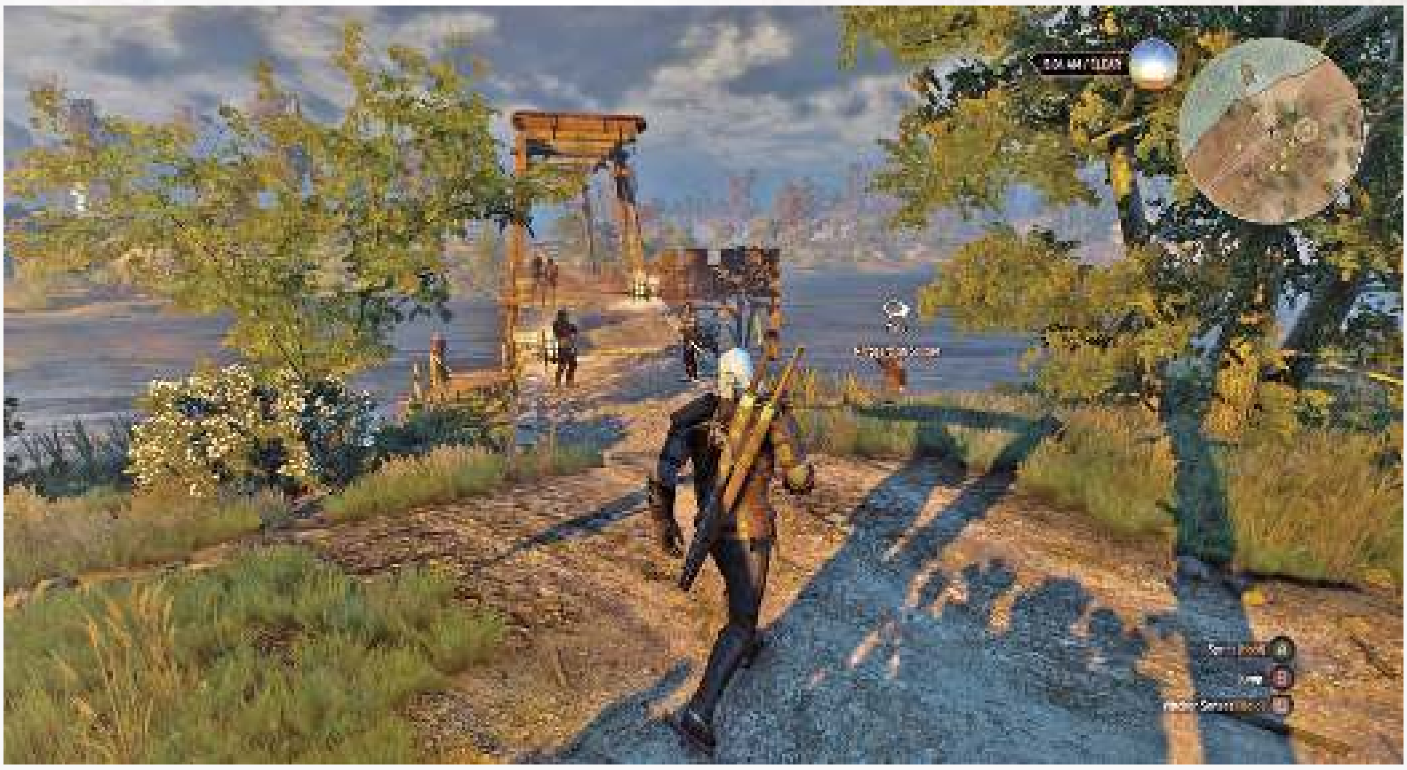
ENEMIES: Looters, Bandits

Recommanded Item: 525 Crowns

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne'er-do-wells, looting the corpses of the fallen, or guarding valuables of some note. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them.

Bridge Looters: A couple of looters are sifting through the corpses of the fallen red army at the long wooden river bridge south and a little west of Mulbrydale, and north of Lindenvale. They've found a weapon they want to sell. You can:

- (525 Crowns) Pay them and take the Mourner.
- Refuse, and be on your way.



Items: Weapon: Mourner

Death By Fire

Ca’hbri Le! Help!

DANGER ALERT SPOILER ALERT

DEATH BY FIRE

LOCATION: Codgers’ Quarry
CHARACTERS: Elven Victim
ENEMIES: Bandits

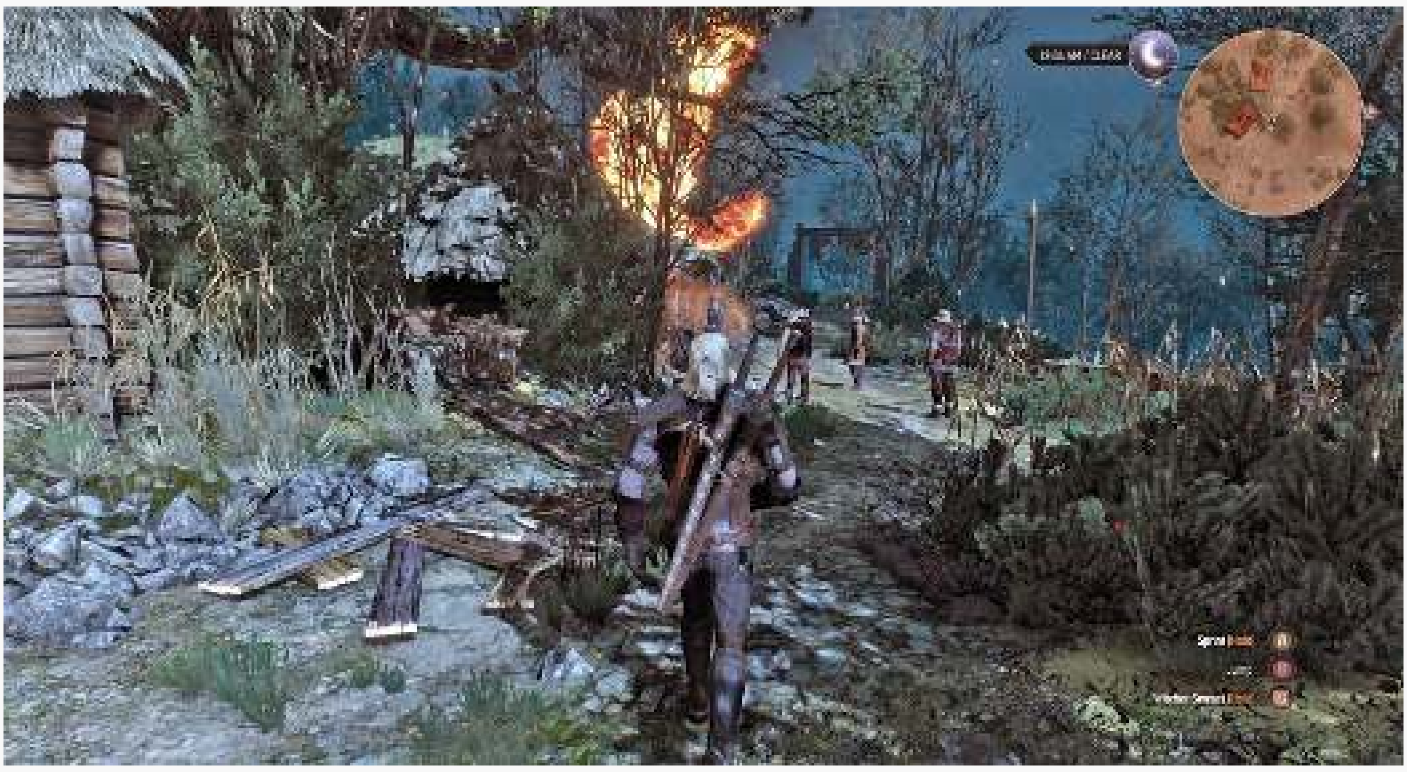
OBJECTIVES

- Defeat the bandits.
- Clear the blockage.
- Talk to the survivor.
- Nearest Signpost: Codger’s Quarry.

On the pathway around the rim of Codger’s Quarry (to the west) you should see smoke, and a burning cottage with a group of bandits standing outside it. They aren’t receptive to reason, so you’re left with the following choices:

- Ignoring the situation.
- Slaughtering four foes before the elf they’ve trapped inside the structure is burned alive. Free the elf, and she assists with your combat against the bandits, using a bow.
- Speaking to the bandits and choosing not to get involved before using Aard to remove the blockade, releasing the elf who assists you with a bow.

Break into the structure with Aard, and the elf will pick up a bow and help you. Speak to the elf who was about to be burned alive by these thugs. But don’t half-listen to her thanks because she mentions a hollowed-out stump behind the house where her valuables are hidden. You may take whatever you wish from it as the quest concludes.



Items: 200 Orens

Fake Papers

A Little Bit Of Paperwork

DANGER ALERT SPOILER ALERT

FAKE PAPERS

LOCATIONS: Border Post, Scavenger Camp

CHARACTERS: Money Trader, Albin Hart

ENEMIES: Alghouls, Ghouls, Bandits

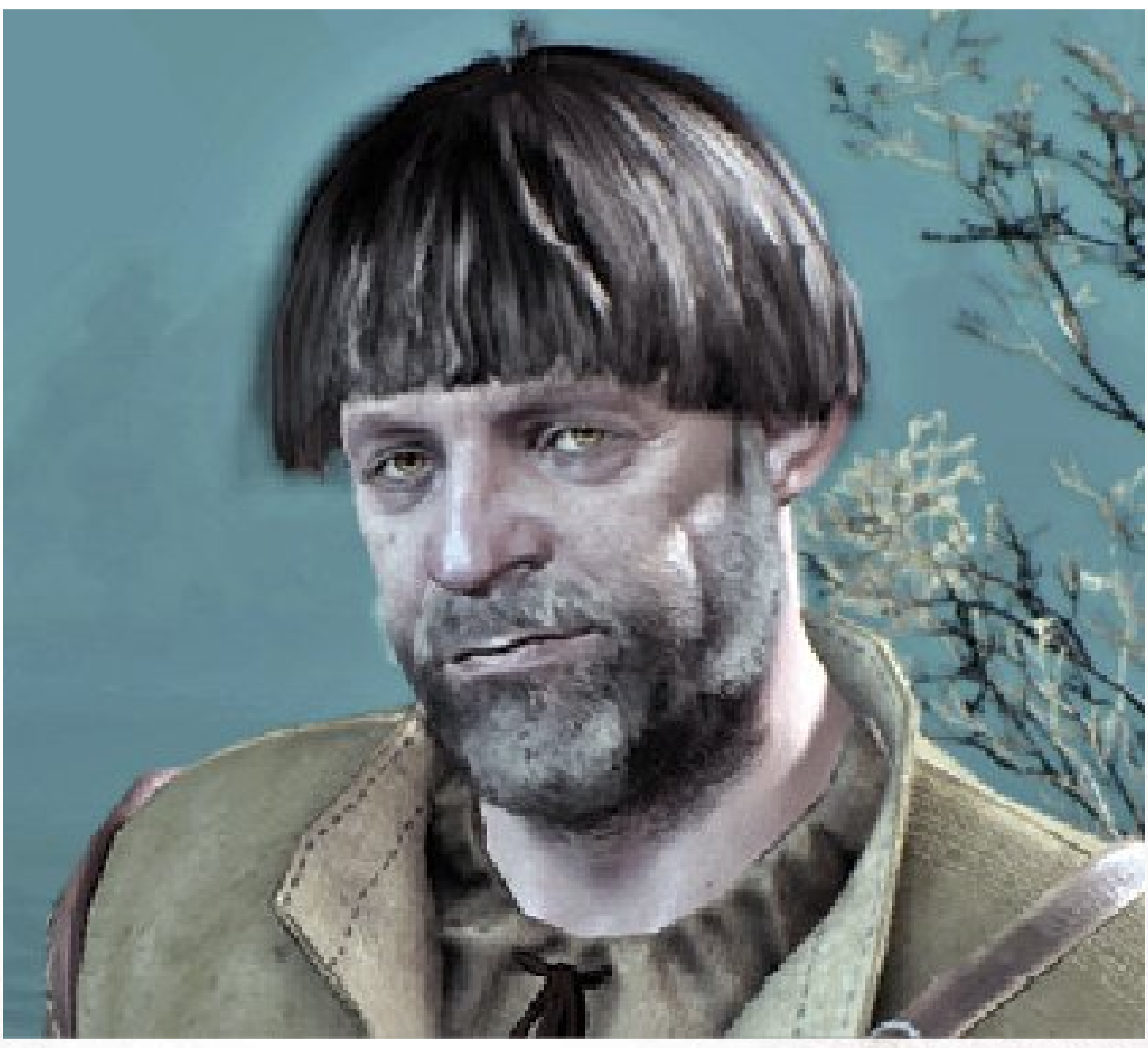
RECOMMENDED ITEMS: 50-100 Crowns

OBJECTIVES

- Fix Help the counterfeit pass seller's brother-in-law.
- Nearest Signpost: Southeast of Border Post.

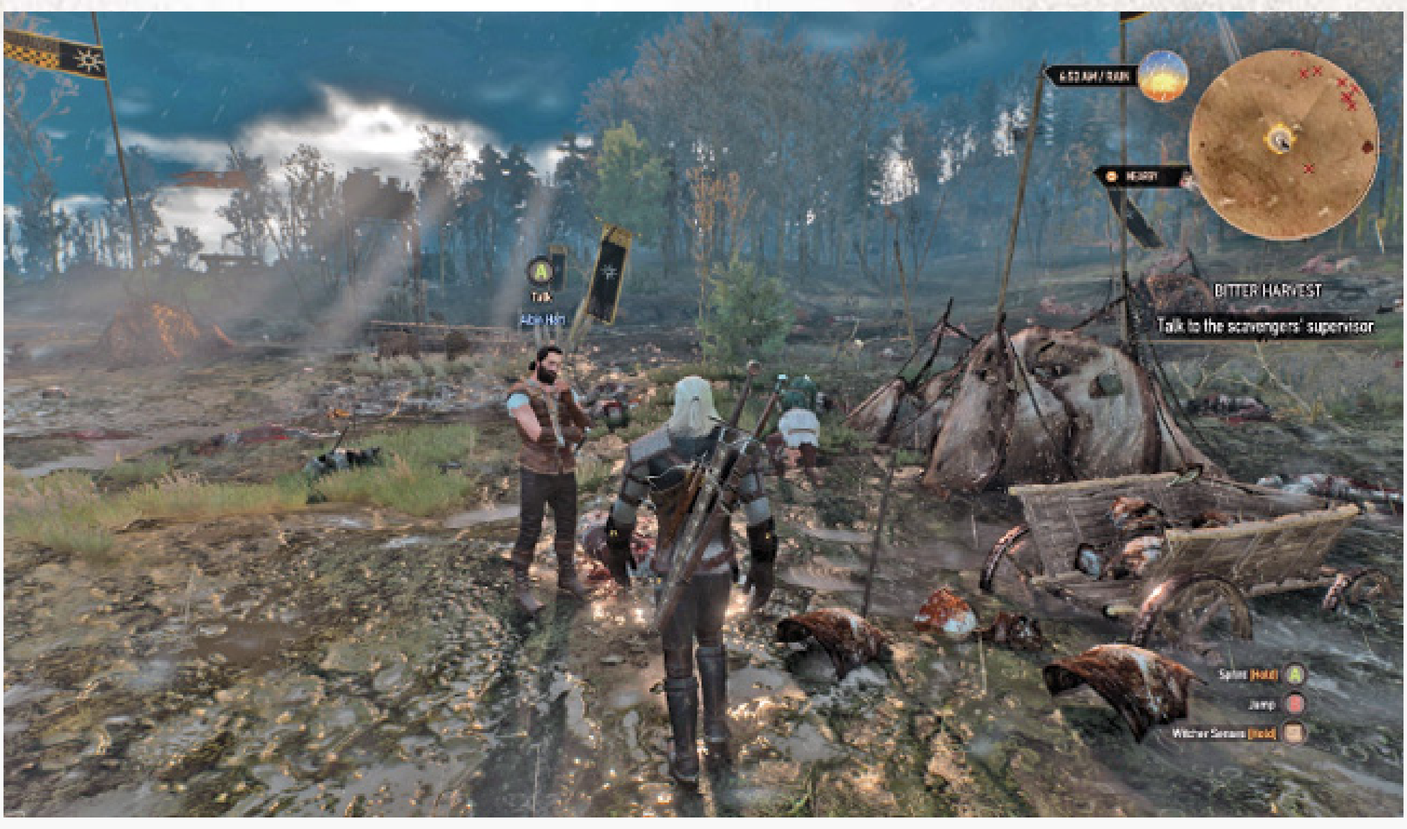
QUESTING DECISIONS

This quest is also part of Secondary Quests: Bitter Harvest and Thou Shalt Not Pass. You may read up on those quests as well.



Shady Merchant

Just south of the river, close to the Redanian Border Post, is a reasonably bustling refugee camp. Locate the shady merchant close to a campfire, and speak to the him here. He explains that the Redanians hold all the fords that cross the Pontar (including the entrance to Oxenfurt), but a pass will get you through.



You can:

- (100 Crowns) Pay the man an exhorbitant fee for a pass, concluding this quest.
- Ask to go lower, and the trader tells you that his brother runs a business picking through the battlefields to the southeast, but he's constantly bothered by monsters. You help him, and he'll help you with a discount. At this point, you can:
    - (Axii Delusion Level 1) Mention there's another way, and flummox the trader with Axii. He agrees to a cut-rate pass for 50 crowns, and the quest concludes.
    - Agree to help the merchant's brother, Albin Hart (as shown). At this point, expect one of two occurrences:
    - The objective appears, and you may head to the battlefield south of Halver Isle, and east of the Scavenger Camp. Albin's quest is actually Secondary Quest: Bitter Harvest. Finish this quest (defending the scavengers' grounds from alghouls, ghouls and bandits), and return to the shady merchant.
    - If you've already met Albin Hart and completed Secondary Quest: Bitter Harvest successfully, you can let the merchant know, and he drops his price accordingly.
    - If you fail (or already failed) Secondary Quest: Bitter Harvest, the shady merchant is upset at the loss of his brother-in-law, and refuses to sell you the pass. This happens whether you succeed or not in Secondary Quest: Bitter Harvest, if Albin dies.
    - If you tell him you ran into his brother-in-law but refused to help, the shady merchant does not lower his price.

Items: Quest Item: Transit Pass

END: BITTER HARVEST

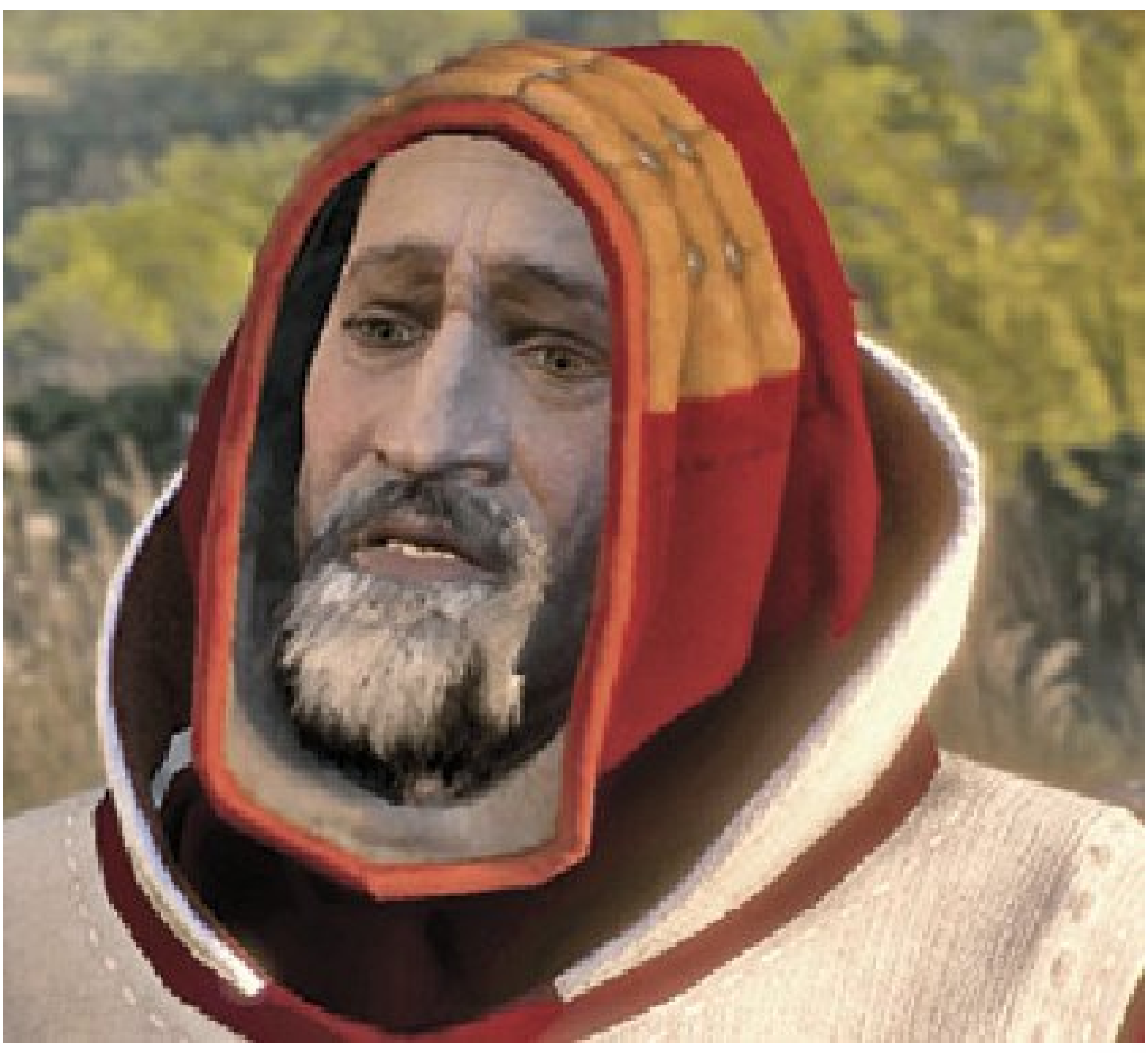
Funeral Pyres

Burning The Dead Of Mulbrydale

DANGER ALERT
SPOILER ALERT
FUNERAL PYRES

OBJECTIVES

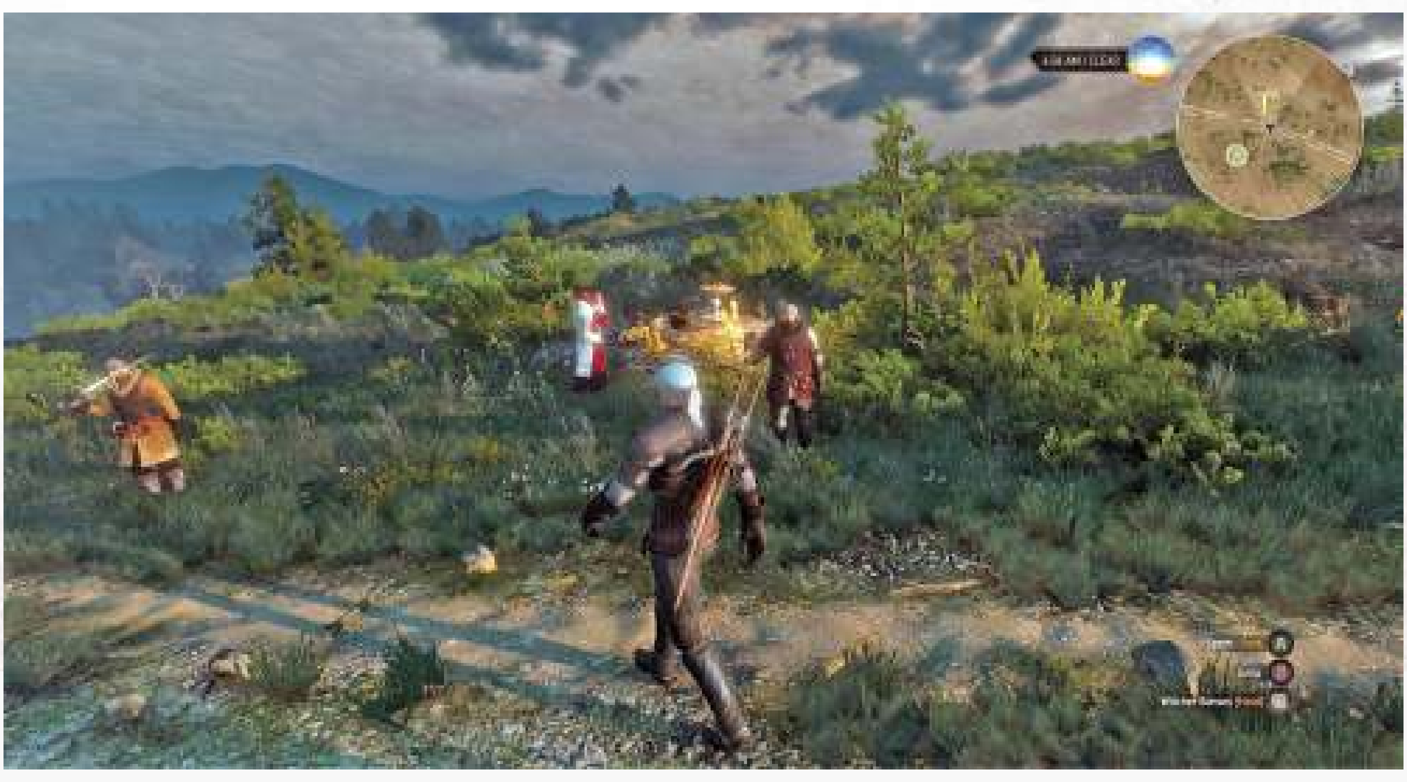
- Find and burn the bodies lying in pits on the battle field (3).
- Nearest Signpost: Mulbrydale.



Priest of Eternal Fire

Encounter a priest of Eternal Fire, flanked by two guards along the cart road running west of Mulbrydale. For a mixture of condescension and pomposity, speak to the priest, who also has a task for you—to rid the battlefield of necrophages, foul beasts that seek to feast on the rotting. You're given some holy oils to douse three charnel pits, and sent on your way.

LOCATION: Mulbrydale, Border Post
CHARACTERS: Priest of Eternal Fire, Titus Gielas
ENEMIES: Ghouls, Rotfiends, Priest's Guards

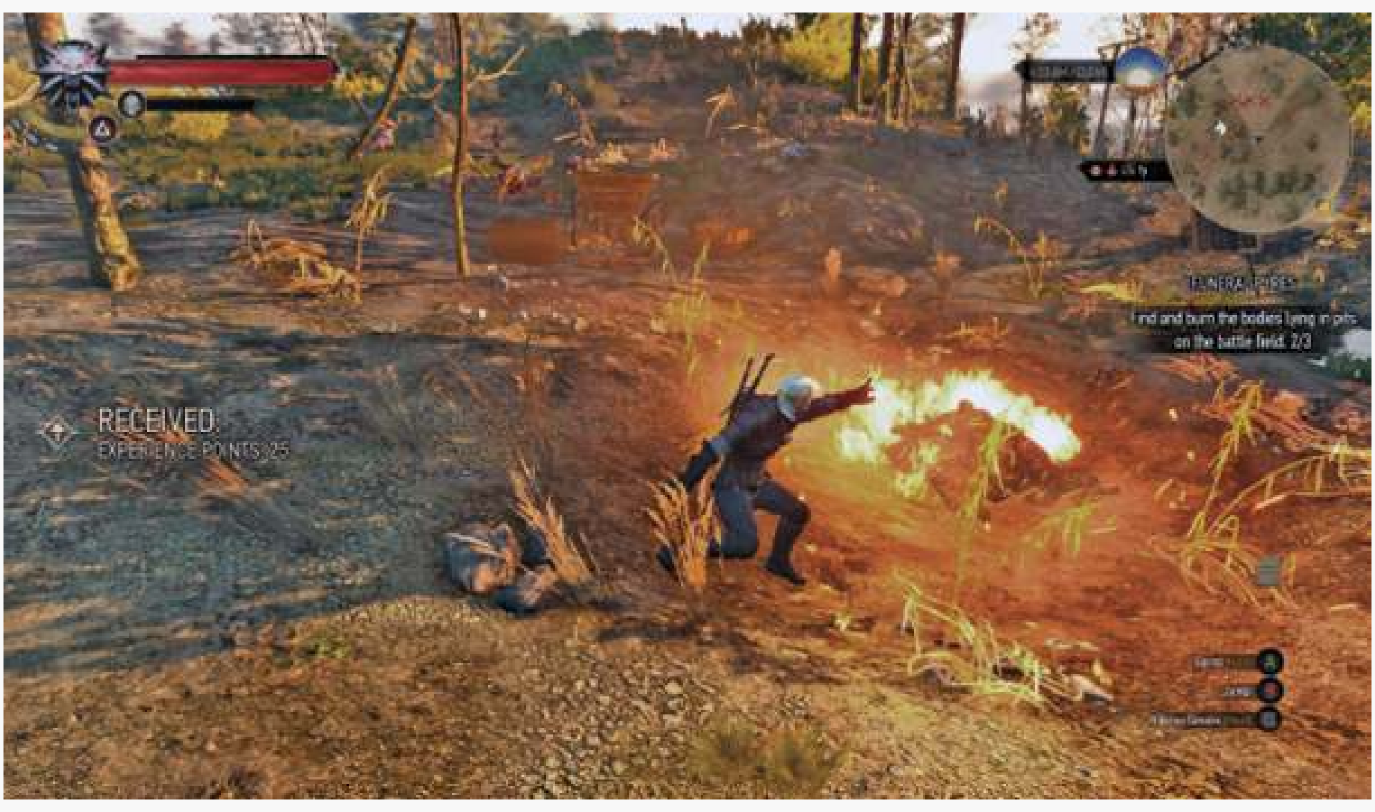


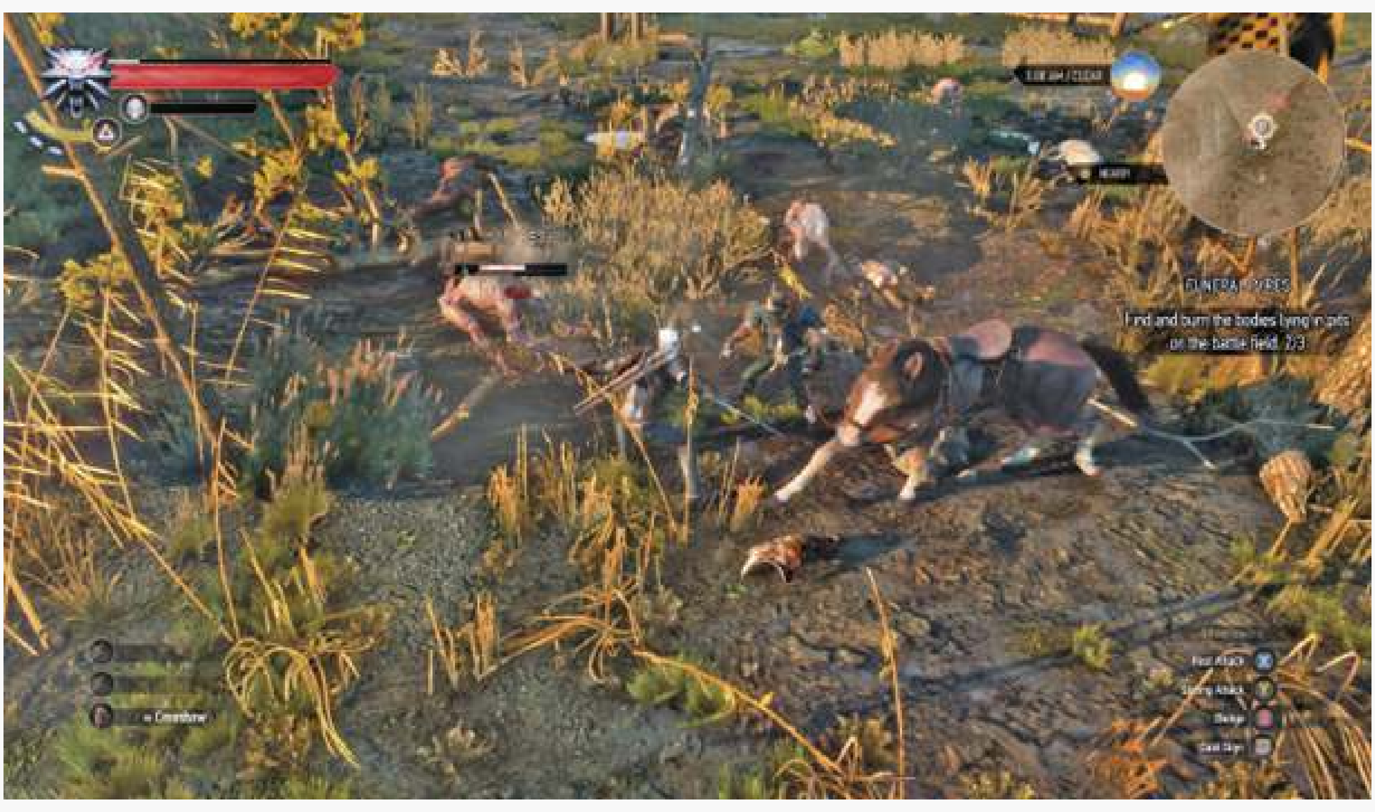
BURNING DESIRES

The pits can be approached in any order. The following route is optimal.

Pit #1 is a short dash southwest of your current position. The smell is terrible, but the combat techniques of the rotfiend lurking here may hinder you. Once the foe is dispatched, approach the corpses near the cart, "use" to sprinkle the oil on them, and light the pit up with Igni.

Pit #2 is a run northwards of the first pit, over the hill and down into thicketed woodland, southeast of the Scavenger Camp. Defeat the family of four ghouls before you sprinkle, then set the pit on fire.


RECEIVED
EXPERIENCE POINTS 25
FUNERAL PYRES
Find and burn the bodies lying in pits on the battle field. 2/3


FUNERAL PYRES
Find and burn the bodies lying in pits on the battle field. 2/3

Pit #3 is a horse ride away to the southeast, or a shorter gallop northwest if you Fast Travel to the Louis Ferry Station along the river bank. As you approach, a pack of ghouls is facing down a masked assailant. Jump in to help, and afterwards Titus Gielas speaks to you. This thief and fisstech dealer was left to die in this pit after being double-crossed by one of his buyers. The priest who hired you in the first place! Finish your pit burning, leaving Titus to wander away.

END: BRIBERY AND INCORRUPTION

OBJECTIVES

Thou Shalt Not Pass

King Radovid’s Seal

DANGER ALERT

SPOILER ALERT

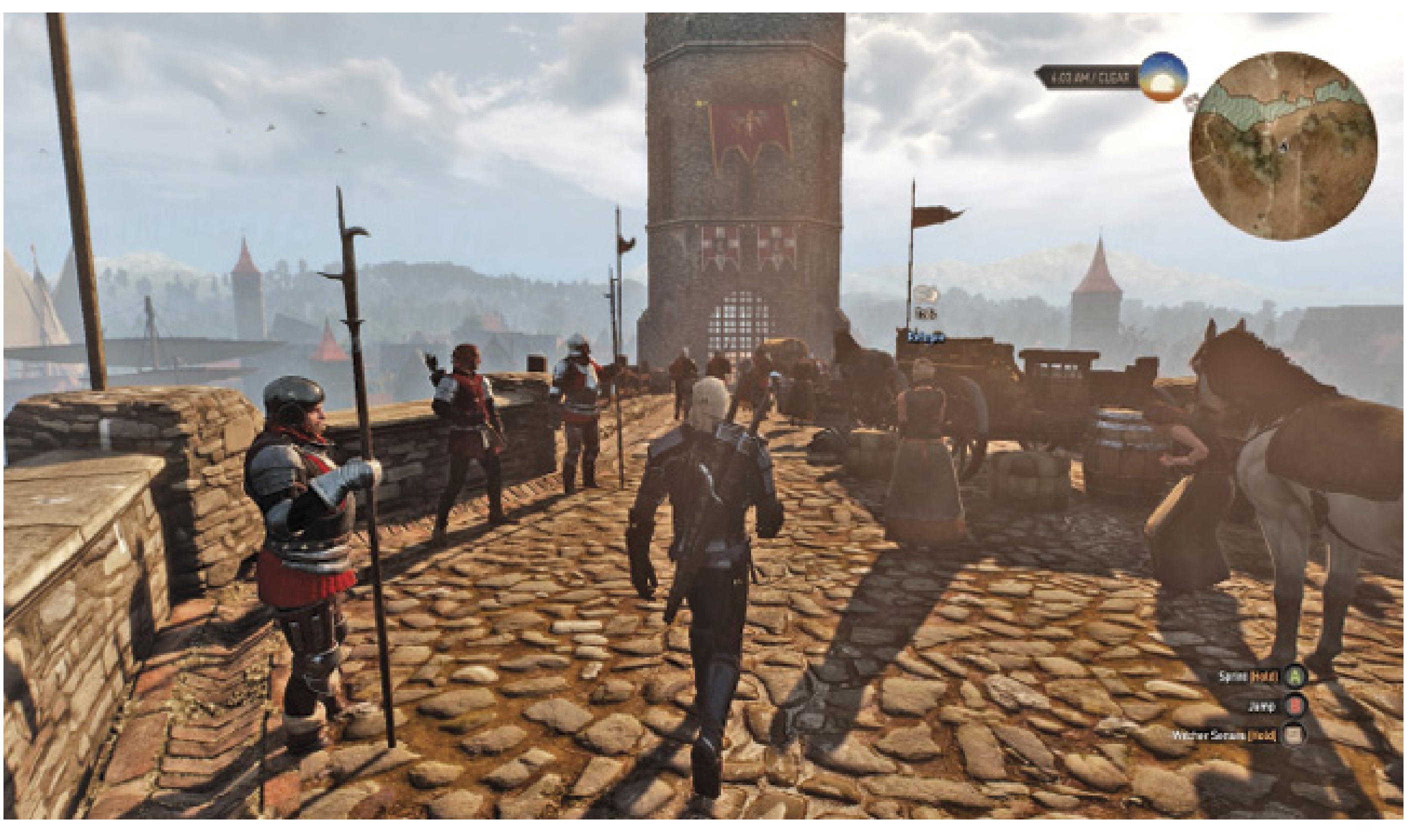
THOU SHALT NOT PASS

LOCATIONS: Oxenfurt, Western Gate, Border Post
CHARACTERS: Redanian Soldiers, Shady Merchant
ENEMIES: None

OBJECTIVES

- Acquire a pass granting permission to cross the Pontar.

The bridges across Pontar River are both closed, and heavily guarded by Redanian troops after the recent war. Whether you’re trying to head through the Western Gate into Oxenfurt (first picture), or you’re trekking through the mud and human misery to access the Border Post in Velen (second picture). You cannot use the main thoroughfares (though swimming across is possible, but beware of archers). Speak to one of the soldiers on the border, and they tell you a pass is required for safe passage.



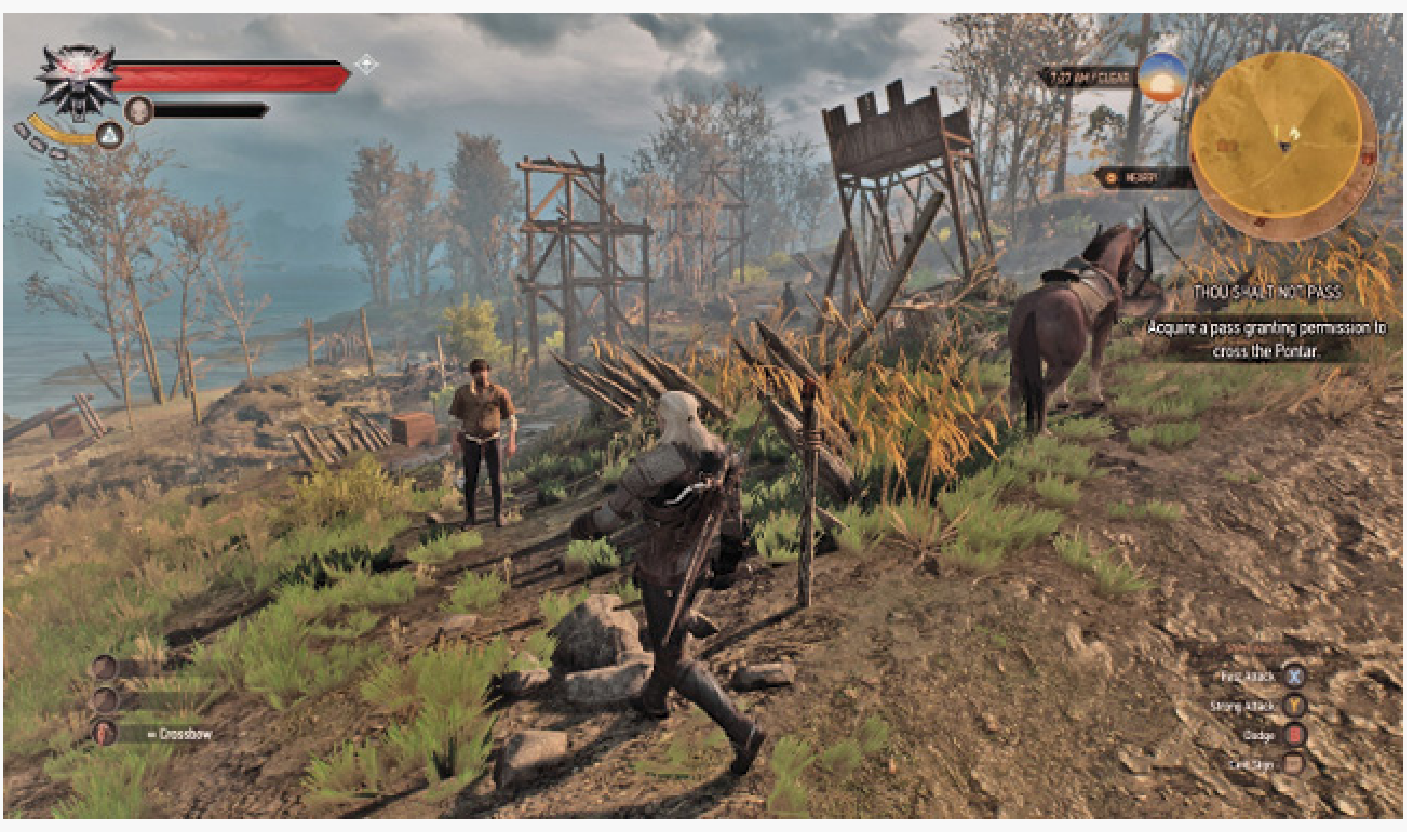
QUESTING DECISIONS

This Quest is also part of Secondary Quests: Fake Papers and Bitter Harvest. You may read up on those quests as well.

FAKE PAPERS, OR BITTER HARVEST

Money Trader

Journey to the refugee camp, and wade through the human flotsam to locate the shady merchant—a man shouting that he’s able to provide such a pass… for a fee. At this point, Secondary Quest: Fake Papers begins. Consult that quest for options on obtaining the pass.



END: EVERYTHING’S IN ORDER

Once you have your pass to hand, bring up your World Map, and note the two areas (Oxenfurt’s Western Gate, and the Border Post) that can be accessed. Approach the border soldiers, show them your pass, and after a bit of banter, you’re allowed through. The quest concludes.

OBJECTIVES

- Use the pass to cross the Pontar.

Items: Quest Item: Transit Pass

Looters (II)*

Ghoulish Gatherers

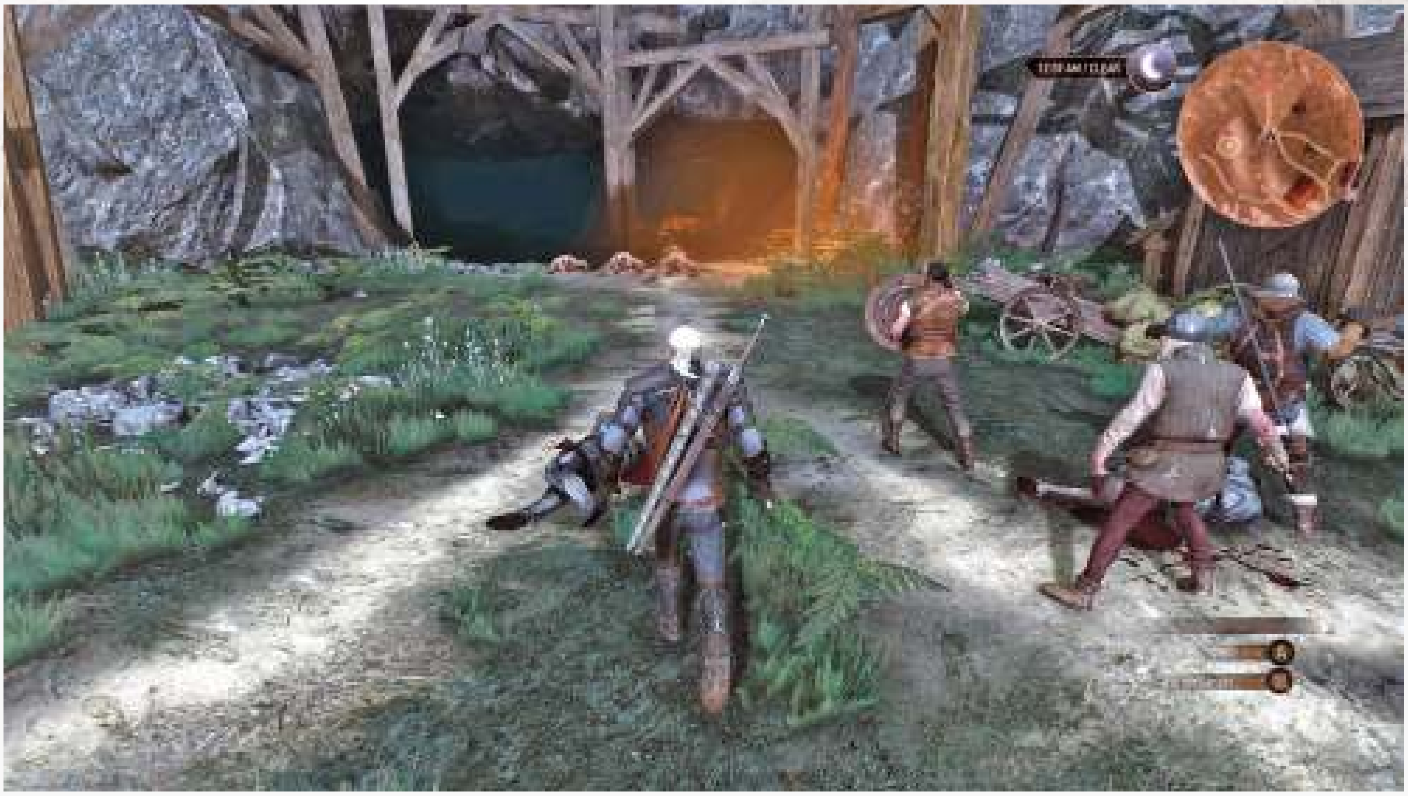
DANGER ALERT
LOOTERS (II)*
SPOILER ALERT

LOCATION: Codger’s Quarry

CHARACTERS: Peasants

ENEMIES: Ghouls

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them. Find them at the inactive Codger’s Quarry, where an initially gruff chat turns into a pleading for help against four ghouls.



Man’s Best Friend*

Canine Cuisine

DANGER ALERT
SPOILER ALERT
MAN'S BEST FRIEND*

LOCATIONS: Inn at the Crossroads, Border Post

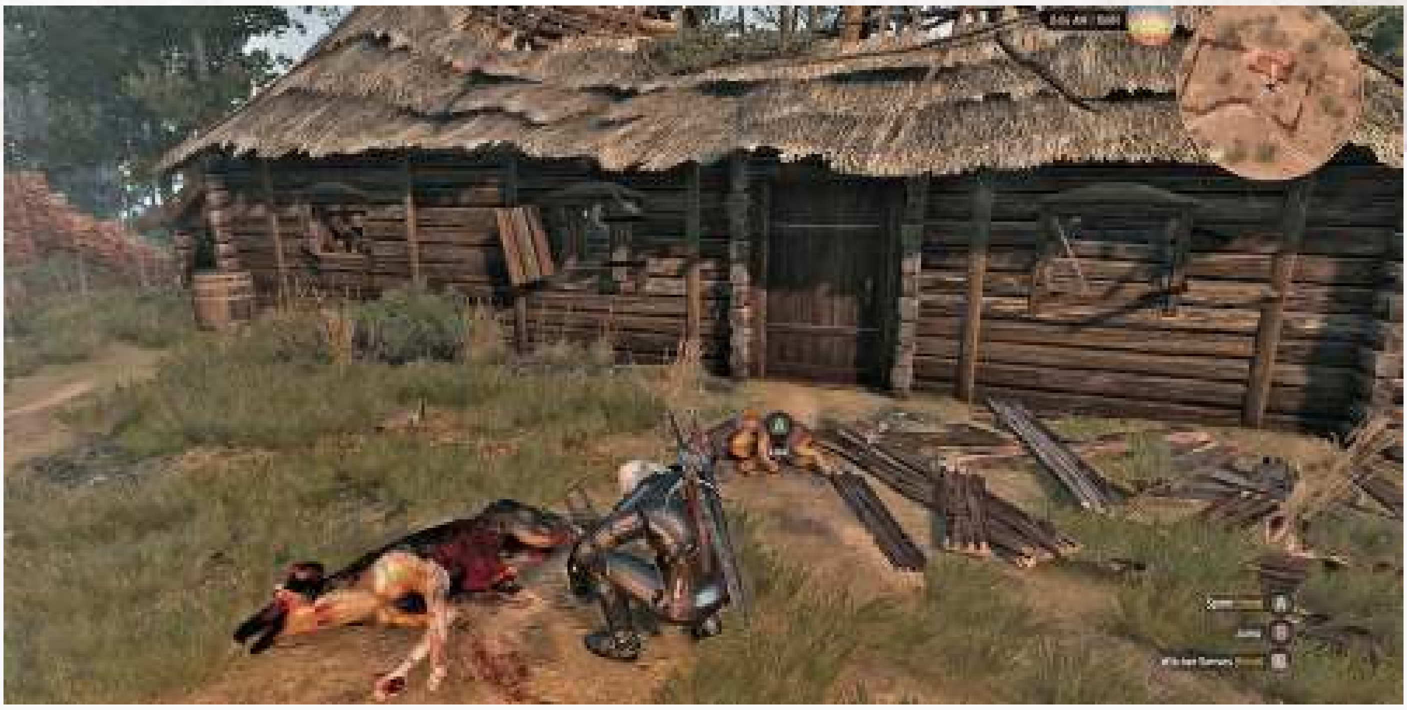
CHARACTERS: Boy and Girl

ENEMIES: Wild Dog

OBJECTIVES

- Nearest Signpost: Inn at the Crossroads.

The toil of the war is seen everywhere, including the ruined remains of a farmer’s cottage on the path between the Inn at the Crossroads and the Border Post. Inspect the campfire here, where a wild dog is howling by the bones of its more domesticated cousin. Slay the dog, then use your Witcher Senses to inspect the dead dog. It has been roasted.



Voices can be heart from the cottage. Approach the door and you coax four children outside, who haven’t eaten for days. Ignore them, or hand them food or money, and you’re rewarded with a child’s toy and a book.

The Volunteer

Singing A Happy Tune

DANGER ALERT
SPOILER ALERT
THE VOLUNTEER

LOCATIONS: Oxenfurt Port, White Eagle Camp

CHARACTERS: Rock Troll

ENEMIES: None

OBJECTIVES

- Look around the area.
- Nearest Signpost: White Eagle Camp.

It seems Berto Bertolomiu, Captain of the Oxenfurt Garrison, has left a warning note entitled “Beware of Trolls!” on the Notice Board in the Whitebridge district (north) of Oxenfurt. Read it (or simply stumble upon the troll itself), and begin a search of the area. This involves boating or swimming across the Pontar River, heading westwards to a cluster of low-lying islands. Soon you’ll stumble across a makeshift camp of wrecked boats and other flotsam, and a rock troll singing a Redanian marching tune.

Speak to the lumbering brute, and you’ll discover he was hired by the Redanians to watch their boats. He’s been eating those that venture too close to his lair, and by the end of the conversation, you can:

- Choose a violent end and slaughter the troll, fulfilling the request of the guard captain.
- Agree to find some red and white paint, so the troll (if you’re understanding the half-gibberish he spouts) can mark this lair as a Redanian colony.

END: BEAUTIFOO, PRETTY BIRDO

OBJECTIVES

- Find the paint the troll needs.
- Deliver the paint to the troll.

Return to Oxenfurt on your search for paint. You are fortunate that the General Store in Whitebridge (across from the Notice Board) in the north of the city has the paint you need. Speak to the store owner, and purchase it (during daylight hours).

Items: Quest Item: Paint

Make a return journey to the troll’s camp, and present the paint. The troll hopes you can use your not-considerable painting talents to daub the insignia (which must be chicken based) onto one of the ruined boats. You duly oblige, or let the troll paint the insignia and are justly rewarded with something hilarious daubed on the camp wall, as the quest concludes.

Items: Diagram

Fool's Gold

Going The Whole Hog

DANGER ALERT
SPOILER ALERT
DLC
FOOL'S GOLD

LOCATIONS: Lurtch, Hog Hut (Unmarked)
CHARACTERS: Yontek, Yagoda (Pig), Igor, Klaus
ENEMIES: Bandits, Wolves, Nekkers

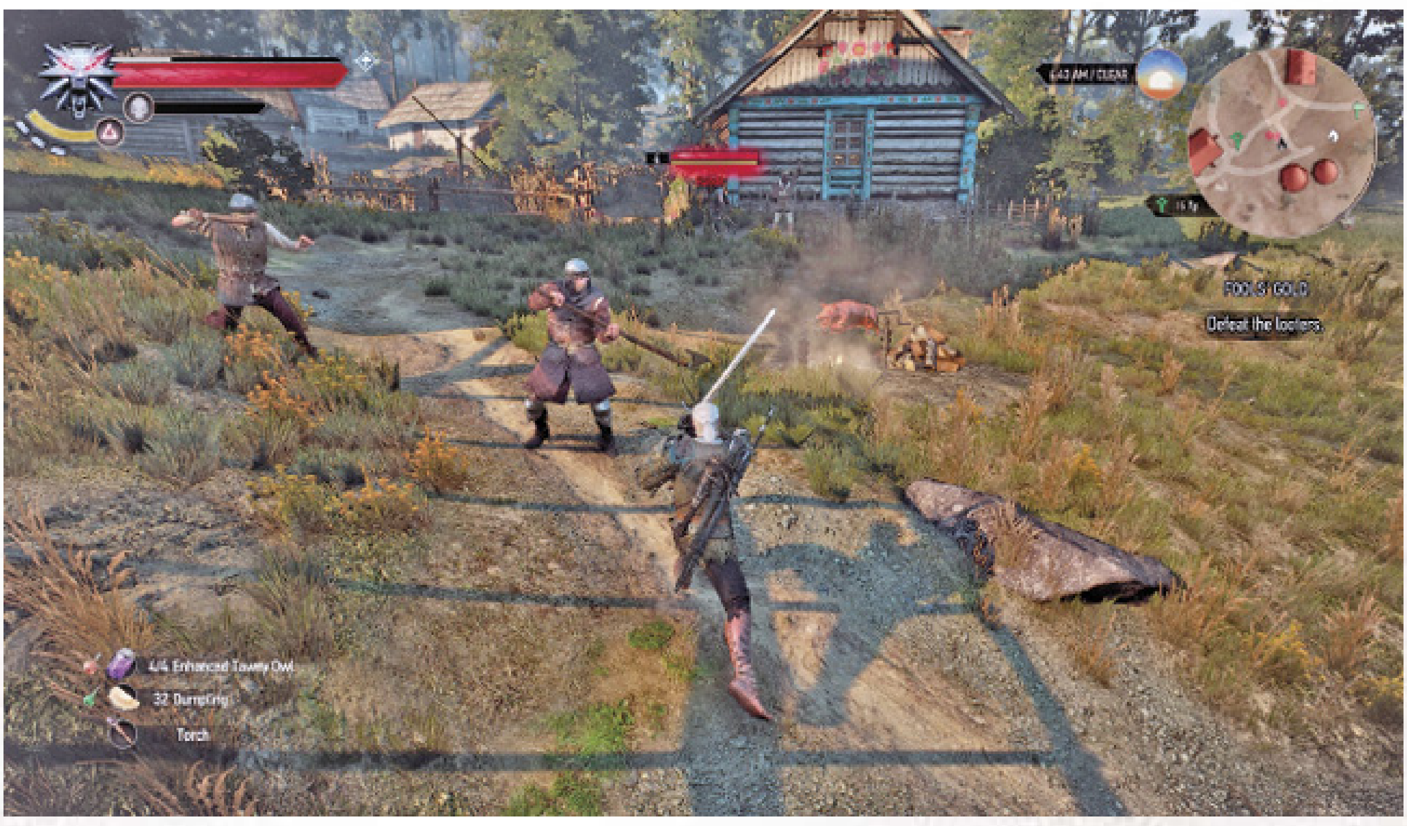
OBJECTIVES

- Defeat the looters.
- Talk to Yontek.

QUESTING DECISIONS

This Quest is available during your exploration of Velen, once the DLC is installed. Start by visiting the village of Lurtch, in the Descent territory in northern Velen.

Along the northern road within The Descent territory of northern Velen, lies the settlement of Lurtch, with its landmark windmill. As you arrive, there's some commotion as a trio of bandits are spit-roasting a pig, much to the chagrin of a local named Yontek. The fellow is shouting something about them cooking "Yagoda." While it's normal to name your pigs, something seems off. No matter whether you try some meat, or leave well enough alone, the bandits take exception to you, and these wazzacks must be defeated.

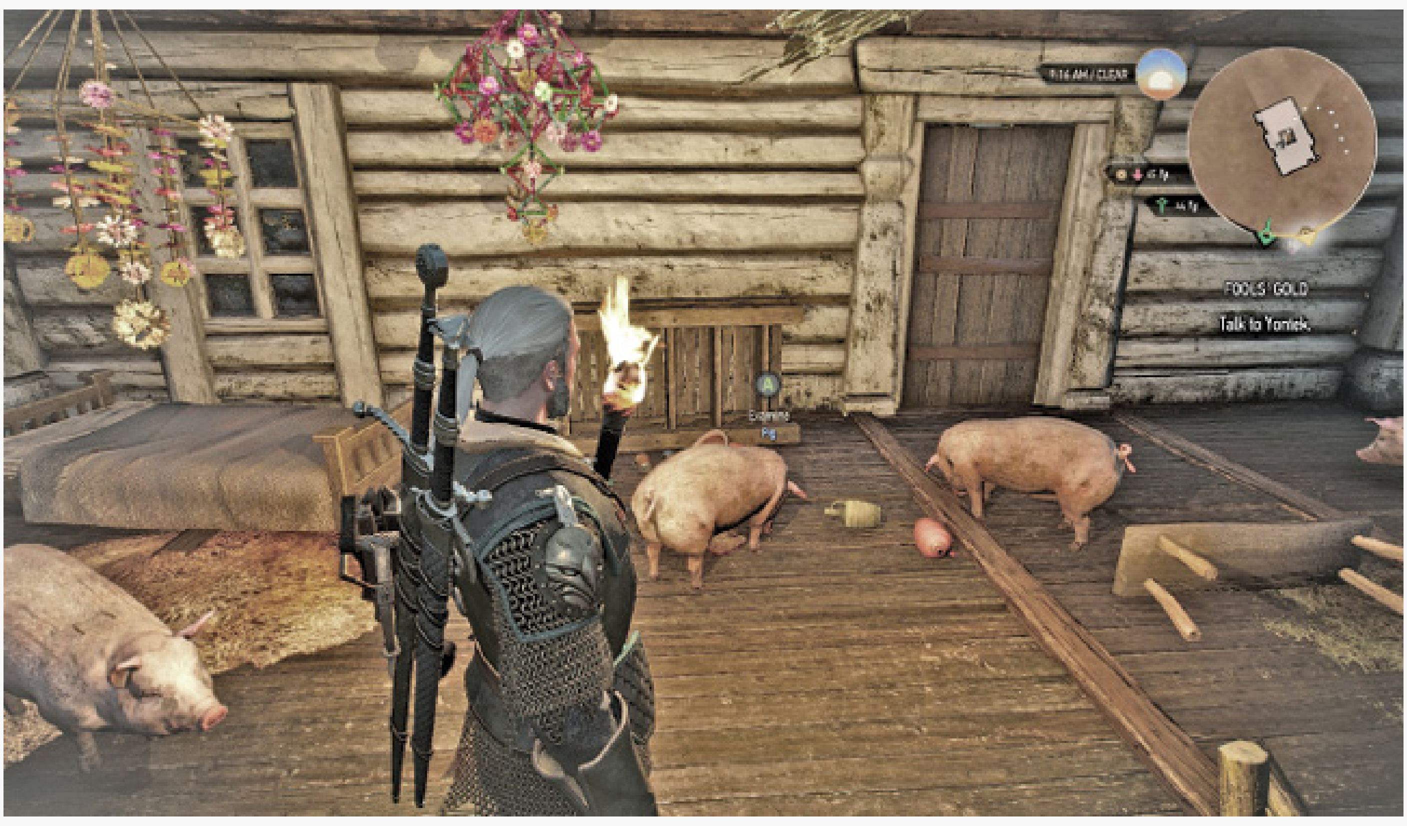


Afterward, speak to Yontek. It soon becomes apparent that "village idiot" might be too kind a description for this simpleton. He's babbling about two of his villagers (Klaus and Igor) going missing, all "took by the piggy magic." He maintains all the other inhabitants are present and correct. Agree to check on the other pigs in Lurtch.

OBJECTIVES

- Use your Witcher Senses to examine the pigs in the village of Lurtch.
- Talk to Yontek.

You won't find the pigs in a sty; they are clustered inside the three village huts, though you only need inspect one set of swine. Step up to any pig, and examine it. Though the animal seems ordinary, your medallion is vibrating like mad. Yontek was correct; these are enchanted in some way. Return and speak to Yontek again; he seems slightly evasive, but does mention "sorcery" turned them. He also produces a key to open the "hog hut," where the villagers were apparently transformed. After optionally asking where he got the key, set off to search for further evidence at the hog hut.



Items: Key to the hog hut

Fool's Gold

I Think, Therefore I Ham

OBJECTIVES

- Find the hog hut.
- Go inside the hog hut.

Roughly east and a little south of Lurtch, across the undulating grassland, is a cave cut into the hillside. Three bandits are waiting to greet you at the entrance. Make short work of them, then venture into the cave tunnel. Pass the corpse of a bear, and listen for a second trio of bandits attempting to break through a walled-up archway. They aren't interested in helping your cause, so wet your steel blade with their blood. Inspect the stone wall; use the key and it disappears, revealing a magical barrier that opens up into the interior of a strange temple.

OBJECTIVES

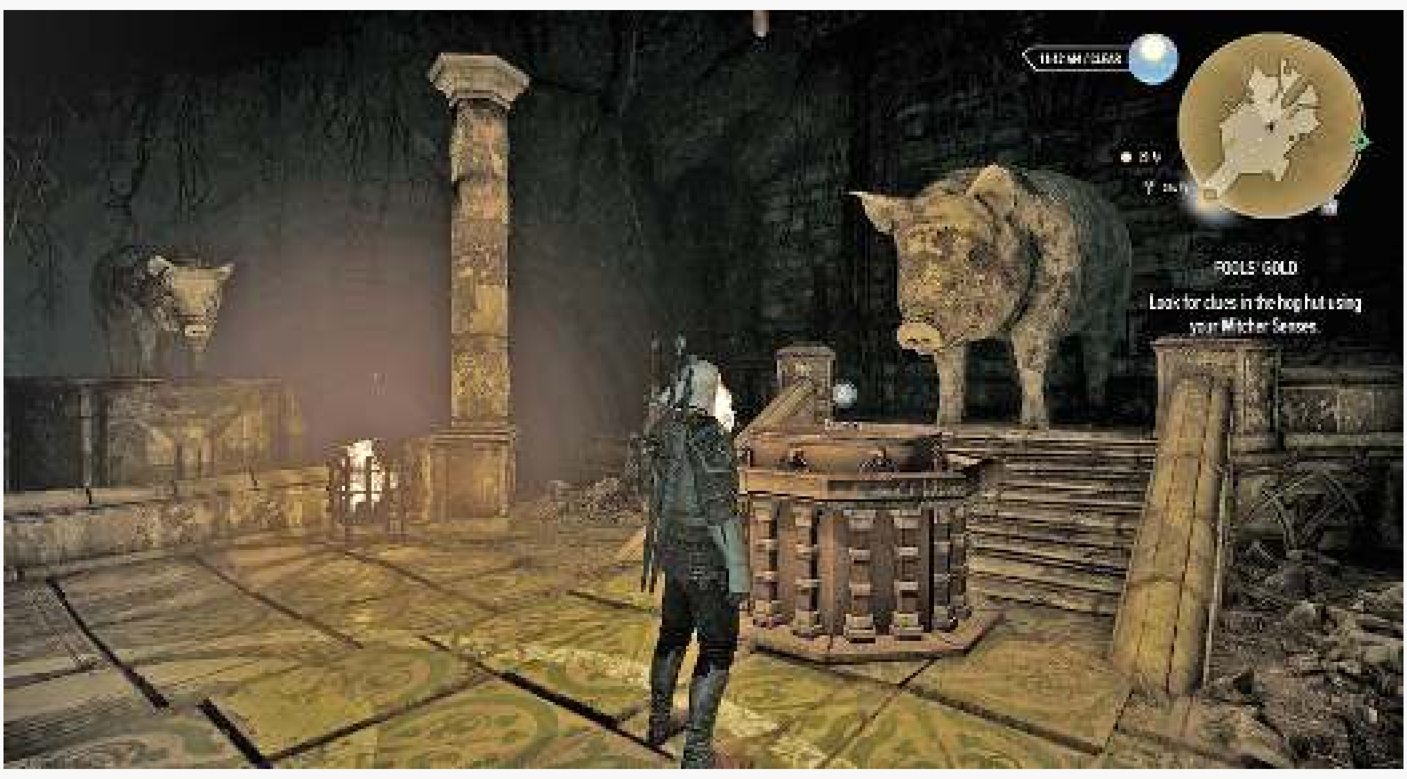
- Look for clues in the hog hut using your Witcher Senses.
- Talk to the pig.

Igor the Herbalist (Pig form)

Progress slowly down the temple tunnel, stooping to examine the floor with your Witcher Senses to uncover the following:

- Markings to indicate a lot of people came through here, carrying something heavy.
- Something was dragged out of here.
- A set of clothing stained with grass; this must belong to the village herbalist, Igor.
- A pig. Through rudimentary snorts, you manage to strike up a conversation with the animal, and discover it to be Igor, the village herbalist!

Further into the chamber is a sunken altar surrounded by statues of swine. The largest of these statues peers down into a giant ornate offering container, which seems to have been stripped of all its gold and valuables; there's only a single coin left.



Return and converse with the pig. Answer as you wish, and you formulate an idea of what happened. Of course, to prove the greedy villagers of Lurtch were cursed for stealing from this shrine, you need to confirm your suspicions with the idiot Yontek.

Hazardous Goods

Gert Borel's Going To Get Boils

DANGER ALERT
SPOILER ALERT
HAZARDOUS GOODS

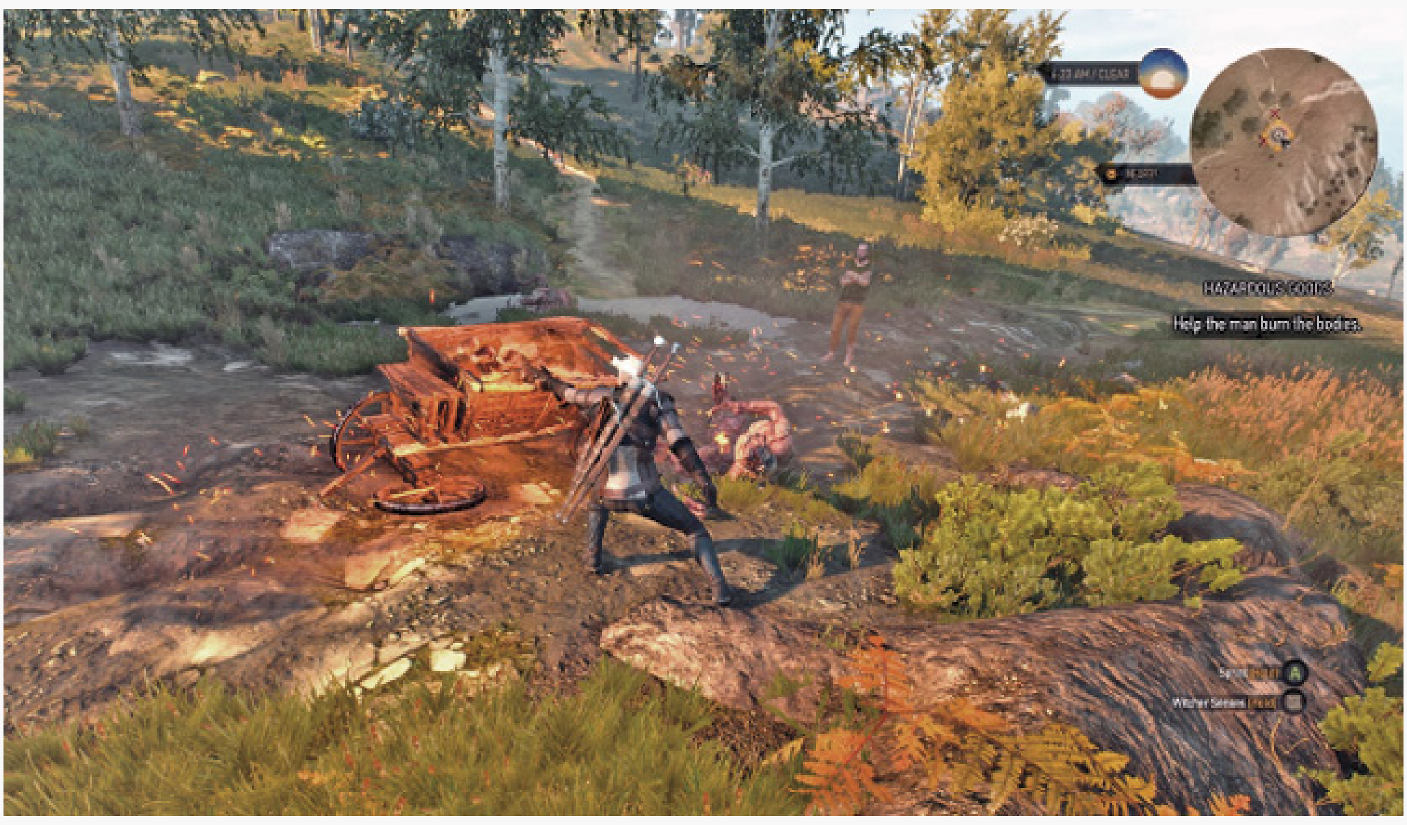
LOCATIONS: Lanka Estate, Reardon Manor
CHARACTERS: Gert Borel
ENEMIES: Ghouls

OBJECTIVES

- Help the trapped man.
- Help the man burn the bodies.
- Nearest Signpost: Lanka Estate.

Gert Borel

While traversing the trail high above the southern river bank, you may come across a group of ghouls attacking a lone man with a cart. After dispatching the fithly fiends, approach the man (Gert Borel) and speak with him about the piles of corpses he's been carrying on his cart. Choose any topics you wish, but with one firm opinion; you need to burn this cart, and the plague victims in the vicinity.



Despite Gert's assurances he's immune to the plague ravaging the area, he agrees to let you torch his cart. Simply aim at it with Igni, and be on your way.

A few days later it is possible to find Gert wandering the battlefields of southern Velen (near a burned-out settlement east of Reardon Manor), begging for death. Despite his instance of immunity, he's come down with the black pox. You can end his suffering (slaying and burning the wretch) if you wish.

Fool's Gold

Bringing Home The Bacon

OBJECTIVES

- Talk to Yontek.
- Kill the wolves attacking the pigs.
- Gather all the cursed pigs under the windmill (9)
- Use the Axii Sign to make the cursed pigs follow you.

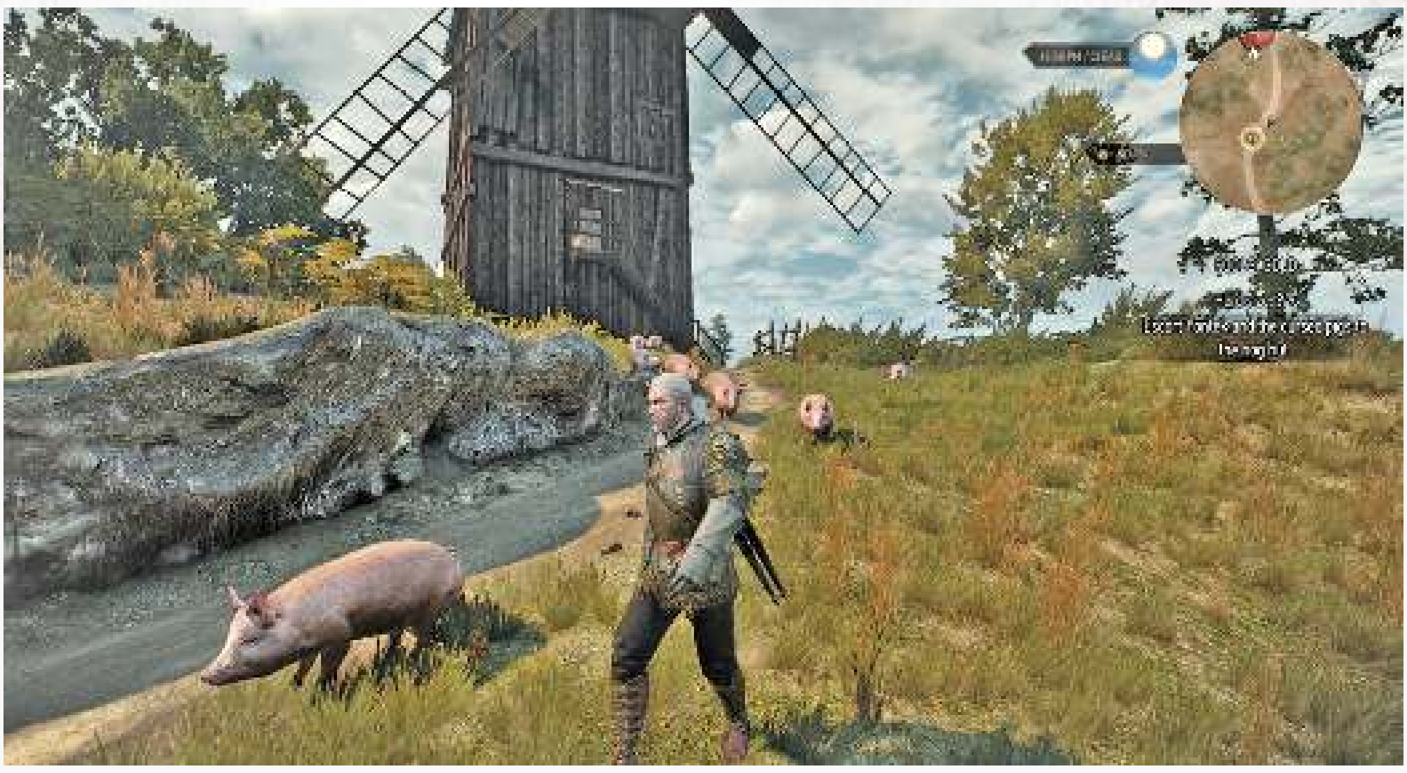
Venture back to Lurtch, and before speaking to Yontek, quickly dash uphill to deliver a killing blow to a trio of wolves intent on eating the piggy villagers. Now speak to Yontek, inquiring why he wasn't cursed if you wish, and finally getting the whole story from him. Fortunately, he's hidden the stolen gold rather than selling it for a bag of magic beans. While he gathers the valuables, you're to round up the cursed pigs in front of the village windmill.

Enter the three village huts indicated on your map, and cast Axii on any of the pigs inside. This effects all the swine within a single location, and then slowly waddle over to the ground near the windmill. Continue this another two times in the other huts, then move to the piggy congregation area and wait for Yontek.

OBJECTIVES

- Herd size (9)
- Escort Yontek and the cursed pigs to the hog hut.

After meeting Yontek and being assured he has the loot, start the process of chaperoning the nine pigs along the winding road down the road to the hog hut. Fortunately, you only need to reach the crossroads at the bottom of the hill to succeed in this task. However, along the way, a group of Nekkers tumbles out of the undergrowth to snack on your herd. Be sure the herd doesn't suffer more than four deaths; watch for attacks from the right (east) and head them off early, as soon as the Nekkers appear. Expect six Nekkers to kill with speed; area-of-effect Signs are a help here.



Back at the hog hut, the treasure is restored to the shrine, and the villagers are transformed back into their human form. Understandably, they're rather annoyed at Yontek, and plan something suitably violent for him. You can:

- Choose to step in, prevent Yontek from being harmed, and tell the imbecile to be on his way. Naturally, he doesn't thank you, or give you anything close to a reward. The quest concludes.
- Choose to leave Yontek's fate up to the villagers, and you receive a reward from them before the quest concludes.

Items: 100 crowns

Witcher Wannabe

The Liar Of Lindenvale

DANGER ALERT SPOILER ALERT

WITCHER WANNABE

LOCATIONS: Lindenvale
CHARACTERS: Ealdorman of Lindenvale, Witcher (Charlatan)
ENEMIES: Ghouls, Wraiths

QUESTING DECISIONS

This quest is accessible five days after the events of Contract: The Merry Widow.

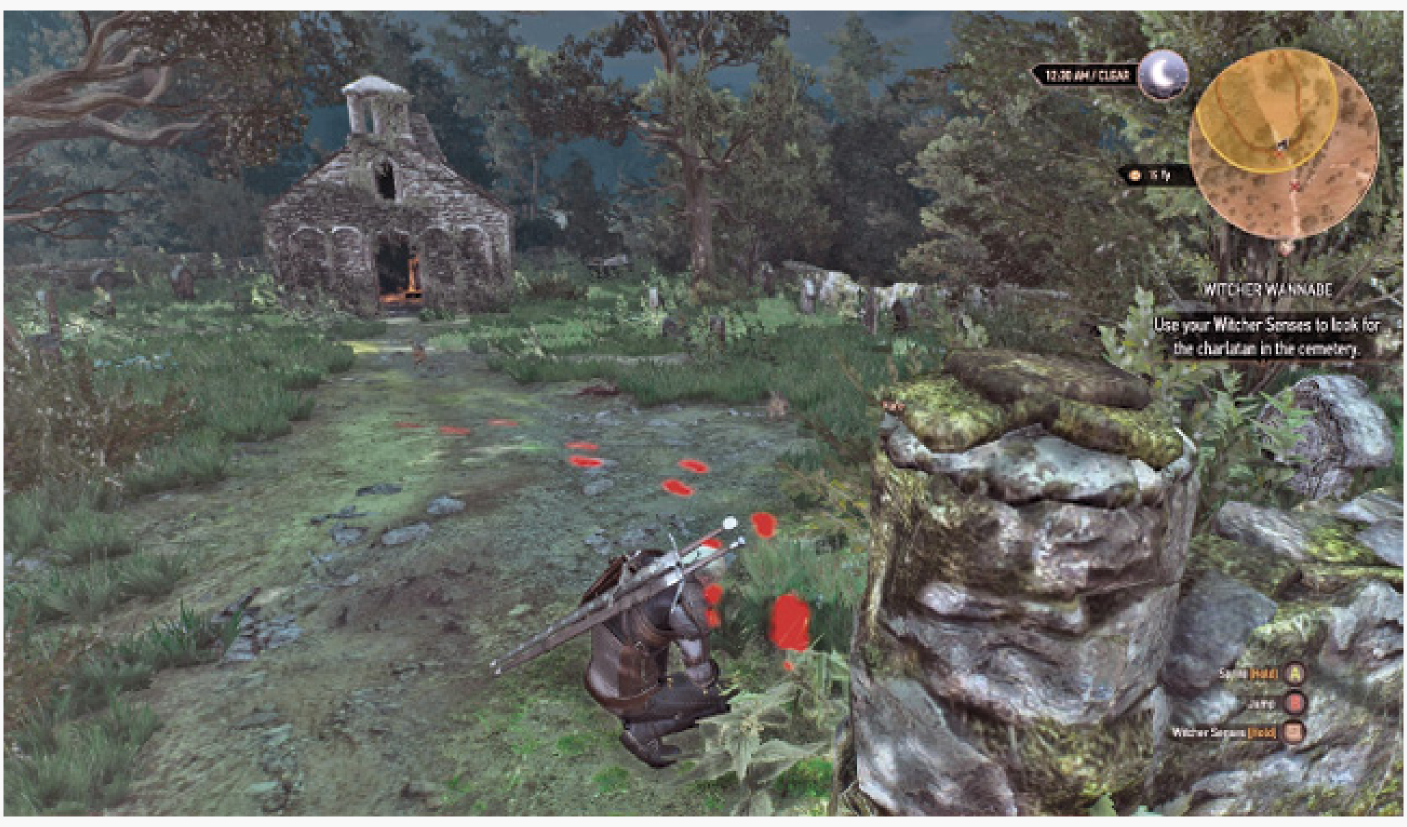
Ealdorman of Lindenvale

While striding through the village of Lindenvale, the ealdorman calls you all manner of offensive names, which is worth your while stopping and talking to him. He speaks of another Witcher, who drank the hamlet dry, rutted the eaIdorman's daughter under his own roof no less, and departed to slay Lindenvale's cemetery monster. Agree to find this rascal for him.

OBJECTIVES

- Use your Witcher Senses to look for the charlatan in the cemetery.

Head east out of the settlement, up the winding path to the top of the hill and look for the church amid the trees. Expect a couple of ghouls and two wraiths to thwart your search of the church grounds. After defeating them, use your Witcher Senses in and around the small church. a set of footprints leads to a stone coffin where a pathetic specimen of a man is lurking.



WITCHER WANNABE
Use your Witcher Senses to look for the charlatan in the cemetery.

END: CORPSE EATERS AND A FORNICATING FREAK

This wretch freely admits to buying the medallion he wears from a travelling peddler, and pleads with you not to reveal him to be a fake. Two villagers arrive, allowing you to dish out the punishment you see fit. You can:

- Tell the villagers it took two Witchers to slay the ghoul.
- Or, inform them exactly who this charlatan is.

Then, you can decide the fate of the wannabe Witcher:

- He can toil for the village elder for a year.
- He can be banished from the village forever.

Once your choices are made, the quest concludes.

The Truth Is In The Stars

An Old Coot Needs A Rare Root

DANGER ALERT SPOILER ALERT

THE TRUTH IS IN THE STARS

LOCATIONS: Benkelham, Dragonsroot Cave

CHARACTERS: Old Sage, Ithlinne

ENEMIES: Ghouls

RECOMMENDED ITEM: Food

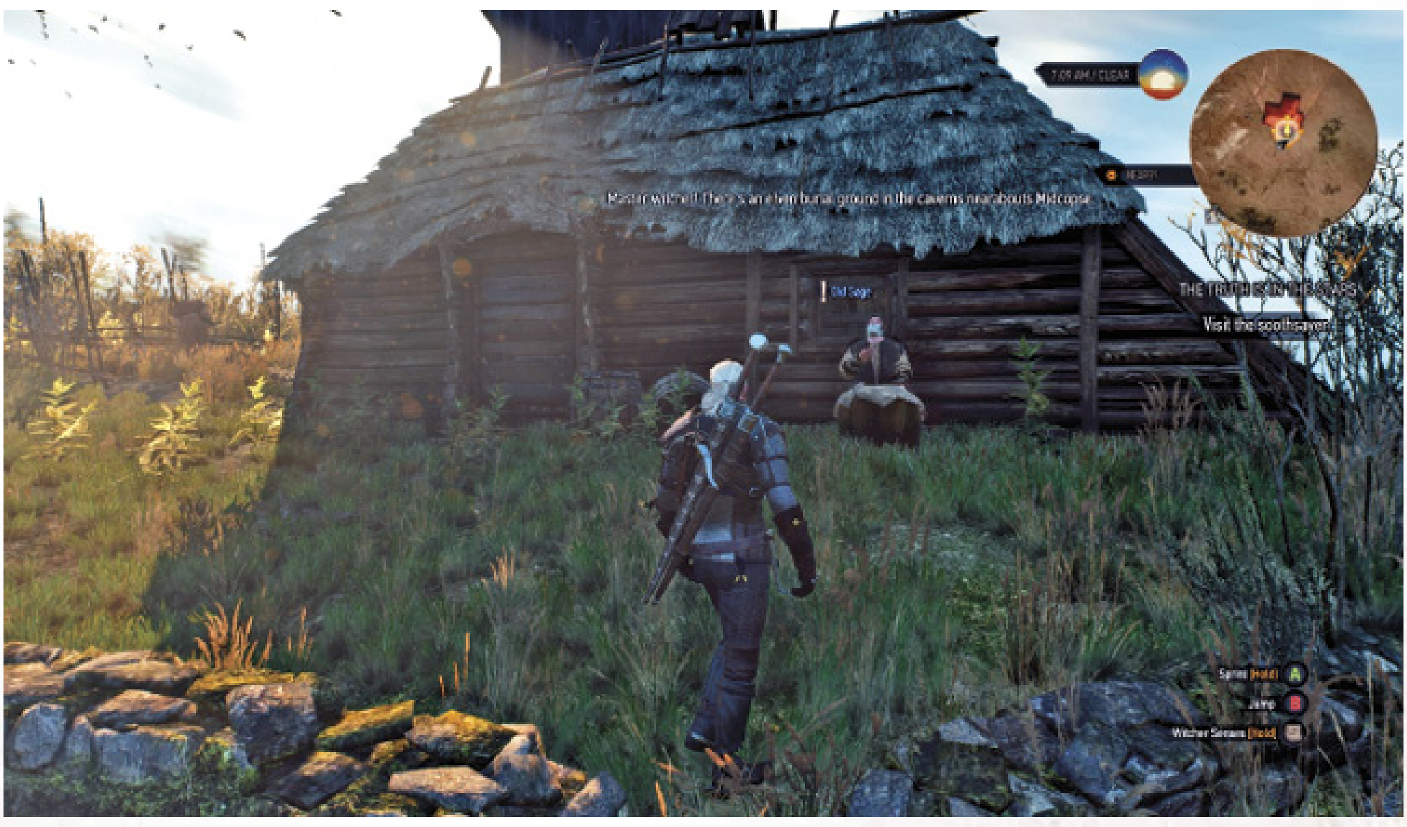
OBJECTIVES

- Find dragonsroot using your Witcher Senses.
- Nearest Signpost: Benkelham.

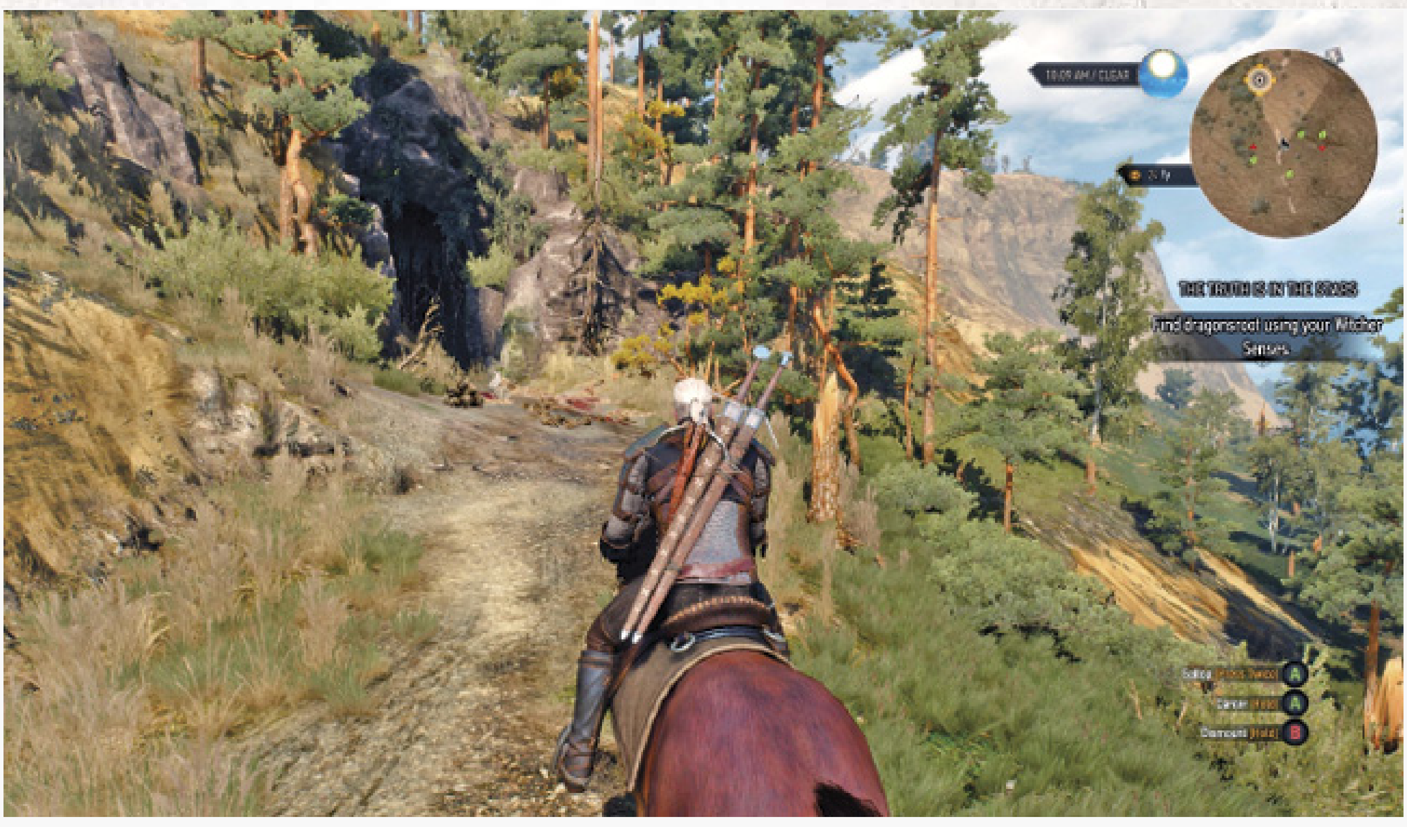
THE OLD SAGE

This quest is accessible during your exploration of Velen (No Man's Land). Locate the strange old sage in the village of Benkelham, in southeast Velen.

Puffing on a pipe outside his cottage near the large windmill, the old sage of Benkelham (in the southeast) tells you he's seen your future plotted out in the stars, once you speak to him. You can ask how he came to obtain such magical powers (a rock to the head as a youth).


Master witcher! There's an elven burial ground in the caverns nearabouts Midcopse
Old Sage
THE TRUTH IS IN THE STARS
Visit the soothsayer.

Offer him some food (any edible ingredient, including raw meat), and you receive a foretelling: The old coot (sorry, sage) mumbles something about an endless cavern, the singing of a hymn of madness and despair, and the summoning of "that which is not dead, for it cannot die". You remark these are past experiences you've endured. To see the future, the sage requires some dragonsroot.


THE TRUTH IS IN THE STARS
Find dragonsroot using your Witcher Senses.

Journey southeast down the rolling hills, and around to a cave entrance overlooking the river banks. The cave entrance itself is ominous—piles of skulls and blood litter the earth. Enter the tunnel, following it into a dead-end cavern where around five ghouls are ready to pounce. Slaughter them. Then inspect the slumped corpses, and use your Witcher Senses to locate dragonsroot along one of the rock walls.

Items: Qu Quest Item: Dragonsroot est

END: ESS'TUATH ESSE!

OBJECTIVES

- Take the dragonsroot to the fortune teller.

Return to Benkelham. Hand over the root to the old sage, who returns with some startling predictions, possibly channeling the elven prophetess Ithlinne. Afterwards, the elder man plops down on his stool, exhausted, as the quest concludes.

Lynch Mob

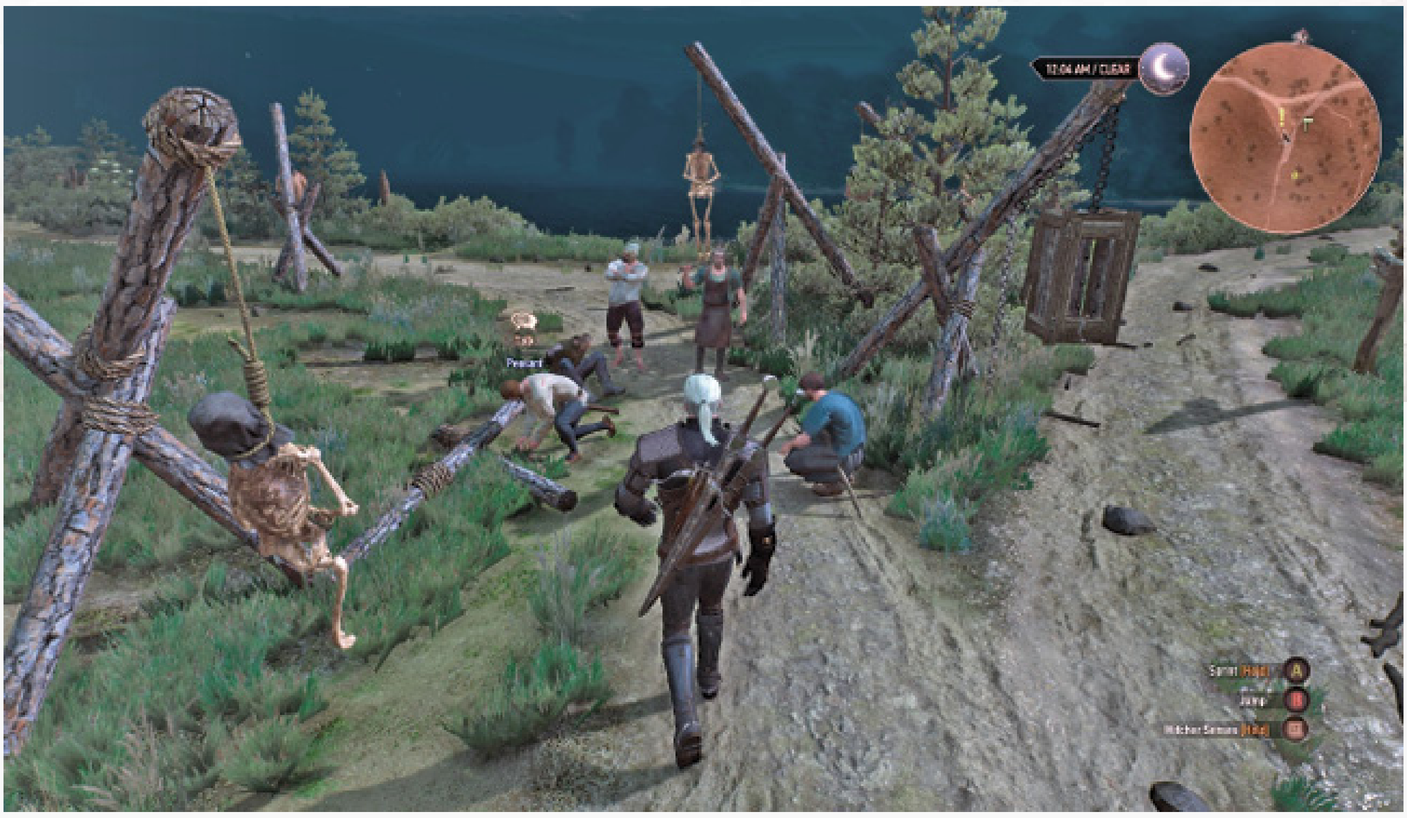
Murder At The Crossroads

DANGER ALERT
SPOILER ALERT
LYNCH MOB

LOCATION: Hangman's Alley
CHARACTERS: Nilfgaardian Soldier
ENEMIES: Peasants

OBJECTIVES

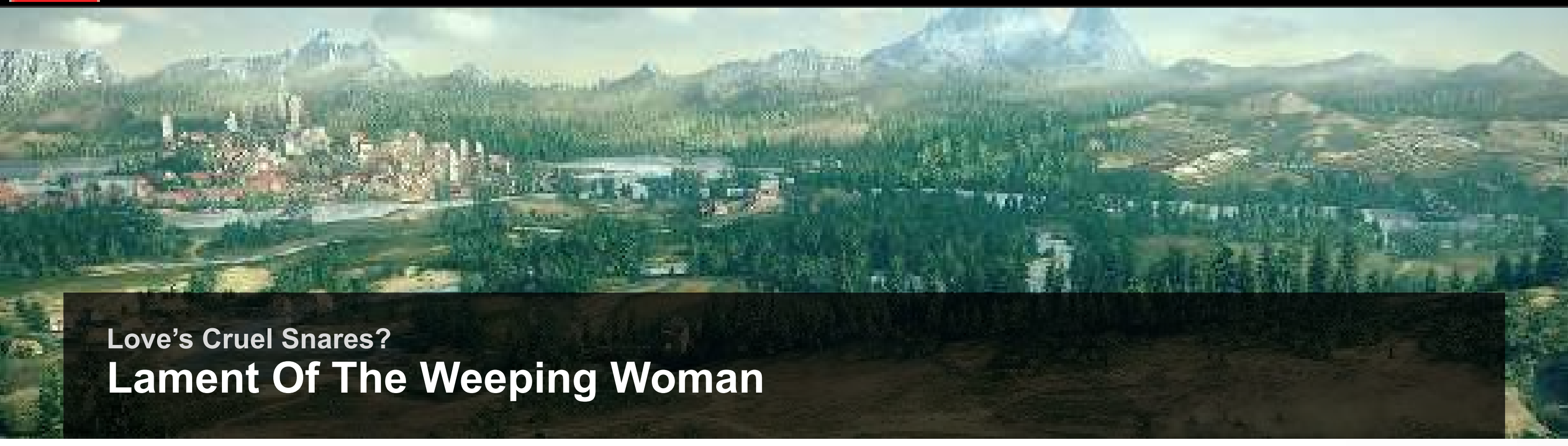
- (Optional) Kill the peasants.
- Nearest Signpost: Hangman's Alley.


12:04 AM / CLEAR
Peasant
Sprint (Hold)
Jump
Witcher Senses (Hold)

When your wanderings take you to the western part of this province, you may encounter a group of peasants who have taken a Nilfgaardian soldier hostage at the usually-desolate Hangman's Alley crossroads. After determining that the soldier was starving and poses no threat, your requests for leniency go unanswered. So it's up to you to:

- Introduce these four peasants to the pointy end of your steel sword. Once combat is over, you quickly speak to the soldier, before you continue your wandering.
- Leave the soldier to his fate—the Nilfgaardian joins the Hangman's Alley as a new, permanent resident.

PRIMA GAMES



Love's Cruel Snares?

Lament Of The Weeping Woman

DANGER ALERT SPOILER ALERT

LOVE'S CRUEL SNARES?

LOCATION: Condyle

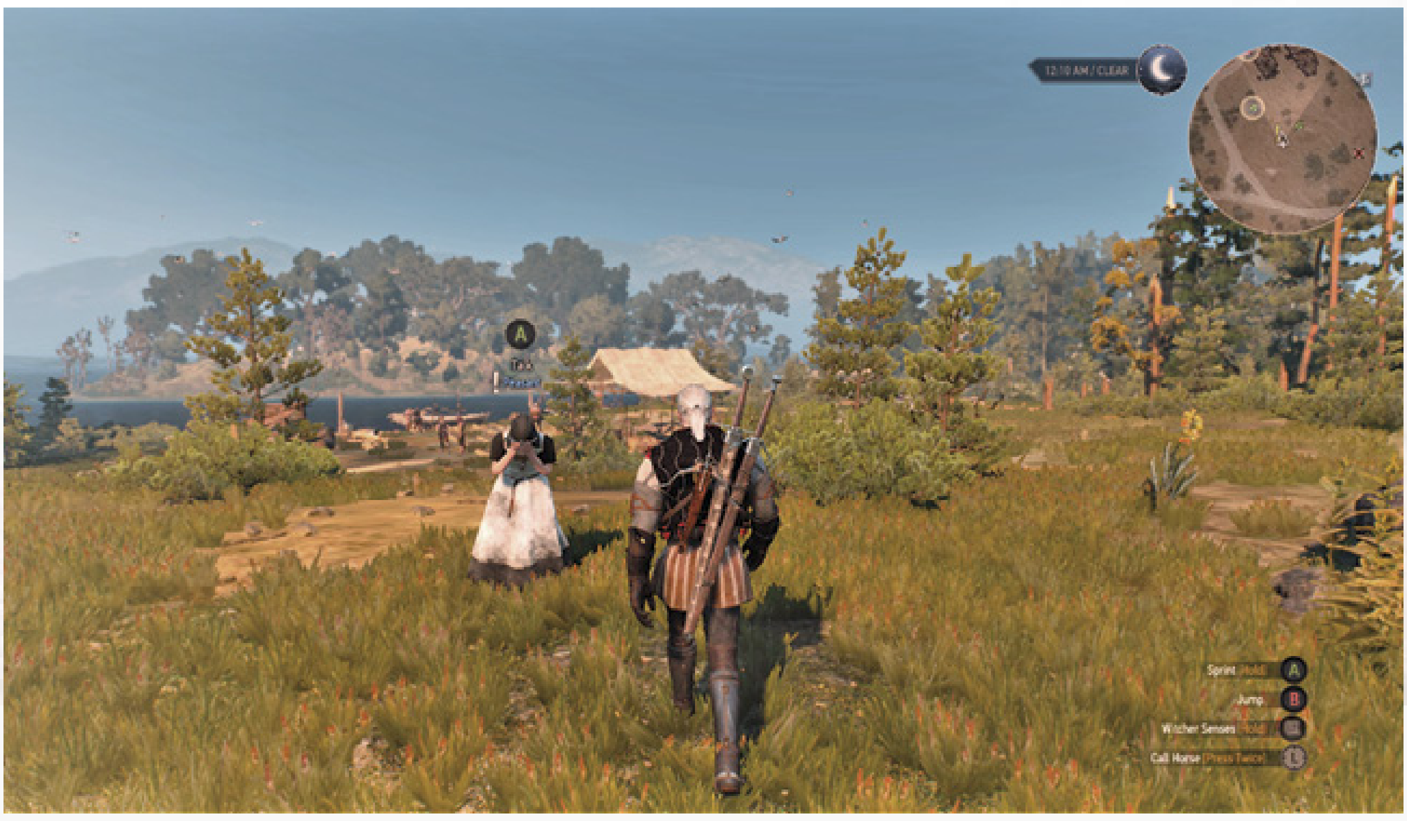
CHARACTERS: Peasant Girl

ENEMIES: Wild Dogs

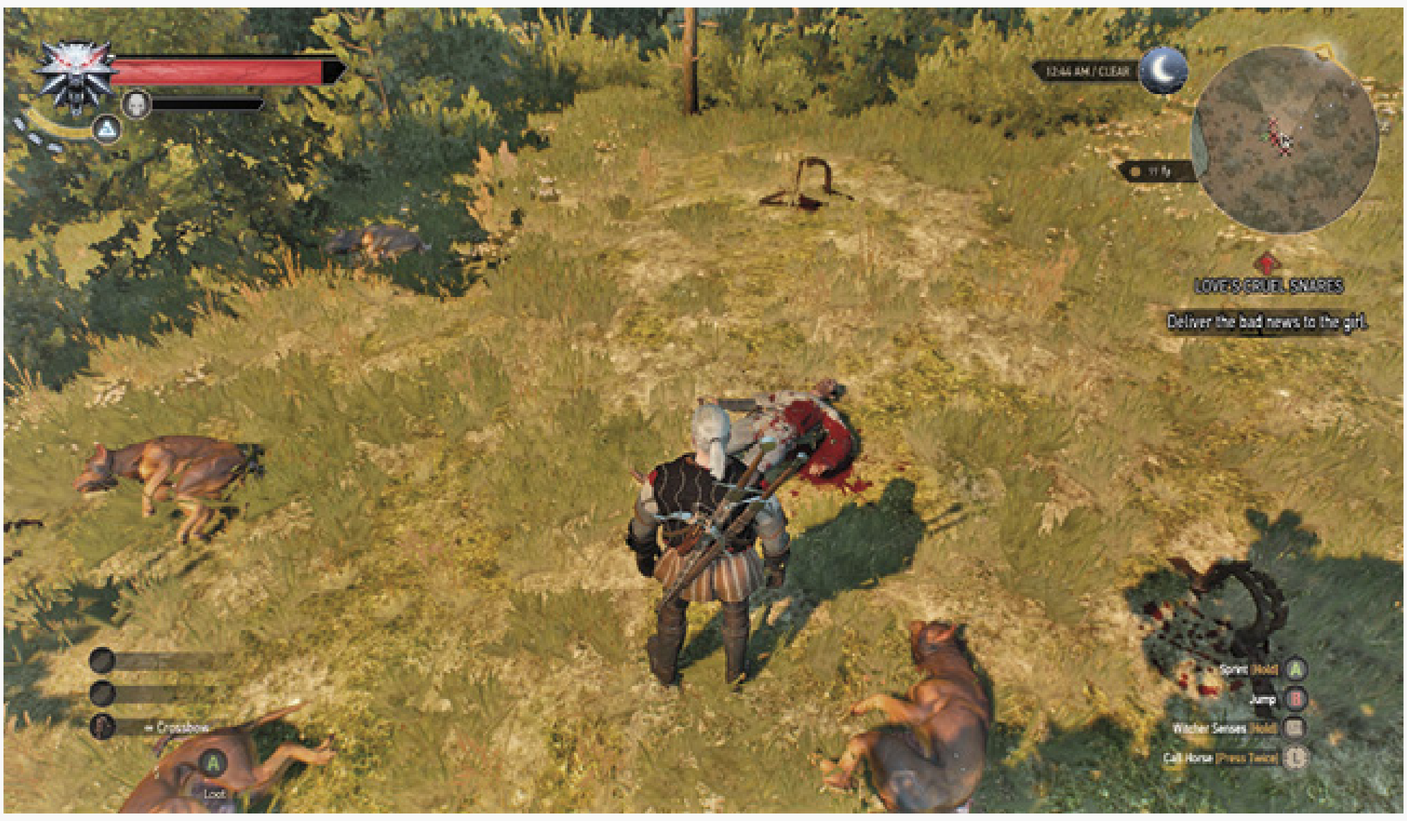
OBJECTIVES

- Find the woman's missing fiancé in the woods using your Witcher Senses.
- Deliver the bad news to the girl.

Northeast of Condyle, a tearful girl is weeping over her fiancé, who went to check on his snares but hasn't returned. Agree to help find him, head southeast into the wooded area. Use your Witcher Senses to uncover a set of footprints, and some barking noises in the distance. Follow them to the location of the fiancé—ripped apart by wild dogs.


12:10 AM / CLEAR
Sprint (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)

Destroy the five hounds that are sniffing the corpse, and check the body—her beau is quite dead. Return to the girl with the bad news. Take or decline the funds she gives you, and dissuade her from retrieving the corpse as the quest concludes.


12:44 AM / CLEAR
LOVE'S CRUEL SNARES
Deliver the bad news to the girl.
Crossbow
Loot
Sprint (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)

Looters (III)*

These Peasants Are Revolting

DANGER ALERT
SPOILER ALERT
LOOTERS (III)*

LOCATION: Toderas

CHARACTERS: Peasants

ENEMIES: Peasants

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them. Find them at the village of Toderas, where a brief conversation degenerates into mindless violence. Expect seven infantry.

A Dog's Life

Not Just A Mangy Mutt

DANGER ALERT
SPOILER ALERT
A DOG'S LIFE

LOCATION: Drudge

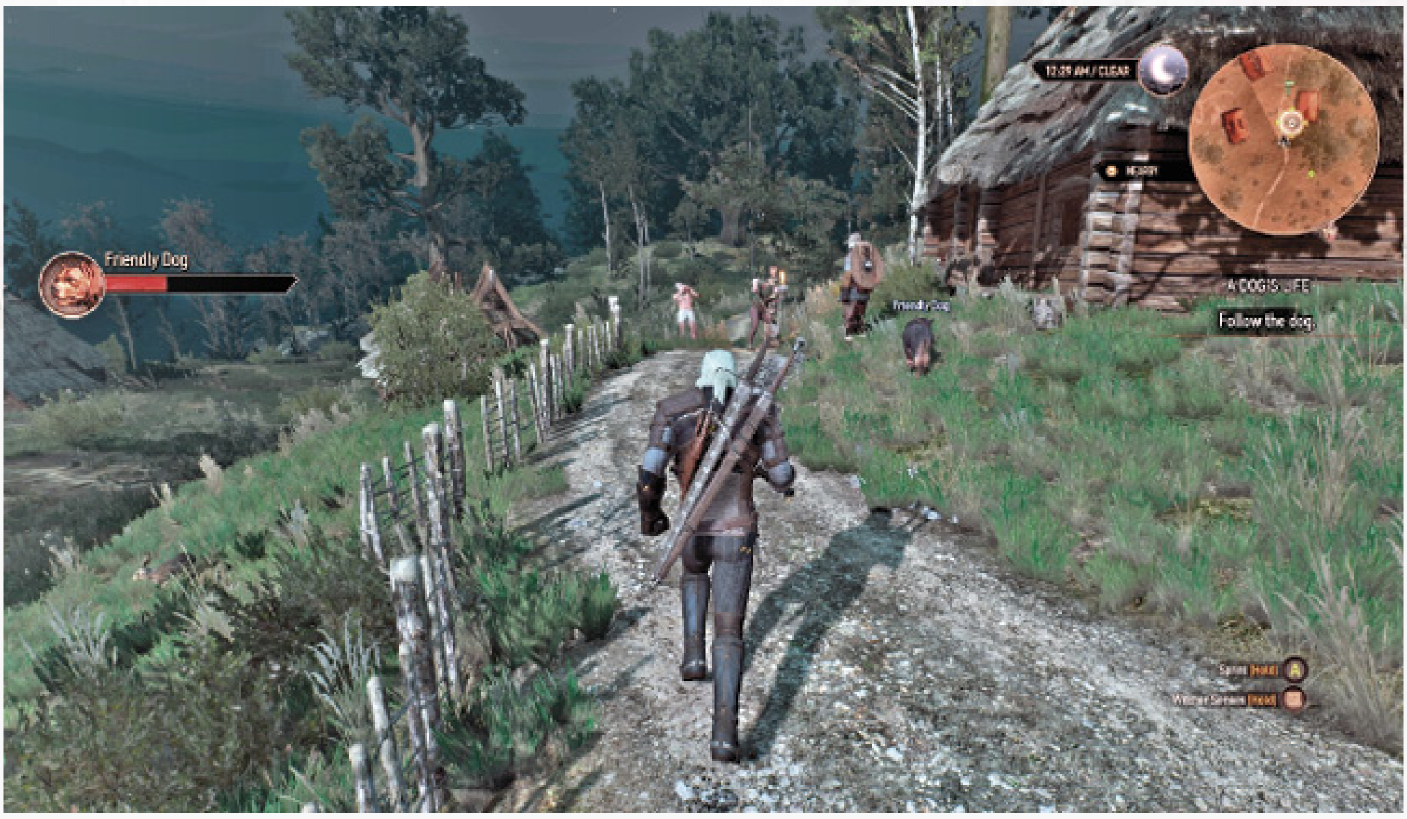
CHARACTERS: Friendly Dog

ENEMIES: Wolves, Bandits

OBJECTIVES

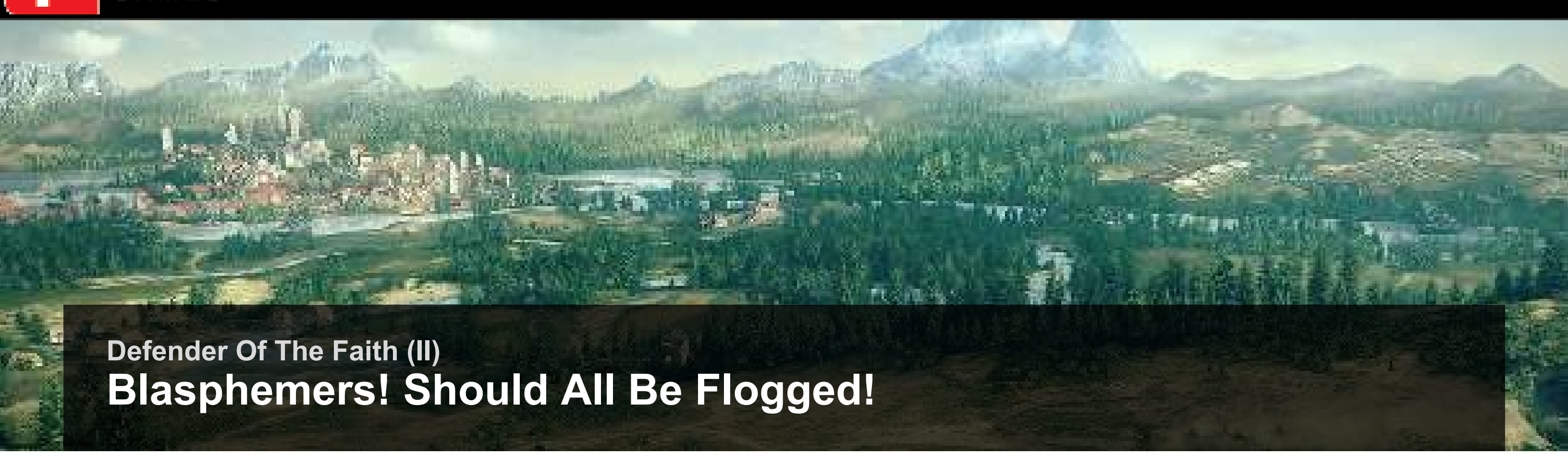
- Follow the dog.
- Search the abandoned house using your Witcher Senses.

On the hilly road just northwest of Drudge, close to the north shores of the lake, you come across a small shrine with a pack of wolves attacking a lone dog. Interject yourself (and your steel sword) and save the pup from the wolves. Afterward, the tame dog seems to want you to follow it. It also has a key sewn into its collar to take if you interact with it.


Friendly Dog
12:29 AM / CLEAR
NORTH
Friendly Dog
A DOG'S LIFE
Follow the dog.
Sprint Hold
Witcher Senses Hold

Oblige the creature, and you head southeast down the hill, into Drudge, where four bandits should be cut down. Watch out, the dog may be killed during this fight! Open the door to the house the bandits were close to (right next to the signpost), and enter. here are loose floodboards to examine. You wedge up one of the boards, and discover a hidden trove; with orens, crowns, and a chest (containing a diary and valuables), opened by the key that the dog was carrying.

Items: Crowns



Defender Of The Faith (II)

Blasphemers! Should All Be Flogged!

DANGER ALERT SPOILER ALERT

DEFENDER OF THE FAITH (II)

LOCATION: Duen Hen, Blackbough, Byways

CHARACTERS: Peasant, Master Friedrich of Oxenfurt

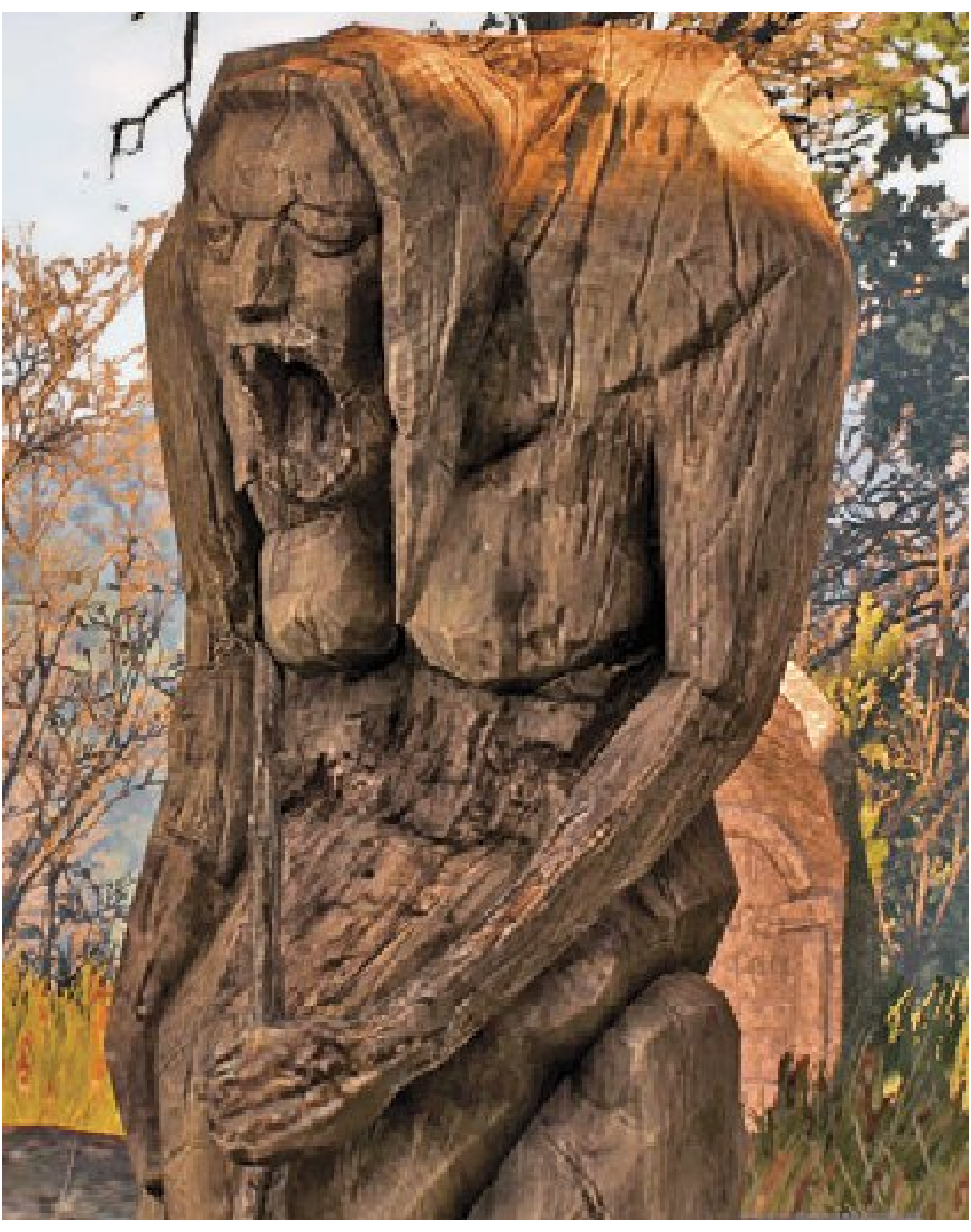
ENEMIES: Students (Vandals)

QUESTING DECISIONS

Locate the peasant who requires your help at one of two different locations; the junction of the road leading eastwards from Blackbough (Secondary Quest: Defender of the Faith (I)), or the small hillside shrine of Duen Hen in The Mire.

OBJECTIVES

- Fix the damaged shrines (3).
- Nearest Signpost: Duen Hen.



Shrine to Vernia the Merciful (upright)

Approach a ranting peasant woman on the hill known as Duen Hen, and listen to her diatribe. It seems blasphemers (pox take them) profaned a shrine to Verna the Merciful. Agree to "fix" these shrines (by lifting the effigy of an old woman carved in wood to an upright position). There are three to find (in any order).

- The first (if you started this quest in The Mire) is atop a small hill known as Duen Hen in the southwest of this province.
- The second (if you started this quest in Crow Perch) is at the junction of the road leading eastwards from Blackbough.
- The third shrine is in the very southwestern parts of Velen, southeast of the Byways signpost.

Student

When you reach the last shrine (in any order—this example is near Blackbough), it is being desicrated by a group of vandals lead by a flouncing philosopher named Friedrich. He firmly believes that religion is the opiate of the masses, and insists on vandalizing these shrines, You can:

- Agree to leave him to his stand against the old ways and intolerance. The quest concludes.
- Disagree with the dandy's methods, and tackle him and his three vandal cohorts. The quest then concludes.

A Greedy God

Oratory, Not Omnipotent

DANGER ALERT
A GREEDY GOD
SPOILER ALERT

LOCATION: Wastrel Manor

CHARACTERS: Dagmar, Preben, Allgod

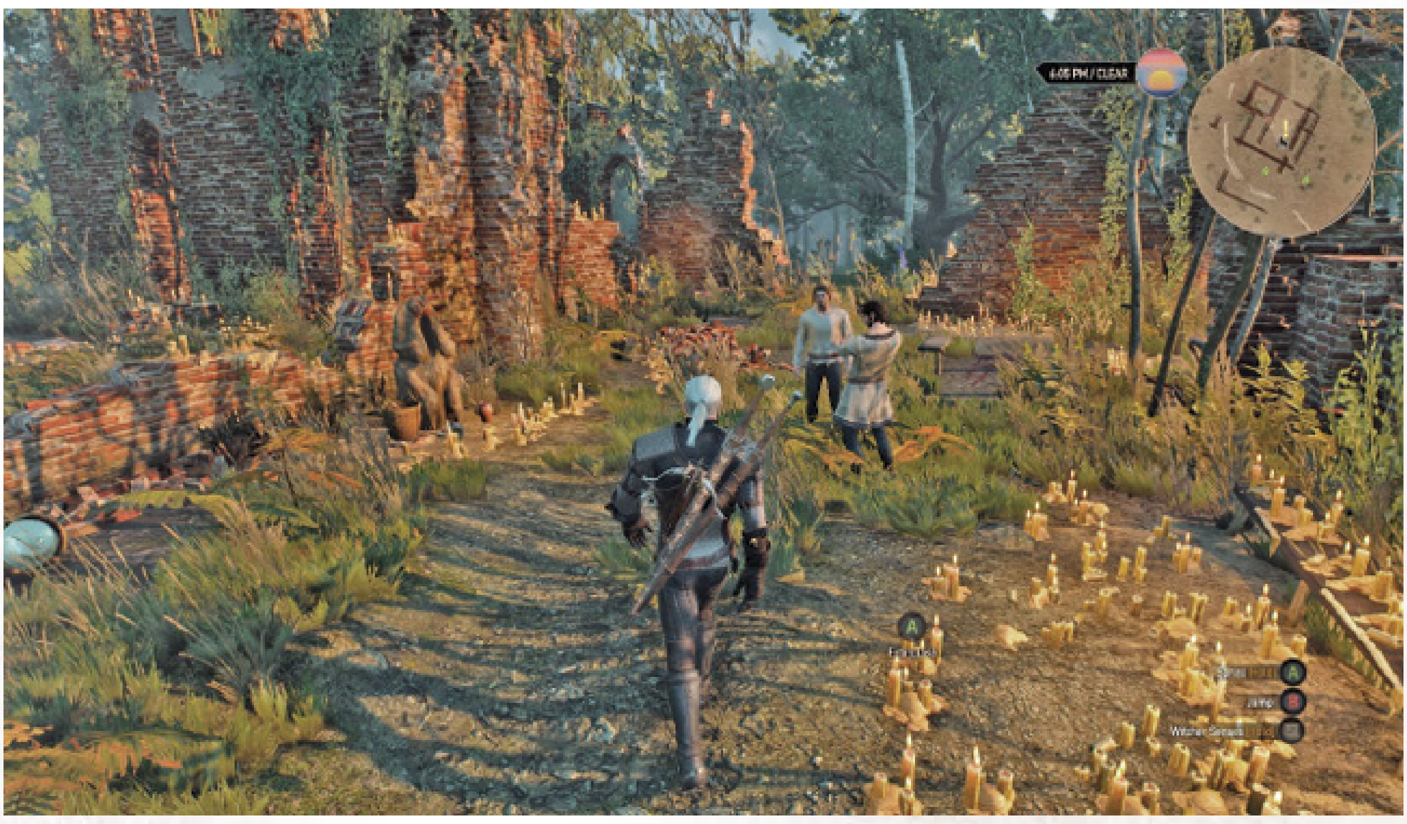
ENEMIES: Sylvan

RECOMMENDED ITEMS: Eye of Nehaleni

OBJECTIVES

- Address the Allgod using the altar.
- Nearest Signpost: Wastrel Manor.

Enter the ruined structure on the southern grounds of Wastrel Manor, ideally after sunset to see the multiple candles lit to appease some strange deity. Two peasants are here that allow further investigation. They make offerings to the “Allgod”, but their prayers don’t seem to be answered. Offer to speak to the Allgod on their behalf.



The nearby altar seems the best way to converse with this “deity”, though its answers are evasive, and seem to come from underground. Heading into the cellar of these ruins requires the banishment of an illusion. Interact with the pile of rubble in the exterior corner of the ruins, using the Eye of Nehaleni Keira gave you, the stone fades away, and reveals a hidden set of steps.

END: CORPULENT, NOT CORPOREAL

OBJECTIVES

- Find the Allgod.
- Talk to the peasants.
- (Optional) Kill the sylvan.

This “Allgod” turns out to be nothing more than a rotund sylvan, a fat devil-like creature that feasts on the offerings given by the peasants. Your conversation with the creature can end in one of three ways. You can:

- Tell the Allgod you’re going to kill him, and follow through with this threat. Then speak to the peasants, who are filled with woe.
- Threaten the Allgod to accept only humble offerings, and he agrees. Then speak to the peasants, who are understandably happy.
- Let the Allgod continue with his little scheme to fleece these simpletons, before telling them they must continue as before.
- Tell the peasants to check the cellar. Return after a day or so, and you’ll find their corpses.

None of these choices affect your reward adversely (though you don’t get the Experience Points if you don’t kill the sylvan).

Highwayman's Cache*

To Pass, You Pay

DANGER ALERT SPOILER ALERT

HIGHWAYMAN'S CACHE*

LOCATIONS: Boatmaker's Hut, Bandits' Camp

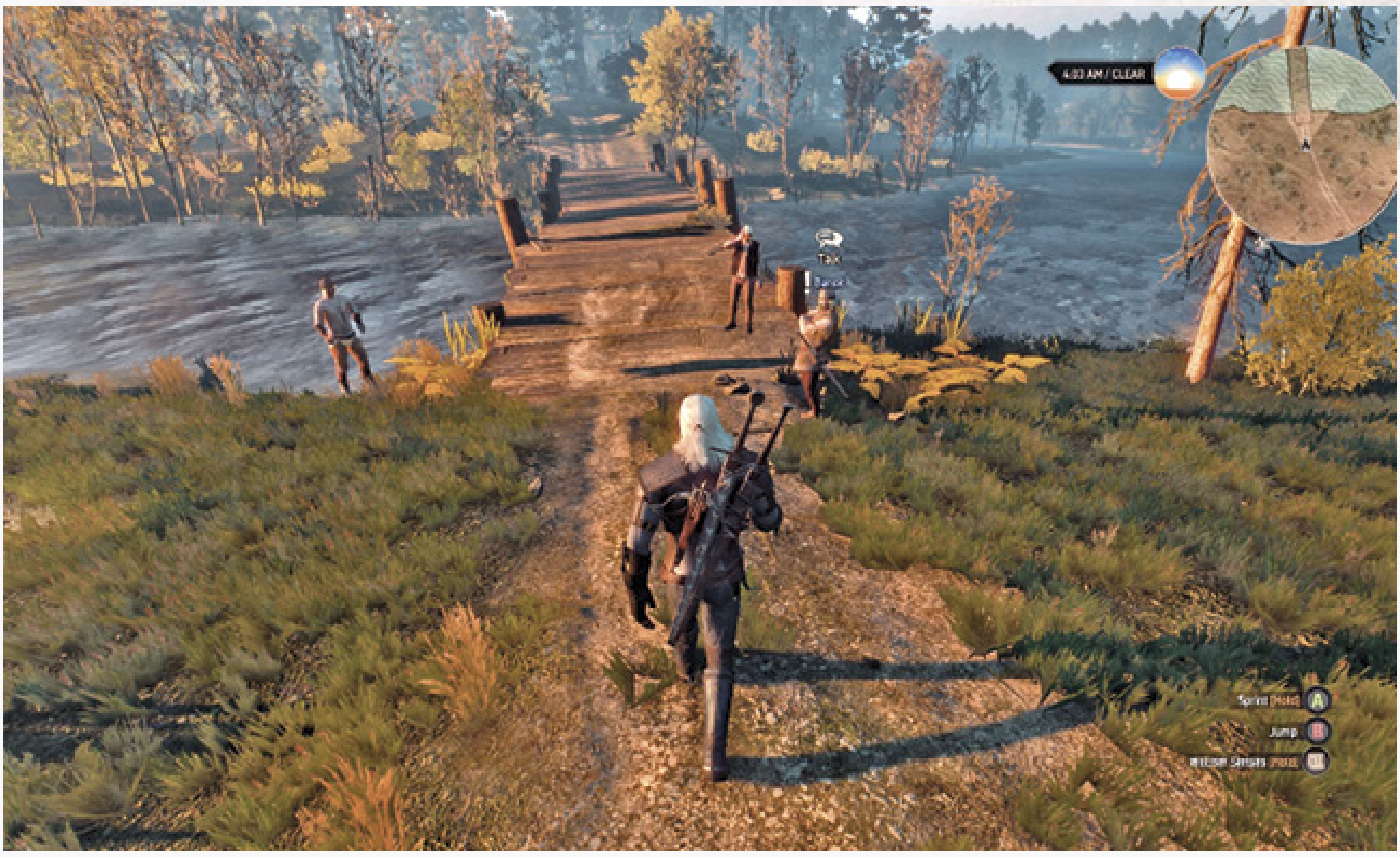
CHARACTERS: Bandits

ENEMIES: Bandits

A little farther east than the Boatmakers' Hut (southeast of Crow's Perch) is a trail leading to a bridge over to Bandits' Camp, a wooded island of thugs and thievery. Guarding the bridge are three bandits, who don't attack but instead engage you in conversation. They want your coin to pass safely over the bridge. You can:

- Tell them to try and take your coin, which starts a fight—defeat three bandits.
- Show them your medallion, which causes one of the bandits pause for thought. They recognize who you are, think better of challenging you, and depart without incident.

The quest now concludes. But what of the highwayman's cache? Use your Witcher Senses at the campfire near the bridge entrance, and follow some footprints to a partly-hidden chest in the rushes and weeds under the bridge footing. Pry it open for some coin and a diagram.



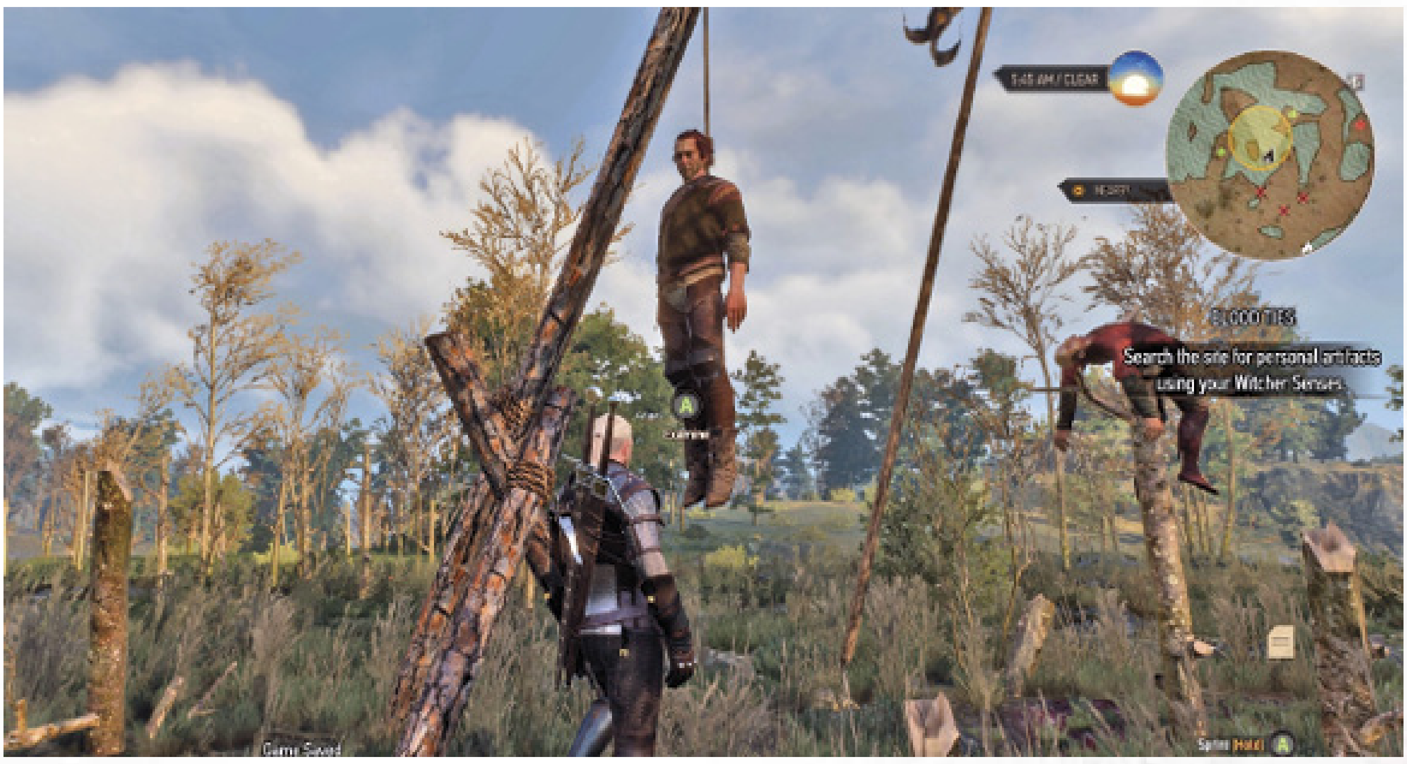
Items: Diagram

Blood Ties

Harried, Hounded, And Hung

OBJECTIVES

- Fix Find Hrodeberth's body.
- Search the burial site for personal artifacts.



BLOOD TIES

Search the site for personal artifacts using your Witcher Senses.

The situation seems grim. Most of the soldiers from the Nazairi cavalry where caught by the quartermaster's men and hung in the swamp northwest of here. Begin your search there—in the area between Nilarius' Farm (to the southeast) and Kimbolt Way (the road to the northwest). When the going gets soggy, beware of ghouls (you should slay at least four), and start using your Witcher Senses to find the following:

- Tracks showing the cavalry members fled into the swamp.
- Dog tracks, showing they were pursued.
- The remains of foes half-sunk into the mire; an easy target for
- an arbalist.
- Corpses in the swamp and hung, but with black hair. Not the red-headed man you seek.

Finally, there is the grim sight of a red-headed man swinging from a makeshift gallows. Don't forget to look up to examine the corpse! Then peer around the ground below the swaying corpse; there is a letter to Hrodeberth's mother on the ground.

Items: Quest Item: Hrodeberth's Letter

END: DIED OR DESERTED: A MOTHER'S GRIEF

OBJECTIVES

- Return to the mother.

Head back to the noblewoman, and inform her of her son's passing, using the letter as evidence. She asks how he died, and you can say he died in battle, or deserted. The latter produces a curt response, but the letter proves your point. Either way, you receive a reward, and she receives closure.

Items: Crowns

Blood Ties

Hunting For Hrodeberth

DANGER ALERT
BLOOD TIES
SPOILER ALERT

LOCATIONS: Nilfgaardian Central Army Camp

CHARACTERS: Nilfgaardian Noblewoman, Quartermaster Eggebracht

ENEMIES: Ghouls

RECOMMENDED ITEMS: 100 Crowns, Axii Level 2

OBJECTIVES

- Talk to the quartermaster about the noblewoman's son.

The wails of a well-to-do woman clad in fine clothing can be heard as you explore the main Nilfgaardian Army Camp in the very southeast of Velen. Her dwarf consort can do little but comfort her, but she perks up when you approach. She pleads with you to find her son, a soldier who served in the Nazairi cavalry. You may speak to her as you wish, ending the chat with an offer to help.

Head south, along the main rutted tracks towards the tents and Notice Board, and enter the grandest structure, bearing the sun insignia of the Emhyr. Inside, speak to the initially dismissive quartermaster, and tell him of the mission you're on. He isn't about to give up the whereabouts of this soldier just yet. You can:

- (100 Crowns) Bribe the officer, which initially seems to be a terrible idea, until your fast-talking convinces Eggebracht to spill the beans.
- (Axii Level 2) Flummox the quartermaster's brain into giving up the whereabouts of the soldier.
- If you previously completed Contract: Patrol Gone Missing, and received a reward from the quartermaster, you may receive this information without need of bribery or magic.

The Dwarven Document Dilemma

Lies Got Wee Legs And Don't Run Far

DANGER ALERT SPOILER ALERT

THE DWARVEN DOCUMENT DILEMMA

LOCATIONS: Road near Tretegor Gate (Novigrad), Seven Cats Inn

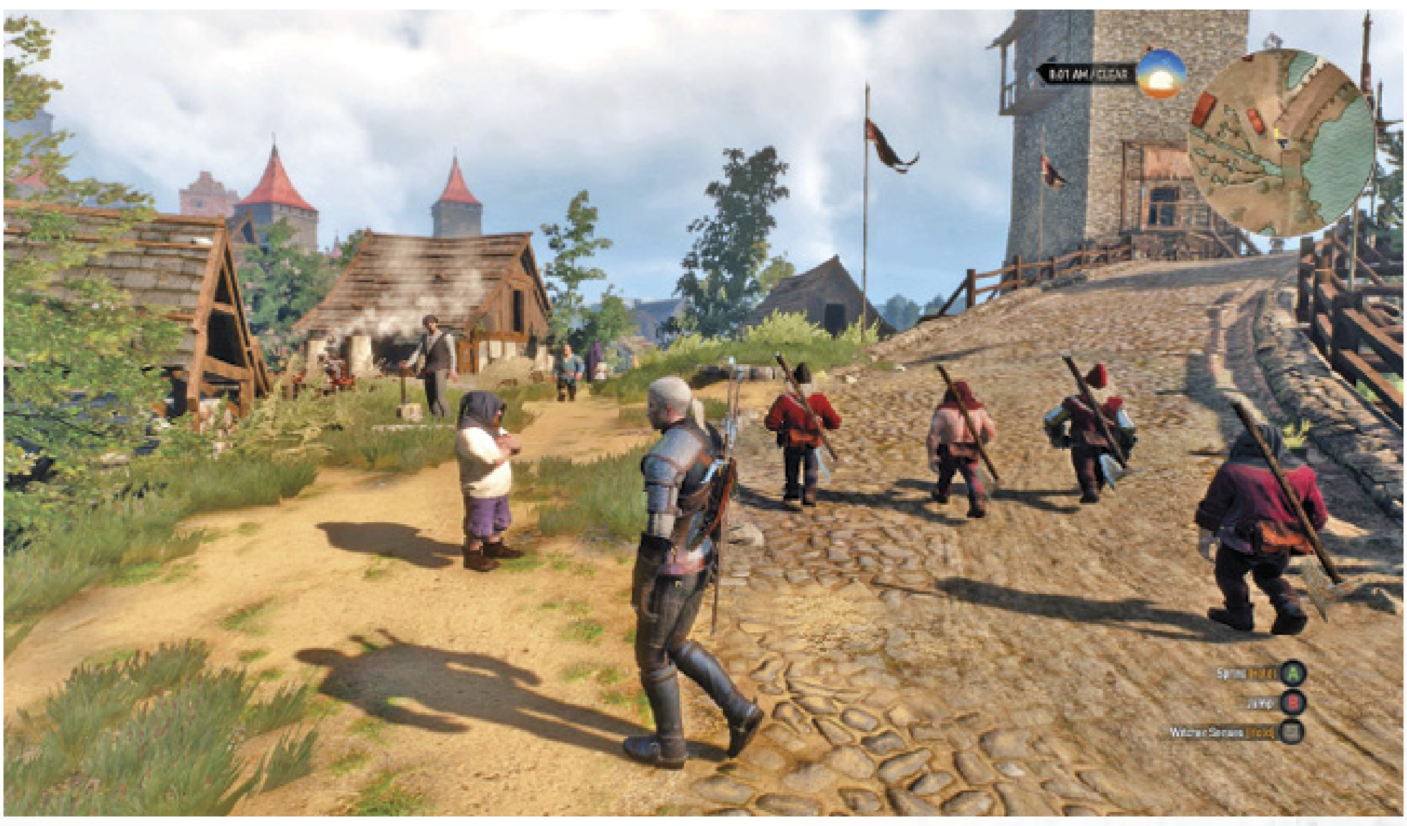
CHARACTERS: Rostan Muggs, Gerd

ENEMIES: None

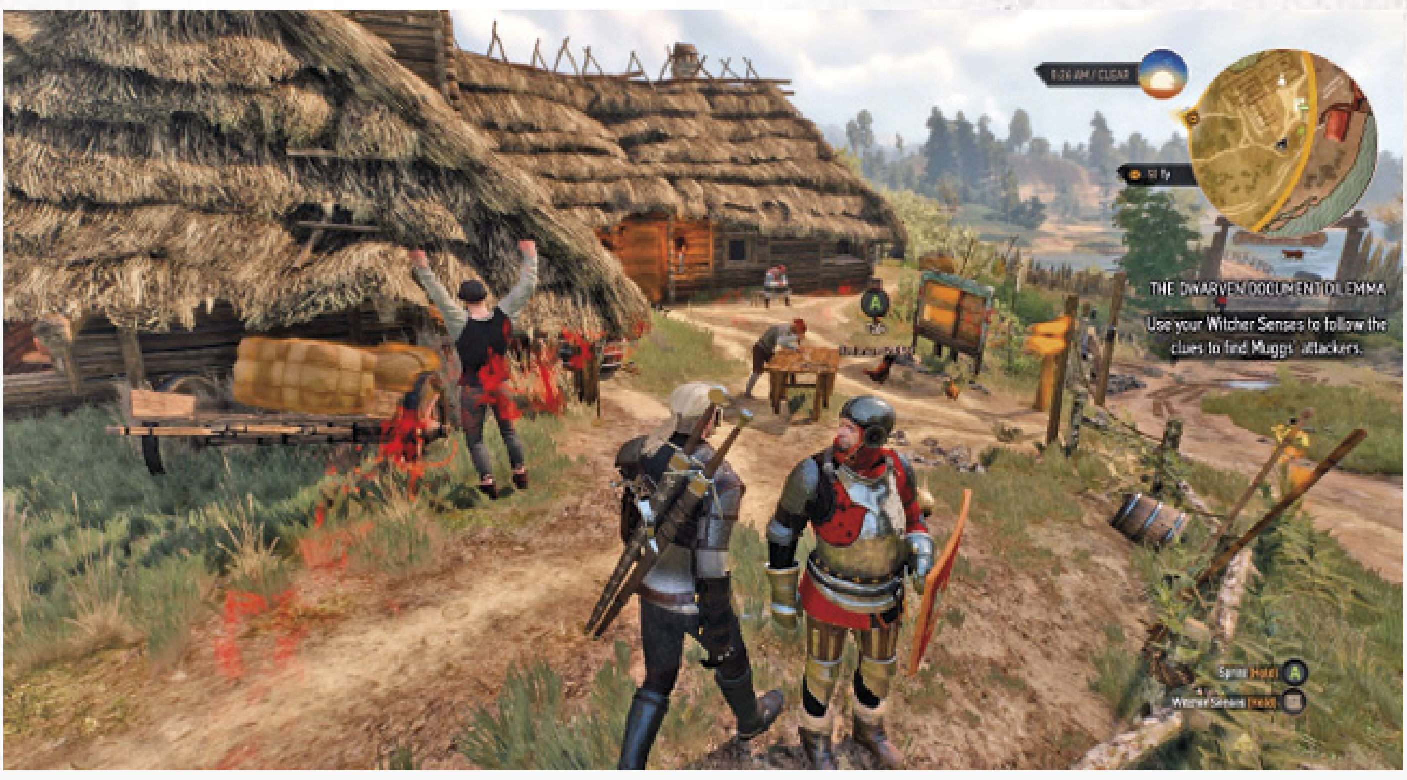
OBJECTIVES

- Go to the place where Muggs was attacked and examine it.
- Follow the clues to find Muggs' attacker.
- Nearest Signpost: Tretegor Gate.

Agree to help recover the documents from the thief, who should be smelling of the dwarven moonshine Rostan brained him with during the mugging.



Cross the main bridge heading east, and use your Witcher Senses to uncover a small puddle of this moonshine. It stinks like a Skelliger's codpiece. Follow this trail of stench down the hill to the southeast, towards the Seven Cats Inn on the outskirts of town. Here you'll find Gerd, who isn't happy about being accused of thievery, and has a remarkably different story about the documents he acquired.


THE DWARVEN DOCUMENT DILEMMA
Use your Witcher Senses to follow the clues to find Muggs' attackers.

You can:

- Tell him "gimme the papers" and start a fistfight with Gerd.
- (Gwent) Offer to play a round of Gwent with him. He agrees. Beat him for the paperwork.
- Ask how much he wants for the papers. They aren't for sale to you, forcing you to choose another option.
- (Axii Delusion Level 1) Gather the documents by addling Gren's brain with your magic. This works.

  Items: Quest Item: Title to Property

END: PAPERS, PLEASE

OBJECTIVES

- Compare Muggs' and the attacker's accounts.

Once you have the papers, return to Muggs, and question him about both accounts. It seems the dwarf was a little economical with the truth. A fact you can use to ask for more coin before the quest concludes (he doesn't give you any), or you can hand over the papers for the agreed amount.

Items: Crowns

Deadly Crossing (III)*

Mind The Gaps: Forest Fellows

DANGER ALERT SPOILER ALERT

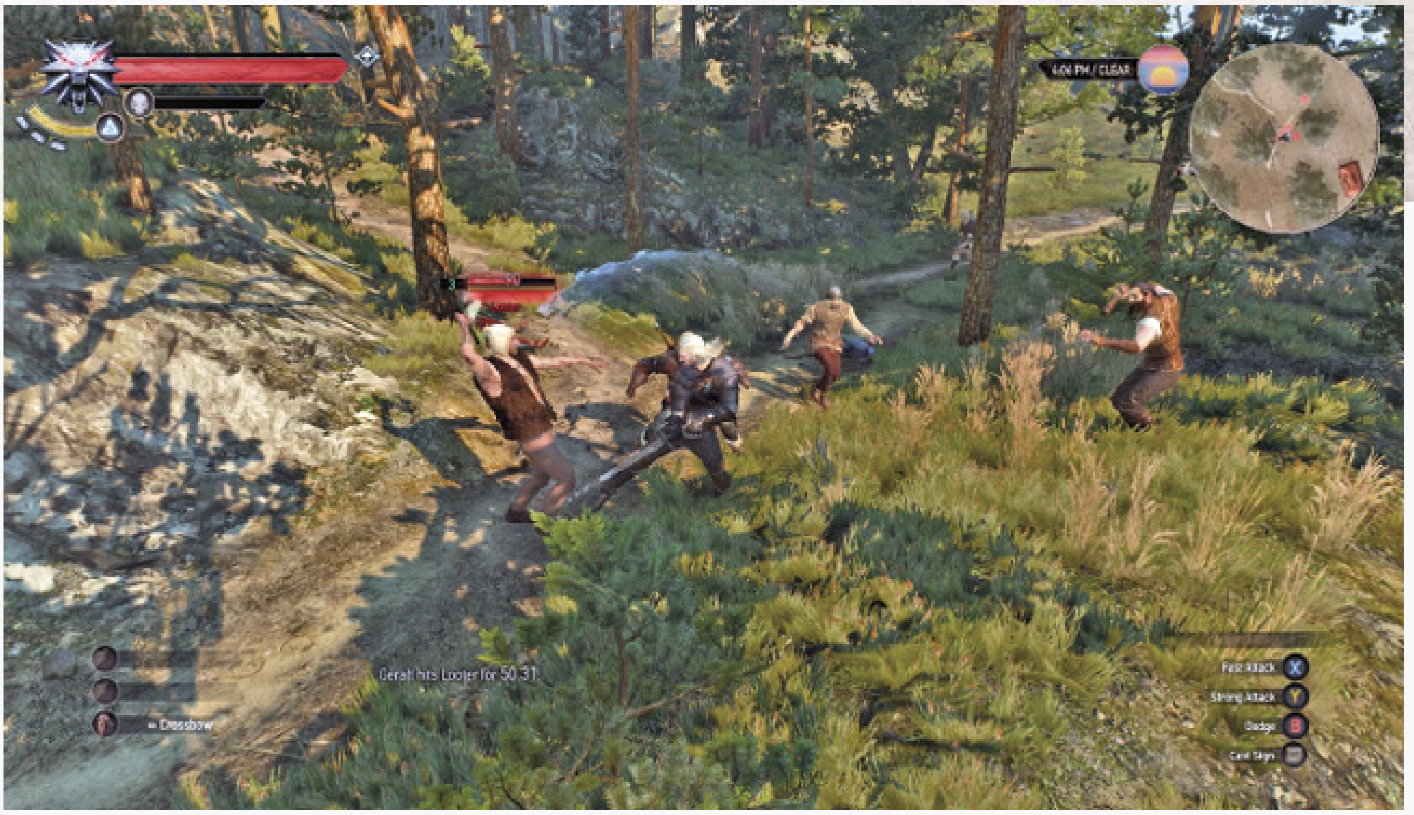
DEADLY CROSSING (III)*

LOCATION: Dragonslayer’s Grotto

CHARACTERS: Looters, Bandits

ENEMIES: Looters, Bandits

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne’er-do-wells looting the corpses of the fallen, or guarding valuables of some note. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them. Find them west of the Dragonslayer’s Grotto, in the woods by a small wooden log bridge over a ravine. A few steps east are some nekkers to slay, and a group of looters at a path junction.



Geralt hits Looter for 50.31

Following The Thread

Bits And Pieces

DANGER ALERT

SPOILER ALERT

FOLLOWING THE THREAD

LOCATIONS: Supervisor Lund's Building (Novigrad), Seven Cats Inn, Ringvald (Faroe Island), Trottheim, Hammond's Shrine, Nowhere Inn (Novigrad), Karadin's Residence

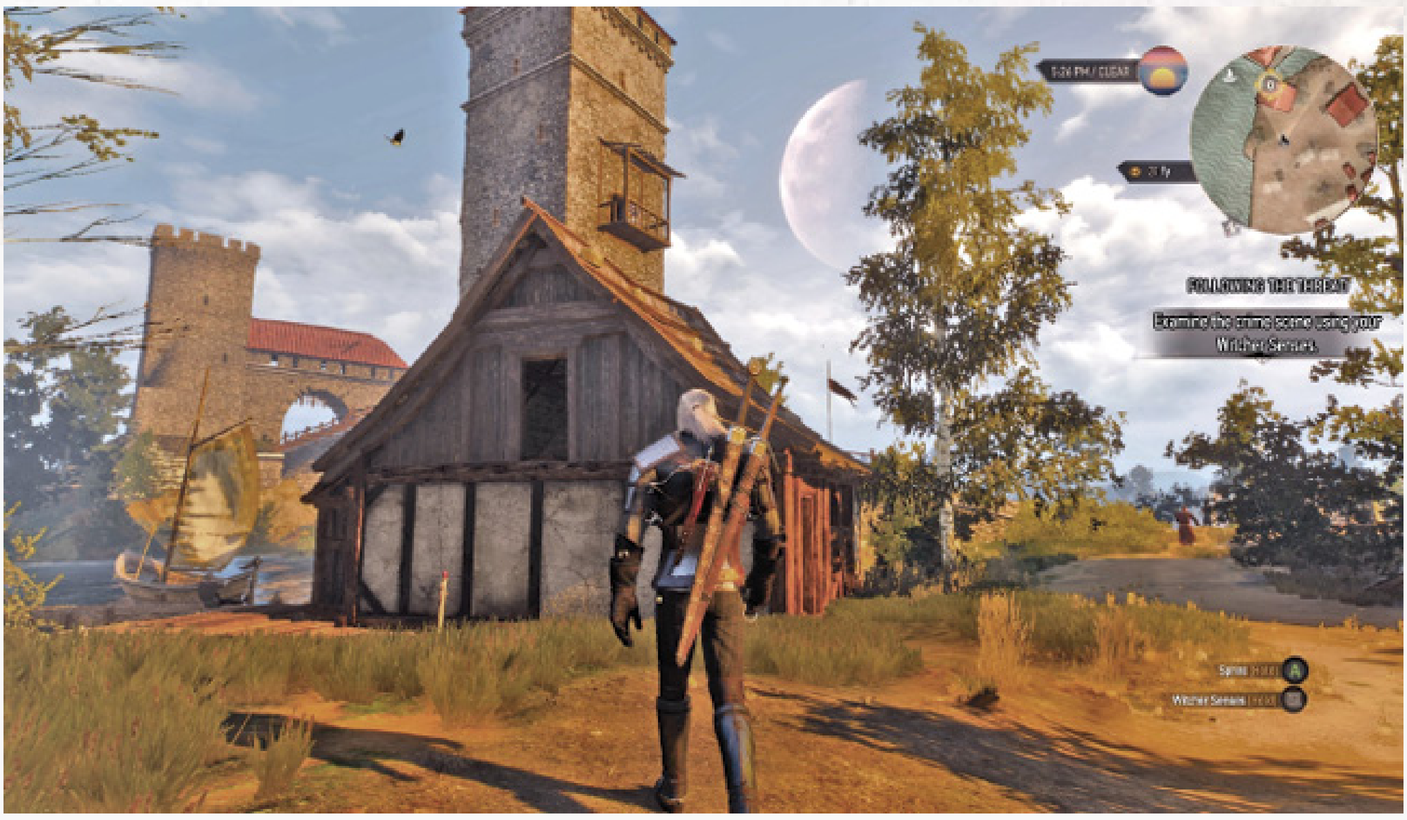
CHARACTERS: Supervisor Lund, Jan Karadin, Lambert

ENEMIES: Ekimmara, Guard, Vienne, Elf, Dagr, Pirate, Warrior, Hammond

OBJECTIVES

- Talk to the supervisor.
- Examine the crime scene using your Witcher Senses.
- Find the monster prowling the area by using your Witcher Senses.
- Nearest Signpost: Southern Gate.

A particularly gruesome decree is available once you chance upon it on a Notice Board, such as the one in Novigrad's Hierarch Square, close to the Kingfisher Inn. Find the contract entitled "Monster in The Bits". Head across Novigrad to the area just southeast of the Southern Gate. Approach supervisor Lund's building and chinwag with the guard. He tells you a beast haunts the outskirts. You can ask about the contract (apparently someone else is also interested), what the supervisor does, and ask for more information on the monster, including the last victim (Hubert the beggar) and a nearby shoreline hut where you can begin your search.



The hut is a short jog south, along the river. Slow down and inspect the door by the thoroughfare.

- There are monstrous footprints around a rowboat, up and into the hut.
- Head inside the hut, where there's evidence of monster blood—it was wounded. There's a corpse in the corner with the blood sucked out of him. Was this a lesser vampire? Your objective updates.
- Step back out and head back to the rowboat, then follow the set of claw prints roughly northeast along the shoreline. The tracks end at a short jetty over the river.

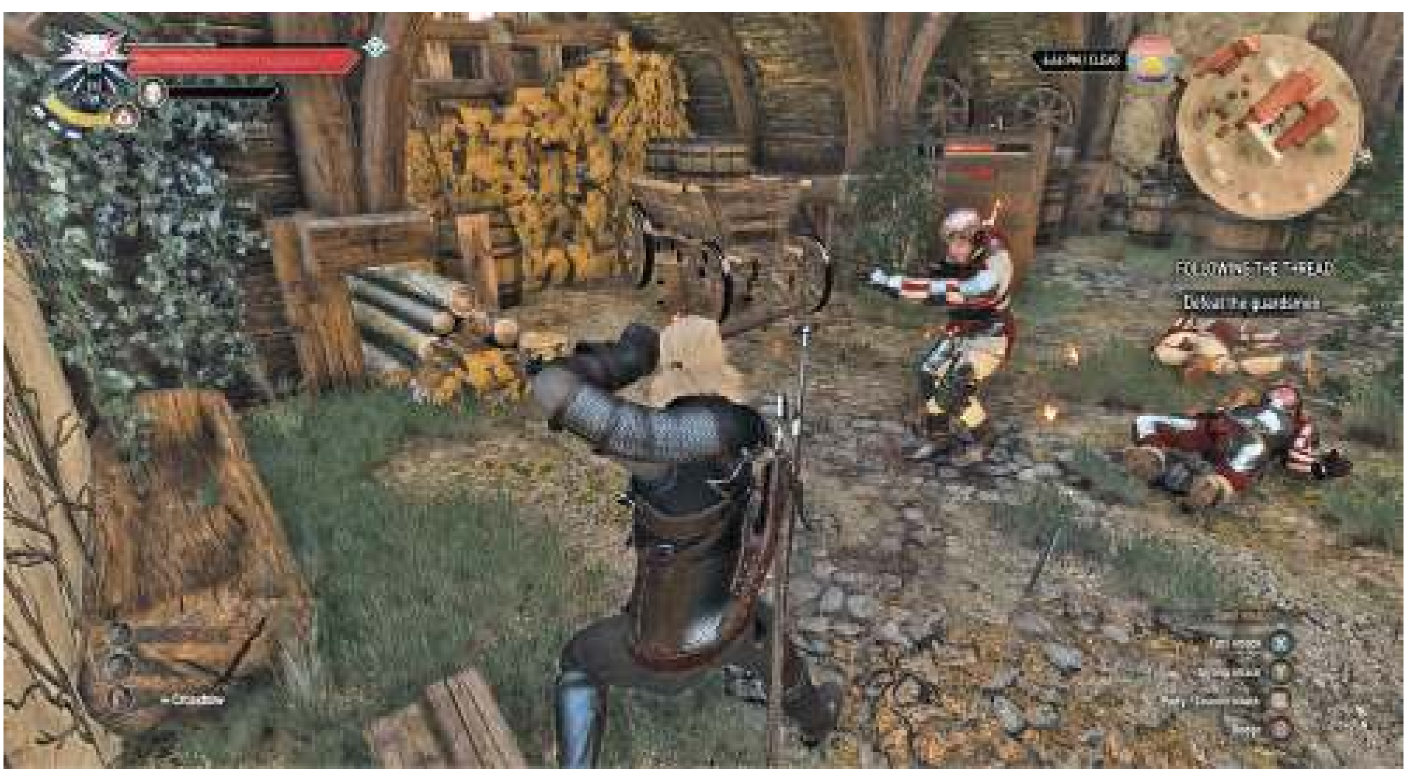
Following The Thread

A Hot Head And Cold Steel

OBJECTIVES

- Defeat the guardsmen.
- Talk to Lambert.

Back at the supervisor's building, you're waved inside, after which Lambert's hot head starts to boil while speaking with the supervisor, as he shouts about "Jan Karadin". Even if you urge Lambert to calm down, he starts a ruckus, and you're forced to defend yourself.



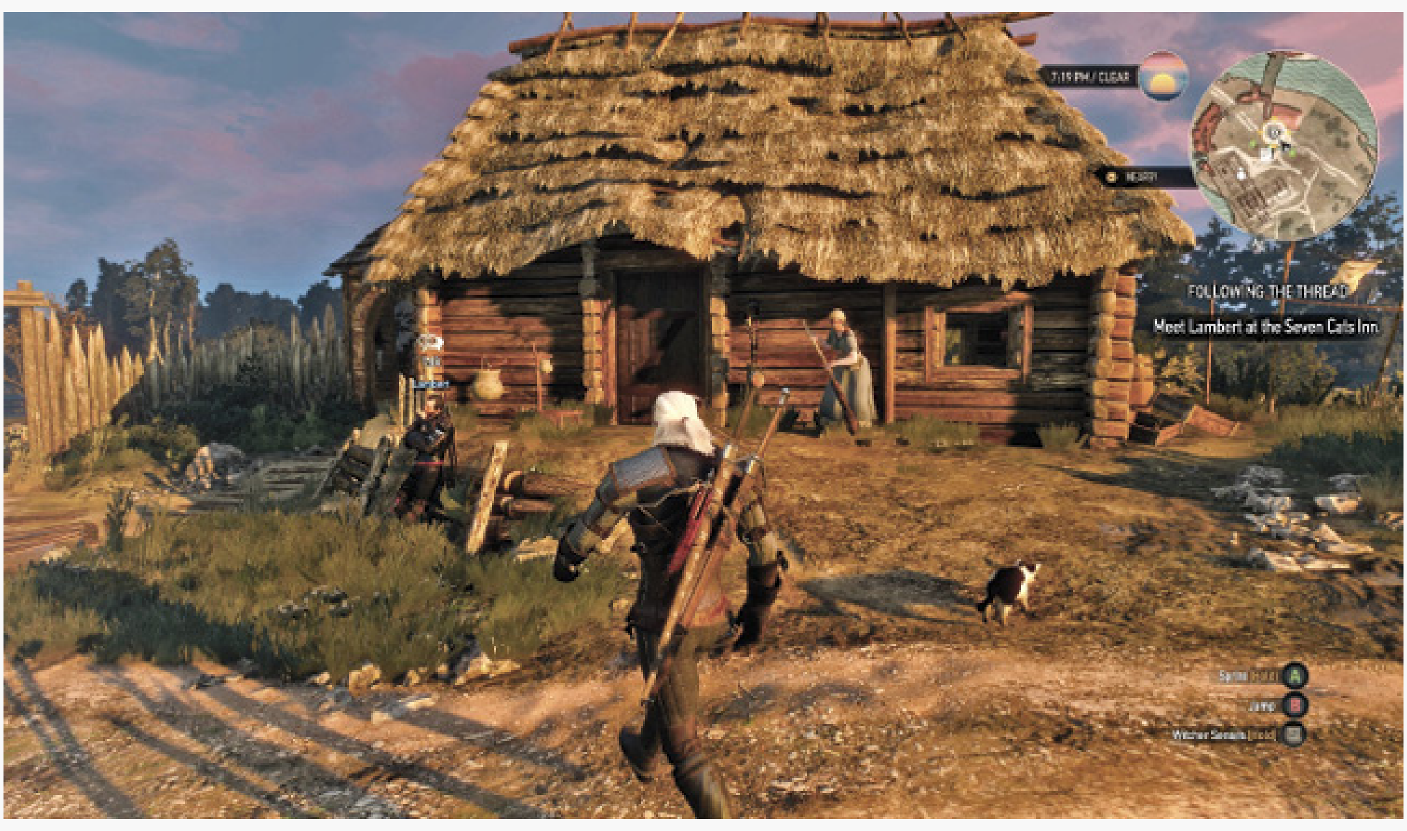
Slay the three guards attempting to jail you, then return to Lambert. Lund is more fearful, revealing Karadin has disappeared, and he only knows where Vienne is (whoever they are). Apparently, she drinks at the Seven Cats Inn. Lambert is zealous with his blade now, dropping Lund in a bloody heap. Time to flee!

OBJECTIVES

- Meet Lambert at the Seven Cats Inn.
- Get rid of Vienne and her defenders.

Vienne

Head northeast, out of the supervisor's building, before running from Novigrad, moving southeast along the far side of the Pontar river, until you reach the watering hole known as the Seven Cats Inn. You force Lambert to tell you what is going on. Choose the long or short version of it. He tells you about his friend Aiden (a Witcher from the School of the Cat), who he slew monsters with. After Aiden took a contract to lift a curse off a duke's daughter, a band of assassins ambushed and murdered Aiden, not happy with the curse being removed. Lund was one of the assassins. Their leader? Jan Karadin.



Vienne, a Scoia'tael in the service of Karadin, is half-drunk within the inn. After some persuasion (threats or offers to buy her a beer), she lists the others in Karadin's group—Selyse, Hammond, and Lund. But they've scattered. Feel free to ask her more about Selyse and Hammond, and that you need to contact them. Gather as much information as you can, for the conversation takes a turn for the worse as Vienne calls upon her brethren to kill you.

- Use polite conversation to end the chat without blood being shed.
- Or choose violence; three elves and Vienne must be cut down.

Afterwards, it is agreed that Lambert heads to find Selyse, while you search Skellige for Hammond. You'll meet back at the Nowhere Inn (in Novigrad).

Following The Thread

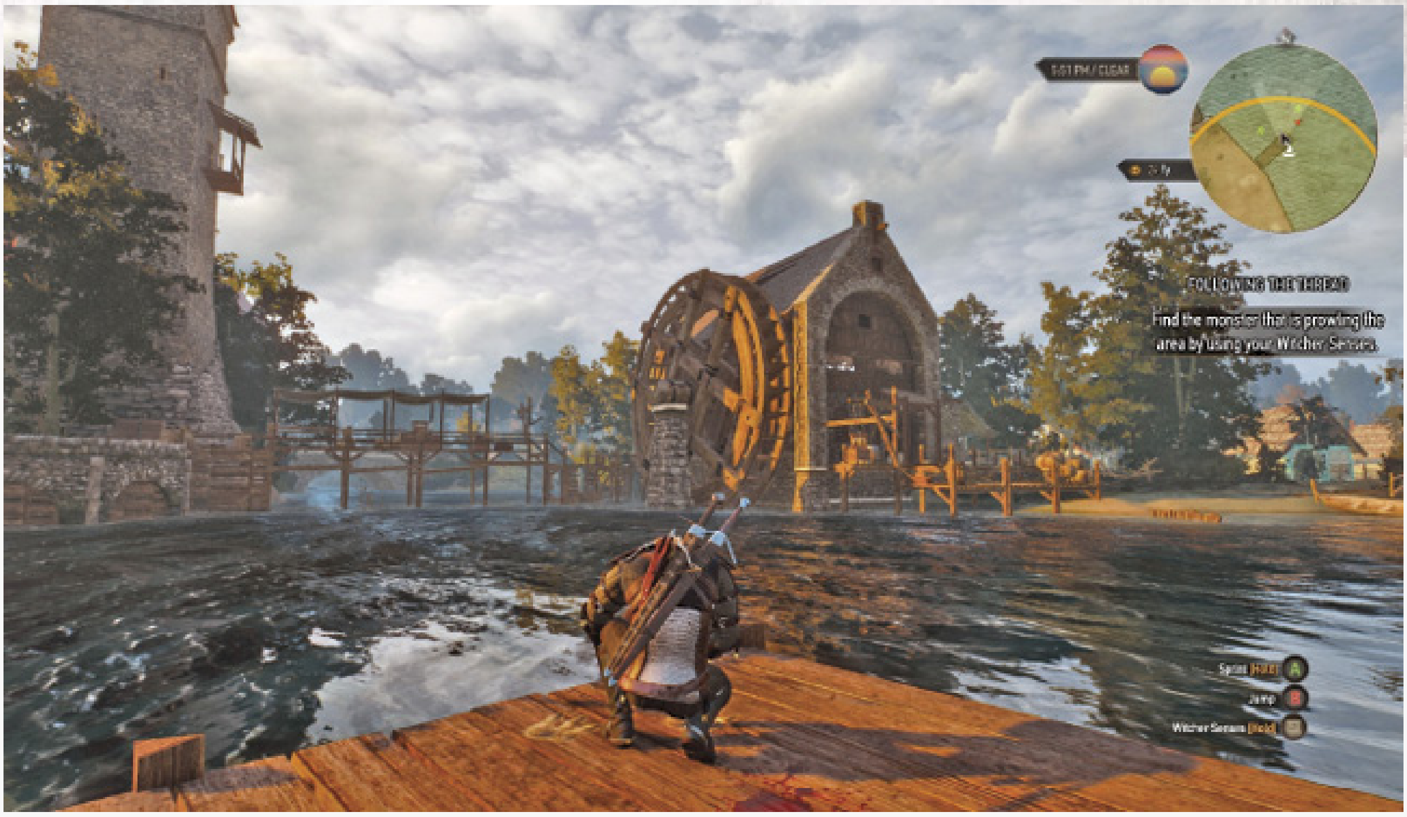
Lambert's Lesser Vampire

OBJECTIVES

- Find the place where the ekimmara emerged from the water using your Witcher Senses.
- Find the ekimmara's lair by following its tracks.
- Kill the ekimmara.

Look ahead, across the river to the water wheel. Swim across and climb onto the riverside platform attached to this structure, where more clawprints are discovered. They lead up the wooden dock ramp, and into the water wheel building. As soon as you enter, you hear shouts and fighting—run up the wooden steps to the upper floor.

You're surprised to see fellow Witcher Lambert attempting to thwart this large, gangly ekimmara. Join the throng and slay the lesser vampire. Afterwards, your conversation reveals Lambert is here to tackle a "certain matter". Ask him if he needs help with it. First though, there's the reward. Either head there automatically, or meet Lambert back at the supervisor's building at your convenience.



FOLLOWING THE THREAD

Find the monster that is prowling the area by using your Witcher Senses.

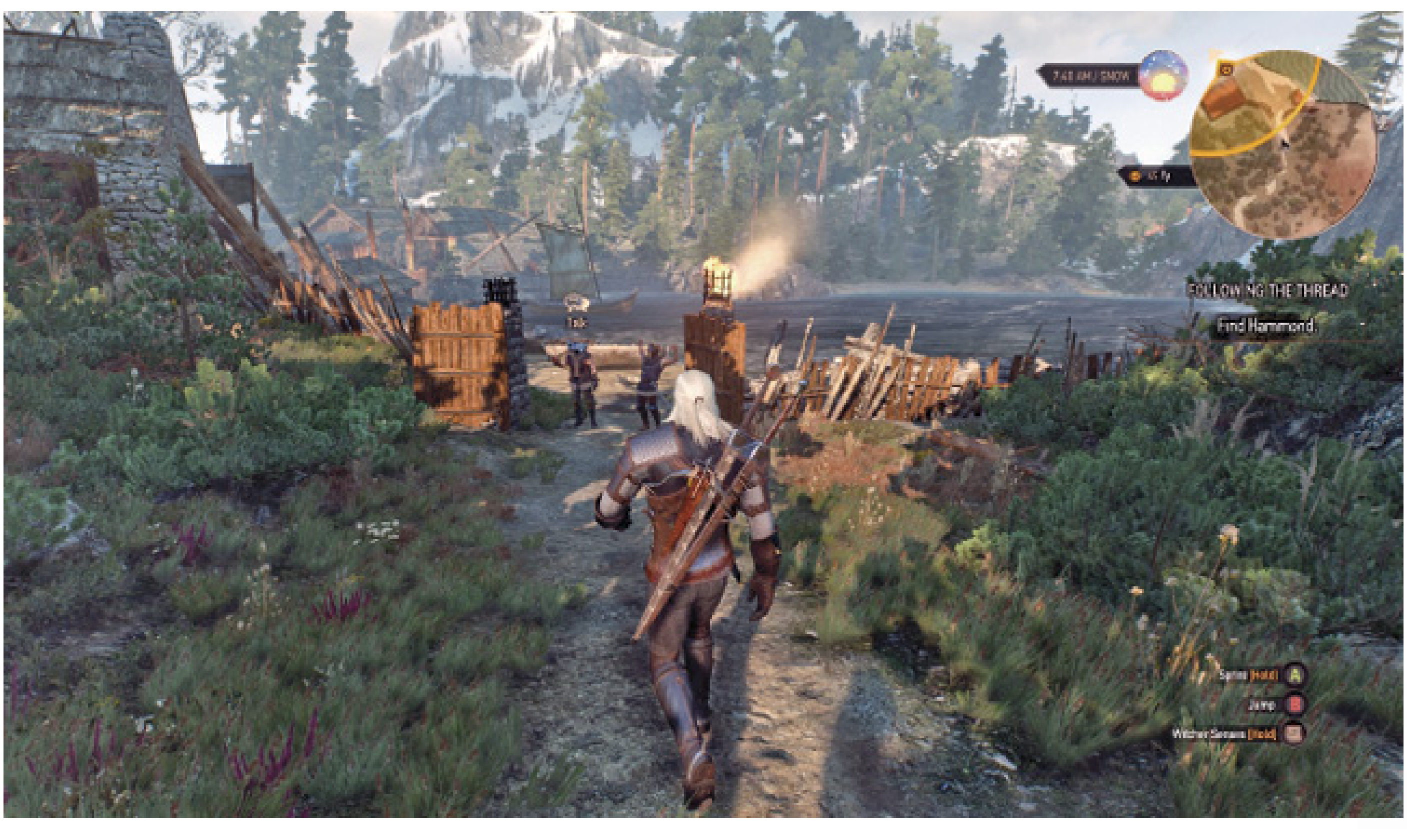
Following The Thread

Vengeance On Faroe

OBJECTIVES

- Go to Faroe and look for Hammond.
- Find Hammond.

You have quite a trek ahead of you. Assuming you've visited Kaer Trolde on Ard Skellig (the largest island), head to a previously-visited location, before taking a boat and continuing southeast, to the isle of Faroe. It has only two main villages, and the eastern one (Trottheim) has many dagr and pirates to be wary of (as they are tough and can overwhelm you). Instead, disembark to the west, at Ringvald. Head out of the village through the woodland path heading southeast. Then follow the winding road past the hilltop arena, eastwards past a junction stone, and head down into Trottheim village and talk to the dagr first (at the village entrance, there are two to pick from). Hammond, it seems, prays at the chapel on the nearby hill, and is a slaver. If you answer that you didn't know he was god-fearing, the dagr get suspicious, and attack. So tell them you'll be back if you don't want a fight. Expect up to 16 dagr and pirates to slay in this protracted battle.

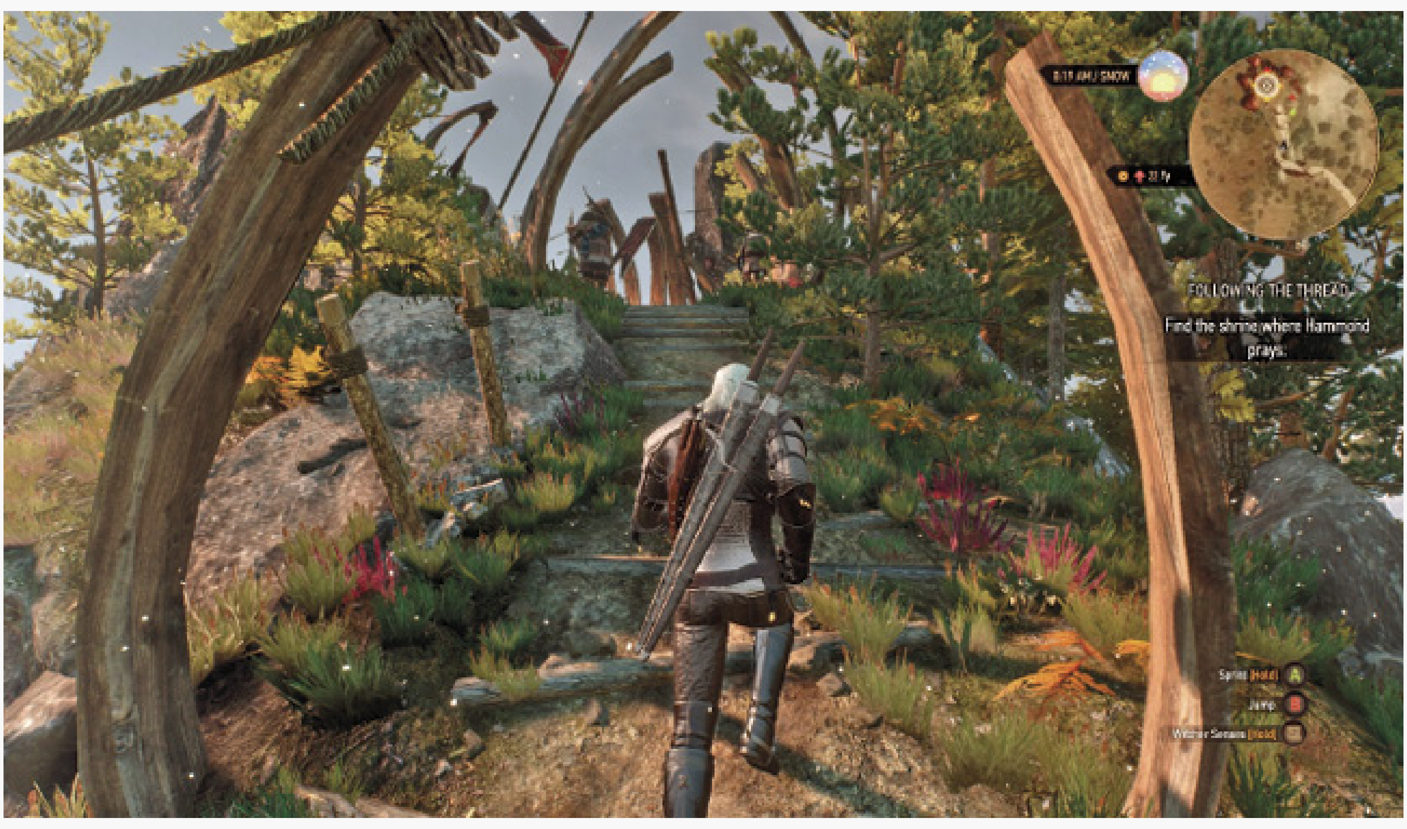


OBJECTIVES

- Find the shrine where Hammond prays.
- Kill Hammond. Search Hammond's body.

Hammond

Hammond's shrine can be approached by following the pathways, or disembarking at a beach just east of the shrine. Check your map, note the location of the shore (the southeastern tip of Faroe), and drop anchor on the tiny spit of sand, guarded by three dagr. Defeat them, then follow the snow-covered trail past some endriaga, and up the trail to a rustic shrine with rough hewed steps and the ribs from the hulls of longboats.



Hammond can't be reasoned with, so defeat him and his warrior guards in combat. Then search his corpse for some trinkets and the following:

Items: Quest Item: Letter Written on Elegant Stationary

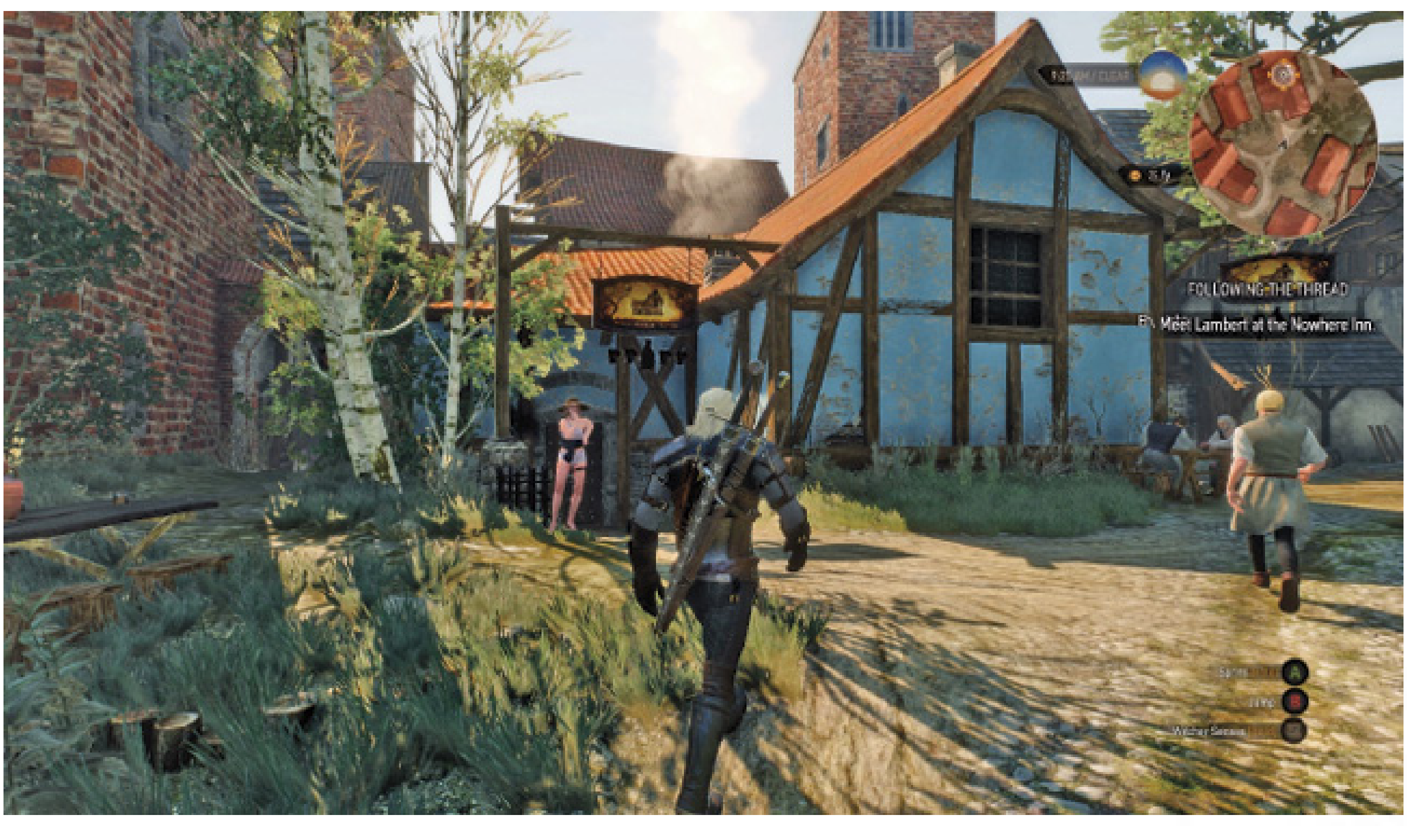
Following The Thread

End: An Optional Assassination

OBJECTIVES

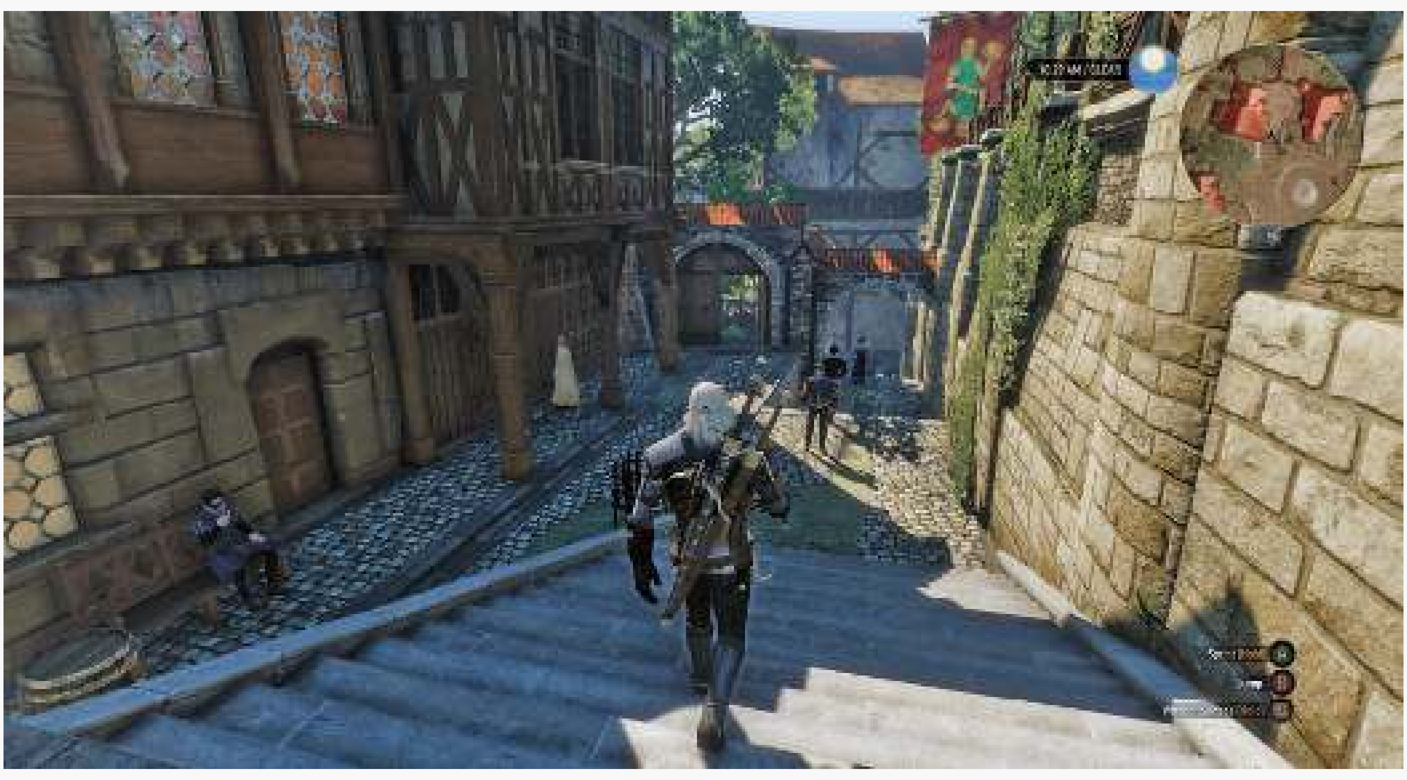
- Meet Lamert at the Nowhere Inn.
- Meet Lambert on Hierarch Square, near Karadin's residence.
- Decide Jan Karadin's fate.
- (Optional) Kill Jan Karadin.
- Nearest Signpost: St. Gregory's Gate.

Now you've fully explored Faroe, journey all the way back to Novigrad, enter the Southern Gate district of the city, and head for the Nowhere Inn (as shown). Lambert is inside playing Gwent. After his usual sullen questioning, you explain that Karadin lives in Novigrad, but never severed ties with Hammond. They are in business. Lambert has been busy too—learning about a trade in sly goods. Answer how you wish, optionally asking about Selyse, until you agree to pay Karadin a visit.



Jan Karadin

Head up to Hierarch Square, then down the steps to meet Lambert. You're planning an infiltration of the Karadin premises when a pair of heavily armored guards invite you into the abode without drawing a weapon. Karadin appears, introducing you both to his wife and small children. You motion for Lambert to talk to Karadin. You learn that he trained at the School of the Cat. Lambert fears he'll throttle the man, leaving you to optionally ask about his house, his past, and importantly, a Witcher named Aiden.



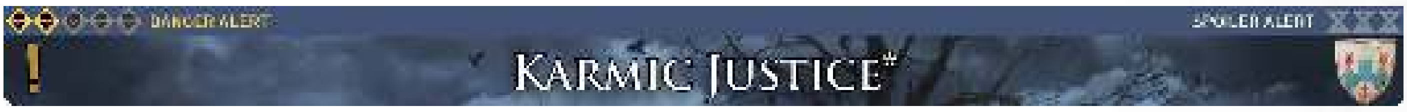
Karadin has regrets about Aiden's death, but had no other choice, since Aiden attacked first. Now you have the opportunity to end this quest (and Karadin's life) or spare it (and see Lambert's personality become even more abrasive). You can:

- Kill Karadin. The three of you spar in his gardens until Karadin is cut down.
- Spare Karadin. Lambert is incredulous. You walk away, telling him you aren't comfortable killing Karadin in cold blood. Lambert is more furious than normal, and you part ways.

After you decision is made, the quest concludes.

Karmic Justice*

Scoia And Tell


DANGER ALERT
KARMIC JUSTICE*
SPOILER ALERT

LOCATIONS: Southern Gate (Novigrad), Tretogor Gate

CHARACTERS: Merchant, Scoia'tael

OBJECTIVES

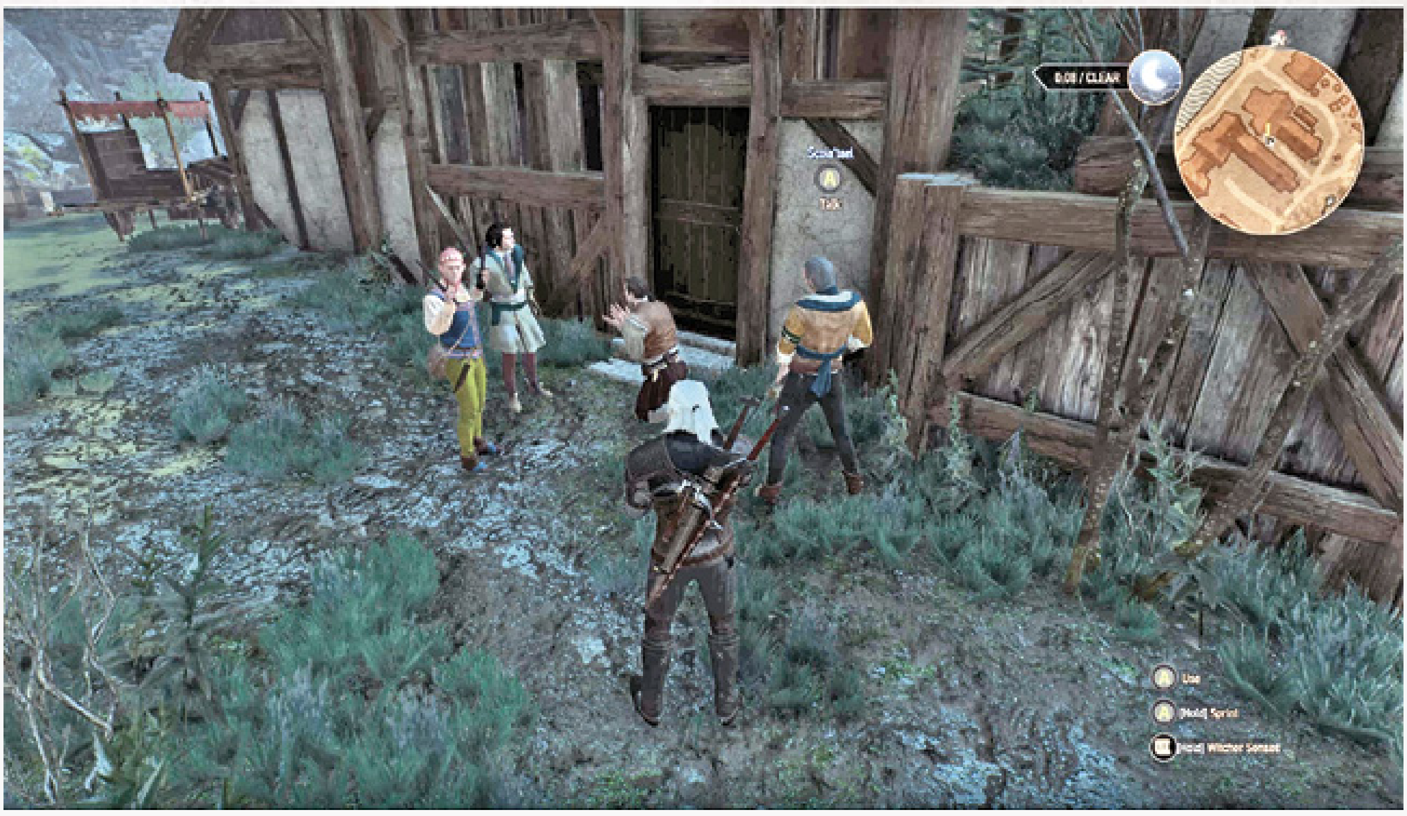
- Nearest Signpost: Southern Gate.

At night, in the rough-and-tumble alleyways between the Southern and Tretogor Gates, a trio of Scoia'tael are roughing up a merchant they accuse of dealing fisstech to some young elves—which kills every other one of them. The merchant protests his innocence (and hatred of elves) loudly.

You can step in and intervene. You can (after checking to see if he's carrying any fisstech, which he isn't):

- Tell the elves you have no proof he sold fisstech. This leads to a fight with the three Scoia'tael, and the profound thanks of the merchant.
- Leave the elves to do what they want with the merchant.

Either choice concludes the quest, though there's no crowns if you side with the elves.


Scoia'tael
Talk
Use
[Hold] Sprint
[Hold] Witcher Senses

Items: Crowns (for freeing the merchant)

Witch Hunter Raids*

Addling Minds With Magic

DANGER ALERT SPOILER ALERT

WITCH HUNTER RAIDS*

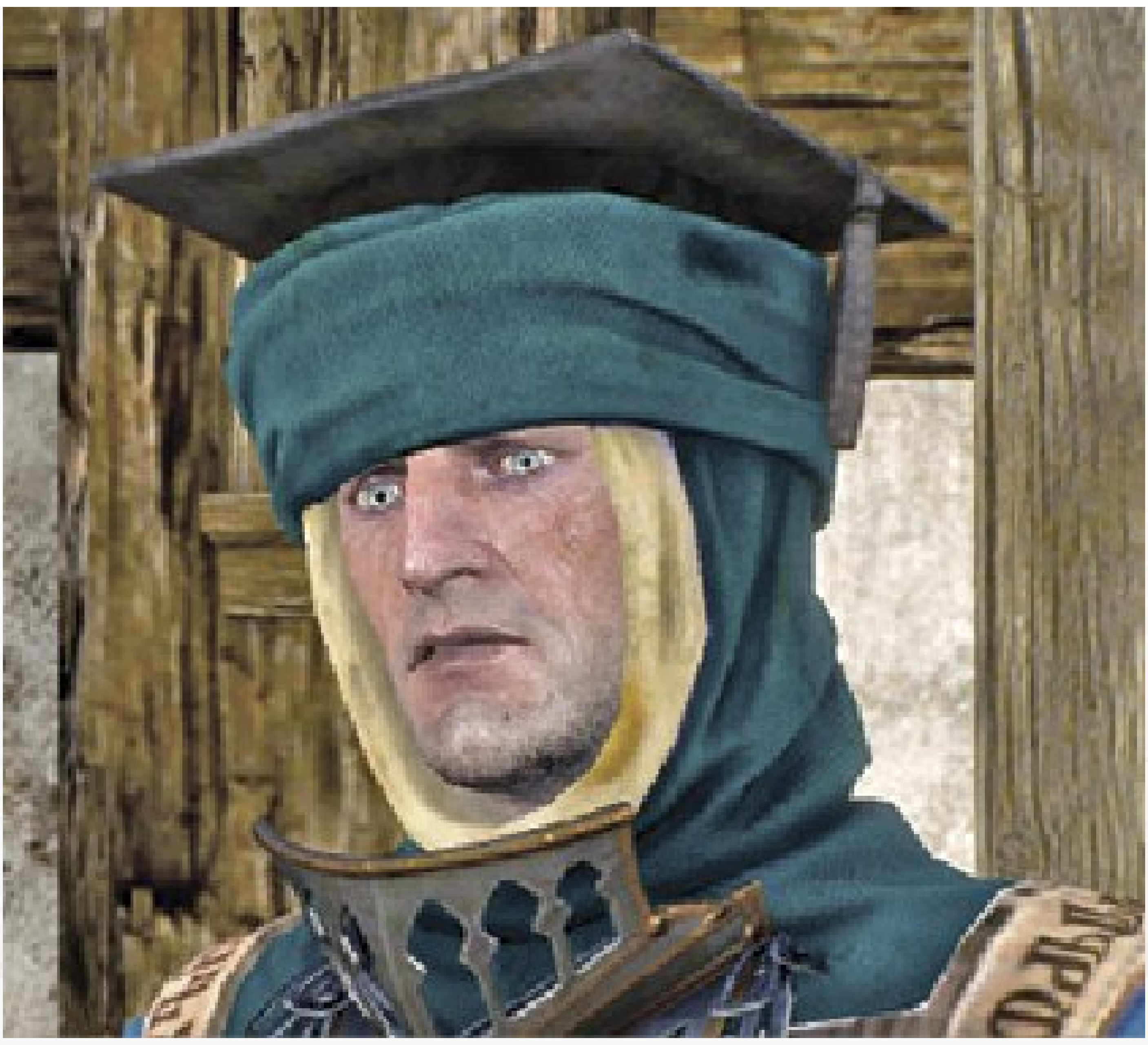
LOCATIONS: Glory Gate

CHARACTERS: Remi Villeroy, Louisa Villeroy

ENEMIES: Witch Hunters

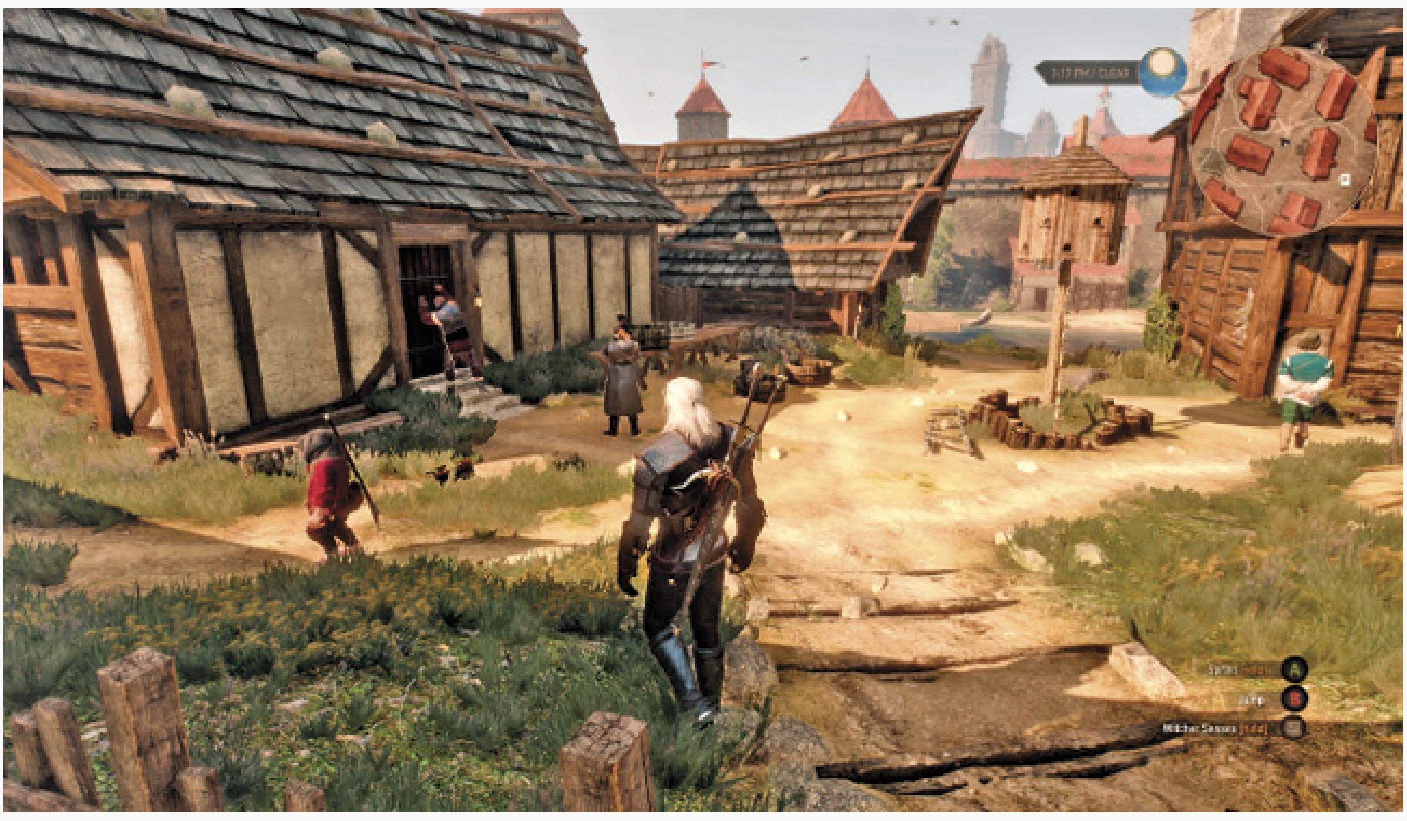
OBJECTIVES

- Nearest Signpost: Glory Gate.



Remi Villeroy

The nonhuman slum of Farcorners is home to many folk hated by the Eternal Fire and the witch hunters, none more so than Remi Villeroy, a mage sentenced to death. Go to Remi's front door to see two witch hunters attempting to apprehend him. An argument erupts inside the house, with the hunters ready to shackle him and his wife. You can slink away, or help Remi defeat the two witch hunters. If you help and Remi survives, you receive a few runestones for your troubles.



Items: Runestones

The Flame Of Hatred*

Preaching On A Plinth

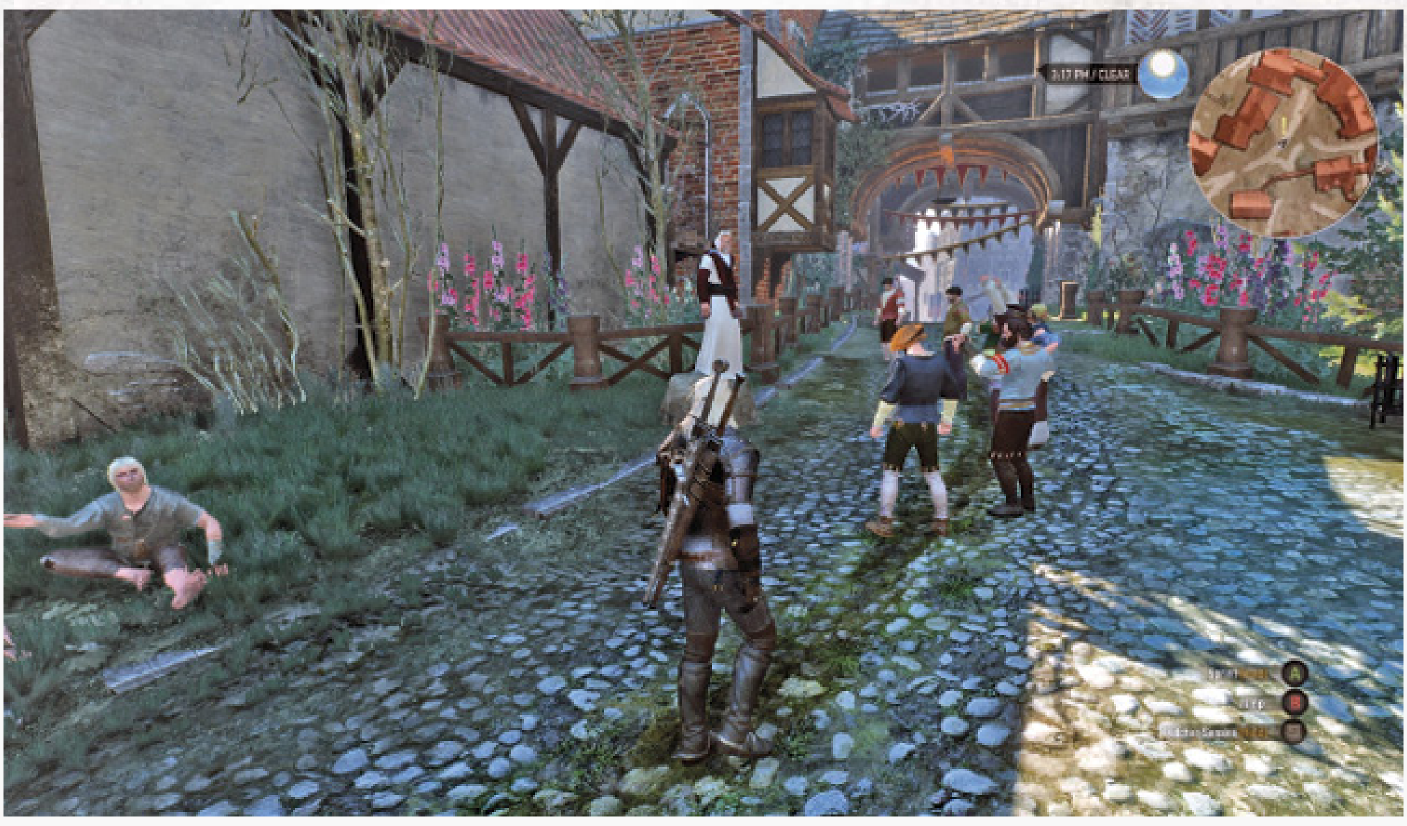
DANGER ALERT SPOILER ALERT

THE FLAME OF HATRED*

LOCATIONS: Novigrad, Hierarch Square
CHARACTERS: Preacher
ENEMIES: Temple Guards, Bandits

Preacher

This occurs in the center of the lower city, east of Hierarch Square. Wherever they can, the priests of the Order of the Eternal Flame attempt to ignite the tinder box of animosity between the populace and sorceresses or alchemists. The preacher standing on the stone plinth in this cobbled street also has some choice words for Witchers. Perhaps this situation is best solved with words rather than violence?



Step up and speak to the preacher. He's almost begging you to react to the venom he spits. You can:

- Ask how many lives he has saved. Press this subject, and the mob turns on him, dispersing as the preacher shrinks under your verbal barrage.
- Tell him you'll shut him up. Not being a man of combat, the priest will shy away, and the crowd disperses, mocking the priest.
- Ignore him and walk away. The preachers are as common as syphilis in Crippled Kate's, and just as difficult to get rid of.

Once you've resolved this verbal altercation, the quest concludes. If you threatened or confronted the preacher, you receive a small XP reward. However, if you threatened the preacher, watch out around two days from now—expect an ambush near the spot the preacher stood. The ambushers try to convince you they are officials, and demand you hand over your weapons. You can:

- Accept. After all, what's there to worry about?
- Tell them no.

In either case, the bandits inform you they were sent by the preacher you embarrassed. Fight the two foes, either with or without your weapons. Pick up your weapons from their corpses afterwards, as this quest concludes.

A Feast For Crows

Uncovering Derrick The Dead

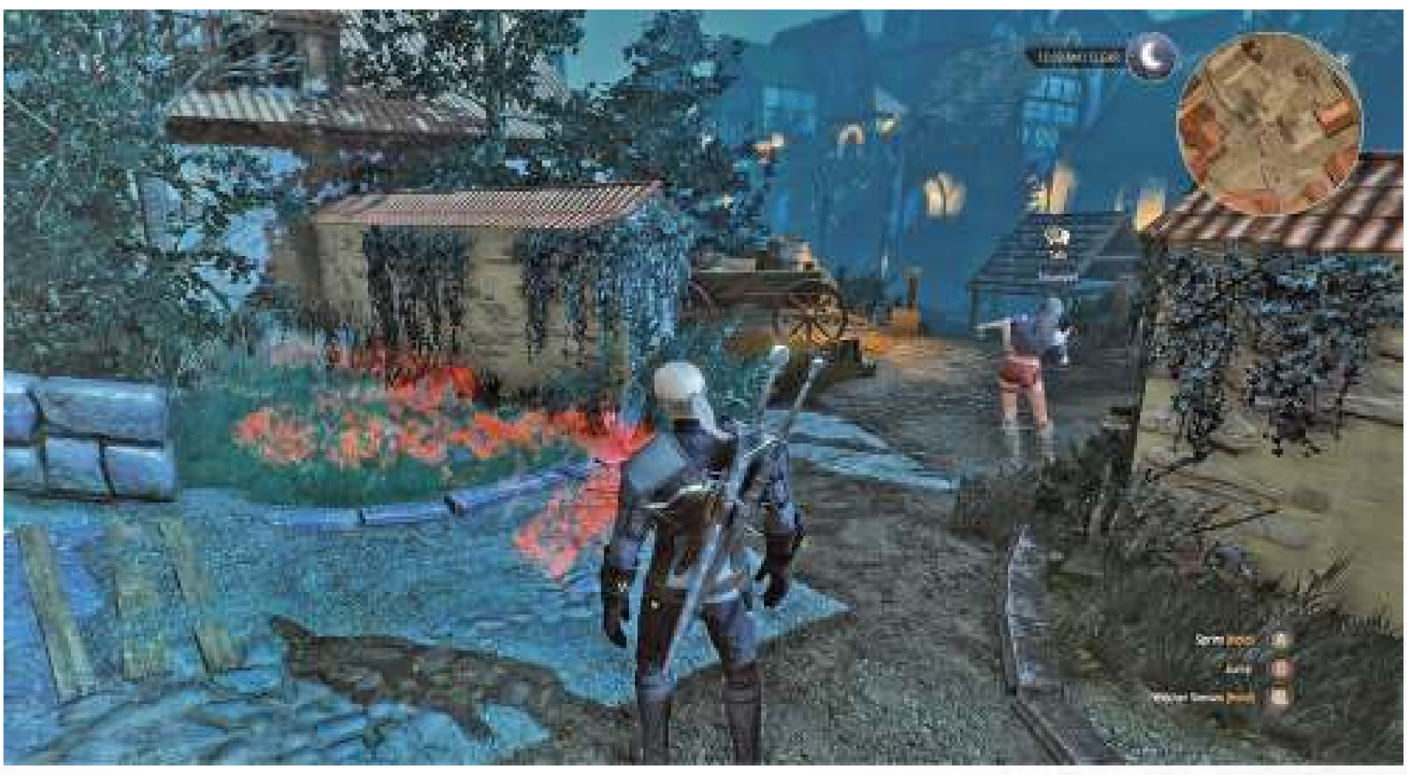
DANGER ALERT
SPOILER ALERT
A FEAST FOR CROWS

LOCATIONS: Gate of the Hierarch, Derrick's Den
CHARACTERS: Derrick, Carlos "Cleaver" Varese
ENEMIES: Cleaver's Henchdwarves

OBJECTIVES

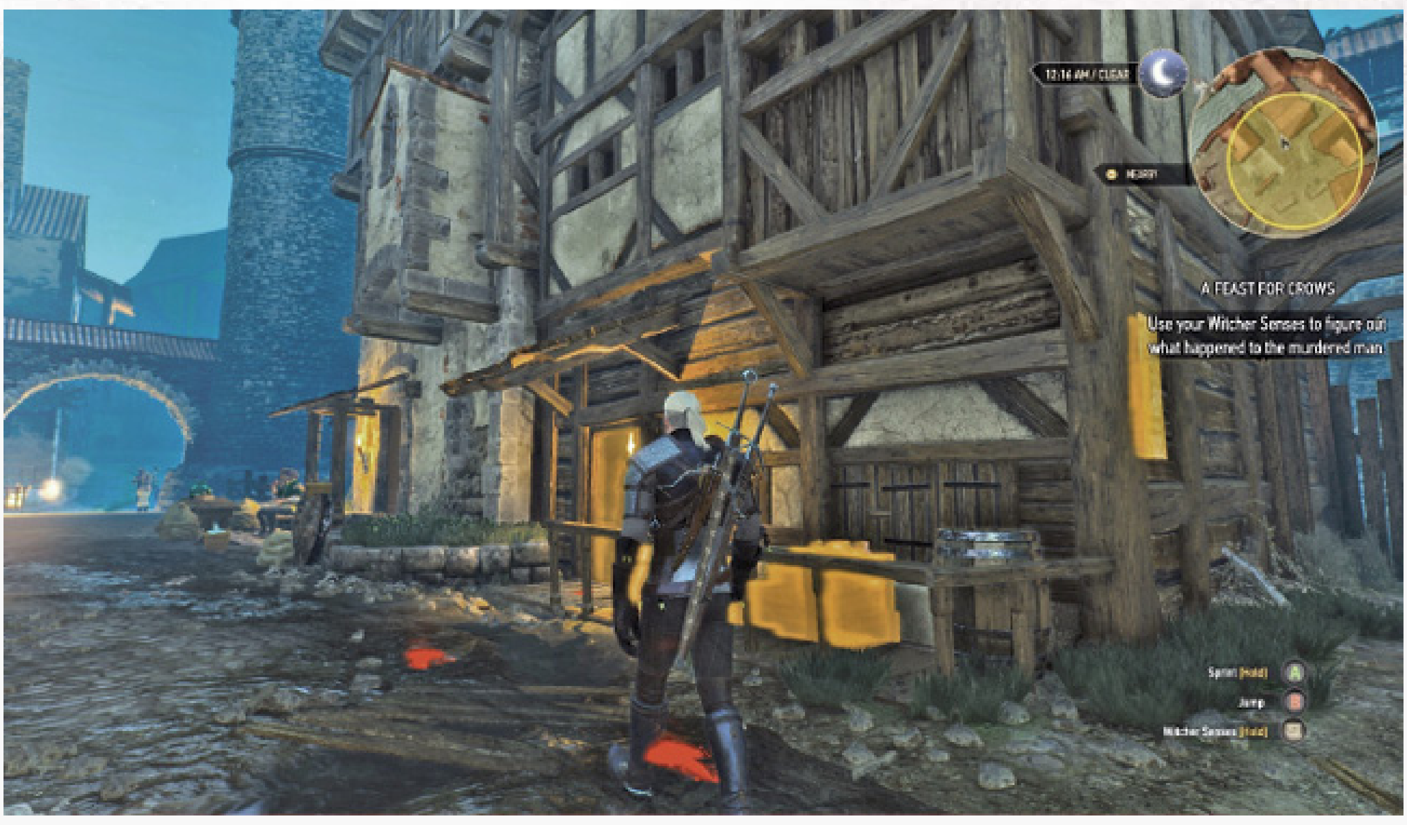
- Figure out what happened to the murdered man.

Something stinks around here worse than Zoltan's posing pouch, and it is hidden in the long grass near the small stone bridge and low wall, just north of the Gate of the Hierarch. When you pick up the smell, optionally use your Witcher Senses to follow the odor to its source. A murder of crows flap away from a corpse. Examine it to see the poor fellow was stabbed by a sword. Then loot a key.



Items: Quest Item: Key

Further examination of the area using your Witcher Senses reveals the murdered man fled to this point before collapsing. Trace his footprints across the street and around a corner to a small wooden structure. Enter, and you find three dwarf bandits allied to Cleaver, ransacking the man's home. They mockingly explain that they slew "Derrick," and have instructions from Cleaver to slay anyone who finds this den.



A FEAST FOR CROWS
Use your Witcher Senses to figure out what happened to the murdered man.

END: AVOIDING A CHIB BETWEEN YOUR RIBS

OBJECTIVES

- Kill the bandits.
- Find the treasure chest.

The dwarven bandits present two options:

- Hand over the key. You receive a small reward for your troubles.
- Tell them you don't like being threatened. This naturally starts a fracas with you and the three diminutive bandits. Slay all three of them.

When the situation has been resolved, you can search for the treasure chest, on the north side of the ground floor of Derrick's Den. Use the key to open it, and claim coins (100 orens and 50 crowns), as the quest concludes:

Items: Crowns

Message From An Old Friend

The Musty Smell Of Parchment And Leather

DANGER ALERT SPOILER ALERT

MESSAGE FROM AN OLD FRIEND

Location (and Map page): Hierarch Square (Novigrad)

CHARACTERS: Marcus T. K. Hodgson, Jacques de Aldersberg

OBJECTIVES

- Find a book with a red cover using your Witcher Senses.

Marcus Thaddeus Knut Hodgson

Enter the "Books and Scrolls" shop along the northern side of Hierarch Square in Novigrad, and speak to proprietor, Marcus. A purveyor of fine and rare manuscripts, he recognizes you from the compendium he was recently tasked to undertake. But he has other interesting information to impart—namely a man who paid him to keep a book for you. Marcus doesn't know the man's name, but the book had a red cover. You can:

- Look at all his books (and purchase his many tomes).
- Tell him you're just here for the one he mentioned.

Either way, you must search this repository for the book Marcus mentioned.

END: FAINT ECHOES OF THE FLAMING ROSE

Even though you may be interested in the scandalous goings on between the pages of "The Many Adventures of Misbehaving Muriel," you're here for a red-leather tome. Head up the stairs, and look for the book on the bookcase by the second set of stairs. Inside "My Manifesto" is a letter to read. It bears the handwriting of Jacques de Aldersberg, the Grand Master of the Order of the Flaming Rose—creator of the "ubermen," thief of the Witchers' secrets, and hater of elves. You put the sword to him many moons ago. Now his words resonate. The quest then concludes.

Items: Common Item: My Manifesto—The Life of Jacques de Aldersberg, Quest Item: Letter from "A"

Of Swords And Dumplings

Kneading Dough, Not Forging Steel

DANGER ALERT — SPOILER ALERT

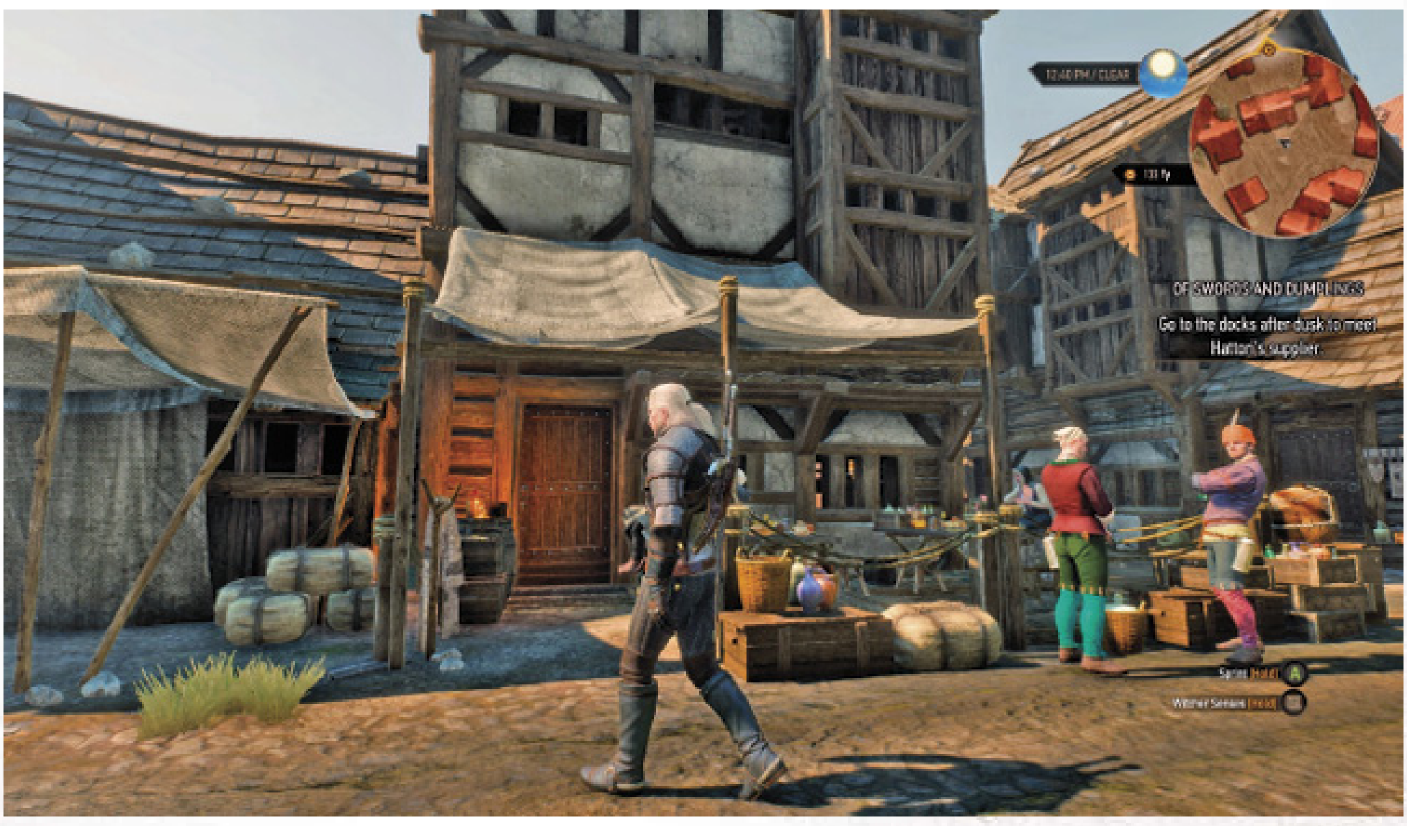
OF SWORDS AND DUMPLINGS

LOCATIONS: Hattori's Dumpling Shop (Novigrad), The Golden Sturgeon, Von Hoorn's Warehouse
CHARACTERS: Eibhear Hattori, Tinboy, Sukrus, Ernst von Hoorn
ENEMIES: Cleaver's Henchdwarves, Merchant, Bandits
RECOMMENDED ITEM: 200 Crowns, Axii Delusion Level 3

OBJECTIVES

- Talk to Hattori in his dumpling shop.
- Nearest Signpost: Hierarch Square.

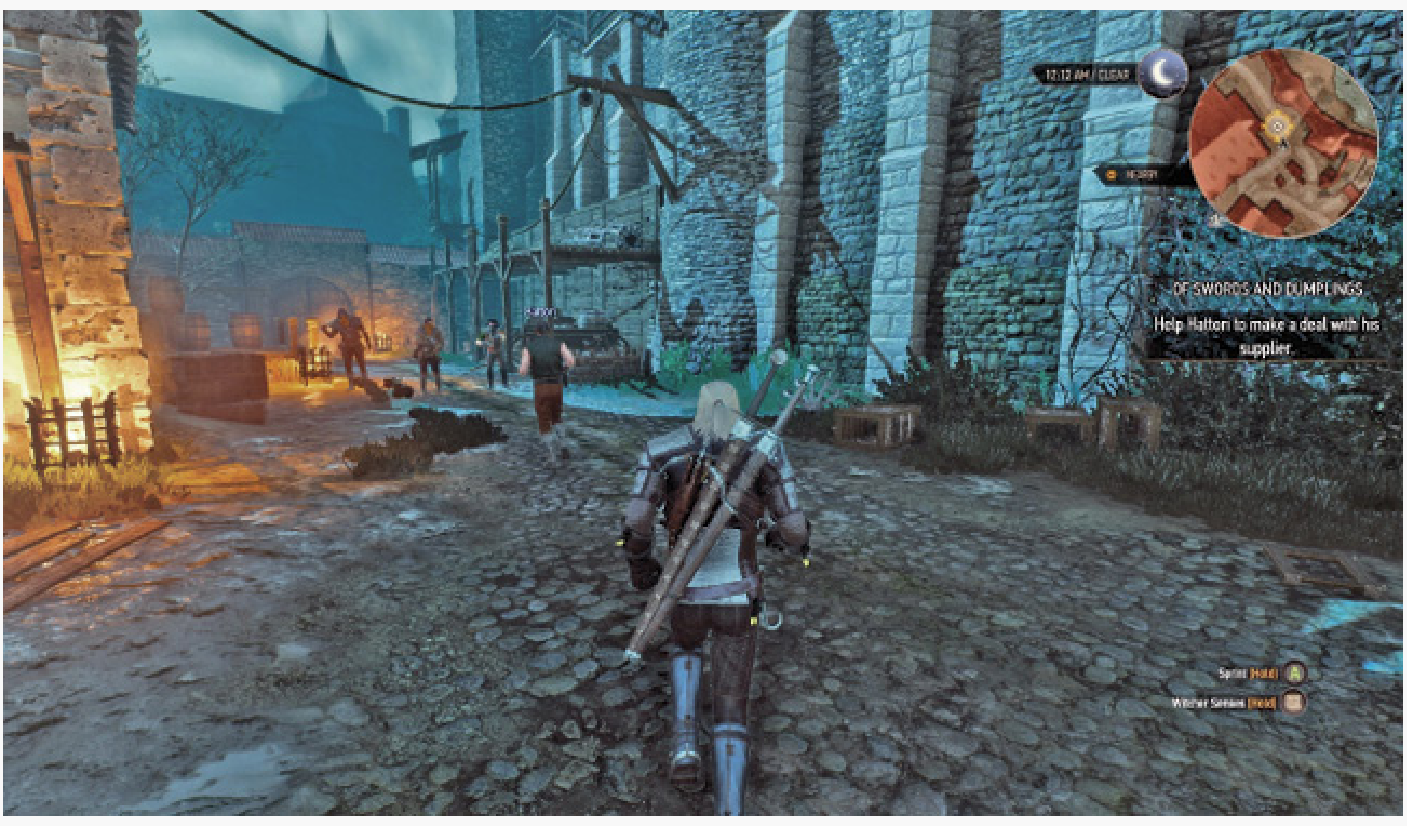
Enter Hattori's modest dumpling shop, and inquire about the food. When the elf turns around, he's much more interested (and knowledgable) regarding your blades. Feel free to try a dumpling when asked, but you're really here for a swordsmith. Hattori shows you some momentos of his past work, but he's retired. Or at least, he isn't part of the gang that monopolize the supplies for metalworking—headed up by Ernst van Hoorn, under the protection of that lunatic dwarf Cleaver. Push the subject, then ask if he's interested in you finding him some supplies. Hattori asks if you'll accompany him to a meeting where supplies are bought. You're the bodyguard. Meet him after dark at the docks.



OBJECTIVES

- Go to the docks after dusk to meet Hattori's supplier.
- Help Hattori to make a deal with his supplier.
- Escape the ambush.

Head west to the docks and mediate, or complete other tasks until after dark. His contact is called Tinboy (one of the King of Beggars' men) who might be able to undercut Cleaver's stranglehold on the supplies. Continue west along the wharf, then south down a warehouse alleyway, and into a stone courtyard. Tinboy is here with some muscle. The initial negotiation is 50 percent of Hattori's profits. You can agree, cut it to 25 percent and agree on 35, or remain steadfast at 25. Not that this matters, as Cleaver's henchdwarves ambush the meeting, and all hell breaks loose!



Tackle five of these henchdwarves while checking Hattori doesn't take too much damage. Remove all of the short threats, then flee to the east, through the door to a stone archway blocked by crates. Use Aard to smash through the blockade, and out to the docks again. Tinboy agrees to the previous deal, but warns you that you've angered one of the Big Four of Novigrad's underworld. You're able to conclude the deal, when Hattori flees the area! Let him go, and retrace your steps back to his shop at your leisure.

Of Swords And Dumplings

Sukrus Causing A Ruckus

OBJECTIVES

- Talk to Hattori in his dumpling shop.
- Enlist Sukrus from Skellige as Hattori's bodyguard.
- Break up the fight at the inn.

Sukrus

Bang on the door back at the dumpling shop. Hattori won't let you in, and pleads for you to find him a bodyguard. Ask him further questions, and he reckons a mercenary named Sukrus (an old Skelliger pirate) might be just the ticket. Find him drinking at the Golden Sturgeon, down at the docks. Agree to find this fellow. A short walk west of the Ubbizi Townhouse is the Golden Sturgeon.

Don't head inside. Sukrus is engaged in some heavy-handed discussions with a merchant, which turns into a brawl. Step in and intervene, before Sukrus turns on you. Then lay him out with your fancy fist-work or a boot to the face. Impressed by your punching power, he beckons you inside.

Sit down with Sukrus, optionally asking him about his beef with the merchant, before telling him you have a job for him. Of course, without any money to offer Sukrus, he wants a favor from you first! Sukrus' brother-in-law owes him some coin. Get it back, and he'll help Hattori out. Or, simply smash the mead they ferried in from An Skellig. Sukrus is the petulant sort.

Of Swords And Dumplings

Too Much Greed About The Mead

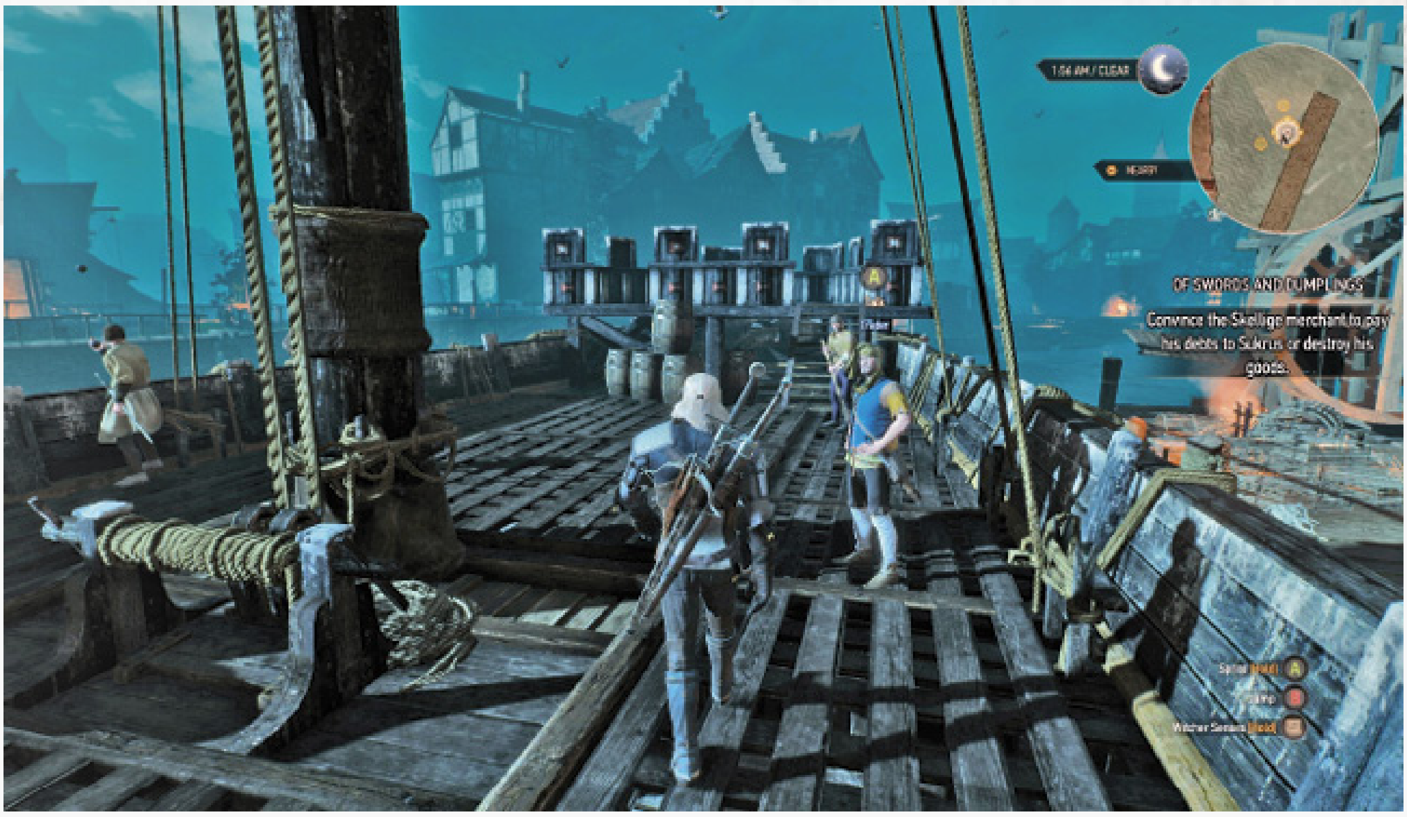
OBJECTIVES

- Convince the Skellige merchant to pay his debts to Sukrus or destroy his goods.
- Tell Sukrus you solved his problem.

Stroll out of the Sturgeon, make a right (northwest) turn and head out onto the main jutting dock by the water wheel crane. Board the ship to your left, and speak to the merchant, who is quite insistent he not pay Sukrus, given the man's boorish behavior. You can:

- Ask what the problem is with Sukrus. You receive more or less the same answer.
- (Axii Delusion Level 3) Flummox the merchant into paying his debt.

Unless you're using Axii, a spot of vandalism is in order. Approach the casks of mead, and blast them apart using Aard or Igni. Face two bandits in combat. The merchant flees.


1:56 AM / CLEAR
OF SWORDS AND DUMPLINGS
Convince the Skellige merchant to pay his debts to Sukrus or destroy his goods.

Journey back to the Golden Sturgeon, and find Sukrus' table. You inform him the problem is solved, and that he's to keep an eye on Hattori. Sukrus isn't happy as the elf "swindled him on axes once," but once you vouch for him, he seems agreeable, and sets off to round up some brethren.

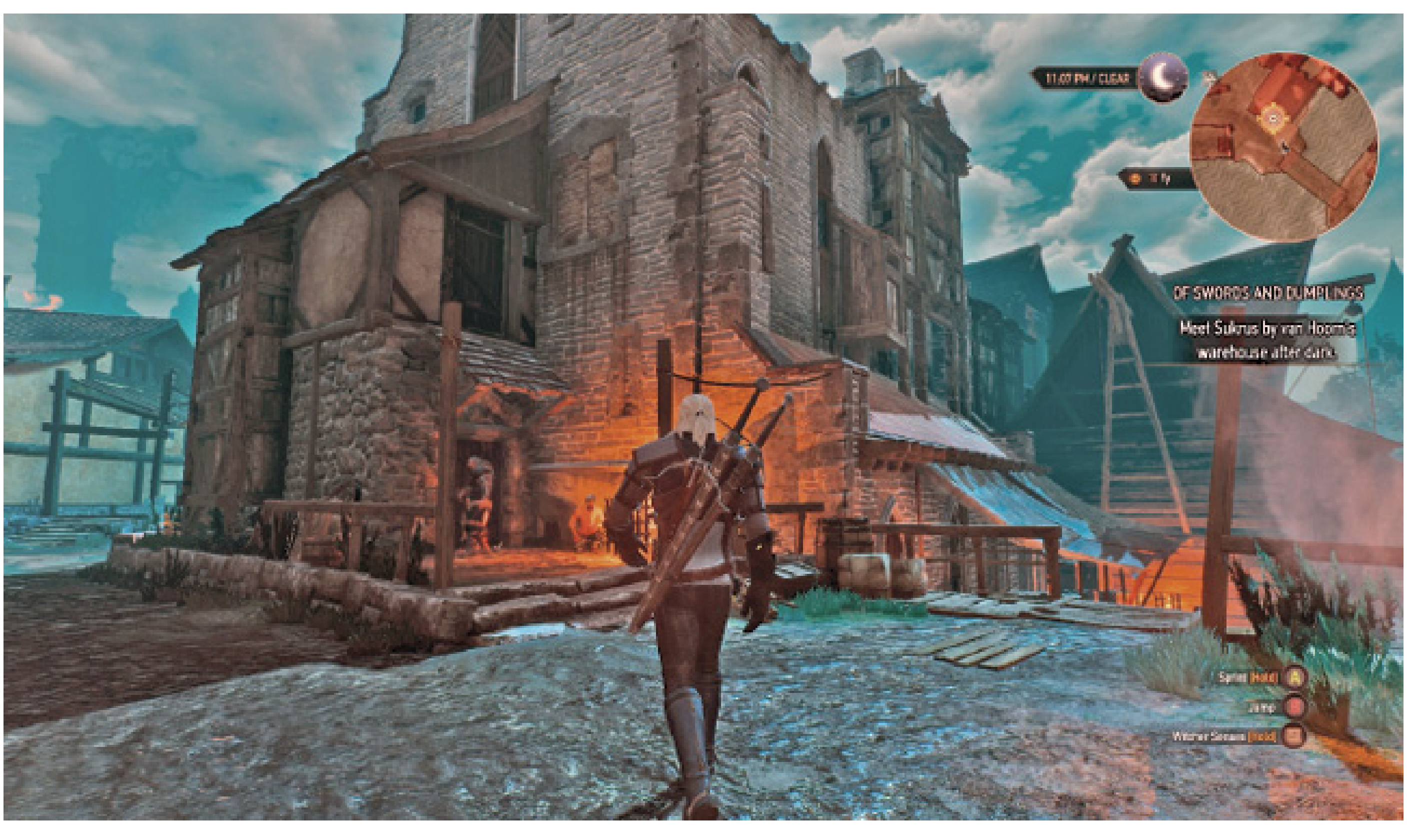
Of Swords And Dumplings

Crafting A Plan

OBJECTIVES

- Return to Hattori.
- Gather Sukrus and his boys.
- Meet Sukrus by the warehouse after dark.

Trek back to the Dumpling Shop again. When you arrive, Sukrus' men are already standing guard. Speak with Hattori, asking whether he can finally forge you a sword worthy of a Witcher.


11:07 PM / CLEAR
OF SWORDS AND DUMPLINGS
Meet Sukrus by van Hoorn's warehouse after dark.
Sprint (Hold)
Jump
Witcher Senses (Hold)

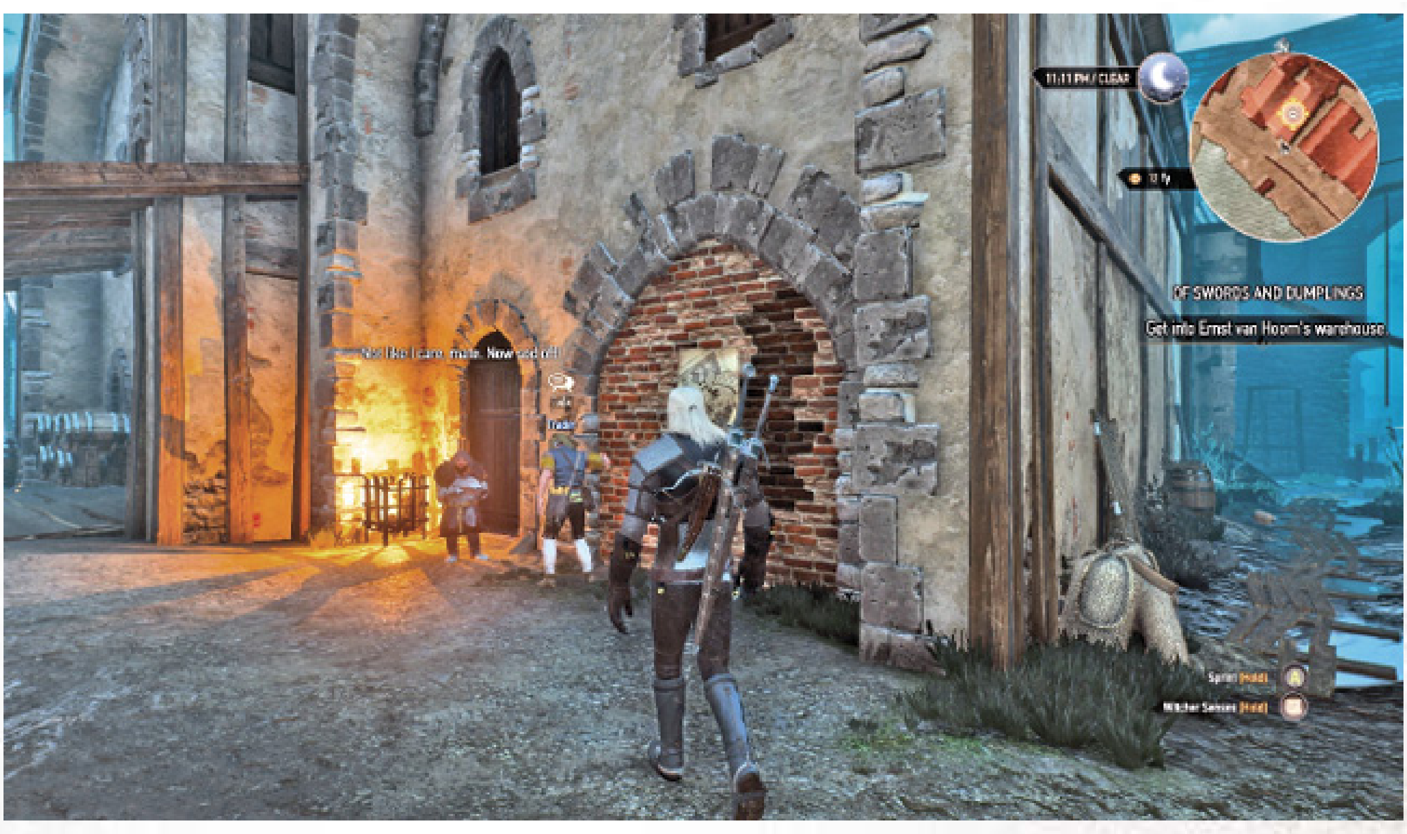
He'd love to, but lacks certain critical crafting supplies. You quickly surmise Ernst von Hoorn is hoarding them. You're understandably suspicious, but with the promise of fine-crafted weaponry, you listen as Hattori describes the materials—they are in Van Hoorn's dockside warehouse, in heavy boxes, and smell of ammonia.

Step out of the shop, and speak to Sukrus at the entrance. Since violence is guaranteed, he immediately agrees. Spend a few moments preparing if you need to, then wait (or meditate) until after dark, and scurry back to the Sturgeon. Sukrus and his crew are just south of the Golden Sturgeon. Speak with Sukrus. While you remove the single guard at the entrance, and mark the crates to take with chalk, Sukrus will wait.

OBJECTIVES

- Get crafting supplies from Ernst von Hoorn's warehouse.
- Mark the crate Sukrus' boys should take (3).
- Tell Sukrus to take the crates.

Dash along the docks, passing the Sturgeon, to Von Ernst's Warehouse, where a merchant and one of Cleaver's dwarven henchmen are standing. The merchant, who was knocked on his arse by Sukrus earlier (just prior to you interceding with his mead shipment), hopes the dwarf might do the same to you, but the guard knows and admires you (a friend of Yarpen Zigrin's a friend of his) and then asks what you need.


11:11 PM / CLEAR
OF SWORDS AND DUMPLINGS
Get into Ernst van Hoorn's warehouse.
Not like I care, mate. Now sod off!
Sprint (Hold)
Witcher Senses (Hold)

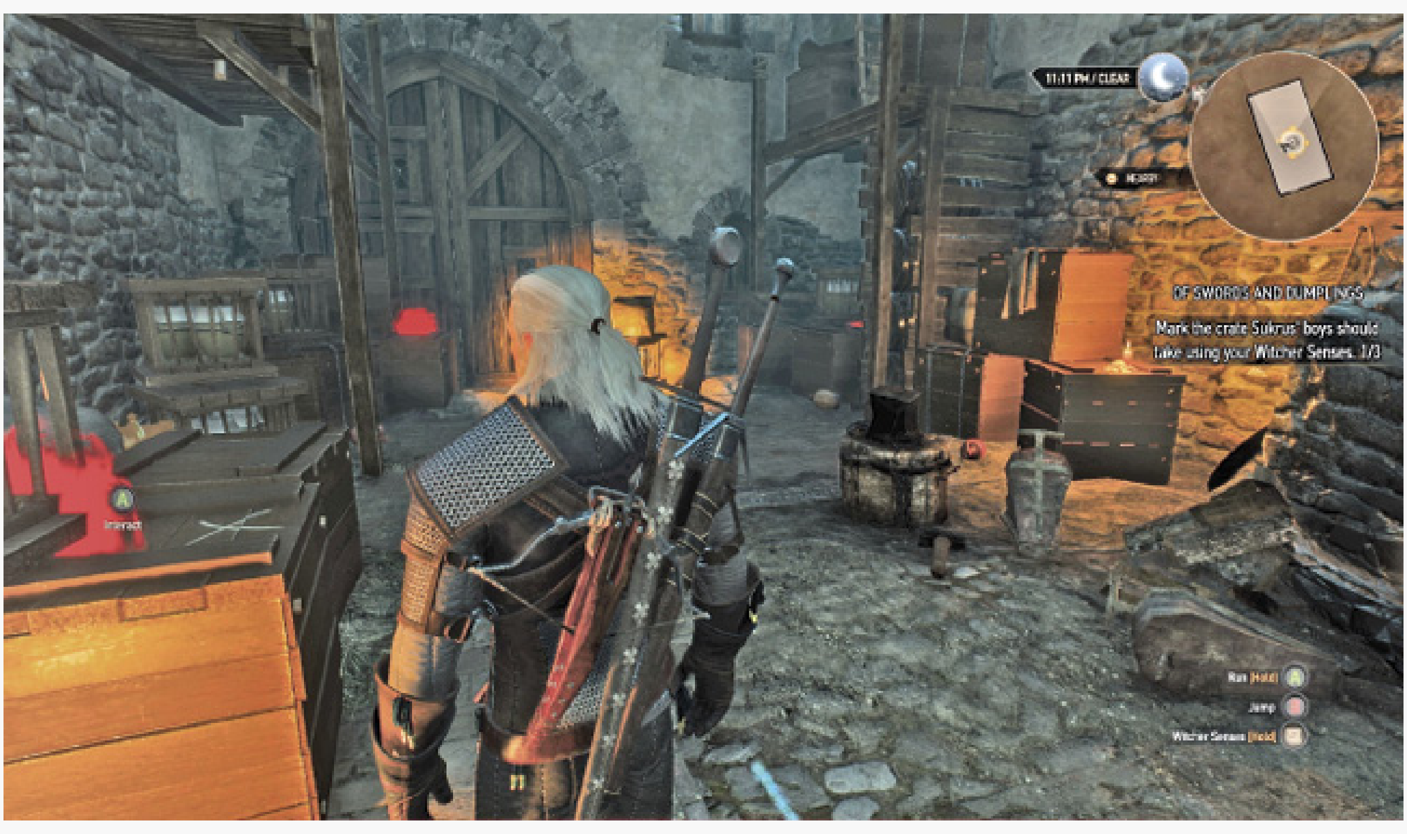
You can:

- (200 Crowns) Bribe your way into the warehouse.
- (Axii Delusion Level 3) Use your confusing magic on the dwarf.

Either of these options allows you into the premises, using a key you're given.

Items: Quest Item: Von Hoorn's Warehouse Key

Once inside, use your Witcher Senses to easily ascertain the smell of ammonia, and interact with the three crates which are easily spotted and chalked. Upon your exit from the warehouse though, Cleavers goons have arrived, along with Sukrus' brother-in-law—the merchant.


11:11 PM / CLEAR
OF SWORDS AND DUMPLINGS
Mark the crate Sukrus' boys should take using your Witcher Senses. 1/3
Interact
Run (Hold)
Jump
Witcher Senses (Hold)

END: OF SWORDS, NO DUMPLINGS

OBJECTIVES

- Defeat Ernst von Hoorn and his thugs.
- Talk to Hattori about the sword he promised you.

Ernst himself has arrived, flanked with foes and furious at your brazen pilfering attempt. Sukrus is ready to fight at once. You can tell him:

- Let's dance, and fight!
- To wait, which he ignores. Fight anyway!

The combat is with fists, though swords can be employed if you wish. When four thugs and von Hoorn are knocked down, Sukrus' brother-in-law has a change of heart, and asks for friendship again. Von Hoorn will be taking an enforced trip to Skellige with them both. Meanwhile, you can return (once more) to Hattori's shop, and hope there's more than dumplings waiting for you. Wait three days after speaking to Hattori one final time, and he forges the following for you:

Items: Master Crafted Weapons and Armor

Racists of Novigrad (I and II)*

Elf Service

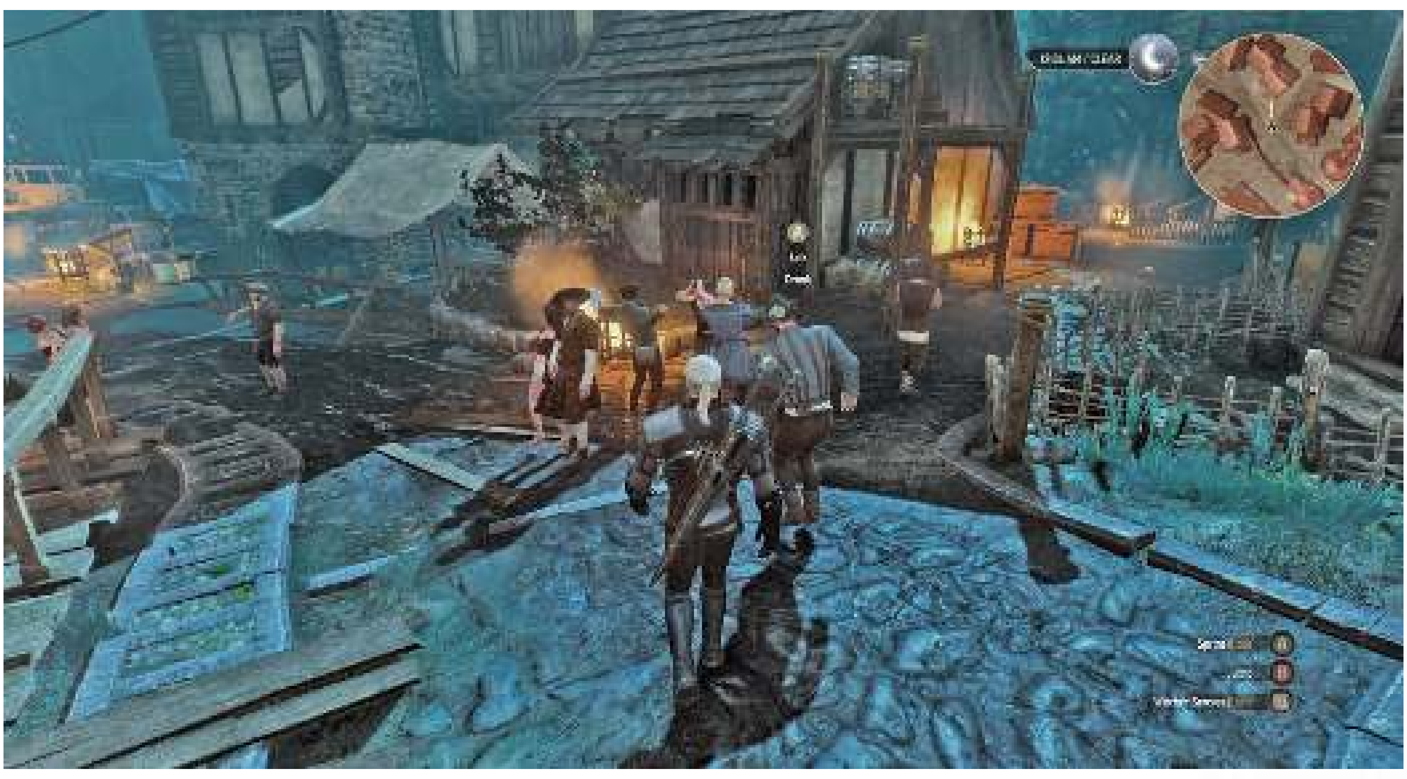
DANGER ALERT SPOILER ALERT

RACISTS OF NOVIGRAD (I AND II)*

LOCATIONS: Novigrad, Portside Gate, Tretogor Gate
CHARACTERS: Female Elf, Male Elf
ENEMIES: Bandits, Townsmen

Novigrad is a city in turmoil, and the elf population face constant harassment. Step in to prevent verbal or physical abuse if you wish.

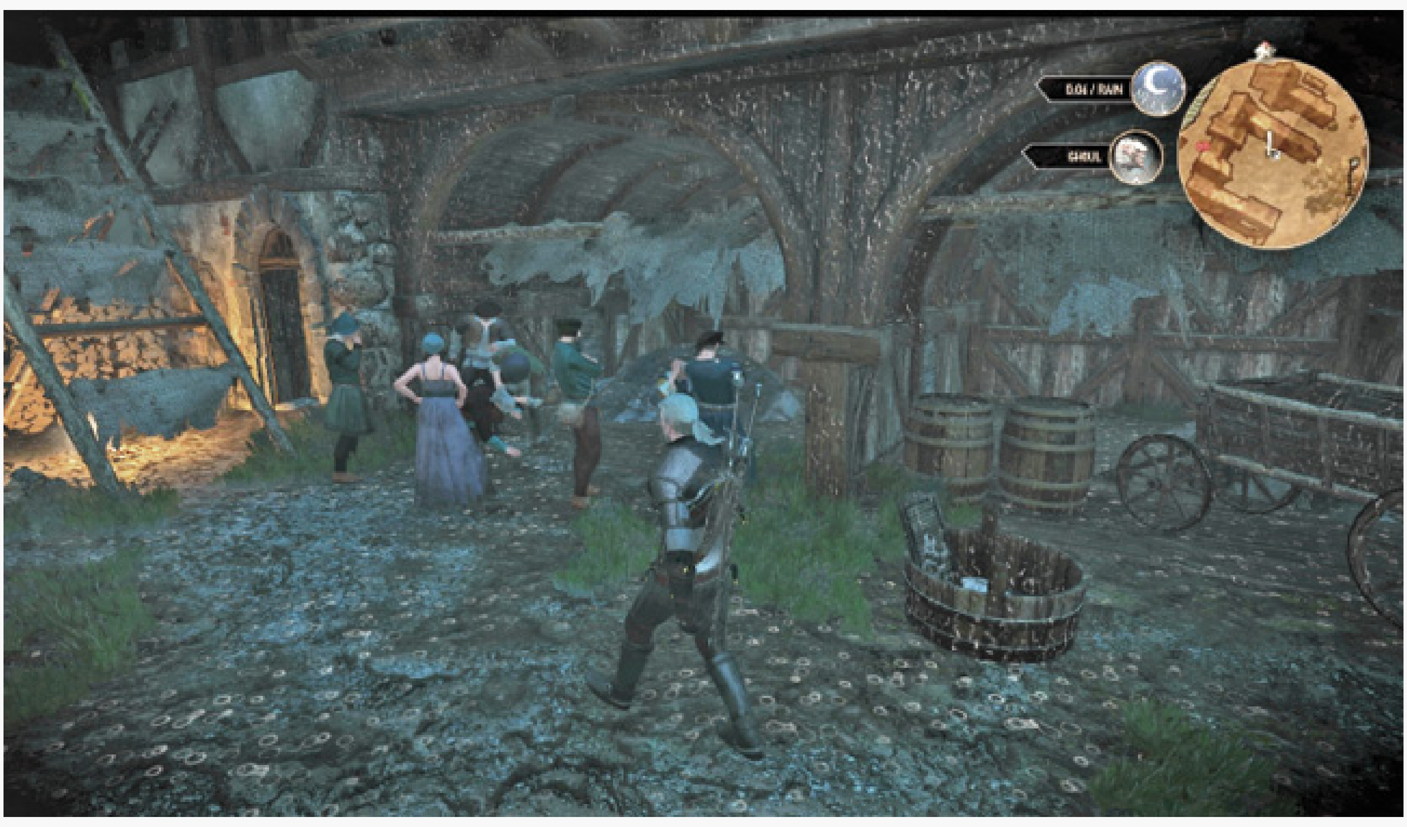
North of Portside Gate: At the junction close to a stall, a female elf has a group of unwanted admirers, sickened that she might tempt them into indecent thoughts.



Elf (Male)

When she protests she's only out to fill water from a well, you can step in, and side with either the elf or the group of bandits. No matter what choice you make, the crowd disperses, and the elf admonishes you for getting involved (even if your plan was to save her).

Southeast of Tretogor Gate: This occurs only after encountering the femal elf first. In the archway alcoves close to the tanning leather, a male elf is about to take a beating (and an ear snipping) from a group of unpleasant townsfolk. You can leave well alone, but if you intervene, there are three townsmen to slay. Afterwards, speak to the elf about past atrocities you've witnessed, and be on your way.



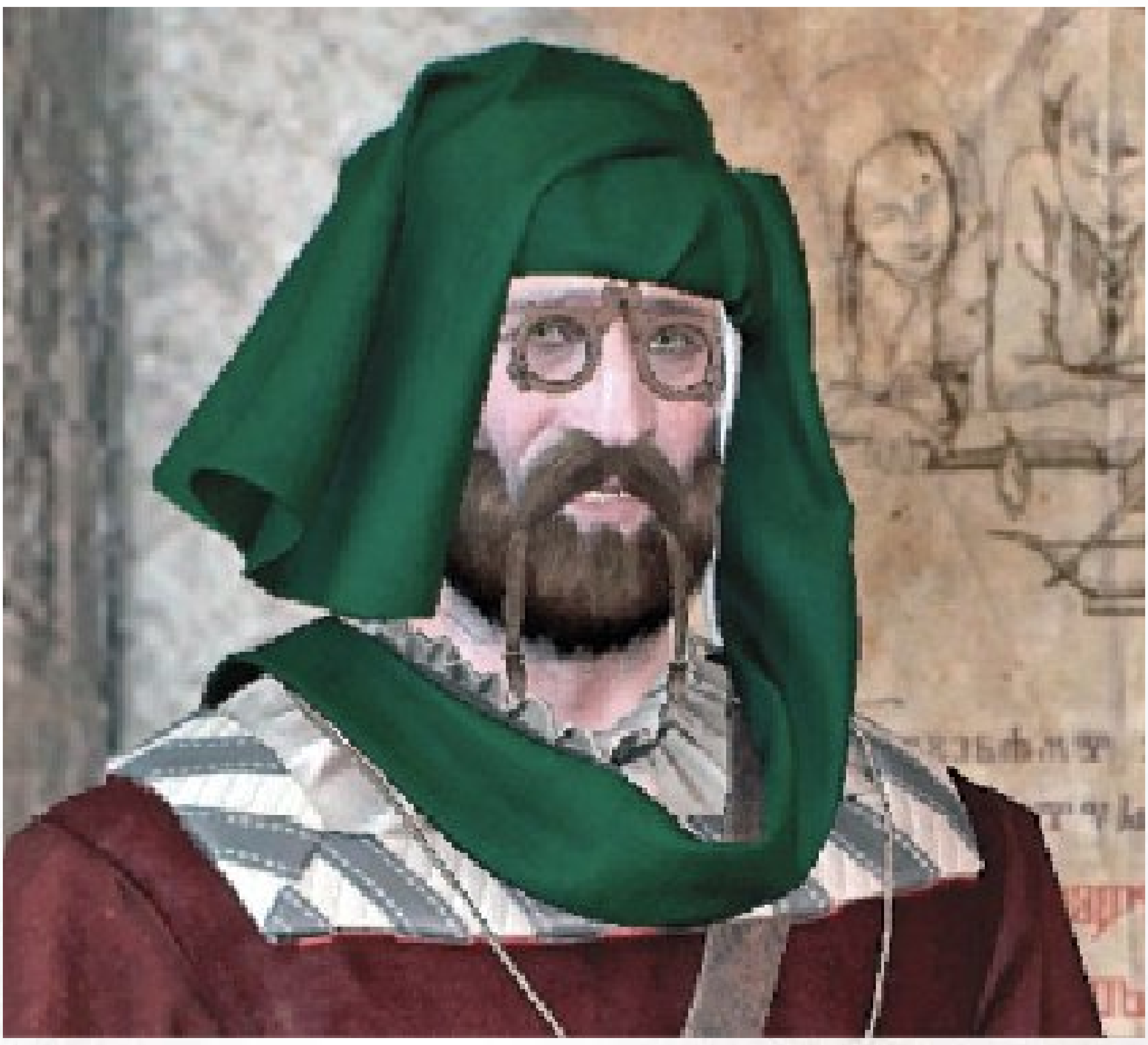
Suspicious Shakedown*

A Light Stroll Down A Dark Alley

DANGER ALERT SPOILER ALERT

SUSPICIOUS SHAKEDOWN*

LOCATION: Gate of the Hierarch
CHARACTERS: Merchant
ENEMIES: Bandits
RECOMMENDED ITEM: Axii Delusion Level 2

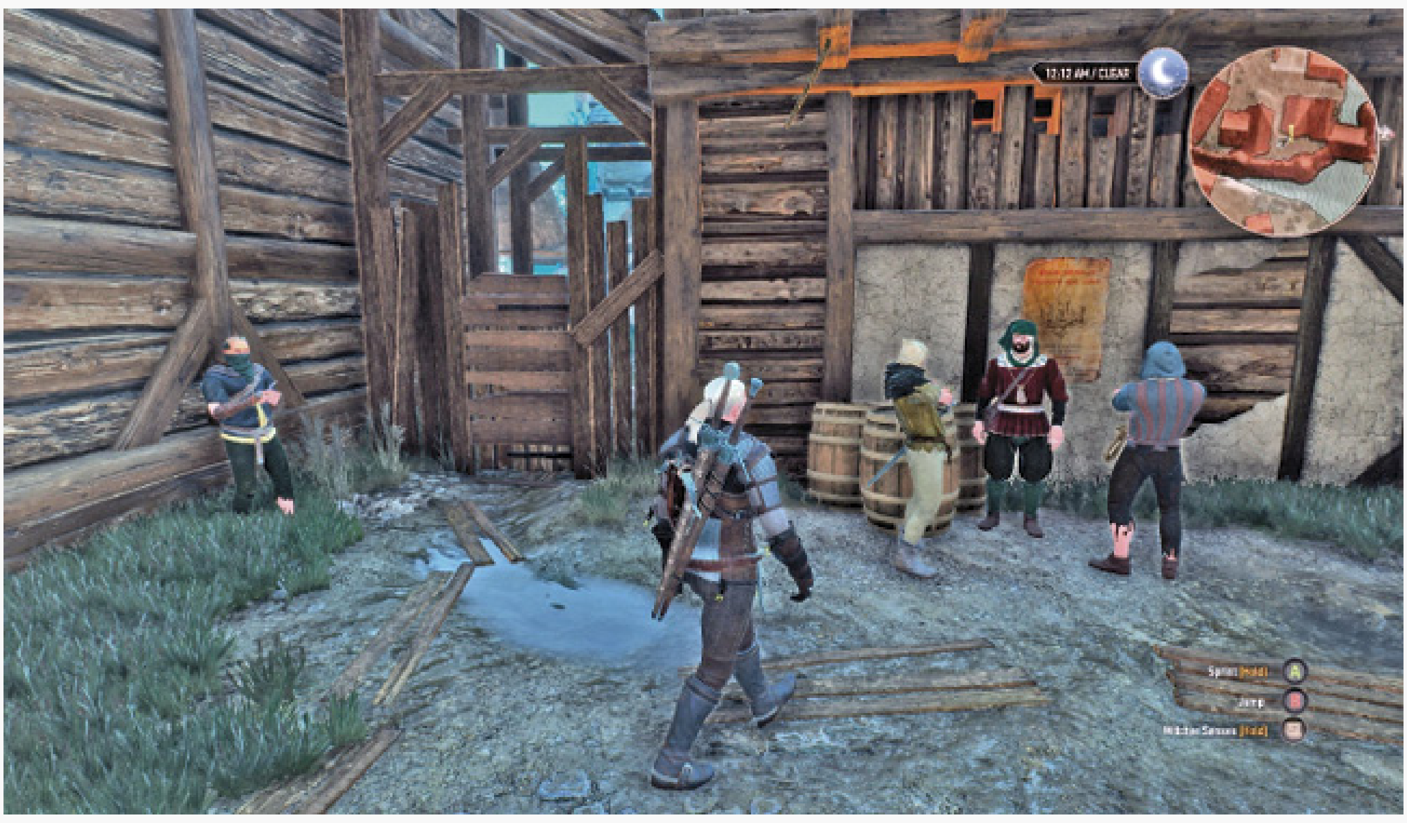


Merchant

A stroll down a dark alley in these parts, south of the Gate of the Hierarch and quite close to the canal, results in you stumbling upon a shakedown between a trio of bandits, and a nervous merchant. Your requests to leave the poor man alone go unheeded, forcing you to choose the following:

- Tell them you'll have to convince them, and then cut all three of them down.
- (Axii Delusion Level 2) Make your request a bit more convincing, and then agree to leave.

After you've concluded your business with the bandits, speak to the merchant, who thanks you profusely. You receive a discount at the merchant's stall (near the gate) if you helped him.



Items: Merchant Discount

Black Pearl

A Plan Crazier Than It Is Sane

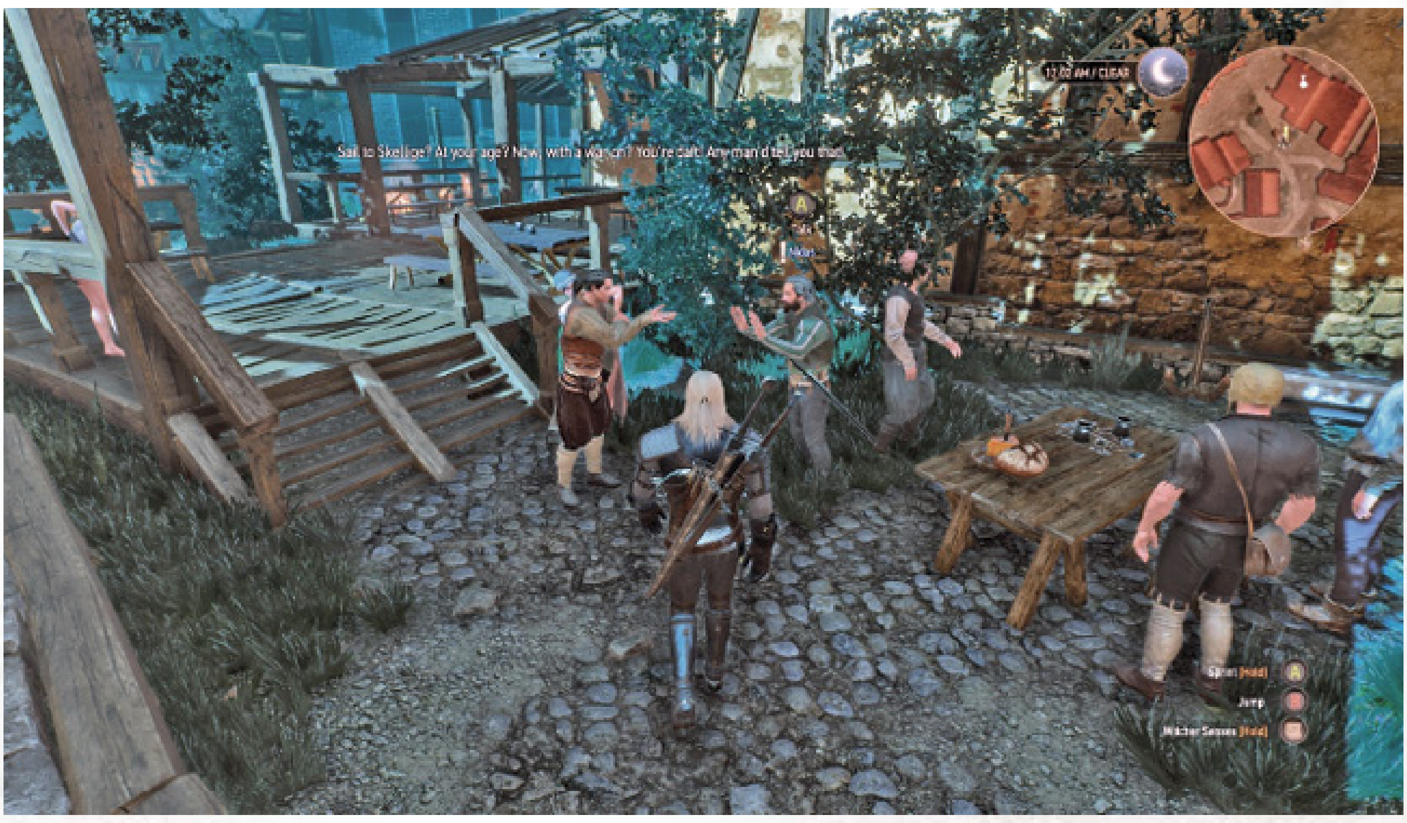
DANGER ALERT
BLACK PEARL
SPOILER ALERT

LOCATIONS: The Golden Sturgeon (Novigrad), Arinbjorn (Ard Skellig)
CHARACTERS: Nidas
ENEMIES: Drowners, Sirens

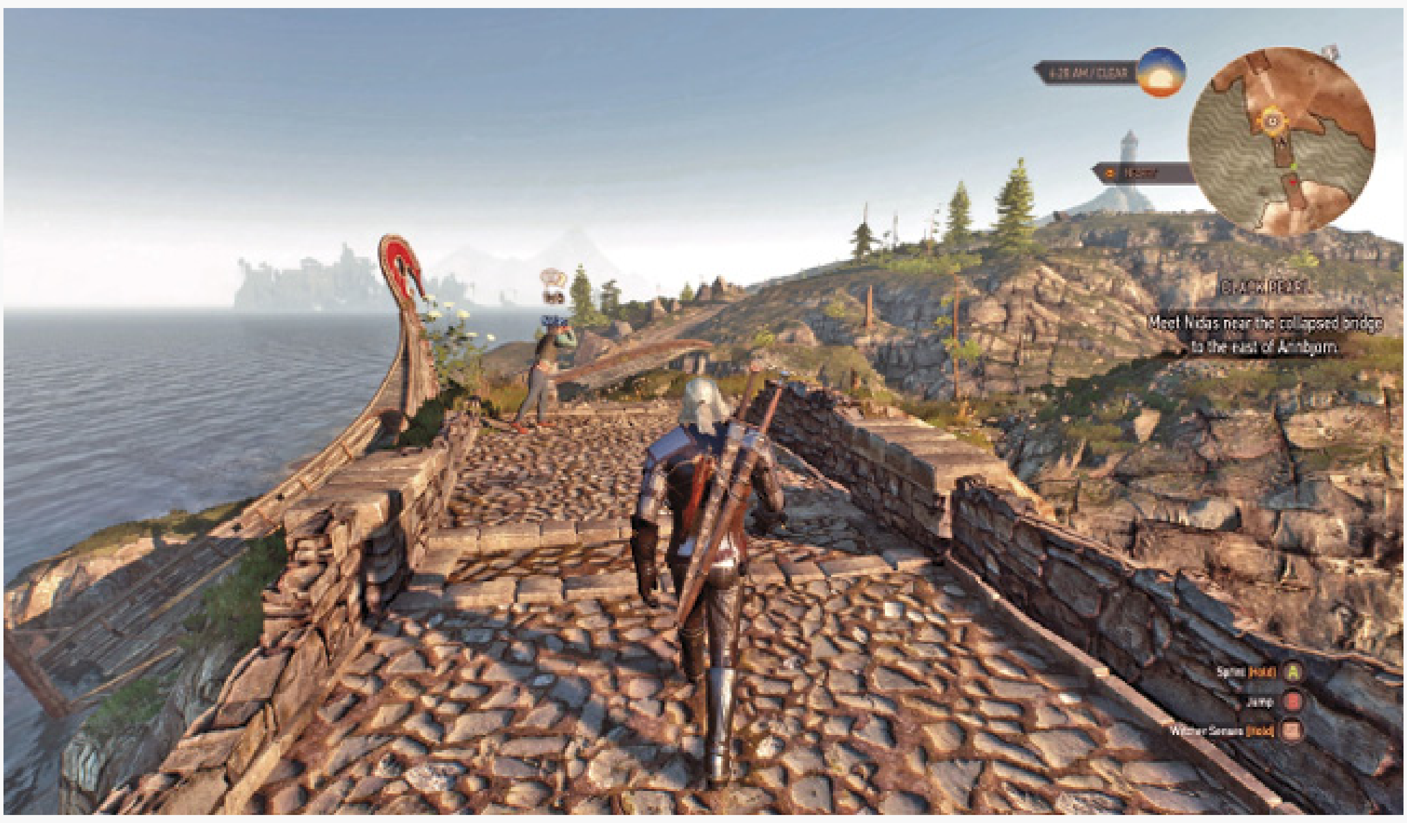
OBJECTIVES

- Meet Nidas near the collapsed bridge to the east of Arinbjorn.

Behind the Golden Sturgeon (by the docks, but round the back), step into a conversation with Nidas, a weatherbeaten soldier who requires a traveling companion for a sea crossing. He's promised his beloved Letta a rare and black pearl before he reunites with her, to boot! Agree to help out, and Nidas arranges to meet you by the collapsed bridge near Arinbjorn, in Skellige.


12:02 AM / CLEAR
Sail to Skellige? At your age? Now, with a wound? You're daft! Any man'd tell you that.
Nidas
Sprint (Hold)
Jump
Witcher Senses (Hold)

Journey to Ard Skellig, and dock at Arinbojorn, on the western side of the main island. You're looking for the three rocky islands partly attached by ruined bridges, with the Eldberg Lighthouse at the northern tip. Expect a cockatrice and other adversaries as you trek to the meeting point—the northern side of the southern-most bridge. Leap the gap along the way.


BLACK PEARL
Meet Nidas near the collapsed bridge to the east of Arinbjorn.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVES

- Follow Nidas to the pearl bed.

After a brief history lesson, agree to help locate the pearl, and then let Nidas take the lead. Follow him along the path to the north, before he heads left (west) down a small ravine to the beach.

Black Pearl

The Nidas Touch

OBJECTIVES

- Find a black pearl.
- Return to Nidas.

Old Nidas has festering lungs, so you're tasked with the diving duties. Enter the objective area, and dive down to the bottom of the rocky ocean floor, using your Witcher Senses and minimap to ascertain the location of an oyster. Loot it when you reach each one, and continue this underwater search until an oyster yields the pearl you seek.

BLACK PEARL
Return to Nidas.

Items: Quest Item: Black Pearl

Now return to the surface, and extricate yourself from the water immediately. A group of three drowners and a siren may be attacking old Nidas! Quickly place yourself between Nidas and the foes. The quest fails if Nidas dies at the hands of these monsters, or any wandering bandits you haven't slain. Give the black pearl to Nidas, and he's suitably impressed, telling you to meet him at the Golden Sturgeon for your reward.

END: LETTA ISN'T GETTING BETTER

OBJECTIVES

- Meet Nidas in the Golden Sturgeon to collect your reward.

Now journey back to Novigrad's Harborside district, and visit the Golden Sturgeon where this quest commenced. Nidas is inside the bar, with a wistful expression. He hoped the present of the black pearl to his wife would awaken her memory, but she is sick and forgetful, and doesn't even remember his face. The quest concludes with an air of melachony.

Items: 10 Crowns

Drunken Rabble*

Poor Man’s Always Got It Uphill

DANGER ALERT

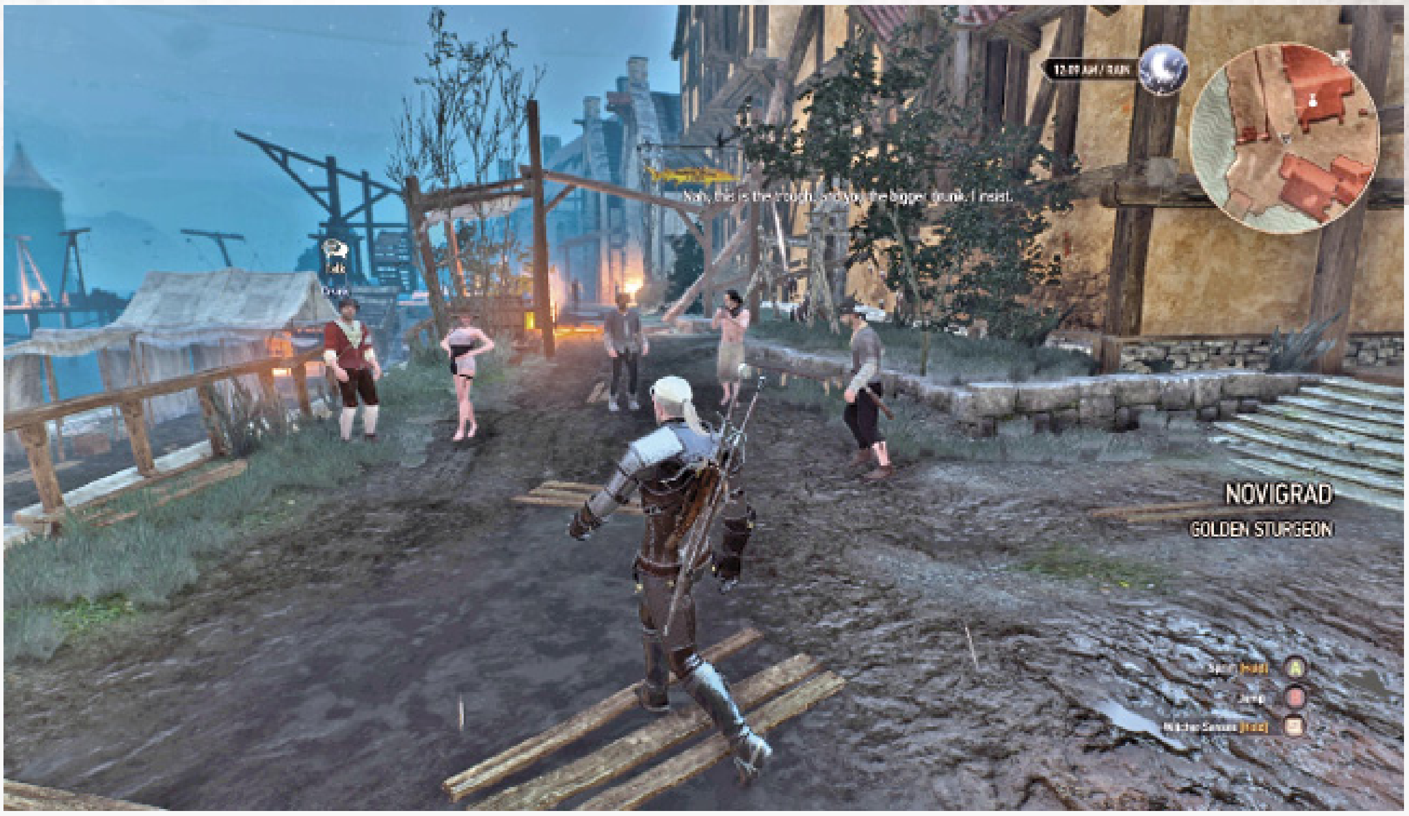
SPOILER ALERT

DRUNKEN RABBLE*

LOCATIONS: Novigrad; The Golden Sturgeon

CHARACTERS: Drunks

During your wandering of the streets of Novigrad, expect to be verbally accosted by a variety of drunks at different times. They frequent the pathways around the Golden Sturgeon. Expect bewildered gasps and other nonsensical spew from their mouths, but no rewards. Refuse to give them coin, and expect a fistfight. They are extremely easy to beat, but if you’ve forgotten how to fight and lose, expect to be left in the gutter with a small amount of coin missing. If you wish to avoid the fisticuffs altogether, use Axii Delusion on them and they’ll leave without a fight.



Nah, this is the trough, and you the bigger drunk. I insist.

Hey, You Wanna Look At My Stuff?

Everything Is Half Off

DANGER ALERT SPOILER ALERT

HEY, YOU WANNA LOOK AT MY STUFF?

LOCATION: Novigrad, Hierarch Square

CHARACTERS: Halfling Merchant, Witch Hunters

OBJECTIVES

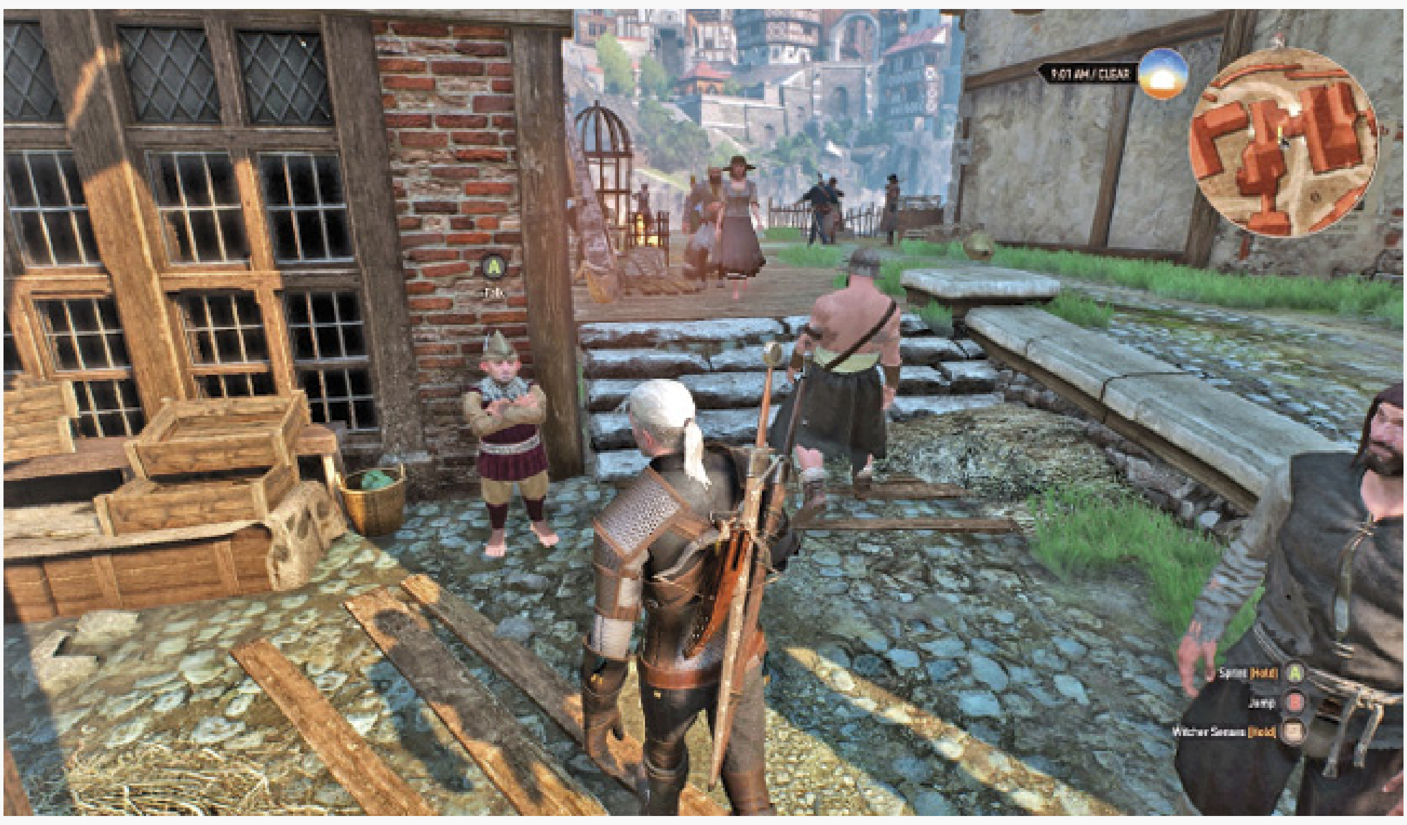
- Search the area using your Witcher Senses.
- Find the mysterious merchant using your Witcher Senses.

Halfling Merchant

While taking a walk along the cobblestone street close to the northwest harbor of Silverton, take a moment to chat to a halfling promising a deal of a lifetime. Feel free to ask him about his wares (or tell him you don't deal with vultures who prey on folks without the knowledge regarding the items they sell to him), but your conversation stops abruptly when the small fellow flees at the sight of a witch hunter patrol. One of them asks what the halfling was doing. You can:

- Tell them the truth (he sells the property of dead mages). Choose this, and you won't be able to find the merchant and the quest concludes.
- Tell them a lie (he left his soup on the burner).

After the witch hunters depart, use your Witcher Senses to examine the ground where he was standing. You catch a whiff of his wares from a dropped bottle. Follow this cloud along the shoreline street, to the halfling who is gazing at the harbor. Speak, and the trader offers you a variety of wares (alchemy recipes and reagents). The quest concludes.



Strumpet In Distress*

Hoes Before Foes

DANGER ALERT
SPOILER ALERT
STRUMPET IN DISTRESS*

LOCATION: Novigrad Docks

CHARACTERS: Strumpet, Customer

RECOMMENDED ITEM: Axii Delusion Level 2

Novigrad is a city with a seeting underbelly of vice and violence. Step in to prevent verbal or physical abuse if you so desire:

Close to the docks, a gruff, hooded townsman exclaims some truly horrific threats towards a hussy. Speak to the woman. She tells you she can handle the situation, and you can:

- (Axii Delusion Level 2) Tell the man who threatened her to get lost.
- Or threaten him normally. Or ask the prostitute if she wants rid of him. Or leave.

Any option subsequently reveals that the man was acting out a bit of roleplay, and your appearance confused him greatly, not to mention killing his mood. He leaves, and the prostitute (now unable to be paid) is suitably furious with your high morale stance and general inepititude at reading the situation. The quest concludes.

Out On Your Arse!

Whores And Hooligans

DANGER ALERT SPOILER ALERT

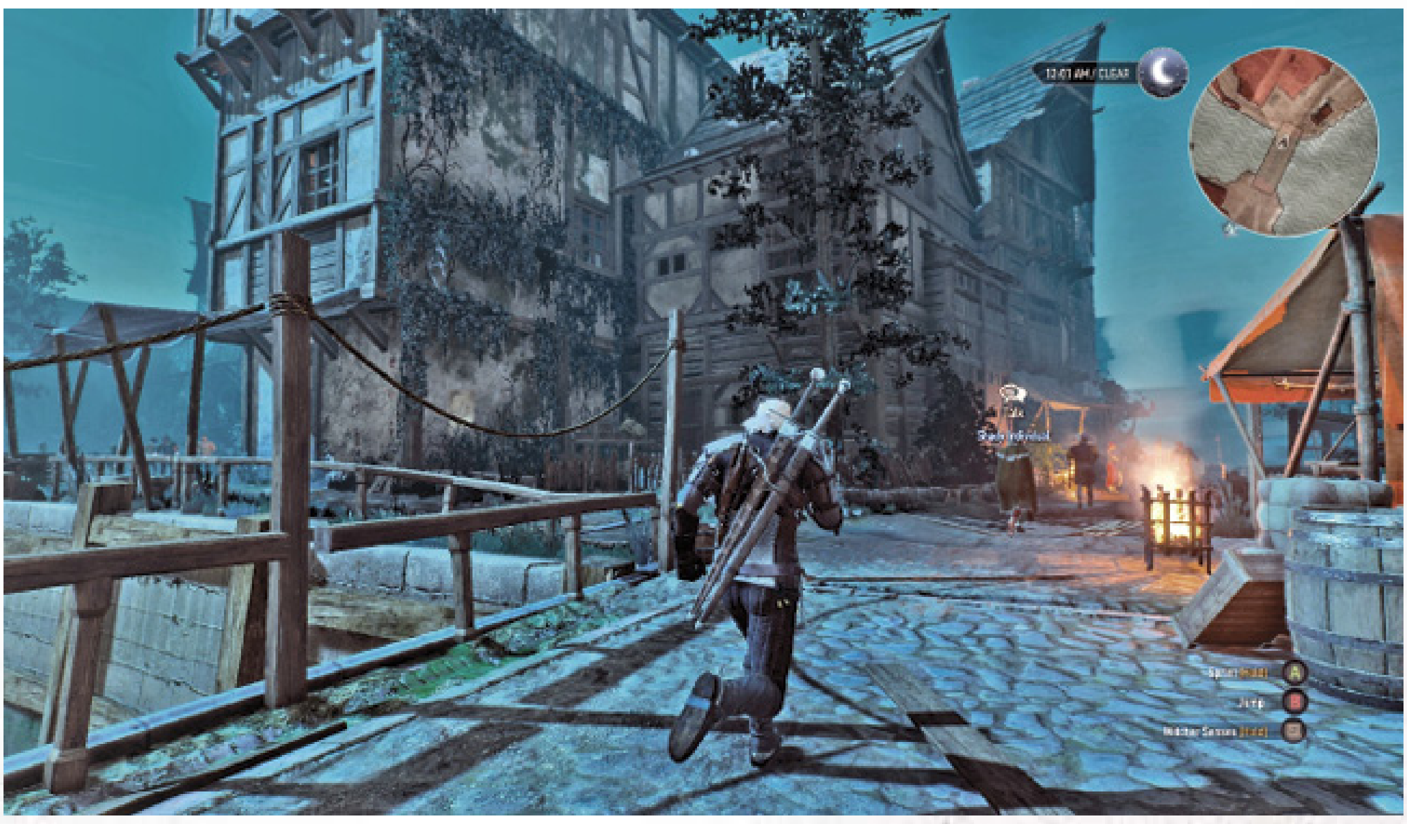
OUT ON YOUR ARSE!

LOCATION: Crippled Kate's
CHARACTERS: Prostitute, Yormund of Faroe, Skellige Man
RECOMMENDED ITEM: Axii Delusion Level 2

OBJECTIVES

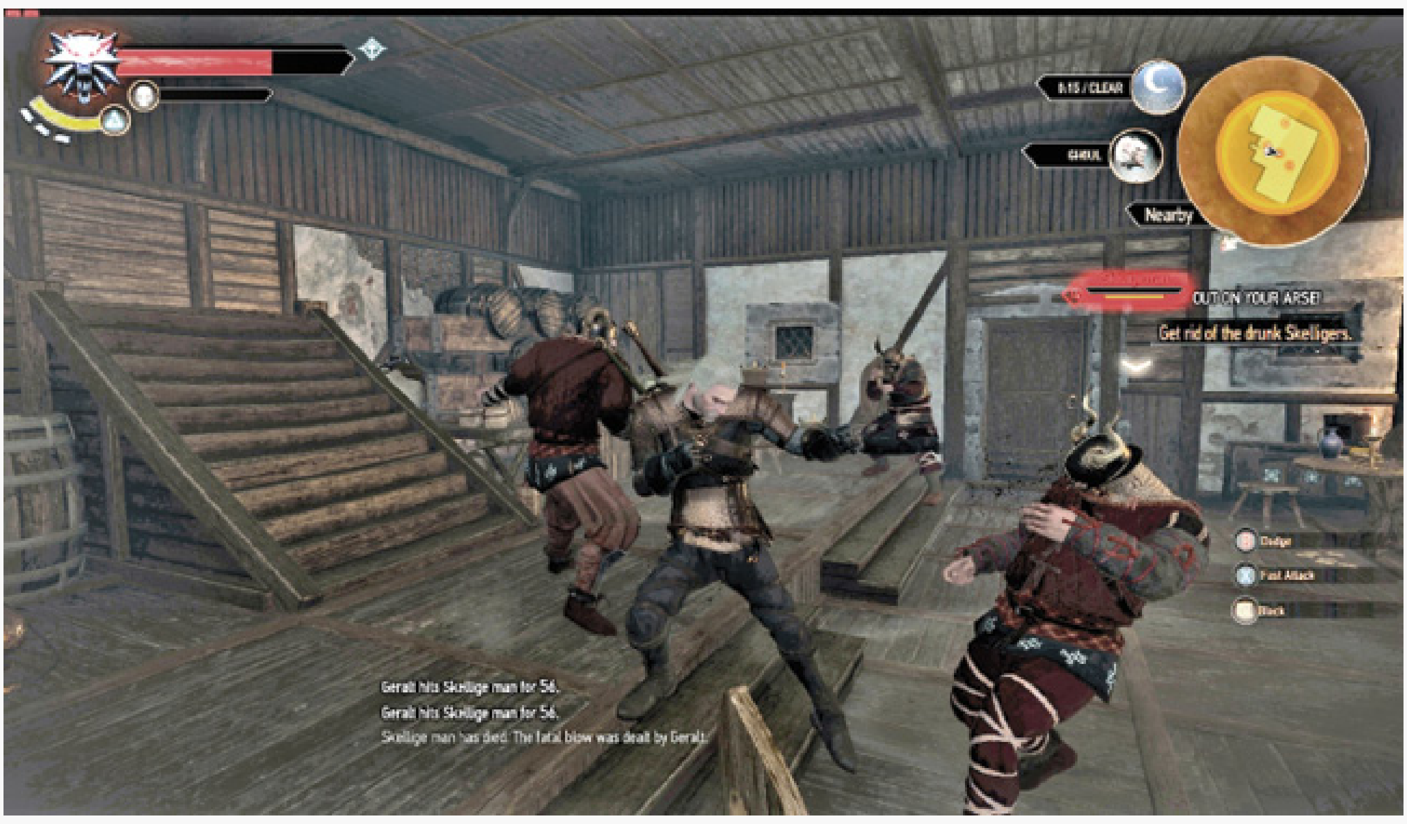
- Get rid of the drunk Skelligers.

Find your way to the seediest of the Novigrad brothels (Crippled Kate's) and speak to the prostitute muttering outside this den of iniquity. She complains that a group of Skelligers have clobbered the innkeep, tossed out the girls, and then set to drinking. And haven't stopped since yesterday. Offer to help.



END: A SMACK OR AN ATTACK, TO TAKE BACK

A quartet of slightly sloshed Skelligers from the Isle of Faroe require some of your diplomacy. As your talk with Yormund continues, you can:



Get rid of the drunk Skelligers.

Geralt hits Skellige man for 56.
Geralt hits Skellige man for 56.
Skellige man has died. The fatal blow was dealt by Geralt.

- Request you settle this man to man: Challenge Yormund to a fist fight, and if you're victorious, the burly blokes agree to flee.
- Tell them to leave or "taste my wrath." This degenerates into a three-way (and pretty difficult) fist-fight. Try it!
- (Axii Delusion Level 2) Tell them to leave using your flummoxing spell. Yormund and the boys confusedly stumble out of the premises.
- (Secondary Quest: The Lord of Undvik) If you fought the ice giant on Undvik, tell the rabble this, and they are impressed enough to leave without incident.

Speak to the prostitute afterwards to gain your reward, as this quest concludes.

A Walk On The Waterfront

A Dandy Out Of His Depth

DANGER ALERT

SPOILER ALERT

A WALK ON THE WATERFRONT

LOCATION: Novigrad Docks

CHARACTERS: Ginter de Lavirac, Fisstech Dealer

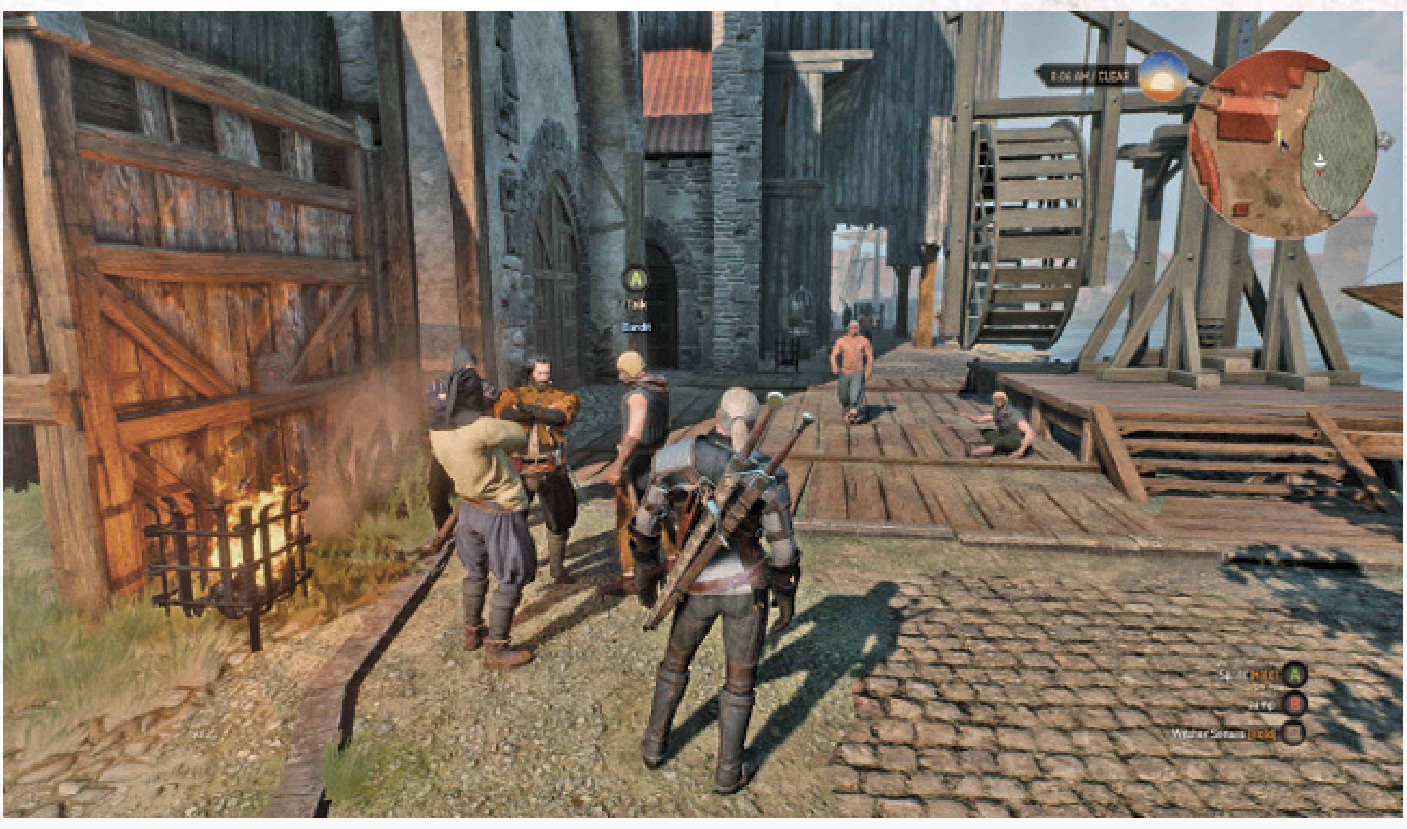
ENEMIES: Bandits

OBJECTIVES

- Fix Escort the nobleman.

Ginter de Lavirac

Close to the wooden winch crane, by the warehouses on the western end of the south docks in Novigrad, there's the start of a kefuffle between three bandits and a nobleman. Step in before the dandy suffers a knife in the guts, and the bandits try the same to you.



Teach them a lesson—either with fists a flying or swordplay aplenty. When the three are defeated, speak to Ginter de Lavirac. He requests you join him (a few paces behind, naturally) for a stroll along the docks. Agree.

END: A WALK ON THE WILD SIDE

Stay a few paces behind Ginter as he heads east, down a cobblestone ramp, and a second wooden crane. At this point, barge through and bring down four more bandits before they wound Ginter. This was obviously an ambush, but Ginter doesn't tell you why they knew where he'd be. Continue on, along the cobblestone dockside, and as you head under a deck, prepare for another group of four thugs to slay

DE LAVIRAC MUST LIVE!

Be sure you keep an eye on Ginter's health, and race to his side to protect him if he's wounded. The quest fails if he dies.

Continue the walk until you reach the end of the docks near the tower, and a couple of fisstech dealers step up to speak to Ginter. It now transpires that Ginter is a hifalutin narcotics buyer for some extremely important clients. He introduces you as his gardener. When the dealers attempt to fleece him for 5,000 crowns instead of 4,000, he asks you to back him up.

You can:

- Agree that you will ("Right"), and the dealers back down.
- Refuse ("Wrong"), and the dealers take care of Ginter, paying you the same amount that Ginter offered you, for your lack of interference.

After the deal, you're paid your fee, and the quest concludes.

Warehouse Of Woe

Trading Insults Down On The Docks

DANGER ALERT SPOILER ALERT

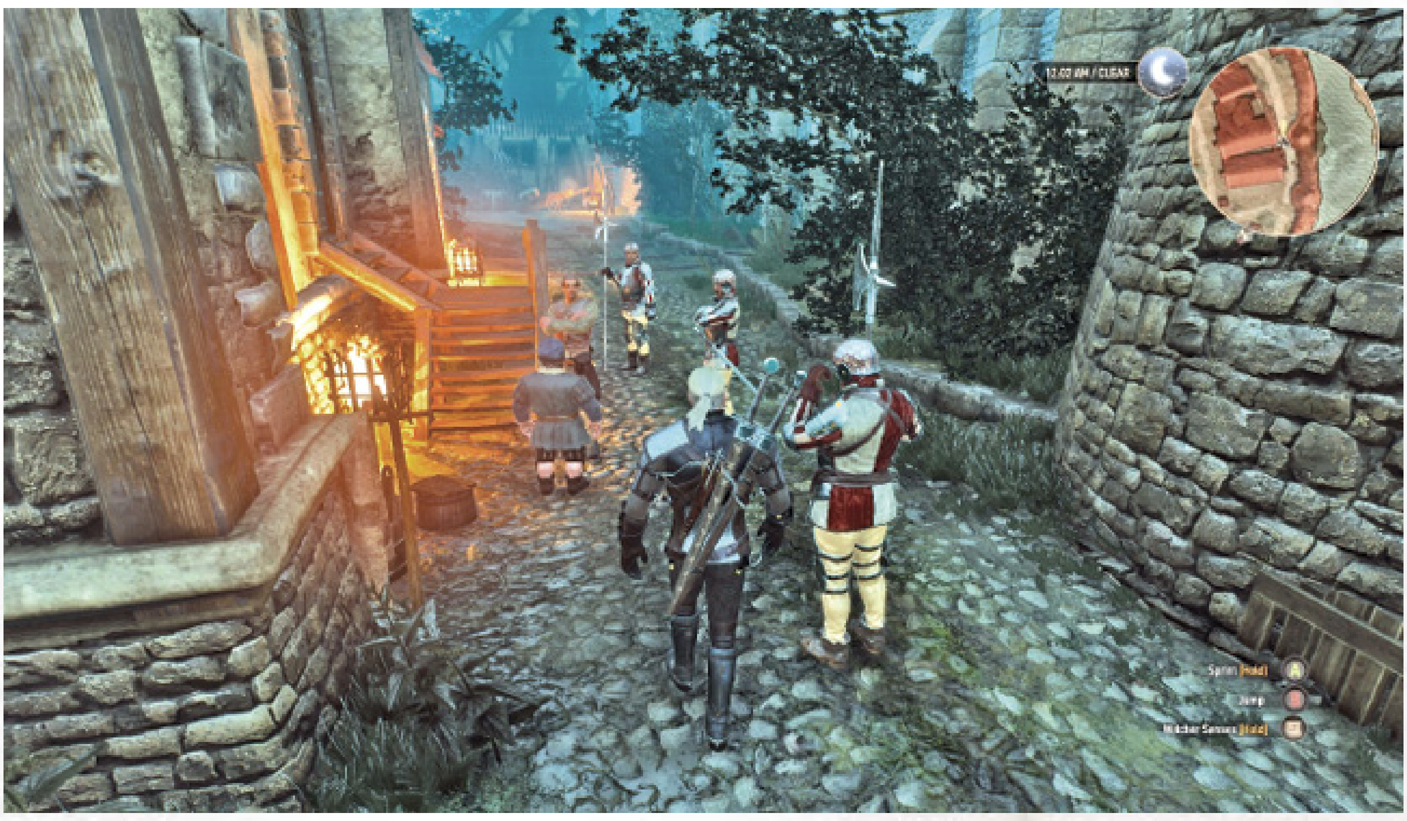
WAREHOUSE OF WOE

LOCATION: Novigrad Docks, Portside Warehouse
CHARACTERS: Nilfgaardian Guard, Dwarf Trader, Human Trader
ENEMIES: Nekker

OBJECTIVES

- Kill the monster.
- Tell the guardsman what happened in the warehouse.

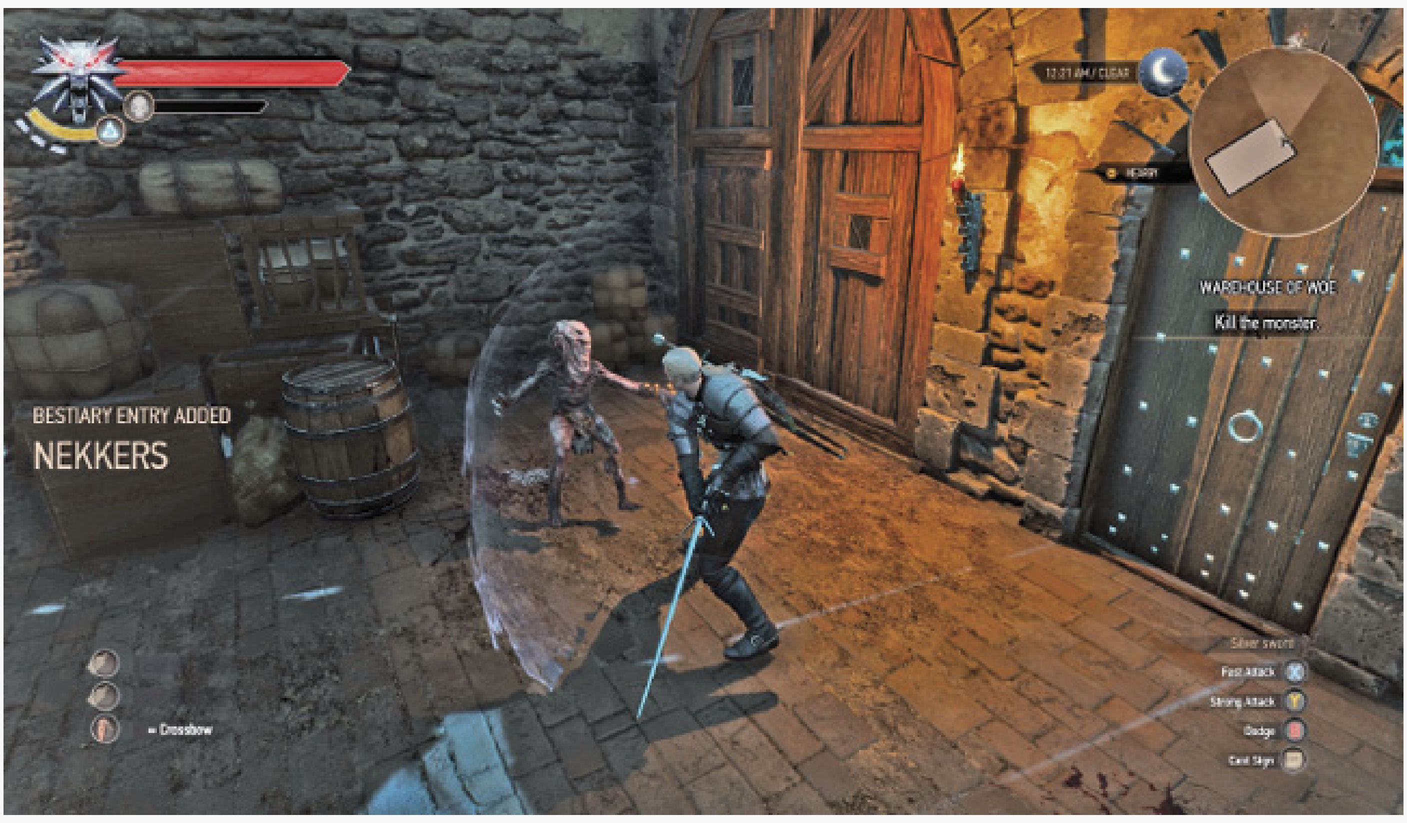
On a stroll through the Harborside District, down the alley near the Unmarked Portside Warehouse (between the outer city wall and the warehouses in the southwest corner), you stumble across a disturbance of the peace.


12:02 AM / CLEAR
Sprint (Hold)
Jump
Witcher Senses (Hold)

Two traders (a dwarf and a racist human) who share the same warehouse are accusing one another of placing a monster inside the structure. The guard asks if you might slay the fiend? Agree, and enter the warehouse by the adjacent wooden steps.

Fortunately, the beast inside this warehouse isn't a fiend, but a nekker. You find it odd that it appears here on its own. No matter, it must be slain forthwith. Check the warehouse if you wish—there is a cage, with its bars sawn off, next to a dwarf-sized bootprint. It appears the racist was correct (the dwarf brought in the monster).

Outside, speak to the guard again, who pays you for your troubles. Tell him what you found, or cover for the nonhuman (the reward is the same) as this quest concludes.


12:21 AM / CLEAR
NEKKER
WAREHOUSE OF WOE
Kill the monster.
BESTIARY ENTRY ADDED
NEKKERS
Crossbow
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

Items: Crowns

Of Dairy And Darkness

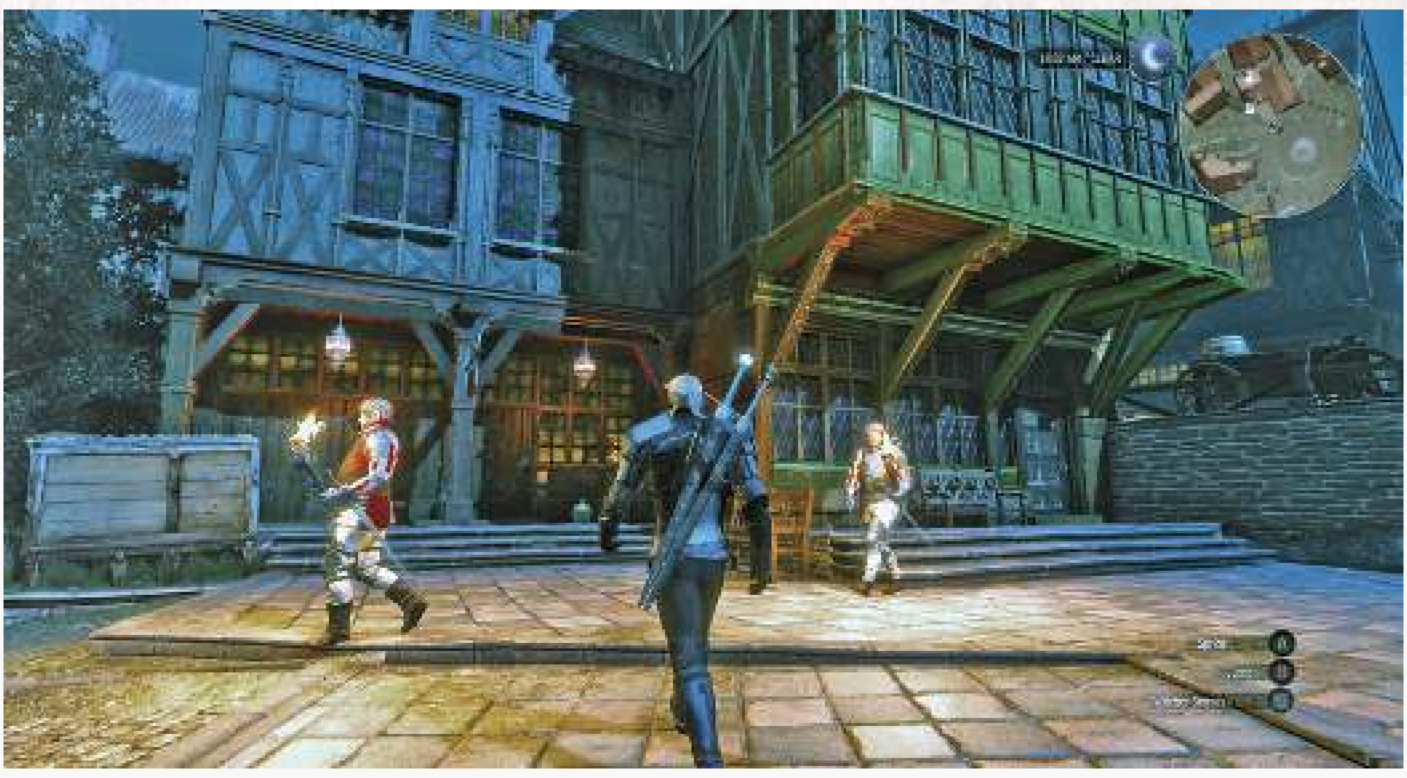
Aeramas Was A Big Cheese In These Parts

DANGER ALERT
SPOILER ALERT
OF DAIRY AND DARKNESS

LOCATIONS: Novigrad Merchant (St. Gregory's Bridge); Aeramas' Abandoned Manor
CHARACTERS: Merchant, Aeramas
ENEMIES: Foglets
RECOMMENDED ITEM: 20 Crowns, The Eye of Nehaleni

Merchant

Access the store adjacent to the Notice Board in Gildorf Square, and inspect the store owner's wares. The chap is particular keen on pushing a collection of artifacts belonging to a mage called Aeramas. Recently burned at the stake, a couple of his treasures survived, and apparently unlock secret chambers beneath his razed manor house, just south of Oxenfurt. Purchase the following from him (you'll need a total of 20 crowns):



Items: Quest Items: Lizard Figurine, Jade Figurine

FURTHER CURIOSITIES

The Jade Figurine begins Secondary Quest: The Nobleman Statuette.

OBJECTIVES

- Search Aeramas' residence.
- Use Aeramas' artifacts to activate the portal.
- Use the portal in Aeramas' residence.
- Nearest Signpost: Aeramas' Abandoned Manor.

Travel to Aeramas' Abandoned Manor, where the mysterious stench of cheese hangs in the air, even overpowering the smells of a recently razed manor house. Climb up into the ruins and find the magic circle on the stone floor. Examine it with the artifacts in your possession, and a portal opens up. Step into the portal.

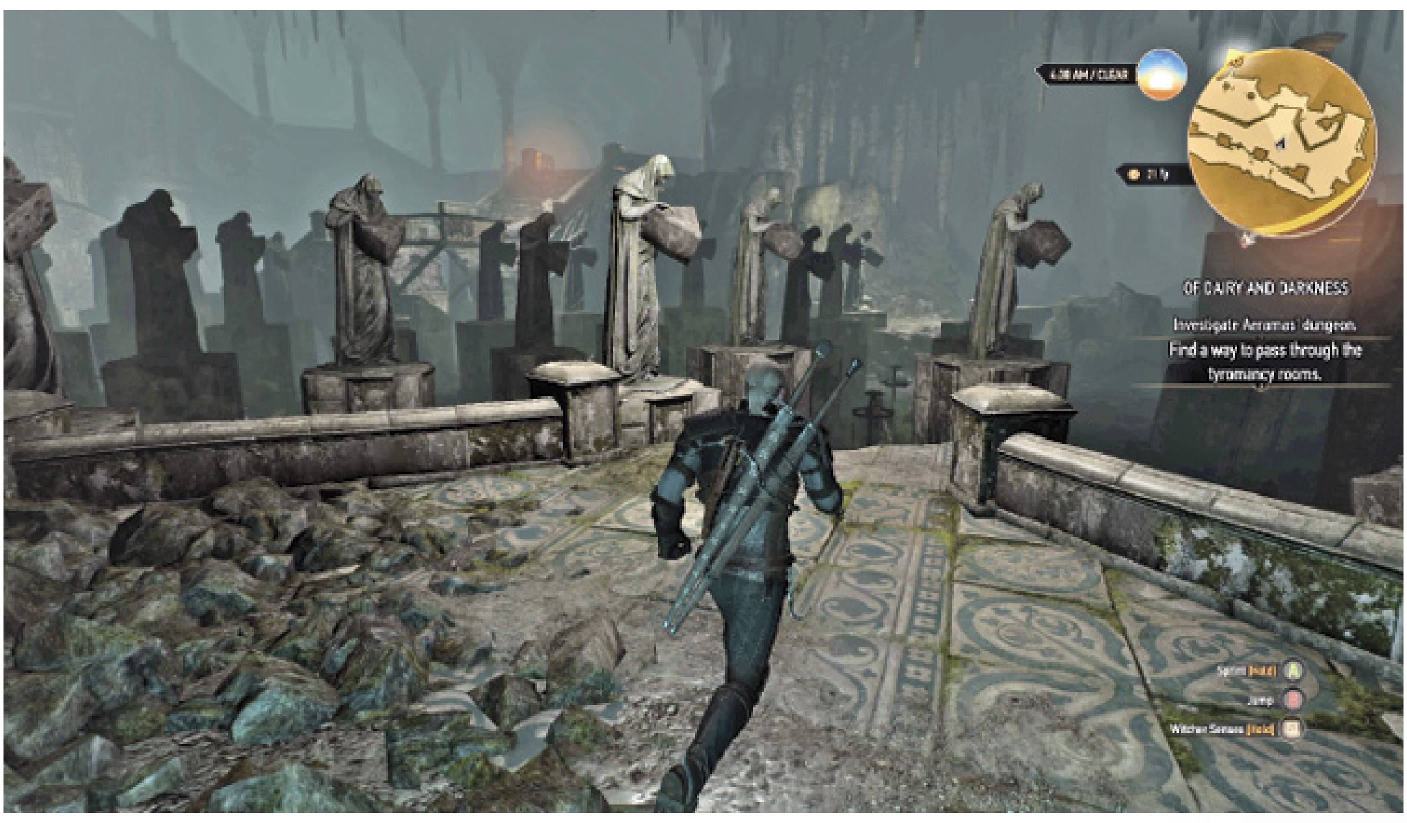
Of Dairy And Darkness

Trial Of The Tyromancer: Cheesed Off

OBJECTIVES

- Investigate Aeramas' dungeon.
- Find a way to pass through the tyromancy rooms.

You're transported underground, to a vast and impressive tyromancer's chamber. Study the rows of statues and giant glass jars, and look for the crumbling remains of a staircase on the opposite side of the room (as shown). Head there directly (you can move left, around the perimeter if you wish), as the smell of cheese becomes overpowering, and can kill you if you run out of air! Climb the stairs, and enter the portal.


6:00 AM / CLEAR
OF DAIRY AND DARKNESS
Investigate Aeramas' dungeon.
Find a way to pass through the tyromancy rooms.
Sprint (Hold)
Jump
Witcher Senses (Hold)

OBJECTIVES

- Find your way through the flooded chamber.

Descend some similar stone steps to an underground lake with two branching tunnels. Swim east, and you reach a cavern with walkways above that you can't reach. So swim north, diving down underwater and surfacing in an adjacent cavern, before scrambling up onto wet ground and rocks to climb over.

This has giant natural pillars and ornate floor tiles to traverse, and a broken bridge leading to Aeramas' laboratory. Rid the area of a foglet.

Inspect the area, using your Witcher Senses if you wish, to find some of Aeramas' notes (which you can optionally read) and another of his figurines. In one corner near a burning torch is the carcass of a cow to inspect. The laboratory itself contains a human corpse attached to a contraption of iron (and cheese).

Items: Quest Items: Bull Figurine, Aeramas' Notes

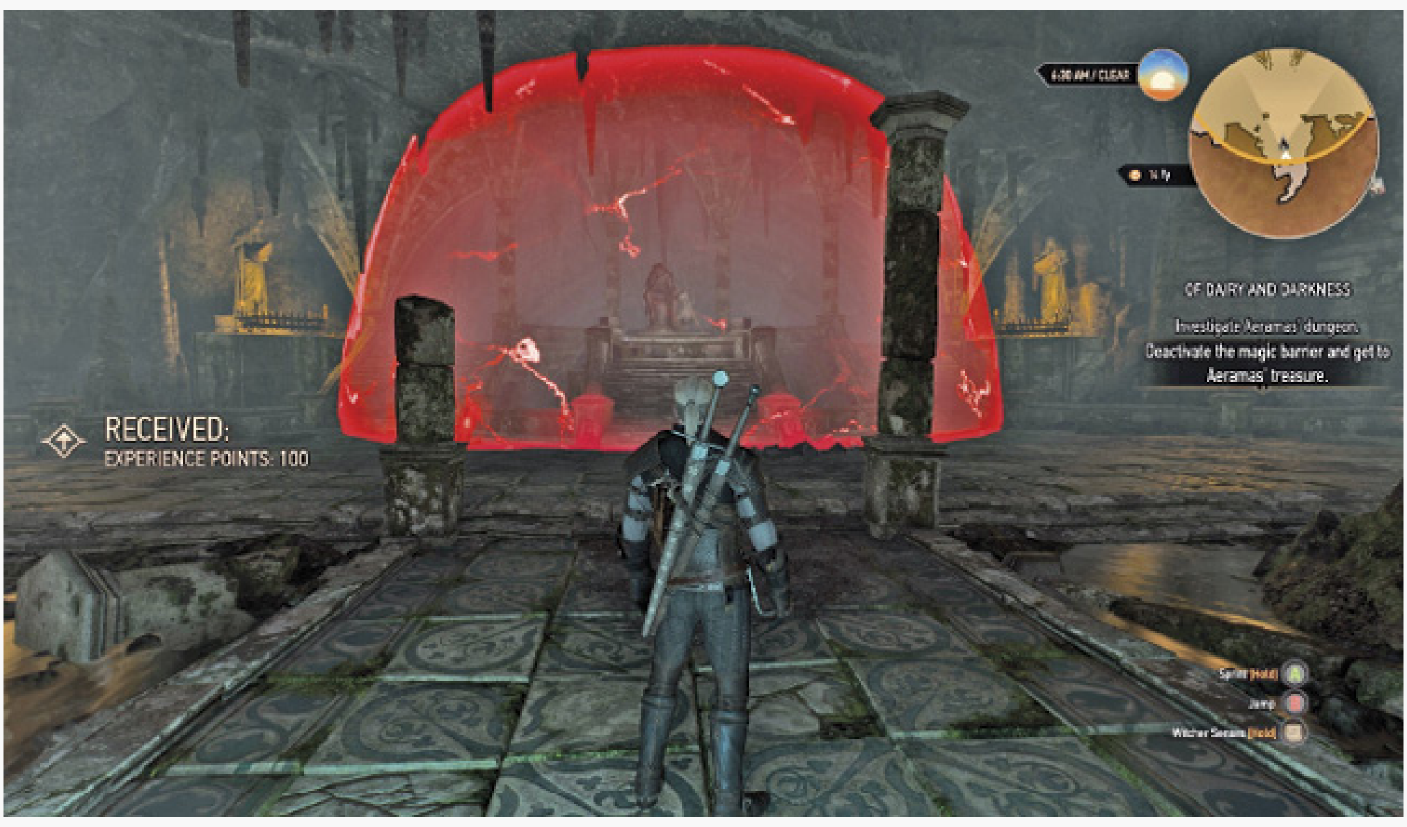
Beyond the cheese collection to the northwest is an archway. Locate another statue on Aeramas' desk, and use it to conjure the portal. You are transported to the final chamber.

END: THE SMELL OF VICTORY

OBJECTIVES

- Deactivate the magic barrier and get to Aeramas' treasure.

A large dome of crackling magic is preventing you from accessing Aeramas' fabled treasures, so investigate the alcove to the right of the barrier to find a small pyramid switch that reacts to your Igni sign. Find a second one on the opposite side, hidden behind an illusion (which you dispel using the Eye of Nehaleni. Light them both up!


6:00 AM / CLEAR
OF DAIRY AND DARKNESS
Investigate Aeramas' dungeon.
Deactivate the magic barrier and get to Aeramas' treasure.
RECEIVED:
EXPERIENCE POINTS: 100
Sprint (Hold)
Jump
Witcher Senses (Hold)

Once through, gather the treasure from the chest and the sword from the statue, before heading to a final archway behind the steps, activating it with the final figurine from the treasure chest, and transporting yourself back to the surface, where this quest concludes.

Items: Quest Item: Snake Figurine, Crowns, Weapon: Sword of Maribor, Weapon (Relic): The Emmentaler

Fencing Lessons

A Stroll By Traitor's Gate

DANGER ALERT

FENCING LESSONS

SPOILER ALERT

LOCATIONS: Var Attre Residence, Tretegor Gate, Seven Cats Inn

CHARACTERS: Var Attre Guard Captain, Rosa var Attre, Lucas, Kobe

ENEMIES: None

RECOMMENDED ITEMS: 50 Crowns, Axii Delusion Level 2

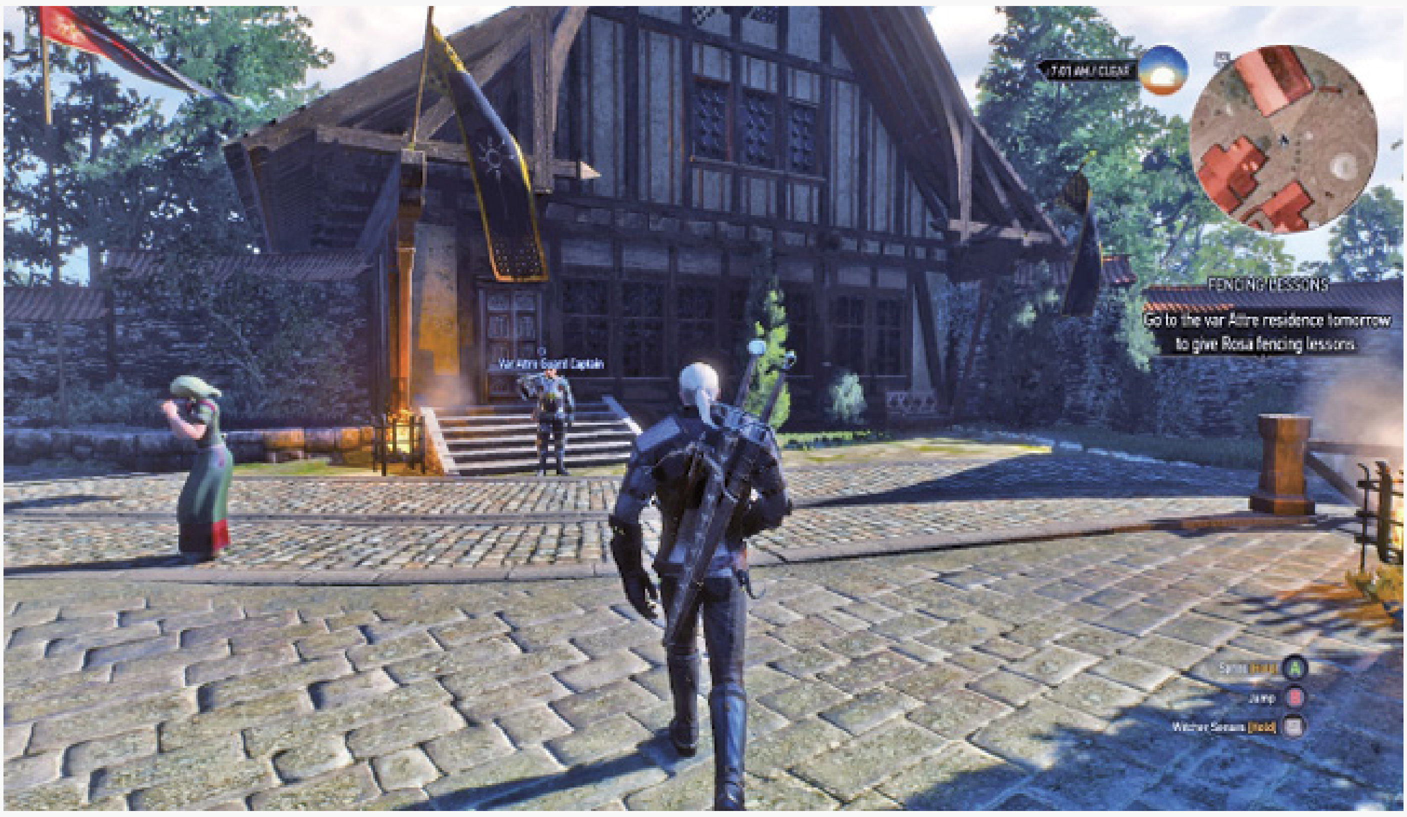
OBJECTIVES

- Go to the var Attre residence tomorrow to give Rosea fencing lessons.
- Meet with Rosa.
- Nearest Signpost: St. Gregory's Bridge.

QUESTING DECISIONS

This quest is accessible only after Main Quest: Broken Flowers has been completed, and you have waited (or adventured) for a full day after meeting Rosa var Attre and agreeing to return to teach her fencing.

Stride over to the Guard Captain at the Var Attre residence, who tells you Miss Rosa has left the confines of the residence, and walks near Temple Bridge. She requests your presence there.


7:01 AM / CLEAR
FENCING LESSONS
Go to the var Attre residence tomorrow to give Rosa fencing lessons
Var Attre Guard Captain
Sprint (Hold)
Jump
Witcher Senses (Hold)

Fencing Lessons

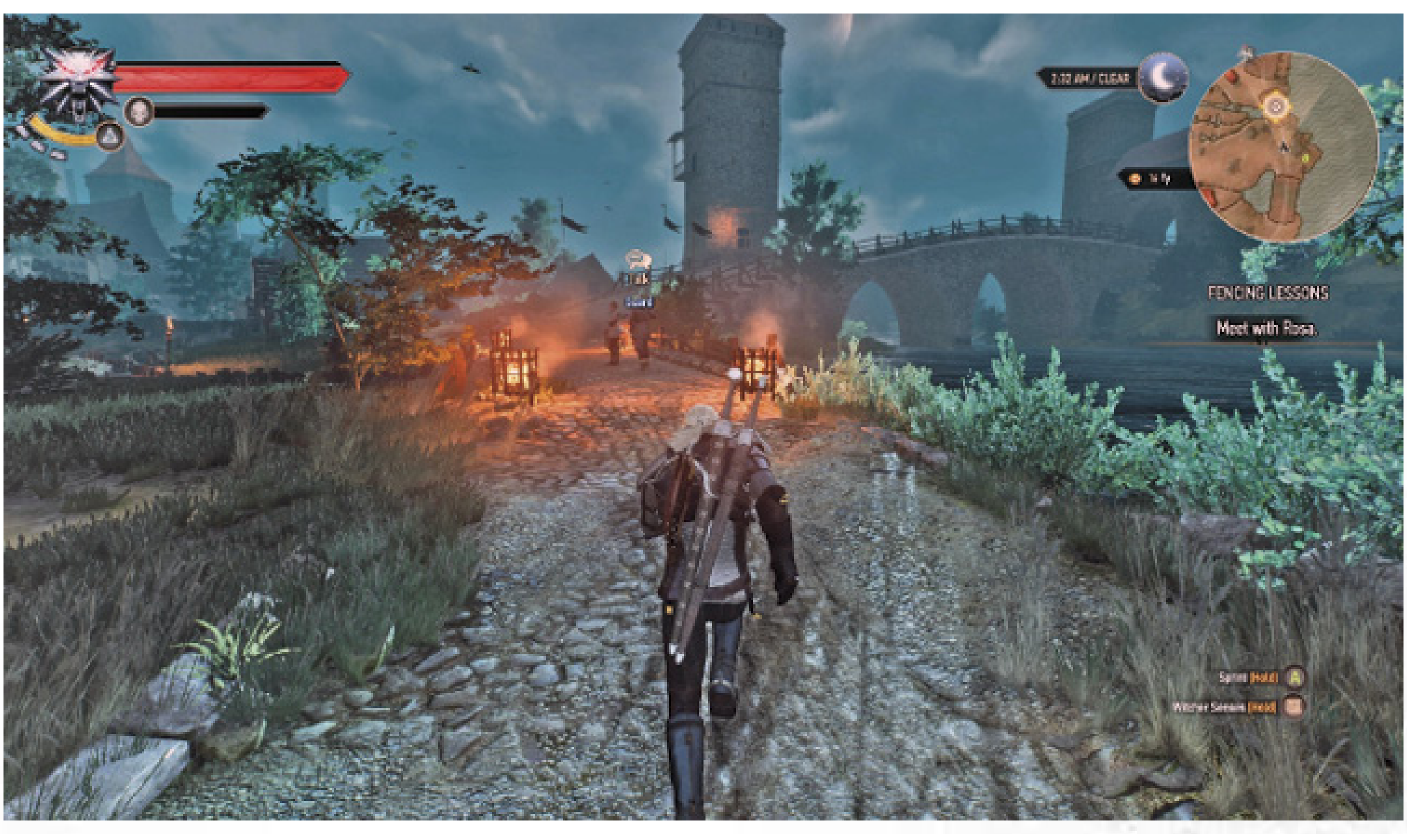
Supercilious Swordplay

OBJECTIVES

- Follow Rosa.
- Defeat Rosa.

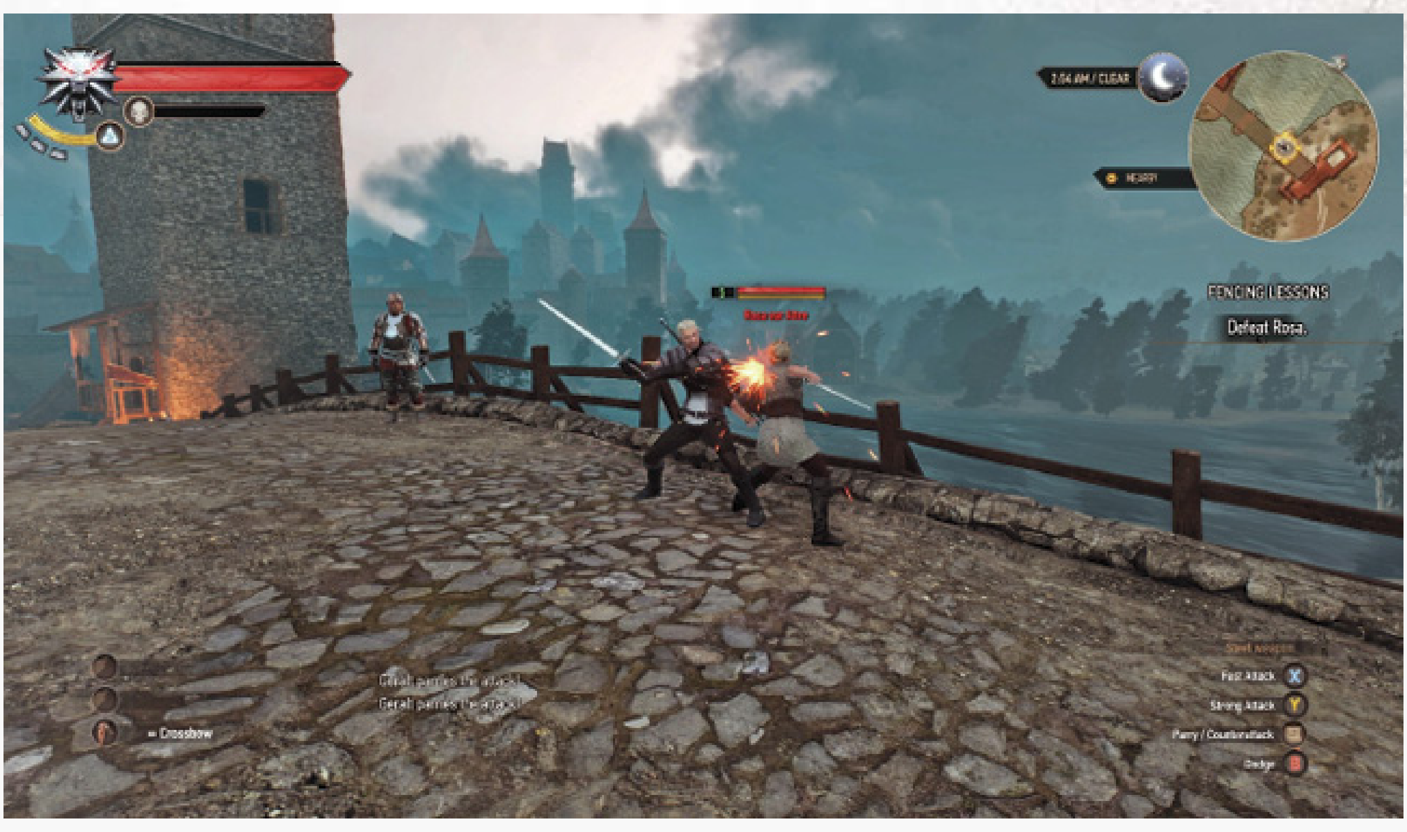
Rosa var Attre

It is a short dash through the city to the eastern outskirts by the Pontar river and the Tretegor Gate (signpost), where Rosa and her Nilfgaardian bodyguard are waiting to greet you. Speak with her and, after dismissing her protection with a petulant bark, she tells you to follow her. So much for the fencing lesson.



Follow Rosa onto the bridge spanning the river, where she orders you to fight her using real weapons, "like in the novels." Begin to battle, but after a few strikes, she thinks better of this tomfoolery, and yields. She asks you to turn as she adjusts the corset that is pinching her.

When you oblige, she disappears. As Rosa's diplomat father is more tiresome (and battle-hardened) than his daughter, you decide to find her.



QUEST CONCLUSION: THE NERVE OF NILGAARDIANS

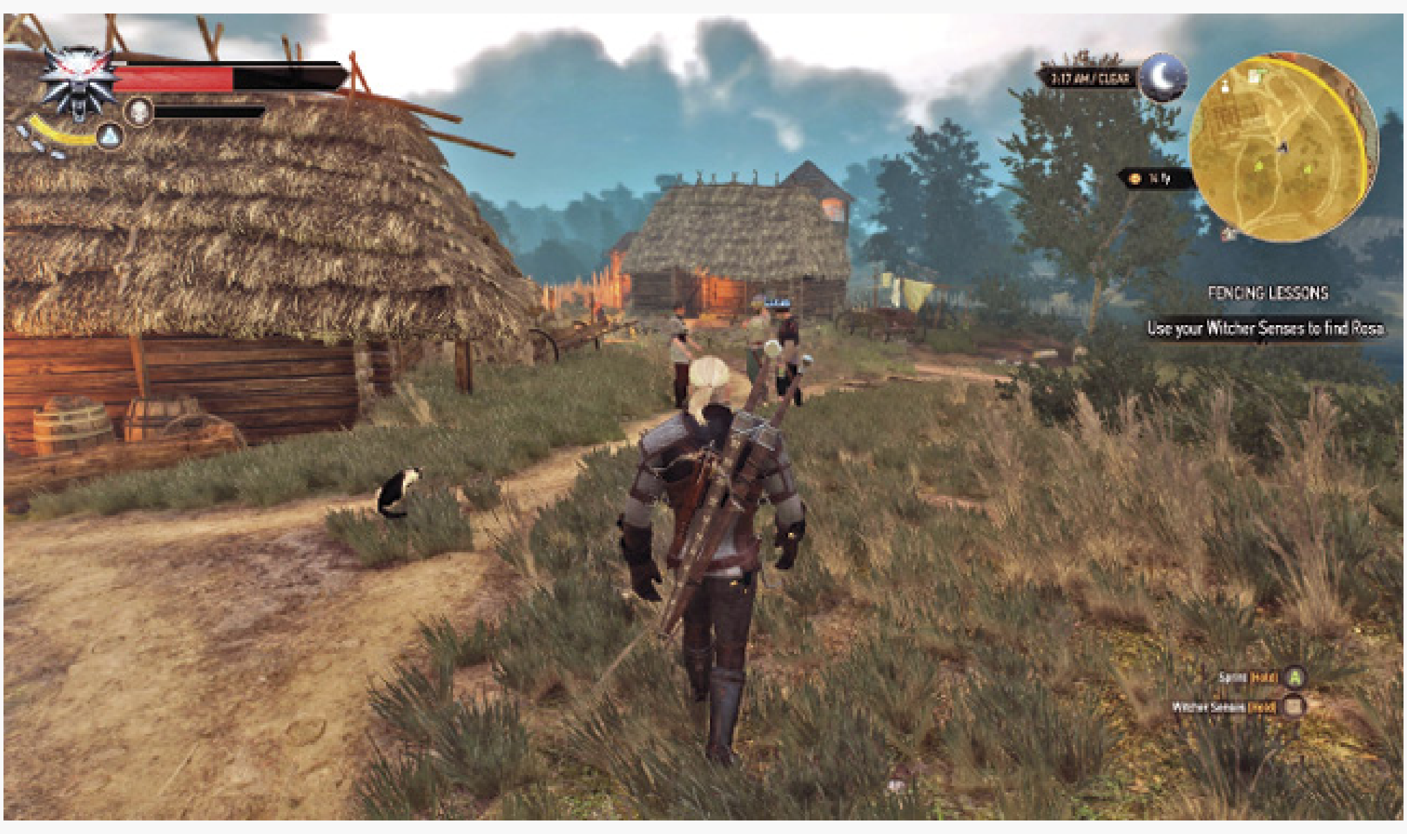
OBJECTIVES

- Find Rosa.
- (Optional) Defeat the drunks harassing Rosa.

It only takes a moment using your Witcher Senses to find her fresh footprints, and follow them southward, down the road to the Seven Cats Inn just outside town. Rosa is being pestered by two drunk yokels, named Lucas and Kobe. You can tell the two pissants to:

- Piss off. This starts a one-sided fight between you and both of them, and you should quickly cut them down.
- (50 Crowns) Offer some coin for them to leave. They mutter a few more obscenities, and depart without incident.
- (Axii Level 2) Tell them to apologize and leave. They duly oblige, and depart without incident.

Afterwards, Rosa's arrogant and poisonous verbiage continues, leaving you with little doubt as to why the Nilfgaard are hated in these parts. As you part, the quest concludes.



Hidden Messages Of The Nilfgaardian Kind

The Stash At The Archway

DANGER ALERT SPOILER ALERT

HIDDEN MESSAGES OF THE NILFGAARDIAN KIND

LOCATIONS: Hierarch Square, Crippled Kate's, Gildorf Sewers

CHARACTERS: Shady Individuals

ENEMIES: None

While about your business in Novigrad, be sure you head up this particular cobbled street, in The Bits and just northeast of the Kingfisher Inn), as you'll spot two shady individuals fiddling with an area of ground near the wooden deck. They stride off. Ignore them, but instead use your Witcher Sense on the area to uncover a loose brick. Sure enough, this is a drop location. Gather the note they left behind.

Items: Quest Item: Note Left by Spy (1)

Hidden Messages Of The Nilfgaardian Kind

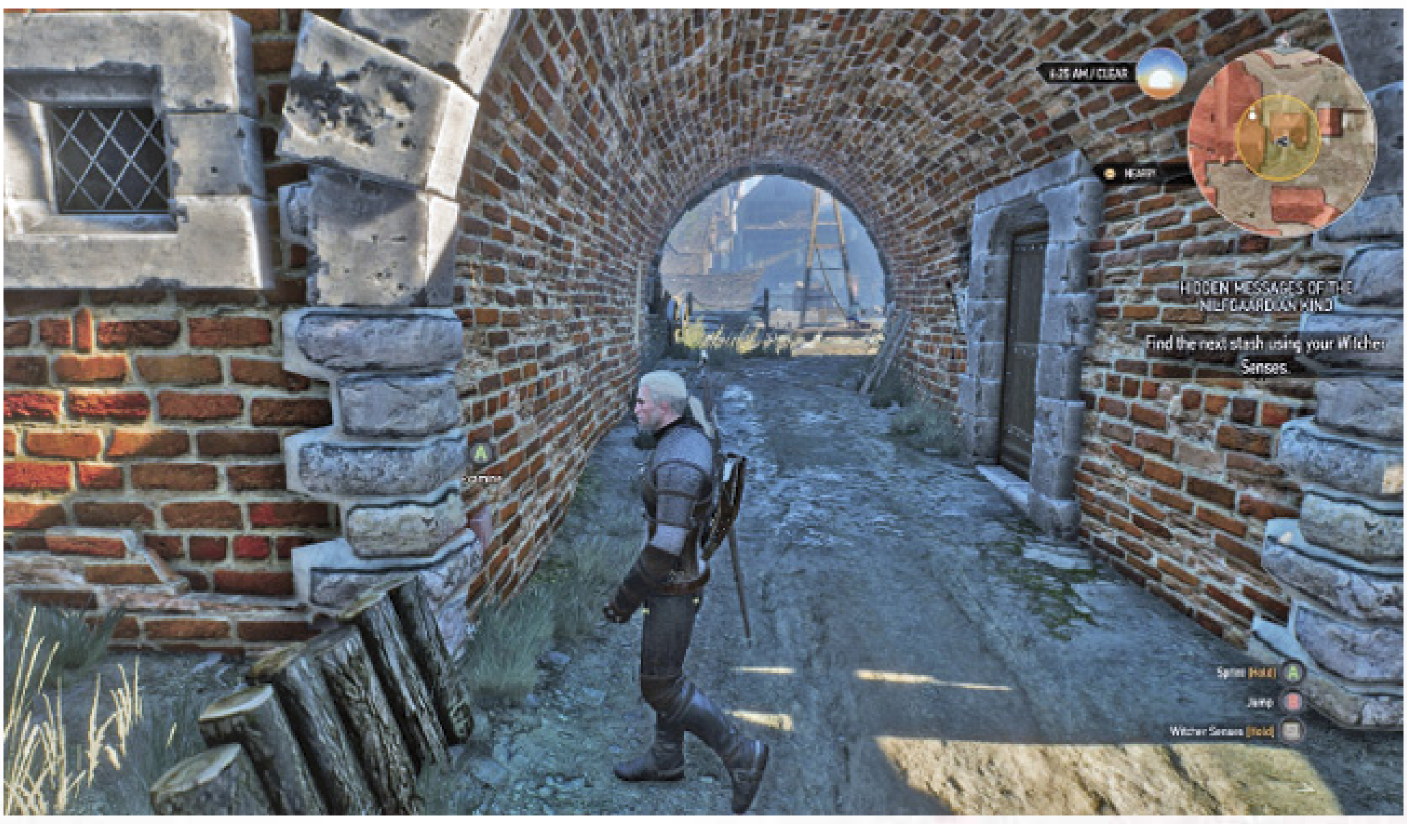
The Stash At Crippled Kate's

OBJECTIVES

- Find the next stash.
- Read the note from the dropbox.

The note refers to a second drop location (at a place called Crippled Kate's) which is a swift jog to the Glory Lane District, close to the docks and south of the canal. Head south, through the theater, crossing the narrow pedestrian canal bridge and down to the canal side. Find the red brick arched street, and use your Witcher Senses in the area to uncover another loose brick in the corner just before the low log fencing.

There are two prizes here:


6:25 AM / CLEAR
HIDDEN MESSAGES OF THE NILFGAARDIAN KIND
Find the next stash using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

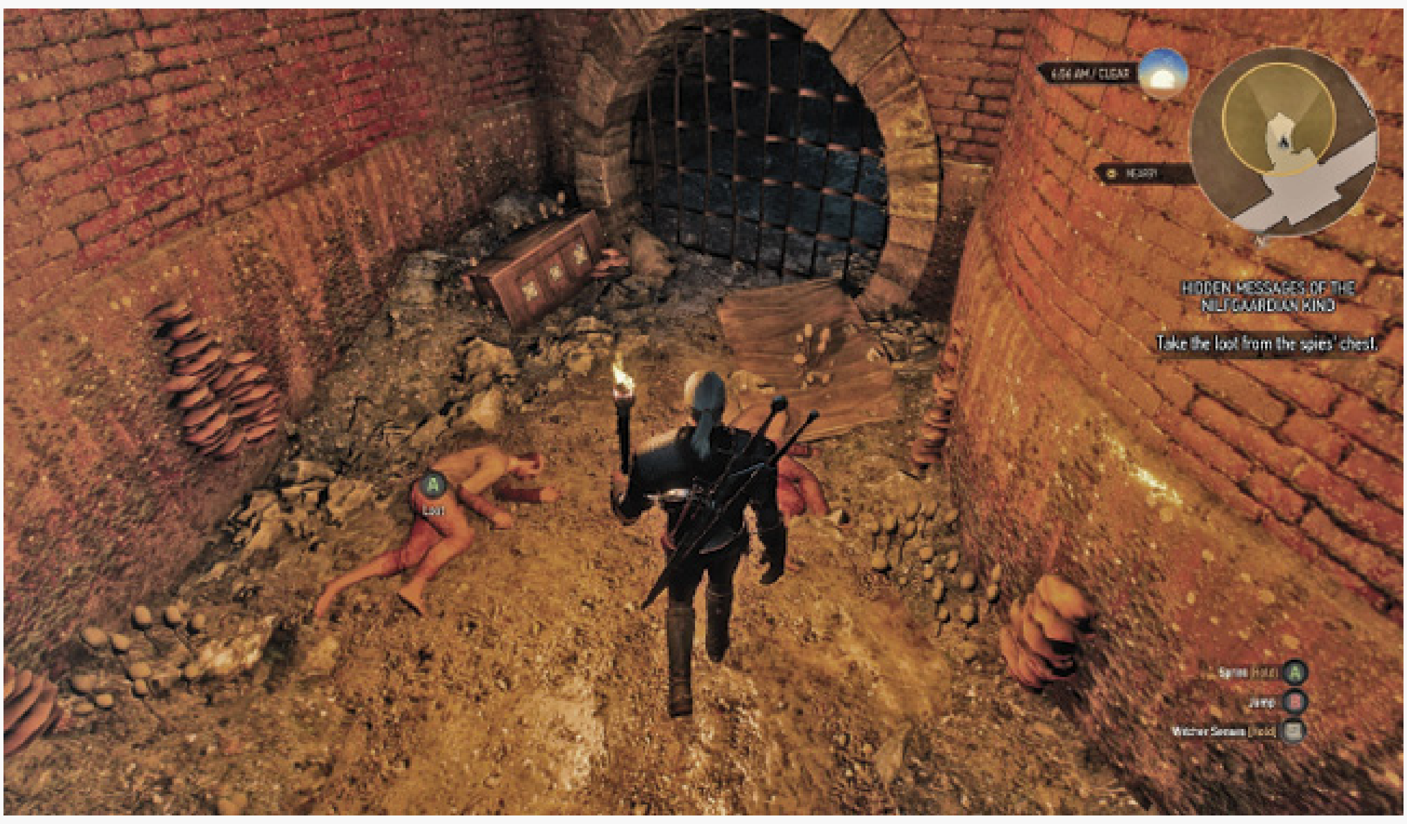
Items: Quest Items: Ornamented Chest Key, Note Left by Spy (2)

END: THE LOOT IN GILDORF SEWERS

OBJECTIVES

- Take the loot from the spies' chest.

The loot can now be appropriated. This involves a sprint back north, into the posh Gildorf District of town. Head up into the main square, and find the sewer grating near to the shop and Notice Board.


6:04 AM / CLEAR
HIDDEN MESSAGES OF THE NILFGAARDIAN KIND
Take the loot from the spies' chest.
Sprint (Hold)
Jump
Witcher Senses (Hold)

Descend into the Gildorf Sewers, dropping down the ladder, and then turning northeast at the base of the ladder. Look for the blocked side tunnel where two slumped bodies rest near to a "glittering" chest (second picture). Pry this open with the key you found. Collect your ill-gotten gains as this quest concludes.

Items: Quest

Never Trust Children (I)*

You Gray Git!

DANGER ALERT SPOILER ALERT

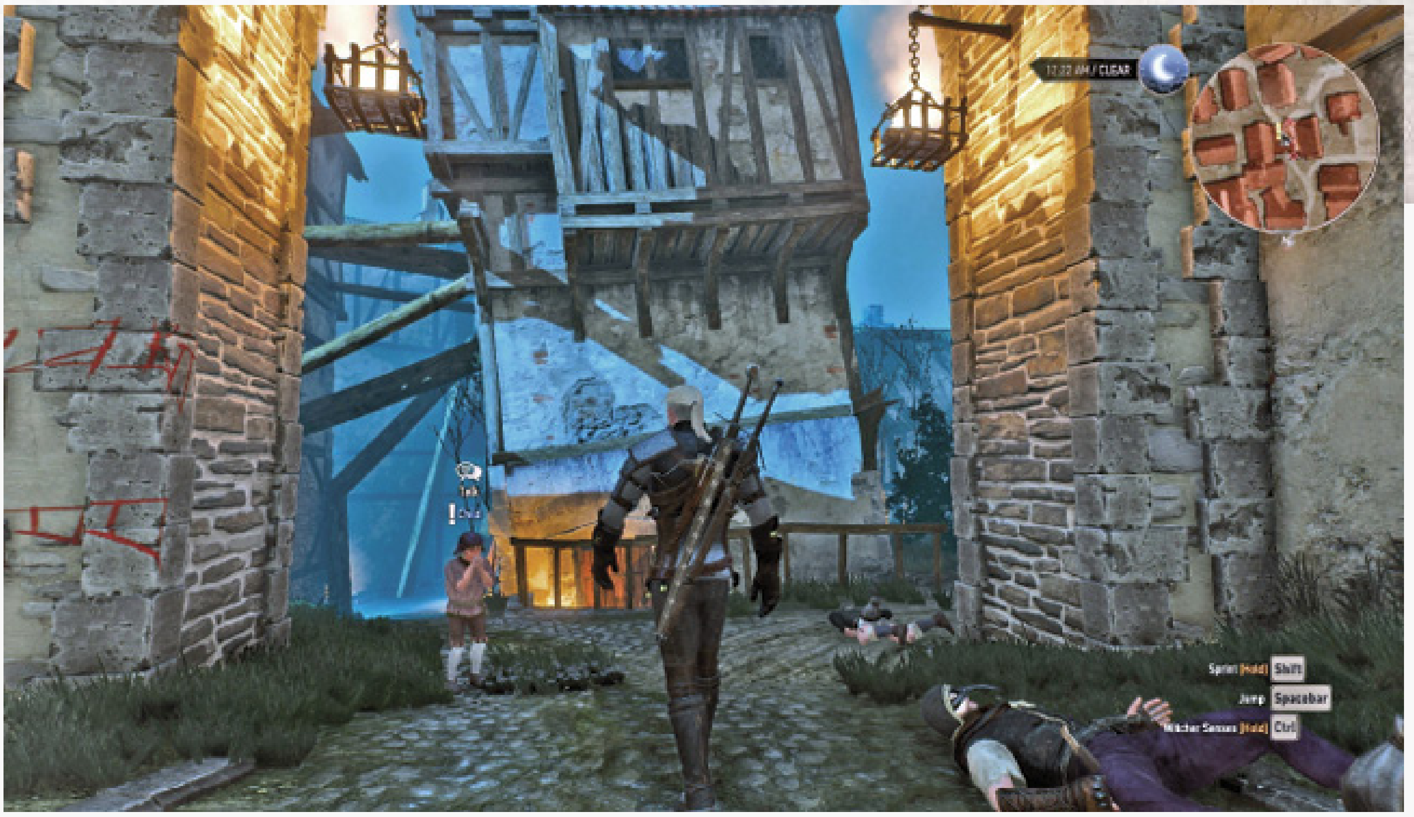
NEVER TRUST CHILDREN (I)*

LOCATION: Hierarch Square, Crooked House

CHARACTERS: Child

ENEMIES: Bandits

A weeping child may stop you in your tracks as you explore The Bits, outside the Crooked House (Triss' hideout) northeast of Hierarch Square. The urchin doesn't seem to be talkative, and runs off. Follow him, and suddenly gains his voice, yelling at a group of four bandits who ambush and attempt to kill you. Though the fight is one-sided, your victory should be straightforward. Afterwards, the child has disappeared, and the quest concludes.


12:22 AM / CLEAR
Sprint (Hold) Shift
Jump Spacebar
Witcher Senses (Hold) Ctrl

The Nobleman Statuette

Yn All’an Daonna Ar Ais…!

DANGER ALERT

SPOILER ALERT

THE NOBLEMAN STATUETTE

LOCATIONS: Novigrad Merchant (St. Gregory’s Bridge)

CHARACTERS: Merchant, Triss, Nobleman, Coral

RECOMMENDED ITEM: 20 Crowns

OBJECTIVES

- Talk to Triss about the statuette.

QUESTING DECISIONS

This quest should be undertaken any time before the end of Secondary Quest: Now or Never. Triss Merigold is needed for this investigation.

Access the store adjacent to the Notice Board in Gildorf Square, and inspect the store owner’s wares. The chap is particular keen on pushing a collection of artifacts belonging to a mage called Aeramas. Recently burned at the stake, a couple of his treasures survived, and one of them has strange, mystical properties, apparently. Buy both:

Items: Quest Items: Lizard Figurine, Jade Figurine

FURTHER CURIOSITIES

The Lizard Figurine begins Secondary Quest: Of Dairy and Darkness.

Triss will either be at her hideout (the Crooked House in The Bits) or at the Rosemary and Thyme, depending on your questing status. Speak to her and ask her to take a look at the figurine. She studies it for a moment. It is an artifact compression of a nobleman trapped in the statue! She takes you into The Bits. Ask to lift the spell, and a startled nobleman appears. It transpires he was trapped here by Coral (a name the sorceress Lytta Neyd used). Ask about his entrapment, and receive a small reward before the nobleman bids you farewell.

Items: 30 Crowns

The Soldier Statuette

Yn All’an Daonna Ar Ais… (Again)!

DANGER ALERT SPOILER ALERT

THE SOLDIER STATUETTE

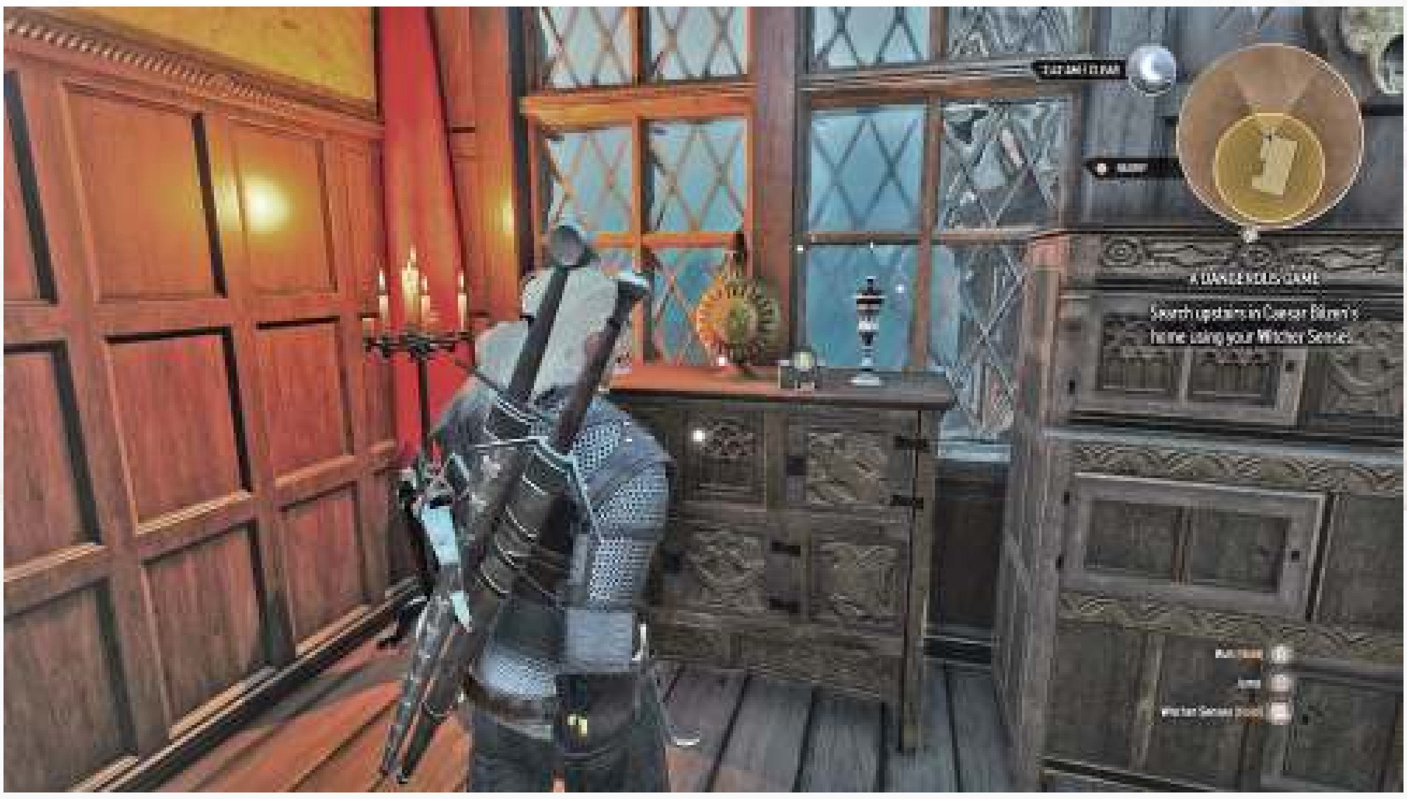
LOCATIONS: Caesar’s House, Hierarch Square

CHARACTERS: Caesar Bilzen, Zoltan, Triss, Nilfgaardian Soldier, Coral

OBJECTIVES

- Talk to Triss about the statuette.

During your surreptitious stealing of a Gwent card for Zoltan, during Secondary Quest: A Dangerous Game, your pilfering of Caesar Bilzen’s townhouse off Hierarch Square nets you an interesting trinket—a strange Jade Figurine. Triss might know more about this.



A DANGEROUS GAME

Search upstairs in Caesar Bilzen's home using your Witcher Senses.

QUESTING DECISIONS

This quest should be undertaken any time before the end of Secondary Quest: Now or Never. Triss Merigold is needed for this investigation. You must have completed Secondary Quest: A Dangerous Game first.

Items: Quest Item: Jade Figurine

Triss will either be at her hideout (the Crooked House in The Bits) or at the Rosemary and Thyme, depending on your questing status. Speak to her and ask her to take a look at the figurine. She looks it over. It is an artifact compression of a soldier trapped in the statue! She takes you into The Bits. Ask to lift the spell, and a nauseous Nilfgaard soldier appears, babbling about a battle long ago, and a spell cast upon him by a sorceress named Coral (Lytta Neyd). You tell him to report to the van Attres, as the quest concludes.

A Tome Entombed

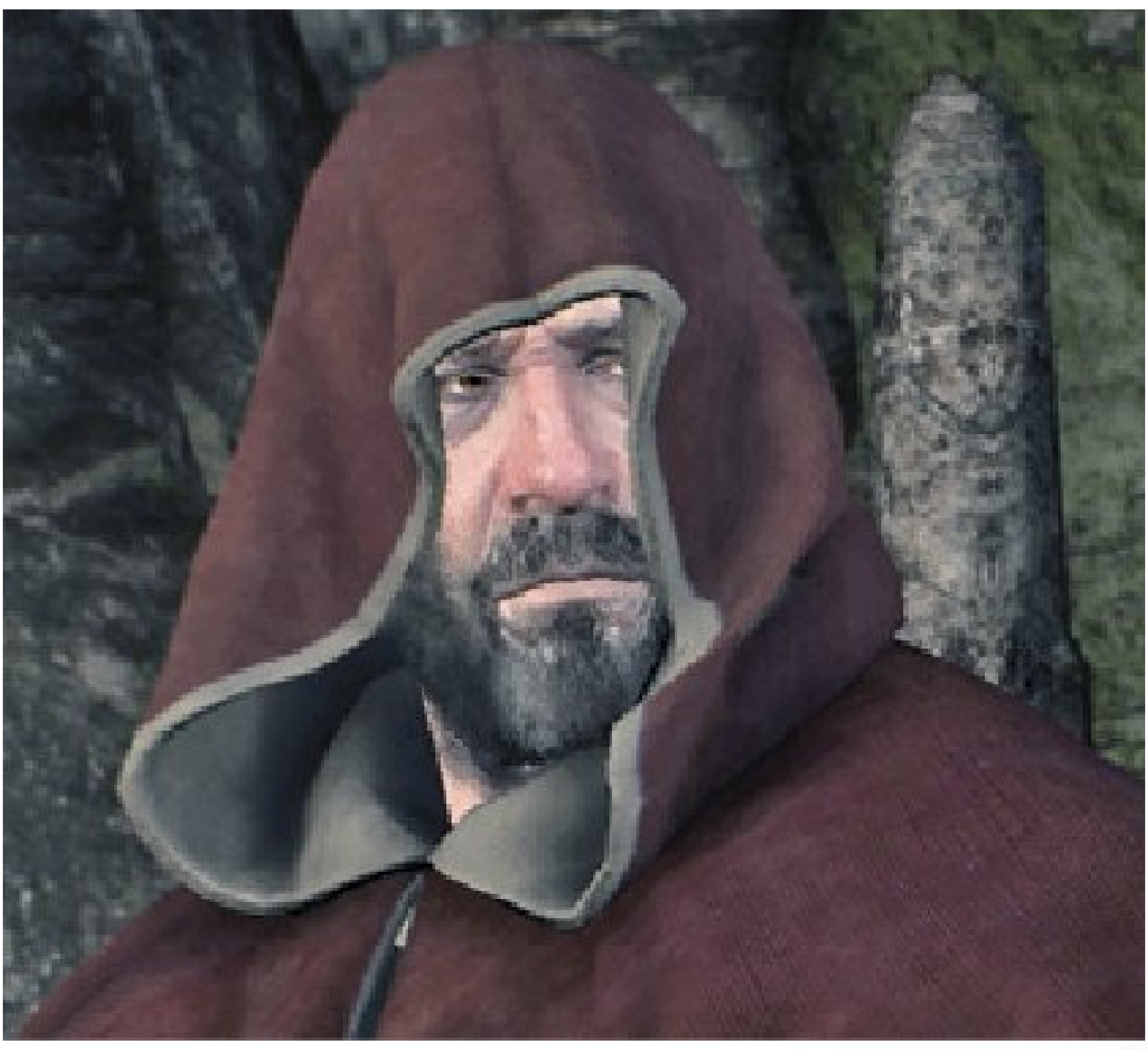
A Grave Discovery

DANGER ALERT
SPOILER ALERT
A TOME ENTOMBED

LOCATIONS: The Bits District, Gildorf Sewers
CHARACTERS: Professor Vairmont Jonne
ENEMIES: Katakan

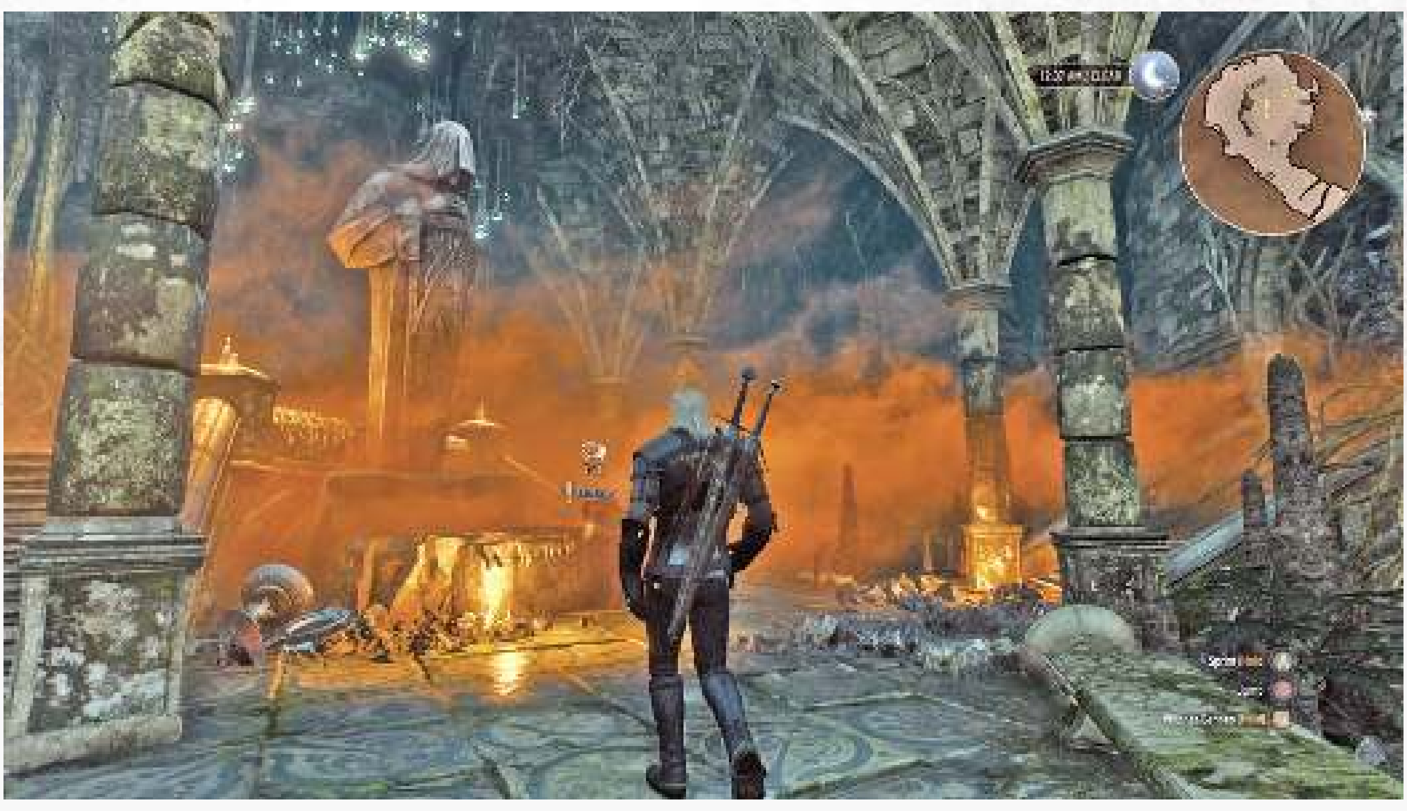
OBJECTIVES

- Nearest Signpost: East of Hierarch Square.



Professor Vairmont Jonne

Enter the sewers (as shown) from this entrance in the central-east part of the main Novigrad island. Turn left at the first junction, left again, and heading down a long flight of stone steps. Continue through a gap in the grating as the stairs continue down, and in the lower junction chamber, head straight across to a brick tunnel that curves to the left. Once in the sub-junction chamber, turn and face the cracked wall to the southwest. With a conjuring of Aard, you pummel the wall to reveal an old crypt entrance. That too, is walled up, so summon Aard again.



Climb down into the large crypt, where a grave-robber is trying (unsuccessfully) to push the huge stone lid off the massive coffin in the center of this mausoleum. Speak to him, and he reveals himself to be a scholar from Oxenfurt University. Apparently, the sarcophagus contains a priceless elven tome (the Dar'Ah Manuscript) and he hopes you can help him find it. Agree to open the coffin.

END: WHO DARES DISTURB MY REST?

OBJECTIVES

- Kill the vampire.

A body clad in black fineries is revealed. It peers up, asking if it is 1358 yet. You explain this is a regenerating vampire, as the bloodsucker pulls its lid back. Jonne didn't have the chance to check for the book, so he asks to push the lid open again. Agree (or don't at the quest stalls). The second disturbance angers the vampire so much, it transforms into its more… "toothy" form. Slay this Katakan (using tactics from the Bestiary chapter). Afterwards, Jonne is still unlucky in his tome search, and the quest concludes.

A TOME ENTOMBED
Kill the vampire

A Barnful Of Trouble

Ghoulish Goings On:filth Flaying For Quick Cash

DANGER ALERT SPOILER ALERT

A BARNFUL OF TROUBLE

LOCATION: Oraas

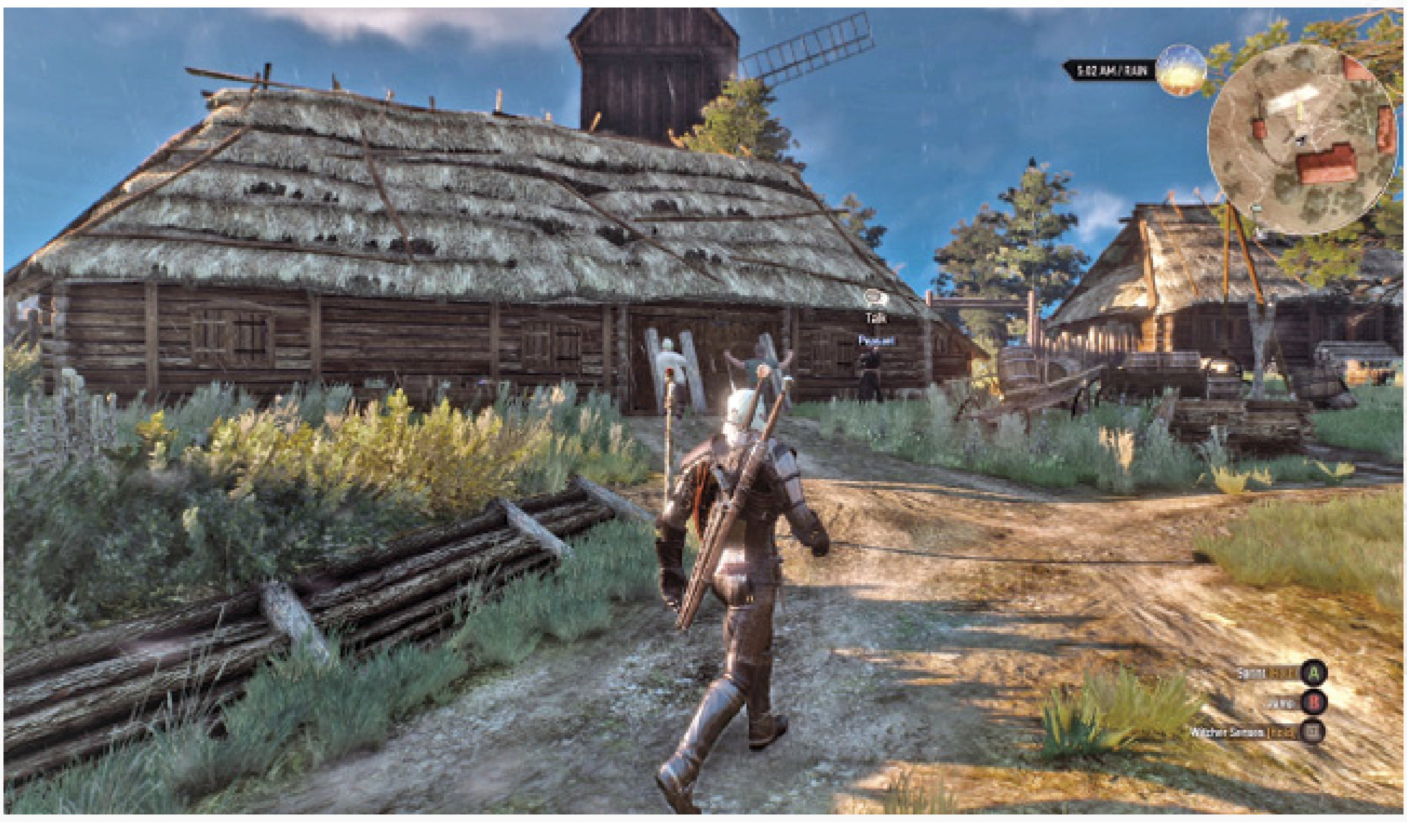
CHARACTERS: Peasants

ENEMIES: Ghouls

OBJECTIVES

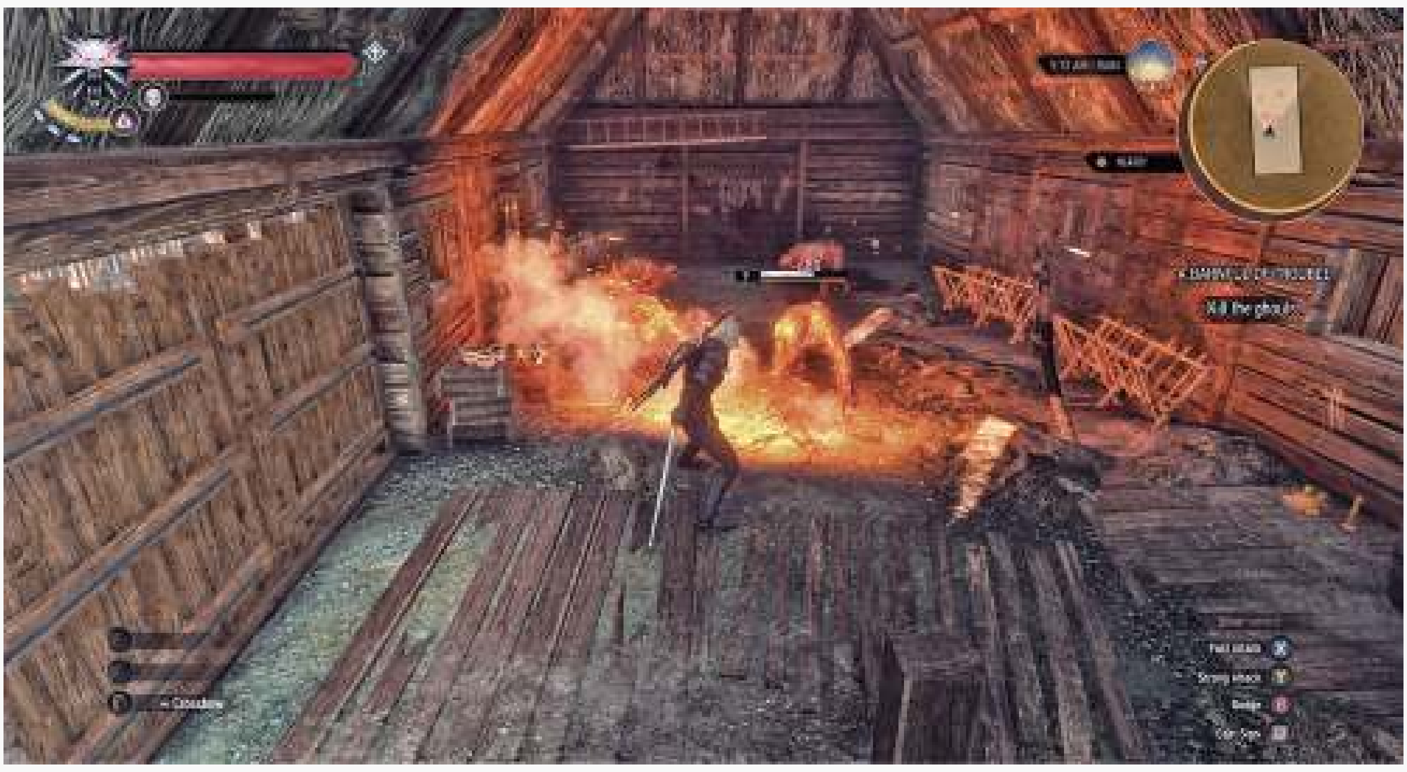
- Kill the ghouls.
- Collect your reward.

Stroll on into this hamlet dominated by a windmill, and locate a couple of peasants standing outside one of the larger cottages along the main thoroughfare. Agree to help the two peasants rid the interior of this building of a group of filthy foes trapped inside.



5:02 AM / RAIN
Talk
Peasant
Sprint
Jump
Witcher Senses

Four disgusting ghouls are gnawing at the corpse parts inside this structure. Slay all four of them, and then optionally examine the disgusting flesh pile they feasted on. Bring this to the attention of the peasants through conversation, and they mention they murdered some bandits recently. Mention this attracted the ghouls, or don't. You receive payment either way.



A BARNFUL OF TROUBLE
Kill the ghouls
Crossbow
Fast attack
Strong attack
Dodge
Cast Sign

Empty Coop

An Angry Old Coot And A Two-Legged Wolf

Locations: Yanina’s Cottage, Dancing Windmill

Characters: Yanina, Petey

Enemies: None

OBJECTIVES

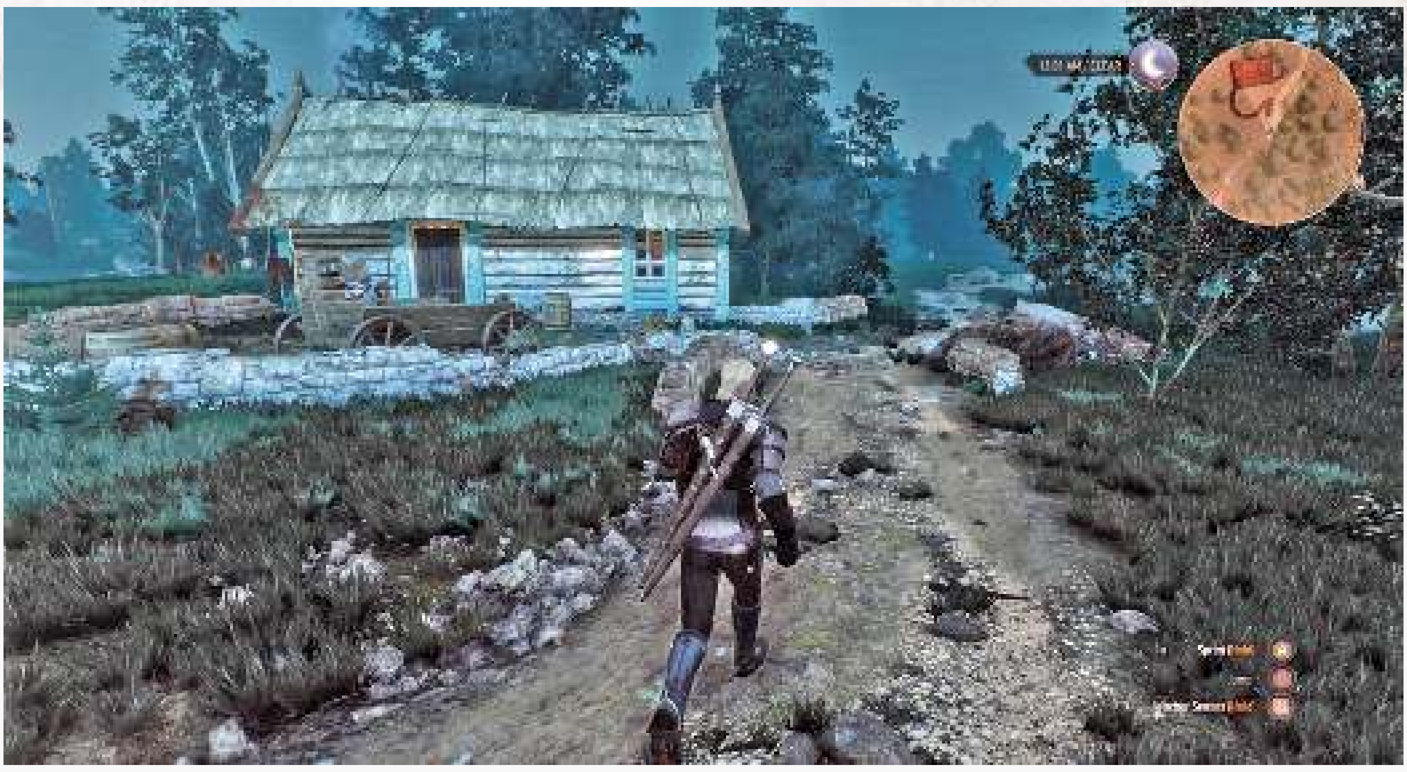
- Find out what’s been stealing the old woman’s chickens.
- Nearest Signposts: Dancing Windmill, Honeyfill Meadworks.

Seek out a lone cottage amid the fields just west of the Dancing Windmill, and you’ll come across a wailing woman, furious that her hens have been taken, one at a time, by a wolf that seems to walk on its hindlegs. Agree to find and slay this dangerous monster.

Yanina

Petey

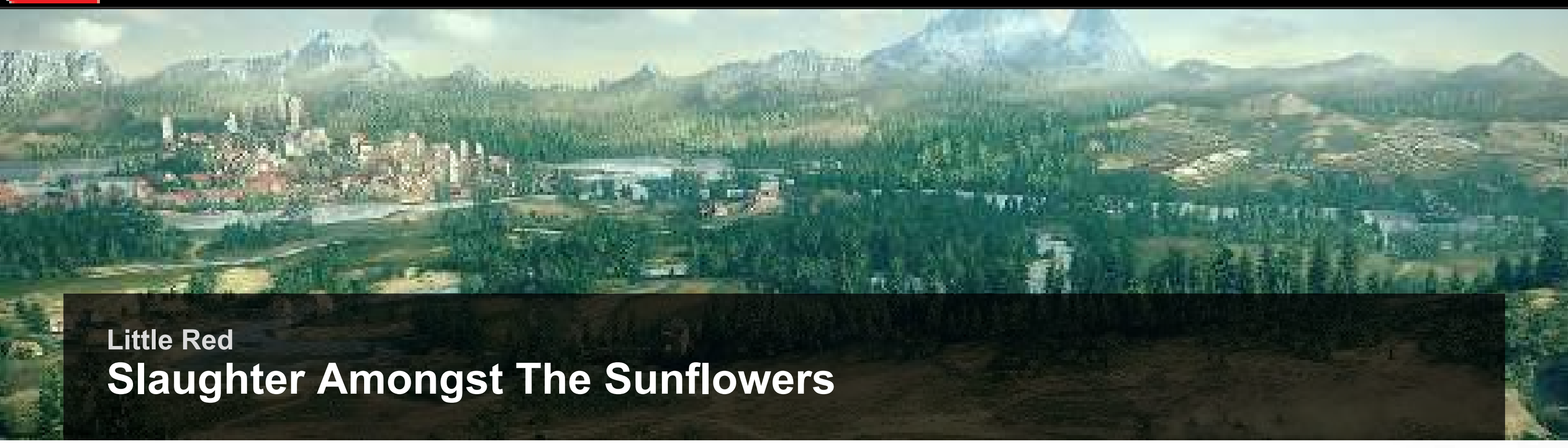
Locate the wolf prints nearby. Then travel roughly southward, toward a pond, and there are small footprints near to the tracks, but no sign of a struggle. Wade across the pond, and look for a small tent, with three children sitting around a campfire. You speak to their leader, and chief chicken-catcher (Petey) about the tracks (which they made), and listen to a poignant story about their predicament.



OBJECTIVES

- Convince the old woman to take in the children.

Leave the urchins and return to Yanina’s cottage, and speak to her again. After letting her know about the children, mention they could live with her, and her tone softens. She’ll think about your offer. This quest concludes.



Little Red

Slaughter Amongst The Sunflowers

DANGER ALERT SPOILER ALERT

LITTLE RED

LOCATION: Beanston
CHARACTERS: Bertram, Peasants, Little Red, Ealdorman
ENEMIES: Werewolf, Bandits

OBJECTIVES

- Wait until dusk for Little Red's band to attack.

Little Red, the "She-Wolf"

Enter the village of Beanston during daylight hours (ideally around midday) and looking out for a cluster of villagers on the west side of the settlement, speaking in anxious whispers. Ask what troubles them, and then tell of a band of inhuman bandits that wish revenge on Bertram, one of the villagers. They lay on the description of the bandit's leader (Little Red) a bit thick. She's apparently a she-beast in a human husk! Bertram ratted on Little Red to witch hunters, a fact that seems a little strange, but agree to help anyway.

END: BLOOD OR BANDITRY

Stay in the center of the village and meditate until dusk (around 17:00). Little Red and her band approach from either side of the village. She may not be the "great beauty" the villagers told you about, but she certainly has charisma. Enough to warn you not to test her. She also explains the real reason why she's come to kill Bertram (he's a greedy, double-crossing thief). Now you have a choice. You can:

- Tell her "do what you gotta," and she walks into town, slays Bertram, and pays you for your understanding.

Items: 20 Crowns

- Tell her "leave or there will be blood," and she agrees, transforming into a werewolf, and pouncing on you. Combat can be tricky. Focus on the bandits first and avoid the she-beast by using Yrden to slow her down. Slay her and four bandits with her, before meeting with the village ealdorman for your protection reward. Afterwards, feel free to search Little Red's hairy corpse for her diary.

Items: 10 Crowns, Quest Item: Diary of Little Red

Novigrad Hospitality

Sit, A Spell

DANGER ALERT SPOILER ALERT

NOVIGRAD HOSPITALITY

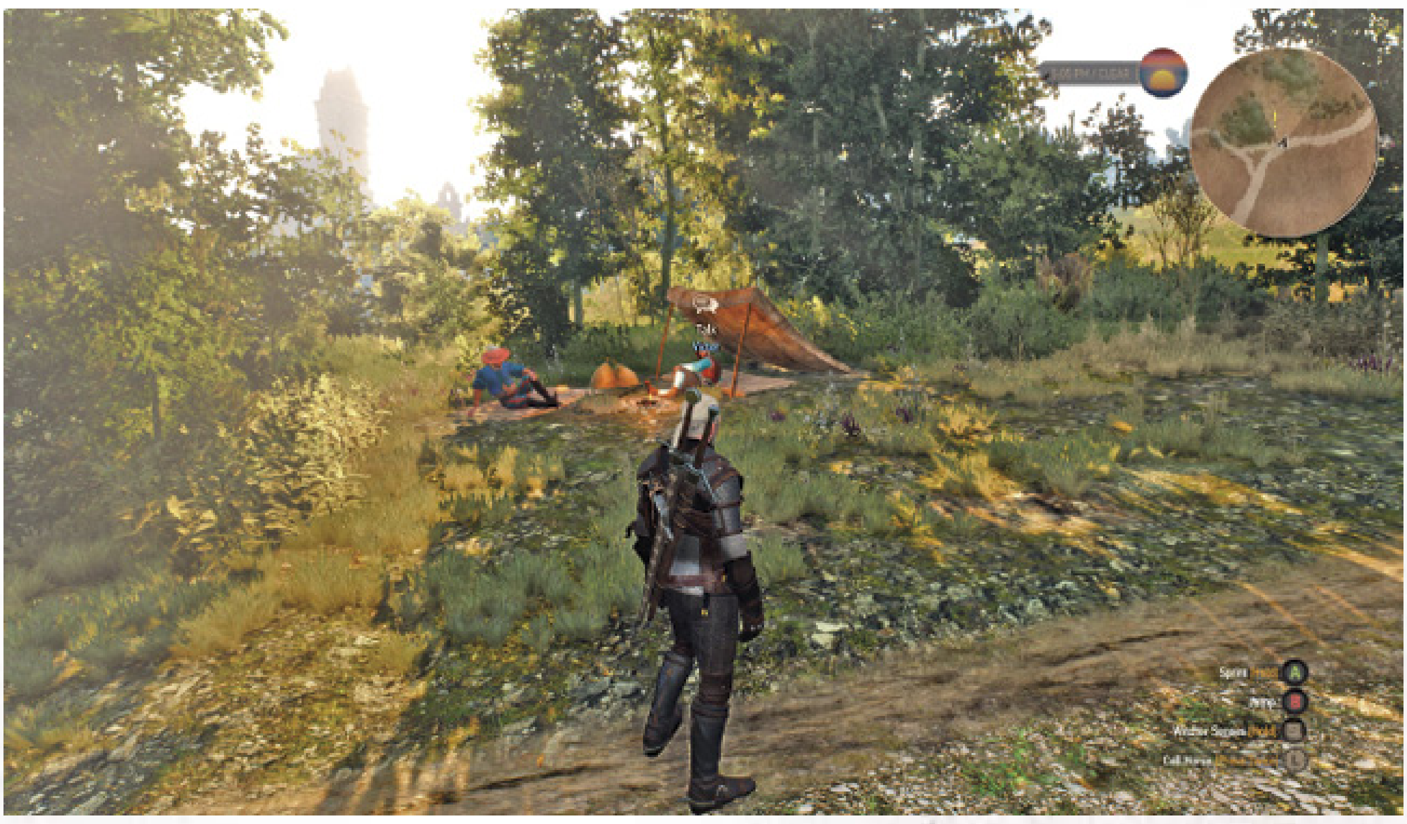
Location (and Map page): Beanston

CHARACTERS: Gascogne, Victor

OBJECTIVES

- Track down the bards using your Witcher Senses and recover your equipment.

At the end of the sunflower fields, on the road from Beanston to Chateau Sarrasin, you may hear the wistful tones of a bard reciting some poetry. Meet Victor and Gascogne, two friendly fellows who seek inspiration anywhere, and summon it using vodka. Would you like to drink? To poetry? Gladly accept to start this quest.

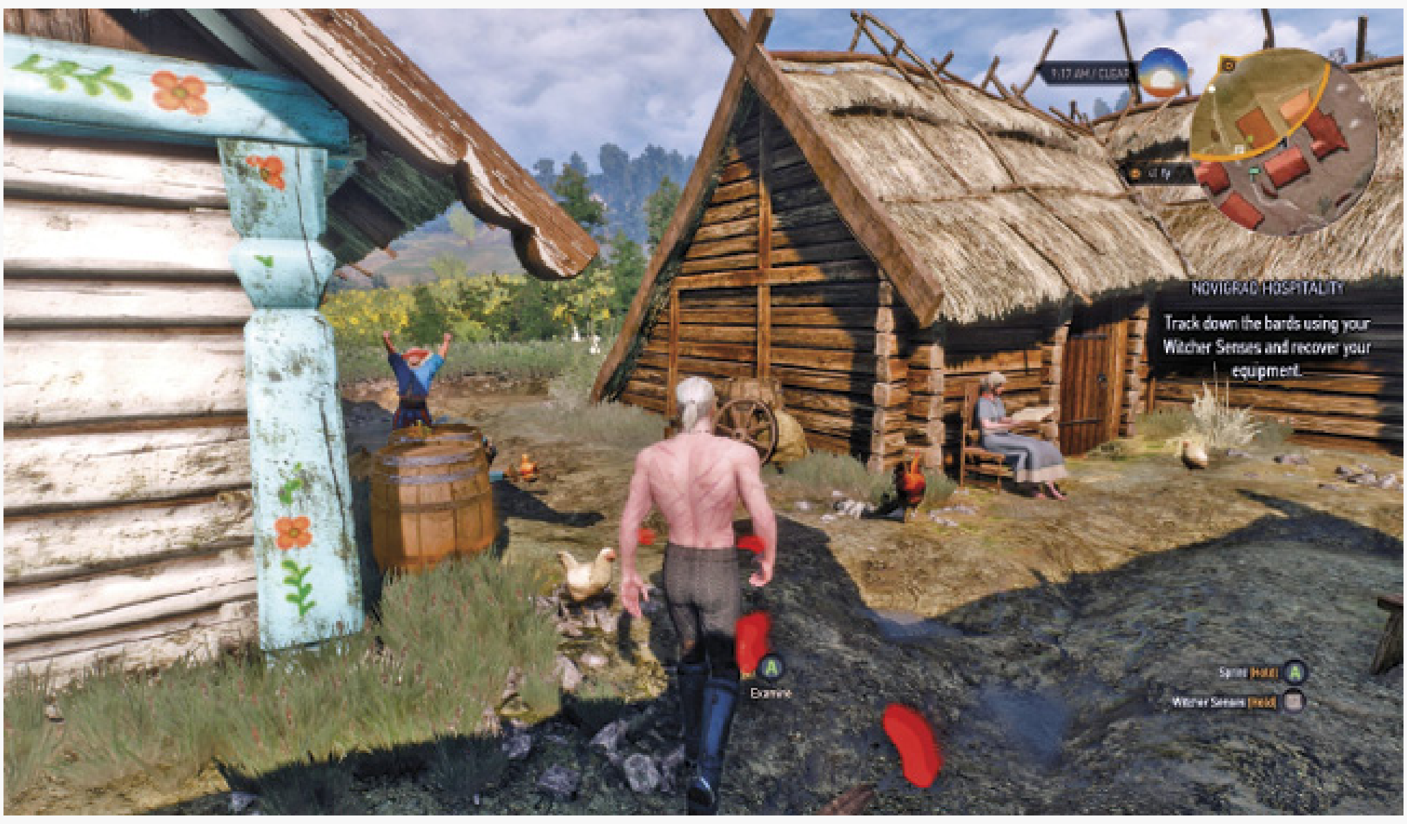


Late into the evening, a heady mixture of roasted apple and various alcoholic beverages has made you tired and inept. You decide that you've had enough, or call for one last round.

You wake with Gascogne and Victor long since departed. They've taken the tent, the alcohol, and all your equipment!

END: TROUBLESOME TROUBADOURS

You don't want to rely purely on your fists for the rest of the adventure, go southeast toward Beanston, and look for footprints in the objective area using your Witcher Senses. These idiots are easy to track—all the way into Beanston. Make a left at the Notice Board, and find the fools celebrating behind the pub.



NOVIGRAD HOSPITALITY

Track down the bards using your Witcher Senses and recover your equipment.

These two are lovers, not fighters, so they quickly hand over all the stolen equipment you lost (remember to equip it all!). Afterwards, you can agree that the situation is resolved, or order them to strip to their knickers as punishment. You take the clothes (their garb can only be sold as junk—the real prize is revenge!). Either way, the quest concludes.

Spooked Mare

A Peasant’s Plea

DANGER ALERT
SPOILER ALERT
SPOOKED MARE

LOCATIONS: Peasant’s Cottage, Crossroads

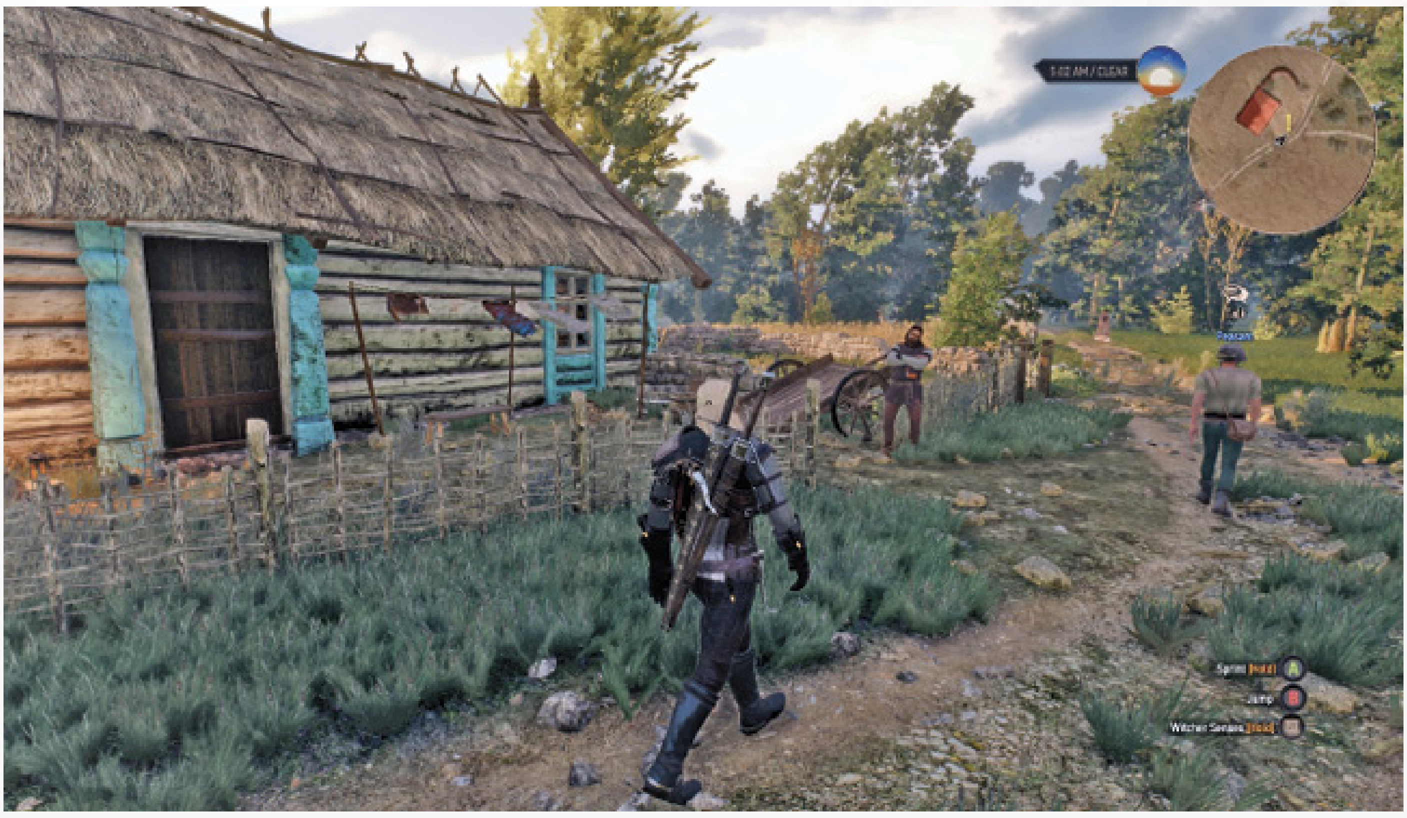
CHARACTERS: Peasant, Scoia’tael Commander

ENEMIES: Wolves, Scoia’tael

OBJECTIVES

- Find the missing horse.
- Nearest Signpost: North of Crossroads.

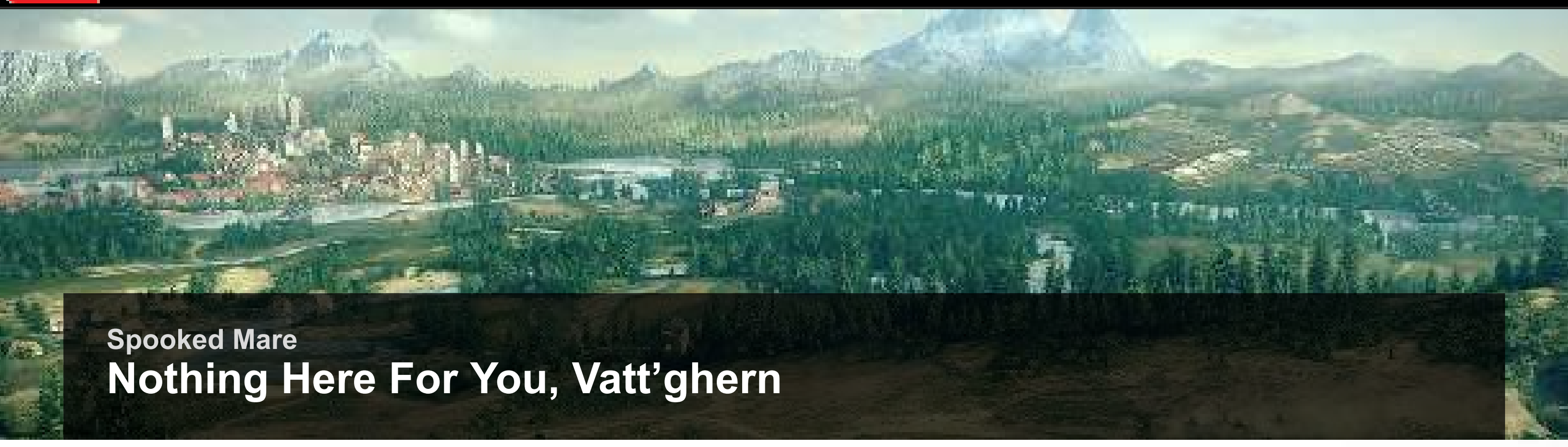
On the riverside pathway north of Crossroads, and southeast of the eastern gate into Oxenfurt, lies a peasant’s cottage with a perturbed inhabitant. He pleads with you to find his mare—a “woodland spook” made off with her. Agree to find the horse, and use your Witcher Senses on the hoofprints adjacent to the peasant.



OLD GRAY MARE

When speaking to the peasant, listen to the description of the mare (gray, and twice as old, with legs as crooked as his dead wife’s). Now you know which horse to search for.

Track the hoofprints south and southeast, across a pond, and into a forested area heading eastwards and upslope slightly. Pause for a swift fight against a pack of seven wolves, before continuing to track the prints to a makeshift pen, and a group of Scoia’tael.



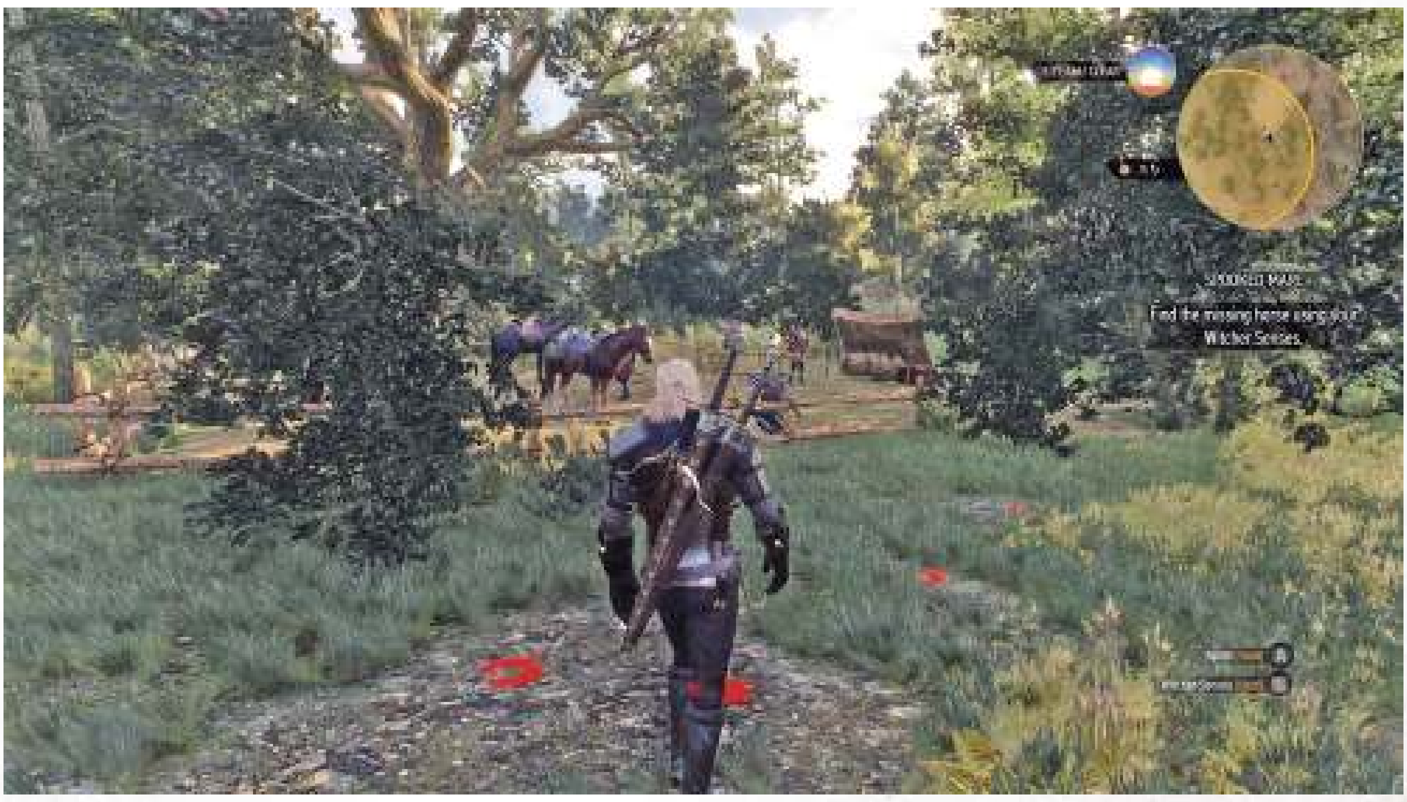
Spooked Mare

Nothing Here For You, Vatt'ghern

OBJECTIVES

- (Optional) Defeat the Scoia'tael.
- Lead the horse into the enclosure.

Venture into the enclosure, and you're stopped by the Scoia'tael commander, whose imposed stature masks the terrible state he and his brethren are in. They are gathering horses to transport their wounded, and don't have the crowns to buy any. Your reaction to the elf marks you for the rest of this quest. You can tell the Scoia'tael:



That one of the horses is going back to its owner: The Scoia'tael's tone turns threatening. Placate or encourage violence by:

- (100 Crowns) Paying for the peasant's horse. You can now choose the gray mare, and ride it back to the peasant's cottage.
- (Axii Delusion Level 2) Requesting the Scoia'tael give you the horse. Take only one horse; try to pick a different horse or more than one, and the elves turn violent.

Or start a fight with the elves.

- They need the horses more than the peasants. The elf agrees, there is no combat, but your quest fails.

If your meeting with the Scoia'tael ends violently, you have four adversaries to slay, and an additional four horses that become spooked. Calm them using your Witcher Senses, and then use Axii to calm it down, so you're able to ride the horse without being thrown off.

A HORSE, OF COURSE!

The peasant's horse is named "Horse," while the other mares the Scoia'tael have collected are named "Wild Horse."

END: A BIT OF HORSE PLAY

Return to the peasant's cottage riding a horse—any horse except for Roach. If the horse is a gray mare, he thanks you for your diligence. If the horse is a Wild Horse, the peasant remarks that the beast isn't the mare he asked for, but he pays you your reward anyway. Either way, the quest then concludes.

Items: Crowns

Strangers In The Night*

Exchanging Glances

DANGER ALERT SPOILER ALERT

STRANGERS IN THE NIGHT*

LOCATION: Oraas
CHARACTERS: Rufus, Theophile Mario Rosco, Manfred
ENEMIES: None

Head past the sunflowers, and to the river bank near a small fortification of Redanian soldiers, where you stumble upon a group of travelers. One of them (a gruff soldier by the name of Rufus) is speaking with a scholar Theophile and a merchant named Manfred.

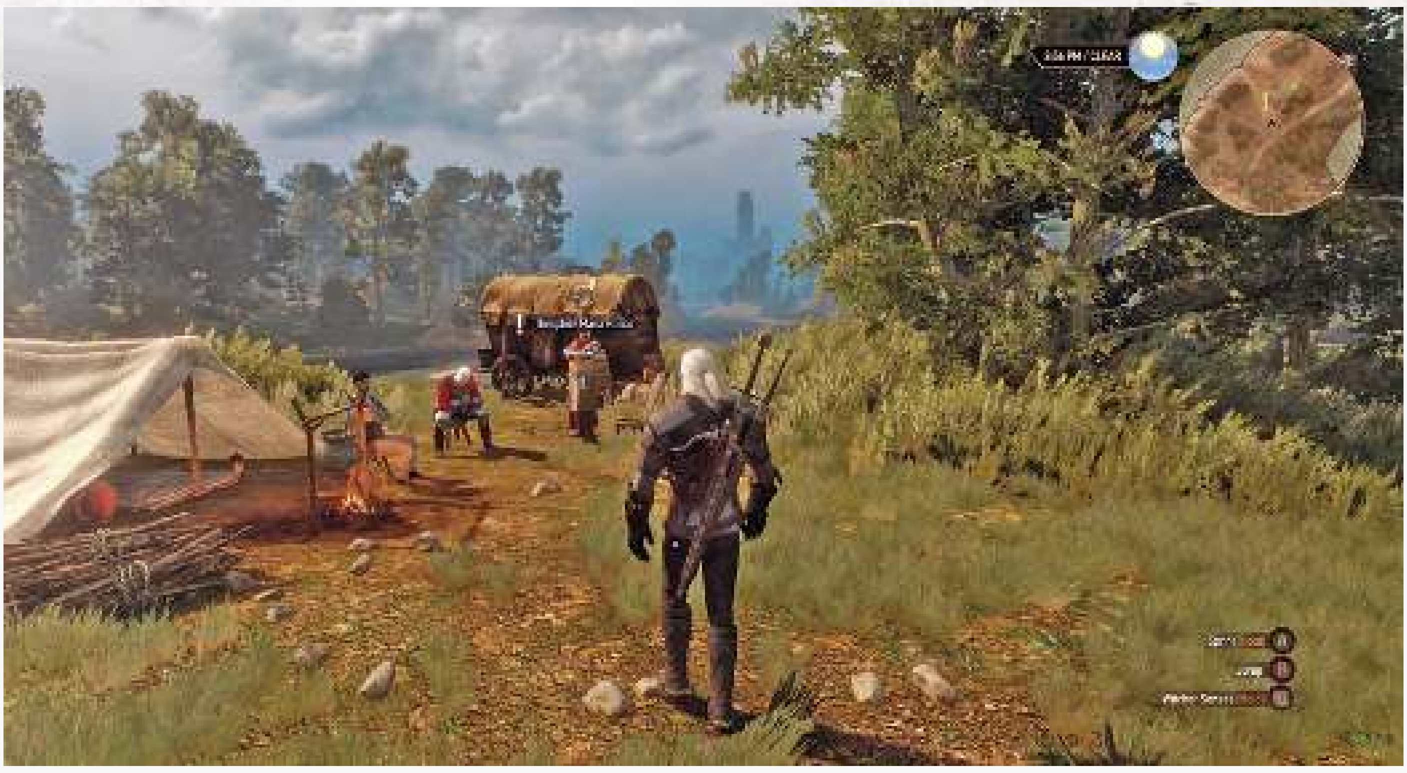
Rufus

Theophile Mario Rosco

Manfred

You can:

- Tell them your name, then leave before asking about any news. No one dies.
- Or, ask about the goings on in these parts, and the conversation quickly degenerates as Rufus becomes more convinced Manfred is much more than a merchant—his knowledge of troop maneuvers for example.



END: DEATH WAS JUST A CHANCE AWAY

Whether you attempt to calm the situation or not, Rufus unsheathes his sword and claims Manfred is a spy! You can, through your conversation, stay out of the fight, help Rufus (and slay Manfred), or help Manfred and slay Rufus. Or just stay out of it. The survivor rewards you justly, with a diagram. Otherwise, you receive nothing. Then the quest concludes.

Items: Diagram

A Warm Welcome*

Novigrad Or Death

DANGER ALERT

A WARM WELCOME*

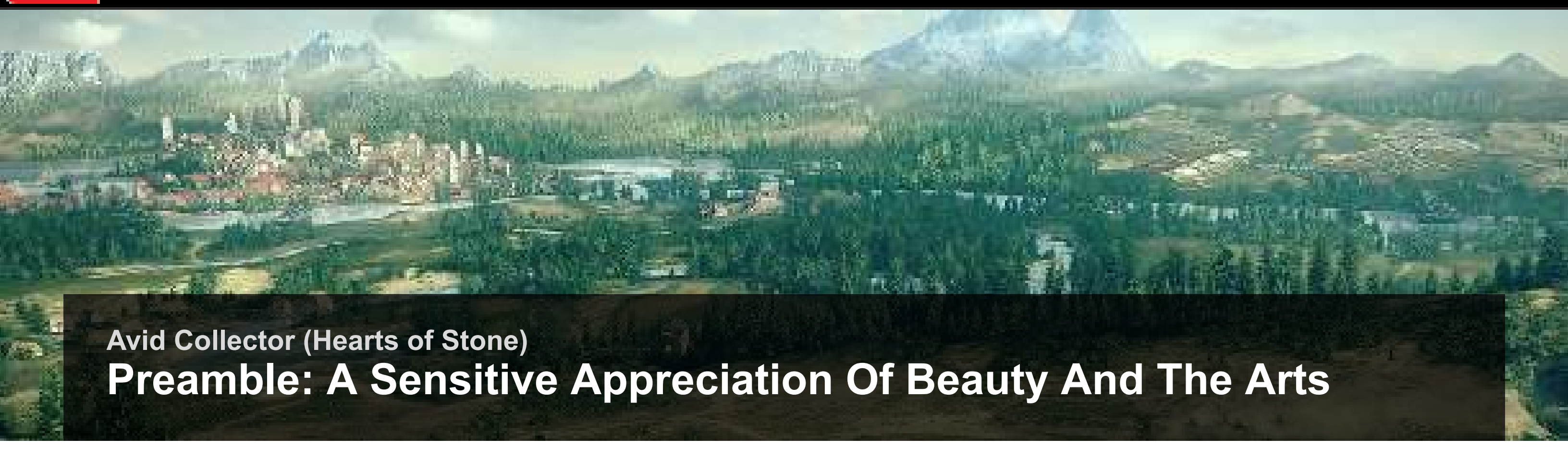
SPOILER ALERT

LOCATIONS: Wheat Fields, Dragonslayer's Grotto
CHARACTERS: Refugee, Redanian Soldier
ENEMIES: Redanian Soldiers

It seems a refugee has had the bad luck to run into a Redanian patrol on the road just southwest of Wheat Fields, and is pleading to let him through to Novigrad. Your conversation options rule the fate of the refugee and guards. You can:

- (100 Crowns) Pay the guards off, allowing the refugee through.
- (Axii Delusion Level 2) Flummox the guards into letting the refugee pass.
- Add a degree of menace to your request, and fight the three guards before the refugee is able to walk freely past.
- Or ignore the refugee, telling him he's on his own.

As the quest concludes, if you helped the refugee, he tells you of a hidden tomb below Downwarren, fair brimming with trinkles of worth. This refers to the Dragonslayer's Tomb. Consult this guide's Atlas to discover what treasures this holds.



Avid Collector (Hearts of Stone)

Preamble: A Sensitive Appreciation Of Beauty And The Arts

DANGER ALERT
SPOILER ALERT
HoS
AVID COLLECTOR

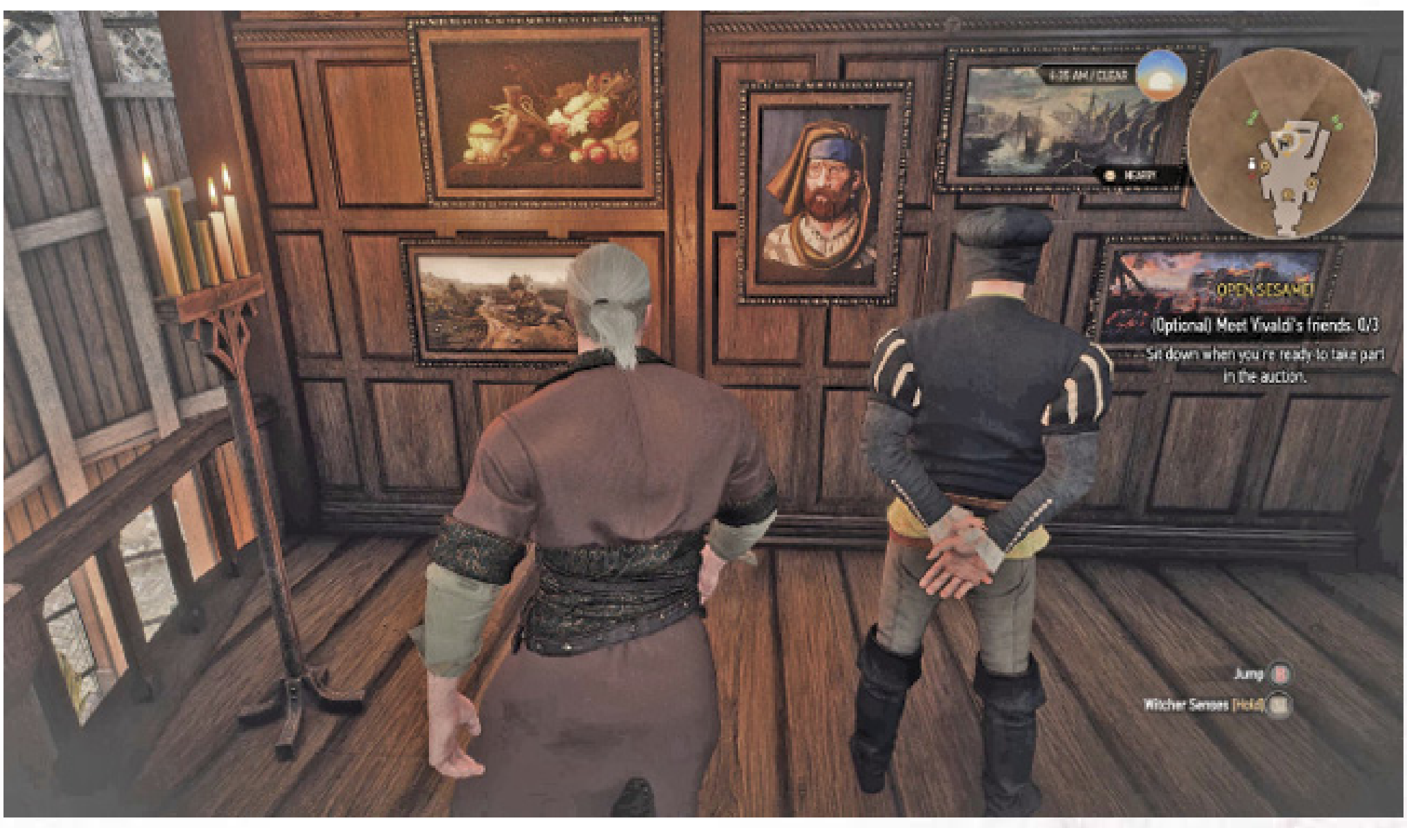
RELATED QUESTS: Hearts of Stone Main Quest: Open Sesame (Part 1), Secondary Quest: Message from an Old Friend
LOCATIONS: Borsodi Auction House (Oxenfurt), Books and Scrolls (Novigrad)
CHARACTERS: Yaromir Ivanovitz Zaytsev, Marcus T. K. Hodgson
RECOMMENDED ITEMS: Up to 60 Crowns

QUEST COMMENCEMENT

This Quest is only accessible during Hearts of Stone Main Quest: Open Sesame. It starts during the first part of this main quest, when you are meeting some of Vimme Vivaldi's associates before the auction starts. Consult that quest for information not pertinent to this quest.

Once you're inside the auction house, complete part of the Main Quest (Open Sesame) objective "Meet Vivaldi's friends (3)." Walk over to the wall of paintings, which is being admired by the hoity-toity art dealer Yaromir. He has a disdain in his voice, and looks down his long nose at the likes of you. Before chatting to him, you may want to further your art appreciation by memorizing the paintings on the wall.

Start your chat with Yaromir, and tell him you have "a bit" of knowledge about art. Yaromir takes this as an opportunity to embarrass both you and the dwarf, and asks you to point out which painting is by Edward van der Knoob, the master from Maribor.



(Optional) Meet Vivaldi's friends. 0/3
Sit down when you're ready to take part in the auction.

Indicate the portrait of the merchant, and Yaromir is taken aback, asks for a brief word in private, and apologises for his impertinence. He tells you a secret; there's a van Rogh in the forthcoming auction. Though this painter is a virtual unknown, the bookseller Marcus Hodgson is a fierce admirer. Buy the painting at auction, and you might sell it at a good profit, perchance? If you can trust that Hodgson, of course. This begins Secondary Quest: Avid Collector.

After this information has been imparted, Vimme asks you what that chat was all about. You can:

- Tell him you were told to buy the van Rogh. This causes the dwarf to bid for the painting in the auction, forcing you to purchase it at a higher price if you want it.
- Tell him "nothin' special," and the dwarf is none-the-wiser (and you can purchase the van Rogh for a song).

PREAMBLE (AUCTION): "STARRY NIGHT OVER THE PONTAR"

Continue to complete objectives associated with Main Quest: Open Sesame, until the auction begins. Second on the auction block is a charming piece by a young Novigrad artist named van Rogh. Bidding starts at only 20 crowns. You must either:

- Bid on it, after not previously mentioning its value to Vivaldi, and snap up the piece for its starting bid of 20 crowns. A veritable bargain!
- Bid on it, after mentioning its value to Vivaldi, who wants it for his own collection, bringing up the price you'll pay to 60 crowns. Still, a reasonable sum!

If this painting is won, Hearts of Stone Secondary Quest: The Avid Collector continues.

Items: Starry Night Over the Pontar

Avid Collector (Hearts of Stone)

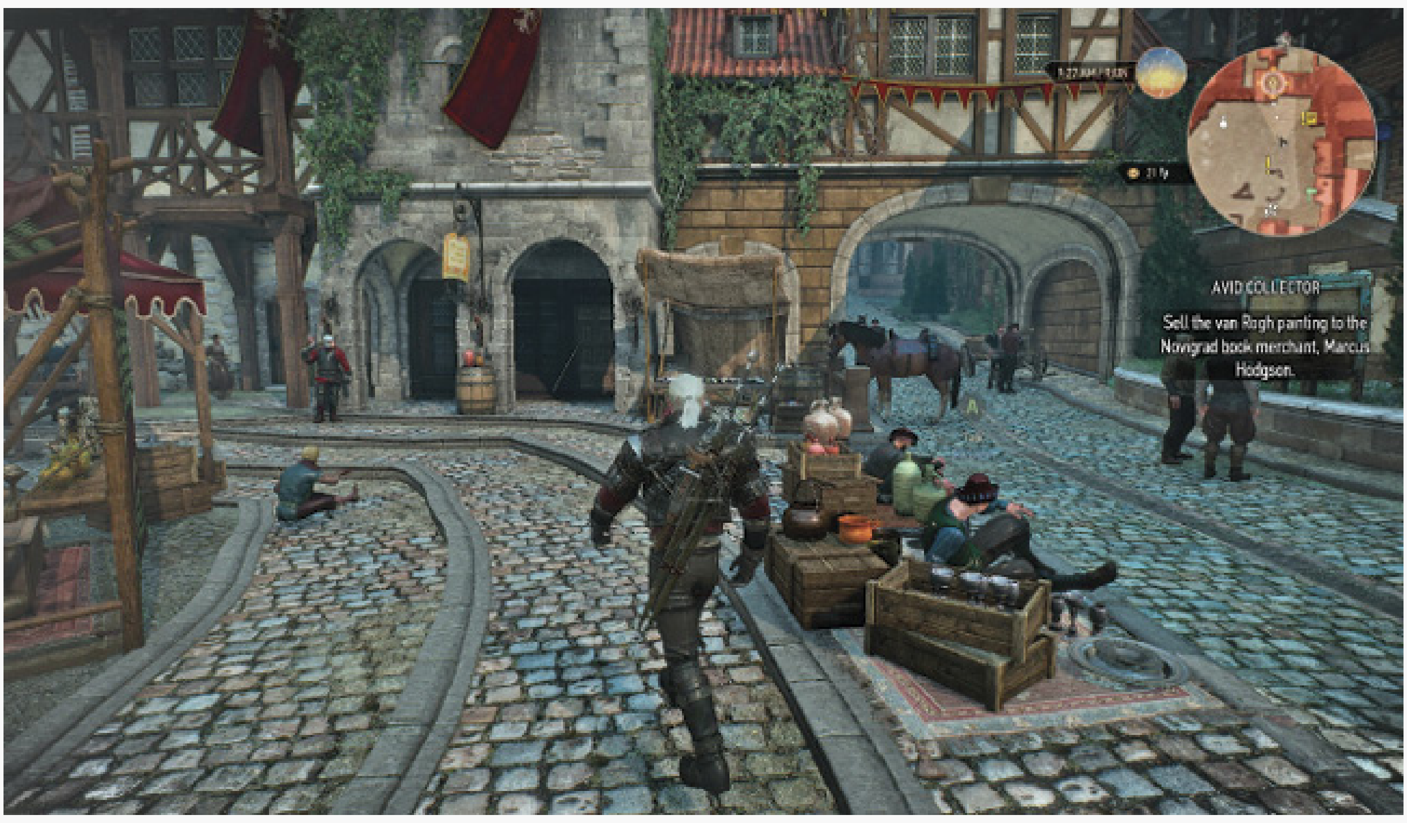
Selling To The Son Of Roger

OBJECTIVES

- Sell the van Rogh painting to the Novigrad book merchant, Marcus Hodgson.

Marcus Thaddeus Knut Hodgson

With the painting now in your possession, once you're thrown out of the auction house, or any time you're not engaged in objectives you cannot stall, take a trip to Hierarch Square in Novigrad, and look for the quaint bookseller's shop along the northern perimeter of the square. Enter the establishment, and engage the cagey bookseller, the inimitable Marcus T. K. Hodgson. After mentioning a man who came here years ago to keep a book for you (Secondary Quest: Message from an Old Friend), tell him you're looking to sell a painting.



AVID COLLECTOR

Sell the van Rogh painting to the Novigrad book merchant, Marcus Hodgson.

Hodgson is intrigued, and loses his poker face completely when you mention the daubing is a van Rogh! He's temporarily short on crowns at the moment, so he hopes you'll take some collateral left by a Witcher named Gaetan (who you may have encountered during Secondary Quest: Where the Cat and Wolf Play). You're rewarded with the following, and the quest concludes. The Trophy is of particular note, adding five percent to the total of all gold you might find.

Items: Crowns (500), Conserved Shaelmaar Trophy

PRIMA GAMES

Enchanting: Start-Up Costs (Hearts of Stone)

A Runewright Upon Your Shores Has Landed

DANGER ALERT SPOILER ALERT HoS

ENCHANTING: START-UP COSTS

RELATED QUESTS: Hearts of Stone Main Quest: Evil's Soft First Touches, Enchanting: Quality Has its Price

LOCATIONS: Seven Cats Inn, Brunwich, Miller's Lake, Upper Mill

CHARACTERS: Ofieri Runewright

RECOMMENDED ITEMS: 5,000 Crowns

OBJECTIVES

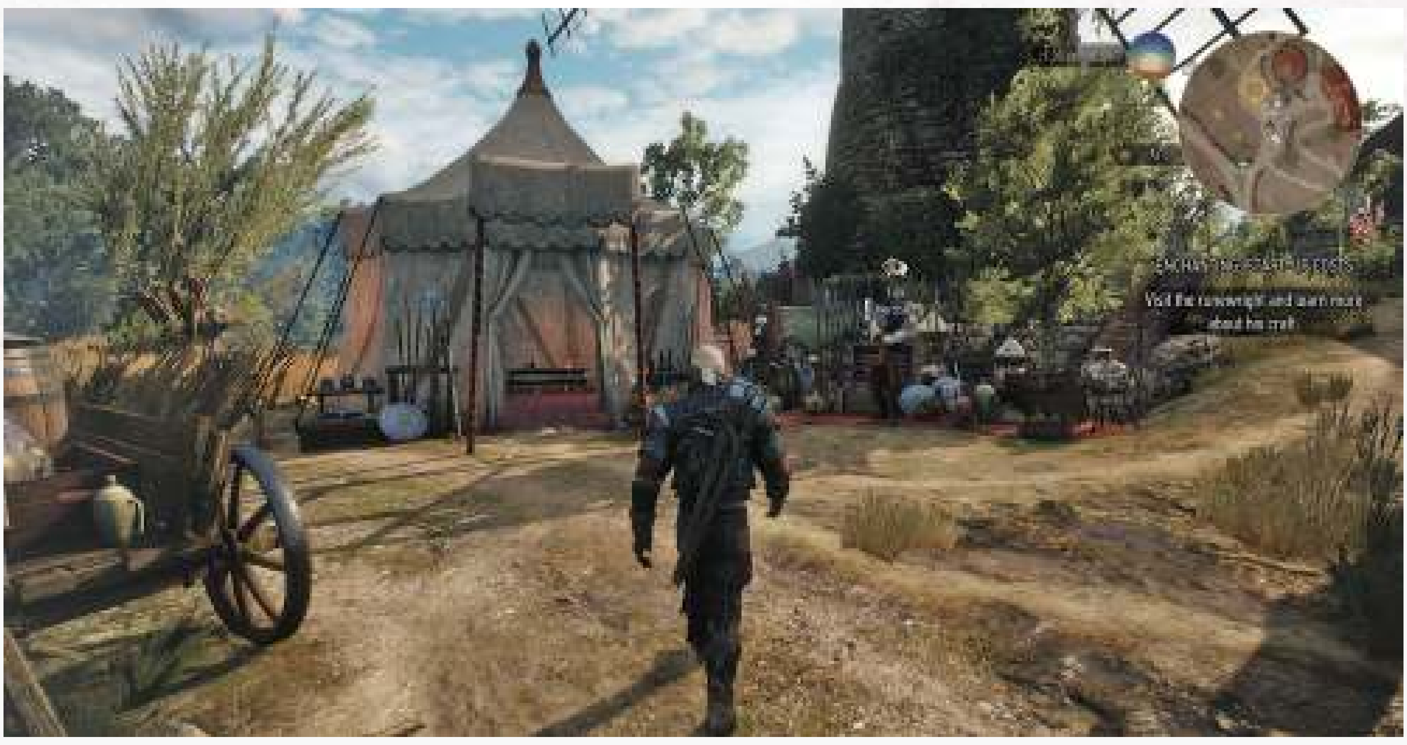
- Visit the runewright and learn more about his craft.

QUEST COMMENCEMENT

This quest is available once you read the information posted at the Notice Board, located at the Seven Cats Inn just east of Oxenfurt. You can also run into the Ofieri while exploring the world.

During the initial stages of Main Quest: Evil's Soft First Touches, when you're reading the information posted to the Notice Board at the Seven Cats Inn, be sure to also read the note regarding the arrival of a Runewright from far-off Ofier. When you have a moment in your questing (ideally sooner rather than later, so you can take advantage of the runes you can embed into your equipment), gallop to the very northeastern edge of Gustfields Territory, to the eastern side of Miller's Lake, and the windmill of Upper Mill. Below, an Ofieri trader stands plying his trade (and offering his own quests). The Runewright sits in the nearby tent.

The Runewright seems awfully cheerful for someone who has lost all of his tools for crafting runes and glyphs into swords and armor. So he strikes up a deal with you.


ENCHANTING: START-UP COSTS
Visit the runewright and learn more about his craft

You can ask what his trade is exactly, tell him that you're here to recover what he lost, and most importantly, that you're here to help. This "help" however, is going to cost you.

- (5,000 Crowns) Furnish the Runewright with the not-inconsiderable sum of five thousand crowns. The Runewright deems this a "start".

RUNEWRIGHT OR RUINED BANK ACCOUNT?

The costs associated with bank-rolling this artisan are shockingly large, but handing over coin is the only way to further your forays into obtaining swords and armor imbued with Runes. If you want to know more about the bonuses associated with such weaponry, consult the Runewright Enchanting section in this guide's Training chapter.

Enchantments are available for purchase as soon as you return with jade. In addition, Enchanting: Quality Has its Price begins.

Enchanting: Quality Has Its Price (Hearts of Stone)

A Jade Stone Of Size Substantial

DANGER ALERT
SPOILER ALERT
HoS
ENCHANTING: QUALITY HAS ITS PRICE

RELATED QUESTS: Enchanting: Start-Up Costs

LOCATIONS: Upper Mill, Bloodrot Pit (unmarked)

CHARACTERS: Ofieri Runewright

ENEMIES: Arachnomorphs

RECOMMENDED ITEMS: 25,000 Crowns

OBJECTIVES

- Find a pickaxe.

ENCHANTING: THE “GET POOR QUICK” SCHEME?

You’ve already forked over 5,000 crowns for the chance at even-more impressive abilities for your swords and armor. But the Runewright isn’t done yet; for the true quality runes and glyphs, he’s going to need the very best forging tools, and those cost money. 10,000 Crowns (for Advanced) and 15,000 Crowns (for Master-level tools); that’s another 25,000 crowns of your money, in fact! Be mindful of this before trying to finish this quest, and remember you still have to pay for the Runes and Glyphs after the Runewright is set up, too!

Once you bankroll the Runewright’s operation to the tune of 5,000 Crowns, he begins to offer you Basic (Level 1) enchantments. However, the real quality stuff comes through his use of jade, a precious material he urgently requires. Agree to find some for him. First though, you need a pickaxe to excavate the jade from the earth. Exit the tent, passing the Ofieri merchant, and head to the barn attached to the cottage up the road. The pickaxe (which you can pick out using Witcher Senses) is propped against the wall in the far right corner.

Items: Pickaxe

Enchanting: Quality Has Its Price (Hearts of Stone)

Getting Jaded

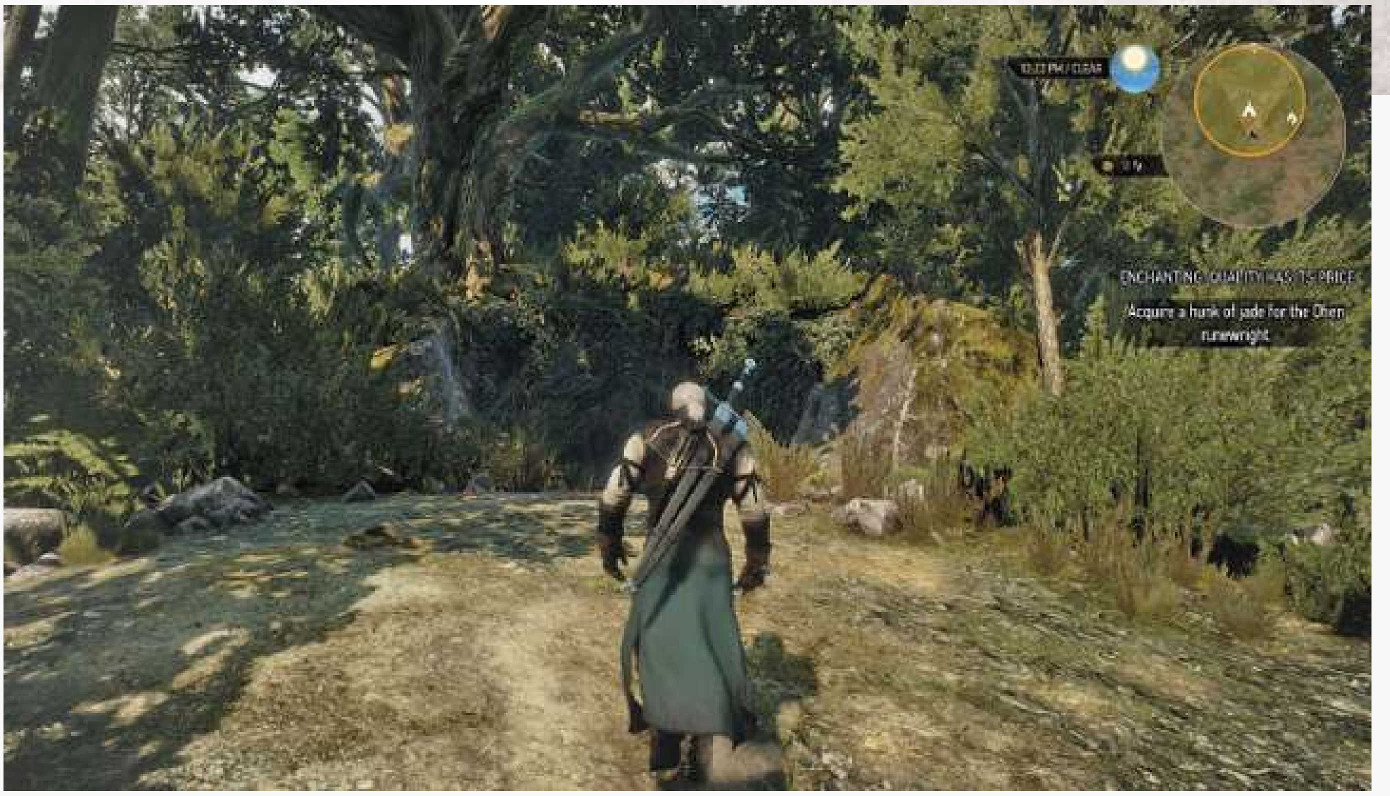
OBJECTIVES

- Acquire a hunk of jade for the Ofieri runewright.

All three jade deposits are shown on your map, and are roughly north (and sometimes a little northeast) of the village of Yantra, in north-central Gustfields territory. Only one location (the middle one) needs to be visited.

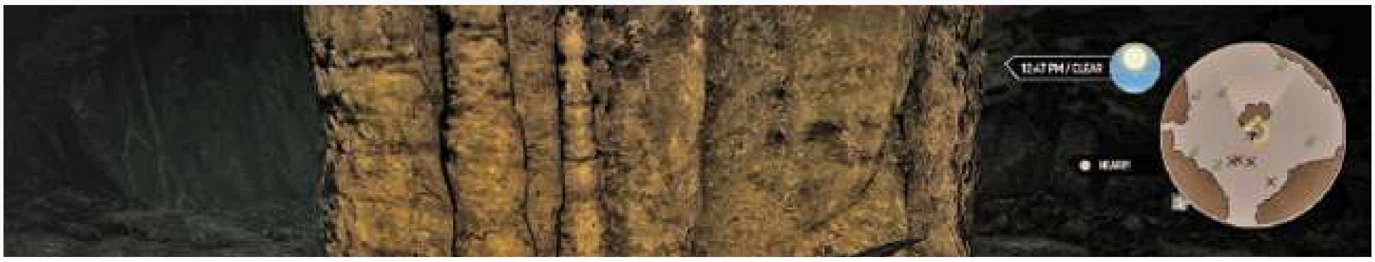
Past a field in the sloping grass and woods northeast of Yantra is a selection of old standing stones. However, the amount of jade you find (using your Witcher Senses) embedded in one of the monoliths isn't enough to justify the excavation. Move on to the next location.

The deposit at the very northern part of Gustfields, along a path within the grassy woodlands, is also too meager to be of use to the Runewright. There's no need to head here.



ENCHANTING: QUALITY HAS ITS PRICE

Acquire a hunk of jade for the Ofieri runewright



Enchanting: Quality Has Its Price (Hearts of Stone)

Some Enchanting Evening

OBJECTIVES

- Take the hunk of jade to the Ofieri runewright.

It's a quick gallop east, back to Upper Mill where the Runewright has set up shop around the base of the windmill, and is already spending your hard-earned money. He tells you he's already forged some lesser runes. Once you hand over the jade, he offers to show you his wares. You can:

- (10,000 Crowns) Fund him for the advanced tools, allowing Level 2 equipment to be forged.
- (15,000 Crowns) After funding him the 10,000 Crowns, you abruptly stop him from asking for more scavengable items, and instead can hand over another 15,000 Crowns (yes, that's a total of 25,000!) in order for him to craft the very best Level 3 Master enchantments.
- You can also purchase your own runes and glyphs, as well as diagrams allowing you to craft runes and glyphs yourself.
- Feel free to get your money's worth by getting your gear enchanted by him; he is the only Runewright in the land, so this is the place to do it!
- Also ask how he's liking it here in the Northern Realms.

Once you deliver the jade, this quest concludes.

ENCHANTMENTS: SOCKET TO YOU

The costs associated with bank-rolling this artisan are shockingly large, but handing over coin is the only way to further your forays into obtaining swords and armor imbued with Runes. If you want to know more about the bonuses associated with such weaponry, consult the Runewright Enchanting section in this guide's Training chapter.

Rose on a Red Field (Hearts of Stone)

Hey You! Puss Peepers!

DANGER ALERT
SPOILER ALERT
HOS
ROSE ON A RED FIELD

RELATED QUESTS: Hearts of Stone Main Quest: Evil's Soft First Touches; Hearts of Stone Treasure Hunt: From Ofier's Distant Shores

LOCATIONS: Garin Estate, Bowdon, Fallen Knights' Hut, Fallen Knights' Camp

CHARACTERS: Adela, Kluivert, Ulrich

ENEMIES: Ghouls, Fallen Knights

OBJECTIVES

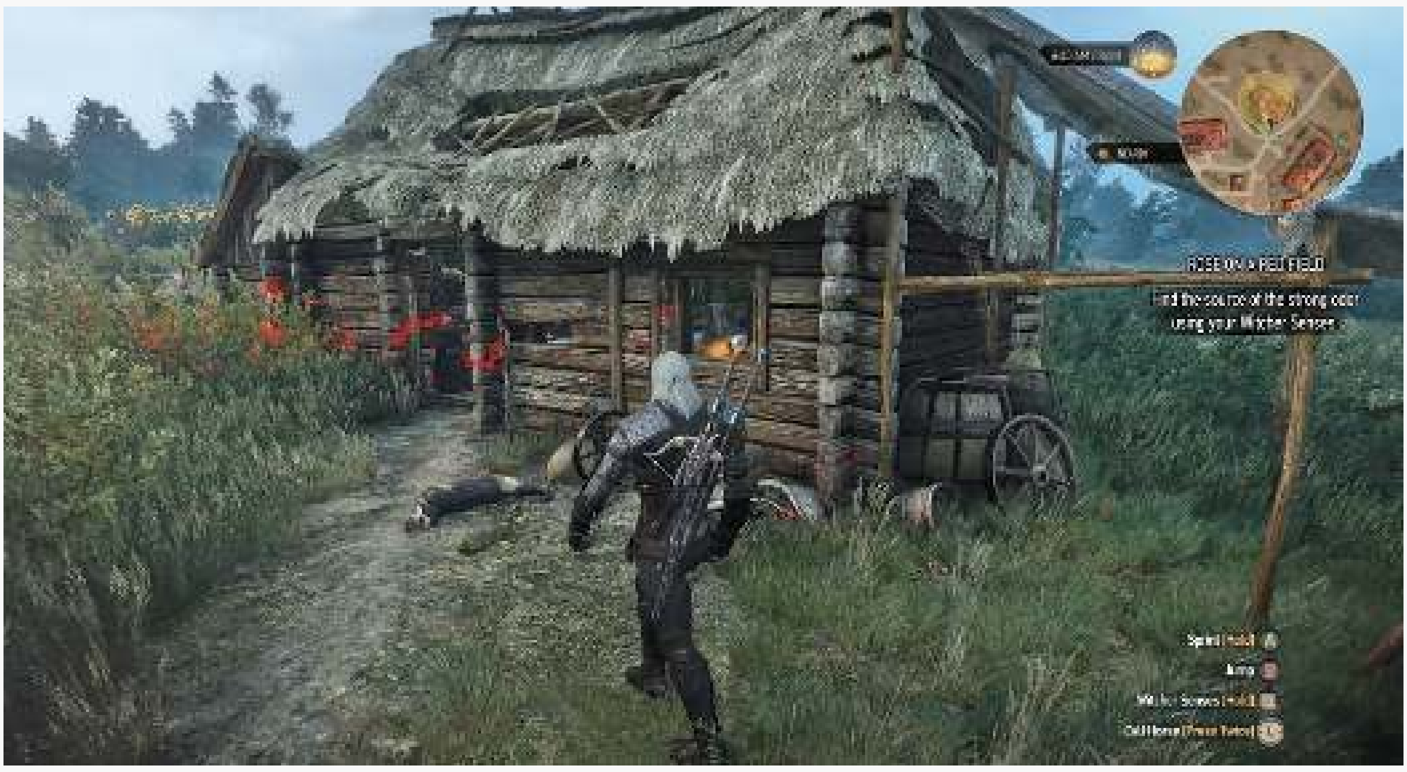
- Investigate Bowdon for clues about Kluivert's murder using your Witcher Senses.

QUEST COMMENCEMENT

This Quest is accessible during Hearts of Stone Main Quest: Evil's Soft First Touches. This quest commences once you leave the company of Olgierd in the Garin Estate (northeast Gustfields).

Upon leaving the Garin Estate for the first time, you're verbally accosted by one of the cheekier members of Olgierd's wild crew, a woman named Adela with a new nickname for you. She persists both with her teasing, as well as an interesting proposition for you: to find and slay those responsible for killing her mate, Kluivert. Agree to the job, leave the estate, and gallop west and a little north to the hamlet of Bowdon, where Kluivert was last seen.

As you reach Bowdon, expect a small ghoulish welcoming committee. Kill these atrocities, before using your Witcher Senses to sniff out another strong odor; that of solutions and reagents.



ROSE ON A RED FIELD

Find the source of the strong odor using your Witcher Senses.

Rose on a Red Field (Hearts of Stone)

Clues To Kluivert

OBJECTIVES

- Find the source of the strong odor using your Witcher Senses.
- Search the hut using your Witcher Senses.

Follow the scent trail from the central well, roughly south a few steps to a dilapidated cooking hut. Examine the following inside:

- Rusting laboratory equipment and a still for cooking fisstech. Only broken equipment remains.
- A warning letter, explaining the dangers of trading narcotics.
- A set of boot prints on the bed; someone escaped through a window.

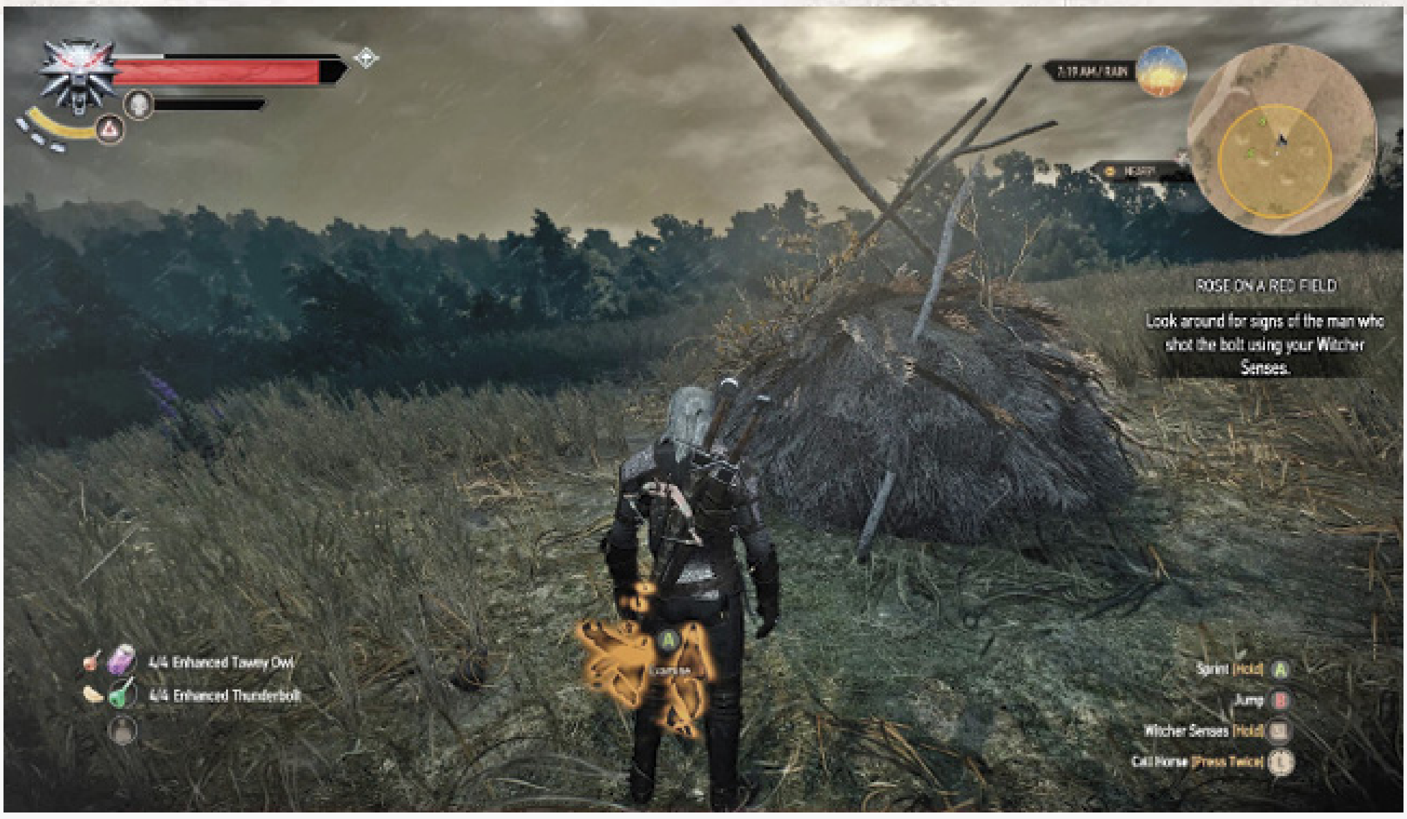
OBJECTIVES

- Investigate around the hut for clues about the man who fled out the window.
- Look around for signs of the man who shot the bolt using your Witcher Senses.
- Follow the shooter’s tracks using your Witcher senses.

Pick up the trail of footprints outside the window. Follow them into the hay field heading in a roughly southeasterly direction. Examine the following:

- A bush with Arenaria growing, where the fleeing fellow hid.

The trail turns to the east and northeast; hop over the broken fence, and you finally find the corpse of a man with a scar across his head. This must be Kluivert; he’s been shot in the back by a bolt.


7:19 AM / RAIN
ROSE ON A RED FIELD
Look around for signs of the man who shot the bolt using your Witcher Senses.
4/4 Enhanced Tawny Owl
4/4 Enhanced Thunderbolt
Sprint (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)

Find evidence of the killer; turn and walk across the field with the hamlet of Bowdon in front of you. Check along the fence to find a crossbow bolt and footprints. Scan the area for footprints (of a man wearing armor) leading back to the village signpost, and inspect a mass of hoof prints.

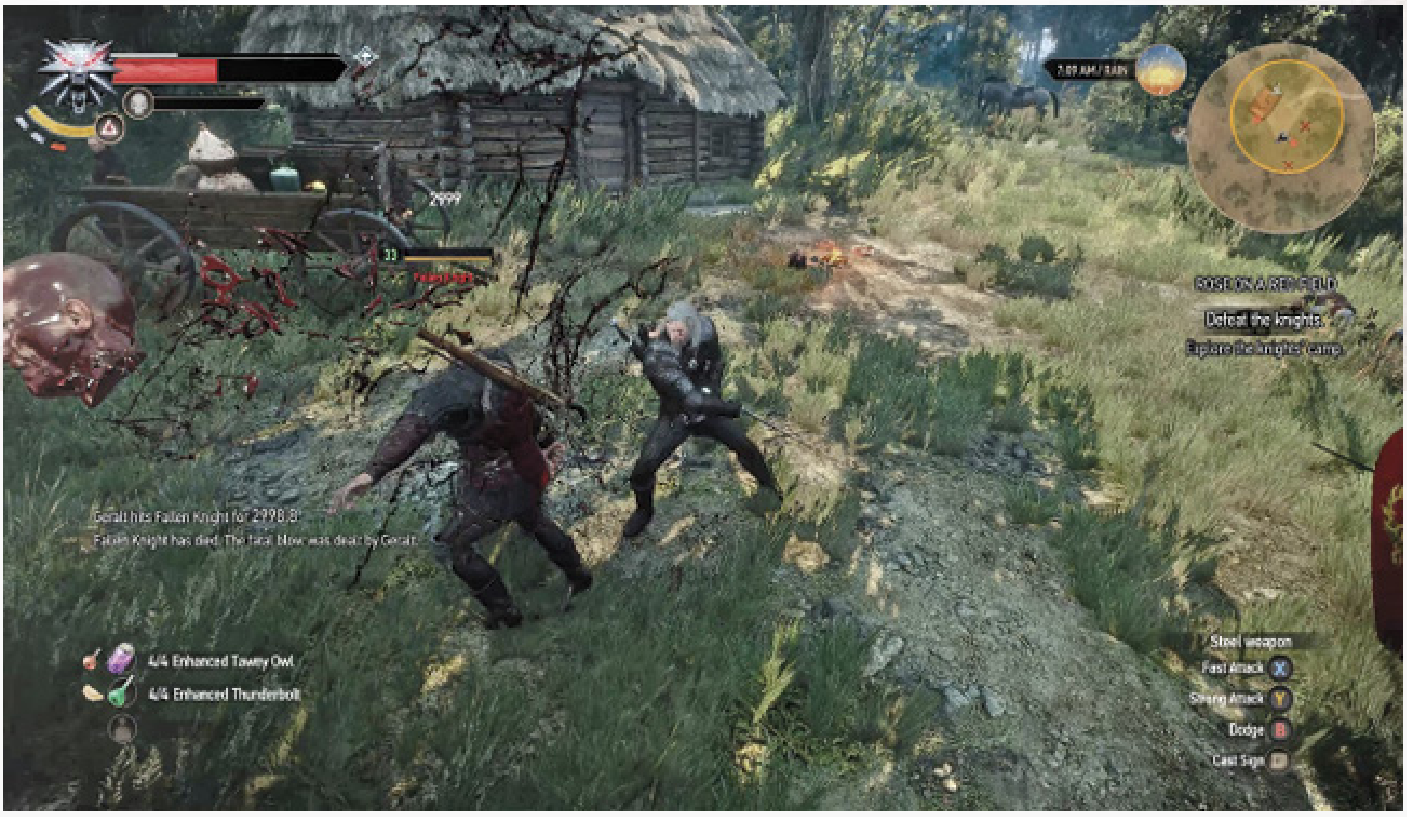
Rose on a Red Field (Hearts of Stone)

Felling The Fallen Knights

OBJECTIVES

- Follow the horses' tracks.
- Defeat the knights.
- Explore the knights' camp.
- Read the document you found in the fallen knights' camp.

Set off in a roughly northeasterly direction across the grass and woodland, heading for the hill in the distance. You reach a small cottage with a group of hostile Fallen Knights ready to battle. Repel them as you would a bandit attack, before making a thorough reconnoiter of the camp.


7:09 AM / RAIN
2999
33
ROSE ON A RED FIELD
Defeat the knights.
Explore the knights' camp
4/4 Enhanced Tawny Owl
4/4 Enhanced Thunderbolt
Steel weapon
Fast Attack X
Strong Attack Y
Dodge B
Cast Sign

Geralt hits Fallen Knight for 2998.8!
Fallen Knight has died. The fatal blow was dealt by Geralt.

Enter the cottage, open the chest by the bed, and receive a number of items related to the Order of the Flaming Rose. One of these is a Trousers Diagram in need of a deciphering. Gathering the Trousers Diagram begins Hearts of Stone Treasure Hunt: From Ofier's Distant Shores.

Outside is a cart with some laboratory equipment similar to the ruined still you found in Bowdon. Check the cart for a letter; Orders to attack Bowdon. Read this document from a man named Ulrich ordering the extermination of Bowdon's fisstech manufactory. There's a hint the fallen knights took equipment for their own narcotics lab.

Rose on a Red Field (Hearts of Stone)

Broken Oaths And Wilted Roses

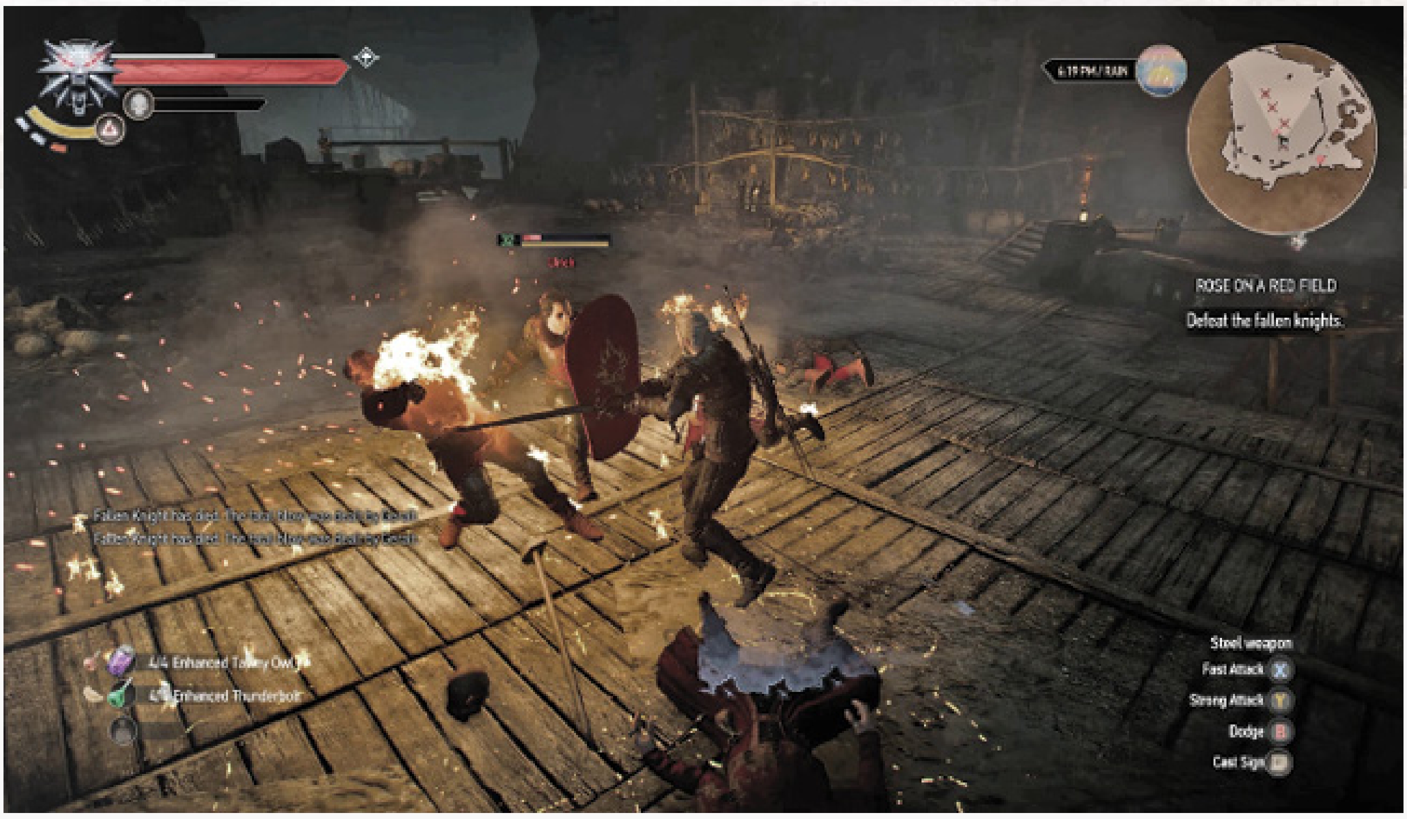
OBJECTIVES

- Investigate the fallen knights' lab northwest of Brunwich.
- (Optional) Defeat the guards.
- Defeat the fallen knights.

The lab's entrance is almost directly east of the fallen knights' camp, across in the wooded foothills. Greet the two knights at the entrance, who aren't the friendliest of sorts. When they start counting down to attack you can:

- Oblige, and slay both of them with reasonable ease. Pry a rusty key from one of the corpses so you can unlock the entrance door.
- (Axii Delusion Level 2) Remove these dimwits from your path.
- (1,000 Crowns) Offer a not-inconsiderable sum for access into the lab.

Enter a small mining cavern, now turned into an impressive fisstech laboratory run by a small company of knights once loyal to the Flaming Rose. Speak with their leader Ulrich, who has forsaken his faith after Radovid broke an oath and disbanded the order. You're recognized as the slayer of Jacques de Aldersberg, and won't be leaving this laboratory alive!


6:19 PM / RAIN
Ulrich
ROSE ON A RED FIELD
Defeat the fallen knights.
4/4 Enhanced Tawny Owl
4/4 Enhanced Thunderbolt
Steel weapon
Fast Attack
Strong Attack
Dodge
Cast Sign

That is, of course, until you defeat the eight knights with Ulrich. Watch for the crossbowman cramping your combat style. Expect heavily armored foes, some with shields.

Rose on a Red Field (Hearts of Stone)

End: An Ounce Of Panache

OBJECTIVES

- Go to the woman who hired you to collect your reward.

As you're unlikely to return here, ransack the place for loot, before departing and heading into Oxenfurt, and the Alchemy Inn. Head inside to speak with Adela, who was hoping for a spot of torture against those who slew her mate. No matter; she rewards you anyway.

Items: Crowns (200)

The Price Of Passage*

The Redarian Coin Con

DANGER ALERT
SPOILER ALERT
THE PRICE OF PASSAGE*

LOCATION: Oxenfurt Port

CHARACTERS: Redanian Soldier

RECOMMENDED ITEM: 50 Crowns

Oxenfurt is now more or a less a garrison for the Redanian army—a fact that becomes readily apparent when you run into two guards who attempt to ask you for a “war tax.” Find them close to the fish merchant under the bridge, west of town. You can:

- (50 Crowns) Pay the cheeky fellows, and be on your way. A few days later, you can find them again at Oxenfurt’s south gate; they shake you down for more money (and afterwards, you never see them again). You can pay or refuse.
- Refuse, which causes the guards to call in their superior to accuse you of being a spy. The officer threatens to send them straight to the eastern front of battle if they continue their extortion, and you’re sent on your way.

If you refused them (either time), you can find them on the outskirts of Oxenfurt, and angry at you for getting them into trouble. You can fistfight them, or slay them with a sword. Then the quest concludes.

The Most Truest Of Basilisks*

A Real Favellian Wyvern

DANGER ALERT

SPOILER ALERT

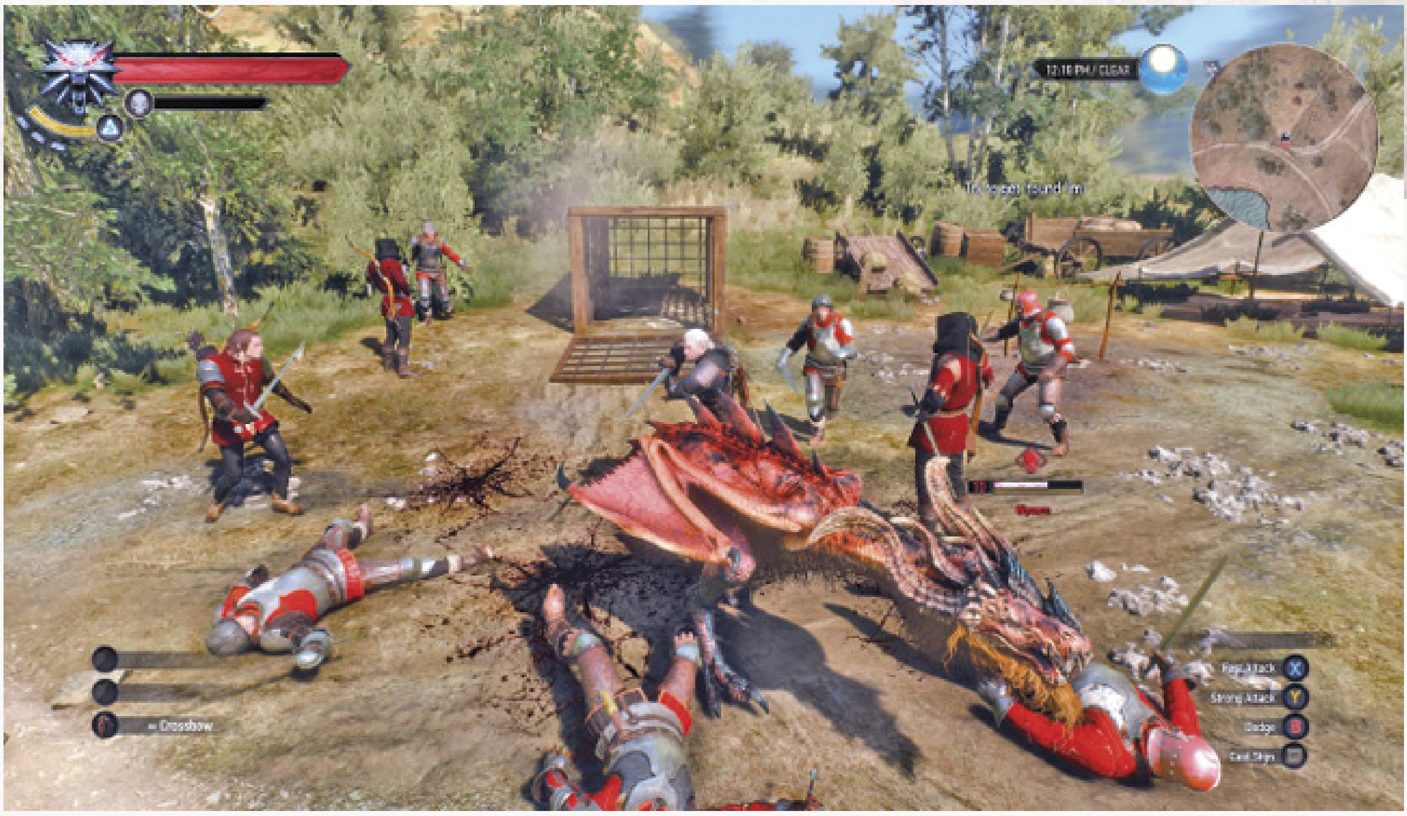
THE MOST TRUEST OF BASILISKS*

LOCATION: Novigrad Gate

CHARACTERS: Redanian Soldiers, Merchant

ENEMIES: Wyvern

Stroll eastwards out of Oxenfurt, and into a heated discussion on the outskirts northeast of town. A merchant has set up a tent, and is proudly displaying a cage with what he's telling everyone is a basilisk. Mention this to the troops, and the soldier who paid for the beast isn't too pleased. The beast thrashes about, breaks loose of its cage, and promptly starts attacking everyone nearby as the merchant escapes. Fight or flee as the quest concludes.



Rough Neighborhood

Rough And Tumble

DANGER ALERT SPOILER ALERT

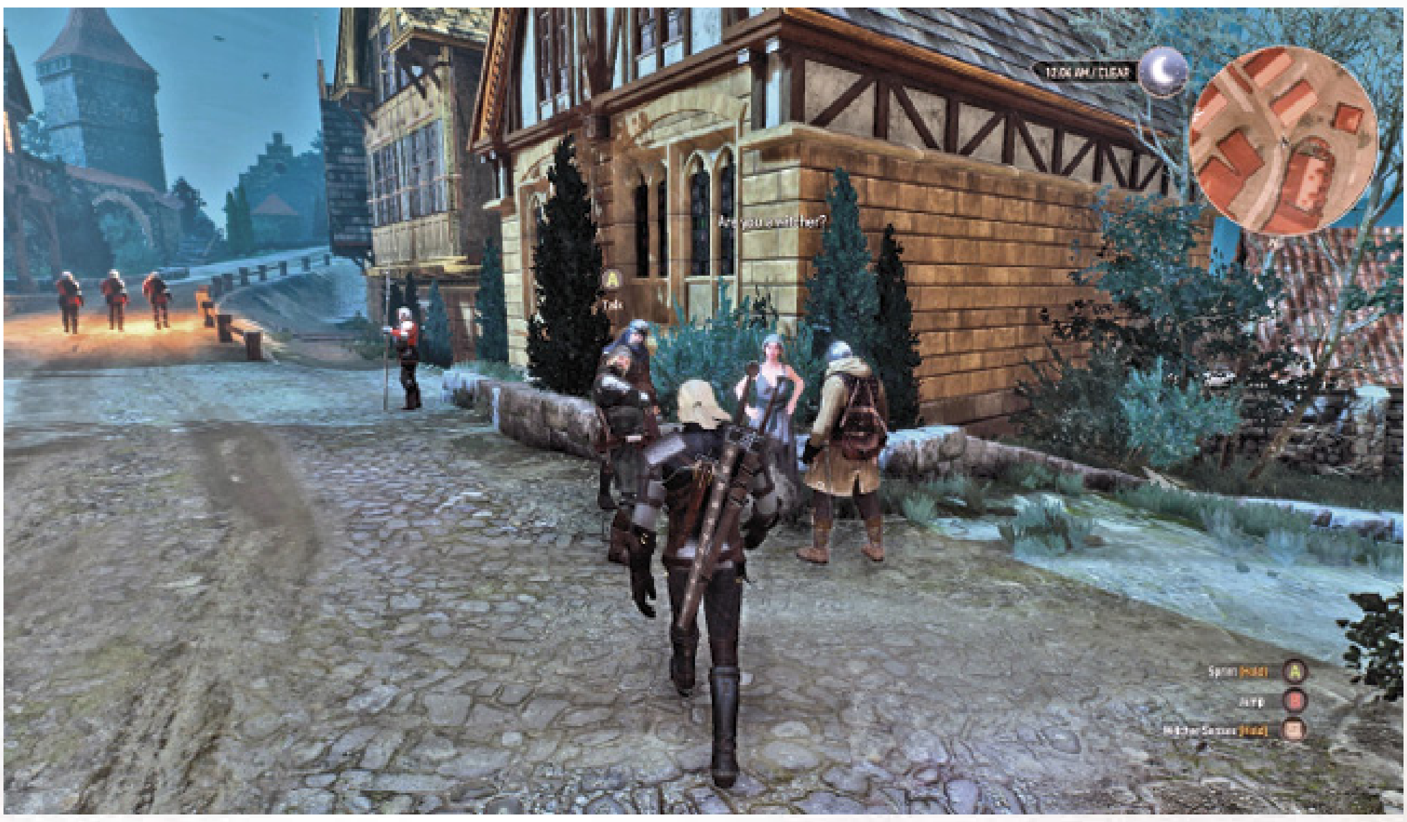
ROUGH NEIGHBORHOOD

LOCATION: Oxenfurt Harbor

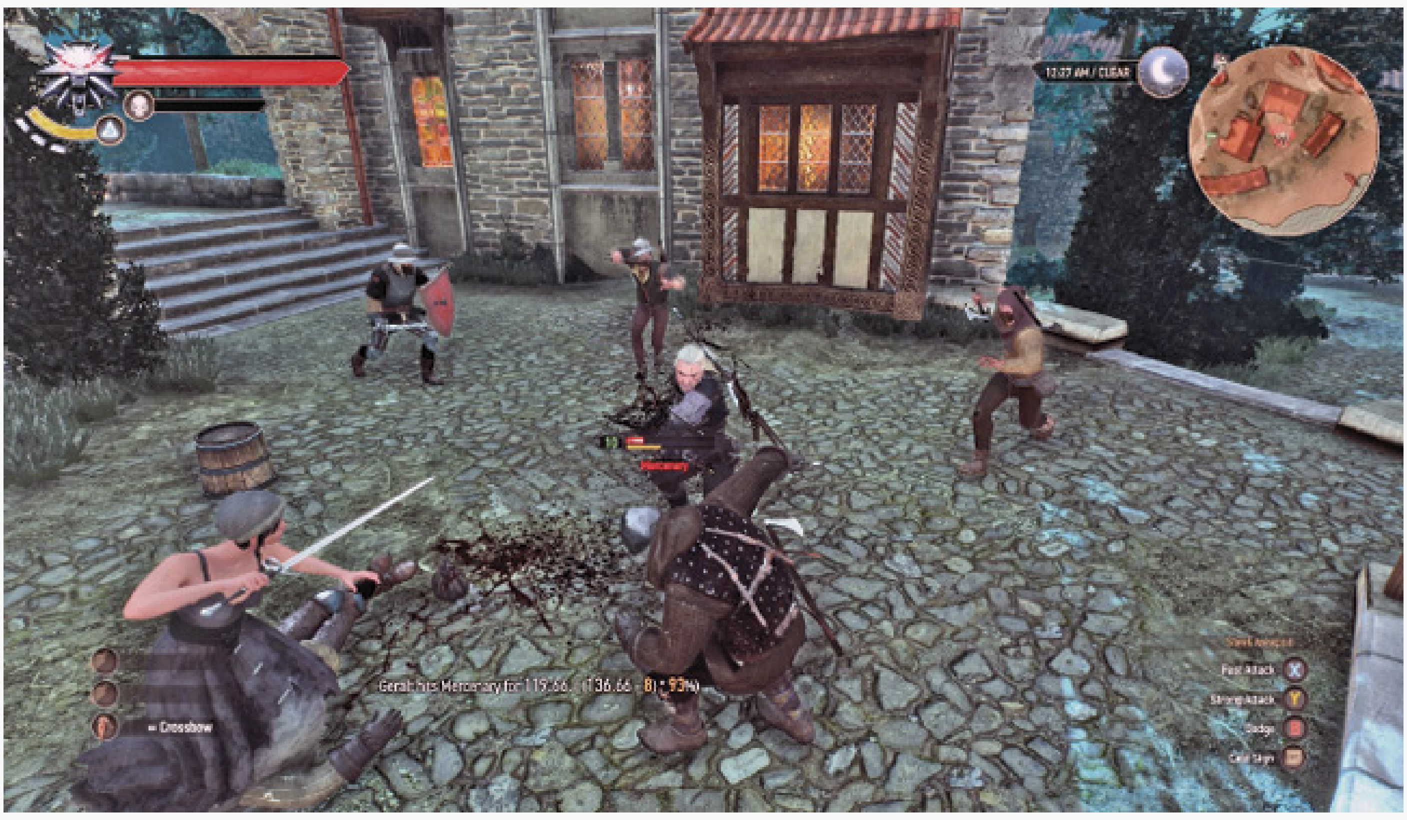
CHARACTERS: Dora

ENEMIES: Mercenaries

This quest is accessible during your exploration of Novigrad and its surroundings. Encounter some ruffians belittling the townsfolk of Oxenfurt at the following two locations:



Oxenfurt is a town where the Redanians are only just able to maintain order. It is rife with scum and villainy. South of the Oxenfurt Harbor signpost a woman named Dora is being hassled by a trio of unruly mercenaries. Step in and speak to their leader. After some banter, it transpires these thugs aren't the diplomatic sort, so challenge all three to a fistfight. Draw your sword, and Dora flees. Pummel them, and Dora can be spoken to. You can offer to escort her home, during which time you chat, followed by a fare-thee-well.



Come back to Oxenfurt after a few days, and (if you beat the mercenaries in a fistfight), you come across five thugs in a dark alley who leap out and ambush you! Thankfully, Dora is nearby, and wasn't lying when she said she could handle herself! Armed with a sword, she comes to your aid—slay the mercenaries and the quest concludes.

The Taxman Cometh (Hearts of Stone)

Be Thankful I Don't Take It All

DANGER ALERT ! HoS SPOILER ALERT

THE TAXMAN COMETH

RELATED QUESTS: Hearts of Stone Main Quest: Evil's Soft First Touches; Hearts of Stone Main Quest: Dead Man's Party; Hearts of Stone Main Quest: Scenes from a Marriage

LOCATIONS: Oxenfurt

CHARACTERS: Walthemor Mitty

RECOMMENDED ITEMS: At least 1,000 Crowns

QUEST COMMENCEMENT

This quest is accessible at some point during the Hearts of Stone Main Questing (it could occur at any point). You must be maneuvering through the city of Oxenfurt before you are accosted by the tax man. You also need to have 35,000 gold for the taxman to appear.

You're stopped from going about your business by a deputy tax enumerator who is working for the Revenue and Customs for Occupied Temeria (Dorian branch). It appears that you've gathered a great deal of coin, and Walthemor wants to clear up these inconsistencies in how you obtained your wealth, which may be undeclared income. To this end, after noting your name, Walthemor asks you three questions:

QUESTION #1: RAWHIDE RUSTLING

In brief: Have you at any time engaged in the wholesale trade of rawhide in the White Orchard area?

In full: Did you, while adventuring in White Orchard, locate a field of cows, slaughter them, acquire cow hides from the corpses (which could be sold for a tidy profit), before optionally meditating for more than two hours, and then locating more cows and repeating this bovine massacre? Such an exploitative ruse could have netted you a great deal of coin early on.

QUESTION #2: NICK ONE, PEARL ONE

In brief: Have your engaged in the acquisition of bivalves with the express intention of selling the pearls therein?

In full: Did you, while traversing the streets of Novigrad, visit the shells and sea shells merchant in Hierarch Square, and purchase as much of the stock as you could? Then, did you travel to the armorer within Hierarch Square, look at his stock, and "dismantle" your sea shells and shells, turning them into pearls and black pearls, which could then be sold for a huge profit to any merchant?

QUESTION #3: STEALING ANYTHING NOT BOLTED DOWN

In brief: Have you ever unlawfully acquired another man's movable goods, chattels?

In full: During an exploration of a location (that didn't belong to you), did you gather any belongings that weren't explicitly yours?

For each question, you can answer "yes" (that you did the exploit or commit a crime) or "no" (that you didn't). This can occur whether or not you actually did or not.

The Taxman Cometh (Hearts of Stone)

End #1: The Taxman Giveth

If you answered that you didn't commit the three activities you're accused of, you're found to be an exceptionally upstanding citizen! To prove this, you receive the following diploma (and around 20 XP), before the tax man bids you farewell.

Items: Taxpayer in Good Standing Diploma

The Taxman Cometh (Hearts of Stone)

End #2: The Taxman Taketh Away

If you answered that you did commit at least two of the three activities you’re accused of, the audit ends with the tax man handing you a summons, and a 1,000 crown fine to pay. At your earliest convenience, visit the Vivaldi Bank in Novigrad, and pay the fine. You receive 100 XP for your troubles. If you fail to pay the fine, the Vivaldi Bank won’t convert your currency, or offer any loans until you pay the fine.

Items: Taxpayer Summons

Without A Trace (Hearts of Stone)

Gone But Not Forgotten

DANGER ALERT
SPOILER ALERT
HoS
WITHOUT A TRACE

RELATED QUESTS: Main Quest: Open Sesame

LOCATIONS: Brunwich, Herbalist's Hut, Deadwight Wood (Unmarked), Erde

CHARACTERS: Otto Bamber (Herbalist), Folkert, Judd

OBJECTIVES

- Talk to the herbalist.

QUEST COMMENCEMENT

This quest is accessible at any point during the Hearts of Stone Main Questing, though the optimal time is after you visit the village of Brunwich once Main Quest: Dead Man's Party is over. In order to start it, you must acquire a message from the Brunwich Noticeboard.

Journey to the northeastern corner of Gustfields territory, and locate the noticeboard just next to the signpost for Brunwich. Amid the notes is a contract (but not of the monster-hunting kind) regarding a missing Halfling apprentice named Folkert. It is written by a Halfling herbalist living southwest of this location, in the Herbalist's Hut just northeast of Oxenfurt itself.

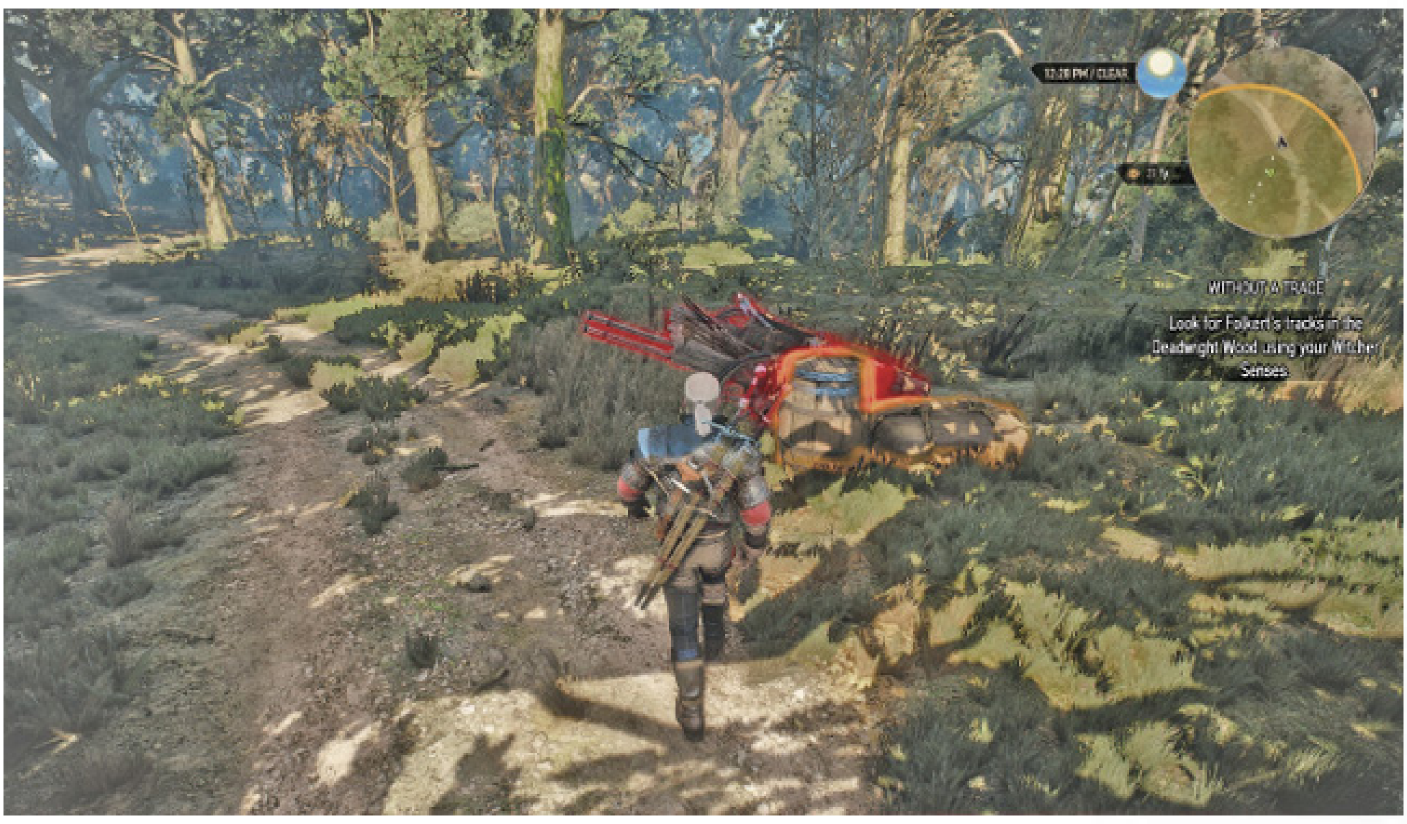
You may recognize this place as having an extra-large cellar, which is useful for conducting clandestine meetings during Main Quest: Open Sesame. But you're here about the notice; tell the Halfling this and he tells a tale of woe. After sending Folkert to the troublingly-named Deadwight Wood, Otto the herbalist hasn't heard from him for well over a week, and is understandably worried. Agree to find this light-haired Halfling.

Without A Trace (Hearts of Stone)

What’s Brought You To These Parts, Master? Lost Your Way?

OBJECTIVES

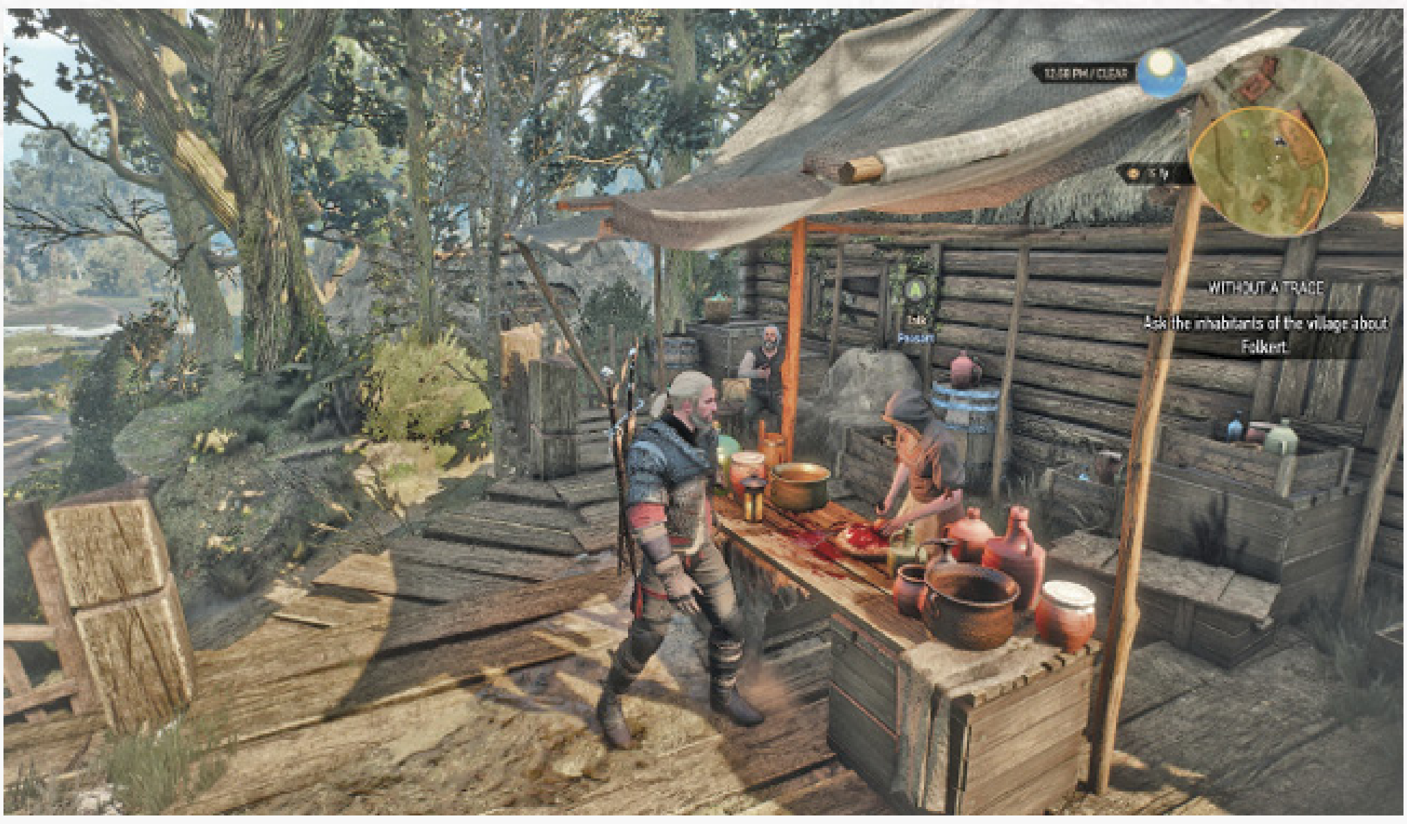
- Look for Folkert’s tracks in the Deadwight Wood using your Witcher Senses.
- Follow the blood track.


12:28 PM / CLEAR
WITHOUT A TRACE
Look for Folkert's tracks in the Deadwight Wood using your Witcher Senses.

Gallop along the trails in a roughly northeastern direction, passing Est Taylar as you enter the wild northeastern edge of Gustfields territory. Pass the lumber mill, and stop at the abandoned cart on the edge of Deadwight Wood. Use your Witcher Senses and inspect the immediate area to find:

- The cart itself, which has some blood on it. Your objective updates.
- Just north of the cart is blood; dried for a few days. Follow the trail roughly northward.

The trail continues to a signpost for the woodland village of Erde. Perhaps someone has seen the Halfling? Your objective updates again.



OBJECTIVES

- Ask the inhabitants of the village about Folkert.
- Report back to the herbalist.

Though there are a number of other areas of interest to explore around this strange village, it’s advisable to speak to the only two inhabitants; a couple of peasants. The old gent (Judd) is dozing, while his wife is cutting some meat. Speak to her; you can optionally ask about this place, and then about Folkert. She claims she saw him picking herbs, then claims wolves attacked him. You get little more information from the pair, prompting you to choose one of the following conclusions:

- Take this nice old couple at their word, and report back to Otto at the Herbalist’s Hut, explaining that wolves took his apprentice. The sad Halfling pays you for your services, and the quest concludes. However, if you don’t get the whole story, you receive only half the experience that you’d get if you continue your investigation.
- Take a more thorough approach to your searching for clues within the village of Erde, ignoring the objective. Your quest continues:

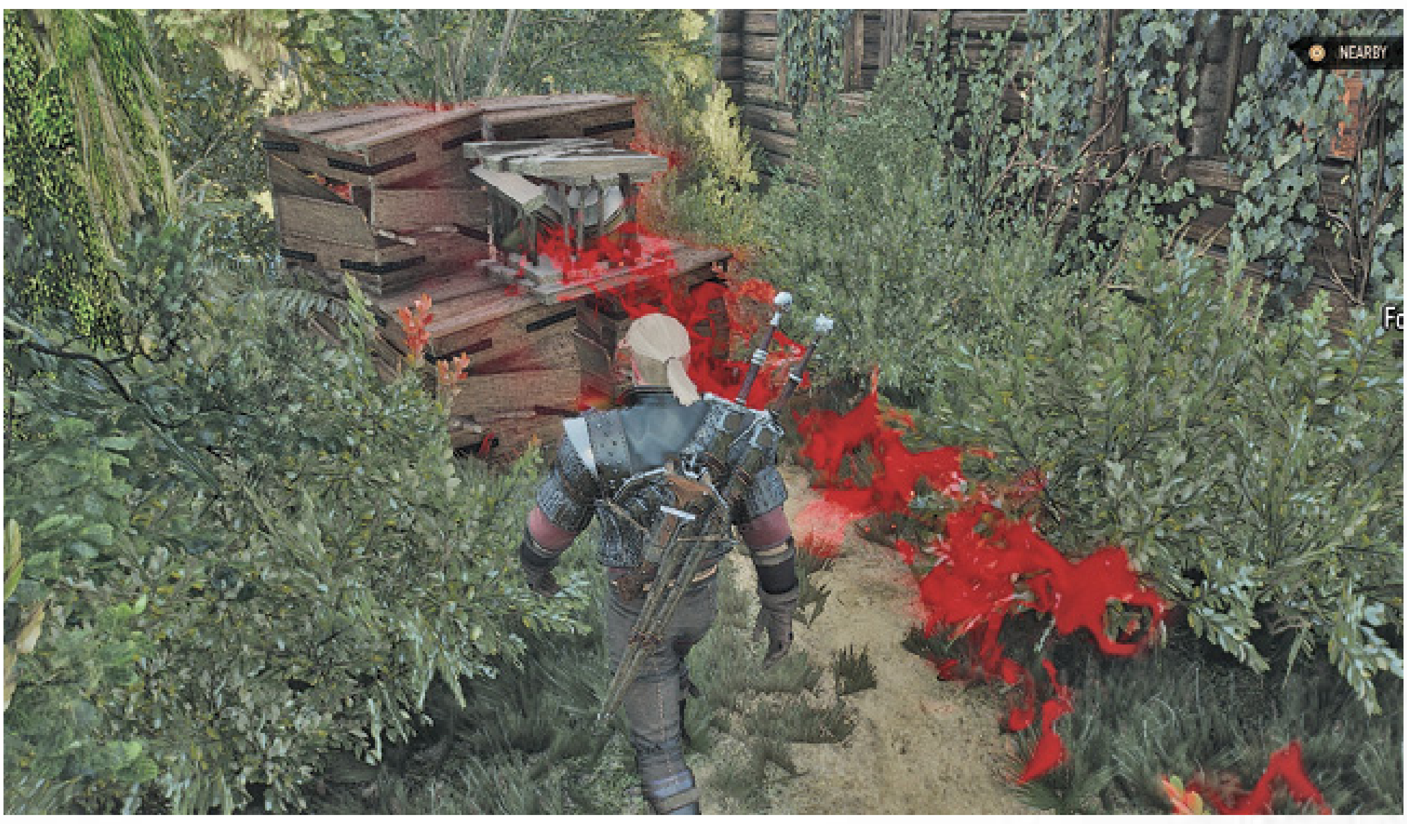
Without A Trace (Hearts of Stone)

Addendum: A Little Off The Bone

OBJECTIVES

- Follow the scent to its source using your Witcher Senses.
- Search the room.

There are a couple of huts with doors that glow red when your Witcher Senses are active. However, they don't yield anything suspicious (there's dried blood inside one hut, but it's months old). The hut behind the old folks is locked too, and there's no way inside. Of more interest is an odd, sour smell lingering in the air, heading southeast out of the village, close to the wooden steps where the villagers are. Follow this smell to a stack of crates behind the villagers' hut. This pile of debris smells like rotting meat.



A quick battering with Aard removes the debris, revealing a trapdoor and ladder down into a hidden cellar below the villagers' hut. There's a lot of blood trailing along the tunnel to the wooden door, along with the continuation of the scent trail. Open the door to reveal a revolting chamber of horrors: carcasses and open cells, and a severe lack of cleanliness. Least pleasant of all are the remains of a light-haired Halfling, ripped open, gutted, and drained.

OBJECTIVES

- Interrogate the peasant couple.
- (Optional) Kill the peasants.
- Report back to the herbalist.

Armed with new evidence of the peasants' atrocities, return to speak to the two of them. Though they admit to being cannibals in a roundabout way, they insist they scavenge the bodies, including Folkert's, and they weren't lying about him being killed by wolves. Choose an appropriate punishment. You can:

- Insist they take a vow never to eat human flesh again, and let them live.

- Tell them death is what they deserve, and make quick work of their despicable forms. Slay them both, optionally rummaging in Judd's pockets for a rusty key that opens their hut. Head inside for some random items to loot.

Items: Rusty Key

Whether you turn the village of Erde into a ghost hamlet or not, your final task is to return to the Herbalist's Hut and explain the fate that befell Folkert. You can choose to reveal that Folkert was killed by the cannibals, or remain vague about the cause of his death (which has consequences if you let the cannibals live). Either way you receive the following reward as the quest concludes:

Items: 200 Crowns

If you return to the village at least 24 hours after reporting to the herbalist, you can witness one of three different conclusions, depending on your choices:

- If you killed the peasants, their bodies are being devoured by necrophages—poetic justice.

- If you let them live, but told the herbalist that they are cannibals, you witness their comeuppance. The herbalist wasn't joking about avenging Folkert.

- If you let them live and didn't tell the herbalist that they are cannibals, you find the distressed husband inside, crying over his wife's body. He blames you for her death due to malnutrition.

Abandoned Sawmill

The Lurking Leshen

DANGER ALERT SPOILER ALERT

ABANDONED SAWMILL

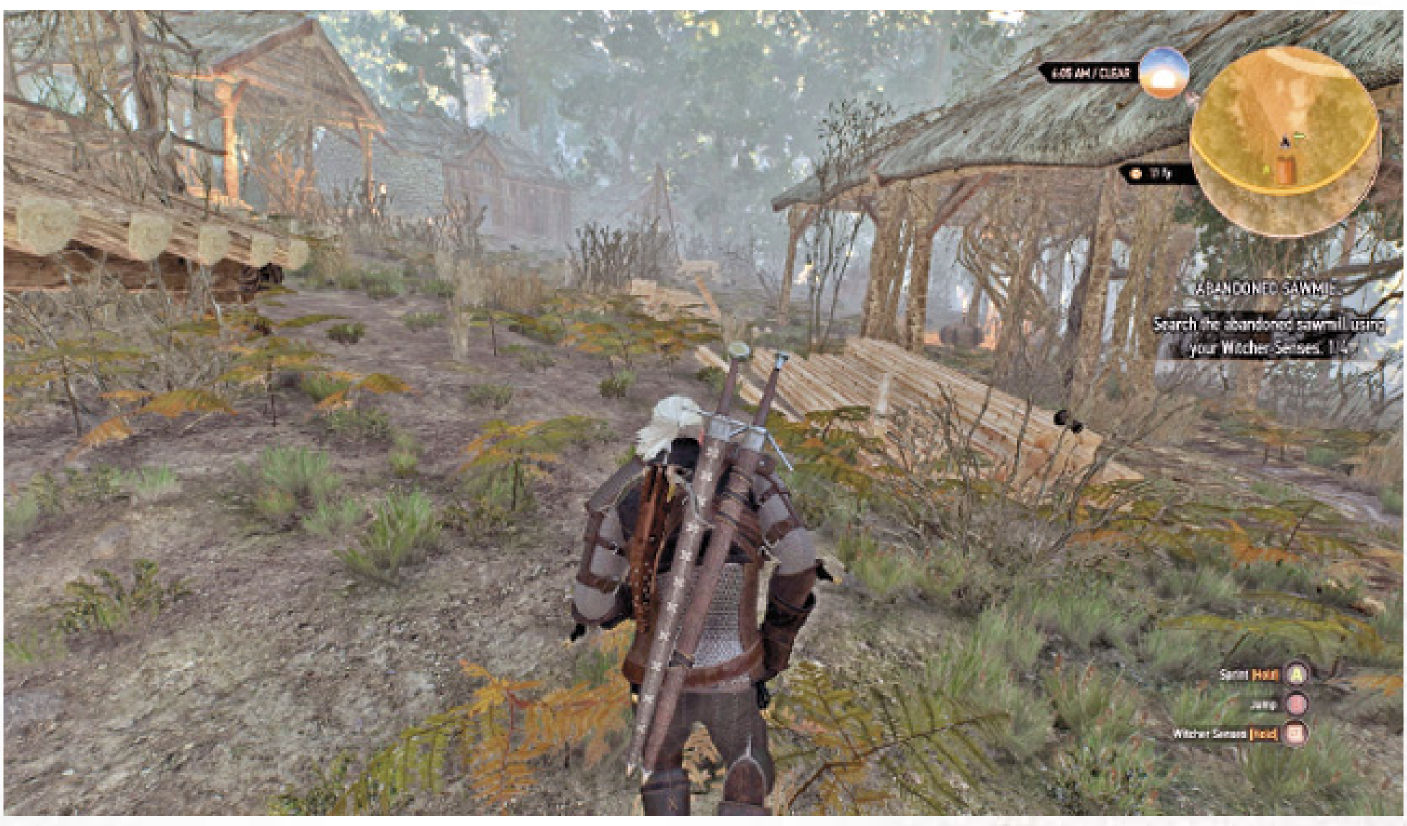
LOCATION: Abandoned Sawmill
CHARACTERS: None
ENEMIES: Leshen

OBJECTIVES

- Search the abandoned sawmill using your Witcher Senses (4).

The large forested area of eastern Ard Skellig is an ideal place for lumber harvesting, but the sawmill in these woodlands lies abandoned and unused. Enter the vicinity of the sawmill to begin this quest, which involves searching the area. Use your Witcher Senses to accomplish the following (reading each note as you find it, so you're fully prepared for what is to come):

- Stone hut to the southwest: Use Aard to break down the door, and open the crate inside to gather a letter from a druid to read.
- Main logger's house to the north: Enter the large building and discover the sawmill owner's notes on the floor, and read them.
- Small storage shed to the northeast: Enter the building adjacent to the logger's house, and open the crate to find and read the lumberjack's letter to his wife.



Items: Quest Items: Letter from a Druid, Sawmill Owner's Notes, Lumberjack's Letter to His Wife

- An outside barn, with some human bones scattered on the ground—all that's left of the lumberjacks.

LURKING IN THE WOODS: LESHEN ARRIVAL

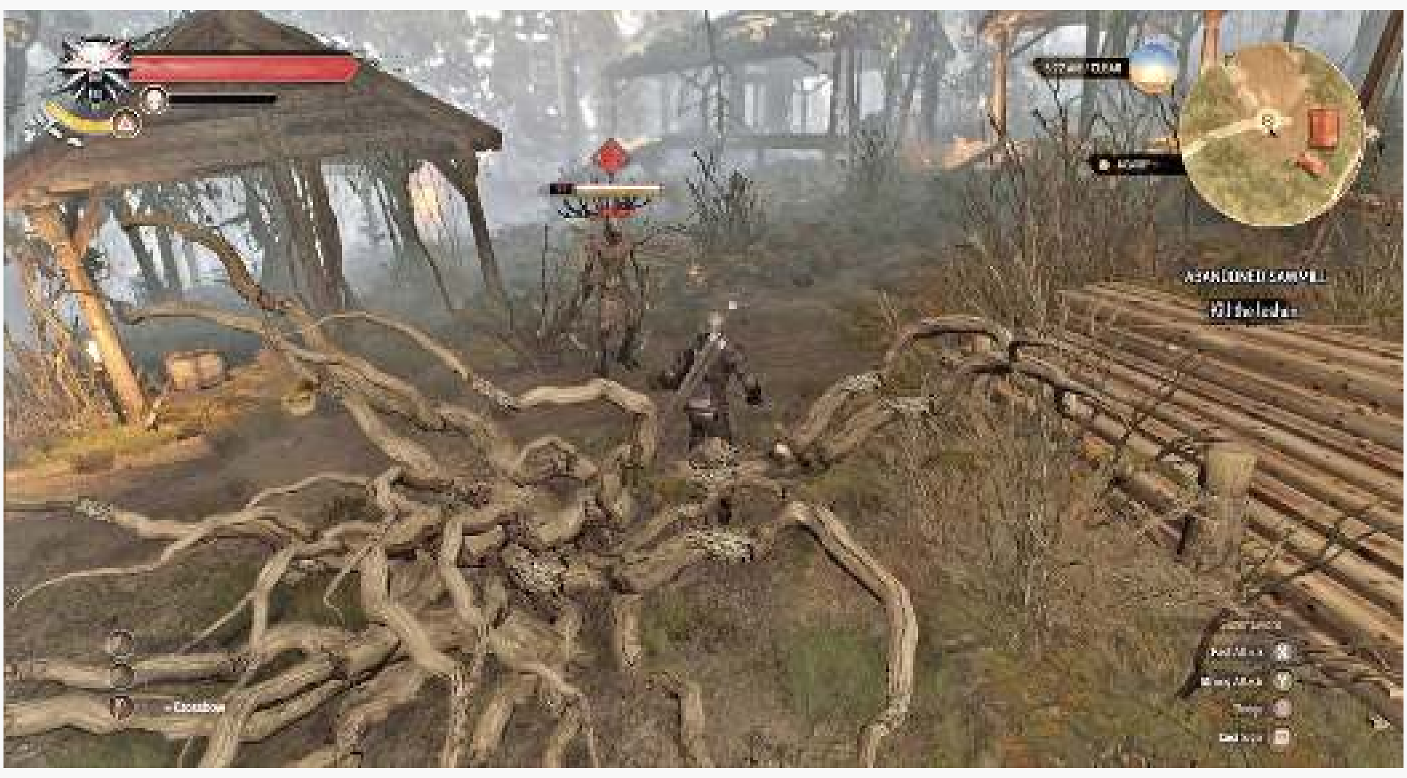
Watch out! As soon as the human bones are inspected, the final part of this quest occurs!

END: A MURDER OF CROWS

OBJECTIVES

- Kill the Leshen.

It becomes frighteningly obvious why this sawmill was abandoned when the giant, bony figure of a leshen appears in a puff of black smoke. Defeat this fearsome entity, and the crows it summons to peck and tear at you. Consult the Bestiary for combat advice. The quest concludes once the leshen is defeated.



Items: Crowns

Armed Assault

No Solicitors

DANGER ALERT

SPOILER ALERT

ARMED ASSAULT

LOCATION: Rannvaig

CHARACTERS: Peasant

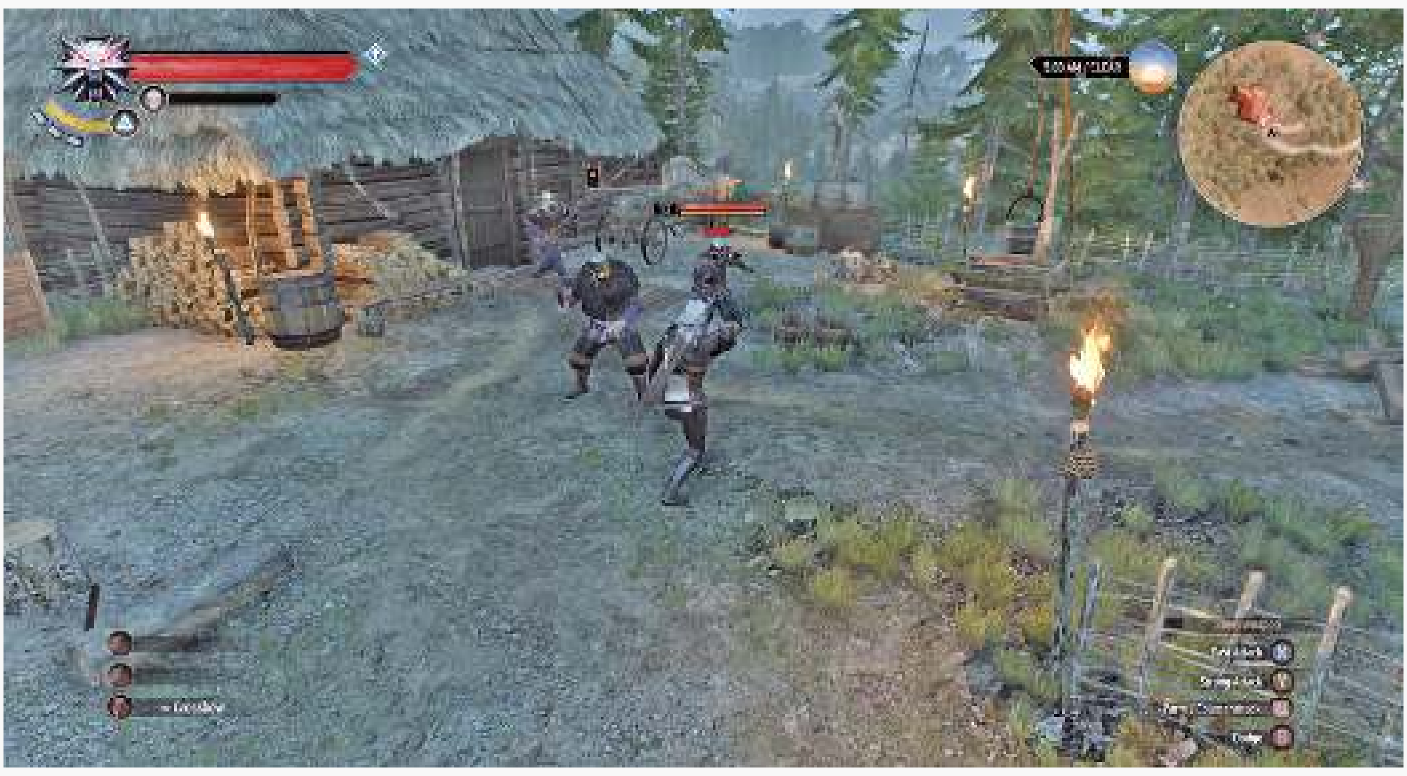
ENEMIES: Bandits

OBJECTIVES

- Knock on the door and check on the inhabitants of the house.

Peasant

As you approach the cottage on the southeast outskirts of Rannvaig, something is clearly wrong. Three bandits are attempting to force their way into the residence, and they can't be reasoned with. They can, however, be cut down where they stand like the curs they are. The quest begins, and you should simply knock on the door of the structure.



The peasant within explains these were Madman Lugos' men. Even though he isn't worried about his own safety (his lad has already been dispatched to Kaer Trolde and reinforcements are on the way), he hopes you'll be alright when Lugos finds out who slew his bandits. How quaint. The quest then concludes.

A Bard's Beloved

Looking For Love In All The Wrong Places

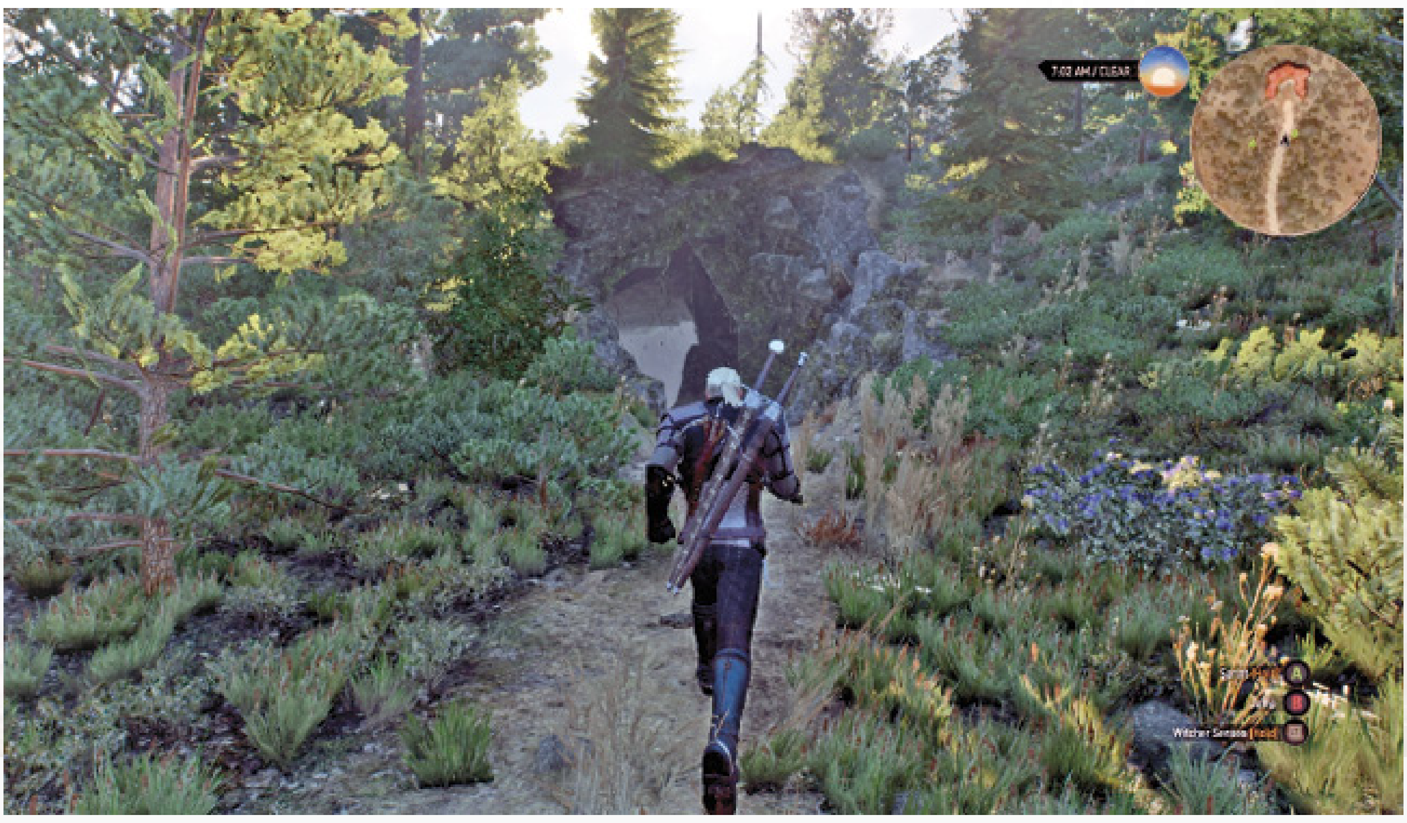
DANGER ALERT
SPOILER ALERT
A BARD'S BELOVED

LOCATIONS: Palisade, Troubadour's Cave
CHARACTERS: The Troubadour
ENEMIES: Water Hag, Drowners

OBJECTIVES

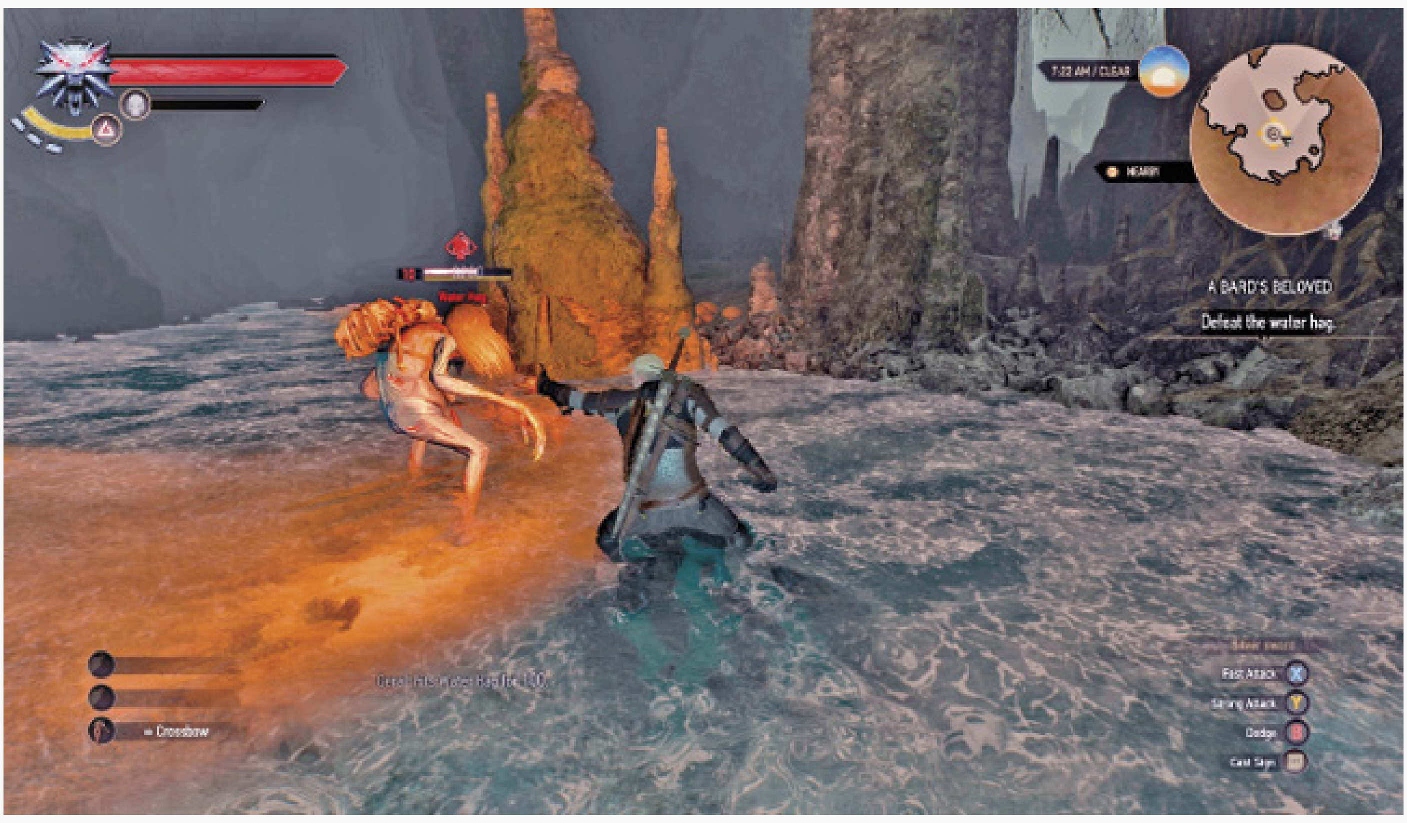
- Find the troubadour's "beloved."
- Defeat the Water Hag.
- Nearest Signpost: Northeast of Palisade.

In southeast Ard Skellig, journey eastwards from the Palisade, following the woodland path before breaking off to the northeast and finding a secondary path leading to the cave entrance pictured. Enter the cave, where you'll hear the plaintive cries of a troubadour. He begs you not to wake his sleeping "beloved". He seems agitated. And possibly simple.


7:02 AM / CLEAR
Witcher Senses (hold)

END: A SWEETHEART! FRESH AND SCRUMPTIOUS!

Tread deeper into the cave tunnel, under there's water under foot. At the end of this cave, something saggy and grotesque awakens. It seems the troubadour's object of affection is a water hag. Perhaps it's her personality? No, she wants to kill you. Slay this foul monster, and collect the ingredients she carries as the quest concludes. The bard disappears.


7:22 AM / CLEAR
NEARBY
A BARD'S BELOVED
Defeat the water hag.
Water Hag
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Brave Fools Die Young

Make Petter Feel Better

DANGER ALERT SPOILER ALERT

BRAVE FOOLS DIE YOUNG

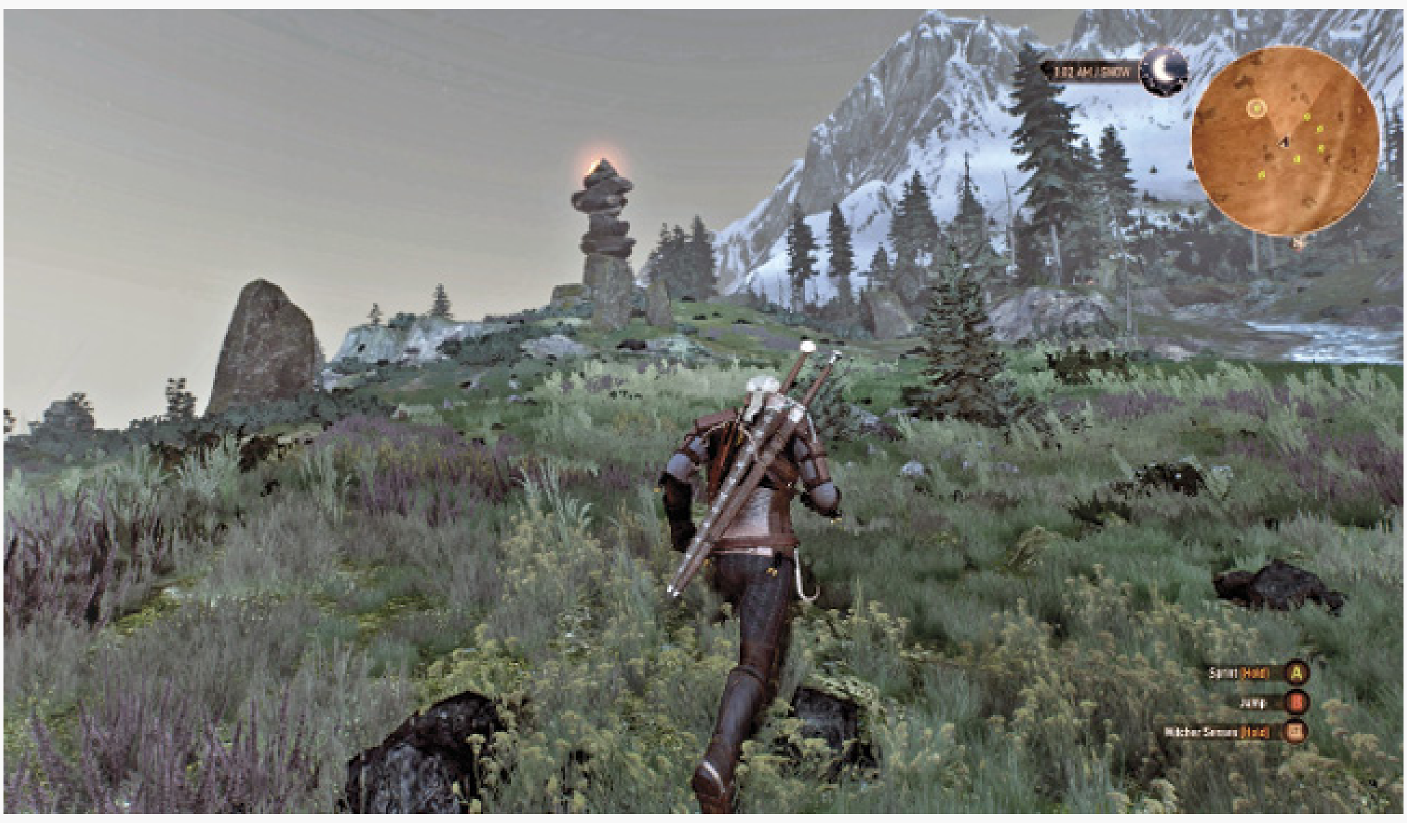
LOCATIONS: Kaer Nyssen, Grymmdjarr Monument
CHARACTERS: Petter
ENEMIES: Wolves, Harpies
RECOMMENDED ITEM: Celandine (Ingredient)

OBJECTIVES

- Find some Celandine.
- Bring celandine to the injured fisherman.
- Nearest Signpost: Southwest of Kaer Nyssen.

Petter

While trekking across the heath and rushing streams up the mountain to the southwest of Kaer Nyssen, be on the lookout for a group of large standing stones, with a central monolith (a rudimentary statue) lit by flame at its zenith. This is the Grymmdjarr Monument, and is sacred—at least to the moaning fisherman who sits at its base. Speak to Petter, whose leg was broken after he fell trying to light the statue. Ask more about the statue if you wish, before agreeing to find the herb celandine, which can aid in dulling the pain (but not the whining).



Run north down the hillside, crossing a rushing stream (and watching for wolves and harpies) before slowing down to methodically check the plant life at the threshold of the forest. Look for the small yellow bushy flowered plant (Celandine) and harvest one or more of them. Then return to Petter, and listen to more of his lamenting as the quest concludes.

Call Of The Wild*

A Hairy Situation

DANGER ALERT
SPOILER ALERT
CALL OF THE WILD*

LOCATIONS:

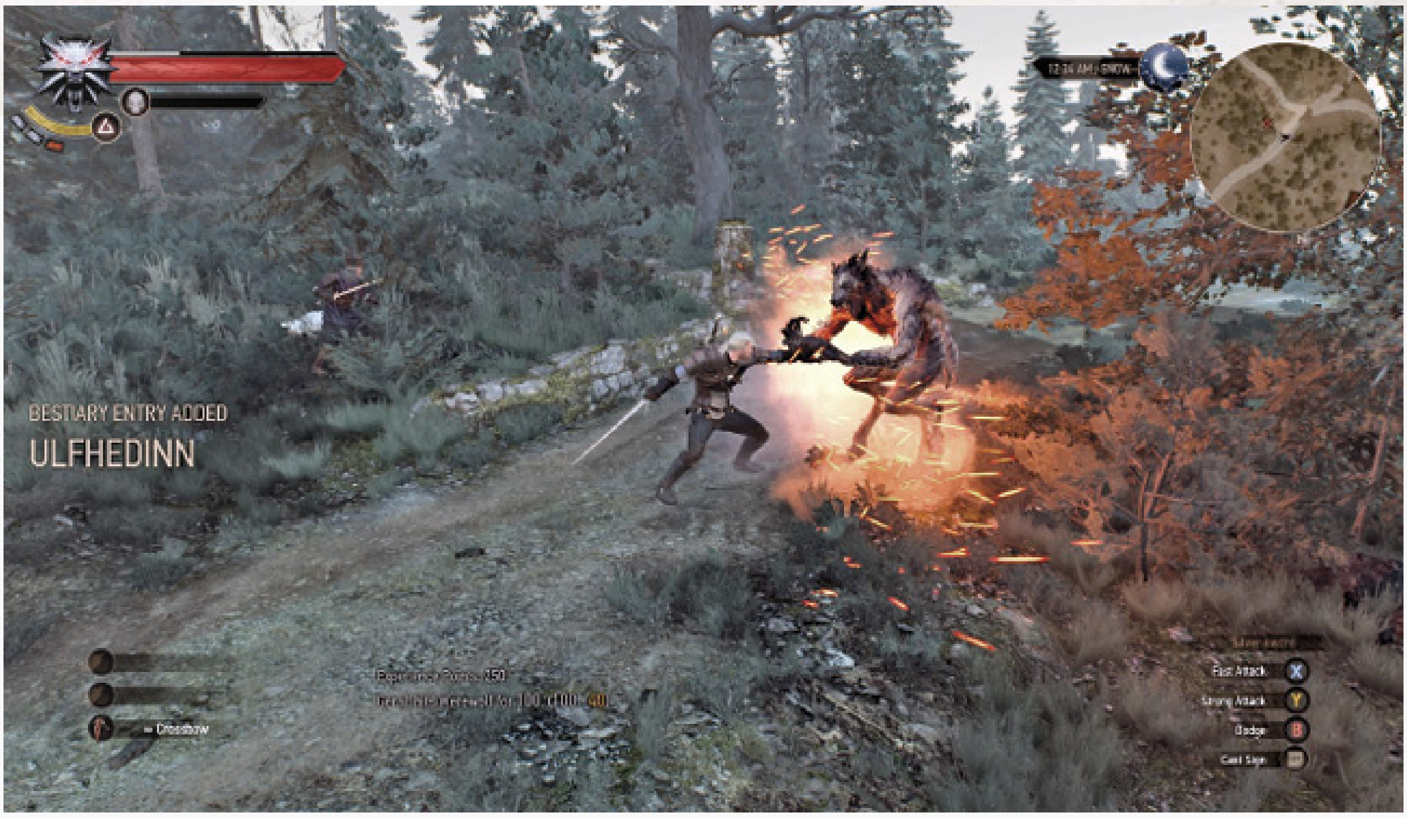
CHARACTERS:

ENEMIES:

OBJECTIVES

- Objective:
- Nearest Signpost: Just east of Arinbjorn.

If you set out travelling east from Arinbjorn, on the western side of Ard Skellig, beware of your surroundings. The sounds of the forest to your right (south) indicate a pack of wolves are in these parts. But there is something else, these are five white wolves. Along with a powerful, sinewy lycanthrope leader—a fearsome werewolf! Stand and fight, or flee.


BESTIARY ENTRY ADDED
ULFHEDINN
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Crime And Punishment

Dirty Lies From A Little Sister

DANGER ALERT SPOILER ALERT

CRIME AND PUNISHMENT

LOCATIONS: Ancient Crypt, Rogne

CHARACTERS: Yorg, Yorg's Sister

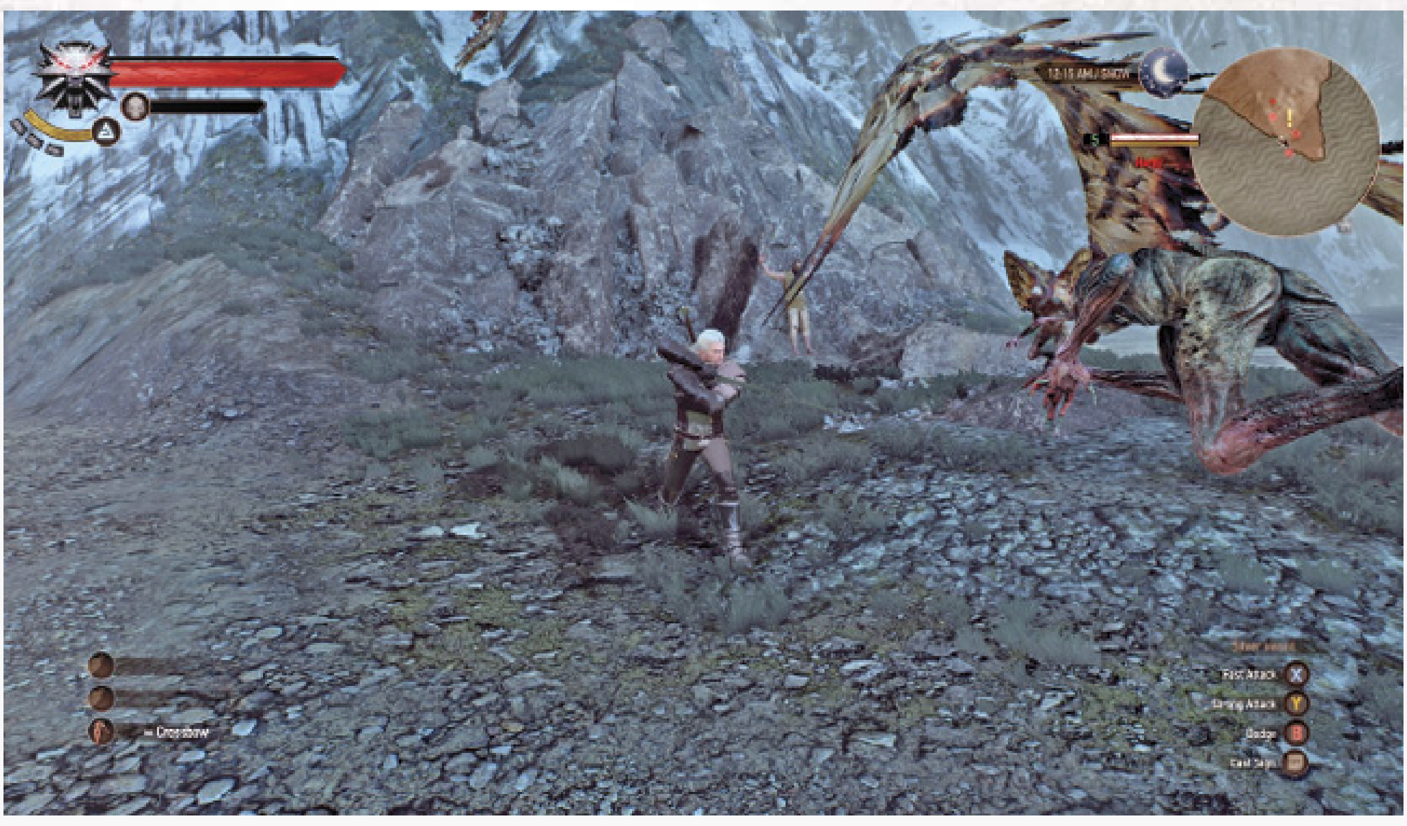
ENEMIES: None

OBJECTIVES

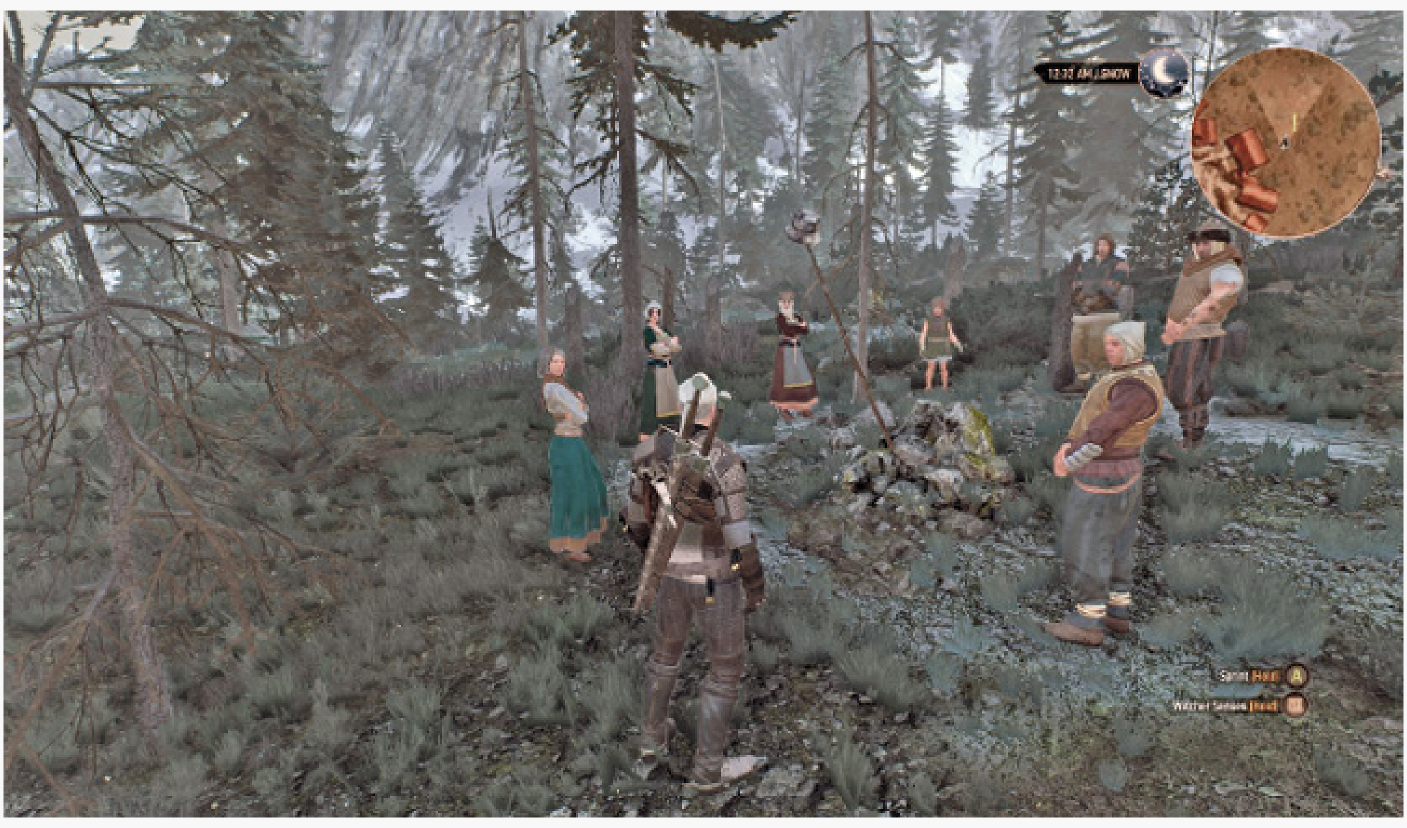
- Help the prisoner.
- Nearest Signpost: North of Rogne.

Yorg the Prisoner

Along the treacherous northern shore of the main isle of Ard Skellige, east of the Ancient Crypt and north of the settlement of Rogne, a lone prisoner is chained to the rocks. Slay the harpies around him. Yorg tells you he was framed for the murder of Gretter. You can leave him be if you don't believe his story, or set him free. Leave him, and Yorg dies at a harpy's talon, failing this quest.



When you're next in Rogne (the village almost directly south of the rocky promontory Yorg was chained to), eavesdrop on some villagers at a camp fire discussing the banishment of Yorg. His sister tries to defend her brother, then dashes off in a tizzy. Follow her and speak to her. She tells you her uncle Gretter "did things to her", and that she told Yorg that, which prompted the killing. Only Gretter didn't really, she lied about the abuse as her uncle was simply rotund and stank. End the quest by letting the sister know you freed her brother, or that she learned her lesson about lying.



The Family Blade

Assault At The Obelisk

DANGER ALERT SPOILER ALERT

THE FAMILY BLADE

LOCATIONS: Kaer Trolde Harbor, Crossroads, Miners' Camp, Thieves' Camp and Obelisk, Fyresdal, Thieves' Camp and The Old Fort, Whale Graveyard)

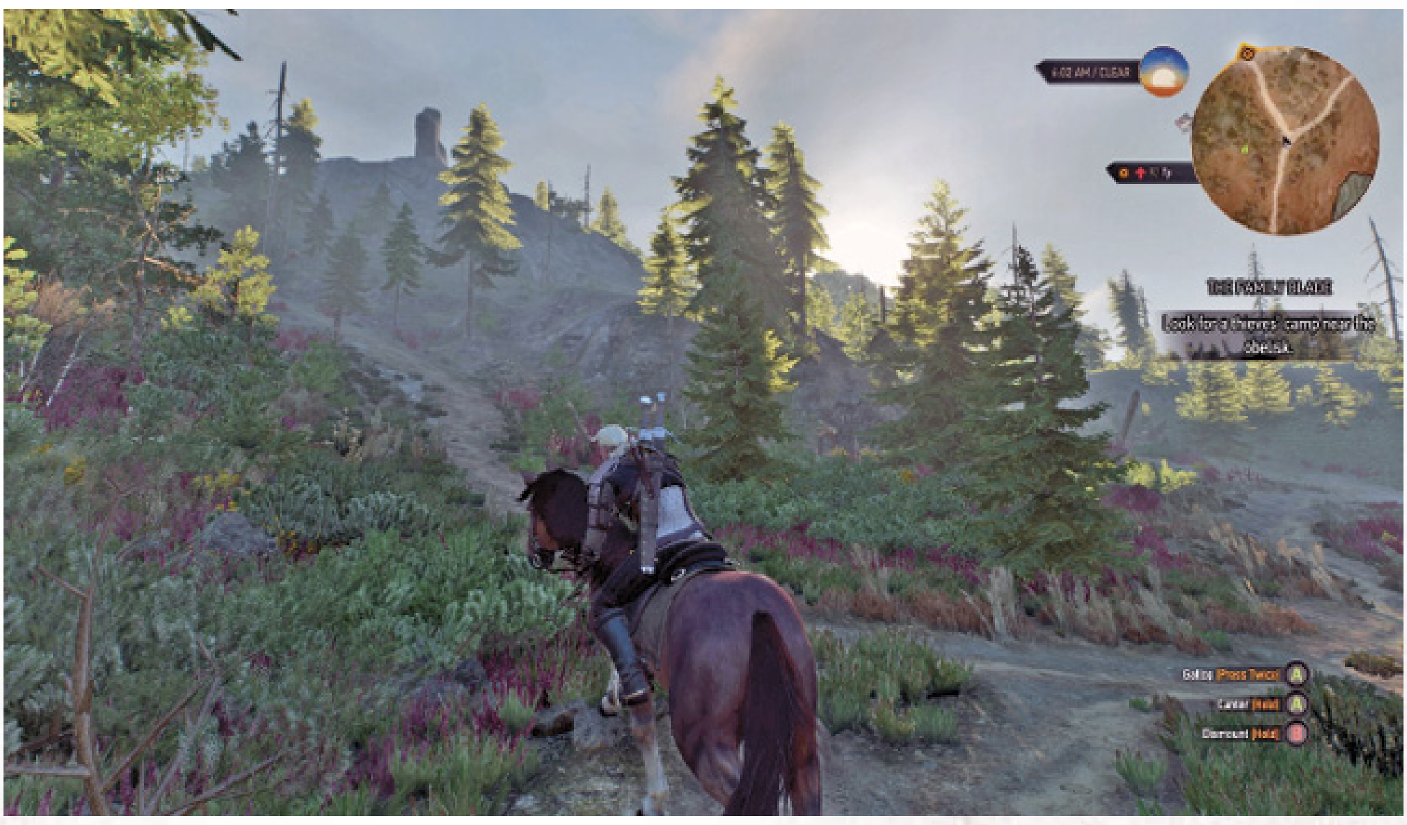
CHARACTERS: Olaf

ENEMIES: Renegades

OBJECTIVES

- Look for a thieves' camp near the obelisk.
- Nearest Signpost: Southwest of Miners' Camp.

Amongst the notices on the board at Kaer Trolde Harbor on Ard Skellig, is one that reads "Contract: Stolen Sword." A missive from the lead guard Olaf regarding the pilfering of a sword named "Kuliu" from the Kaer Trolde armory. The suspect was seen leaving to the south, which is where you should travel.

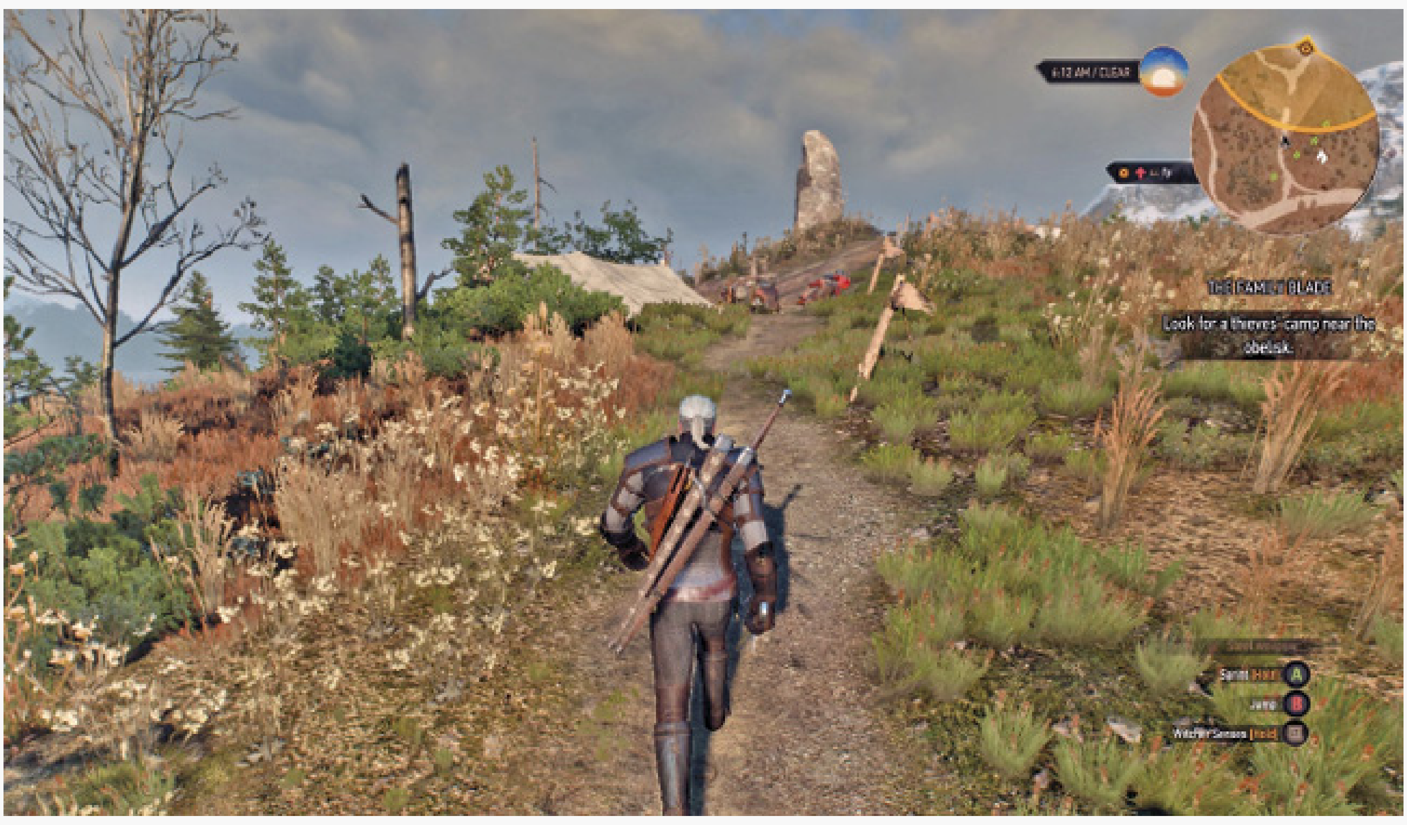

THE FAMILY BLADE
Look for a thieves' camp near the obelisk.
Gallop (Press Twice) A
Canter (Hold) A
Dismount (Hold) B

Assuming you aren't foolish enough to trek off the paths, take the path roughly southward out of Kaer Trolde, down to the Crossroads (signpost), then east around the northern shore of the lake towards the Miners' Camp (signpost). While on the north side of the lake (as shown), you should stop and physically look for the obelisk perched on a cliff towards the northeast.

OBJECTIVES

- Kill the thieves.
- Search the thieves' camp for the sword named Kuliu.
- Read the journal to learn about the sword named Kuliu.

You may wish to approach the hillside tent camp containing four renegade thieves from the south, heading north, to more easily spot the foes settling in under the cliffside obelisk. They aren't friendly, so bring cold steel and strike down all four of them. Now search the corpses of each of them. While their camp holds little of value, one of the thieves holds a journal with a clue to read.


THE FAMILY BLADE
Look for a thieves' camp near the obelisk.
Sprint (Hold) A
Jump B
Witcher Senses (Hold)

Items: Quest Item: Thief's Journal (1)

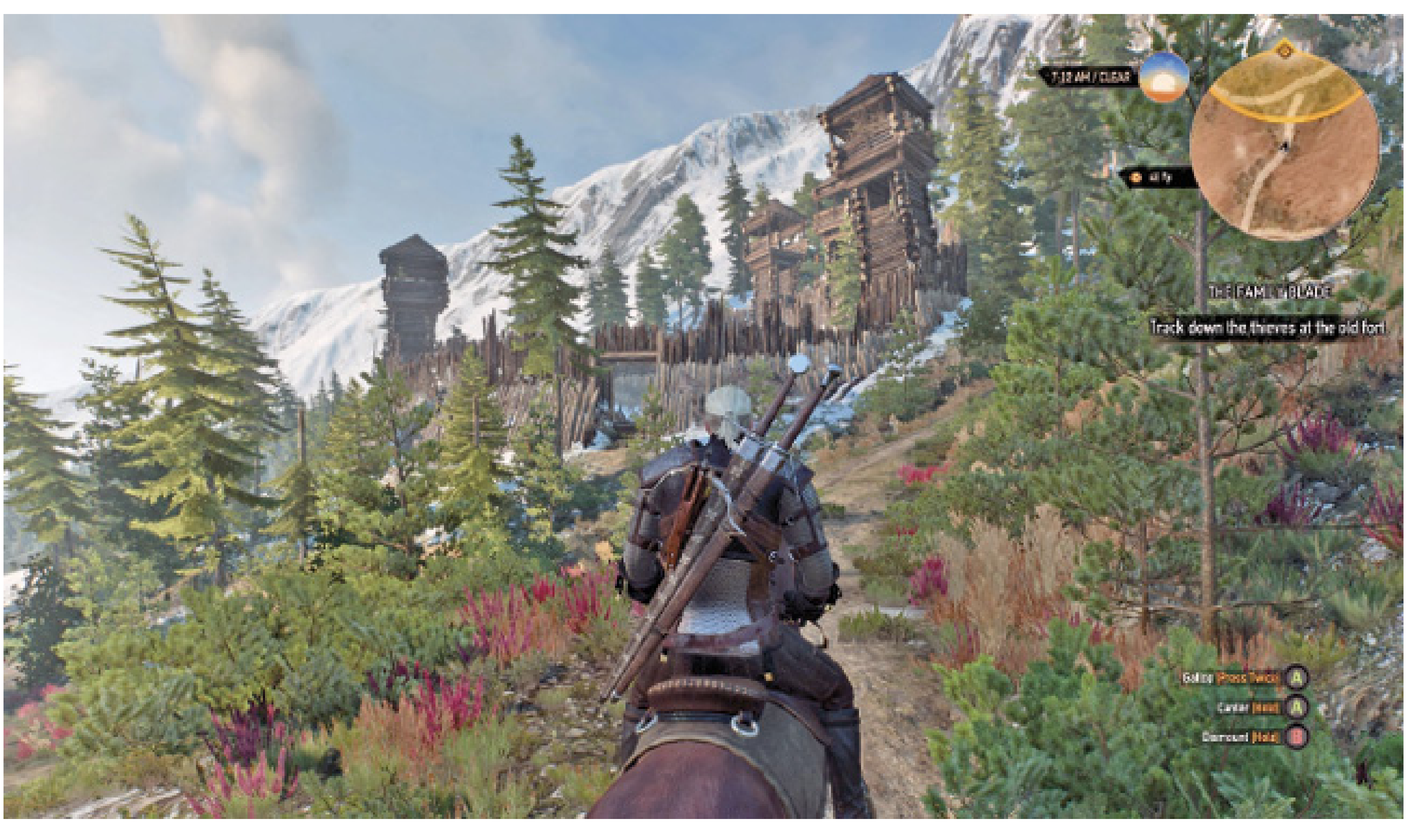
The Family Blade

The Call Of Kuliu

OBJECTIVES

- Track down the thieves at the old fort.
- Kill the thieves.
- Nearest Signpost: West of Fyresdal.

Check your Inventory menu and read the journal you found. You're fortunate that the thief listed a possible location where buyers of the sword may be gathering—an old fortress near Fyresdal. Prepare for a bit of a trek (or boating expedition) to the southern coast of the island. From the town of Fyresdal, run up the path of deforested trees, and up towards the wooden fortification nestled below the snowy cliffs.


7:13 AM / CLEAR
THE FAMILY BLADE
Track down the thieves at the old fort.
Gallop (Press Twice)
Canter (Hold)
Dismount (Hold)

OBJECTIVES

- Search the thieves' camp for the sword named Kuliu.
- Read the journal to learn about the sword named Kuliu.

Enter the fortification via the only entrance, and fight the renegades. The now-familiar pattern of looting a journal note from one of the slain thieves is your next plan. Check your Inventory menu, and careful reading reveals another meeting. This one at the even more remote Whale Cemetery on the northeast coast of Ard Skellig.

THE FAMILY BLADE
Kill the thieves

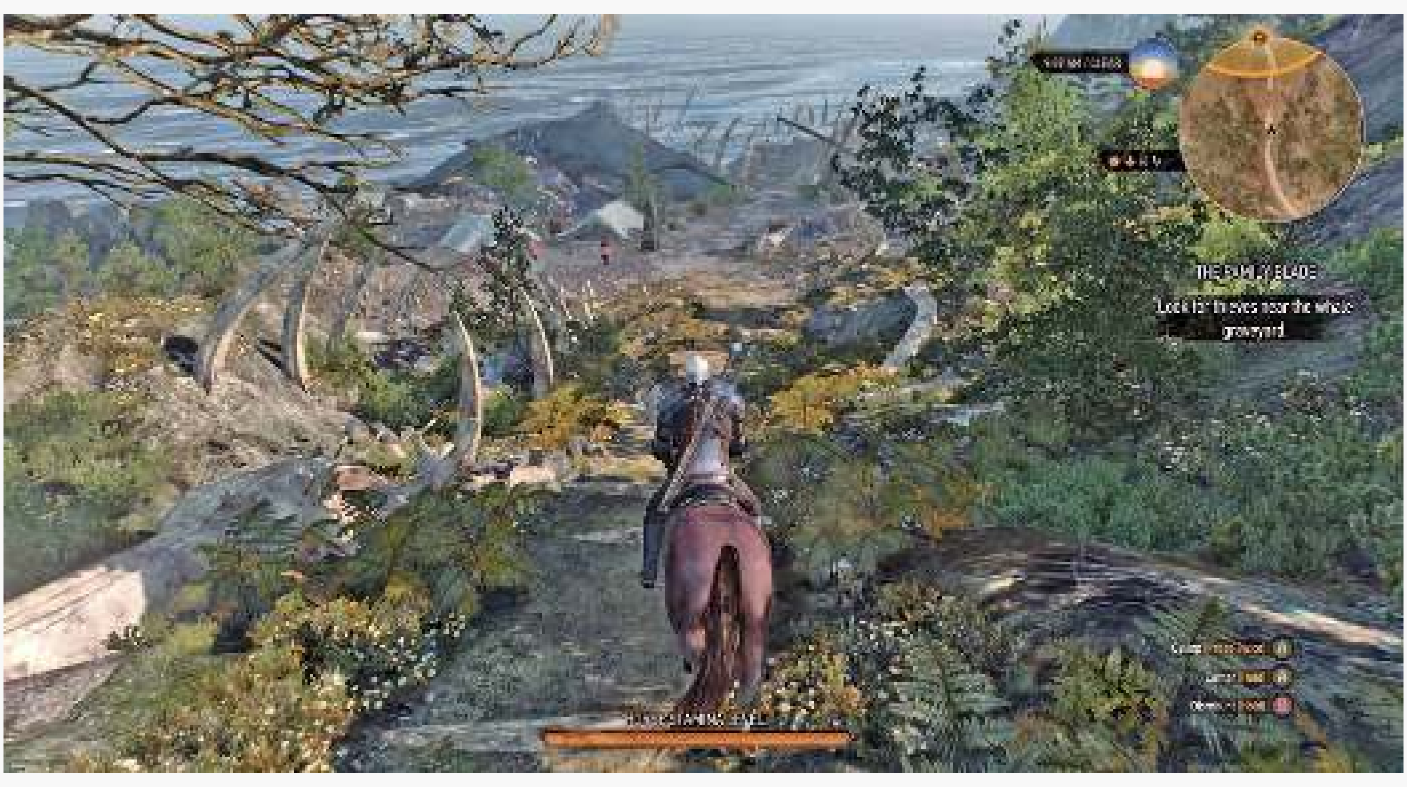
Items: Quest Item: Thief's Journal (2)

OBJECTIVES

- Look for thieves near the whale graveyard.
- Kill the thieves.
- Search the thieves' camp for the sword named Kuliu.
- Return Kuliu to the Kaer Trolde guardsman named Olaf.
- Nearest Signpost: Northeast of Gedyneith.

Olaf

It's a long trek, either by boat around the coast to the Whale Graveyard, or over Arg Skellig to the druid encampment of Gedyneith, and then a northeast bolt down a slippery gravel path towards the ocean. Four swarthy renegades are waiting. As before, all must be put to your blade. Afterwards, the fabled sword can be found along with a journal, on the corpse of the thief leader. Head back to Kaer Trolde, find Olaf on the bridge, and present him with the sword for a small reward, as the quest concludes.


THE FAMILY BLADE
Look for thieves near the whale graveyard

Items: Quest Items: Kuliu, Thief's Journal (3, Crowns

Farting Trolls*

Breaking Wind And Rocks

DANGER ALERT
SPOILER ALERT
FARTING TROLLS*

LOCATION: Flatulent Trolls' Cave

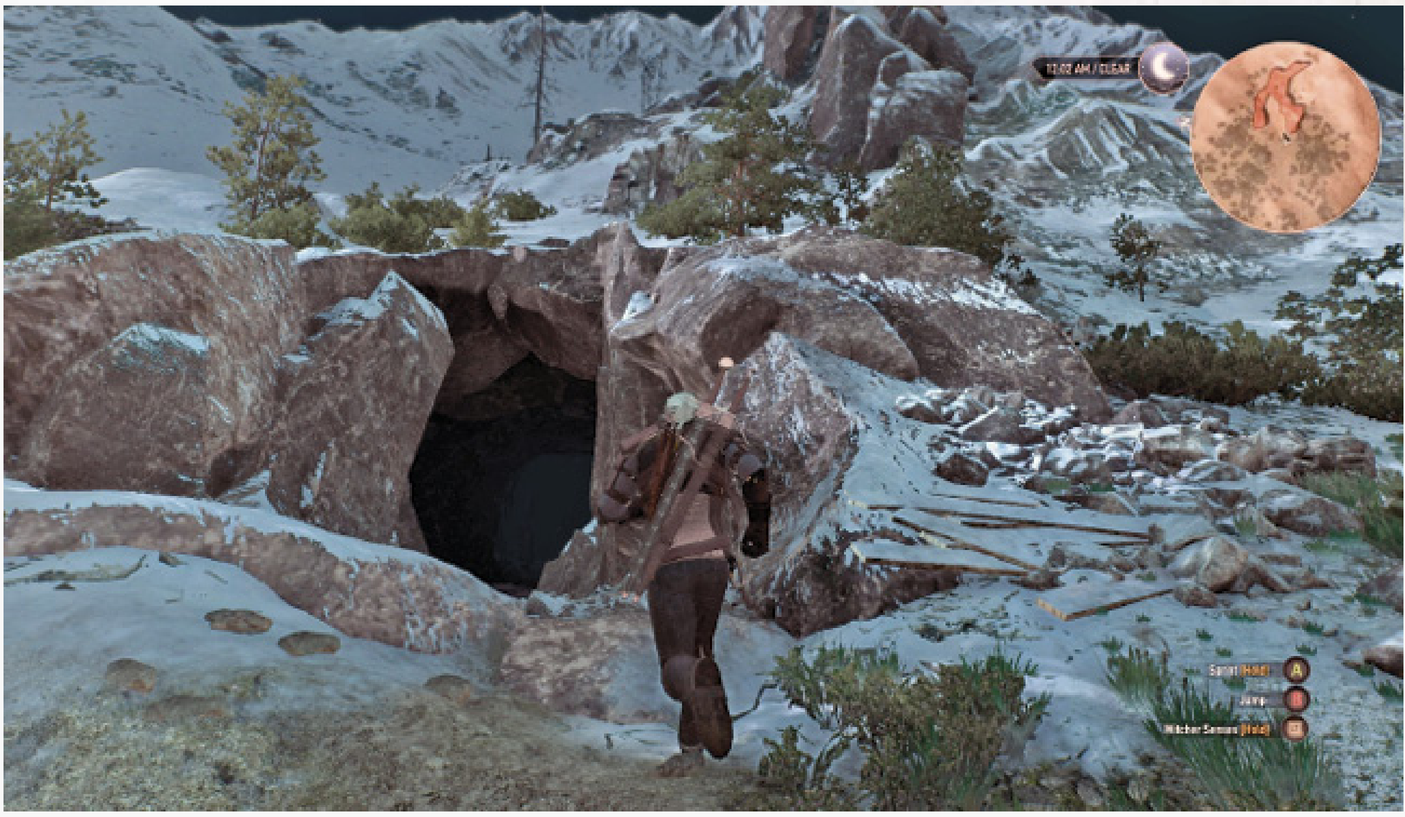
CHARACTERS: Dodger, Jessie, Joe

ENEMIES: Rock Trolls

OBJECTIVES

- Nearest Signpost: Southeast of Wild Shore.

Take a moment from your pathway travels along the rugged southwest coast of Arg Skellig, and investigate this granite-hewn cave entrance amid the tundra. It is between Wild Shore (to the northwest) and Holmstein's Port (to the south).


12:02 AM / CLEAR
Sprint (Hold)
Jump
Witcher Senses (Hold)

Step inside, and carefully walk into the tunnel of this cave. Stay at range as you view the tunnel widen into a large cavern. Three dangerous rock trolls are talking to each other, with the most disagreeable bowels you've heard. When they spot you, expect combat. Slay them or flee to end this quest.

Finders Keepers

Dipping Your Toes

DANGER ALERT

SPOILER ALERT

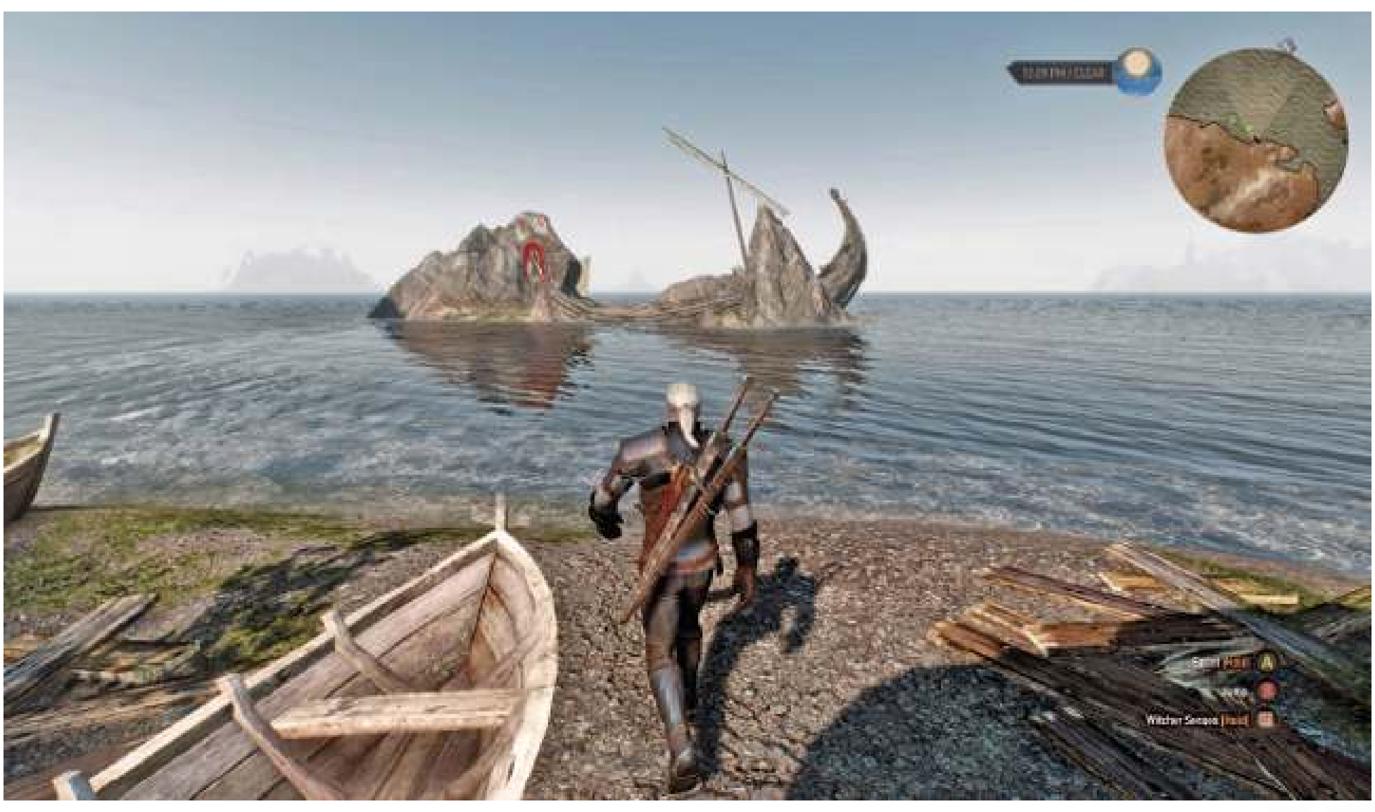
FINDERS KEEPERS

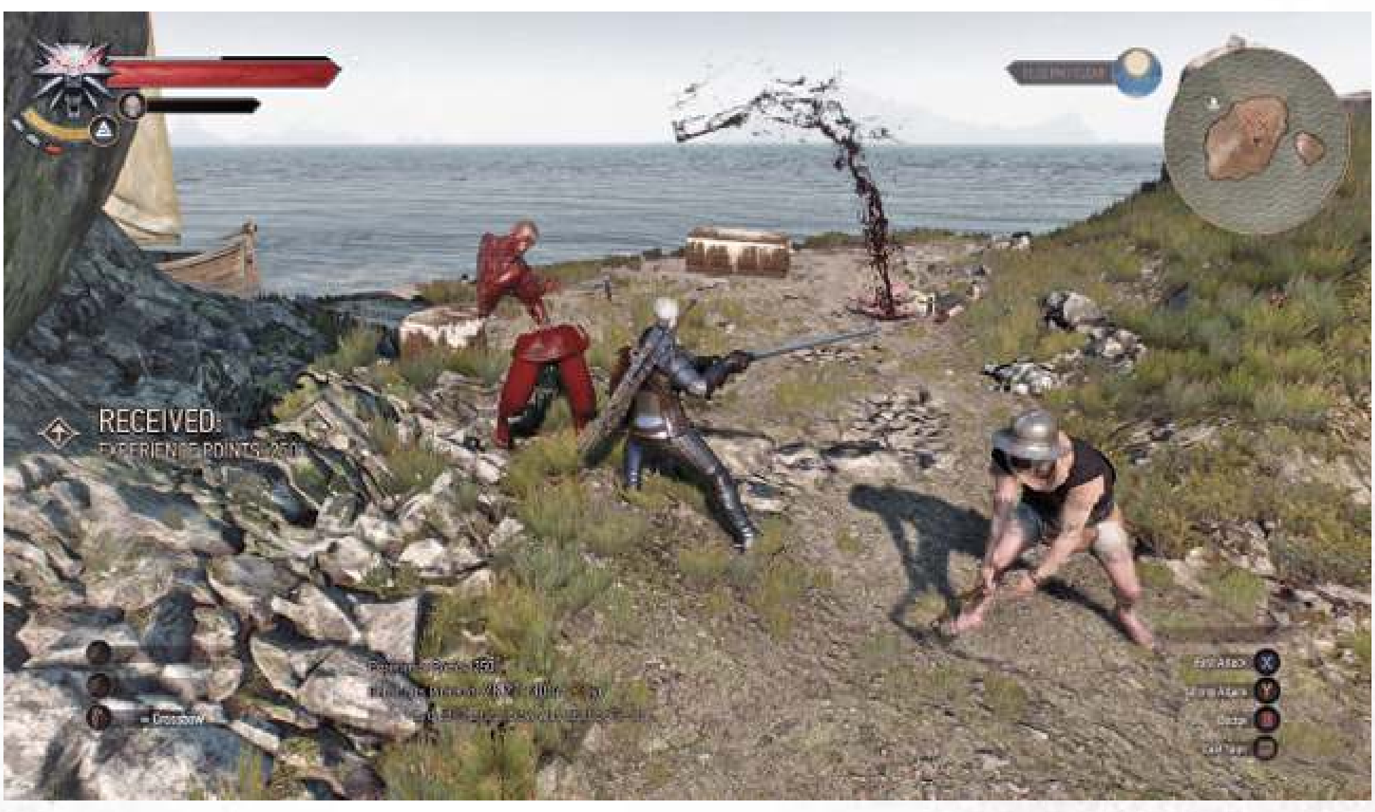
LOCATIONS: Giants' Toes, Svorlag
CHARACTERS: Shopkeeper
ENEMIES: Dagr, Pirates

OBJECTIVES

- Fix Look for signs indicating the cargo's owner.
- Nearest Signpost: Giants' Toes.

While exploring the northeastern coastline of Ard Skellig, be on the look-out for the rock formation known colloquially as Toes of the Giants. Explore the rugged coast and prepare for a modicum of combat thanks to roving bands of dagr. Slay around five on the beach, near a small campsite and two row boats.





Now look north, and swim across to the largest "toe" of the island cluster. There's a small shipwreck, and a band of four pirates skulking about the area, attempting to gather the ship's loot.

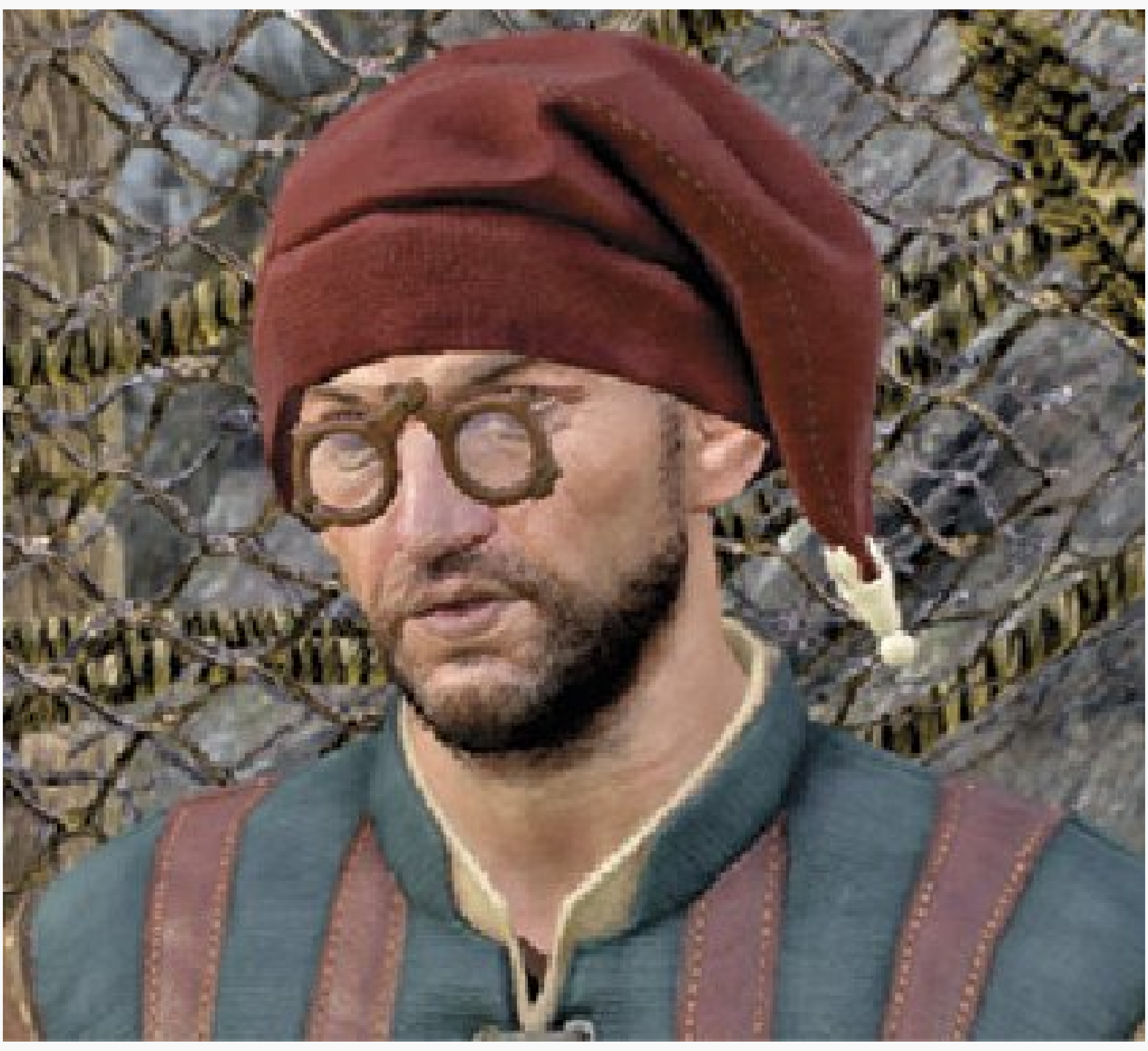
Once they are defeated, the quest starts. Inspect the half-buried crate (it glows red if you use your Witcher Sense). It was hacked apart with an axe, and contains a solid sword you must take. Now inspect a second crate close by—this one has the emblem of Clan Brokvar on its lid.

Items: Common Item: Solid Skellige Sword

END: BROKERING WITH CLAN BROKVAR

OBJECTIVES

- Ask the shopkeeper in the Clan Brokvar village on Spikeroog about the shipwrecked cargo.



Shopkeeper

Plot a course to the small isle of Spikeroog; it lies to the northwest of Arg Skellig. Sail to the village of Svorlag, and find the shopkeeper on the harbor, adjacent to the Notice Board.

Speak to the fellow here, letting him know about the shipwreck. He reckons it's the Hemdall's Wrath, which set out for the Continent a month back, and hopes you might happen across a sword among the wreckage. It's ornate, and belonged to the captain. This matches the blade you found in the first crate. Hand it over for the reward, as the quest concludes.

From A Land Far, Far Away

Irwif Indod O Ifi, Chiast!

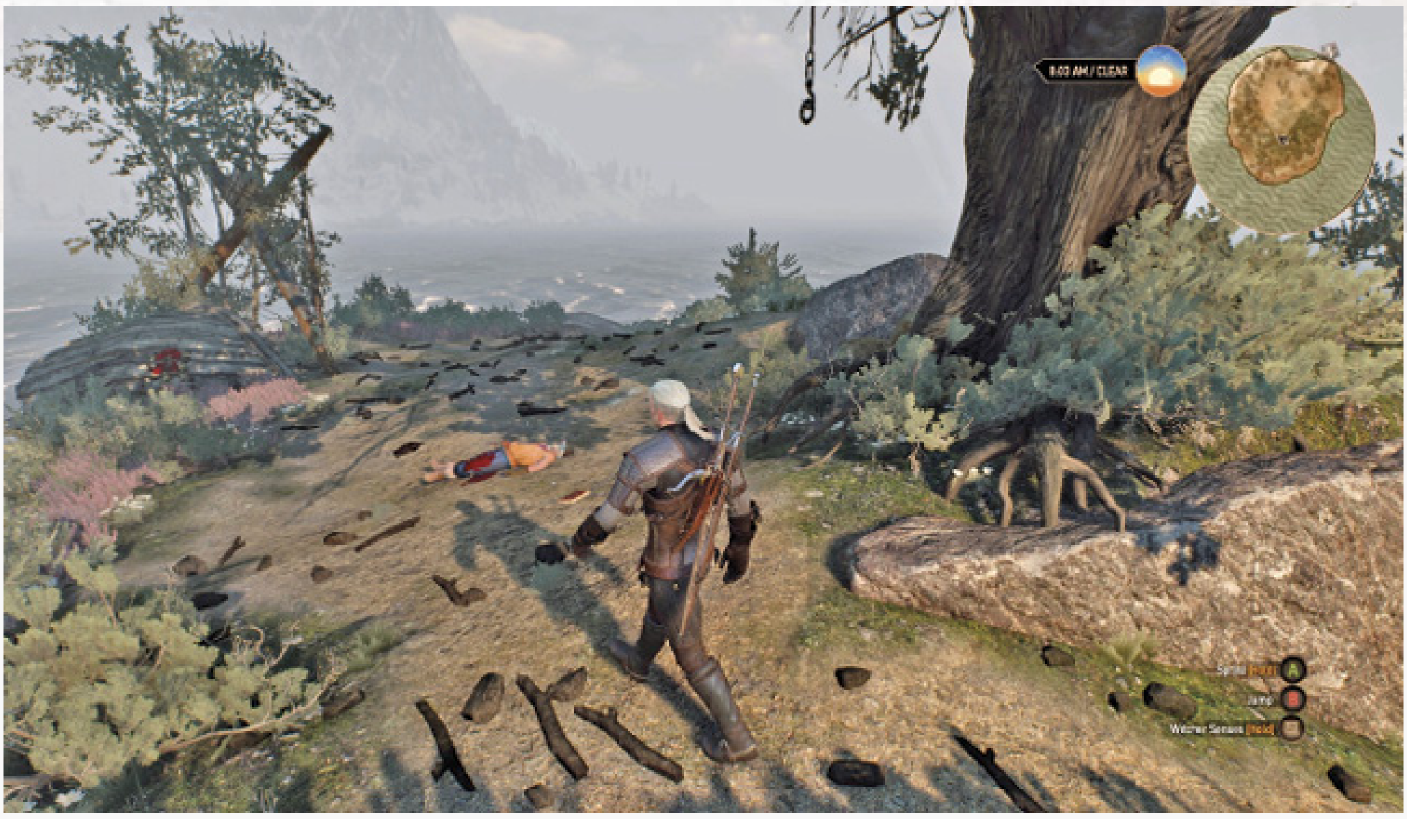
DANGER ALERT
SPOILER ALERT
FROM A LAND FAR, FAR AWAY

LOCATIONS: Hemdall's Finger, Ursten (Velen), Widow's Grotto
CHARACTERS: Viki, child
ENEMIES: Warrior

OBJECTIVES

- Find the sunken chest mentioned in the journal.
- Nearest Signpost: East of Redgill (Ard Skellig).

There's a tiny island due east of Redgill (on the eastern side of Ard Skellig), known locally as Hemdall's Finger. Climb ashore to uncover the wreckage of a boat, and a corpse with its legs crushed, under the large oak tree. Use your Witcher Senses to study the crest on the section of boat—it is of unknown origin. The journal lying near the victim (once you read it) makes mention of a delivery to Ursten (back on the Continent), a woman named Viki with a phrase to tell her, and treasure aboard the vessel.



Back at the water's edge, look for the top of a mast poking out the water. Dive down and inspect the underwater wreck. There's another unknown crest on the hull, and the chest itself. It contains a letter and the captain's log. Read the log and there's mention of a second vessel, which was bound for Ursten in northern Velen.

Items: Quest Items: Letter Sealed with Impermeable Wax, Captain's Log

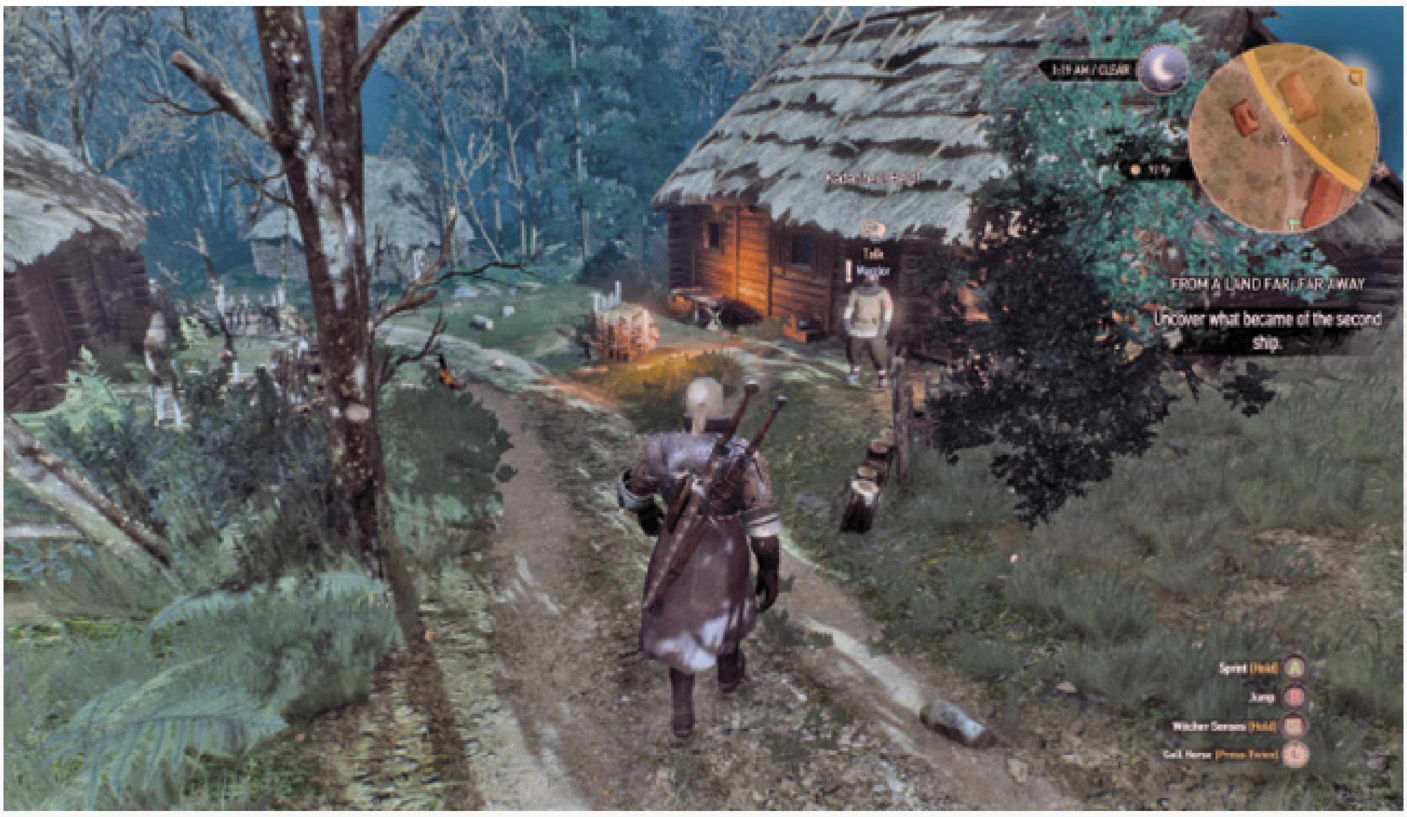
From A Land Far, Far Away

Nidydych Inei Gael!

OBJECTIVES

- Uncover what became of the second ship.
- Talk to the foreign woman.
- Nearest Signpost: Ursten (Velen).

Journey back to the Continent, locate Ursten (northwest of the Border Post), and head there. Along the main road, near one of the cottages, is a soldier clad in a foreign uniform you're unfamiliar with. He asks whether you've seen a woman and a "plaetyn" who have escaped punishment. Answer how you wish, then head to the objective area towards the mouth of the Pontar river. Climb down to the shoreline.



Close to the objective area are the ruins of the second vessel. Close by are footprints from a mother and child—use your Witcher Senses to spot them. Follow them up the steep river bank, across to a small wooden watchtower, where a woman shouts something in a foreign tongue and flees from you. Chase her down to the river, to a moored boat close to a cave entrance; the aptly-named Widow's Grotto.

As you enter the cave, so does the foreign soldier, who tells you he's bringing the child back and killing the "woman criminal." You can:

- Refuse to let the woman fall into the hands of the soldier, defeat the soldier and receive a small gift of a medallion from the woman (which you can take or give back).
- Tell them it isn't your business and walk away.

Either way, the quest concludes.

A Hallowed Horn

Assault At Another Obelisk

DANGER ALERT
SPOILER ALERT

A HALLOWED HORN

LOCATIONS: Holmstein's Port, Kaer Muire, Arinbjorn, Eldberg Lighthouse, Thieves' Camp and Obelisk

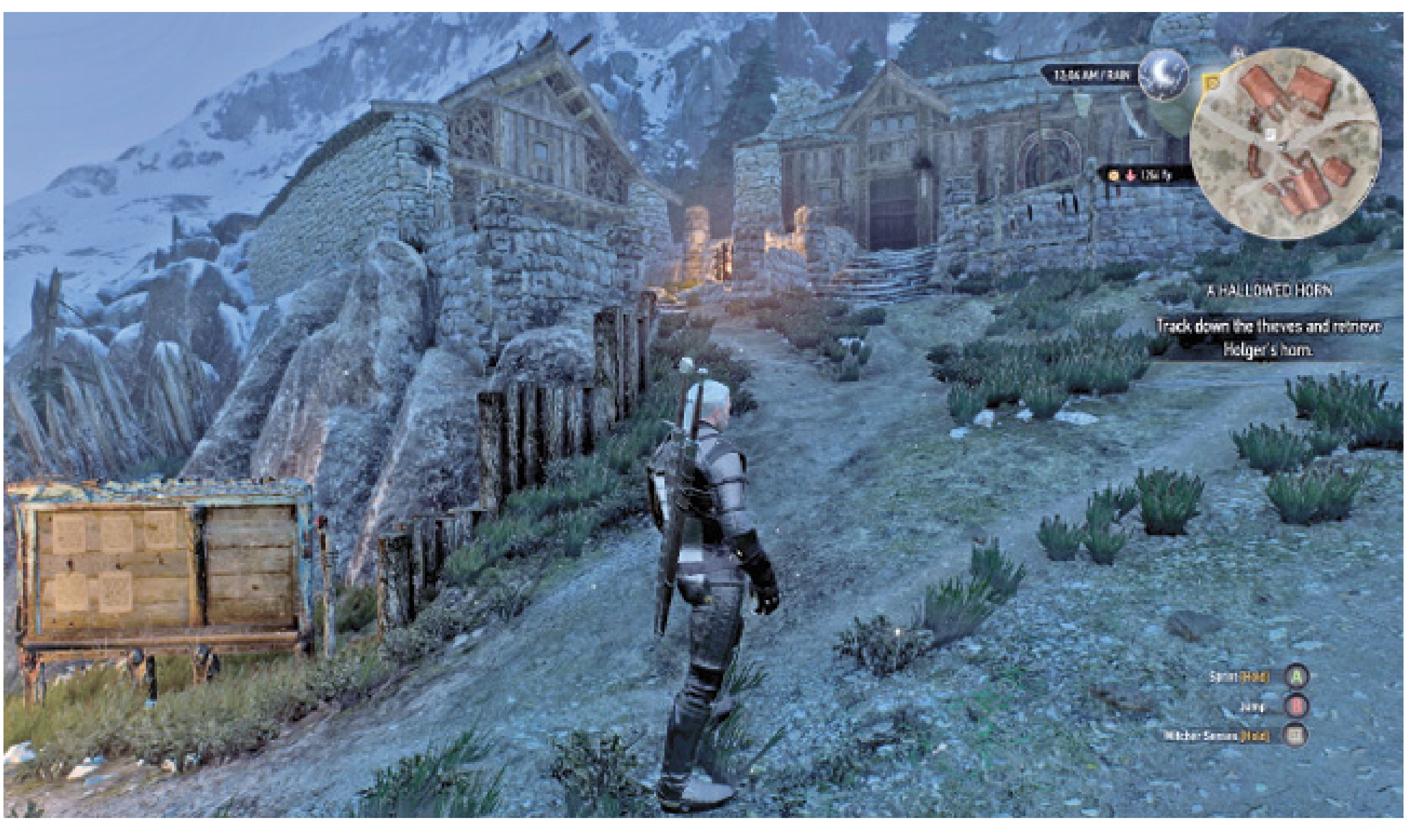
CHARACTERS: Holger Blackhand, Mathios

ENEMIES: Pirates

OBJECTIVES

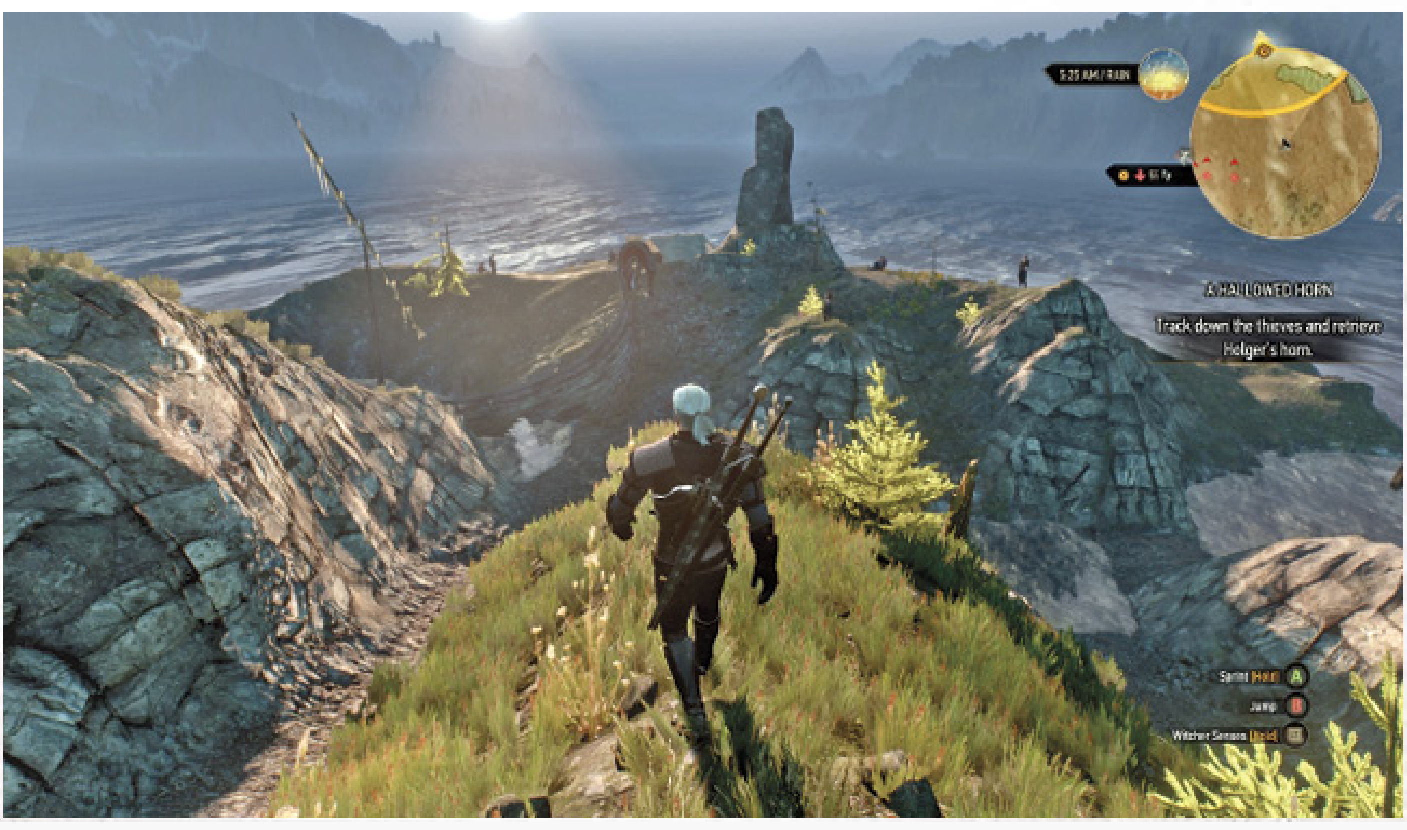
- Track down the thieves and retrieve Holger's horn.
- Nearest Signpost: North of Arinbjorn.

Along with the other notices on the board just outside Kaer Muire fortress on Ard Skellig, is one that reads "Contract: Stolen Horn." A letter from the leader of this settlement, Holger Blackhand. It is regarding the looting of a horn by some shamed warriors. If found, the horn should be returned to Blackhand's steward, Mathios. It seems the horn has been smuggled onto the Eldberg peninsula, north of the port of Arinbjorn, and south of the Eldberg Lighthouse. Sail or trek there, to the western side of Ard Skellig, at your earliest opportunity.



Journey along the treacherous bridges linking the three islands, and search for a group of pirates on the middle land mass.

Carefully view a single tent close to the rocky shores where the horn may lie (second picture). Expect seven more foes at this tent, close to a jutting rock obelisk. Tackle each of them, and then search the corpses. Two hold a journal detailing the guilt and disgrace he felt at stealing the heirloom. The horn is in the chest by the tent.

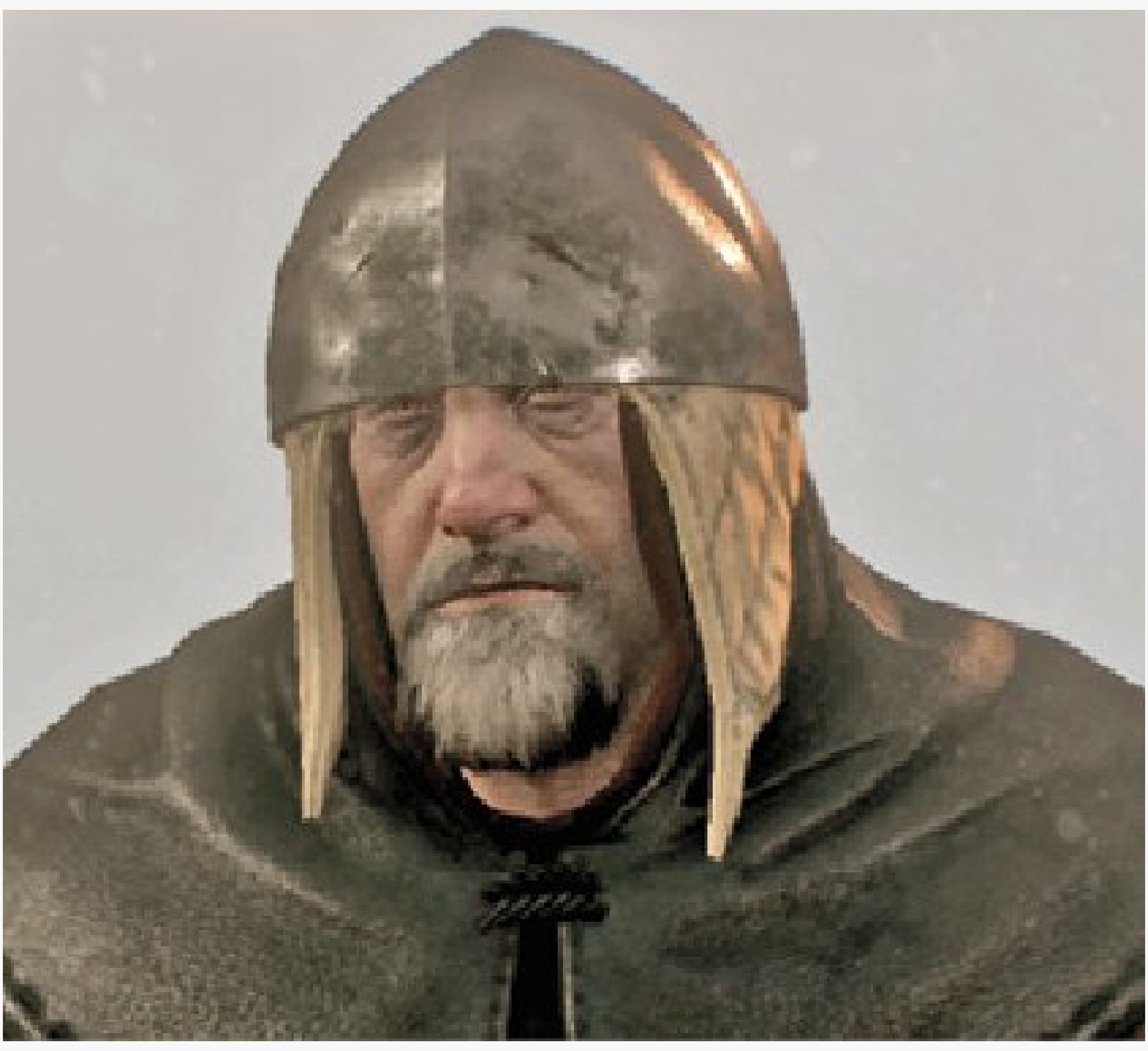


Items: Quest Items: Journal of a Thief, Part I, Journal of a Thief, Part II, Holger Blackhand's Horn

END: GIVING THE HORN, HAVING THE HUMP

OBJECTIVES

- Bring the stolen horn to Mathios.



Mathios

Trek back to Kaer Muire, and visit Mathios who waits close to the building directly above the Notice Board. You mention you've retrieved the horn, and he's less than happy at you slaying the men who took it. Oh well. The quest now concludes with a modest reward.

Items: Crowns

Hard Times

An Eye For The Main Chance

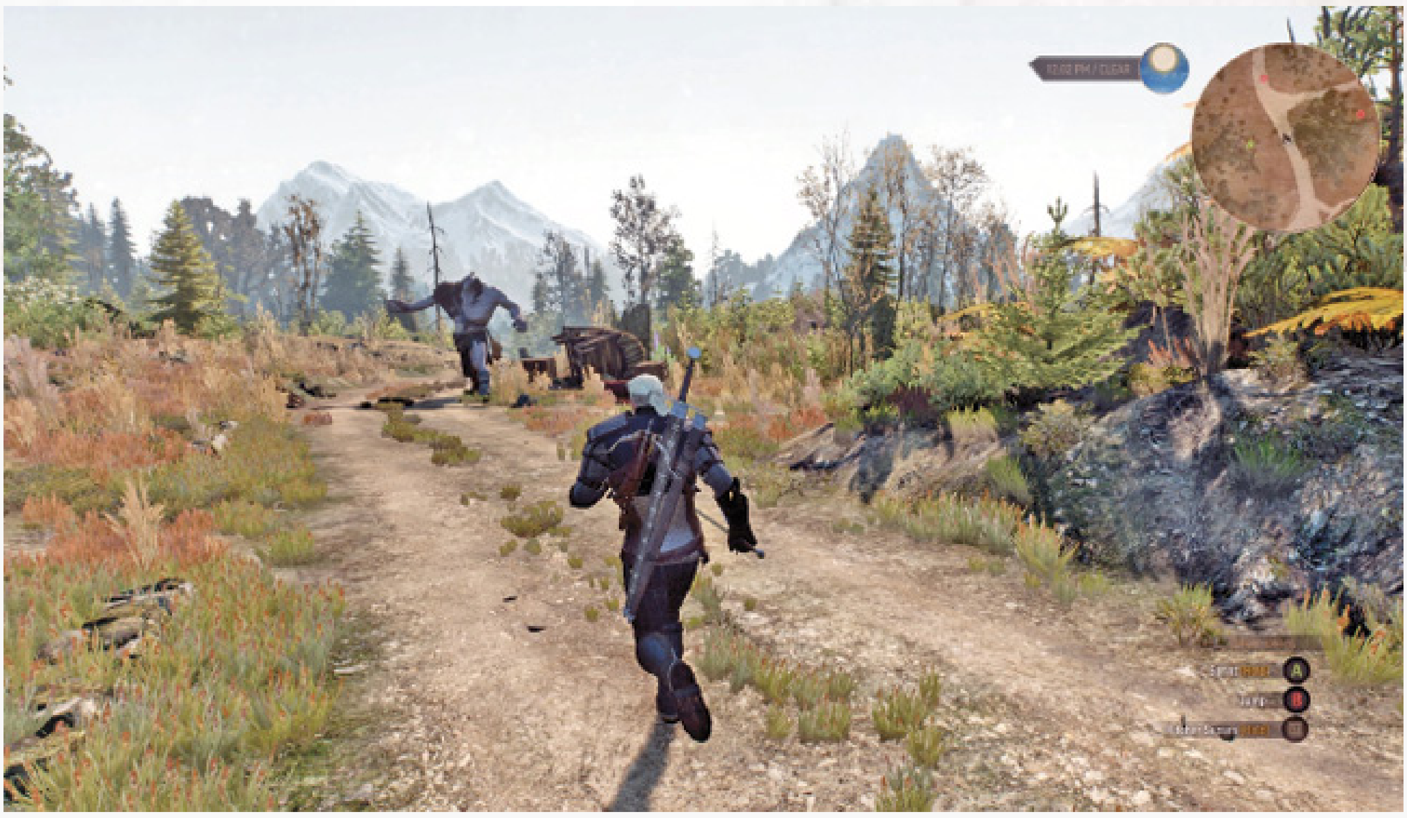
DANGER ALERT
SPOILER ALERT
HARD TIMES

LOCATIONS: Miners' Camp, Bridge to Kaer Trolde
CHARACTERS: Yanne, Blacksmith
ENEMIES: Cyclops, Nekkers

OBJECTIVES

- Use your Witcher Senses to investigate the broken cart.
- Follow the tracks leading away from the broken cart.
- Nearest Signpost: South of Miners' Camp.

While journeying south from the Miners' Camp, just over the crest of the hill near a large oak tree, you may stumble upon the remains of a merchant's caravan. A cart strewn to the side with tremendous force, and both horse and human seemingly whalloped to death. Beware of a nearby cyclops responsible for this attack—it heads to your location and must be defeated! Look in the Bestiary for takedown tactics. Afterward, the quest begins.



Close to the single cart wheel are fresh footprints. Follow this trail of prints and fresh blood in a roughly southeasterly direction into the undergrowth. You should discover a pack of five nekkers feasting on the remains of a woman. Rid the corpse of its attendees, and search the body for a letter. It is written to Yanne, who you presume is the brother of the deceased.

Items: Quest Item: Letter to Yanne

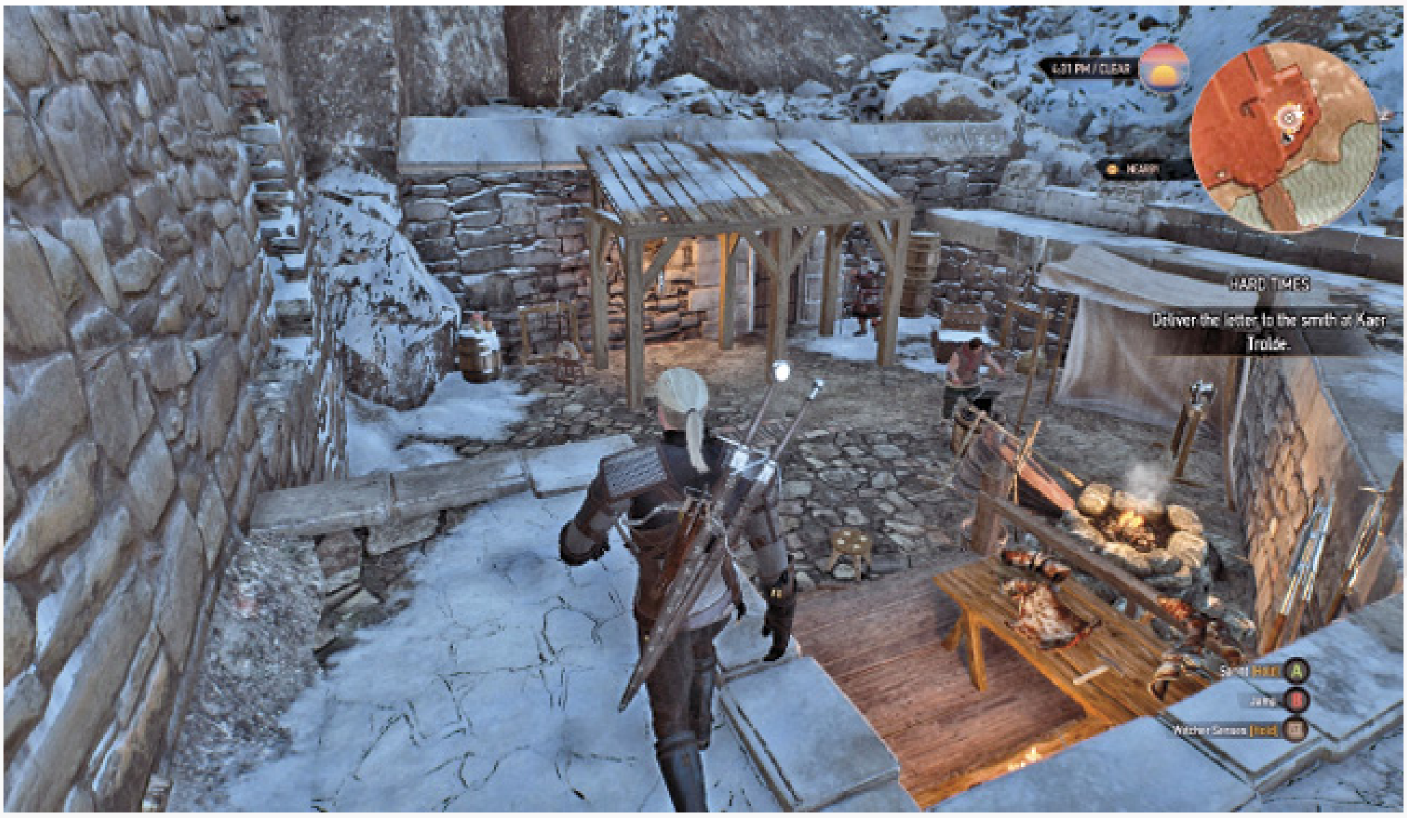
Hard Times

End: Yanne's Lament

OBJECTIVES

- Deliver the letter to the Kaer Trolde smith.

Yanne resides just across the bridge inside the Kaer Trolde fortress. Embark on a journey northwest, eventually crossing the expansive Kaer Trolde stone bridge, and turning immediately right to visit the smithy.


4:01 PM / CLEAR
HARD TIMES
Deliver the letter to the smith at Kaer Trolde.
Sprint Hold A
Jump B
Witcher Senses (Hold) LT

You're looking for Yanne, who is usually dozing in the small weapons tent. Tell him you've found a letter from his mother, on the corpse of his sister. He's understandably upset, but rewards you:

- For your diligence if you tell him the truth, with crowns.
- With anger (and refuses to ever provide services to you) if you try to spare his feelings, and you don't receive the crowns.

The quest then concludes.

Items: Crowns

In The Heart Of The Woods

Getting To The Root Of The Problem

DANGER ALERT SPOILER ALERT

IN THE HEART OF THE WOODS

LOCATION: Fayrlund

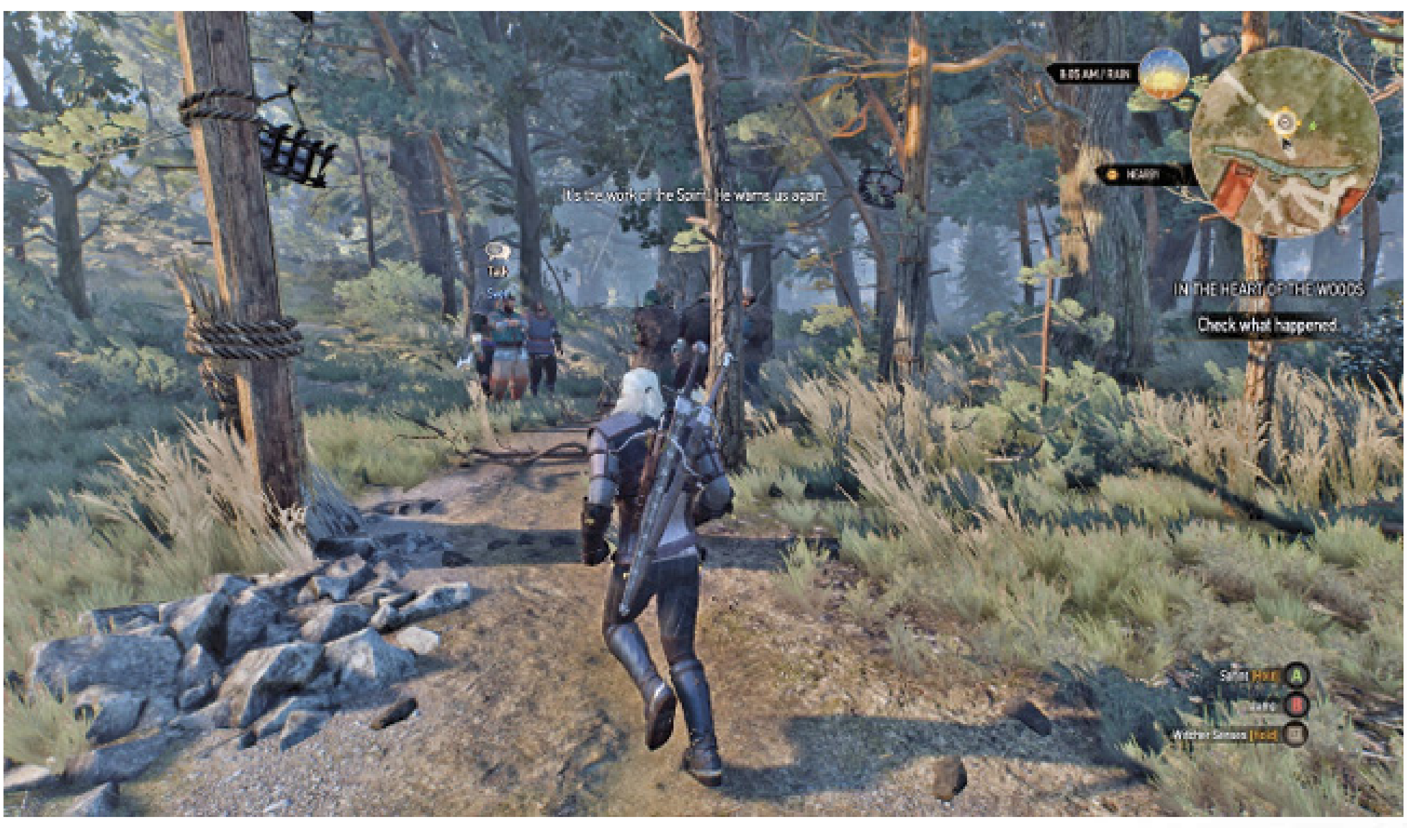
CHARACTERS: Harald, Sven, Hilde

ENEMIES: Warrior Endriaga, Wolves, White Wolves, Wyvern, Leshen

OBJECTIVES

- Check what happened.
- Examine the tracks in the woods using your Witcher Senses and find out what's killing the villagers of Farylund..

On your hikes across Ard Skellig, stop at the woodland village of Farylund (close to the middle of the island), and listen to a group of villagers muttering close to an irrigation stream. They speak about one of their own, killed by the woodland spirit. Head to the edge of the woods to view the twisted remains of a villager, strangled, split and torn, and wrapped tight in vines. The crowd is divided into two camps; those that believe the death was due to ignoring "the old ways" (lead by Harald), while others believe this is a monster that requires eradication (lead by Sven).

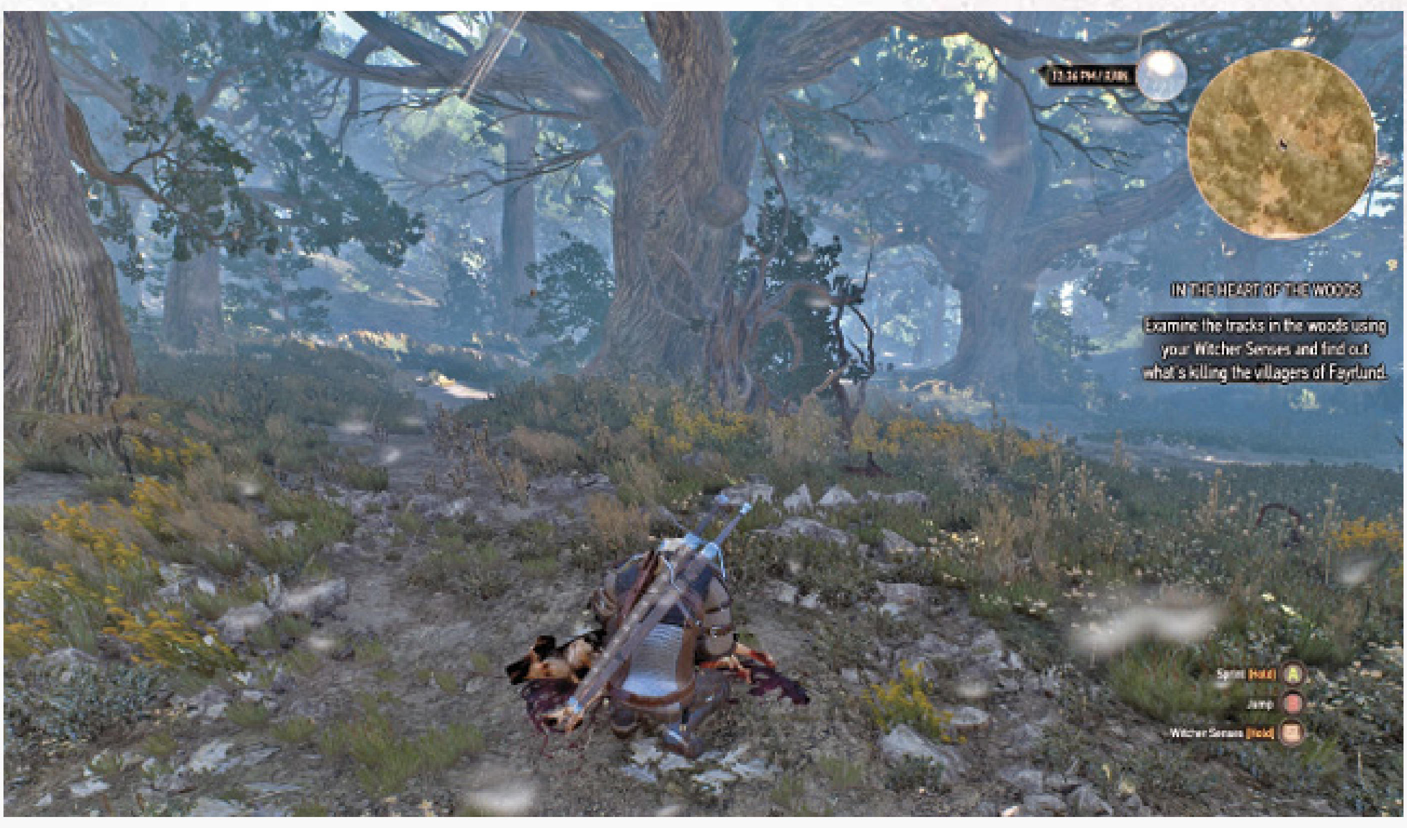

IN THE HEART OF THE WOODS
Check what happened

After a less than friendly welcome, mention your services are for hire. You may ask about the woodland spirit, the others it has killed, and why the spirit may be out for revenge. This starts a war of words between Harald and Sven. Tell them enough, and that you'll make up your mind after you discover what's responsible for the deaths. Head west, into the woods.

Move to the first objective area, dealing with a possible warrior endriaga incursion. Then stoop and use your Witcher Senses:

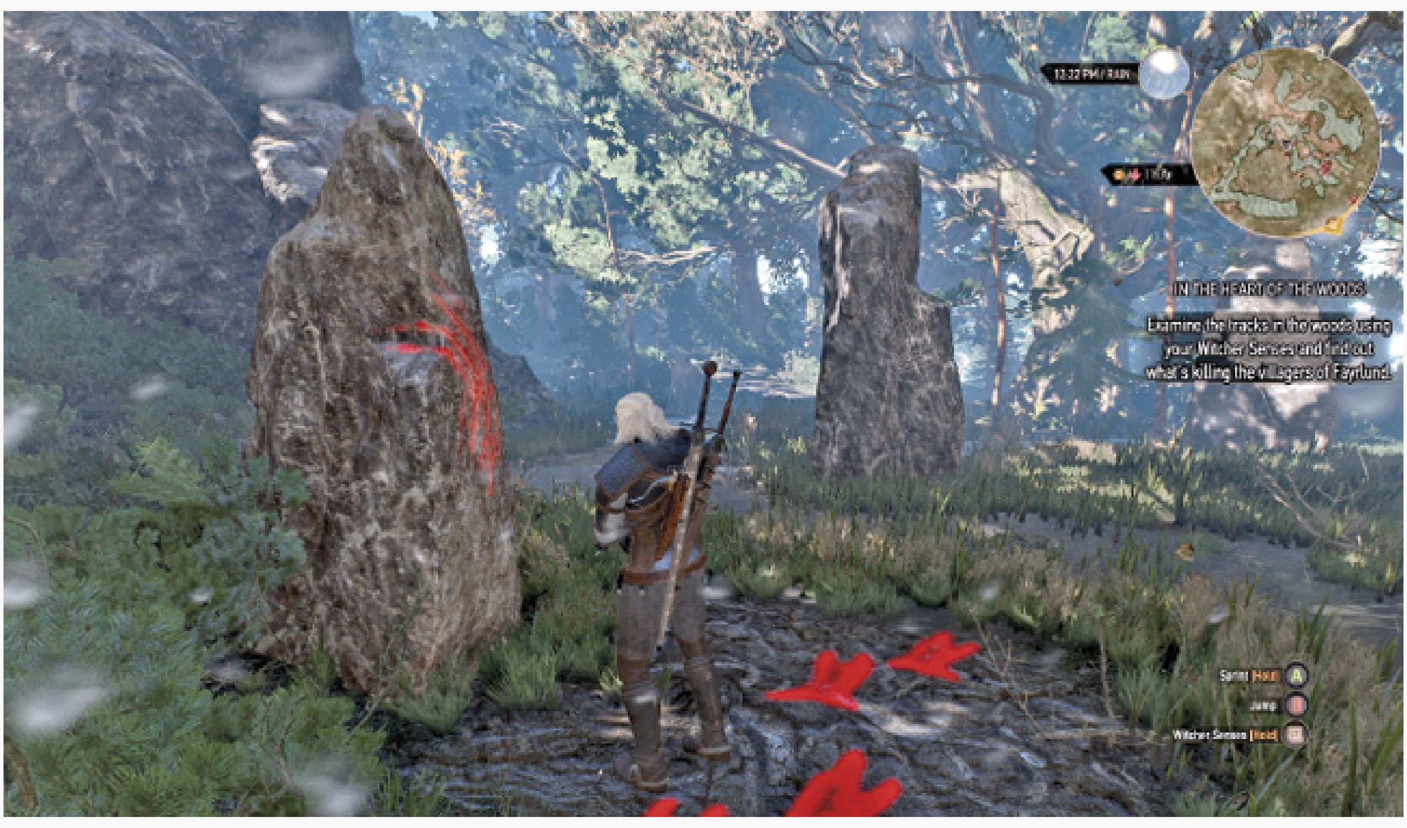
- Pick up a trail of large footprints.
- A dead dog shows thin and deep cuts, not unlike a razor.

Follow the trail, watching for four more endriaga, moving past a possible wolf attack as you reach the second objective area.


IN THE HEART OF THE WOODS
Examine the tracks in the woods using your Witcher Senses and find out what's killing the villagers of Farylund

- Inspect a tangle of tree roots that have skewered a villager into an upright stone. This has smashed the victim's bones which takes immense strength.
- Follow the tracks in a more southwesterly direction, into an area of standing stones and marsh waters. Expect frightened deer to scarper at your arrival.

The beast sharpened its claws (or marked territory) on three of the large standing stones. Engage a couple of white wolves in combat here. You know what made these marks now—an ancient male leshen.


IN THE HEART OF THE WOODS
Examine the tracks in the woods using your Witcher Senses and find out what's killing the villagers of Farylund

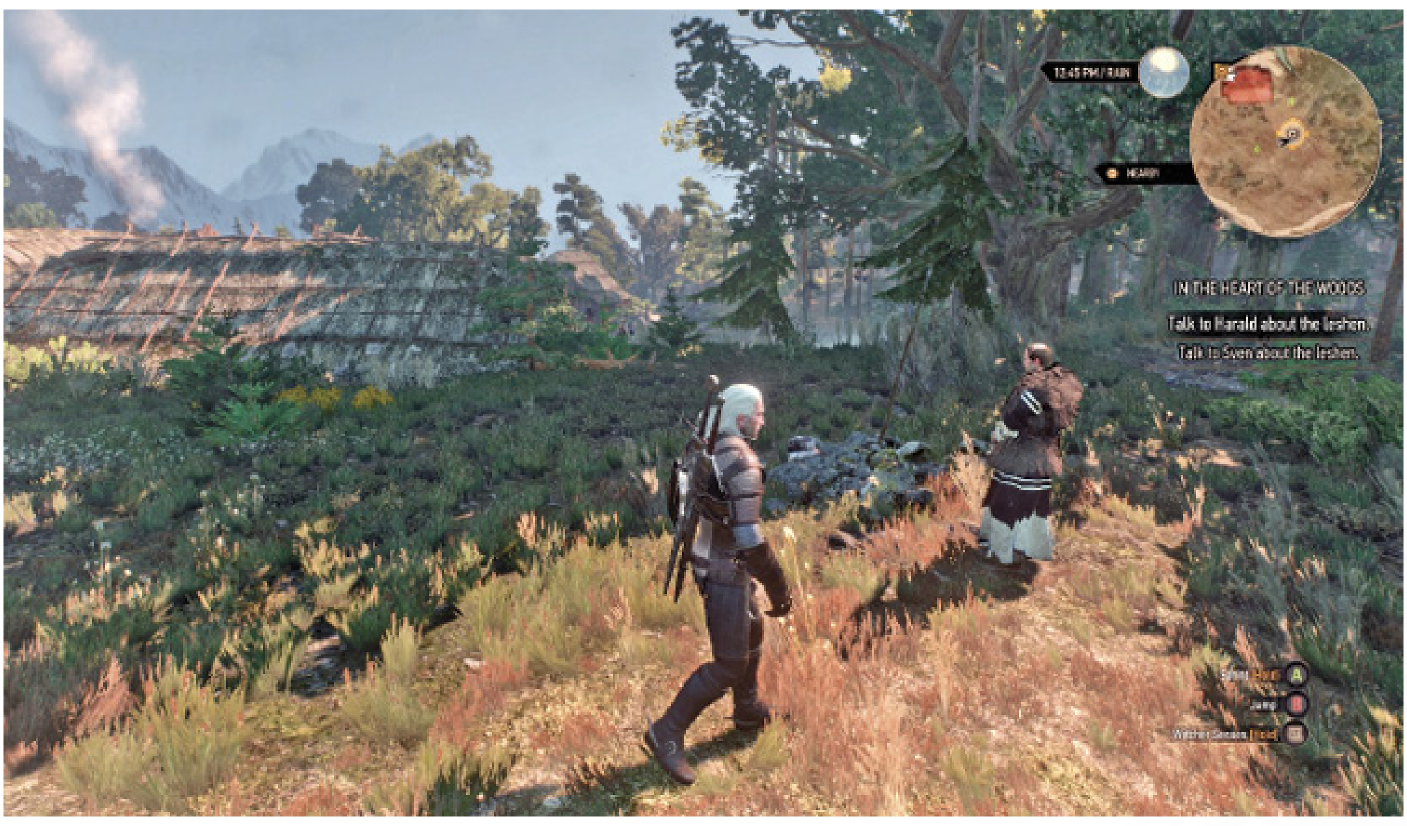
In The Heart Of The Woods

The Sacred And The Profane

OBJECTIVES

- Talk to Harald about the leshen..

Return to Fayrlund. You have a choice in who you inform first.


12:45 PM / RAIN
IN THE HEART OF THE WOODS
Talk to Harald about the leshen
Talk to Sven about the leshen.

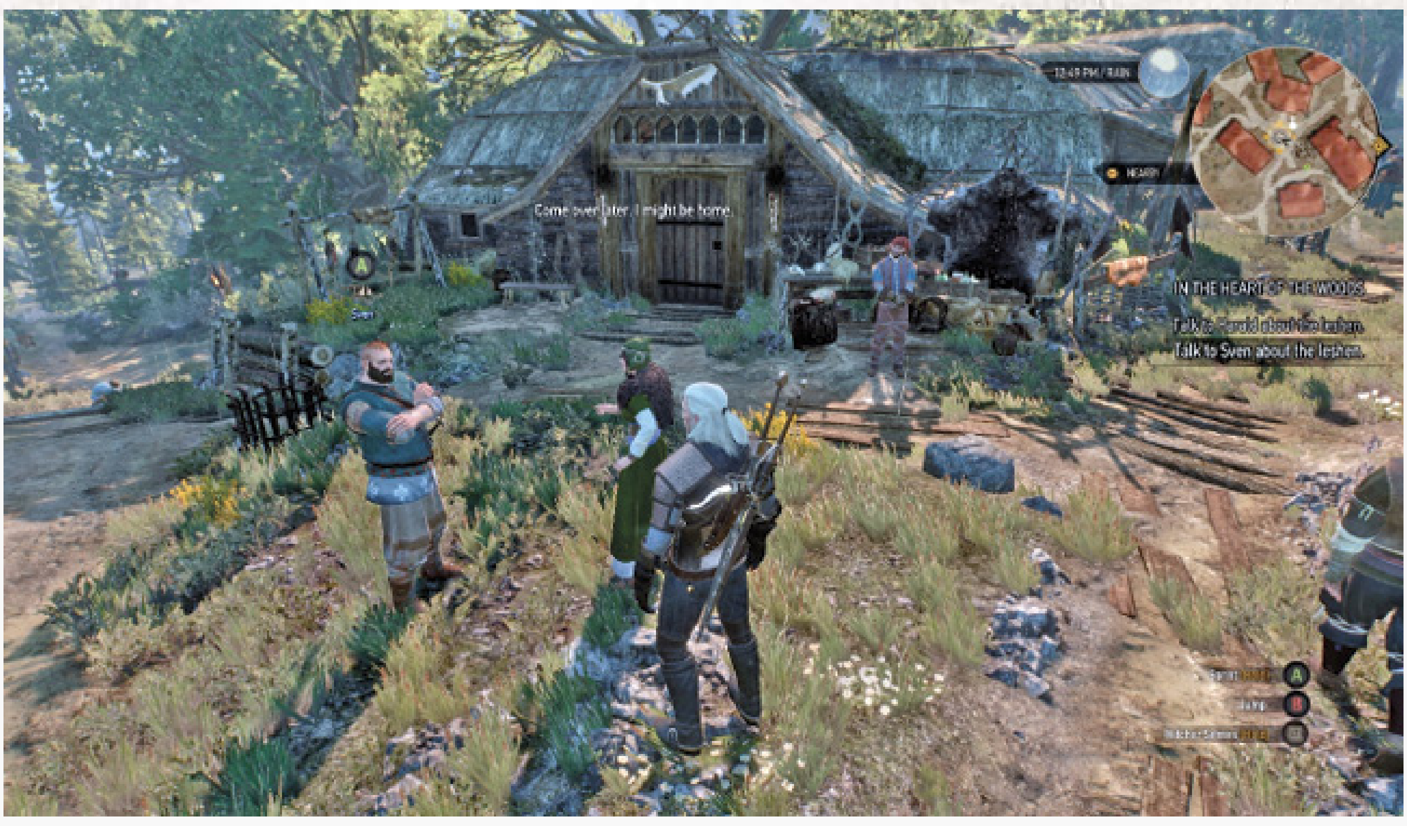
Harald is at the edge of the village, having buried the brambled man. He speaks of history, and when you tell him of ridding the area of the leshen, he argues that this entity is what made them warriors in the first place. He also has another way; a method to appease the woodland spirit. You must roam the woods with knife and spear, fighting on even terms to prove valor. You should go to the Covenant Stone within the woods, and submit to this trial by burning a sacrifice of wolves' hearts. You can:

- Agree to try it Harald's way (you can always change your mind).
- Disagree, and vow to simply slay the leshen.
- Think things over (and get Sven's side of the story).

OBJECTIVES

- Talk to Sven about the leshen..

Sven is near the village merchant, usually flirting with Hilde (a villager). He speaks about the beast's appetite for killing. You can agree (or disagree) that this is just an "ordinary monster," before telling Sven the leshen has marked one of the villagers and that as long as the individual lives here, the leshen cannot be completely killed.


12:49 PM / RAIN
Come over later, I might be home
IN THE HEART OF THE WOODS
Talk to Harald about the leshen
Talk to Sven about the leshen.

While the villagers won't believe this story from you, if you find the marked villager (Sven reckons it is Harald), Sven will convince everyone to banish them. You can:

- Find the marked person, continuing Sven's plan.
- Or leave the village, and begin the ritual Harald told you about.

THE OLD WAYS OR THE NEW?

At this point, you must side with Harald or Sven, and the quest concludes differently depending on who you work with. Both sets of objectives are still accessible, until you either complete the ritual (Harald), or finish destroying totems and attack the leshen itself (Sven). (Sven).

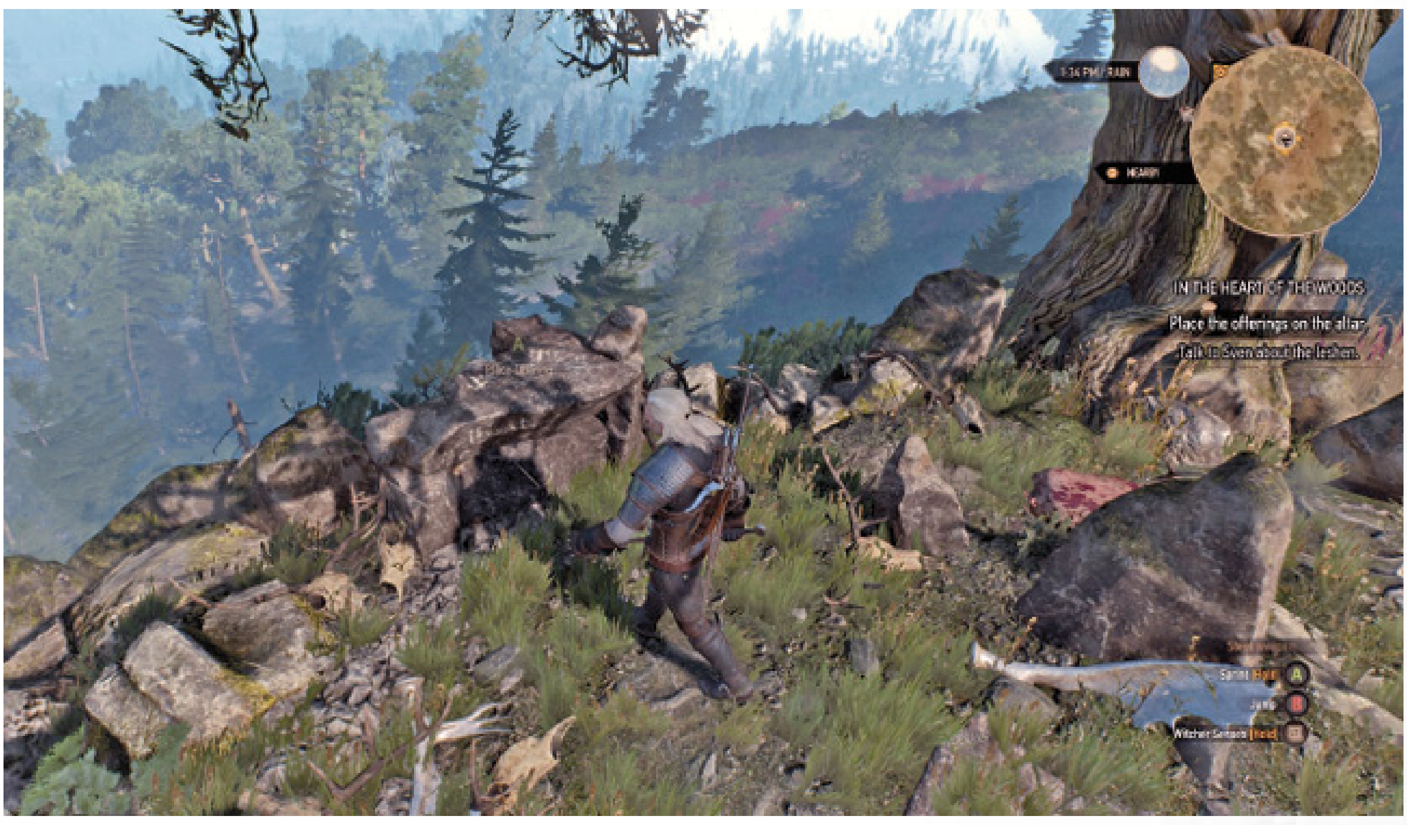
In The Heart Of The Woods

For History And Harald: Harvesting Hearts From The Woods

OBJECTIVES

- Approach the altar.
- Collect wolf hearts (5).

Go into the woods, taking a circular rout across the higher ground to the south, and winding around to a cliff ledge overlooking the forests. Beware of wolves attacking as you reach the altar, which is just to the left of the oak tree. Once they are defeated, and five hearts are collected, the ritual can begin.


9:34 PM / RAIN
HEART
IN THE HEART OF THE WOODS
Place the offerings on the altar
Talk to Sven about the leshen.

The hearts are lit using Igni. A watching raven inspects the offering. You look up to see dozens of the birds perched on the oak tree. They start to squark and circle the tree in a spiral to the sky. The woodland spirit is appeased. For now.

Items: Quest Item: Wolf Heart (5)

HARALD'S WAY: APPEASING A LEGENDARY LESHEN

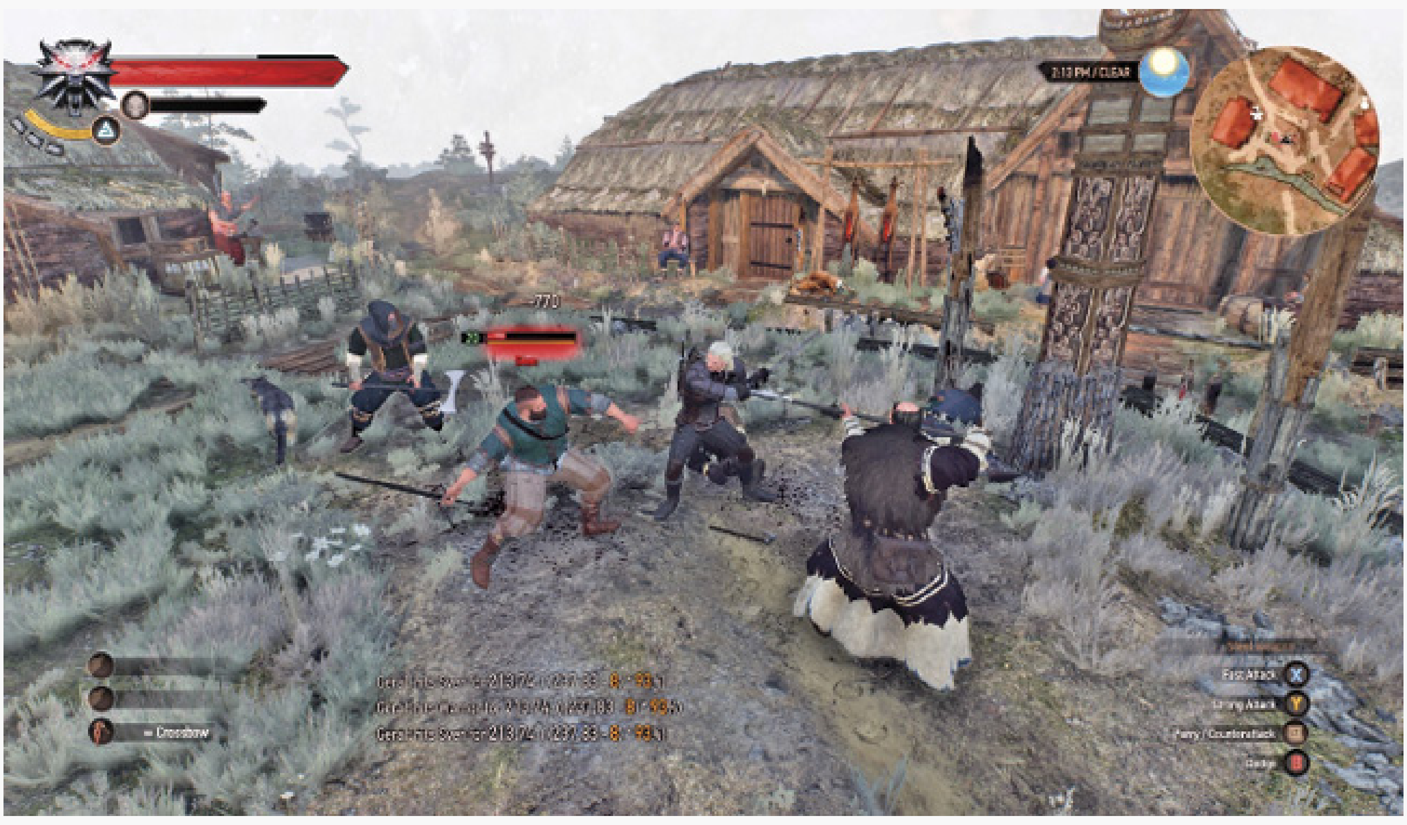
OBJECTIVES

- Collect your reward from Harald.

Return to Fayrlund. Meet Harald at the tree carved totem in the middle of the village. He tells you he saw smoke rise and crows dance in the sky. You can tell Harald that the leshen will return and the killing will continue; that this is only a temporary solution. Harald is angered. You've not been paid to lecture him. Then Sven arrives, having killed all the other elders responsible for keeping this ritual alive. He's ready to slay Harald next. You can:

- Tell Sven you can't let him kill Harald. You must then fight Sven and his three guards.
- You can stay out of Sven's business, and let him murder Harald.

Either way, the quest concludes.



Items: Crowns and Clan Hindar Sword

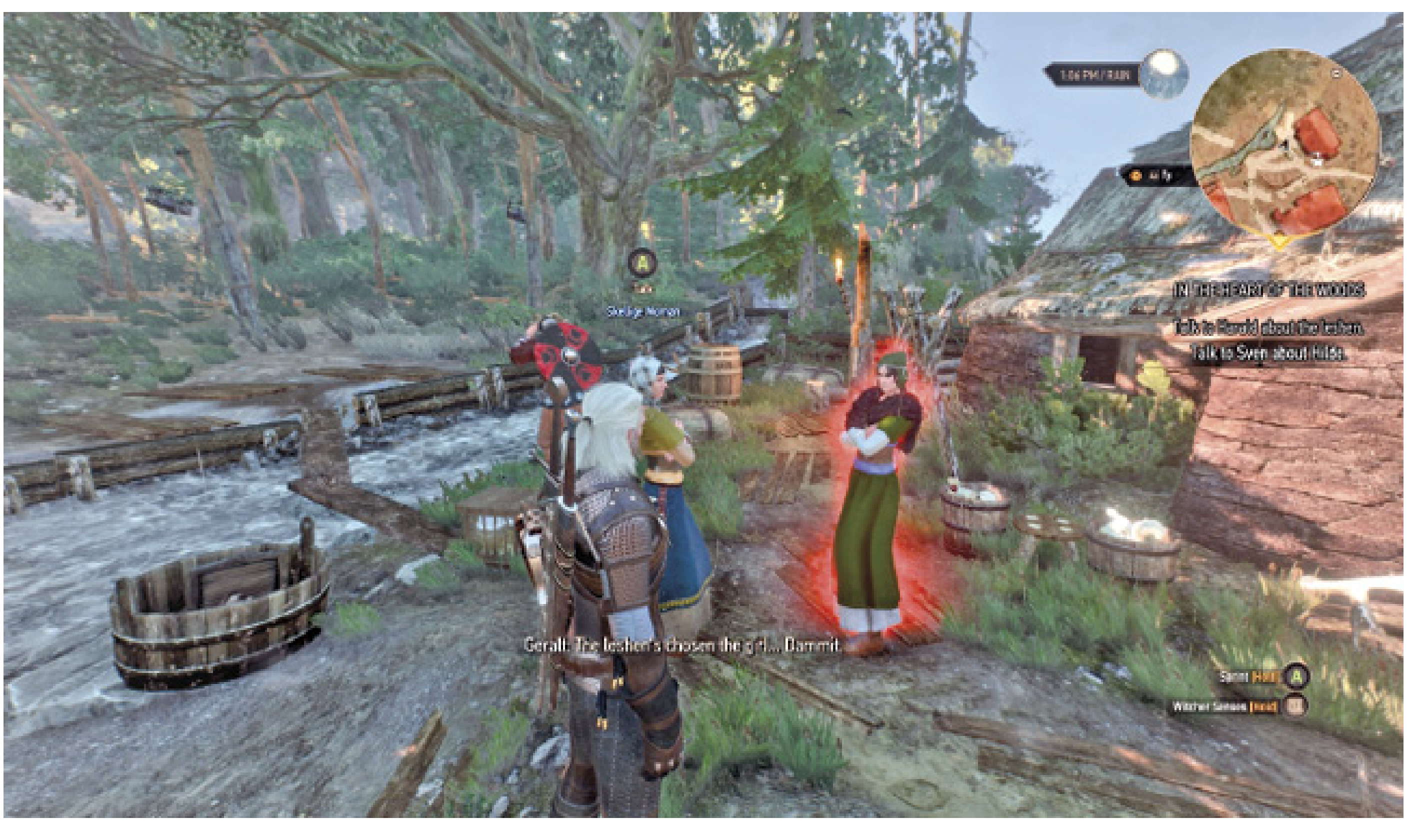
In The Heart Of The Woods

Stepping Forward With Sven: Snuffing Out The Woodland Spirit

OBJECTIVES

- Find the person marked by the leshen.
- Talk to Sven about Hilde.

Choose Sven's way, and begin a meticulous search of marked villagers. Sven isn't correct about Harald. In fact, it is the washerwoman Hilde. You'll usually find her near the irrigation stream to the north of the village, that bears the leshen's mark. Return to Sven, who's making unsubstantiated claims about the village elders mating with beasts. He's taken aback when you reveal the marked villager is Hilde. His hubris shrivels away, and he agrees to the banishment you recommended. However, if you told Sven that they need to get rid of the marked person, and he doesn't know it's Hilde, she is taken away and killed. You are now free to destroy the leshen's three totems (see below).


IN THE HEART OF THE WOODS
Talk to Harald about the leshen.
Talk to Sven about Hilde.
Geralt: The leshen's chosen the girl... Dammit.

OBJECTIVES

- Destroy the leshen's totems (3).
- Find the leshen by using your Witcher Senses to follow the sounds it makes.

Enter the woods again, and search for the three small objective areas. Beware of wolves; they are a constant nuisance during your search and destruction. When you reach a totem (a collection of animal bones and skulls fashioned into a fetish), utilize your Igni Sign and burn each into cinders. The leshen has sensed you and sends tree roots to stab and wound, and more wolves to waylay you. Keep moving and dismantling totem as you go.

When the third totem is burning, locate the objective area, and use your Witcher Senses—the echoes of the angered leshen can be "seen" as gray circular pulses. Approach them and the leshen duly appears.

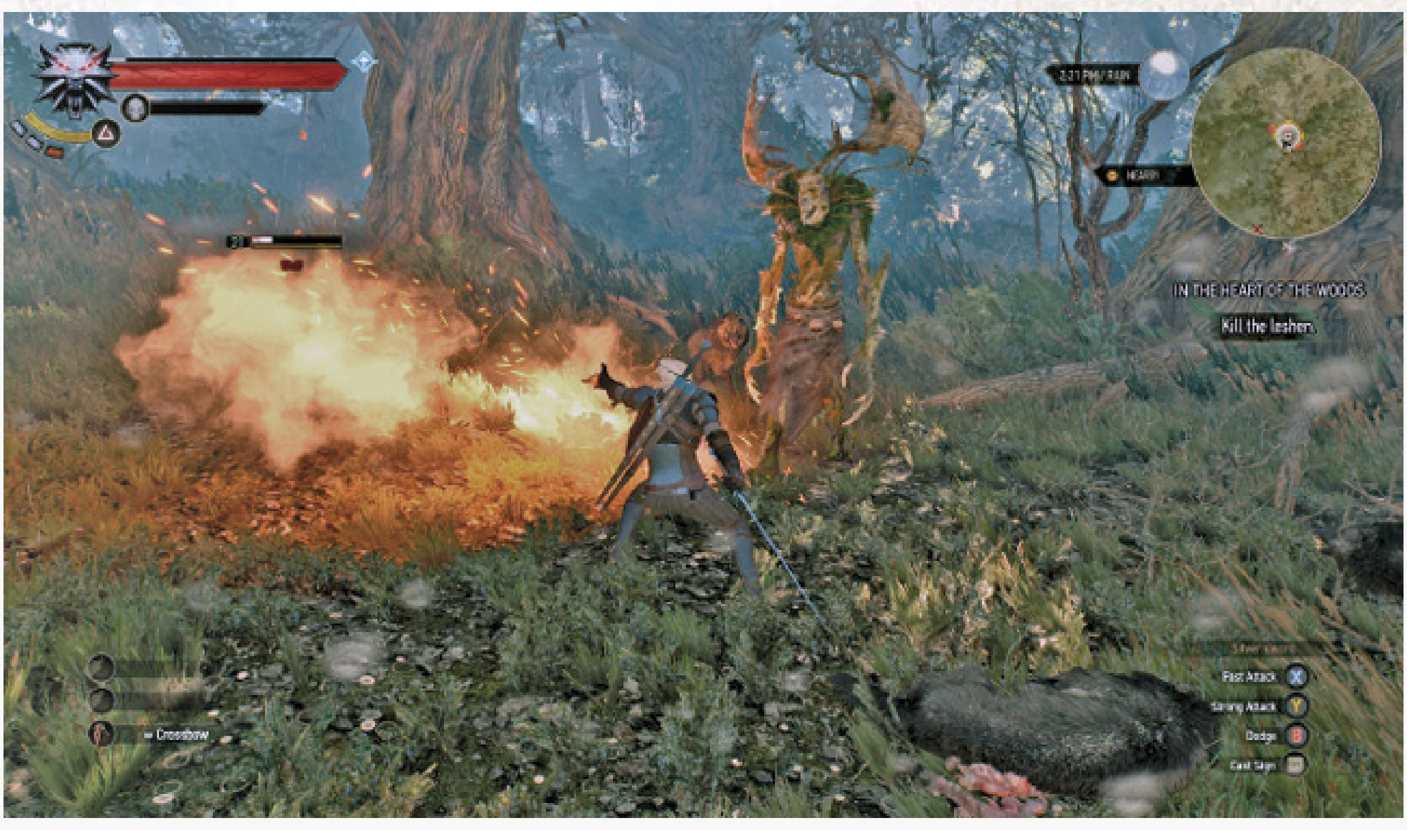
LESHENING YOUR CHANCES OF SURVIVAL?

Should this ancient spirit be causing you more than a little trouble, consult the Bestiary for the finest methods in leshen chopping.

OBJECTIVES

- Kill the leshen.
- Collect your trophy.

Out of the forest a giant, skull-faced spirit summons its flock of ravens, three ravenous wolves, and attacks with tree roots and a variety of slashing from its mighty claws. Use trees for cover as you defeat this hardy opponent.



Items: Ingredients: Ancient Leshen Mutagen, Leshen Resin, Quest Item: Leshen Trophy

SVEN'S WAY: USURPER

OBJECTIVES

- Collect your reward from Sven.

Return to Fayrlund. Meet Sven at the tree carved totem in the middle of the village, where he has murdered Harald and the elders. Not to worry, your agreement still stands and your coin is awarded. Other villagers are shocked at the bloodshed.

You can:

- Tell Sven you can't let this murder slide, and that everyone saw it happen. You must thenleave them, and stay out of his business.
- You can stay out of Sven's business.

Either way, the quest concludes.

Items: Crowns, Reaver's Boots

Never Trust Children (II)*

A Likely Lad

DANGER ALERT SPOILER ALERT

NEVER TRUST CHILDREN (II)*

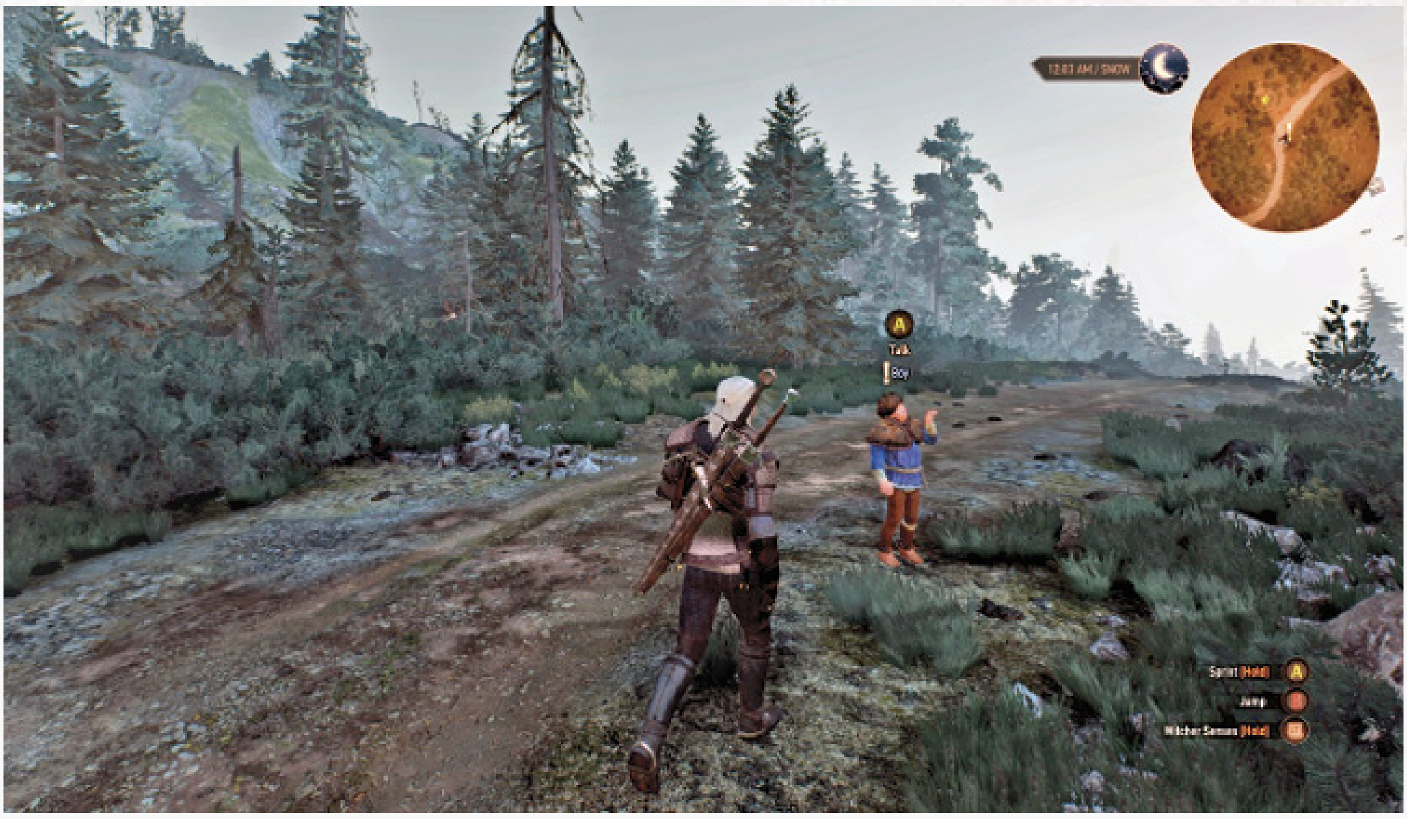
LOCATION: Sund
CHARACTERS: Boy
ENEMIES: Bandits

OBJECTIVES

- Nearest Signpost: Southwest of Sund.

As you venture along the wooded pathway heading from Sund to Arinbjorn, you may come across a forlorn lad, standing in the road. Speak with him, and he explains his father had been mauled by a bear, and points to the side of the pathway before scarpering.

Ignore the kid. He's simply a diversion so you'll trek into the thickets and be set upon by three bandits. Of course, they weren't banking on being skewered by a swordsman such as yourself. Slay them all and the quest completes.



NOT NOVIGRAD

This quest is not related to the one of the same name occurring in Novigrad.

The Nithing

Nithing To See Here

DANGER ALERT! SPOILER ALERT

THE NITHING

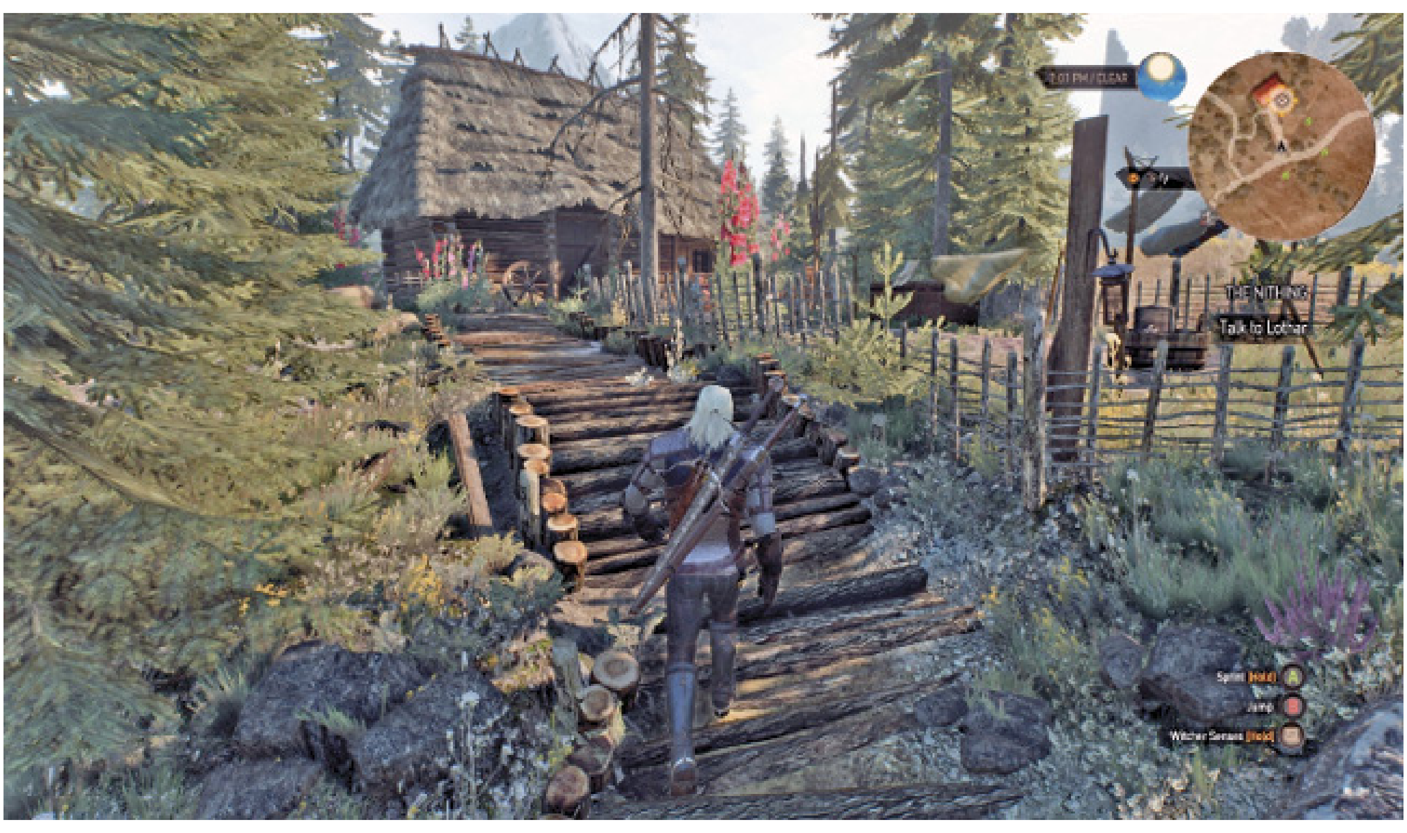
LOCATION: Rannvaig

CHARACTERS: Lothar, Jonna the Herbalist

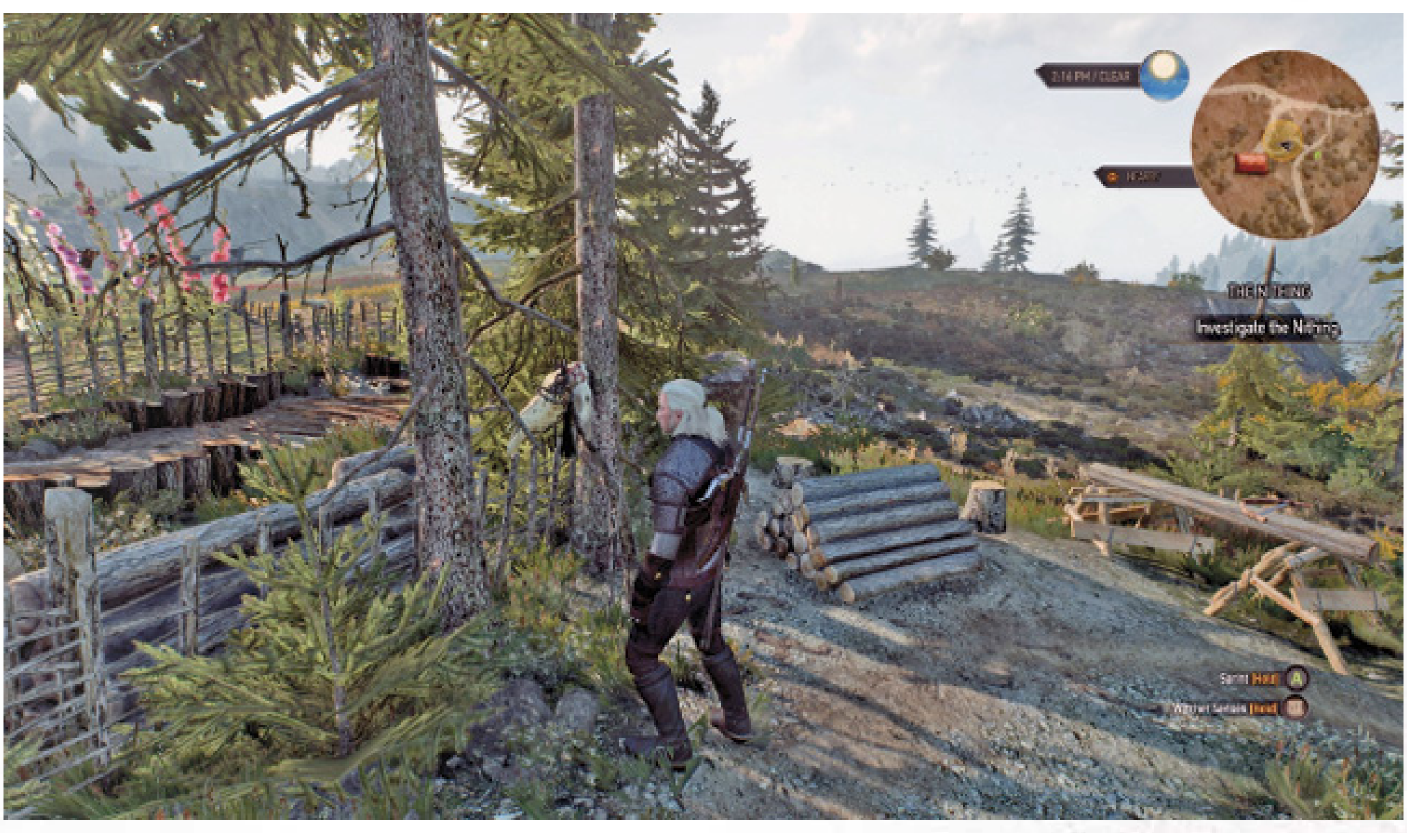
OBJECTIVES

- Talk to Lothar. Investigate the Nithing.
- Follow the tracks and scent using your Witcher Senses.

Check the Notice Board a little way from the beach in Rannvaig, and tackle the following request—marked "Nithing." It seems a local man named Lothar is having trouble with a cruel and treacherous curse. Locate the abode of the blighted Lothar, and find him tending to his garden. Ask about the curse, and he explains a horse's head on a pole has appeared, with the named of his first-born Tjalve carved on it. Now his son has a fever.



Move to the nithing itself, a slightly unpleasant mass of skull and wood bearing Tjalve's name. But there are footprints leading away from the totem.These are tracks to follow (using your Witcher Senses) through the undergrowth to a dead tree where a woman's shawl was dropped. It has a distinctive pattern and smell. Pick up the odor, and follow it back into Rannvaig.

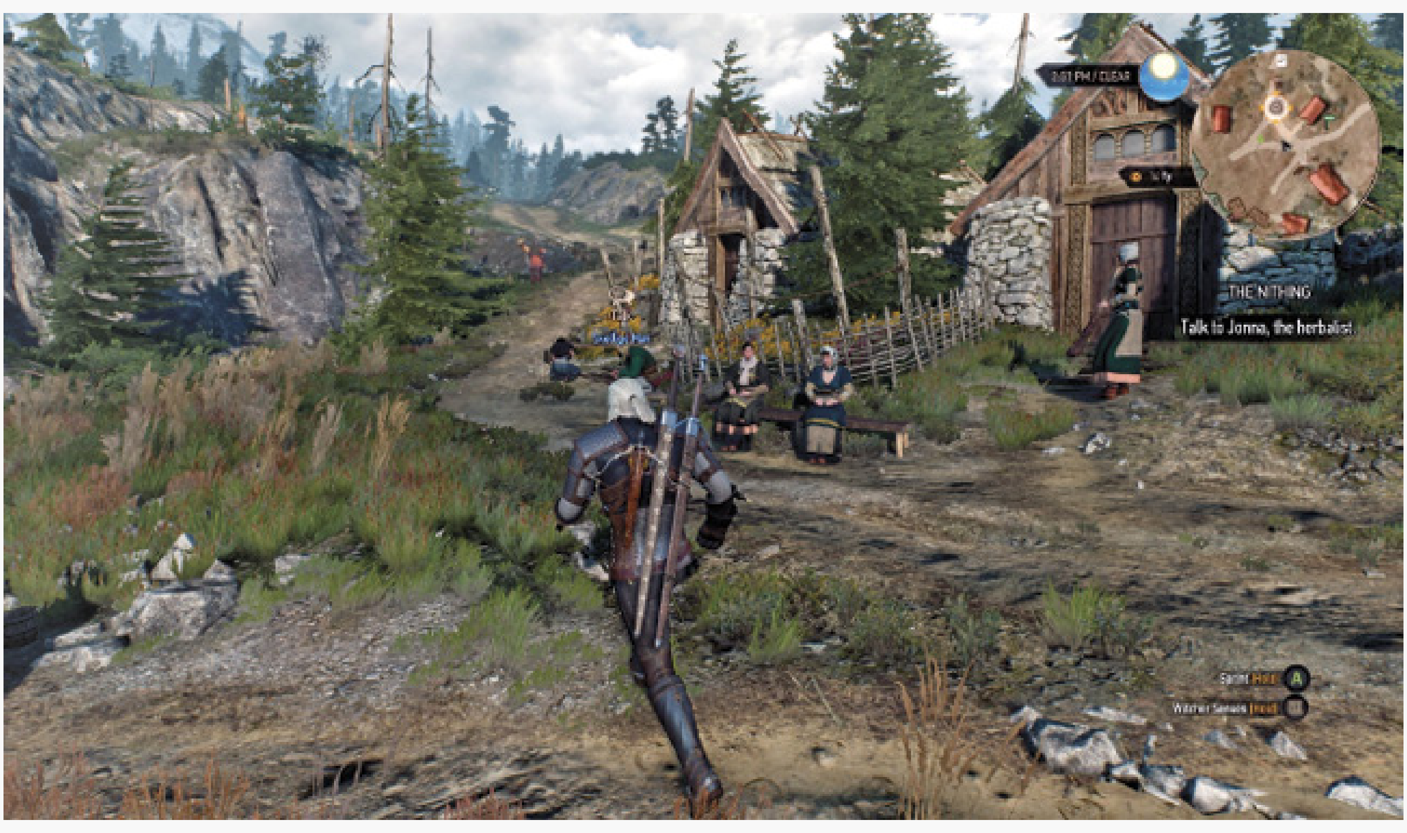


OBJECTIVES

- Ask about the shawl's owner.
- Talk to Jonna, the herbalist.

Jonna the Herbalist

Step into the objective area around town, and begin to quiz the peasants about the shawl. One of the women recognizes it as belonging to the herbalist Jonna. Locate her close to her small dwelling, and speak to this jealous woman about lifting the curse. She tells you how to lift the curse, though Lotar might not be happy.



The Nithing

End: Sowing His Seed With The Herbalist Hussy

OBJECTIVES

- Talk to Lothar about how to lift the curse.

It seems Lothar has been more than economical with his lovemaking, and Jonna wants him back in her arms. He doesn't want this though, as it will shame his wife and family.

You can coax him into one of the following, when Lothar wishes death upon Jonna:

- Say "can't do that", and he reluctantly heads to Jonna, to save his son and take responsibilities for his actions. The quest concludes.

- Say "so be it", and help Lothar, despite the newly gathered information. You need to reverse the nithing's curse. Head to it and inspect it and inscribe a new target on the shaft. Now return to Lothar for your reward. Afterward, when you return to Rannvaig, your inscription has resulted in the death of Joanna (though you aren't suspected). You've lost a prime source for rare herbs and recipes.

After either decision is made, the quest concludes. If you reverse the curse on Janna, Lothar awards you with crowns.

Items: 60 Crowns

Peace Disturbed

Tomb Raider

DANGER ALERT
SPOILER ALERT
PEACE DISTURBED

LOCATIONS: Crossroads, Wraith's Crypt

CHARACTERS: Skellige Women

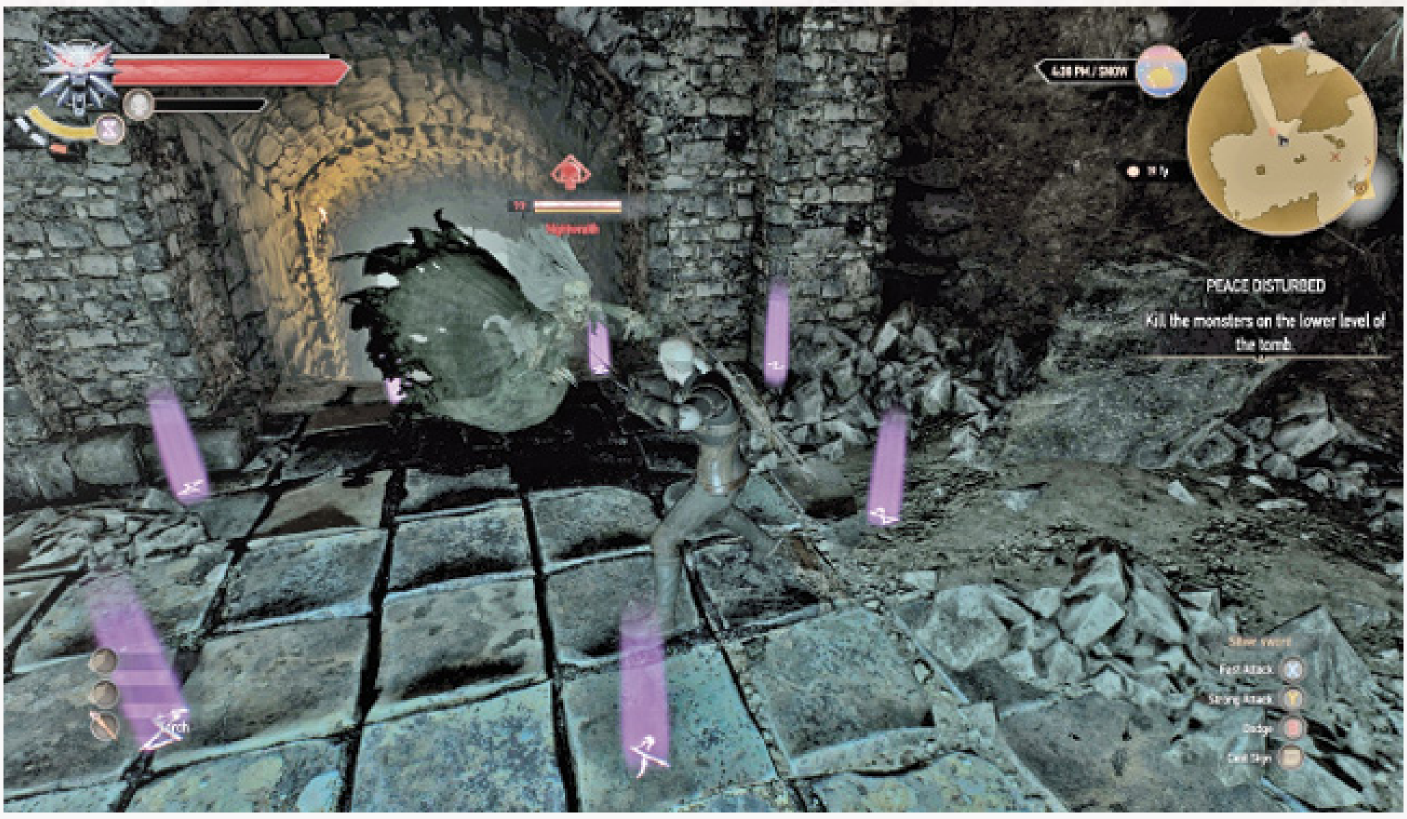
ENEMIES: Wraiths, Nightwraith-

OBJECTIVES

- Enter the tomb.
- Kill the monsters on the lower level of the tomb.
- Talk to the women waiting outside.
- Nearest Signpost: Crossroads.

Take a right turn down a dirt path just north of the Crossroads signpost on the on the central western coastal path of the main isle, southeast of Kaer Trolde Harbor. The trail leads to an ominous crypt entrance, and two Skellige women who tell you they're collecting nails cut from corpses to build cursed longships with. They're also hoping you'll rid the nearby crypt of any ghosts to increase their haul.

Enter the large entrance crypt, where you're able to blow out (and re-ignite) the candles atop the many coffins. Head into the tunnel to the northeast, down the steps, and slay a single wraith at the alcove corner. Then venture deeper into the lower chamber. Two more wraiths must be snuffed out in this alcove tomb.


PEACE DISTURBED
Kill the monsters on the lower level of the tomb.
Fast Attack
Strong Attack
Dodge
Cast Sign

Then it's a wander down a tunnel to the north, to the lowest tomb sanctum. Two wraiths and a nightwraith are lurking lurking in the lowest level of this crypt. Kill the nightwraith, and all other wraiths are banished. Once you are victorious, retrace your steps back to the surface, and explain that the tombs have been cleansed. Well done, Witcher. A sacrifice to Freya will be made in your name.

Gremist The Venerable Alchemist

DANGER ALERT SPOILER ALERT

PRACTICUM IN ADVANCED ALCHEMY

LOCATIONS: Gedyneith, Morskogen Forest, Succubus' Cave, Distillery, Blandare

CHARACTERS: Quarreling Druid, Gremist, Druid Tracker, Ramund, Succubus, Fritjof

ENEMIES: Ghouls, Cyclops, Foglets

OBJECTIVES

- Ask the druid about Gremist.
- Nearest Signpost: Gedyneith.

QUESTING DECISIONS

This quest is available when you visit the druid's sacred oak in the ceremonial heath of Gedyneith, in eastern Ard Skellig. It can also be started by asking alchemists throughout the lands (including Velen and Novigrad) for a master alchemist once you have this option.

Gremist

Travel down to the cave by the pond, at the foot of the heather slopes, and listen to a conversation between two druids. Approach the less senior of the two and ask about Gremist.

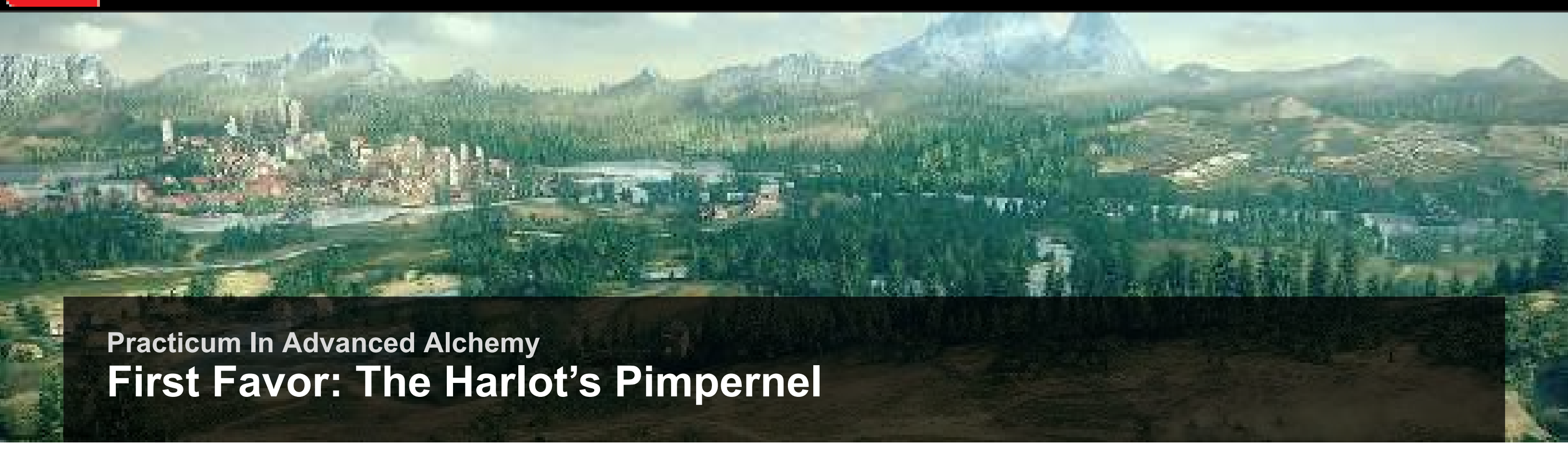
Apparently he is an exceptional alchemist, but as stubborn as an ass. He has many formulae in his head, but will not share them. Move on to Gremist himself, who isn't the friendliest of sorts. Ask him to teach you alchemy. The answer is emphatically negative. Ask how he can be convinced (or that you'll be a good student). He softens a little. He is preparing a tricky ritual, and requires assistance—three favors before he'll accept you as an apprentice:

- Bring him a pimpernel from the Morskogen Forest.
- Obtain and return with a bottle of spirit from the old distillery on Hail Hill.
- Finally, convince Fritjof (who lives near Blandare) to help Gremist perform the rite.

Agree to these demands, and don't forget to ask for further information on each favor before you depart.

THREE FAVORS

The three favors can be attempted in any order (though the quickest route is to complete the Blandare favor first, then the forest, and then the distillery). All three favors take place on Ard Skellig, between the center of the island (Blandare) and the southeast (the distillery).



Practicum In Advanced Alchemy

First Favor: The Harlot's Pimpernel

OBJECTIVES

- Find a pimpernel in the forest.
- Search the woods for the missing apprentice and some pimpernel.
- Nearest Signpost: South of Druid's Camp.

SECOND FAVOR

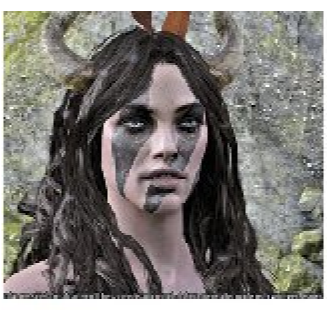
This favor should be completed second, if you're concerned about an optimal route between each favor.

Ride south until the calm forests become more windswept, and the pine trees a little more ragged. In the large Morskogen valley (where the magical cataclysm took place), attack any white wolves you wish, then gallop to the objective area where pimpernel is said to grow, and inspect the bush the ingredient grows on. It seems it was picked recently.

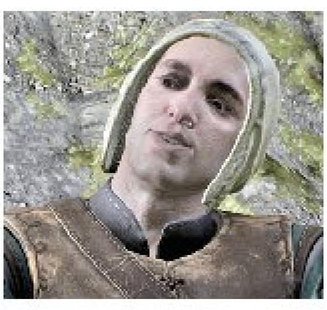
Someone else is in the undergrowth—a druid also sent here by Gremist. In fact, a multitude of apprentices have attempted to find this flower, but all have returned unsuccessfully, and unwilling to explain what they found. Recently, one druid failed to return at all. You agree to search the vicinity with this druid tracker. Use your Witcher Senses:

- You uncover some hoof marks in the undergrowth. Head southeast.
- The marks become a trail leading up-slope, to the south. They are bipedal, so not from a horse.

A number of footprints (some fresh, others faded); they all lead up the slope roughly southeast. Follow them.



Succubus



Ramund

There is sound of torture ahead. No wait, it's the sounds of tickling. A young druid named Ramund is giggling with a succubus (now you know why the apprentices were reluctant to explain what they experienced). The tracker druid is most perturbed, and claims Ramund has had an addling spell cast upon him. He readies his staff for combat. You can:

- Agree with the druid (that the succubus needs to die) and she will defend herself.

OBJECTIVES

- Kill the Succubus.

This is a tricky fight. The succubus is a powerful creature that uses magic, and the terrain is not condusive to dodging. Be mindful of her spells and get in close when you can to deliver blows. Slay the succubus and witness a very disturbed Ramund curse you and storm off, with the druid you helped thanking you before he chases the perturbed apprentice.

OBJECTIVES

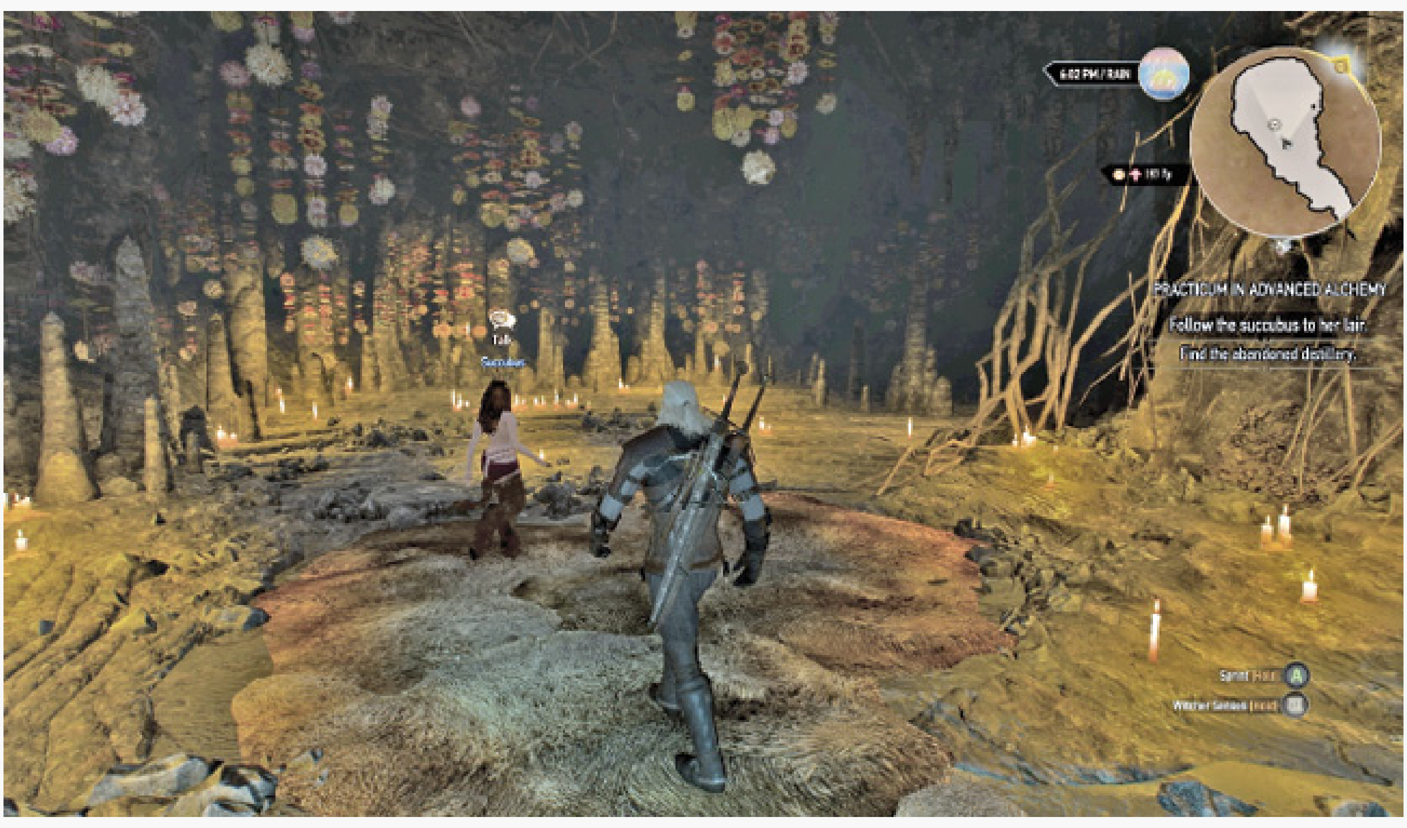
- Use your Witcher Senses to find and pick a pimpernel.

You can detect the succubus' scent easily once she is dead. Use your Witcher Senses to follow it, eventually finding a cave. Enter the cave and find that the succubus has been collecting flowers for a while. Maybe she wasn't so bad after all? Regardless, using your Witcher Senses you can identify and pick the pimpernel.

OBJECTIVES

- Follow the succubus into her lair.
- Find and pick a pimpernel.

Or, you can side with the succubus, explaining that she's mostly harmless. The fuming druid storms off, muttering something about returning with reinforcements. Ramund is sent off to pick flowers.



6:02 PM / RAIN
PRACTICUM IN ADVANCED ALCHEMY
Follow the succubus to her lair.
Find the abandoned distillery.
Sprint
Witcher Senses

The succubus is surprised you sided with her (especially since she has no intention of coupling with you). Tell her there's another way she can repay you. Follow her along the path, then into her nearby cave lair. It is adorned with bellflowers, kingcups, violets, and most helpfully of all—pimpernels. Use your Witcher Senses if you need to, locate the pimpernel and pick it. The first favor concludes.

Items: Quest Item: Pimpernel

PRIMA GAMES

Practicum In Advanced Alchemy

Second Favor: That’s The Spirit

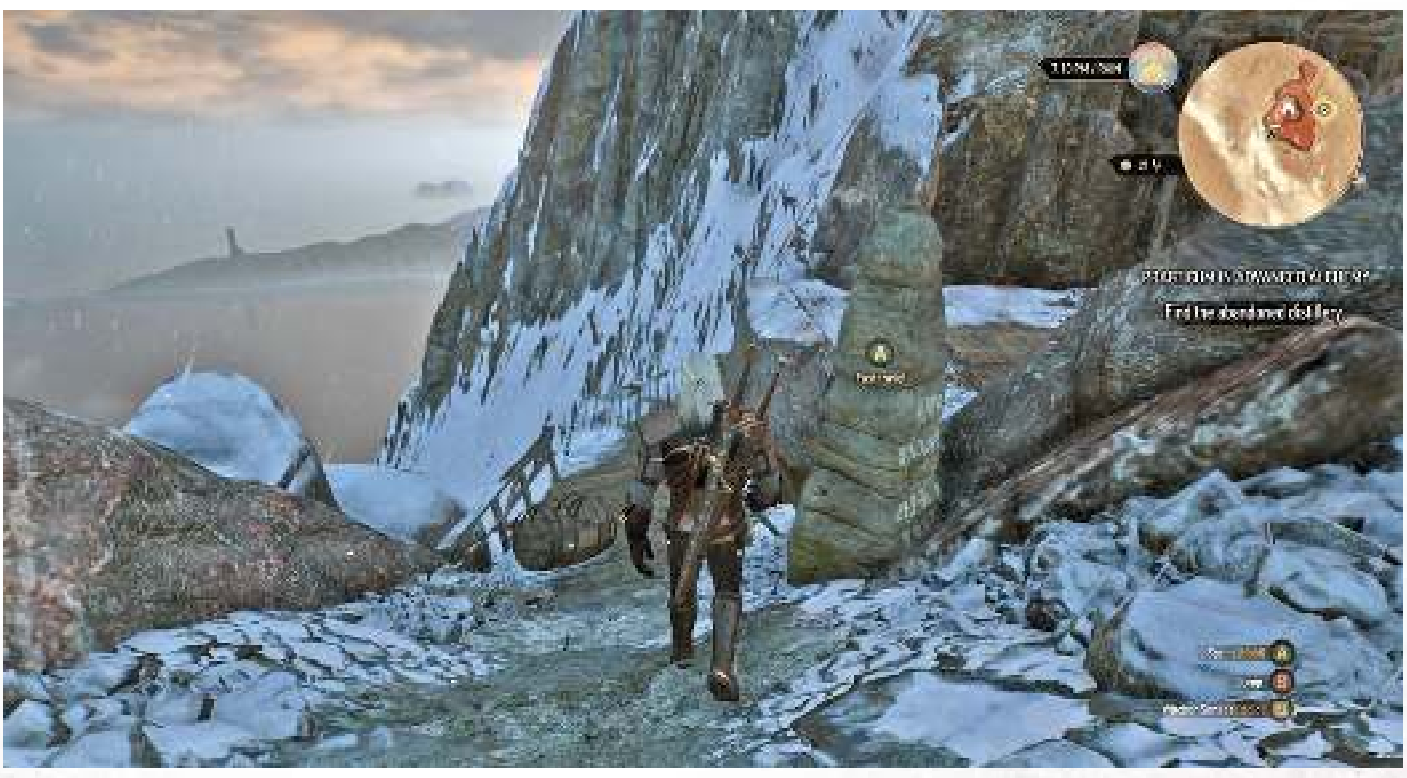
OBJECTIVES

- Find the abandoned distillery.
- Search the distillery for instructions on how to produce alcohol.
- Read the instructions.
- Find the Mash.
- Use the machine to produce alcohol.
- Nearest Signpost: Distillery.

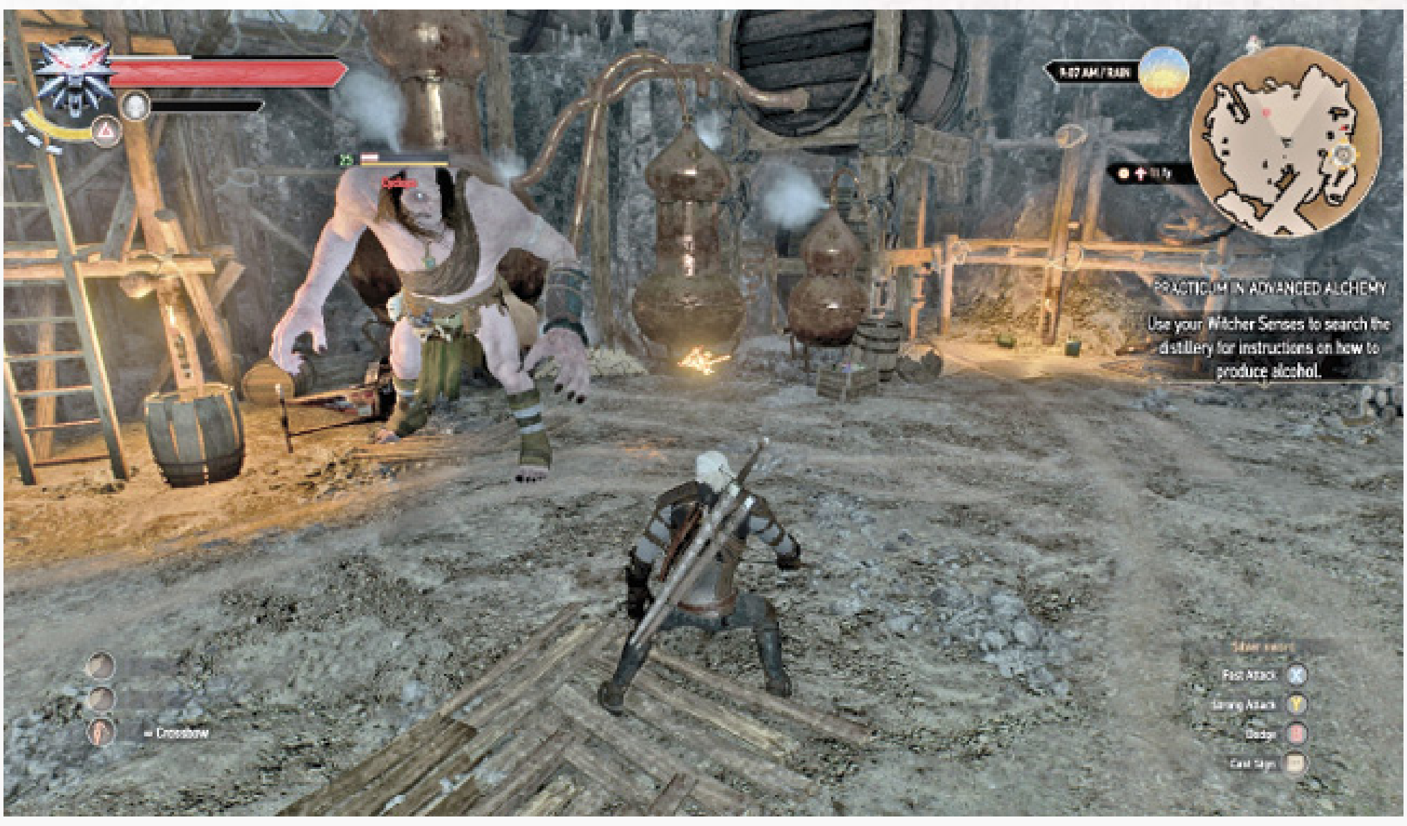
COMPLETE THIS THIRD FOR SPEED

This favor should be completed third, if you’re concerned about an optimal route between each favor.

Hike up past the snow line in a southeasterly direction from the succubus’ cave, utilizing the rocky path to ensure you don’t slip and kill yourself (should you venture into the steep slopes of this part of Ard Skellig). At the top of the mountain peak is a flat icy ground, where ghouls are prowling.



This was the location of the distillery storage, but this has long since collapsed and blown away, leaving only a few corpses which attracted the ghouls. Travel down the steep slope to the south towards a rickety wooden bridge and platform up into a tall cave underneath the ruins. These are the ruins you’re looking for.


PRACTICUM IN ADVANCED ALCHEMY
Use your Witcher Senses to search the distillery for instructions on how to produce alcohol.
Crossbow

The cave is currently home to a lumbering cyclops. Not for long. Once it has been cut down to size, use your Witcher Senses, and inspect the premises:

- The huge boiling vats are intact, though tarnished.
- The wooden scaffold has a ladder to climb, and a platform where you can find some mash.
- A small raised cabin has some distilling recipes on a bed. On an adjacent bed is an open log book. Gather and read both of them.

Items: Quest Items: Mash, Distiller’s Letter, Distiller’s Log

Now step over to the distilling machine, examine it closely, and look for a metal vat to add your mash to. Once added (from your Quest menu) it must be boiled. Use Igni a number of times to light the fireplace and rapidly heat the base of the vats. When you mention the vats are hot enough, and must be cooled down, move to the levers on the side of the brewing machinery. Remember the instructions you read—pull the right lever first, then the left, opening a series of valves that cool the vats down with water, and complete the brewing process. Gather the Skellige spirit from the barrel and leave, watching for encroaching ghouls as you go.

Items: Quest Item: Skellige Spirit

Practicum In Advanced Alchemy

Third Favor: Fritjof Is Feeling Parched

OBJECTIVES

- Find a druid in the nearby village and convince him to talk to Gremist.
- Go to the ritual site with the druid.
- Defend the druid while he completes the ritual.
- Nearest Signpost: Blandare.

FIRST FAVOR FOR THE SAKE OF SPEED

This favor should be completed first, if you're concerned about an optimal route between each favor.

Make the trip to Blandare in the center of Ard Skellig. Visit the crossroads in the middle of the village, where Fritjof the druid is located. He agrees to meet Gremist, but he has other concerns at the moment; the drought ravaging the village, for starters. Agree to defend the druid after he summons the rain, should Mother Nature be angered by such a ritual. Head northeast, across the planted field, following the druid who has already instructed his pet warg to round up a couple of goats and sheep for the sacrifice.

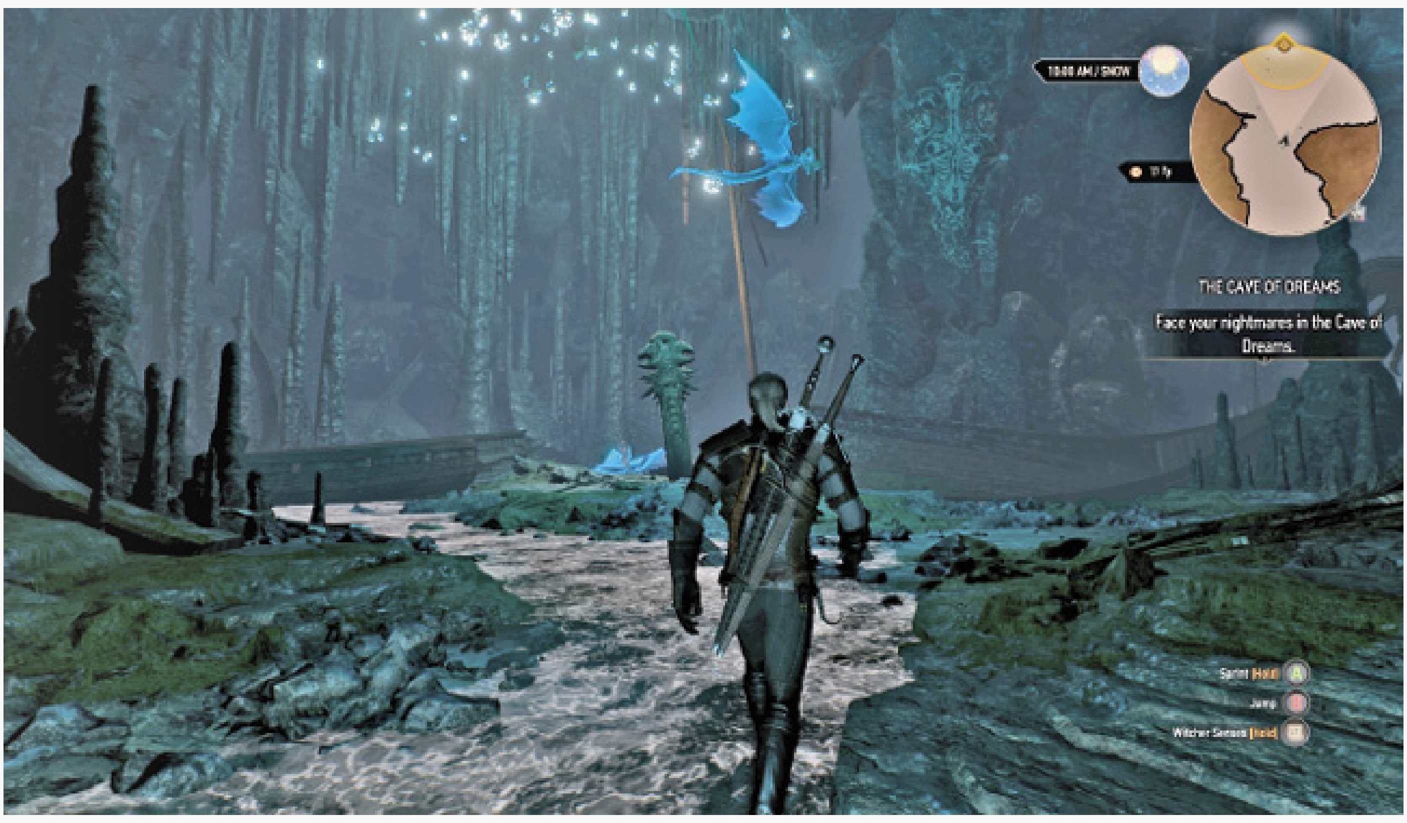
Fritjof is almost immediately successful after he slaughters his animals. Sitting cross-legged at the sacrificial altar on the field, he continues his prayers while foglets are summoned with alarming frequency. With one eye on Fritjof's health, advance and defeat the foglets that appear. Expect around eight or nine in groups of three. Don't venture too far from Fritjof as the foglets immediately swarm and attack him, and he cannot take too many strikes.

END: STIMULATION AND ASSIMILATION

OBJECTIVES

- Return to Gremist.
- Wait till the next day.
- Talk to Gremist about your reward.

Make the journey back to Gedyneith, finding and opening the wooden door at the cave entrance by the pond. Gremist is inside, puffing away at a pipe with Fritjof. As you've completed the three favors, Gremist agrees to begin his lengthy ritual, but you are forbidden from watching. Step outside, and wait. Once you've completed other quests, or simply meditated for one entire day (or multiple times during a day and night cycle), return to the cave, where Gremist and Fritjof are lolling around, drunk off their feet. A complicated rituatl indeed! Join them for a tipple, while collecting the following rewards:



Items: Ingredients: Sulfur (5), Alcohest (5), Han Fiber (5), Saltpetre (5)

The Sad Tale Of The Grossbart Brothers

I Am The Best. Always Was.

DANGER ALERT SPOILER ALERT

THE SAD TALE OF THE GROSSBART BROTHERS

LOCATIONS: Blandare, Grossbarts' Grotto

CHARACTERS: Djenge Frett

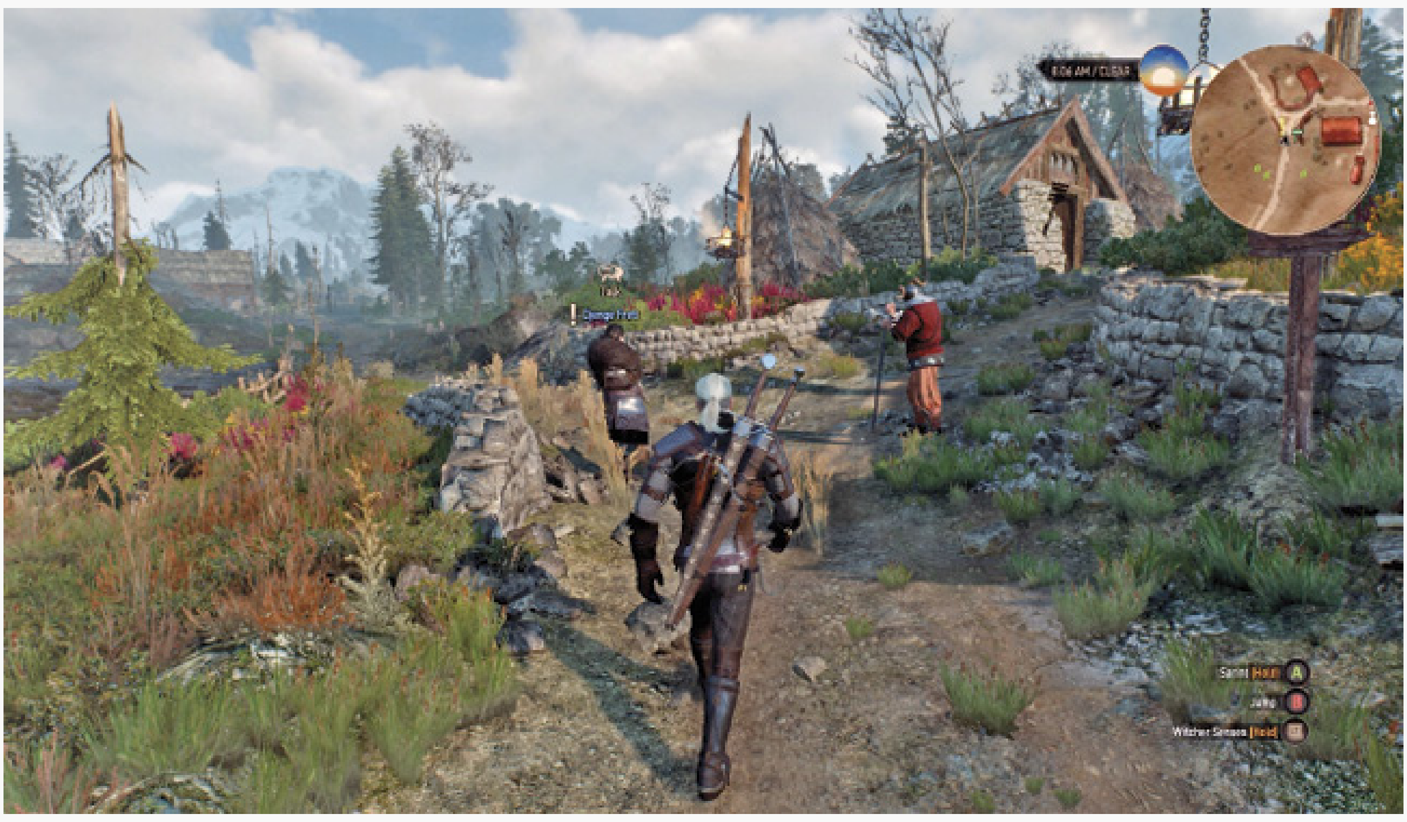
ENEMIES: Hegal Grossbart, Jesse Grossbart, Manfred Grossbart

OBJECTIVES

- Look for the Grossbart brothers in southern Ard Skellig.

Djenge Frett, Bounty Hunter

A shaggy-coated man stands at the crossroads in the town of Blandare (central Ard Skellig). Approach him, he has work if you're willing to partner with him. He introduces himself as Djenge Frett—apparently a renowned mercenary in these parts. He's after the Grossbart brothers. A trio of rapists and murderers who wear yellow caps on their heads.



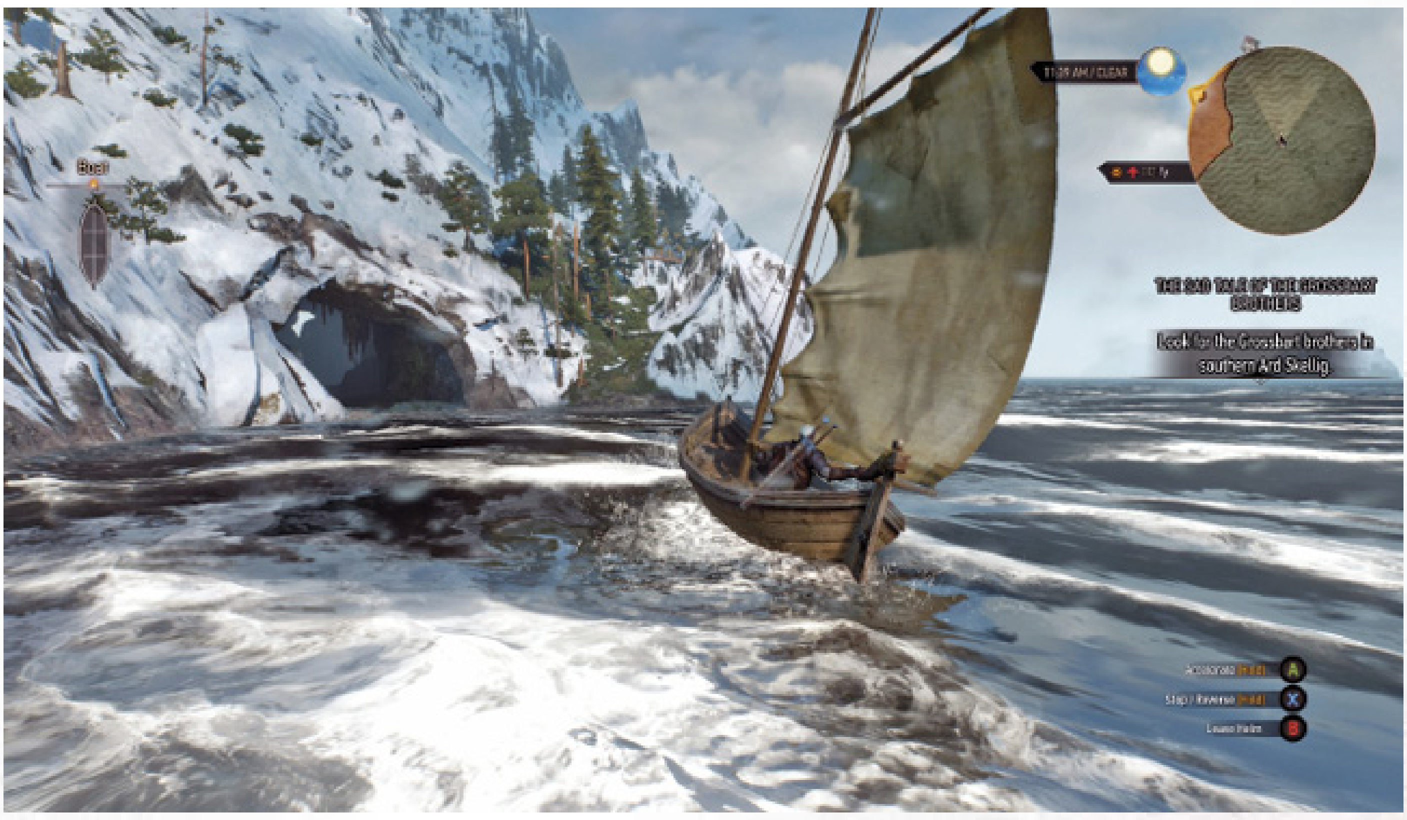
The Sad Tale Of The Grossbart Brothers

End: Witcher, There Can Be No Mistakes This Time!

OBJECTIVES

- Help the bounty hunter deal with the Grossbart Brothers.
- Nearest Signpost: Grotto, southeast of Distillery.

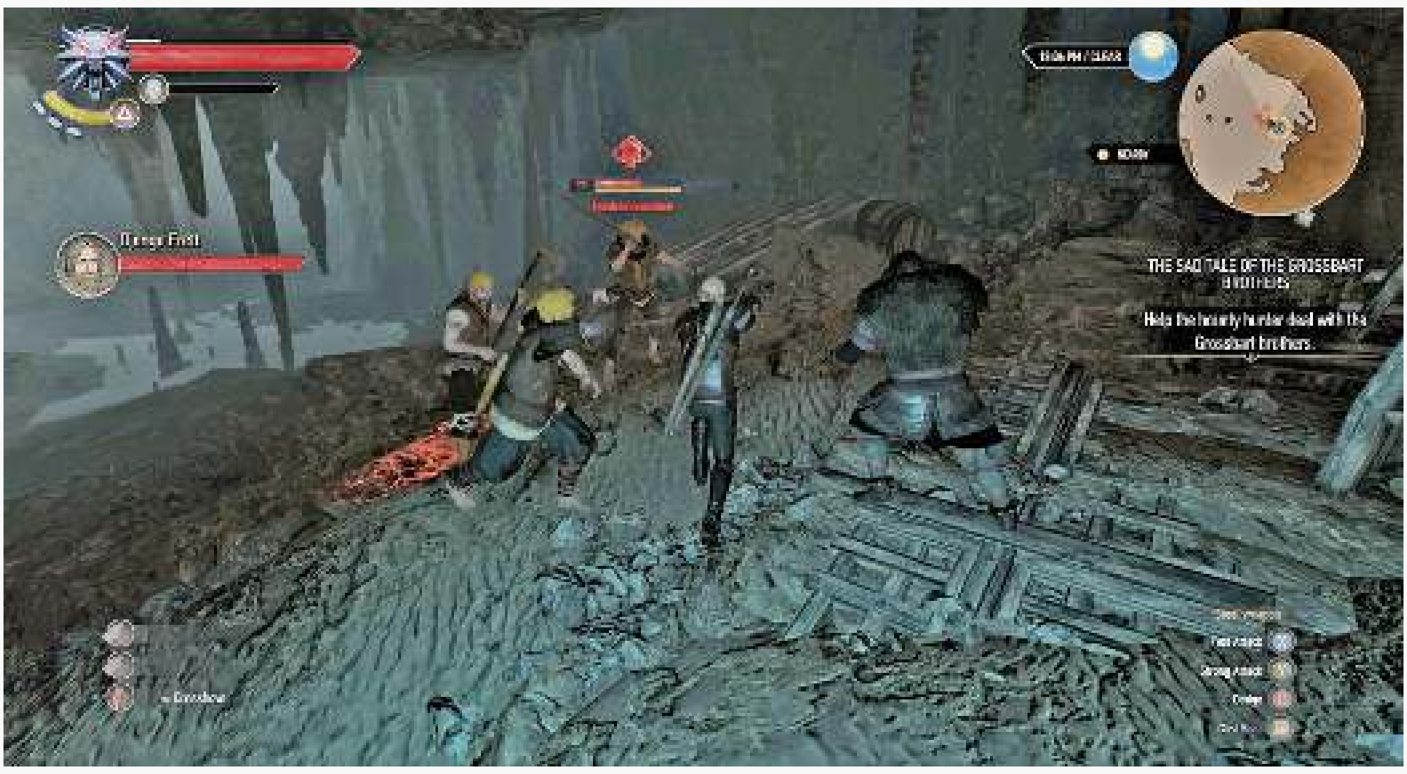
Your objective mentions the vague (and vast) area of southern Ard Skellig, but the Grossbart Brothers are holed up more precisely in an underground grotto, just above sea level, along the southeastern coast of the island. You may wish to journey to Palisade and trek eastwards, before working your way south along the coastline. Or simply take a boat from Fyresdal around the coast until you discover the grotto entrance at the shore.


Boat
11:29 AM / CLEAR
THE SAD TALE OF THE GROSSBART BROTHERS
Look for the Grossbart brothers in southern Ard Skellig
Accelerate (Hold)
Stop / Reverse (Hold)
Leave boat

STAY OFF THE MOUNTAINS

Wandering the icy mountains directly above the Grotto, in the vicinity of the Distillery, offers only a fruitless and dangerous hike.

Enter the Grotto, and meet up with Djenge Frett in the entrance tunnel. Agree to help him, and follow him into a wider chamber, where the yellow-capped scum are camped. Charge in and slay any and all of the three brothers you wish. When Hegel, Jesse, and Manfred Grossbart are sent into the afterlife, your final conversation with Frett occurs (unless he dies, in which case the quest fails), as you're rewarded and the quest concludes. Feel free to loot the Grotto afterwards.


Djenge Frett
NORTH
THE SAD TALE OF THE GROSSBART BROTHERS
Help the bounty hunter deal with the Grossbart brothers.
Fast Attack
Strong Attack
Dodge

Items: Crowns

DANGER ALERT

SPOILER ALERT

SHOCK THERAPY

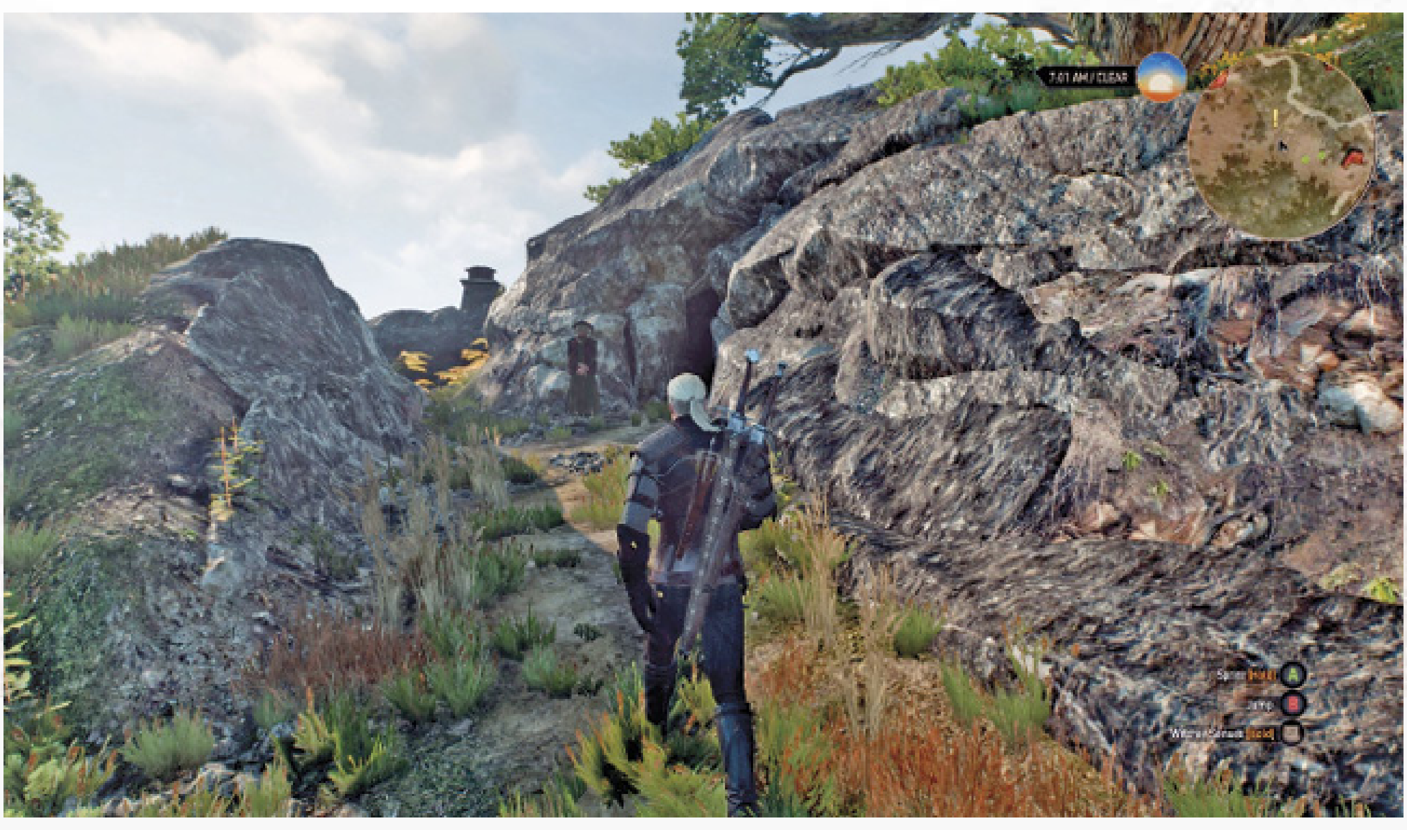
Converging Quests: Main Quest: Destination; Skellige
LOCATION: Gedyneith
CHARACTERS: Druid, Egill
ENEMIES: None

OBJECTIVES

- Go visit Egill.
- Help Egill recover his voice by giving him a scare.

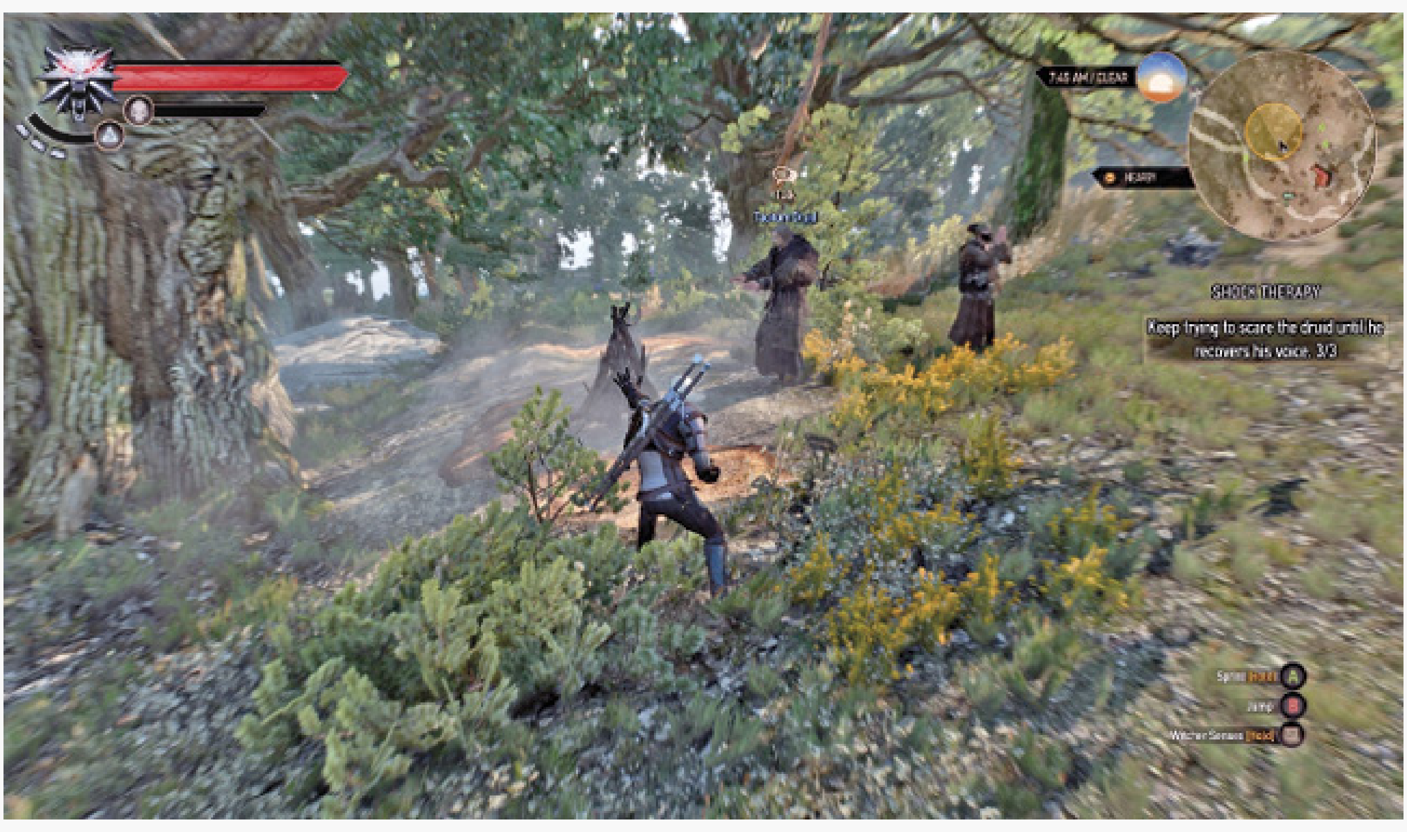
Egill

The ancient oak tree of Gedyneith is a place of meditation for many of Skellige's religious folk, but a few have taken this to an extreme. Head up the craggy hillside just east of the marker, and you'll speak with a concerned druid, who hopes you might jolt his friend Egill out of his imposed silence. You're offered the prospect of an excellent Gwent card for your troubles.



The silent druid is sitting or standing around his campfire, close to the woods just below you. Speak with him for a one-sided conversation, which ends in a one-fingered gesture of displeasure.

As you're here to scare him into speaking, it's going to take a few magical encouragements (the following steps can be done in any order, but only when he moves close to each area).



7:45 AM / CLEAR
SHOCK THERAPY
Keep trying to scare the druid until he recovers his voice. 3/3

OBJECTIVES

- Keep trying to scare the druid until he recovers his voice (3).
- Return to the druid who gave you the task.

- Step 1: Find the hornet's nest on the tree stump, close to the rock and where Egill is dozing. Step back, and cast Aard, blowing the hornets out of the nest, and causing them to swarm Egill. That helps.
- Step 2: Take your pestering to another level by locating the small campfire that Egill is standing near, and then blow it out using Aard. You can see the druid is silently seething. That helps, too.
- Step 3: Walk to the rack where the druid keeps his pots and pans, and launch an Aard wave into them, so they clatter and make a din.

After the third step, the furious Egill launches a verbal tirade in your direction, which snaps him out of his silence. He's furious with you, but his anger is worth your while. Simply leave him and head up the hill to the small cave entrance where the initial druid requested your help. He's having a laugh about the chaos you've caused. He lives up to his end of the bargain, and rewards you for your troubles as the quest concludes.

Items: Gwent Card: Ioveth

Siren's Call*

Tending To The Flock

DANGER ALERT SPOILER ALERT

SIREN'S CALL*

LOCATION: Arinbjorn

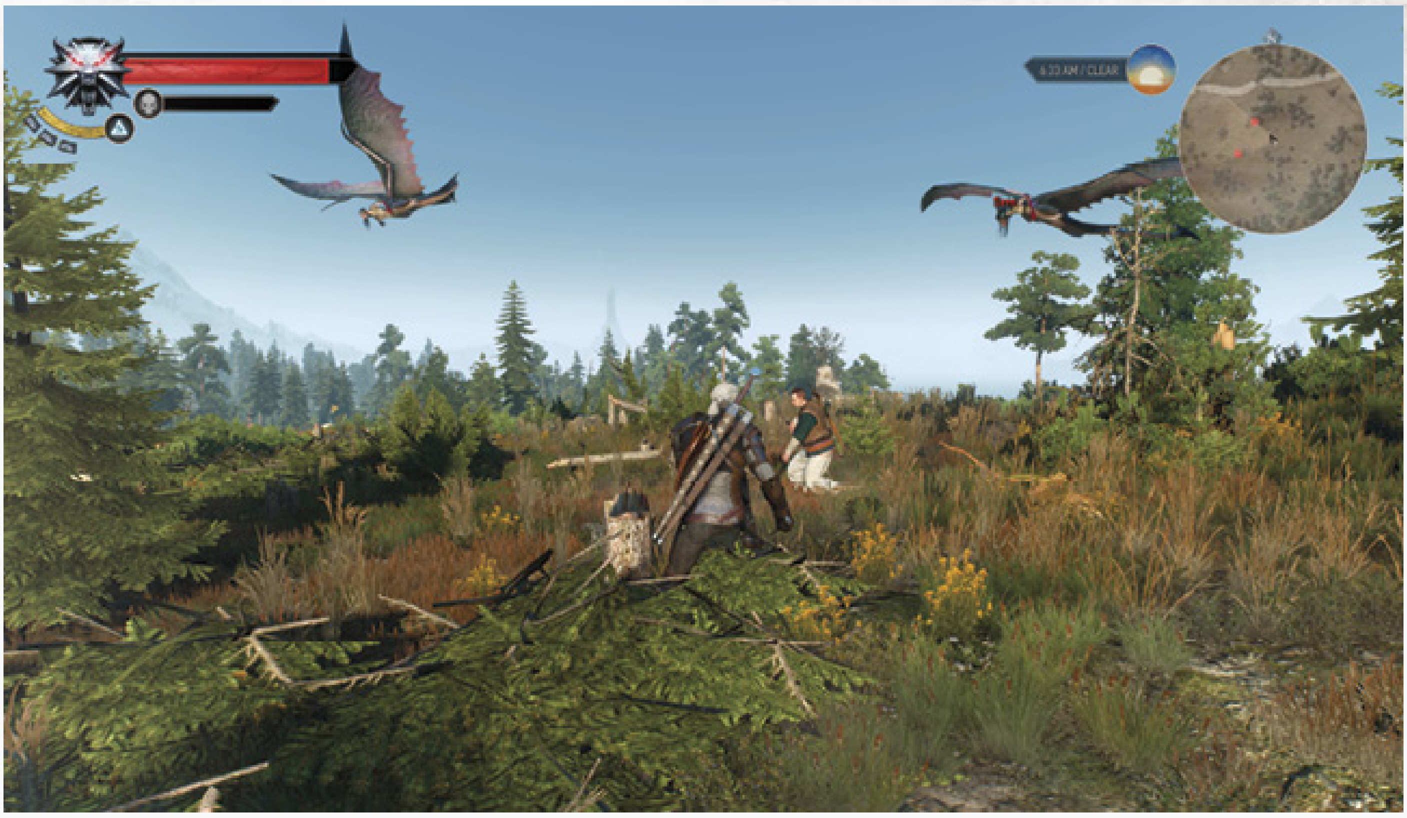
ENEMIES: Sirens

OBJECTIVES

- Nearest Signpost: Just east of Arinbjorn.

If you set out travelling east from Arinbjorn, on the western side of Ard Skellig, beware of your surroundings. In the distance, you may notice two sirens circling an open field.

Close in, and the field is filled with sheep and a shepherd attempting to defend his flock. Help him, slay the sirens, and he rewards you with a small token of his thanks. Ignore him, and later in your wanderings (in any nearby village) you may overhear islanders worrying about the shepherd not returning.



Items: Crowns

Stranger In A Strange Land

Cut Down By Some Miserable S--Ts

DANGER ALERT SPOILER ALERT

STRANGER IN A STRANGE LAND

RELATED QUESTS: Contract: The Phantom of Eldberg, Secondary Quest: The Cave of Dreams

LOCATIONS: Arinbjorn, Kaer Muire

CHARACTERS: Jorund, Leif, Simun Brambling, Madman Lugos

ENEMIES: Kori, Kraki

RECOMMENDED ITEM: Axii Delusion Level 3

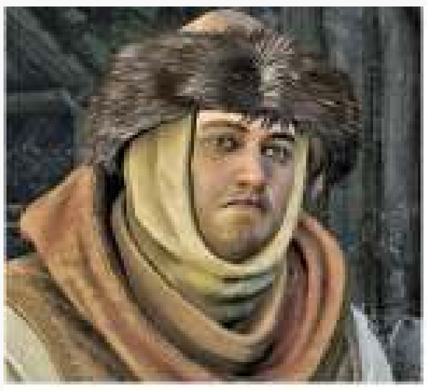
OBJECTIVES

- Defeat the warriors who picked a fight with you.
- See what’s happening outside.
- Nearest Signpost: Arinbjorn.

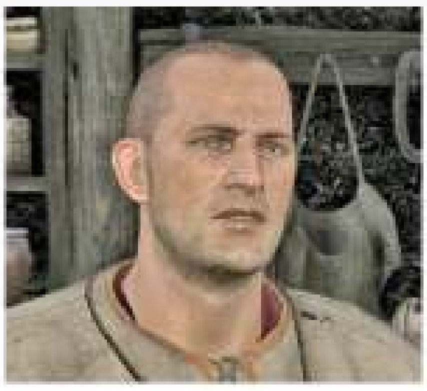
QUESTING DECISIONS

This quest is only accessible once you complete Contract: The Phantom of Eldberg.

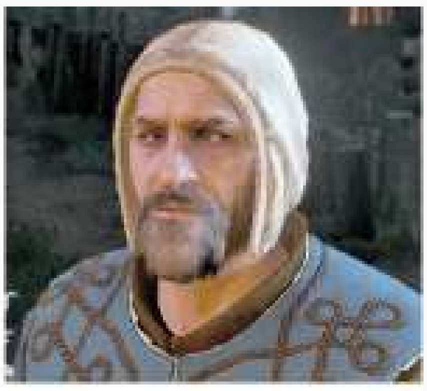
The last objective during Contract: The Phantom of Eldberg involves claiming a reward for banishing a troublesome wraith from the Eldberg Lighthouse. You reconvene with Jorund at his longhouse tavern in the village of Arinbjorn in northwest Ard Skellig. After speaking to Jorund, two warriors approach you. These two bigots are known to you, since they hassled you at the start of the contract. They aren’t letting up now, either.



Kori



Kraki



Leif

After some harsh words are exchanged, choose a conversation as you wish. Either option results in a fight to the death, with Jorund by your side against Kori and his easily-lead brother, Kraki. Despite your prowess with a blade, the combat ends with Kori cutting down Jorund. Finish off the two fools immediately afterward. Jorund asks for a last nip before he visits the afterlife, and passes away. Wait, what’s that commotion outside?

Leave the longhouse tavern, where you’re stopped by a mob of angry villagers. Kori’s father Leif brandishes you a murderer. You may answer them as you wish, but you are made to stand and defend your actions before the jarl—alarmingly named Madman Lugos. You’re not expecting a fair trial.

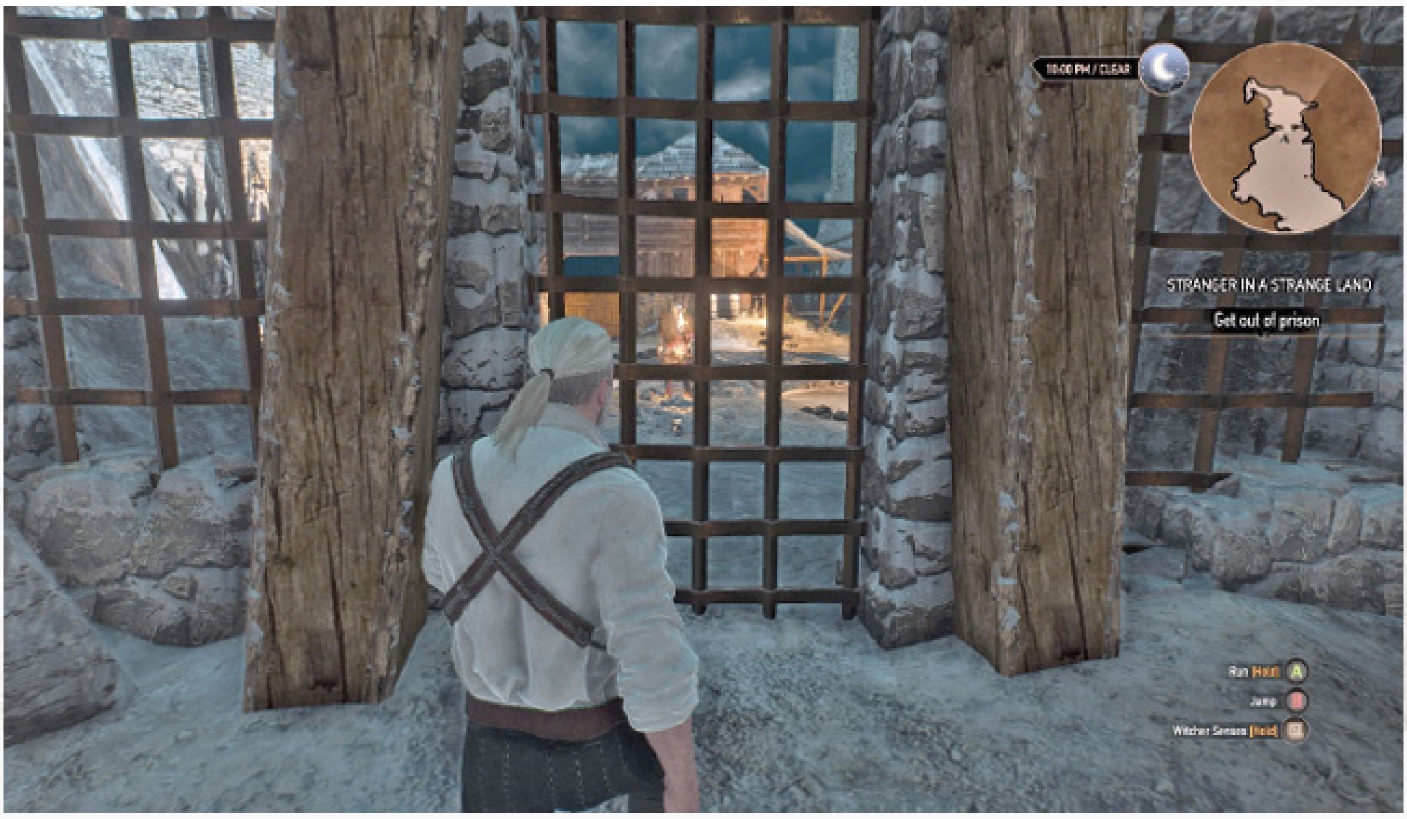
Stranger In A Strange Land

The Very Devil We Speak Of

OBJECTIVES

- Get out of prison.

You have no weapons, and you're languishing in prison. Run past the rock-crackers and speak to a bare-chested man named Simun Brambling. He has little to say except for the need to escape. Head to the prison gate and speak to the guard. It seems your trial has been postponed… by at least a year. You can:



- (Axii Delusion Level 3) Befuddle the guard into letting you out of the prison.
- Tell the guard you have no time, or that you can make a deal. Either offering falls on deaf ears.
- Talk to Simun and take his offer. He agrees to help you convince the guard to let you out, but you'll owe him a favor (Secondary Quest: An Unpaid Debt he'll ask you for later on.
- Or, you can start punching any other prisoners, engaging in a fistfight. Win, and the guards are impressed, taking you to see Lugos.

You are brought before the Jarl where Leif is making an impassioned plea for your head. He asks you for your opinion. Answer how you wish (it makes no difference) you're found guilty of murder, and sentenced to death by suffocation. Or by paying Kori and Kraki's weight in silver. Neither option is terribly appealing, so you're surprised when Lugos pays off Leif. You are now in Lugos' debt of pride.

- A debt that must be paid. Secondary Quest: The Cave of Dreams now begins.
- If you already completed Secondary Quest: Cave of Dreams already, you are simply let go as your debt to Lugos has already been paid in full.

The Cave Of Dreams

A Motley Crew

DANGER ALERT
SPOILER ALERT

THE CAVE OF DREAMS

Related Quest: Secondary Quest: Stranger in a Strange Land

LOCATIONS: Madman Lugos' Keep, Holmstein's Port, The Cave of Dreams

CHARACTERS: Madman Lugos, Blueboy Lugos, Jorulf the Wolverine, Uve Jabberjaw, King Bran of Skellige

ENEMIES: Nekkers, Clan Tuirseach Warriors, Water Hags, Hounds of the Wild Hunt, Eredin

OBJECTIVES

- Join Blueboy Lugos and his crew outside the Cave of Dreams.
- Nearest Signpost: East from Holmstein's Port.

You end your conversation with Madman Lugos by agreeing to help his lad, Blueboy Lugos, who has ventured to the Cave of Dreams on the south side of the island. You have little choice but to help. Leave the keep, and make a lengthy descent down the winding pathway, all the way down to the harbor of Holmstein's Port. Approach the wharf and secure the small boat, and set sail. You may swim instead, if you wish. Or, you can cross the hazardous hills along the coast by land.

Jorulf the Wolverine

Uve Jabberjaw

Or, you can simply start this quest by stumbling upon Blueboy and his crew, while you're out adventuring along the southern tip of Ard Skellig.

Journey to the objective marker further eastwards from the village, where Blueboy's longship is moored, and a band of warriors is burning water at camp. Approach the camp, and speak to one of the guards, an easily-flummoxed head of meat called Jorulf. You can:

- Use wit or force to request a chat with Blueboy.
- (Axii Delusion Level 2) Tell the idiot guard that Blueboy is expecting you.

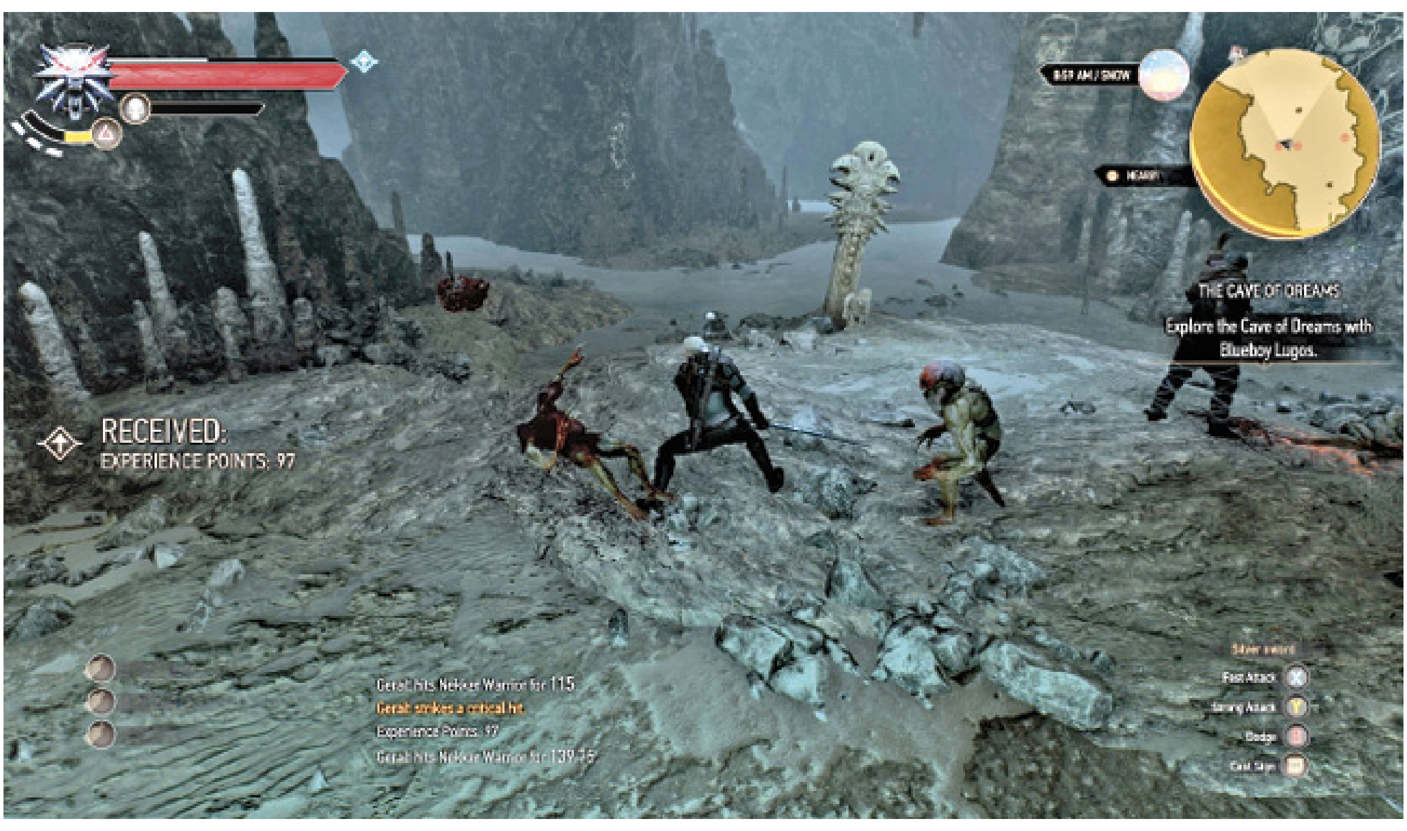
After some jesting about Jorulf's dad, Blueboy lets you onto his boat. Speak to him, answering how you wish, and he agrees to let you accompany the crew into the Cave of Dreams. Prepare and meditate if you wish, then agree to begin the exploration.

The Cave Of Dreams

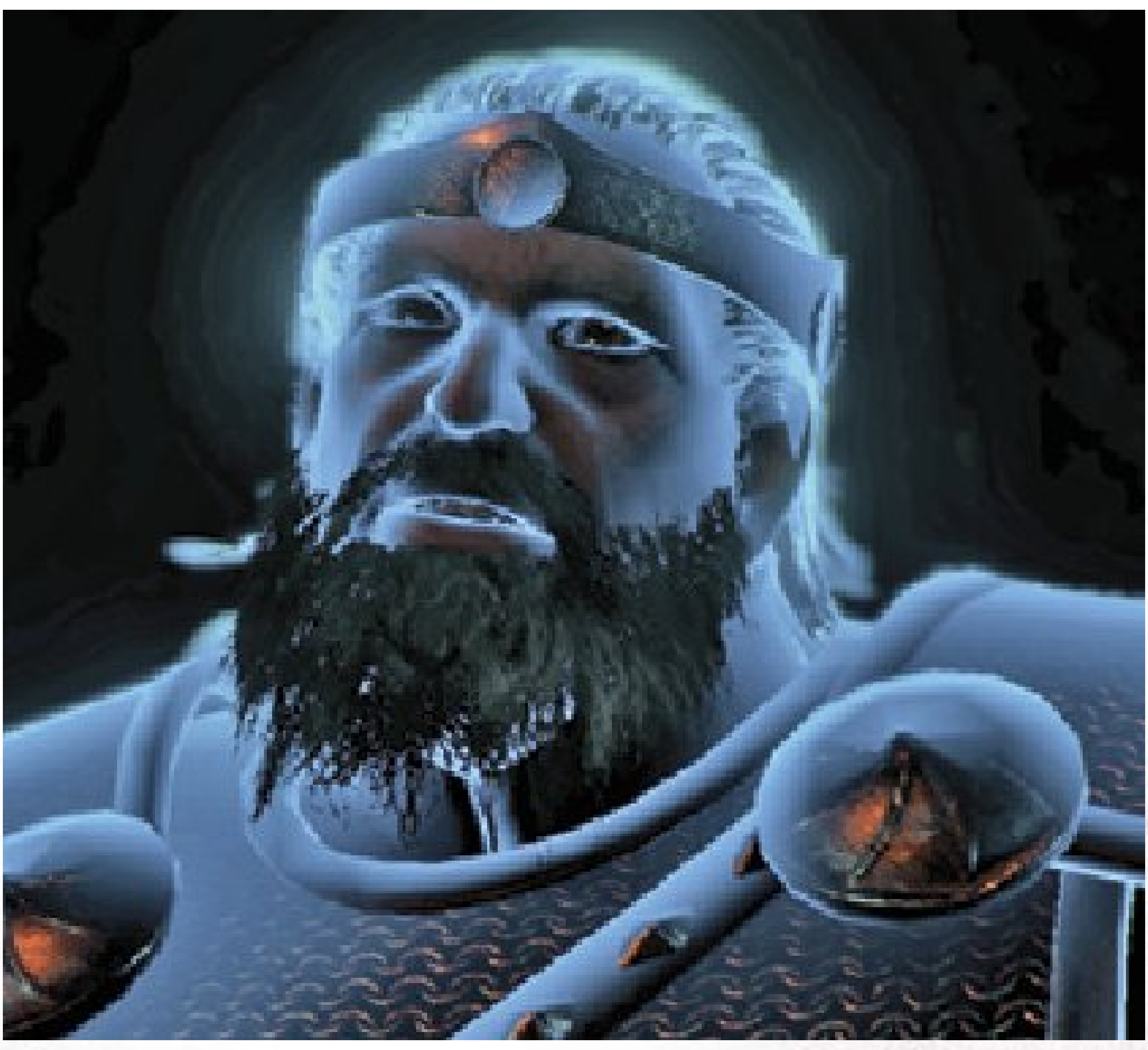
The Stuff Of Nightmares

OBJECTIVES

- Explore the Cave of Dreams with Blueboy Lugos.
- Face your nightmares in the Cave of Dreams.


RECEIVED.
EXPERIENCE POINTS: 97
THE CAVE OF DREAMS
Explore the Cave of Dreams with Blueboy Lugos.

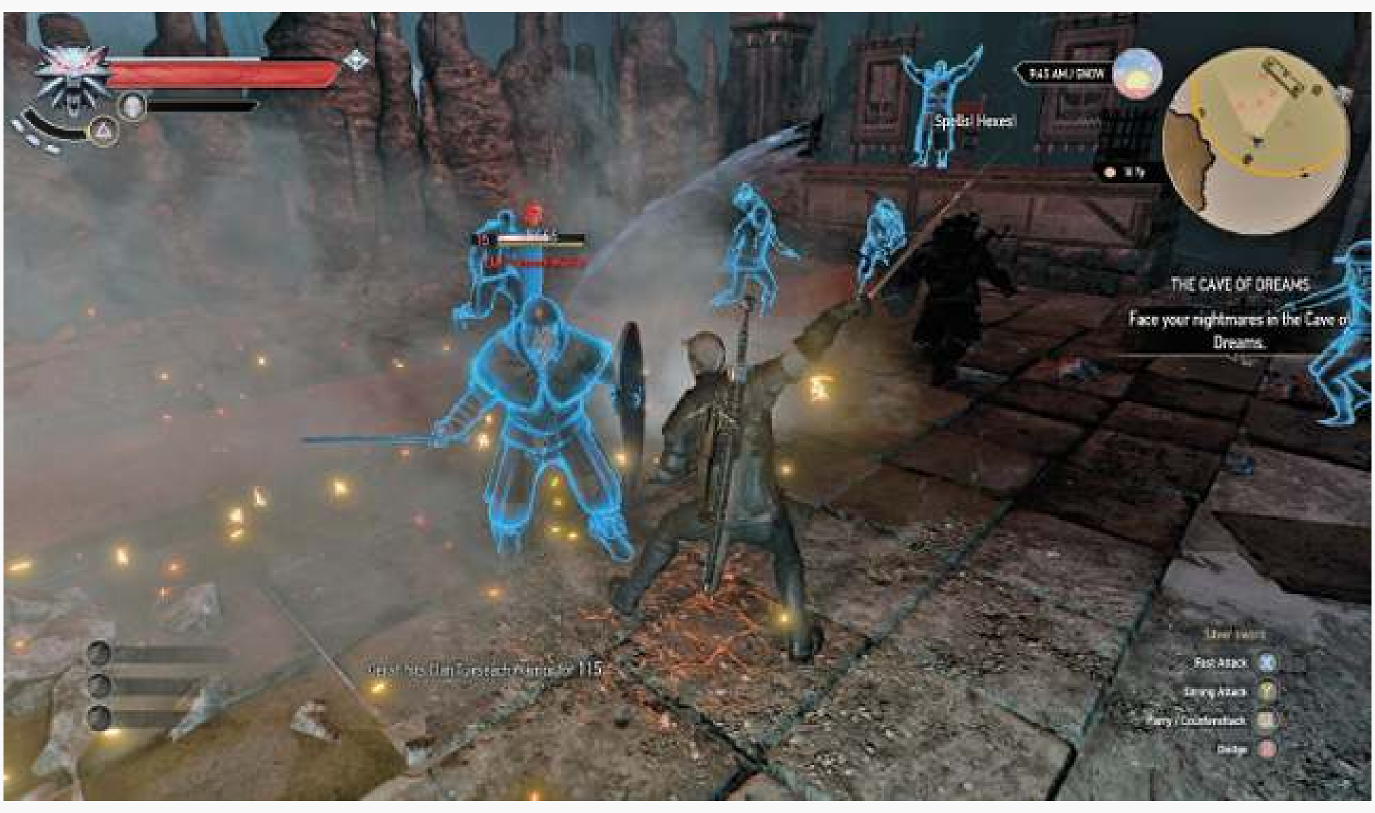
Blueboy introduces his two hardy companions, including the ironically-named mute Uve Jabberjaw, describes the cave as a place where your fears are realized, and you set off into an entrance tunnel. You are waylaid by four nekkers—cut them down.



King Bran of Skellige

Blueboy spies a totem, and you wolf down some herbs to bring on the nightmarish hallucinations. This has some interesting effects on Uve.

Trek down either of the gigantic tunnels as a ghostly whale swims in the air above you. Ahead is a totem, and a set of pillars and dining tables, with a group of Clan Tuirseach warriors. Looking up at a balcony, Blueboy is taken aback as the long-dead King Bran looks down on him. You are about to make merry with the clan, when Uve Jabberjaw finds his voice, insults the king, and forces you into combat with all six Tuirseach warriors! They are immune to Igni and Yrden, but are otherwise the same as facing humans in combat. Fight them with your silver sword.


THE CAVE OF DREAMS
Face your nightmares in the Cave of Dreams.

THE CAVE OF DREAMS
Face your nightmares in the Cave of Dreams.

After Uve's nightmare, continue deeper into the cave, passing numerous flying fish that your compadres comment on, where Jorulf recognizes the remains of a longship close to the next totem. It is the one that he dashed into the rocks the night his father died. Sirens sing the song of guilt, and should be stopped and slain immediately.

After Jorulf's nightmare, you may face water hags in the silty and elongated tunnels. Continue to push onwards the next totem, where a vision of Madman Lugos appears to Blueboy. It seems Blueboy fears his father, and the specter of Madman Lugos challenges you all to combat. Slay him.

THE CAVE OF DREAMS

The Cave Of Dreams

End: Blueboy’s Buddy

You wake up at the entrance totem. Your nightmare is over. Blueboy now has no fear of his father, and was honored to fight by your side. A reward is offered (if you asked for money while being in debt to “Madman” Lugos, Blueboy insults your honor, but still pays you), and the quest concludes. Leave the cave the way you came in.

Items: Crowns

Taken As A Lass

Glory To All Heroes!

DANGER ALERT
SPOILER ALERT
TAKEN AS A LASS

LOCATIONS: Warrior's Campsite (Ard Skellig), Siren's Isle (Hindarsfjall), Freya's Garden (Hindarsfjall)
CHARACTERS: Warrior, Kurisu
ENEMIES: Pirates, Sirens

OBJECTIVES

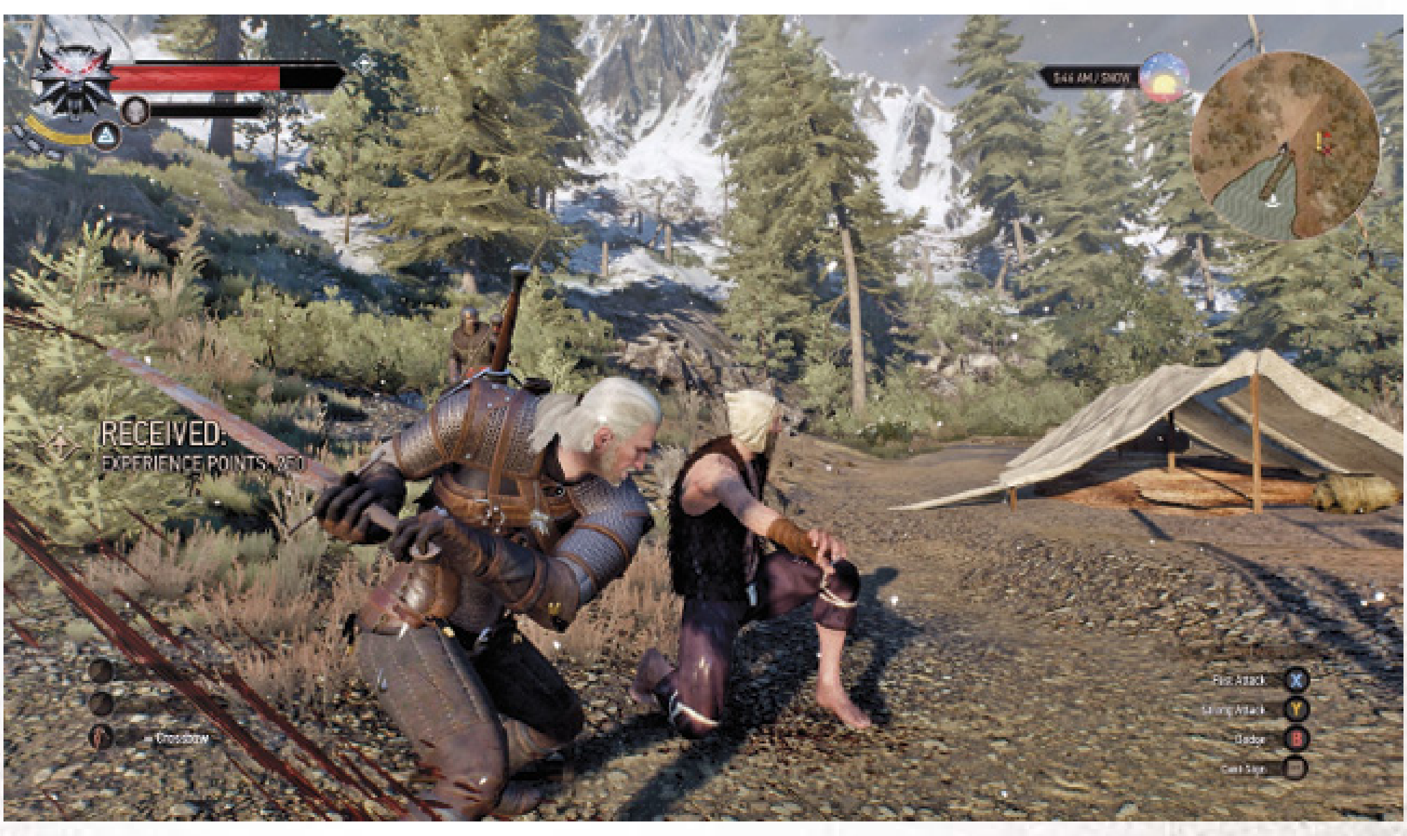
- Find the pirate ship.
- Nearest Signpost: Roughly east of Distillery.

DECISIONS, DECISIONS

This quest can be done in either order—finding Kurisu first, and then her brother. It is shown in the order of finding the brother first, and Kurisu second.

Warrior

The eastern coast of Ard Skellig is forboding, with jagged rocks and a variety of terrifying foes (such as sirens) to face. But venture here you must (via boat if you wish a little more safety), looking for an inlet with a short jetty, relatively close to the Distillery signpost. By the jetty and small boat is a campsite where two pirates are setting upon a Skellige warrior. Help the warrior out by defeating the foes. Speak with the warrior, who is out searching for his sister. She was kidnapped by pirates. Agree to keep an eye out for her.



Kurisu's whereabouts are somewhere on the eastern island of Hindarsfjall. Plot a course to this wayward isle, heading for the southwestern shores between Lofoten and the Isolated Hut.

Locate the tiny island off this coast with a wrecked longship wedged into it, and swim or boat your way to the shore, where six sirens attempt to thwart your progress.

After a protracted battle, slay your final siren before inspecting the island using your Witcher Senses. You find slain sailors, some which have had their wounds dressed. But the real find is a note inside a chest, on the deck of the wrecked ship itself. It is a missive from Kurisu.

Items: Quest Item: Kurisu's Note

END: ALL GLORY TO FREYA!

OBJECTIVES

- Look for Kurisu at Freya's temple.
- Nearest Signpost: Freya's Garden.

Kurisu

It seems Kurisu may be a priestess in the service of the Goddess Freya. Wade onto the shores of Hindarsfjall, and continue roughly northeast from your current position, and enter Freya's Garden. You may have visited this place with Yennefer, during Main Quest: Nameless. Optionally try clambering about the walled gardens if you wish, although a path to the east leads you to Kurisu's location—a cave mouth to an altar chamber and location of a shop. The missing woman is here, and explains how she escaped the pirates, and her debt to the priestesses of this sacred grove. She vows to be reunited with her brother as this quest comes to a close.

An Unpaid Debt

Secretive Simun

LOCATIONS: Kaer Trolde Harbor, Simun's Lake Hut
CHARACTERS: Simun Brambling, Volund
ENEMIES: Simun Brambling or Volund

OBJECTIVES

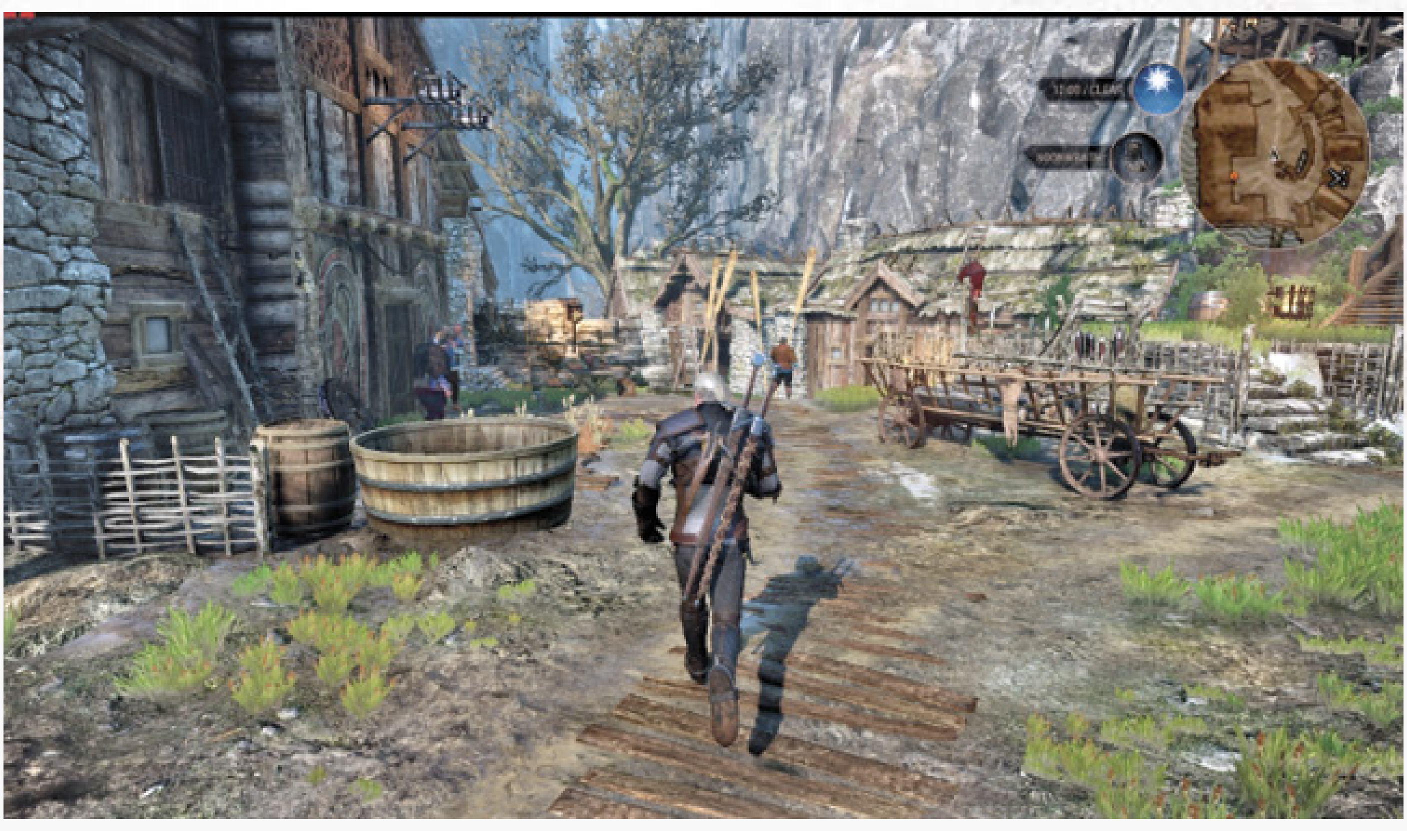
- Meet with Simun in the hut by the lake.
- Nearest Signpost: Northwest of Blandare.

QUESTING DECISIONS

This quest is available once Secondary Quest: Stranger in a Strange Land is completed, and you used Simun to help break out of Madman Lugos' prison.

Volund

While you're in Kaer Trolde, be sure to visit the New Port Inn once the matter with Lugos has been resolved, and you'll find Simun Brambling there. He too, has finished his dealings with Lugos, and tells you he has some scores to settle. You're to provide the muscle. Simon is a little secretive, telling you only to meet him by a hut on a lake close to Blandare. You'll receive further instructions when you get there. You can refuse, but this ends the quest before it starts.



15:32 / CLEAR
Nearby
AN UNPAID DEBT
Meet with Simun in the hut by the lake.
Use
Sprint
Focus

OBJECTIVES

- Kill Simun or Kill Volund.

Northeast of Rannvaig and northwest of Blandare is the lake in question, and the hut on the shore is on the eastern shore. Approach and you'll discover that the instructions you're about to receive involve the murder of a man named Volund. Inquire what Volund's crimes were, and Volund pipes up, telling you Simun is the one in the wrong—he killed Volund's brother. Not that this matters to Simun; you're ordered to slay Volund. You can:

- Tell Simun you're not a murderer, and refuse. You must then kill Simun, who is furious you didn't repay your debt.
- Tell Volund it isn't anything personal, and attack. You must slay Volund, who is a pushover with you and Simun both attacking.

Afterward, you may speak to the survivor, requesting a stop to your involvement in the unending feuds about pride and bonds of kinship. The quest concludes.

Woe Is Me*

The Woeful Man: The Lying Man

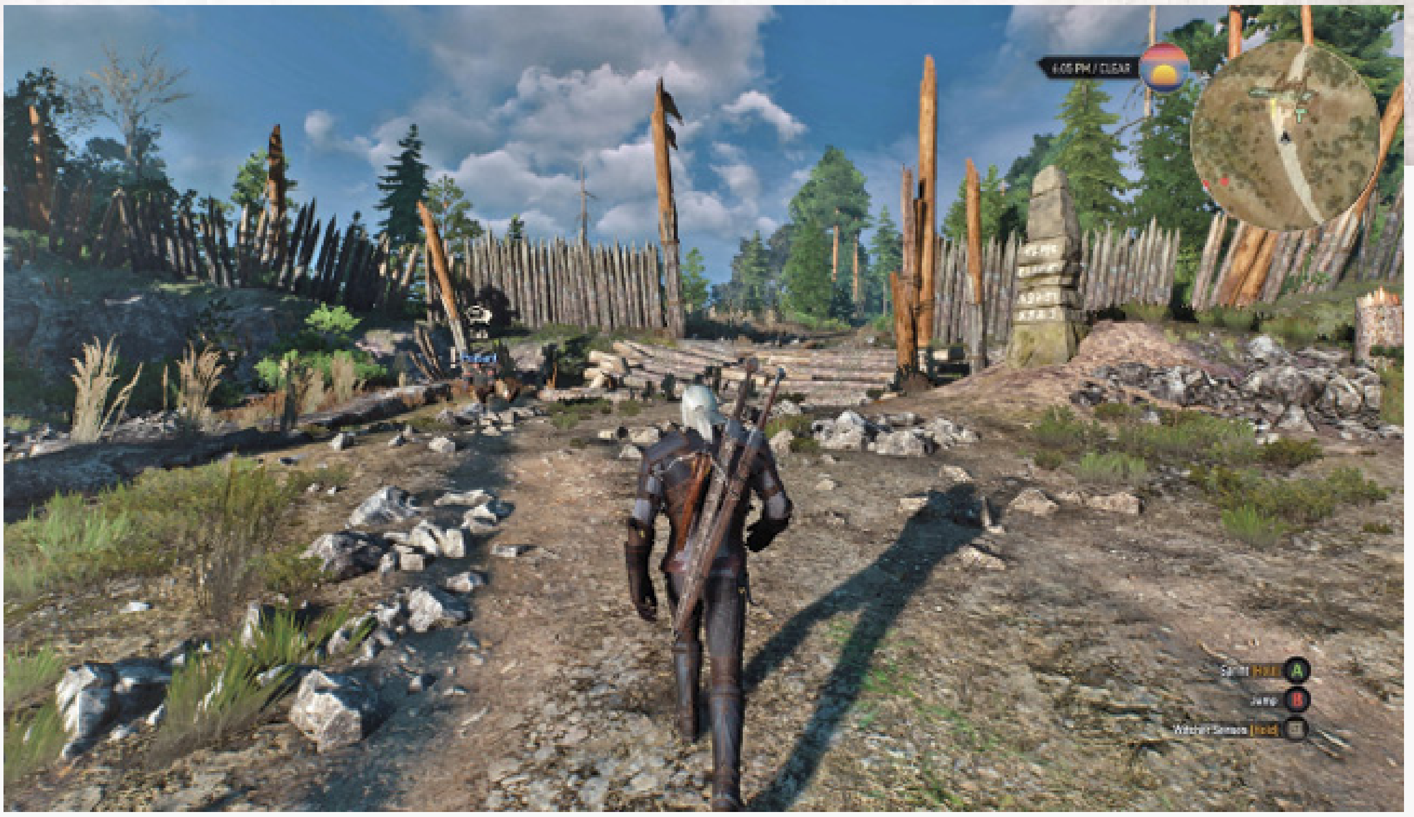
DANGER ALERT
SPOILER ALERT
WOE IS ME*

LOCATION: Palisade

CHARACTERS: Peasant

ENEMIES: Peasant, Skellige Men

On the main road through southern central Ard Skellig, where the wind blows and the plains are sweeping, you may discover the remains of a border between rival clans—now in ruins and known as the Palisade. Aside from nearby nekkers and a wyvern, a rather dejected man is sitting close to the signpost, hoping someone will save him. As you approach, his tone changes and two further peasants appear from behind the wooden walls. Slay all three of these would-be ambushers, and continue on your way.



Worthy Of Trust

Will You Help A Man In Need?

DANGER ALERT SPOILER ALERT

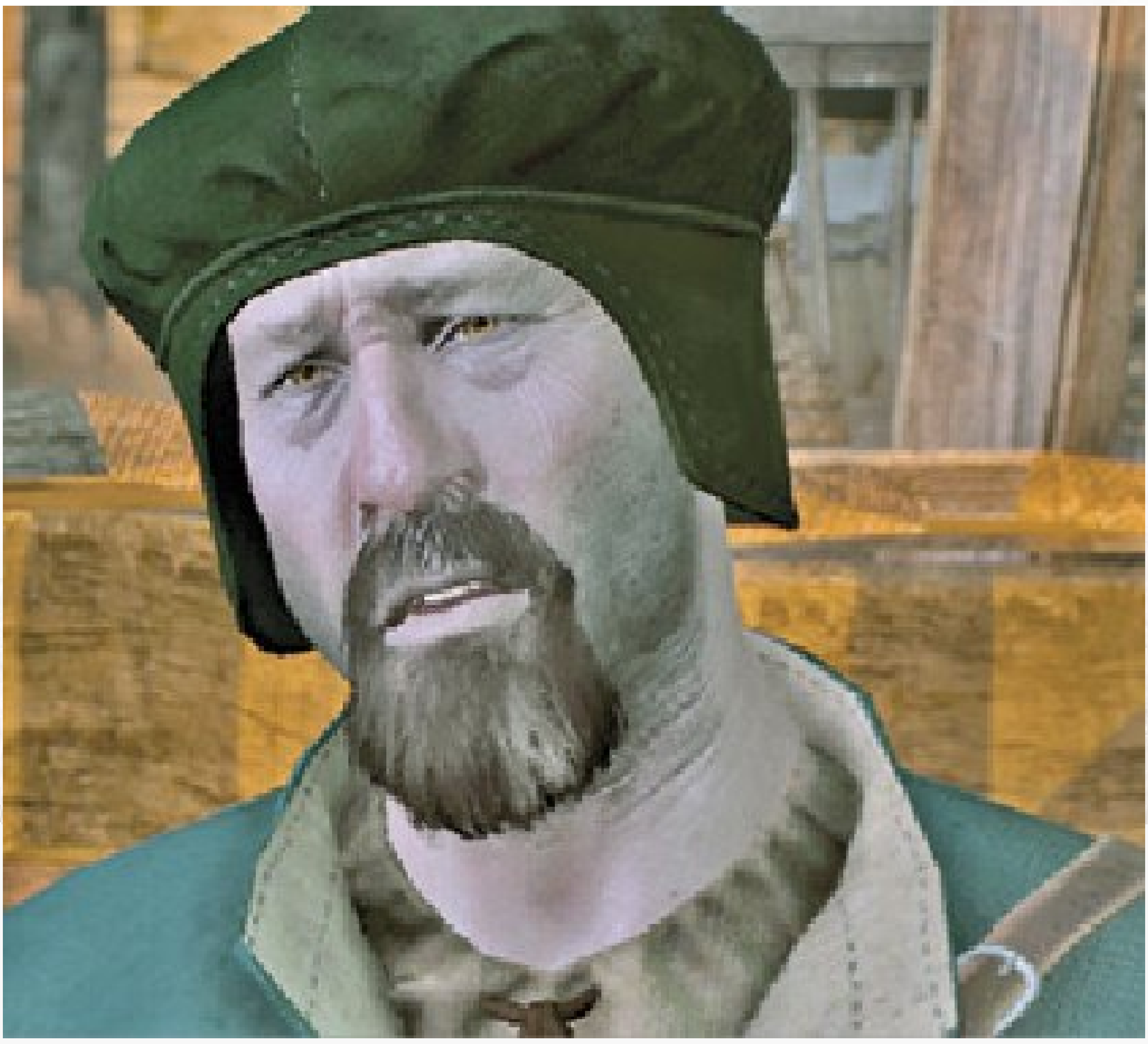
WORTHY OF TRUST

LOCATIONS: Kaer Trolde Harbor, Fyresdal

CHARACTERS: Johann Bohner

ENEMIES: None

Recommanded Items: 150 Crowns



Johann Bohner

While exploring the port of Kaer Trolde Harbor, you may be drawn to a smartly-dressed merchant by the name of Johann Bohner. His fancy get-up masks a set back in his business dealings. His ship was wrecked and he's lost everything. He requires a loan, just a paltry 150 crowns. You can:

- (150 Crowns) Offer the monies to him (and the quest continues).
- Deny him the loan (and the quest concludes).

If you suspect you'd never see your loan again, you'd be wrong. The next time you're in Kaer Trolde, you meet him heading out of this area. He momentarily forgets that he already asked you for coin.

You can choose to turn him in, resulting in a fight. Pick your money off his corpse. Or trust that he will pay you back at a later date. The next time you're in Fyresdal village (Ard Skellig), he has your money with interest. The quest then concludes.

Items: 200 Orens

Yustianna Disturbed*

Ventured Too Far, White-Haired Stray

DANGER ALERT

SPOILER ALERT

YUSTIANNA DISTURBED*

LOCATION: Yustianna's Grotto

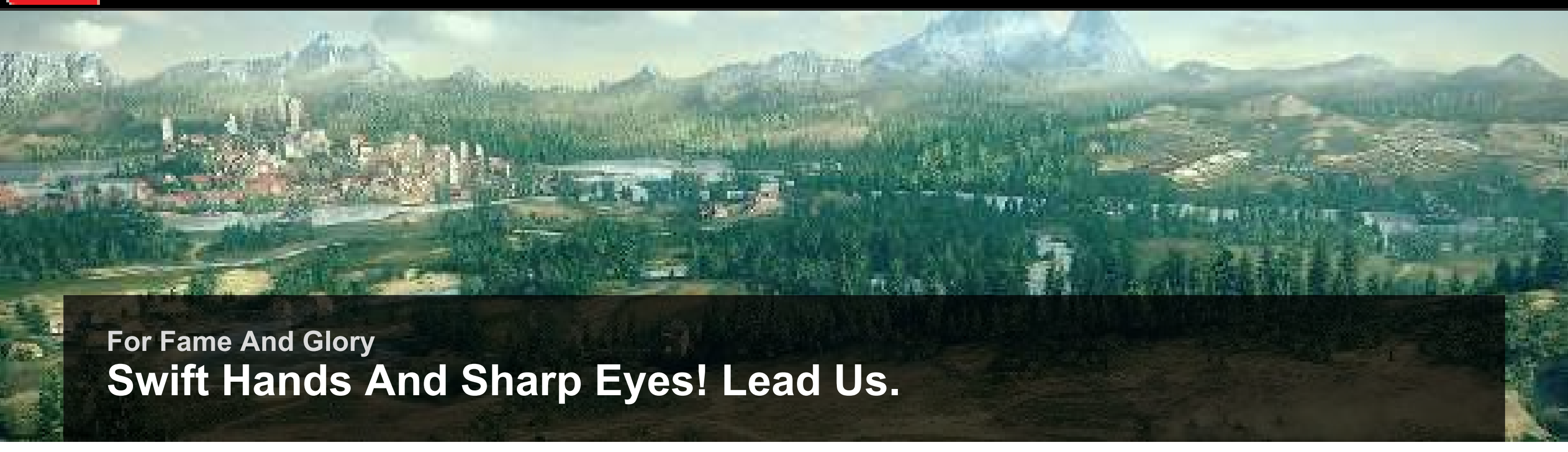
ENEMIES: Bandits

RECOMMENDED ITEM: The Eye of Nehaleni, Axii Delusion Level 3

The strange cave known as Yustianna's Grotto, in northern Ard Skellig, offers a chance to loot some good treasure chests, as well as uncover some illusionary rock walls to fully explore this locale (but only if you have the Eye of Nehaleni from Keira Metz, having completed Main Quest: Wandering in the Dark). The central chamber, however, is being ransacked by bandits. Speak to their leader. You can:

- (150 Crowns) Stay alive by paying them.
- (Axii Delusion Level 3) Tell him you'll leave, but not pay.
- Or slay these idiots and claim the loot yourself.

After your encounter with the leader, this quest concludes.



For Fame And Glory

Swift Hands And Sharp Eyes! Lead Us.

DANGER ALERT

FOR FAME AND GLORY

SPOILER ALERT

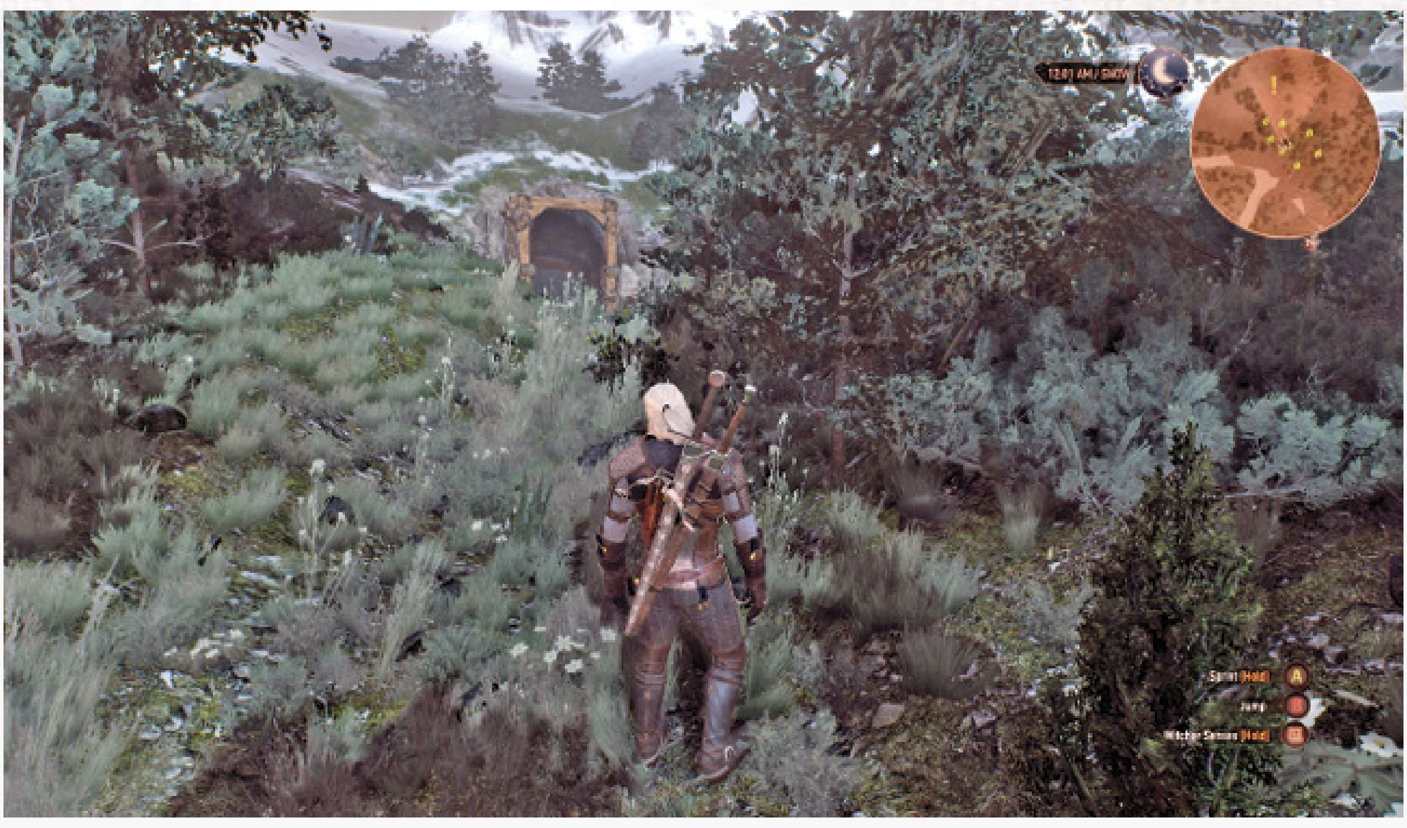
LOCATIONS: The Old Mine, Larvik
CHARACTERS: Warriors
ENEMIES: Ghouls, Rotfiends, Alghoul

OBJECTIVES

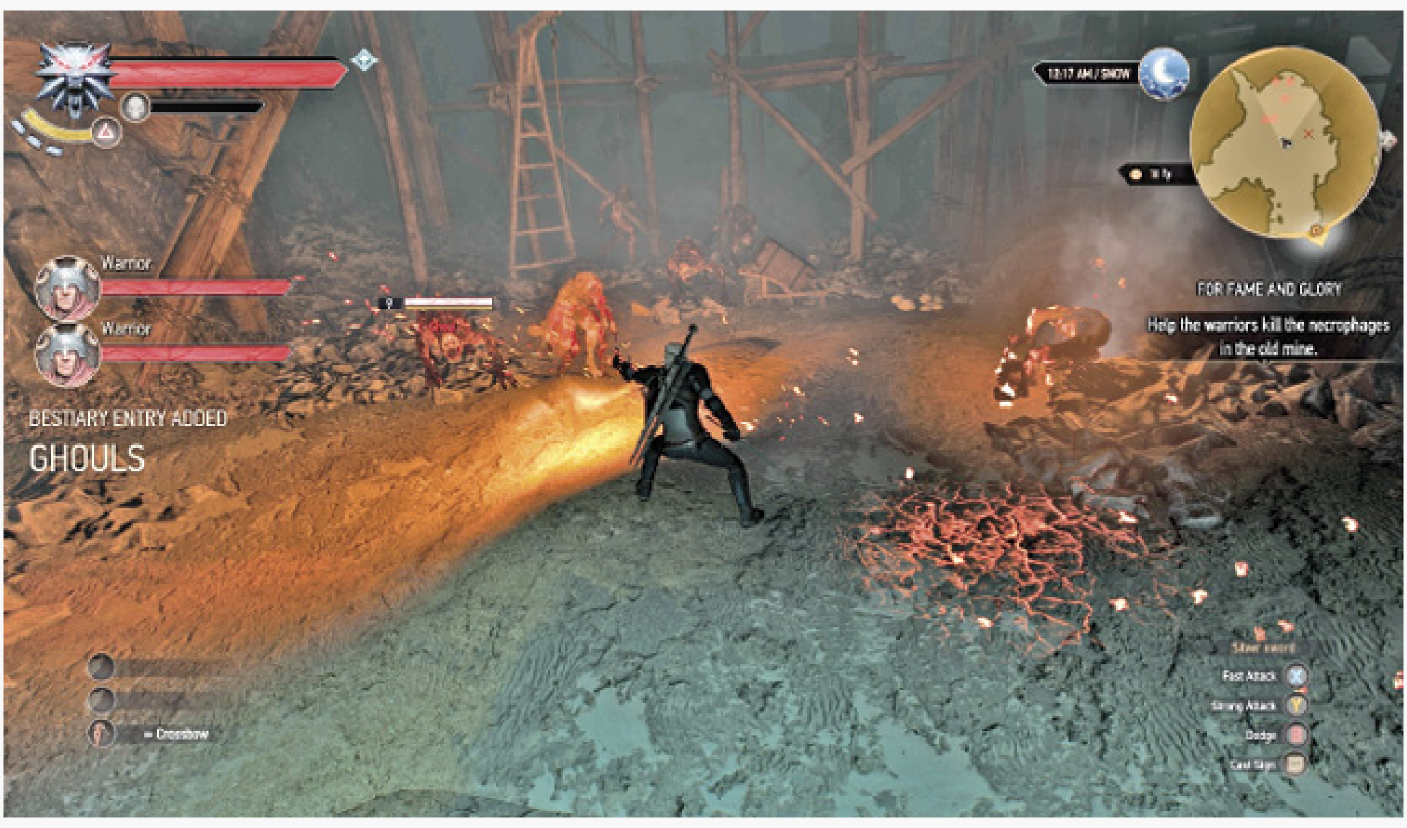
- Help the warriors kill the necrophages in the old mine.
- Nearest Signpost: West of Larvik.

Warrior

Two Skellige warriors stand praying aloud at the mouth of an old mine. When you speak with them, they tell you the place is infested with corpse-eaters. Though proud, they recognize your prowess and hope you might help them clear the mine of such foes.


12:01 AM / SNOW
Sprint (Hold)
Jump
Witcher Senses (Hold)

Advance into the mine, but be aware that you must keep the two warriors alive to avoid failing this quest—a task that can prove to be a hindrance if you simply rush in and attack. Instead, slowly advance and slice away at four ghouls and two rotfiends (in the central cavern) and an alghoul down a side tunnel off the main cavern).


12:17 AM / SNOW
Warrior
Warrior
BESTIARY ENTRY ADDED
GHOULS
FOR FAME AND GLORY
Help the warriors kill the necrophages in the old mine.
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign
Crossbow

Items: Crowns

In Wolf's Clothing

Fresh Graves And Razed Huts

DANGER ALERT SPOILER ALERT

IN WOLF'S CLOTHING

RELATED QUESTS: Main Quest: Nameless

LOCATIONS: Lofoten, Freya's Garden, Morkvarg's Cave

CHARACTERS: Yennefer of Vengerberg, Priestesses of Freya, Einar, Morkvarg, Craven

ENEMIES: Wolves, Morkvarg, Warriors

QUESTING DECISIONS

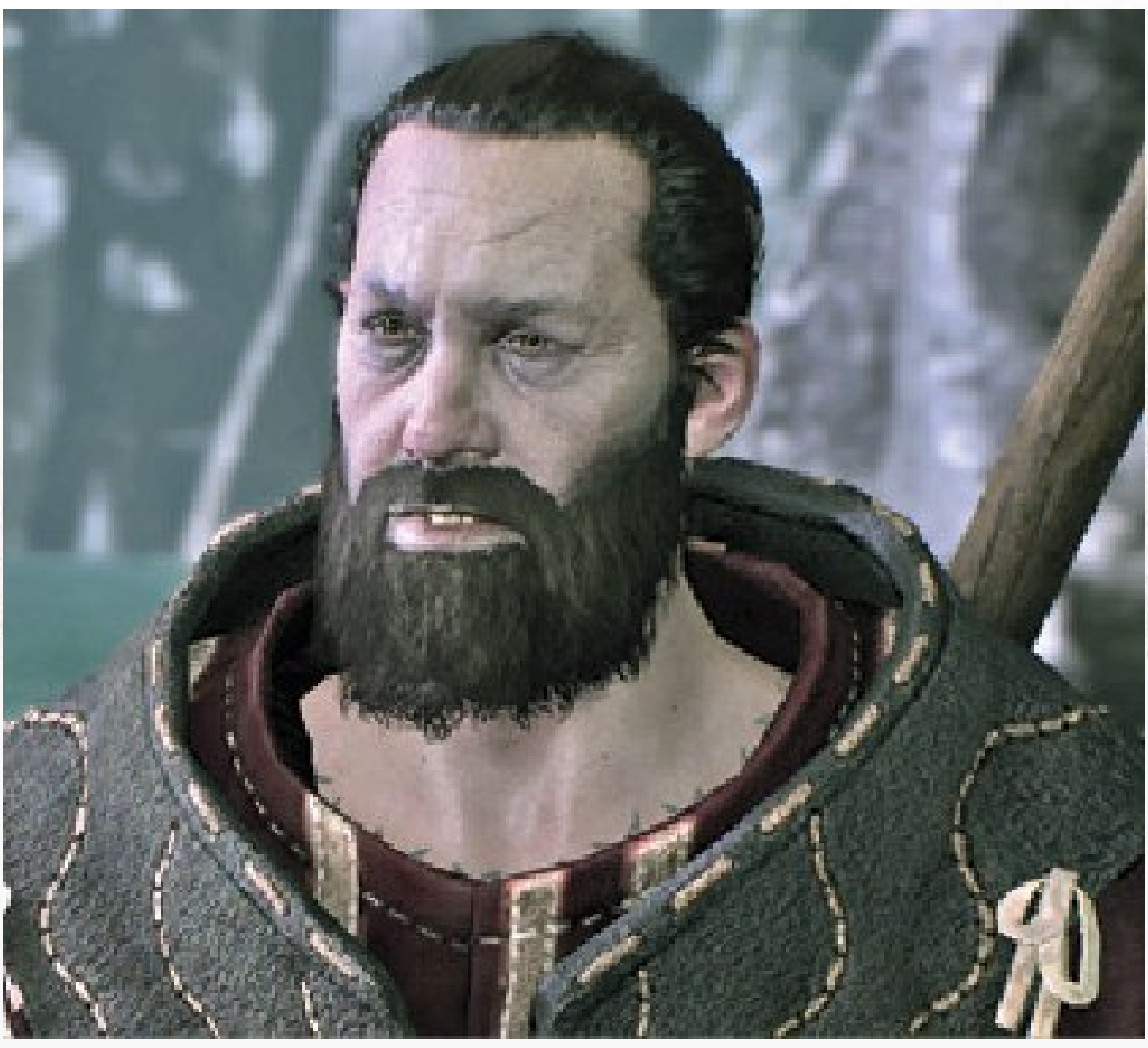
Main Quest: Nameless is a closely related quest, and much of the activities present in that quest are completed here, so you may wish to complete these quests simultaneously. This quest also becomes active if you decide to visit the Skellige island of Hindarsfjall and Main Quest: Nameless is yet to be completed. Simply read a notice at Larvik ("Contract: Morkvarg") that requests your help ridding the priestesses of the foul beast known as Morkvarg.

While exploring the isle of Hindarsfjall, and learning about the werewolf Morkvarg (from a notice pinned to the board outside the tavern, as shown), travel north from the cemetery into the center of the village of Lofoten. If you came here without Yennefer, before Main Quest: Nameless begins, look for a group of priestesses in Freya's Garden, in the temple area to the northeast. The Skellige women (priestesses of Freya) are conducting some kind of ritual. If Yennefer is with you, she interrupts the ceremony, and you ask the whereabouts of Ciri, the "ashen haired" one. Apparently, Ciri was seen before the Wild Hunt attacked, in the stables with a man named Craven (who is cursed by the other priestesses).

You may speak the women at length about Craven (Main Quest: Nameless). To clear his name, this Craven character attempted to clear his name by traveling to Freya's Garden to defeat Morkvarg; "the vilest man ever to inhabit Skellige," who stole, killed children and pregnant women, and attacked his own clan's lands. Answer how you wish. Afterward, you realize this monstrous Morkvarg has a complex curse upon him. You both decide to head to Freya's Garden in the hope of finding, and dealing with both Morkvarg and Craven. One of the women also hints that Einar, the only islander to escape with his life from a confrontation with Morkvarg, might have further information.

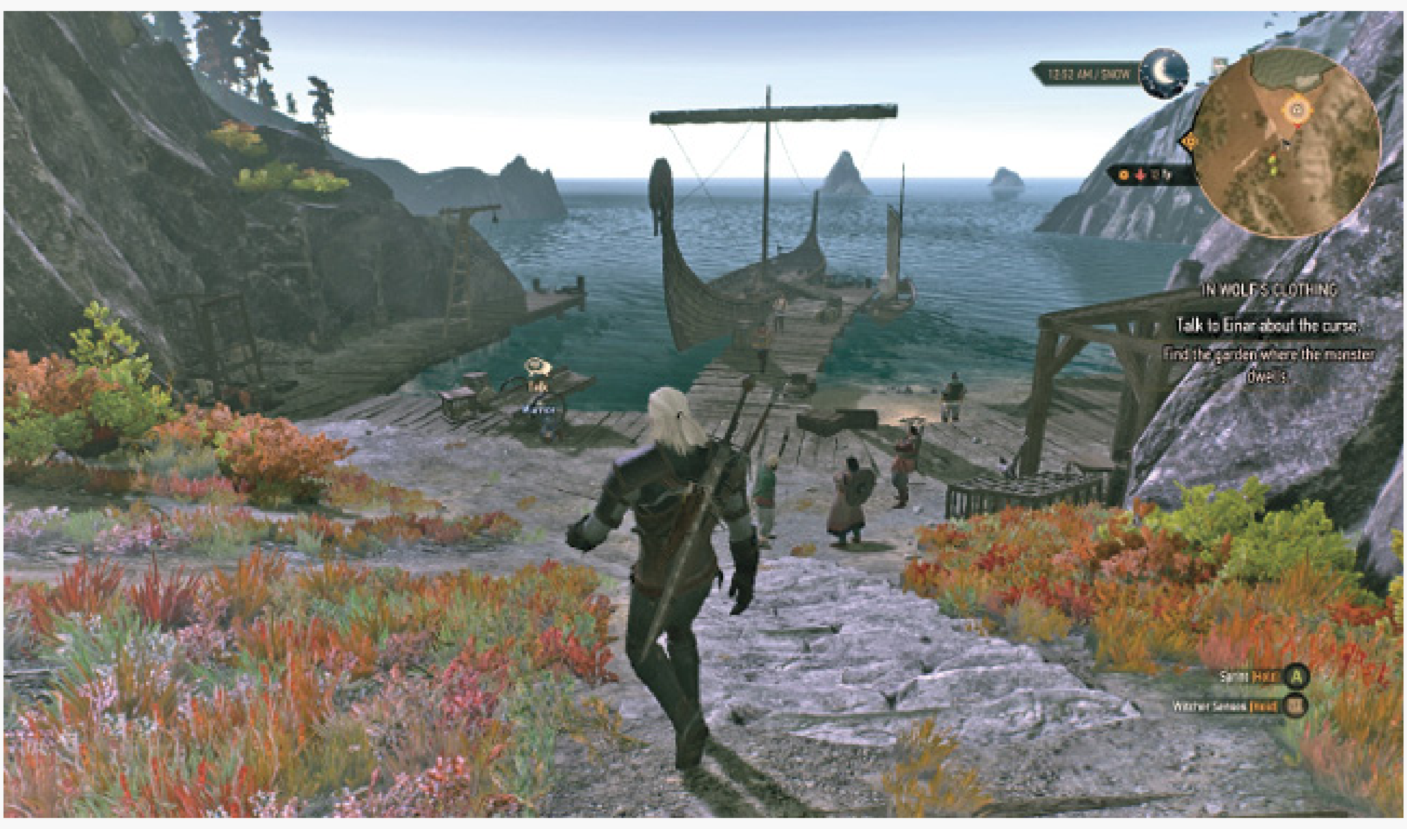
OBJECTIVES

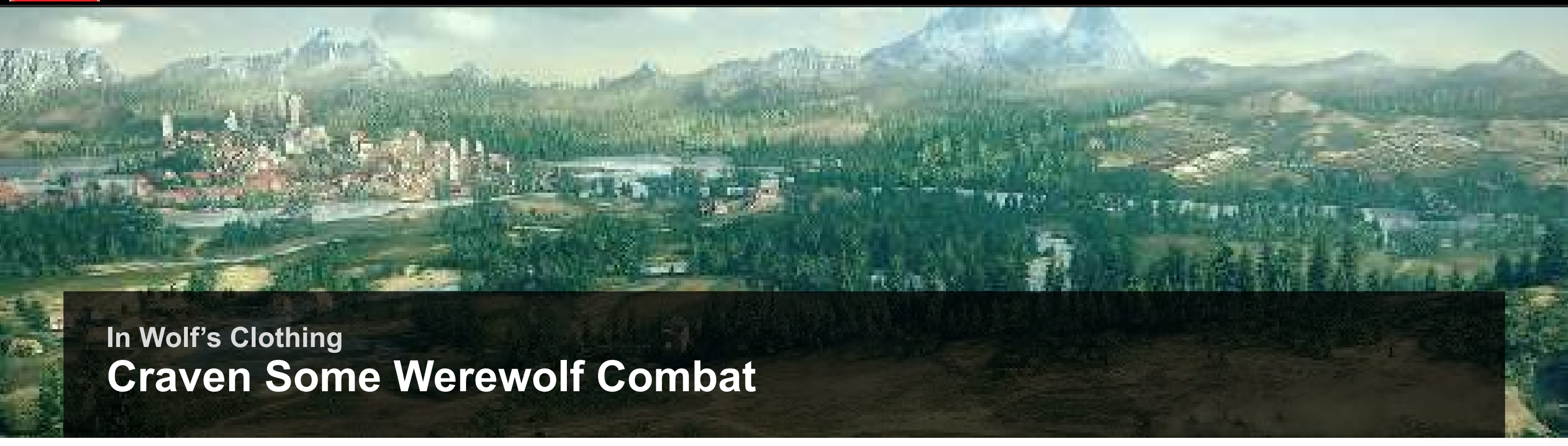
- Talk to Einar about the curse.
- Find the garden where the monster dwells.
- Nearest Signpost: Larvik.



Einar

Einar is situated across the island to the southeast, in the village of Larvik. Head towards the wharf between the rugged rocks of Larvik harbor. He is preparing to hunt some Nilfgaardians, but stays to tell you what happened in Freya's Garden. Morkvarg had bound the priestesses of the garden, slit their throats, and laughed as he was doing it. Archpriestess Ulve cursed him to remain a monster forever, and Morkvarg grew fur and transformed. This is going to be a difficult curse to lift. Bid Einar farewell.


12:52 AM / SNOW
IN WOLF'S CLOTHING
Talk to Einar about the curse.
Find the garden where the monster dwells.
Sprint (Hold) A
Witcher Senses (Hold)



In Wolf's Clothing

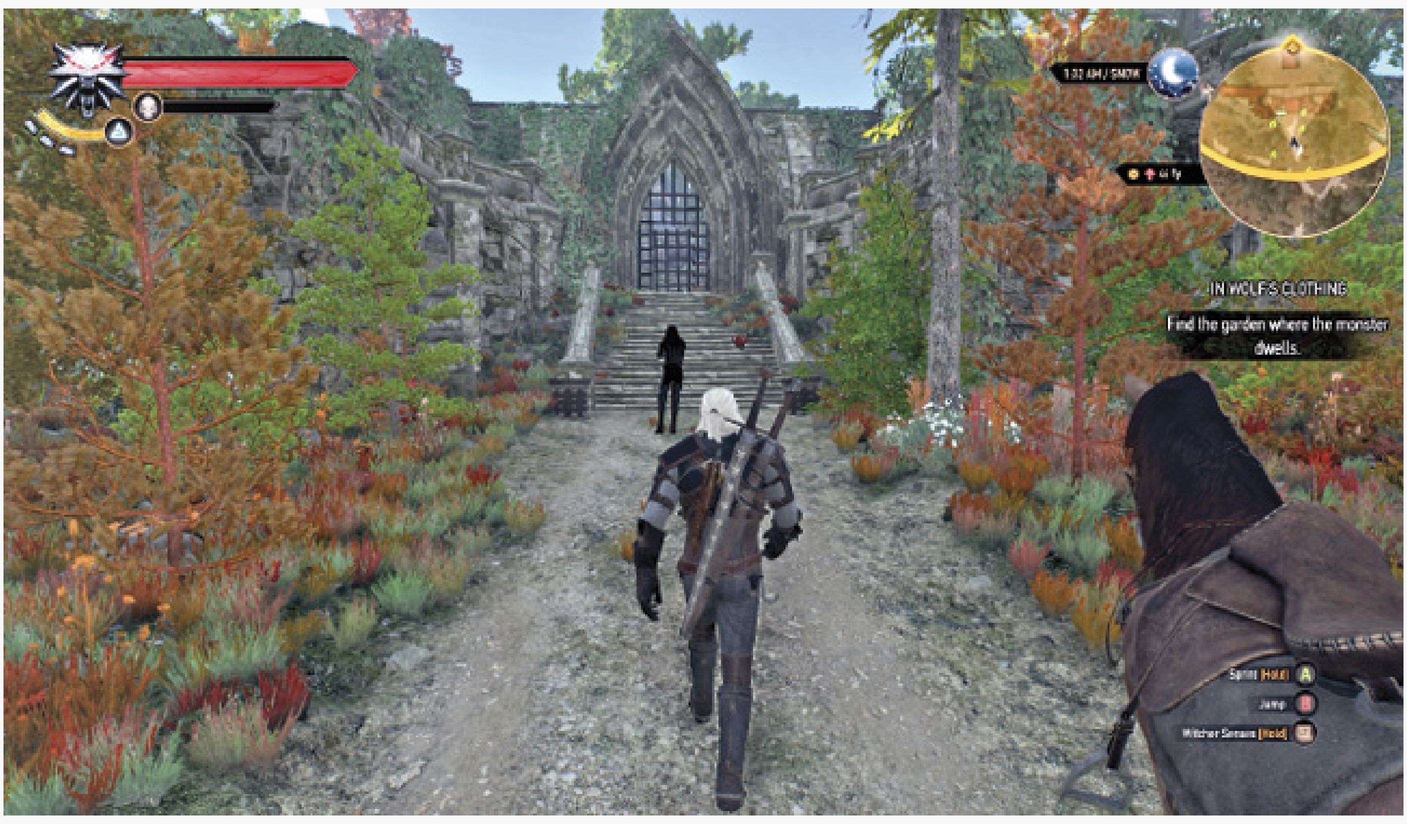
Craven Some Werewolf Combat

OBJECTIVES

- Find the garden where the monster dwells.
- Find Morkvarg.
- Nearest Signpost: Freya's Garden.

Morkvarg

Head to Freya's Garden; a walk along the main road heading northeast. At the gates, you hear gnawing sounds and muttering. A huge, sinewy werewolf is devoring some meat, lashes out at you through the gate, and flees towards a large oak tree deeper into the gardens. He doesn't seem to be receiving visitors.



OBJECTIVES

- Find Morkvarg.

The gate is locked, so continue up the steps to the right, across the ivy-covered stone bridges connecting various parts of the garden together, then head northwest, and into the very middle of the garden to a huge and sacred tree. You pick up a trail of blood immediately (someone cut himself to make a blood offering). Even though you can utilize your Witcher Senses at the tree, and begin to follow a variety of clues, this is part of Main Quest: Nameless. Ignore Craven's trail, and press on, further into the gardens.

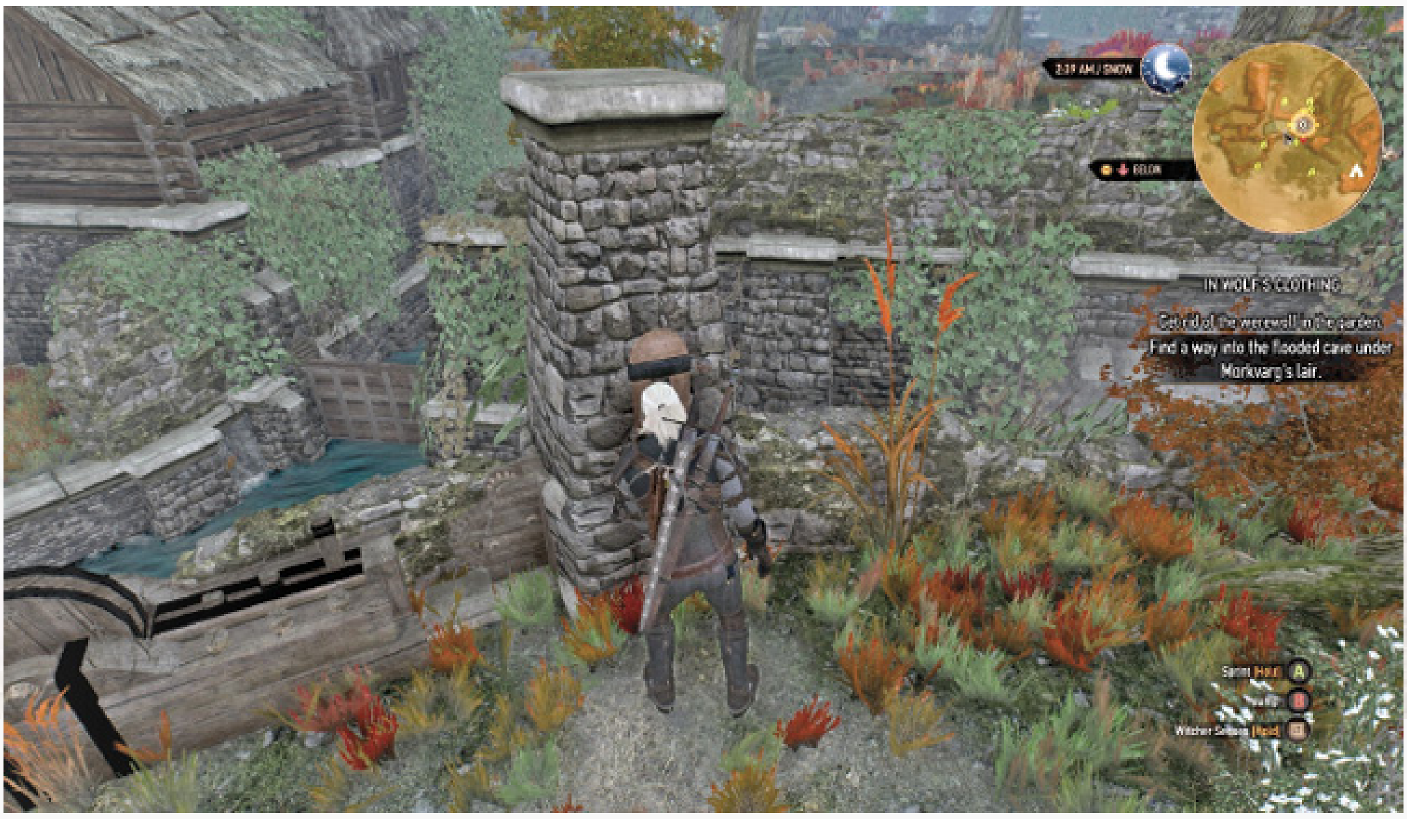
In Wolf’s Clothing

Overcoming An Undying Lycanthrope

Sprint past the sacred tree, drop down heading northeast, up some stone steps, and into an overgrown grassy stepped courtyard where there’s a wolf to cut down. Then head to the edge of the raised garden and look down onto a lean-to and small canal.

Drop down from the lean-to and check the following with your Witcher Senses. There are many prints both old and new. Morkvarg’s lair is close.

Climb the stone ladder embedded into the wall, and clamber onto the higher ground overlooking a sluice gate and two levers. There is a ruined bridge in this area with a locked gate on the other side.



IN WOLF'S CLOTHING

Get rid of the werewolf in the garden.

Find a way into the flooded cave under Morkvarg's lair.

You can’t reach that to continue, so inspect this area closely. Utilizing both levers should allow you to open the flood gates. Save your progress, and start yanking those levers!

- The left lever changes the gears of the mechanism to lift up one of the three sluice gates. You can see which gate is able to be lifted by watching the three wooden mechanism dowels move up and down between the two levers. Simply use the left lever until the sluice gate you want is ready to be moved.
- The right lever moves the actual sluice gate you have chosen. There are three gates:
- The left gate opens a watery exit outside, and out of Freya’s Garden, if you wish to leave easily.
- The middle gate allows access to the further part of the gardens, where both a well and a secondary structure is accessible; to further this quest.
- The right gate is under the waterfall, leading to an underwater cave where a key can be found. This is critical during Secondary Quest: In Wolf’s Clothing, but don’t head there yet; raise the gate in preparation before continuing.

Once the right sluice gate is open, you can continue.

In Wolf's Clothing

Ramund's Assistance

OBJECTIVES

- Find the key Morkvarg mentioned using your Witcher Senses.
- Get rid of the werewolf in the garden.

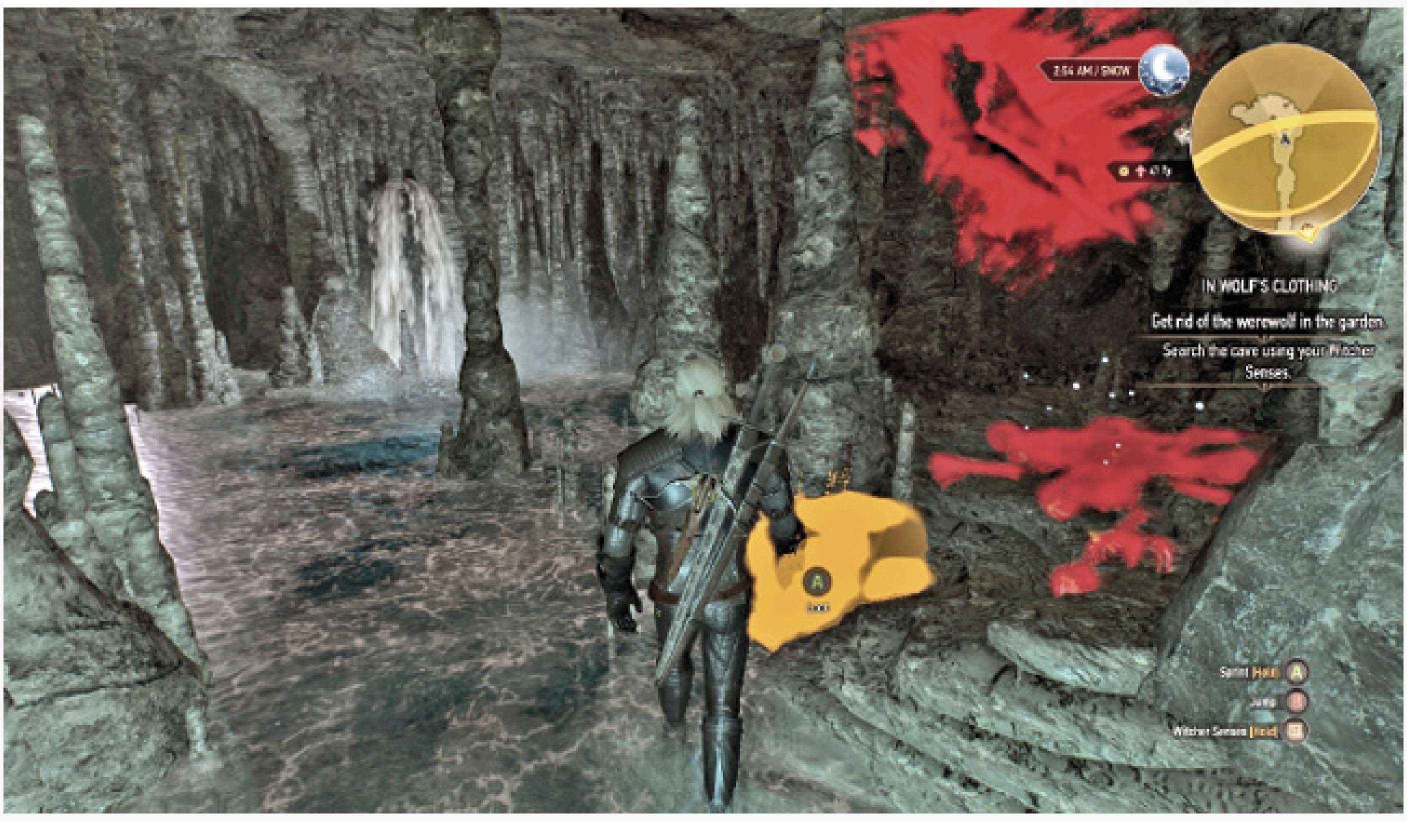
From the gate mechanism turn right (roughly north) and run up and into a cave at the edge of the garden. A few steps into the cave, you witness Morkvarg speaking to the skull of an old friend Ramund about a key he needs. Your objective updates. Though you can "meet" Morkvarg now, it is far better to find the key first.

If you lack clues, step into the werewolf's cave, and slay this beast. Once he's down, Morkvarg pleads for you to undo the curse. You can speak at length about his pitiful existence, Craven, a reward, and learn that simply slaying him doesn't end his life. Morkvarg also mentions he eats his own flesh; it boils his tongue. Interesting. Finish him off, as you don't have the wherewithal to end his life. While Morkvarg is temporarily dismissed from his lair, use your Witcher Senses to check the ground; there's a draft from below.

OBJECTIVES

- Find a way into the flooded cave under Morkvarg's lair.

Ramund isn't much use (since he's a skull on a pole), so return to the garden (having raised the right sluice gate), dive into the canal, swim roughly northwards under the gate, and enter a second cave directly under Morkvarg's lair. Aside from a chest, there's the rest of Ramund's bones here. It seems he is useful after all—grab his key.


2:54 AM / SNOW
IN WOLF'S CLOTHING
Get rid of the werewolf in the garden.
Search the cave using your Witcher Senses.
Sprint Hold A
Jump B
Witcher Senses Hold LB

Items: Find a way into the flooded cave under Morkvarg's lair.

OBJECTIVES

- Unlock the chapter house doors.
- Search the chapter house.
- Read Morkvarg's Journal.

Swim back to the gardens, retrace your steps all the way back to the sacred oak, and investigate the chapter house behind the tree. After a thorough inspection, you uncover a chest with Morkvarg's Journal. It makes interesting reading. Aside form Morkvarg's despicable past, it implicates Einar!

Items: Quest Item: Morkvarg's Journal

In Wolf's Clothing

The Cursed Fang Of Torador

OBJECTIVES

- Ask Einar of Larvik why he lied to you about Morkvarg.
- Use the fang to lift Morkvarg's curse or find another way to lift it.

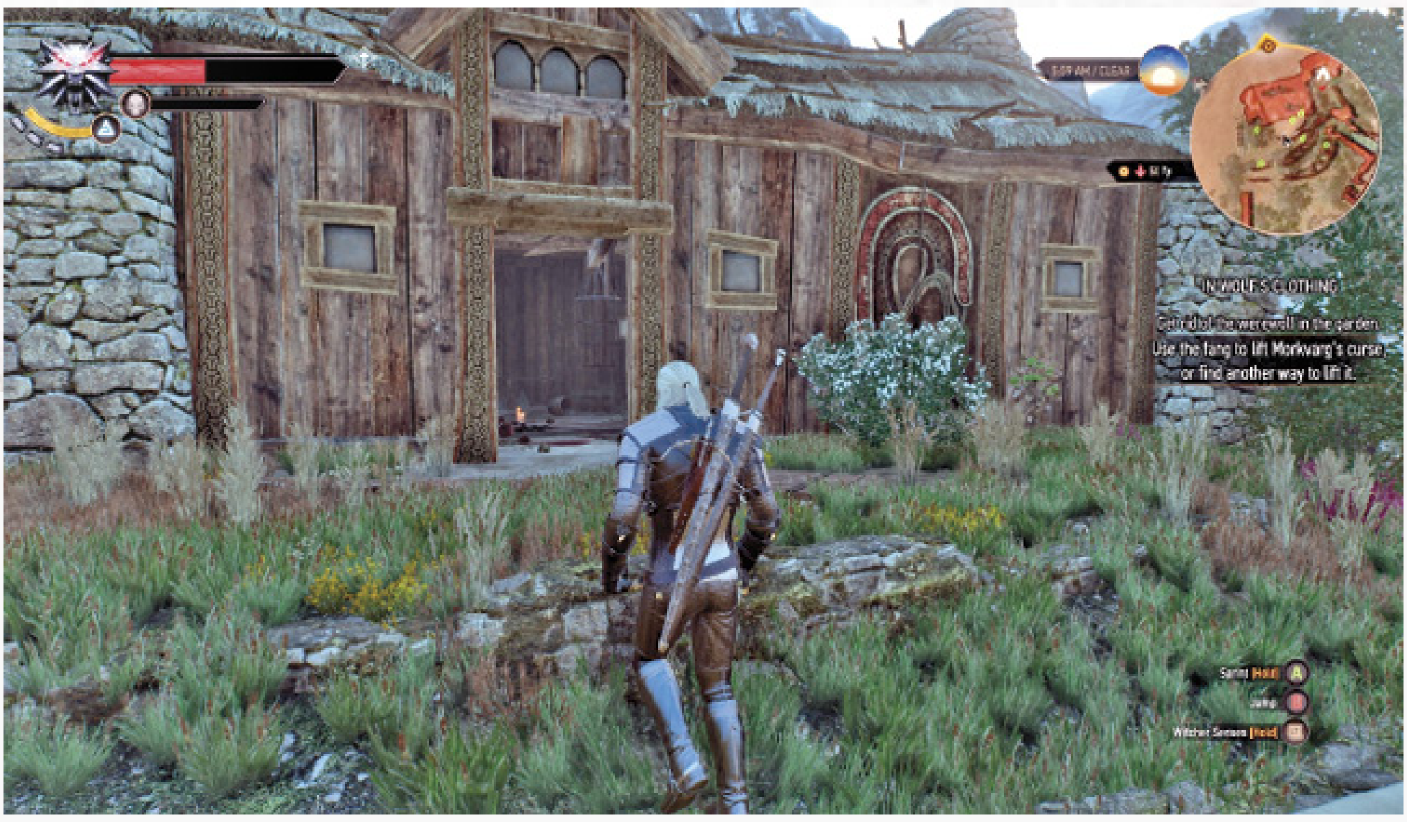
That scheming cutthroat Einar knows more than he is letting on! Back at Larvik, speak to Einar, who threatens to attack you with all his men. You can:

- Meet them gladly, and slay all five of these warriors. Afterwards, loot Einar's corpse of a cursed fang. However, you require information from Einar to understand how to use the fang; a more measured approach is needed if you wish to use the fang to complete this quest.
- Use conversation, not swords, to obtain information about a cursed fang, a gift from Einar's dad, telling him to hand it over for the priestesses' sakes.

Either way, you leave Einar with the fang, and a plan.

Items: Quest Item: Cursed Fang

Head back to Freya's Garden, using the wooden mechanism to lift the middle sluice gate this time. Swim through, climb the stone steps to the right, and up onto the higher garden ground you couldn't access from the broken stone bridge earlier. Turn northwards and run up the stepped garden to a large hall structure. Use your Witcher Senses to uncover claw marks on the splintered door. Morkvarg smelled something beyond here.


IN WOLF'S CLOTHING
Get rid of the werewolf in the garden.
Use the fang to lift Morkvarg's curse, or find another way to lift it.
Sprint Hold
Jump
Witcher Senses Hold

SUMMONING AND SLAYING MORKVARG

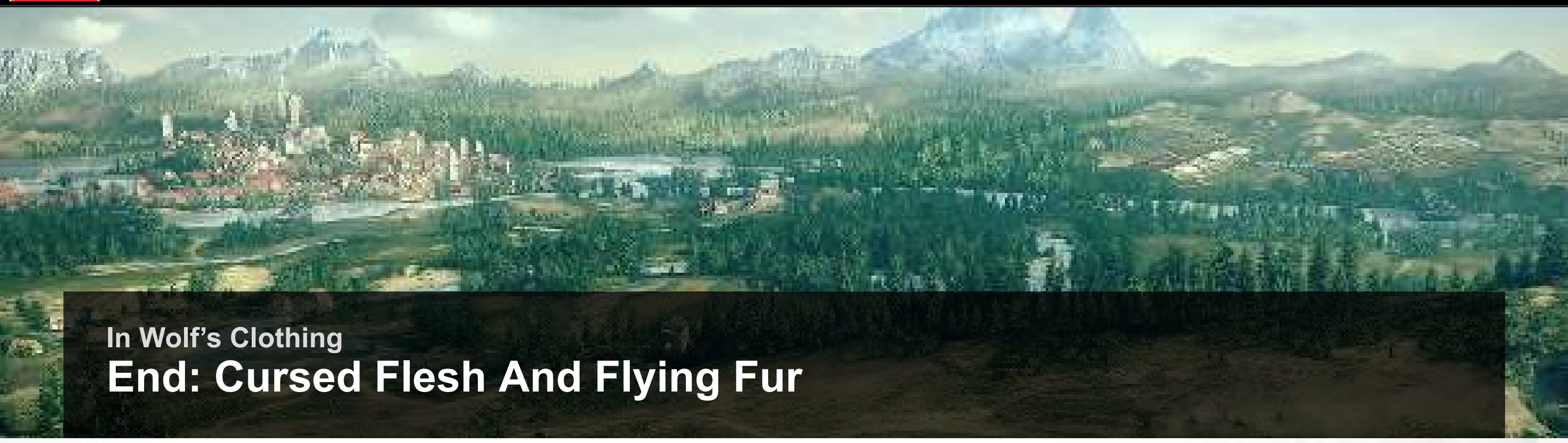
If Morkvarg isn't prowling this area, simply meditate for around four hours, and he should appear somewhere in the garden. Remember that to kill Morkvarg for good, you need to complete the tasks set out below. For now, here are Morkvarg's vulnerabilities, as an ulfhedinn werewolf:

Moon Dust Bomb

Devil's Puffball Bomb

Cursed Oil

Igni



In Wolf's Clothing

End: Cursed Flesh And Flying Fur

OBJECTIVES

- Collect your reward from the contract giver.

Inside the hall is a crudely constructed symbol of Freya on the ground, where the werewolf was lured. Use your Witcher Senses:

The offal and body parts in here are untouched, with no signs of feeding (some are werewolf-shaped!). .

Items: Quest Item: Morkvarg's Flesh

Once inside, Morkvarg appears again. Listen to his tale of woe if you wish, before facing him in combat once more. Now kill him, and while he lies on his side, remove his curse using either of the following:

- Feed him his own flesh. This must have been taken from Morkvarg after you "slew" him previously, and talked to him while he lay dying, before he disappeared.
- Hand him the Cursed Fang of Einar. However, this only works if you've been told how to use the fang by Einar. If you killed him, the fang is useless.

Either item has been previously picked up, and should be accessed from your Quest Items inventory. An unsteady Morkvarg rises to his feet, now in human form, and ready to dash to the nearest tavern. He has a reward for you; promise to let him go and he tells you of a specific loanshark in Novigrad to visit, who keeps his loot safe, and you can have it for dis-enchanting the curse. Agree to this, or find this information out first, and then kill him! Slay him like the deviant he is, then return to the priestesses of Lofoten for your reward, and the conclusion of this quest.

Items: Saimain Brigandine (Armor): If you use his own meat. Nothing if you use any other method.

Items: Deithewn (sword), Werewolf decoction (recipe): From Novigrad loanshark only.

Master Of The Arena

The Arena Of Ulle The Unlucky

DANGER ALERT SPOILER ALERT

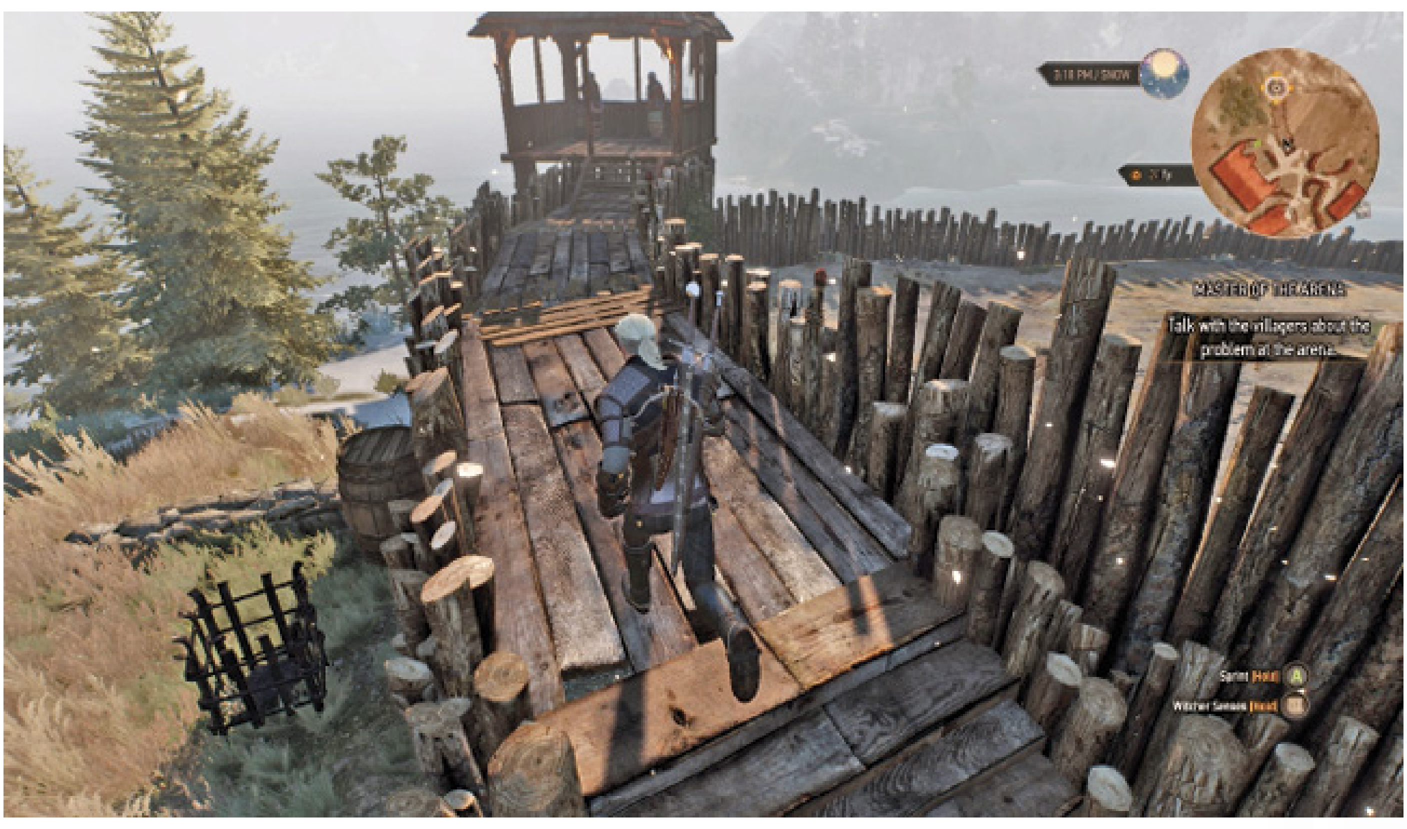
MASTER OF THE ARENA

OBJECTIVES

- Talk with the villagers about the problem at the arena.

Related Quest: Fists of Fury: Champion of Champions
LOCATION: Hov
CHARACTERS: Gunnar, Lydrik
ENEMIES: Ulle the Unlucky

Visit the wooden sentry hut overlooking the ocean, on the hillside village of Hov, and speak to the two warriors chatting about the arena. They are having trouble ridding the arena of a wraith.



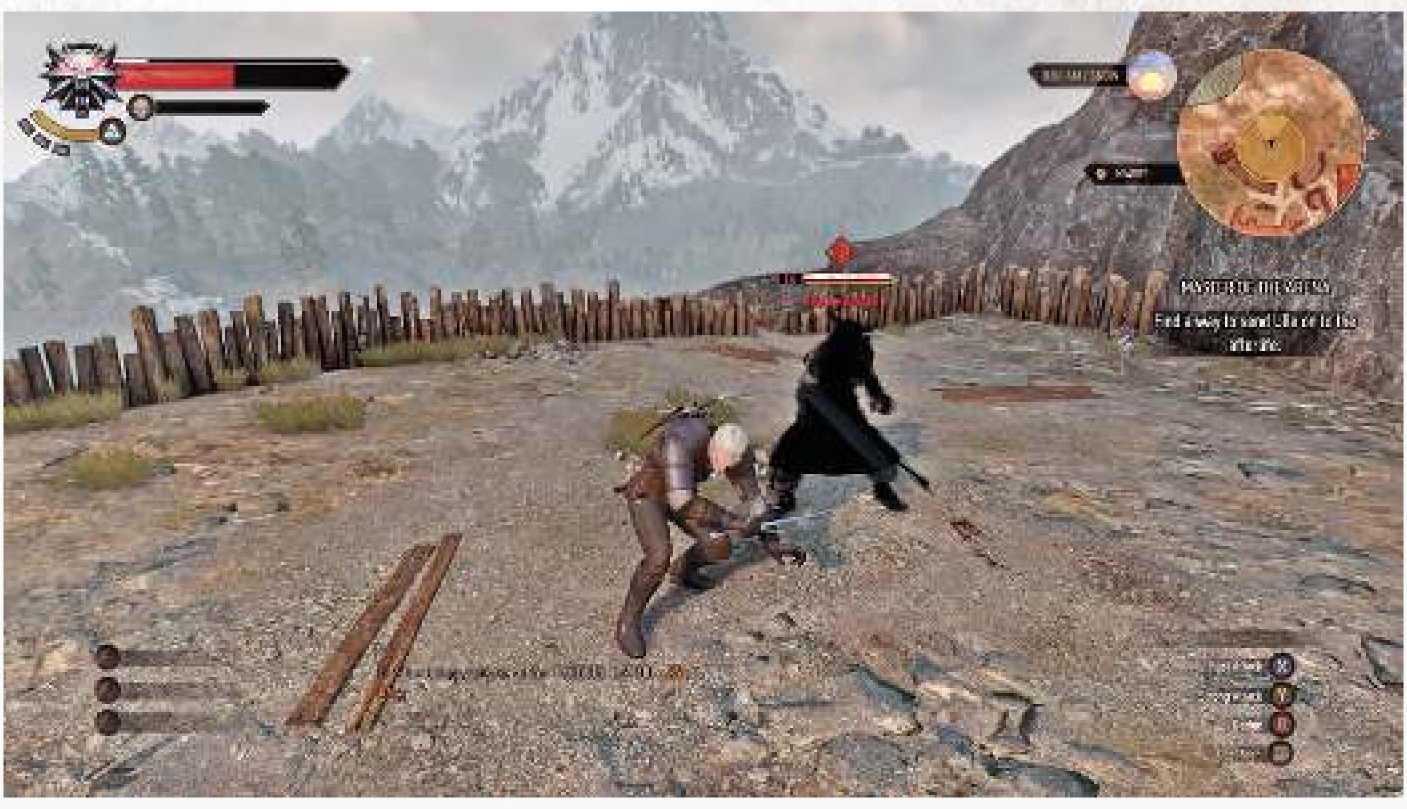
Offer to help, and ask about the arena (it was where the best warriors across the islands clashed), and the wraith itself (named “Ulle the Unlucky”, a man who lost every bout, but couldn’t die in the arena, slew a Jarl unjustly and is now cursed to haunts the fighting grounds).

Gunnar

Lydrik

Ulle the Unlucky

The double gates to the clifftop arena are adjacent to the battlements. Push open the door, and speak to the strange congealed collection of vapors—the wraith Ulle the Unlucky. Speak to Ulle (remarking he’s not typical of this type of monster as he’s speaking, not shrieking at you), who is resigned to his fate ever to return here. You must now draw your weapon, and fight Ulle.



END: GERALT THE SELFLESS

OBJECTIVES

- Find a way to send Ulle on to the afterlife.
- Return to the warriors.
- (Optional) Return to the Spikeroog arena later to collect your precent of the takings.

Your bout with Ulle isn’t that difficult. Three or four parries and strikes, and he admits defeat, doomed to repeat this process another day from now (meditate and return here to face him again, if you win). After a little lateral thinking, you may figure out that the only way to dismiss this specter is to actually let him win the fight! Accomplish this by simply allowing him to strike you. When your health is almost depleted, the combat stops. Ulle is incredulous. He hears laughter, chalices clanking, and is summoned to join the feast of heroes in the afterlife.

Return to the warriors, telling them their ghost problem has been dealt with.

- If you talked to the warriors before you handled the wraith, return here in a few days to claim a reward of the profits.
- If you ignored the warriors, let Ulle defeat you, and then talked to the warriors, you receive a smaller reward, and no profits.

The quest concludes.

Items: Crowns

Free Spirit

The Island Atheist

DANGER ALERT SPOILER ALERT

FREE SPIRIT

LOCATION: Snidhall Isle

CHARACTERS: Ivar

ENEMIES: Warrior

Recommended Items (Books): Tristianna and Isador, Religion and Life, The Cult of Freya, The Curious Case of Virtuous Vegga, Change your life! A Handbook

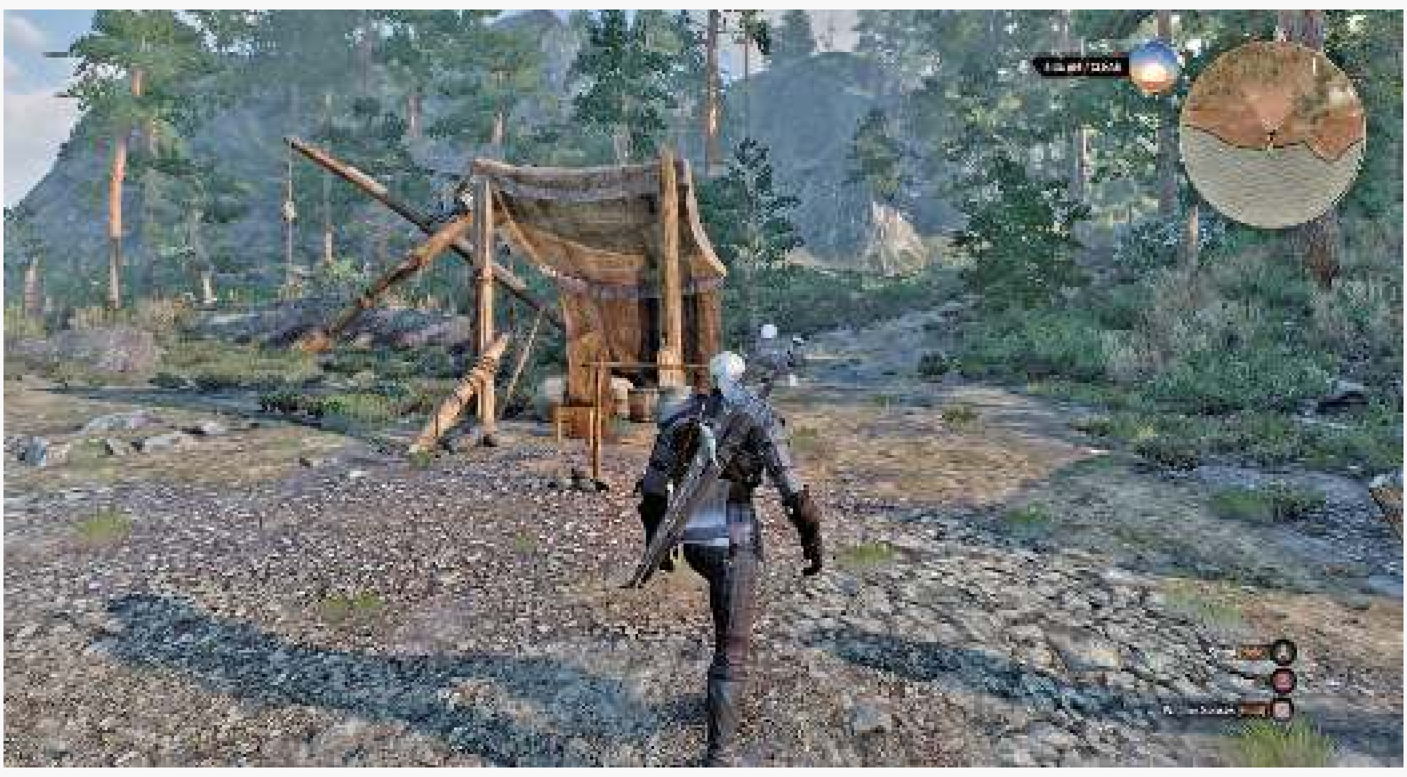
OBJECTIVES

- Gather books describing religious customs and precedents and take them to Ivar.
- Nearest Signpost: North of Ancient Crypt (Ard Skellig).

Ivar the Atheist

While exploring the extinct volcano known as Snidhall Isle, you may hear shouts near a small shack. Investigate and watch a warrior sprint towards a balding man with little to protect himself with. Step in. You can:

- Watch or help the warrior cut down the man, after which you're shooed away and the quest concludes.
- Stop the warrior by challenging him to combat. Afterward, speak to the man you saved. He is Ivar, and the warrior's sister ran off with him rather than serve the Goddess Freya. Ivar doesn't believe in "that rubbish about the gods" and desperately wants to reunite with Irma. To do that, he needs evidence to show the priestesses; about the holes in the principles of religion. Agree to find any texts that may aid his cause, and be on your way.



GATHERING BOOKS, THEN BOTHERING IVAN

You may, of course, elect to find the books first, and then find Ivar, in which case this quest is much shorter.

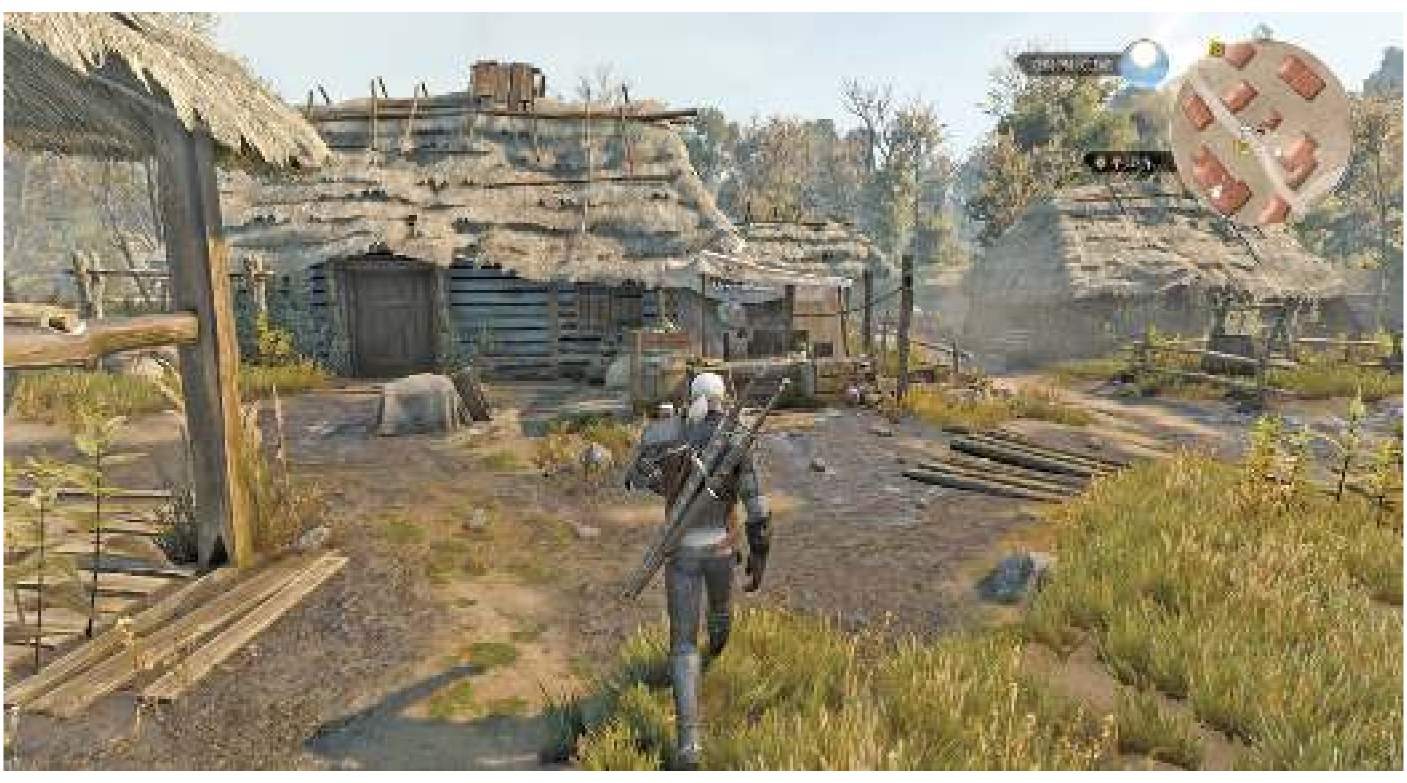
Free Spirit

Tome Raider: Heathen Book Gathering

You may now begin the search for five different books, all of which help Ivar learn about the discrepancies with the main religions of the world. Such texts can be difficult to acquire, look for them during searches of dungeons and crypts, or pay a visit to booksellers, such as Marcus of "Books and Scrolls" in Hierarch Square (Novigrad). However, the following locations have a guaranteed copy of each book. Return with a copy of the following:

BOOK: TRISTIANNA AND ISADOR

Location: Lindenvale, a merchant stall next to the signpost.



Items: Quest Item: Tristianna and Isador (10 Crowns)

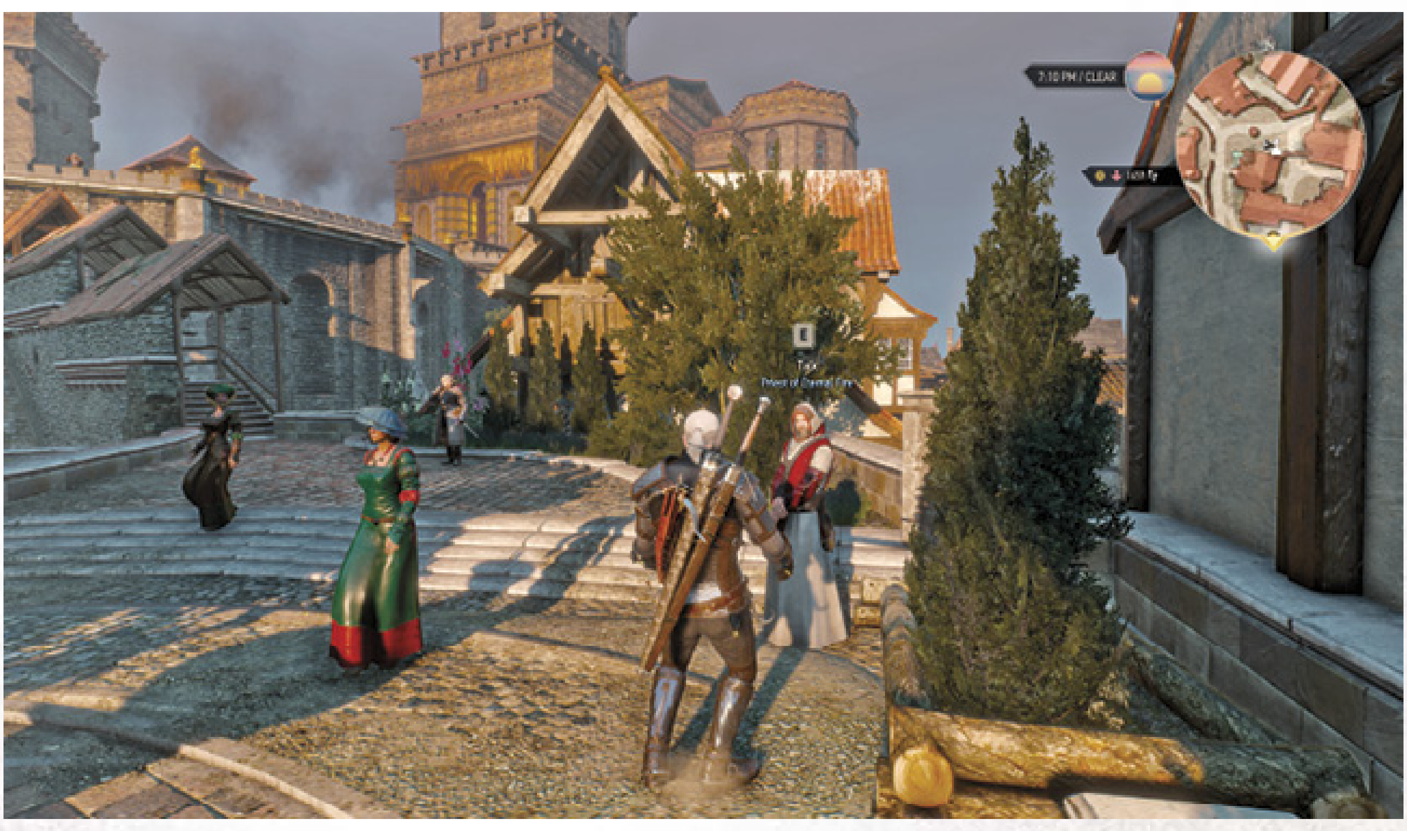
BOOK: RELIGION AND LIFE

Location: Crow's Perch, the merchant in question is found in the lower section of the fort, close to the bridge entrance.

Items: Quest Item: Religion and Life (10 Crowns)

BOOK: THE CULT OF FREYA

Location: Electors' Square, Novigrad. A "priest" of the Eternal Fire turns out to be an alchemist, hiding from the Redania's and the Church's purge of all things remotely magical. It does take some small talk to convince the man to show his wares.



Items: Quest Item: The Cult of Freya (10 Crowns)

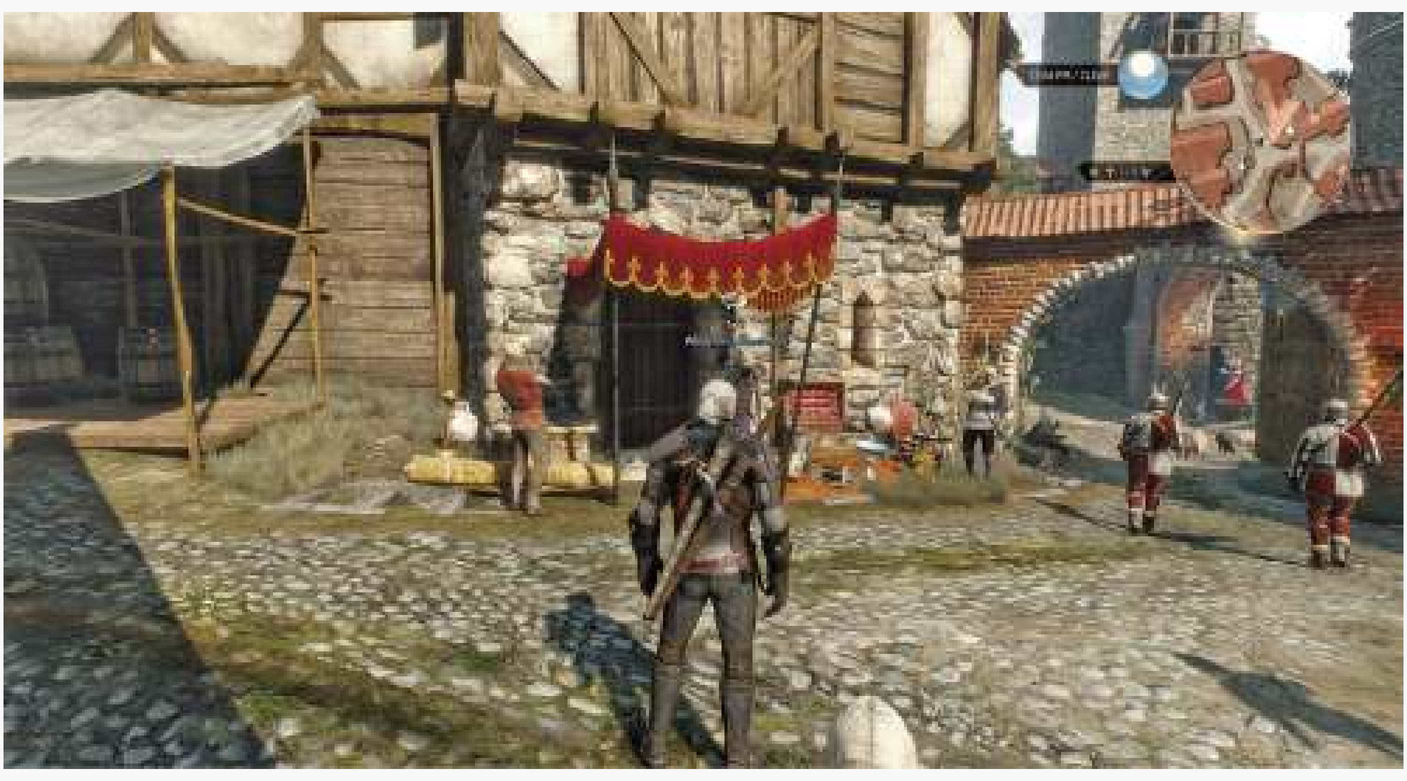
BOOK: THE CURIOUS CASE OF VIRTUOUS VEGGA

Location: Fancy Shop Owner in Novigrad, southeast of the St. Gregory's Bridge sign post, next to a barbershop and a Notice Board. The text this merchant possesses is among many confiscated from a fallen sorcerer, Aeramas. Other magical oddities required for other tasks can be found here, as well.

Items: Quest Item: The Curious Case of Virtuous Vegga (10 Crowns)

BOOK: CHANGE YOUR LIFE! A HANDBOOK

Location: Novigrad Loan Shark, to the northwest of the Southern Gate signpost.



Items: Quest Item: Change your life! A Handbook (10 Crowns)

END: ENLIGHTENMENT

OBJECTIVES

- Take the books you found to Ivar, he might find them interesting.

When you have tomes worth Ivar reading, journey back to Snidhall Isle, and look for the hut at the base of this volcano. Speak with him again and present the books. After perusing the pages, he vows to travel the world, and plan a way to be with Irma. You can meet Ivar later by the docks in Novigrad, where he's trying to find a job as a sailor.

The Path Of Warriors

Two Trials On This Tiny Isle

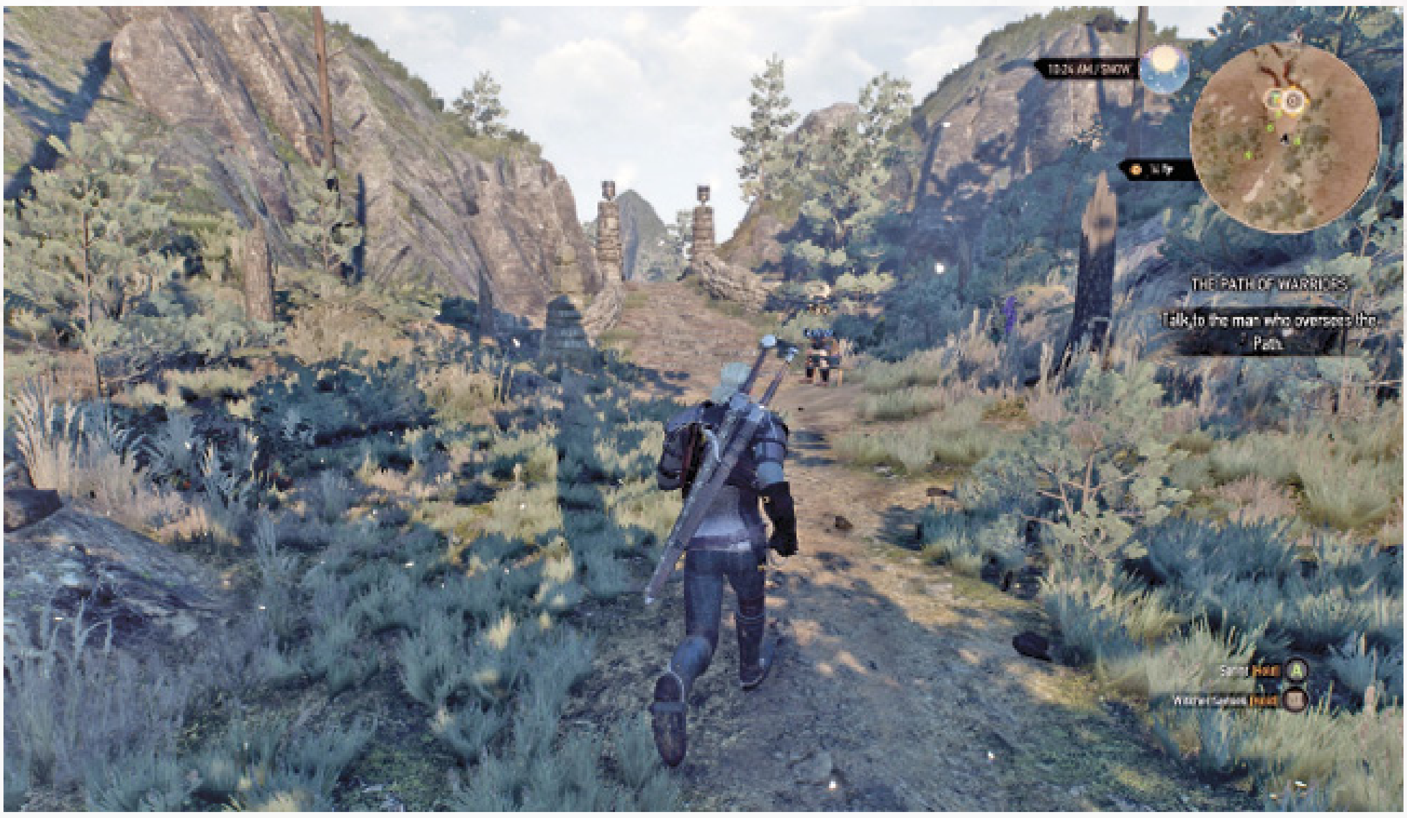
DANGER ALERT
SPOILER ALERT
THE PATH OF WARRIORS

LOCATIONS: Urialla Harbor (An Skellig), Mount Aardeklove
CHARACTERS: Skellige Women, Old Gunnar
ENEMIES: Endriaga, Sirens, Wraiths, Gargoyles

OBJECTIVES

- Talk to the main who oversees the Path.
- Reach the start of the Path.

After arriving at Urialla Harbor on An Skellig, eavesdrop on a couple of Skellige women, who make mention of the Trial of the Path. Speak to them to find out this is an age-old tradition—only those that return from the trial can consider themselves true warriors. Old Gunnar can tell you more, he lives at the foot of Mount Aardeklove.



Bring your best endriaga-slaying implements with you, and travel along the path to the northeast, slaying at least two of these beasts as you pass a sunken homestead, and finally meet an older warrior sitting on a bench, at the Trail to Yngvar's Fang (a signpost). He isn't the friendlist of sorts, but he has some information on the paths:

There are two offshoots. One leads to the mountain peaks, and the other into the bowels of the earth. Traverse both to prove your valor. Speak with Gunnar at length to gain further insight into the trials if you wish. You're now able to choose which of the paths to start first, though it's easier to try the Trial of Dexterity (the mountain climb) first.

The Path Of Warriors

Trial Of Dexterity: A Mad Dash To The Mountain Top

OBJECTIVES

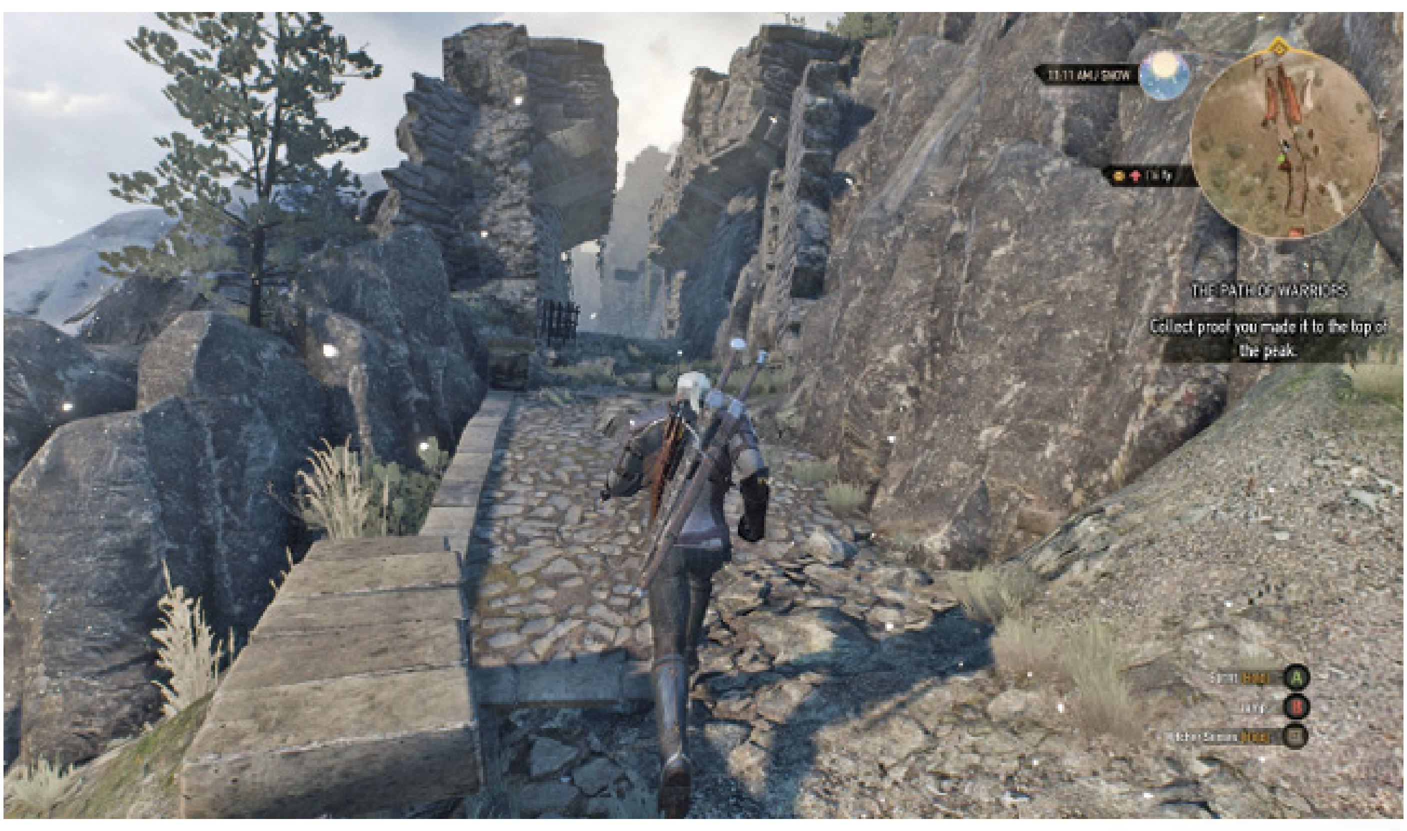
- Collect proof you made it to the top of the peak.

Head up the steps to reach the start of the path. Run forward, over the wooden bridge, and leap the gap before slaying a siren. Wait for two more and defeat them as well. Coax them over with Axii or crossbow bolts. Then move right along the path, leap a gap, and make a tight left turn as you climb up and onto the natural rock bridge. Now dash across the moss.

MORE HASTE, LESS SPEED

Falling while maneuvering across this increasingly dangerous pathway, full of leaps and precise landings, requires you to keep a steady head, and a degree of patience. Save your progress before each new leap. And look for rocks stained with bird droppings to climb on as you continue onwards and upwards. If you fall, there's usually a period of backtracking.

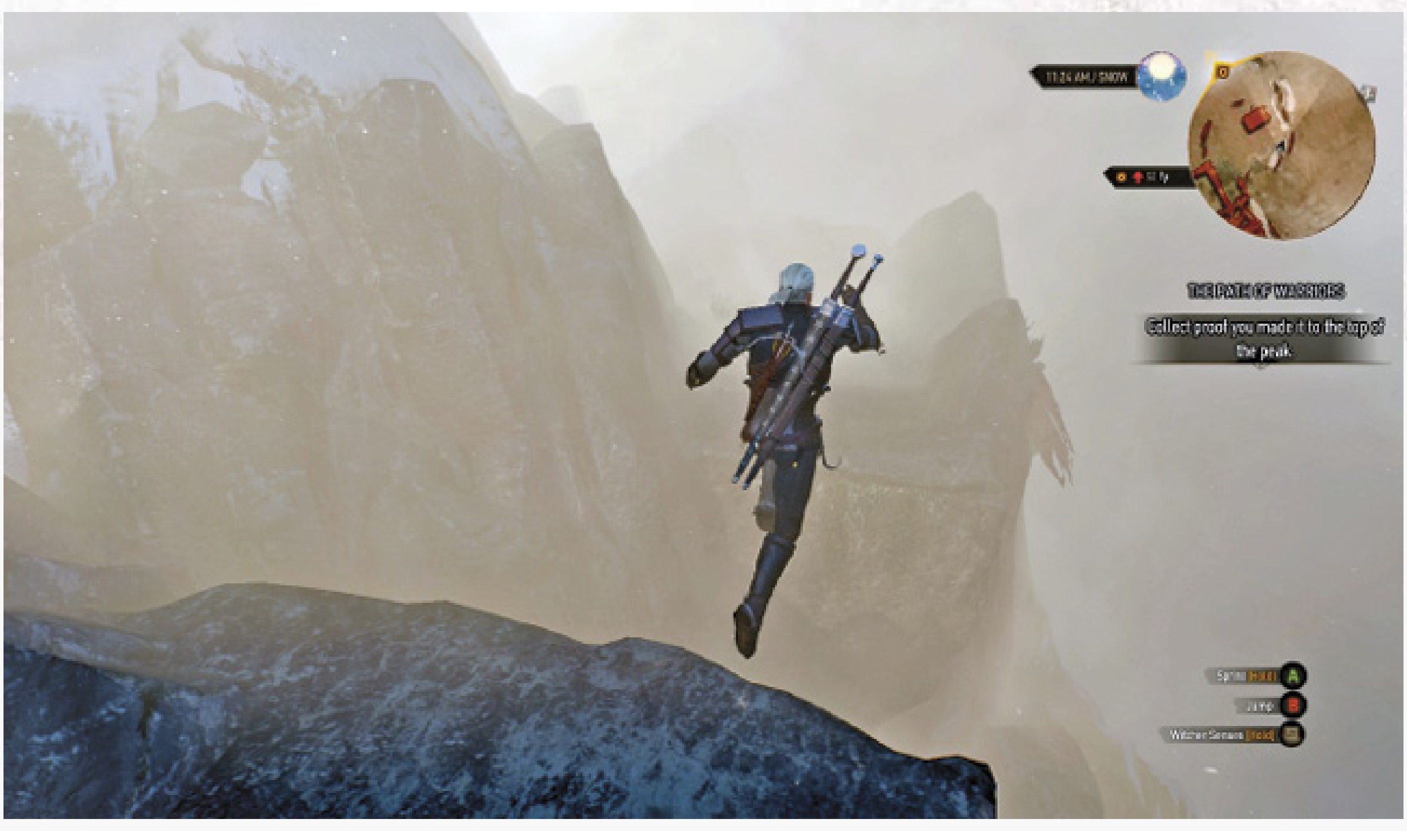
From the mossy bridge, leap and grab the ledge. Pull yourself up, and make a series of sharp switchback turns as you zig-zag up the mountain trail. Leap the gaps and pass by two tattered flags showing your progress. Continue west along the trail which flattens out slightly, and leap the gaps along the slope, after sliding down a little. When you can't continue, look left, and perform a series of climbing moves up the stone ledges of the ruined castle battlements above you, in a counterclockwise pattern.



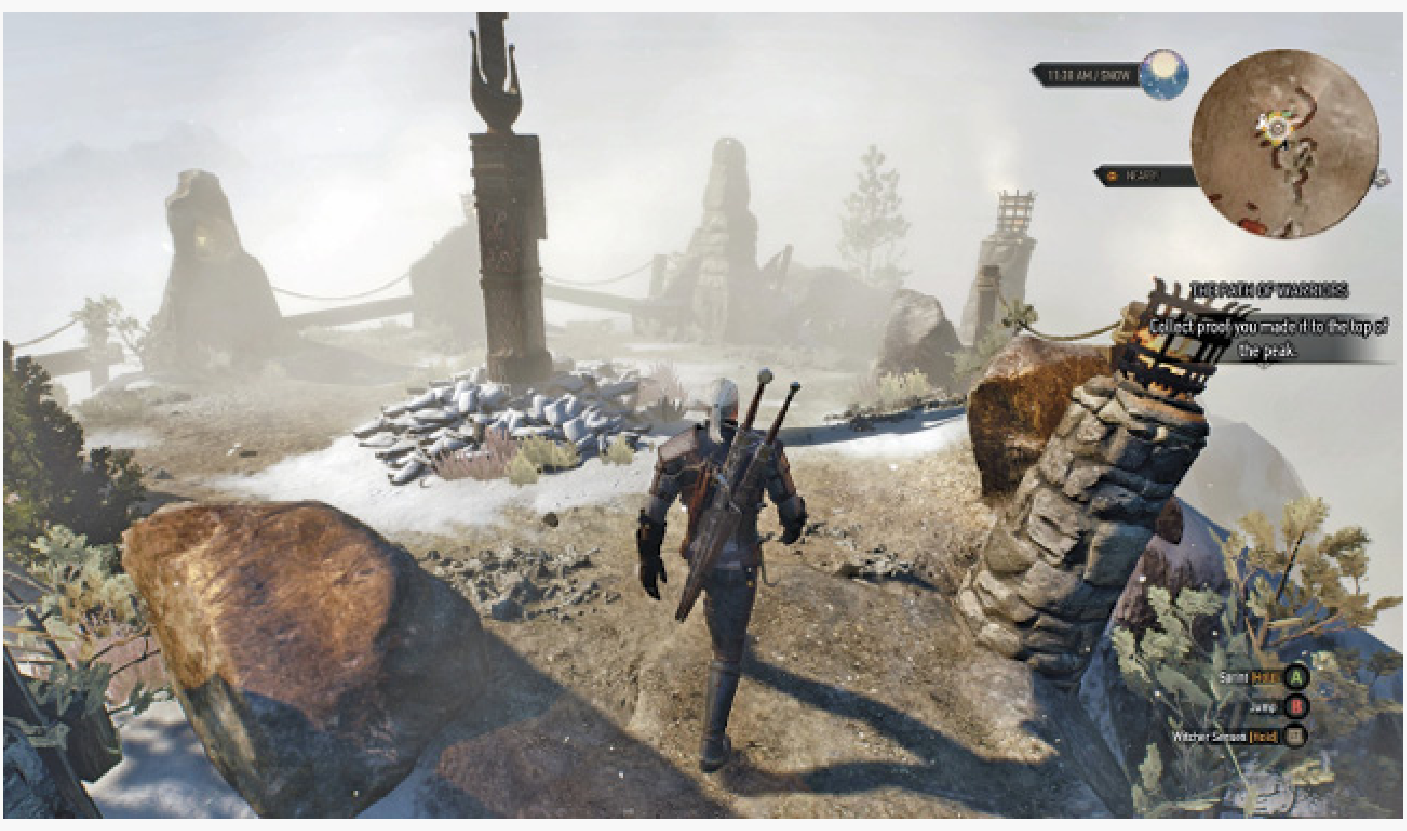
WITCHER SCHOOL GEAR IS HERE

During your climb, you pass through an old, ruined castle that holds some valuable treasure belonging to Witcher Gerd from the Bear School. If you choose to explore, be mindful of the wraiths roaming the abandoned halls. Read more about this by checking Scavenger Hunt: Bear School Gear.

Save your progress and, as the mists descend, make a large leap across the gap and another along this treacherous upper path, and slow as you spot a strange old man sitting by a door. He doesn't rate your chances. Ignore the door he sits by, and continue along the outer ledge, leaping again and ascending further. Leap a broken bridge with adeptness. Turn back and leap again, and after a final climb, you reach the zenith of Mount Aardeklove.



Now you're at the top of the peak, you must fight any harpies before you find evidence to support your dexterity. Rummage around the base of the totem marker, and discover the following token (amongst other items and a treasure chest). Then examine the Place of Power and gather an additional Ability Point before descending. Your descent involves either of the following:



- Taking exactly the same route as you did to get here. As always, slow and steady is better than fast and falling!
- Or, turn to the right and continue along a new path leading to a long and extremely entertaining slide all the way down to the next path.

Items: Quest Item: Trial of Dexterity Completion Token, Place of Power

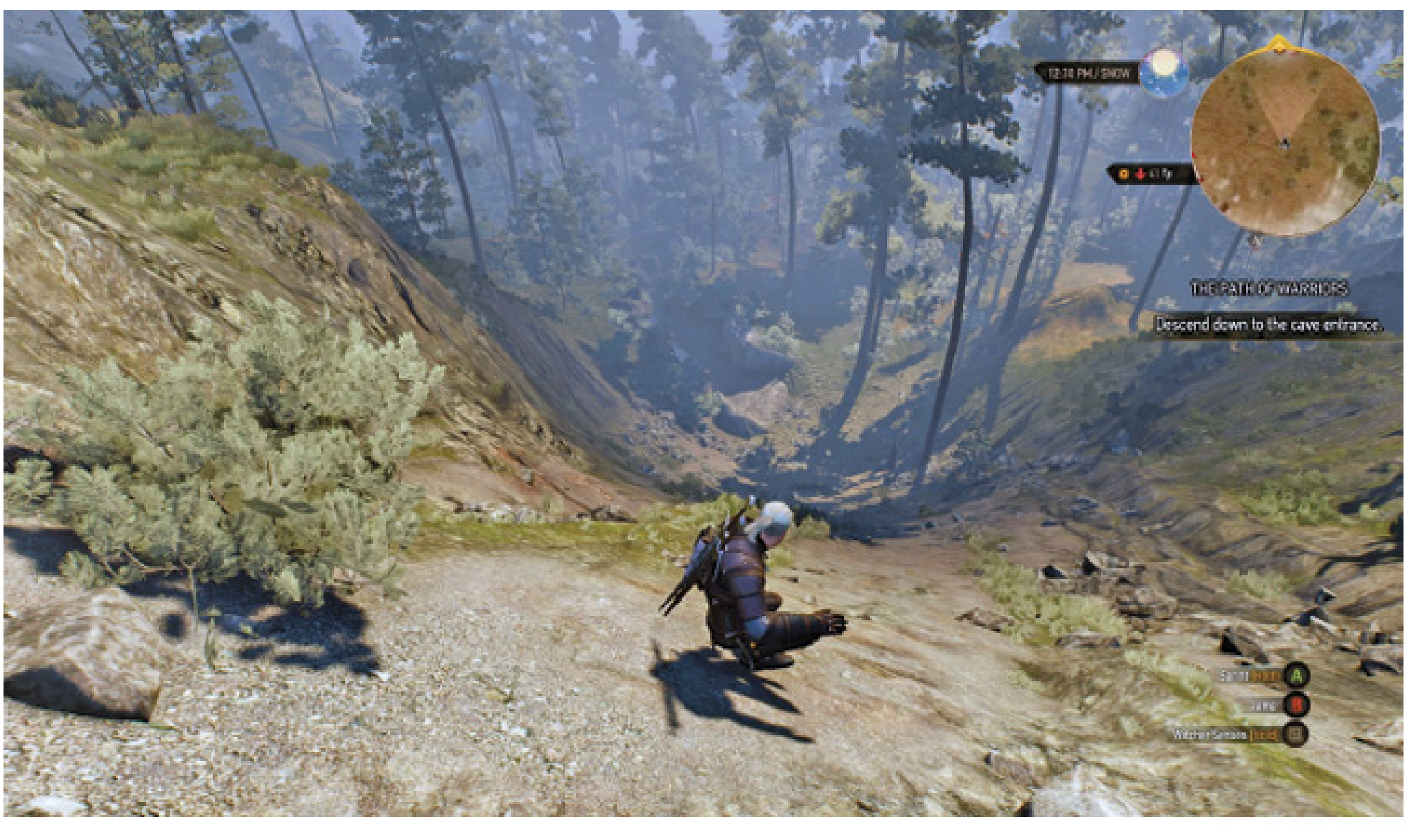
The Path Of Warriors

Trial Of Conviction: A Breath-Taking Journey Underground

OBJECTIVES

- Descend down to the cave entrance.

Although it is possible to slide down the slope from the mountain path, leaping off the path usually results in an agonizing death. Instead, you should retrace your steps to where Gunnar was sitting. Then use the main road, before a small detour into the wooded area, to reach the cluster of rocks marking the start of the Trial of Conviction.



DON'T DROWN—WHEN TO BREATHE

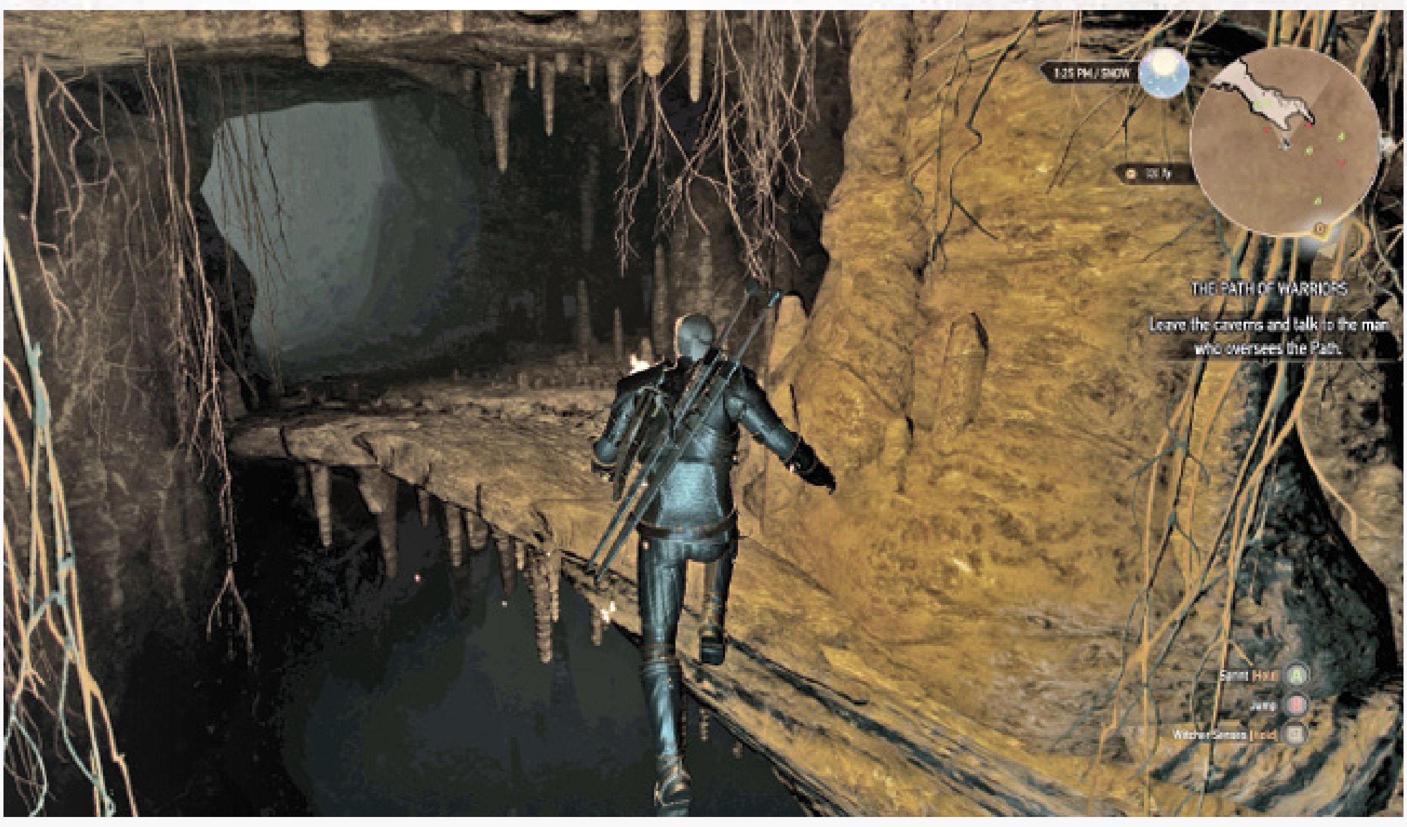
This trial involves holding your breath, swimming, and not succumbing to panic. Consult the Training chapter on swimming to help you progress, and use your minimap to spot the direction you must travel in.

OBJECTIVES

- Travel through the tunnel and collect proof you made it to the end.

Enter the cave and drop into the green water. Then, swim southwards as rapidly as your legs and lungs allow. Swim swiftly, and stay as close to the ceiling of this underwater tunnel as you can. Ascend into the air-filled cavern that you eventually reach.

When you surface in this small grotto, be mindful of climbing out. There is a reason Skellige warriors do not rest here because gargoyles reside in this cave! There's skeletal remains showing what happened to the warriors who did not heed Gunnar's warning.


3:25 PM / SNOW
THE PATH OF WARRIORS
Leave the caverns and talk to the man who oversees the Path.

Continue to dive through the passage. Near the end, you should notice a chest at the bottom. Pry it open and take the token within. Keep an eye on your air supply. If you are dangerously low, go to the end of the tunnel and surface to regain air before returning to get the token. Finally you can surface and climb up a ledge here. Follow the path through the cave, performing some more climbs and jumps until eventually you reach the exit of the cave.

Items: Quest Item: Trial of Conviction Completion Token

QUEST CONCLUSION: A DEED WORTH SHOUTINGTO THE FIVE ISLES ABOUT

OBJECTIVES

- Leave the caverns and talk to the man who oversees the Path.

It is now simply a matter of returning to Old Gunnar, who is usually at his tent near the seat at the start of the mountain path, and reveal the two tokens you've obtained. He is situably impressed, and offers a variety of rewards for your dexterity and conviction. The quest concludes.

Items: Gloves, Heavy Armor (Diagrams), Sewant Mushrooms (5), Hardened Leather (2)

The Tower Outta Nowheres

Thunder And Lightning, Very Very Frightening

DANGER ALERT
SPOILER ALERT
THE TOWER OUTTA NOWHERES

LOCATIONS: Urialla Harbor, Strange Tower

CHARACTERS: Fisherman, Sigo Buntz

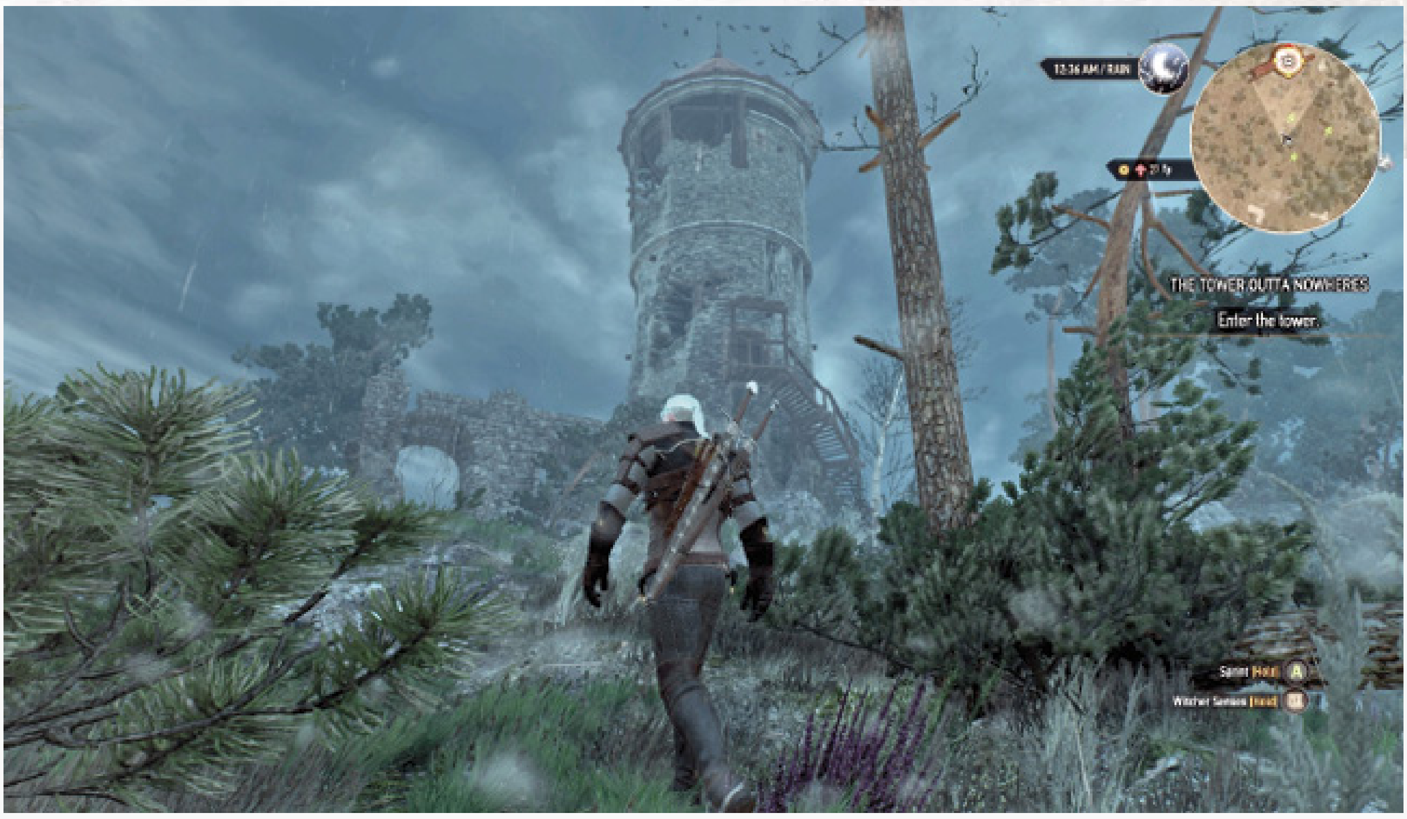
ENEMIES: Cyclops, Ekhidna, Golem, Ghouls, Alghouls, Gargoyle, Werewolf, Earth Elemental

OBJECTIVES

- Talk to the villagers.
- Enter the tower.

After visiting (via a trek across the island, or by boat) the permanently soggy village of Urialla Harbor, you encounter a group of warriors and fishermen muttering in the gathering spot in the middle of the settlement. Approach them, and one fishermen beckons you out of the rain to tell you about a knoll beyond the village.

For centuries, everything was normal until one day a tower appeared on top of it! Lightning started arcing down from the structure, and it has been responsible for the incessant rain the island has experienced ever since. The waves are too strong for fishing or raiding. Agree to look into this anomaly.



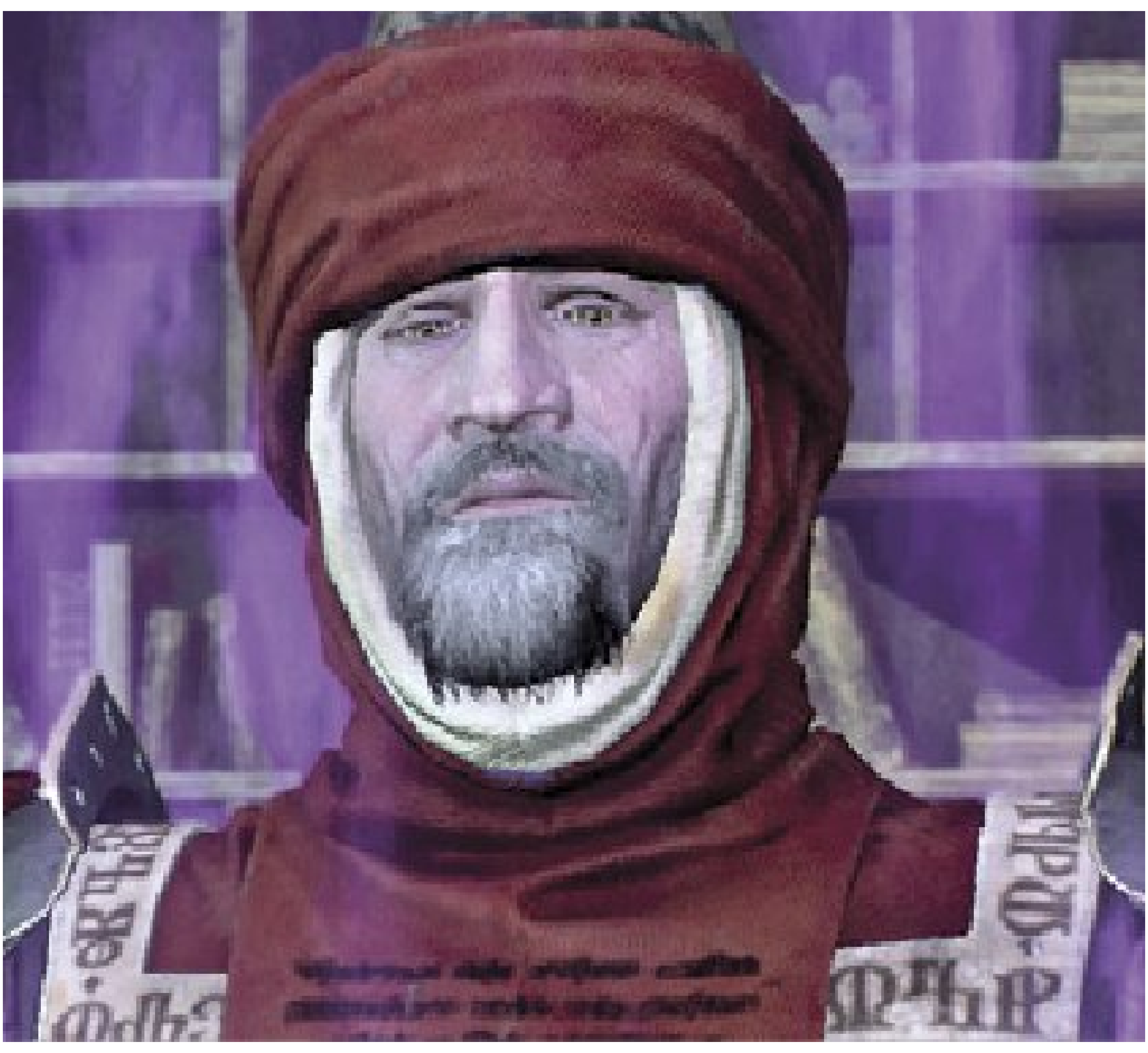
Set off on a roughly northwesterly path from the village. Use the path and and you may discover a wandering cyclops on your way to the strange turreted tower that is responsible for the inclement weather. Follow the winding path (watching for ekhidna) until you reach the stone steps and wooden entry into the tower. Head inside, down some spiral steps and through a portal.

The Tower Outta Nowheres

Tower And Relative Dimensions In Situ

OBJECTIVES

- Defeat the golem.
- Talk to the man trapped behind the magic barrier.



Sigo Buntz

How very strange. The tower is smaller on the outside than the inside! There's little time to ponder spatial awareness, as the main chamber has a golem guarding three archway barriers of magic.

The guardian awakens, and must be battered. After slaying the golem, move over to a magician trapped behind the southwestern barrier. You inform him the entire tower teleported here, and in return, you're told the tower is outfitted with a "Defensive Regulatory Magicon," which essentially means the structure repels intruders. Apparently, to deactivate the defenses, you must find a treatise (Gottfried's Omni-opening Grimoire) hidden somewhere in this tower. Find out more about Sigo the mage if you wish.

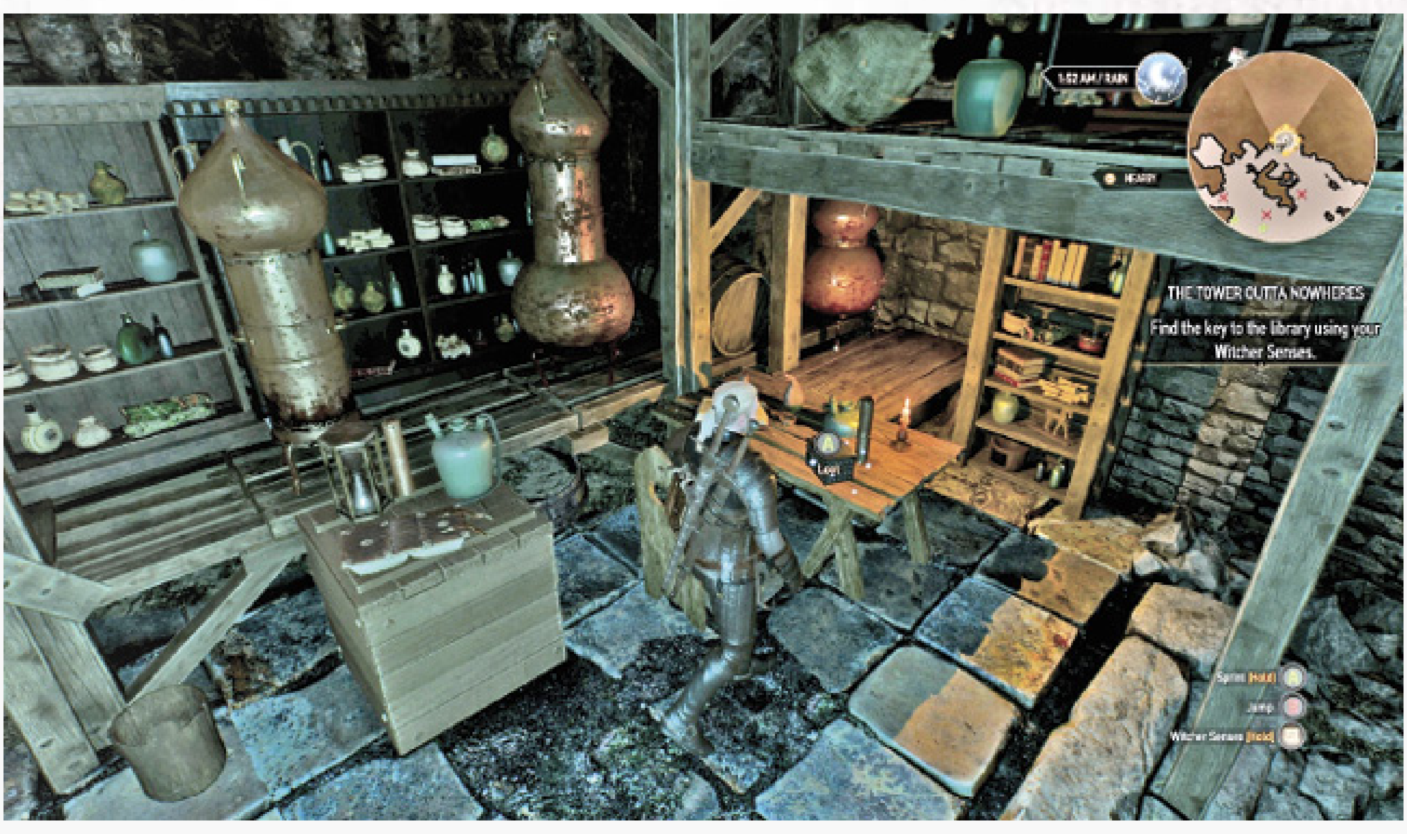
OBJECTIVES

- Find the key to the library.

Aside from the crumpled remains of others that woke the golem, there's little else in the barrier chamber, so head northeast, out of the chamber and into a strange waterlogged cave tunnel. Swim left (north) at the tunnel junction, and climb out of the water into a rough-stoned cavern with old ruins jutting out of the ground. The tower informs you that beasta countermeasures are in effect!

- Two ghouls and two alghouls then warp into view—slay them.
- Uh-oh! There's an incoming gargoyle to deal with soon afterwards.
- Warning! Then a werewolf is teleported into this chamber.
- Phew! The tower runs out of resources and only manages to teleport in a cow. This shouldn't be slain.

When the variety of foes are vanquished, move to the small laboratory area in the northeastern part of this cavern, and loot the box on the table to gather the key you need.

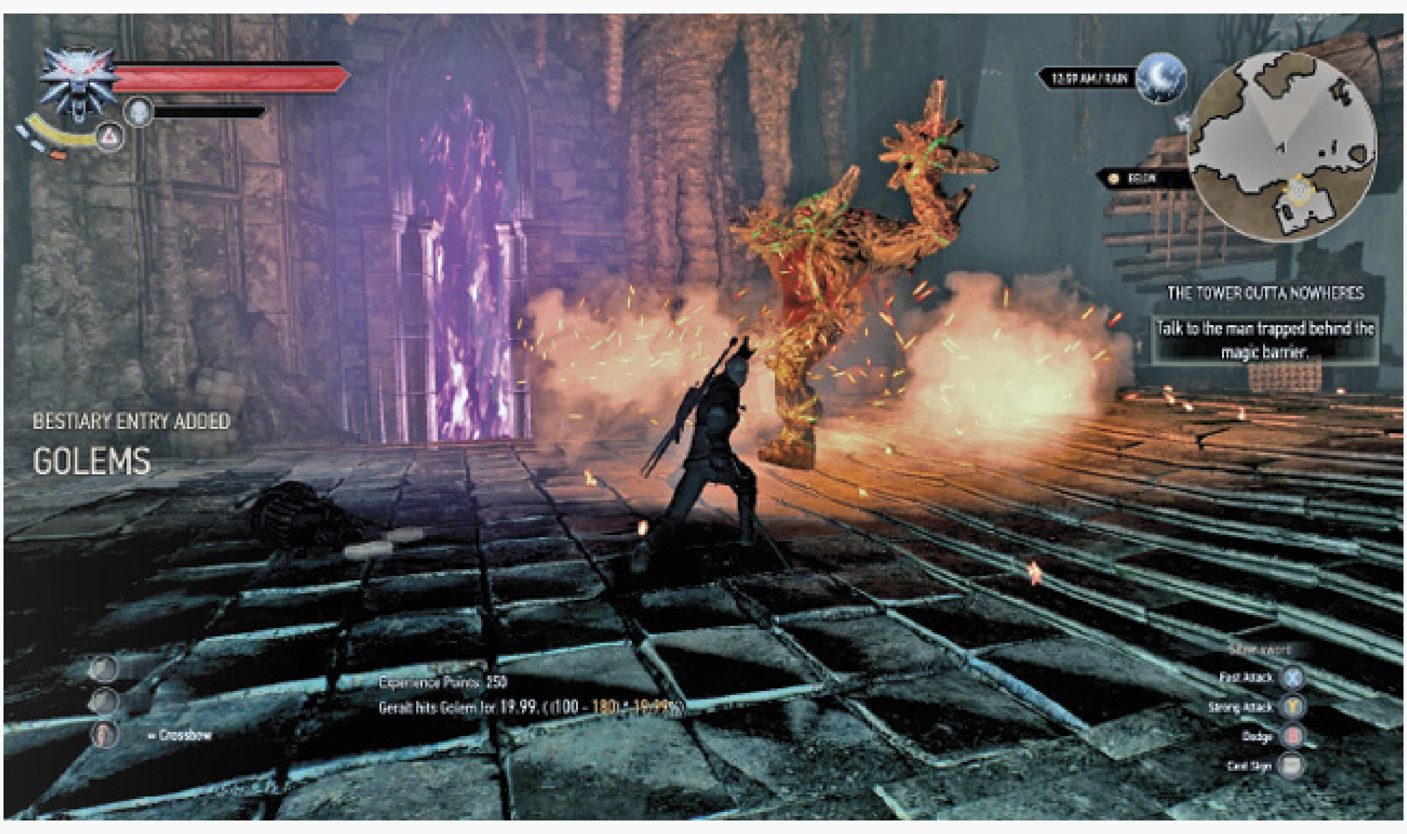

1:52 AM / RAIN
THE TOWER OUTTA NOWHERES
Find the key to the library using your Witcher Senses.
Sprint [Hold]
Jump
Witcher Senses [Hold]

Items: Quest Item: Key to Library

OBJECTIVES

- Enter the library.
- Find "Gottfried's Omni-opening Grimoire."
- Bring the mage "Gottfried's Omni-opening Grimoire."

Exit the cavern and swim into the half-submerged tunnel, investigating the other side tunnel at the junction this time. Travel east and dive into the murky water before quickly surfacing again and climbing the steps into the library.


12:59 AM / RAIN
BELOW
THE TOWER OUTTA NOWHERES
Talk to the man trapped behind the magic barrier.
BESTIARY ENTRY ADDED
GOLEMS
Experience Points: 250
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Use your Witcher Senses to uncover a variety of books (and bodies) strewn across this library. Find the book you seek just left of a slumped corpse (as shown). If you inspect the corpses, it looks like they've been suffocated.

Items: Quest Item: Gottfried's Omin-opening Grimoire

The tower attempts some poisonous countermeasures as soon as you take the book, so leave the way you came, diving into the water and swim southwest, heading back to the barrier chamber.

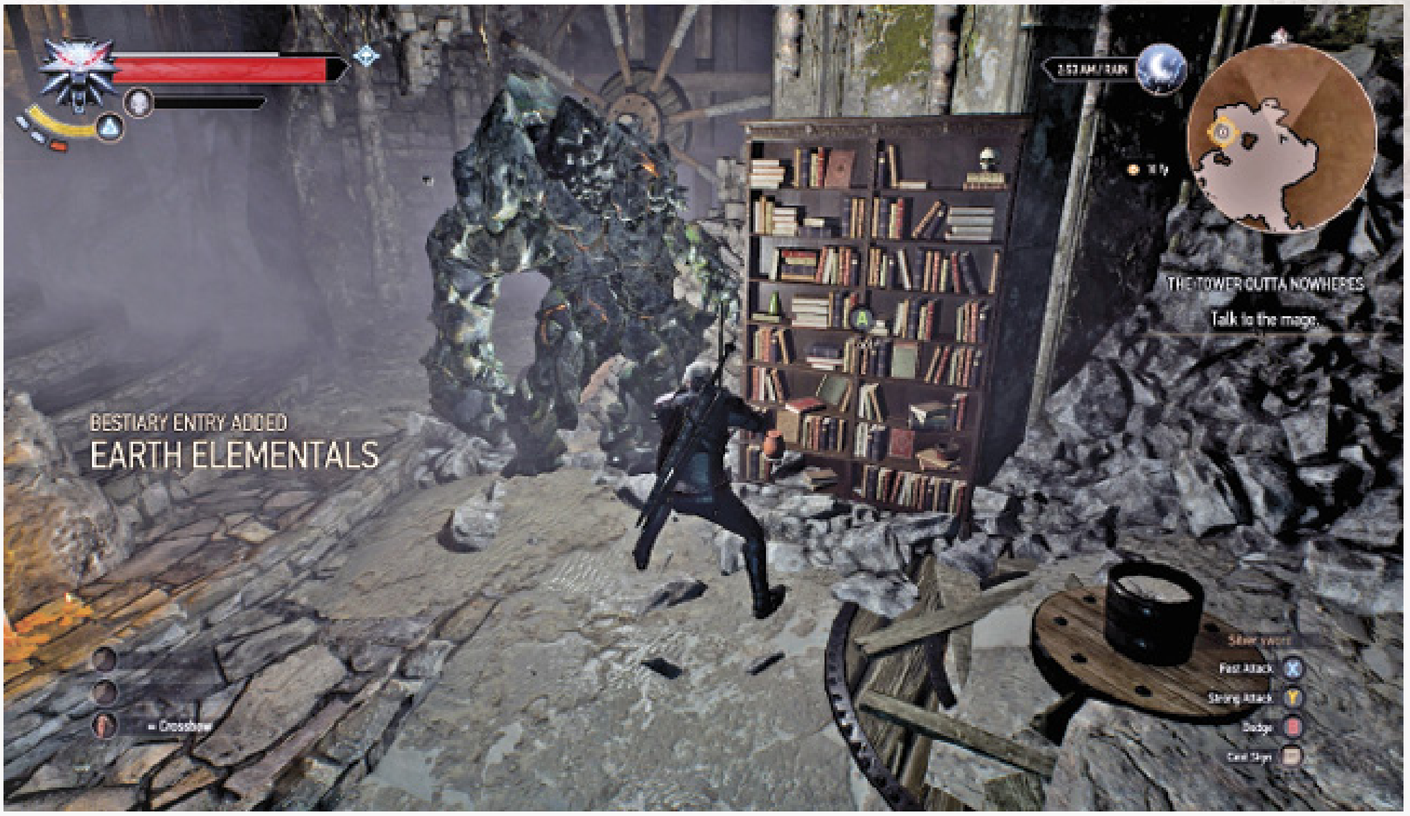
The Tower Outta Nowheres

Disturbing Indications Of Freedom

OBJECTIVES

- Break the tower's defenses with the mage's help.
- Talk to the mage.

You hand the book over to Sigo, who frees himself from the magic barrier. The tower isn't happy about this, and Sigo warns you that the hardest part is yet to come. You have the option to meditate and prepare. Then agree to head to the central chamber and power down the security measures. Follow Sigo as he rushes out, deactivates the barrier to the northwest, rushes to a central pulpit, and opens a tome to begin incantations. You're on guard duty. The tower spits out an immense earth elemental that must be cut into pebbles.


BESTIARY ENTRY ADDED
EARTH ELEMENTALS
THE TOWER OUTTA NOWHERES
Talk to the mage.
Crossbow
Silver sword
Fast Attack
Strong Attack
Dodge
Cast Sign

The Tower Outta Nowheres

End: Aburraghi V’arathern…

OBJECTIVES

- Talk to the villagers.

The mage speaks to you and, after you request he move the tower away from An Skellig, he duly obliges, and the entire tower departs leaving you standing in midair. A moment later, you’re falling into the water. After this enforced exit, swim back to the fisherman, and inform the villagers that the tower (and the inclement weather) are gone for good. They are thrilled with the news (though less so if you inform them their hunting party was killed within the tower’s walls). After some fine rewards, the quest concludes.

Items: Magic Weapon and Items, Diagram, Crowns

Flesh For Sale

Slave-Driving A Hard Bargain

DANGER ALERT
FLESH FOR SALE
SPOILER ALERT

LOCATION: Trottheim

CHARACTERS: Dagr, Slave Driver, Slaves

ENEMIES: Dagr, Pirates

RECOMMENDED ITEMS: 500 Crowns, Axii Delusion Level 4

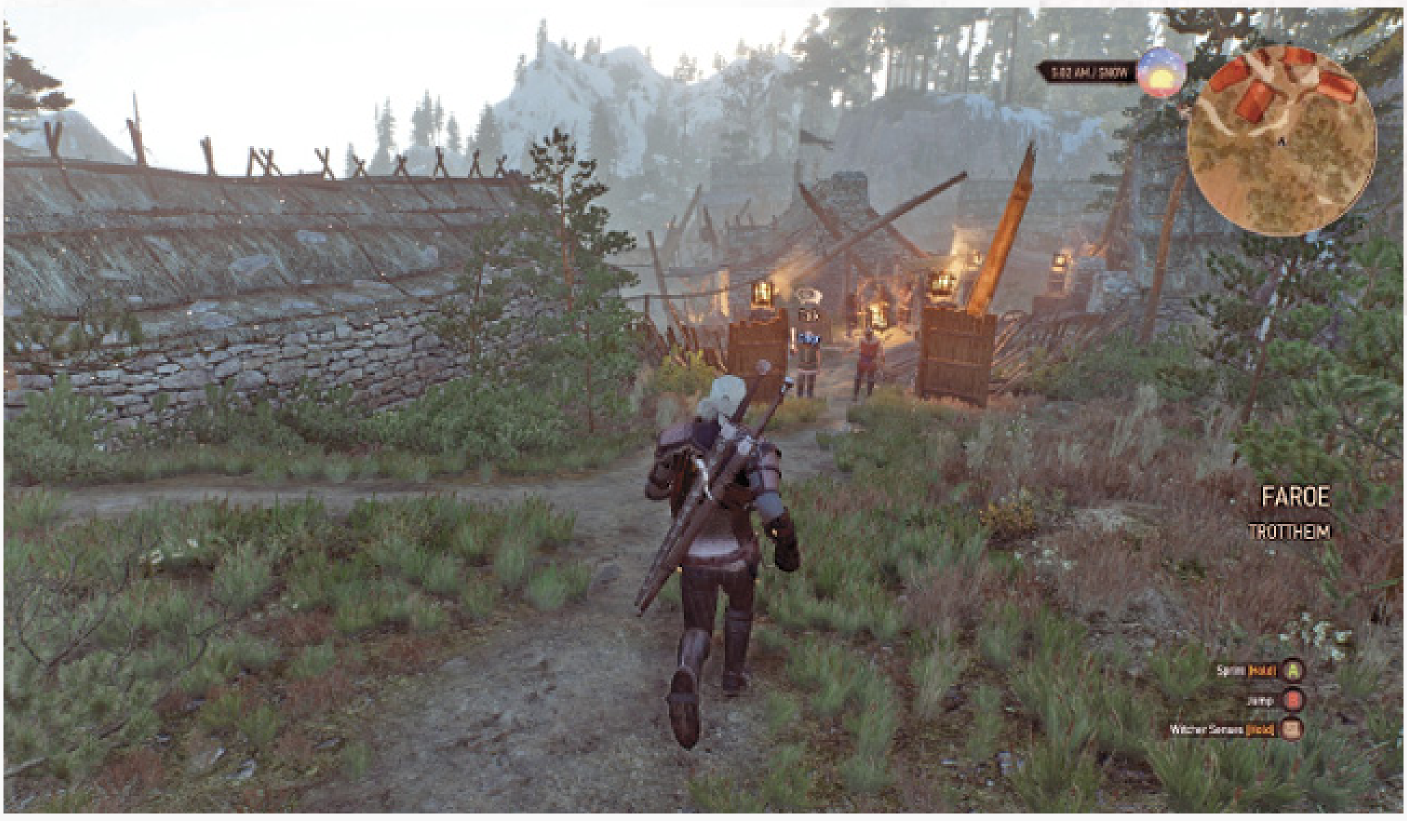
OBJECTIVES

- Follow the pirate to his boss.

QUESTING DECISIONS

This quest is accessible as normal, unless Secondary Quest: Following the Thread is active, and you are searching for the location of Hammond.

You may have been warned about the cutthroats who call the remote isle of Faroe home, but a visit to the village of Trottheim only reinforces the lack of decency the dagr on this rock have for human life. Speak to the two dagr guards (approach from either path into the village), who mistake you for a Nilfgaardian sent here from a man named "Ville" to collect some "goods" from the pirate chief. Play along to start the quest.



As you follow the dagr through the village, you may wish to optionally look around at your own pace, discovering how many dagr there are in your general vicinity (around 16, though a couple are inside the building you're heading to). When you reach the Slave Driver's Hut, the dagr leader is waiting to complete the deal. The chief isn't sure you're the agent of Ville's, but you can play along again, or tell him the truth (which results in violence). Finally, you can choose how to end this conversation:

- Tell him you're not a slave trader. This results in a long bout of carnage where dagr and pirate blood is spilled.
- (500 Crowns) Pay the coin he wants, and free the islanders without bloodshed.
- (Axii Delusion Level 4) Flummox the slave driver by telling him you already paid, and free the islanders without bloodshed.

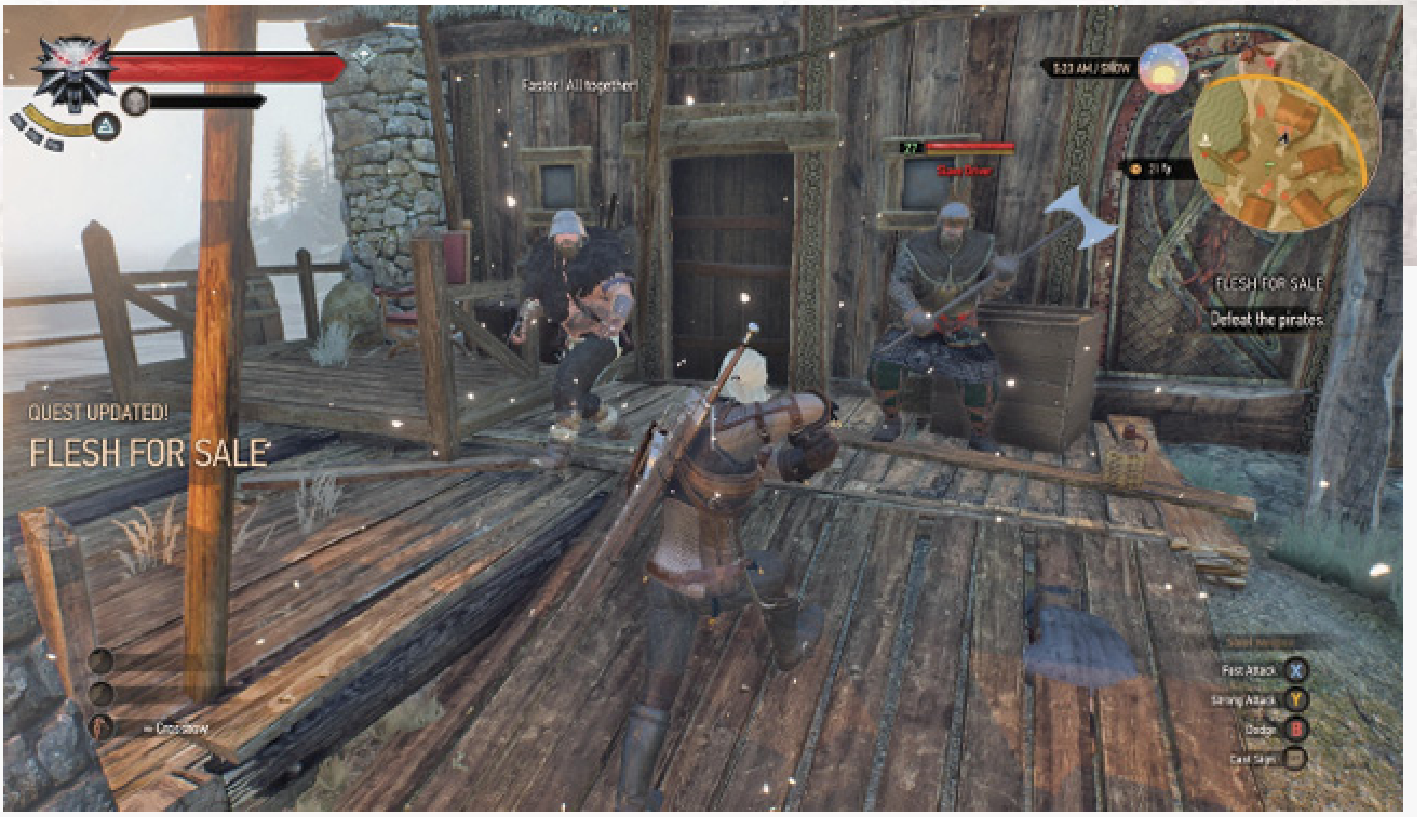
Flesh For Sale

Quest Conclusion #1: Death To The Degenerate Dagr!

OBJECTIVES

- Defeat the pirates.
- Find a key to the slaves' cell.

If you wish to rid Faroe of these thugs, begin with combat against the slave driver and his minions. Methodically work your way through the village, culling the remaining pirates. Stay in one location, chopping through small clusters of foes instead of dashing around and possibly becoming overrun. When the last of the pirates falls (and there are around 16 to slay), head over to the leader's corpse (which should be "glistening"), and remove two key from the body. These allow you to free the slaves, and ransack the hut for valuables (listed below).


Faster! All together!
Slave Driver
FLESH FOR SALE
Defeat the pirates
QUEST UPDATED!
FLESH FOR SALE
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

Items: Quest Items: Key to Pirate Leader's House, Key to Slave Cells

Flesh For Sale

Quest Conclusion #2: Indebted, Not Indentured

OBJECTIVES

- Free the slaves.
- Lead the slaves away from the pirate village.

Once the crowns have been paid, the leader’s mind has been addled, or the pirates have been slain, you are able to reach the slave cells at the opposite end of the village, and unlock the door using the key the leader was holding. A number of grateful islanders stumble out. If you haven’t slain the pirates, you need to lead the group to safety. Simply walk out of the village, up the hill, and say your goodbyes.

Aside from the Experience Points, if you’ve slain the pirates the slaves, mention a chest inside the leader’s hut that contains some treasure. Unlock the hut, and open the chest by the bed for the following items:

Items: Diagrams, Runstone, Book: Care for Your Sword, Soldier!

The Four Faces Of Hemdall*

A Wanderer With A Purpose

DANGER ALERT SPOILER ALERT

THE FOUR FACES OF HEMDALL*

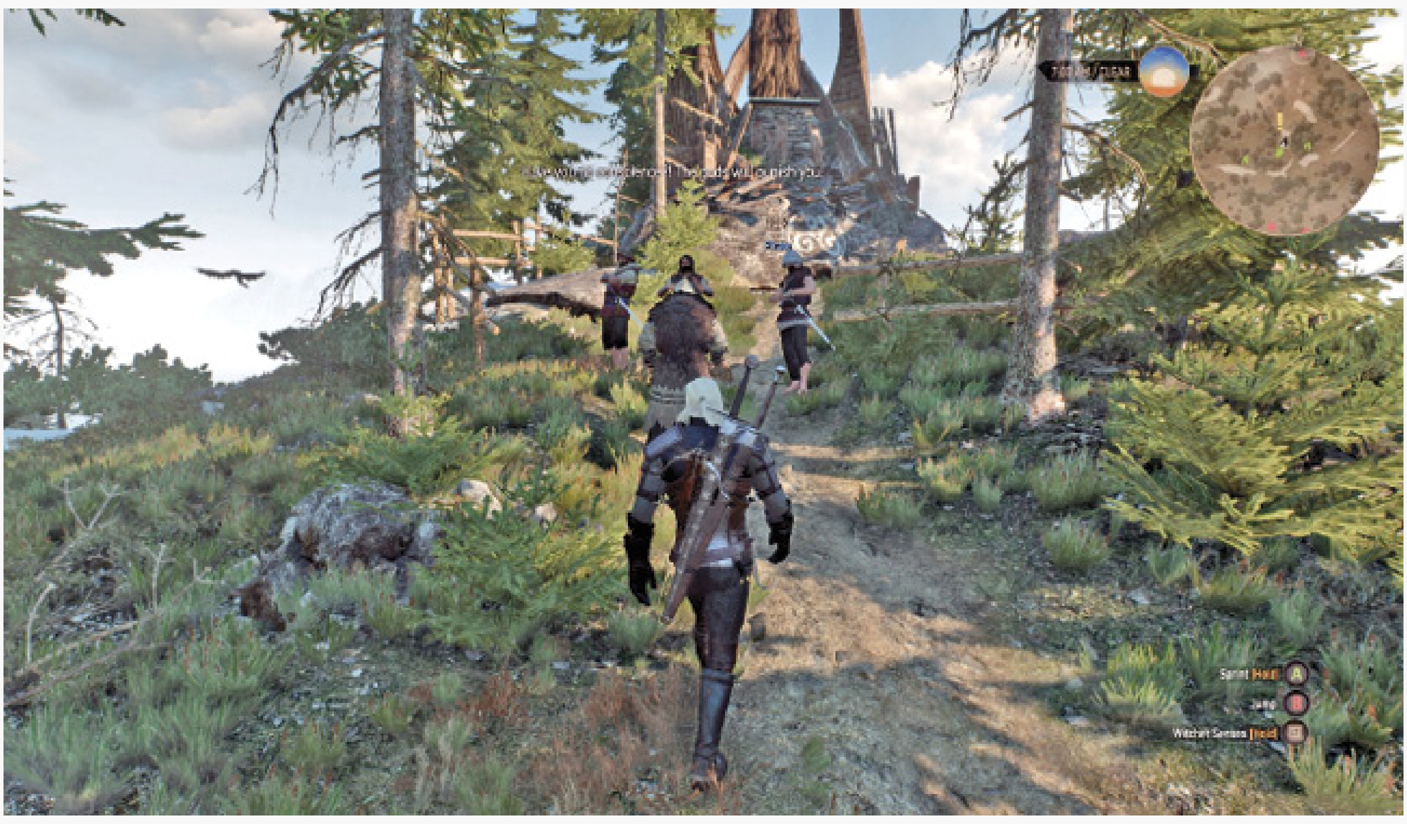
LOCATIONS: Shrine to Hemdall (Faroe)
CHARACTERS: Pilgrim
ENEMIES: Pirates

OBJECTIVES

- Nearest Signpost: Northwest of Trottheim.

Pilgrim

Although you may have more to worry about that a motley band of thugs stopping the pilgrimage of a druid, you should still assist the wise man, in the hilly region between the two villages. Beware of endriaga in the immediate area, before closing in on the discussion between three pirates and the pilgrim. You can ignore the pilgrim's plight, or force the pirates to let him through to the shrine they are guarding. They aren't about to, forcing you to slay all three of them.



Afterward, you can speak to the pilgrim about his journey to the Four Faces of Hemdall, and the forthcoming prophecies. Then he bids you farewell and sits at the shrine. Afterwards, you may run into him again, at one of the other three shrines on Faroe. Can you find them all? One of them can't be accessed by the druid until you've removed Hammond from it, during Secondary Quest: Following the Thread.

Iron Maiden

Run To The Hills

DANGER ALERT

SPOILER ALERT

IRON MAIDEN

LOCATION: Ringvold

CHARACTERS: Jutta an Dimun, Gundar

ENEMIES: None

OBJECTIVES

- Nearest Signpost: Hills east of Ringvold.

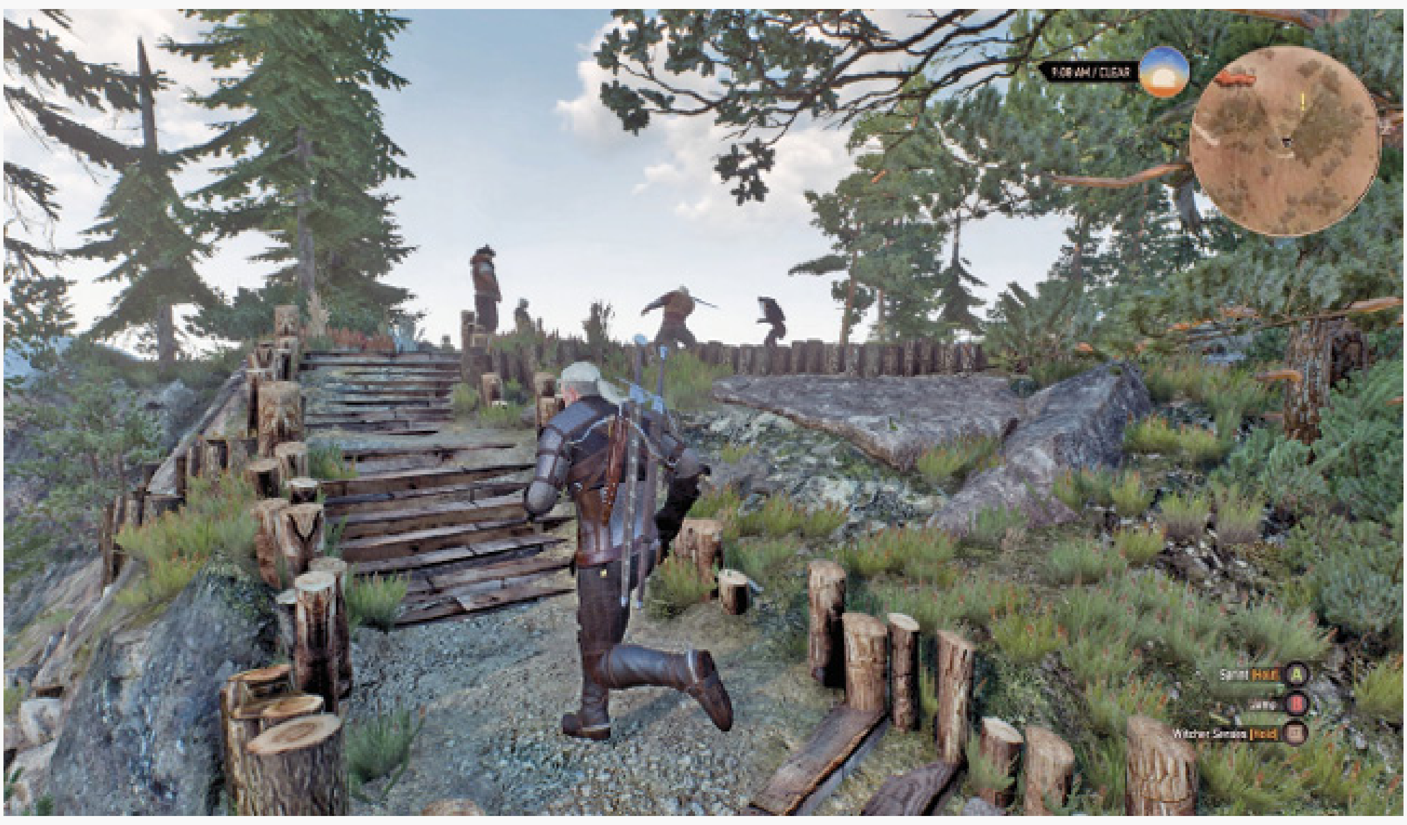
Jutta an Dimun

While in the Faroe village of Ringvold, find the path heading east out of the settlement, and follow it up the nearby hills to the top of the peak, where the Skellige warriors spar. Step into the ring, and speak with Jutta an Dimun, a formidable swordswoman. No man has bested her in combat. Ask to fight, and she ponders this:

- She challenges you straight away if you slew the leader of the slavers, after completing Secondary Quest: Flesh for Sale.
- She challenges you immediately if you bettered Einar of Faroe during Secondary Quest: Fists of Fury: Skellige.

Otherwise, your deeds aren't known to her, and you'll need to prove your mettle first. She tells you one of two tasks you must complete:

- She'll face you if you defeat Gundar, back in town.
- Or, she'll face you if you dive into the ocean, and bring back an old sword from a sunken ship.



Iron Maiden

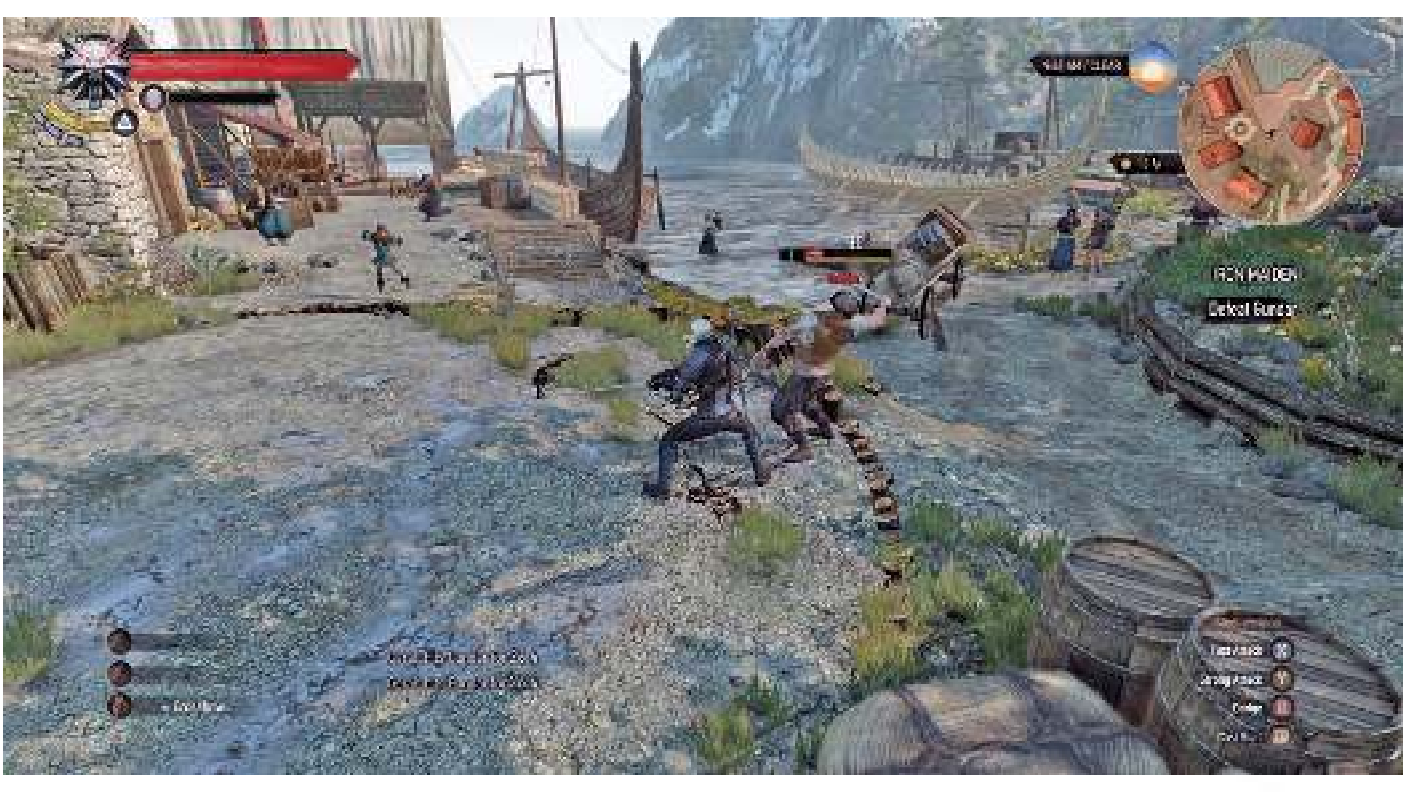
Be Quick Or Be Dead

OBJECTIVES

- Defeat Gundar.
- Tell Jutta you have performed the feat.

Gundar

Jog back into town, and find a moping Gundar sitting in his combat circle close to the harbor, by Jutta's home. Request a bout of fisticuffs with the fellow. After a little convincing, Gundar agrees to a bout. Put up your fists, and pummel him without stepping out of the ring of stumps. Then trek back to the top of the hill, and inform Jutta of your feat. She seems impressed, and allows you to face her. Choose an immediate bout, or (optimally) prepare for the fight first.



OBJECTIVES

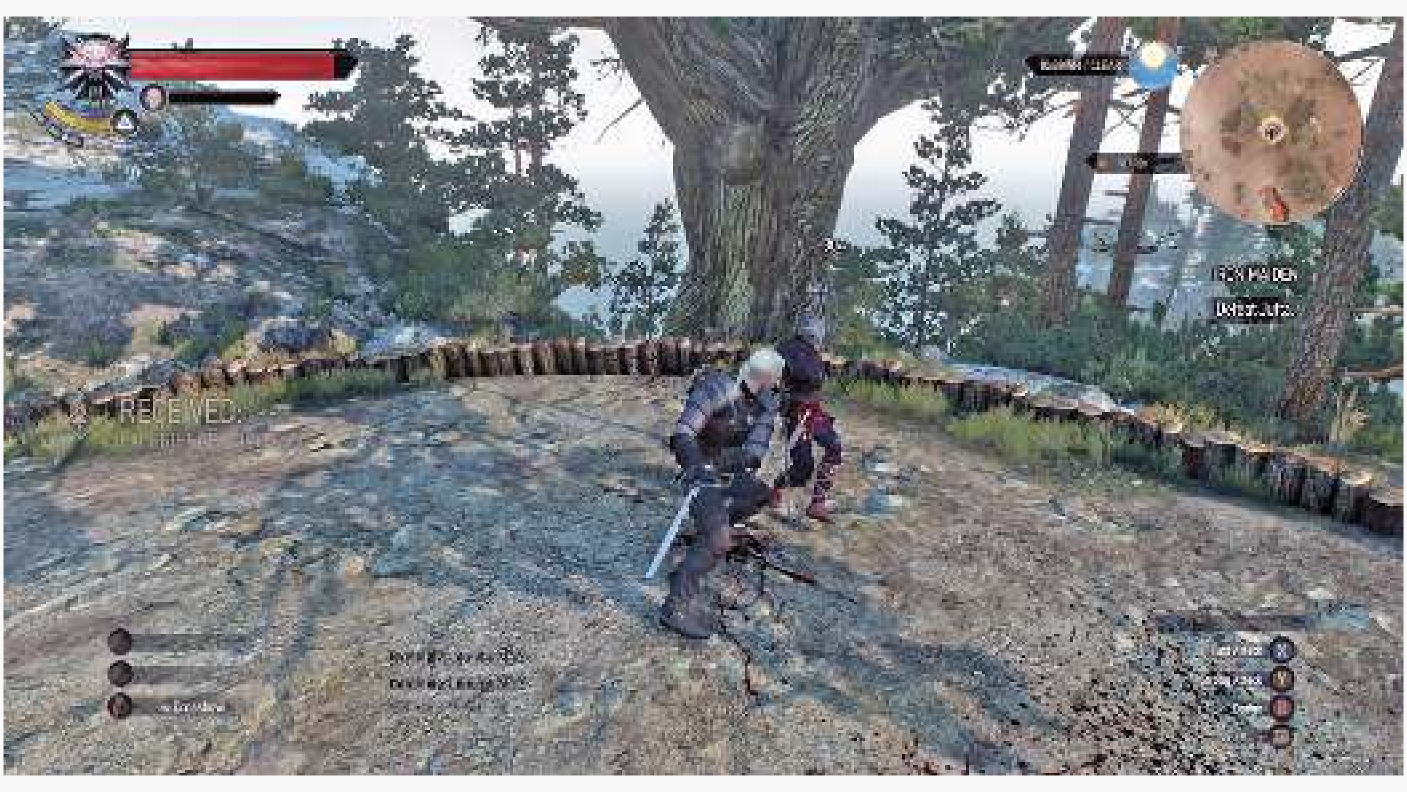
- Bring Jutta the sword.
- Tell Jutta you have performed the feat.

Watch for drowners and sirens as you swim out to the sunken remains of an old ship. Dive down, use your Witcher Senses to find the rusting chest with the sword in it, and return it to Jutta.

OBJECTIVES

- Defeat Jutta.

When you feel the time is right to challenge Jutta, speak with her again and start combat. Force her with flurries of quick attacks, peppering her with strikes so she's forced to the edge of the ring. Then retreat before repeating this plan. After a lengthy sparring session, you should prevail. If not, your quest fails.



BRING YOUR DAUGHTER TO THE SLAUGHTER

Do you require some expert tips on tackling the very best swordsfolk of Skellige? Then consult the Training chapter on combat and read the section regarding human adversaries and swordplay. Otherwise, do not use Signs, your crossbow, bombs, or leave the arena as this counts as cheating.

END: WHEN TWO WORLDS COLLIDE

OBJECTIVES

- Meet Jutta at her home.

Jutta admits defeat, and is impressed by your litheness. She wonders whether you might meet her in her Harviken home (after dusk), to reveal more about yourself. Agree, and head there (it is adjacent to where you fought Gundar). Speak with Jutta, who is after a different type of swordplay. Feel free to agree to help her out regarding "Freya's cruel trick", or resist her advances if rubbing against Skellige women isn't your idea of an evening's entertainment. The quest then concludes.

Items: Carnal Knowledge: Jutta an Dimun

The Price Of Honor

Blue And Bloated

DANGER ALERT

SPOILER ALERT

THE PRICE OF HONOR

LOCATION: Ringvold, northeast coast of Faroe

CHARACTERS: Timmon, Adga, Mikkel, Ulf

ENEMIES: Drowned Dead, Sirens

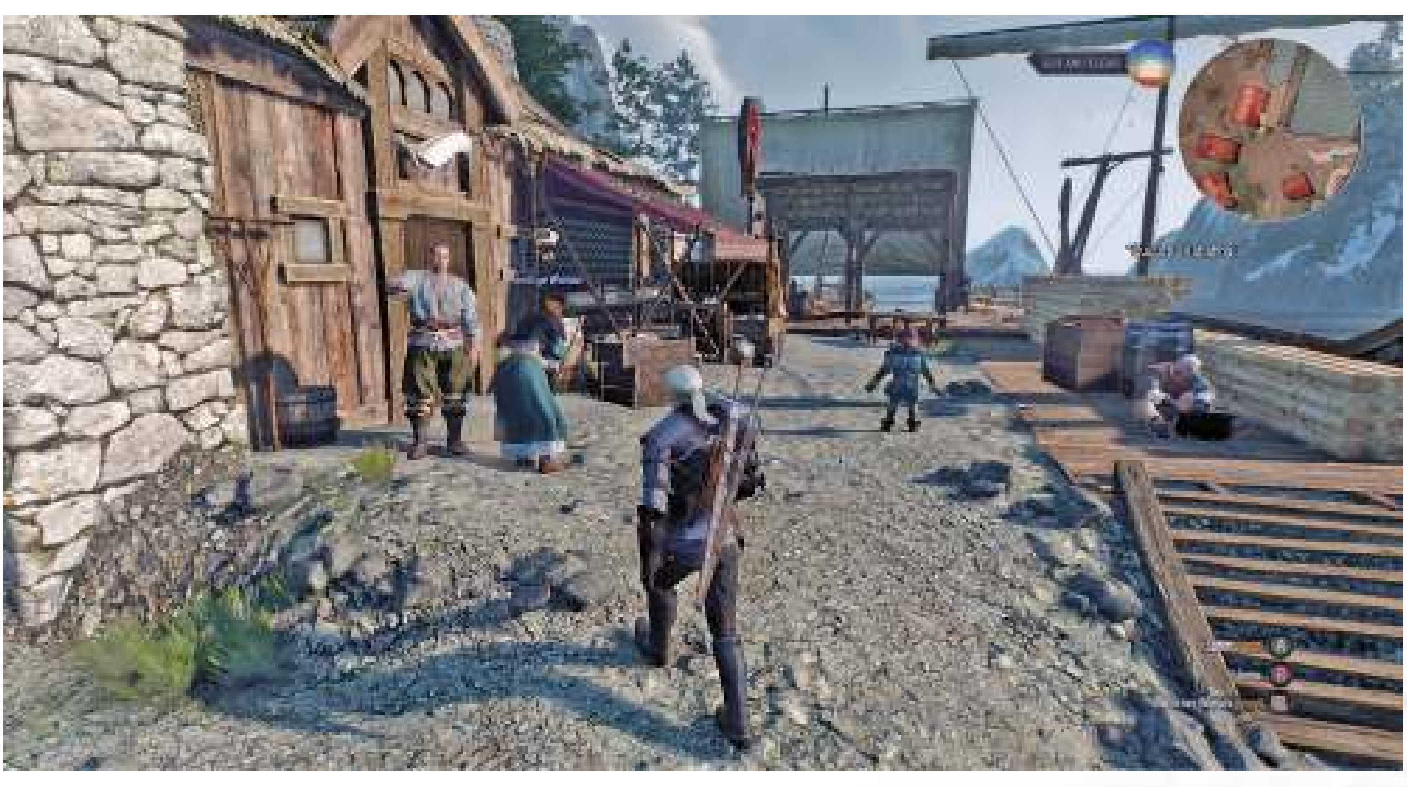
RECOMMENDED ITEMS: Keira's Magic Lamp

OBJECTIVES

- Examine the coasts of Faroe on the side facing Hindarsfjall.
- Nearest Signpost: East of Trottheim.

Timmon

You are beckoned by a young burly man named Timmon, who is worried about his betrothed and brothers. Mikkel and Ulf sailed to Hindarsfjall a few days ago to fetch Agda for a wedding, but they haven't returned, and he fares they may have run aground along the coast of Faroe. Agree to search for the missing wedding party.



QUESTING DECISIONS

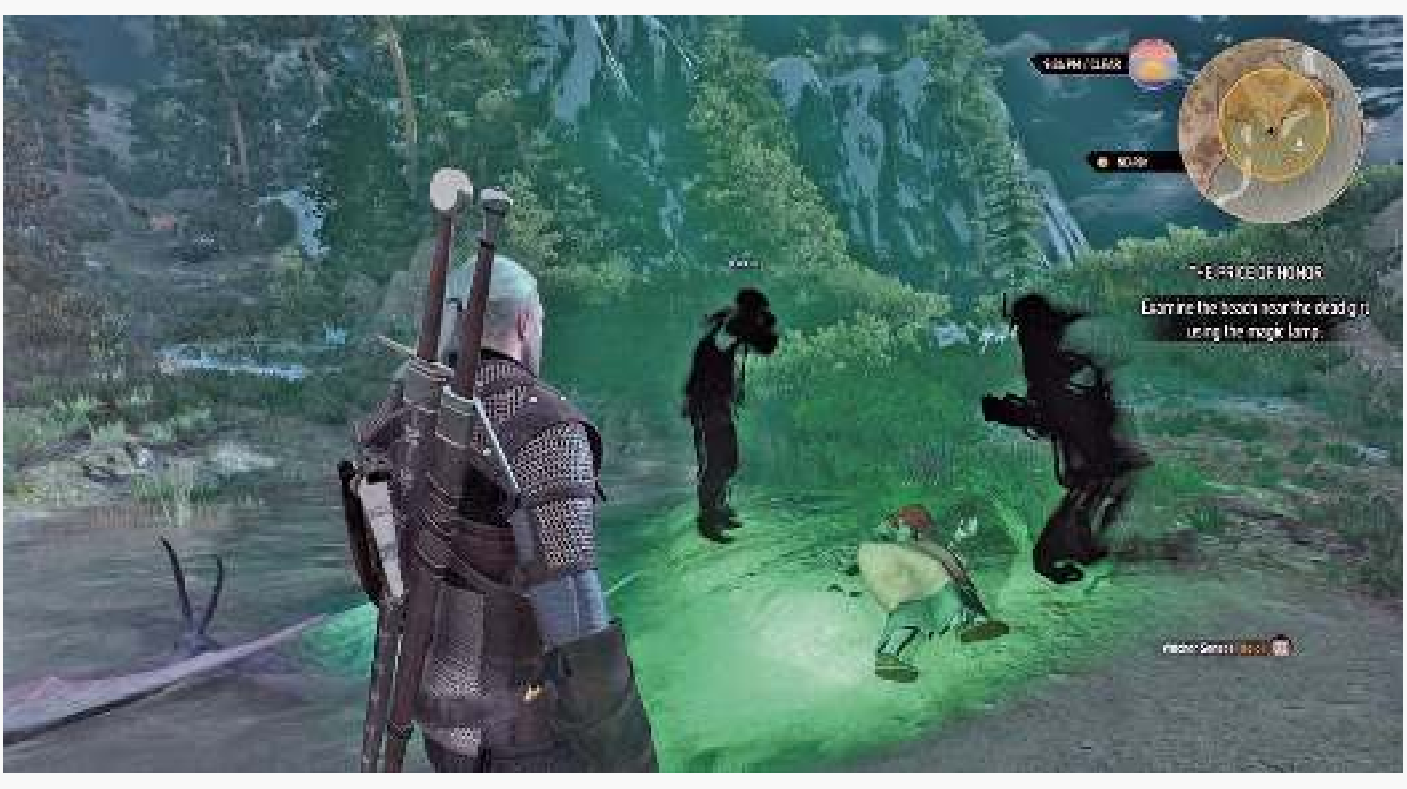
This quest is accessible at any time, but can only be completed after you obtain the Magic Lamp from Keira, during Secondary Quest: Magic Lamp.

OBJECTIVES

- Use your Witcher Senses to search the shore.
- Examine the beach near the dead girl using the magic lamp.

Venture by foot or by boat to the northeastern shores of Faroe, east of Trottheim to the rocky and wooded shoreline. Expect drowned dead and sirens to be found in this area.

Slay at least four of each. After clearing the objective area of foes, use your Witcher Senses to more easily discover the bloated remains of a dead girl. Alas, this must be Adga. But there are others here—spirits that you must listen to.

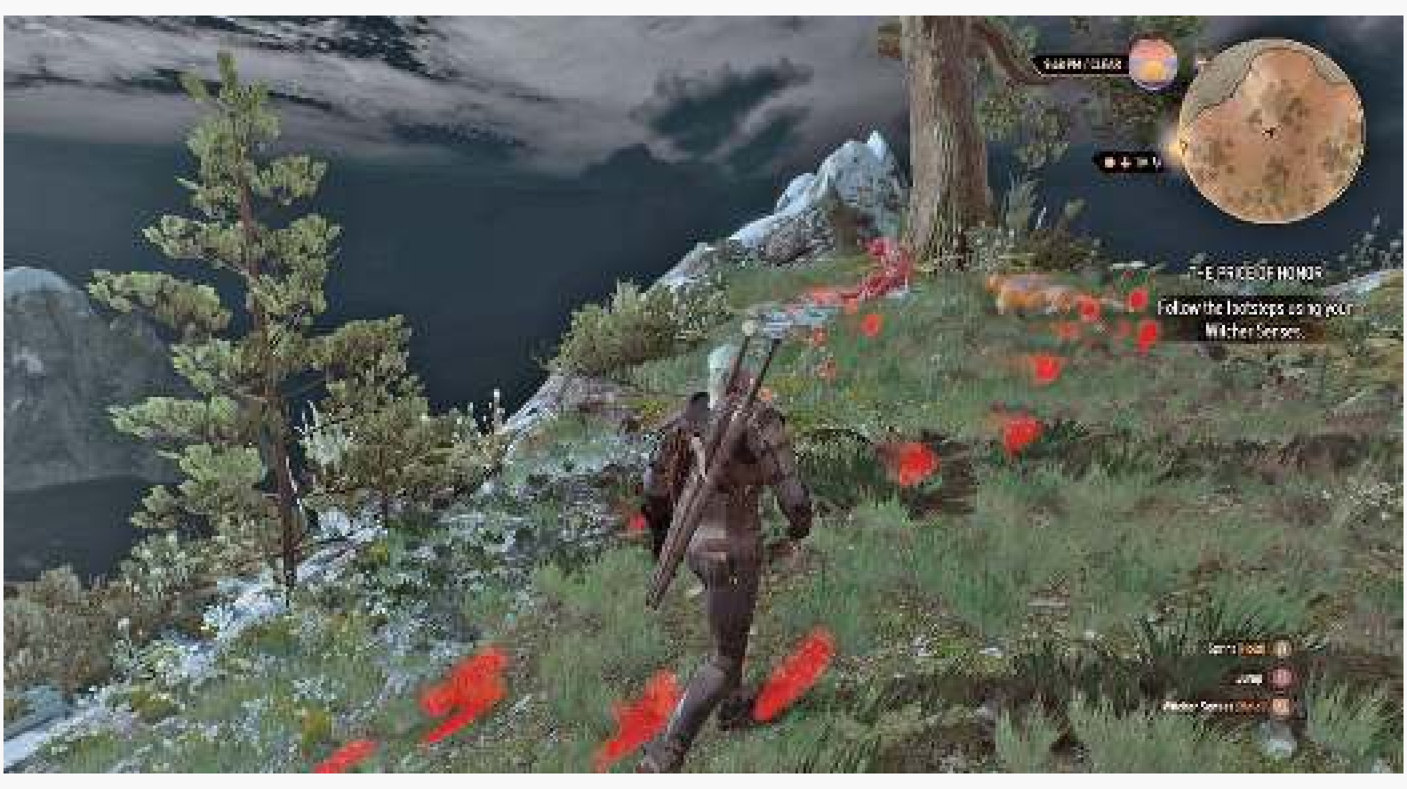


Produce the magic lamp, and two ghosts appear, forlorn and hovering above the body. These are Mikkel and Ulf, who despite their best efforts, failed to save Adga from the storm. They cannot face returning to their brethren, so they decide to end it all.

OBJECTIVES

- Follow the footsteps.
- Investigate the crime scene.
- Tell the young man what happened to his betrothed and his brothers.

Use your Witcher Senses to uncover two sets of footprints, and follow them southeast, across the beach and up the hill to a beautiful clifftop promontory where two bodies lie slumped against a tree. One carries the following items, and both seem to have taken their own lives.



Items: Quest Items: Chest Key, Letter from Agda's father to Timmon

The chest key opens a chest inside the bride's sunken vessel, close to where you found Agda's body. Now return to Timmon, and inform him of the sad news (keeping or giving him any crowns you found in the chest, if you opened it). His grief is immense. The quest then concludes. Open the chest afterwards too, if you haven't already.

Items: Crowns

Bastion

Old Bones Of A Young Child

DANGER ALERT
BASTION
SPOILER ALERT

LOCATION: Keep

ENEMIES: Wraiths

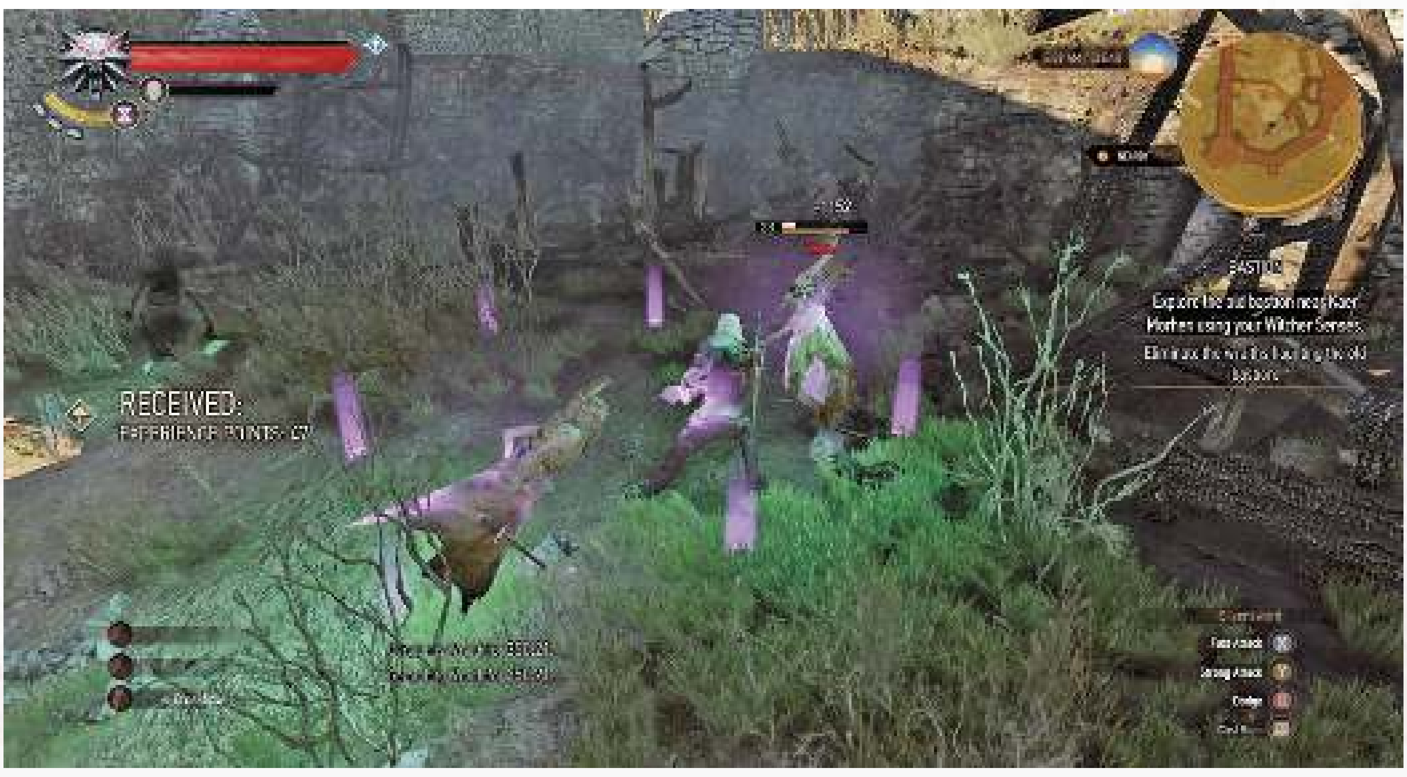
OBJECTIVES

- Find a tool that might help you investigate the old bastion.
- Use Keira's lamp to investigate the old bastion.
- Use Keira's lamp to find out what happened to the boy.

QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the magic lamp from Keira, during Secondary Quest: Magic Lamp.

Travel west from Kaer Morhen, to the old keep where a group of four wraiths must be faced. Something has bound them to this place, but you can't see what it is. That is, until you utilize Keira Metz's magic lamp, and use it where you see a faint glittering of light. The lamp reveals the trials of a young boy, given no mercy by his Witcher master. There are three such ghostly reminders of the past on the lower and upper levels of the Keep. Location and climb the wooden steps and ladder at the southeast bastion tower, and head north across the battlements. Atop a short ladder and ruined north tower are the bones of a small child. Use the lamp for a fourth ghostly revelation.


RECEIVED:
BASTION
Explore the old bastion near Kaer Morhen using your Witcher Senses.
Eliminate the wraiths haunting the old bastion.

Items: Quest Item: Boy's Remains

OBJECTIVES

- Pick up and bury the boy's remains.

Gather the boy's remains and climb back down from the battlements. Three additional wraiths appear to thwart your progress to a small antechamber where you must place the remains on the ground, burn them, and watch the fifth and final conclusion to the boy's short and brutal life (using Keira's lamp). Afterward, the spirits are now at peace within the bastion, and the quest concludes.

GREENHOUSE EFFECT
Return to the site of the anomaly in a few days.

Berengar's Blade

The Tale Of Tor'haerne

DANGER ALERT SPOILER ALERT

BERENGAR'S BLADE

LOCATIONS: Kaer Morhen, Chort's Cave

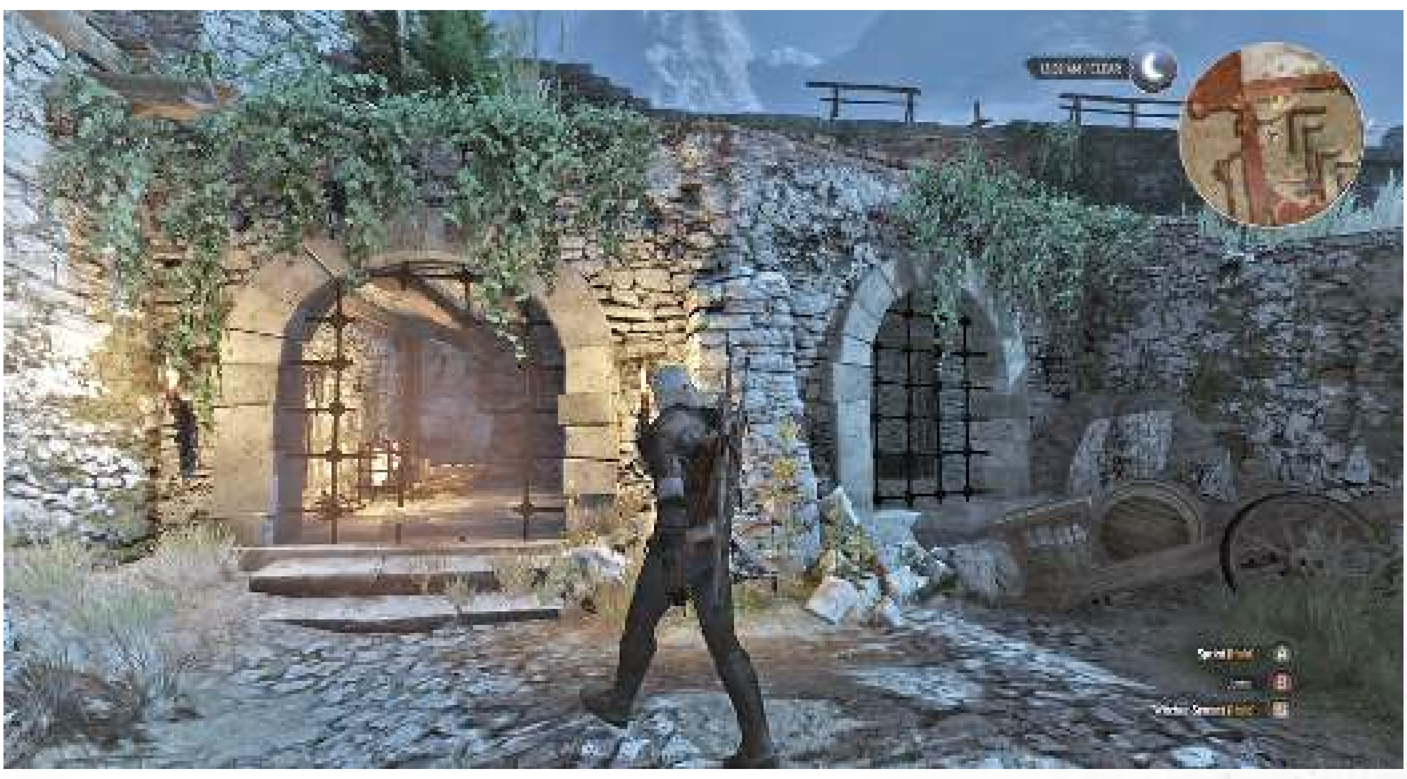
CHARACTERS: Berengar, Vesemir

ENEMIES: Bear, Drowners, Worker Endriaga, Chort

OBJECTIVES

- Read Berengar's notes.
- Talk to Vesemir.

An inspection of the ruined exterior battlements of Kaer Morhen leads to an interesting discovery. Pass through the open iron-barred arch (as shown) to reach an abandoned sleeping quarters with an old chest to pry open. There's nothing but some old papers written by a man named Berengar. Read the notes, which make reference to a consultation with Vesemir. Head into the main fortress interior, across the grand hall, and speak with him. He tells you of Berengar's unsuccessful attempts at forging the blade, and how it all went to hell. He set off to hunt a chort with all his equipment, and wasn't seen again. Vesemir is pleased you're attempting to finish what Berengar started.



Items: Quest Item: Berengar's Notes

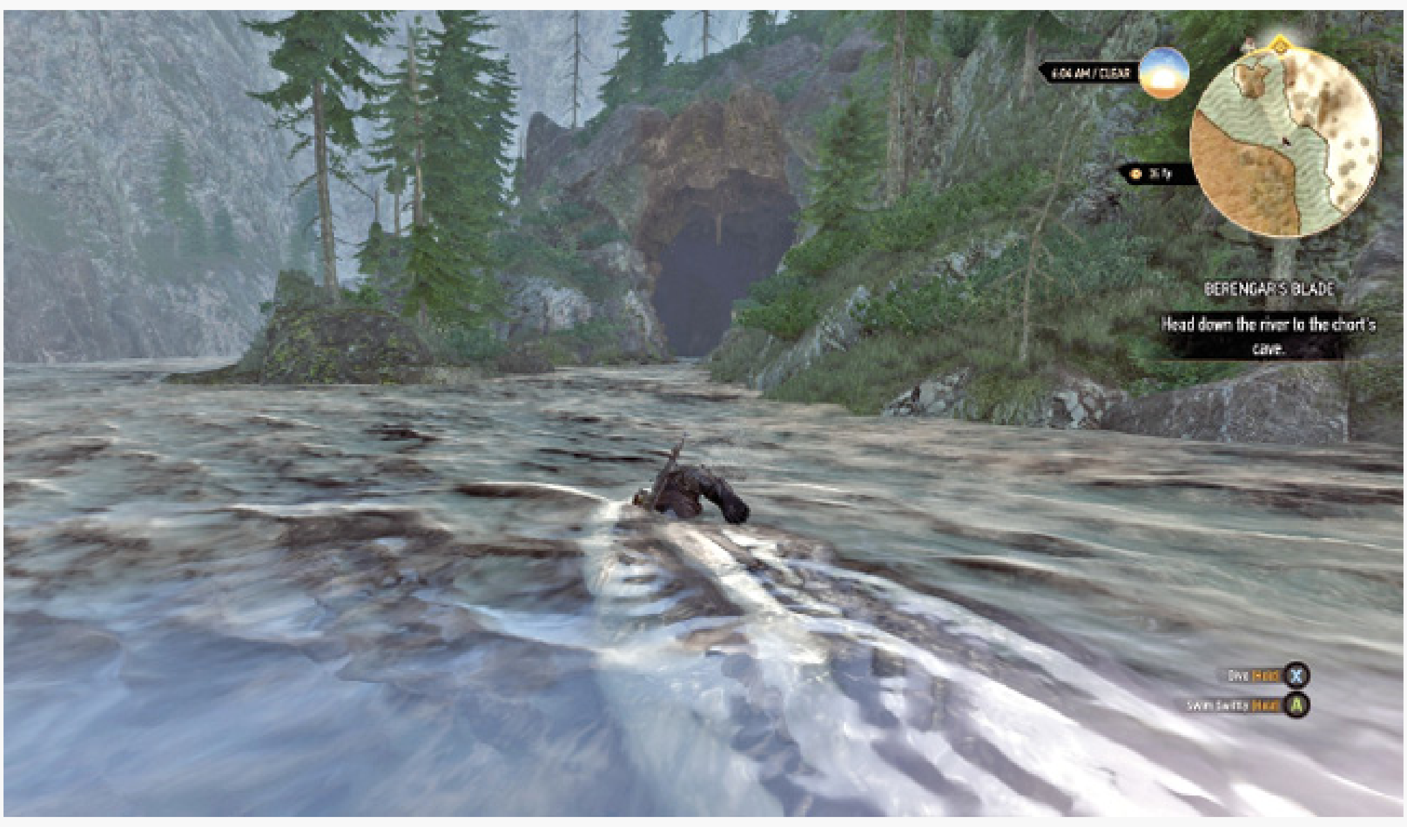
END: MAKING CHORT WORK OF THE ENEMY

OBJECTIVES

- Head down the river to the chort's cave.
- Kill the chort.

Depart Kaer Morhen, but don't try a direct path to the cave, as you're likely to fall down the mountain and break many appendages. Instead, head south along the path to the river, before following it eastwards downstream. Continue northwards as the river bends, slaying any bears and at least four drowners that you may encounter. The cave entrance is close to the tiny island, on the east side of the river bank (as shown).

Clamber up into the cave tunnel by the stalagmites, and travel roughly southwards until the tunnel opens into a large cavern. Down below is a strong bull chort. No wonder Berengar got into trouble. Prepare for a ferocious fight, before bounding down and slaying six worker endriaga, and then face this immense fiend.



OBJECTIVES

- Look for a silver sword in the cave.

With the devilish beast defeated (Quen is useful to defend yourself with), begin a methodical search of the chamber for Berengar's belongings. Check the small alcove in the southeastern part of the cave for a piece of parchment showing a diagram. Though the silver sword "Tor'haerne" isn't in this place, methodology to make it is. Gather the diagram, as the quest concludes.

Items: Diagram

Greenhouse Effect

Strange Monoliths And Rusty Sickles

DANGER ALERT
SPOILER ALERT
GREENHOUSE EFFECT

LOCATIONS: Old Mine, Ancient Greenhouse

ENEMIES: Chort

RECOMMENDED ITEM: The Eye of Nehaleni

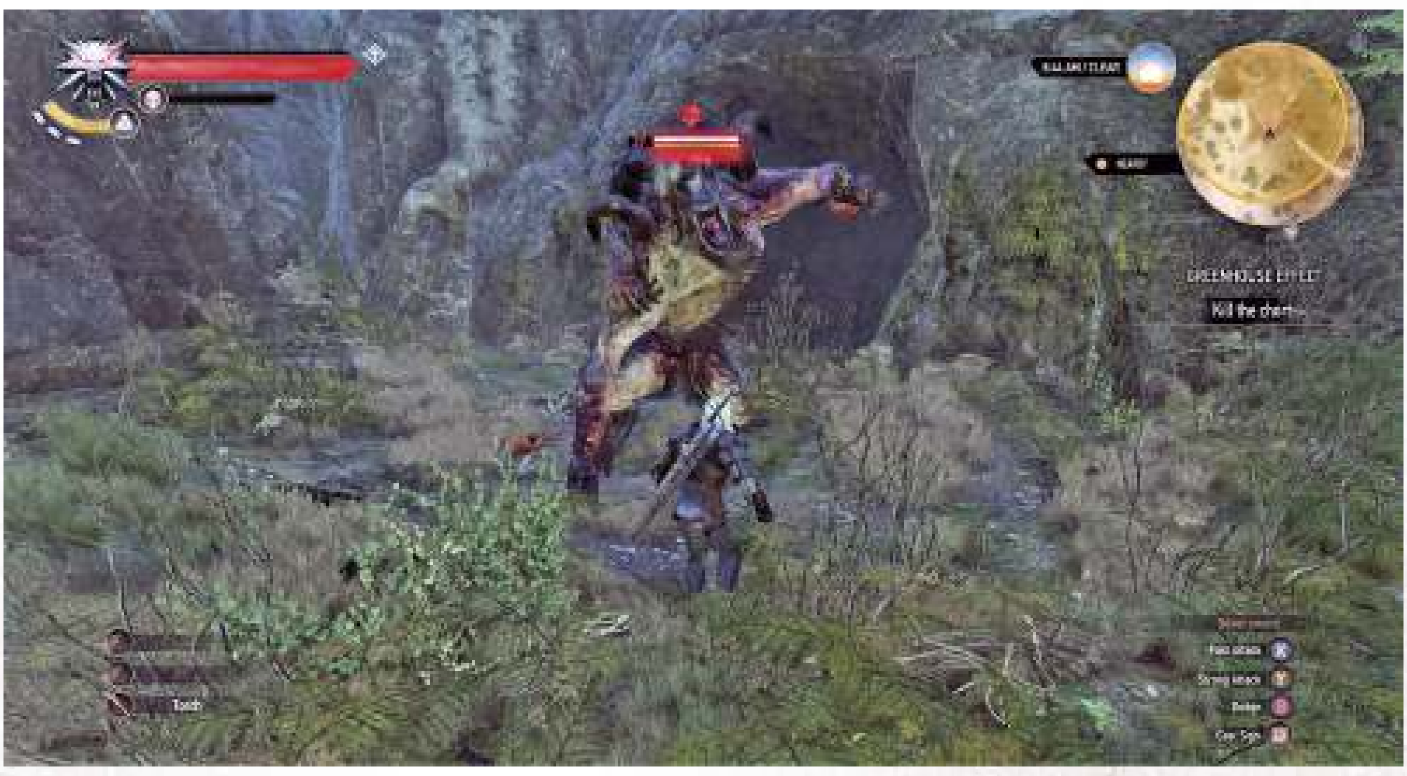
OBJECTIVES

- Nearest Signpost: Southeast of the Old Mine.

QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the Eye of Nehaleni from Keira, during Main Quest: Wandering in the Dark.

After some significant hiking (south from the Iron Mine, along the eastern side of the river, and up the winding forest trail around to the north), you reach a strange lair of standing stones between two mountainous crags. It is unnaturally cold here, and your medallion vibrates with the magic coursing through the vicinity. Examine the three stones of power—they are saturated with magic and erected in a triangle. Step inside the cave alcove, finding evidence of herb horticulture (wolfsbane). Also look for a rock, using the Eye of Nehaleni (simply interact with it) to reveal it as an illusion. Take the book it was hiding; which tells you how to activate the three standing stones to change the weather.



Items: Quest Item: Letter from the Resident Mage

END: TURNING UP THE HEAT

This was a greenhouse. The area was heated with magic to grow ingredients for alchemy. You can reactivate the stones if you know the magic to cast.

- Cast Aard into each of the three stones. That didn't work, but one of the stones is still illuminated with Aard magic.
- Cast Igni at the two front stones, and the weather changes slightly! A moment later, a powerful chort lumbers out of a portal, and must be defeated. This large foe's weaknesses can be read about oin the Bestiary.

Afterwards, the weather stabilizes, and this area of Kaer Morhen becomes clement enough to grow a variety of exotic and rare herbs.

GREENHOUSE EFFECT
Return to the site of the anomaly in a few days.

Items: Herbs and Ingredients

Monster Slayer

Post Mortem

DANGER ALERT SPOILER ALERT

MONSTER SLAYER

LOCATIONS: Lakeside Hut, Troll Cave
CHARACTERS: None
ENEMIES: Drowners, Rock Troll

OBJECTIVES

- Find out what's killing drowners near the lake.

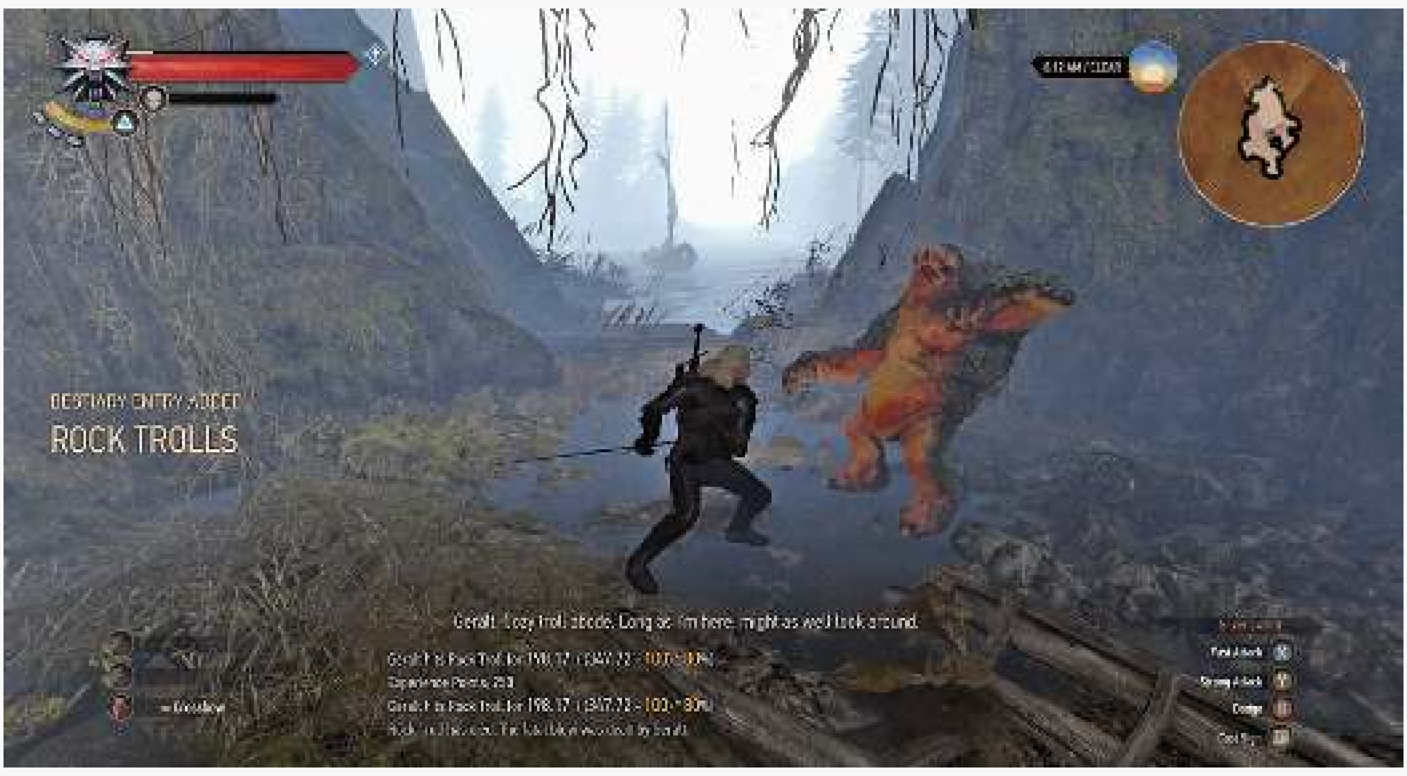
The tumbledown Lakeside Hut (signpost) north of Kaer Morhen is the scene of a strange discovery. The corpse of a drowner, mutilated by hands that weren't human. You are tasked with finding the massive hands that crushed and tore at this body, but your objective area is somewhat gigantic. Shorten the search area by heading northeast, following the lake bank and watching for drowners. Look for the triangle-shaped island (on your world map), and the gully to the east, which ends at a small cave where one of the oldest trolls you've ever seen is shambling about.

END: DISSIDENT AGGRESSOR

OBJECTIVES

- Kill the troll.
- Search the troll's lair.
- Read the letter.

Defeat this worthy adversary and begin to search the cave, using your Witcher Senses. Aside from more drowner corpses, you uncover the following valuables (including an old letter that you must read), and shine a light on past battles… as the quest concludes.



BESTIARY ENTRY ADDED
ROCK TROLLS

Geralt: Cozy troll abode. Long as I'm here, might as well look around.

Items: Maniscript Page, Runestone, Quest Item: Old Letter

Trail Of Echoes*

Sad Memories

DANGER ALERT

SPOILER ALERT

TRAIL OF ECHOES*

LOCATIONS: Kaer Morhen, Trail of Echoes

CHARACTERS: None

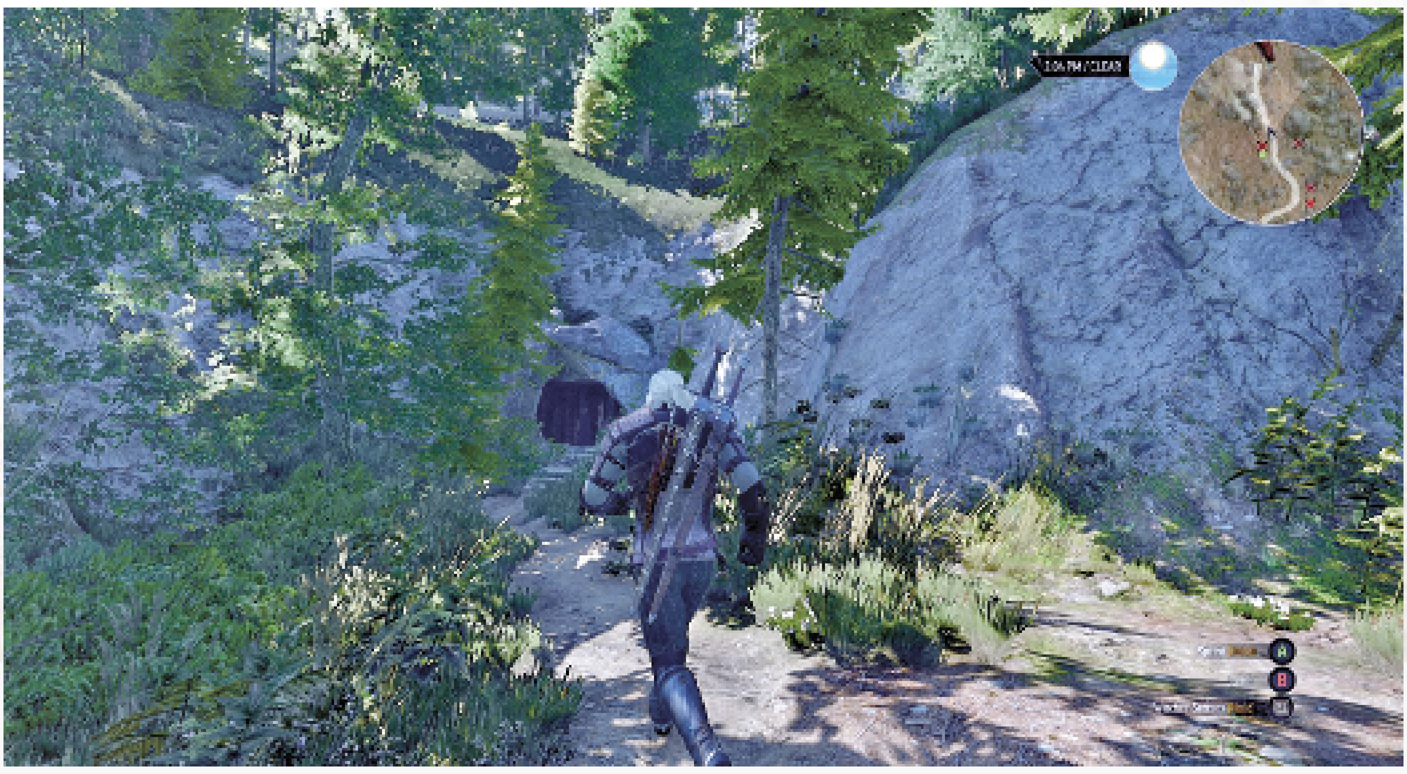
ENEMIES: Nekker Warriors, Endiraga, Devourer

OBJECTIVES

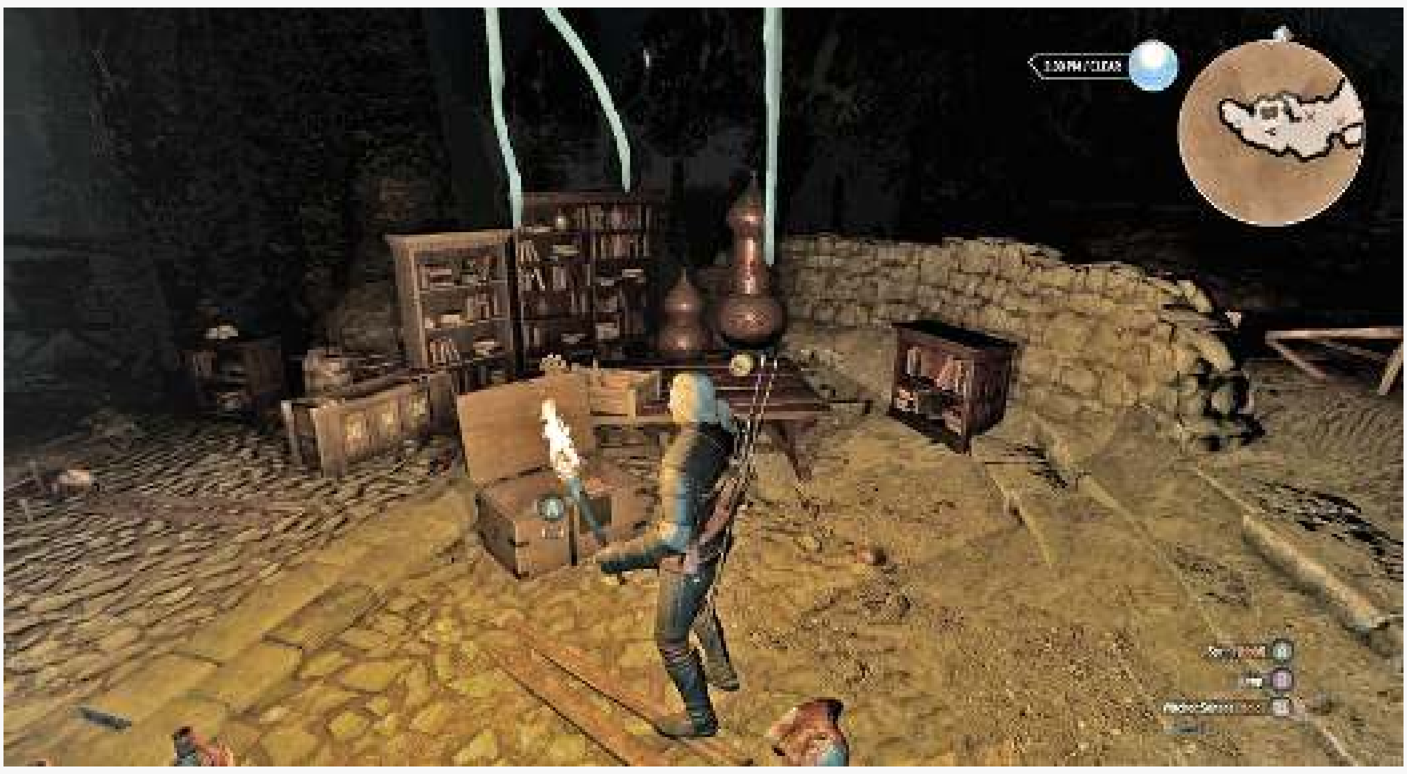
- Nearest Signpost: North of the Keep.

Explore the wooded path leading northwest from Kaer Morhen, almost due north of the keep signpost. You uncover a cave where a wolf head greets you. You remember this place. It was where the Trials of the Grasses was held, before the fortress was built.

Head into the winding tunnel, slaying a total of four nekker warriors and a rotfiend as you reach the chamber where mutations where carried out.



After combat, use your Witcher Senses to uncover more secrets from the laboratory at the end of this tunnel. These include a registry tome to read, various items to gather, and rusting experiment tables to wince at with the memory of those that suffered here. Gather what you wish, as this quest concludes.



Items: Quest Item: Trial of the Grasses Registry Tome

The Witchers' Forge

Marginalia And The Old Mines

DANGER ALERT SPOILER ALERT

THE WITCHERS' FORGE

LOCATIONS: Kaer Morhen, Old Mine
CHARACTERS: Radmir of Tor Carnedd
ENEMIES: Earth Elemental, Ifrit
RECOMMENDED ITEM: Eye of Nehaleni

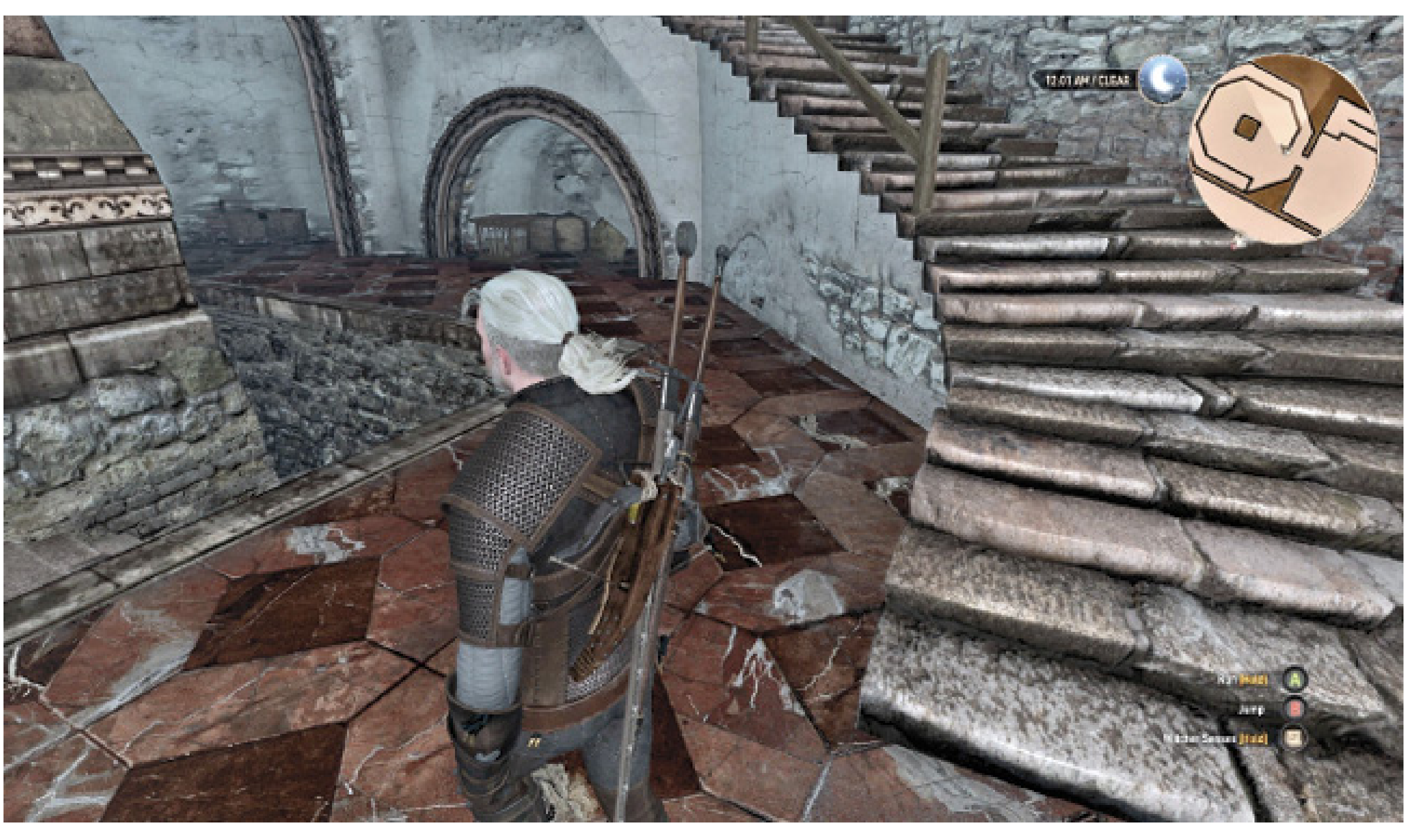
OBJECTIVES

- Fix Read a copy of the tome.
- Go to the mine near Kaer Morhen.

QUESTING DECISIONS

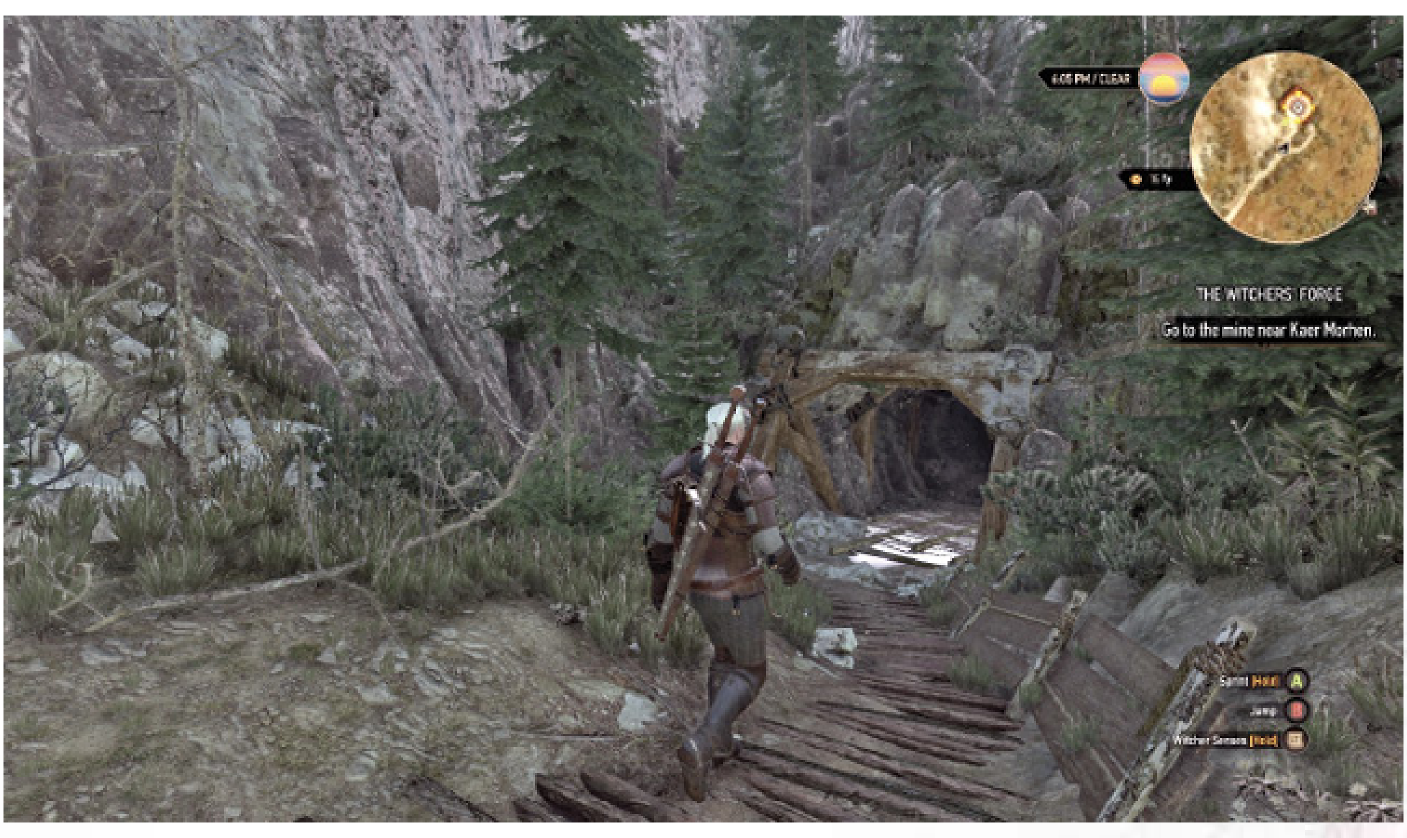
This quest is accessible at any time, but can only be completed after you obtain the Eye of Nehaleni from Keira, during Main Quest: Wandering in the Dark.

From the Grand Hall of Kaer Morhen, head to the southeast tower and spiral staircase, with the massive stone pillar in the center, and more steps leading down. Ignore all the stairs and instead inspect an old chest in the middle of the three archway alcoves. It contains an interesting book which you should immediately read in your Inventory menu. There is an odd margin note regarding the breaking of an illusion, and the key being this book. Apparently, all shall be revealed in the mines nearby.



Items: Quest Item: Monstrum, or a Portrayal of Witchers: Volume 2

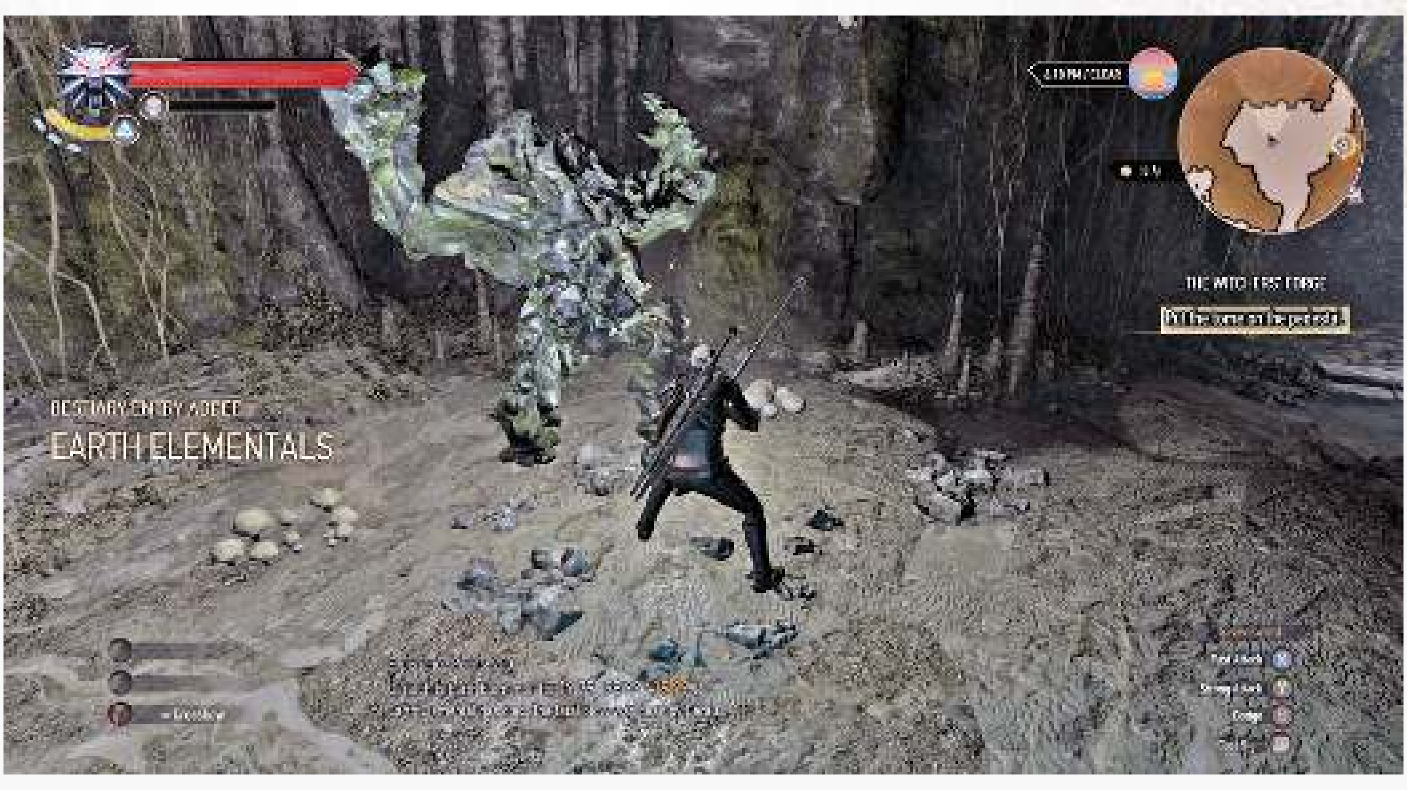
Pass the dilapidated lake structures and the signpost for the Old Mines, following the track into the gully heading southwest. Sunken into the ground ahead of you is the old iron mine entrance itself.



OBJECTIVES

- Search the mine.
- Kill the earth elemental.

Follow the tunnel into the first cavern, where your inspection of a rough-hewn pedestal is interrupted by a lumbering earth elemental. Face this burdensome sentry, and once it succumbs to your blade, move back to the pedestal and examine it to place the book you found on this plinth. Candles flicker to life, and a section of cave wall rumbles open. Continue west.

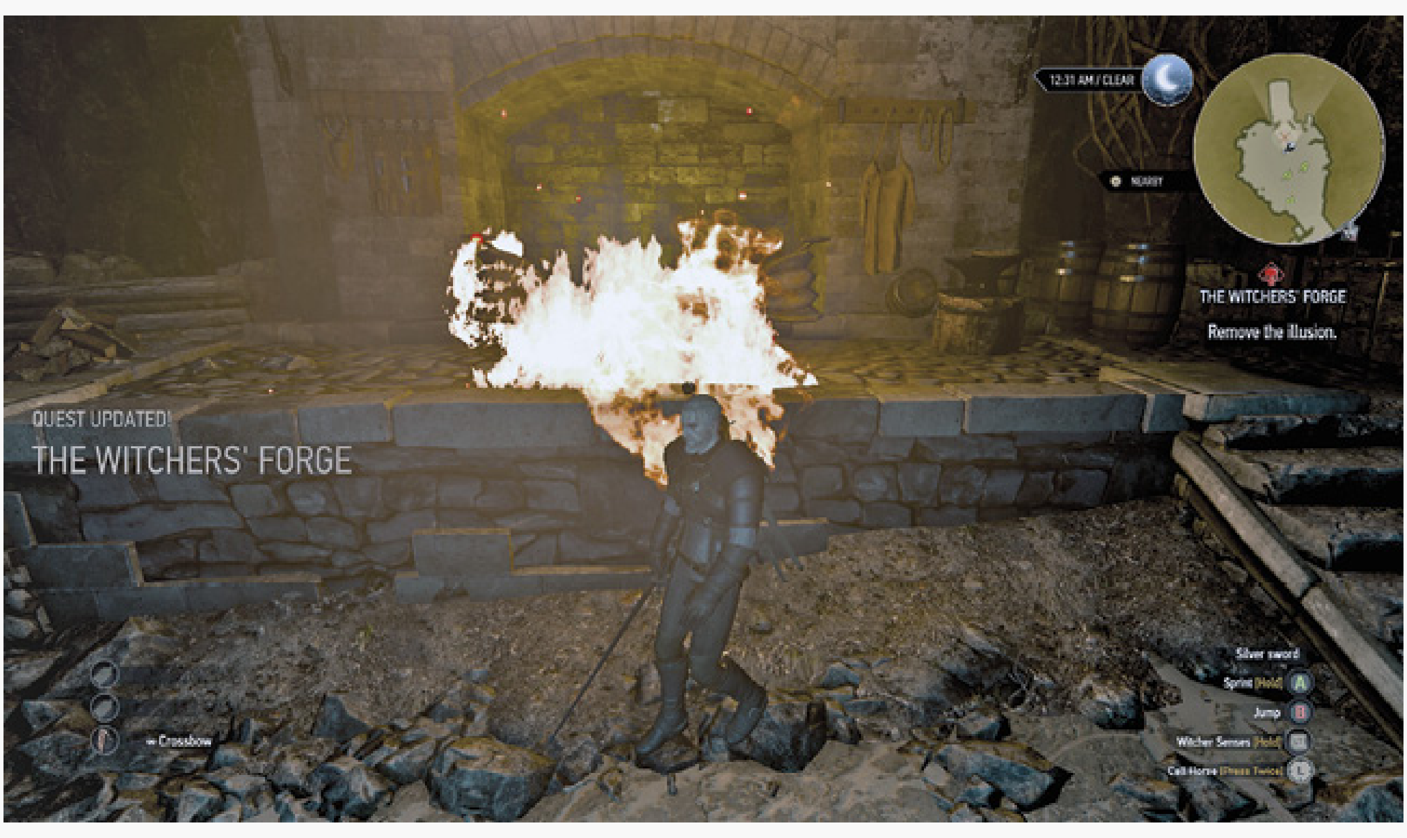


END: STAND DOWN! THIS PLACE BELONGS TO RADMIR!

OBJECTIVES

- Search the mysterious chamber.
- Kill the Ifrit.
- Remove the illusion.

You explore a forge that is humming with magic. Go to the raised area with the fireplace, blacksmith bellows, and anvil. It seems the Eye of Nehaleni is picking up an illusion in this area. Interact with the bellows, and the fire speaks to you, warning you this place belongs to Radmir of Tor Carnedd. Reply how you wish, but mention to the soul of the fire that you wish to look around. This doesn't sit well with the Ifrit, and it stands up, blasting you across the chamber. Face the Ifrit in monstrous combat.



SNUFFING THE LIFE FORCE FROM THE IFRIT

Add to the chances of surviving combat with the ifrit by checking the Bestiary. Cast Aard when it is ablaze and use heavy attacks while avoiding its strikes.

Snuff the ifrit out, then approach the unlit hearth. The Eye of Nehaleni slowly reveals a secret compartment behind an illusion of a wall. Behind this are three chests containing some immense valuables! Gather them as this quest concludes.

Items: Mastercrafted Armor, Master Weapons

The Hunger Game (Blood and Wine)

You Always Have Warm Food Awaiting Your Return

DANGER ALERT
BAW
SPOILER ALERT

THE HUNGER GAME

RELATED QUESTS: Main Quest: La Cage au Fou, Secondary Quest: No Place Like Home

LOCATIONS: Corvo Bianco Vineyard, Trastamara Hunting Cottage, Trastamara Manor (Unmarked)

CHARACTERS: Marlene Trastamara, Barnabas-Basil Foulty

ENEMIES: Foglets, Barghests

OBJECTIVES

- Visit Corvo Bianco and see how Marlene is doing.

QUESTING DECISIONS

This Quest is accessible once Blood and Wine Main Quest: La Cage au Fou has been completed. However, you must have made a specific decision during this Main Quest, in order to access it, to whit:

During your time investigating the Wight Spoon Collector, you must have chosen “Plan B” during your dinner with the Wight, and eaten her broth without using spoons. After that, you must have followed the stench of the Wight’s brew, and discovered the transformed Wight; now changed to the elderly Marlene Trastamara. You must have taken her to Corvo Bianco, told your majordomo (Barnabas) to look after her, and spoken to him about her. Two days later, this quest starts, and you are prompted to return to Corvo Bianco to check up on Marlene.

Marlene Trastamara

Enter the main building of Corvo Bianco; you’ll find Marlene looking much better, washed and well fed, and wearing an outfit that doesn’t consist of soiled rags. She thanks you profusely, but weeps for her lost loved ones, and fears she has nowhere to go. You can:

- Tell her to go to town and start a new life. She reluctantly agrees, and leaves Corvo Bianco. This quest now concludes.

- Offer to let her stay here, at Corvo Bianco. She’s extremely grateful, and vows to prepare food that fortifies, nourishes, and delights! Every day a new dish out of 16 different types she can prepare appears in the breadbox just behind her in the kitchen. Geralt can use it to regenerate his health. Of course, her previous cooking left a lot to be desired…but she was a Wight then.

She also makes mention of some assembled valuables hidden back at Trastamara Manor, that remain unclaimed. You can also optionally ask her where she learned to cook, and whether she is lonely.

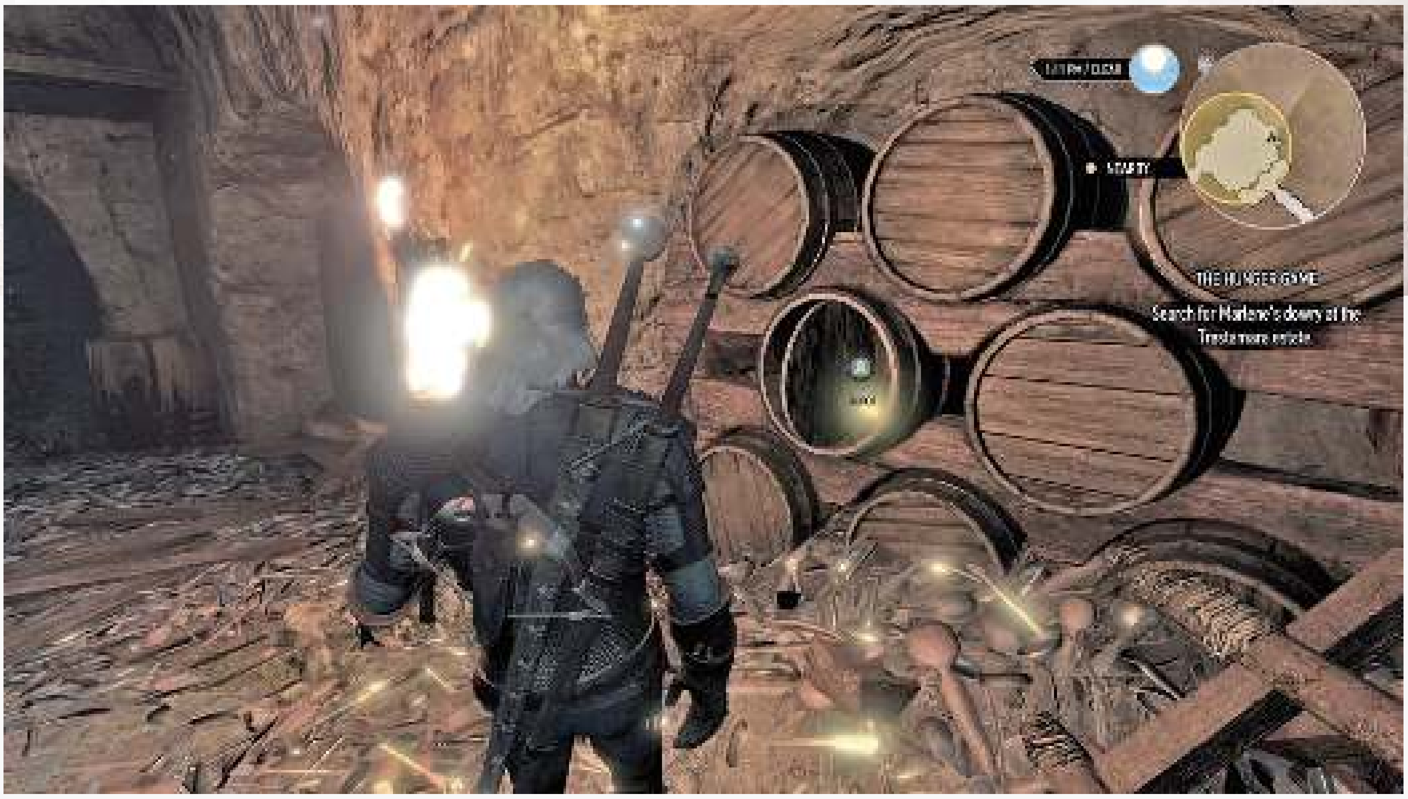
The Hunger Game (Blood and Wine)

Roll Out The Barrel

OBJECTIVES

- Search for Marlene’s dowry at the Trastamara estate.

Assuming you offered to let Marlene stay at Corvo Bianco, you can head southeast, all the way to Trastamara Hunting Cottage (watching for Foglets and Barghests in the vicinity), and into the spoon-laiden Manor house. Venture downstairs, and then further into the cellar, to the main barrel storage. Wade through the vast array of spoons, locating the barrel pictured (right of the wall torch, left of the rickety steps), which has a different noise when you knock on it. Retrieve the following items from the barrel (one of which you can display on a shelf in Corvo Bianco), as this quest concludes.



Items: Golden Stick of Joy, Crowns (400)

A Knight's Tales (Blood and Wine)

A Site Of Sorcery: The Weeping Willow

DANGER ALERT B&W A KNIGHT'S TALES SPOILER ALERT

RELATED QUESTS: Secondary Quest: There Can Be Only One

LOCATIONS: Dantan Glade (Unmarked), Lynx Crag

CHARACTERS: Woodcutter Jacob, Morholt, Witch of Lynx Crag, Lynxes

ENEMIES: Lynx (Panthers), Witch of Lynx Crag, Daphne (Banshee), Kikimores

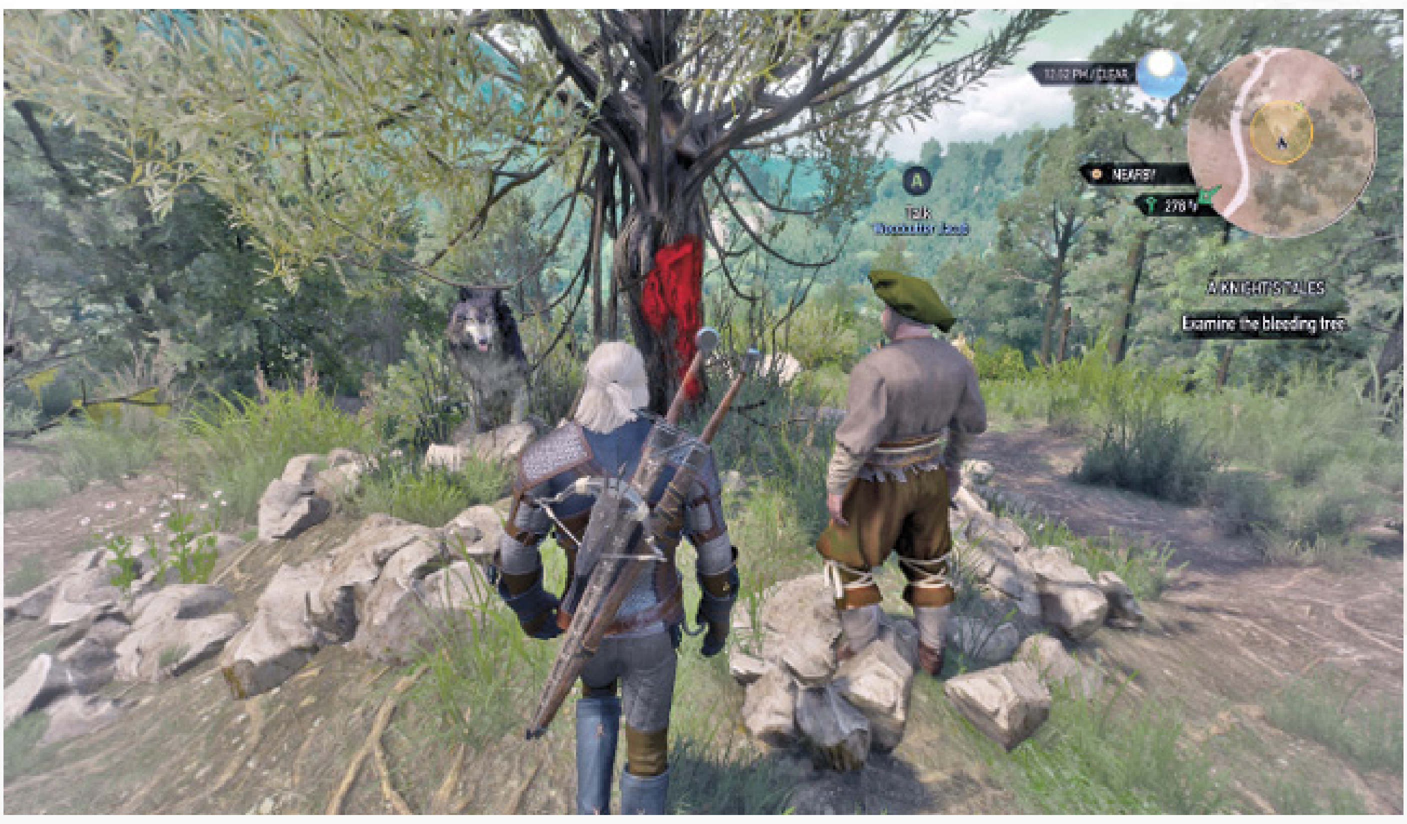
OBJECTIVES

- Talk to Jacob the Woodcutter.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you read the notice marked "Needed: Master Magicker!" One such Notice can be found at the Castel Ravello Estate's Notice Board. You can also stumble upon this quest while adventuring along the road close to the unmarked location Dantan Glade, where Jacob is located.

Venture just west of Castle Ravello Vineyard, to Dantan Glade; a location where the Vermentino wine company has recently started clearing. You find the stout-looking Jacob, and his wolf-looking pet, looking over a strange tree. It seems this fellow, taken by fables and fairy tales, firmly believes this tree is Daphne, the cursed lady of legend. You can optionally ask if Jacob isn't too old to believe in such tales, before asking what makes him think the tree is a cursed girl. He mentions the axe (currently burrowed deep in the trunk) caused the tree to spurt blood when he struck it! Jacob seems especially fond of fairy tales; ask him why if you wish, before agreeing to examine the tree.



OBJECTIVES

- Examine the bleeding tree.
- Talk to Jacob the Woodcutter.

Using your Witcher Senses, you can "see" a faint sound coming from the tree. Is that wailing? An inspection of the following reveals more evidence:

- The tree trunk is actually bleeding, and looks like human blood. The bark resembles hypertrophic scars in places.
- A rock by the tree has seeped blood on it.
- The tree stumps surrounding this bleeding willow tree has no other trees near it. Inspecting any of the stumps nearby confirms this.

Speak with Jacob again and confirm his suspicions. Agree to further investigation of the matter, and optionally bargain for more coin before you go. Jacob points northwest, toward Fox Hollow, indicating Miss Daphne (the possible imprisoned girl) and Sir Gareth shared a terrible and fearsome love for each other. To prove himself worthy, Gareth was to face the witch of Lynx Crag. Jacob gestures yonder, and makes mention of a kerchief given to Sir Gareth by Daphne, as a token of her favor. Perhaps finding this would help? You're also given a book to (optionally) read to further your knowledge of this fable. Take the time to read the book. This opens up an option later on for you to prove your humility, giving you an optimal resolution.

Items: Tales and Fables

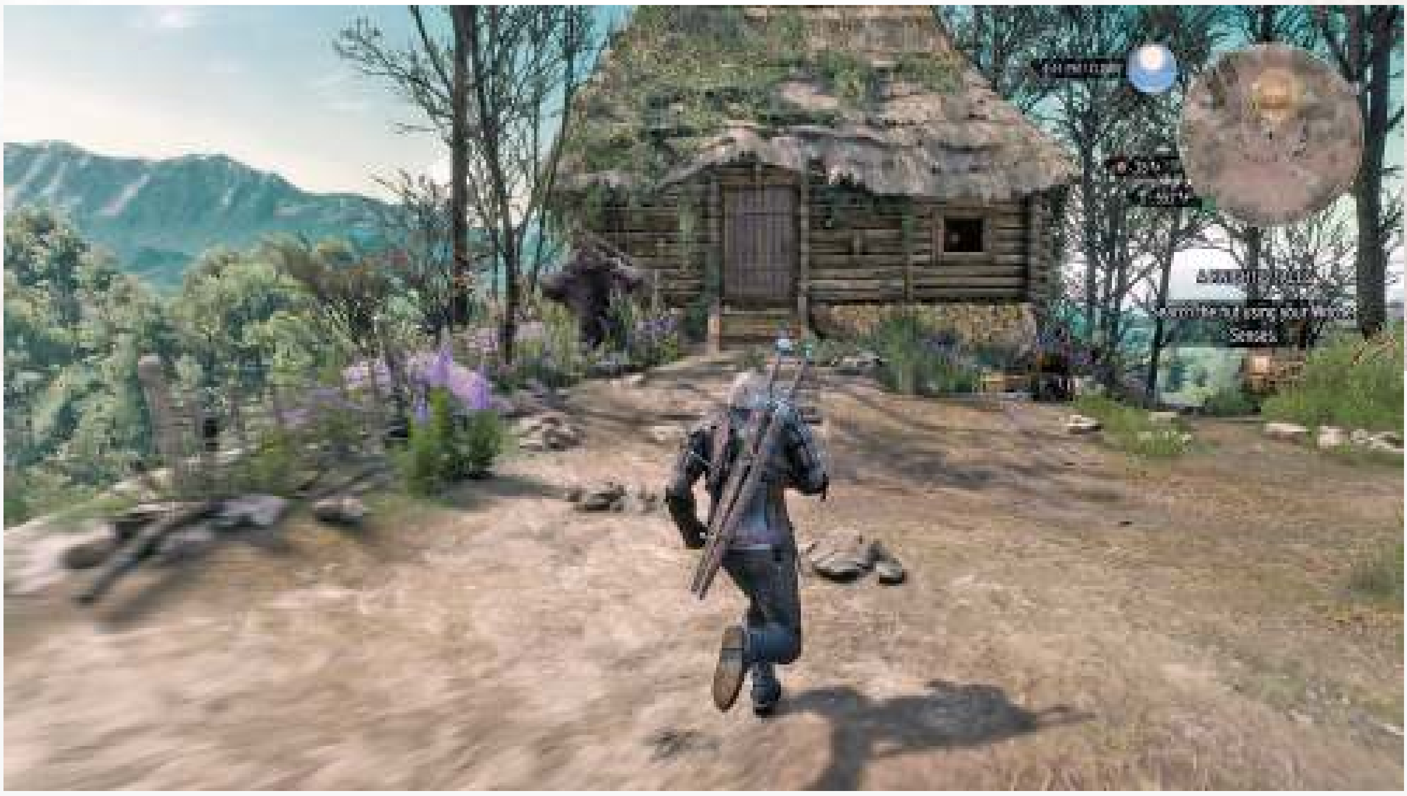
A Knight’s Tales (Blood and Wine)

None But Feral Cats Stray Here

OBJECTIVES

- Go to Lynx Crag.

Run northwest, down the hill, toward a fast-flowing stream on the outskirts of Fox Hollow, looking for the crag with the small witch’s cottage perched atop of it. As you close in, you see a number of large wild cats, but they aren’t violent unless you provoke them, how odd. Scale the crags (via the consecutive boulders you can grab and haul yourself onto, or by crossing the stream and running up the steep meandering path behind the crag).



There are two small cave entrances beneath the summit of the crag, leading to a small, underground cavern where two Kikimore Workers and a Kikimore Warior can be slaughtered. Further big, brown Lynx cats are also navigated around on your trip to the crag’s peak. Here you discover a witch’s hut, visible all the way from the bleeding willow tree.

A Knight’s Tales (Blood and Wine)

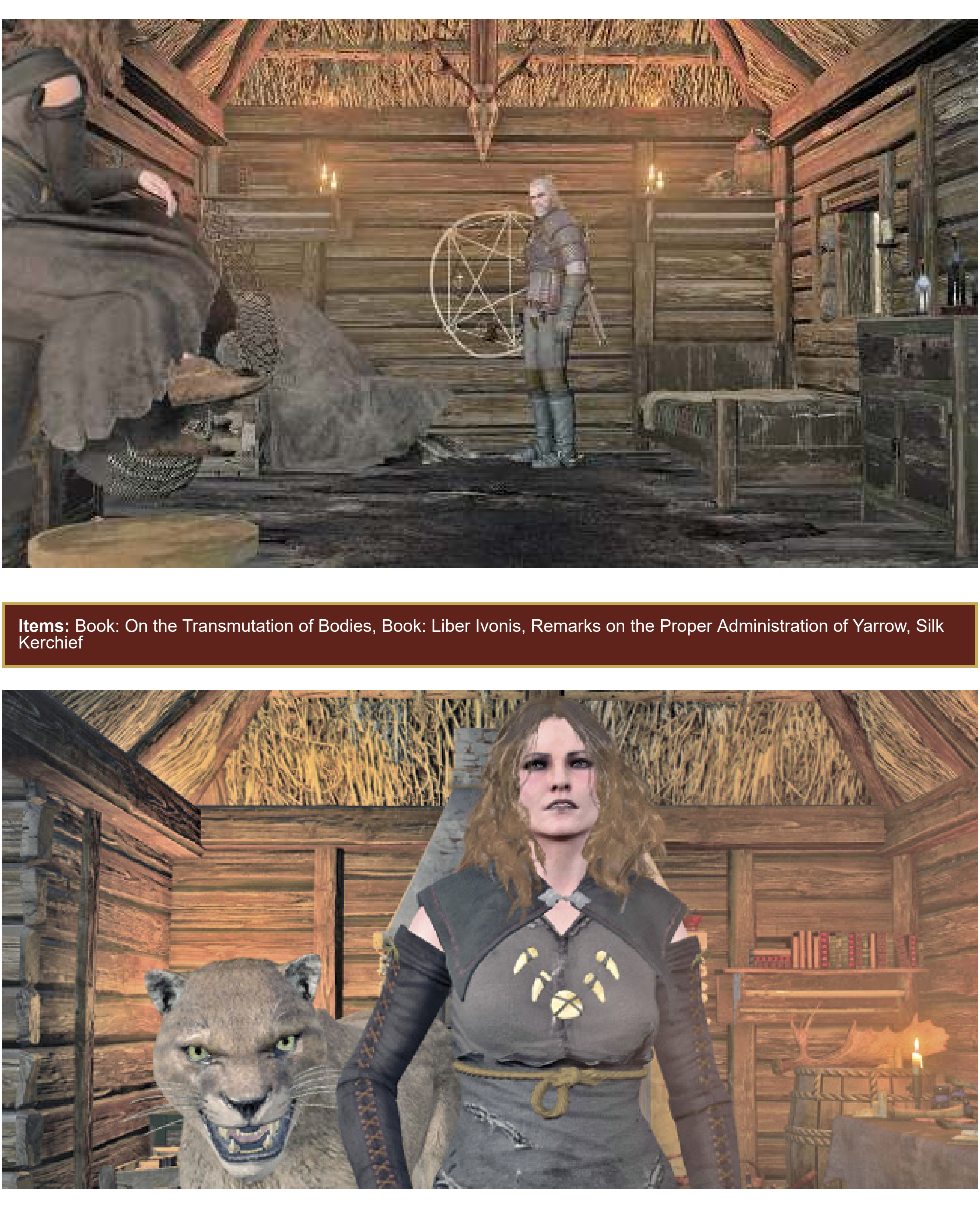
Overcoming The Power Of Love And Longing

OBJECTIVES

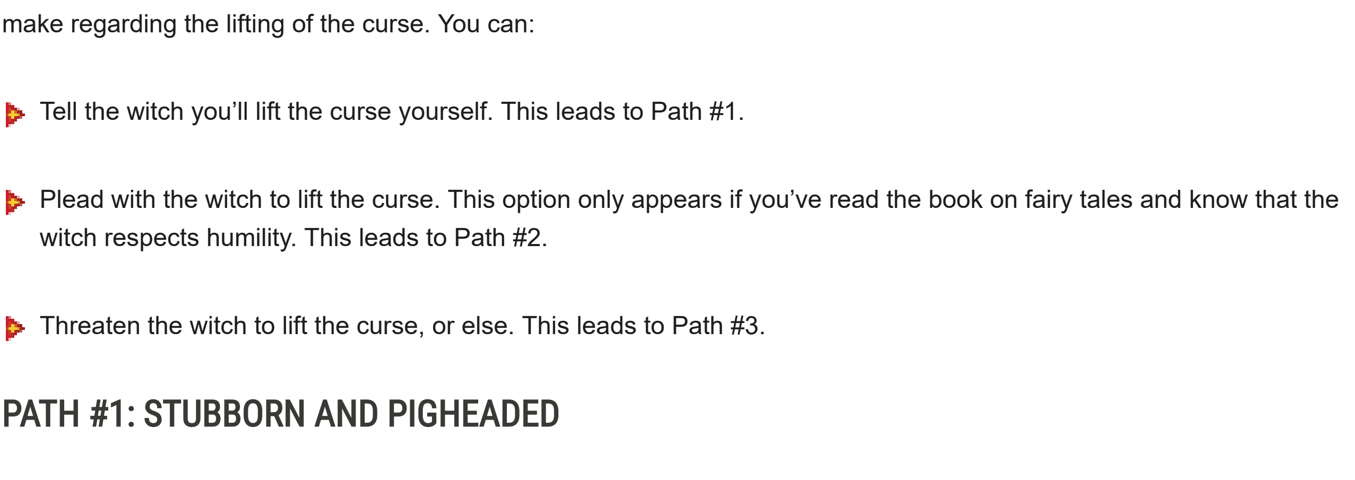
- Search the hut using your Witcher Senses.

Enter the hut, which appears to be inhabited, but is currently empty. Begin a quick sweep of the area:

- The hearth has a small cauldron of ingredients, but none you can identify.
- The preparation table against the window has two books, one of them banned by the Conclave of Mages!
- The right side of the table has some bones ground into dust.
- To your right on a small table is parchment regarding proper administration of Yarrow; worth gathering for an optional read later.
- On the far wall is an animal skin. You pull it off the wall to reveal a strange scratched pentagram; with spell enhancements (or trophies?) nailed to different points around the circumference. Inspect each, one by one:(Examine arrow) An arrow broken in half, possibly to bring bad luck.(Examine branch) From a gravevine, to ensure a good or bad harvest.(Examine kerchief) Silk, monogrammed “D.F.”, and useful to break the curse if it belongs to Daphne. Pick this last, as you’re greeted by the owner of this hut once you inspect the kerchief.(Examine doll) This looks like an accessory for casting curses.



Items: Book: On the Transmutation of Bodies, Book: Liber Ivonis, Remarks on the Proper Administration of Yarrow, Silk Kerchief



When the kerchief is taken off the wall, the witch of Lynx Crag reveals herself to you. She asks what you are doing in her home, and quickly informs you the curse of the bleeding tree is almost impossible to be undone. You can optionally ask what happened to Sir Gareth the knight (it transpires he was seduced and killed by the witch), and you are left with three choices to make regarding the lifting of the curse. You can:

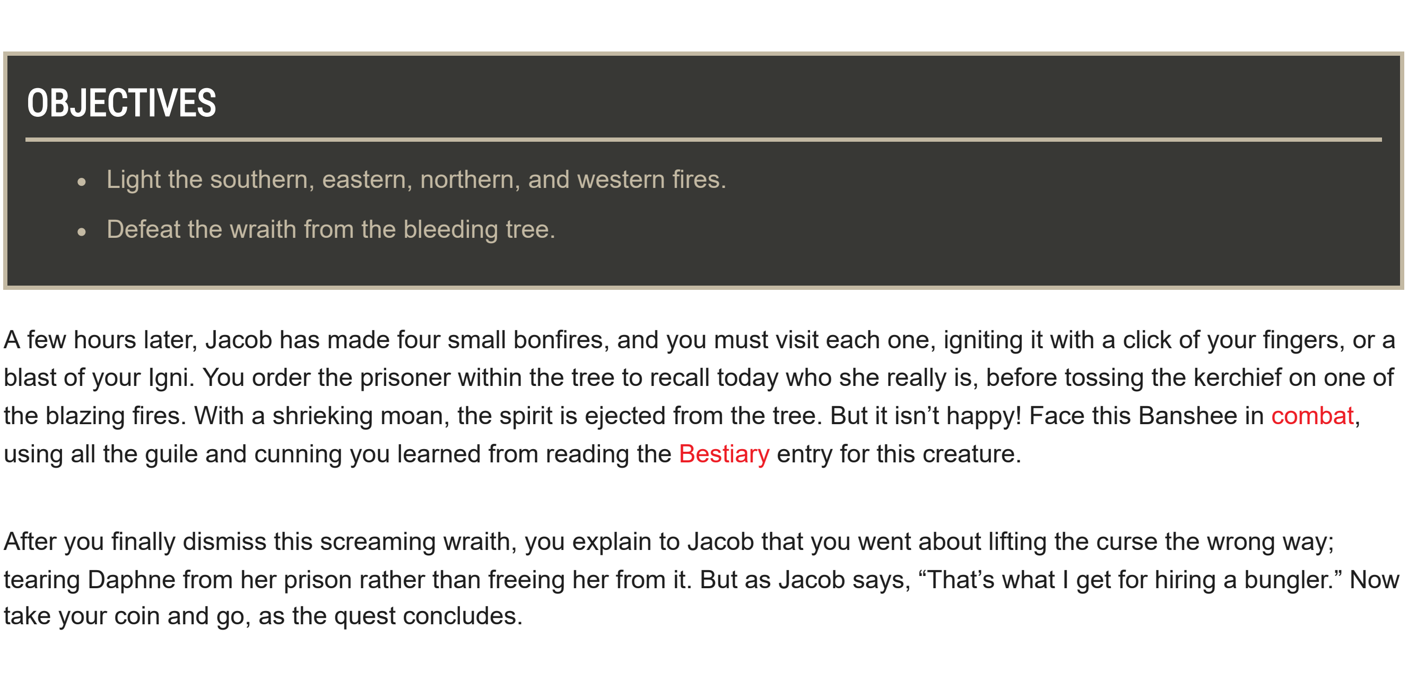
- Tell the witch you’ll lift the curse yourself. This leads to Path #1.
- Plead with the witch to lift the curse. This option only appears if you’ve read the book on fairy tales and know that the witch respects humility. This leads to Path #2.
- Threaten the witch to lift the curse, or else. This leads to Path #3.

PATH #1: STUBBORN AND PIGHEADED

OBJECTIVES

- Return to the bleeding tree.

You leave the witch’s hut, confident in your own abilities to save Daphne from her tree incarceration. Back at Dantan Glade, Jacob is puffing on a pipe, and asks how your meeting with the witch went. You can optionally mention it wasn’t as bad as Jacob had described, before mentioning you know how to lift the curse. You want to use Daphne’s kerchief, after lighting fires to the four winds.



OBJECTIVES

- Light the southern, eastern, northern, and western fires.
- Defeat the wraith from the bleeding tree.

A few hours later, Jacob has made four small bonfires, and you must visit each one, igniting it with a click of your fingers, or a blast of your Igni. You order the prisoner within the tree to recall today who she really is, before tossing the kerchief on one of the blazing fires. With a shrieking moan, the spirit is ejected from the tree. But it isn’t happy! Face this Banshee in combat, using all the guile and cunning you learned from reading the Bestiary entry for this creature.

After you finally dismiss this screaming wraith, you explain to Jacob that you went about lifting the curse the wrong way; tearing Daphne from her prison rather than freeing her from it. But as Jacob says, “That’s what I get for hiring a bungler.” Now take your coin and go, as the quest concludes.

Items: Crowns (100)

PATH #2: HUMBLE AND PROSTRATE

Choose to plead with the witch to lift the curse, and she asks you why she should help. You can reply with the following:

- You’ll humble yourself. This continues this path.
- You’ll make her do it; leading to Path #3, or you can lift the curse yourself, leading to Path #1.

Assuming you humble yourself, you kneel before the witch, who is surprised at your bending of the neck. She explains that Daphne cannot have her lost years restored, but she can be made to depart in peace. But that information comes with a price: a lock of your hair. She says the hair is needed for a spell to conceal herself from you for all time, but you aren’t so sure. You can:

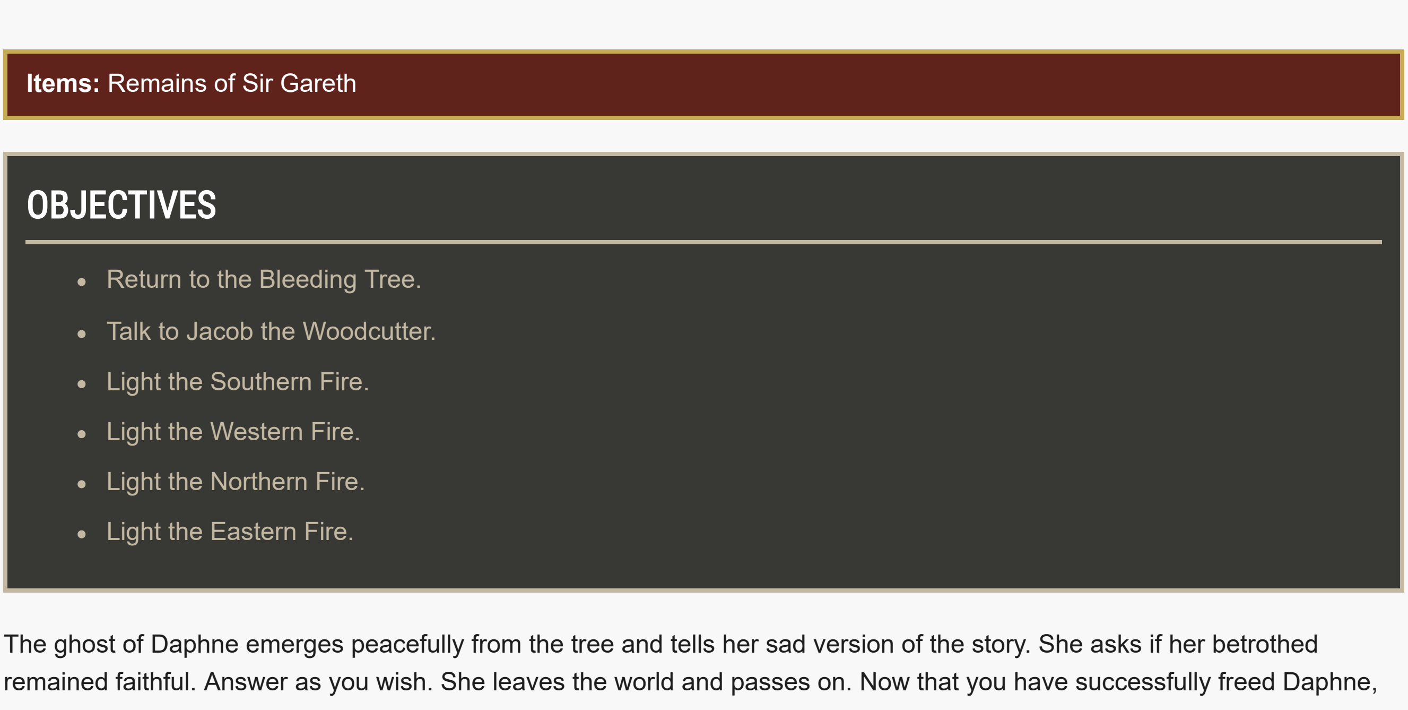
- Agree to this deal. This continues this path.
- Say “no chance” and threaten her (Path #3) or that you’ll manage on your own (Path #1).

Assuming you slice off a lock of your hair, give it to the witch, and listen to her advice, you are to convince Daphne that her beloved yearned to return but perished in the attempt. Take the silk kerchief, and a fragment of Gareth’s remains; his bones lie bleaching in a cave beneath this hut. Fire must consume both the kerchief and bones, and your intentions must be pure.

OBJECTIVES

- Find the entrance to the cave under Lynx Crag.
- Find Sir Gareth’s remains.

Exit the hut, and descend to the bottom of the crag, looking on either side of it for one of the two cave entrances to enter. Once inside either one, face three Kikimore Workers, and burn a clutch of eggs if you wish, before searching this small cavern. Look on the narrow ledges by the southern cave wall of a glittering suit of armor, with the skeletal remains of Sir Gareth inside, and gather his bones.



Items: Remains of Sir Gareth

OBJECTIVES

- Return to the Bleeding Tree.
- Talk to Jacob the Woodcutter.
- Light the Southern Fire.
- Light the Western Fire.
- Light the Northern Fire.
- Light the Eastern Fire.

The ghost of Daphne emerges peacefully from the tree and tells her sad version of the story. She asks if her betrothed remained faithful. Answer as you wish. She leaves the world and passes on. Now that you have successfully freed Daphne, you receive payment from Jacob, who is satisfied at the result, and the quest concludes.

THE FIVE VIRTUES: A CHIVALROUS PATH

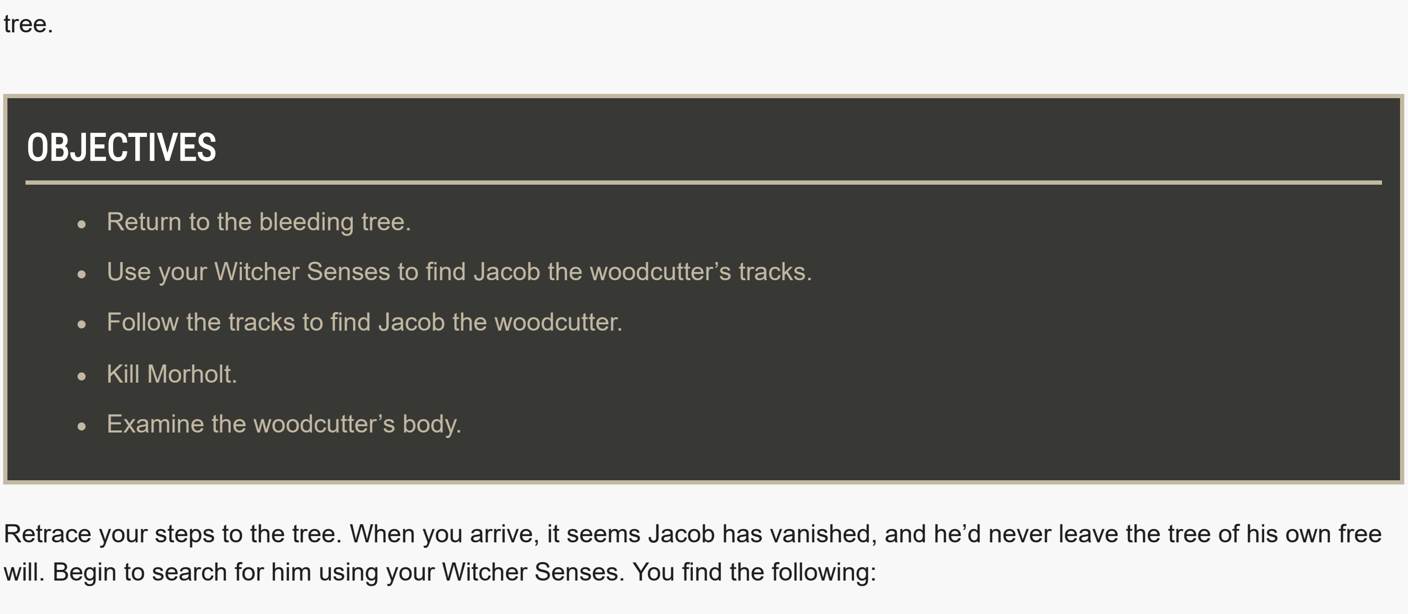
If you are completing Secondary Quest: There Can Be Only One, properly lifting Daphne’s curse proves your wisdom.

PATH #3: THREATS AND BLUSTER

OBJECTIVES

- Defeat the witch of Lynx Crag.

Threaten the witch in return for her help, and she is understandably furious. She doesn’t react well to bluster, especially under her own roof! As she summons a ball of fire, you leap out of the window, and must face the witch in battle! She has offensive fire and lightning magic that can wound you if you aren’t protected by Quen, she lifts up small boulders to float in the air before flinging them at you, but she has little to stop your melee blows. You must defeat one of her big cats as well as the witch herself.



After bettering the witch in combat, she agrees to try and lift the curse. Whether you trust her or not is irrelevant, so answer as you wish. She vanishes in a cloud of birds and feathers, leaving you to return to the Dantan Glade and the bleeding willow tree.

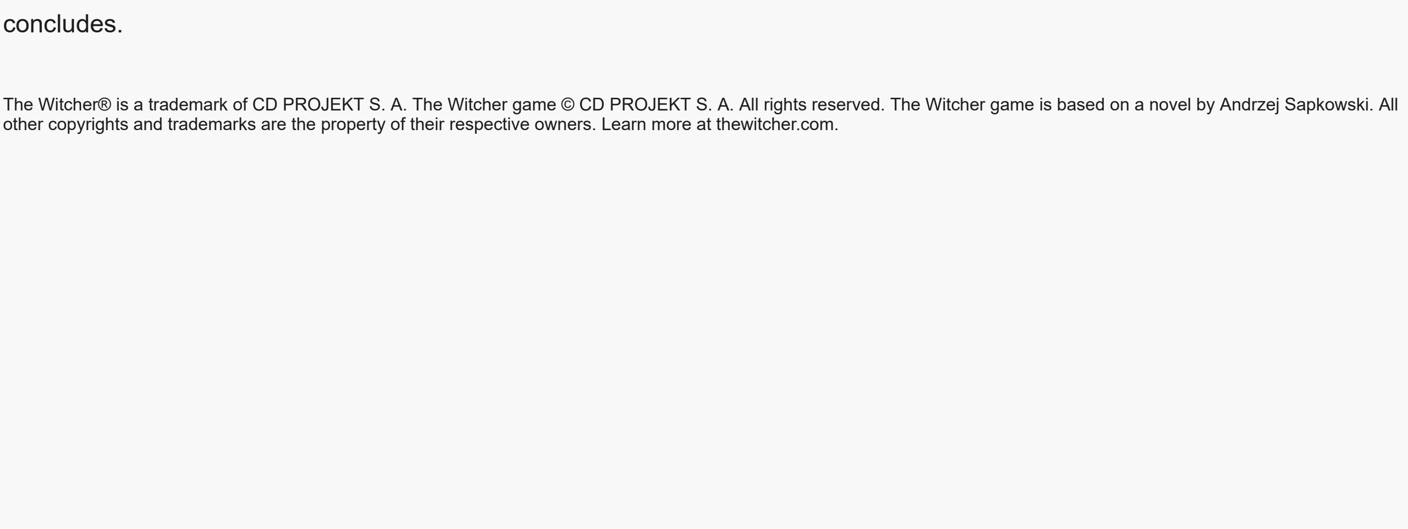
OBJECTIVES

- Return to the bleeding tree.
- Use your Witcher Senses to find Jacob the woodcutter’s tracks.
- Follow the tracks to find Jacob the woodcutter.
- Kill Morholt.
- Examine the woodcutter’s body.

Retrace your steps to the tree. When you arrive, it seems Jacob has vanished, and he’d never leave the tree of his own free will. Begin to search for him using your Witcher Senses. You find the following:

- Fresh blood and clear deep prints near the tree.

Follow the tracks along the wooded side of the camp to an area behind a pile of logs where you can hear low growling. Oh dear, Jacob’s pet is savaging his master’s corpse. Morholt turns and leaps at you! The wolf must be quickly put down using combat.



Afterward, approach the remains of Jacob. It seems the witch freed Daphne’s spirit from the tree, but didn’t mention the specter would be insane and full of rage. Daphne possessed the first living creature it ran into—Jacob’s dog—which then savaged Jacob. You say a soft farewell to the chivalrous woodsman. Life is rarely like a fairytale…and this quest concludes.

No Place Like Home (Blood and Wine)

Foulty Towers

DANGER ALERT
SPOILER ALERT
B&W
NO PLACE LIKE HOME

RELATED QUESTS: Main Quest: The Beast of Toussaint, Secondary Quest: The Hunger Game

LOCATIONS: Corvo Bianco Vineyard

CHARACTERS: Barnabas-Basil Foulty, Marlene Trastamara

Required Items: Up to 14,000 Crowns (improvements to Corvo Bianco)

QUESTING DECISIONS

This Quest is accessible during Main Quest: The Beast of Toussaint, once you defeat the Shaelmaar in the Tourney arena, and first meet Duchess Henrietta. You're given the Corvo Bianco Ownership Deed, and from this point, when you have a free moment (ideally at the end of the previously-mentioned Main Quest), you can visit Corvo Bianco.

It is also possible to begin this quest during Main Quest: La Cage au Fou (if you transform and bring Marlene back from the Trastamara Estate), or after Main Quest: Be It Ever So Humble (which causes you to return here). During either occasion, you speak to your majordomo and can begin touring the place.

OBJECTIVES

- Go to Corvo Bianco.

Now you have the deeds to a sprawling vineyard with spectacular vistas of the Sansretour Valley, you should spend some time enjoying the fruits of your labor. Return to Corvo Bianco, and head up to the slightly dilapidated main tower house. Thankfully, the unpleasantness you encountered the last time you were here has been cleaned up. Waiting outside for you is your majordomo Barnabas-Basil Foulty, a most excellent dogsbody. Ask him to tell you more about the place and he obliges in exquisite detail. Then request him to show you around the vineyard itself.

OBJECTIVES

- Follow your majordomo.

Barnabas-Basil Foulty

You begin with a wonderful view of the valley, after which you stroll through the grounds, as Barnabas-Basil regales you with stories of his own ancestry, and a smattering of facts about the history of the place. Feel free to continue the tour, or abruptly stop and wander off yourself; the latter isn't recommended if you wish to learn where every area of interest is.

The tour stops at the following **Locations:**

- The servants' quarters (your majordomo occupies the green home).
- Olive groves, and your vineyard where a strain of Carvanere is grown.
- The vineyard gardens, once a supremely lovely place. Now? A supremely weedy place.
- The old herbarium greenhouse, where the aroma of delicate flowers is said to still hang in the air.
- The stables and smithy, the former which served as an additional wine cellar.
- The cellars, now without a lesser vampire and horrific corpses.
- You head into the main house, which has a master bedroom, a dining room, kitchen, main hall, and an upstairs guest room (currently used for storage).

With the tour complete, Barnabas-Basil is confident that your innovations (the hanging of paintings, and upgrading of facilities) would breathe new life into the abode. In fact, that's what the rest of this quest is all about!

BARNABAS-BASIL: YOU CAN'T 'FOULT' HIS GWENT PLAY!

In addition to making improvements to your winery, your majordomo is a particularly skilled Gwent player. In fact, should you challenge him, you can request he play as any of the five factions (or "surprise" you and play as a random faction), and then request he uses a strong, middle, or weak deck depending on the challenge you require. This is an excellent way to train for the Gwent tournaments both in Toussaint, and across the Northern Realms!

CORVO BIANCO: A TOUCH OF CLASS (PART 1)

The following services are now available:

Stash Chest (1): Store any unwanted equipment here.

Hang Paintings (3): Place any shields, works of art, or posters on the wall, where indicated.

Armor Stand (1): Display a piece of armor here.

Weapon Stand (1): Holds one weapon of your choice.

Display Trophies (3): Decorate your abode with up to three trophies or statuettes.

Display Shelves: Your bedroom now has upgraded display shelves for you to place trophies you may have won during quests.

OBJECTIVES

- Restore Corvo Bianco to its former glory

Once you've optionally wandered around your new home for a bit, you can speak to Barnabas-Basil and request some renovations be carried out. He is thrilled, and asks what you'd like to do specifically. You have the following choices:

- (5,000 Crowns) "Let's do some work on the interiors": This transforms the paintwork on the exterior of the main house, and adds interior decorations and fine furniture to the main hall, master bedroom, dining room, kitchen, and guest room. This requires three full days to complete.
- "The grounds – be nice to improve those." Barnabas-Basil agrees, and asks whether you want to install an armor repair table or grindstone:
- (1,000 Crowns) "Order a table," and in one day's time, you have an Armorer's Table to hammer on.
- (1,000 Crowns) "a Grindstone to sharpen my swords," and in one day's time, you have a Grindstone.

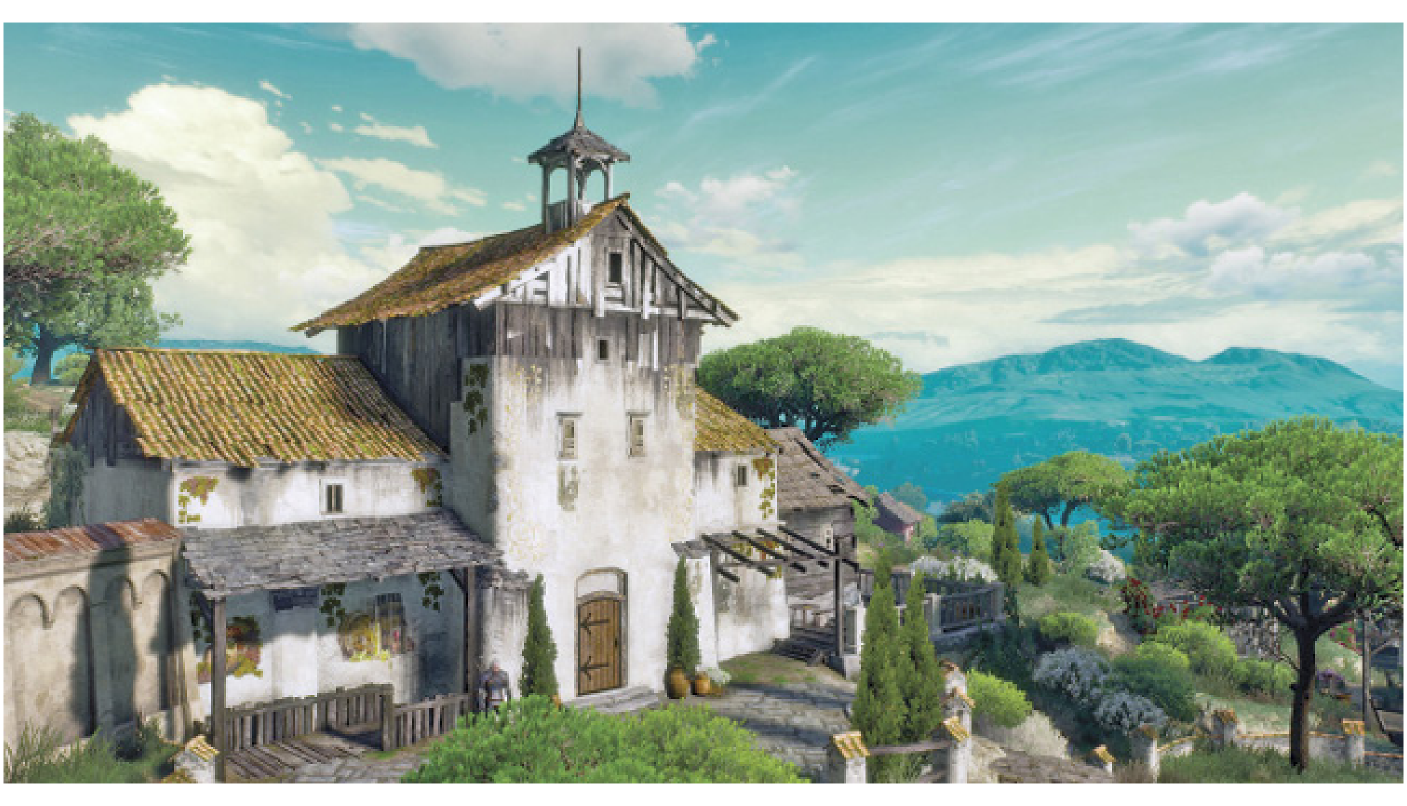
No Place Like Home (Blood and Wine)

Renovations Part 1: From Tatty To Tremendous!

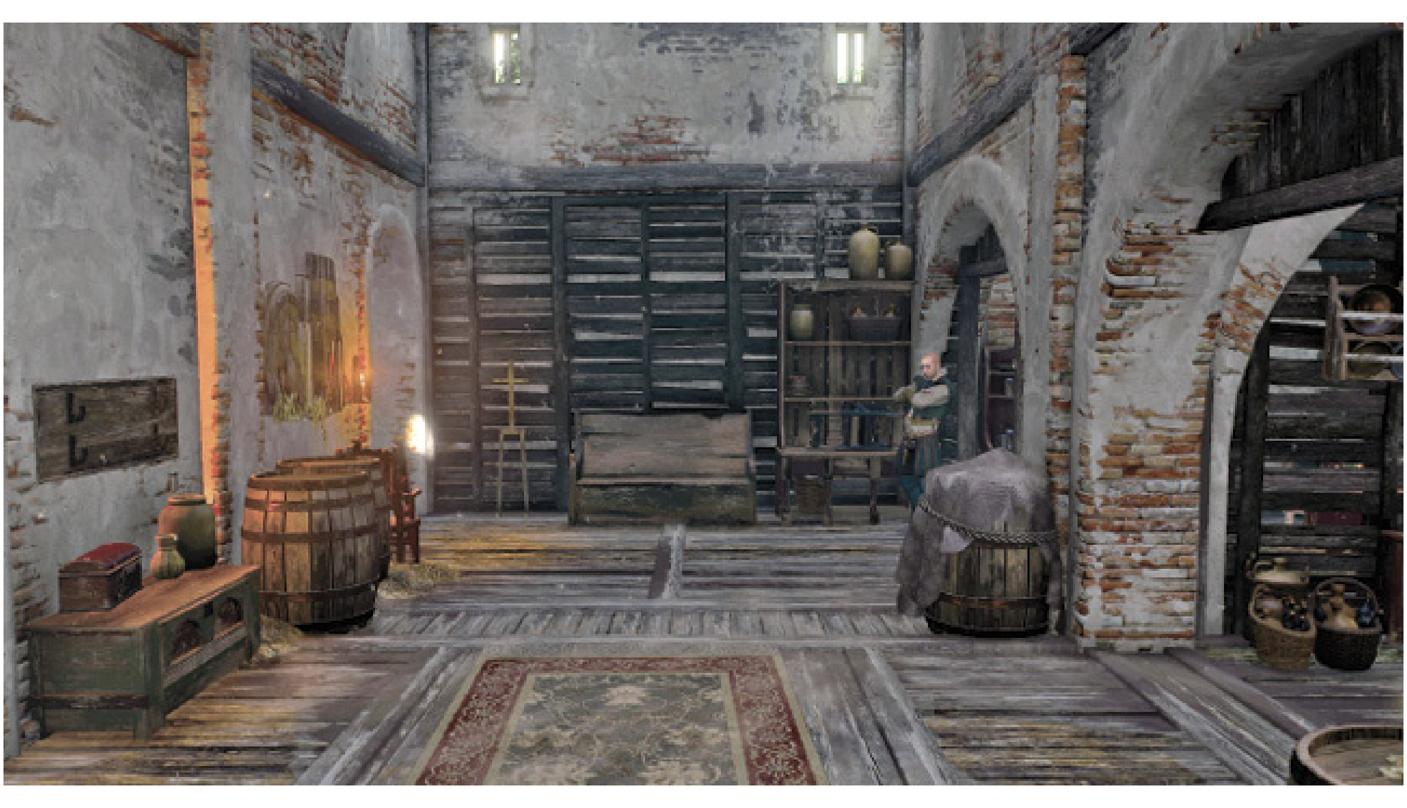
OBJECTIVES

- Wait three days for the general refurbishment to finish.
- Wait one day for your armorer's table to arrive.
- Wait one day for your grindstone to arrive.

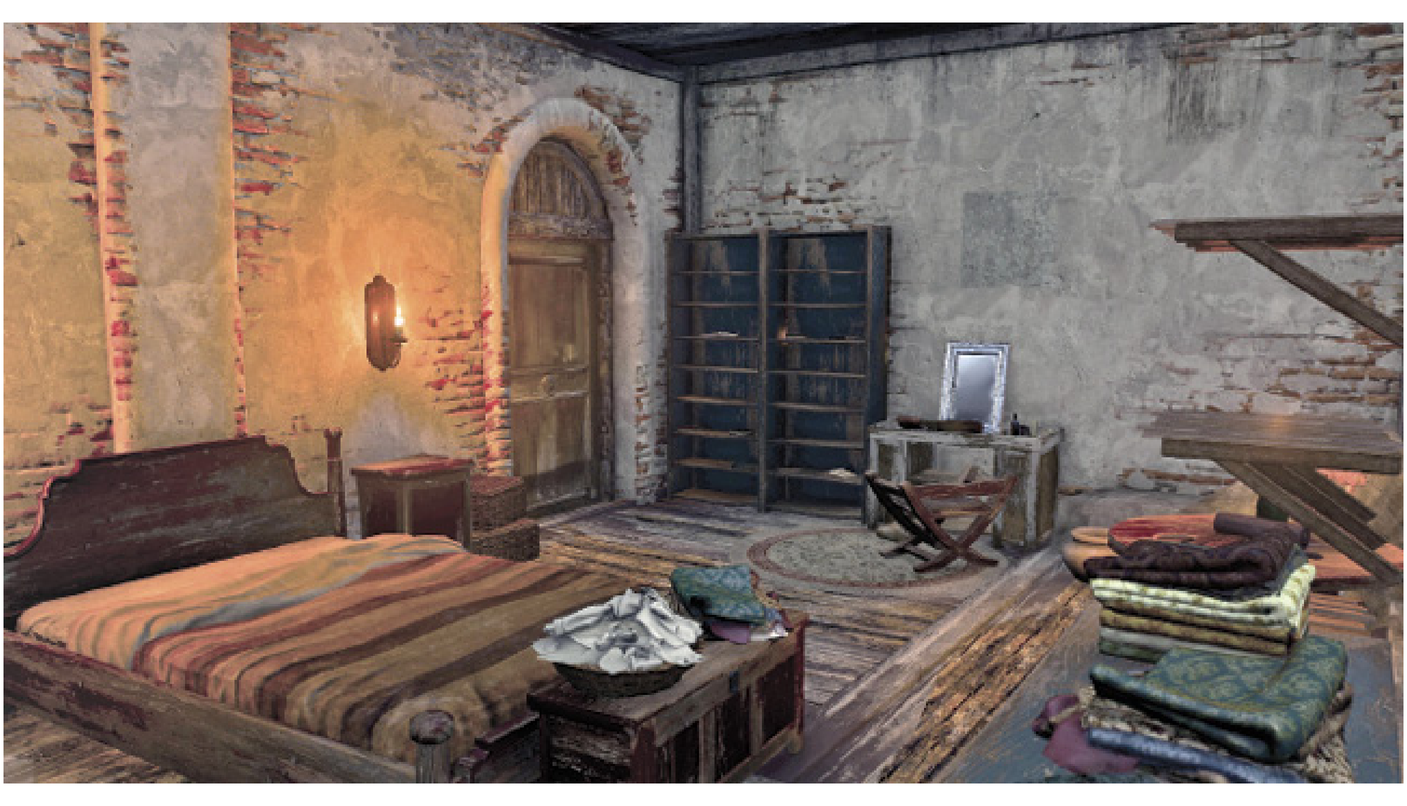
At this point, you must wait (either by Meditating or adventuring) until this quest objective updates, and then return to see the transformation of your dwelling. The effect is stunning!



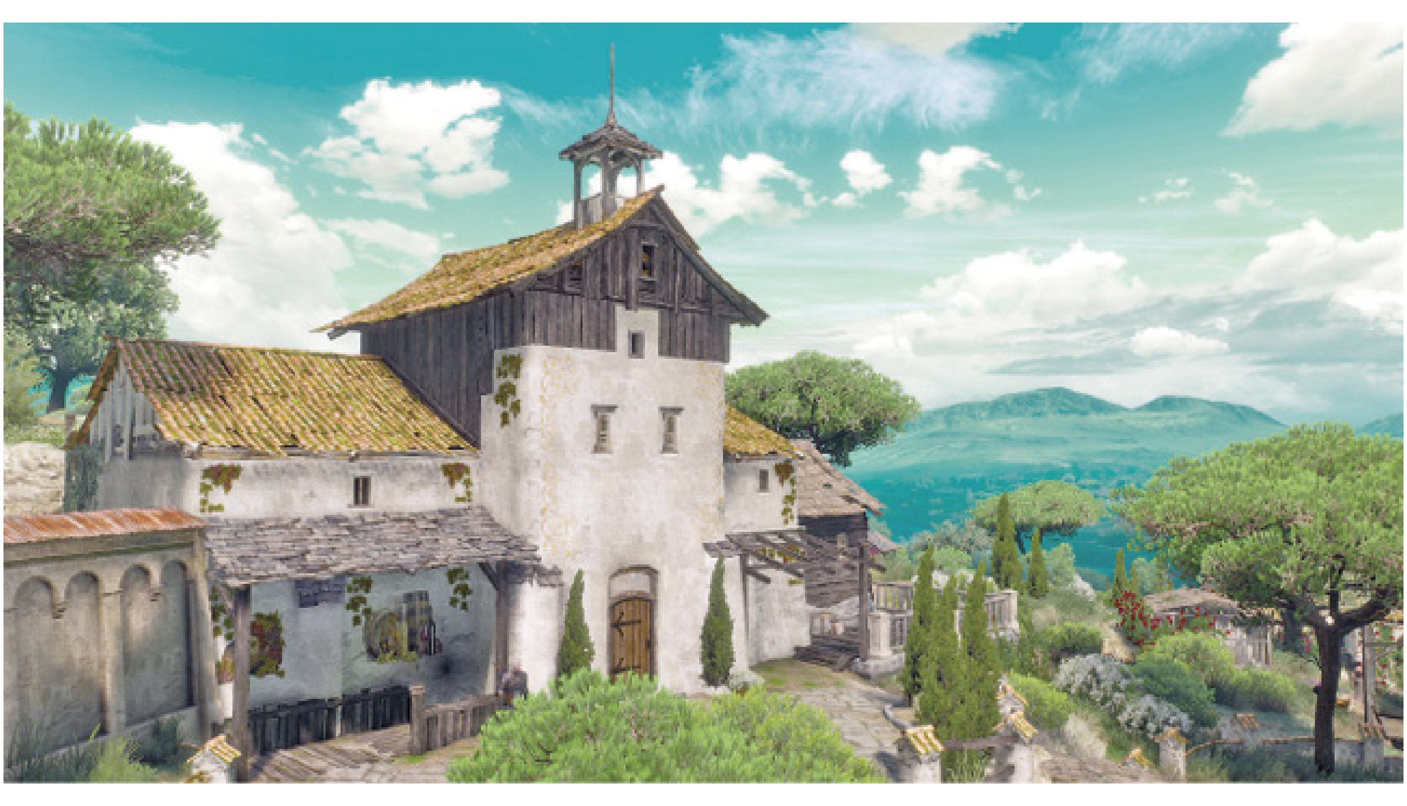
Main House exterior (before).



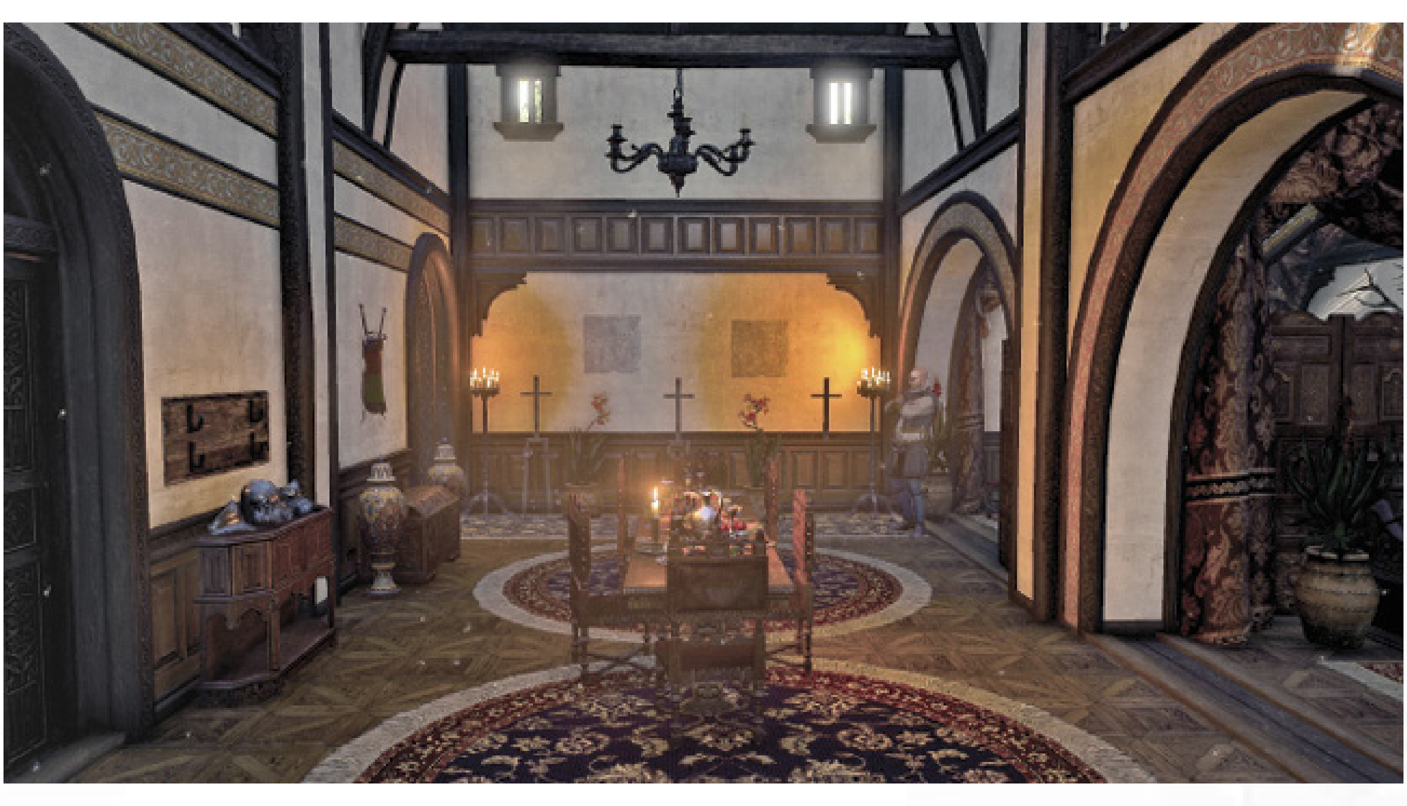
Main Hall interior (before).



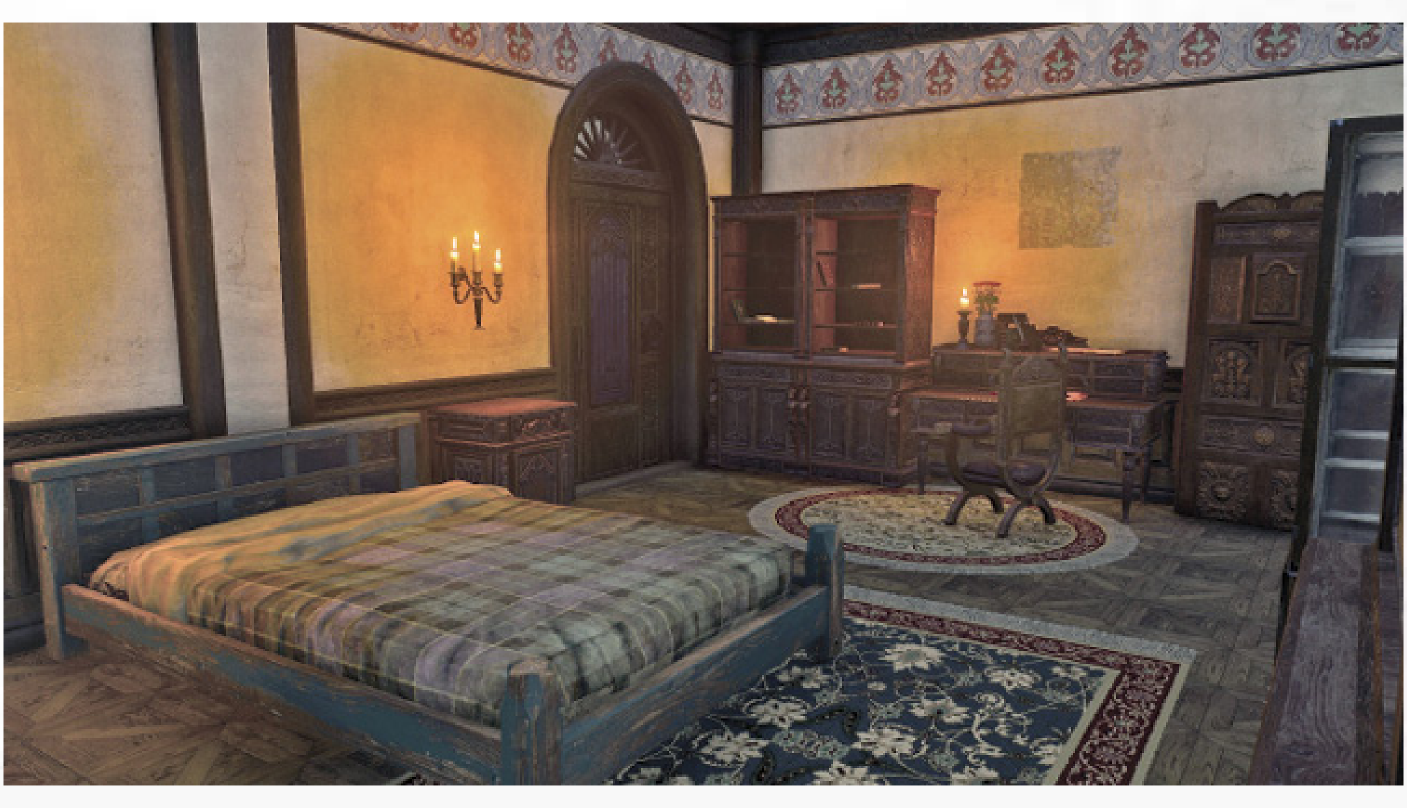
Master Bedroom (before).



Main House exterior (after).



Main Hall interior (after).



Master Bedroom (after).

OBJECTIVES

- Search the cellar.
- Use the Aard Sign to destroy the damaged wall in the cellar.
- Search the hidden room.

CORVO BIANCO: A TOUCH OF CLASS (PART 2)

The following additional services are now available:

Armor Stands (3): Display up to three pieces.

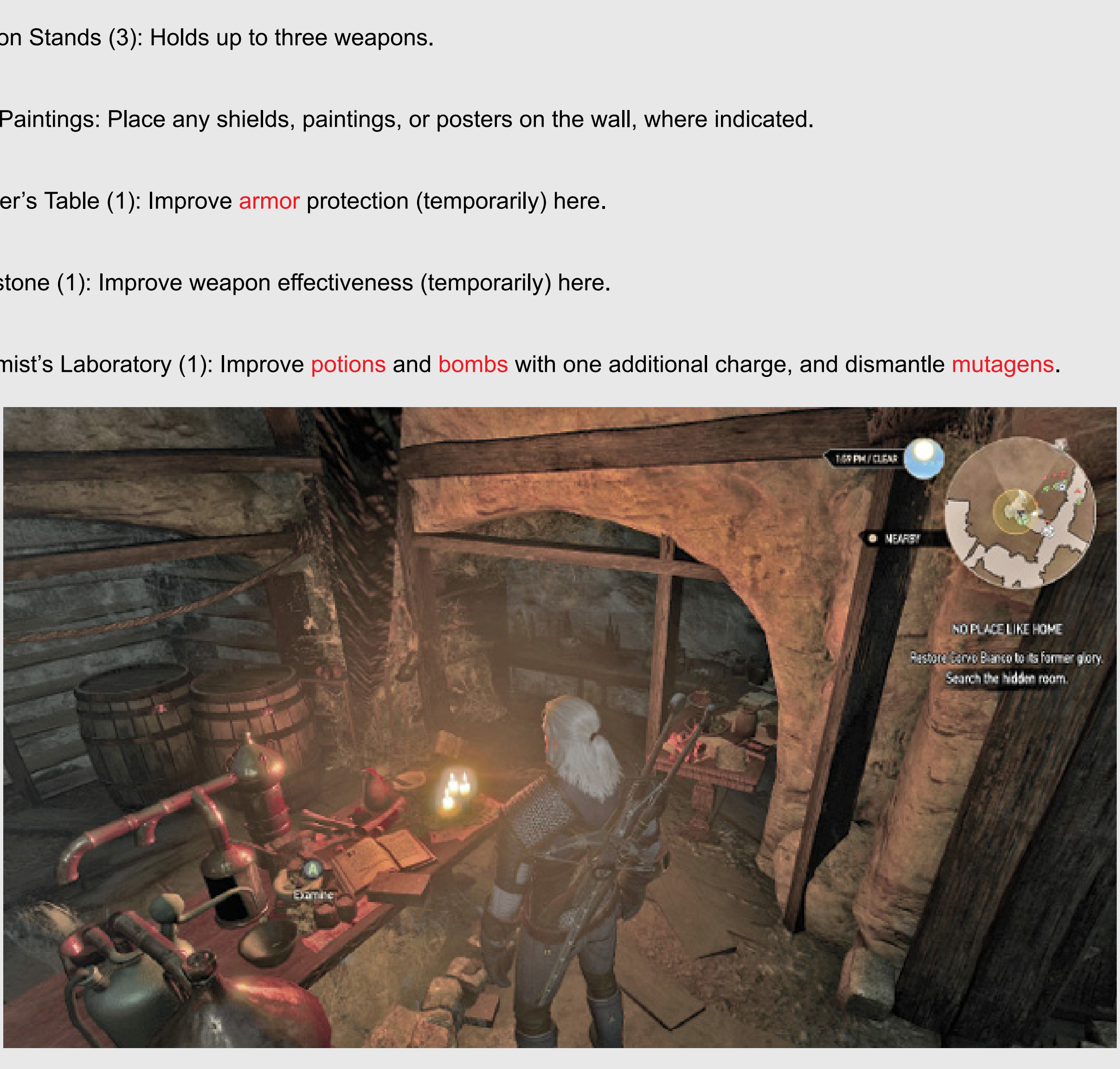
Weapon Stands (3): Holds up to three weapons.

Hang Paintings: Place any shields, paintings, or posters on the wall, where indicated.

Armorer's Table (1): Improve armor protection (temporarily) here.

Grindstone (1): Improve weapon effectiveness (temporarily) here.

Alchemist's Laboratory (1): Improve potions and bombs with one additional charge, and dismantle mutagens.



Not only are the renovations coming along swimmingly, but laborers have made a most unusual discovery in your cellar! You can head there now or later. When you decide to descend into the location where you fought the Bruxa, you notice an uncovered brick wall. Break it open using Aard, and venture into what appears to be an alchemist's laboratory of exceptional quality! Examine the lab table, pick up a letter to gain more historical knowledge of the place, and use both the benches here:

- One grants any bomb and potion you have with one additional charge (return here each time you obtain or make more to improve more bombs and potions).
- The other allows you to dismantle monster mutagens to normal mutagens, without having to pay for this privilege!

Items: Julius ban Gavh'e's letter

OBJECTIVES

- Restore Corvo Bianco to its former glory.

When you've explored the improvements to your abode, and perhaps started to display your Witcher gear on the armor stands and weapon racks, speak to Barnabas-Basil and request some further renovations be carried out. It is, of course, his pleasure to serve. You have the following choices:

"Let's do some work on the interiors": This time around, you have a number of improvements you can make:

- (1,000 Crowns) "Could use a better bed," and in one day's time, a lavish place to rest your head (with a Health bonus) is yours.
- (500 Crowns) "Order another weapon rack," and in a day's time, you receive two more weapon racks to display your blades.
- (500 Crowns) "I need more armor stands," and in a day's time, you receive two of them; a perfect spot for your newly-colored armor sets!
- (1,000 Crowns) "Let's see to the guest room," and in two days, you won't believe what the upstairs storage room has been turned into!

"The grounds – be nice to improve those." Barnabas-Basil concurs, and a wealth of options is presented…providing you have the wealth to purchase everything!

- (2,000 Crowns) "Roach deserves a roomier stable," and in two days, your faithful steed has a roof over her head, and a bonus to her stamina.
- (2,000 Crowns) "Herbs in the garden," and in one day's time, you have the ability to sow herbs in the herbarium greenhouse (useful for growing herbs that create mutagens or change mutagen colors). In addition, Corvo Bianco Orchard allows you to harvest plants you need to create dyes to change the color of gear in your Witcher sets (plants grow back after a certain amount of time).

Feel free to order as many or as few of these improvements as you wish.

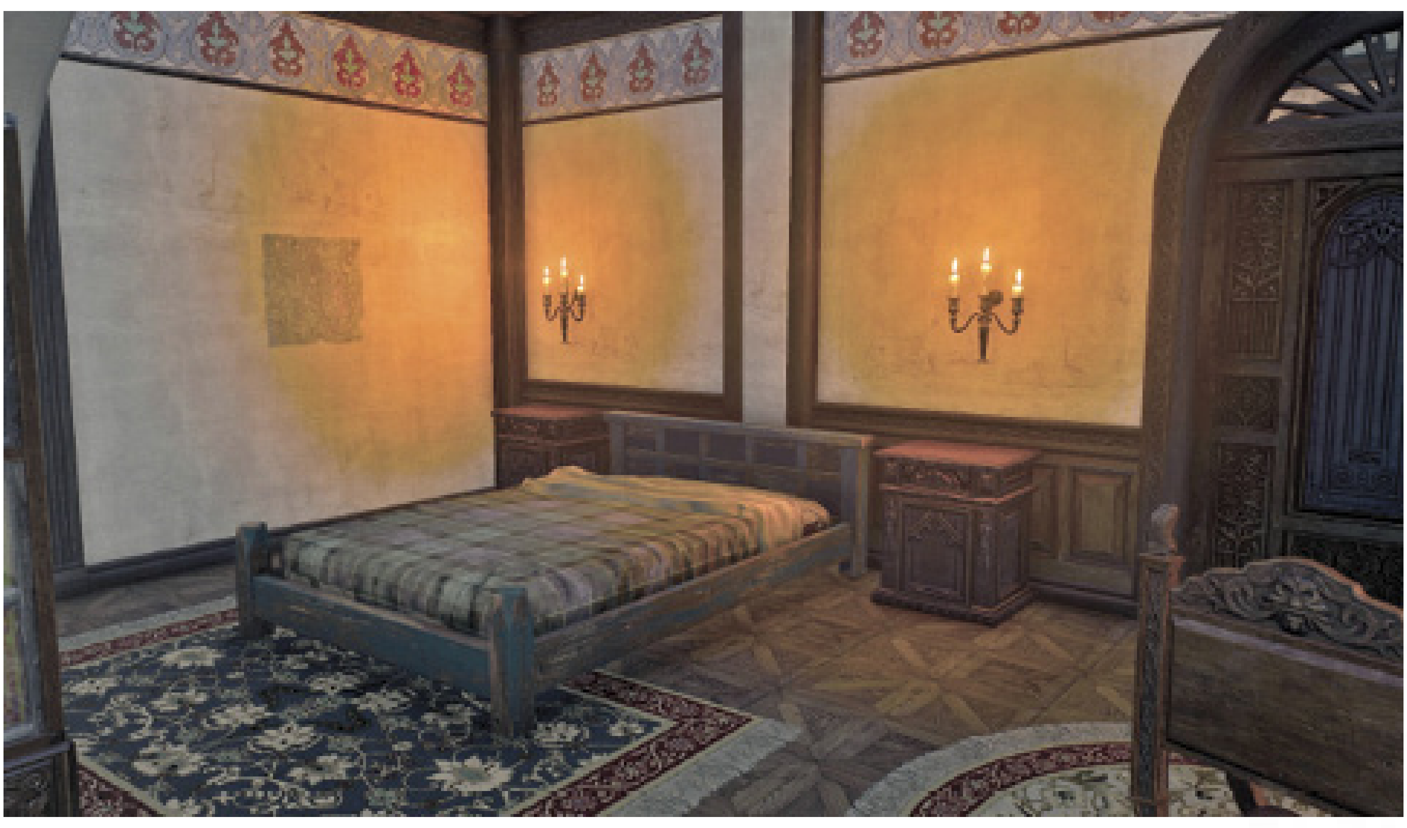
No Place Like Home (Blood and Wine)

Renovations Part 2: From Tremendous To Stupendous!

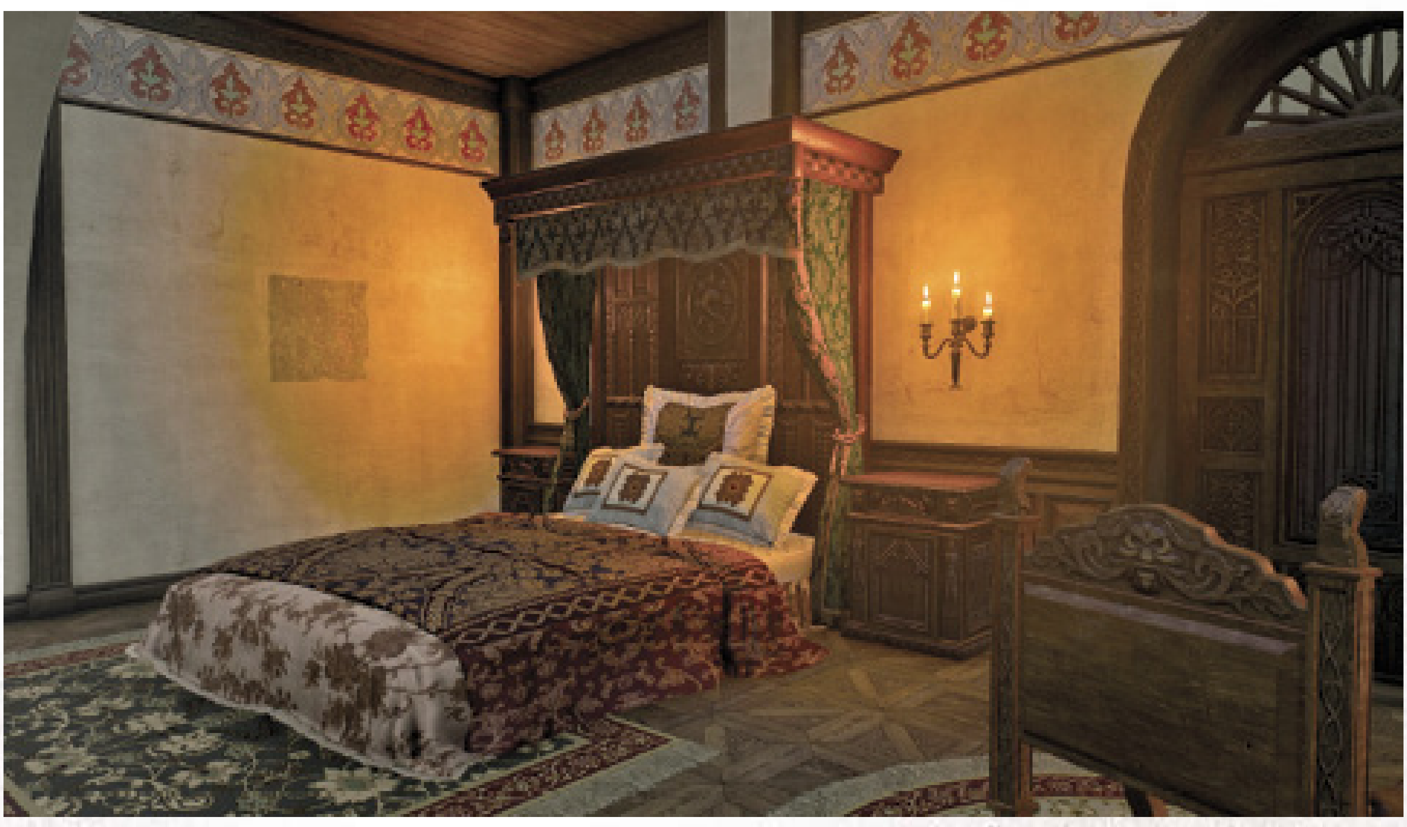
OBJECTIVES

- Wait one day for your armor stands to arrive.
- Wait one day for your new bed to arrive.
- Wait one day for your weapon racks to arrive.
- Wait two days for the guest room refurbishment to finish.
- Wait two days for the garden refurbishment to finish.
- Wait two days for the stable refurbishment to finish.
- Talk to the majordomo of Corvo Bianco.

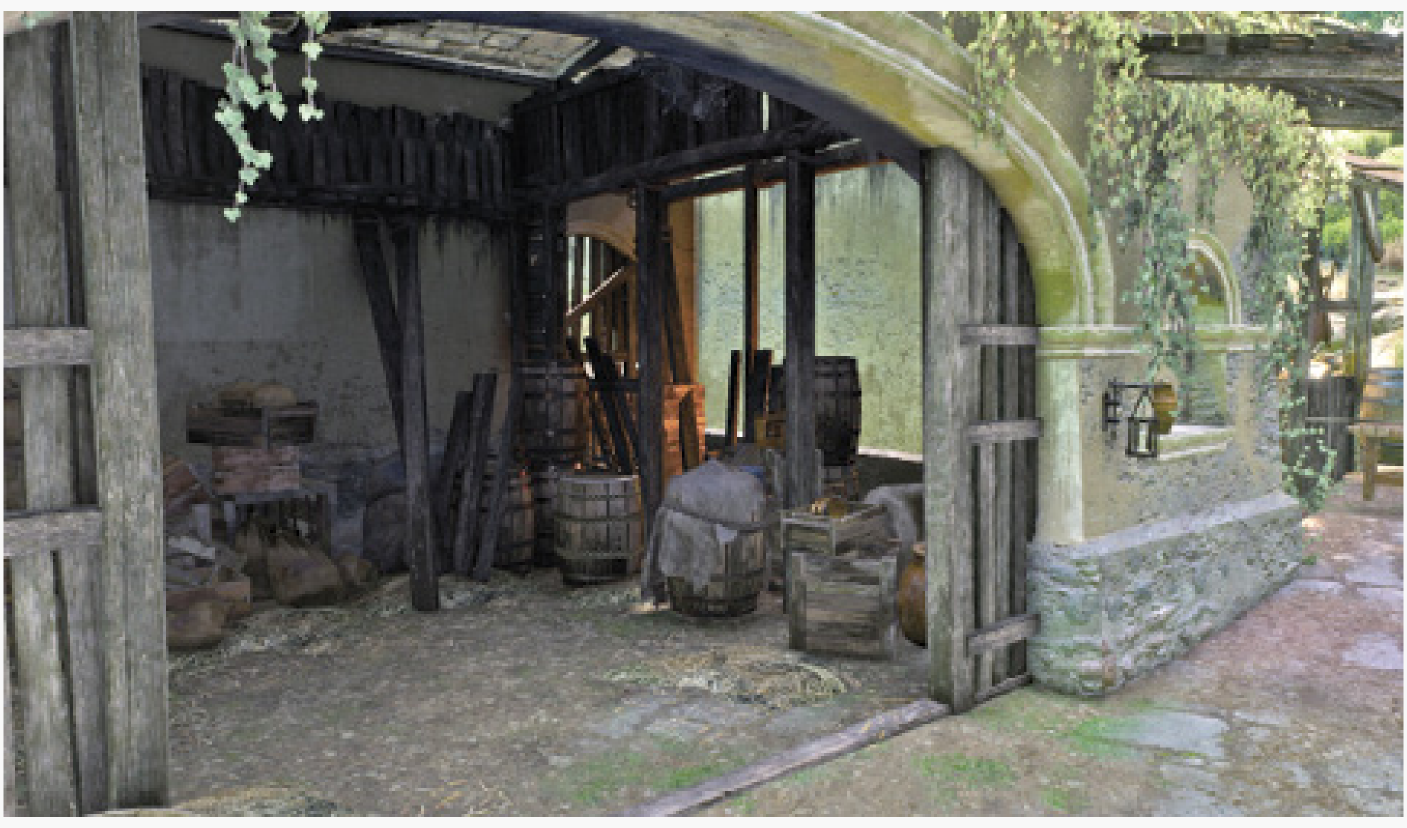
Now you can continue your exploration of Toussaint, or simply Meditate for two full days and return to Corvo Bianco, and take in the last of your upgrades. This place is simply breathtaking!



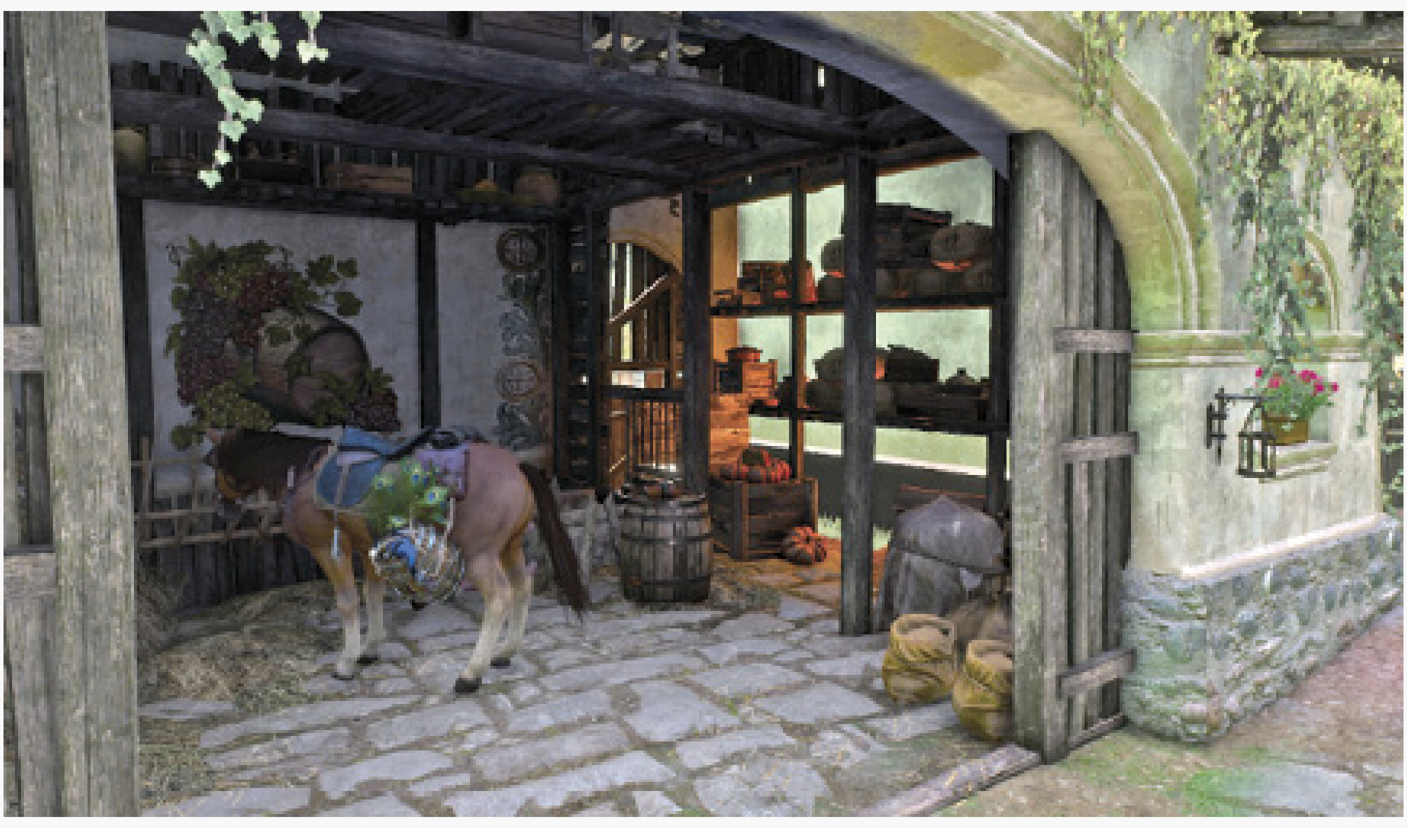
New Bed (before).



New Bed (after).



Stables refurbishment (before).

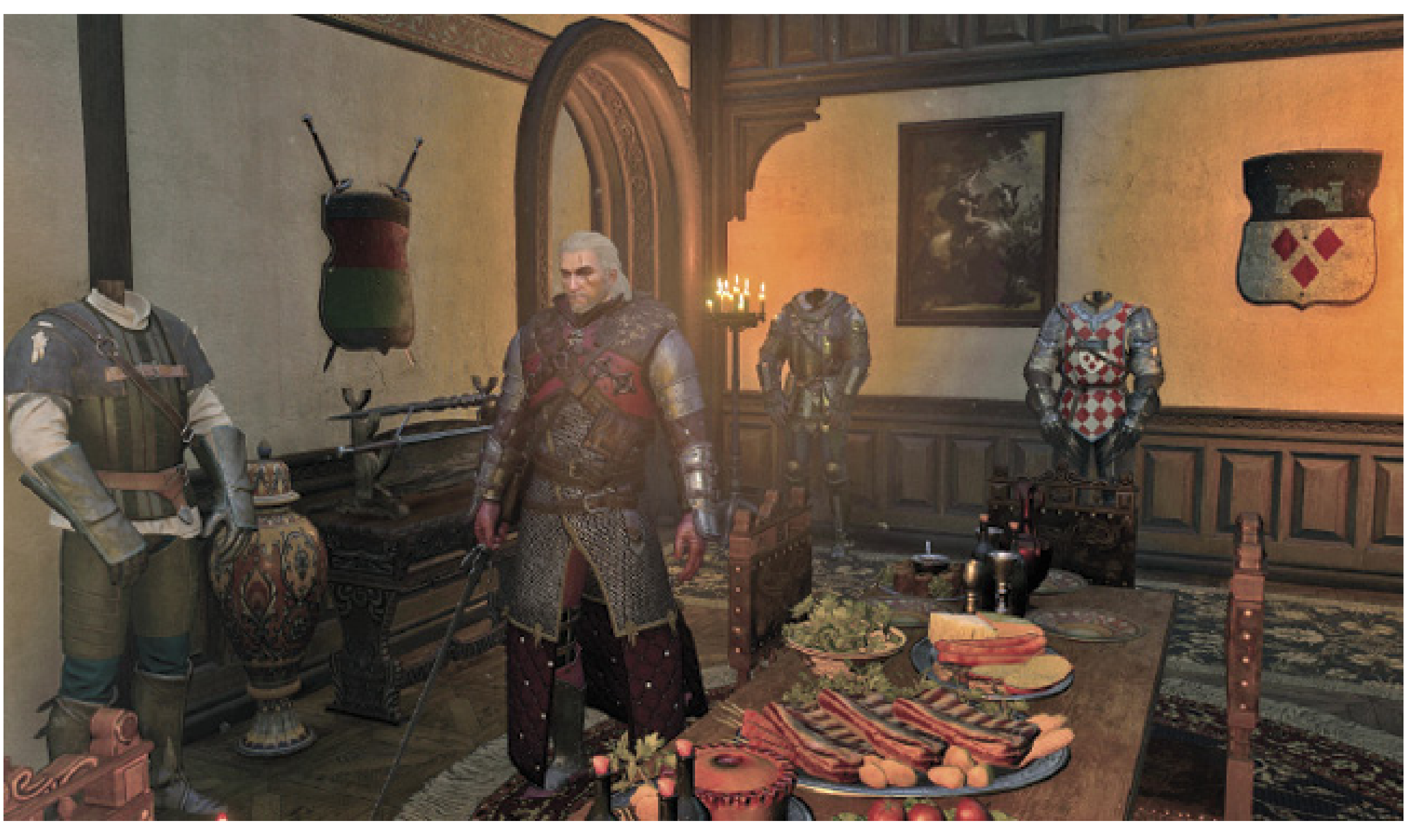


Stables refurbishment (after).

No Place Like Home (Blood and Wine)

Final Touches

Not only is your place looking fit for a Witcher facing semi-retirement, but when you speak to Barnabas-Basil once all improvements are made, he's discovered a bottle of Sepremento (the 1250 vintage). You uncork it on the veranda, and more stories are told as the sun slowly sets in over the spectacular Sansretour Valley, and this quest concludes.



An example of the Main Hall, resplendent with trophies, wall-hangings, swords, and armor displays (including differently colored Witcher gear).

CORVO BIANCO: A TOUCH OF HOME COOKING

If you completed Secondary Quest: The Hunger Game, and rescued Marlene Trastamara from her life as a cutlery-collecting Wight, and allow her to stay at Corvo Bianco as part of her quest, she bakes one sample of baked food each day for you to eat, if you wish. It can be found in the breadbox (behind her before improvements are made, and on the furniture near the fireplace afterward).

CORVO BIANCO: A TOUCH OF CLASS (PART 3)

The final additional services are now available:

- Weapon Racks (+2): Hang weapons and armor here for display.
- Armor Stands (+2): Display armor here.
- New Bed (1): Sleep in your master bed to earn certain buffs. Level 1 – Heals you, Level 2 - +500 max health, Level 3 - +1000 health.
- Greenhouse and Orchard: Grow and pick herbs for mutagen creation and color change. Grow and pick plants for dye, to change the color of your Witcher gear.
- Stable: Roach's stable increases her Stamina (by 100 percent).

CORVO BIANCO: A TOUCH OF WALL ART AND TROPHIES

Whether you're affixing an elven shield, or a picture of a buxom wench from a prison poster on your wall, there are a number of locations (and quests) where you can find artwork to hang, as well as display piece trophies to show off. In addition, you can also purchase decor from Dupont & Sons Emporium of Diverse Merchandise, an unmarked shop in Beauclair (near Metinna Gate). Bring a big coin purse if you want them all!

CORVO BIANCO: OBJETS D'ART (QUEST-RELATED)

Object Type	Object Name	Related Quest	How Obtained	Page Number
Display Piece (Award)	Golden Stick of Joy	Secondary Quest: The Hunger Game	In the barrel in Marlene's wine cellar, once you save her and keep her at Corvo Bianco	437
Display Piece (Award)	Fisticuffs Champion Trophy	Secondary Quest: Fists of Fury: Toussaint	Reward for beating all four fighters using your fists	499
Display Piece (Award)	The Victor's Cup	Gwent Quest: To Everything—Turn, Turn, Tournament!	Reward for beating all tournament players	491
Display Piece (Figurine)	Reginald Figurine	Secondary Quest: Goodness, Gracious, Great Balls of Granite!	Reward for restoring Reginald to the Art Curator	467
Wall Hanging (Shield)	Ancient Elven Shield	Secondary Quest: Extreme Cosplay	Acquired during the ritual when completing this quest	479
Wall Hanging (Shield)	Ravix of Fourhorn's Shield*	Secondary Quest: The Warble of a Smitten Knight	Acquired from the Scribe when choosing a crest	443
Wall Hanging (Shield)	Sir Geralt of Rivia's Shield*	Secondary Quest: The Warble of a Smitten Knight	Acquired from the Scribe when choosing a crest	443
Wall Hanging (Painting)	Painting of Hierarch Hemmelfart	Main Quest: A Poet Under Pressure	A reward from the Halfling painters at the end of this quest	199
Wall Hanging (Painting)	Julian Alfred Pankratz, Viscount de Lettenhove Portrait	Main Quest: No Place Like Home	A reward from Dandelion when he visits Corvo Bianco	242
Wall Hanging (Painting)	Starry Night Over The Pontar	Hearts of Stone Main Quest: Open Sesame	Bought at the auction in Oxenfurt during the quest	294
Wall Hanging (Painting)	Portrait of Geralt 1 of 6 variations**	Secondary Quest: A Portrait of the Witcher as an Old Man	Purchased from the Painter at the end of the quest	472
Wall Hanging (Painting)	The White Wolf	Contract: Big Game Hunter	Reward from Count Beledal when you visit his party at Francollarts	538
Wall Hanging (Poster)	Prison Poster	Secondary Quest: The Perks of Being a Jailbird	Acquired at the end of this quest	353

CORVO BIANCO: OBJECT D'ART (PURCHASED)

Type	Name
Wall Hanging (Painting)	Aretuza's Tower at Sundown
Wall Hanging (Painting)	Ruins of an Old Fort
Wall Hanging (Painting)	Harvest Time in White Orchard
Wall Hanging (Painting)	Herbalist's Hut
Wall Hanging (Painting)	Van Rogh, self-portrait
Wall Hanging (Painting)	Garibaldi Hagan, 1224
Wall Hanging (Painting)	Auburn Maiden on a Field of Black
Wall Hanging (Painting)	The Conception of Eduard (reproduction)
Wall Hanging (Painting)	Matilda's First Steps (reproduction)
Wall Hanging (Painting)	The Coming of Ludovic (reproduction)
Wall Hanging (Painting)	The Beauclair Palace
Wall Hanging (Painting)	The Battle of Anghiari, 1206 (reproduction)
Wall Hanging (Painting)	Ship Leaving Harbor, 1220 (reproduction)
Wall Hanging (Painting)	Spice Merchant, 1212 (reproduction)
Wall Hanging (Painting)	Et in Kovir Ego - N. Boussin (reproduction)
Wall Hanging (Painting)	Still Life - J. de Varvari, 1222 (reproduction)
Wall Hanging (Painting)	Knight Returning from his Quest
Wall Hanging (Painting)	Cirilla Fiona Elen Riannon, Queen of Cintra
Wall Hanging (Painting)	Emhyr var Emreis, Emperor of Nilfgaard

PRIMA GAMES

The Warble Of A Smitten Knight (Blood and Wine)

Tour Of The Tourney Grounds

THE WARBLE OF A SMITTEN KNIGHT

DANGER ALERT · BAW · SPOILER ALERT

LOCATIONS: Tourney Grounds, Rosetree Hill (Unmarked), A Hidden Clearing (Unmarked)

CHARACTERS: Guillaume de Launfal, Lady Vivienne, Baron Palmerin of Launfal, Llinos of Mettina, Rainfarn of Attre, Horm Akerspaark of Maecht, Donimir of Troy, Guy de Bois-Fresnes, Delwyn of Creigiau, Count Tailles of Dorndal, Prince Anseis of Lyria and Rivia, Sir Gregoire de Gorgon, Le Papillon

ENEMIES: Tailles' Bodyguards, Boars, Panthers, Barghests, Wight

HOW TO START THIS QUEST

This quest becomes accessible once Main Quest: The Beast of Toussaint concludes, you then finish Main Quest: Blood Run, and Main Quest: La Cage Au Fou is active. Return to the Tourney Grounds north of Beauclair and locate Guillaume in the lazaret to begin.

As Guillaume may become "indisposed" later into your questing adventure (once Main Quest: The Night of Long Fangs begins), you are encouraged to complete this quest before this point.

Guillaume de Launfal

Seek out the well-meaning knight named Guillaume de Launfal at the medics tent on the eastern edge of the Tourney Grounds, near the arena walls and hill down to Corvo Bianco. Guillaume, if you remember, was challenging the giant named Goylat when you first arrived in Toussaint, and he was wounded during the Shaelmaar battle in the arena. Now he has a matter of prime urgency and import! Due to his arm, he's unable to take part in the chivalrous tournament currently occurring, and wonders if you'd stand in for him.

Furthermore, he believes something foul has occurred to a certain maiden—nay, a lady—that he's had his eye on; a spell or curse has befallen Vivienne, one of Duchess Henrietta's ladies in waiting who is overseeing the tournament. Optionally jest you can guess her symptoms, before asking why she seems cursed. Guillaume explains Vivienne shuns the company of others, shrieked strangely when they were walking, and ventures into the woods where she seemed to melt into thin air. You have two optional conversation choices (noticing anything else unusual and mentioning the odd behavior might not be as strange as Guillaume remembers) before asking for more information about Vivienne. He tells you about her mother (also a lady-in-waiting) and her father (a knight). Little more is known.

Now for the tourney plan; optionally ask Guillaume more about it, before agreeing to help (and upping your fee if you wish). Now Guillaume wishes to see how well you shoot, ride, and fight; as the three tournament events showcase one or more of these talents. Tournament rules should be learned, and put into practice. At this point, you can choose what to practice (in any order you like, though the events are in the following order):

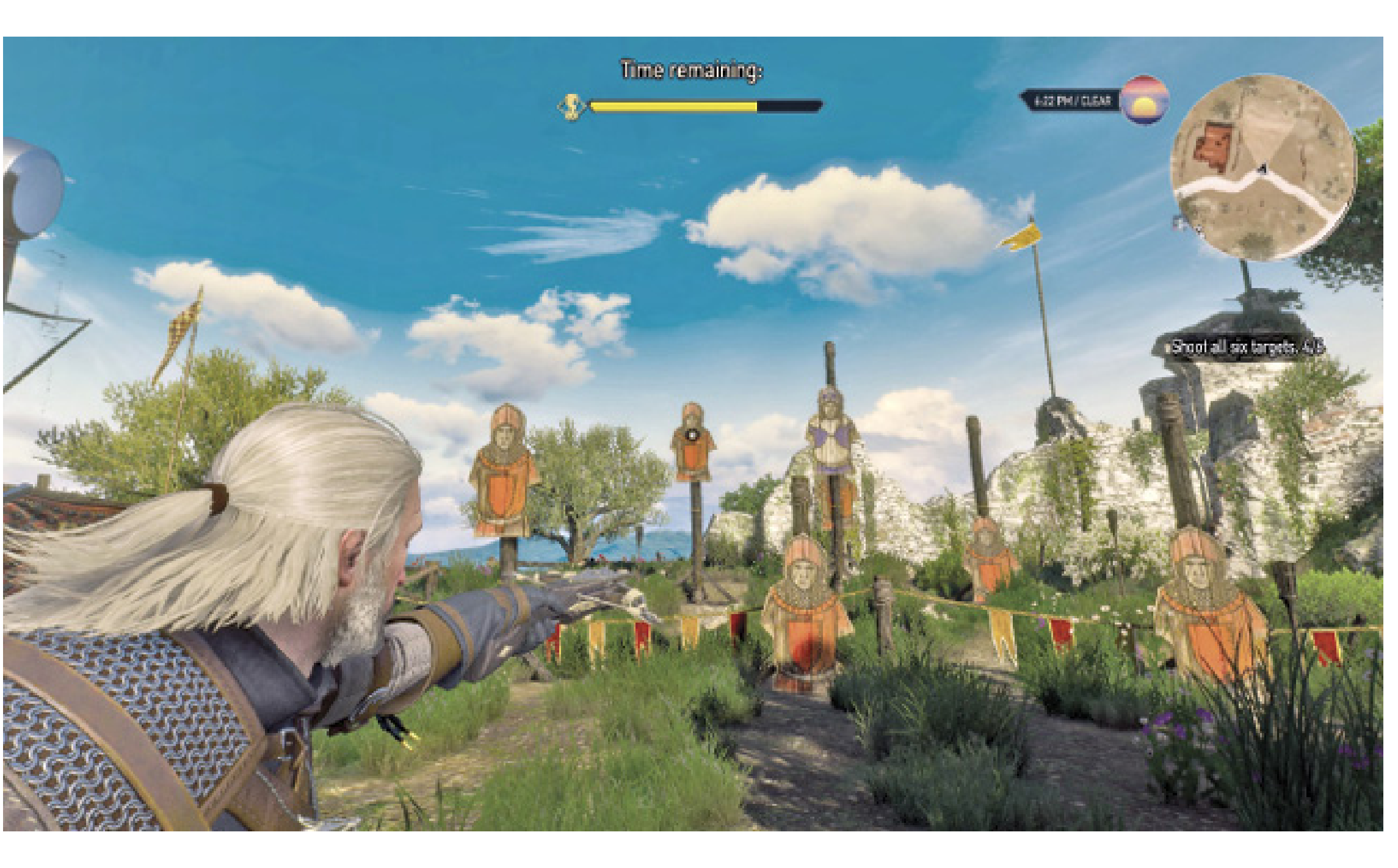
- "Target practice": This begins Practice Makes Perfect Part #1 (below).
- "Horsemanship": This begins Practice Makes Perfect Part #2 (below).
- "Let's try sword fighting": This starts Practice Makes Perfect Part #3 (below).
- "Don't need any practice": This skips the practicing sessions, which isn't recommended, and starts the competition.

PRACTICE MAKES PERFECT #1

OBJECTIVES

- Follow Guillaume to the shooting range.
- Shoot all six targets (6).

It is a short walk to the shooting range, where Guillaume explains the simple premise; you must simply shoot the six red knights before the time ticks down to zero, and ignore any of the white and blue knight targets. Whether you complete the task or not, Guillaume asks afterward if you wish to practice again. You can practice as many times as you wish. Then you can opt to practice for the other two events, or temporarily halt the quest.



STAYING ON TARGET

Shooting six red knights within the allotted time (around 30 seconds) is straightforward, and uses your crossbow.

Employ your regular bolts (so you don't waste any special bolts), and use manual aiming.

Work from left to right, or right to left, so you are making small aiming adjustments when moving from one target to the next.

Tag each target in order (passing over targets to return to them later slows you down).

A most proficient Witcher should be able to knock all six targets down with around three-quarters (around 22 seconds) left in the "Time Remaining" bar.

You can increase this still further by bringing a better crossbow with you, and/or purchasing crossbow-related Abilities; read up on these in the Training section, starting on page 56.

It's worth perfecting this so you can easily win the Tournament Event itself.

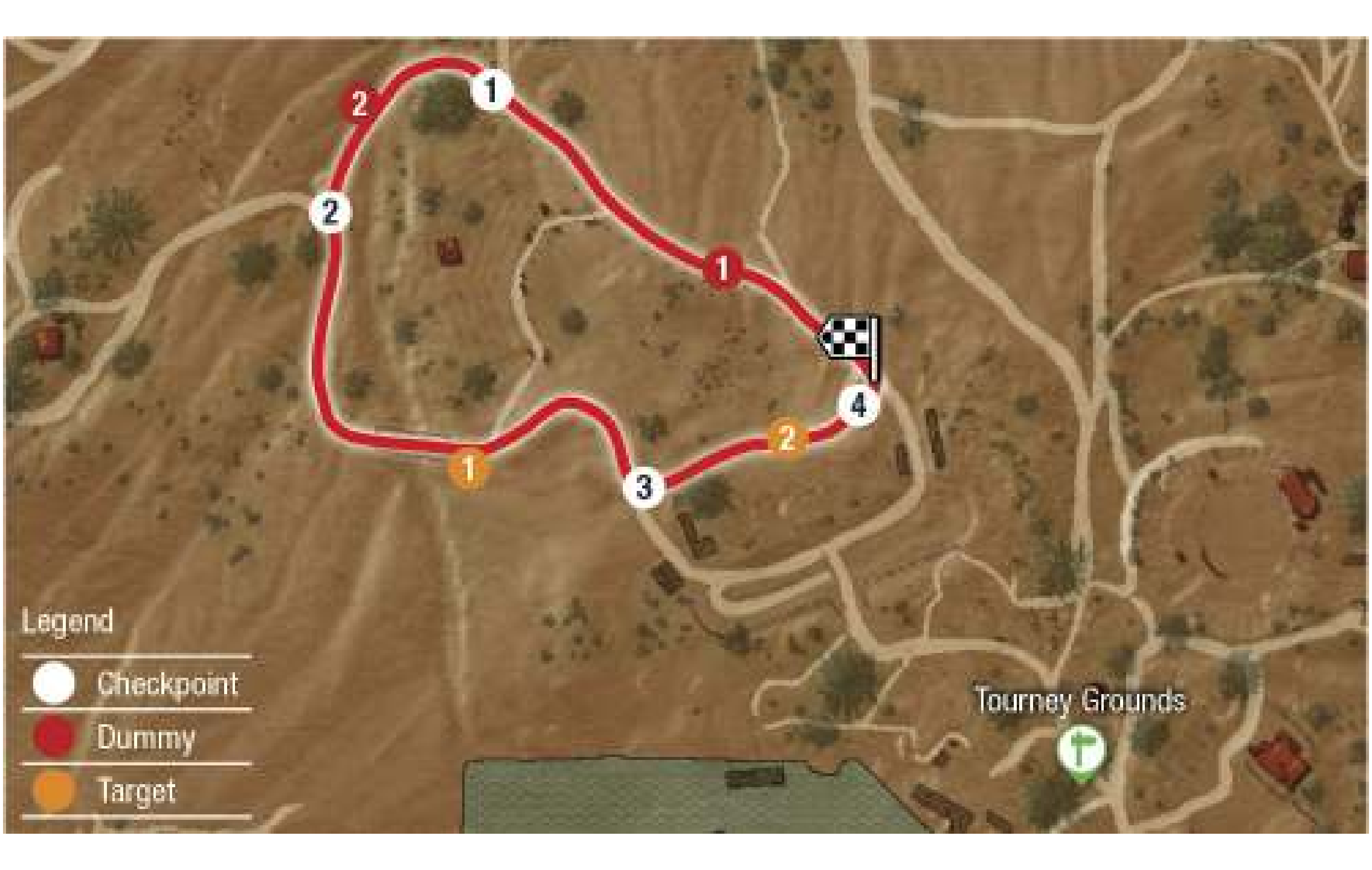
- Employ your regular bolts (so you don't waste any special bolts), and use manual aiming.
- Work from left to right, or right to left, so you are making small aiming adjustments when moving from one target to the next.
- Tag each target in order (passing over targets to return to them later slows you down).
- A most proficient Witcher should be able to knock all six targets down with around three-quarters (around 22 seconds) left in the "Time Remaining" bar.
- You can increase this still further by bringing a better crossbow with you, and/or purchasing crossbow-related Abilities; read up on these in the Training section, starting on page 56.
- It's worth perfecting this so you can easily win the Tournament Event itself.

PRACTICE MAKES PERFECT #2

OBJECTIVES

- Follow Guillaume to the race track.
- Training Activities Completed (4).

The second of the events is over by the racing track arena, and tests your horse riding skills, and ability to shoot and use your sword while on horseback. It is a lot more difficult than simply tagging wooden knights with a crossbow bolt! You must understand the three aspects of this event:



Tourney Race: Practice Course

- You must ride as if attempting a horse race; although no others are racing with you at the same moment (either in practice or at the event); they attempt the same course, and each knight earns a point if they beat the clock.
- There are a number of dummies on the route; these can (but don't have to be) cut with your blade.

Time remaining:
Training Activities Completed: 0/4
HORSE STAMINA

- There are a number of targets along the route; these can (but don't have to be) shot using your crossbow.
- The reason to strike each dummy and target with your blade and bolt is that a successful hit increases the time you have left to complete the course, essentially giving you a better time.

Time remaining:
Training Activities Completed: 3/4
HORSE STAMINA

Whether you complete the task or not, Guillaume asks afterward if you wish to practice again. You can practice as many times as you wish (and it is well worth perfecting this). Then you can opt to practice for the other two events, or temporarily halt the quest.

STAYING THE COURSE

This practice course has a dummy, a checkpoint, a dummy, a checkpoint, a target, a checkpoint, a target, and the finish line. You have 60 seconds to complete this course. For each dummy you strike, eight seconds are added. For each target you hit, eight seconds are added.

Track: Just like Races, you must gallop through each checkpoint, though you don't need to be on the track between each checkpoint; so study the map to see any possible shortcuts you can take. Be careful, though. You lose the race if you move too far from the track.

Track: Some checkpoints are around tight bends and easily missed. Fail to pass through one, and you must turn Roach around, and try again, which effectively takes you out of the running for winning this in the event itself. Treat checkpoints as more important than any other activity in this event.

Track: Every time you approach a dummy or target, time slows down so you can more accurately strike them. Why not raise your sword when approaching an obstacle (like a checkpoint or bridge) so you can more accurately steer over or through it?

Track: Obviously, a quicker horse means a quicker race! You should gallop as often as possible, easing off only when sharp corners, or obstacles you are in danger of missing, appear.

Track: Augment Roach with quality saddles and blinders to help him maintain a higher top speed and stamina.

Dummies: Hold down your sword-swinging button and release it around five feet before you reach the dummy, so you knock its head off at the correct time. This is relatively easy providing you look ahead and manually spot each dummy. Feel free to hold down the sword button earlier than normal.

Targets: These are much more difficult to strike, as Roach continues in a straight line while you're aiming, which can mean he veers off-course. So look for targets as early as possible. They are always on the right side of the route.

Targets: You usually only have one chance to hit a target before you become too close to the target to aim properly, or before Roach veers into a ditch or off a bridge; it's more important to keep your speed up and ignore a target than to keep aiming at one. If you haven't struck a target with your second bolt, ignore it and keep going!

Targets: When hitting a target, look for the timer bar to increase, and the target to rock back and forth slightly (and the objective to update); this is easier than manually peering to see if you struck the target successfully. There is also an indication on the screen that you just hit a target.

Targets: It isn't necessary to strike each target or dummy to win this event; so expect to miss around four or five (in total) and still have a chance to win, providing you pass through every checkpoint at a relatively quick speed.

A proficient Witcher should be able to strike both dummies and hit both targets, then complete the course with around two-thirds left in the "Time remaining" bar.

- **Track:** Just like Races, you must gallop through each checkpoint, though you don't need to be on the track between each checkpoint; so study the map to see any possible shortcuts you can take. Be careful, though. You lose the race if you move too far from the track.
- **Track:** Some checkpoints are around tight bends and easily missed. Fail to pass through one, and you must turn Roach around, and try again, which effectively takes you out of the running for winning this in the event itself. Treat checkpoints as more important than any other activity in this event.
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PRACTICE MAKES PERFECT #3

OBJECTIVES

- Follow Guillaume to the training grounds.
- Go to the center of the arena.
- Defeat [the named knight].

Move to the open area where a group of knights are practicing their parrying, and Guillaume introduces you to infantry combat. Each knight has a different method for attacking, and it's up to you to defend yourself while looking for an opening. Expect to face well-armored foes armed with halberds, or a sword and shield (this depends on which knight you randomly face). Whether you win the fight or not, Guillaume asks afterward if you wish to practice again. You can practice as many times as you wish (subsequent knights have different types of weapons and possibly shields, so you are encouraged to repeat this). Then you can opt to practice for the other two events, or temporarily halt the quest.

"SLAYING" THE KNIGHTS

This requires you to perform with your steel sword at the height of competence. No Signs are to be used—magic gives you an unfair advantage in chivalric battles such as these—and instead you must learn the openings of your opponent. Signs are temporarily inaccessible during these bouts; even defensive Signs such as Quen.

Certain knights, such as Guy de Bois Fresnes, use a spear in combat, striking from range. This can easily better you if your timing is off. Learn to block the strikes, dodge, and retaliate when Guy is finishing a strike and is vulnerable.

Other knights, such as Donimir of Troy, opt for a sword and shield, and can be met at a closer range, but can be difficult to penetrate from the front. Dodge or roll around him when he tries to strike, and cut him at his flank. Or push him back and strike after a parry when he's off-balance. However, if a knight fights with a two-handed sword, striking after parrying might not work, as they will jump back.

Be much more defensive in your posture than normal, as you don't have Signs to fall back on, and these are no simple bandits you're facing! However, the timing for blocking and parrying is very similar to those of a toughened bandit.

You don't need to worry about dying, just surviving, in the combat arena. In the main event, expect multiple opponents and a much more chaotic atmosphere. Perfect your blocking, dodging, rolling to strike, and parrying right here.

If you can't parry a foe using either a halberd, or a sword and shield, and whittle them down to a victory, you should practice here until you can. That is, if you wish to win this tournament!

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The Warble Of A Smitten Knight (Blood and Wine)

Quest For A Crest

OBJECTIVES

- Go to the registration tent and enter the tourney.

Once you've practiced all three events to your satisfaction, Guillaume instructs you to head to the inscription tent; your scrolls must be in order. Head to the southern part of the Tourney Grounds, to the tent showing the standings of the different Heraldic Houses (no scores are visible yet, as the competition hasn't begun, but you can check here as the tournament progresses). Enter the tent and speak to the Scribe.

Sir Geralt of Rivia (knight armor).

The Honorable Sir Ravix of Fourhorn (knight armor).

The Scribe has spent some considerable time looking into your personal history (in heraldic terms, fortunately), and offers you two crests which you can fight for:

- As Geralt of Rivia. No surprise there.
- As the honorable Ravix of Fourhorn.

Choosing one crest over another influences a minor scuffle with a rival knight, later in this quest. Feel free to ask the Scribe more about "Geralt of Rivia" and "Ravix of Fourhorn;" both are related to your past exploits in your younger days. Make your choice, and you receive a commemorative shield, which isn't used in combat, but can be hung on a wall in your Corvo Bianco compound.

After you've optionally asked about the challenges, the vows, and the prizes (of particular interest is a special sword, forged by Cornelius of Assengard, no less, for the winner of the tournament should he defeat the reigning champion), you may make a vow:

- Swear on the heron.
- Swear on your lady's love (though you don't mention which particular lady it is).
- Swear on the garter of the Duchess.
- Don't make a vow.

Vows only influence what is said during the final victory, should you better the current champion. Then you sign up, and are given some particularly shiny armor:

Items: Sir Geralt of Rivia's Shield, Sir Geralt of Rivia's Armor, Toussaint Knight's Gauntlets, Toussaint Knight's Trousers, Toussaint Knight's Boots

OR

Items: Ravix of Fourhorn's Shield, Ravix of Fourhorn's Armor, Toussaint Knight's Gauntlets, Toussaint Knight's Trousers, Toussaint Knight's Boots

HEAVY STEEL IS THE NEW STRIPE: WHAT TO WEAR

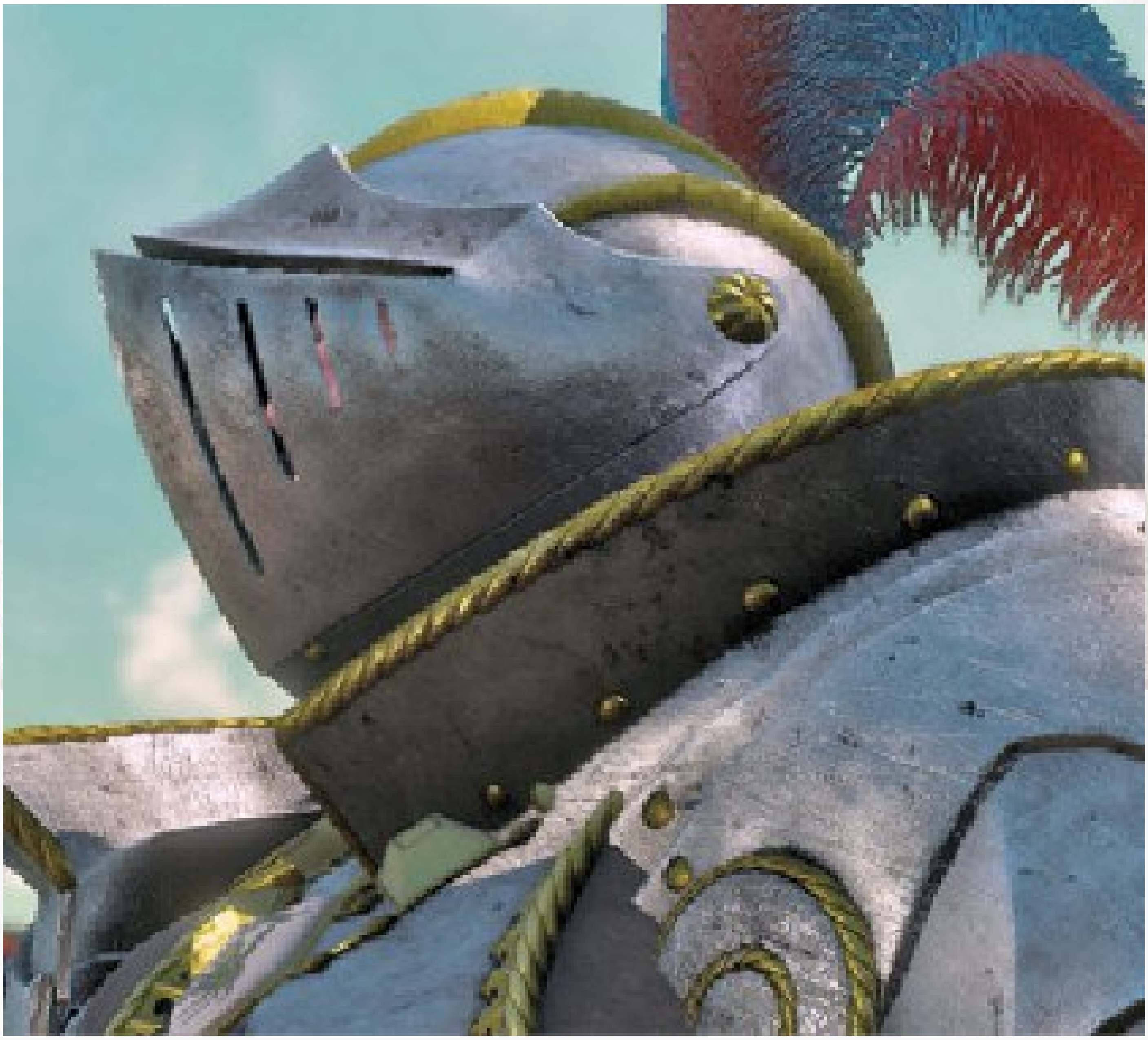
Whether you're representing Rivia or Fourhorn, your attire is identical aside from the coat of arms and color scheme. As this is heavy armor, and you may not have focused your previous adventuring on the wearing of such attire, you may also remove this armor, and don protective equipment more suited to your adventuring. Though this isn't in the spirit of the tournament, wearing your preferred armor (for the infantry combat particularly, as well as adventuring outside the Tourney Grounds) is an excellent idea.

INSPECTING THE TOURNEY TENTS

Consult the Tourney Grounds Atlas entry to discover the various vendors at this location. In addition, you may look around the various tents, and examine the banners and tents of the nine major heraldic houses that knights are fighting for the honor of. This isn't necessary, but you can learn who's here, and where they hail from.

The Warble Of A Smitten Knight (Blood and Wine)

Chivalry And Rivalry: Meet The Tournament Knights



Sir Gregoire de Gorgon of Mount Gorgon

Before you face your first rival at the marksmanship duel, it is worth sizing up your opponents. You may have fought a few of them during combat practice. All hail from across the globe, fighting under different crests; some familiar and others new to you. You face off against some or all of them during the competition. The biggest threat is the terrifying Sir Gregoire of Mount Gorgon; an Iron Borg more than twice your size!

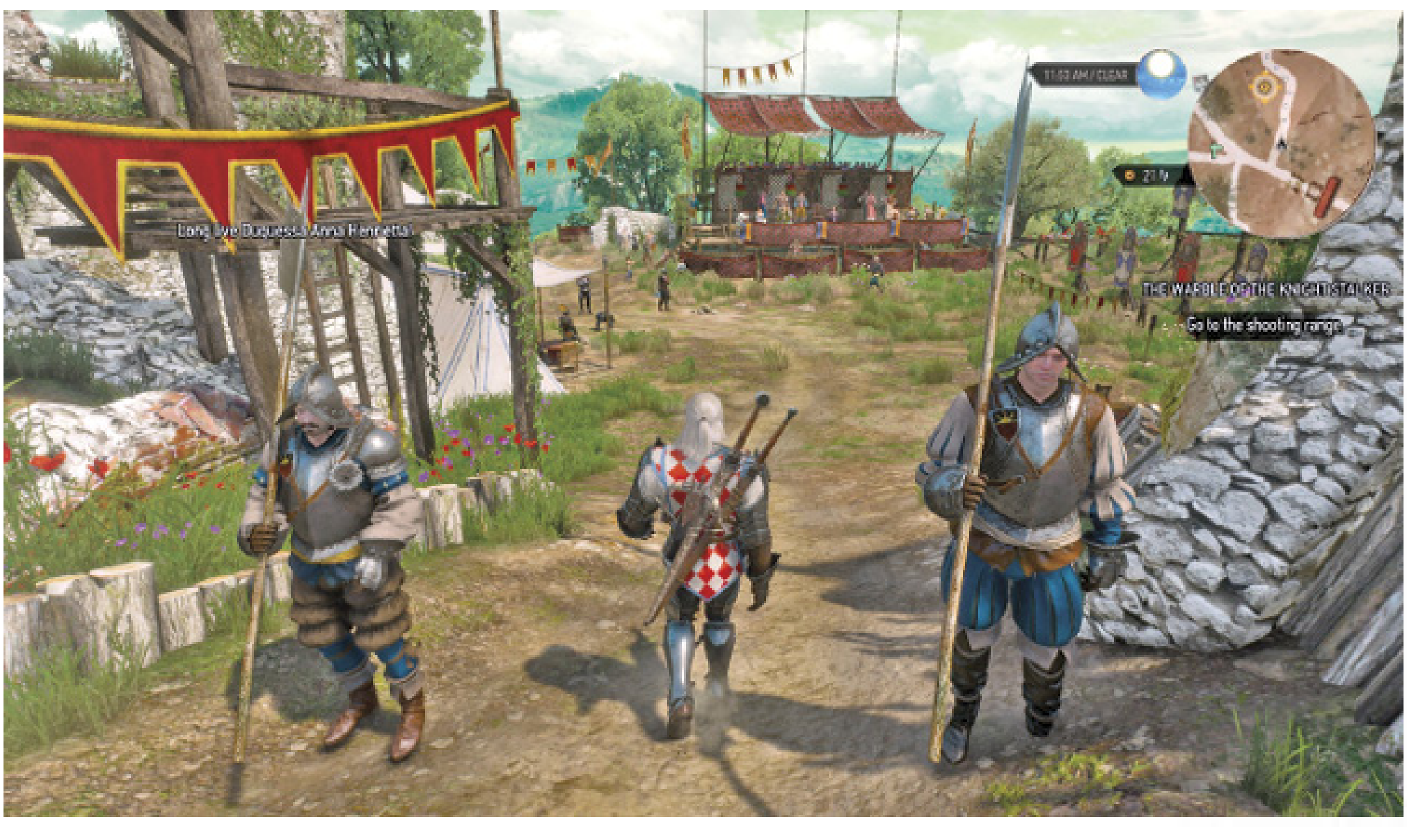
The Warble Of A Smitten Knight (Blood and Wine)

First Trial: Marksmanship Duel

OBJECTIVES

- Go to the shooting range.

The tournament is about to begin! When you're ready to face your first challenger, head down to the shooting range. You're waylaid by your friend Palmerin, who is waiting his turn at this challenge; he faces Rainfarn of Attre, who seems to be preparing for archery by inhaling fisstech. Palmerin mentions that the marksmanship duel may be slightly trickier than you may have thought, as the sun will be in your eyes. Palmerin, even though he's a southerner, suggests you play a quick round of Gwent. Win, and you swap places in the duel, with a more favorable view of the targets. Palmerin plays a strong Scoia'tael deck.


Long live Duchess Anna Henrietta
11:03 AM / CLEAR
THE WARBLE OF THE KNIGHT STALKER
Go to the shooting range

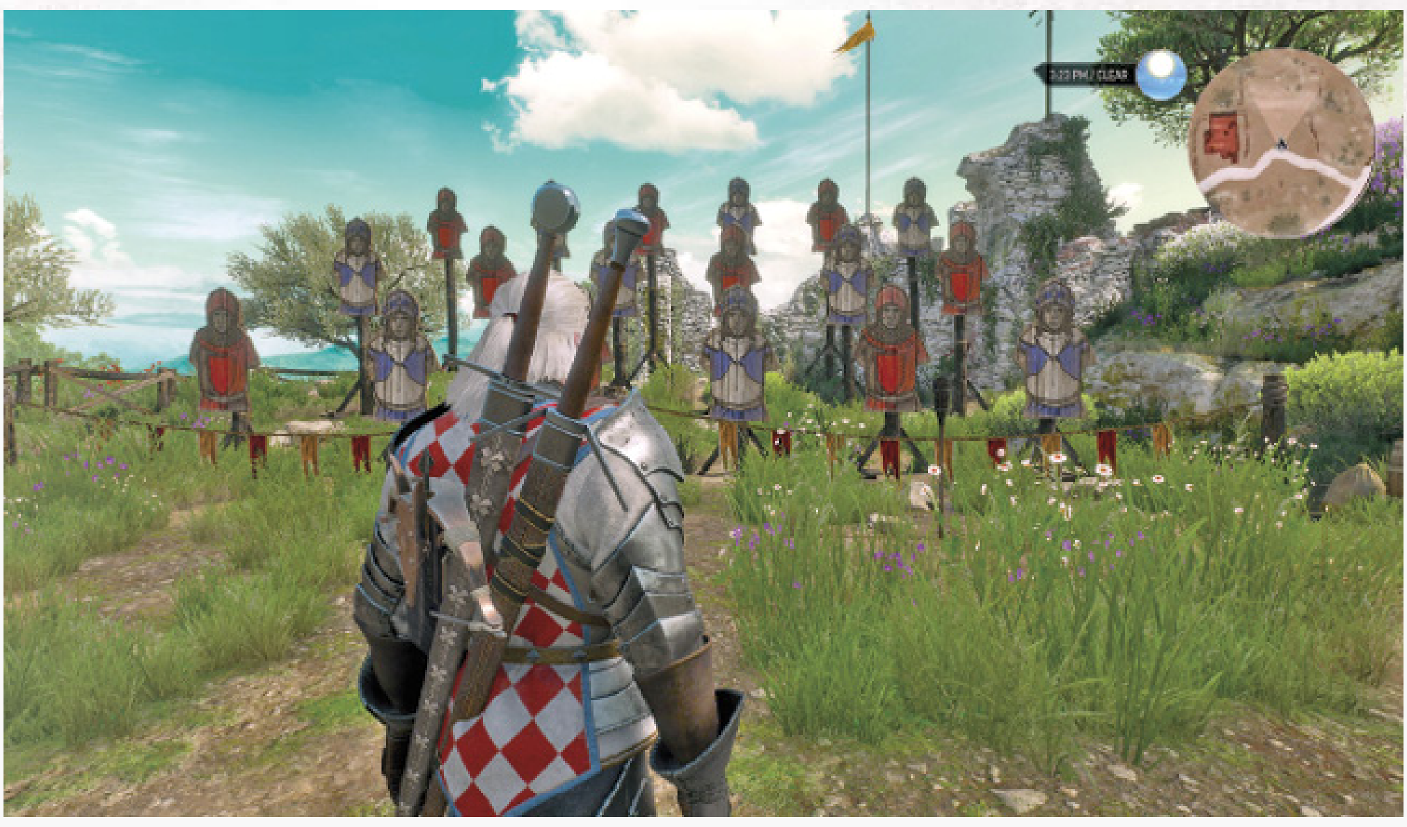
You can:

- Agree, challenge him to Gwent, and win. The sun won't be in your eyes during the duel, which now takes place in late afternoon.
- Agree, challenge him to Gwent, and lose. Or refuse the game of Gwent. The sun is in your eyes during the duel.

OBJECTIVES

- Geralt's Score (9). Horm's Score (less than 9).

The tournament now begins (in the morning with the sun in your eyes, or late afternoon if you beat Palmerin at Gwent). After a fanfare and some pomp and circumstance from Le Papillon the bard, you begin your duel with Horm Akerspaark.



Unlike in practice, there are 18 targets, with nine for you to hit (red) and nine for Horm to strike (blue and white). If the sun is in your eyes, it's a little more difficult to make out the colors, so refer to the nearby picture to see where each red target is (Geralt's head obscures one red target, and his sword hilt obscures one blue and white target).

Depending on the difficulty, Horm can be quite adept. Utilize the tactics you learned during practice to soundly thrash him, but you shouldn't expect an easy victory on the higher difficulty levels.

After the duel, you have a brief opportunity to speak to Lady Vivienne (and if you win, she presents you with a crossbow adorned with your crest). You can ask her about the other prizes, or that your medallion is humming when she is close by; the latter results in an evasive answer from Vivienne. After a brief congratulation (or commiseration) from Horm, you meet up with Guilaume again. You agree Vivienne is cursed in some way. Guilaume has found which tent she occupies, and reckons searching it might grant you further clues.

Items: Sir Geralt of Rivia's Crossbow

OR

Items: Ravix of Fourhorn's Crossbow

The Warble Of A Smitten Knight (Blood and Wine)

Investigation: Guillaume Doesn’t Give A Hoot

OBJECTIVES

- Use your Witcher Senses to investigate Vivienne’s tent.

You arrive at Lady Vivienne’s tent. Guillaume tells you to search inside for any clues while he keeps watch outside. He’ll hoot like an owl if anyone approaches. Oblige, and head inside, finding the following upon examination:

- Claw marks on a bookcase; big marks from a beast.
- A jar of concealing ointment; powerful magic is at work here.
- An oriole feather on her writing desk. Does she keep one as a pet?
- Naezan salts atop a cabinet, used to make compresses.
- Some draped clothing with a dark green and yellow hue; someone other than Yennefer with a fixed color scheme.

When he finds both the claw marks and the feather, Geralt will suspect that Vivienne might be a Bruxa. He will mention his suspicions in later dialogues with Vivienne.

There’s also some notes on her writing desk; a simple list for clothing, a saddle, and a lot of “magic cream.” You are able to uncover four of the five examinable items before Guillaume gives you a “stage whisper” to let you know someone approaches. One of Vivienne’s servants catches you in the tent, and orders you to leave. The investigation halts as the next event begins.

Items: Vivienne’s notes

**You can have one, but not both, of these shields*

***You can have one, but not more than one, of these paintings*

The Warble Of A Smitten Knight (Blood and Wine)

Second Trial: The Great Race

OBJECTIVES

- Go to the entrance to the racing course.

The racing event is about to begin! Pass the snack vendor, head between the two guards, and wait in line as Le Papillon introduces each of the knights; your first introduction to every single one of your rivals in this competition! After Lady Vivienne inspects the line of knights, you catch your first glimpse of Sir Gregoire of Mount Gorgon; a mountain of a man who waits to be challenged at the end of the third event.

4:12 PM / CLEAR
31 ft
THE WARBLE OF THE KNIGHT STALKER
Go to the entrance to the racing course.

After Le Papillon's flowery introductions, he asks if anyone requires the rules of this event to be spelled out in lavish, poetic utterances. Remain silent, or request this if you wish; it could be helpful to listen to this dandy spout off, as you learn that (according to him) there are five targets to strike with bolts.

SIR GERALT OF RIVIA: AN OFFENSE TO HONOR

- If you chose the Rivia crest (even if you're not wearing the armor), Prince Anseis leans out and says your presence here is an offense to his honor, for the way you deserted his mother, Queen Meve. He stands back in line, seething.

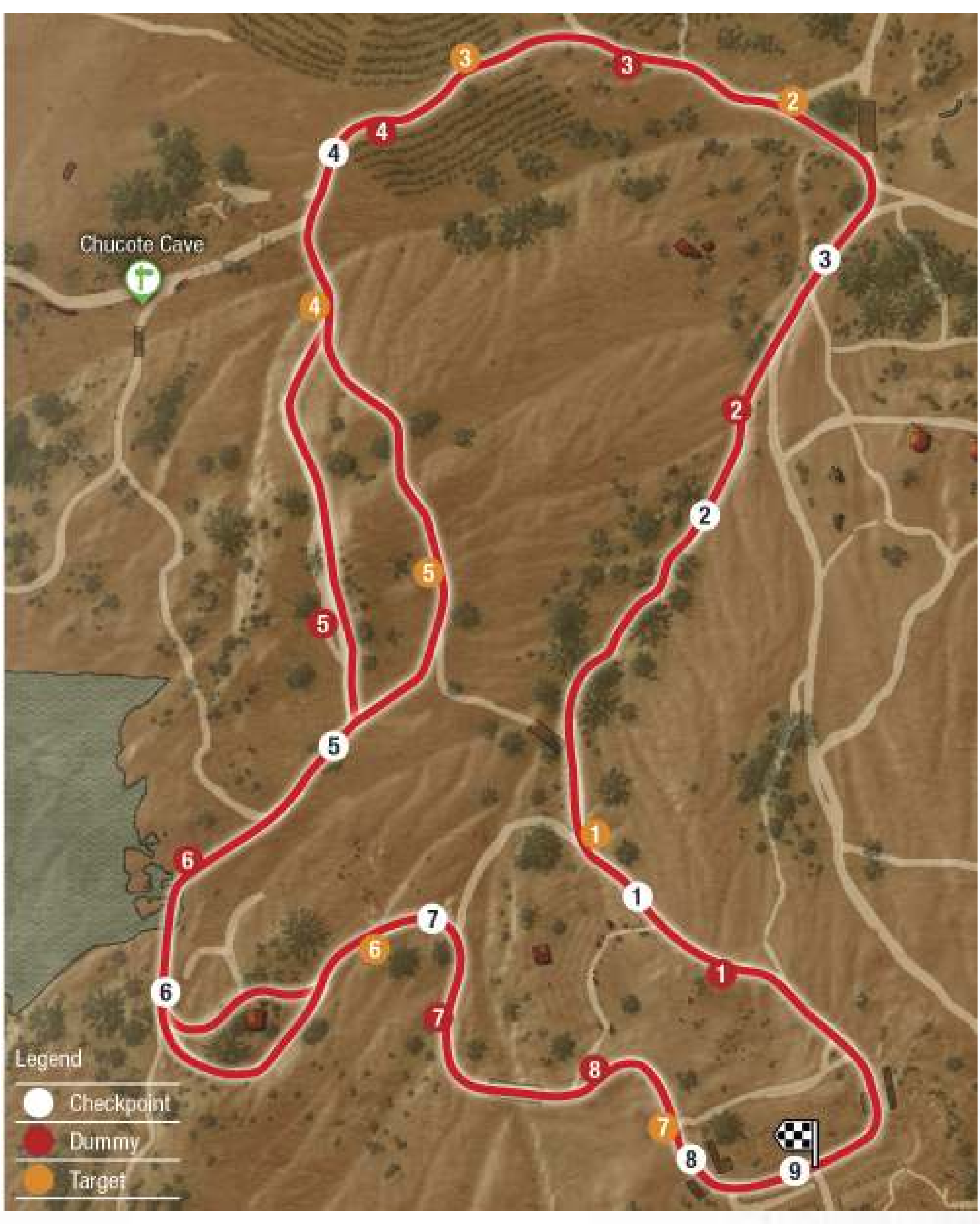
FAVIX OF FOURHORN: ANOTHER POCK TO MARK YOU

- If you picked the Fourhorn crest (even if you haven't donned the armor), Count Tailles leans out and tells you he bears marks where he met your steel, and swears he'll add another pock to your face by tourney's end!

OFF TO THE RACES

OBJECTIVES

- Checkpoints to pass (9).



Tourney Race: Competition Course

Now for the race itself! Gallop off the starting line, with a long left turn, and learn the route by studying this guide's map, and learning the order of everything:

- Dummy #1: A race downhill to your first dummy (on the left).
- Checkpoint #1: Downhill to your first checkpoint.
- Target #1: Downhill and a slight right to the target (on the right).
- Checkpoint #2: Down the stream to the next checkpoint.
- Dummy #2: Slight left turn to a dummy (left) just before the bridge.
- Checkpoint #3: Over the wood bridge, straight to the next checkpoint.
- Target #2: Sharp left turn, over a stone bridge and a target (on the right).
- Dummy #3: Uphill gallop, relatively straight, to a dummy (on the left).
- Target #3: Slight left curve uphill, to another target (on the right).
- Dummy #4: Uphill gallop to a dummy (on the left).
- Checkpoint #4: The checkpoint is almost immediately afterwards, medium left turn.
- Target #4: Down into a narrow stream bridge, with a target on the other side (on the right).
- Dummy #5 (right route), Target #5 (left route), Checkpoint #5: The track splits. The left route is longer, has a target along the trail, and you can cut across the hillside to the right to reach the checkpoint. The right route is slightly shorter, and has a dummy on the lower parallel goat trail. When the routes join, pass the next checkpoint.
- Dummy #6: Uphill gallop to a dummy (on the right).
- Checkpoint #6: A slight left turn over shallow water, then through the checkpoint.
- Target #6: The route splits with a very sharp left turn, or a medium left turn. The former is shorter but more dangerous. Both routes head either side of a small hut, then they join up with a target ahead and slightly downhill (to the right).
- Checkpoint #7: A checkpoint before a sharp right turn.
- Dummy #7: A slight uphill gallop, past a dummy (on the right).
- Dummy #8: A long medium left turn, over a stone bridge, and a dummy on the left as you pass over a rise.
- Target #7: A sharp right turn, with a target almost immediately on your right.
- Checkpoint #8 and #9: A medium left turn through the checkpoint, back into the racing arena, and the finish line.

Available Time:

- Easy: 85 seconds
- Medium: 75 seconds
- Hard: 55 seconds
- Death March: 45 seconds
- Dummies: +15 seconds
- Targets: +10 seconds

If you win, you are presented with a saddle showing the crest you are representing, and Lady Vivienne asks about the white-haired man sneaking out of her tent. She's ticked off at your juvenile response. If you fail, no such conversation (or prize) is awarded. Soon, the apple-crunching Guillaume beckons you over for an evening's festivities; there's a feast to enjoy while you both wait for a more appropriate time to speak to Vivienne.

Time remaining:
12:29 PM / CLEAR
NEARBY
THE WARBLE OF THE KNIGHT STALKER
Checkpoints Passed: 5/9
HORSE STAMINA

Items: Sir Geralt of Rivia's Saddle

OR

Items: Ravix of Fourhorn's Saddle

The Warble Of A Smitten Knight (Blood and Wine)

Interlude: Chivalry And Revelry

Some time later, both you and Guillaume are at the open-air tavern by the lake, talking about what you've found out regarding Vivienne. Either agree to a tipple before she arrives or don't. Then your conversation is interrupted by a knight with a bee in his bonnet, and an axe to grind:

SIR GERALT OF RIVIA: A DUEL FOR MOTHER MEVE

OBJECTIVES

- Defeat Anseis in a mounted duel.

If you chose the Rivia crest, Prince Anseis makes good on his offer to challenge you for offending his honor, and demands satisfaction! He challenges you to mounted combat, which you can agree to, or face getting kicked out of the tournament. The action moves to the (now deserted) racing arena, where you must charge with steel sword aloft, and swipe it into the armored form of Prince Anseis. If you've previous experience of mounted combat, apply it here. Otherwise, use the same technique you perfected on the dummies, starting your attack so you're hitting the knight on the upswing before he hits you. Gallop from one end of the arena to the other before turning round, so you can line up your swipe exactly and have time to accurately strike your foe.

After the bout, you explain, in no uncertain terms, the reasons why you needed to leave Anseis' mother's camp. The explanation is accepted, and Prince Anseis now accepts you as a man of honor. The feast continues.

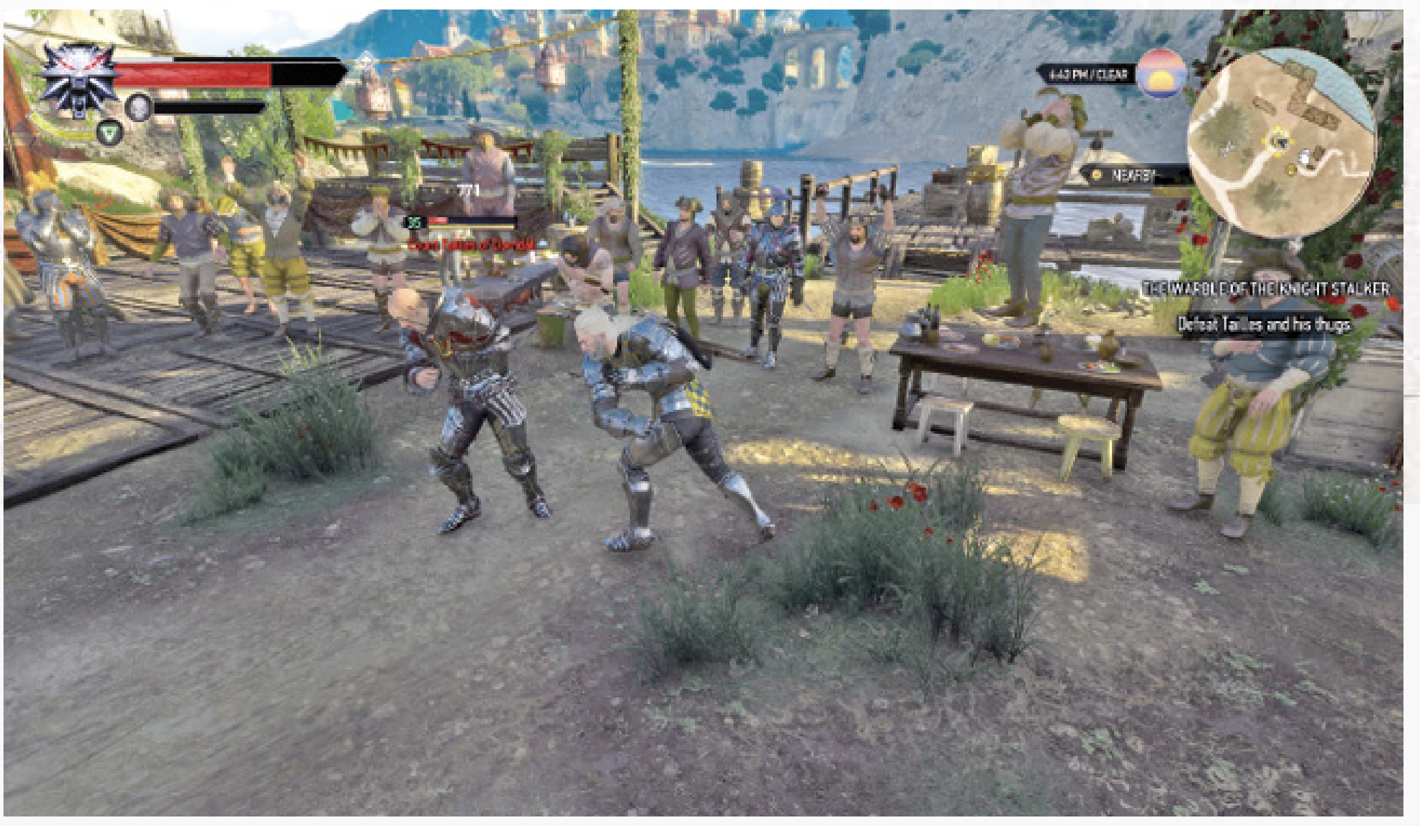
RAVIX OF FOURHORN: OUT FOR THE COUNT

OBJECTIVES

- Defeat Tailles and his thugs.

If you picked the Fourhorn crest, Count Tailles (flanked by two bodyguards) makes good on his offer to challenge you for offending him twice, and demands satisfaction! You aren't interested in his nonsense, prompting him to surround you with his thugs, and the chat degenerates into a bout of fisticuffs. Guillaume proves his worth by tackling one of the bodyguards, leaving you to pummel the other thug and the Count himself. The usual fist fighting rules apply.

After the pummeling punishment, Count Tailles (or you) stands up off the floor, and leaves either in embarrassment or with a taste of victory. The feast continues.


THE WARBLE OF THE KNIGHT STALKER
Defeat Tailles and his thugs

INTERLUDE ENDS: THE SILENT MOUNTAIN

With the feast (and the wine drinking) in full swing, Lady Vivienne addresses the revelers, offering the finest wines known to humanity, the sweetest meats, and a private tent for those that crave solitude. She reminds the knights that the best among them may yet face the reigning champion Sir Gregoire. She warns everyone to be mindful of the trial tomorrow; the final event where the winner is decided. Then she retires to her tent.

Investigation: The Oriole Flysover The Hill

OBJECTIVES

- Confront Vivienne. Find Vivienne.
- Follow the bird.

PREFERRED PREPARATION

It is worth spending a few moments preparing for an unintended hike (and monster combat); as you're about to ascend up into the Gorgon Foothills.

Visit Vivienne's tent (where you and Guillaume went to earlier), and she is nowhere to be found. Step out onto the lake-side deck, where you spot a golden oriole which takes to the skies with a chirrup. Use your Witcher Senses to "see" the songs it sings as it flies off across the lake in a roughly westerly direction. The bird seems to want you to follow it.

You head into a narrow goat trail winding further west into the hilly wilderness. You may be startled by a Boar, then a Panther, and a second big cat. Fight off these adversaries, then home in on the bird's location. If it lands, move to the source of the sound and it takes off again. Climb a hill heading southwest, crossing two small wood bridges while battling another Boar and Panther.

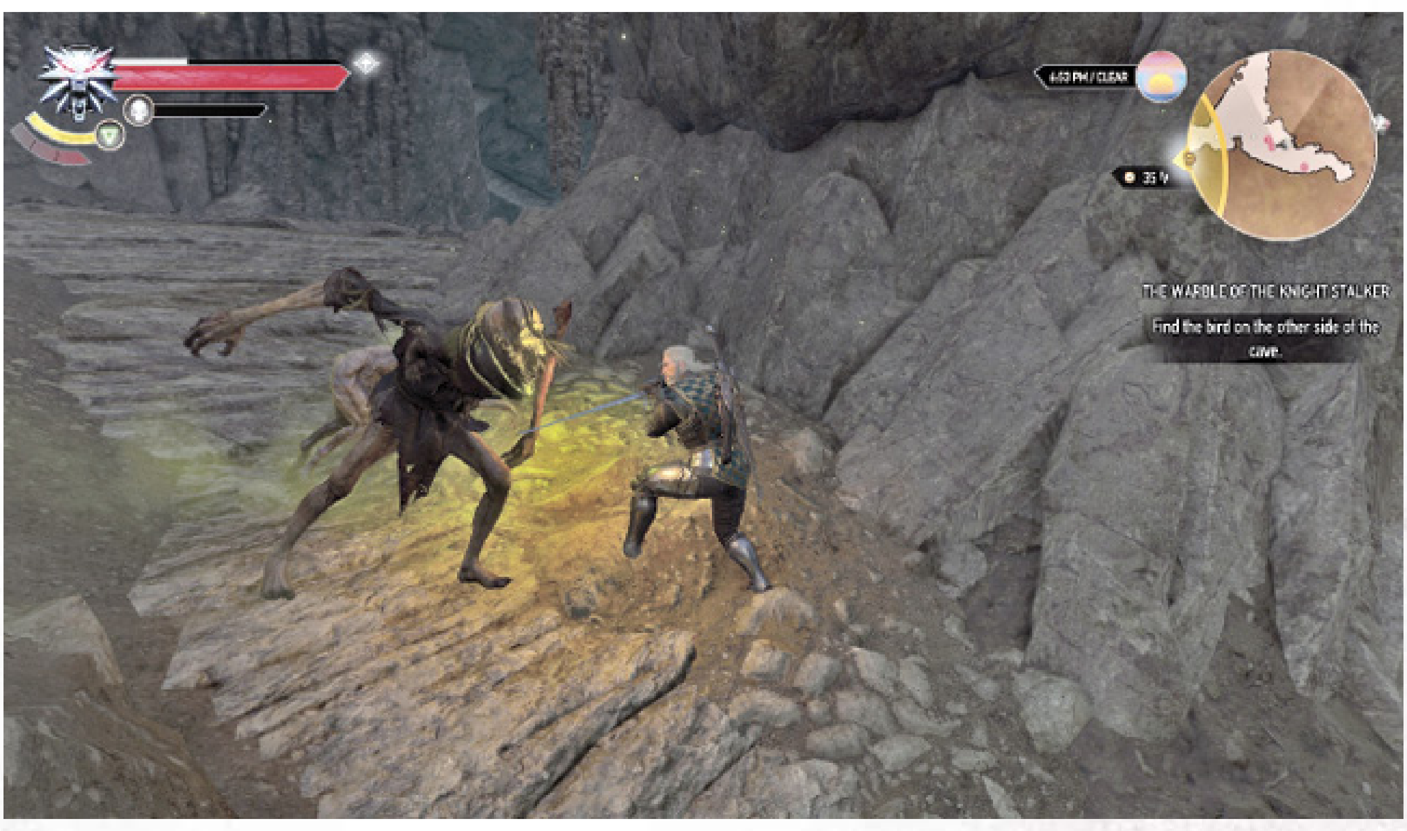
OBJECTIVES

- Find the bird on the other side of the cave.

Cross more bridges as the terrain becomes increasingly steep, and the bridges more rickety. Running south, then southwest, ascend into some wooded thickets, before the bird takes off and flies over a cave entrance, and over Rosetree Hill. It seems the only way onward is up through the cave. Unfortunately, this cave is the lair of a Wight, and up to three Barghests! Battle these forsaken foes, using tactics from the Bestiary.

Exit the cave where the bird sits, and it flies off again, leading you up an overgrown path, then into the forest, and to a lake in the woods.

You approach a creature sitting on its haunches, staring at the lake. Lady Vivienne's curse is true; she seems afflicted with a mutation resulting in a distinctly bird-like appearance. If you found the clues that made Geralt suspect that Vivienne was a Bruxa, he may comment on it. She waits quietly for you to kill her. You explain you only hunt monsters, and she isn't one (to your eyes at least). When she asks how you see her, answer as you wish. You seek to help her, and Guillaume's motives should be clear to her too. When she asks whether you'll turn on her, answer as you wish (though more pleasant responses are first and second).


4:53 PM / CLEAR
THE WARBLE OF THE KNIGHT STALKER
Find the bird on the other side of the cave.

Vivienne explains how her parents were cursed by a creature dwelling in these woods. Optionally ask what it looked like, then ask her to continue the story. She explains the curse, and how she maintains her "normal" appearance using magic, after which you can optionally mention the dangers this entails. Then explain you're here to lift the curse. You explain a method to lift the curse (transferring it to someone else), which is quickly dismissed. Optionally ask why, before mentioning a second method: This one is an ancient ritual involving an oriole egg. It could work, but there may be side-effects (including having the seven-year lifespan of an oriole). While Vivienne thinks it over, she dresses, and you can remain here or return to the Tourney Grounds.

Some time later, you meet with Guillaume again at the Rivia tent. He's out of his mind with worry, and demands to know what ails Vivienne. Your choice here affects the outcome of this quest. You can:

- End #1: Mention that a powerful curse afflicts her (even though you

promised Vivienne you wouldn't mention anything), and that she is transforming into a bird. Guillaume pleads for you to help her, and you mention a method of ridding the curse, but shortening her life in the process. This isn't what Guillaume had agreed to; answer him as you wish, before mentioning a second method (via her reflection and a transfer of the curse to another). Guillaume is quick to volunteer to sacrifice himself for Vivienne, but asks which you'd recommend. Choose either the egg ritual or the water method. Then Guillaume asks if you'll finish the tourney.

- End #2: Tell Guillaume you promised Vivienne you wouldn't tell anyone. An incredulous Guillaume pleads to know what the problem is, then is furious, demanding to know if you'll even finish the tourney.

Your choice here has a major implication regarding how this quest, and the fates of Guillaume and Vivienne, conclude.

- Agree to finish the tourney, and the Third Trial occurs early next morning.
- Ignore the tourney, and await Vivienne's decision at her tent, and you miss the combat trial entirely, skipping to the "End Investigation" section of this quest.

The Warble Of A Smitten Knight (Blood and Wine)

Third Trial: Ten Men Tin Man Combat!

OBJECTIVES

- Defeat the opposing team (5).

Assuming you agreed to the combat event, you amass with four of your fellow knights under the arena. The haughty Prince Anseis is the self-appointed leader of your team, proudly describing that this mock battle commemorates the Battle of Fox Hollow of 1218. After a suitable amount of pomp and circumstance from Le Papillon, this five-on-five battle begins!

CREST FALLEN: BEATING THE OTHER KNIGHTS

Though the tactics to achieve victory should have already been studied and learned during the practice combat battles, there are a few additional rules to be aware of, and tactics to exploit, to ensure your victory (or lack of victory, as you can lose this without dying if you wish).

During combat, you can hang back, let your comrades take on the five foes, and then step in and challenge enemies that are already engaged in combat; effectively getting some free hits in from the flank or behind.

Palmerin is the single biggest threat to your chances of facing Sir Gregoire in the final duel; even if your team wins, only the knight with the most individual victories goes on to face Sir Gregoire. If you want that to be you, begin combat by immediately rushing Palmerin (in the gold armor) and bringing him to bear.

To ensure you face Sir Gregoire, aim to take out three knights in combat, including Palmerin. Then choose two other knights armed with the weapons you have the least amount of trouble circumventing.

Need to cheapen your victories somewhat? Then constantly cycle through your targets after you defeat Palmerin, looking for foes engaging in combat that have very little health left; then pounce on these enemies and snatch the win from your comrade!

The large arena allows you to easily out-flank and slice your foes at their sides or rear, which is a quicker way to bring your foes down that clanging your sword off their well-guarded fronts (with shields or halberds to hamper your progress).

Remember you can utilize potions to increase your Vitality, though those may be best left for the battle to come!

The battle ends when one of the following occurs:

- Your Vitality is emptied due to enemy prodding, and other team mates are still standing.
- Your Vitality is emptied due to enemy prodding, and you're the last man standing on your team.
- Your team brings down all five enemy foes, no matter how helpful you were.
- You slay all of the enemies (which is usually impossible; the most you're likely to take down is four of the five).

Time for everyone's favorite bard narrator that isn't Dandelion to read off the final scores:

- If Palmerin's team wins, he goes on to face Sir Gregoire, leaving you to end Vivienne's investigation.
- If you brought down more knights than Palmerin, and won all other competitions, he gracefully concedes, and the ultimate battle of the tournament begins!

The Warble Of A Smitten Knight (Blood and Wine)

Final Trial: Scaling The Mountain

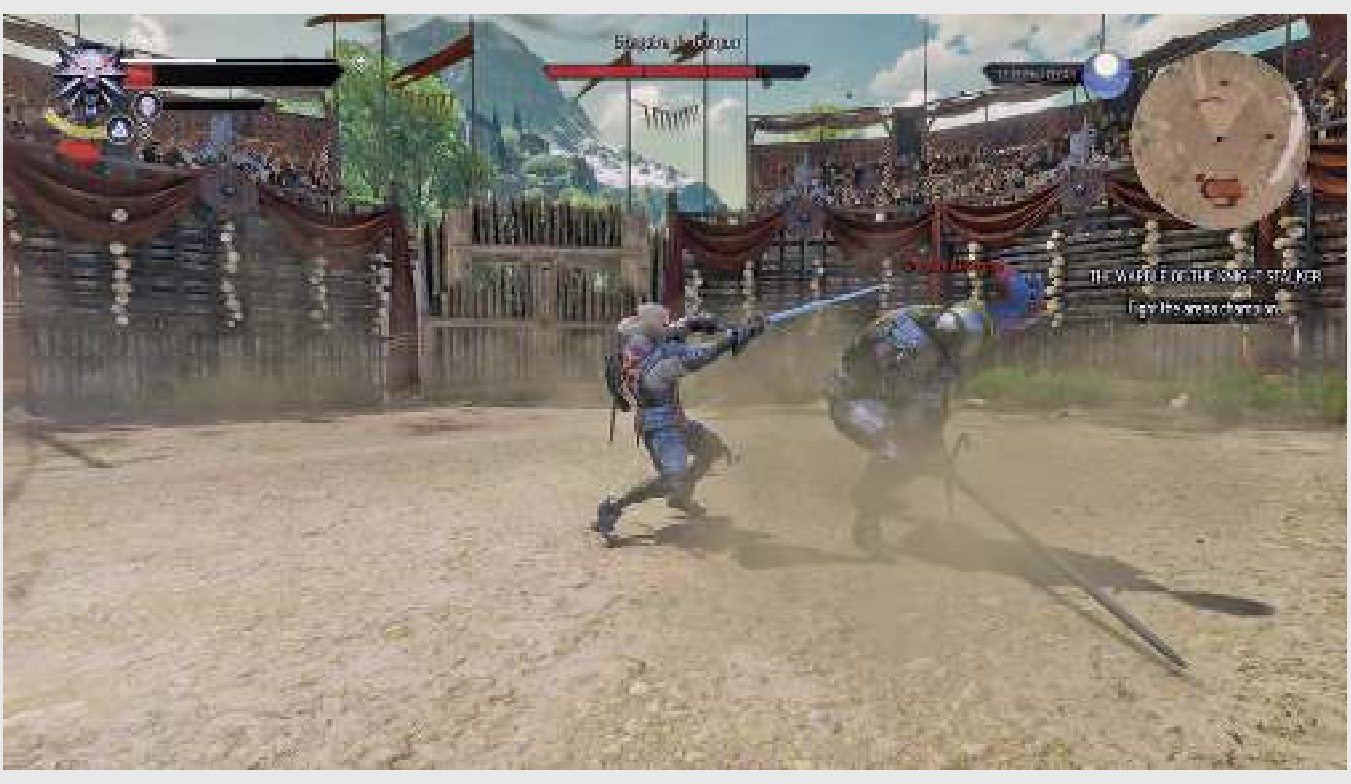
OBJECTIVES

- Fight the arena champion.

Assuming you won all competitions so far, including defeating the other team in the arena, Le Papillon asks whether you have any last requests before you face the titan of infamy, Gregoire de Gorgon himself!

DEFEATING SIR GREGOIRE DE GORGON: HIS ATTACKS

This lumbering mountain of a man is a giant knight with a mysterious past that has taken a vow of silence; he lets his sword do the talking. He has the following attacks and maneuvers to be aware of:



No Vulnerabilities: As you cannot use Signs, bombs, projectiles, or oils, this opponent has no vulnerabilities to exploit, aside from those inflicted by your steel sword, and the tactics you learn about while fighting him in sword combat. Remember that healing potions are accessible, however.

No Parrying, No Countering: This plate-metal monster has attacks that inflict such damage and are swung with such force, that they cannot be parried or countered. This means you have ever fewer combat options than for any other battle fought previously!

Punch and/or Kick: He occasionally employs a gauntlet punch or boot kick if you're close to him, and usually at his side, to knock you back so he can regroup and begin his sword swinging.

Quick Horizontal Slice: A rapid slice through the air in front of him, offering damage to those caught in the arc of his large sword.

Quick Vertical Uppercut: A step forward and a swing upwards that can knock you back and deal nasty damage (like all his attacks).

Quick Overhead Strike: A vertical (and sometimes slightly diagonal) strike down in front of him, with a small window of opportunity to hit him as he recovers and pulls his sword back afterwards. This sometimes occurs with a step forward.

Heavy Overhead Strike: A step forward and a more pronounced strike down in front of him, and a second or two afterwards where he pulls his sword back to his chest afterwards. This is an excellent visual clue to retaliate at this point.

DEFEATING SIR GREGOIRE DE GORGON: THE BEST BATTLE TACTICS

Tackle this prolonged battle as the ultimate test of your sword skill and maneuvering! Though this towering knight has some truly grotesquely damaging attacks, he has one overall weakness to exploit; a lack of speed. He isn't slow by any means, as his attacks are reasonably rapid, but he lacks extreme dexterity and quickness, and hasn't bothered to learn the fine art of dodging around a foe.

Whittle down his vitality by reacting to his recovery time; it is far safer than timing slashing attacks between his sword swings. Wait for an attack, dodge around to his flank, and retaliate with one or two light strikes or a heavy attack. Then retreat so you aren't caught by a punch or wild slash of his sword.

Of particular merit is the recovery time after his Heavy Overhead Strike, which is the very best time to lay into him. While a flurry of light attacks is reasonable, this is the perfect opportunity to hit with a strong attack (covering any ground from retreating). Better yet, try a Rend Strong attack with quick timing to punish this move.

Continue with these tactics until the battle is over. Remember parrying and countering are out, but dodging (backward and around) are in! You may also wish to bring your very best steel sword with you into this combat; one that ignores armor, and causes criticals is a fine choice.

SIR GREGOIRE DE GORGON VULNERABILITIES

Steel swords

Gregoire does not stick to the honorable rules of the arena and will strike you down if your health gets too low. Only loading a previous saved game is now an option. However, if you win, Lady Vivienne beckons you to her arena perch, and decorates you as the grand champion! The mention of the vow you made by her, and the ultimate tourney reward is given, along with a purse of coins.

Items: Sir Geralt of Rivia's Sword, Crowns (200)

OR

Items: Ravix of Fourhorn's SwordCrowns (200)

End Investigation: Birds Of A Feather Flock Together

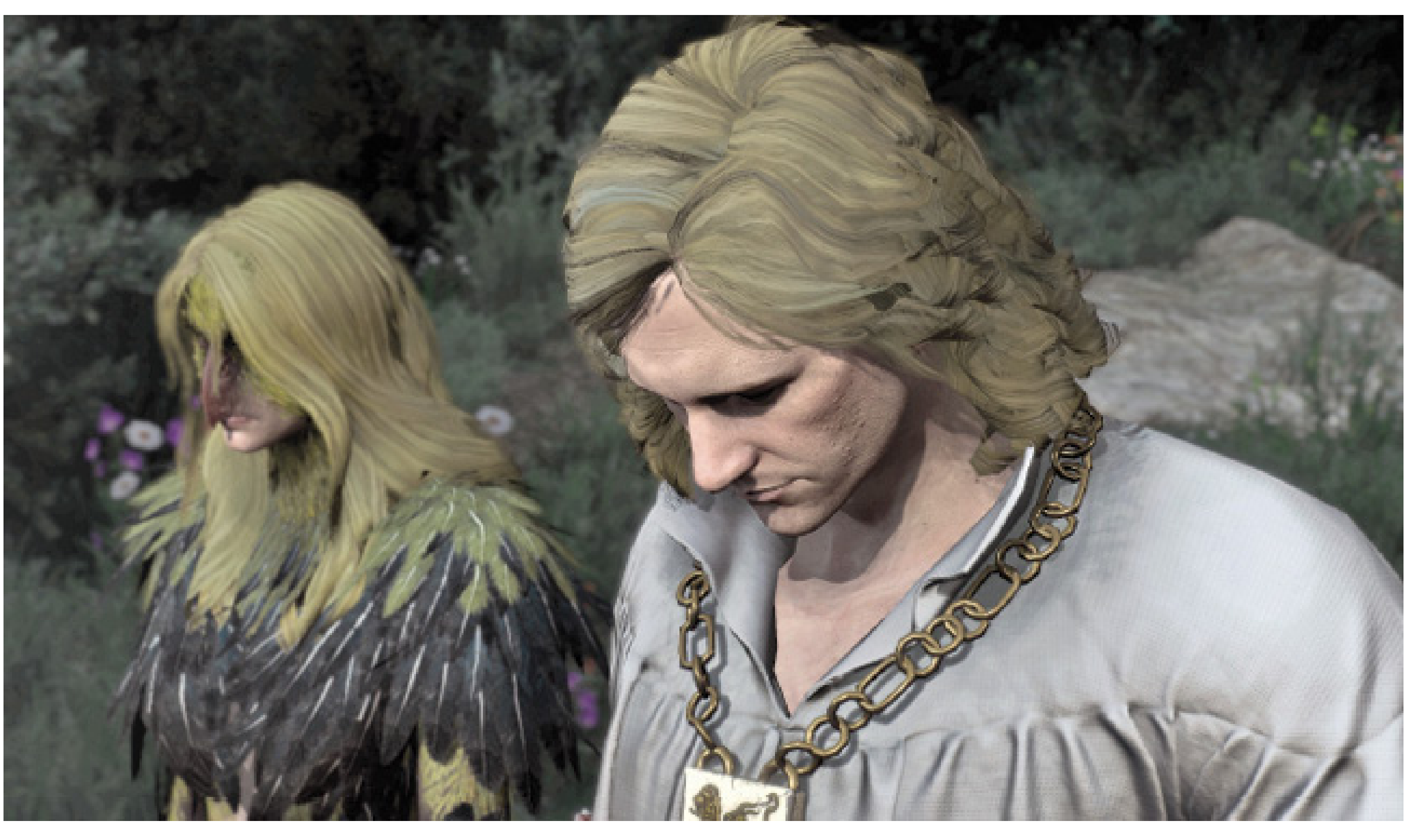
END #1: THE LIGHT OF VIVIENNE'S LIFE

OBJECTIVES

- Go to the glade with Vivienne and Guillaume.

If you told Guillaume "a powerful curse afflicts her" and told him about the exact nature of Vivienne's curse on the night before the final Tourney Trial, you meet her gazing across the lake at her tent. She asks if you might explain the exact nature of the egg ritual to her, but you think an alternate method might be best, despite her protests. A heroic Guillaume appears from his hiding place, hands proudly on his hips, telling Vivienne he will save her. Vivienne is furious at this interruption of a private conversation. Answer her as you wish.

Guillaume explains to Vivienne that she no longer bears this burden alone. Vivienne flashes an angry look your way at betraying her trust, while Guillaume explains he understands how she feels, for he had an aunt who contracted a strange illness. He wants her curse to rest on him, to take it away from her. When she asks him why, he simply states "Because I love you." Guillaume realizes he's been a fool facing a Shaelmaar in the arena; risking his life for no purpose. Now he can do something truly important for her. Vivienne's demeanor softens, and you're asked if this is a good idea. Answer as you wish. Vivienne is coming around; she was prepared to die. Now she is also prepared to attempt something mad. When you're ready to perform the reflection ritual, let Vivienne know, and the three of you ride off into the Gorgon Foothills.



You finally arrive at the Hidden Clearing, dismount, and follow both Vivienne and Guillaume to the glade. A panther is prowling the area, and must be dispatched. You kneel by the water's edge. Guillaume waits for Vivienne to reveal her true self. Guillaume thinks her beautiful, even as she stands before him in her feathered and cursed form.

He holds out his hand. She takes his hand, and Vivienne quietly tells Guillaume she will not leave him, even if he becomes cursed. You give the couple instructions, and they plunge into the waters.

Crawling from the pool, you can mention to Guillaume that you didn't think the ritual would work, before asking how he feels. Only a slight itch! Vivienne dresses and returns; the curse is lifted, and the ritual complete as the pair were truly in love. Answer them as you wish one last time, before they depart; balls must be attended, and distant lands to be seen! After a couple of classic bird-related puns and a reward for your troubles, the two lovebirds flutter off into the woods, and the quest concludes.

Items: Crowns (500)

EPILOGUE

When the Night of Long Fangs starts and Geralt witnesses the start of the attack on the city, he can find Guillaume and Vivienne with Anna Henrietta and the other nobles.

After finishing the Night of Long Fangs, you can encounter Guillaume and Vivienne on an observation deck on the northern side of the palace. You can have a short chat with them, during which you can learn that the curse does not seem to have great effects on Guillaume. He just started to sprout some "pubic feathers." Vivienne likes it. After that, you can encounter both of them strolling around the marketplace of Beauclair now and then.

When you get the medal from Anna Henrietta for defeating the Beast of Beauclair, you can also spot Guillaume and Vivienne in the audience.

END #2: GUILLAUME KEPT IN THE DARK

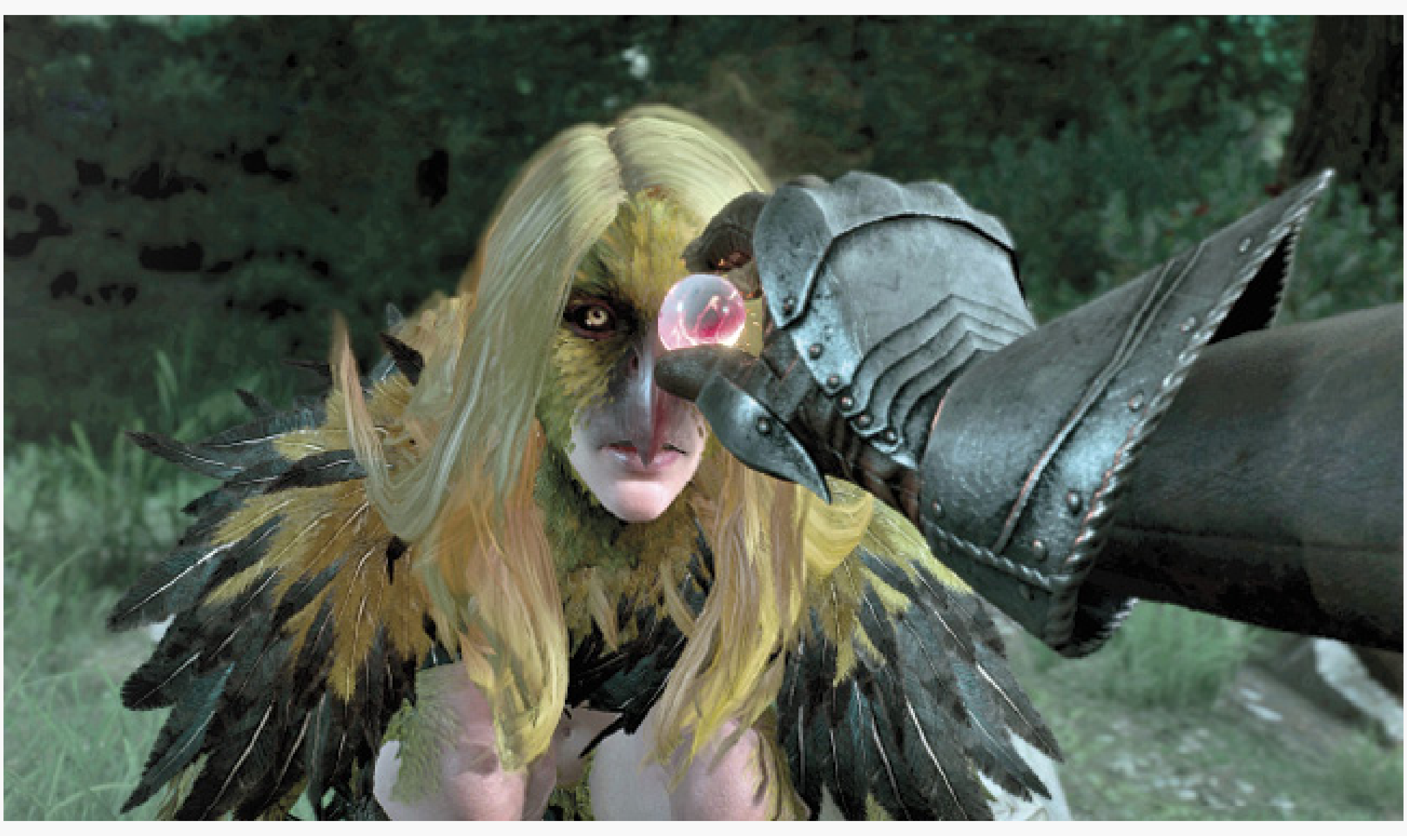
OBJECTIVES

- Go to the glade with Vivienne.

If you told Guillaume "sorry, promised her I wouldn't tell" and kept him in the dark about the exact nature of Vivienne's curse on the night before the final Tourney Trial, you meet her gazing across the lake at her tent. She has decided not to endanger anyone, and chooses the method to rid herself of the curse involving the oriole's egg. She knows there is one in the clearing you met her at. Before you explain the precise nature of the curse removal, you inform Vivienne her tent has ears. A sheepish Guillaume appears from his hiding spot. Vivienne is furious, thinking you've hatched a scheme unbeknownst to her. Answer her as you wish.

Guillaume kneels before Vivienne, telling her he lives to serve her. She sharply asks if he's hers to command before ordering him to leave the tent, and disappear into the Duchy's northern-most marshes. He must leave now. She wags an accusing finger at you. Comment about him figuring out everything by himself (which is true) if you wish, before inquiring whether she did the right thing. She tells you, in no uncertain terms, that she has no need for lusty knights, even though only one of the rituals is now possible. When you're ready to continue to find the oriole egg, let Vivienne know, and the two of you ride off into the Gorgon Foothills.

You finally arrive at the Hidden Clearing, dismount, and follow Vivienne to the glade. A panther is prowling the area, and must be dispatched. You inspect the oriole nest Vivienne mentioned, and find the eggs have fallen on a moss patch. One is cracked. You take an egg, holding it to Vivienne's true form. Optionally ask if she wishes to continue, before telling her to focus and repeat an incantation. As she complies, the egg you're holding at her forehead begins to glow and pulse, before finally exploding, sending you both flying in opposite directions.



When you come to, Vivienne has dressed and is excited to feel different; the curse has been lifted! She is excited to attend balls, travel to Oxenfurt, and even Novigrad! She is most grateful, and you mention Guillaume is the one to thank. She pauses for a moment, and asks you to tell him so if you see him. Optionally ask whether she should tell him herself, before agreeing, and bidding Vivienne a farewell. She wanders into the woods.

You now get the task to let Guillaume know what happened. You find him at the open air tavern at the tournament grounds, but he won't be happy when he hears what you have to say. You will still get your reward, but Guillaume walks away, not wanting to talk to you anymore.

EPILOGUE

After the Night of Long Fangs concludes, you can find Guillaume close to the Pheasantry. He seems to be completely drunk and falls over once we talk to him.

You can then also find Vivienne in the harbor of Novigrad, where she will tell you about the places she already visited. She seems very happy and gives you the last feather that she had. You can wear it behind you ear. Vivienne gives you a hint that she might want to see Skellige next.

After six days, we can find Vivienne living in the tavern of Kaer Trolde Village (once Yennefer moved out in the main story). After seven years, she dies.

ALTERNATIVE EPILOGUE

If you don't finish the quest by the time The Night of Long Fangs starts, you can find Guillaume's corpse in the city. He perished fighting vampires. After the night is over, we might find Vivienne mourning at his grave.

Wine Wars: Belgaard, Part 1 (Blood and Wine)

Veni, Vidi, Vintners

DANGER ALERT
SPOILER ALERT
B&W
WINE WARS: BELGAARD (PART 1)

RELATED QUESTS: Secondary Quest: Wine Wars: Coronata, Secondary Quest: Wine Wars: Vermentino

LOCATIONS: Plegmund's Bridge

CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermeninto.

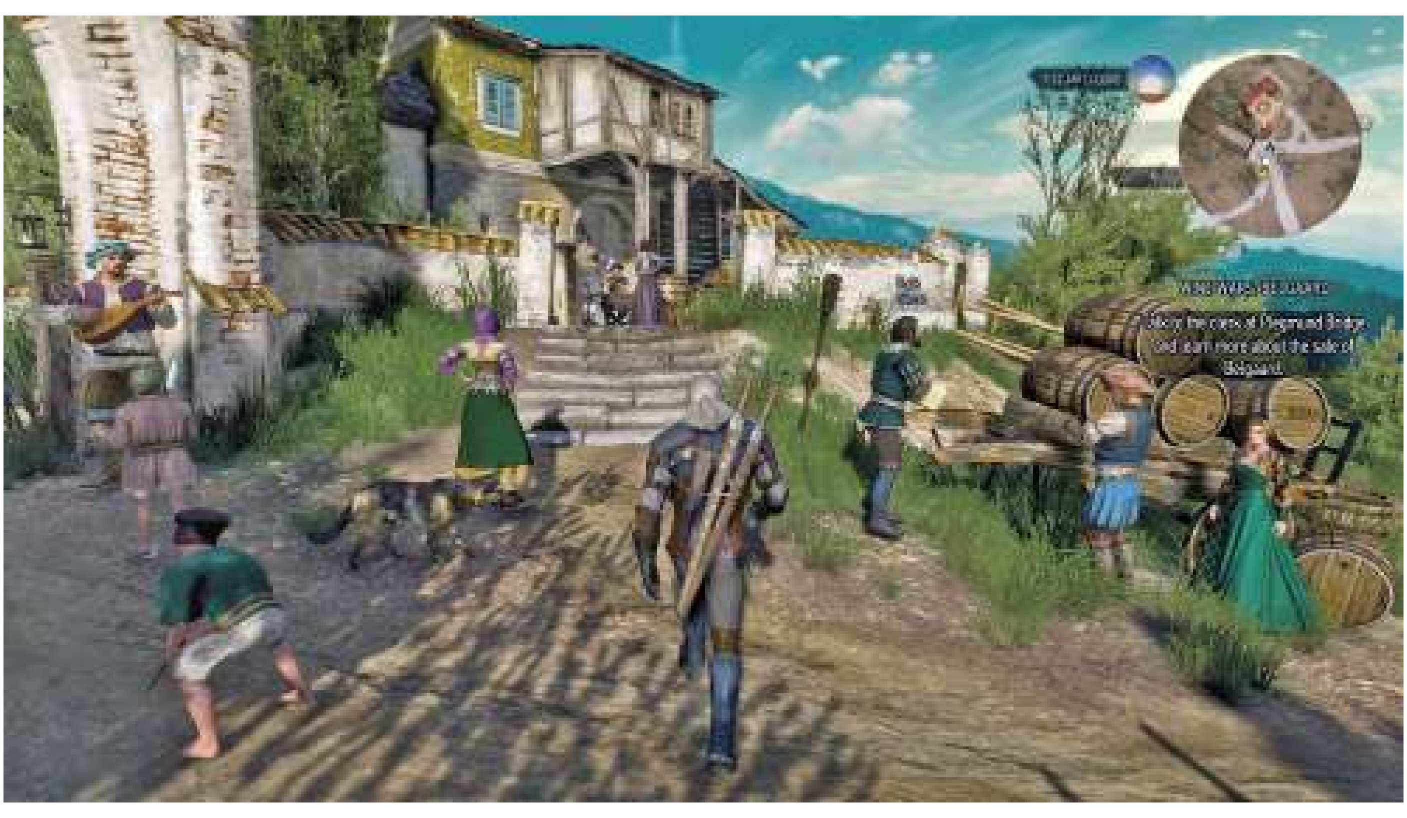
OBJECTIVES

- Talk to the clerk at Plegmund's Bridge and learn more about the sale of Belgaard.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint or at any time afterward. The quest begins once you read the rather bureaucratic missive: "Announcement from the Office of Internal Revenue of the Duchy of Toussaint." You can also start this quest by simply turning up at the Plegmund's Bridge Signpost.

Visit Plegmund's Bridge in the Sansretour Valley, and you'll notice it is also the headquarters for the Toussaint Office of Internal Revenue. Walk up to the exterior table, where the ducal clerk is administering a squabble over the sale of the Belgaard winery estate. Two possible purchasers, Liam de Coronata and Matilda of Vermentino, both wish to stake a claim at the Belgaard vineyards, but the Ducal Clerk doesn't deem them responsible stewards, being as it is their own wineries are in chaotic disrepair. After some verbal sparring between the interested parties, Liam and you strike up a conversation. Answer him as you wish.



LIAM: AN OAFISH OGRE OF THE WORST SORT?

Liam de Coronata

Once Liam realizes you're a Witcher, he's eager for you to sort out the troubles the Coronata vinery is suffering from. He lists the following problems:

- The herbarium is infested with monsters.
- His steward has gone missing with an entire transport of wine.
- Someone has abducted his herbalist.

Liam is sure Matilda is part of this sabotage! After agreeing to help (or optionally bargaining up to 10 percent more payment and agreeing to the job), Secondary Quest: Wine Wars: Coronata now begins.

MATILDA: SUGAR-SWEET, BUT A TEMPER SHARP AS HORSERADISH?

Matilda of Vermentino

Before you can begin your reconnoiter of the Coronata wine estate, Matilda beckons you over for a chat. She firmly believes Liam is responsible for the rotten things going on at her own vineyard, Vermentino. She remarks that the following problems have occurred:

- Both her cooper and blacksmith have mysteriously vanished.
- Man-eating plants have sprouted on her paths.
- Strange things are afoot on Pheasant Hill.

After agreeing to help (or optionally bargaining up to 10 percent more coin and agreeing to the task), Secondary Quest: Wine Wars: Vermentino now begins.

Secondary Quest: Wine Wars: Belgaard now temporarily concludes. Before you choose which vintner to help, you can optionally return to the Ducal Clerk and inquire what's so special about Belgaard; it was the winery that belonged to the late Count Crespi, and has some rare grapes in cultivation.

LIAM OR MATILDA? WHO TO HELP FIRST.

Good news! Both Wine Wars quests that are currently active (Coronata and Vermentino) can be completed in any order you like, and you don't need to fully finish one before the other. There isn't an optimal order either; the quests are presented in the order they were received.

Wine Wars: Coronata (Blood and Wine)

Chaos At Coronata Vineyard

DANGER ALERT
B&W
WINE WARS: CORONATA
SPOILER ALERT

RELATED QUESTS: Secondary Quest: Wine Wars: Belgaard (Parts 1 and 2), Secondary Quest: Wine Wars: Vermentino, Treasure Hunt: Coin Doesn't Stink, Secondary Quest: Wine Wars: The Deus in the Machina, Secondary Quest: Wine Wars: Consorting

LOCATIONS: Plegmund's Bridge, Coronata Vineyard, Forest Herbarium (Unmarked), Pittapatte River Crossing (Unmarked), Trading Post, Bandit Camp (Unmarked)

CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermeninto, Herbalist

ENEMIES: Archespores, Rabid Rock Trolls, Bandits

OBJECTIVES

- Deal with all the problems at the Coronata Vineyard (5).

QUESTING DECISIONS

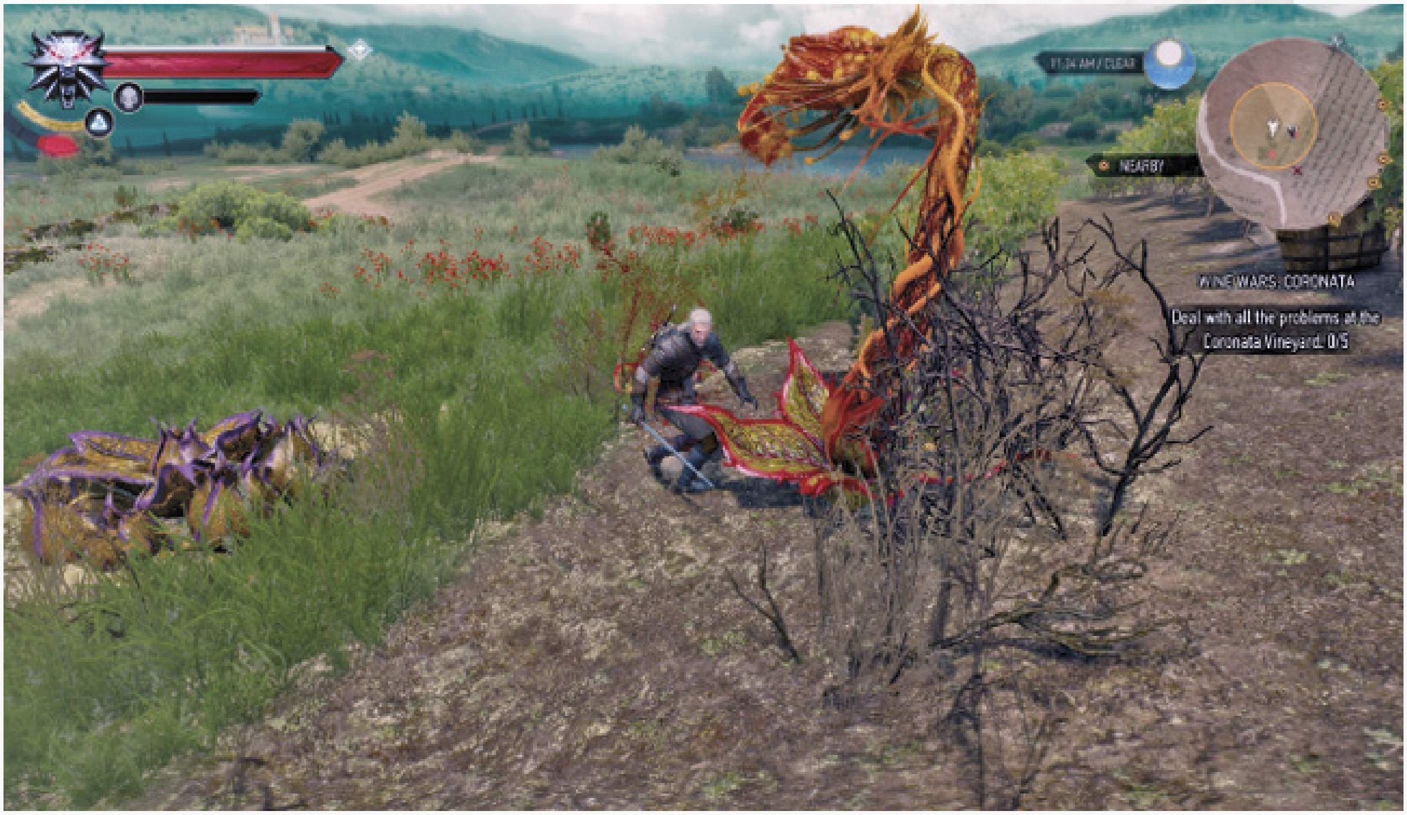
This Quest begins once you've spoke to Liam de Coronata at Plegmund's Bridge, and agreed to help him. Feel free to solve the following five problems in any order you wish; they are presented as an optimal path with minimal backtracking. Note you do not need to visit Coronata Vineyard at any point until the problem areas are neutralized.

The sprawling Coronata vineyards and estate are east of Plegmund's Bridge. Coronata Vineyard is at the center of it all, with the five problem areas in the usually-idyllic lands to the north and east.

Wine Wars: Coronata (Blood and Wine)

Problem Area #1: Monster Nest In The Northwest Vineyard

Take the road along the western edge of Coronata Vineyard, into the northern vineyard and prepare for some Archespore weeding. A couple of these oversized sunflowers have taken root at the foot of the vineyard hill. Destroy all active foes, before dropping a bomb into their nest, and watching for the explosion.

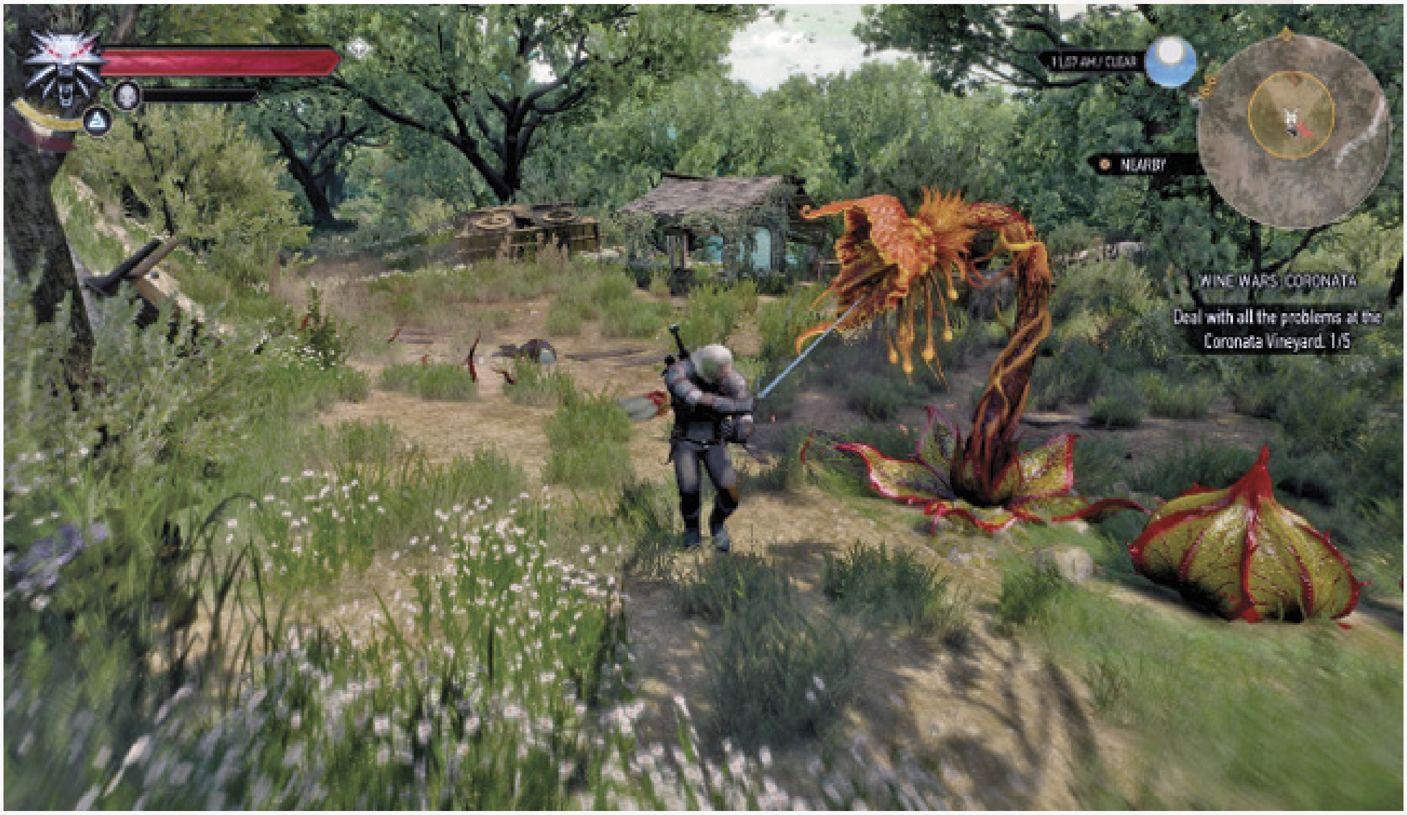


Deal with all the problems at the Coronata Vineyard: 0/5

Wine Wars: Coronata (Blood and Wine)

Problem Area #2: The Forest Herbarium Abandoned Site

Journey through Coronata Winery, and take the road heading east, into the woods toward an Abandoned Site; this is the Forest Herbarium that Liam was speaking of. It's been overrun by more Archespores! Deliver some slicing death to the tendriled plant life, before waiting for the peasant population to return.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NEARBY
WINE WARS: CORONATA
Deal with all the problems at the Coronata Vineyard. 1/5

Wine Wars: Coronata (Blood and Wine)

Problem Area #3: Guarded Treasure At The Overrun Camp

OBJECTIVES

- (Optional) Read the notes found at the Coronata Vineyard.
- (Optional) Search Coronata and Vermentino and find proof of sabotage.

Journey roughly north, out of the woods along the main thoroughfare, to a ruined camp where more Archespores must be defeated. Slice through these beasts, and then examine the corpse of Liam's dead steward. On his person is a parchment to read, which reveals the vintner's suspicions to be true! Someone is sabotaging the Coronata winery! But it isn't clear who.

Items: Orders on elegant stationery

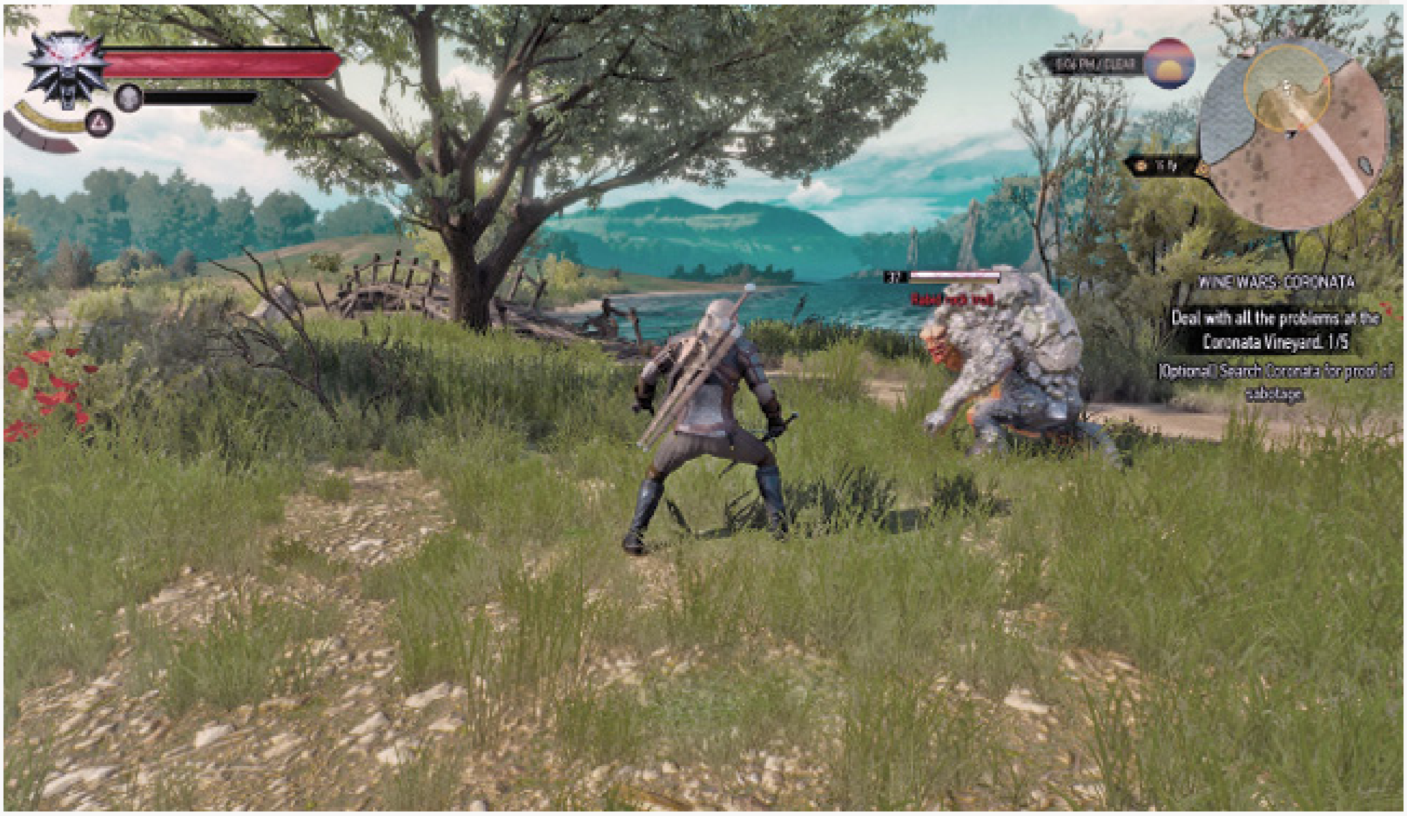
QUESTING DECISIONS: WHAT THE DEUS?!

An optional objective now begins to search for proof of sabotage in the Coronata area: This isn't tracked as the solution becomes clear during the completion of this, and Secondary Quest: Wine Wars: Vermentino. You are encouraged to complete both tasks, as it reveals the answers you seek. If you completed Wine Wars: Vermentino already, Secondary Quest: Wine Wars: The Deus in the Machina begins.

Wine Wars: Coronata (Blood and Wine)

Problem Area #4: Treasure Hunt At Pittapatte River Crossing

From the corpse of the steward, you can run along the road in a roughly easterly direction, following the curve of the path southeast toward Dun Tynne Crossroads. Before you reach there, you must reach the Pittepatte River Crossing, which is guarded by two Rabid Rock Trolls. Defeat both of them, before investigating the corpse at the northwest end of the crossing, near the large tree. Loot his remains for a letter and key. This updates the objective for this area, as well as starting a special Treasure Hunt: Coin Doesn't Stink, which is only available during this quest! The details for this Quest are located (below).



WINE WARS: CORONATA

Deal with all the problems at the Coronata Vineyard. 1/5

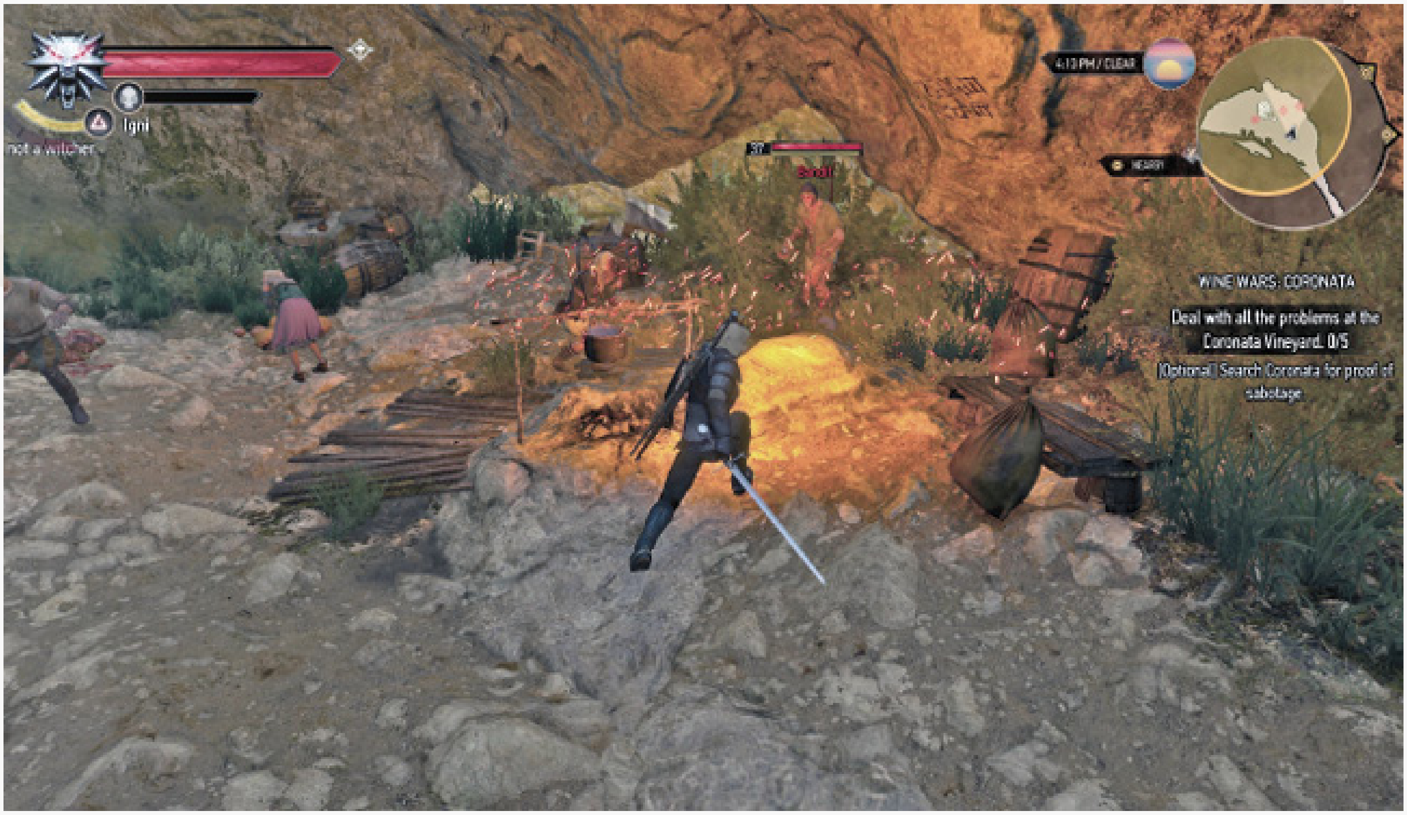
[Optional] Search Coronata for proof of sabotage

Items: Letter to Cosmo Cyrille, Key

Wine Wars: Coronata (Blood and Wine)

Problem Area #5: Person In Distress North Of Trading Post

From the river crossing, it's a short yomp northwest, into the woods to the wrecked Trading Post. Head north into the undergrowth, climbing a small hill and looking for a rock fissure and gorge that allows you to drop down into the earth. A small cave lies below, where three bandits have Liam's kidnapped herbalist. After swift, one-sided combat, you rescue the Herbalist, who asks if you'll accompany her to Coronata. Oblige, as you automatically arrive back at the Winery, and can purchase from her as she becomes a new merchant. In addition, you can ask about the "plague" that has befallen the area.


Igni
not a witcher
4:13 PM / CLEAR
NEARBY
Bandit
WINE WARS: CORONATA
Deal with all the problems at the Coronata Vineyard. 0/5
[Optional] Search Coronata for proof of sabotage

Wine Wars: Coronata (Blood and Wine)

Sabotage And Sommeliers: Coronata Is Clear!

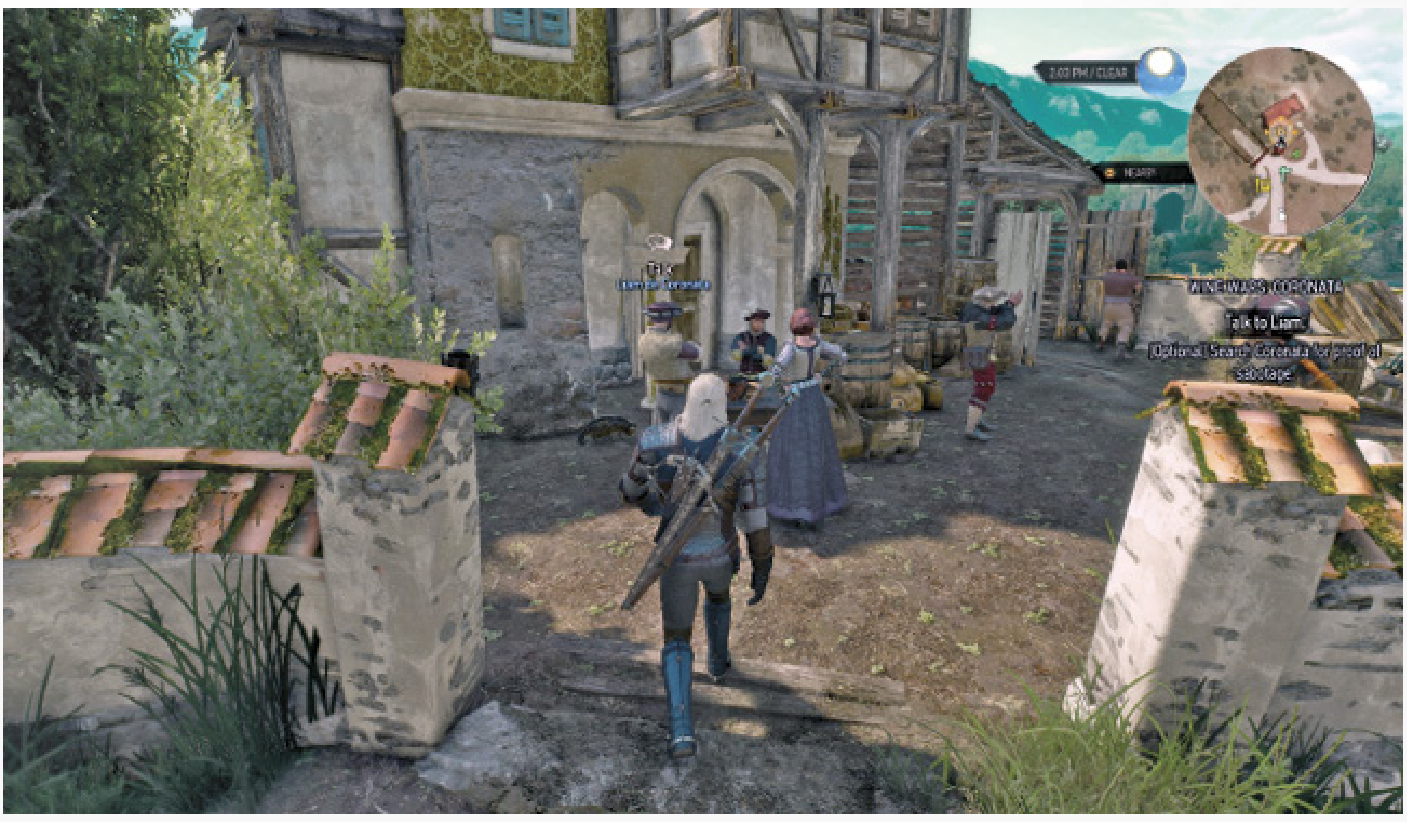
OBJECTIVES

- Talk to Liam.

Once all five problems have been solved, return to Plegmund's Bridge, and speak with the Ducal Clerk. You can:

What the Deus?!: Tell him there's been sabotage going on. Depending on how many problem areas you've solved, you can mention these issues involve either or both vineyards. However, you have no proof, which must be given for the Ducal Clerk to act.

- "I know the saboteur's identity": If you've solved the five problems during Wine Wars: Vermentino first, then completed this quest, you had the option to complete Wine Wars: The Deus in the Machina. If this occurred, you can present exact evidence regarding who sabotaged both the wineries: Count Crespi himself! The running of the Belgaard estate now passes to both Liam and Matilda: It looks like they'll have to play nice from now on!
- Mention that Coronata vineyard is back to normal. Liam is most pleased, while Matilda protests that you've not helped her.
- If you've solved all five problems at Vermentino Vineyard, you can mention that is is back to normal, instead. Matilda is delighted, while Liam is crestfallen that you've not assisted him.



Irrespective of who's vineyard is in working order, at this point, the Clerk interjects, and orders the oversight of Belgaard to pass to the vintner(s) you made mention in your previous conversation choice. Notes are pinned around the winery areas regarding this proclamation. If applicable, the vintner who didn't receive Belgaard hopes you'll still help with their problems too, but the Ducal Clerk believes both Liam and Matilda need to see the new winery for themselves. Secondary Quest: Wine Wars: Belgaard (Part 2) now begins.

Items: Crowns (700)

QUESTING DECISIONS: WHO OWNS BELGAARD?

You can choose to ignore all of the Vermentino problems (and that quest), or you can complete them all; this is up to you. As you'll discover once Secondary Quest: Wine Wars: Belgaard (Part 2) begins, both vineyards must have their problem areas dealt with anyway, but the choice of who technically owns Belgaard is up to you.

Coin Doesn’t Stink (Blood and Wine)

Cashing In On Cosmo’s Coin

DANGER ALERT
SPOILER ALERT
B&W
COIN DOESN'T STINK

LOCATIONS: Pittapatte River Crossing (Unmarked), Coronata Winery
CHARACTERS: Cosmo Cyrille
ENEMIES: Rabid Rock Trolls

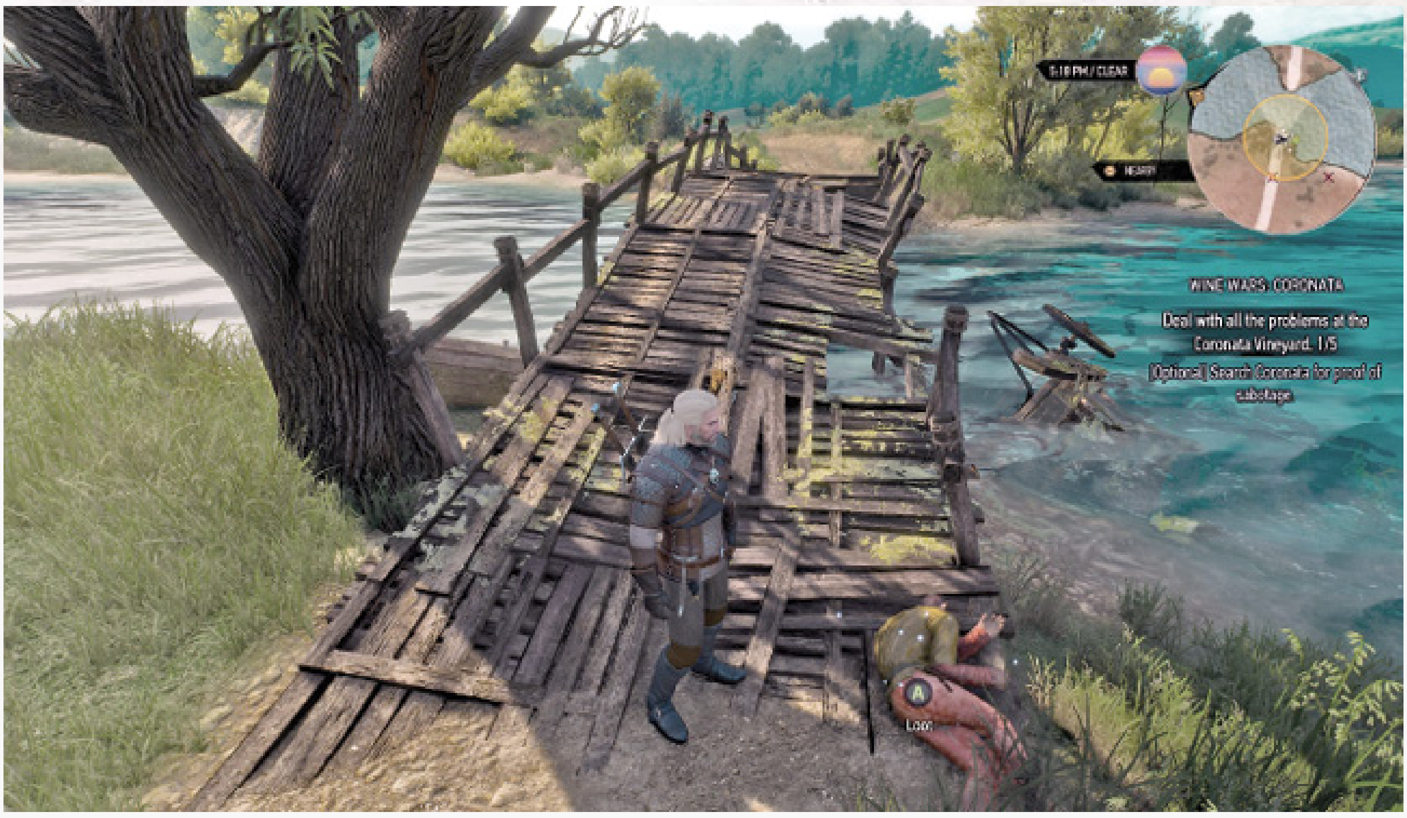
OBJECTIVES

- Read the letter.

QUESTING DECISIONS

This Treasure Hunt is only available during Secondary Quest: Wine Wars: Coronata.

As part of Secondary Quest: Wine Wars: Coronata, you must remove a couple of Rabid Rock Trolls from the Pittapatte River Crossing. Once the area is quiet, inspect the corpse at the northwest edge of the bridge.



WINE WARS: CORONATA
Deal with all the problems at the Coronata Vineyard. 1/5
[Optional] Search Coronata for proof of sabotage

Search the corpse for a letter and a key; read the missive to discover there’s a stash of coin hidden back at Coronata Winery.

Items: Letter to Cosmo Cyrille, Key

Coin Doesn't Stink (Blood and Wine)

A Careful Dig Among The Dung

OBJECTIVES

- Find the stash in the manure pile.

Head back to Coronata Winery, and move into the investigation area of the mini-map to begin searching for a pile of manure; one of the least savory spots to find treasure. On the southern edge of the area, where two peasants are doing some shoveling, you'll spot a small chest (which glows red if your Witcher Senses are active). Gather some jewelry and cash, as this Treasure Hunt concludes.

Items: Jewelry, Florens

Wine Wars: Vermentino (Baw)

Violence At The Vermentino Vineyard

DANGER ALERT

SPOILER ALERT

BAW

WINE WARS: VERMENTINO

RELATED QUESTS: Secondary Quest: Wine Wars: Belgaard (Parts 1 and 2), Secondary Quest: Wine Wars: Coronata, Treasure Hunt: Don't Take Candy from a Stanger, Secondary Quest: Wine Wars: The Deus in the Machina, Secondary Quest: Wine Wars: Consorting

LOCATIONS: Plegmund's Bridge, Cooper's Cottage (Unmarked), Vermentino Vineyard (Unmarked), Sansretour Valley, Pavone Slope (Unmarked), Dantan Glade (Umarked), Herb Garden (Unmarked)

CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermeninto Augustine

ENEMIES: Archespores, Bandits

OBJECTIVES

- Deal with all the problems at the Vermentino Vineyard (5).

QUESTING DECISIONS

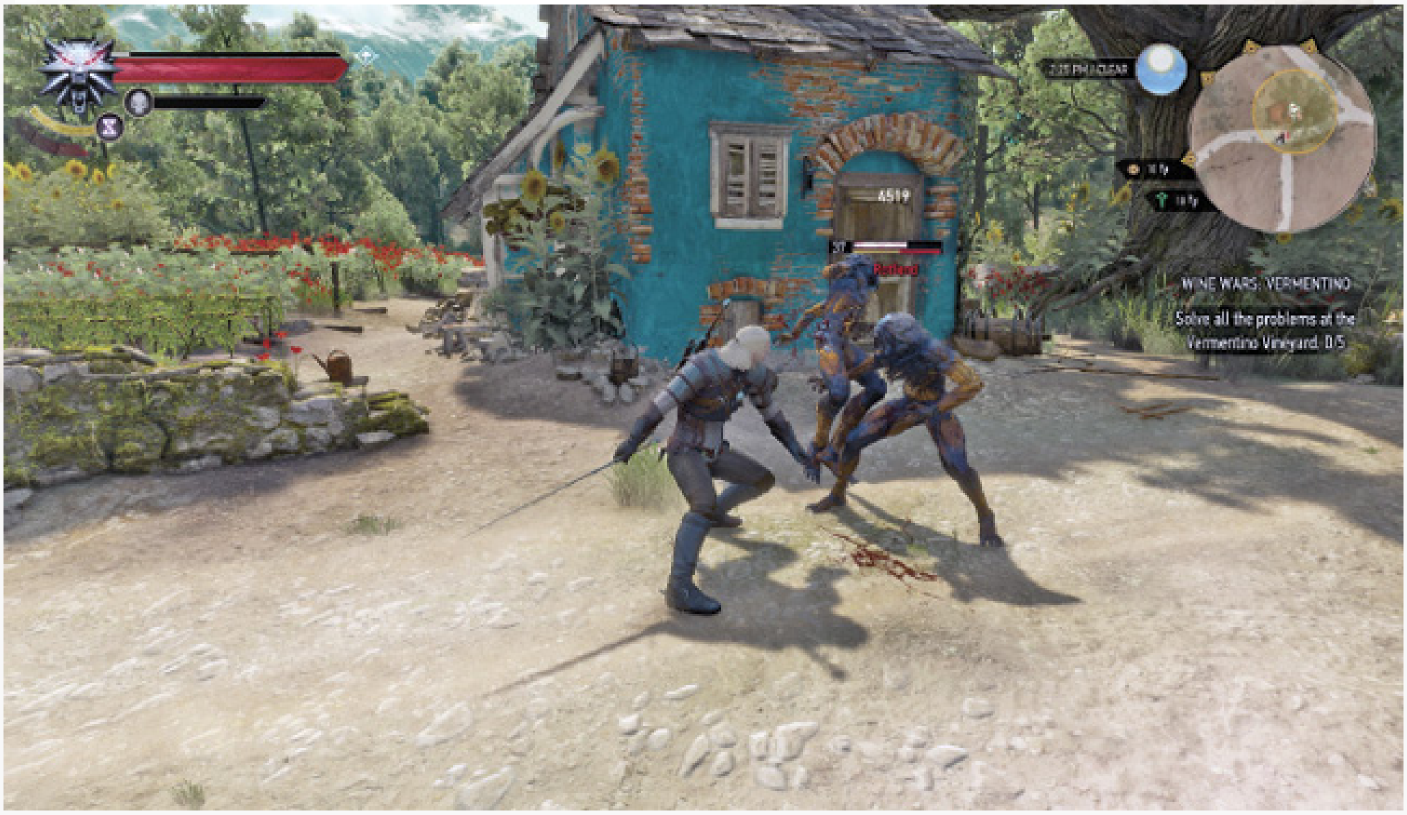
This Quest begins once you've spoke to Matilda of Vermentino at Plegmund's Bridge, and agreed to assist her. Feel free to solve the following five problems in any order you wish; they are presented as an optimal path with minimal backtracking. Note you do not need to visit the Vermentino Vineyard at any point until the problem areas are neutralized.

The riverside Vermentino vineyards and estate are west and south of Plegmund's Bridge, across the bridge itself. The Castel Ravello Vineyard is west of Vermentino and borders it. Use the five windmills to locate Vermentino itself. There are the five problem areas in the usually-bucolic lands surrounding it.

Wine Wars: Vermentino (Baw)

Problem Area #1: Treasure Hunt At The Cooper's Cottage

East of Fox Hollow, and north of the Castel Ravello Vineyard is a small Cooper's cottage and a quaint garden, now besieged by a trio of revolting Rotfiends. Once they've been reduced to offal, you can search the area around the cottage; between the foundation and the old oak tree is the corpse of the Cooper. Pry the following from the body, which begins a special Treasure Hunt: Don't Take Candy from a Stranger. This is only available during this quest, and the details are located (below).


A519
WINE WARS: VERMENTINO
Solve all the problems at the Vermentino Vineyard 0/5

Items: Augustine the Cooper's Journal, Key to chest in sunflower fields

Wine Wars: Vermentino (Baw)

Problem Area #2: Guarded Treasure At Sansretour Valley

OBJECTIVES

- (Optional) Read the notes found at the Vermentino Vineyard.
- (Optional) Search Coronata and Vermentino and find proof of sabotage.

Continue south, passing through Vermentino Winery itself and the five windmills, and follow the path into Sansretour Valley. Head into the woodlands by the river, within spitting distance of the Cockatrice Inn, to find a camp overrun by Archespores. Slaughter the plant life, before checking the corpses of the dead workers here. One body has a brass key and fancy letter to look over.

Items: Letter on elegant stationery, Heavy brass key

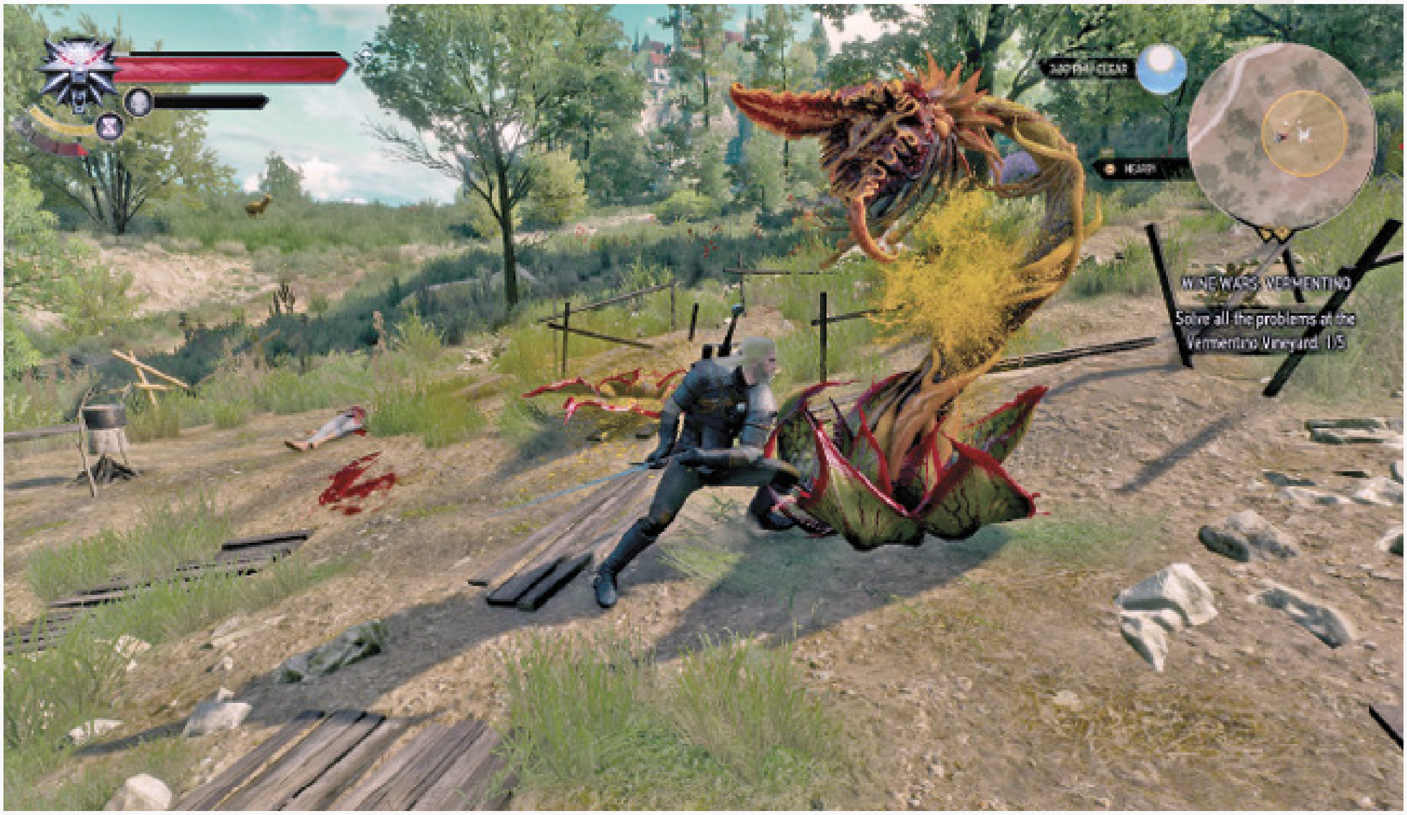
QUESTING DECISIONS: WHAT THE DEUS?!

An optional objective now begins to search for proof of sabotage in the Vermentino area: This isn't tracked as the solution becomes clear during the completion of this, and Secondary Quest: Wine Wars: Coronata. You are encouraged to complete both tasks, as it reveals the answers you seek. If you completed Wine Wars: Coronata already, Secondary Quest: Wine Wars: The Deus in the Machina begins.

Wine Wars: Vermentino (Baw)

Problem Area #3: Abandoned Site On Pavone Slope

South of the strange island in lake Celvay, south of Chuchote Cave, is a rolling hillside known as Pavone Slope; an area recently abandoned after Matilda's workers were slaughtered by Archespores. Slay the tendrilled monstrosity still here, so the peasantry may reclaim the area for Vermentino.



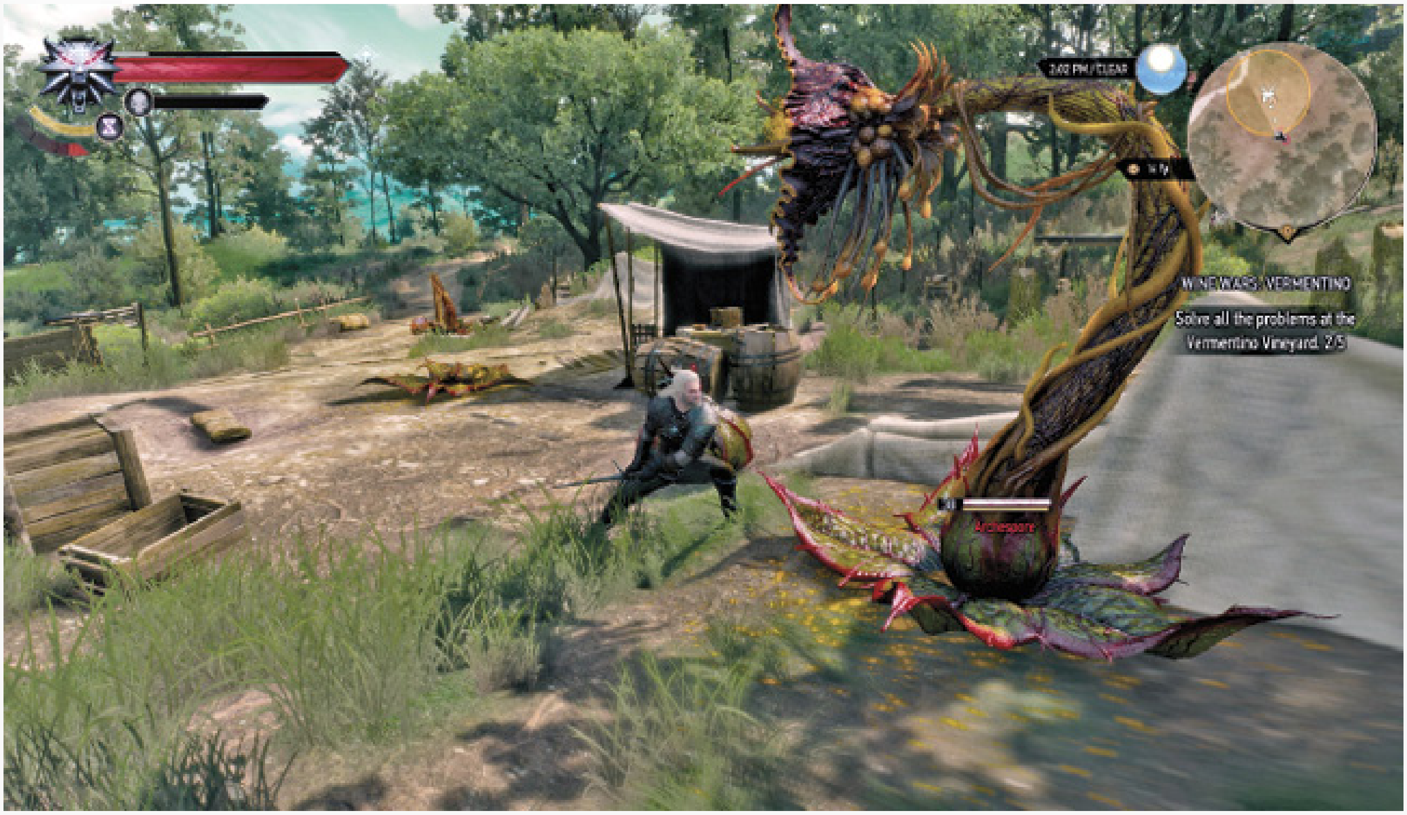
WINE WARS: VERMENTINO

Solve all the problems at the Vermentino Vineyard. 1/5

Wine Wars: Vermentino (Baw)

Problem Area #4: Abandoned Site At Dantan Glade

North of both Astre Castle Ruins and Chuchole Cave is an abandoned site known as Dantan Glade, where Matilda's work force where busy felling trees before the camp was invaded by Archespores. As expected, two of these foul plant hybrids are still active, and must be cut down. Only then will the workers return.



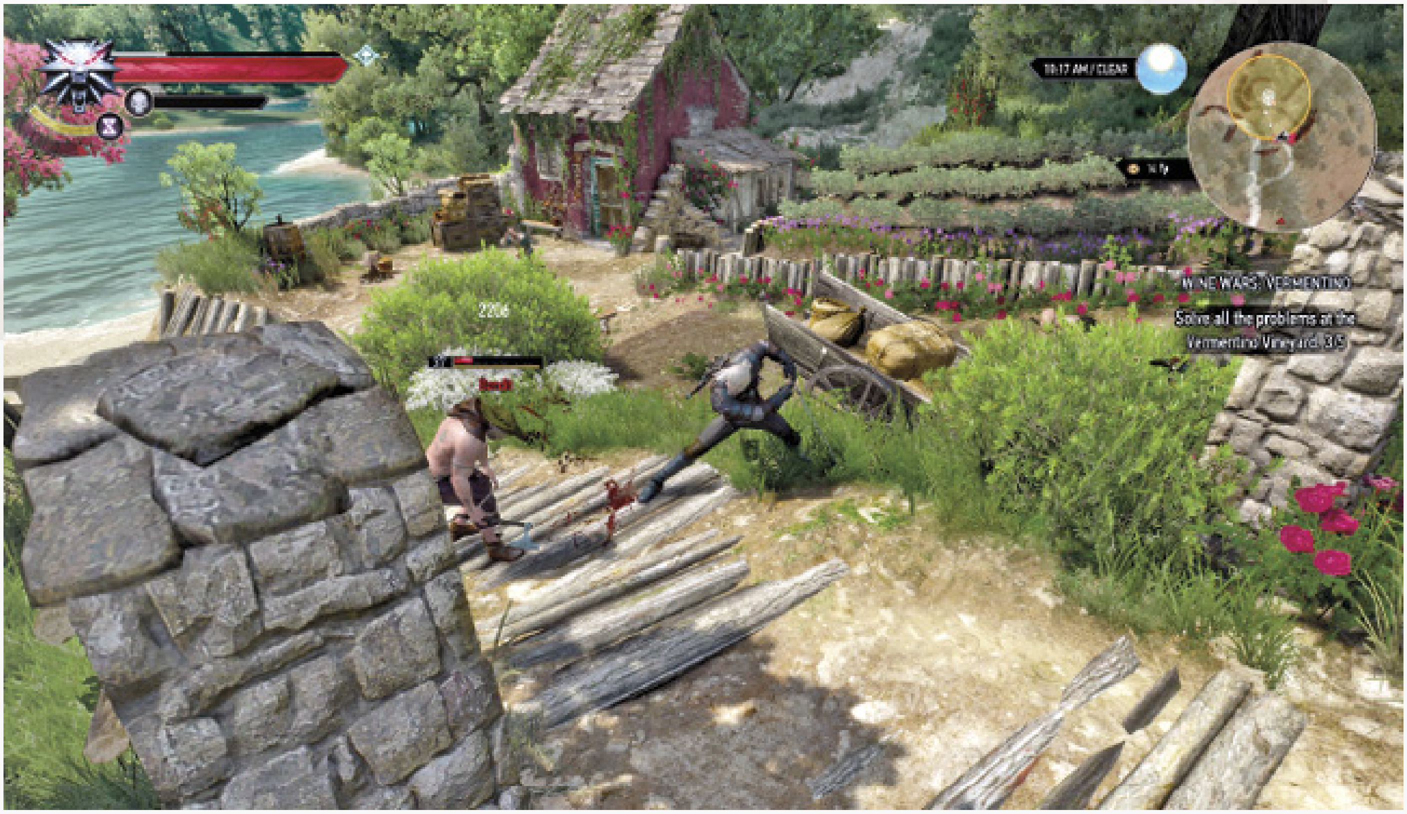
WINE WARS: VERMENTINO

Solve all the problems at the Vermentino Vineyard. 2/5

Wine Wars: Vermentino (Baw)

Problem Area #5: Person In Distress At The Herb Garden

West of Fox Hollow, on a normally tranquil path through the forest, is a kidnapped armorer, held in the herb garden that a trio of bandits have attempted to raze. When you're done beating them to death, you rescue the armorer, who's most thankful, and asks if you'll accompany him back to Vermentino. Oblige, as you automatically arrive back at the Winery, and can purchase from him as he becomes a new merchant. In addition, you can mention that bandits aren't his only problem.


10:17 AM / CLEAR
2206
WINE WARS: VERMENTINO
Solve all the problems at the Vermentino Vineyard. 3/5

Wine Wars: Vermentino (Baw)

Sabotage And Sommeliers: Vermentino No Longer A No-Go!

OBJECTIVES

- Talk to Matilda.

Once all five problems have been solved, return to Plegmund's Bridge, and speak with the Ducal Clerk. You can:

What the Deus?!: Tell him there's been sabotage going on. Depending on how many problem areas you've solved, you can mention these issues involve either or both vineyards. However, you have no proof, which must be given for the Ducal Clerk to act.

- "I know the saboteur's identity": If you've solved the five problems during Wine Wars: Vermentino first, then completed this quest, you had the option to complete Wine Wars: The Deus in the Machina. If this occurred, you can present exact evidence regarding who sabotaged both the wineries: Count Crespi himself! The running of the Belgaard estate now passes to both Liam and Matilda: It looks like they'll have to play nice from now on!

- Mention that Vermentino vineyard is back to normal. Matilda is most pleased, while Liam protests that you've not helped him.

- If you've solved all five problems at Coronata Vineyard, you can mention that it is back to normal, instead. Liam is delighted, while Matilda is crestfallen that you've not assisted her.

Irrespective of who's vineyard is in working order, at this point, the Clerk interjects, and orders the oversight of Belgaard to pass to the vintner(s) you made mention in your previous conversation choice. Notes are pinned around the winery areas regarding this proclamation. If applicable, the vintner who didn't receive Belgaard hopes you'll still help with their problems too, but the Ducal Clerk believes both Liam and Matilda need to see the new winery for themselves. Secondary Quest: Wine Wars: Belgaard (Part 2) now begins.

Items: Crowns (700)

QUESTING DECISIONS: WHO OWNS BELGAARD?

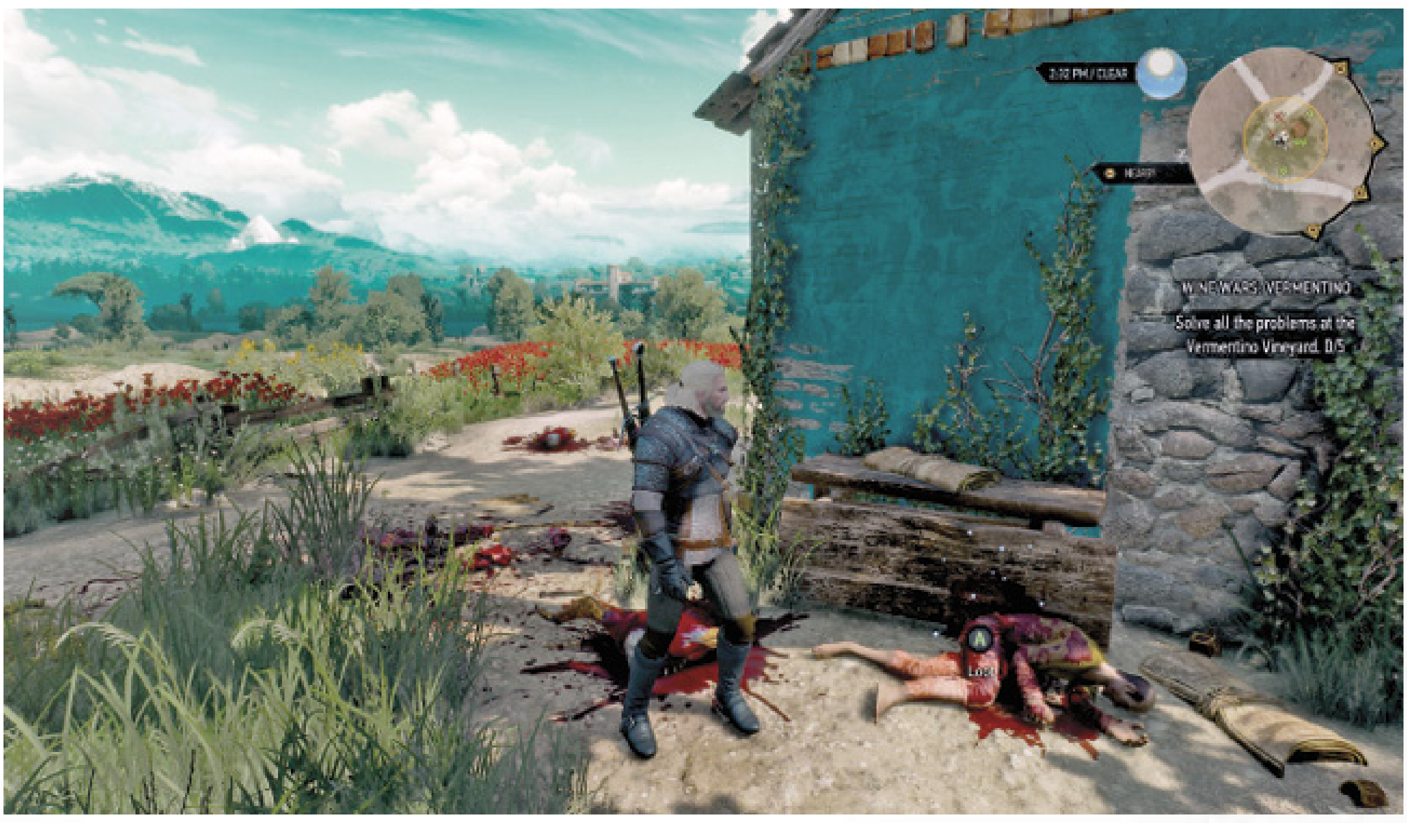
You can choose to ignore all of the Coronata problems (and that quest), or you can complete them all; this is up to you.

Don’t Take Candy From A Stranger (Baw)

Skullduggery At The Winery

DANGER ALERT
BAW
DON'T TAKE CANDY FROM A STRANGER
SPOILER ALERT

As part of Secondary Quest: Wine Wars: Vermentino, you must dispatch a trio of Rotfiends from the Cooper’s Cottage, north of Castel Ravello Vineyard. Once the area is secured, inspect the corpse between the cottage and the old oak tree. Search the body for a journal and a key; read the missive to discover there’s a stash of coin hidden somewhere in a sunflower field.


2:02 PM / CLEAR
WINE WARS: VERMENTINO
Solve all the problems at the Vermentino Vineyard. 0/5
Loot

RELATED QUESTS: Secondary Quest: Wine Wars: Belgaard (Part 2), Secondary Quest: Wine Wars: Coronata, Secondary Quest: Wine Wars: Vermentino

LOCATIONS: Tesham Mutna, Abandoned Storehouse (Unmarked)

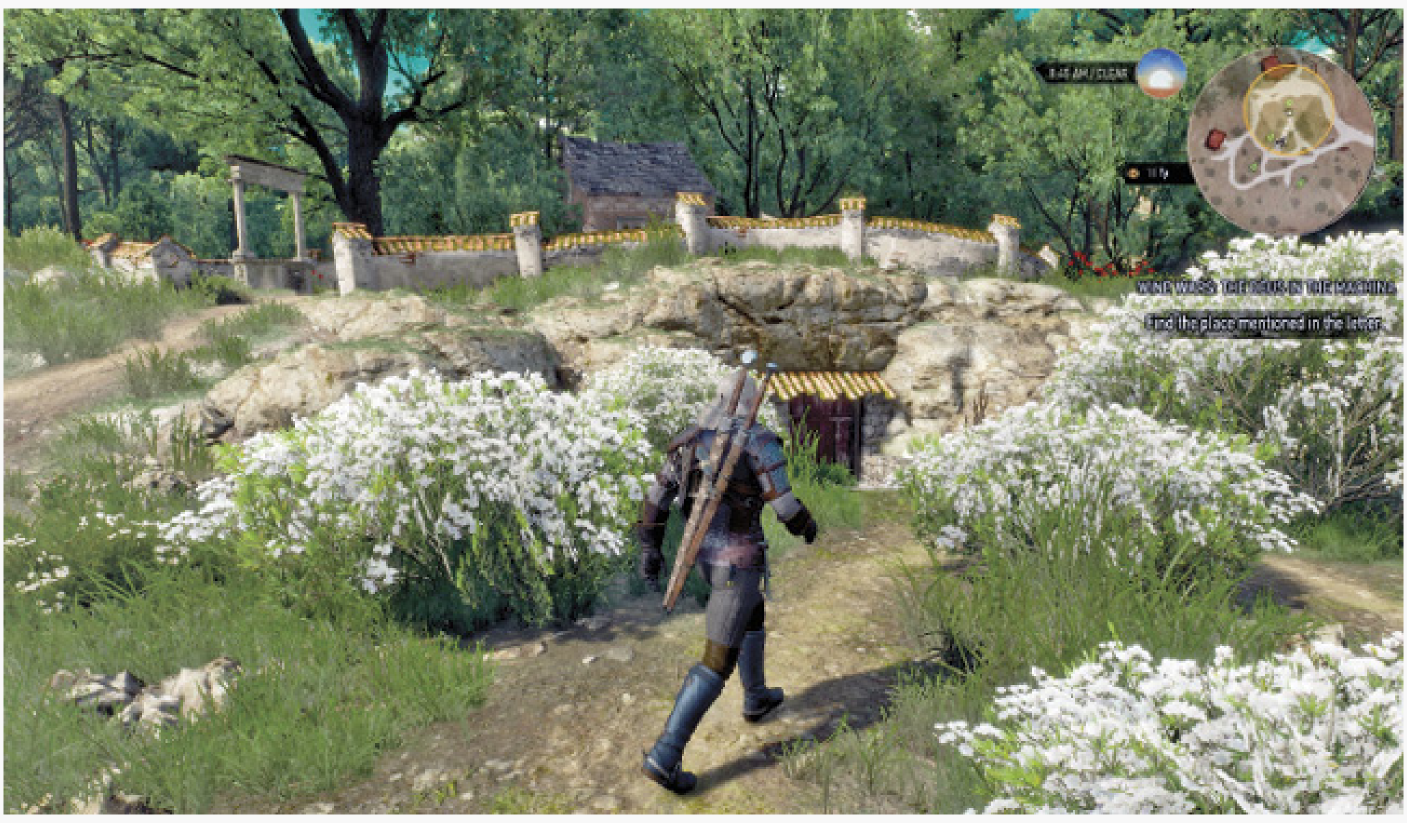
CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermentino

ENEMIES: Archespore

OBJECTIVES

- Find the place mentioned in the letter.

Due east of the ruins of Tesham Mutna, in the far southeast of Toussaint, is an Abandoned Storehouse in Caroberta Woods. The Archespore saplings that were planted on both Liam and Matilda’s lands should be somewhere around here. Begin your search by looking for the doorway under the wall, leading to the warehouse cellar.


Find the place mentioned in the letter.

OBJECTIVES

- Read the Augustine Tonnelay’s journal.

Items: Augustine the Cooper’s Journal, Key to chest in sunflower fields

Don’t Take Candy From A Stranger (Baw)

Stash Under The Sunflowers

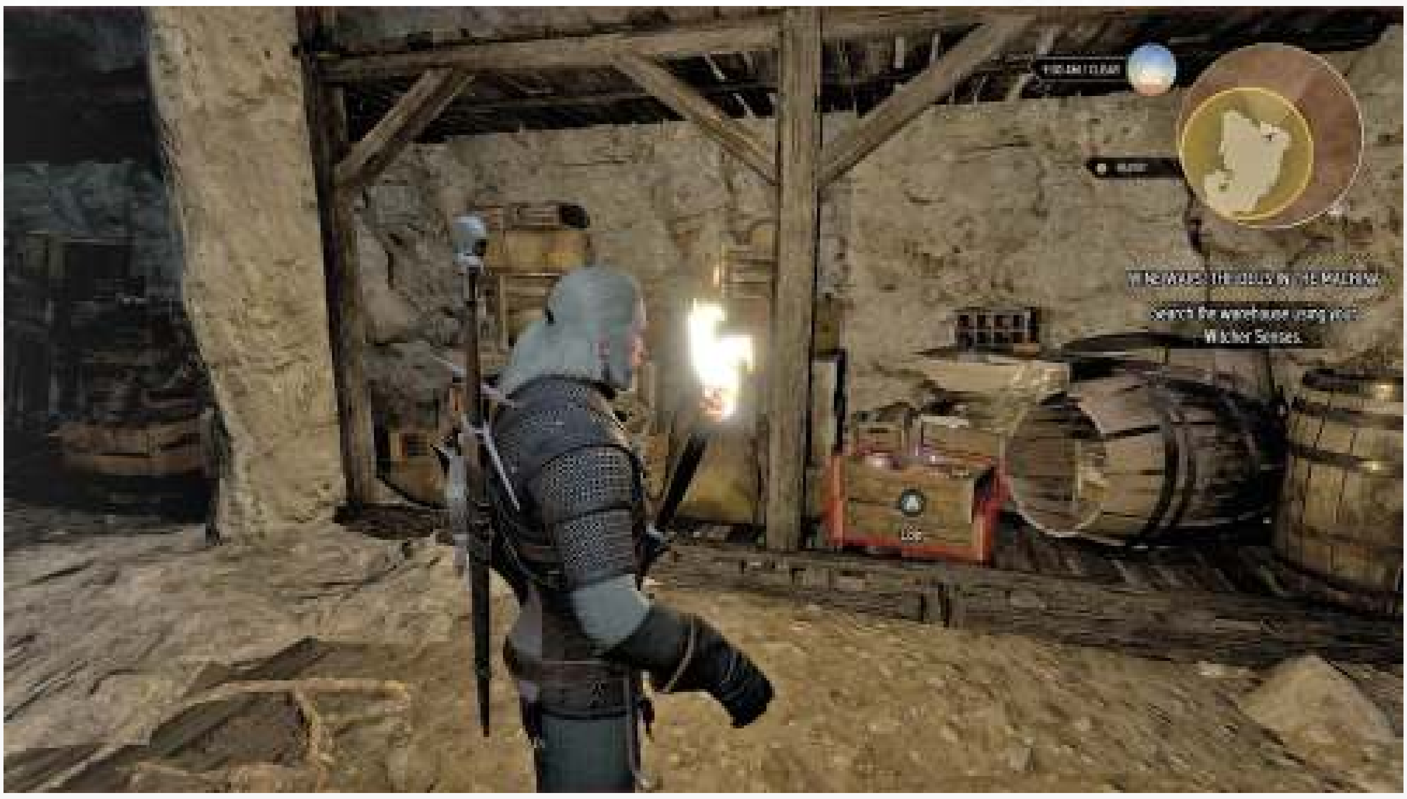
OBJECTIVES

- Find the chest hidden in the sunflower field.

While you’re attempting to complete the Wine Wars quest, or independently of the quest, set off in a southeasterly direction, entering Vermentino Vineyard, and south across the main gathering area (the well), to a patch of sunflowers and long grass. Use your Witcher Senses to uncover a locked chest under the sunflowers, and gather a haul of florens as your reward, as this Treasure Hunt concludes.

Items: Florens

Enter the warehouse cellar, working your way to the earthen-floored rear of the structure, where a sapling seems to have germinated. Fight off the Archespore, then make a careful sweep of the chamber for a crate with a stock-taking report. The report makes illuminating reading, as it reveals who the saboteur is!



Search the warehouse using your Witcher Senses.

Items: Stocktaking report

At any point from now on, you can return to Plegmund’s Bridge and speak with the Ducal Clerk and both vintners. Exclaim the following:

- “I know the saboteur’s identity”: You can present exact evidence regarding who sabotaged both the wineries: Count Crespi himself! The running of the Belgaard estate now passes to both Liam and Matilda: It looks like they’ll have to play nice from now on! This allows both of them to own a stake in the Belgaard winery. Before Wine Wars: Belgaard (Part 2) can be started once all problems in Vermentino and Coronata have to be resolved.

Wine Wars: The Deus In The Machina (Baw)

Taking Stock Of The Archespore Saplings

DANGER ALERT SPOILER ALERT

BAW WINE WARS: THE DEUS IN THE MACHINA

LOCATIONS: Cooper’s Cottage (Unmarked), Vermentino Vineyard (Unmarked)

CHARACTERS: Augustine Tonneliay

ENEMIES: Rotfiends

QUESTING DECISIONS: WHAT THE DEUS?!

This optional quest begins when you’ve made a thorough sweep of both the Guarded Treasure locations during Wine Wars: Coronata and Wine Wars: Vermentino. You need to have acquired and read all the letters (the Orders on elegant stationery, and the Letter on elegant stationery). When the information is correlated, and the brass key from the corpse you found the elegant letter is obtained, this quest commences.

OBJECTIVES

- Search the warehouse using your Witcher Senses.
- Defeat the archespore.
- Talk to Liam and Matilda.

QUESTING DECISIONS

This Treasure Hunt is only available during Secondary Quest: Wine Wars: Vermentino.

Wine Wars: Consorting (Baw)

Strange Bedfellows

DANGER ALERT
SPOILER ALERT
BAW
WINE WARS: CONSORTING

RELATED QUESTS: Secondary Quest: Wine Wars: Coronata, Secondary Quest: Wine Wars: Vermentino, Secondary Quest: Wine Wars: The Deus in the Machina, Secondary Quest: Wine Wars: Belgaard (Part 2)

LOCATIONS: Coronata Vineyard (and surroundings), Vermentino Vineyard (and surroundings), Belgaard Vineyard

CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermentino

OBJECTIVES

- Help Liam and Matilda's consortium (10).
- Return to Liam and Matilda.

QUESTING DECISIONS

This Quest begins once one of the following has occurred:

- You have completed Wine Wars: The Deus in the Machina and spoken to the Ducal Clerk, who awards the Belgaard winery to both Liam and Matilda.
- This quest automatically replaces Coronata and Vermentino quests if they have not been finished yet before Wine Wars: The Deus in the Machina is concluded.

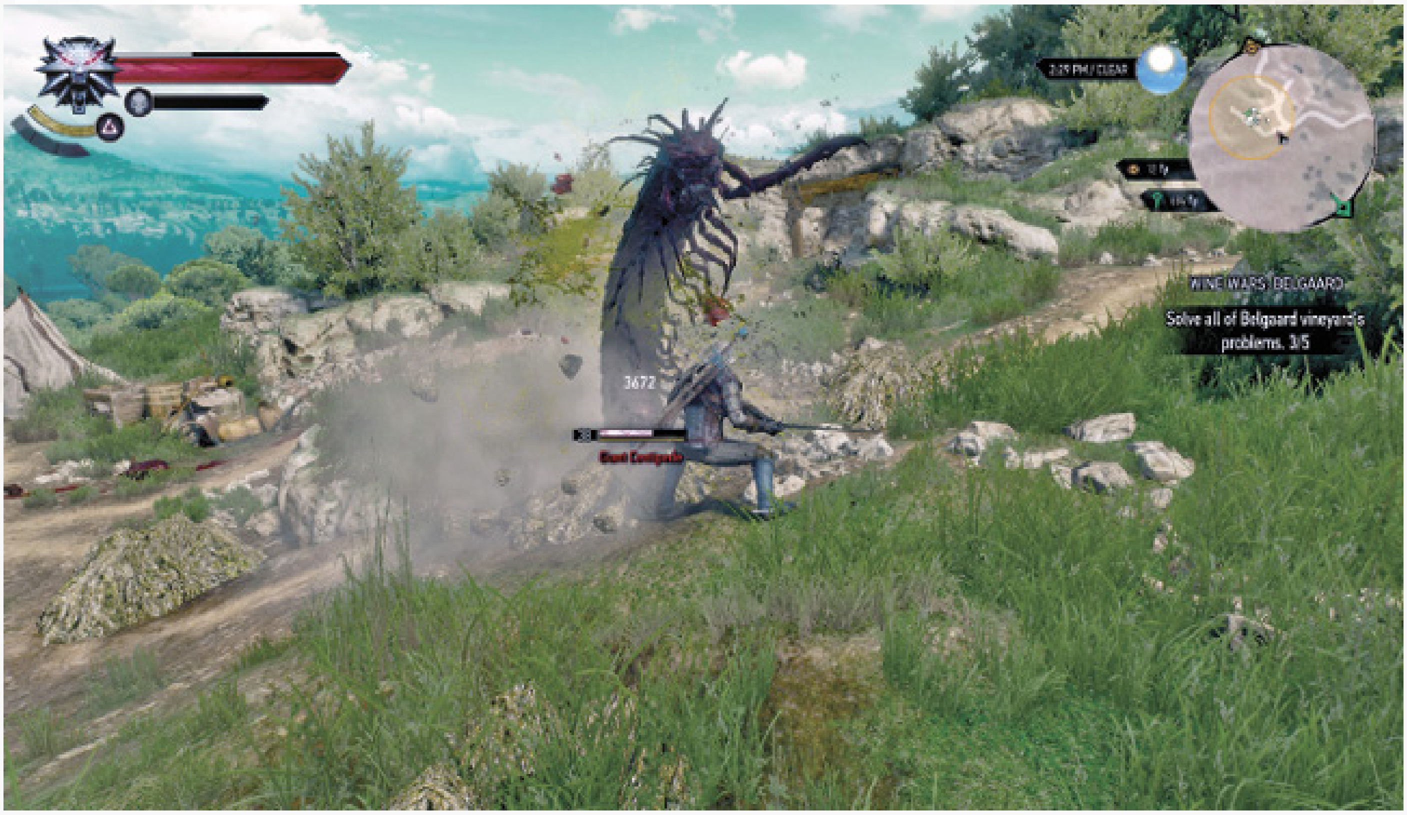
More work for me, I guess...

Over at the Belgaard Vineyard it seems both Liam and Matilda understand that working together, especially with all the additional troubles the Belgaard winery is experiencing, is the only course of action. However, they still require all of the problems in their respective vineyards to be solved. If you haven't solved the five problems in Coronata, and the five problems in Vermentino, now is the time to attempt them. When both their territories are restored to working order, you are paid your agreed sum, and this quest concludes.

Wine Wars: Belgaard (Part 2) (Baw)

Problem Area #4: Guarded Treasure Near Gelenser Farm

On the hillside just west of Gelenser Farm, there's some wonderful views of Beauclair, though the small camp and mine workings at this location has recently been overrun by—what else?—a trio of Giant Centipedes! After slicing them into smaller sections, you can check the camp itself; near the tent are the horrific remains of Gregory Pyxide, the geological surveyor who met his end here. Gather some crowns and a letter from the mess pertaining to be his corpse.


2:29 PM / CLEAR
WINE WARS: BELGAARD
Solve all of Belgaard vineyard's problems. 3/5
3672
Giant Centipede

Items: Letter to Gregory Pyxide

Wine Wars: Belgaard (Part 2) (Baw)

Problem Area #5: Person In Distress At The River Bank

The final problem area to solve is a kidnapped Blacksmith along the river bank, northeast of Termes Palace Ruins. Sure enough, the fellow is in trouble, and it's up to you to remove the threats. In this case, five bandits are ready to be split apart; watch for the archers, including one in the large tent. When you're done beating them to death, you rescue the blacksmith, who's most thankful, and asks if you'll accompany him back to Belgaard. Oblige, as you automatically arrive back at the Winery, and can purchase from him as he becomes a new merchant (and can craft Master-level weaponry!). In addition, you ask how he was captured.

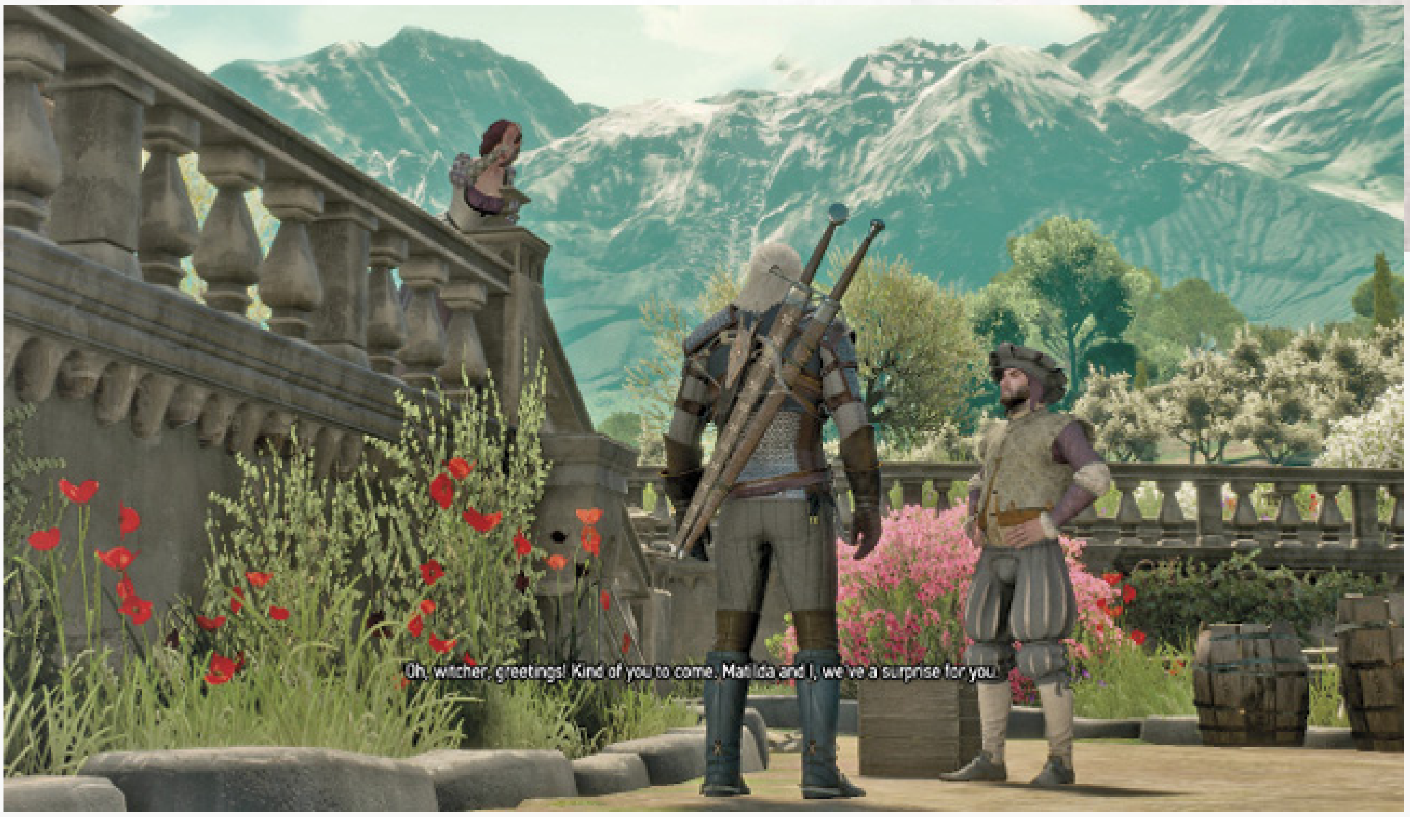
Wine Wars: Belgaard (Part 2) (Baw)

Dethroning Est Est With Abottle Of Plonk

OBJECTIVES

- Go see Liam and Matilda.
- Wait three days, then go see Liam and Matilda.

Back at the Manor, stride onto the stone balcony for an incredible view, and inform Liam and Matilda that their problems with the Belgaard winery are over. Now they are deeded the place, they seem to have grown a little fonder of each other, and after handing over your payment, they gleefully tease you to return here in three days. Either Meditate or return when the quest objective updates, and return here, where you're honored by the vintners offering to name a variety of wine after you! Choose the name of the wine as you wish, and expect crates of it to show up at Corvo Bianco periodically, now this quest is finally over.



Oh, witcher, greetings! Kind of you to come. Matilda and I, we've a surprise for you.

Items: Crowns (900), Geralt of Rivia, Butcher of Blaviken, White Wolf (wine)

Wine Wars: Belgaard (Part 2) (Baw)

Bludgeoning Bandits And Eradicating Insects

DANGER ALERT
SPOILER ALERT
BAW
WINE WARS: BELGAARD (PART 2)

OBJECTIVES

- Solve all of Belgaard vineyard's problems (5)

RELATED QUESTS: Secondary Quest: Wine Wars: Coronata, Secondary Quest: Wine Wars: Vermentino, Secondary Quest: Wine Wars: The Deus in the Machina, Secondary Quest: Wine Wars: Consorting

LOCATIONS: Coronata Vineyard (and surroundings), Vermentino Vineyard (and surroundings), Belgaard Vineyard, Hortense Estate, Tilly Field (Unmarked)

CHARACTERS: Ducal Clerk, Liam de Coronata, Matilda of Vermentino, Gregory Pyxide, Master Blacksmith

ENEMIES: Endrega Workers, Endrega Warrior, Giant Centipedes, Bandits

QUESTING DECISIONS

This Quest begins once ONE of the following has occurred:

Wine Wars: Coronata is complete OR

Wine Wars: Vermentino is complete OR

Wine Wars: Consorting is complete

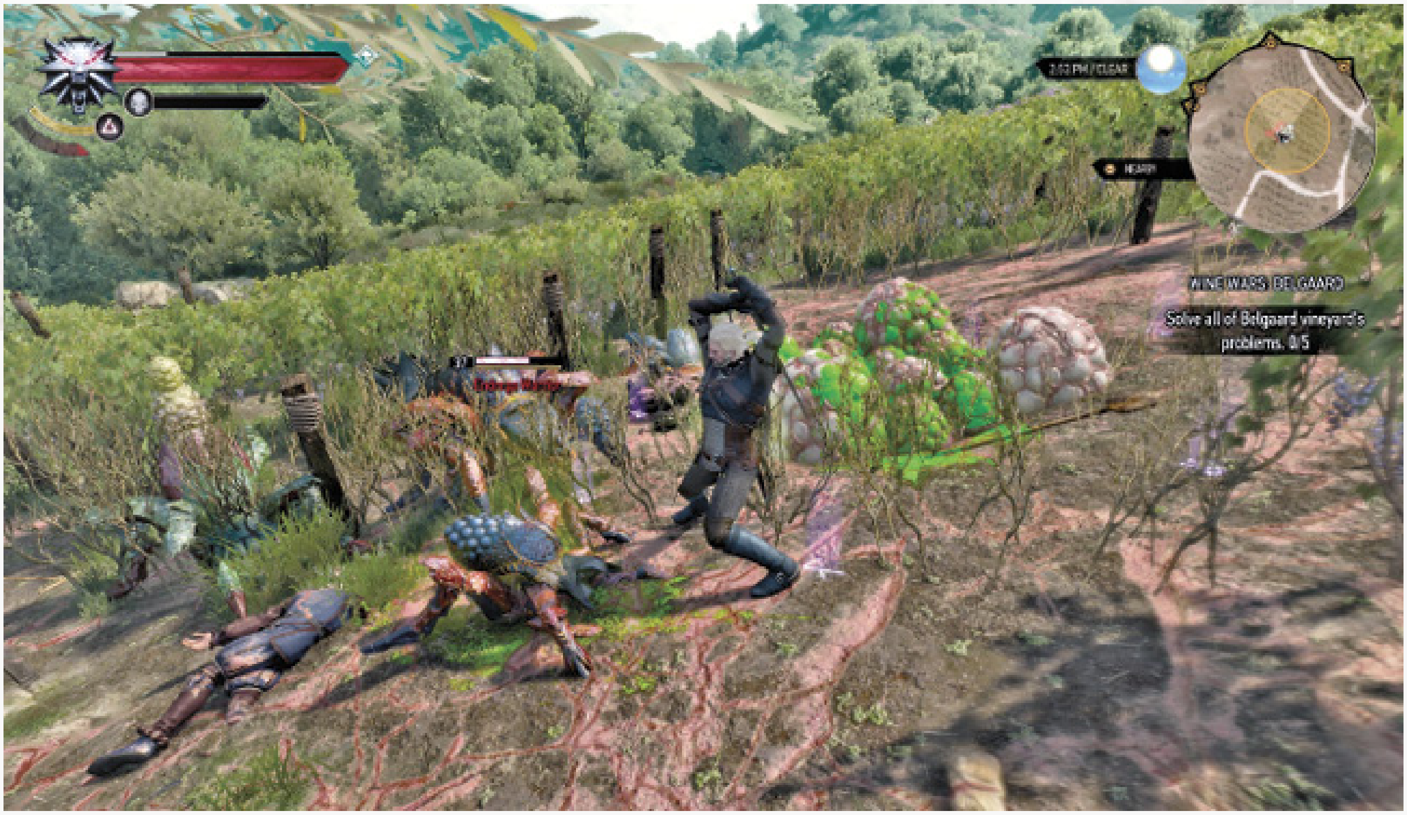
Feel free to solve the following five problems in any order you wish; they are presented as an optimal path with minimal backtracking. Note you do not need to visit the Bergaard Vineyard at any point until the problem areas are neutralized.

Down south in the Caroberta Woods, the Ducal Clerk presents your vintner chums with a brand new challenge; one that will take both their collective competence as vineyard owners: The restoration of Belgaard Manor and its surroundings! What was supposed to be a wondrous gift and source of moneymaking to Liam or Matilda is more of a mill-wheel around their necks, especially as they're now in this together! The Clerk speaks of workers dying on their rounds, monsters prowling about. You're asked to help, naturally. Agree or bargain a better fee; then the quest begins.

Wine Wars: Belgaard (Part 2) (Baw)

Problem Area #1: Vineyard Infestation In The Wine Orchard

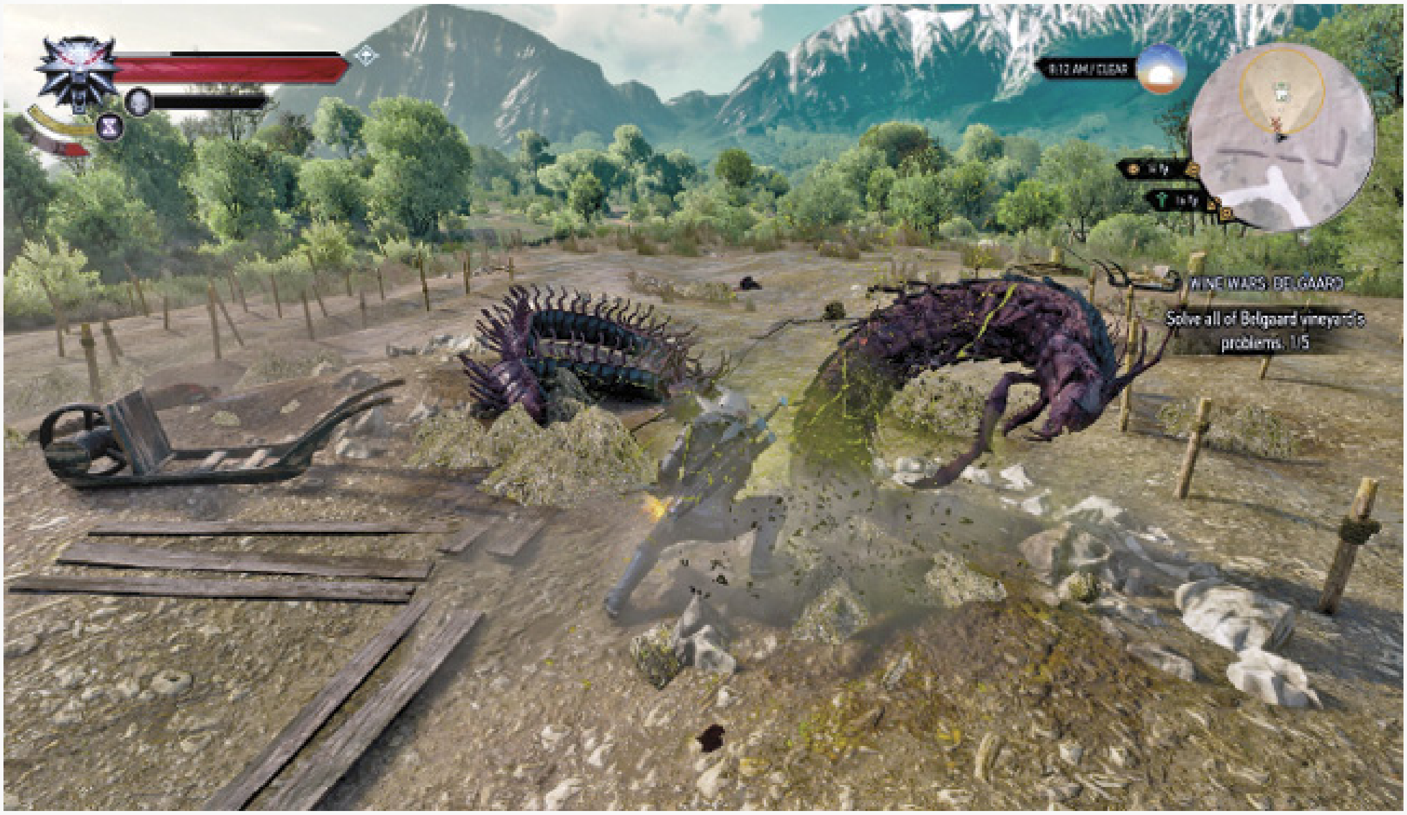
Just northeast from Belgaard Manor itself, down the hill in the wine orchard, is a Vineyard Infestation; it's a little more than a case of blight, as a trio of Endrega Workers and a Warrior have made their nest among the grapes. Tackle these giant insects and drop a bomb down into their nest to ensure the infestation is wiped out.


2:52 PM / CLEAR
NEARBY
Endrega Warrior
WINE WARS: BELGAARD
Solve all of Belgaard vineyard's problems. 0/5

Wine Wars: Belgaard (Part 2) (Baw)

Problem Area #2: Abandoned Site At Tilly Field

Due south of the Belgaard Vineyard, and southeast of the Hortense Estate is Tilly Field, where some of the finest wines in Toussaint were being readied to grow before an infestation of Giant Centipedes. There are four of these colossal pests to remove from this farmland, after which, Belgaard's workers return to till the land.



WINE WARS: BELGAARD

Solve all of Belgaard vineyard's problems. 1/5

Wine Wars: Belgaard (Part 2) (Baw)

Problem Area #3: Monster Nest At The Stone Outcrop

Almost due east of Tilly Field, and southeast of the village of Francollarts, is a small outcrop of stone, where many of the walls dotted around Toussaint was quarried from. Now this area is home to four Giant Centipedes and a nest to bomb. Remember you have the ground above and around the nest to retreat and attack from, if melee combat gets too sticky.

The Words Of The Prophets Are Written On Sarcophagi (Baw)

Worship Ye Nearing Quietus

DANGER ALERT SPOILER ALERT

BAW THE WORDS OF THE PROPHETS ARE WRITTEN ON SARCOPHAGI

RELATED QUESTS: Scavenger Hunt: Grandmaster Manticore Gear
LOCATIONS: Prophet Lebioda Statue
CHARACTERS: The Great Beggar
ENEMIES: The Great Beggar

OBJECTIVES

- Find an empty sarcophagus and place the bones in it.

QUESTING DECISIONS

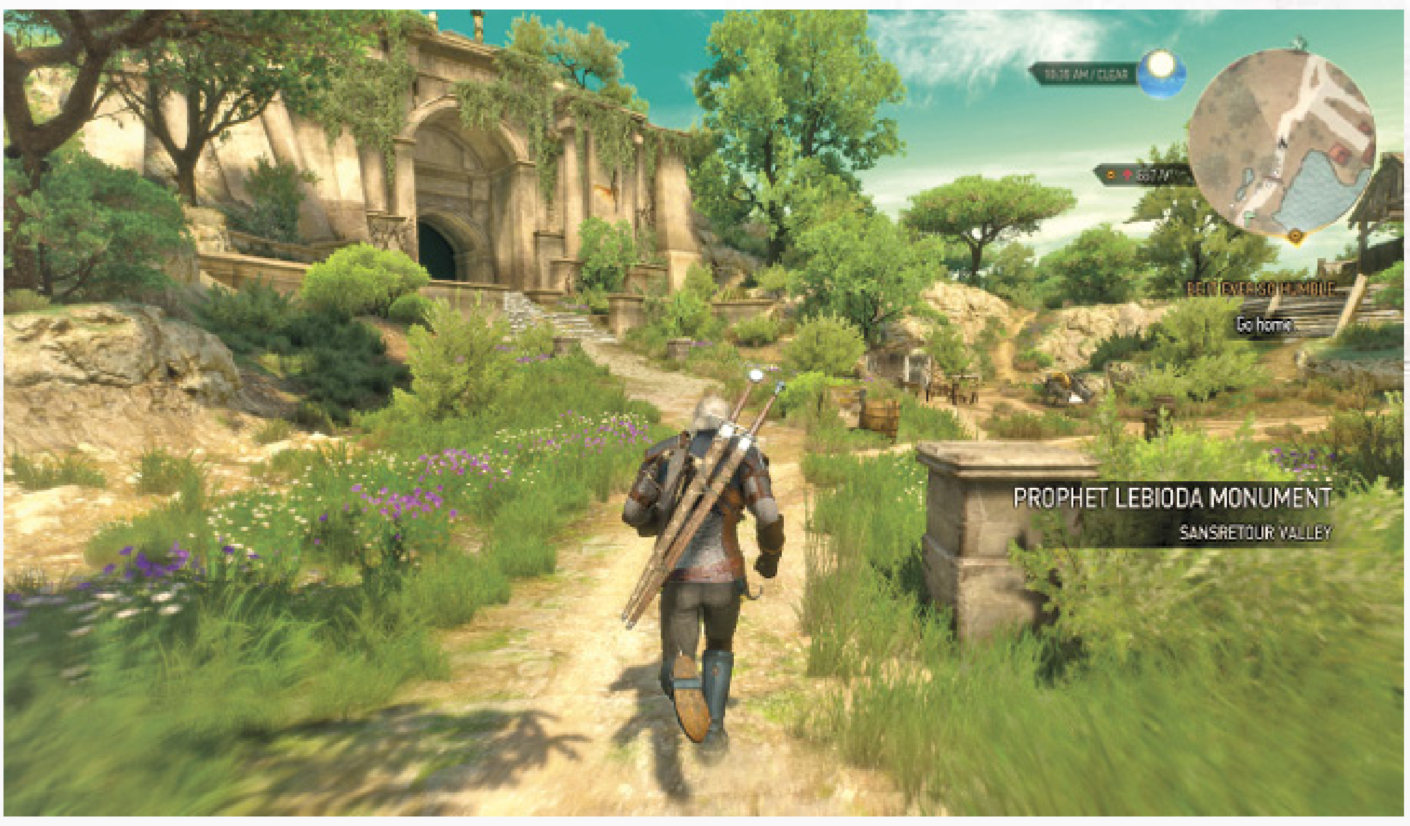
This Quest is accessible at any point during your adventuring across Toussaint. It is recommended you begin this quest during Scavenger Hunt: Grandmaster Manticore Gear.

While inspecting the monumental statue to the great prophet Lebioda in the Sansretour Valley (along the western shores of this river), head into the silent temple itself, just west of the statue. The place is seemingly empty, but a quick crack of the weakened (and sealed) archway wall allows passage into a hidden vestibule.

Here, you awaken a tormented spirit; a specter of the Great Beggar, who immediately attacks. Treat him as you would a specter (in terms of coating your blade in specter oil), but watch his staff attacks. Step back so you aren't staggered by his area-of-effect shockwave, and parry his staff strikes.

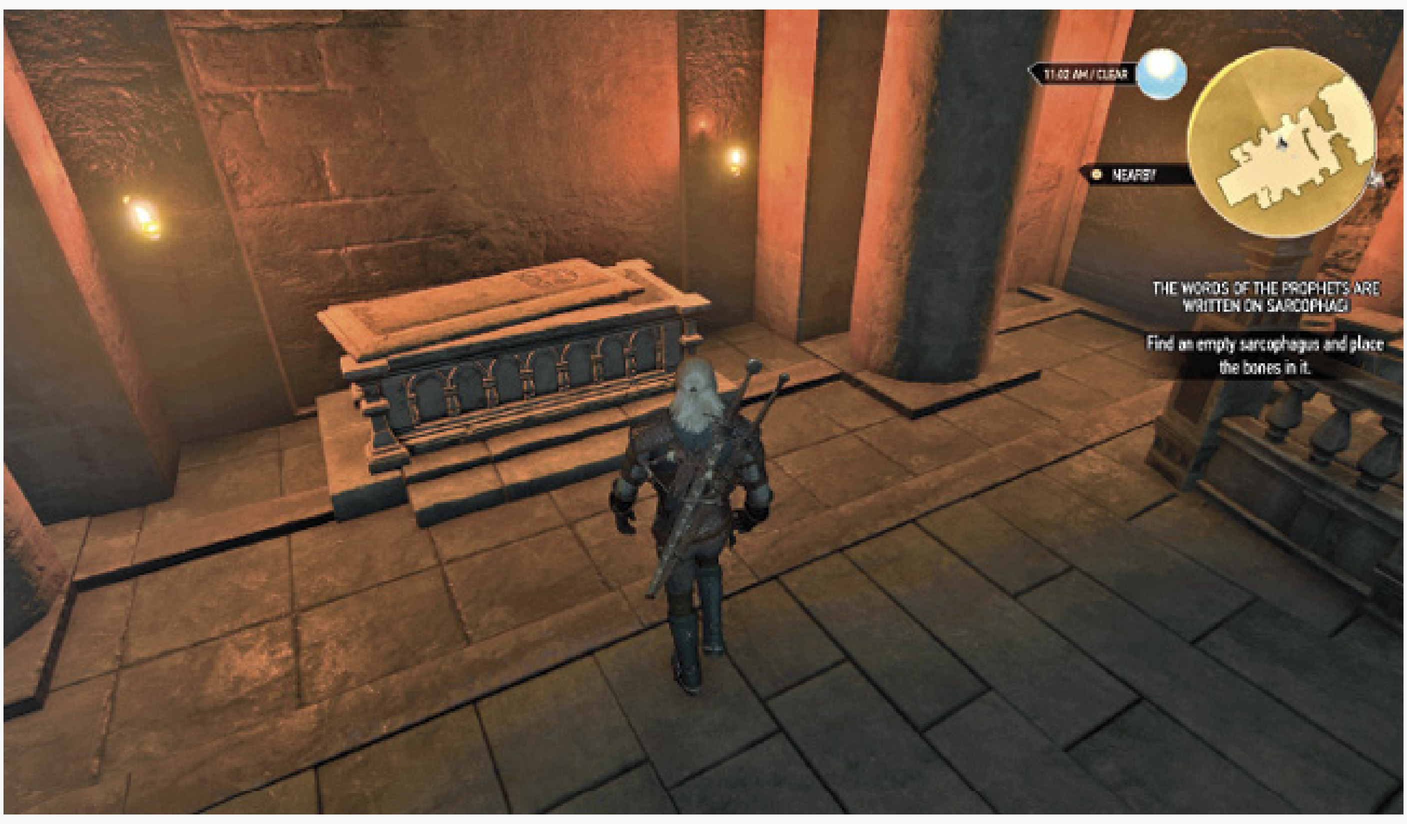
Using Quen to absorb these magical attacks, and following up with swordplay (or Aard), allows you to dismiss this strange specter.

Search the room. Aside from some Manticore Witcher gear on a small table in the raised area, there are also bones of the Great Beggar, and reading material in a nearby chest that revealed that this wandering hermit had foretold Lebioda's coming, until his fate was sealed. Literally.



Items: Bones of the Great Beggar

Gather the bones, and locate the empty sarcophagus to the side of the entrance chamber (the one with its lid slightly open), and inter the bones there, so the spirit of the great beggar may finally rest. The quest now concludes, but further revelations about the beggar can be found during the scavenger hunt.


11:02 AM / CLEAR
NEARBY
THE WORDS OF THE PROPHETS ARE WRITTEN ON SARCOPHAGI
Find an empty sarcophagus and place the bones in it.

Big Feet To Fill (Baw)

Following Saint Lebioda's Footsteps

DANGER ALERT SPOILER ALERT

BAW

BIG FEET TO FILL

RELATED QUESTS: Contract: Bovine Blues

LOCATIONS: Ardaiso Quarry, Lebioda's Footsteps (Five Locations), Prophet Lebioda Statue

CHARACTERS: Foreman Pafnuzio, Workers, Merchant, Architect

ENEMIES: Bandits, Wolves, Spriggan, Kikimores

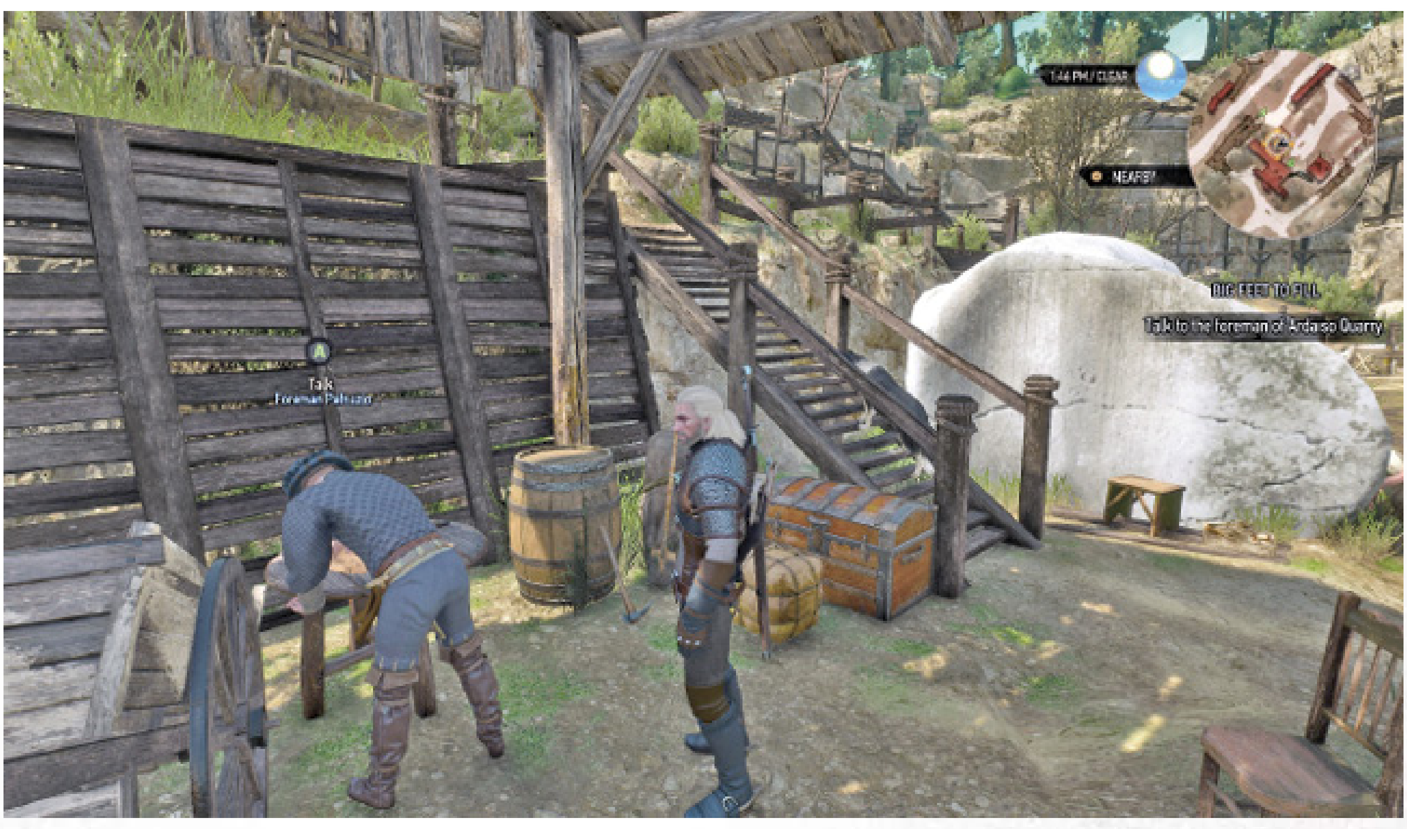
OBJECTIVES

- Talk to the foreman of Ardaiso Quarry.

QUESTING DECISIONS

This Quest is accessible once Witcher Contract: Bovine Blues is completed. It automatically begins after the conclusion of that quest.

Now you've solved the mysterious flying cow of Ardaiso Quarry, you can return to speak with Foreman Pafnuzio at his lean-to hut on the lowest level of the sprawling Ardaiso Quarry. Dotted around this gigantic hole in the ground are supremely-carved sections of stone that appear to be part of a gargantuan monument. Previous chats with the Foreman have revealed worker caravans taking these sections to the build site have simply vanished: Ask Pafnuzio what that means, and he tells you more than a dozen wagons reached the building site, but five were lost along the way; including tools, food, building materials, and even the chief architect! Pafnuzio begs you to help quickly; he has some hard taskmasters financing the creation of this monument to Lebioda.



OBJECTIVES

- Help all the builders who are working on the monument (5).

SAINT LEBIODA'S FOOTSTEPS

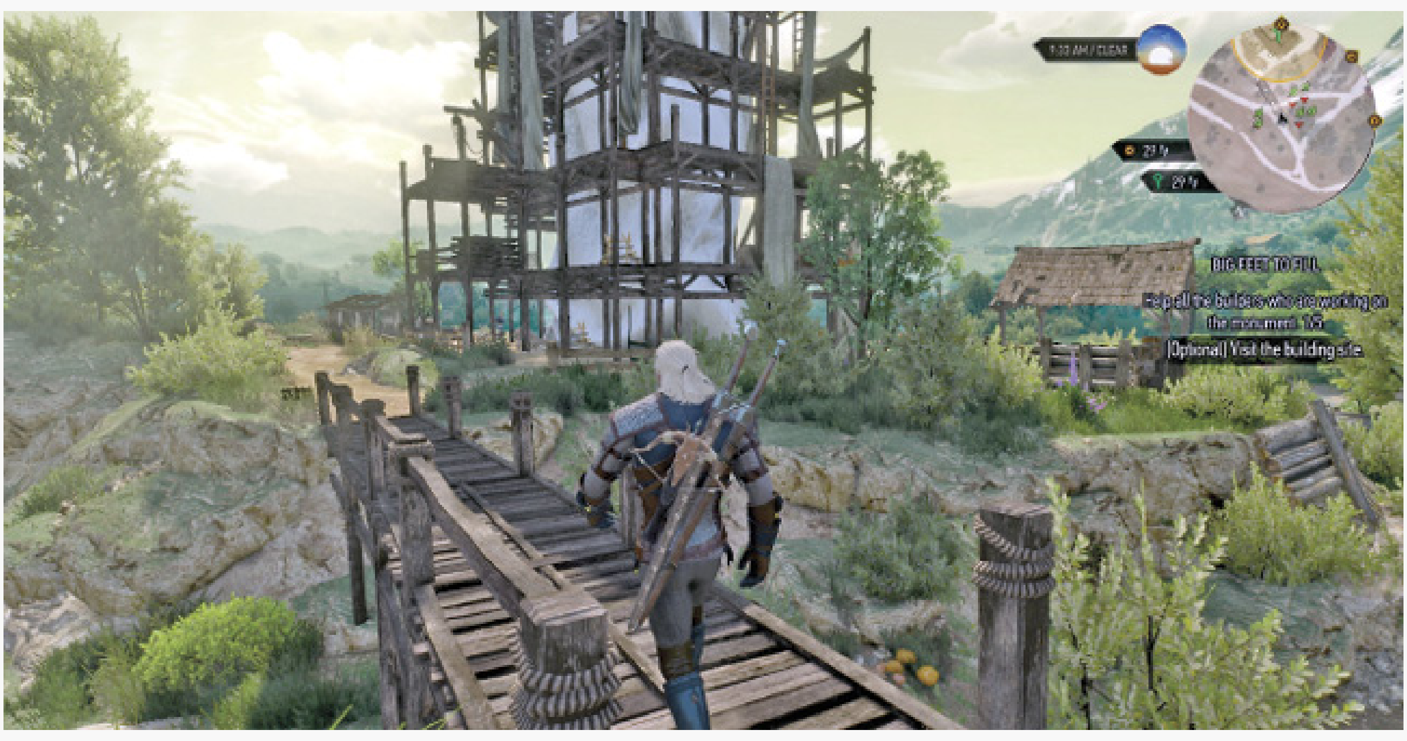
New map locations marked with a statue of Lebioda appear on your World Map (and this guide's maps) to indicate places where transports carrying materials needed to finish Saint Lebioda's statue or engineers responsible for its construction have run into trouble. For each one you provide with aid, another section of the giant statue shall be erected, until finally a wonder of the world is unveiled!

Feel free to approach each of the five Lebioda map areas in any order you wish; the following lists each in a numbered path based on Secondary Quest naming, though you can investigate each of the five transports at any point during your adventures across the Vedette Valley into the Sansretour Valley. As soon as you reach each Caravan Transport group, a new Secondary Quest begins. These are detailed below.

OBJECTIVES

- (Optional) Visit the building site.

This optional objective enables you to locate the Prophet Lebioda Statue signpost, and inspect the massive monument to the deity currently under construction. It matters not when you visit this construction site (though before the last Transport Caravans is recommended, or this objective isn't available any more). If you've finished Bovine Blues and one of the Trasport Caravan quests, Foreman Pafnuzio is there, fretting about construction costs and deadlines to make. This gives you a chance to simply stare at the monumental statue, at any time during construction.


1:32 AM / CLEAR
29 ft
29 ft
BIG FEET TO FILL
Help all the builders who are working on the monument 1/5
[Optional] Visit the building site

Father Knows Worst (Baw)

Dizzards! Scoundrels! Tartmongers!

DANGER ALERT
SPOILER ALERT
B&W
FATHER KNOWS WORST

LOCATIONS: The Gran'Place, Albertus Grotto (Monster Den)
CHARACTERS: Auguste Monnart, Lucien Monnart, Hugo Monnart, Hunters
ENEMIES: Kikimore Workers, Kikimore Warrior, Hunters

OBJECTIVES

- Talk to the men who gave you the contract.

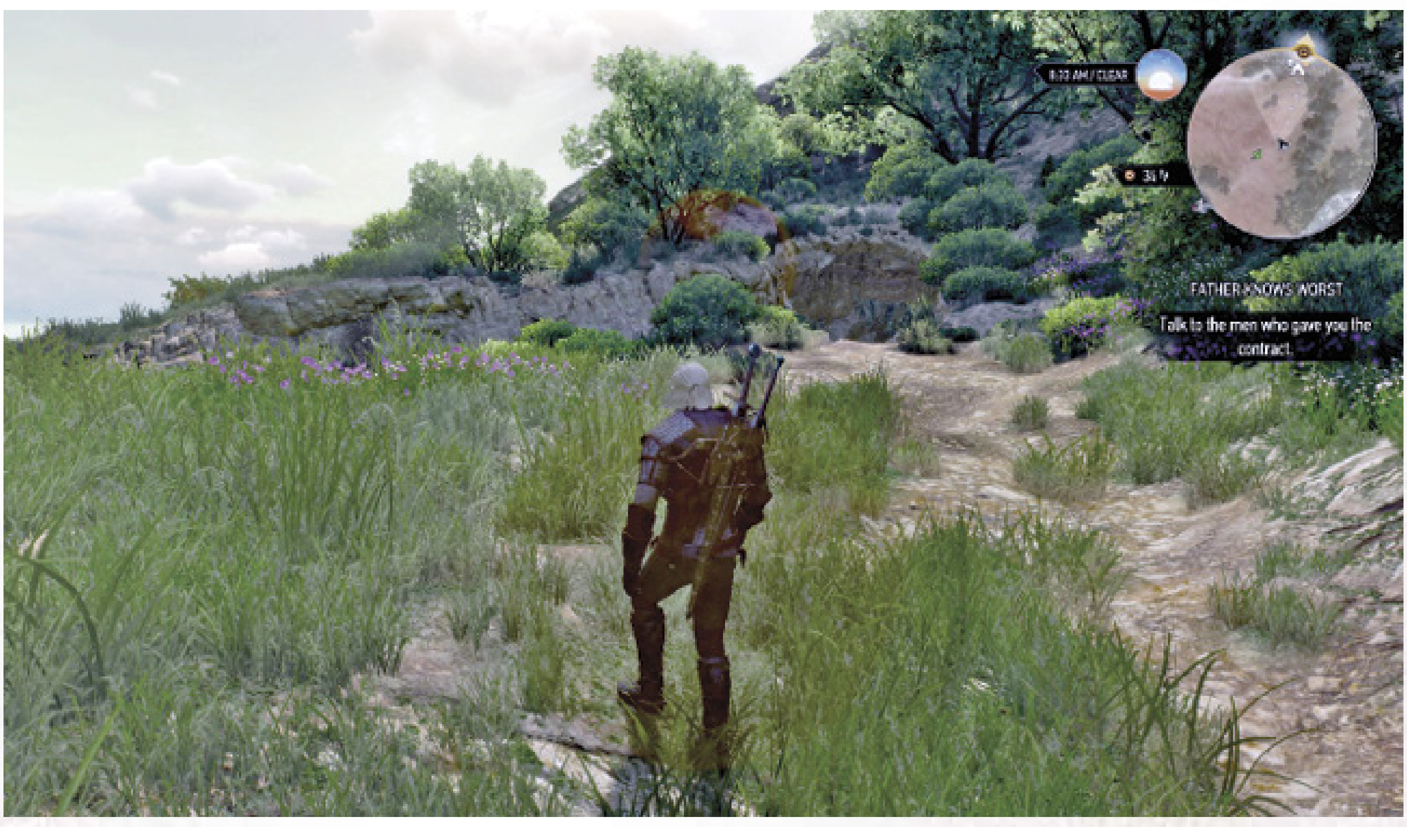
QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest can begin in one of two ways:

You can read the following missive pinned to a Notice Board, such as the one at The Gran'place (Beauclair), entitled "Armed Escort Wanted!" which requests a hired hand to protect an exploration into the Albertus Cavern.

You visit the Albertus Cavern itself, an unmarked cave complex, and meet two of the brothers Monnart at the entrance.

The three brothers Monnart are currently requesting help from a known Monster Den deep in the western Gorgon Foothills Territory, due north of the Rioux-Cannes Outpost, and reasonably easily accessible from the Beauclair Palace Signpost, and a romp northwest. Atop the hill the cavern is buried under, expect an encounter with a flock of Harpies. This is optional, and you can dash in from the opposite direction if you wish. Step into the hole in the ground known as Alberstus Grotto, where you hear two voices screaming for help.



Auguste and Lucien Monnart arrive panting from inside the cave, claiming their brother Hugo is still inside. You can optionally ask why they are here, what attacked them, if they're the ones that wrote the notice (if you you read it), and then agree to help (for an increased fee if you wish). Though their answers are vague (they don't know what attacked them, for example), you can't tell if they're being purposefully evasive, or are simply out of their depth. Enter the cave.

Auguste Monnart

Lucien Monnart

OBJECTIVES

- Find out what happened to the missing brother.
- Defeat the Kikimores.
- Using your Witcher Senses, look for signs of Hugo.

Though the Knights Errant deemed this area safe, they obviously missed the Kikimore nest you uncover as you progress into the large subterranean cavern. Expect around five Workers and a Warrior to contend with. Afterward, burn any egg clusters you see, use Aard to break through some rubble in the southeast wall if you wish, and conduct a thorough search of the immediate cavern area. There's a tunnel high above you at the end of the large initial cavern (to the southwest), but it's for exiting back here. Close to some eggs, at the southern end of the chamber, you can discover the following:

- A dropped sword with fresh blood on the blade. Was this Hugo's weapon?
- A trail of blood. It could be that Hugo is wounded.

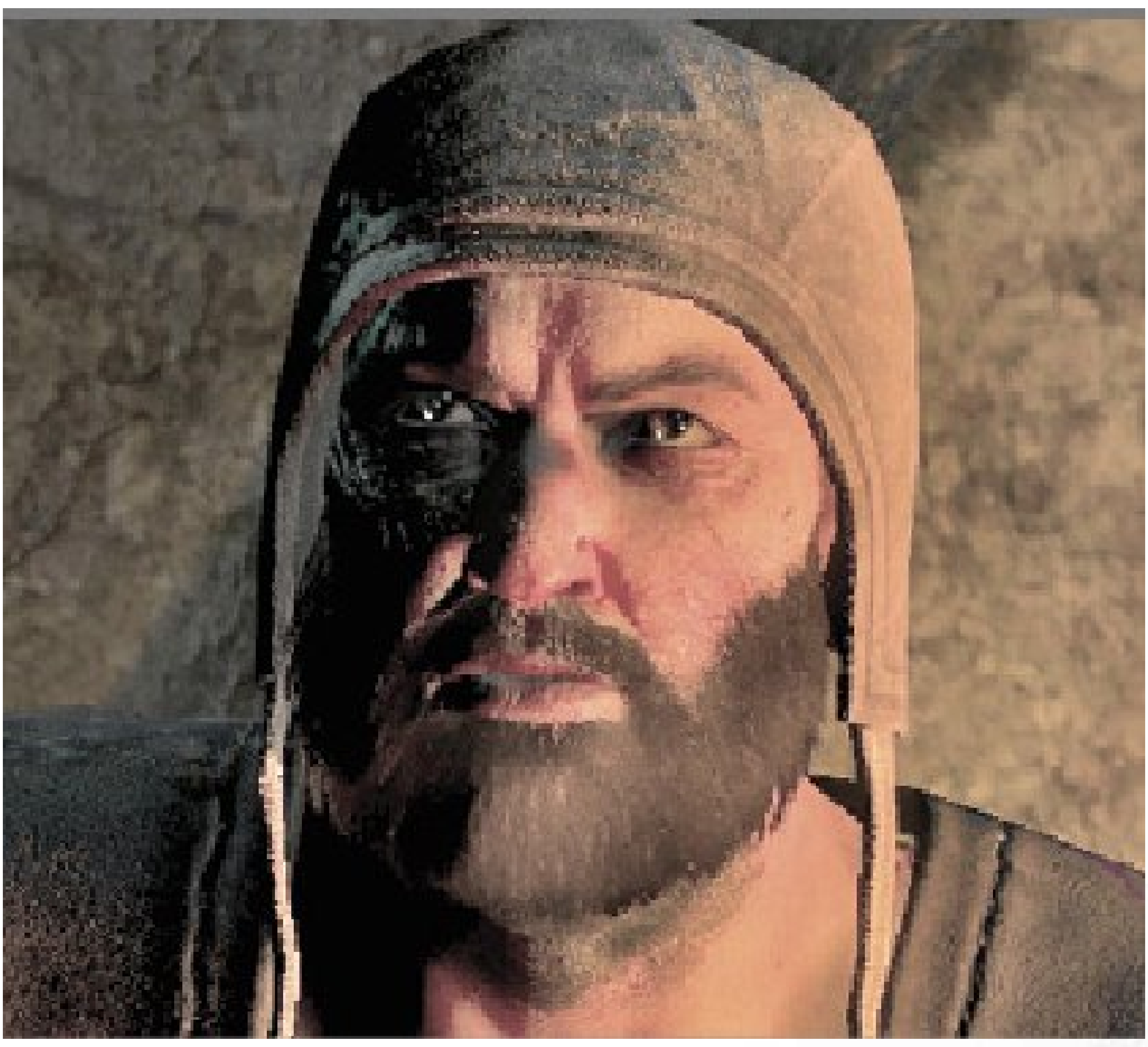
Follow the trail of blood, climbing up a rocky ledge and look for a hand print that hasn't even dried. Follow the splatters of blood into a cavern with a natural hot spring. In fact, the water in this pool is so hot, it's likely to boil you alive without protection! Thouogh you could cast Quen and dive in, ignore the water for a moment, and work your way to the right (northwest), passing the stalagmites daubed in blood, to a secondary cavern where you spy a man slumped against the rock wall.

Father Knows Worst (Baw)

Parts Unknown

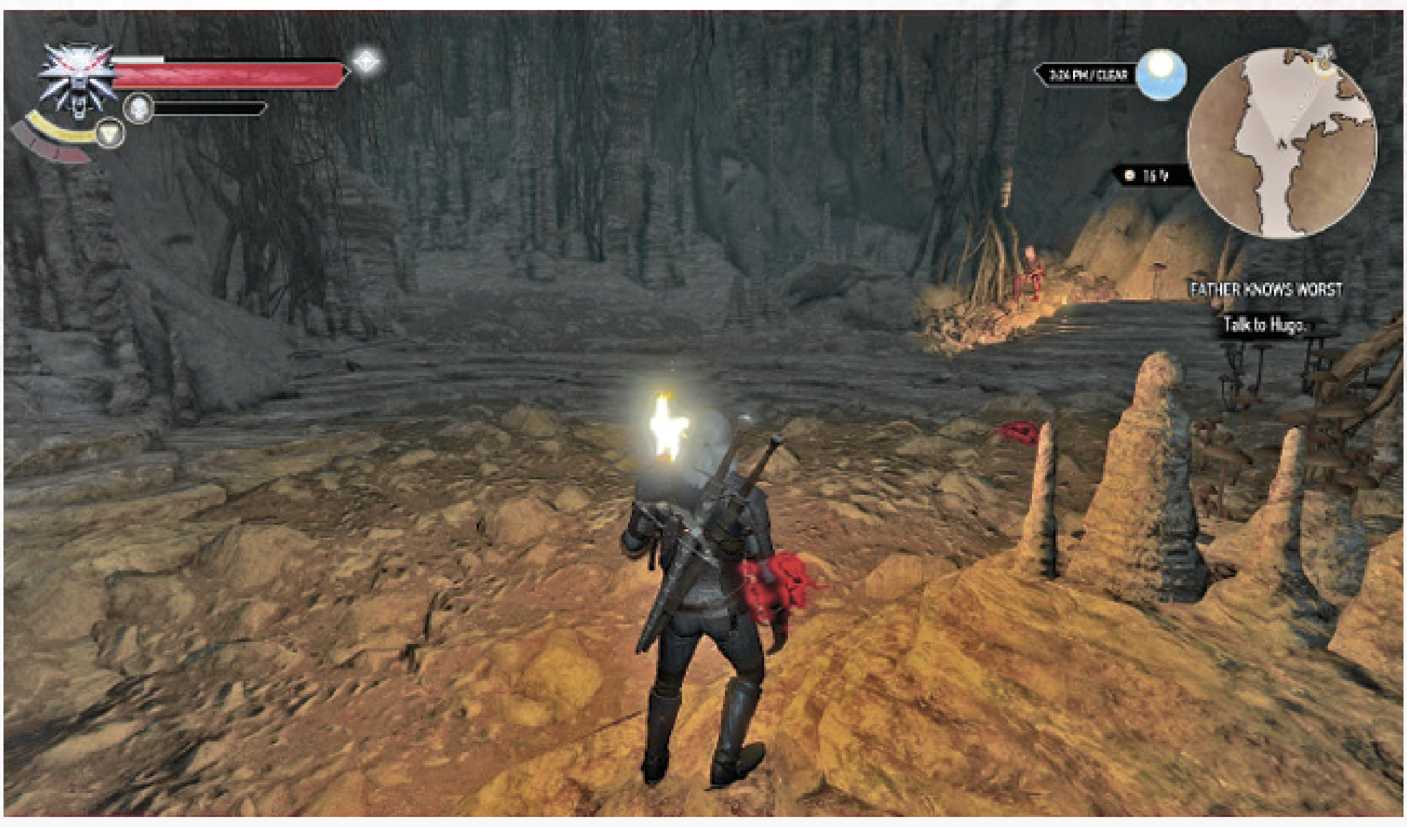
OBJECTIVES

- Talk to Hugo



Hugo Monnart

Hugo doesn't look happy, and he's even less thrilled when he sees you, thinking you're here to "finish him off" after his brothers attacked him. Answer as you wish, before Hugo explains his father, Victor Monnart (a famed cognac distiller), forced his three sons to work together before he passed.



To this end, he broke down his fabled still into three parts, hiding each one with a message to each son regarding a part's location. When Hugo's brothers learned the last part of the still was hidden here, he was "cut" out of the business.

An argument ensues, which woke the beasts, and the brothers fled for the surface, while Hugo hid here. You can ignore the story about the still, or ask more about it; choose the latter, and Hugo tells you the still is likely to be in this cavern; at the bottom of that hot pool. You can agree to help find the still part in return for a discount on his cognac.

- If you couldn't care less about the still, you simply skip the following objective, and escort Hugo out of the cavern.

- If you agree to find the still, the following objective becomes active:

OBJECTIVES

- Retrieve the missing part from the lake.
- Return the filter to Hugo.

Walk toward the edge of the boiling lake, and use your Witcher Senses from the dry land to peer into the depths until you spot the red glowing still filter. This way, you can minimize the swimming you need to do in this highly-damaging water. Now cast Quen, so you're not boiled alive. Dive into the lake, retrieve the still, and surface again quickly, before returning to Hugo. He promises a discount once the tavern gets up and running, and offers a small reward for your troubles.

Items: Still filter, Crowns (100)

Father Knows Worst (Baw)

End: Managing The Monnarts

You return to the surface, and spy Auguste and Lucien conversing with a group of meaty-looking gentlemen. Hugo is sure these are hired thugs sent to kill him. He asks if you wouldn't mind killing everyone, then (after you question him) asks you to spare his brothers. Answer with one of the following:

THE BROTHERS GRIM

OBJECTIVES

- Defeat your opponents.

- "Yeah, I'll make sure you're not hurt." You draw your weapon, and much to the confusion of the other two brothers, you teach everyone some decency; a fight is automatically assured. Although you may notice you're attacking a group of Huntsmen, and not bandits. Slice your way around six of them, including a couple of archers you may need to chase and slaughter.

Auguste and Lucien lie wounded (but not dead; you automatically made sure your incapacitating blows didn't kill them), and Hugo tells you the split between him and his brothers is now more of a fissure. This also occurs if you didn't fish out the still filter. He's off to hang a shingle in the market and sell wine. Or perhaps leave Toussaint altogether. Whatever the case, you part ways and the quest concludes.

Afterward you can find Hugo running a small stall in the Gran'place. He doesn't have much to offer but relates the aftereffects of the brothers' feud.

THE BROTHERS KIN

- "No one dies. Not today." With you by his side, Hugo and his two brothers bury the hatchet, figuratively for once, as their little altercation in the cavern has lead them to realize they must work together as Father wished it. You can ask about the "muscle" they brought with them; Auguste explains these fellows are some hunters they saw nearby, and who came to aid them. All that remains now is the payment for your services. The quest then concludes.

Items: Crowns (300)

Afterward, assuming you found the still filter, you can visit the three brothers Monnart over at the Clever Clogs Tavern in Beauclair (pictured), which now has three additional barkeeps; though speak to Hugo if you want to purchase some discounted cognac.

Big Feet To Fill: The First Group (Blood and Wine)

Bringing Death To The Woodland Brigands

RELATED QUESTS: Secondary Quest: Big Feet to Fill

LOCATIONS: Lebioda's Footsteps (Location #1)

CHARACTERS: Workers

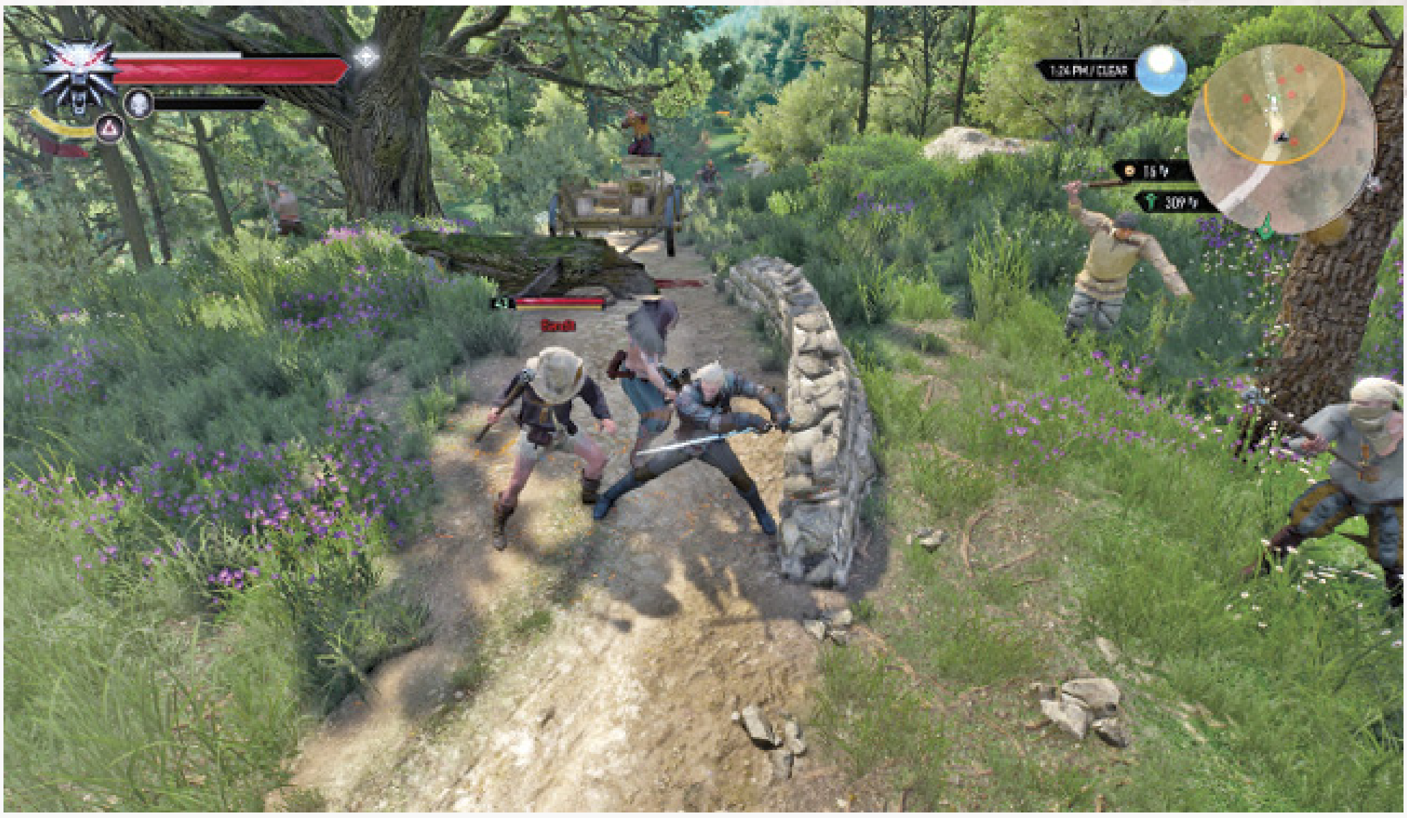
ENEMIES: Bandits

OBJECTIVES

- Help the workers defeat the bandits.

Along the road running north and east from Fox Hollow is a wooded hillock where one of the caravans has been stopped by bandits. The workers are putting up some resistance against these foes. Help the workers by identifying and slaying the seven bandits in the area.

At least two of them are archers, and the low stone wall along with the wagons blocking your path means moving to the bushes and long grass to complete the culling is a fine idea. Afterward, one of the workers speaks to you, and prepares to set off for the build site now that you've rescued everyone.



Big Feet To Fill: The Second Group (Blood and Wine)

Hair Of The Wolf

DANGER ALERT SPOILER ALERT

B&W

BIG FEET TO FILL: THE SECOND GROUP

RELATED QUESTS: Secondary Quest: Big Feet to Fill

LOCATIONS: Plegmund's Bridge, Lebioda's Footsteps (Location #2)

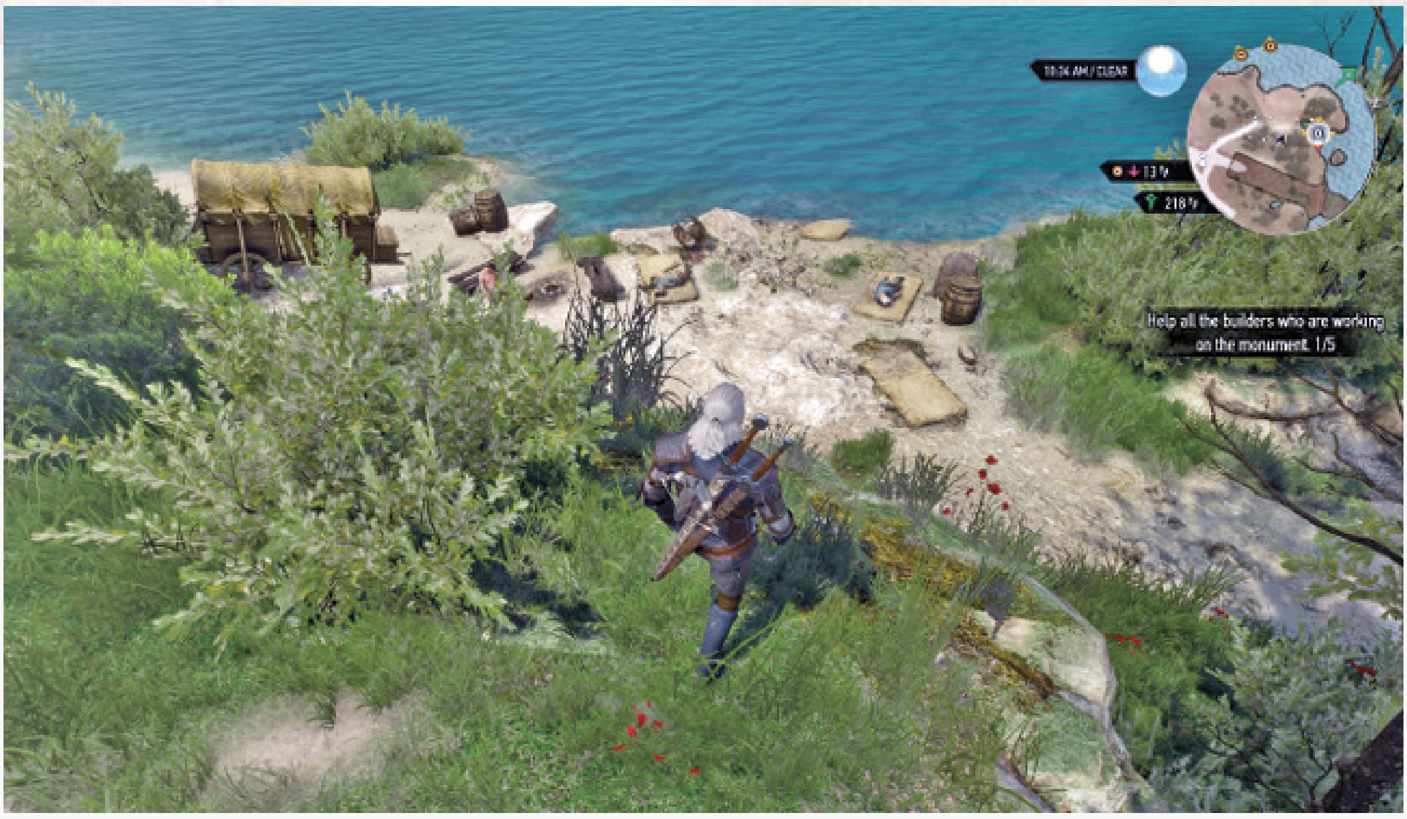
CHARACTERS: Workers, Architect

OBJECTIVES

- Wake up the drunk workers (5).

Across the Plegmund's Bridge on the western banks of the river, you spot one of the wagons by the northwest shoreline. Investigate, and it appears a quintet of workers are sleeping off the mayhem of a previous night's drinking. Approach and talk to each of the workers and raise them from their slumber. The first three are easily spotted on the beach.

The architect is leaning on the second wagon, a little farther along the bank to the main river's edge. The last, more cunningly-hidden worker is behind a small thicket of bushes by the water, on the river's edge overlooking Plegmund's Bridge. If you can't find any of these workers, use your Witcher Senses to listen for pulses of sound from their snoring. Once all five fellows have shuffled to an upright position, the architect mentions a broken wagon that will be repaired, concluding this search.



Big Feet To Fill: The Third Group (Blood and Wine)

Crossing A Spriggan's Threshold

DANGER ALERT SPOILER ALERT

B&W BIG FEET TO FILL: THE THIRD GROUP

RELATED QUESTS: Secondary Quest: Big Feet to Fill

LOCATIONS: Lebioda's Footsteps (Location #3)

CHARACTERS: Worker

ENEMIES: Wolves, Spriggan

OBJECTIVES

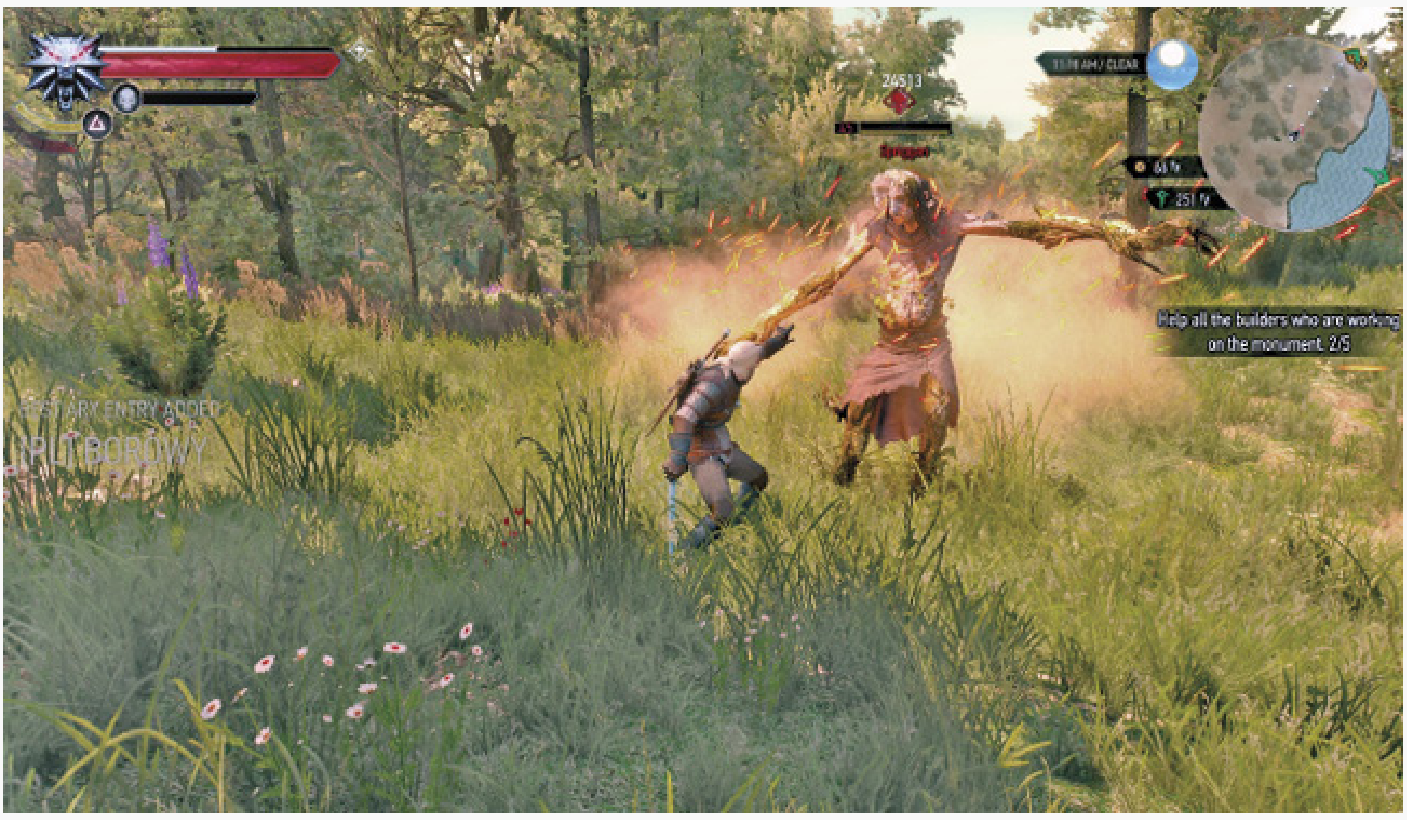
- Examine the marks around the abandoned wagons.
- Follow the worker's footprints.

At a crossroads close to an inlet shore of the river, almost due north of Castel Ravello Vineyard, is a right mess, signs of carnage and three prowling wolves to slay. Afterward, an examination of the area is in order, using your Witcher Senses. Something strong smashed the horse's bones. A second horse is ripped to shreds. And there are tracks in the long grass; deep prints and blood; someone was trying to get away. Follow the prints heading roughly southeast, until you stumble into a Spriggan attempting to burrow into a dirt mound.

OBJECTIVES

- Kill the Spriggan.
- Explore the entrance to the cavity.

This fearsome monster of the woods turns its attention on you! Face this frightening foe in combat, learning the techniques detailed of the Bestiary if you need help defeating it. With the Spriggan cut down, use your Witcher Senses to inspect the burrow in the ground the beast was interested in. You coax a worker out, and complete this task.



Big Feet To Fill: The Fourth Group (Blood and Wine)

Killed By Kikimores

DANGER ALERT BAW SPOILER ALERT

BIG FEET TO FILL: THE FOURTH GROUP

RELATED QUESTS: Secondary Quest: Big Feet to Fill

LOCATIONS: Lebioda's Footsteps (Location #4)

ENEMIES: Kikimore Workers, Kikimore Warrior

OBJECTIVES

- Find the camp workers.

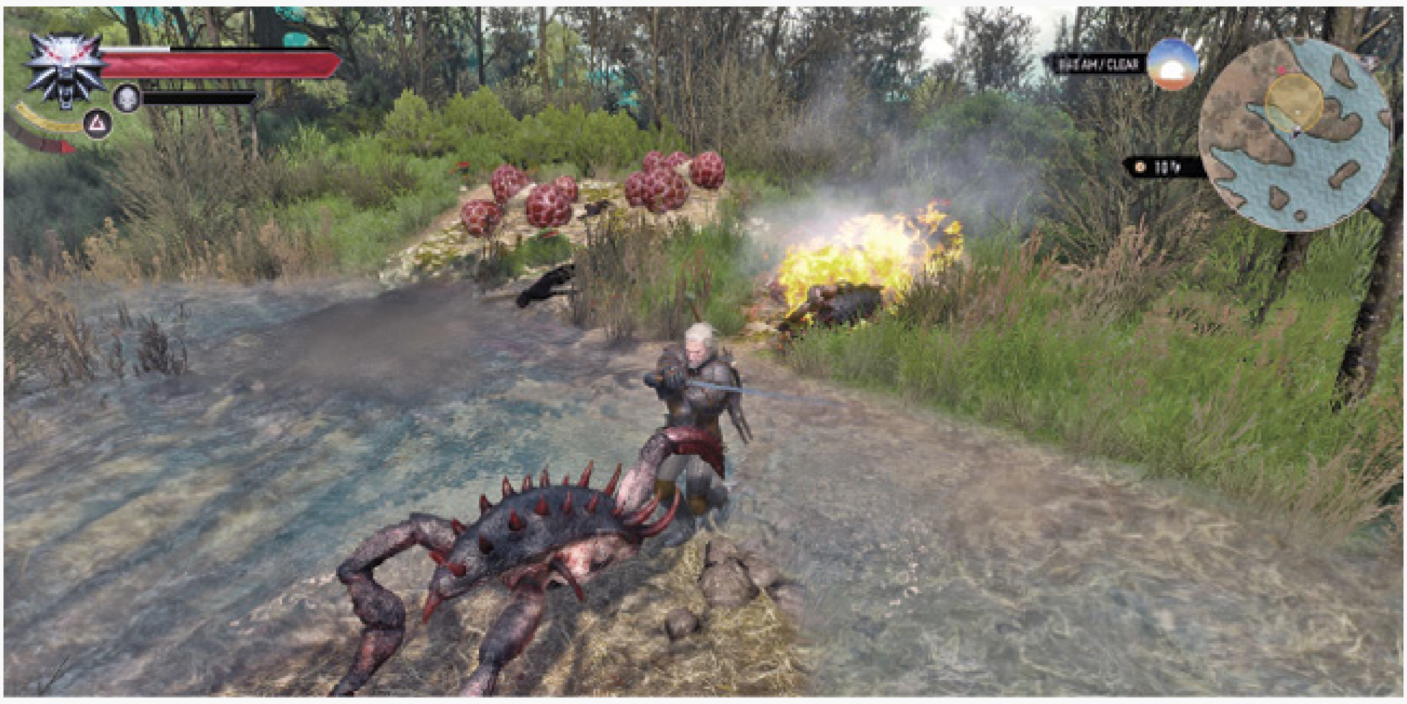
The fourth transport caravan group seems rather off course; deep in the Vedette Valley on a road equidistant between The Silver Salamander Inn (to the west) and Trading Post (to the southeast). As you approach, the camp shows signs of attack. Conduct a brief examination using your Witcher Senses:

- Near a burned tent are blood marks; lots of blood.
- On the road are Kikimore tracks.

OBJECTIVES

- Follow the Kikimore tracks.
- Search the Kikimore nest.

Pass the dead horse, following the tracks in a roughly north to northeast direction, to the edge of a swamp. Look north to see the continuation of the tracks across the water, leading to a Kikimore nest. Dash in with Igni blazing, and reduce the two Kikimore Workers, and single Warrior to burning piles of goo. Then incinerate the revolting egg sacs they've laid. When combat is over, conduct a final search; a worker's corpse sits on the nest, near piles of bones. This is what became of the missing workers here. Other workers will transport the remnants of this caravan to the build site.



Big Feet To Fill: The Fifth Group (Blood and Wine)

Bandits At Twelve O'clock

DANGER ALERT BaW SPOILER ALERT

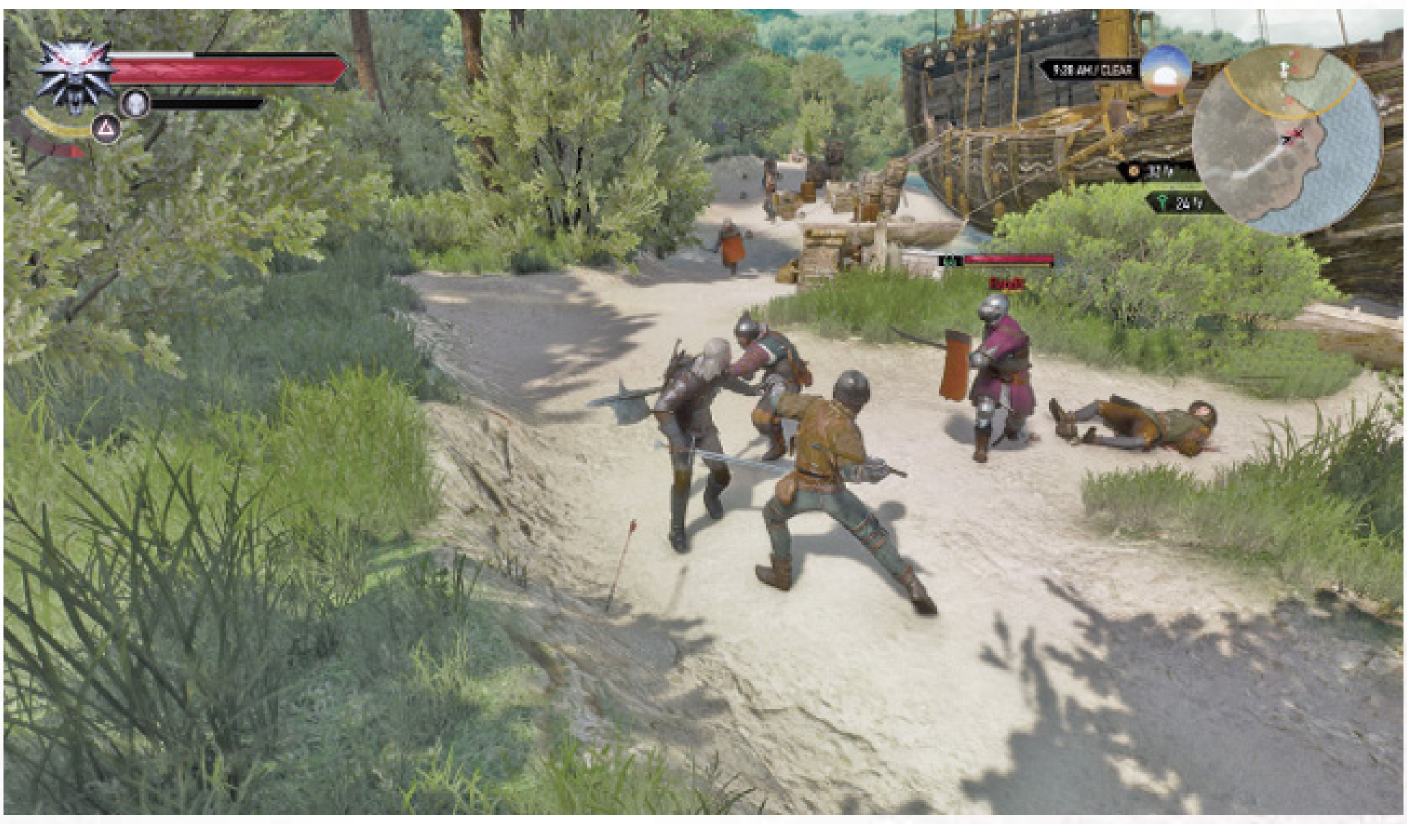
BIG FEET TO FILL: THE FIFTH GROUP

RELATED QUESTS: Secondary Quest: Big Feet to Fill
LOCATIONS: Lebioda's Footsteps (Location #5)
CHARACTERS: Workers, Merchant
ENEMIES: Bandits

OBJECTIVES

- Free the workers from the Bandit captivity.

The last transport of workers has run into problems along the western river shore, just north of the build site. The area is easy to support, as the workers' galleon is moored by the river, which is teeming with bandits. There are six of them who have trussed up the workers with rope. Cut down the bandits.



OBJECTIVES

- Free the merchant.

Merchant

Now cut loose the merchant tied to a nearby tree, who is rather nonplussed by the idiocy of his captors; what did they hope to steal; hammers or hunks of stone? No matter; this group is now freed.

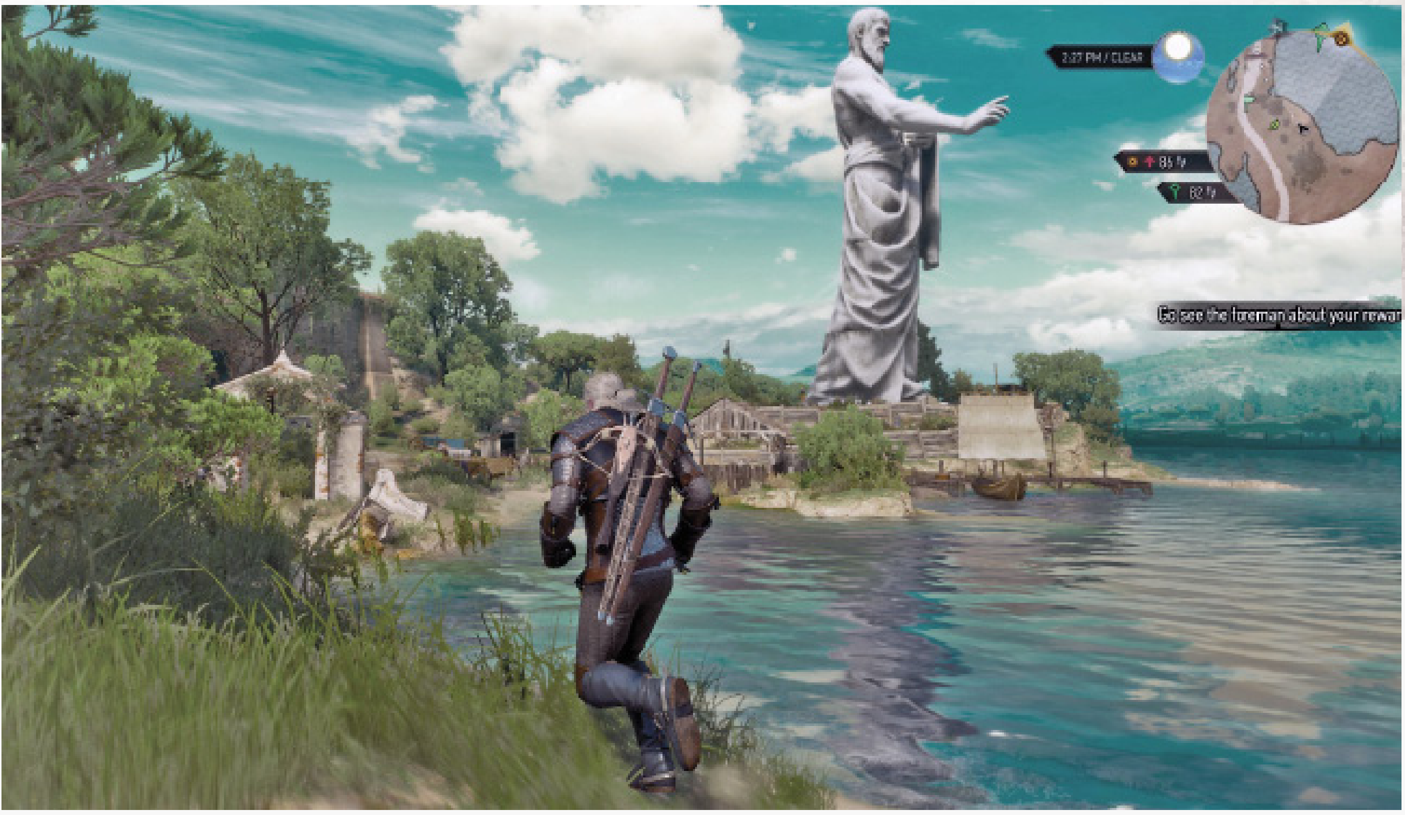
Big Feet To Fill: The Fifth Group (Blood and Wine)

Conclusion: Big Feet Filled

OBJECTIVES

- Go see the foreman about your reward.

Once all five smaller Secondary Quests involving the five transport caravans have been concluded, you can finish this quest by heading (or returning) to the Prophet Lebioda's Statue, and meeting up with Foreman Pafnuzio once more. He is more than thrilled that the statue has finally been completed, and now towers above you both. It has already started to attract pilgrims from across Toussaint. You're handed your reward and the quest concludes.



Items: Crowns (800+)

There Can Be Only One (Blood and Wine)

Chivalry Isn't Dead

DANGER ALERT
SPOILER ALERT
B&W
THERE CAN BE ONLY ONE

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest is completely unmarked, and it is recommended you visit Lac Celavy as soon as possible, so you are more fully aware of your objectives as early as you can. There are three ways to begin this quest:

Visit the Tourney Grounds, and overhear two knights talking about adventures, and a strange hermit on a lake in the Gorgon Foothills. This automatically starts this quest.

Or visit the unmarked Lac Celavy due west of Corvo Bianco Winery, and just south of Chuchote Cave, and stumble upon the hermit yourself.

Or visit Beauclair's notice board for a note summoning all brave knights to an isle on Lac Celavy.

RELATED QUESTS: See below

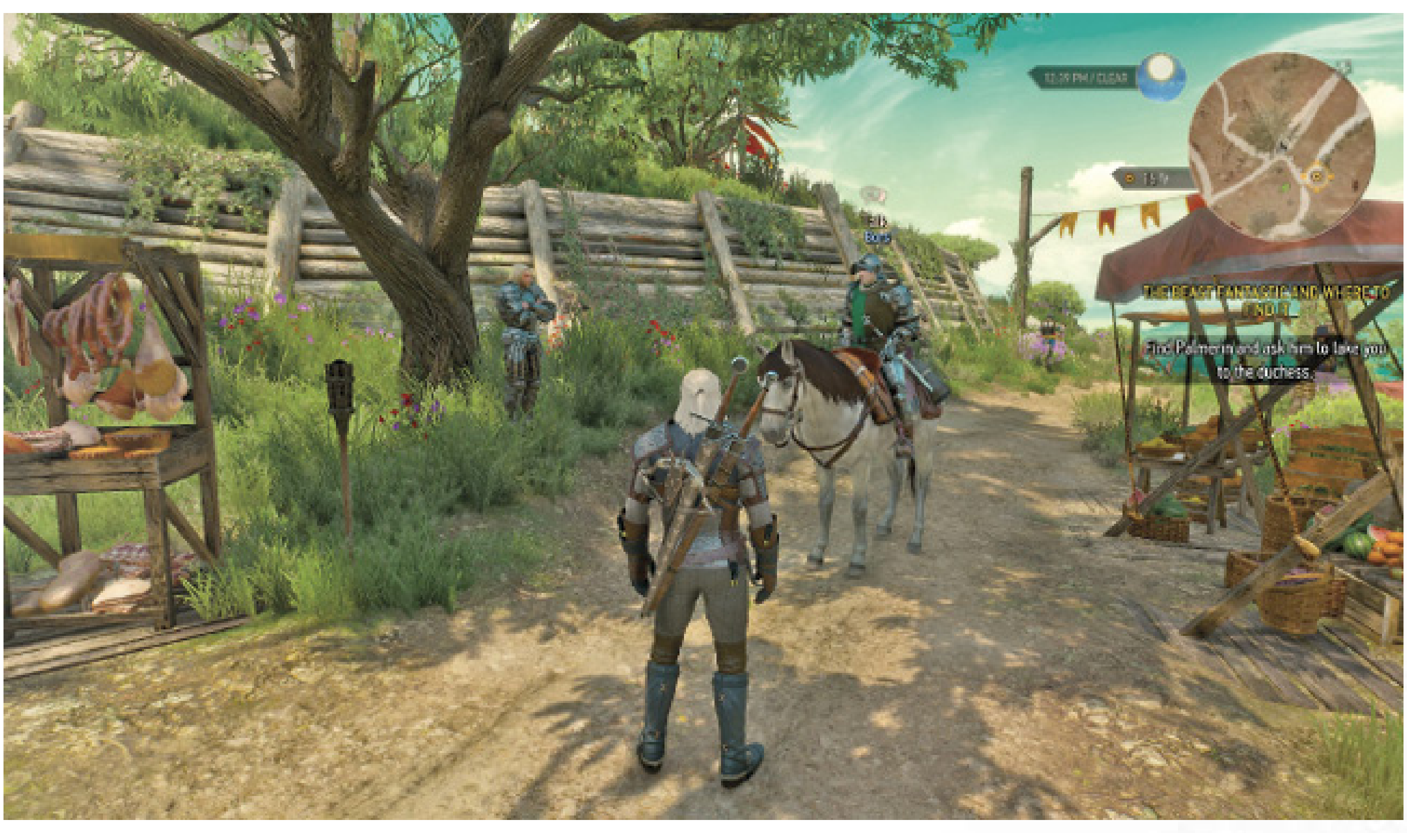
LOCATIONS: Lake Celavy (Unmarked)

CHARACTERS: Percival, Bors, Hermit of Lac Celavy, Lady of the Lake

OBJECTIVES

- Investigate the isle on Lac Celavy.

When you first arrive at the Tourney Grounds, usually when you're trying to find Palmerin to take you to the Duchess after fighting the Bruxa at Corvo Bianco during Main Quest: The Beast of Toussaint, you may spot two knights having a conversation under a tree. Percival (who stands under a tree) and Bors (on horseback) chat about the latter's journeys, and Bors mentions an isle floating on Lac Celavy, where destiny calls. He gallops off. You can't talk to either fellow, but this starts the quest.


12:29 PM / CLEAR
THE BEAST FANTASTIC AND WHERE TO FIND IT
Find Palmerin and ask him to take you to the duchess.

Within the Gorgon Foothills in west Toussaint, south of Chuchote Cave, is a lake of azure blue water. When you find Lac Celavy, be sure to take in the view of Beauclair to the south, and an odd, wooded island to explore on the lake itself. Swim across, and look for a smaller pond of vivid blue water within the island itself.

OBJECTIVES

- (Optional) Read the inscriptions on the stones.
- Wait for a chance to prove your valor.
- Wait for a chance to prove you are a man of honor.
- Wait for a chance to prove your wisdom.
- Wait for a chance to prove your sympathy.
- Wait for a chance to prove your generosity.

Hermit of Lac Celavy

This pond has a few surprises, not least the fact you aren't getting your feet wet! Sitting on the pond on an even smaller island is a ragged-clothed hermit. The hermit seems strangely powerful but benevolent. In fact, he has been here since time immemorial, and can testify to the extraordinary nature of the lake. He watches over a "sword most wondrous;" a blade only grasped by one who possesses the five chivalric virtues. The hermit then deems whether you have proved yourself worthy.

QUESTING DECISIONS: NO GOOD DEED GOES PUNISHED

At this point, the hermit lists the times during your adventuring in Toussaint where you displayed elements of each of the five virtues in your decision-making, or proved lacking. For those virtues you have not yet proven one way or another, a rather nebulous objective is given; you must wait for a chance to prove yourself chivalrous in each virtue.

When the conversation with the Hermit concludes, earn some experience points by reading each of the five carved stones, and learn about each chivalric virtue. Then this open-ended quest continues: Within many the other Toussaint-related quests you undertake (or have already undertaken), your decisions reflect whether you prove yourself worthy of the sword or not. The following table shows which quests have an effect on this:

There Can Be Only One (Blood and Wine)

Chivalric Choices: A Table

This table shows a number of occasions where you can prove your chivalric virtues. You only need to complete one choice for each virtue (not all of them), for a total of five choices from this list. Note that if you decide not to complete every single available choice to prove a particular virtue, this quest fails.

CHIVALRIC CHOICES

Quests	Compassion	Honor	Generosity	Valor	Wisdom
MAIN QUESTS					
Main Quest: The Beast of Toussaint	Spare the Shaelmaar at the end of the arena combat (Tourney Grounds)				1. Solving the riddle of where Milton is hiding. 2. Investigating the greenhouse without Duchess Anna (Palace Gardens)
Main Quest: La Cage au Fou					Disenchant the Wight Spoon Collector (eating without spoons) so she transforms into Marlene (Trastamara Estate).
Main Quest: Where Children Toil, Toys Waste Away			Paying the bootblack over 500 coins (Beauclair Port).		
Main Quest: Capture the Castle	Give Roderick of Dun Tynne something to press against his wound to stop the bleeding, saving his life (Dun Tynne Castle)				
Main Quest: The Night of Long Fangs (Part 1)				Save the Tournament Knights and Captain Damien from the vampire attack, at the bank (Beauclair).	
Main Quest: Beyond Hill and Dale…			Obtain Syanna's ribbon from the Little Flint Girl (Fablesphere).		
Main Quest: Tesham Mutna				Kill Dettlaff van der Eretein (Tesham Mutna).	
SECONDARY QUESTS					
Secondary Quest: Equine Phantoms	Ask Roach to forgive the spirit of Marcello Clerici for flogging his horse (Mont Crane Cemetery).		Refuse to accept the reward from Pinastri (Pinastri's Hermitage).	Defeat the Umbra (spirit of Marcello Clerici) (Mont Crane Cemetery).	
Secondary Quest: Father Knows Worst		Promise to help Hugo Monnart, and tell him "I'll make sure you're not hurt", defeating the hunters and his brothers (Albertus Grotto).			Promise to help Hugo Monnart, and tell him "No one dies. Not today", and solve the situation peacefully (Albertus Grotto).
Secondary Quest: Goodness, Gracious, Great Balls of Granite!	Allow Hughes de Saberre to keep the Reginald statue's "appendages" (Beauclair).	Do not allow Hughes de Saberre to keep the Reginald statue's "appendages" (Beauclair).			
Secondary Quest: The Hunger Game	Let Marlene Trastamara stay at Corvo Bianco.				
Secondary Quest: A Knight's Tales				Defeat the Witch of Lynx Crag (Lynx Crag).	Humble yourself in front of the Witch of Lynx Crag, and properly save Daphne (Dantan Glade).
Secondary Quest: A Portrait of the Witcher an an Old Man			Purchase the painting for 1,000 Crowns (Beauclair).	Defeat the Griffin (Duchaton Crest).	
Secondary Quest: Till Death Do You Part		Tell Charles Lanzano the truth about the noises (they were a "marital spat") (Clever Clogs Inn, Beauclair)			
Secondary Quest: Turn and Face the Strange			Tip the messenger boy who gives you the letter from Yennefer (Beauclair).		
Secondary Quest: The Warble of a Smitten Knight		1. Free Vivienne from her curse. OR 2. Accept Aneis' challenge to a mounted duel (Tourney Grounds)		Defeat Sir Gregoire the arena champion (Tourney Grounds).	
WITCHER CONTRACTS					
Contract: Big Game Hunter	After the hunt, you ask Count Beledal about his daughter's well-being (near Chuchote Cave).				
Contract: Bovine Blues				Defeat both Slyzards (Fort Ussar Ruins).	
Contract: Feet Cold as Ice				Keep Francis de Goff alive during the fight with Grottore (Spriggan) (Grottore's Grotto).	
Contract: Mutual of Beauclair's Wild Kingdom	Do not kill Iocaste the Basilisk (Venin Rocks).		Do not kill Iocaste the Basilisk, then refuse to accept the additional coin Count Borhis di Salvaress gives you, requesting it is given to the family of the dead merchants (Venin Rocks).	Kill Iocaste the Basilisk (Venin Rocks).	
Contract: The Tufo Monster	Bring the pendant found on the body of Jean-Luc back to Madame de Bourbeau (Marcescent Forest).			Kill the Monster of Tufo (Shaelmaar) (Marcescent Forest).	
OTHER QUESTS					
Secondary Quest: Fists of Fury: Raging Wolf (Toussaint)				Win the competition (defeat the Maestro (Beauclair Docks)	
Gwent Quest: To Everything, Turn, Turn, Tournament!					Win the Tournament (The Pheasantry Inn, Beauclair).
Treasure Hunt: But Other Than That, How Did You Enjoy the Play?					Summon the Phantom of the Amphitheater (Seidhe Llygad Amphitheater).

OBJECTIVES

- Talk to the hermit.

This quest continues, and only updates with the previously-listed objective when you prove yourself worthy regarding the five virtues. Now return to the hermit on the lake, who deems the five virtues dwell in your heart. However, the sword deserves the hand of a master; now you must prove your combat skills. When you agree, the hermit stands, creates an impenetrable wall of water around you both, and stands to face you in combat!

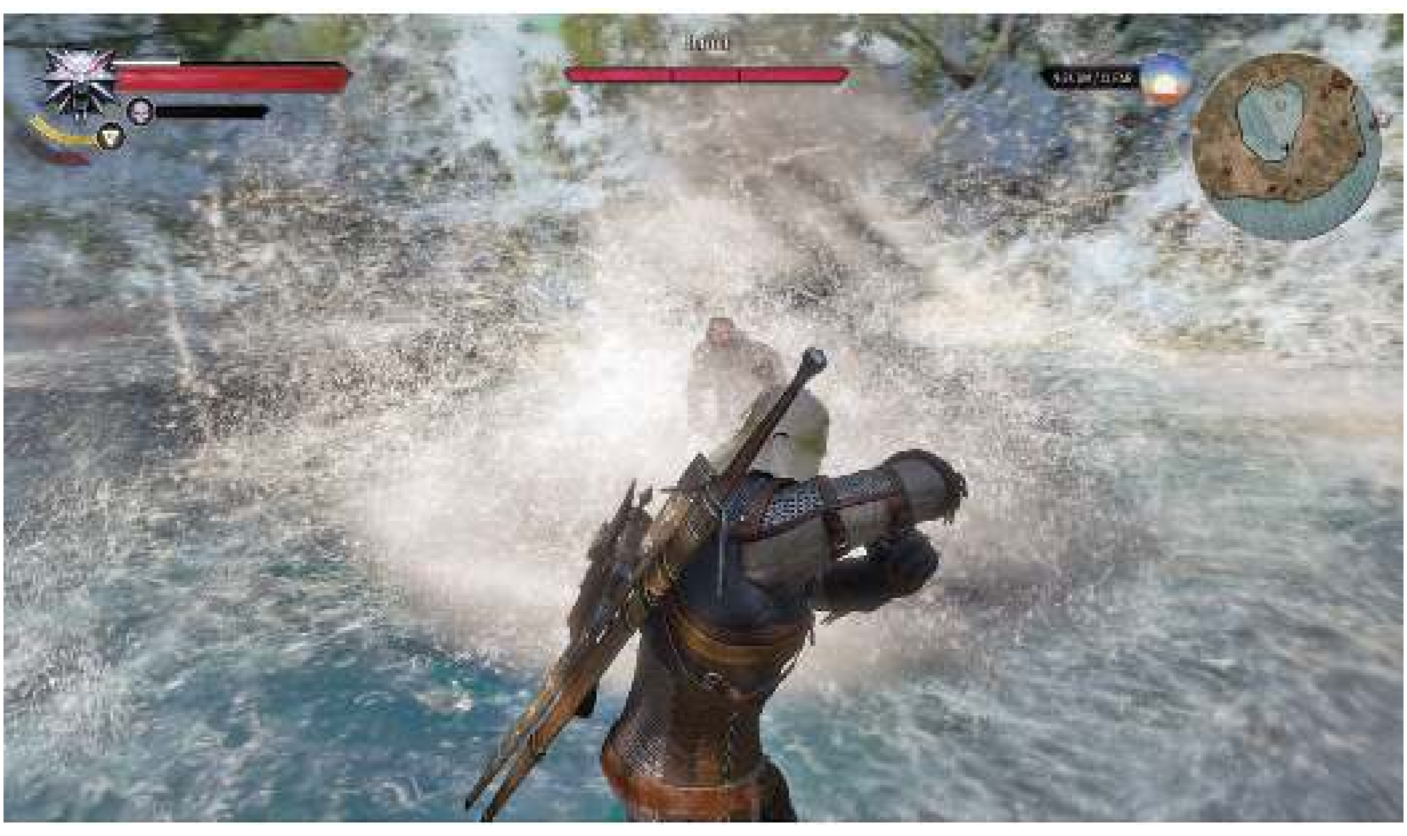
There Can Be Only One (Blood and Wine)

This Is The Last Test. What Are You Made Of?

OBJECTIVES

- Fight the hermit.

With no way out (walls of water prevent you from leaving), your final test is against the Hermit. Win, and the sword he guards is yours. Lose, and you cannot claim this weapon and must try again.



DEFEATING THE HERMIT OF LAC CELAVY: THE HERMIT'S ATTACKS

Blue Staff Attack: At close combat range, the hermit employs his wooden staff with glowing blue gem as a physical weapon. He employs quick single strikes to the left and right, single heavy overhead strikes, as well as multiple rapid strikes. Simply parry and counter or dodge these close range attempts to hit you, as you would a normal opponent's strikes.

Vanish in the Mist (Defensive): He may avoid combat, or move to another part of the lake by simply vanishing in a column of water, only to appear a few moments later; usually to begin conjuring a water tornado. Simply scan the area until you see him again, rolling or dodging away if you're in the path of a large-scale attack.

Vanish in the Mist (Offensive): Sometimes, after vanishing the hermit appears extremely close to you, conjures a water spout or uses his staff, and can stagger you, so be prepared for this.

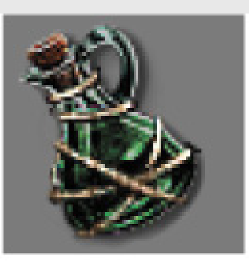
Invisibility: Occasionally, (and usually if you've struck him a few times), the Hermit simply blinks out of existence, with only his blue glowing staff orb showing. Simply look for that, and launch a ranged attack to coax him back to show himself.

Water Bolt: With his left hand outstretched, he pushes a bolt of water forward to strike you almost instantly, like a snowball. This projectile doesn't deal heavy damage, but it is fast. It can be parried or dodged. After the bolt, he sometimes summons one or two ground waves that splash in a circular target; dodge both of them.

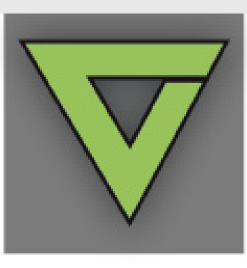
Water Vortex (Horizontal): A more pronounced version of the bolt, the Hermit launches a twisting column of water directly out from his staff, in a long cylindrical attack that can knock you back or stagger you. Dodge left or right of it. If cast at close range, this pushes you back and staggers you.

Tornado Storm: The Hermit's most impressive attack is when he whips up the water surrounding him into a maelstrom of vapor and slowly walks toward you inside this raging storm. There's little to do except get out of the way here (dodging is better than running as the storm sucks you in and heavily damages you), and follow up with a ranged attack (or Igni) after the storm dissipates, and the Hermit is recovering.

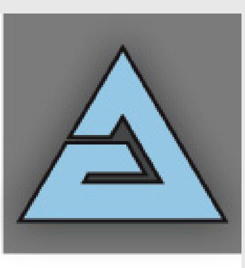
Hermit Vulnerabilities



Hanged Man's Venom



Axii

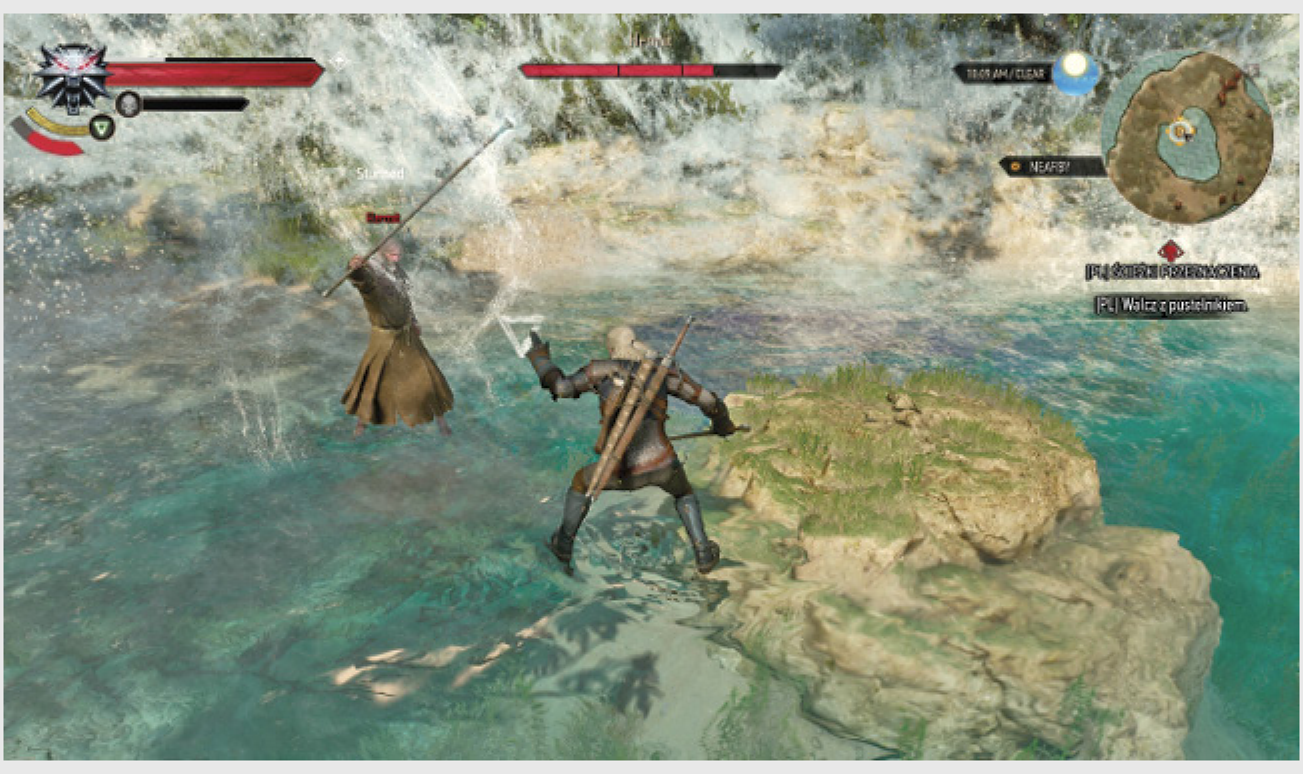


Aard

DEFEATING THE HERMIT OF LAC CELAVY: THE BEST BATTLE TACTICS

This fellow, much like the Ofieri Mage you may have encountered during Hearts of Stone Main Quest: Evil's First Soft Touches is an extremely dangerous and competent foe, and becomes more potent at longer distances. Close the distance between you both, so fewer large-scale attacks can be launched by him.

When you can easily leap in with a sword strike, employ Aard or Axii to temporarily stagger and incapacitate him, and immediately strike with two or three fast attacks, or a single, nasty strong attack (like Rend). Then retreat (roll or dodge) before you're caught by him reacting.



Axii and Aard are also excellent for interrupting the Hermit at range, before he launches one of his spectacularly-brutal water conjuring attacks. Axii is better, as it flummoxes the Hermit no matter what the range.

You can repeat this technique for as long as you can cast Aard or Axii (before needing to rest your Signs), and catch him in a continual "stagger loop" where you cast Aard or Axii, leap in and strike with your sword, then cast again. Igni also works to a lesser extent. Continue with this "attrition" plan, and don't get too greedy with the sword strikes!

Once the Hermit succumbs to your superior sword and Sign play, the walls of water surrounding you vanish, and the Hermit slowly descends into the lake. A soothing woman's voice speaks to you, holding the Aerondight sword aloft above the water. 'Tis the Lady of the Lake, whom you met long ago. Perhaps you'll keep her sword safe this time?

The silver sword is left floating above the water for you to take. After gathering this fabled relic, you fall into the lake, but the dip is worth it; this weapon charges up for each successful hit you inflict, until it becomes fully loaded, and always deals critical hit damage. This quest now concludes.

Items: Silver Sword (Relic): Aerondight

Knight For Hire (Blood and Wine)

Ducal Camerlengo: On The Money

DANGER ALERT
B&W
SPOILER ALERT
KNIGHT FOR HIRE

RELATED QUESTS: Secondary Quest: Wine Wars, Scavenger Hunt: Griffin School Gear, Scavenger Hunt: Griffin School Gear
Main **LOCATIONS:** Ducal Camerlengo (Unmarked), Arthach Palace Ruins, Mont Crane Castle, Tulasens Caves
CHARACTERS: Ducal Camerlengo, Knight Errants
ENEMIES: Bandits, Hanse Dogs, Bandits, Antoine “Starling” Straggen, Filibert Fourfingers, Loth Halfbreed

STARTING THIS SECONDARY QUEST

Occasionally, when you’ve adventured through Toussaint and completed a particularly heroic deed, you receive a message entitled either “Reward from the Ducal Camerlengo” or “Knight for Hire”. The following information details exactly what deeds you can undertake, and what rewards to expect. You can also start this quest by visiting the Ducal Camerlengo himself, in the Knights Dormant Square (Beauclair).

OBJECTIVES

- Complete the contracts you took on from the Camerlengo (15).
- (Optional): Go see the Ducal Camerlengo to collect your pay.

The Ducal Camerlengo, who monitors bandit activity and pays Knights Errant for protecting the Duchy of Toussaint, has his offices on Knights Dormant Square in Beauclair. Look for the building with the sign bearing the same name, in the square close to The Gran’place, across the palace bridge (eastern side). Step into the Ducal’s office and speak with him. The Ducal sells rare books, is proficient at gwent (beat him to claim the King Bram card), and can give you additional information on the coin he pays the knights. Visit him whenever you like. Request coin from him once you’ve performed any of the 15 heroic deeds (which each net you 100 Crowns). In addition, other bandit-heavy locations are totaled, though those don’t net you profit from the Ducal. The following table details the locations to find:

VEDETTE AND SANSRETOUR VALLEY

Type	Location	Enemy Type	Threat Level
Abandoned Site	The Silver Salamander Inn	Bandits	●●●○○
Hanse Base	Arthach Palace Ruins	Bandit Horde	●●●●●
Person in Distress	Villa Vedette (Unmarked)	Bandits	●●●○○

DUN TYNNE, MAR AUBREBIS, AND THE CHAMPS-DÉSOLÉS

Type	Location	Enemy Type	Threat Level
Abandoned Site	Basane Farm	Bandits	●●●○○
Abandoned Site	Freinte Docks (Unmarked)	Bandits	●●●○○
Hanse Base	Mont Crane Castle	Bandit Horde	●●●●●
Knight Errant in Distress	Mont Crane Castle (southwest)	Bandits	●●○○○
Person in Distress	East of Casteldaccia Abandoned Estate	Bandits	●●●○○

GORGON FOOTHILLS

Type	Location	Enemy Type	Threat Level
Abandoned Site	Cutterin Manor (Unmarked)	Spriggan	●●●○○
Abandoned Site	Cooper’s Slope (Unmarked)	Cyclops	●●○○○
Abandoned Site	Fox Hollow	Bandits	●●●○○
Hanse Base	Tulasens Cave (Unmarked)	Bandit Horde	●●●●●
Knight Errant in Distress	East of Tulasens Cave	Bandits	●●○○○
Knight Errant in Distress	South of Seidhe Llygad Amphitheater	Bandits	●●○○○

CAROBERTA WOODS

Type	Location	Enemy Type	Threat Level
Abandoned Site	Hortense Estate (Unmarked)	Giant Centipedes	●●●○○

Knight For Hire (Blood and Wine)

Heroic Deed #1: Person In Distress (2)

Just like Velen, Toussaint is having trouble with bandits kidnapping victims to hold for ransom or for other nefarious purposes. Consult the previous chart and this guide's Atlas to find the two locations where a Person in Distress is being held. As the bandits there (which number up to eight) don't attack the victim, employ your usual bandit-slaying techniques. After freeing and speaking to the victim, claim your reward. Note there are two other Persons in Distress in Toussaint, but these aren't part of this quest.

Items: Crowns (100 per Person in Distress)

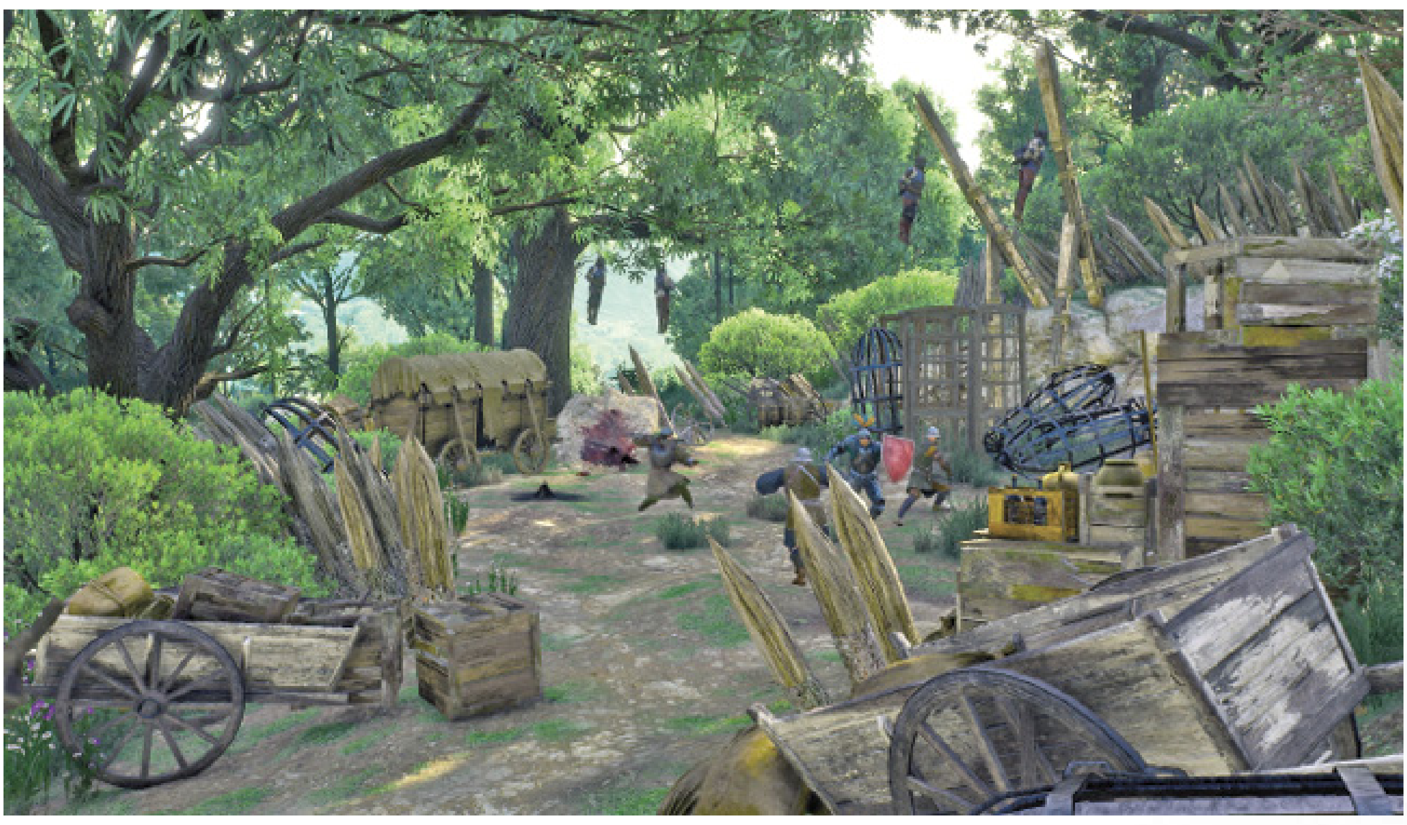
Knight For Hire (Blood and Wine)

Heroic Deed #2: Knight Errant In Distress (3)

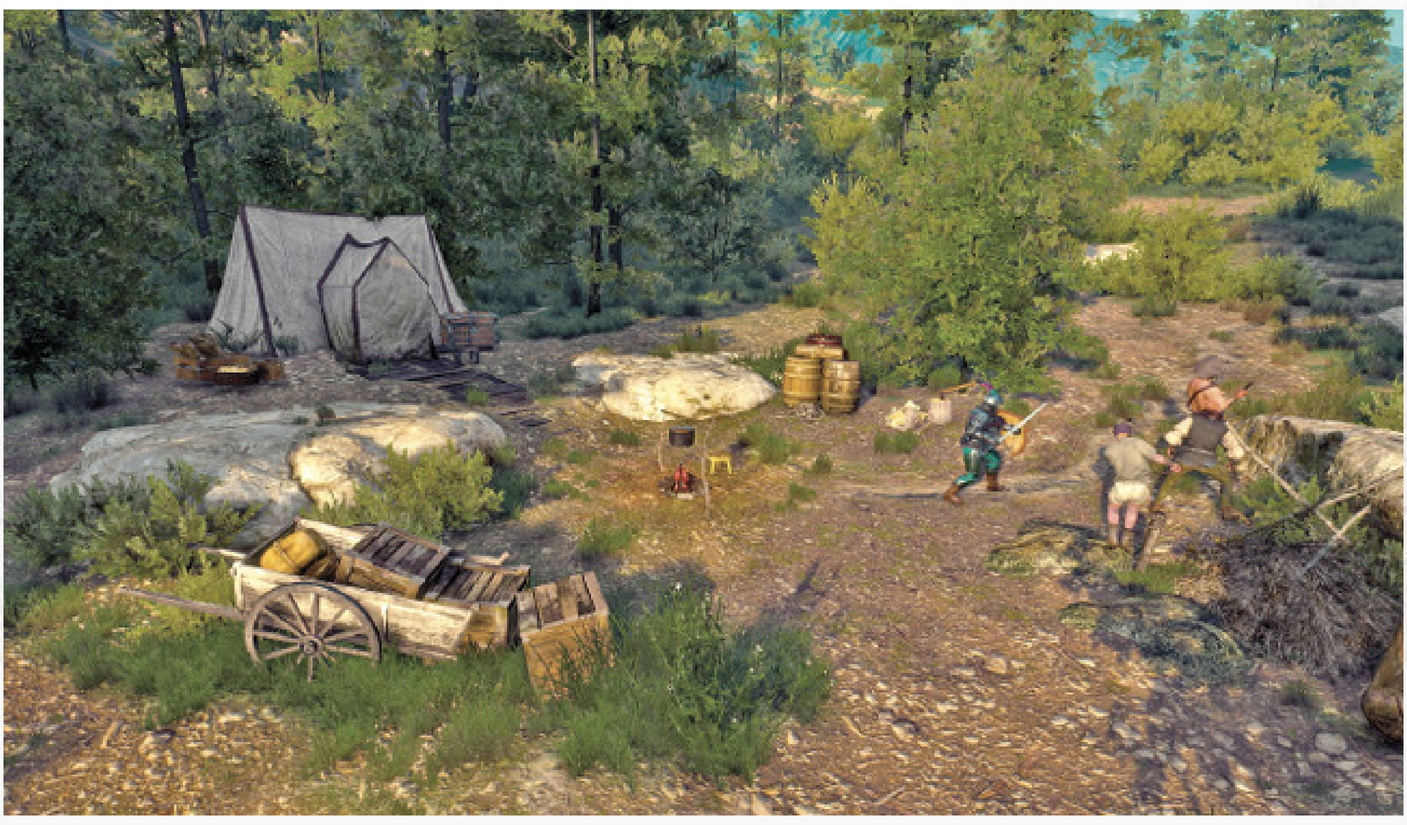
Throughout Toussaint, there are three Bandit Camps with an additional area of concern: a valiant but overwhelmed Knight Errant that must be rescued. The three camps are pinpointed in the Atlas, and are located in the following areas:

Location 1: A forward fortification west and a little south of Mont Crane Castle in The Champs-Désolés Territory. The thick ruined walls can prevent complete accessibility, but the area is relatively open and the Knight Errant easy to reach.

Location 2: North of Fox Hollow, in the gently sloping woods east and a little north of the Tulasens Caves Hanse. The area is surrounded by defensive stakes, and there are only two entrances, so check the area first so you can reach the Knight Errant in time.



Location 3: South of Seidhe Llygad Amphitheater, in the far southern reaches of the Gorgon Foothills, southwest of the Seidhe Llygad lake area. The camp is close to the lake shore, and is reasonably easy to infiltrate.



In each location, expect three bandits. Your job is to stop the bandits from killing the Knight Errant (which they can easily do after about four attacks). Shrug off attacks yourself and reach the Knight Errant as quickly as possible, or the victim is likely to die. You can progress even if he dies, but you would then need to kill all of the bandits and loot the container.

KNIGHT ERRANT: NO ERRORS

Try some or all of the following to ensure each Knight Errant is saved:

Reach the Knight Errant and interrupt the enemies specifically attacking him, so they focus on you.

One enemy fighting the Knight Errant usually buys you some time, but your friend cannot cope with two or more enemies.

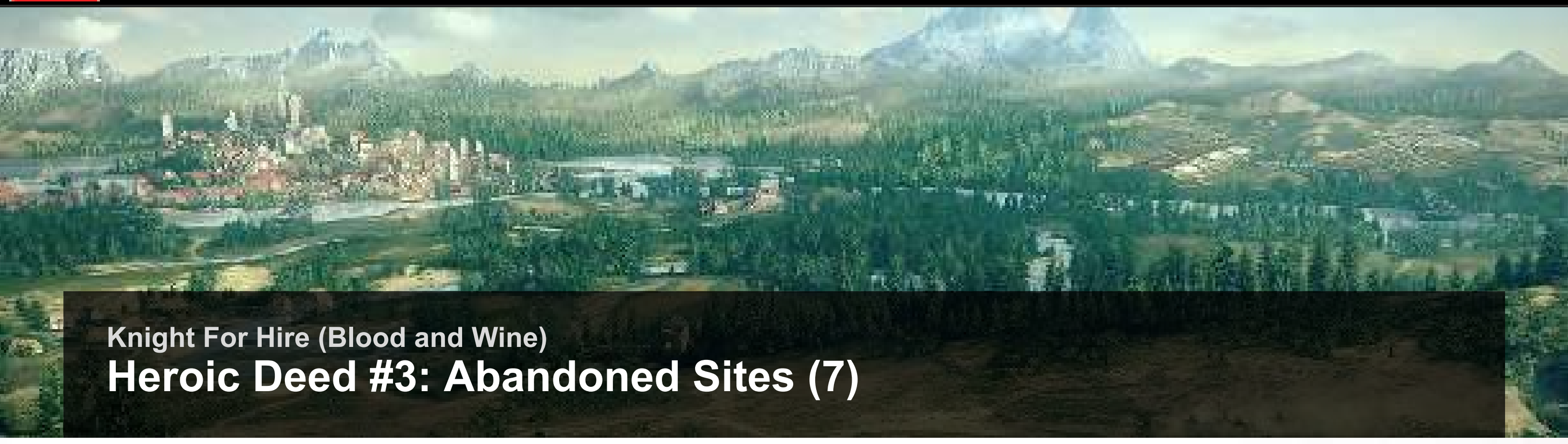
Your Signs become extremely important here; incapacitate your foes with Aard and Igni (stagger multiple targets). Use Axii to a lesser extent (as it only affects a single foe until bolstered with Abilities).

Other plans are to use bombs that stagger or stop foes from moving, such as Northern Wind. Your Knight Errant friend is unaffected by these.

Normal bandit camps, with no Knight (or other victim) to save, are not rewarded if cleared.

After the battle, assuming the Knight Errant lives, you are thanked, and can visit the Ducal Camerlengo for your pay

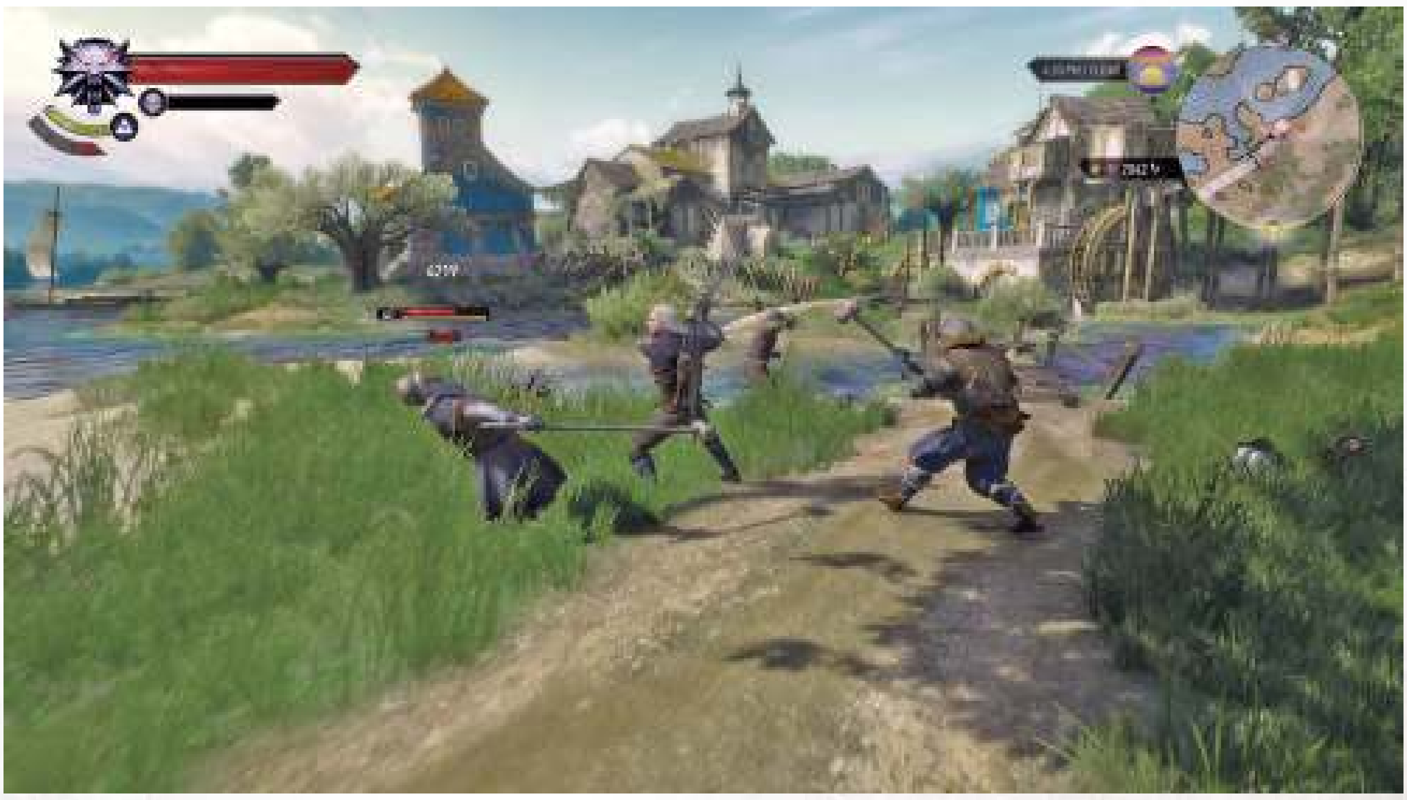
Items: Crowns (100 per Knight Errant in Distress)



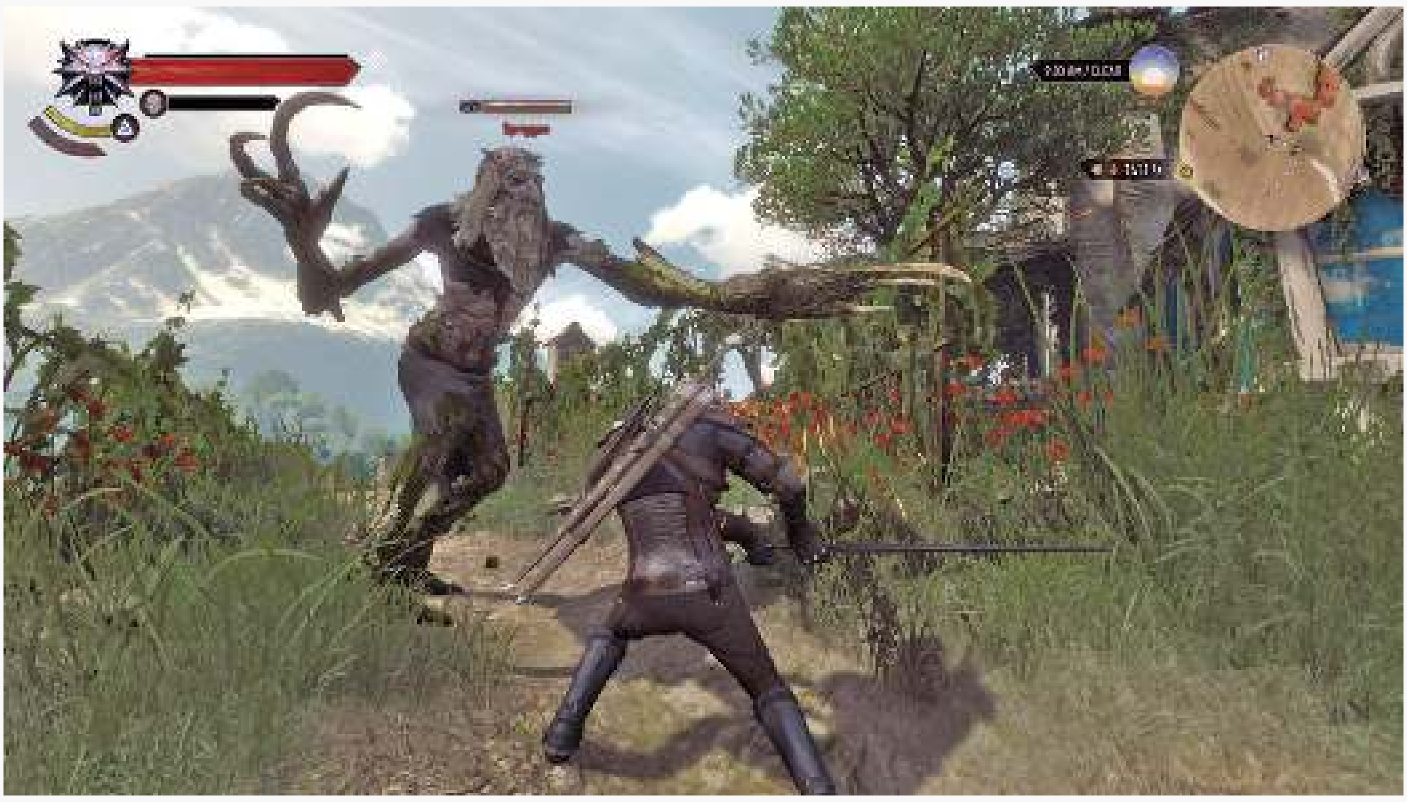
Knight For Hire (Blood and Wine)

Heroic Deed #3: Abandoned Sites (7)

Throughout Toussaint, there are 11 places (usually villages, wineries, or taverns) that have been overrun by monsters or bandits, and clearing seven of these forms part of this quest. Just like the Abandoned Sites you encountered in the Northern Realms, entering such a location and slaying all the adversaries allows the peasantry to return, sometimes with an added merchant. Fortunately, some (but not all) Abandoned Sites also allow you to collect payment from the Ducal, as well as the coin you receive from the grateful villagers. In the example shown above, Geralt is seen removing over a dozen bandits to The Silver Salamander Inn (Vedette Valley Territory) can reopen for business.



Some abandoned sites, such as Dantan Glade in the Gorgon Footfills which is being plagued by Archespores, does not offer a Ducal reward if cleared. However, other locations (even those not populated by bandits) do offer the Ducal reward, such as Cutterin Manor (west of Chuchote Cave) which is being terrorized by a fearsome Spriggan (pictured).



Items: Crowns (100 per Abandoned Site)

Knight For Hire (Blood and Wine)

Heroic Deed #4: Hanse Bases (3)

The toughest job, if you're helping the Knight Errants, is the clearing of three huge bandit bases. These take considerable time, preparation, and skill to emerge victorious from, and the odds are the most overwhelming you've ever faced!

Each of the three Hanses is a base of operations for an infamous outlaw gang commanded by a particularly unhinged leader. These bandits are well-organized and when attacked, they call for help from neighboring camps. To prevent this, kill bandits running with torches (that show up on your mini-map) toward signal fires (also on your mini-map). Your goal is to kill the hanse's leader. Once this occurs, the Knights Errant take over this location, and you can claim a reward.

Items: Crowns (100 per Hanse)

In each location, you should expect upward of 20 bandits, and around 10 Hanse Dogs to face. Some bandits have long swinging hammers, while others carry shields. Tucked away in a separate area of the camp is the Hanse leader himself; a particularly hardy specimen. Your job is to remove all enemies from the Hanse.

HANDLING A HANSE BASE: GENERAL TACTICS

Each Hanse base has some particularly troubling topography to navigate, and specific advice is given below. However, there are some general pieces of pertinent advice to follow before every Hanse massacre:

Only Witchers of Level 48 and over are recommended to try these Hanse assaults.

Look at the guide's Atlas maps for the general area surrounding the Hanse, and methodically remove any bandit camps that are nearby. If you need to retreat, you don't want to run into further trouble. Ensure the Hanse is the only bandit-related area left in the vicinity.

Consult the Atlas for each Hanse to pinpoint the exact location of the Hanse's signal fire; keeping your foes to a minimum is the recommended strategy here.

When launching a raid into a Hanse, your overwhelmingly important plan is to stop the torch-carrier before he reaches the signal fire. It's even worth shrugging off some damage while pushing through to reach the bandit with the torch.

Study the layout of the Hanse and read up on the exact route the torch-carrier takes, so you can stop him before he lights the signal fire, and 20 or so more foes come to slice you into morsels for their hounds.

Bombs that freeze foes are particularly useful (like Northern Wind), and can help you reach a fleeing torch-carrier (by incapacitating those between you and the target).

Deal with the torch-bearer himself by casting Axii, confusing him so he stops in a daze, and then cut him down; this is the easiest way to deal with the torch-carrier by far!

Other methods of stopping the torch bearers include using explosive-tipped crossbow bolts, northern wind followed up by crossbow shots, or other ranged attacks. Sprinting up behind and slashing with your sword works, but is far less effective as you need to be very close to the torch-carrier, and he usually has a head-start on you.

There is only one torch-carrier and one signal fire. Once you nullify the carrier, the only way reinforcements arrive is if you "accidentally" set fire to the signal fire with Igni. Some Witchers prefer a challenge, and leave the torch-carrier or light the fire themselves!

Once the torch-carrier is slain, take your time and slay foes without becoming surrounded, stopping to check your mini-map for stragglers before progressing further into a Hanse.

After dealing with the torch-carrier, gradually retreat. It's worth fighting in surroundings you're familiar with than dashing further into these strongholds and alarming yet more foes! Find areas such as stairs or courtyards, or corridors where a minimal number of foes can be faced at once.

Remember you cannot jump high or climb ladders during combat, so don't rush into dead-end areas with no way out of them except through an overwhelming bandit force.

As you haven't seen as many foes attack at one time before, area-of-effect attacks (such as your Witcher Mutations, and improved Aard, Axii, Igni, and Yrden), as well as bombs, are all excellent choices to soften up multiple foes at once. The carnage can be immense!

After all of the footsoldiers are culled, the Hanse isn't cleared until the leader is faced. Expect a tougher bandit, but one that succumbs to your usual combat tactics. If you're having trouble, just use Axii and cut him down.

Check the Hanse afterward; there are always high-value diagrams, armor, and other trinkets that make this prolonged bloodshed worthwhile!

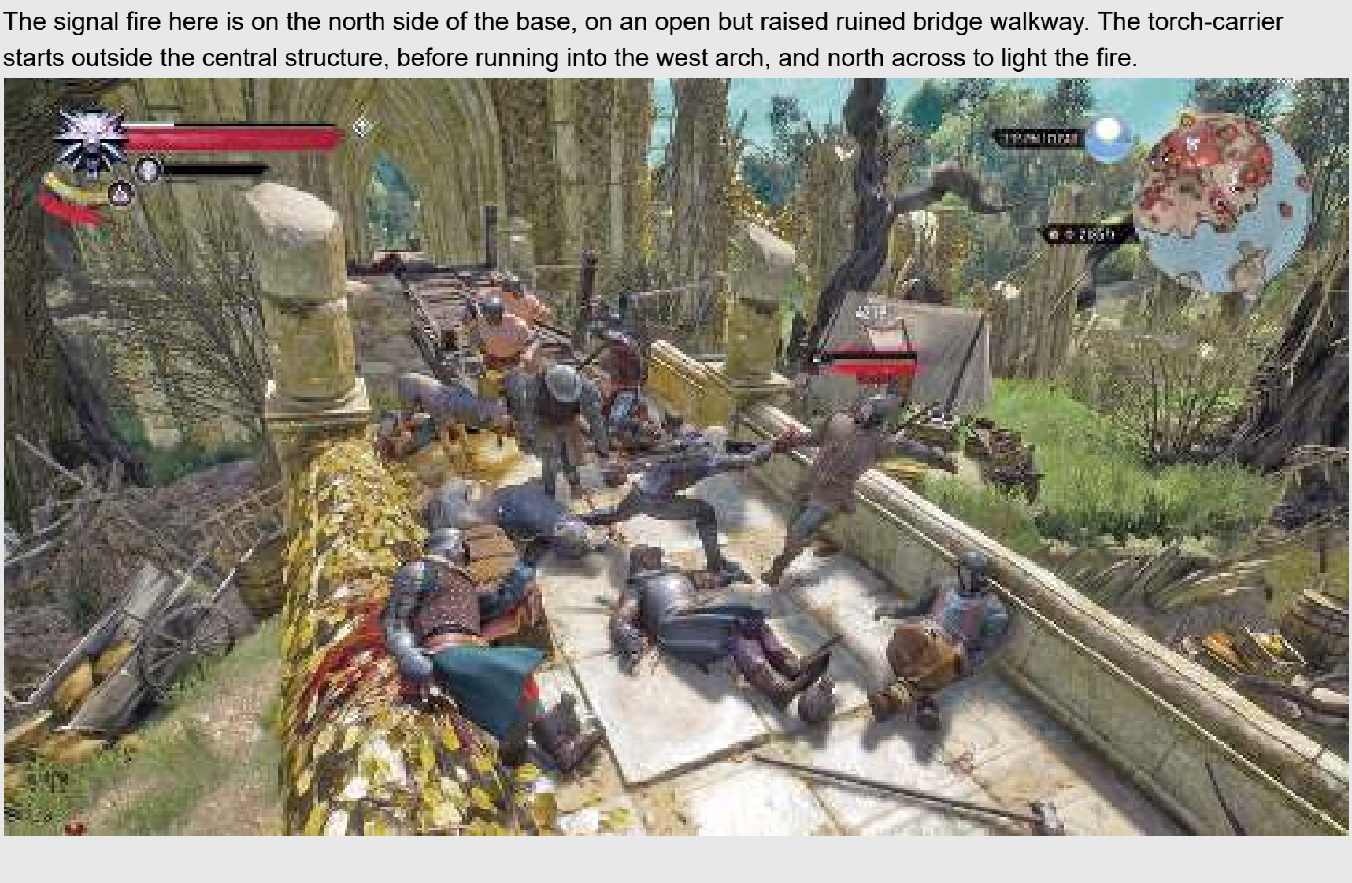
HANSE BASE #1: ARTHACH PALACE RUINS

Located at the very northern part of the Vedette Valley Territory, this old elven ruin slowly sinking into the marsh features a central island, shallow waters you can fight in, and a few scattered bandit camps.

HANDLING A HANSE BASE: ARTHACH PALACE RUINS

This base can be struck from all sides, which is helpful and allows much more flexibility to your ranged attacks. If you're overwhelmed, you can retreat out of the mayhem to rest before returning.

The signal fire here is on the north side of the base, on an open but raised ruined bridge walkway. The torch-carrier starts outside the central structure, before running into the west arch, and north across to light the fire.



Attacking from the west allows you to easily intercept the torch-carrier, daze him with Axii, and cut him down.

Defending the bridge walkway with the signal fire at the end of it (where the chest with the Witcher diagrams is) can be dangerous if you're swarmed with foes, as you can't leap off with your sword drawn, though you have opportunities to cause mass casualties as the foes cluster on the bridge.

Darting in and out of the center of the arched ruins is a good way to quickly reach foes (rather than navigating around the swamp exterior), and the arches make good cover from archers.

The swamp (particularly the large trees) can also help you thin out groups of bandits to tackle at once. The biggest help (a wide open space) can also be a hindrance as it's easy to get swarmed.

Try leading groups of foes to the raised walkway bridge to the south; it has no low walls to get stuck near, and the bridge can easily be fallen from. This allows you to use the low stone walls to protect you from archers, and cluster foes so you can use area-of-effect projectiles or signs.

Antoine "Starling" Straggen is the leader of this Hanse. When combat is abated, climb the ladder on the south stone walkway, move along the rickety wood balcony, and face him on the upper central area of the ruins. He uses a heavy two-handed hammer. But if you use Axii, he's less of a threat. Check his area for some notes of his machinations

Once the Hanse is cleared, Knight Errant forces appear to take over this position. Expect a deep discount from a Journeyman Blacksmith that is now at this location.

Items: Antoine "Starling" Straggen's notes

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HANSE BASE #2: MONT CRANE CASTLE

Resilient against the winds of Mont Crane is the sprawling castle atop this mountain, in the northeastern part of The Champs-Désolés. Expect the majority of combat to occur within the crumbling walls of this fortification.

HANDLING A HANSE BASE: MONT CRANE CASTLE

The two roads to the west and south of the castle are each patrolled by bandits on horseback; tackle these enemies (one pair, one group of three) before assaulting the castle itself.

Charge into the lower courtyard, and a torch-bearer tries to flee up the steps. Concentrate on him first if you aren't wanting to face reinforcements. Expect around six foes in this lower area.

You can use the gap in the exterior battlements left of the main gate, below the ballista, and with some careful jumping you can leap up, past the ballista, and more easily catch the torch-carrier.

Try to keep the torch-carrier in the lower courtyard (by blowing him up, using ranged weapons, or sprinting and hacking at him).

If you ignore the torch-bearer, the fire is usually lit when you reach the upper bailey and fight for a minute or so; a large walled area of grass with tents at the top of some long stone steps. Around 12 reinforcement foes charge in up the steps behind you, and may overwhelm you.

Charging the signal fire isn't feasible, as it's too far away and high up to reach before the fire is lit, so cut down the foe running as early as possible.

You may wish to actively encourage more foes to arrive, to gain additional experience and enjoy much more carnage! If you do, retreat to the northwest ruined castle chambers, where you have cover and foes (plus their hounds) can only approach one at a time.

Stealthy Witchers may wish to enter the lower courtyard, turn right, and climb up through a ruined tower to reach an upper covered deck where you have more cover, and access to the top of the main open stairs to the upper bailey, though this isn't the best way to catch the torch-bearer.

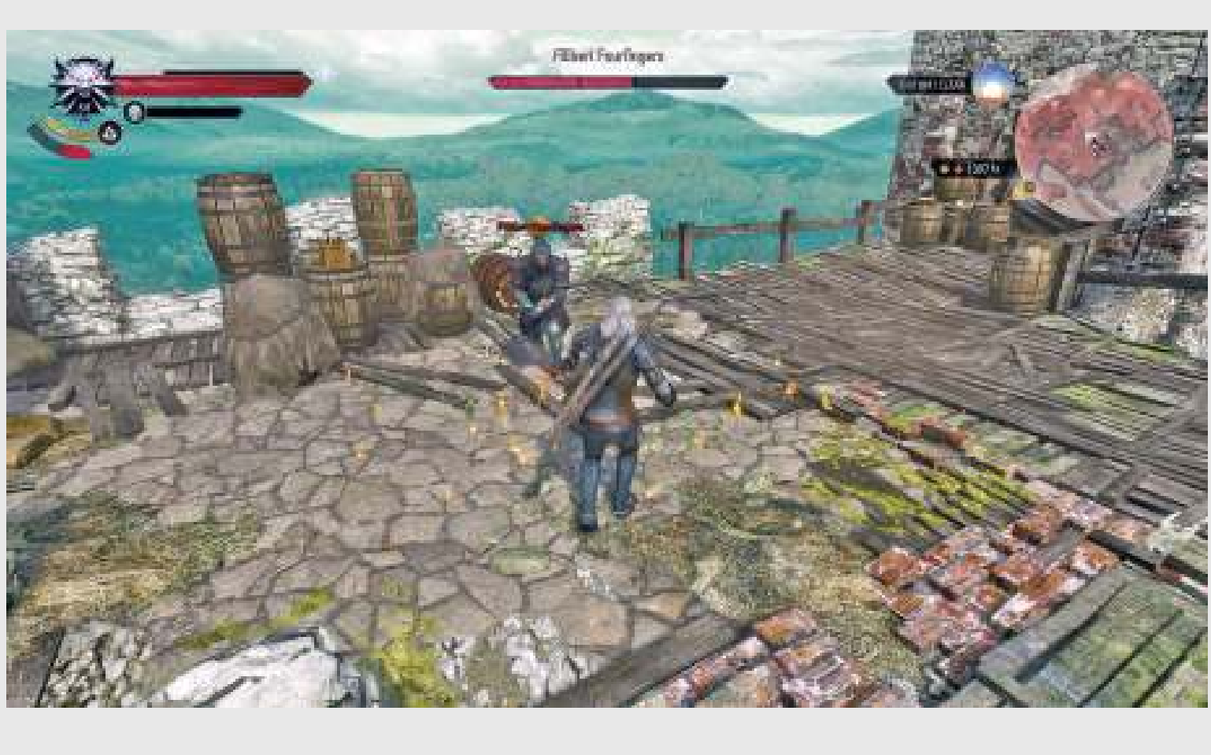
Well-timed bombs thrown at the reinforcements streaming up the steps can cause mass casualties, especially if you quickly switch from a Northern Wind bomb to an explosive or Igni blast. Drop area-of-effect magic or bombs at the top of the steps, when the foes show up en masse.

Fighting in the open usually makes you susceptible to archers, though by now your activity point allocation should make ranged attacks moot. If you need to hide from the archers on the upper bailey, dip below the wall on the stone stairs at the upper bailey entrance, while coaxing foes into an easily-dispatched group.

Fighting on the signal tower spiral steps is unwise, especially at the top, as you can easily fall after being struck by a foe. Incapacitate enemies with Northern Wind, Signs, or crossbow bolts to lessen the chances of losing your footing.

Need to flee? Leap from the upper bailey, down to the lower courtyard, and back up to the stream, using the high castle walls as cover.

Remain in the northwest castle ramparts after the main fighting has died down, find a ladder, and climb onto the wooden platforms, facing a couple more armored foes as you reach a second ladder, and more platforms leading all the way to the top.



This is where Filibert Fourfingers – the Hanse leader – resides. He is clad in heavy armor, and tough to hack apart easily, though you can parry and push him back toward the red explosive barrel, then light it with Igni or a flaming crossbow bolt (or explosive bomb). Or just Axii his brain. Then check his perch for some notes. You'll find some orders from Filibert at the nearby Knight Errant in Distress.

Once the Hanse is cleared, Knight Errant forces appear to take over this position. Expect a deep discount from a Journeyman Armorer that appears at this location.

Items: Journal bound in worn leather

- The two roads to the west and south of the castle are each patrolled by bandits on horseback; tackle these enemies (one pair, one group of three) before assaulting the castle itself.
- Charge into the lower courtyard, and a torch-bearer tries to flee up the steps. Concentrate on him first if you aren't wanting to face reinforcements. Expect around six foes in this lower area.
- You can use the gap in the exterior battlements left of the main gate, below the ballista, and with some careful jumping you can leap up, past the ballista, and more easily catch the torch-carrier.
- Try to keep the torch-carrier in the lower courtyard (by blowing him up, using ranged weapons, or sprinting and hacking at him).
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Filibert Fourfingers

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Items: Journal bound in worn leather

HANSE BASE #3: TULASENS CAVES

In the far northern climes of the Gorgon Foothills, north of Fox Hollow (which is an Abandoned Site full of bandits, and a recommended culling spot before the Caves are assaulted), is a deep gorge in the wooded hills. You can fall to your death from above. A better plan is to assault from the river, into the mouth of a small cave.

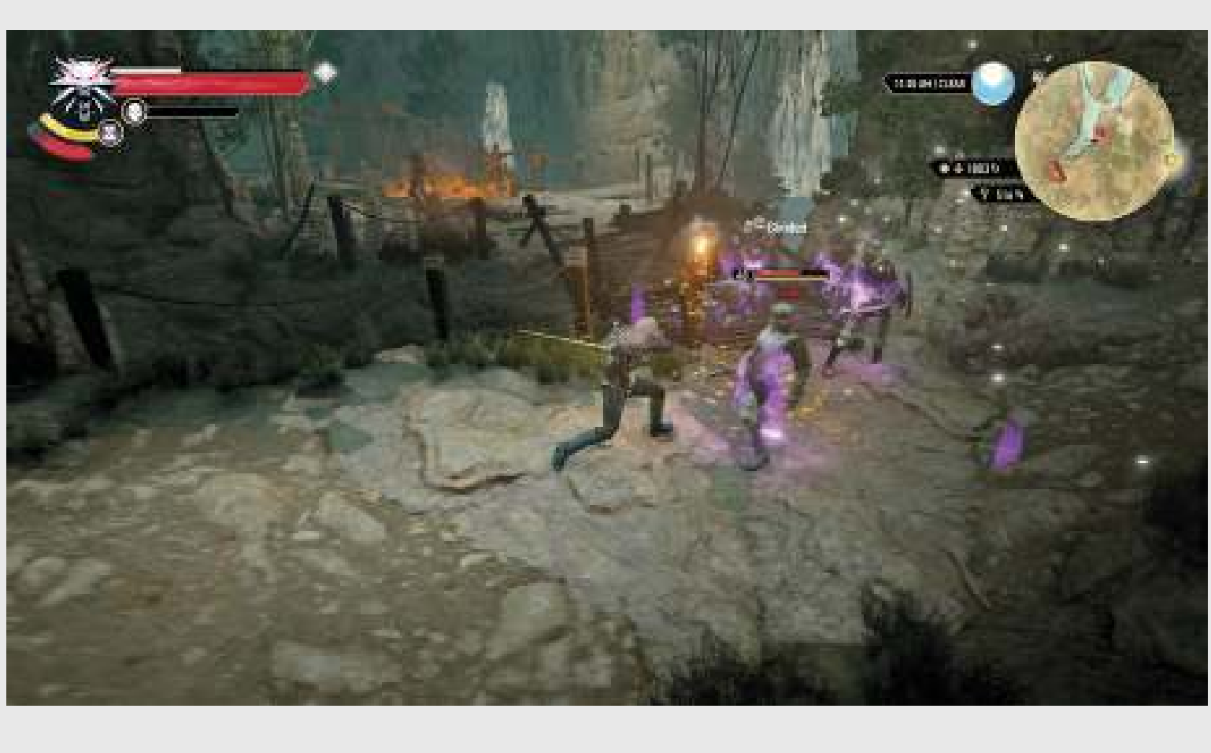
HANDLING A HANSE BASE: TULASENS CAVES

Though the map marker of this Hanse shows it just south of a deep fissure leading to a shallow underground stream, the only real way to actually engage the foes in this base is to search the river to the southwest, and uncover a small bandit camp at the cave mouth. Tackle the four foes here before heading into the cave. Note there's a second cave entrance to the east of here, but it has an iron gate that is locked and cannot be accessed now.

Watch the left side of the stone passage; you don't want to fall into the rock-walled streams of this Hanse at any time, as it's difficult to get out, and you'll attract unwanted attention.

Reach the first wooden footbridge, before sprinting across and through the first set of foes, focusing on the torch-carrier. He runs up the long right-curving path, then up

the wooden steps to the signal fire at the top of the open cave fissure. Use Axii before he reaches the steps to ensure this doesn't happen.



Now turn your attention to the assembled bandits. As the cave complex is dark and confusing, a good idea is to face foes where you killed the torch-carrier, retreating back to the first wooden bridge and using that narrow opening to funnel foes into your attacks (so you aren't overwhelmed). Retreat to the cave mouth if you wish; then slay bandits in a much more manageable manner.

The steps up to the signal fire are difficult to navigate, and you can easily be swamped by foes. As the only way to escape is a death plummet, stay away from here (even if the signal fire is about to be lit).

There are side passages, the watery stream below, and other small bridges and ledges to explore. Do this after combat, and not before, to minimize risk of becoming lost or trapped.

Head roughly south, passing a waterfall gorge to your left as you cross a wooden bridge, push open an iron gate, and enter the lair of Loth Halfbreed, the Hanse leader in these parts. He favors a sword and shield. You should favor an Axii flummoxing and quick murdering.

Once the Hanse is cleared, Knight Errant forces appear to take over this position, with a Journeyman Armorer (found in the north part of the cave). Search Loth's corpse for his notes and a key to unlock the southeastern cave exit, off this area, allowing a quick access out to the river.

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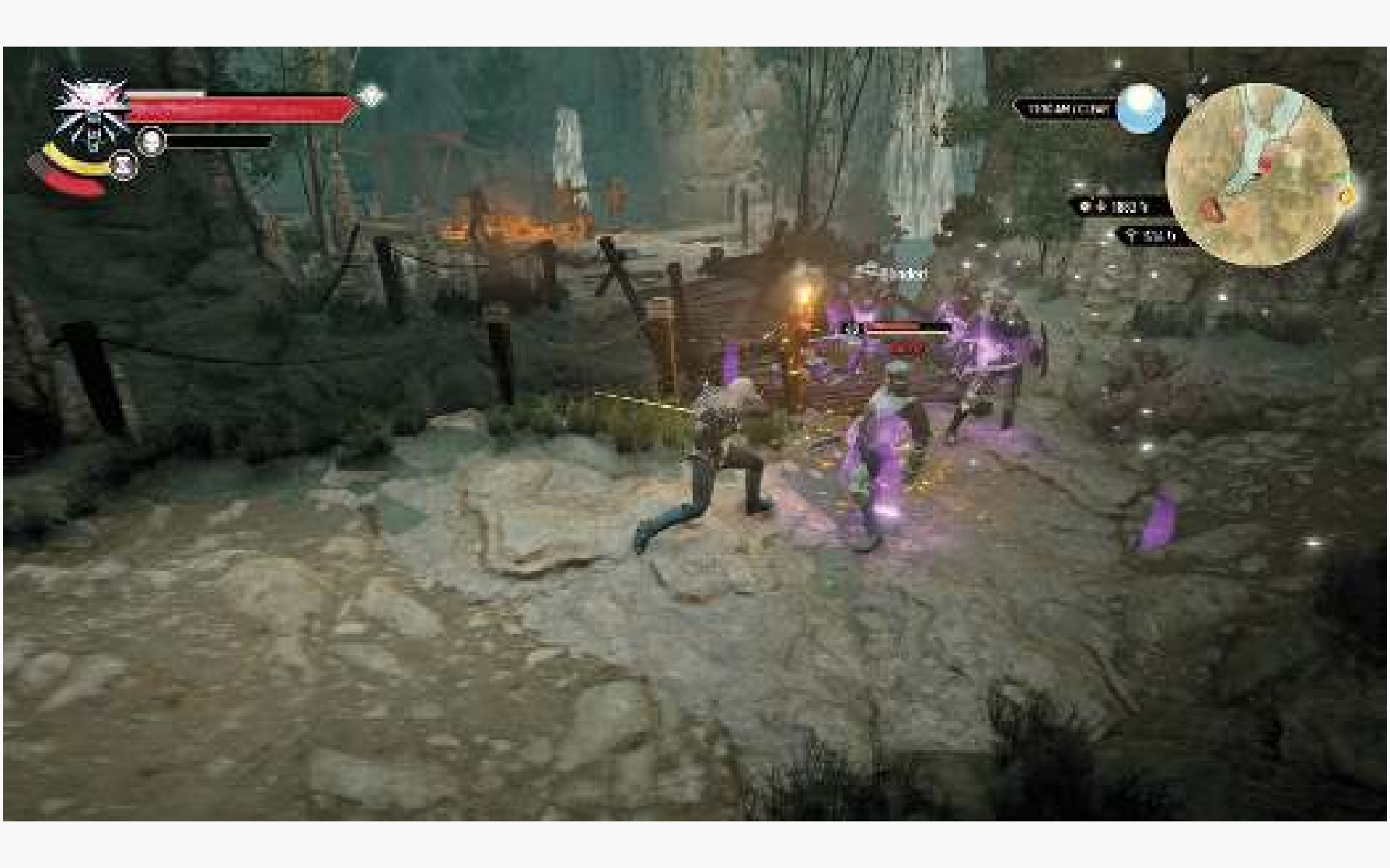

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Getting A Firm Grasp Of The Situation

DANGER ALERT SPOILER ALERT

B&W GOODNESS, GRACIOUS, GREAT BALLS OF GRANITE!

LOCATIONS: The Gran'place, Art Gallery (Unmarked), Hughes de Saberre's House (Unmarked)

CHARACTERS: Art Curator, Reginald d'Aubry, Hughes de Saberre, Rosalinda

ENEMIES: Cuckold

OBJECTIVES

- Talk to the art curator.

QUESTING DECISIONS

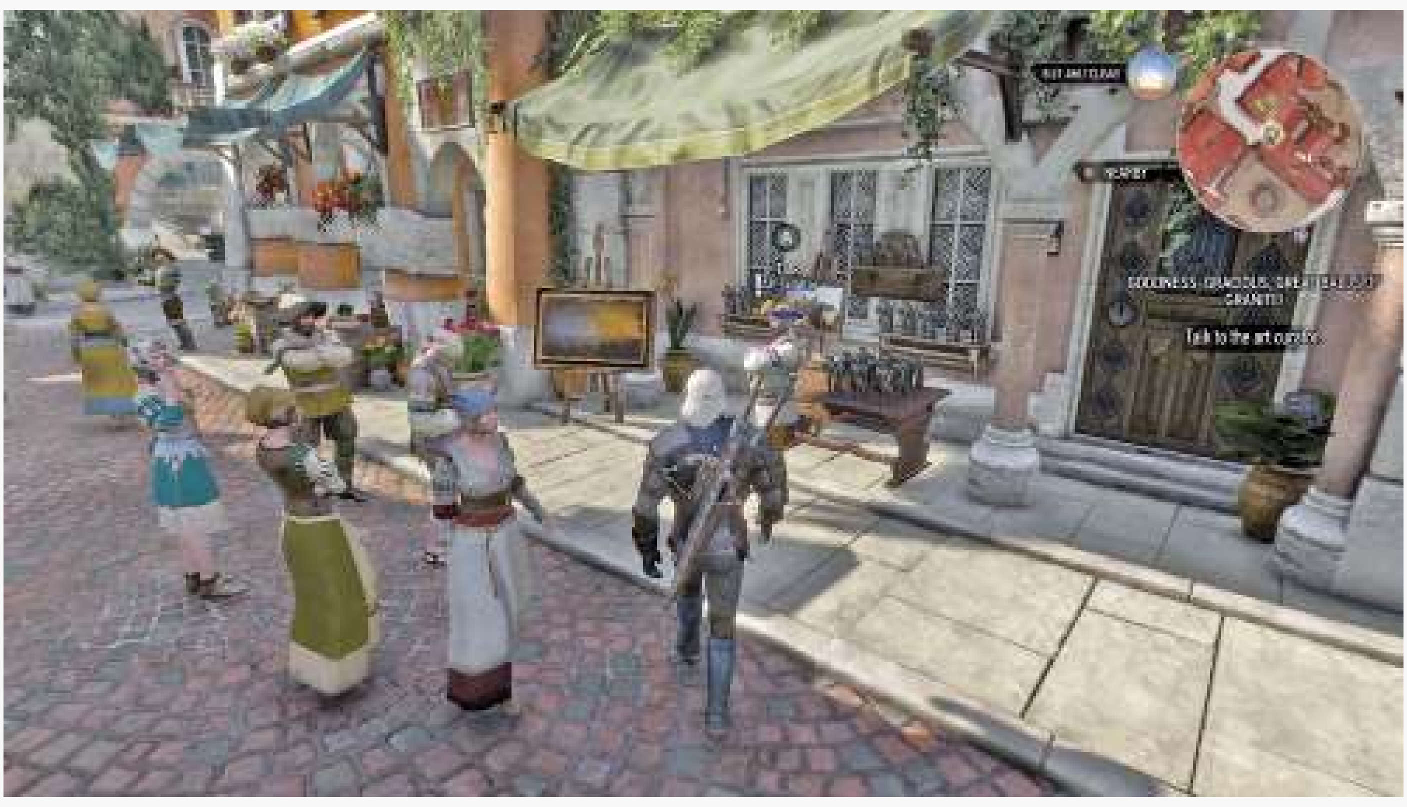
This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest can begin in one of two ways:

You can read the following missive pinned to a Notice Board, such as the one at The Gran'place (Beauclair), entitled "Wanted: Discreet Specialist", which refers to a particular sensitivity and knowledge of modern sculpture, and concerns the statue of Reginald d'Aubry.

You visit the Art Curator, an exhausted curator who is busy turning away customers from his art gallery on the promenade above the wine tavern, close to the Gran'place Signpost.

Art Curator,Rolande de Flakfizer

From the Notice Board at The Gran'place, head east down the cobblestone street that curves right, onto a promenade over the Adder and Jewels winery below. Visit the Art Gallery of Rolande de Flakfizer, who is busy turning away guests as his Reginald d'Aubry exhibit is closed until further notice. After he recognizes you, he hopes you might help with a somewhat delicate matter, and he pays well. Agree, and he beckons you behind the door.



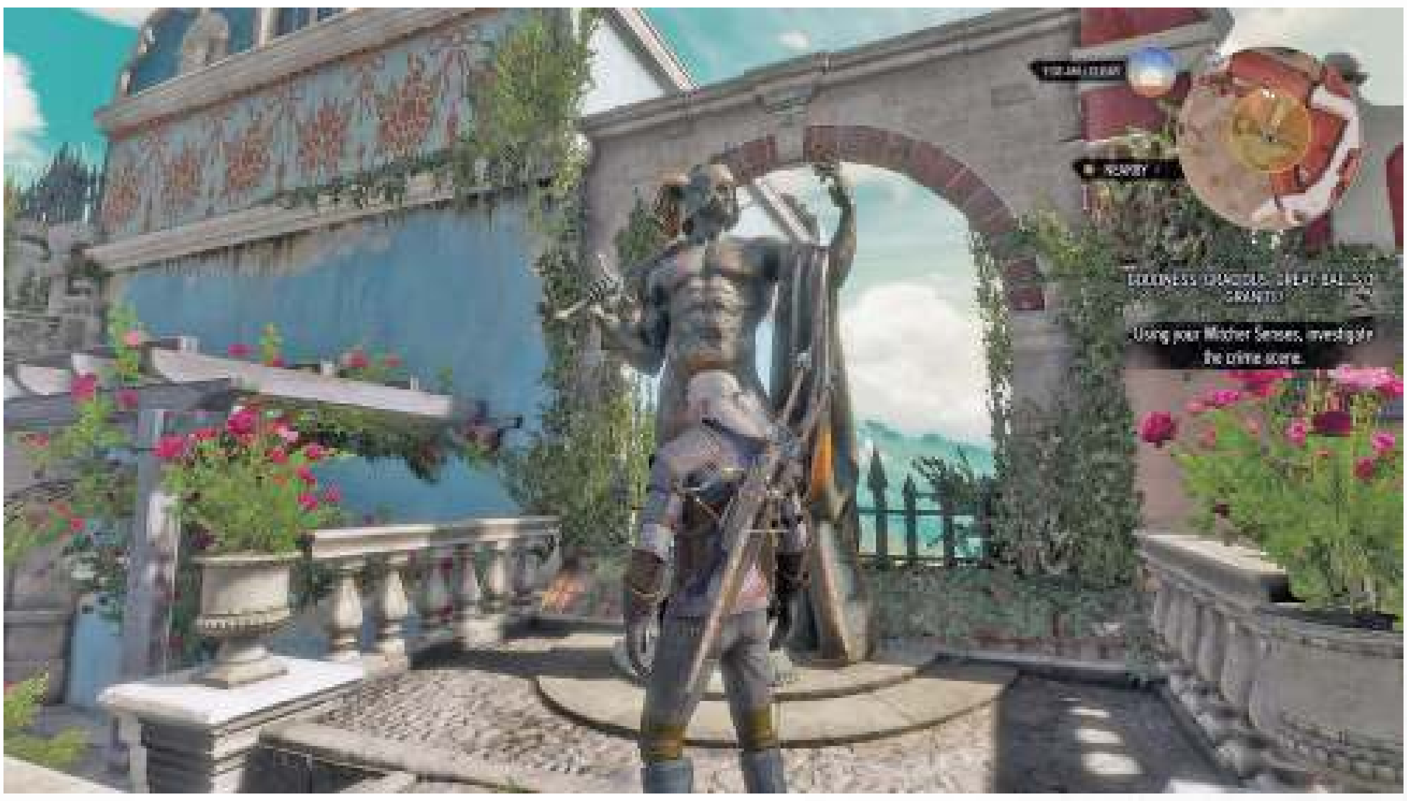
You are shown a massive granite statue of the fabled Reginald d'Aubry, a giant among lovers and a puncturing swordsman to boot. He also diddled harps and other organs. And speaking of organs…it seems someone has made off with the statue's dangly bits! This is a terrible theft for the tourist-attracting Rolande, as anyone who strokes the baubles are granted unparalleled virility. Optionally ask for more information about Reginald, before questioning Rolande about possible suspects ("everyone") and when the theft took place (in the last few hours). Tell Rolande you need to look around.

Goodness, Gracious, Great Balls Of Granite! (Blood and Wine)

Rescuing Reginald D’aubry’s Orbs

OBJECTIVES

- Using your Witcher Senses, investigate the crime scene.


GOODNESS, GRACIOUS, GREAT BALLS OF GRANITE!
Using your Witcher Senses, investigate the crime scene.

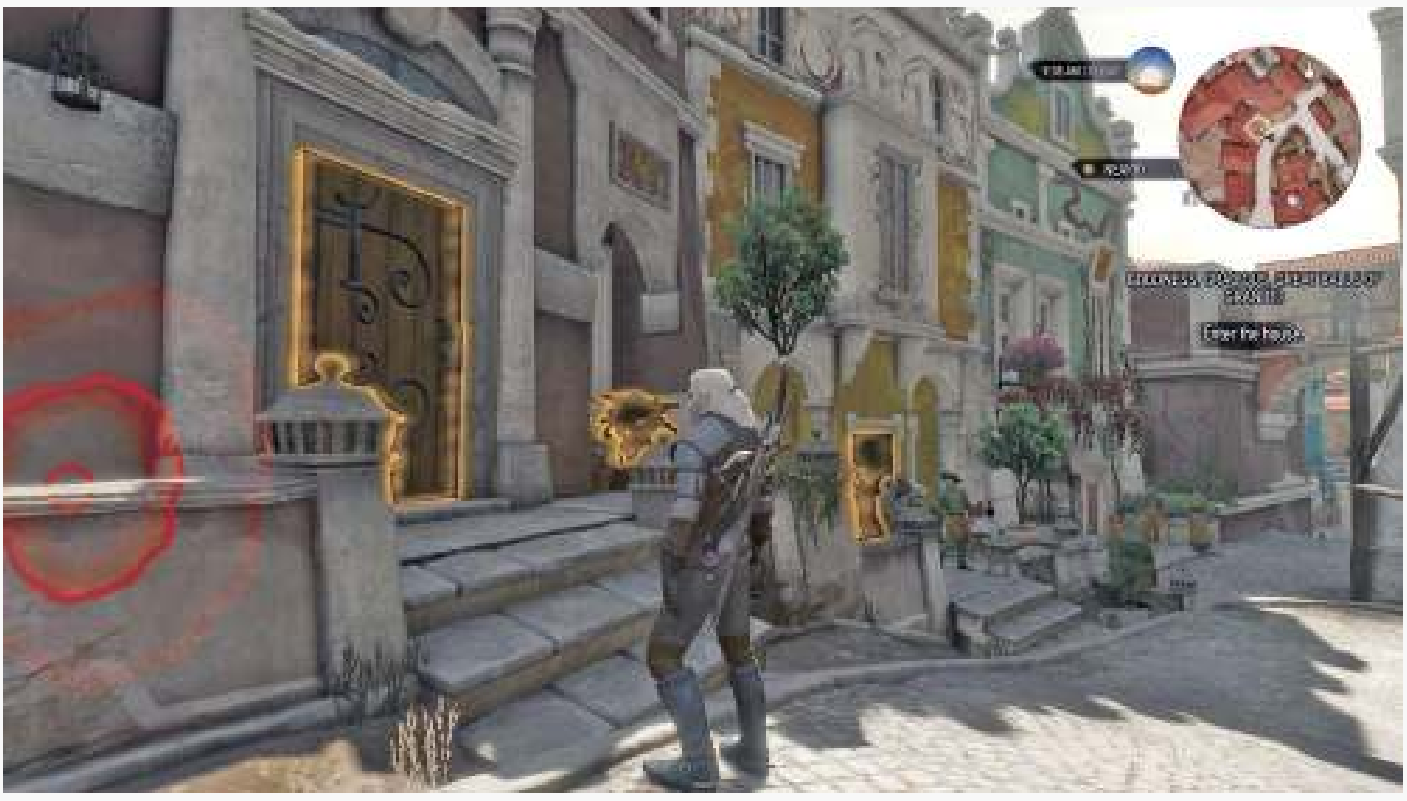
With your Witcher Senses, make a thorough inspection of the, uh…“area”:

- The statues bits and bobs were sawn off; this was a precision castration.
- There’s a dried blood stain at the base of the statue.
- The arched rose trellis at the top of the steps has a piece of coat fabric caught on it, with a heavy cologne smell. That might lead somewhere.

OBJECTIVES

- Using your Witcher Senses, follow the scent.

Head down the steps, turn left, step through the door out onto the promenade, and make a left turn (facing northwest). Jog up the cobblestone thoroughfare, passing the Gran’place signpost, make a left turn past the Notice Board, turn right (west) at the edge of the market, and a right (north) up the stone steps just past the Perfumery. Step onto the curved street and head up a few townhouses to a door where some particularly loud rutting sounds can be heard.


GOODNESS, GRACIOUS, GREAT BALLS OF GRANITE!
Enter the house.

Goodness, Gracious, Great Balls Of Granite! (Blood and Wine)

Getting Teste With Old Man Hughes

OBJECTIVES

- Enter the house.

Access the door, and you open it to discover an older gentleman going at it with a younger woman. She runs off to get a towel, while Old Man Hughes blusters about his predicament.

Items: Rust-covered key, Loth’s diary

He gets a little annoyed when it’s discovered you’re not Rosalinda’s husband. Answer as you wish, mentioning the man’s virility, and casually dropping Reginald d’Aubry into conversation. Hughes is ready to drop everything, when you hear shouting. It’s Rosalinda’s husband, and he’s shocked Rosalinda would have two lovers; and both at the same time! The cuckold isn’t about to let you fish in another man’s pond, and steps to you, prompting the following:

- “Not gonna repeat myself”: You don’t have time to tell the cuck again that you’re not *in flagrante delicto* with his wife, so you let your fists do the talking: Punch him on his arse, and he leaves.
- (Axii) You quickly flummox his brain, and he agrees that it’s time for him to leave, and he obliges.

Hughes asks Rosalinda to leave, then admits he stole the stones. You’d never believe it, but they work! He’s been at it three times today and counting! That’s more than the entire last decade! Hughes pleads that you and he come to some arrangement to keep the granite knackers, prompting the following:

- “Fine”: This leads to Epilogue #1.
- “Willing to lend them to you”: This leads to Epilogue #2.
- “Nope. Needed to take ’em”: This leads to Epilogue #3.

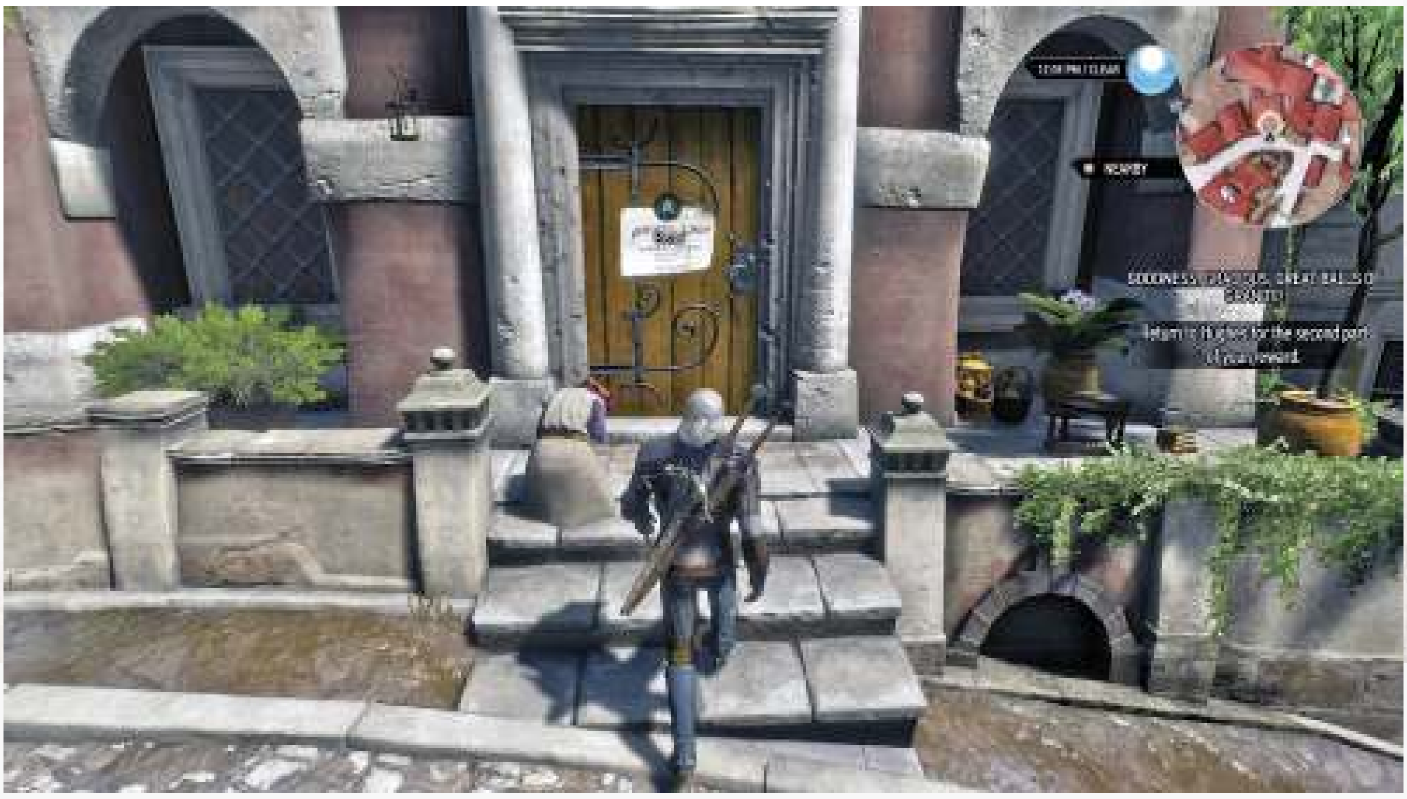
Goodness, Gracious, Great Balls Of Granite! (Blood and Wine)

Epilogue #1: Absolutely Knackered

OBJECTIVES

- Talk to the art curator.
- Wait seven days and return to Hughes for your reward.

You agree to let Hughes have the *cojones*, in return for his discretion and a bag of coin. He hands you a down payment, and tells you to return in a week for twice the amount.



Now return to Rolande, and explain you haven't been able to find Reginald's happy sack; they were destroyed. Rolande is confused as they were made of a material not known to corrode, and this will send his art gallery into receivership! Chin up, Rolande; it's a moot point now.

Items: Crowns (50)

OBJECTIVES

- Return to Hughes for the second part of your reward.

Leave the art gallery, and adventure, mooch around, or meditate for seven entire days until the quest objective updates. Return to the Hughes house for your additional coin. You find Rosalinda weeping at the front door, and a note hammered into the wood, announcing the passing of Hughes. Oh well, he died happy. This quest now concludes.

Epilogue #2: Never Mind The Ballocks

OBJECTIVES

- Wait one day. Return to Hughes.

You agree to let Hughes have the “meat and two veg,” but only for a single day; a compromise he is more than willing to agree to. Leave the residence, Meditate or adventure for 24 hours, then return to the townhouse. You’re told to keep your voice down, as Louisa is the “happy recipient” this time and has an inexhaustible appetite. You’re given the granite gonads, and a fond farewell. Epilogue #3 now begins.

Items: Reginald Statue’s Genitals

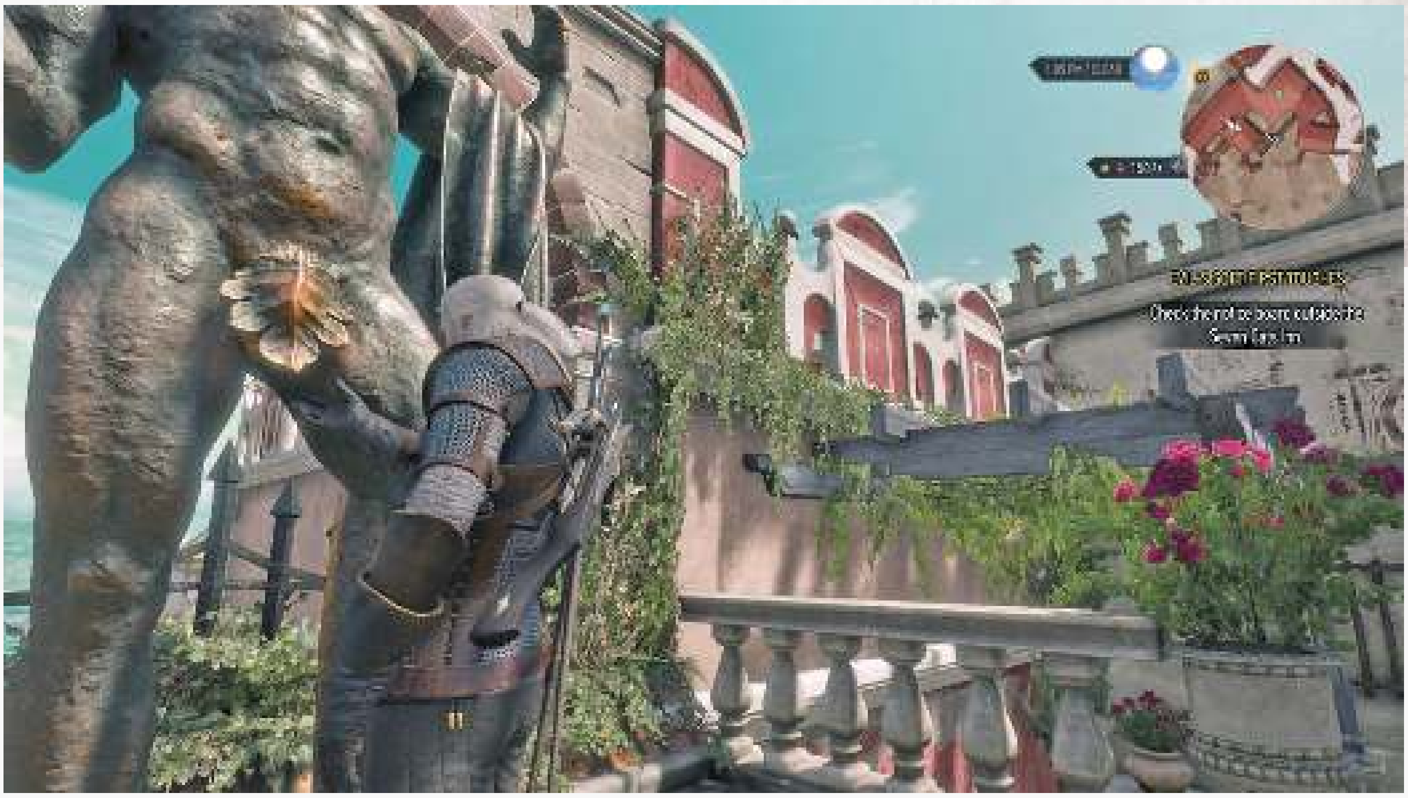
Goodness, Gracious, Great Balls Of Granite! (Blood and Wine)

Epilogue #3: Picking Some Plums

OBJECTIVES

- Talk to the art curator.

Whether you asked for Reginald's dangler and acorns immediately, or came back one day later, you should now have it in your possession. It is a simple matter of returning to the art gallery, heading up the steps to the statue, and speaking to the Art Curator once more. Lebioda's luscious lips, it's really them! You receive a wonderful reward, a scale model of Reginald to proudly display in Corvo Bianco, and even better, you can stroke Reginald at no charge! The Art Curator hammers the fruits of your labor back into place. Wait a couple of hours, and optionally return to Reginald and see him fully rebuilt. You can reach out for the tickle if you like, too! This grants you the "Power of Reginald" which lets you sprint whenever you are out of combat for one hour, as well as increasing your stamina regeneration. Helps explain Hughes' exploits, doesn't it?



Items: Reginald Figurine

Of Sheers And A Witcher I Sing (Blood and Wine)

There Was A Bard Named Papillon…

DANGER ALERT B&W OF SHEERS AND A WITCHER I SING SPOILER ALERT

LOCATIONS: Nilfgaardian Embassy, A Cut Above Hairdressing Salon (Unmarked), The Barber's Cave (Unmarked)
CHARACTERS: Le Papillon, Jean-Louis Ludovic
ENEMIES: Archespore, Beau Duvall, Squires

OBJECTIVES

- Force open the doors to the hairdresser's salon using the Aard Sign.

QUESTING DECISIONS

This Quest is accessible after the tournament part of The Warble of a Smitten Knight quest is concluded, on the raised promenade above the lake docks, just south of the Nilfgaardian Embassy.

Le Papillon

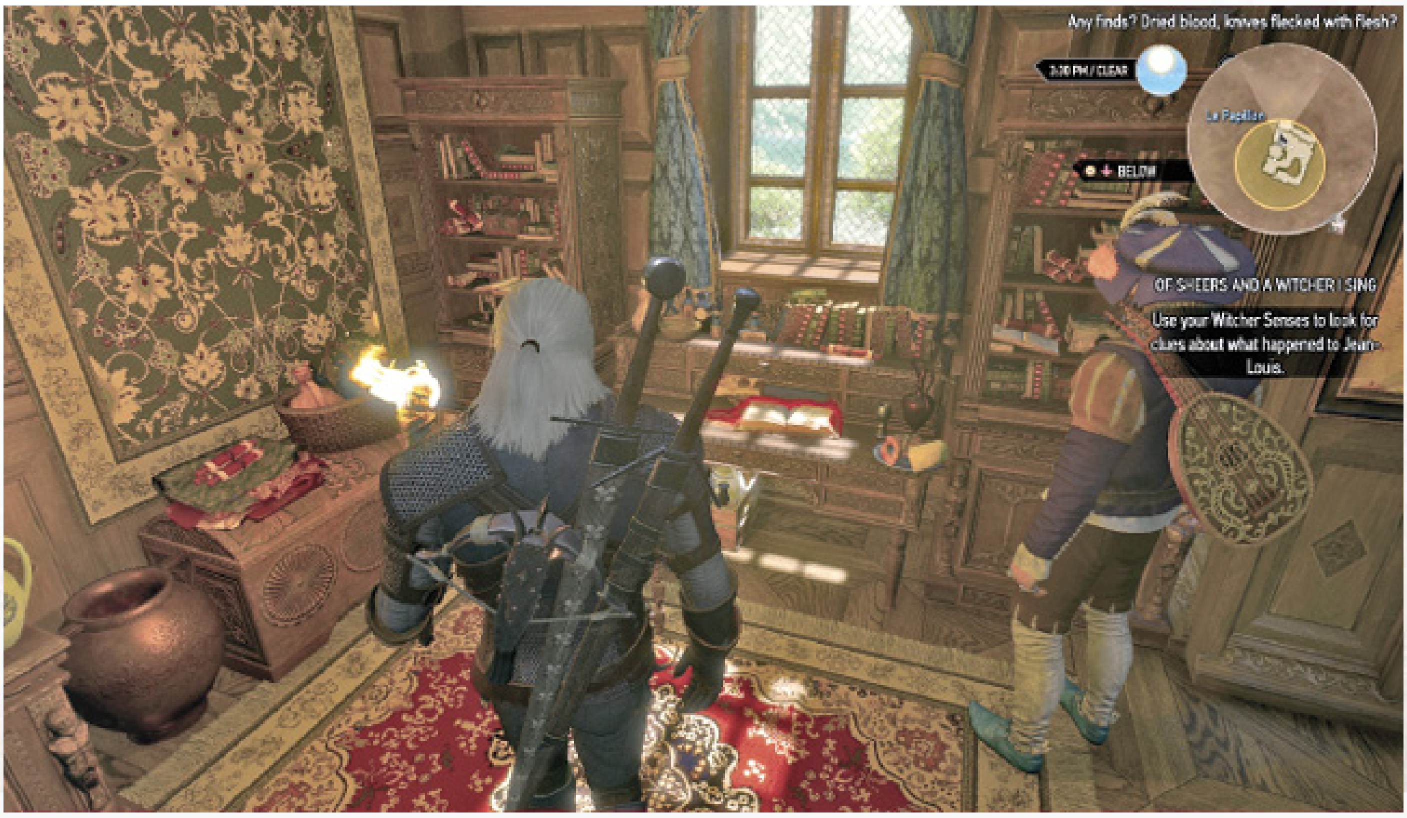
While walking the upper promenade just south of the Nilfgaardian Embassy, by the closed barber's shop known as "A Cut Above," you're stopped by a dandy named Le Papillon, a troubadour you may remember. He greets you using the name you used during the tournament. Le Papillon is a devoted fan of Dandelion, and prone to interrupt you with verses, especially as you're about to undertake a valiant rescue mission as La Papillon's coiffer, Jean-Louis Ludovic, has gone missing. Optionally ask for more information about the barber, then agree to look into it, bargaining up the bard if you wish. The shop is currently closed. Open it up again with a quick blast of Aard on the front door.

Of Sheers And A Witcher I Sing (Blood and Wine)

Whose Singing It Droned On And On…

OBJECTIVES

- Use your Witcher Senses to look for clues about what happened to Jean-Louis.



Any finds? Dried blood, knives flecked with flesh?

OF SHEERS AND A WITCHER I SING

Use your Witcher Senses to look for clues about what happened to Jean-Louis.

Conduct a thorough search of the interior of “A Cut Above” Barber’s shop, beginning with the customer chairsand mirrors:

- There are empty pomade jars; they stink more than La Papillon’s poetry
- The scissors are dull; they haven’t cut hair for a while.

Head upstairs to continue your search:

- The chest at the foot of the bed hasn’t been touched, so there’s no forced entry here. There’s another empty jar of pomade, too.
- Over by the window is a coiffer’s log listing hair styles long out of favor in Novigrad. His last client was a Lady le Pompidou, but there are no leads there. Of greater interest is a map sketch; it seems to indicate (after you request Le Papillon shut up) the barber went out to find ingredients for his pomade. Gather the map.

Items: Jean-Louis Ludovic’s Map

Of Sheers And A Witcher I Sing (Blood and Wine)

He Helped (Not A Lot)…

OBJECTIVES

- Follow Le Papillon.
- Kill the monster.

While Le Papillon serenades you with verbose verse, resist the temptation to throttle him and follow him out of the barber's, and roughly south out of Beauclair, passing through the Orlemurs Cemetery and Lebioda Gate, and along the road heading south. When you reach the general area where Jean-Louis was searching for ingredients, La Papillon shows he's a lover, not a fighter, and leaves you to lop the head off an unruly Archespore.

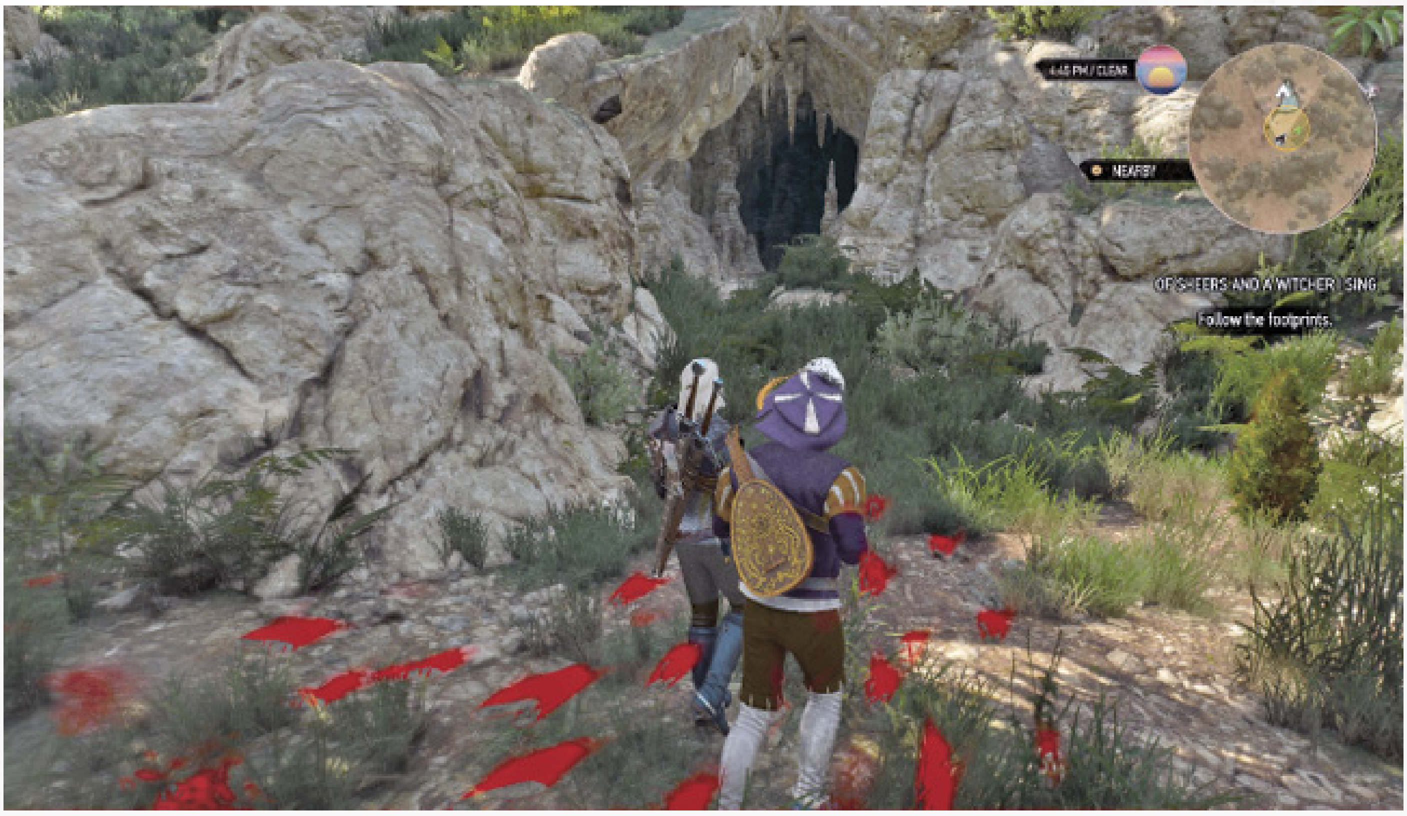
Of Sheers And A Witcher I Sing (Blood and Wine)

When They Discovered A Plot…

OBJECTIVES

- Search the meadow using your Witcher Senses.
- Follow the footprints.

This prompts more treacly tunes from La Papillon as you follow him to the second location where Jean-Louis was picking flower petals. Sure enough, a basket is found in this meadow, with the same smell as the pomade. Close by are some trampled grass, multiple footprints, and a sprinkling of blood! Use your Witcher Senses, and follow the trail of footprints roughly south, down a hill, to a rocky outcrop and a cave entrance. Here, the trail goes cold.



OBJECTIVES

- Search the cave.

Oh good, more singing. Head into the cave, and the flickering shadows gives Le Papillon cause to quieten down a bit. This is fortunate, as you can hear voices from below. Drop down, and listen to a helmeted knight vent some of his own, decidedly less lilting poetry, on Jean-Louis, who has given him a haircut he's extremely displeased about.

Of Sheers And A Witcher I Sing (Blood and Wine)

…And Brought A Barber Back To His Salon

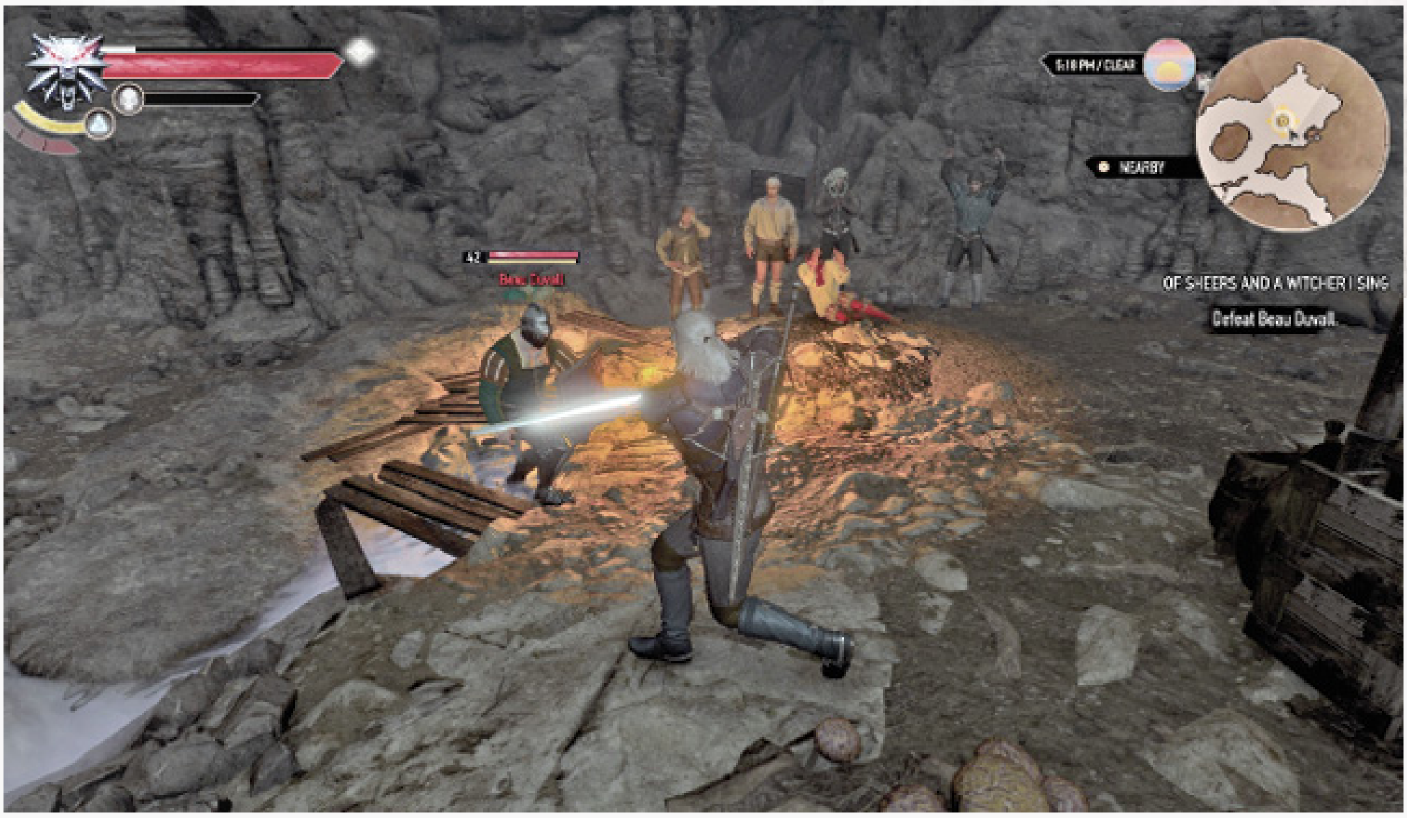
OBJECTIVES

- Save the hairdresser.
- Defeat the knight (and his men).

As you arrive, Beau Duvall (for that is the knight’s name) turns his frustrations onto you, once he threatens to snip off something a little more permanent that’s attached to the barber. Intervene with one of the following:

- “Doesn’t seem chivalrous,” which causes Beau to challenge you to a duel; one-on-one. Cut him down, while his entourage of squires watches.

- “Hair grows back,” which infuriates Beau and he orders his men to battle you, five-on-one. Cut them down, including his entourage of squires.



Jean-Louis is suitably impressed that his hide’s been saved. Alas, Le Papillon is allowed to finish his bard’s tale, which you can critique with enthusiasm or derision. Then comes the matter of payment. Of course, La Papillon has no funds, and it falls to Jean-Louis to provide you some crowns. Visit him at “A Cut Above” and receive a discount in hair and beard grooming, too. The quest then concludes. You can now select a unique haircut, called the Queen’s pageboy, if you so choose.

Paperchase

Welcome To Cianfanelli Bank!

DANGER ALERT
SPOILER ALERT
B&W
PAPERCHASE

LOCATIONS: The Gran'place, Cianfanelli Bank (Unmarked), Perfumery (Unmarked)

CHARACTERS: Vineyard Owner, Bank Clerks, Marianne, Bank Customers, Giacomo Cianfanelli

ENEMIES: Bank Customer, Dwarven Bouncers

OBJECTIVES

- Go to the Cianfanelli Bank.

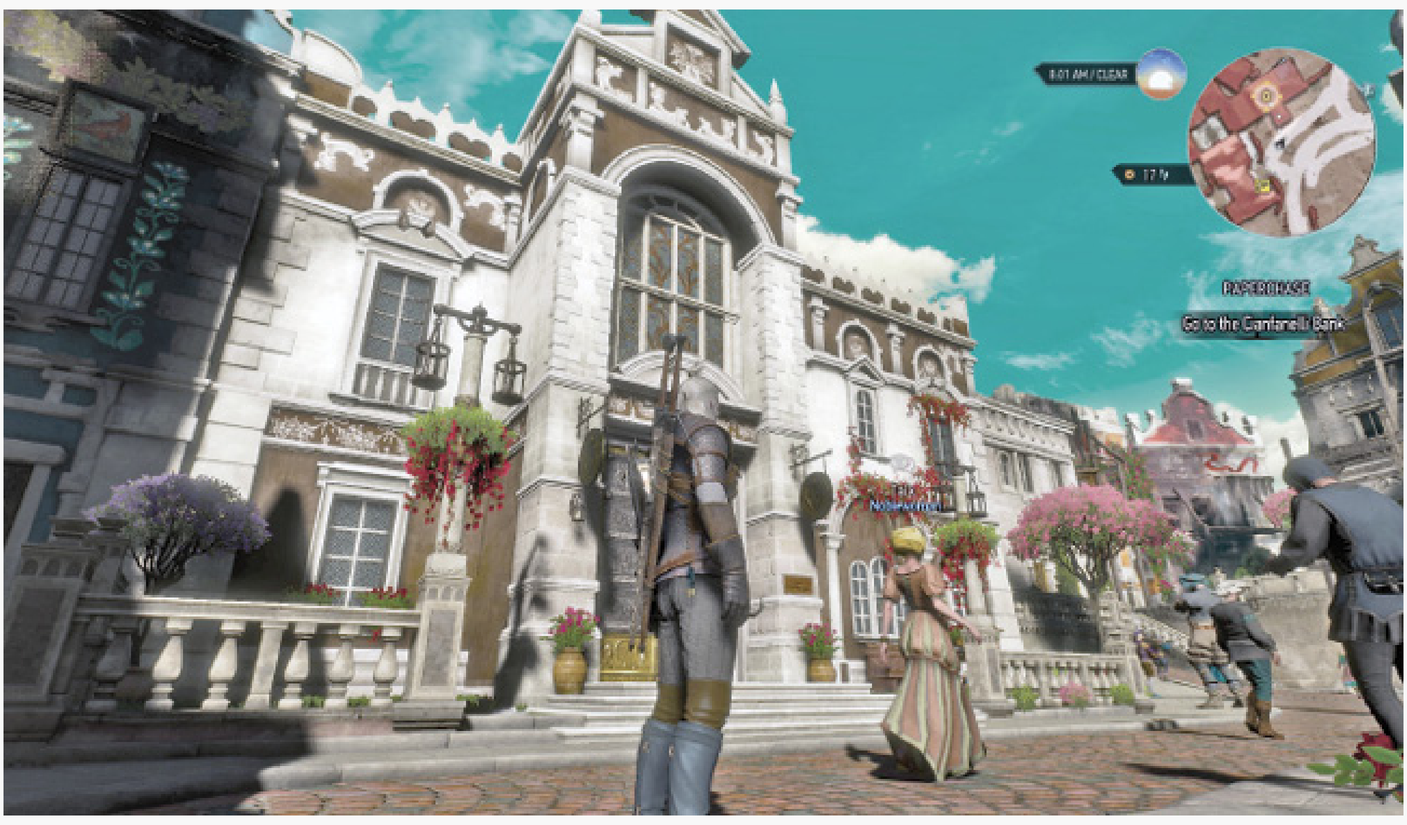
QUESTING DECISIONS

This Quest is accessible at any point during your exploration of Toussaint, though it is easiest to complete when you're exploring the streets close to the Blacksmith's and Armory, just south of The Gran'place Signpost.

Vineyard Owner

Do you remember your first exploits in Beauclair, many years ago? The Vineyard Owner standing close to the Armory and Blacksmith's shops just south of The Gran'place Signpost certainly remembers, and he's been good enough to pay you for the services you rendered now that he's out of his bind. As you off gallivanting around elsewhere, the merchant placed your funds in a savings account at Cianfanelli Bank; it should be a substantial sum by now, and it will be simplicity itself to withdraw the funds when the need arises.

Head north, through the market stalls and pass the Notice Board, to the area close to The Gran'place signpost. Look for the imposing stone building to your left (west), and enter. Inside, the place is quiet, save for the quiet snoring from one of the clerks.



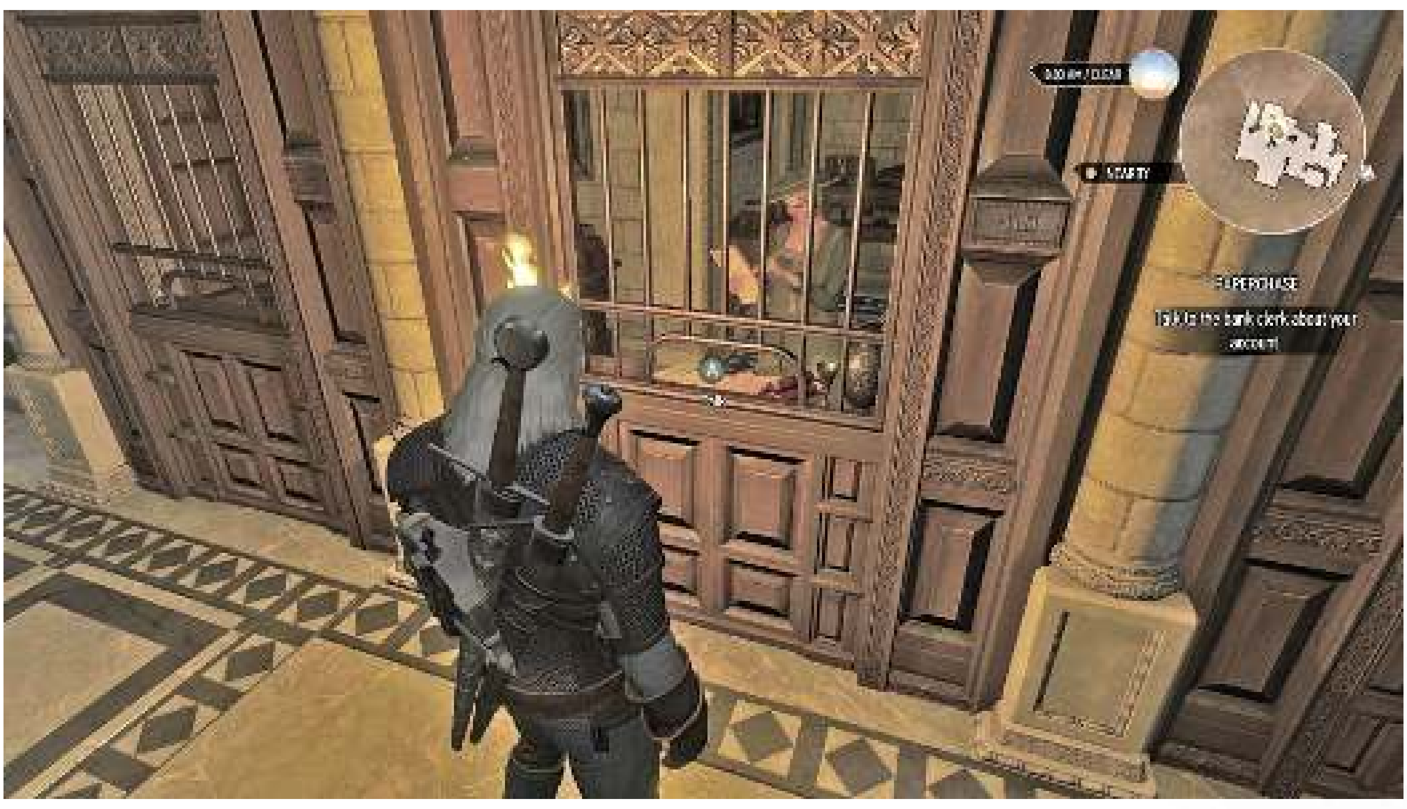
Paperchase

We Look After Your Coin As If It Were Our Own!

OBJECTIVES

- Obtain an A38 Permit from Window 1.

Head to Window 3 (the different clerks have plaques to read to determine where they are), where you're greeted by a reasonably cheerful clerk. You can optionally change coin to Crowns (something which can be done irrespective of this quest), but you're really here to "withdraw some coin." She asks your name, then goes off to find the relevant records. You wait. She returns with news; "extraordinary circumstances" prevent you from accessing your account, as the holder is dead. The note is clearly in error, and the account can be activated, providing you acquire the correct documentation; Permit A38. That can be found at Window 1.



Cross the foyer, passing the Bank Customer on the window bench, open the door by the plaque that reads "Window 1" and enter. Speak to the clerk at Window 1, who doesn't seem quite as cheerful. Request Permit A38 from her, and you are informed this is the wrong window. Answer as you wish: You're told to calm down (or you'll rupture a vein), and the clerk recommends you check upstairs in records. Or downstairs, in the archive. One of them should have the documentation. Your jaunt to the records or archives departments can be completed in either order:

OBJECTIVES

- Ask in archives about an A38 Permit.

Quickly stroll north, then down the marble stairs down and around to the Archives, across from the vault. Visit the Bank Clerk in this room, and you're asked curtly what you want. Request Permit A38. Fiddlesticks! He's just run out! But not really, he doesn't have this form because this is the Archive! You can try to optionally "make a small donation," but the clerk is taken aback. How dare you!

OBJECTIVES

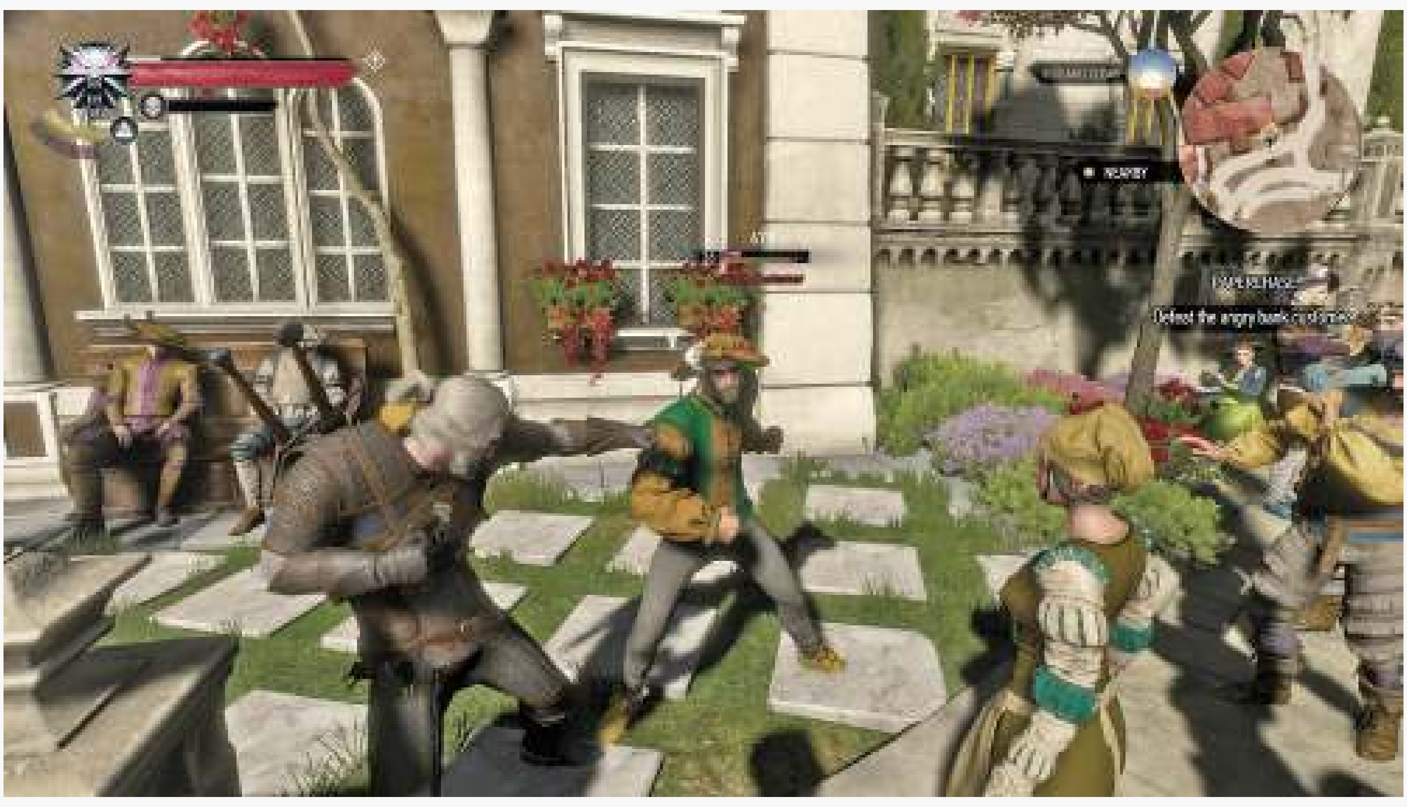
- Ask in records about an A38 Permit.

Quickly wander south, then up the marble stairs, and north toward the Records office, passing two waiting customers. Speak to the Bank Clerk despite the protests, and ask if this is the place to get Permit A38. It certainly is! Simply hand over your Form 202. Which of course, you don't have. After asking again, the Clerk explains this is all reasonably simple; Permit A38 can only be issued upon presentation of Form 202, as stated specifically in Ordinance N60. Window 1 should have Form 202.

OBJECTIVES

- Defeat the angry bank customer.

On your way out of the Records office, one of the bank customers isn't about to let you get away with cutting in front of him. Answer him as you wish, until he threatens to pummel you. After a pregnant pause, one of the dwarven Bouncers orders you to fight outside. On the forecourt, put your dukes up, and throw punches at the Bank Customer until one of you falls on your derriere.



Paperchase

The Customer Is Always Right!

OBJECTIVES

- Return to Window 1 to get Form 202.
- Using your Witcher Senses, find the clerk from Window 1.

Return to the ground floor of the bank, and head to Window 1…which is deserted. Examine the window, and the smell of hair pomade, and follow the trail of scent across the foyer, to a locked door leading to Window 3. You can hear the clerks nattering behind the door. Speak to them to learn that they are on their break and will serve you when they are done. It would behoove you to stop being rude, and wait until the clerks have finished their break.

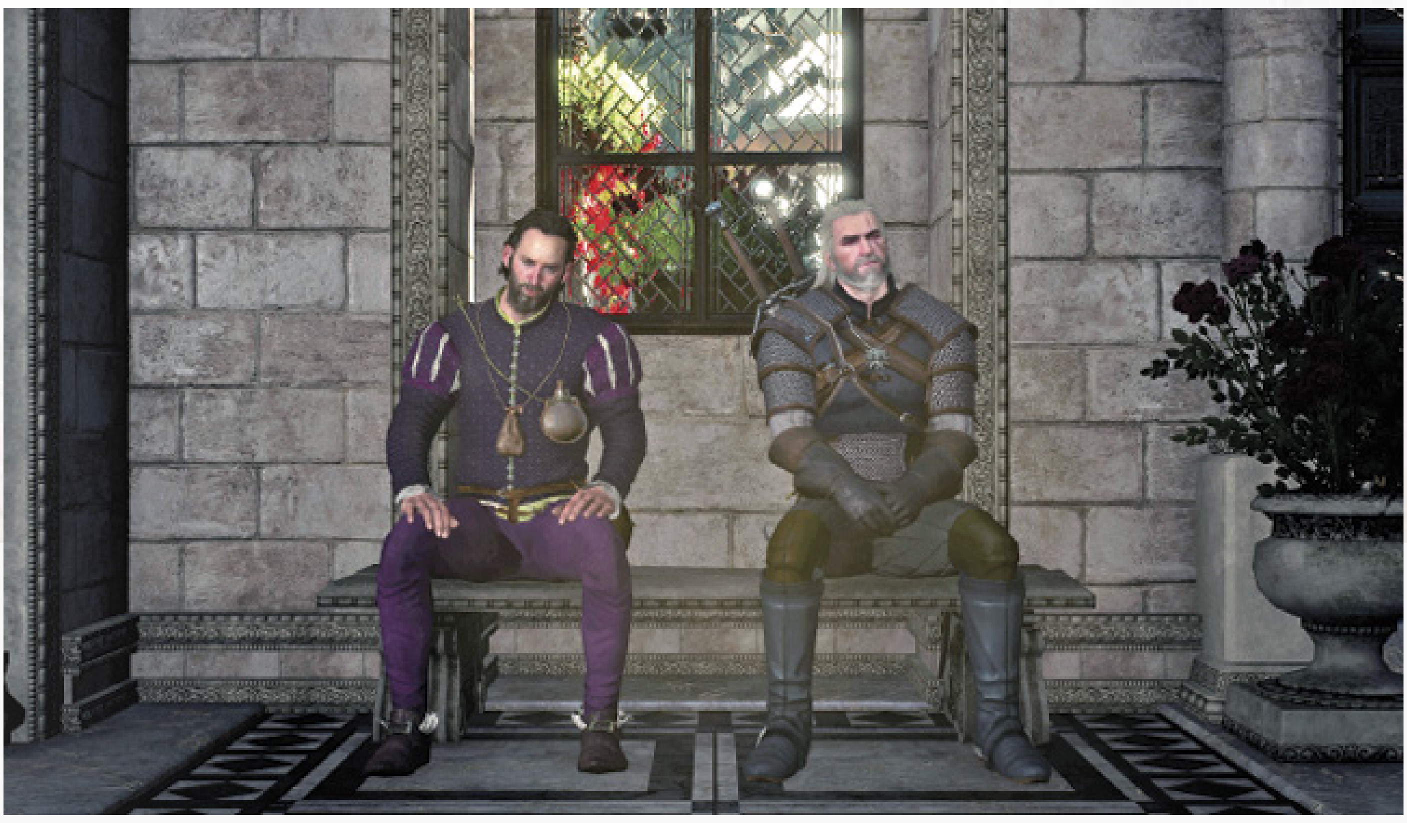
OBJECTIVES

- Sit and wait until the break ends.

Look around the foyer for a bit. Sit down next to the Bank Customer you haven't punched, who sits near the door to window 1, to the side of the entrance. You strike up a conversation; count yourself lucky, as this fellow has the challenge of locating Certificate P! At this point, the customer asks if you're up for a round of Gwent. You can:

- Agree, wager, and win or lose a bout of Gwent. This is your only opportunity to play the Bank Customer.
- Mention that he knows his way around here; he recommends some finesse and subtlety to get what you need.

After the game or the chat, the clerk at Window 1 returns from her break.



OBJECTIVES

- (Optional) Buy a present for the bank clerk.
- Return to Window 1 to get Form 202.

Return to Window 1. You may, if you wish, head out of the bank, and locate the Perfumery that's a couple of buildings away to the southwest, enter, and purchase either some Flowers or Perfume, before returning to Window 1. Request Form 202, admonishing the clerk as she could have told you this information beforehand. She asks for your name, before looking it up in the ledger. You're then informed that Form 202 cannot be issued; the applicant in question has been declared officially dead.

Resist the temptation to burn Beauclair to the ground, and instead rely on your wily charms. You can:

- (Give flowers or perfume) The clerk is taken aback, but pleasantly surprised at your gift.
- Tell her you're really here to see her, and lay on the charm about visiting her.

Either option does the trick, and she goes off to fetch the bank owner, Master Cianfanelli himself.

Paperchase

Red Tape, Or Red Mist

OBJECTIVES

- Follow Cianfanelli into the vault.

A few minutes later, the Bank Clerk returns with Giacomo Cianfanelli himself. He apologises for the delays, and you mention the permits you've had to find. Cianfanelli starts stalling, prompting you to ask what happened to your coin. He tells you proper paperwork is needed, and you resort to showing him the scroll detailing the Duchess' request, and to act as her personal emissary. You demand access to your account!

This seems to do the trick. Follow the dwarf downstairs, to the vault with the guard at each side. Cianfanelli unlocks the gate, and tells you which vault your deposit box is in. Head inside, inspect box 256 (the last one on the right)…which is empty!

You turn and see the two Bouncers preventing your progress, and Cianfanelli on the other side of the vault gate, explaining that because of your "deceased" status, it was decided that the monies in your account would be spent; on stocks, bonds, vineyard investments. Cutting to the chase? They don't have your money. You can:

- Tell Cianfanelli he has a week to recover your funds. This leads to Epilogue #1.

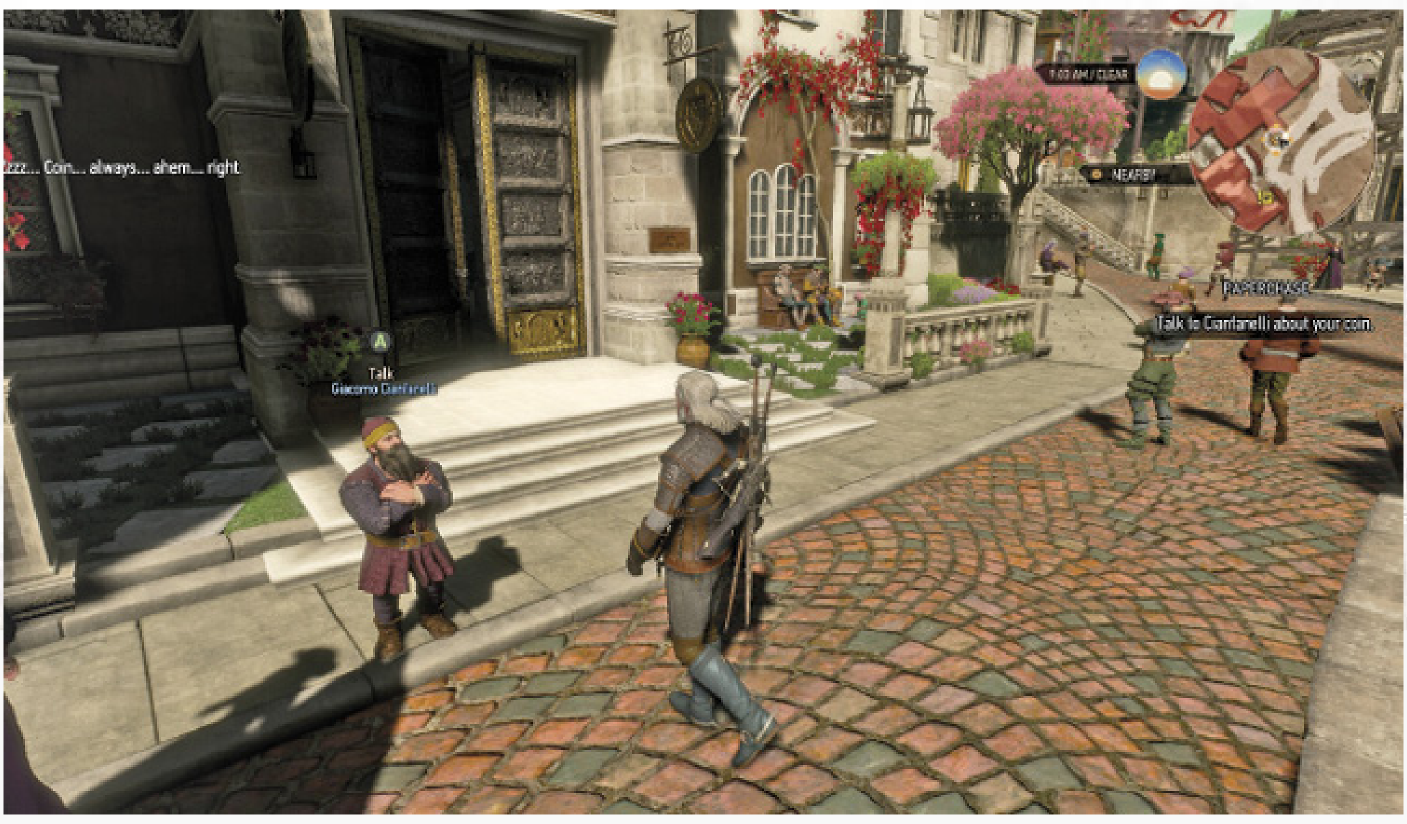
- Inform Cianfanelli you'll rip the coin out of his throat. This leads to Epilogue #2 or #3.

EPILOGUE #1: FULLY VESTED

OBJECTIVES

- Wait a week and talk to Cianfanelli.

You leave the bank. Waiting outside the bank for seven days to pass, or meditating for that length of time, is arduous but possible. A better plan is to simply continue your adventuring, returning every so often until you spot Giacomo outside the steps. Speak to him; he has your coin, and he thanks you for the trust you showed. As an apology, he also includes a blade, "The Reckoner," and he apologizes for the whole minging kerfuffle. The quest then concludes, and you may change monies at the bank whenever you wish.


zzz... Coin... always... ahem... right
A
Talk
Giacomo Cianfanelli
1:03 AM / CLEAR
NEARBY
PAPERCHASE
Talk to Cianfanelli about your coin.

Items: Sword: The Reckoner, Crowns (500)

EPILOGUE #2: AGITATED AND TESTED

OBJECTIVES

- Defeat the guards
- Get out of the vault.
- Talk to Cianfanelli.

You remain in the locked vault with the two dwarven guards, and must batter the both of them into submission. After some dwarf slaying, search the body to secure an overly-large key, use it to unlock the vault, and sprint up the steps. You find Cianfanelli in the foyer, extracting your funds. He hands them over, though they aren't as much as you thought. But that's taxes and inflation for you. The quest then concludes, and you're asked not to return here again, your face having been added to the banned clients board.

Items: Massive Key, Crowns (200)

EPILOGUE #3: BROKE AND HUMILIATED

If you engaged the dwarves in a fight and lost, you are thrown out of the bank into the cold, cold rain. A meager coin pouch is thrown after you, all you're going to get. Your handsome mug is added to the banned clients board and you'll get nothing else from the bank.

Items: Crowns (200)

A Portrait Of The Witcher As An Old Man (Blood and Wine)

Capturing A Glorious Chiaroscuro

DANGER ALERT SPOILER ALERT

B&W A PORTRAIT OF THE WITCHER AS AN OLD MAN

LOCATIONS: The Gran'place, Beauclair Palace, Rosetree Hill (Unmarked), Duchaton Crest (Unmarked)

CHARACTERS: The Painter, Pierre-Auguste Moustacherois

ENEMIES: Nekkers, Griffin

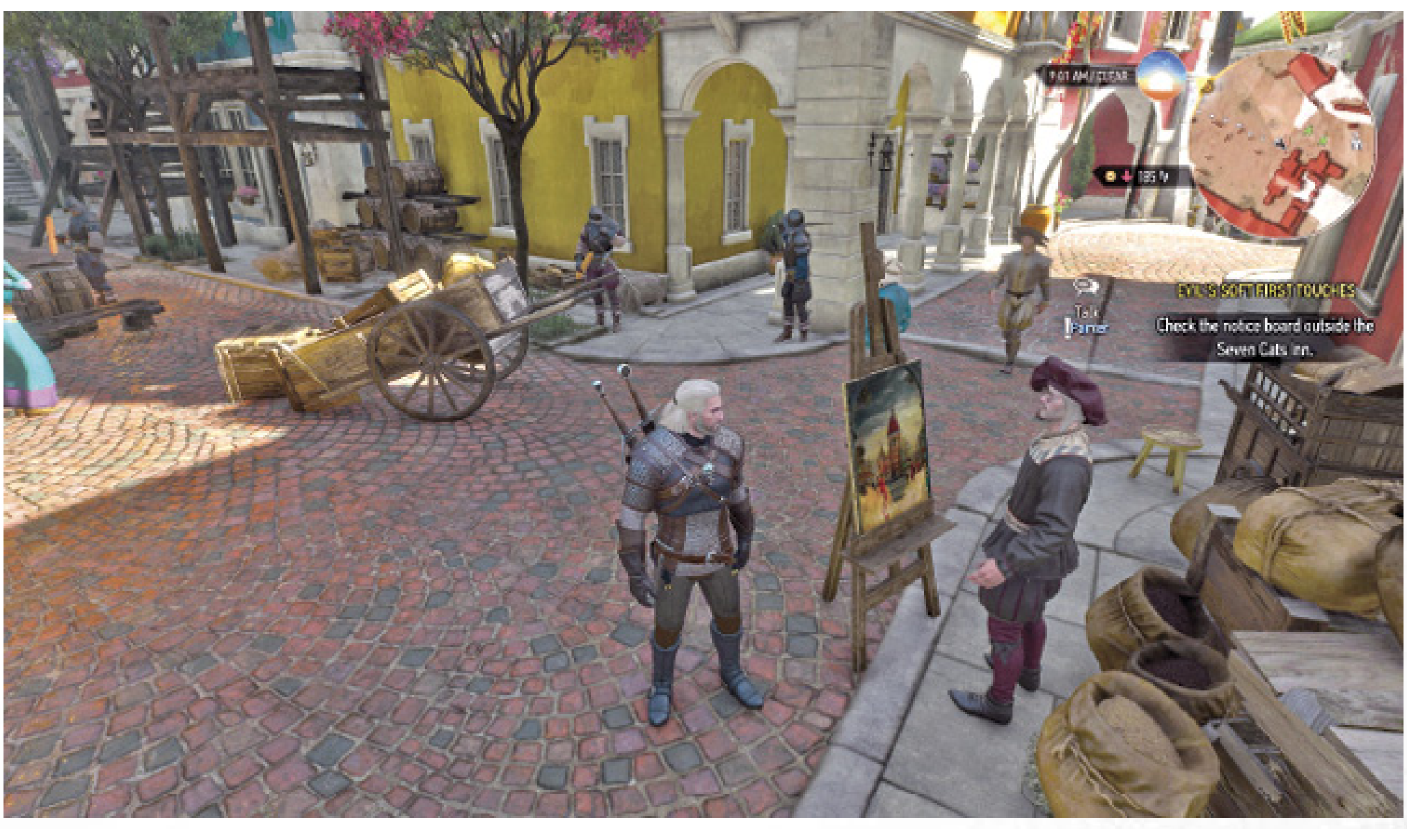
OBJECTIVES

- Meet the painter around noon by the western gate of the palace.

QUESTING DECISIONS

This Quest is available after the tournament during The Warble of a Smitten Knight. The quest begins when you visit the painter standing at the southwest corner of the market square.

After being called out by a gushing painter in the southwestern corner of the market square south of The Gran'place Signpost, stop and listen to the man gush over your "attributes." The fellow isn't looking for a date, but a fellow with your jawline to model for him. Naturally, you'll be compensated for your modeling services. He requests you meet him at noon, near the western gate by the Palace, where you'll both venture off to find the perfect vista.


7:01 AM / CLEAR
185
Talk
Painter
EVIL'S SOFT FIRST TOUCHES
Check the notice board outside the Seven Cats inn.

OBJECTIVES

- Follow the painter.

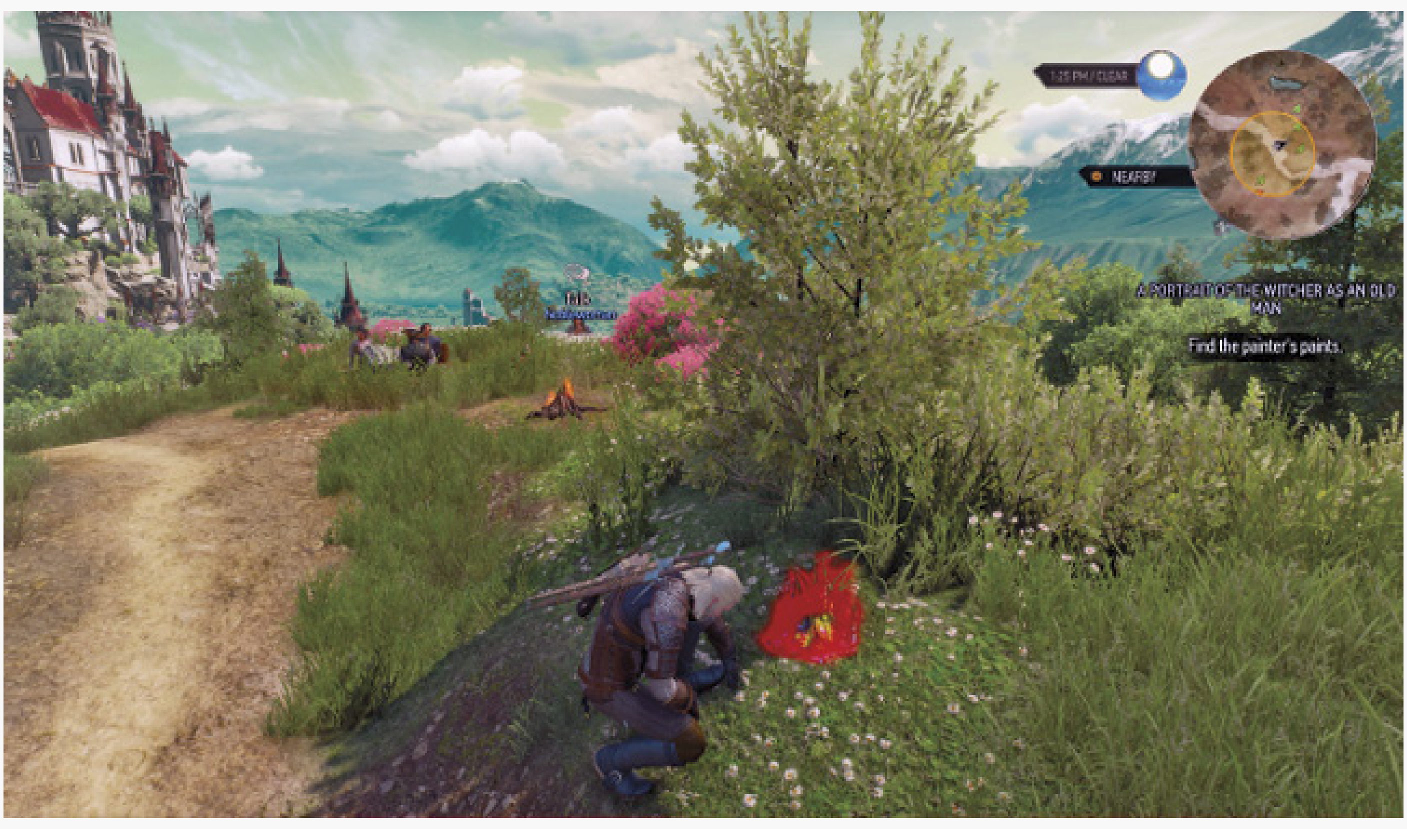
When you reach the western gate (unmarked, but very close to the Beauclair Palace signpost), the painter mounts his steed, and gallops off down the palace gardens on a winding pathway. Follow him as he talks about losing his favorite paintbrush to that damnable hack Pierre-Auguste Moustacherois (his cat). He soon halts his gallop near the top of Rosetree Hill, and you both walk the rest of the way to the top. A group of noblefolk are busy having a picnic, which may impede the painter's ability to find a spot at which to paint you.

But an even worse fate has befallen the painter; the painting supplies he left here have gone missing! You can optionally ask about using different paints or that you're not going to look for them, but you are quickly rebuffed. If you tell the painter you won't look for them, you fail this quest. Time to look around.

OBJECTIVES

- Find the painter's paints.
- Give the painter his paints.

It seems the noblefolk are standoffish, but aren't maliciously hiding the paints themselves, forcing you to look a little farther afield, behind a small thicket just a little further along the path. Here, you find some spilled paint, which reeks to high heavens of turpentine. Follow the smell to a set of clear, but curiously-small footprints. Track the scent trail over a broken fence, and down a steep, grassy hill where another stain can be spotted. Continue roughly northeast, then right and up to the mouth of a cave.


1:25 PM / CLEAR
NEARBY
A PORTRAIT OF THE WITCHER AS AN OLD MAN
Find the painter's paints.

Enter Rosetree Hill Cave, an unmarked area cut into the hillside under the vista. There are paint drops here too, and the scent trail continues into the cavern where a group of Nekkers turn and charge you. Slay all five before continuing the inspection. Why did the Nekkers steal the paint? You find an empty paint container, splatterings of paint on the rock wall, and finally the painting accessories. They aren't in too bad of a state. On the cave wall itself, it seems the Nekkers have shown some rudimentary artistry, painting a fight between them and a—troll? Return to the Painter with the news; he couldn't care less about the cave daubings, and isn't happy that so few of his paints are intact, but he's ready to paint now. In fact, he's secured a superior spot!

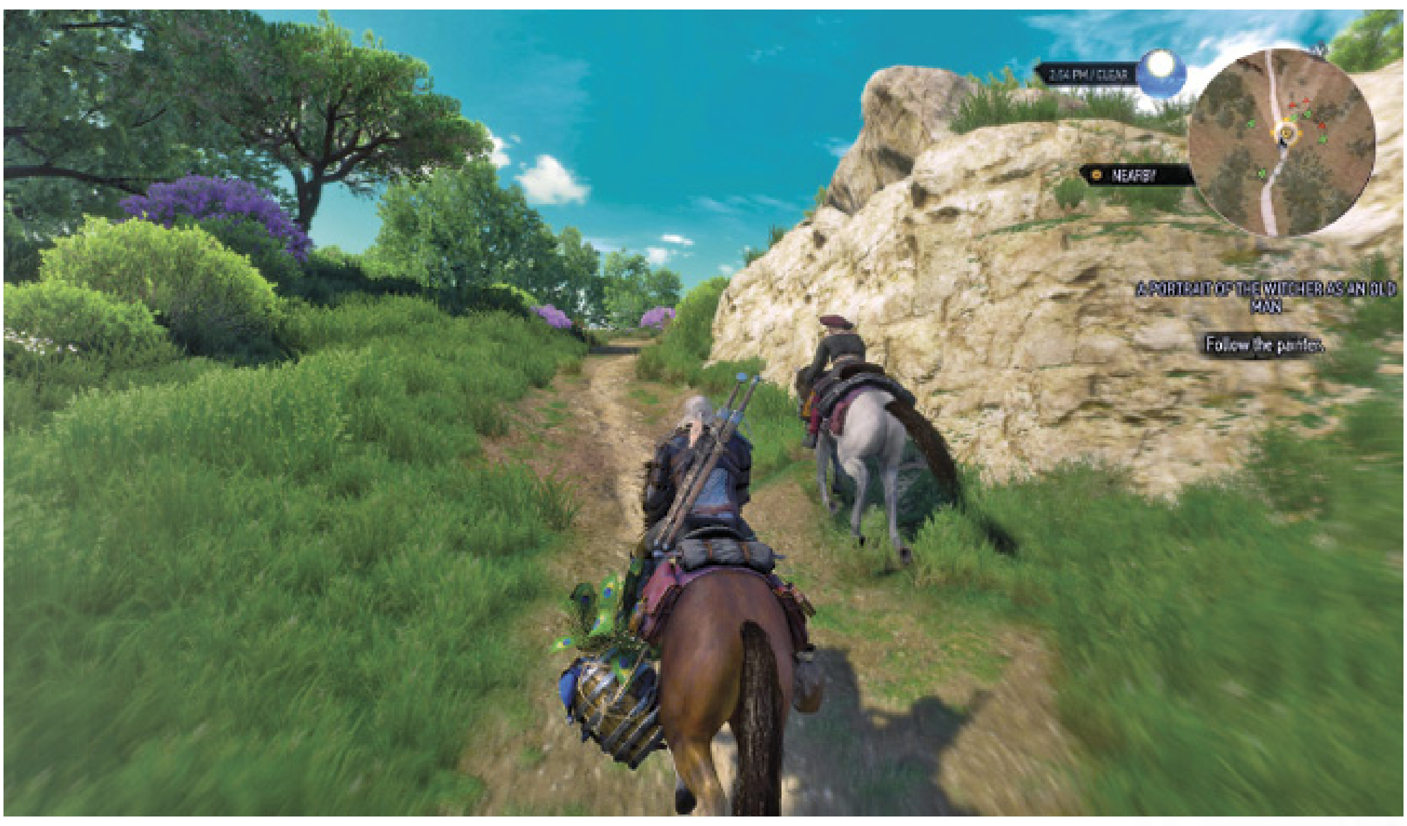
A Portrait Of The Witcher As An Old Man (Blood and Wine)

Paint Me Like One Of Your Beauclair Girls

OBJECTIVES

- Follow the painter.

Stroll back to the horses, mount up, and ride the Gorgon Foothills, winding your way along narrow paths and trees, to Duchaton Crest; a high cliff offering impressive views of the Palace and most of Toussaint. When you dismount, the Painter sets up his easel and asks how you'd like to be immortalized on canvas.



Answer with one of the following:

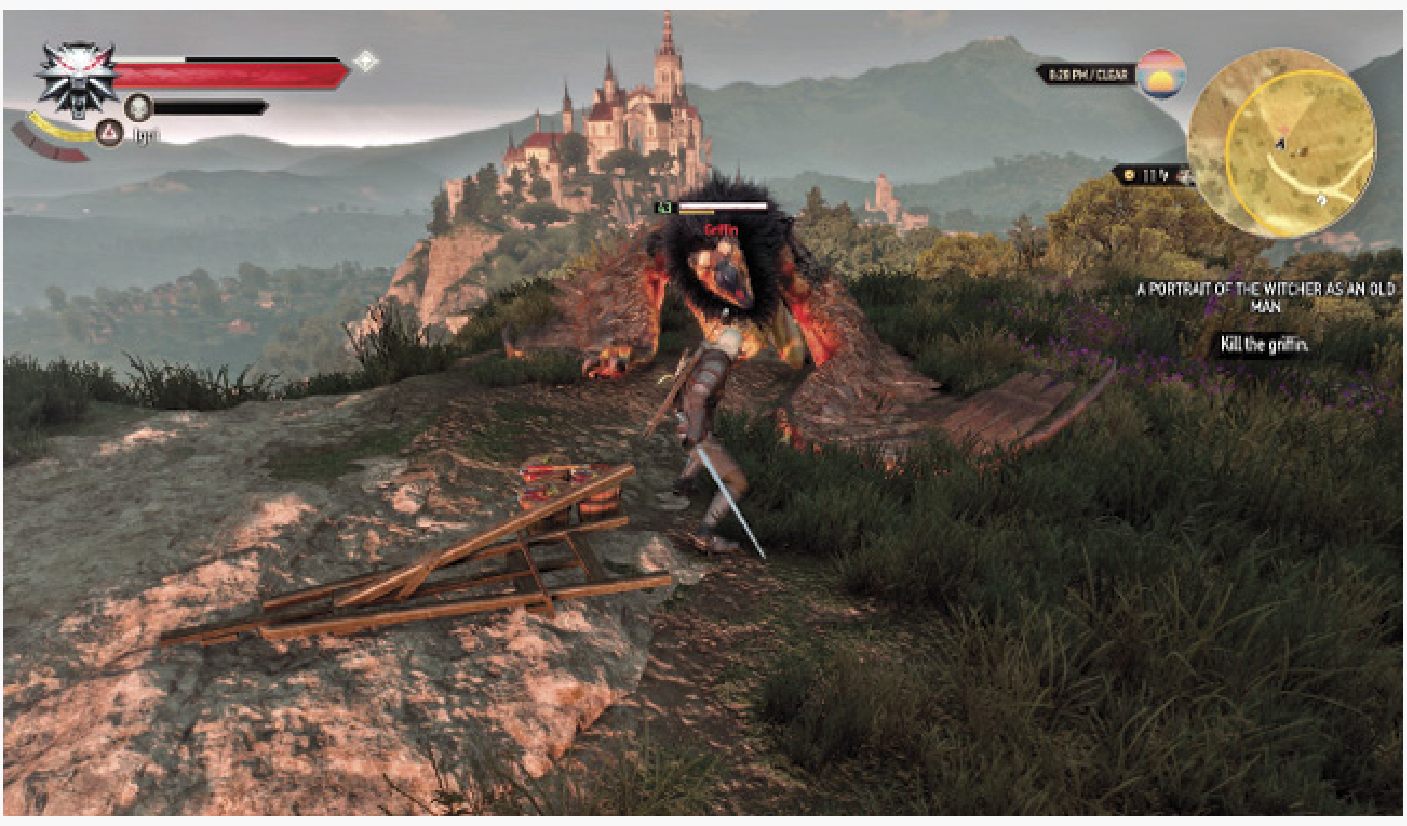
- On horseback. You'd like Roach to be in the painting, but the Painter's prancing filly is used instead. With sword raised aloft, you hold the pose.
- Heroic. You'd like to stand, sword in hand. With a snarling grimace, you clutch your blade in both hands, and hold the pose.
- Reclining. You'll lie down, so you can nap while he works. You rest, propped up on your elbow, and hold the pose.

You have one additional chance to change poses before the painting begins.

OBJECTIVES

- Kill the griffin.

At sunset, the Painter yells "Griffin," which you're sure he's adding to the painting afterward. But the terror in his shriek indicates he's seen the real thing; a swooping beast circles the crest you're standing on. The Painter flees for cover, while you must use the previous Griffin-killing knowledge to drop the beast. Seek Bestiary information if you need it.



After the battle, the Painter wrestles with the artwork and easel, having saved the work, but isn't about to reveal an unfinished masterpiece just yet. You're to meet him back at the market square, tomorrow after midday, where all will be revealed! For now, he asks whether you want to see the Griffin in the painting. Answer:

- "Yeah, paint it in," and the painting includes the vanquished beast.
- "Rather not have the griffin in the painting," and the painting omits the beast entirely.

You're given a fee for saving the day, and the painter parts ways with you.

Items: Crowns (300)

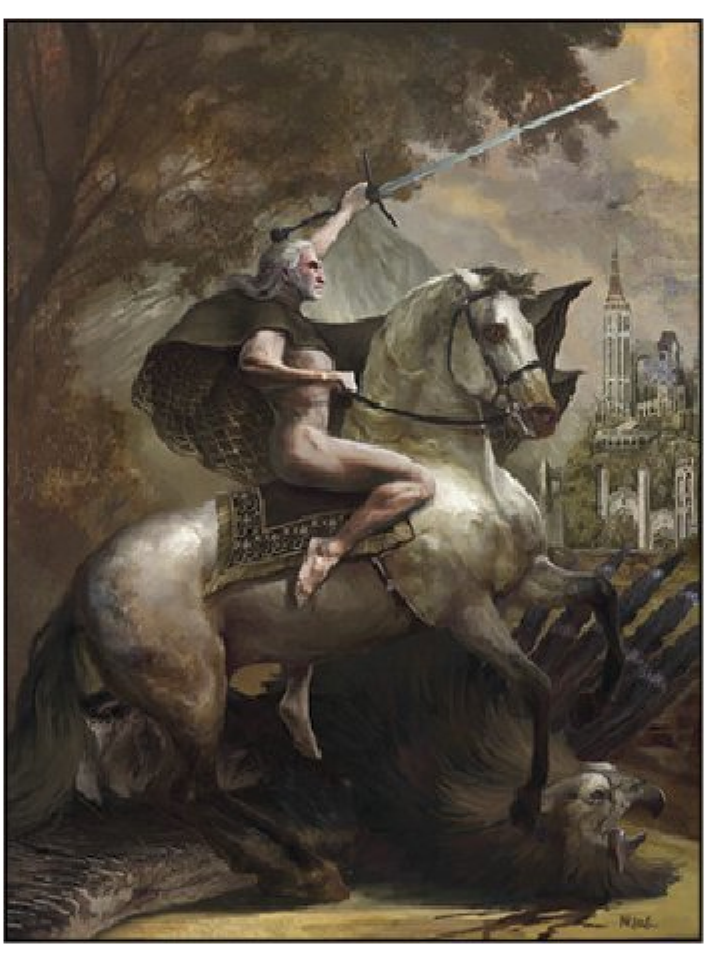
A Portrait Of The Witcher As An Old Man (Blood and Wine)

Artist License And Creative Embellishments

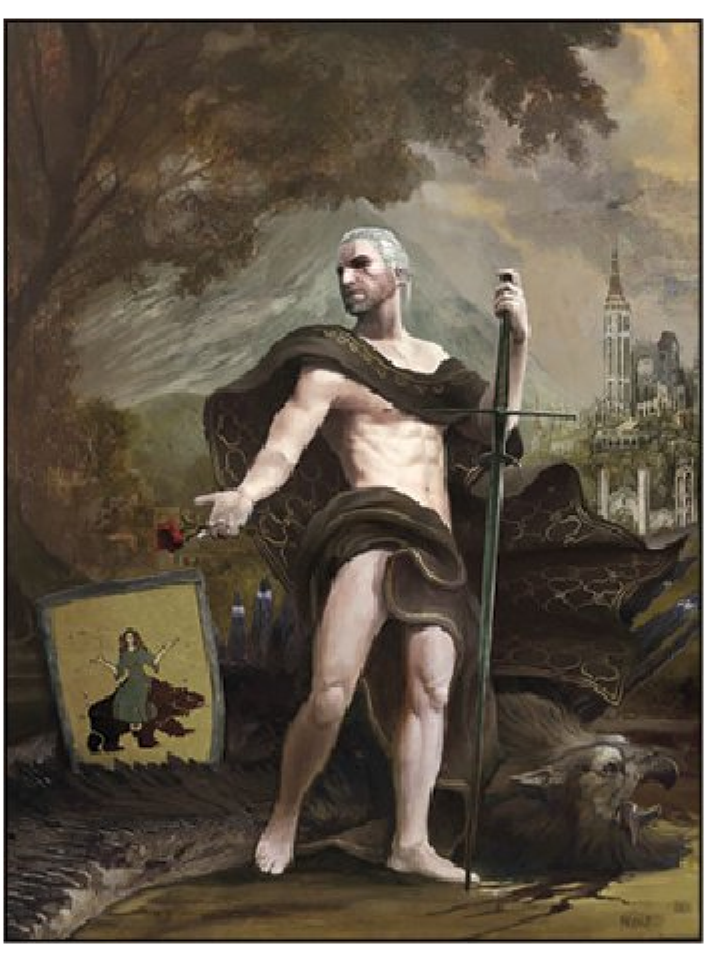
OBJECTIVES

- Wait one day to see your painting.
- Go see your painting at the market.

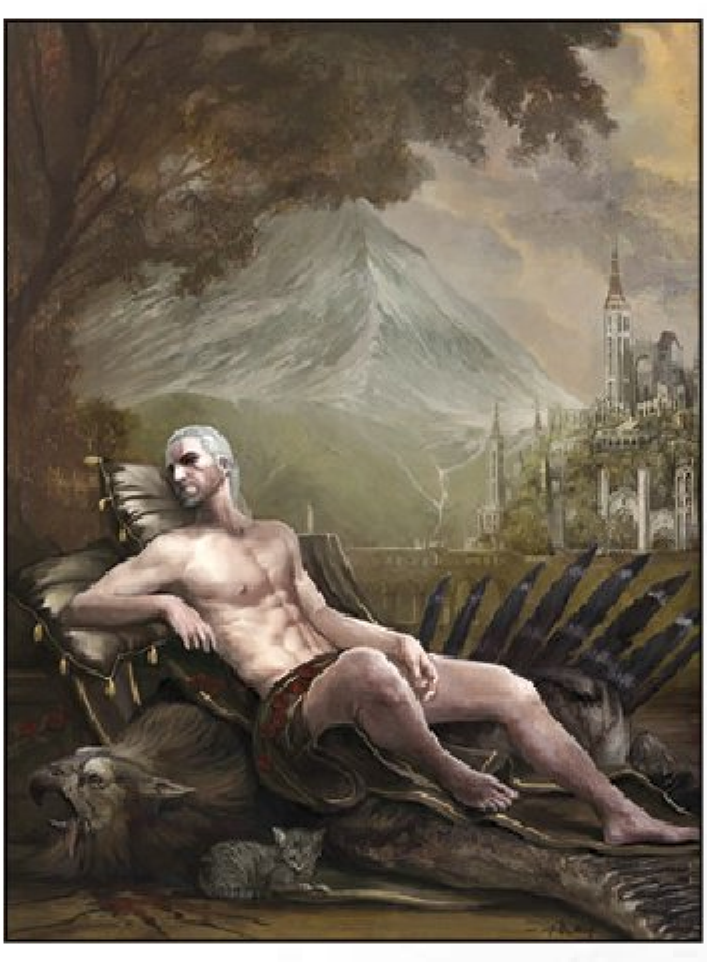
Meditate or adventure until after midday the next day, or until your quest objective updates, before you return to the market square just south of Gran'place Signpost. A crowd has gathered to view this masterpiece, though there's more tittering than you're expecting. The painting is finally revealed, in its fully glory! In fact, there may be too much glory! You don't quite remember having this little clothing when you posed, and when the painter asks how you like the picture, answer how you wish. Even if you offend the painter by detesting this artwork, he still offers you the picture for sale. At a special discount too! Depending on your previous choices, the painting for sale will look like one of the six following pictures:



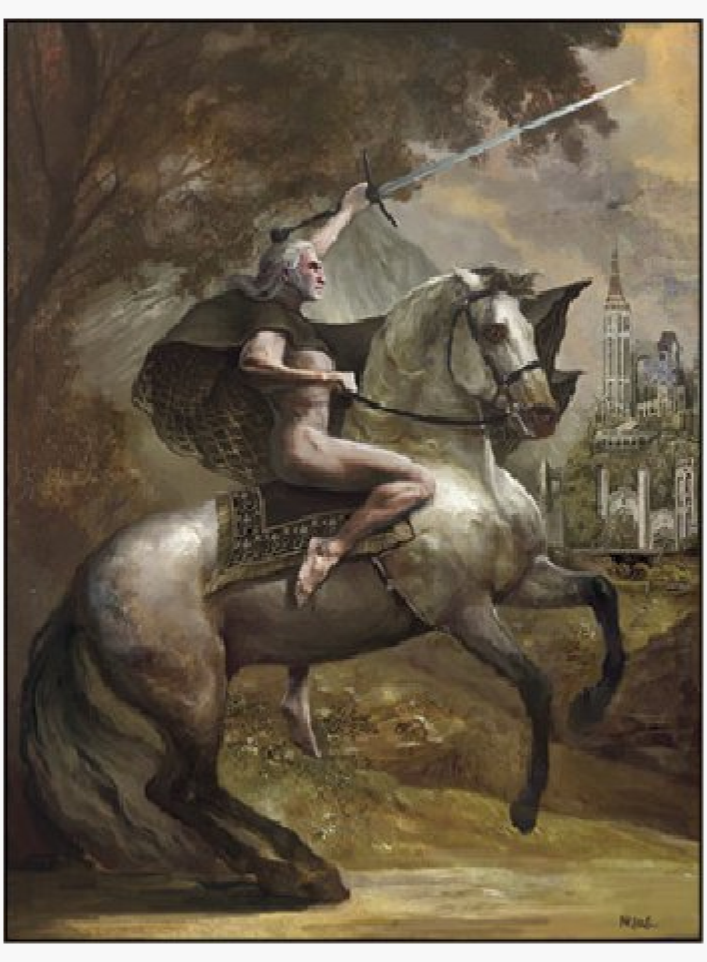
Witcher on horse rampant (vanquished Griffin): If you chose to pose on horseback, and requested the Griffin be included.



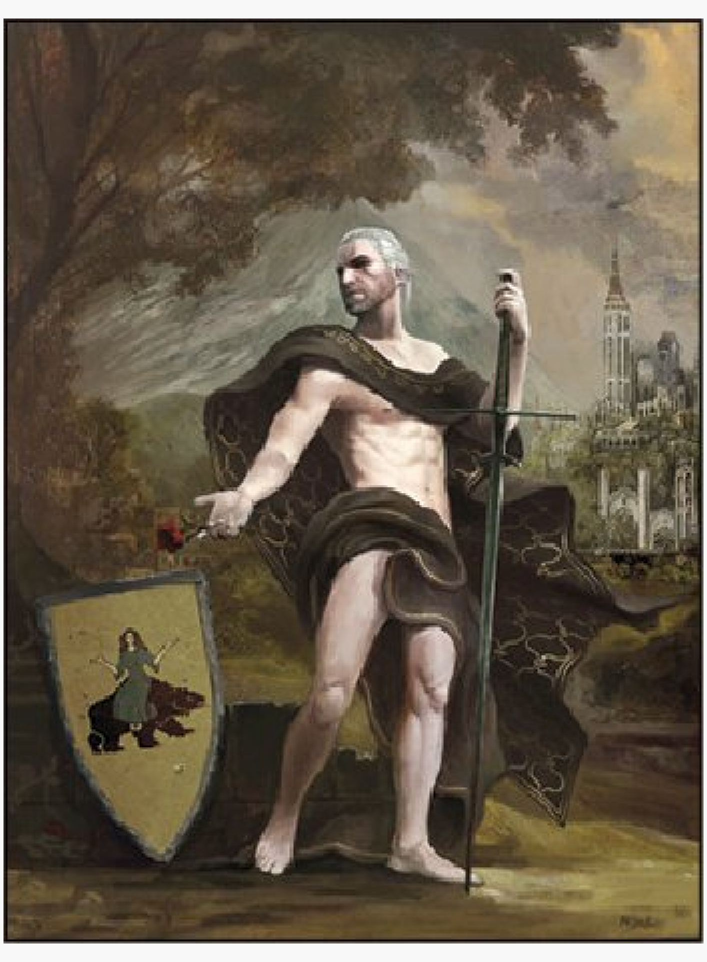
The hero of Fourhorn/Rivia (vanquished Griffin): If you chose to pose heroically, and requested the Griffin be included. The crest shown depends upon which you chose during the tournament.



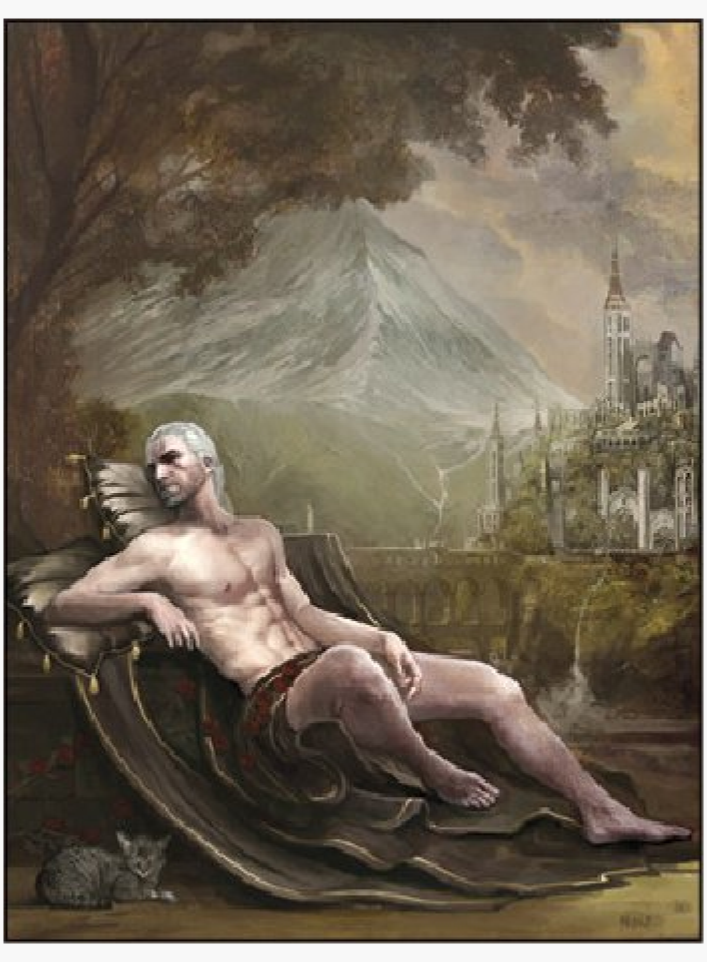
Witcher at rest (vanquished Griffin and Pierre-Auguste Moustacherois): If you chose to recline, and requested the Griffin be included.



Witcher on horse rampant (vanished Griffin): If you chose to pose on horseback, and requested the Griffin be removed.



The hero of Fourhorn/Rivia (vanished Griffin): If you chose to pose heroically, and requested the Griffin be removed. The crest shown depends upon which you chose during the tournament.



Witcher at rest (vanished Griffin and Pierre-Auguste Moustacherois): If you chose to recline, and requested the Griffin be removed.

Till Death Do You Part (Blood and Wine)

“Arrghh! Haaaawk! Whoooo! Feeeeeerrkk!”

DANGER ALERT B&W SPOILER ALERT

TILL DEATH DO YOU PART

LOCATIONS: The Gran’Place, Clever Clogs Tavern (Unmarked), Orlemurs Cemetery (Unmarked), Temple Cemetery (Unmarked), Libioda’s Gate, Beauclair Blacksmith (Unmarked), Gwent Friendship Society Tomb (Unmarked), Coopers’ Gate, De Corentin Residence (Unmarked)

CHARACTERS: Charles Lanzano, Louis de Corentin, Margot de Corentin, Trentin

ENEMIES: Grave Robbers, Archespore

OBJECTIVES

- Find Charles Lanzano at the Clever Clogs.

Charles Lanzano

After obtaining a notice of impending madness due to lack of sleep, head over to the Clever Clogs Tavern in the Lassommoir District of Beauclair, to help out the sleepless fellow, a man named Charles Lanzano. He’s being kept awake at night by a horrendous racket, and the Ducal Guard has done nothing to help. Optionally ask if the noises occur regularly, before (optionally) bargaining up your fee and agreeing to this quest.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest can begin in one of three ways:

You can read the following missive pinned to a Notice Board, such as the one at The Gran’Place (Beauclair), entitled “Contract: Quarrelling at the Cemetery,” which refers to an infernal racket coming from the nearby Orlemurs Cemetery, and offering payment for some peace and quiet. This is the optimal path, and shown below.

You visit Charles Lanzano, a tired chap who can’t get to sleep, and who resides in the Clever Clogs Tavern (Lassommoir District of Beauclair).

You head to Orlemurs Cemetery itself, then up into the Temple Cemetery (the walled area between Leboida’s Gate and Metinna Gate), in the southern part of Beauclair (Lassommoir District), and after nightfall, you hear strange sounds from around the main crypt. At this point, you can investigate.

Remember! If you begin this quest without speaking to Charles Lanzano, be sure to find him and let him know once the quest is successful, so you can collect an additional reward!

Items: Portrait of Geralt

You can purchase it for 1,000 Crowns (after which it can be hung in Corvo Bianco), refuse, or return when you have enough coin. The quest then concludes.

Till Death Do You Part (Blood and Wine)

Strange Sounds After Sunset

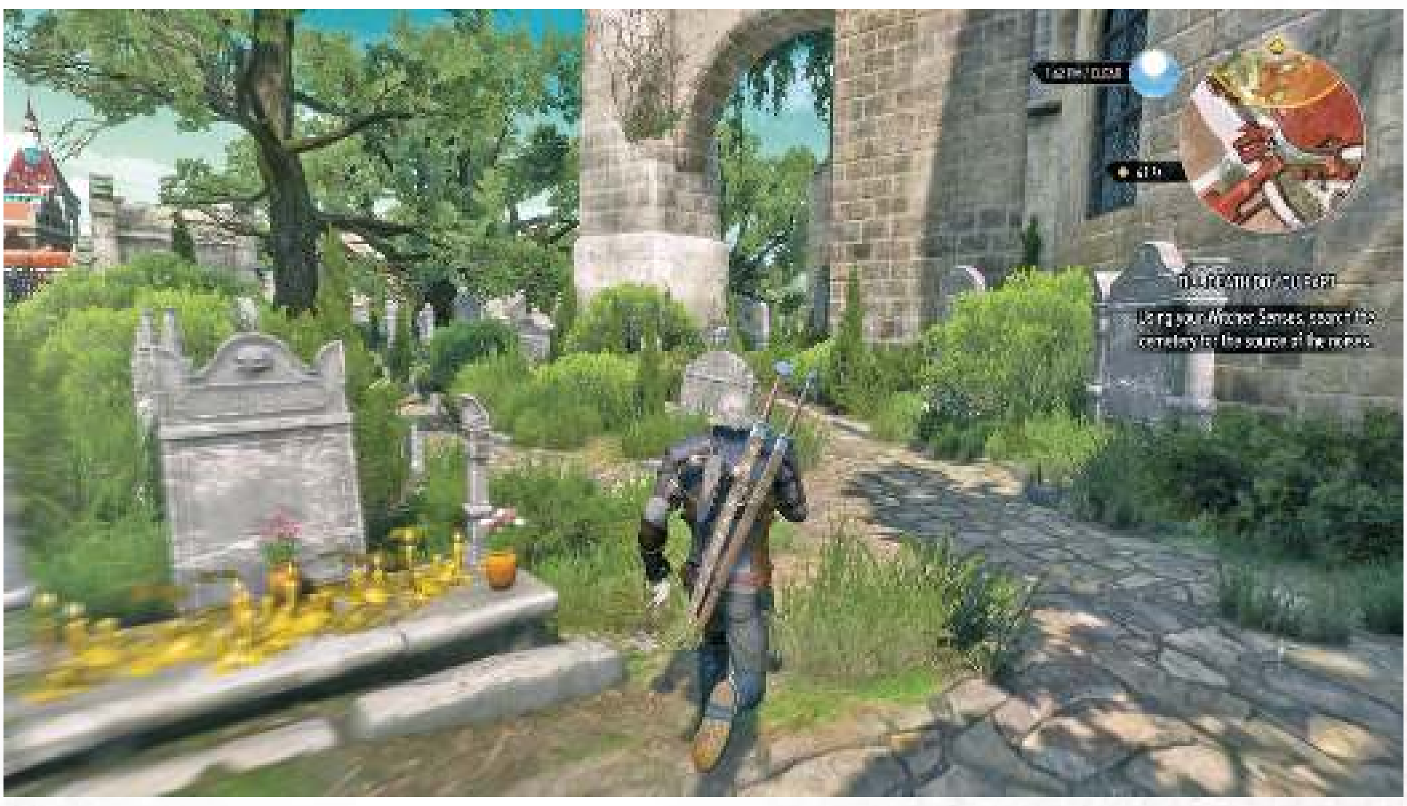
OBJECTIVES

- Using your Witcher Senses, search the cemetery for the source of the noises.

The Temple Cemetery (which is the upper walled graveyard, rather than the lakeside crypt further south) is due east of the Clever Clogs. Enter via one of the iron gates, and start some snooping. This can be done at any time of day. The following evidence is found:

- Tracks! Leading to the foot of the chapel wall, where you discover trampled grass and a pair of bloomers. Not the kind of moaning you're looking for!
- An open grave! Thing is, grave robbers don't usually wail and moan that much.

It seems your trail has gone cold, as there are no more physical signs to find. The place is eerily quiet, though there are grave robbers to seek out in the catacombs beneath the Temple Cemetery. Meditate until after sunset, and begin your searching anew. Head to either set of steps leading down into the catacombs, and you chance upon sounds of muffled fighting. It's coming from down below!



TILL DEATH DO YOU PART

Using your Witcher Senses, search the cemetery for the source of the noises.

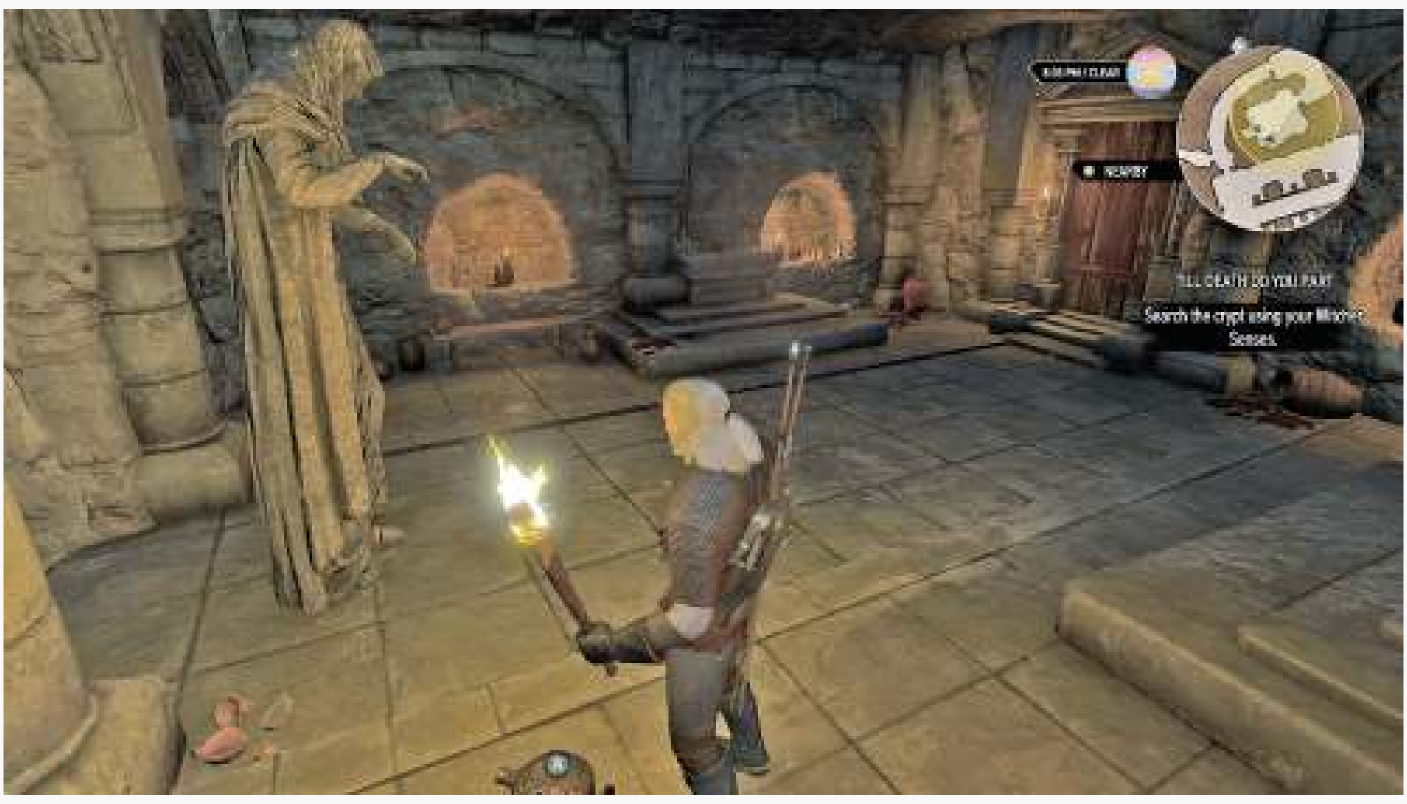
OBJECTIVES

- Search for the source of the noises in the catacombs.
- Search the crypt using your Witcher Senses.

Enter the catacombs by pushing open the gate, and move immediately to the crypt door on your left; this is where the noises are coming from. The place is weirdly empty, though a thorough examination of objects using your Witcher Senses reveals the following:

- A smashed pot in one corner, as if someone threw it against the wall.
- A tomb plaque of one Louis de Corentin. The flowers in his tomb are pretty fresh, so the funeral wasn't that long ago.
- A tomb plaque opposite of one Margot de Corentin.
- A gold urn; no grave robber worth their salt would have left this, so they aren't the cause of this.

Perhaps this isn't the place after all? The objective reverts back to finding the source of noise in the catacombs. Leave the de Corentin crypt, and start your descent down into the deeper catacombs. Wait! The sounds are back! Time to search the crypt again!



TILL DEATH DO YOU PART

Search the crypt using your Witcher Senses.

Till Death Do You Part (Blood and Wine)

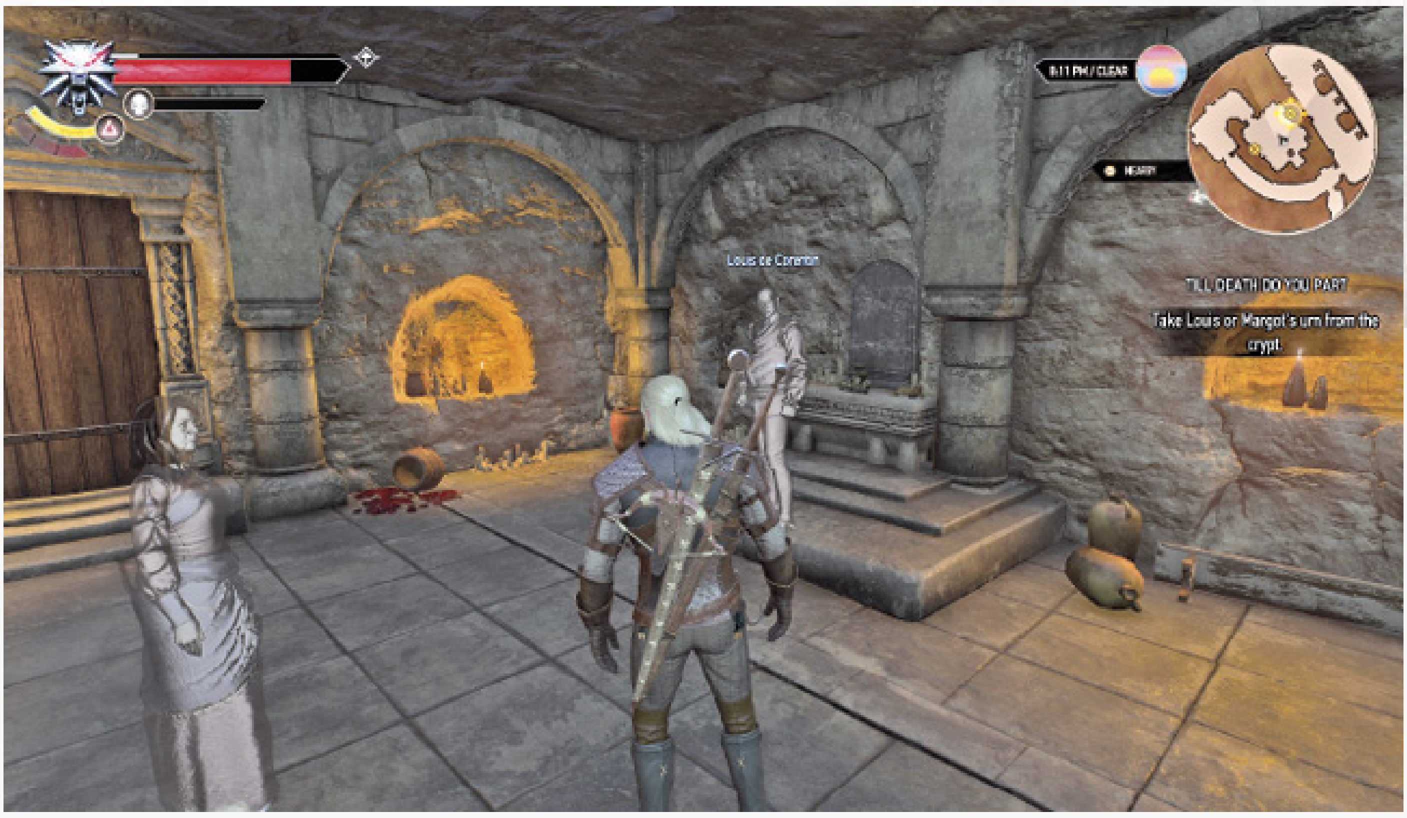
Till Death: Do Your Part

OBJECTIVES

- Hide to find out what's making the noises.
- Take Louis or Margot's urn from the crypt.

Step into the crypt again, and you decide to find a hiding spot behind the statue, so you can find out once and for all what is going on. A fierce argument breaks out between two departed spirits; the ghost of Louis de Corentin (a gambling degenerate, if you believe his wife), and Margot de Corentin (a Lebioda-bothering zealot, according to her husband). The only thing they agree on is that you're intruding into their squabble. Answer as you wish. The row continues, and it seems the only sensible course of action is to remove one of the couple from their internment. You can either state this, or ask whose crypt you're standing in, but both have equal rights to this usually peaceful rest. Then comes the bargaining:

- Margot de Corentin says that if you side with her, you'll be told where Louis hid his lucky Gwent cards. Intriguing…
- A clearly-furious Louis de Corentin, who was murdered because he actually needed those cards, says he'll tell you where the cards are…if you side with him.



The objective updates, and it seems you have a choice to make (which you cannot go back on). You can:

- Side with Louis de Corentin, and remove Margot's urn from the crypt. This begins Path 1.
- Side with Margot de Corentin, and take Louis' urn from the crypt. This starts Path 2.

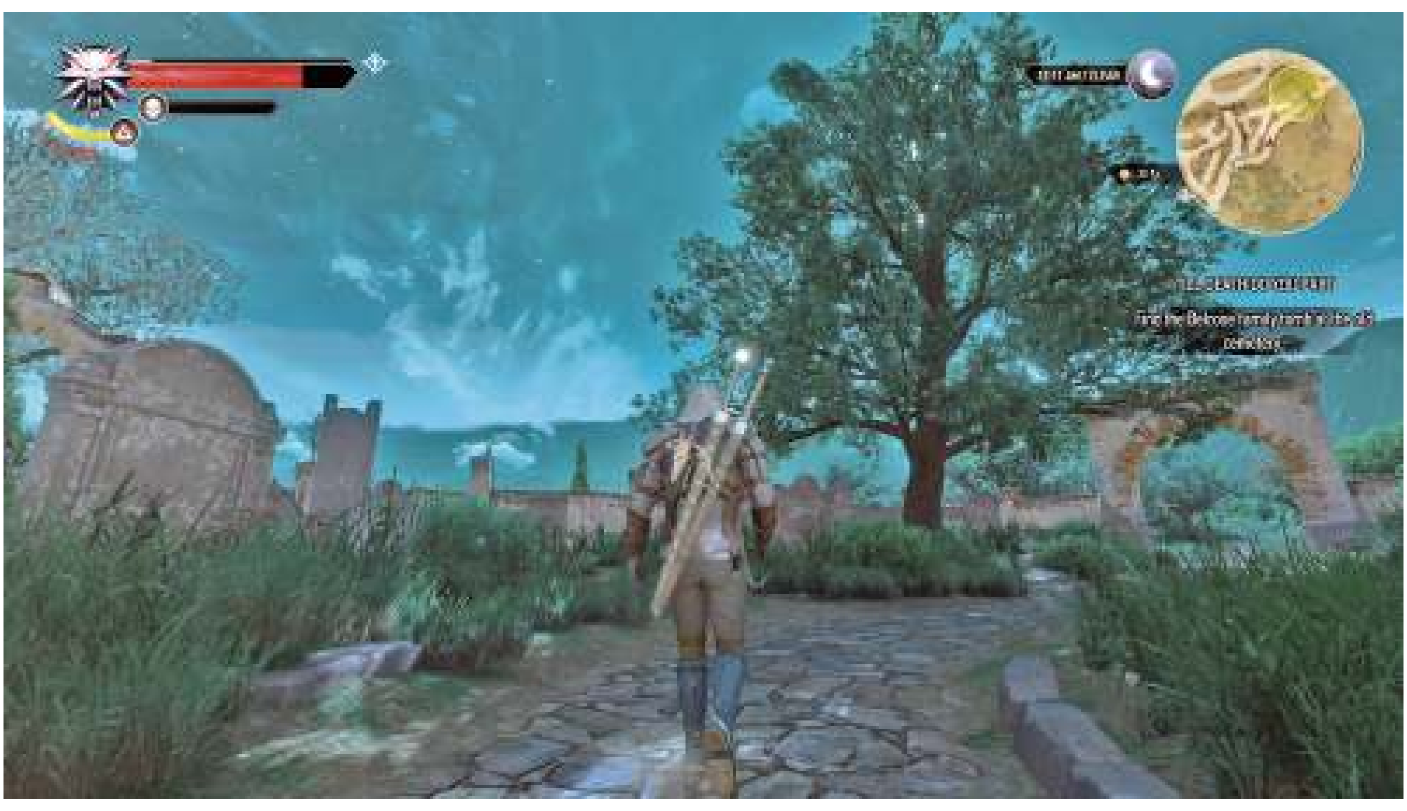
Till Death Do You Part (Blood and Wine)

Path #1: Siding With “The Gambling Heathen”, Louis.

OBJECTIVES

- Find the Belrose family tomb at the old cemetery.

Choose to side with Louis, and locate Margot’s urn, behind the ghost of the Lebioda devotee. Margot appears, and pleads that if you truly must remove her from her resting place, that she should be deposited somewhere more pleasant. She wishes to be buried with her mother, in the old cemetery, just outside the city walls, and beneath the outspread arms of a chestnut tree.



Exit the de Corentin Crypt, and head out of the Temple Cemetery, moving south to Lebioda’s Gate, and the “old Cemetery,” also known as the Orlemurs Cemetery. You’re looking for a tombstone bearing Margot’s mother’s name, Micheline Belrose, at the family tomb here. It is located just by the southern entrance arch. Inspect each gravestone until you find the one bearing the Belrose name, and put the urn there.

Items: Urn with ashes of Margot de Corentin

OBJECTIVES

- Return to Louis to discuss your reward.
- Make Louis show himself.

Back at the de Corentin Crypt, Louis is nowhere to be found. You possibly expected as much from this cad. The objective updates, and Louis remains hidden until you gather up his urn, and threaten to remove it.

Items: Urn with ashes of Louis de Corentin

Louis appears, admits to being a fraud, and has no idea where the hidden stash of Gwent cards are! But he’ll think of something as a reward…and remembers a swordsmith by the name of Trentin, who had promised him a blade after he was skinned in a game of Gwent. Alas, Louis passed on before claiming this prize. Why not collect it in his stead? And just like Louis, Trentin’s wife would summon Master Mirror himself if she found out her husband partook in such gambling; so you have all the verbal ammunition you need.

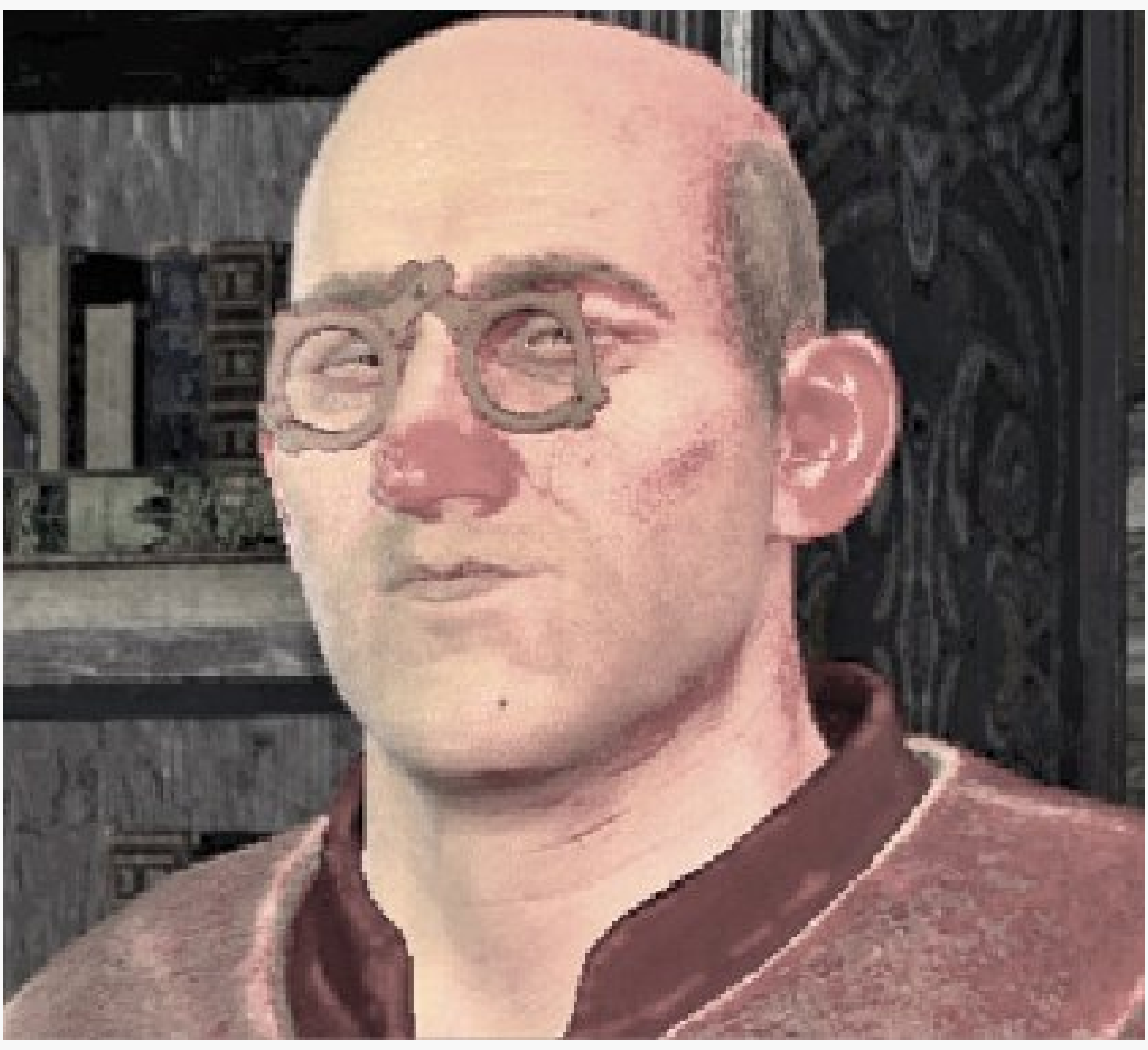
PATH #1: BLAGGING THE BEAUCLAIR BLACKSMITH

OBJECTIVES

- Talk to the swordsmith named Trentin about Louis’ sword.

H-H-HALT! WH-WHO G-GOES THERE?!

If you haven’t spoken to Charles Lanzano yet, you’re stopped by a frightened guard and asked about the noises in the catacombs. After describing what you found out, the guard makes mention of Lanzano and the Objective “Find Charles Lanzano at the Clever Clogs” begins. This occurs only if you chanced upon the noises without properly starting this quest. You can finish up Margot’s objective, or speak to Charles (at the quest conclusion) at any time you wish.



Trentin

Visit the Beauclair Blacksmith, in the rather well-to-do shop Trentin owns next to the Armorer, equidistant between the Nilfgaardian Embassy and The Gran’Place. Head upstairs, and explain that you’re here for Louis’ sword. Mention the Blacksmith’s Gwent habit, and he soon realizes he must give the sword over. Once in your possession, Trentin asks whether you might wager some coin for a game of Gwent? Agree or reject his offer (you cannot play him later, but he’s got no unique rewards, so whether to engage in a game is up to you), and this Path concludes.

Items: Sword: Forged in Fire

Till Death Do You Part (Blood and Wine)

Path #2: Siding With "The Saintly Shrew", Margot.

OBJECTIVES

- Find the Gwent Friendship Society of Beauclair's chamber.

Choose to side with Margot, and locate Louis' urn, behind the ghost of the gambling degenerate. Louis appears, disappointed you fell for "that pious tart's drivel." He has one request, that his remains are set in the chamber of the Gwent Friendship Society of Beauclair, where departed members of the club are laid to rest.

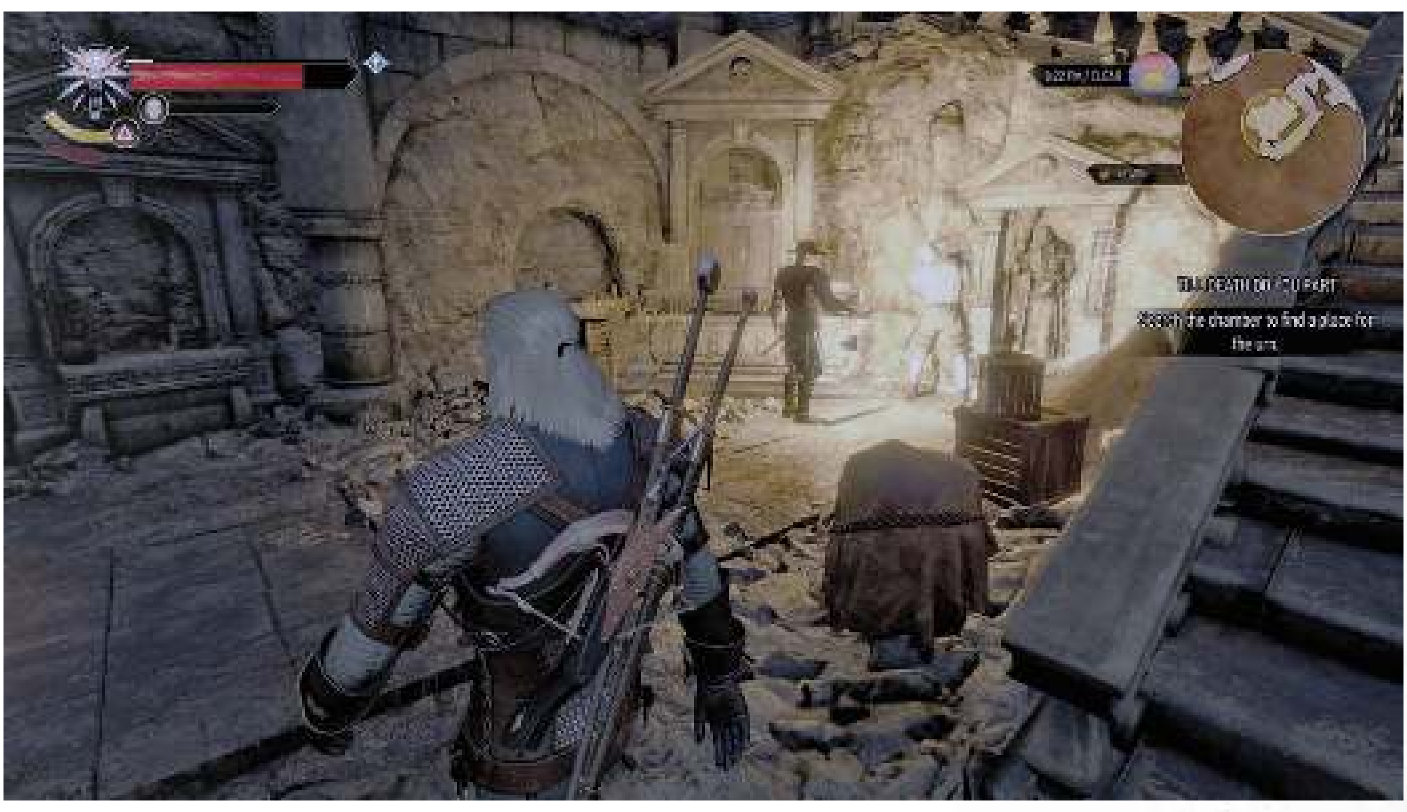
Exit the de Corentin Crypt, make a long left turn into the entrance to the lower catacombs, head down the curved steps, and across the first mausoleum area, into a subsequent corridor until you spot a sign on the right wall that indicates the entrance to the Gwent Friendship society.

Items: Urn with ashes of Louis de Corentin

OBJECTIVES

- Search the chamber to find a place for the urn.
- Defeat the grave robbers.

Once inside the chamber, head down the stairs, where you disturb a trio of Grave Robbers. After a conversation that seals their doom, dispatch the three of them (with relative ease), and then use your Witcher Senses to secure a spot on one of the tomb ledges to place Louis' urn on. Don't forget to acquire a book of Gwent verses before you leave!



Items: Gwent Card: Skellige Storm, Book: Ode to Gwent

OBJECTIVES

- Go to Margot to discuss your reward.

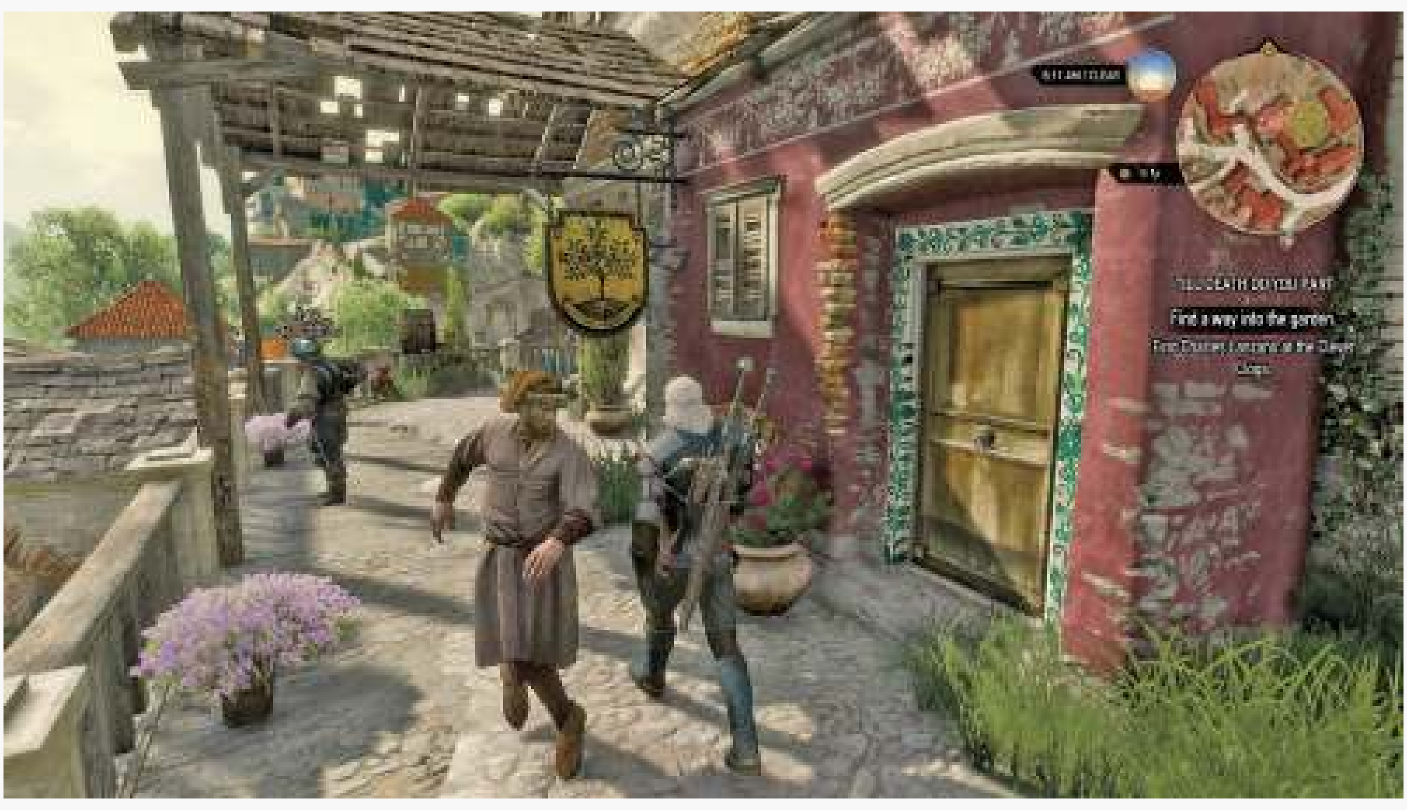
Back at the de Corentin Crypt, Margot is thankful for your help, and describes the path leading to where the stash of buried Gwent cards is hidden. She describes a path to the chest, hidden under a rose bush, before asking where her husband ended up. Answer her before you leave the cemetery.

PATH #2: HIDDEN CARDS IN HAUTEVILLE

OBJECTIVES

- Search for a house with a tree-shaped crest outside the walls of Hauteville.
- Find a way into the garden.

Head north, into the Hauteville District of Beauclair, and walk through Coopers' Gate, heading downhill to the east. Turn right (south), and look for the red-walled house with the sign of the tree; the De Corentin Residence. The side gates to the garden are barred, forcing you to walk in a clockwise direction around the house, up some stone steps, and to climb up some crates to the low roof.



OBJECTIVES

- Find the hidden cards using your Witcher Senses.

Drop down into the garden, which is barred for a reason; an Archespore is lurking in the undergrowth! Once it's been chopped into more manageable segments, continue your search. If you remember what Margot told you, she mentioned the chest was buried beneath the rose bushes. Look there, in the southeast corner of the garden, and sure enough, the stash is found! Gather both the Gwent cards. Afterward, look for the small chest on the west side by the door, which holds the Garden key, allowing you to unlock either iron gate, and depart. The Paths now merge.

Items: Gwent card: Vampire: Bruxa, Gwent card: Barclay Els, Garden key

Till Death Do You Part (Blood and Wine)

Conclusion: Catacombs Cleared (Of Screaming Spouses)

OBJECTIVES

- Find or return to Charles Lanzano at the Clever Clogs.

Head to the Clever Clogs, and find Charles Lanzano upstairs. Explain that you solved the noise problem. He's very excited, asking what "ancient filth" was entombed deep in the catacombs. You can answer:

TILL DEATH DO YOU PART
Find the hidden cards using your Witcher Senses.

- "Actually, just a marital spat": Charles is sorry to have bothered you, and rewards you.
- "Yeah. Tough job, barely survived": Charles is amazed at your code that forbids you from revealing all the gruesome details, and rewards you with a premium.

The quest then concludes, providing you've claimed your reward from the ghost you sided with.

Items: Crowns (50 or 100)

Turn And Face The Strange (Blood and Wine)

Old Parchments And Old Friends

DANGER ALERT

SPOILER ALERT

B&W

TURN AND FACE THE STRANGE

RELATED QUESTS: Main Quest: Scavenger Hunt: Grandmaster Griffin Gear

LOCATIONS: Lebioda's Gate, Orelemurs Cemetery (Unmarked), Valley of the Nine (Unmarked), Ruins of Dol Naev'de (Unmarked)

CHARACTERS: Postboy, Yennefer of Vengerberg, (or Triss, depending on your relationship in The Witcher 3), Professor Moreau, Jerome Moreau

ENEMIES: Drowners, Guardian Panthers, Gargoyles, Pale Widow Centipedes

Required Items: Crossbow (you can use bombs instead)

OBJECTIVES

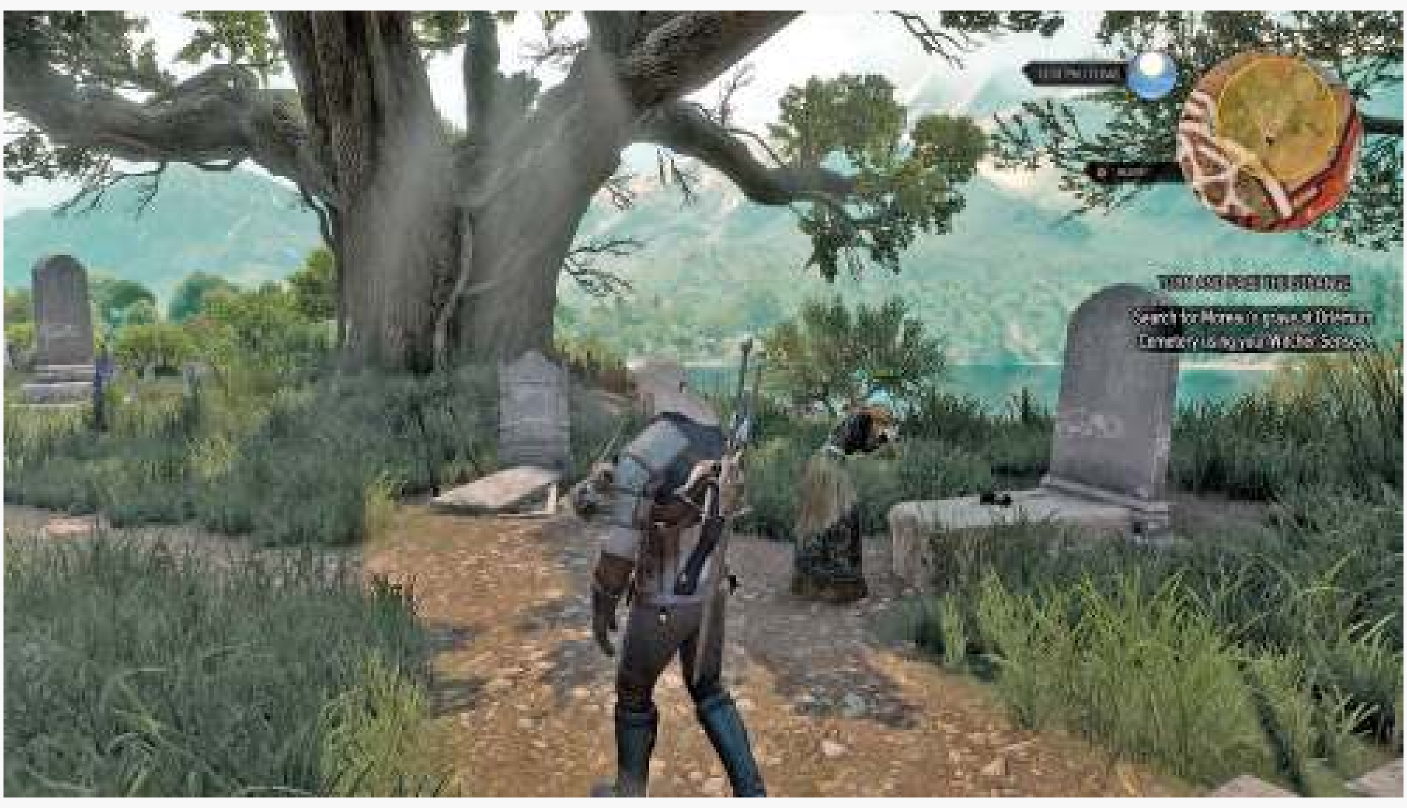
- Search for Moreau's grave at Orlemurs Cemetery using your Witcher Senses.

QUESTING DECISIONS

This quest is brought to your attention during your first visit to Beauclair, where you receive a missive from Yennefer of Vengerberg (or Triss. There are three possible letters based on player's actions in TW3. Romancing Yen gives a letter from Yen, romancing Triss a letter from Triss, and romancing both or neither provides a letter from Yen, but less amicable than the first one). During Main Quest: The Night of Long Fangs, this quest stalls, and a new objective, "Before continuing with Professor Moreau, fight off the vampire attacks," prevents you from continuing this quest until after the completion of Main Quest: Tesham Mutna. (Only the cemetery part in Beauclair, you can proceed with the quest if you have the objective "Search for the entrance to the professor's laboratory in the flooded ruins of the Valley of the Nine.")

While on your adventures, usually when entering one of the town squares or courtyards in Beauclair for the first time (such as the wonderful stone wishing well close to the Pheasantry Inn just north of the Nilfgaardian Embassy), you are stopped by an urgent missive carried by a small child. Shoo him away or pay him five crowns for his troubles. The letter is from your old friend Yennefer or Triss, who has discovered references to a "Professor Moreau of Beauclair" who conducted research into Witcher mutations. It seems his journal, which was laid with the Professor's remains in his tomb, makes mention of a secret laboratory! Furthermore, Yennefer or Triss has provided a partly-legible map with which to begin your search.

The old cemetery just north of Lebioda's Gate is where the Professor's grave is located. Find it at the foot of the sprawling oak tree, close to a weeping woman named Vivienne (if Main Quest: The Night of Long Fangs has been completed) who mourns her slain knight Guillaume the Hapless. She isn't relevant to this quest. Examine the open grave to her left. The headstone is carved with Elder Speech, but his journal has been stolen, and the professor is in no shape to help you (after you examine his skeletal remains).



OBJECTIVES

- Use your Witcher Senses to follow the grave robber's trail.
- Check the location of Naev-de on the map Yennefer sent you.

Use your Witcher Senses to discover a set of shallow footprints leading away from the grave, but the trail is lost when you reach the road. Only the map can further your progress, while the headstone referenced "Aelirenn" and "Dol Naev'de," as well as "Valley of the Nine." After checking the map, it seems the Sansretour River flows through the area where the Valley of the Nine once lay.

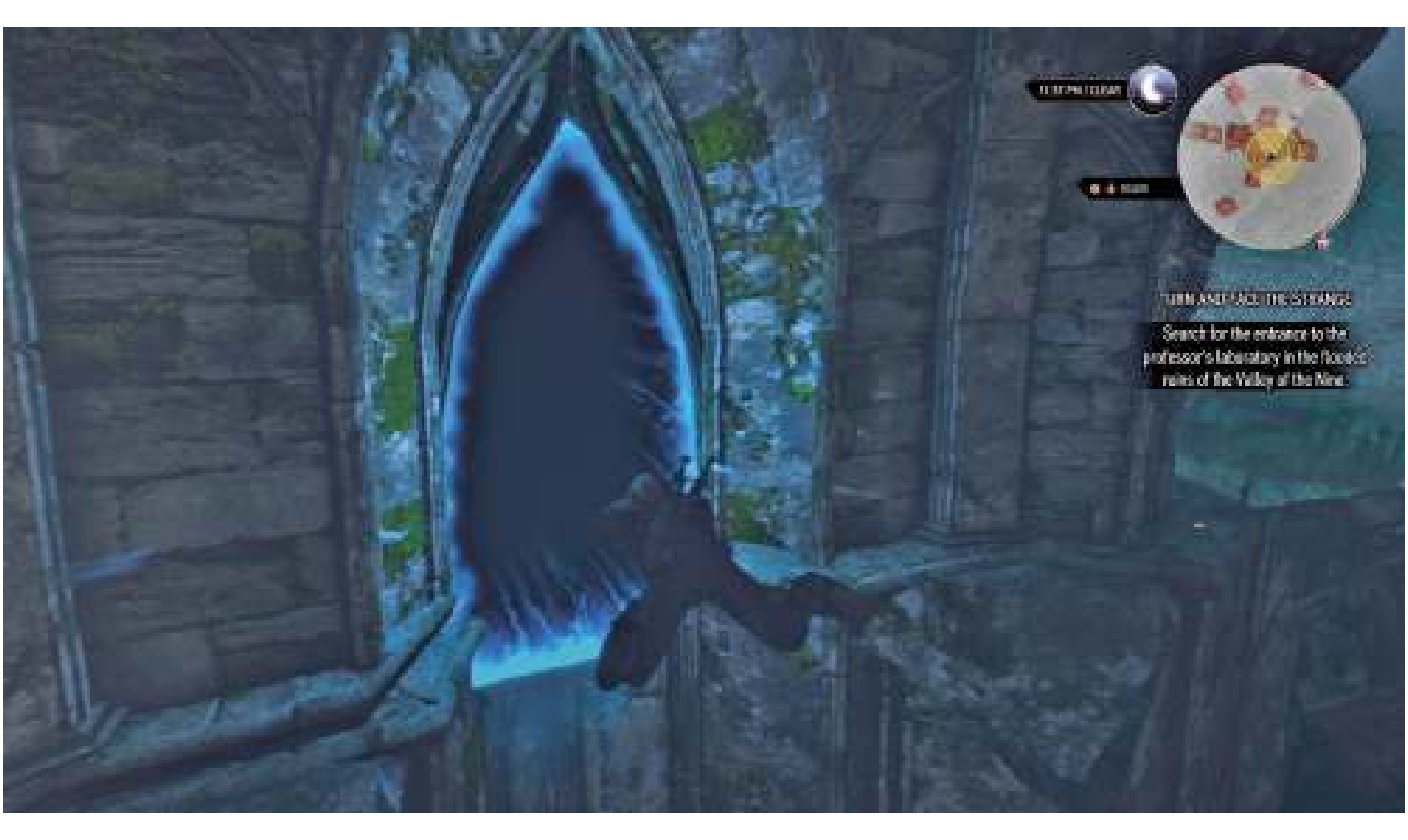
Turn And Face The Strange (Blood and Wine)

The Elven Obstacle Course

OBJECTIVES

- Search for the entrance to the professor's laboratory in the flooded ruins of the Valley of the Nine.

Almost due east of the cemetery, along the southern shore of the Sansretour River, between the Mere-Lachaiselongue Cemetery and Toussaint Prison, is a stretch of water with something mysterious hidden beneath the surface. Take a boat or swim out to the investigation area, and dive down. Beware of Drowners (notch a crossbow bolt if you need to retaliate).


TURN AND FACE THE STRANGE
Search for the entrance to the professor's laboratory in the flooded ruins of the Valley of the Nine.

You discover the sunken remains of an elven ruin! Not only that, but if you swim around to the north side of the main, cross-shaped structure, there's a shimmering portal, ready to transport you into the ruins. Swim in, if you dare!

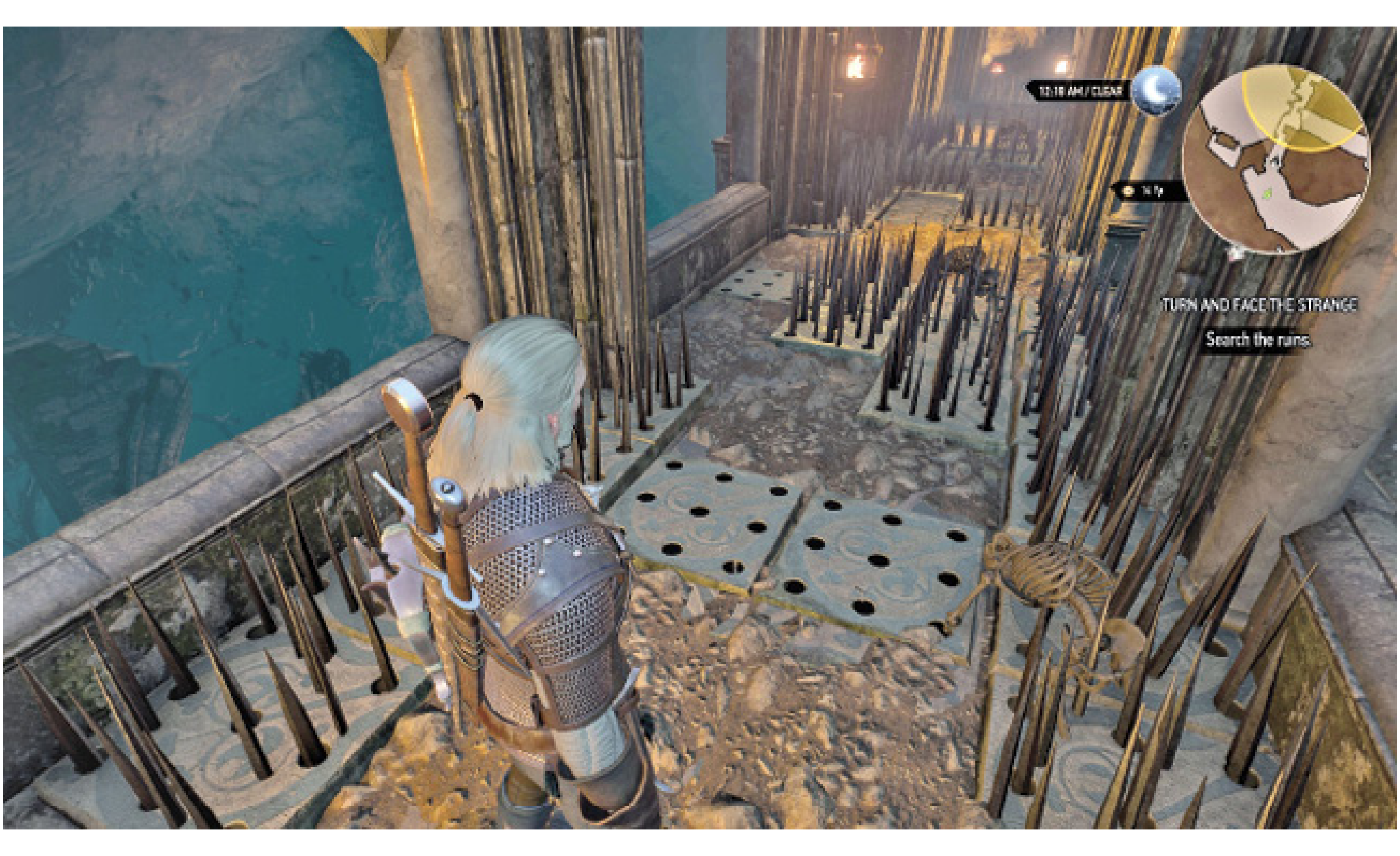
DOL NAEV'DE: BRIDGE OF SPIKES

OBJECTIVES

- Search the ruins.

You appear inside the ruins of Dol Naev'de, and must start exploring. Optionally check the entrance area for some skeletal remains to loot, then press forward, down some steps, passing a second skeleton near some rock ore you can loot. Head to a large cavern, and a bridge of floor spikes.

At the first and second floor tile of spikes, time your walk to step over the spikes as they are retracting.



At the set of four tile spikes moving in unison, use Quen to protect yourself, walk across the first two when they retract, then jump across the rest.

At the set of six tile spikes moving in unison, use Quen, walk across the first two tiles when they retract, ignore the "path" of spikes and instead leap over the stationary spikes ahead of you. Alternatively, avoid the spikes altogether by dropping down a ledge on the right shortly before them. Use your Witcher Senses to detect the grave robber's passage and go right or left, parallel to the bridge.

At this point, you can turn right and continue your descent. Or, you can optionally use Quen, and make a quick couple of jumps (with a roll to finish) across a large number of moving spikes to a chest with some better loot inside, at the end of the bridge.

THE LOOTING OF DOL NAEV'DE

The ruins have intermittent looting places where you might find skeletal remains, as well as small ore deposits. Feel free to loot as you go.

DOL NAEV'DE: GUARDIAN PANTHERS

OBJECTIVES

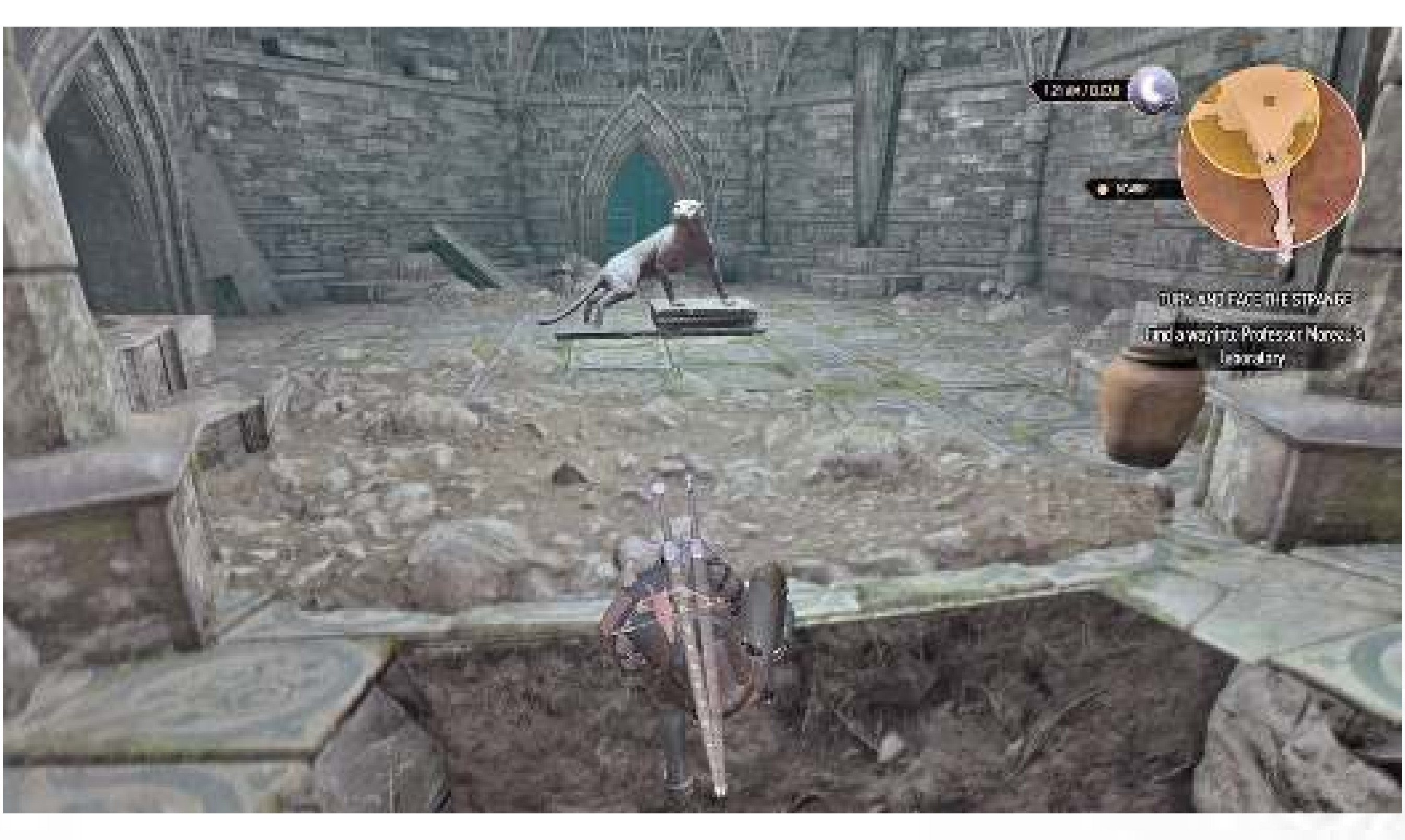
- Defeat the guardians.
- Find a way into Professor Moreau's laboratory.

Head down the steps, dropping down to another impressive bridge structure, and walk into the circular platform, which suddenly seals up, and two Guardian Panthers transform from stone to flesh. Treat them as you would a normal fight with a big cat (see Bestiary entry), though these are specters, and require a different oil to coat your blade with. When both guardians are dispatched, the magical barrier dissipates.

OBJECTIVES

- Defeat the Guardian.

Continue east, up the steps, and into a chamber with a hole in the floor to your right, near a candle-filled altar to a long-forgotten deity. Ahead, the corridor continues to another hole, before a rock fall prevents your progress. Drop into the sagging floor to discover a small mining tunnel underneath, some implements, and (using your Witcher Senses) some blood-soaked rags from a wounded grave robber, near a lantern. Head along the tunnel of broken walls moving southwards, passing a skeleton, until you find Professor Moreau's diary lying in an extinguished camp fire, close to a crossbow.


TURN AND FACE THE STRANGE
Find a way into Professor Moreau's laboratory

Items: Professor Moreau's diary, Crossbow

It seems the robber triggered a trap, as in front of you is a giant, globe-like boulder that has fallen through the floor. Climb it, and peer into a circular chamber with a Guardian panther statue in it. It doesn't take a genius to figure out you have another fight on your hands!

DOL NAEV'DE: DOOR OF STONES

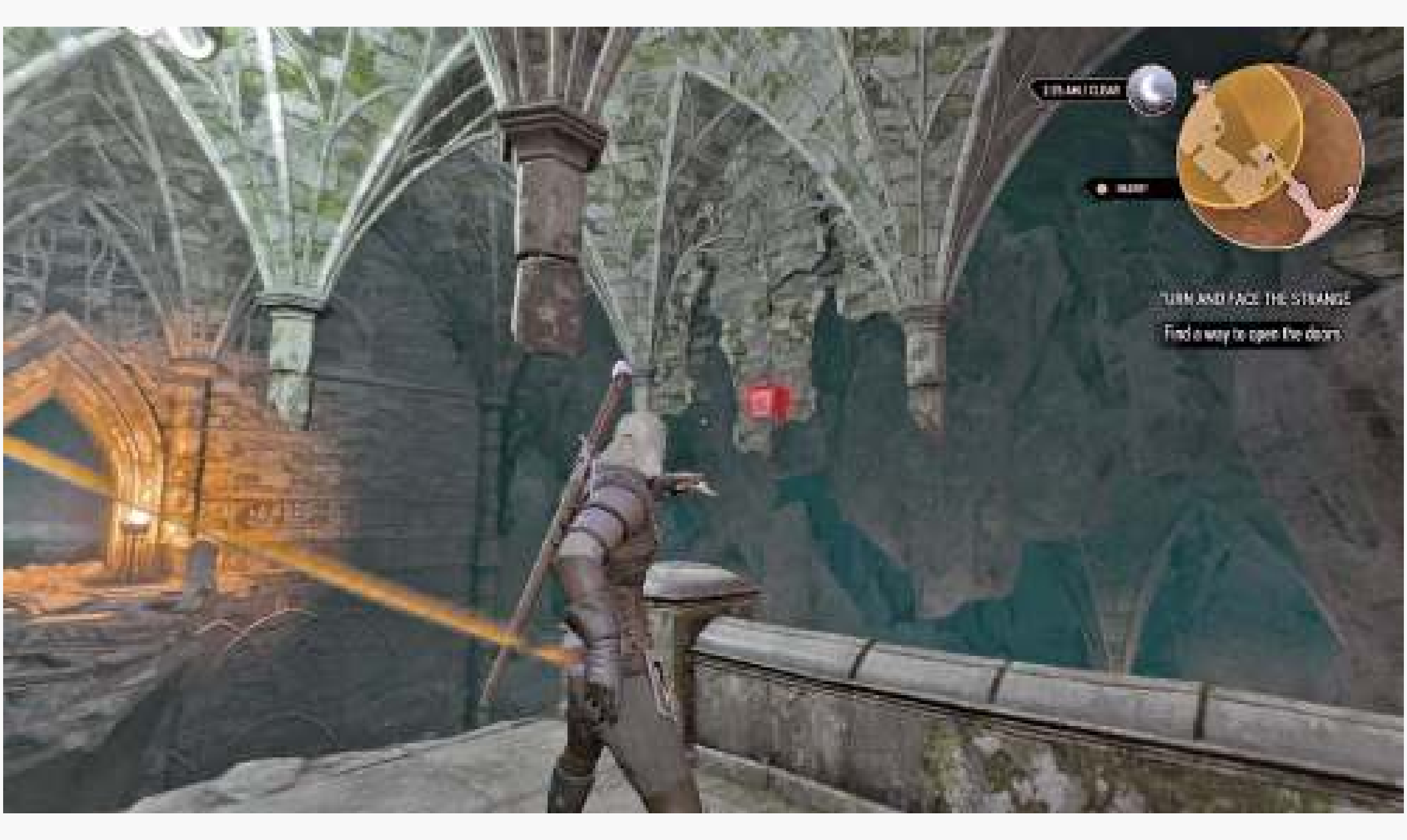
OBJECTIVES

- Go deeper into the ruins.

Once you've dispatched the Guardian panther and the magical barrier recedes, head south, into an adjoining chamber with some particularly unsafe flooring! Watch you don't fall to your death as you inspect the remains of this bridge balcony over a high chasm, and locate the following using your Witcher Senses:

- A column with rope tied to one end, and the other down below on a ledge you can't reach.
- A locked door at the south end of the balcony. If you've read the notes, they mention "four protruding stones."
- Four protruding stone blocks, poking out of each of the walls, which glow red when you use your Witcher Senses.

Produce your crossbow (or return to where you find the diary notes and grab the crossbow there), and aim a bolt at each of the four protruding blocks. You can alternatively use bombs, or even Aard, on the first three, the last one being out of reach. The locked door rumbles open: Success!



DOL NAEV'DE: CHAMBERS OF PORTALS

OBJECTIVES

- Find Professor Moreau's laboratory.
- Find a way to go forward.
- Defeat the gargoyle.

Step through the arched door you just unlocked, and into a large and ornate circular chamber of many arched alcoves, with a central cowled statue to gaze at. Don't gaze for long though; a Gargoyle transforms from stone to attack! When you've demolished this foe, search it for a gargoyle paw. Now peer around the statue with your Witcher Senses, and place the gargoyle paw on the vase-shaped plinth. It slowly descends, triggering…portals. Great.

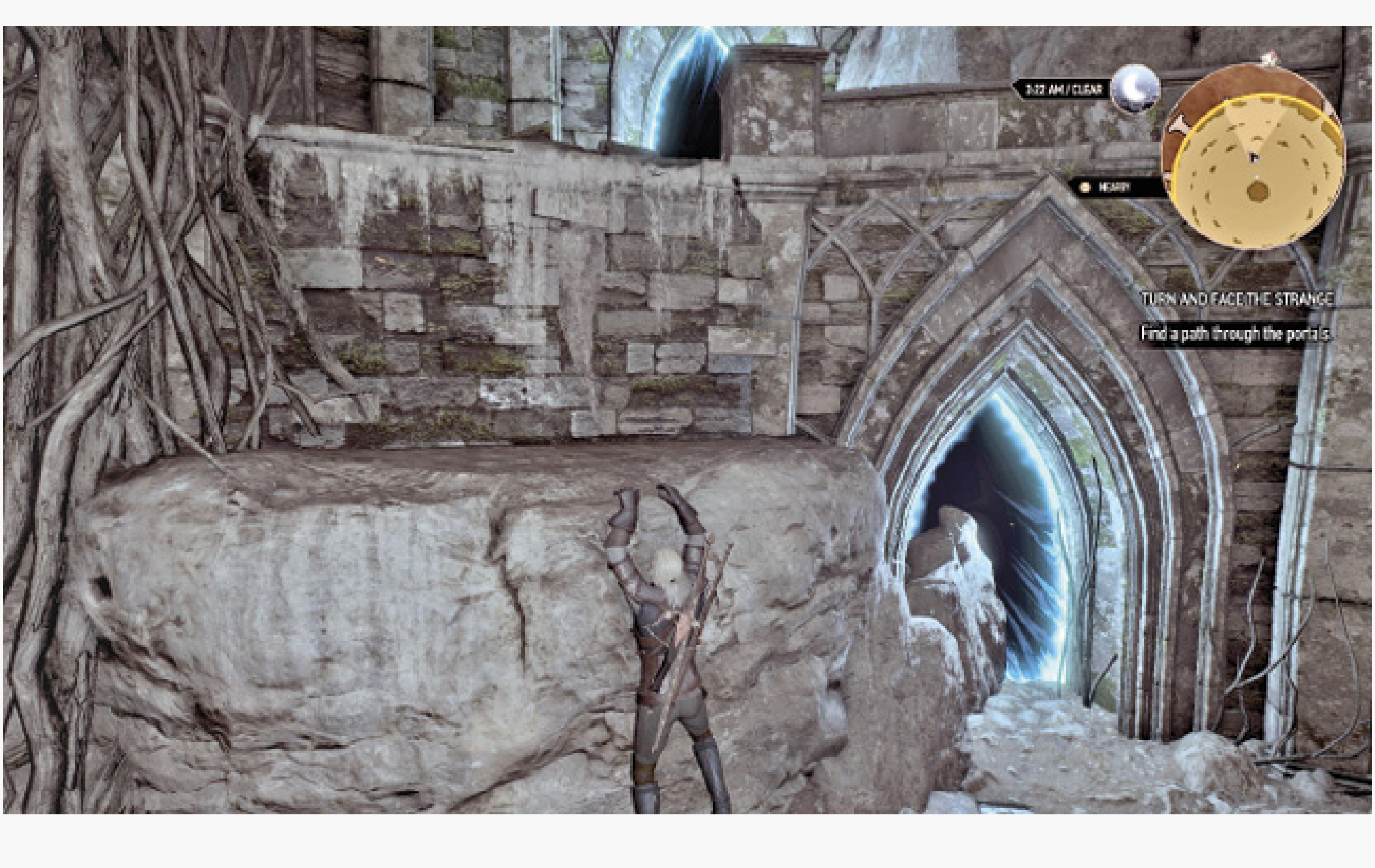
Items: Gargoyle paw

OBJECTIVES

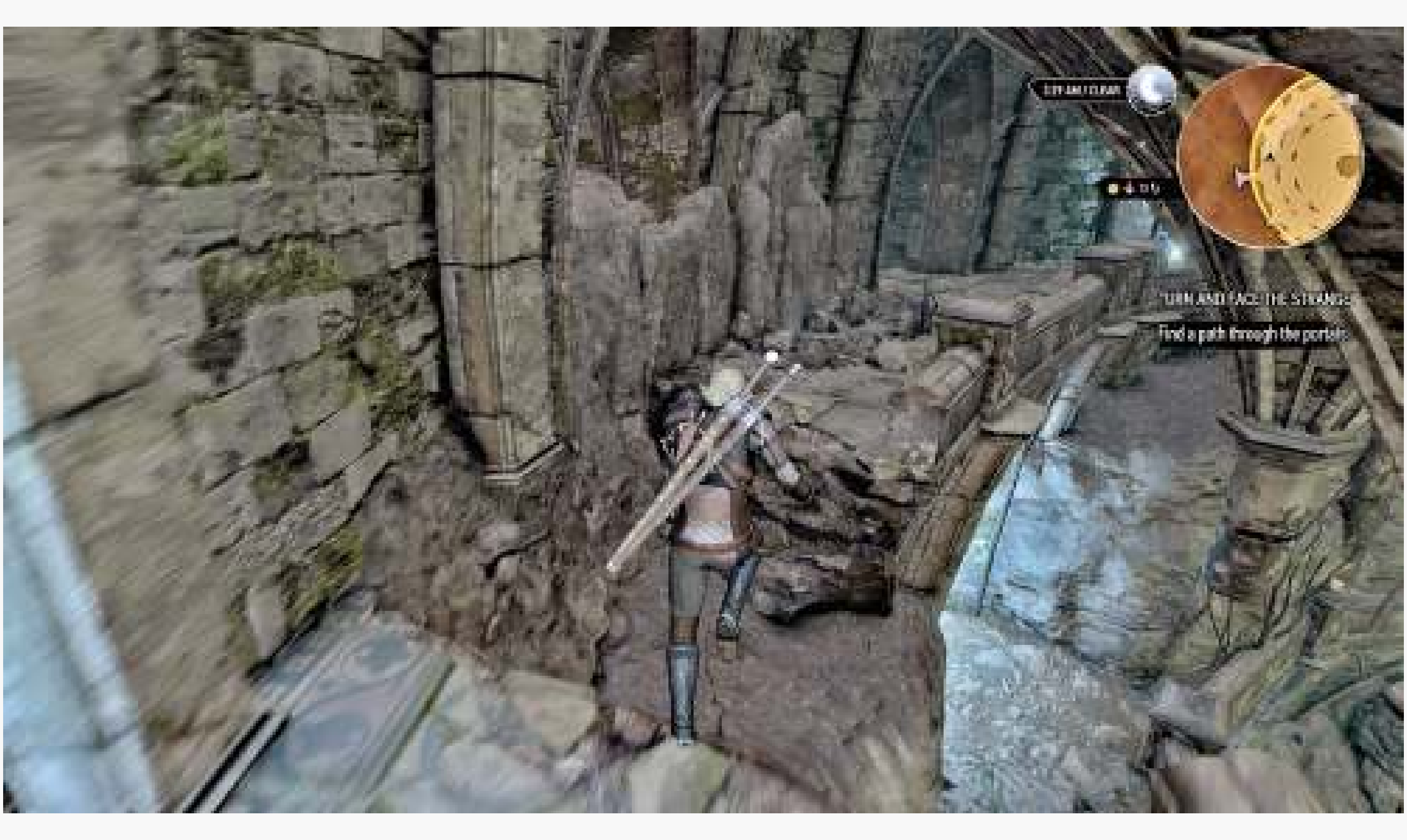
- Find a path through the portals.

Portals have appeared in many of the alcoves on this level, and the two circular balcony levels above you. The only way is up, and as you'd expect, all but one of the portals on each level progresses you forward; while the others deposit you back where you fought the gargoyle. The path to further your progress is as follows:

First Chamber: Level 1: East Portal: Take the portal one alcove clockwise from the room entrance you came from. The central cowled statue faces this portal.



Second Chamber: Level 2: North Portal: Though it isn't immediately obvious, you appear in a completely different circular chamber of portals! If you compare the ground area below you, you can see there's more rubble and rocks in this chamber, and more eerie blue light compared to the orange light of the first chamber. Hop over the broken stone balcony you're on, to the ground, and climb the large fallen boulders the central statue is looking at, just left of a ground portal. Take the portal on the balcony above (head north).



Third Chamber: Level 3: Northwest Portal: You appear in a brand new circular chamber (peer down and you'll see vegetation below). Remain on this upper stone balcony, and run clockwise around the edge of it, ignoring the first two portals on your left, and leaping the gap below you. Land on the subsequent section of balcony, the one the statue is facing.

Turn And Face The Strange (Blood and Wine)

Ch-Ch-Ch-Ch-Changes

OBJECTIVES

- FUse your Witcher Senses to search the laboratory.
- (Optional) Find the missing megascope crystals (2).
- (Optional) Place the missing crystals in the megascope (2).ix

You've reached the laboratory of Professor Moreau. Now to conduct a search into exactly what he was researching. Discover the following using your Witcher Senses.

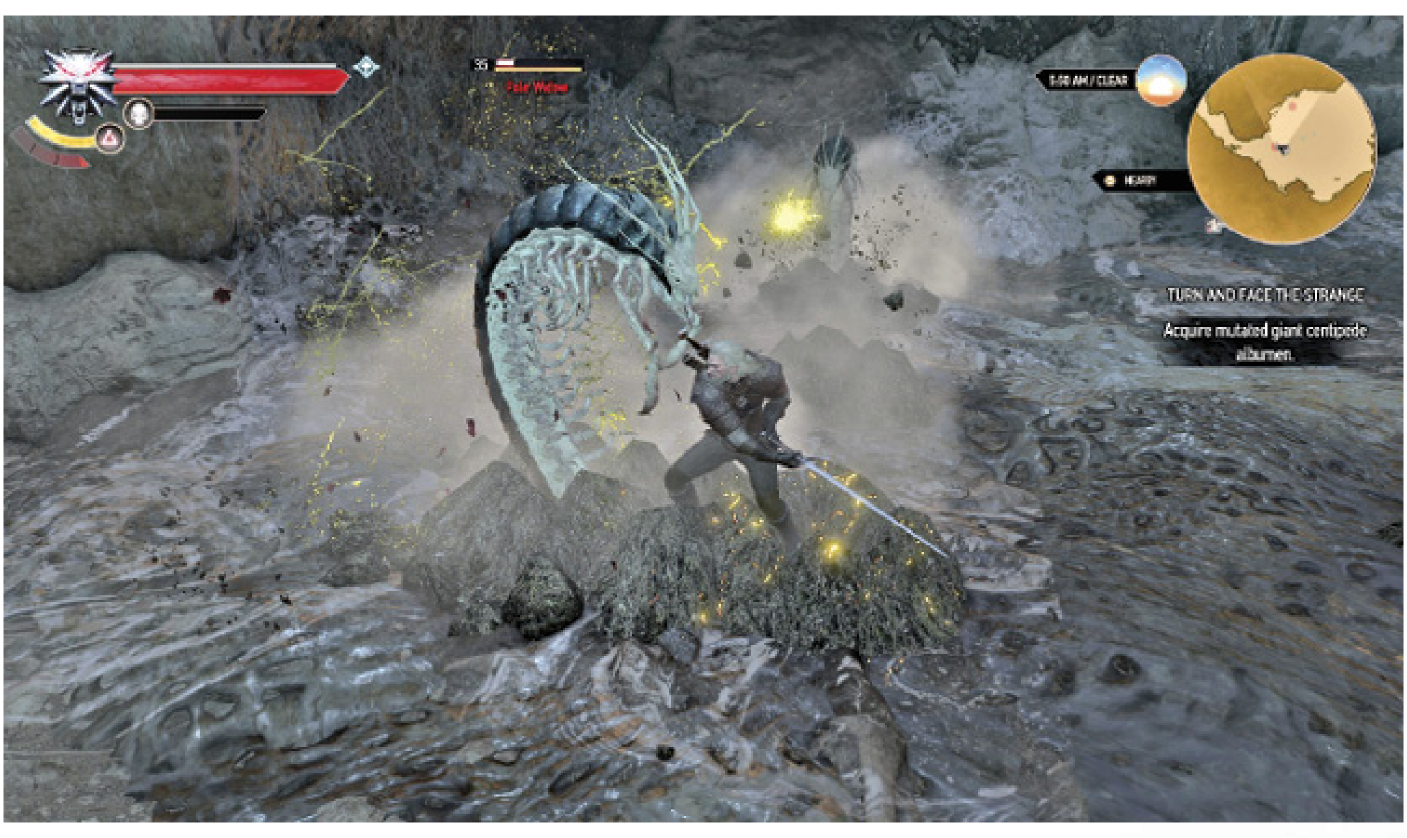
- A vat with the remains of an unwilling test subject.
- A piece of intriguing machinery; a contraption looking a little like an iron maiden, but you lack the knowledge to start it up.
- A bookcase with tomes on mutations and genetics. There's also a long, carved shelf with a row of preserved organs.
- A megascope with five entries to view. Entries #2 and #4 are missing the required megascope crystal. Assuming you've gathered the crystals, you can watch the late Professor explain his findings at each major point during his experimentation period.
- First Entry: The start of the Professor's great endeavor, begun to help save his son, Jerome. A device has been devised to study mutations in the hopes to reverse those that have plagued his child.
- Second Entry (Crystal required): Despite applying toxicity to his experimental subject, Moreau records no overdosing symptoms. His mutations allow better toxicity toleration!
- Third Entry: Research indicates the mutation must be applied continuously, and to prevent this from killing his subjects, he adds the albumen of a mutated giant centipede egg.
- Fourth Entry (Crystal required): A method is discovered by which one type of mutagen may be transmuted into another through the addition of ingredients.
- Fifth Entry: All the years of experiments are for nought! Each "cure" that was applied only deepened his mutations, further augmenting his speed and strength. What was a failure for Moreau could be a boon for you!

Items: Megascope crystal (2), Book: Witcher Mutations, Book: Centipedes

OBJECTIVES

- Acquire mutated giant centipede albumen.

It seems centipede albumen is likely the catalyst to help with your pursuance of augmenting yourself with the Professor's mutations. Look for the open cage door near the bookcase, and step through the hole in the wall to where the professor's centipedes have burrowed. Enter the cave and slaughter the two Pale Widow Giant Centipedes. If you're having trouble, consult the Bestiary entry. Head to the back (roughly south) of the cave, climb a rock ledge to an upper tunnel, and face a third Pale Widow. This one is guarding three egg sacs. Use your Witcher Senses to spot them, gather the albumen (only one is needed) and return to the laboratory.

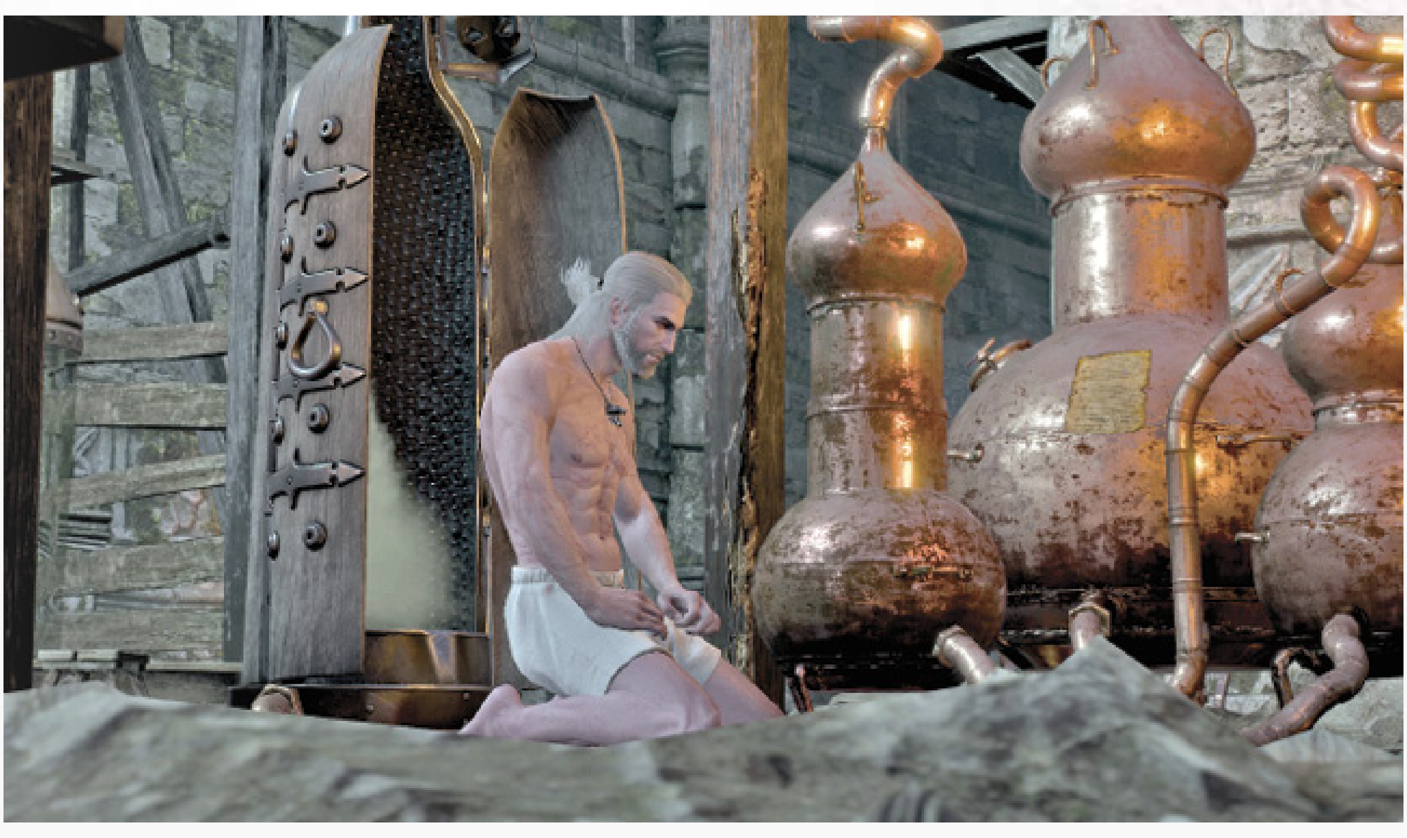

5:00 AM / CLEAR
HEAVY
TURN AND FACE THE STRANGE
Acquire mutated giant centipede albumen.

Items: Mutated giant centipede albumen

OBJECTIVES

- Place the mutated giant centipede albumen in Professor Moreau's contraption and start the machinery.
- Take off your clothes and step into the contraption.

Locate the contraption that looks a little like an iron maiden, and open the hatch in the back, placing the albumen in there. The contraption opens up, but doesn't start up. Enter your Inventory Menu, and remove all your armor and swords. You can keep your pants and boots if you suffer from gymnophobia. Step into the contraption, and hold your breath…moments later, you are imbued with powerful new capabilities; mutations that normal men could never even hope to acquire! Welcome to the mutations system!



MUTATIONS AND YOU: WANT TO BE A BETTER MAN?

To learn more about Mutations, open the Character Panel Menu, and you' see a new Mutations Panel, as well as four additional ability slots! This brings the total number of abilities you can use at once from 12 to 16. Enter the Mutations Panel Menu, and discover 12 powerful new Mutations you can research using Ability Points and Greater Mutagens.

Learn more about all the Mutations, including recipes to obtain different Mutagens, and alchemy to change a mutagen's color, in the Training chapter of this guide, on page 44.

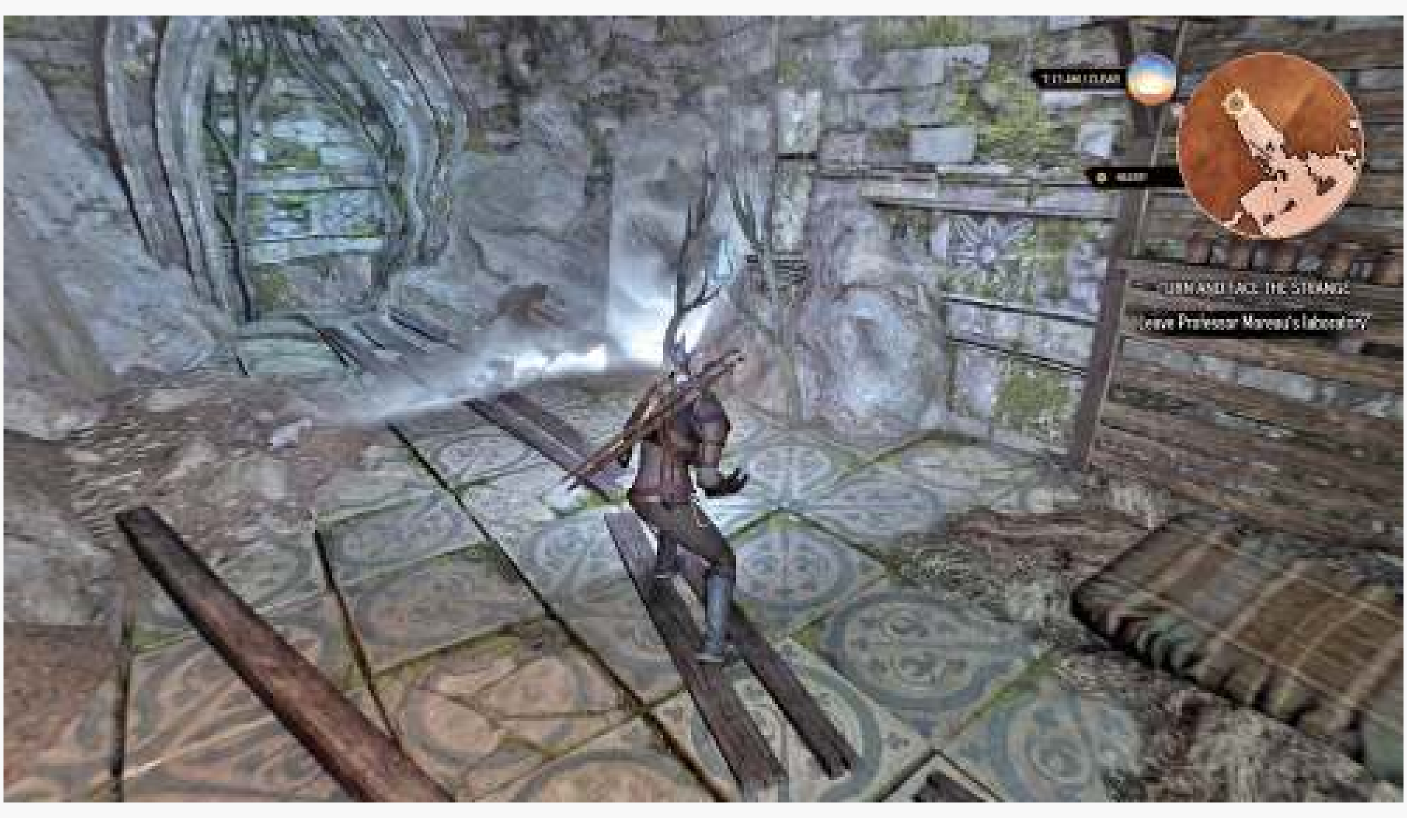
Acquire Ability points to spend on Mutagen research by leveling up, finding Places of Power, and completing two quests. See page 60 for more details.

Complete Secondary Quest: No Place Like Home, improve the Corvo Bianco Greenhouse, and grow herbs specifically tailored to creating Mutagens. Look for that quest.

OBJECTIVES

- Leave Professor Moreau's laboratory.

All that remains is to leave this elven ruin, and you're fortunate that an exit portal is accessible at the end of the laboratory corridor to the northeast. Find the crystal on the right wall, and charge it using a blast of Aard. This opens the portal. Step through, and you appear underwater, on the opposite side to the portal you entered the ruins from. This quest concludes, though you're only getting started researching your Mutations!


TURN AND FACE THE STRANGE
Leave Professor Moreau's laboratory

Extreme Cosplay (Blood and Wine)

A Ghastly Discovery By Gaston

DANGER ALERT
B&W
EXTREME COSPLAY
SPOILER ALERT

LOCATIONS: Francollarts, Gelenser Farm, Doren Alma Estate (Unmarked)

CHARACTERS: Gaston

ENEMIES: Living Statues

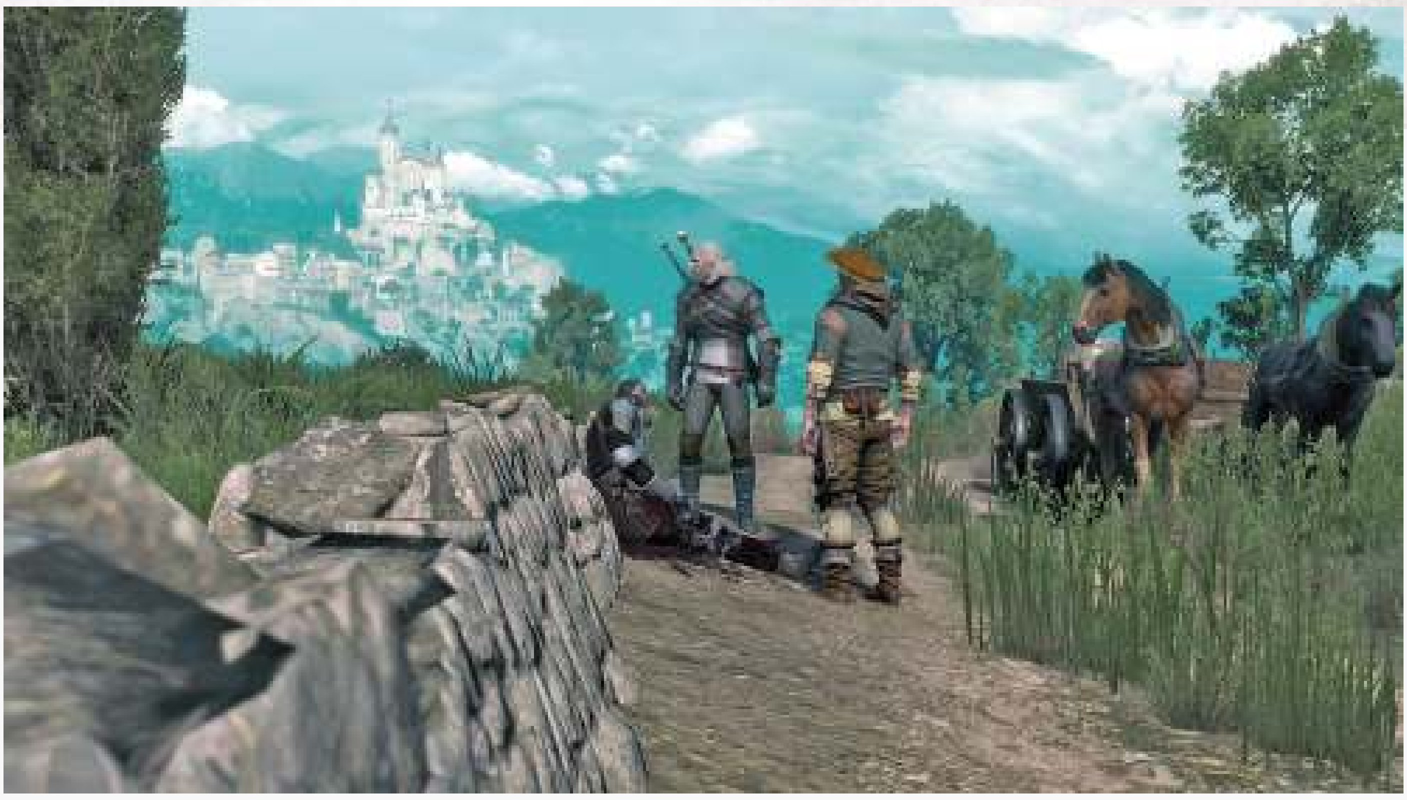
OBJECTIVES

- Follow the tracks of the murdered man using your Witcher Senses.

QUESTING DECISIONS

This Quest is accessible at any point during your exploration of Toussaint, though it is easiest to complete when you're heading from the Mere-Lachaiselongue Cemetery to the Trastamara Hunting Cottage during Main Quest: La Cage au Fou.

On the tree-lined hillsides of southwest Caroberta Woods, just off the main road between Francollarts and Gelenser Farm, is a side track leading to the entrance to the Doren Alma Estate. At the threshold of the estate entrance, a merchant named Gaston is tending to a slumped knight, though when you arrive the knight has already passed on. Gaston the merchant explains he heard screams. Answer as you wish. Tell Gaston you plan to figure out what killed the knight if you wish to start this quest. Gaston plans to tag along too.



The "knight" was wearing a breastplate that looked like an antique. Use your Witcher Senses to uncover a blood trail leading to the house on the hill. Approach the Doren Alma Estate.

To the left of the door is a spot where the knight fell, breaking his legs. The helm sits there, near the ruined gate the knight didn't quite manage to break apart. Fortunately, you have Aard to cast, and the door splinters open. Enter the estate grounds.

Extreme Cosplay (Blood and Wine)

Bread And Wine

OBJECTIVES

- Investigate the estate grounds using your Witcher Senses.

The tiered formal gardens show signs of a struggle. Use your Witcher Senses, and follow the trail of clues:

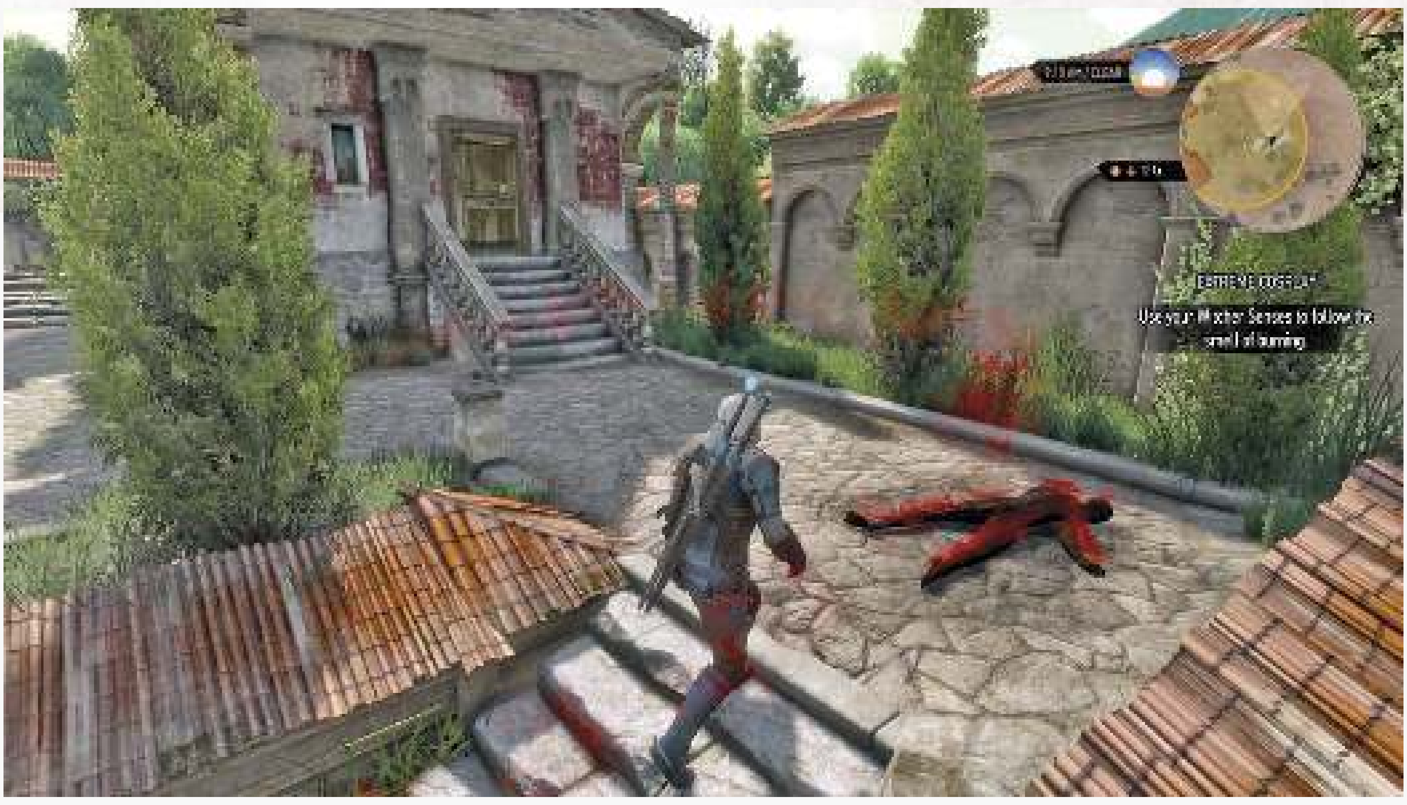
- An immolated man slumped by the main door.
- Overturned tables and benches show signs of seating for a banquet.
- A dead servant, stabbed to death with some blows taking place after death.
- A small table with silver tableware and Elven engravings.
- Between the statues is another corpse; this one punctured with great force. He wears an identical breastplate to the dead “knight” on the high road.
- Another corpse shows signs of throat massacre with a mighty blow. By the body is a sword and shield that look ceremonial.
- Either side of the “throne” chair are ceremonial bowls.
- Over by the far corner, on the two benches are a bowl of fruit and a book. Gather the book, and read it if you wish.

Items: Book: Civil War in Toussaint

- Near the fountain (which contains florens) are burn marks and a strong stench.
- A slumped corpse at the foot of the steps shows puncture wounds. He’s wearing elven attire.

OBJECTIVES

- Use your Witcher Senses to follow the smell of burning.



Once you examine the patch of burned ground, you can start to follow the smell of burning.

- At the top of the steps is a corpse of a man who fled while on fire.
- At the foot of the manor house is a scorched doublet.
- There are sounds from inside the house. Follow the smell of burning to the rear door, and knock on it. A clearly fearful man, still bearing signs of soot, peers out. Ask him whatever questions you wish. He is Lord Durand Fucher-Plamondon de Savarin, chairman of the Society of Friends of the History of Toussaint. He is in this current predicament because of “spirits.” The society was in the middle of staging a scene (the elf Divethaf paying homage; the surrender of Toussaint’s last elven king) when he saw fire and fled. You surmise the society accidentally summoned a specter. In order to rid Durand of this menace, the reenactment needs to be performed again. With a Witcher!

Extreme Cosplay (Blood and Wine)

Divethaf And Conquer

OBJECTIVES

- Light all the lamps in the garden (6).

A few hours later, Durand de Savarin has set up the lower grounds for the newest reenactment, and is playing the part of King Ludovic. You will play the Aen Seidhe ruler. But everyone must be in costume! While Gaston reads from his book, you are tasked with lighting all the torches in the garden. These are either side of the main path, between the statues, and two are either side of the fountain.

Items: Ceremonial Mask

OBJECTIVES

- Take a loaf of elven bread. Take a bottle of elven wine.
- Place an offering of elven bread and wine in front of Durand's throne.

Gaston reads the next passage, which talks of a gift of elven wine and bread. Use the large offering plates to place both items, which are gathered from a small chest on the left side of the garden near one of the torches.

Items: Elven bread and wine

OBJECTIVES

- Pick up an elven sword and shield.
- Draw the elven sword and shield.
- Kneel before Durand.

Another passage is read aloud, as you locate an elven sword and shield. Both are located between the torch and the last statue on the right side, near Gaston. With both sword and shield in your Quest Items part of your inventory menu, equip them both (the sword takes the place of your steel weapon, and the shield sits next to the mask in your pocket). Draw the sword, and use the quick-access menu to equip the shield, as you would a torch or crossbow.

Items: Ancient elven shield and sword

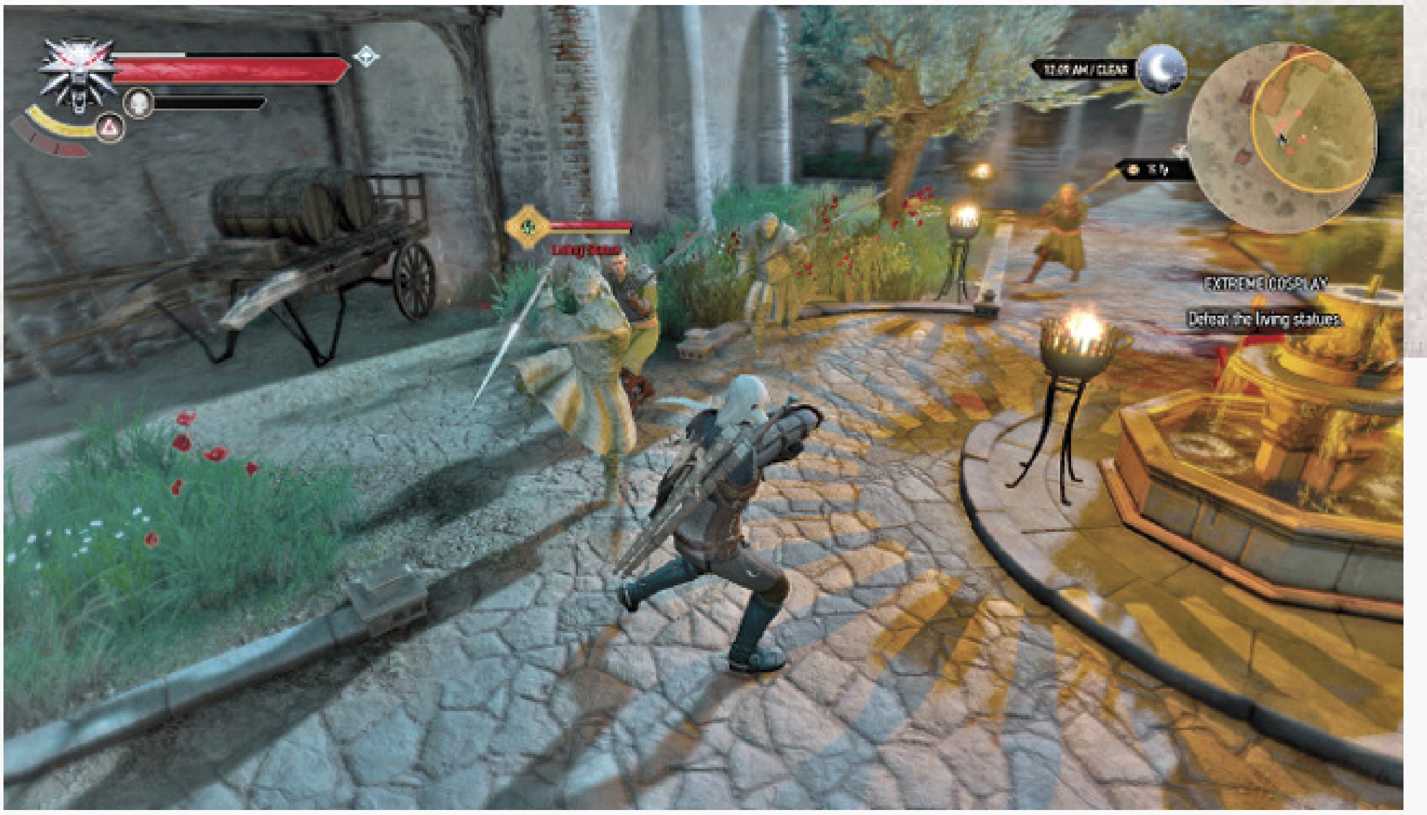
Extreme Cosplay (Blood and Wine)

Divethaf's Golems

OBJECTIVES

- Defeat the Living Statues.

After you kneel before Durand, and the play-act comes to a crescendo, Gaston notices the garden statues are shuddering slightly. Then they spring to life! There are six to fight; four armed with long pikes and two with spells offering ranged combat. Treat these entities as you would ghostly bandits, and don't forget to reequip your best sword before starting cut down this squad of statues.



After combat concludes, Durand appears to know what these statues were; they once stood in the palace of Divethal and he only recently acquired them. These were his golems. Gaston has a few choice words for elves, which you can disagree with or ignore before you leave. Durand won't let you leave empty-handed; he hands you some coin before this quest concludes.

Overview: A Game Within A Game

From the revolting inns of Velen to the spectacular Royal Castle at Vizima, it seems anyone who is anyone is enjoying the dwarven card game known as Gwent. However, this enjoyable pastime can become hopelessly addictive when you realize there are a large number of cards to find to bolster your deck, improve your chances of victory, and complete your collection. While innkeepers and merchants may sell some cards, the following quests allow you to gather many high-value cards, which are critical to your collection.

Before you start your search for Gwent cards, here are a few tactical tips to help you:

ON THE CARDS: GWENT COLLECTING TIPS

Gwent cards are acquired in a number of ways. Be sure you thoroughly inspect the Complete Card Checklist (starting on page 782), and the Gwentlefolk of the Northern Realms (page 800) to further your search. In general, remember to find cards from the following places:

In your Base Deck: You begin with a fair number of cards (mainly from the Northern Realms deck) which you should employ in your initial games.

Purchased: Some cards can be bought from a vendor (a merchant, innkeep, or other shop owner) at a variety of locations.

Won (Randomly): Some cards are won when you find a Gwent player, challenge them to a game, and beat them for the first time. You claim their card, which is random. Most of these Gwent players are no-name fans of the game, and almost always merchants, armorers, blacksmiths, herbalists, and the like.

Found: When a player becomes "indisposed," usually through death, you may find their cards left behind.

Won (Specifically: Gwent Quest): Some cards are acquired during the Gwent Quests listed in this chapter. You face individuals in the different realms, one after the other, and acquire their cards when you beat them.

Won (Specifically, Secondary Quest): There are cards to acquire during a couple of Secondary Quests too. These are listed in the adjacent table. Secondary Quest: High Stakes is primarily about completing a Gwent tournament, and thus detailed in this section of the guide. Other Secondary Quests have Gwent cards or tournaments as a small part of an overriding quest, and are listed in the Secondary Quest chapter.

There is a simple pleasure in challenging Gwent players across these lands, and learning from them. Before returning and fleecing them for a card and coins, obviously.

OFF THE CARDS: KNOW WHEN TO HOLD 'EM!

You may be wondering what happens if someone who is holding a unique Gwent card becomes "indisposed" (usually by dying). Do your chances of gathering cards vanish? Not usually; any foes that die or depart an area leave their cards in the place they are usually found, or give you their cards automatically.

For example, you may be attempting to locate Lambert, one of the Gwent players to challenge during Gwent Quest: Old Pals. Usually, you challenge him either at Kaer Morhen, or during Secondary Quest: Following the Thread, at the Seven Cats Inn.

However, if you started the Gwent Quest after Main Quest: The Battle of Kaer Morhen, and didn't have an opportunity to talk to Lambert, he may have departed for pastures new. Fortunately, his card is still available (in this case, in the great hall at Kaer Morhen, by Lambert's bed).

OFF THE CARDS: DON'T BE COY: PLAY MY GAME!

Sometimes you'll be chatting with a particular character in the hopes of starting a Gwent bout, but the conversation topic never comes up. Why? Because you either have to exhaust all other conversation topics first, or you've visited the character out of order, and there are previous characters to win cards from first. Remember this!

Gwent Quests

Available Quests

There are a total of ten quests specifically related to Gwent, and all of them are freeform in nature. In addition, there are five Secondary Quests where one or more Gwent cards form part of the reward structure, and are usually the only chance of obtaining specific cards. Secondary Quest: High Stakes is detailed after the Gwent Quests. The other Secondary Quests are in their appropriate part of the Secondary Quests chapter Finally, when you visit the Duchy of Toussaint, there are two more Gwent quests involving the brand new Skellige Clans deck.

Gwent quests and Secondary Quests

Territory Location	
	Secondary Quest: Gwent: Playing Innkeeps
	Secondary Quest: Gwent: Velen Players
	Secondary Quest: Gwent: Big City Players
	Secondary Quest: Gwent: Old Pals
	Secondary Quest: Gwent: Playing Thaler
	Secondary Quest: Gwent: Skellige Style
	Secondary Quest: Gwent: Collect 'em All
	Secondary Quest: High Stakes
	Secondary Quest: A Dangerous Game
	Secondary Quest: A Matter of Life and Death
	Secondary Quest: Following the Thread
	Secondary Quest: Shock Therapy
	Secondary Quest: Gwent: Using your Loaf*
	Secondary Quest: Gwent: To Everything – Turn, Turn, Tournament!
	Secondary Quest: Gwent: Never Fear, Skellige's Here!

(Indicates an unmarked quest that does not appear in your Quest menu).*

Gwent: Playing Innkeeps

Playing For (Inn) Keeps

GWENT: PLAYING INNKEEPS

LOCATIONS: The Alchemy Inn (Oxenfurt), Inn at the Crossroads, The Kingfisher Inn (Novigrad)

CHARACTERS: Stjepan, Innkeep, Olivier

BEGINNING THIS QUEST

This quest becomes available when you visit Stjepan the Innkeep of the Alchemy Inn, Oxenfurt. Feel free to start this quest as early as possible, during Act I of the Main Quests when you are first exploring Velen. Of the three available Innkeeps, Olivier may be “indisposed.”

Name of Innkeep	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Stjepan	The Alchemy Inn (Oxenfurt)	Nilfgaardian Empire	No	Yennefer of Vengerberg
Innkeep	Inn at the Crossroads (Velen: Mudplough)	Nilfgaardian Empire	No	Menno Coehoorn
Olivier	The Kingfisher Inn (Novigrad)	Monster	Yes	Tibor Eggebracht

STJEPAN: ACTION AT THE ALCHEMY INN

OBJECTIVE:

- Win Stjepan’s unique card.

Stjepan (Nilfgaardian Empire Deck)

In areas where there’s an inn—the more populated villages and towns across Velen, Novigrad, and Skellige—there is sometimes an innkeep with some Gwent

cards to sell or win. However, some Innkeeps are particularly proficient at Gwent, and have a unique card to play for. The first one to choose is Stjepan. Visit the second city of Oxenfurt, and locate the Alchemy Inn (toward the center of town) to challenge him. Remember to purchase the cards he has for sale at the earliest point (to augment your deck).

Stjepan favors the Nilfgaardian Empire. Beat him, and claim the following card. Afterward, you can challenge the remaining two Innkeeps in either order.

Items: Gwent Card: Yennefer of Vengerberg (Neutral Card)

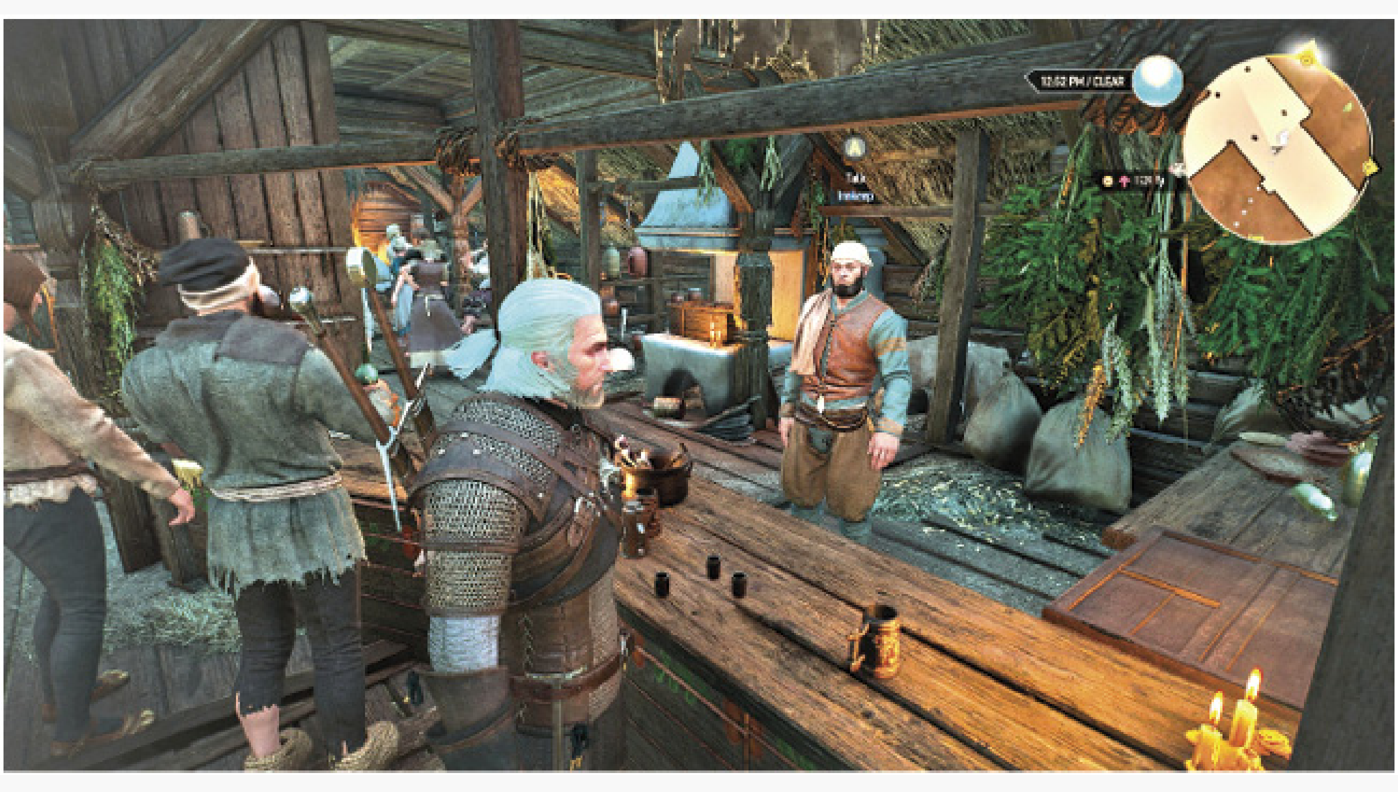
INNKEEP: CROSSING PATHS AT THE CROSSROADS

OBJECTIVE:

- Win a unique card from the Innkeep at the Inn at the Crossroads.

Innkeep (Nilfgaardian Empire Deck)

Journey to war-torn Velen, and locate the Inn at the Crossroads in southern Mudplough territory. After talking to the Innkeep about the Baron and his men and purchasing the Gwent cards he has for sale, speak to him again and request a game of Gwent. When you beat his Nilfgaardian deck, you receive the following card:



Items: Gwent Card: Menno Coehoorn (Nilfgaardian Empire Deck)

OLIVIER: THE CARDS ARE STACKED AT THE KINGFISHER

OBJECTIVE:

- Win Olivier’s unique card.

Olivier (Monster Deck)

Head to Hierarch Square, and locate the Kingfisher Inn at the northeast corner of the square. Enter and speak to Olivier; make sure you purchase all the Gwent cards he is selling too! Then challenge Olivier to the final match. If you already completed Secondary Quest: Now or Never, Olivier may be indisposed. If this is the case, you cannot purchase any cards from him, but you can claim his unique card; check the back room in this Inn. Beat Olivier’s Monster deck and you receive the final available Gwent card for this quest.

Items: Gwent Card: Tibor Eggebracht (Nilfgaardian Empire Deck)

Gwent: Velen Players

The Very Best Hands Across No-Man's Land

DANGER ALERT SPOILER ALERT

GWENT: VELEN PLAYERS

LOCATIONS: Crow's Perch, Benek, Oreton, Midcopse

CHARACTERS: Baron Phillip Strenger, Old Sage, Boatwright, Haddy

THE BLOODY BARON: DON'T BE A STRENGER

OBJECTIVE:

- Win a unique card from the baron.

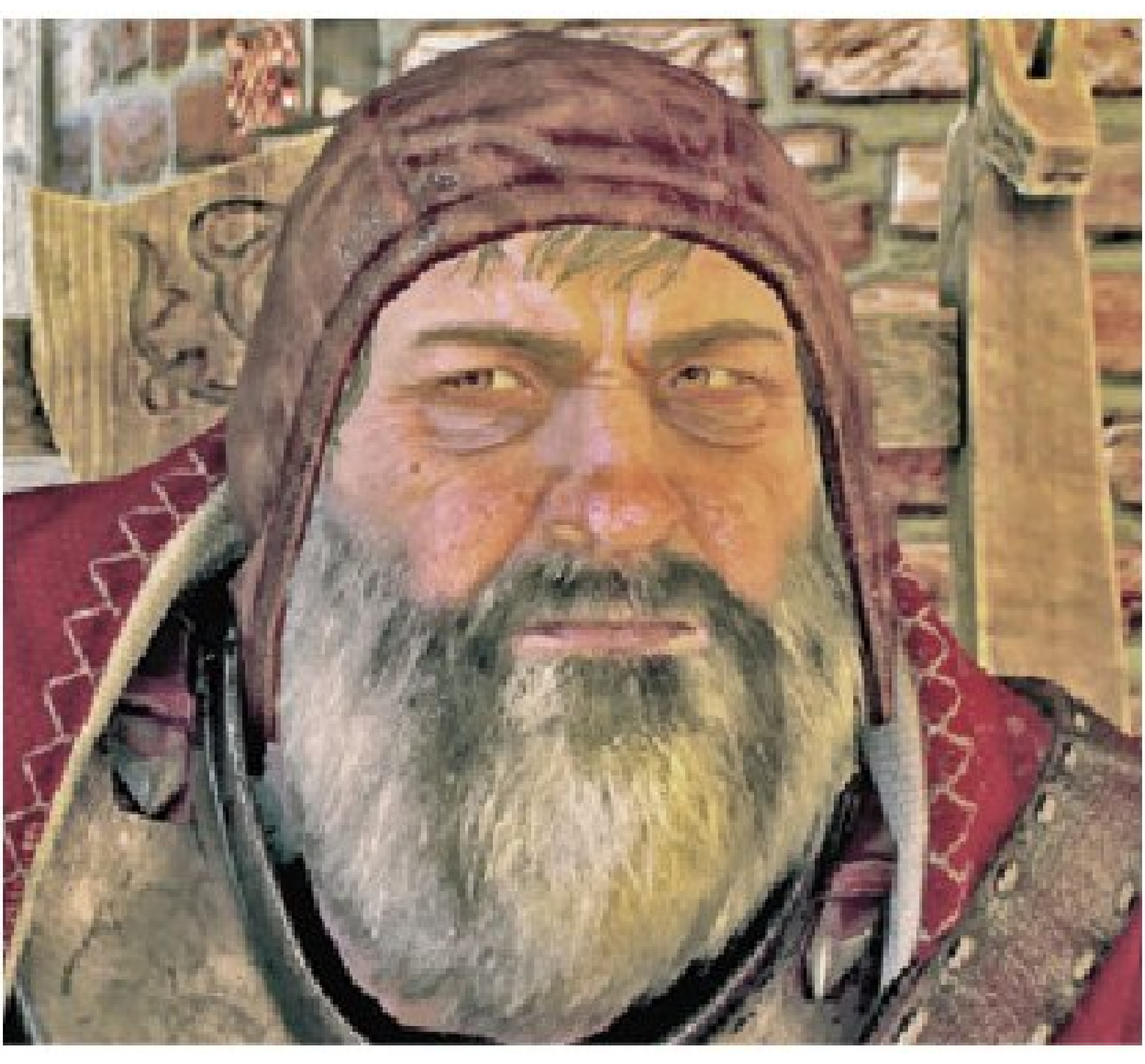
BEGINNING THIS QUEST

This quest becomes available when you visit Baron Phillip Strenger after completing Main Quest: Bloody Baron. It is advisable to challenge the Baron before starting Secondary Quest: Return to Crookback Bog (as this is when the Baron's fate is sealed, and he becomes "indisposed").

Start the quest by visiting the Notice Board in Crow's Perch, and read the notice entitled "Gwent: Looking for New Players." This prompts you to find the Bloody Baron and begin your first bout. Of the four available players in Velen, the Baron may be "indisposed."

Name of Player	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Baron Phillip Strenger	Crow's Perch	Northern Realms	Yes	Sigismund Dijkstra
Old Sage (Soothsayer)*	Benek	Monster	No	Crone: Weavess
Boatwright*	Oreton	Nilfgaardian Empire	No	Letho of Gulet
Haddy	Midcopse	Northern Realms	No	Vernon Roche, Eredin: Bringer of Death**

Beat either the Old Sage or the Boatwright (or both) to access Haddy Beat the last of the four players and finish the quest to claim the Eredin card*

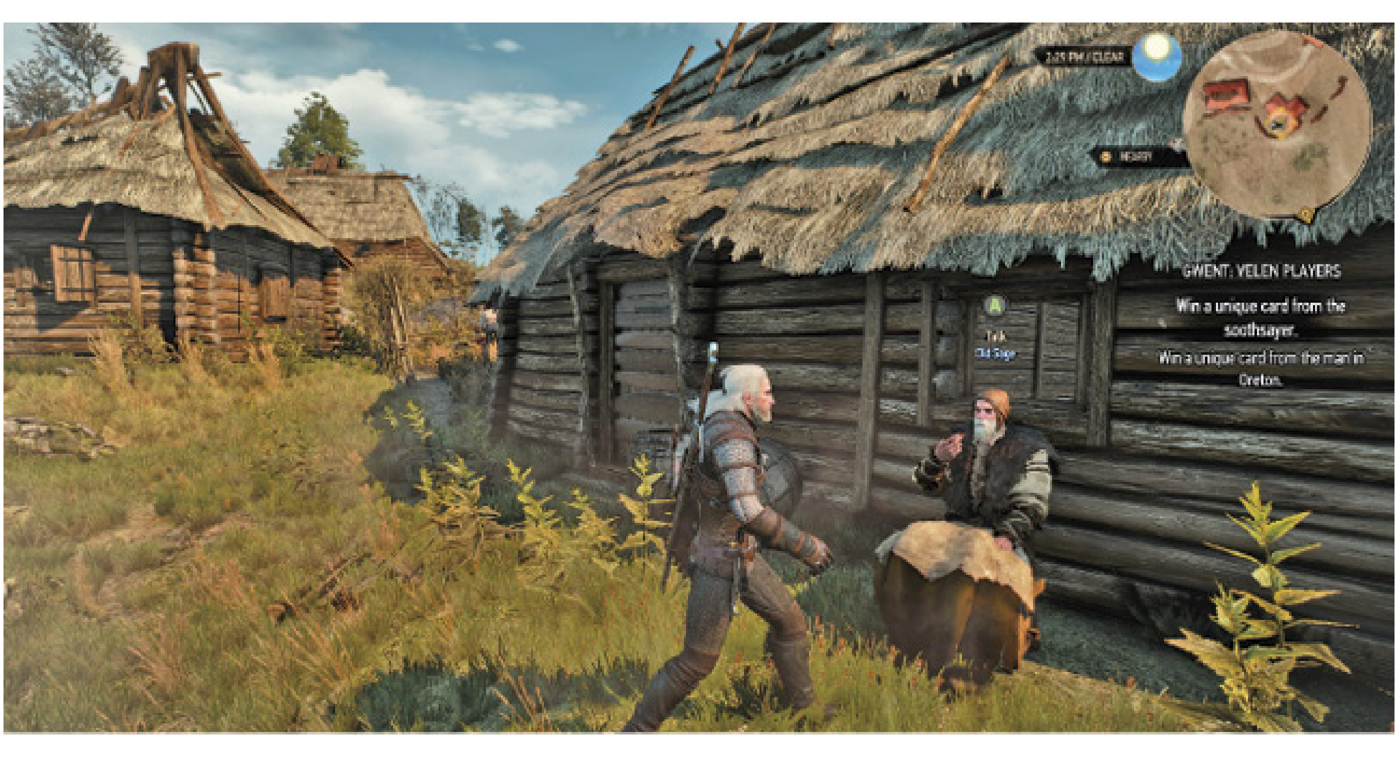


Baron Phillip Strenger (Northern Realms Deck)

After reading about a local Gwent group, first on your "to fleece" list is the Bloody Baron himself; you'll find him in his main hall, in the upper stronghold at Crow's Perch. However, if you started Secondary Quest: Return to Crookback Bog, finish this up first, and once the Baron has met his fate, look for a tiny chest on a sideboard in the hall instead, which has notes of who is next to face. Whether you challenge the Baron or not, you receive the following card, and the ability to challenge both the Old Sage of Benek, and the Boatmaker of Oreton.

Items: Gwent Card: Sigismund Dijkstra (Northern Realms Deck)

OLD SAGE: THE SOOTHSAYER SUBMITS


GWENT: VELEN PLAYERS
Win a unique card from the soothsayer.
Win a unique card from the man in Oreton.
Talk
Old Sage

OBJECTIVE:

- Win a unique card from the soothsayer.

Journey to the eastern hamlet of Benek, and locate the Old Sage sitting outside his cottage. Bring some food with you in case the geezer requests some sustenance. The Old Sage has a quest

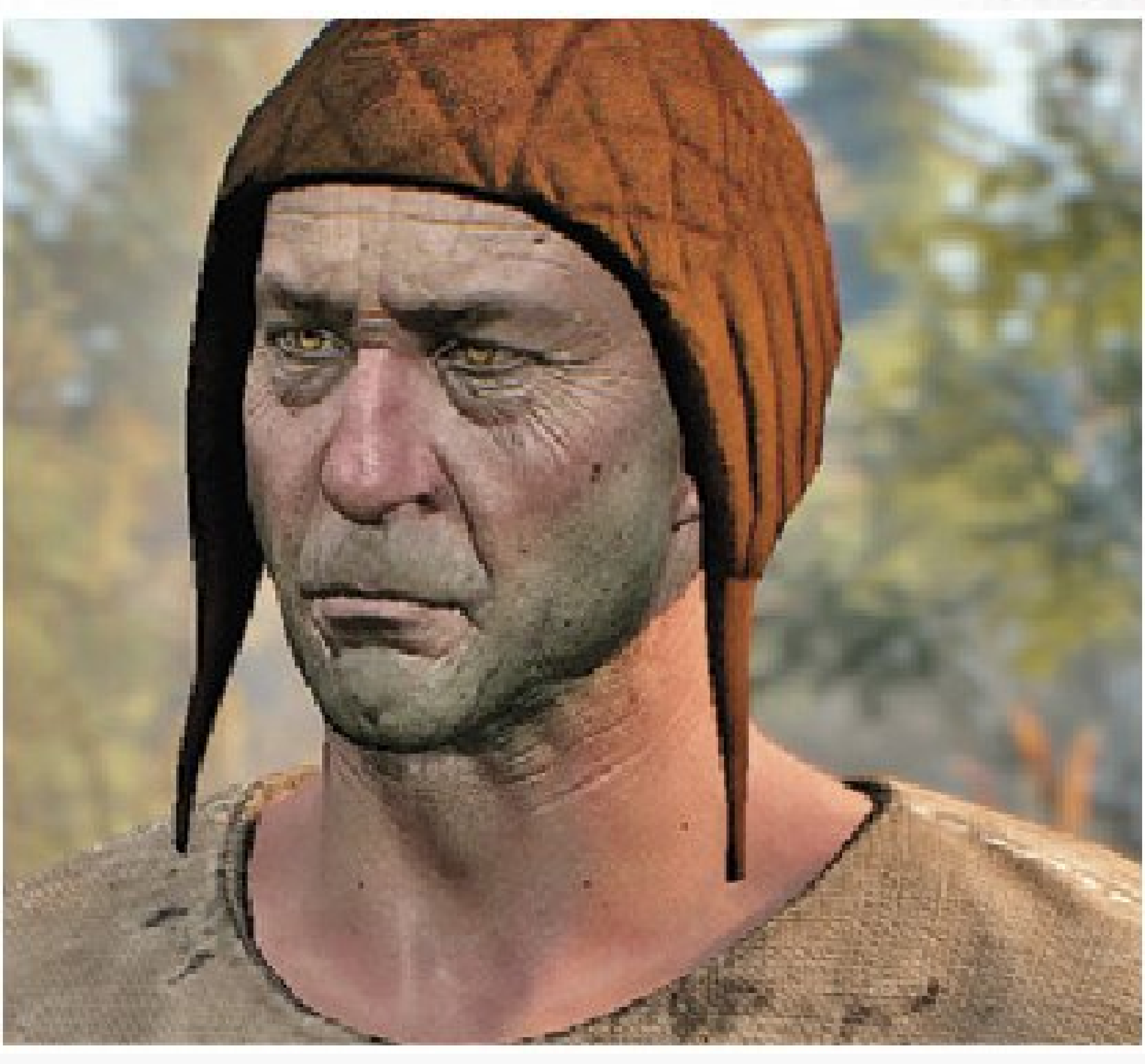
(Secondary Quest: The Truth is in the Stars), but it doesn't need to be completed first. Challenge him and secure the following from his Monster deck. Then you can challenge Haddy.

Items: Gwent Card: Crone: Weavess (Monster Deck)

BOATWRIGHT: DON'T BET ON THE BLACK ONES

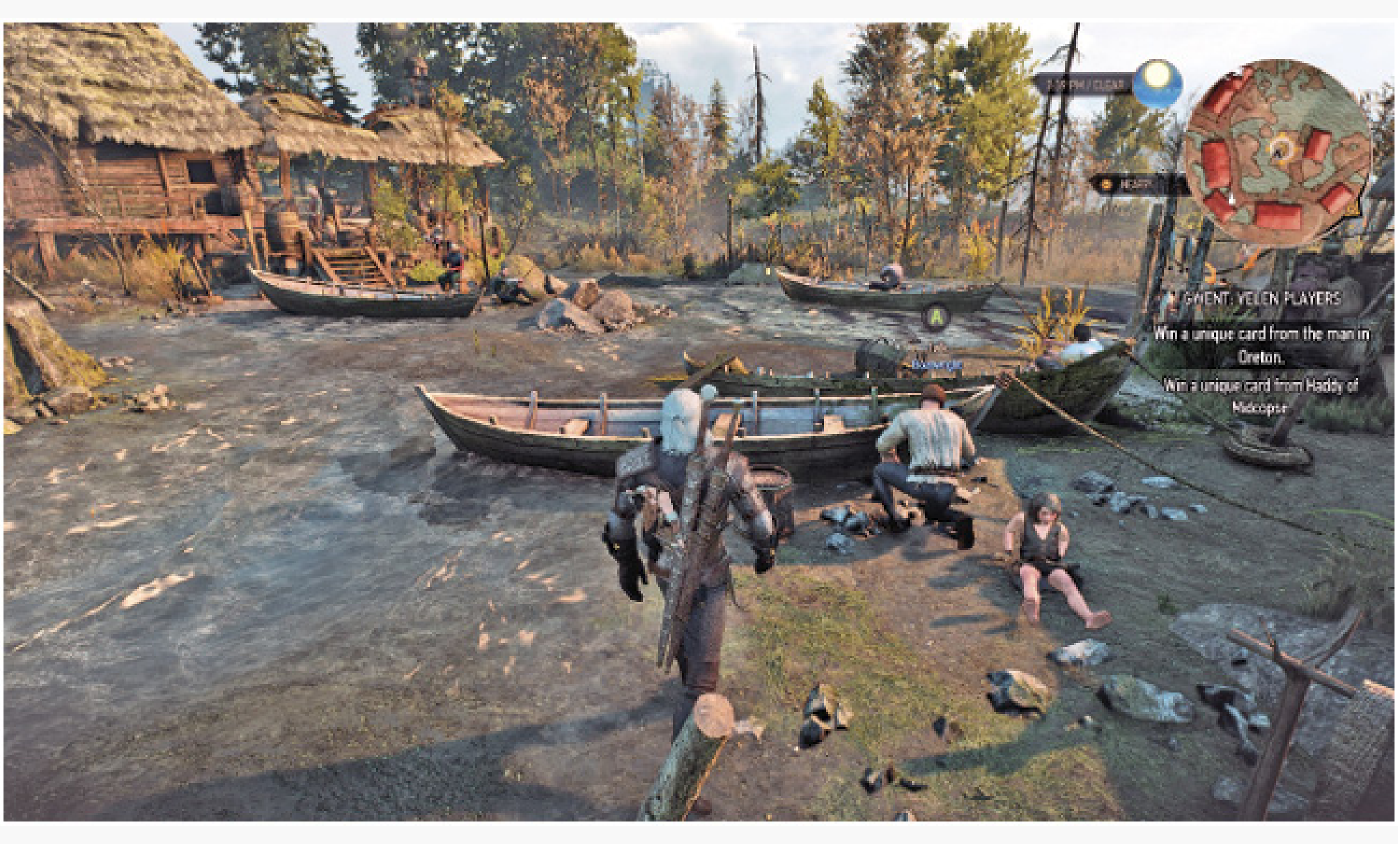
OBJECTIVE:

- Win a unique card from the man in Oreton.



Boatwright (Nilfgaardian Empire Deck)

In southern Velen, on the northern shore of Lake Wyndamer, is a Boatwright who's happy to challenge you to a Gwent battle. Perhaps it's the Black Ones who have commandeered the village that persuaded him to pick a Nilfgaardian Empire deck? It matters not; claim victory and the following card. At this point, you can also challenge Haddy.

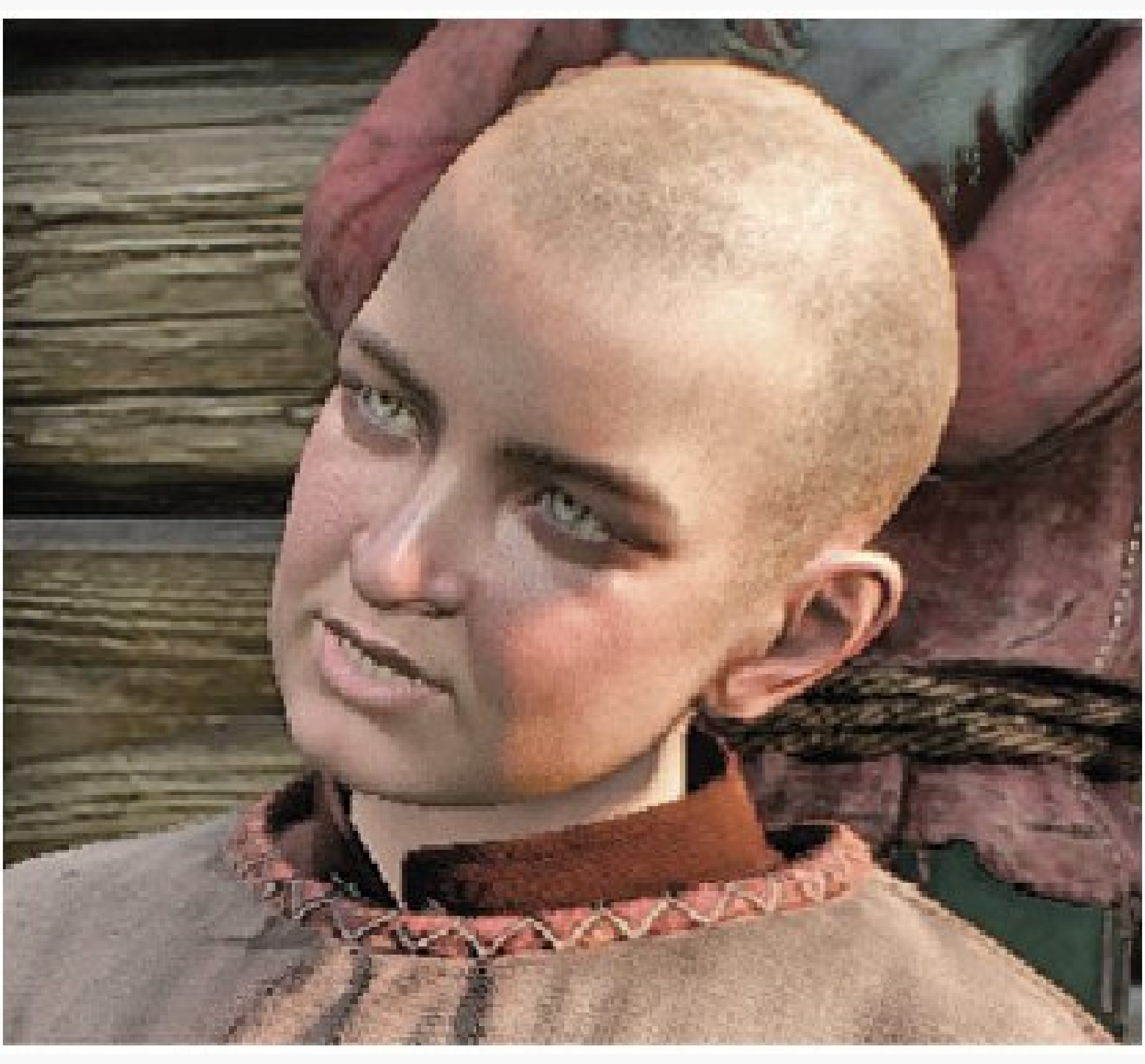

GWENT: VELEN PLAYERS
Win a unique card from the man in Oreton.
Win a unique card from Haddy of Midcopse

Items: Gwent Card: Letho of Gulet (Nilfgaardian Empire Deck)

HADDY THE CARD PRODIGY: HADDY-NUFF YET?

OBJECTIVE:

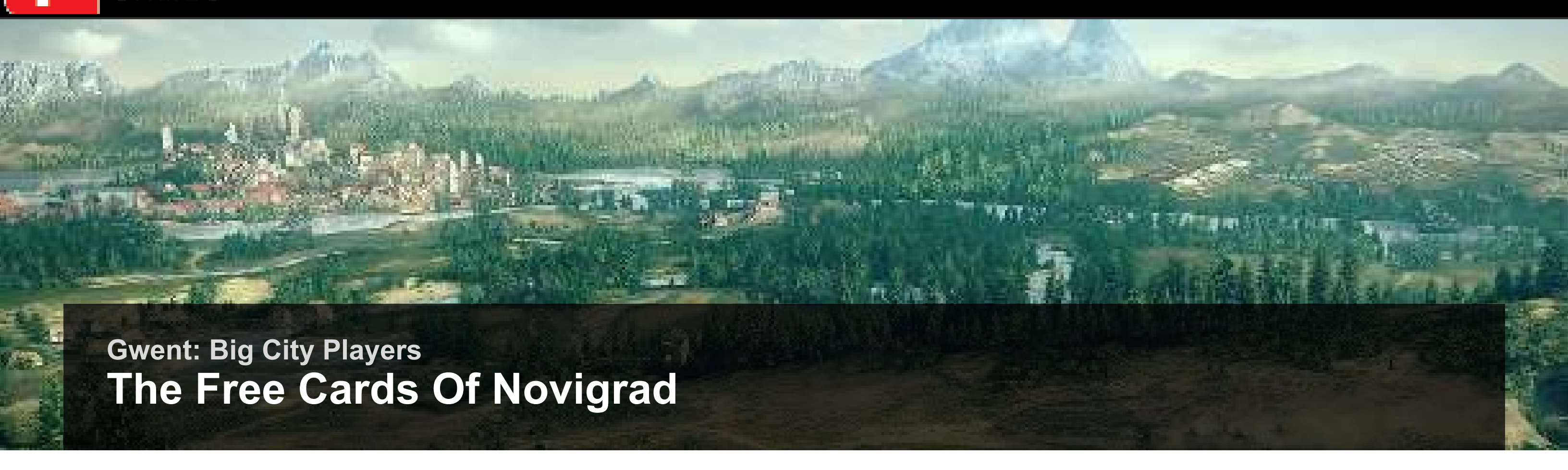
- Win a unique card from Haddy of Midcopse.



Haddy (Northern Realms Deck)

To the west, in the village of Midcopse (where you first set eyes upon Keira Metz), there's talk of a child prodigy, and sure enough, you find him playing in the grass on the south side of the village. Challenge Haddy to a game of Gwent, and better him to obtain his unique card. You also receive an Eredin Leader card for completing this quest too (usually from Haddy, or from the Old Sage or Boatwright if you didn't challenge these players in the order shown).

Items: Gwent Card: Vernon Roche (Northern Realms Deck), Gwent Card: Eredin: Bringer of Death (Monster Deck; for completing quest)



Gwent: Big City Players

The Free Cards Of Novigrad

DANGER ALERT
SPOILER ALERT
GWENT: BIG CITY PLAYERS

VIMME VIVALDI: DON'T BANK ON IT

LOCATIONS: Bank of Vivaldi (Hierarch Square), Passiflora (Gildorf), Bathhouse (Gildorf), Scoia'Tael Trader Camp (Unmarked)

CHARACTERS: Vimme Vivaldi, Marquise Serenity, Sigismund Dijskstra, Scoia'Tael Trader

OBJECTIVE:

- Win a unique card from Vimme Vivaldi.

BEGINNING THIS QUEST

The bustling free city of Novigrad has a few extremely proficient Gwent players. Feel free to speak to them about other matters, or start this quest by reading the notice pinned to the board in Hierarch Square (in front of the Kingfisher Inn), mentioning that Vimme Vivaldi is a cheat.

It is advisable to challenge Sigismund Dijkstra once you complete Main Quest: Count Reuven's Treasure, and definitely before Secondary Quest: Reason of State. If not, Sigismund is indisposed, leaving you one less player to challenge and you receive his card automatically.

You can also try playing this quest as early as possible (before meeting Dijkstra): The quest initially concludes after you beat Marquise Serenity, but don't despair; once you finally find Dijskstra and complete Count Reuven's Treasure, you can pick up this quest again.

Name of Player	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Vimme Vivaldi	Bank of Vivaldi (Hierarch Square)	Scoia'Tael	No	Vesemir
Marquise Serenity	Passiflora (Gildorf)	Nilfgaardian Empire	No	Morvran Voorhis
Sigismund Dijkstra*	Bathhouse (Gildorf)	Northern Realms	Yes	Esterad Thyssen
Scoia'Tael Trader*	Camp outside Novigrad City, northwest of Lucian's Windmill, in the woods	Scoia'Tael	No	Cirilla Fiona Elen Rianno and Francesca Findbair: The Beautiful**

If Dijkstra is indisposed, the Scoia'Tael trader is the sole player Beat the last of the four players and finish the quest to claim the Francesca Findabair card*

Vimme Vivaldi (Scoia'Tael Deck)

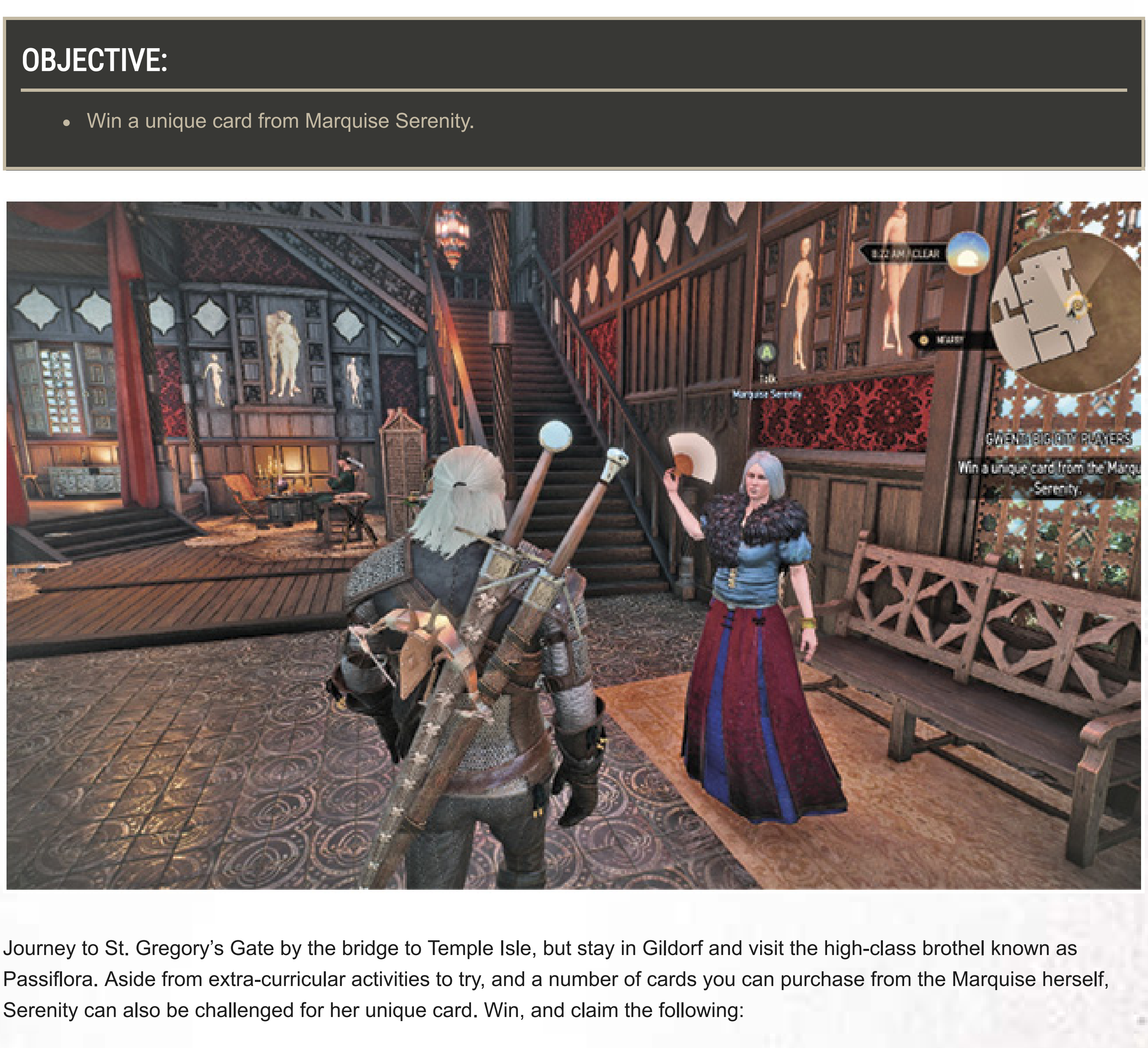
Some libelous claptrap on the Hierarch Square notice board accuses Vimme Vivaldi of being a cheat. While this isn't the case, he is a tough opponent. Head over to his bank (where you can also exchange Orens for Crowns) and beat him in card combat. Only then can you add Vesemir to your deck! Retrieve the card, and then head to challenge the next opponent.

Items: Gwent Card: Vesemir (Neutral Card)

MARQUISE SERENITY: PLAYING AROUND WITH THE MADAM

OBJECTIVE:

- Win a unique card from Marquise Serenity.



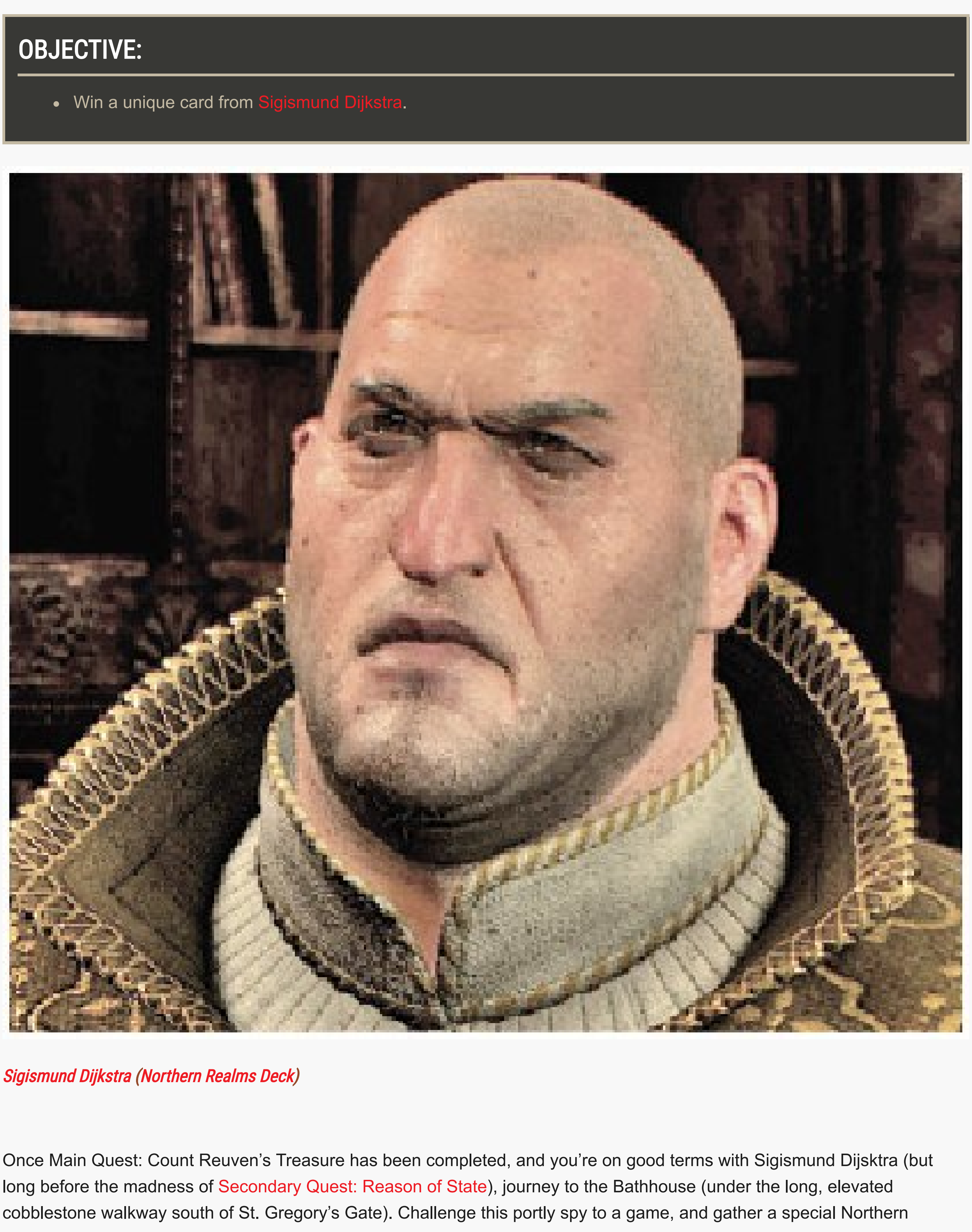
Journey to St. Gregory's Gate by the bridge to Temple Isle, but stay in Gildorf and visit the high-class brothel known as Passiflora. Aside from extra-curricular activities to try, and a number of cards you can purchase from the Marquise herself, Serenity can also be challenged for her unique card. Win, and claim the following:

Items: Gwent Card: Morvran Voorhis (Nilfgaardian Empire Deck)

SIGISMUND DIJSKTRA: CUTTING HIM OFF AT THE KNEES

OBJECTIVE:

- Win a unique card from Sigismund Dijkstra.



Sigismund Dijkstra (Northern Realms Deck)

Once Main Quest: Count Reuven's Treasure has been completed, and you're on good terms with Sigismund Dijsktra (but long before the madness of Secondary Quest: Reason of State), journey to the Bathhouse (under the long, elevated cobblestone walkway south of St. Gregory's Gate). Challenge this portly spy to a game, and gather a special Northern Realms card for your troubles. Should Dijsktra be indisposed, this card is awarded by the next player automatically.

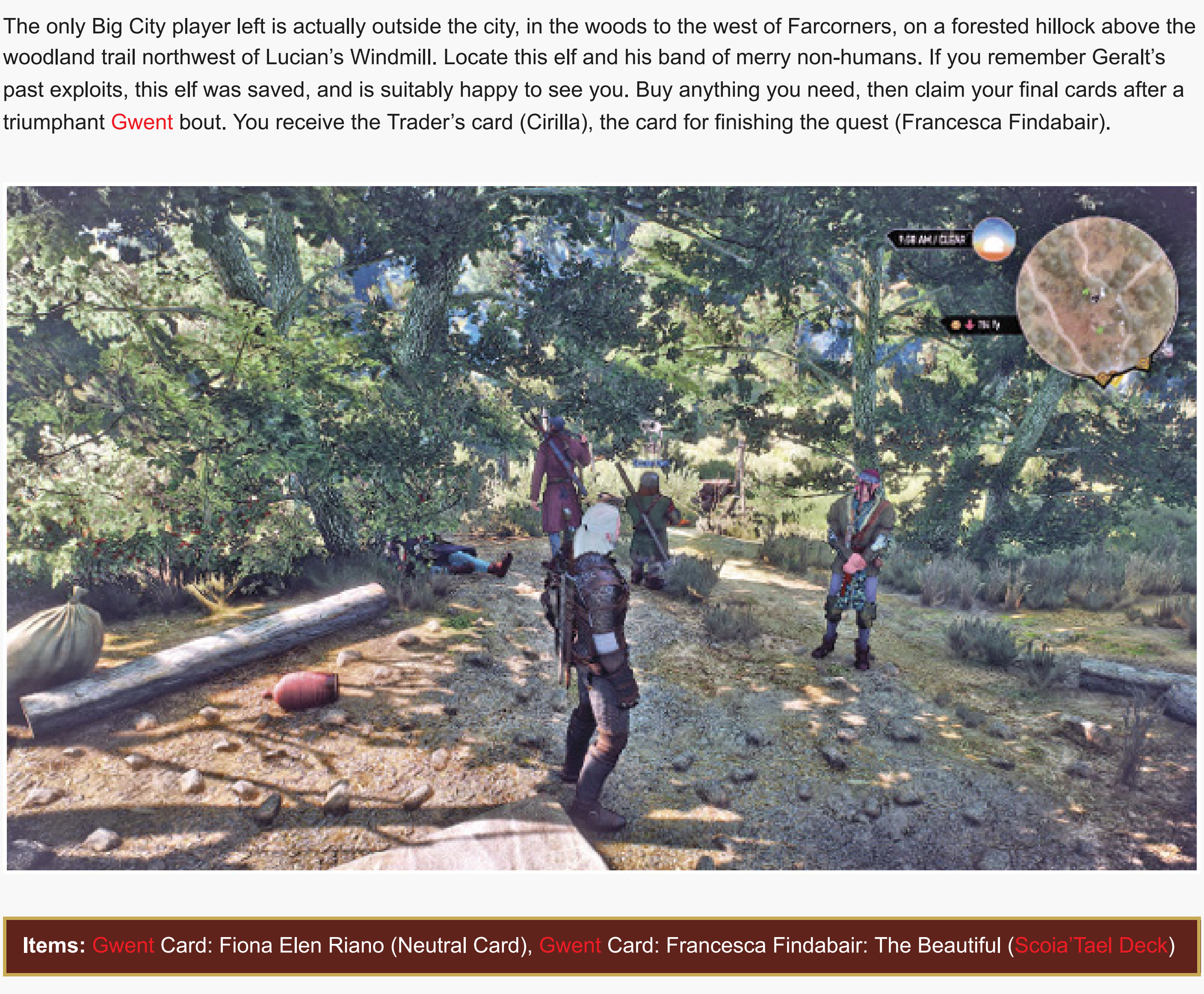
Items: Gwent Card: Esterad Thyssen (Northern Realms Deck)

SCOIA'TAEL TRADER: WILD WOODLAND PLAYER

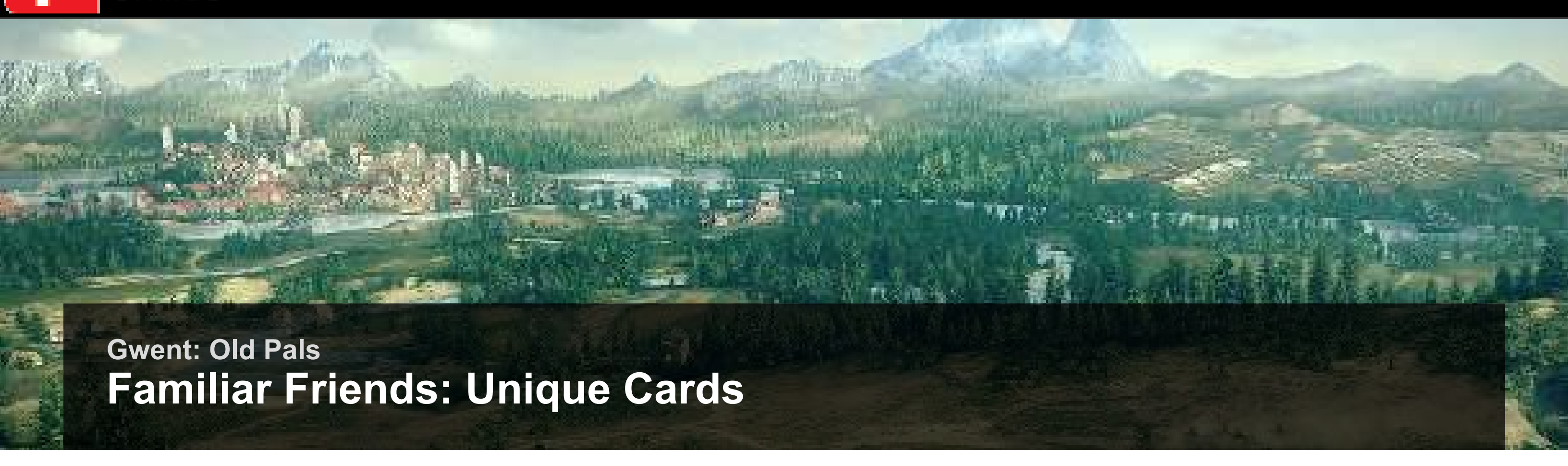
OBJECTIVE:

- Win a unique card from a member of the Scoia'Tael band.

The only Big City player left is actually outside the city, in the woods to the west of Farcorners, on a forested hillock above the woodland trail northwest of Lucian's Windmill. Locate this elf and his band of merry non-humans. If you remember Geralt's past exploits, this elf was saved, and is suitably happy to see you. Buy anything you need, then claim your final cards after a triumphant Gwent bout. You receive the Trader's card (Cirilla), the card for finishing the quest (Francesca Findabair).



Items: Gwent Card: Fiona Elen Riano (Neutral Card), Gwent Card: Francesca Findabair: The Beautiful (Scoia'Tael Deck)



Gwent: Old Pals

Familiar Friends: Unique Cards

DANGER ALERT
SPOILER ALERT
GWENT: OLD PALS

ZOLTAN: DON'T SWEAT THE SHORT STUFF

LOCATIONS: Rosemary and Thyme (Novigrad), Temerian Partisan Camp, Saven Cats Inn, Kaer Morhen, Nowhere Inn
CHARACTERS: Zoltan Chivay, Vernon Roche, Lambert

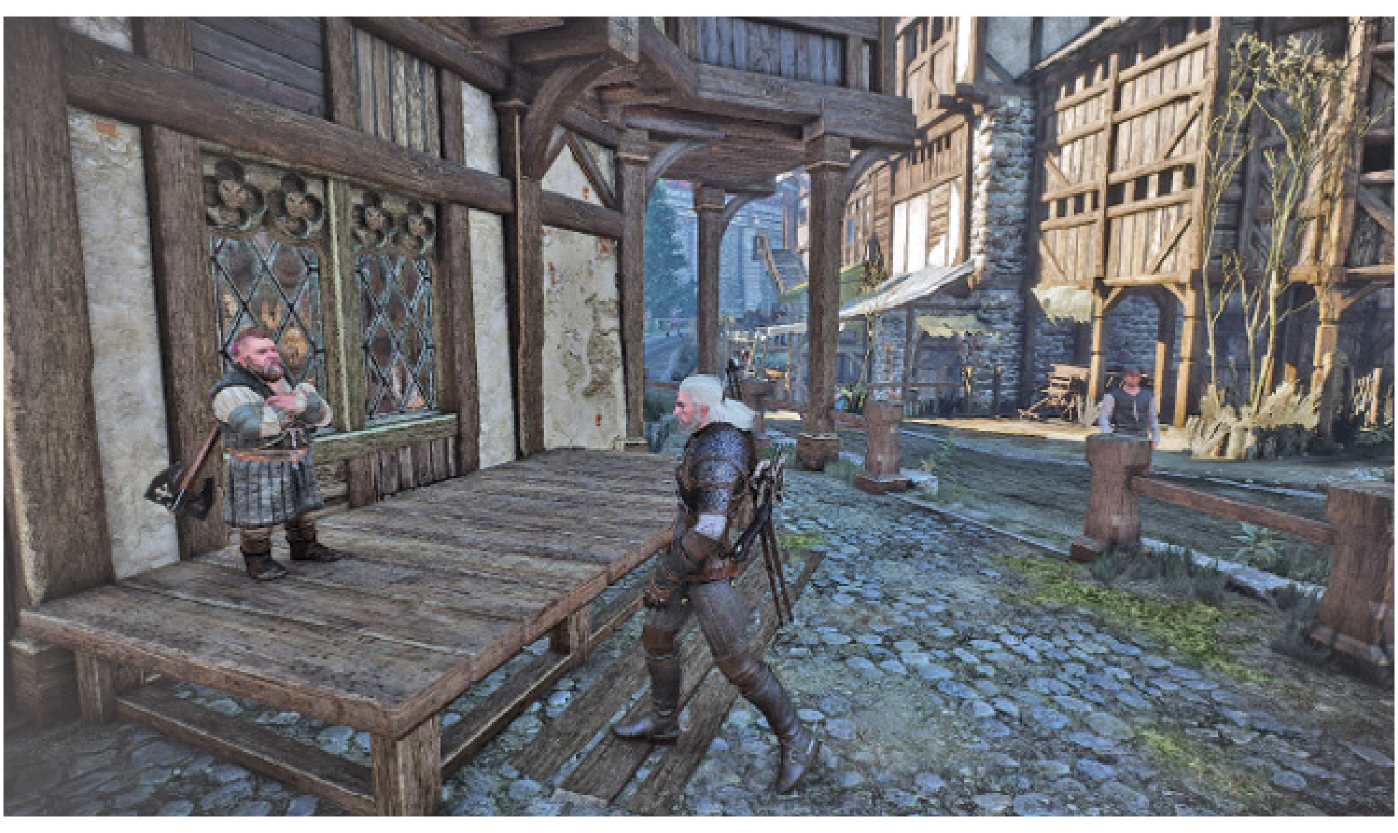
OBJECTIVE:

- Win a unique card from Zoltan.

BEGINNING THIS QUEST

Perhaps the most difficult of the Gwent Quests involving specific individual players, finding the player in question is half the battle here! Therefore, it's worth checking at each quest objective (below) for exact times and quests to finish before each is faced.

Name of Player	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Zoltan Chivay	Rosemary and Thyme (Novigrad)	Scoia'Tael	No	Eithne
Vernon Roche	Temerian Partisan Camp (Gustfields)	Northern Realms	Yes	Saesenthessis
Lambert	Seven Cats Inn, Kaer Morhen, or Nowhere Inn (Novigrad)	Scoia'Tael	Yes	Triss Merigold



Find Zoltan outside the Rosemary and Thyme, once the brothel is back in the hands of Dandelion, after Main Quest: A Poet Under Pressure is complete (you can play Gwent during this quest while you wait for the ambush). Don't forget to help Zoltan during Secondary Quest: A Dangerous Game, especially as there are three additional cards to gather as rewards during this quest! Or, wait until after you finish Secondary Quest: A Deadly Plot. Locate Zoltan, challenge and crush him, and claim the following:

Items: Gwent Card: Eithne (Scoia'Tael Deck)

VERNO N ROCHE: A PATRIOT… AND A REAL SON-OF-A-BITCH

OBJECTIVE:

- Win a unique card from Vernon Roche.

Vernon Roche (Northern Realms Deck)

Journey east of Oxenfurt, into Gustfields Territory, and locate the Temerian Partisan Hideout, between quests that involve Vernon Roche, or just after the completion of Secondary Quest: A Deadly Plot. Find Roche around a campfire, and challenge him to a bout of Gwent. If you decided not to intervene when Dijkstra takes over after the Radovid assassination, Roche is killed and no longer accessible, but his card can be found at the resistance camp.

Note that if you discovered Thaler before you defeat Roche, Thaler will join this quest as well rather than having his own as detailed on the following page. Gather the following once you win:

Items: Gwent Card: Saesenthessis (Scoia'Tael Deck)

LAMBERT: AN EFFUSIVE END TO AN ELUSIVE HUNT

OBJECTIVE:

- When you get a chance, win a unique card from Lambert.

Lambert (Scoia'Tael Deck)

Lambert is a slippery customer at the best of times, and his Gwent-playing access is no different! One option is to continue until Main Quest: The Final Trial has concluded, and play him in Kaer Morhen. Another option is to begin Secondary Quest: Following the Thread, and corner Lambert during this quest (usually as you're walking with him to a location). Prior to Main Quest: The Battle of Kaer Morhen, you may also find Lambert at the Nowhere Inn (Novigrad). After this quest, Lambert either departs with Keira Metz, or dies in the battle; find the card in his bedroom in Kaer Morhen's Grand Hall. Or gather it after the Gwent bout. The quest then concludes.

Items: Gwent Card: Triss Merigold (Neutral Card)

Gwent: Playing Thaler

So Elusive, He Has His Own Gwent Quest!

DANGER ALERT
SPOILER ALERT
GWENT: PLAYING THALER

LOCATIONS: Troll Cave (Unmarked), Nowhere Inn

CHARACTERS: Thaler

OBJECTIVE:

- Win a unique card from Thaler.

BEGINNING THIS QUEST

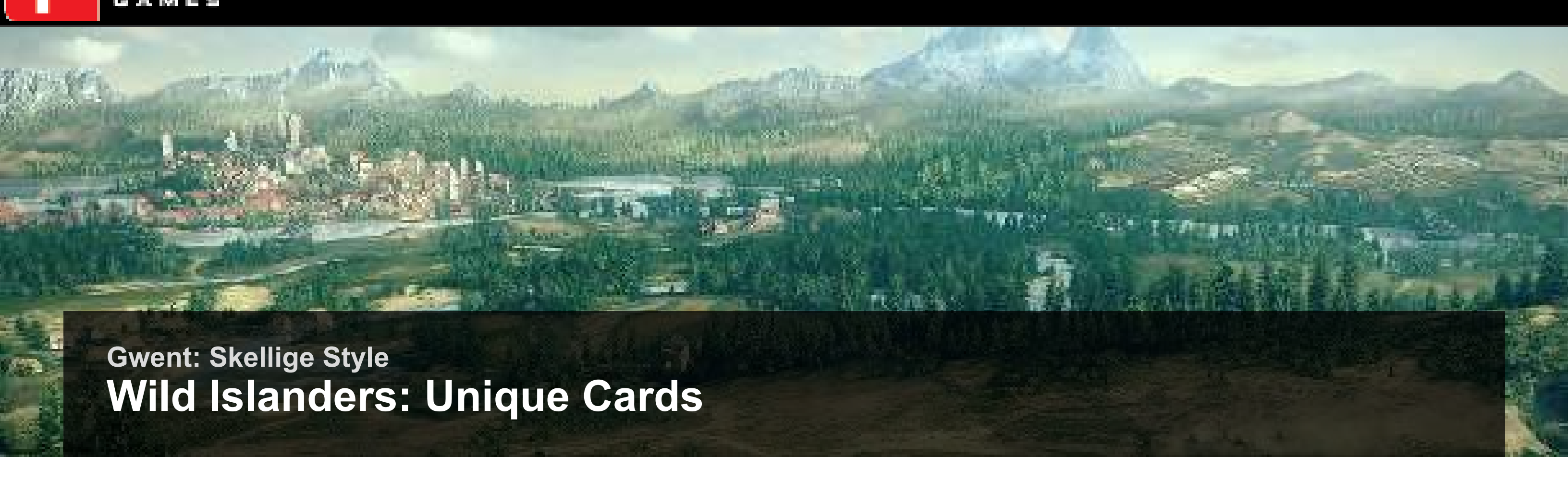
You must begin Secondary Quest: A Deadly Plot, and complete it for Thaler to become available to play. If you ignore Thaler during this quest, attempt to find him at The Nowhere Inn (Novigrad), or prior to Secondary Quest: Reason of State to avoid disappointment.

Name of Player	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Thaler	Troll Cave, Seven Cats Inn, or Nowhere Inn (Novigrad)	Scoia'Tael	Yes	Geralt of Rivia

Thaler (Scoia'Tael Deck)

Thaler appears later on in your adventure. Whether or not you've challenged the other Gwent players, once you start Secondary Quest: A Deadly Plot, you are tasked with rescuing Thaler himself. Once freed from the Troll Cave (located in the woods northwest of Hanged Man's Tree), but before the quest ends, a new quest called "Gwent: Playing Thaler" commences. Challenge this foul-mouthed spy to a game, and claim your hard-fought prize.

Items: Gwent Card: Geralt of Rivia (Neutral Card)



Gwent: Skellige Style

Wild Islanders: Unique Cards

DANGER ALERT
SPOILER ALERT
GWENT: SKELLIGE STYLE

LOCATIONS: Kaer Trolde, Kaer Trolde Harbor, Gedyneith, Kaer Muire

CHARACTERS: Emrion, Crach an Craite, Sjusta, Gremist, "Madman" Lugos

BEGINNING THIS QUEST

After the chaos of wrangling Old Pals to play with, this quest is relatively straightforward. Across the wild and windswept island of Ard Skellig, you'll find all five of the Gwent players for this quest. Begin by visiting the Notice Board in Kaer Trolde Harbor; it mentions that the druid Ermion is a keen Gwent player, and happy to give lessons. Head to him, first.

The only possible confusion is that "Madman" Lugos is likely to be indisposed the further along your adventure you are, and three players tend to move around the island of Ard Skellig too, so check your world map and the following information carefully. It's wise to conclude this quest before Main Quest: The Battle of Kaer Morhen.

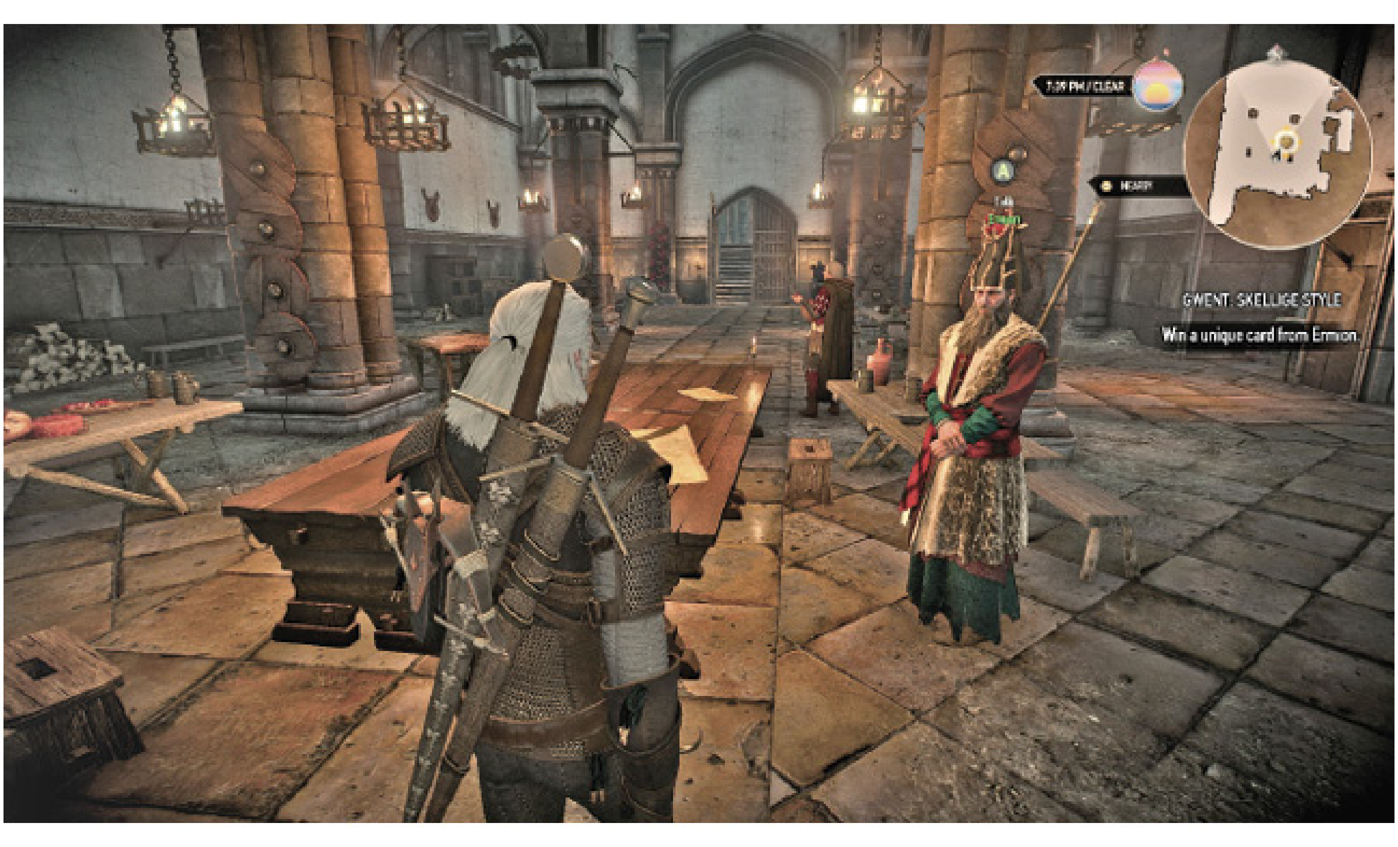
Name of Player	Location	Deck Faction Used	Possibly Indisposed?	Gwent Card to Win
Ermion	Kaer Trolde or Gedyneith	Monster	No	Leshen
Crach an Craite	Kaer Trolde	Monster	Yes	Draug
Sjusta the Tailor	Kaer Trolde Harbor	Northern Realms	No	Yaevinn
Gremist the druid	Gedyneith	Nilfgaardian Empire	No	Mysterious Elf
"Madman" Lugos	Kaer Trolde or Kaer Muire	Monster	Yes	Vampire: Katakan*

**Beat the last of the five players and finish the quest to claim the Emhyr var Emreis: The White Flame card*

ERMION: A DUEL WITH A DRUID

OBJECTIVE:

- Win a unique card from Emrion.



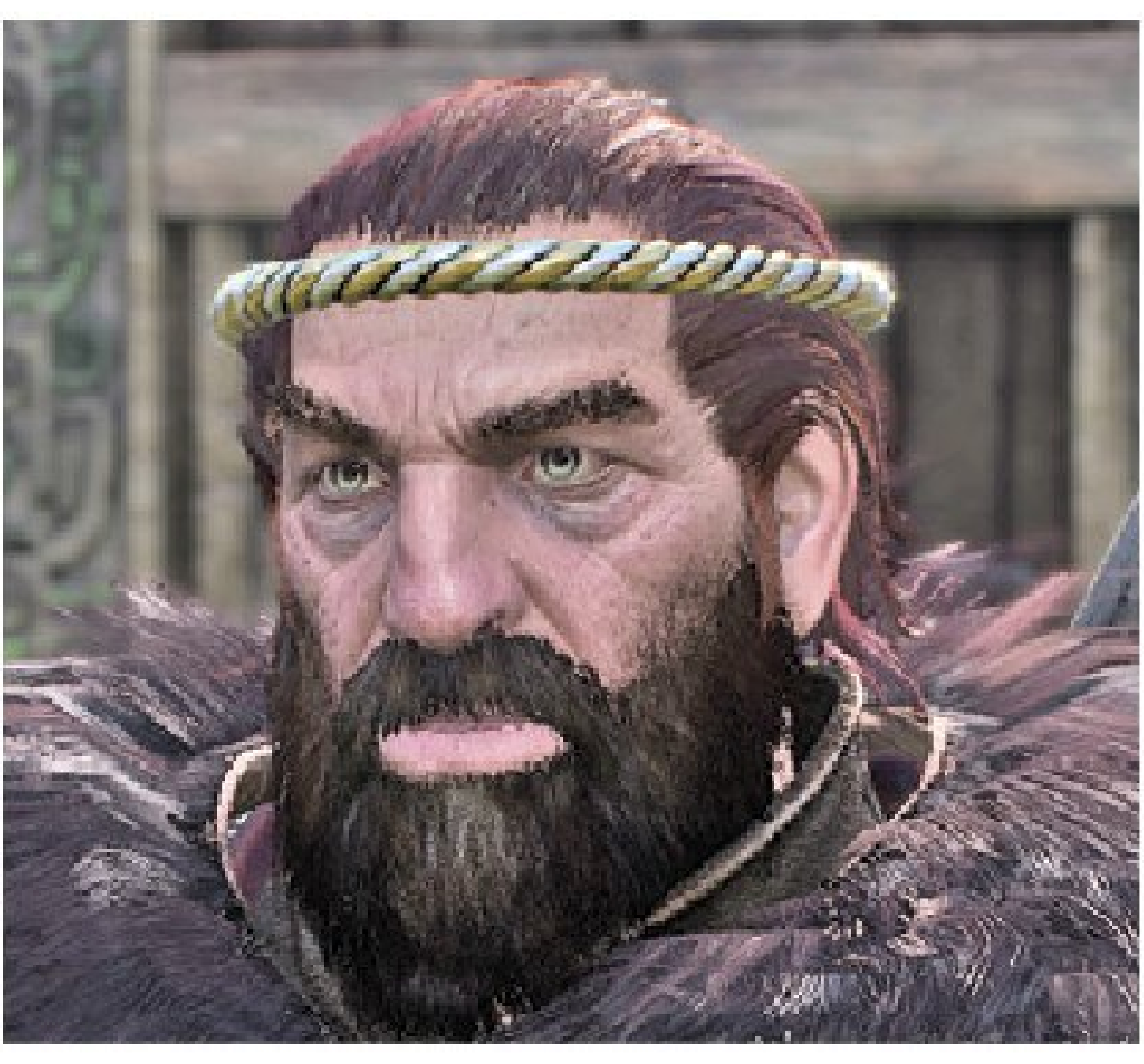
Ermion is your first challenge on the isle of Ard Skellig. He can be found in a variety of locations depending on your questing, but it's usually available inside Kaer Trolde's great banquet hall, or over at Gedyneith. Challenge him to a bout, win, and claim the following card. Afterward, he makes mention of Crach, Sjusta, and Gremist as possible future opponents. If Crach is indisposed, you skip his bout. You are free to challenge Crach, Sjusta, and Gremist in any order you like.

Items: Gwent Card: Leshen (Monster Deck)

CRACH AN CRAITE: TAKING A CRACK AT CRACH

OBJECTIVE:

- Win a unique card from Crach an Craite.



Crach an Craite can be found in Kaer Trolde keep, or by the harbor if you're intending on utilizing him during the last part of the Main Quest. If you've finished the Main Quest, and he's "indisposed," and you receive his card automatically. Otherwise, pick a (card) fight with your friend, and secure the following card:

Items: Gwent Card: Draug (Monster Deck)

"MADMAN" LUGOS: FINAL CLASH AT CLAN DRUMMOND

OBJECTIVE:

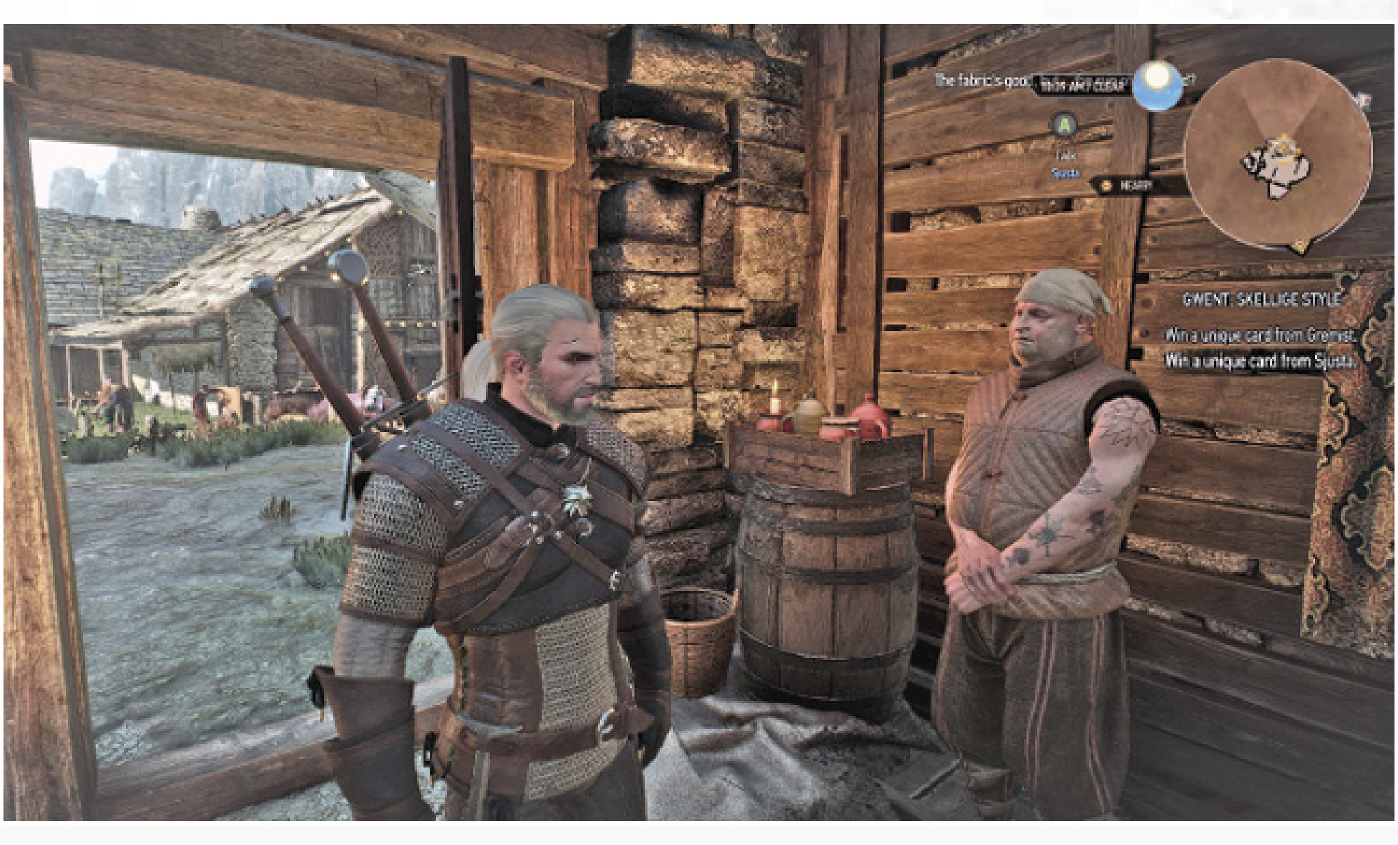
- Win a unique card from Madman Lugos.

Items: Gwent Card: Vampire: Katakan (Monster Deck), Gwent Card: Emhyr var Emreis: The White Flame (Nilfgaardian Empire Deck)

SJUSTA: TAILORING YOUR GWENT DECK

OBJECTIVE:

- Win a unique card from Sjusta.


GWENT: SKELLIGE STYLE
Win a unique card from Gremist.
Win a unique card from Sjusta.

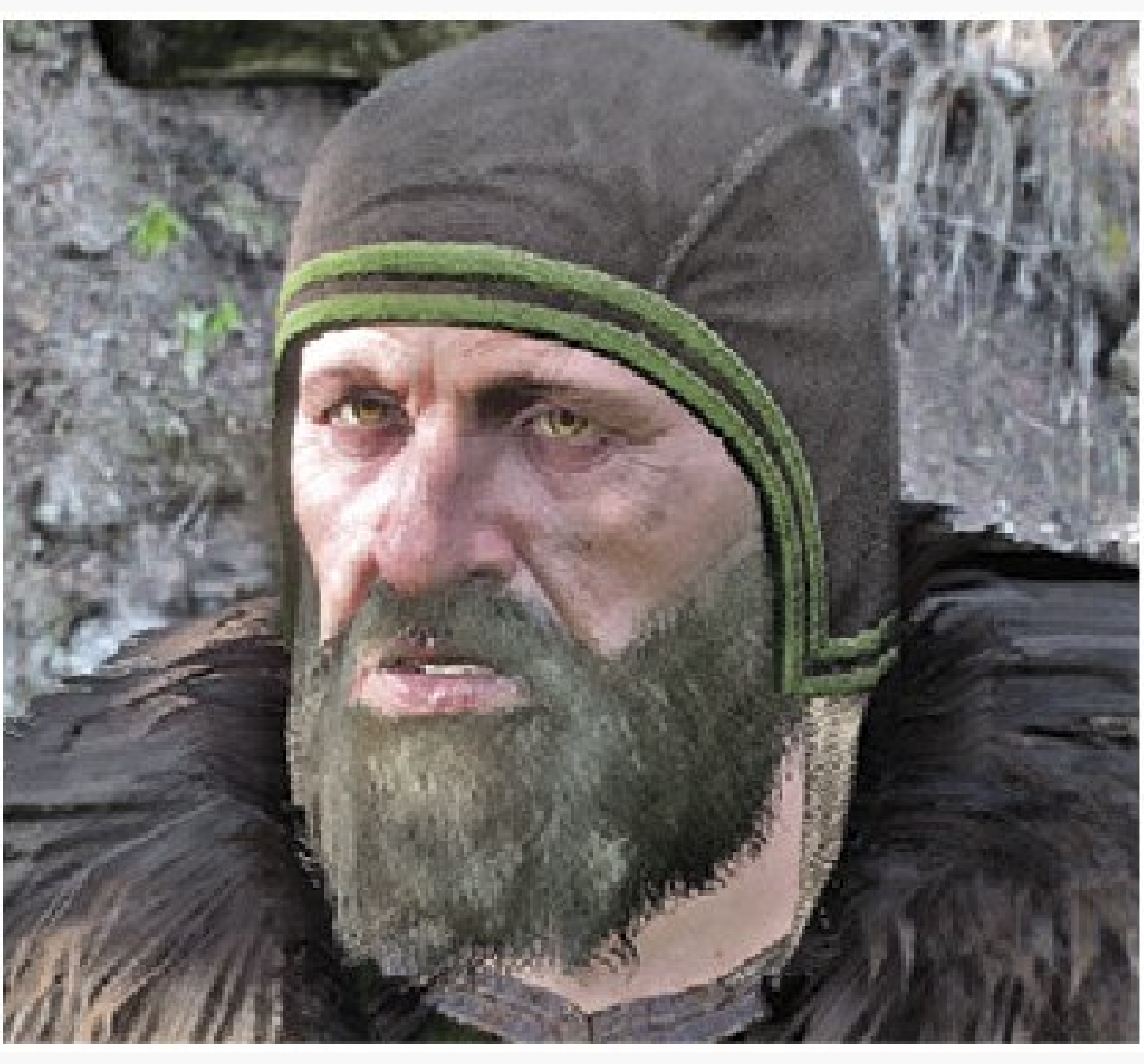
Before you leave the settlement of Kaer Trolde, take a stroll past the Herbalist, and look for the tailor's shop on the right (east) side of the main thoroughfare before the New Port Inn. Challenge this portly purveyor of fine island threads to a bout of Gwent, obtaining the following card:

Items: Gwent Card: Yaevinn (Scoia'Tael Deck)

GREMIST: A GWENT PLAYING TEMPEST FOR THE CROTCHETY ALCHEMIST

OBJECTIVE:

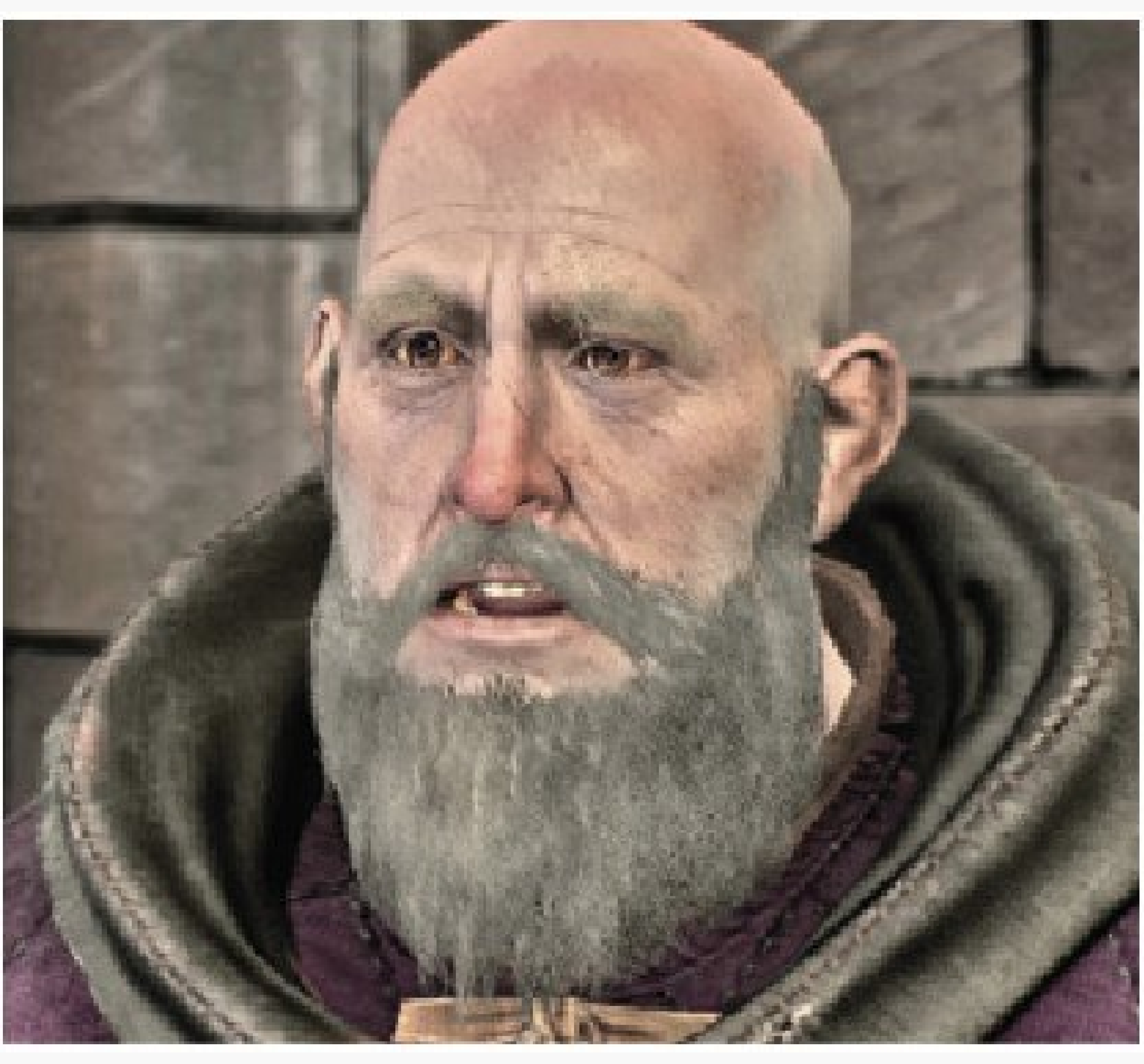
- Win a unique card from Gremist.



Gremist (Nilfgaardian Empire Deck)

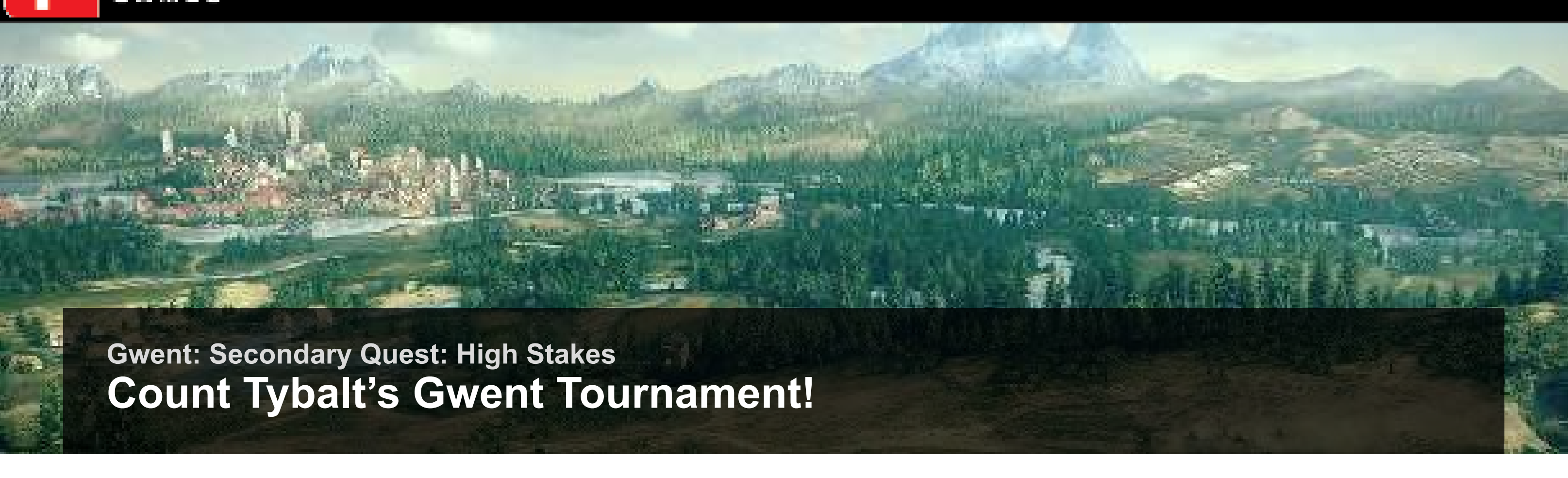
The crotchety and tiresome old druid, Gremist, is puffing on a pipe in the general vicinity of the sacred oak, by a small cave and pond. He's initially reluctant to even talk to you, until you complete Secondary Quest: Practicum in Advanced Alchemy. Once this is over, approach him regarding a possible game of Gwent, and goad him into a bout. Win the following from him:

Items: Gwent Card: Mysterious Elf (Neutral Card)



"Madman" Lugos (Monster Deck)

Your final opponent on the Isle of Ard Skellig is the unpredictable "Madman" Lugos, Jarl of Kaer Muire. He's best approached before he takes a side during Main Quest: The Sunstone. Find him at his keep (Kaer Muire), or arguing with other jarls at Kaer Trolde. Another option is to speak to him at the end of Secondary Quest: The Cave of Dreams, on his throne at Kaer Muire. Secure victory, and you can claim both his card (the Vampire: Katakan), and an Emhyr var Emreis when the quest is complete. Is this chap going by the new name "Indisposed" Lugos? Then search his room for the cards.



Gwent: Secondary Quest: High Stakes

Count Tybalt's Gwent Tournament!

GWENT: SECONDARY QUEST: HIGH STAKES

DANGER ALERT SPOILER ALERT

LOCATIONS: St. Gregory's Gate, Passiflora (Unmarked), Northern Dock Warehouse (Unmarked), Kingfisher Inn (Unmarked)

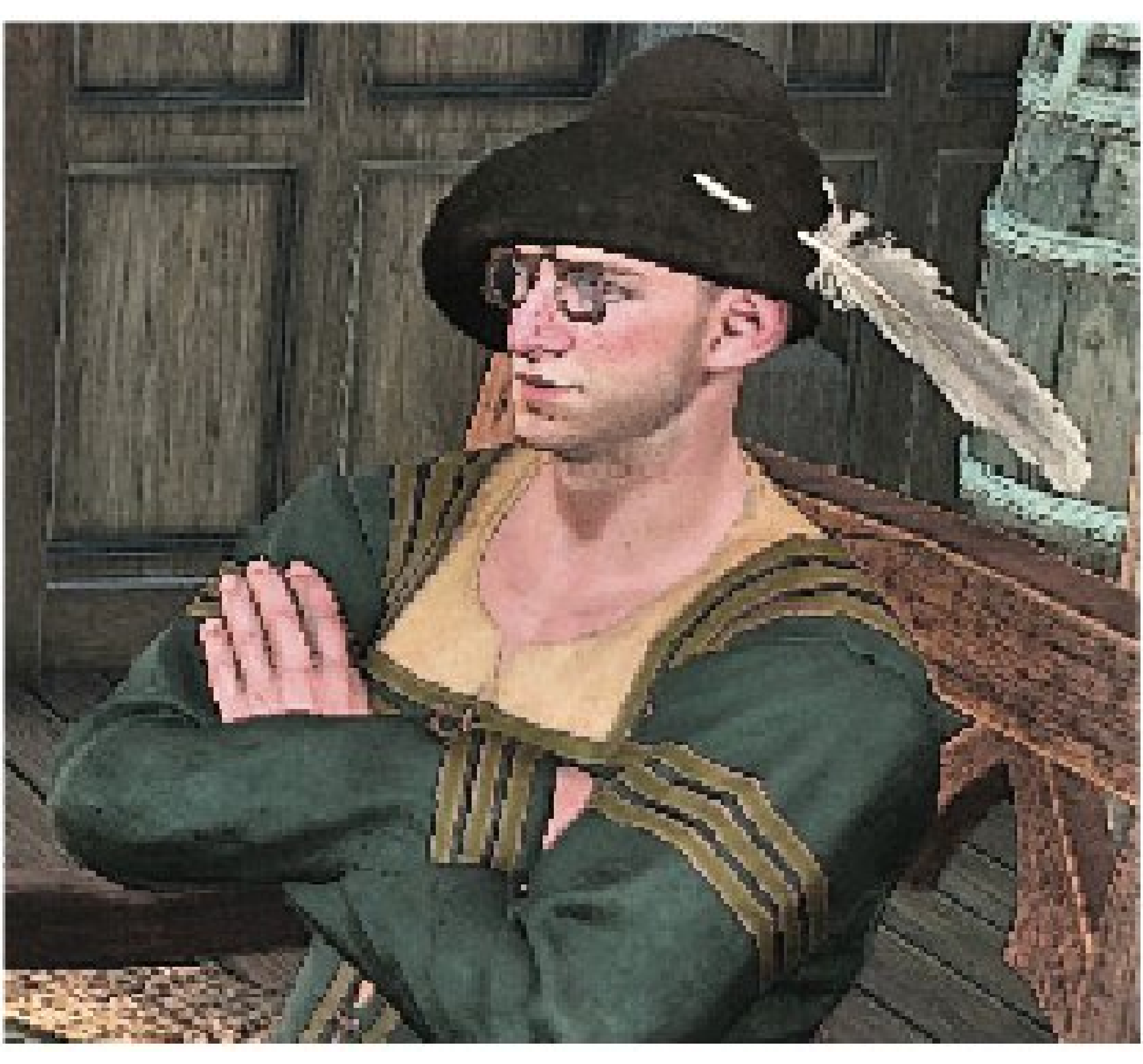
CHARACTERS: The Sneezing Scribe, Madame Sasha (Cantarella), Patrick Hazelnut, Bernard Tulle, Finneas, Count Tybalt, Tim Knott, Harald Featherbuns, Bramble Fruntenstroch

ENEMIES: Bernard's Men

Recommended Items: 1,000 Crowns. Above-average Gwent deck.

OBJECTIVES:

- Find the scribe in the Passiflora and sign up for the high-stakes Gwent tournament.
- Nearest Signpost: St. Gregory's Bridge

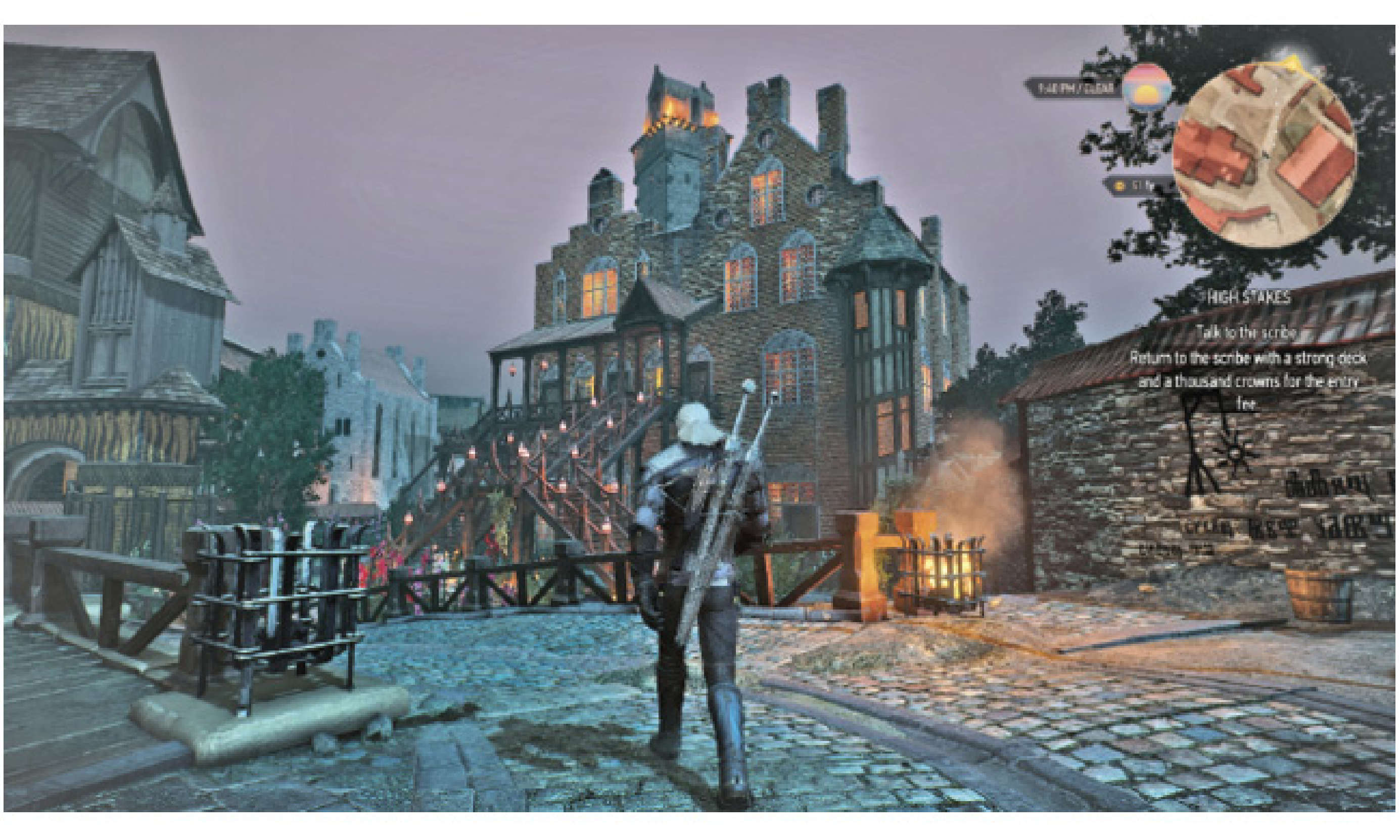


The Sneezing Scribe

Find the Notice inviting all to the Passiflora (Novigrad's fanciest of brothels), where Count Tybalt is proudly hosting the fanciest of Gwent tournaments. There are fabulous prizes, and an entrance fee, as well as an above-average deck. Head across the upper square to the tall brick structure (the Passiflora), and push past the thronging crowds to the ground level, where a sneezing Scribe must be talked to. Show him:

- (Gwent Deck) Your above-average Gwent deck. It's not to be sniffed at.
- (1,000 Crowns) Your entry fee. You can't begin until you've paid it.

If everything is in order, the riff-raff are expelled, and you're free to mingle with the Gwent players and their entourages prior to the start.


HIGH STAKES
Talk to the scribe
Return to the scribe with a strong deck and a thousand crowns for the entry fee.

QUESTING DECISIONS

This Quest begins when you locate a note on a Notice Board, such as the one in the upper square, close to St. Gregory's Bridge in Novigrad. You may also enter the Passiflora and locate the Sneezing Scribe without reading the notice beforehand.

GWENT MASTERY: A NECESSITY!

To complete this quest, you must be proficient in the finer and cunning art of Gwent card playing. Please consult the chapter of the guide devoted to Gwent (see page 92).

Need to know where every single Gwent card is located, including those from Hearts of Stone and Blood and Wine? Then consult the "Gwent: A Complete Card Checklist" section in this guide's Appendix, on page 782.

Need to know the ins and outs of the specific Gwent quests? Consult the Gwent Quest section on page 481.

Save your progress between each bout if you can; you need to win every game to secure the four unique cards contained within this quest!

ALL HANDS ON DECK: INCREASING YOUR COLLECTION RATING

OBJECTIVES:

- Strengthen your Gwent card collection by winning powerful cards off other players. Current collection rating: (1 – 5)
- Return to the scribe with a strong deck and a thousand crowns for the entry fee. Talk to the scribe.

What constitutes an "above-average Gwent Deck? Well, the sniveling scribe who dictates whether you're ready for this quest has a special system that counts specific cards (that you've obtained by beating certain Gwent opponents), and he assigns them a "Tournament Value." He keeps this information to himself; it is never shared with you. The only information you receive is the previously-listed Objective, which distills all of the Scribe's calculations into an overall rating from 1 to 5. Simply return to the Scribe with a "current collection rating" of five. Easier said than done!

The Scribe's secret card values can range from 0 to 7 points, depending on the card's abilities and power. The adjacent table lists every Gwent card the Scribe deems worthy of value. The higher, the better! To take part in this tournament, the sum of your Tournament Value points in your deck must be bigger than 70 (which will update your Objective and increase your rating to "5"). It doesn't matter if you have a few power cards, or a load of weaker ones.

OBJECTIVE:

- Collection Rating: The Optimal Path to Success

So what's the fastest way to reach a deck worth 70 "Tournament Value Points" or more? By beating the following opponents in the Gwent Quests listed previously in this chapter, and in the following table! Of course, this isn't the easiest way to reach the total, as these Gwent players are no pushover! So if you're finding them too tough, look for cards listed in the "Powerful Cards to Find" table instead. However, as the tournament players in this quest are among the most proficient, you should take every opportunity to practice first.

Tournament Value Table: Optimal Path

Opponent	Location	Quest	Gwent Card to Win (Tournament Value)
Olivier	The Kingfisher Inn (Novigrad)	Gwent: Playing Innkeeps	Tibor Eggebracht (6)
Barkeep	Inn at the Crossroads (Velen)	Gwent: Playing Innkeeps	Manno Coehoorn (6)
Boatwright	Oreton (Velen)	Gwent: Velen Players	Letho of Gulet (6)
Haddy the Gwent Prodigy	Midcopse (Velen)	Gwent: Velen Players	Vernon Roche (6)
Marquise Serenity	Passiflora (Novigrad)	Gwent: Big City Players	Morvran Voorhis (6)
Sigismund Dijkstra	Bathhouse (Novigrad)	Gwent: Big City Players	Esterad Thyssen (6)
Scoia'Tael Trader	Scoia'tael Camp (northwest of Lucian's Windmill)	Gwent: Big City Players	Cirilla Fiona Elen Rianno (7)
Zoltan	Rosemary and Thyme (Novigrad)	Gwent: Old Pals	Eithne (6)
Vernon Roche	Temerian Partisan Camp (Novigrad: Gustfields)	Gwent: Old Pals	Saesenthessis (6)
Thaler	Troll Cave (northwest of Hanged Man's Tree) or Nowhere Inn (Novigrad)	Gwent: Playing Thaler	Geralt of Rivia (7)
Ermion	Kaer Trolde or Gedyneith (Ard Skellig)	Gwent: Skellige Style	Leshen (6)
Crach an Craite	Kaer Trolde (Ard Skellig)	Gwent: Skellige Style	Draug (6)

OBJECTIVE:

- Tournament Value Cards: A Complete List

The following table shows the cards that have a Tournament Value associated with them. Find these first! But where are they? Check the Complete Card Checklist on page 782 to find out!

Tournament Value Table: Complete Card List

Name	Card Value: Strength	Tournament Value
Biting Frost	—	1
Impenetrable Fog	—	1
Torrential Rain	—	1
Clear Weather	—	1
Riordain	1	1
Cahir Mawr Dyffryn aep Caellach	6	2
Dandelion	2	2
Emiel Regis Rohellec Terzieff	5	2
Fire Elemental	6	2
Ida Emean aep Sivney	6	2
Plague Maiden	5	2
Vesemir	6	2
Zoltan Chivay	5	2
Arachas Behemoth	6	3
Crone: Brewess	6	3
Crone: Weavess	6	3
Dennis Cranmer	6	3
Filavandrel	6	3
Vampire: Bruxa	4	3
Vampire: Garkain	4	3
Vampire: Katakan	5	3
Villentretenmerth	4	3
Yaevinn	6	3
Milva	10	4
Stefan Skellen	1	4
Mysterious Elf	0	5
Shilard Fitz-Oesterlen	4	5
Sigismund Dijsktra	4	5
Triss Merigold	7	5
Yennefer of Vengerberg	8	5
Draug	10	6
Eithne	10	6
Esterad Thyssen	10	6
Imlerith	10	6
Leshen	10	6
Letho of Gulet	10	6
Menno Coehoorn	10	6
Morvran Voorhis	10	6
Philippa Eilhart	10	6
Saesenthessis	10	6
Tibor Eggebracht	10	6
Vernon Roche	10	6
Cirilla Fiona Elen Riano	15	7
Geralt of Rivia	15	7
Kayran	8	7

Gwent: Secondary Quest: High Stakes

Meet And Mingle: Prelude To The Tournament

OBJECTIVE:

- Mingle with the other contestants.

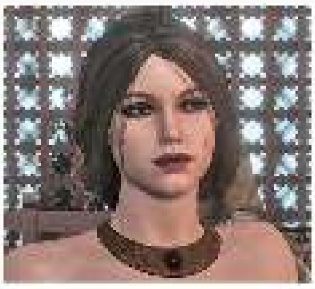
IT'S ON THE CARDS: HIGH STAKES PLANS

What about Tim Knott? Or Harald Featherbuns? Or even Bramble Fruntenstroch? These are contestants too, but are faced by your main opponents in the opening rounds, and you don't play them.

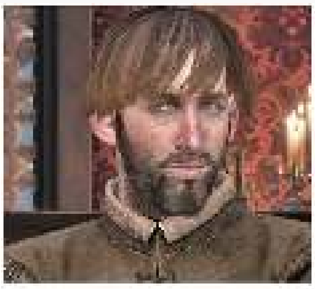
Not sure you'll win against this Halfling mushroom-picker? Then it's wise to save your progress before each and every match.

IT'S OFF THE CARDS: A LANGUISHING LOSER

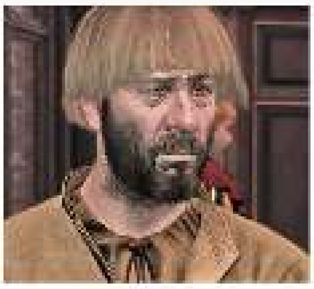
Did you lose any of your matches? Then Sasha comes over, asks about the deal, and you must agree to it. If you do, you can stay until the matches conclude, but can't partake in any more of them. This quest isn't named "High Stakes" for nothing, you know!



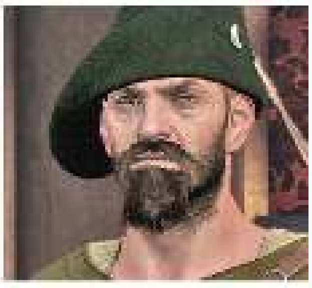
Madame Sasha



Tim Knott



Harald Featherbuns



Bramble Fruntenstroch

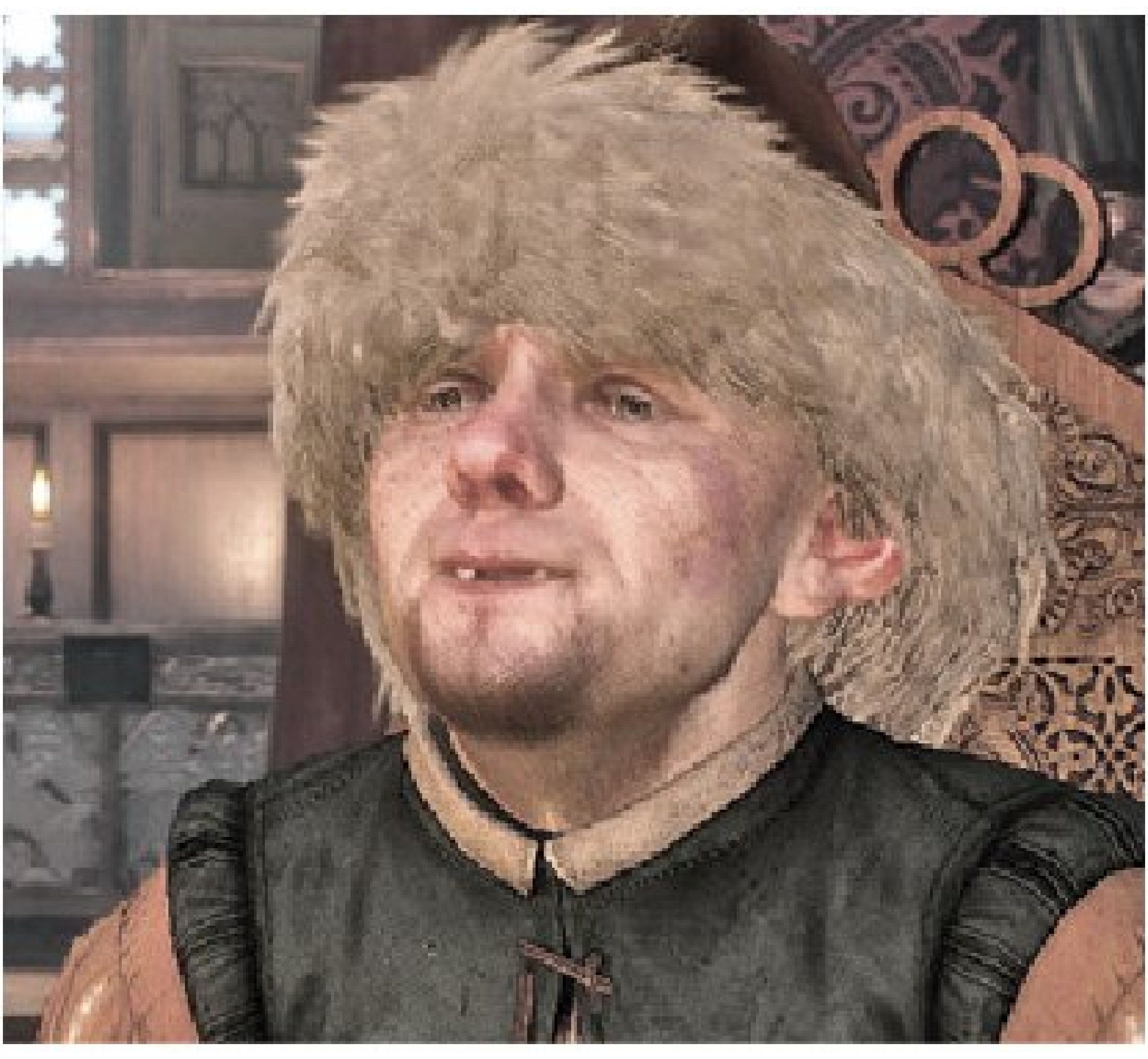
You meet one of the contestants; a comely woman named Sasha who talks to you about the rest of the players, and their hangers-on. She tells you of Patrick Hazelnut, who never goes anywhere without his three warrior women (with other talents, too). There's Bernard Tulle, a Halfling farmer. There's Finneas, a half-elf who hates outcasts (rather odd, considering his lineage). And of course, there's Count Tybalt himself, who is reputed to be fabulously wealthy. Mingle in the room, visiting Patrick, Bernard, and Finneas, and discover Sasha's overviews are very accurate. Then the Count appears. After laying down the rules, and randomly assigning your first opponent (Bernard Tulle), the tournament begins!

Gwent: Secondary Quest: High Stakes

Three Bouts And A Beating

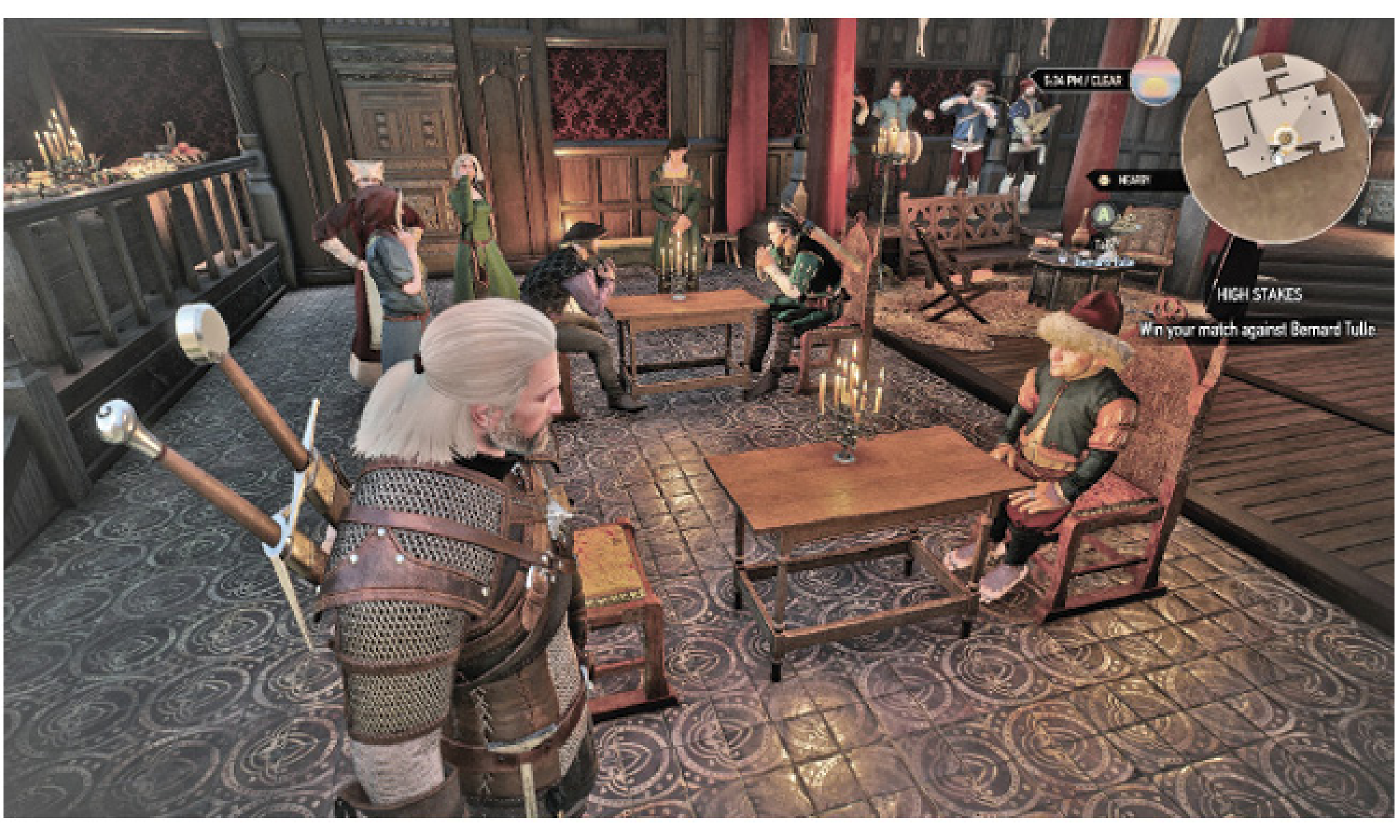
OBJECTIVE:

- Win your match against Bernard Tulle.



Bernard Tulle (Northern Realms Deck)

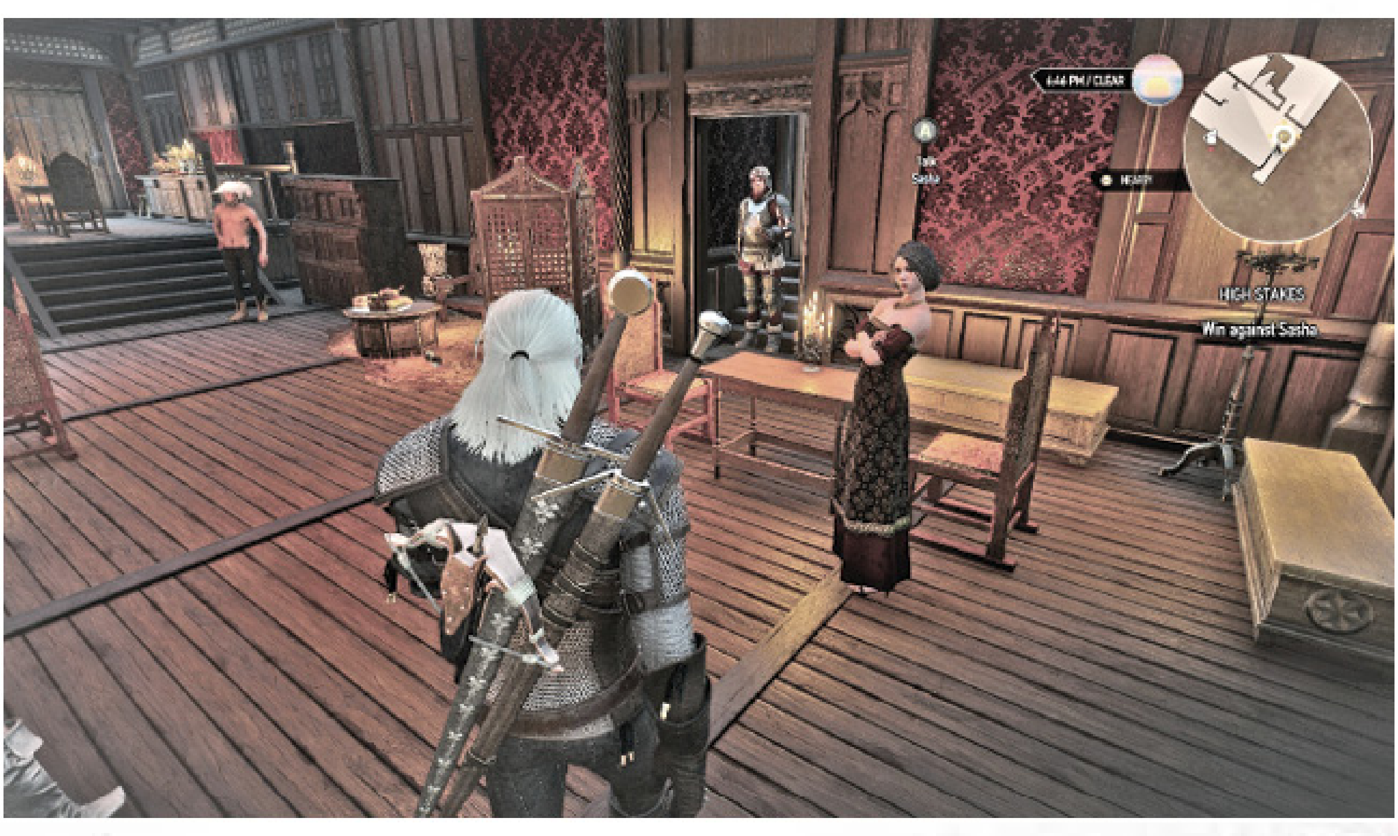
Sit down and play your first match with Bernard Tulle, who is a most gracious loser. Should you win, you receive Bernard's unique card; this is the only opportunity to win it.

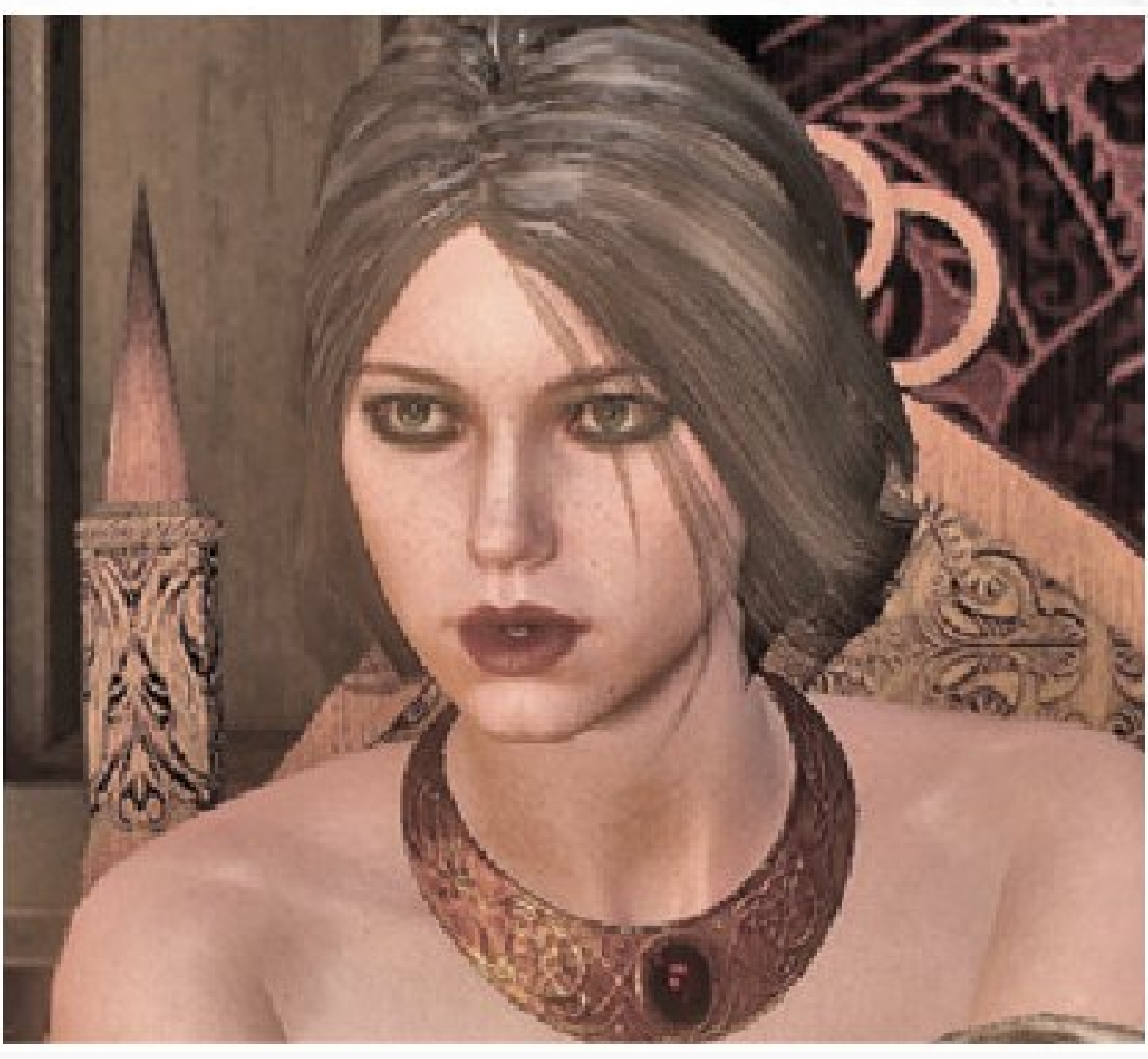


Items: Gwent Card: Foltest: The Steel Forged (Northern Realms Deck)

OBJECTIVE:

- Meet Sasha on the balcony. Return to the common room. Win against Sasha.





Madame Sasha (Nilfgaardian Empire Deck)

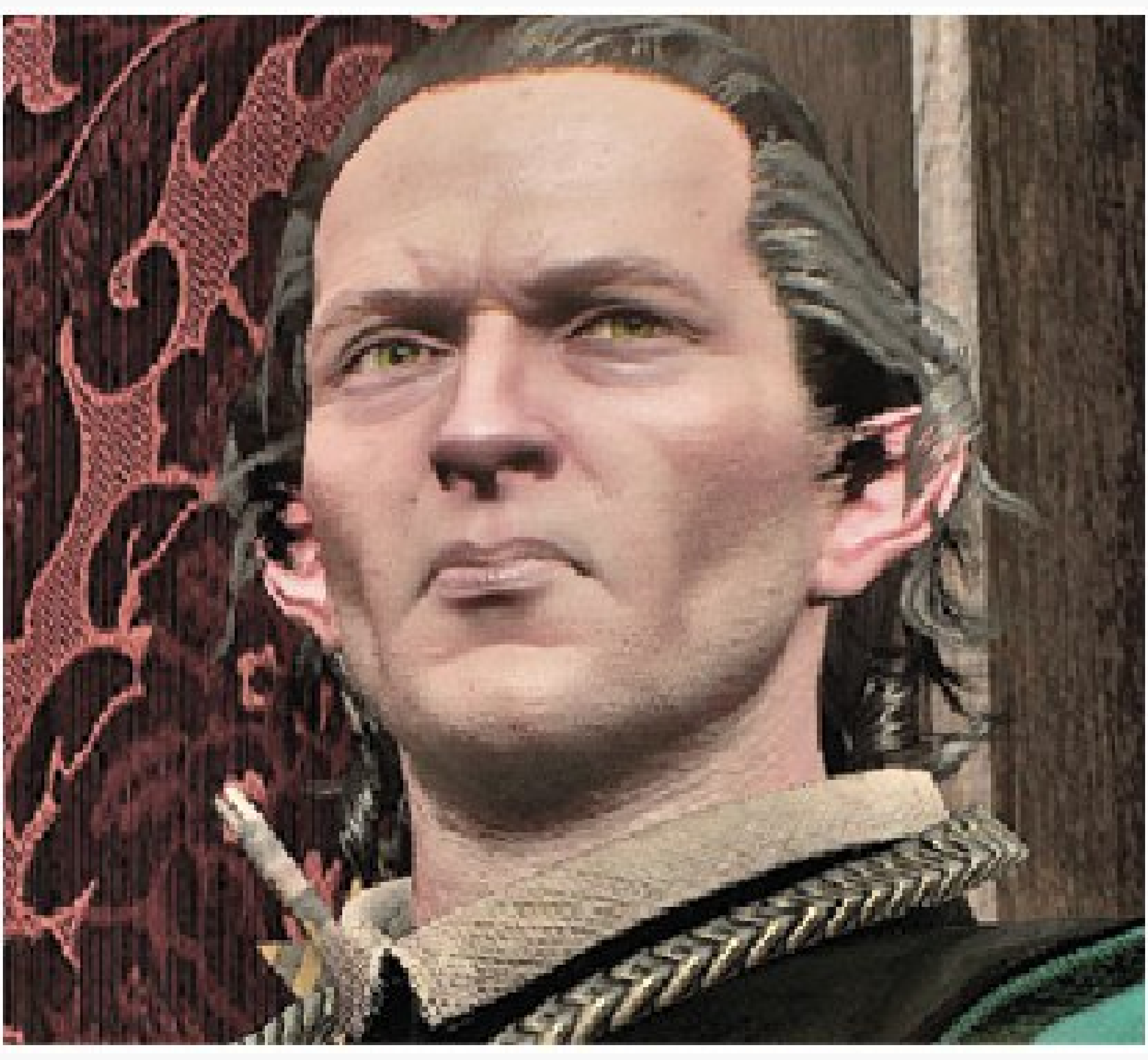
Afterward, Sasha heads over for a talk. She won her round, too. She also asks if you're interested in hearing a proposition from her. Answer in the affirmative. Or don't; the next round starts anyway.

Follow Sasha outside, where she asks whether you'd be interested in helping her steal the count's treasures. You also learn how she knows of you—through the sorceress Fringilla Vigo—as well as a different type of reward if you win the tournament outright. As luck would have it, you are paired with Sasha for your next bout, though she isn't about to give up without a battle of cards. Head upstairs to her table. Win, and receive the following unique card; this is the only opportunity to win it.

Items: Gwent Card: Emhyr var Emreis: The Relentless (Nilfgaardian Empire Deck)

OBJECTIVE:

- Win against Finneas. Defeat Finneas.



Finneas (Scoia'Tael Deck)

Your third bout is against the pompous ass Finneas. There's no time to save your progress; the bout commences immediately! You find his table, sit down, and give him another reason to hate mutants. Win, and receive the following unique card; this is the only opportunity to win it.

Assuming you win, Finneas rants about how he wants to gouge out your devilish eyes. Stand up, and then knock Finneas about the place with your fists until he's unconscious.

Items: Gwent Card: Francesca Findabair: Queen of Dol Blathanna (Scoia'Tael Deck)

Gwent: Secondary Quest: High Stakes

Final Bout: Out For The Count

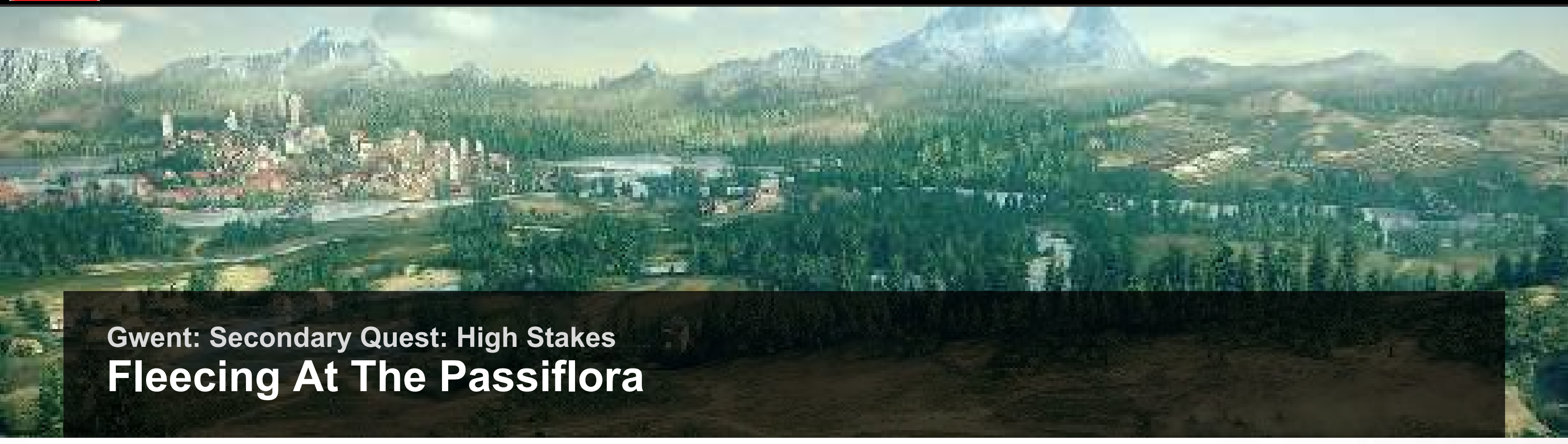
OBJECTIVE:

- Win against Count Tybalt.

Count Tybalt (Monster Deck)

The Count congratulates you on both your victories. Now sit down with him, and win your final bout with the Count! Once you claim the title of Tournament winner, you can take the Count's unique card; this is your only opportunity to win it.

Items: Gwent Card: Eredin: Destroyer of Worlds (Monster Deck)



Gwent: Secondary Quest: High Stakes

Fleecing At The Passiflora

OBJECTIVE:

- Follow the guard to the crime scene. Investigate the crime scene.

Whether you win or lose, to the victor goes the spoils…well, they would if they hadn't just been stolen! Sasha was in the same room as you, so she wasn't responsible.

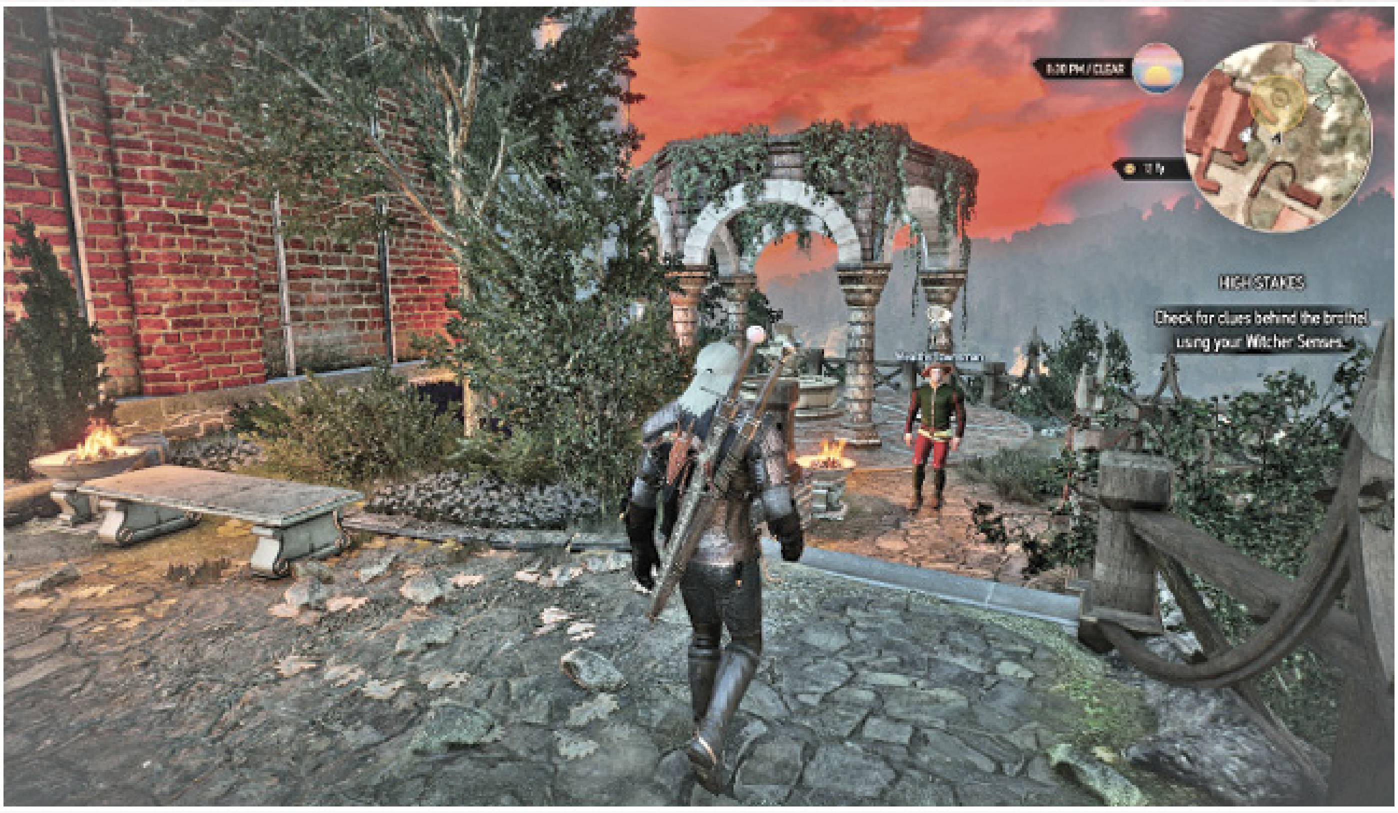
Agree to recover the coin with her. She immediately uses her verbal charms on a guard, which allows you upstairs to where the coin was stolen.

Once the guard departs, use your Witcher senses to uncover the following:

- A corpse showing wounds struck at odd angles.
- Something heavy, dragged onto the terrace.
- Head onto the terrace, turn right, and inspect a crossbow bolt with a line tied to it. The line has been cut; probably used to lower the sack of coin to an accomplice below.

OBJECTIVE:

- Check the clues behind the brothel using your Witcher Senses. Use your Witcher Senses to see where the scent leads to.


8:30 PM / CLEAR
HIGH STAKES
Check for clues behind the brothel using your Witcher Senses.

Descend through the Passiflora to the cobblestone streets outside, moving to the fountain (northeast of the building) where the other end of the rope may be found. Use your Witcher senses to spot it, and the faint smell of cinnamon. Follow the clouds of scent to a fallen crate on the nearby street. Sasha notices the guild markings belong to a trading company. She tells you where the ship had off-loaded its shipment of spices.

Gwent: Secondary Quest: High Stakes

Bernard's Bag Of Crowns

OBJECTIVE:

- Meet Sasha at the warehouse. Find a way to get into the warehouse. Climb up into the warehouse. Check what's going on. Defeat Bernard and his goons.

Head to the northern side of the Docks district, and locate the last warehouse along the wharf. Sasha stands there, telling you there are six fellows of disrepute inside. With the front door locked, head around to the rear of the structure, and look for the loading window about the wooden scaffolding. Clamber up onto it, into the warehouse, and drop down inside. A few moments later, you catch the thieves.

It seems your diminutive Gwent opponent was picking more than just mushrooms in preparation for this heist. After revealing Sasha's true role in all of this, Bernard sets his goons on you. There's Bernard and his five men to cut down to a size smaller than a Halfling.

END: IT'S DEFINITELY ON THE CARDS

Sasha wants half the loot. Accept her invitation for dinner at the Kingfisher Inn, and learn her true name, Cantarella (or at least, as close as you're going to get to know). At dinner, talk soon turns to heading upstairs. You can:

- Agree, and spend some quality time in one of the Kingfisher Inn's bedrooms, uncovering more about Sasha. Almost all of her, in fact.
- Disagree, and spend the night counting your cards, instead of girding your loins.

The quest then concludes.

Items: Carnal Knowledge: Madame Sasha.

Items: Gwent Card: Foltest: The Steel Forged, Gwent Card: Emyhr var Emreis: The Relentless, Gwent Card: Francesca Findabair: Queen of Dol Blathanna, Gwent Card: Eredin: Destroyer of Worlds

Gwent: Collect 'Em All

This Way Madness Lies…!

DANGER ALERT
SPOILER ALERT
GWENT: COLLECT 'EM ALL

LOCATIONS: Everywhere!

CHARACTERS: Almost everyone!

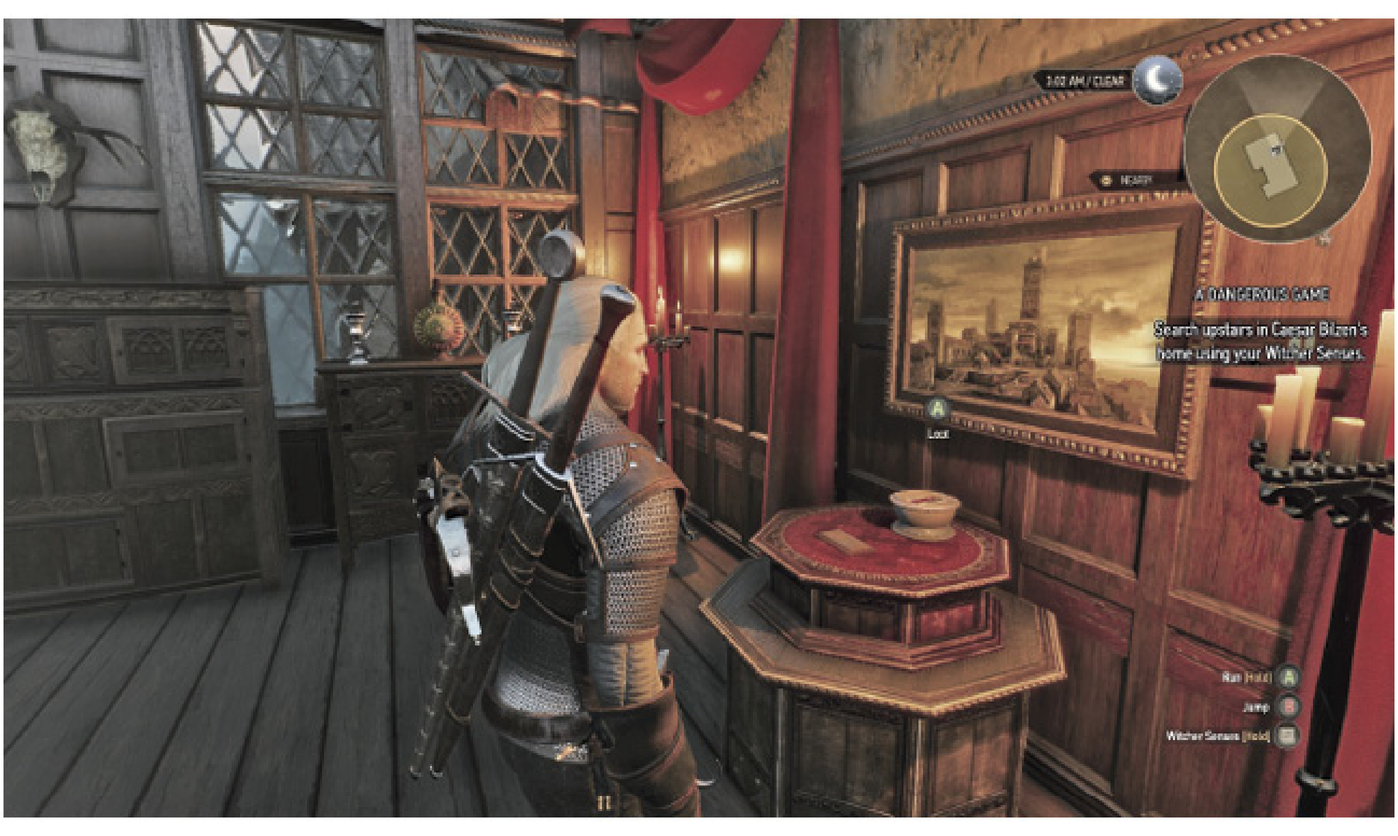
OBJECTIVE:

- Complete your collection of unique cards.

BEGINNING THIS QUEST

This quest begins the first time you obtain any Gwent card to add to your collection. A better question would be; "when does this quest end?" See below.

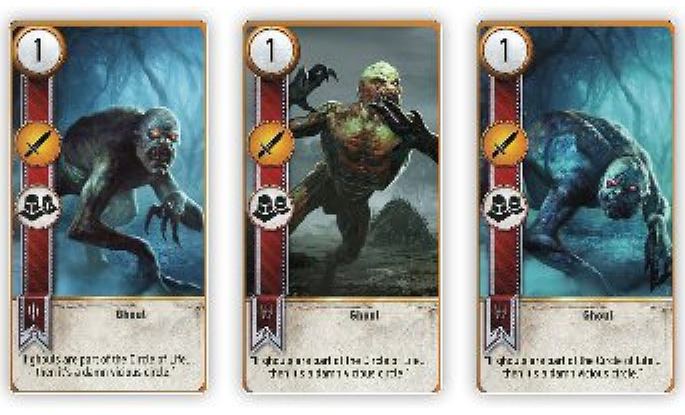
This just might be the most difficult non-combative quest you'll ever undertake! To complete it, you must collect every single Gwent card with a unique name; a total of 154 cards from the 223 available. The other 69 cards are duplicates.



A rare example of a card collected in a quest, and picked up by looking for it: Almost all the Gwent cards are collected from sellers and players.

OBJECTIVE:

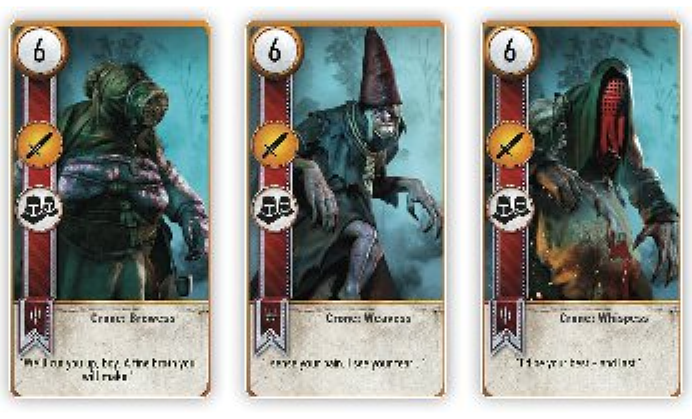
- Example: Ghouls (Not Unique)



For example, there are three "Ghoul" cards you can obtain (above), but you only need one for the quest objective. However, you should gather all three (and any other duplicate cards) if you want a more powerful deck.

OBJECTIVE:

- Example: Crones (Unique)



Some cards, such as the three "Crones" cards, have an identical first name, but a different second name. For example, "Crone: Brewess," "Crone: Weavess," and "Crone: Whispess." In this case, all three Crone cards need to be collected. The Leader cards have this distinction too, so you'll need all of each faction's leader cards, not just one.

IT'S ON THE CARDS: COMPLETING YOUR COLLECTION

The Complete Card Checklist in the Appendices chapter (page 782) has a list of how to obtain every single card, including all duplicates (so you can figure out which duplicate is easiest to get). All cards found during Hearts of Stone as well as Blood and Wine are included, too. Good luck!

GWENT CARD COMPLETION TABLE

The following table reveals the totals for each type of card, as well as how each type is collected in a general sense. For specific locations, consult the Complete Card Checklist (page 782). Remember! Only the unique cards are needed, not any duplicates.

Method of Obtaining Card	Random?	Special/Weather Cards	Neutral Cards	Monster Leader Cards	Monster Deck	Nilfgaardian Leader Cards	Nilfgaardian Empire Deck	Northern Realms Leader Cards	
Base Deck (you start with these)	No	7	0	1	0	1	0	1	21
Purchased from a Trader or Vendor (all Territories except Toussaint)	No	10	4*	2	15	2	23	2	11
Won from a Gwent Player (Merchant) (all Territories except Toussaint)	Yes	5	3	0	19	0	9	0	2
During Main Quest: Imperial Audience (from Nobleman) (page 153)	No	0	0	0	0	0	0	1	0
During Secondary Quest: A Dangerous Game (page 205)	No	0	0	0	0	0	1	0	1
During Secondary Quest: A Matter of Life and Death (page 207)	No	0	1	0	1**	0	0	0	0
During Secondary Quest: Following the Thread (page 385)	No	0	0	0	1	0	0	0	0
During Secondary Quest: Shock Therapy (page 419)	No	0	0	0	0	0	0	0	0
During Secondary Quest: High Stakes (page 488)	No	0	0	1	0	1	0	1	0
During Gwent Quest: Playing Innkeeps (page 481)	No	0	1	0	0	0	2	0	0
During Gwent Quest: Velen Players (page 482)	No	0	0	1	1	0	1	0	2
During Gwent Quest: Big City Players (page 483)	No	0	2	0	0	0	1	0	1
During Gwent Quest: Old Pals (page 484)	No	0	1	0	0	0	0	0	0
During Gwent Quest: Playing Thaler (page 485)	No	0	1	0	0	0	0	0	0
During Gwent Quest: Skellige Style (page 485)	No	0	1	0	3	1	0	0	0
During Hearts of Stone (won from Player)	No	0	2*	0	1	0	0	0	0
During Hearts of Stone (picked up; loose card)	No	0	1	0	0	0	0	0	0
Base Deck, during Blood and Wine Secondary Quest: To Everything - Turn, Turn, Tournament! (page 491)	No	1	0	0	0	0	0	0	0
Won from a Gwent Player during either Blood and Wine Gwent Quest: Never Fear, Skellige's Here! (page 492), or Gwent Quest: To Everything - Turn, Turn, Tournament! (page 491)	No	5	0	0	0	0	0	0	0
During Blood and Wine (picked up; loose card, Secondary Quest: Till Death Do You Part, page 472)	No	0	0	0	1**	0	0	0	0
TOTAL	**—**	**28**	**16***	**5**	**41****	**5**	**37**	**5**	**38**

(Neutral Card: Gaunter O'Dimm can be either purchased or won during Hearts of Stone Main Quest: Open Sesame, page 294)*

*(** Monster Card: Vampire: Bruxa can be either won in a Secondary Quest: A Matter of Life and Death, OR rewarded in Blood and Wine Secondary Quest: Till Death Do You Part)*

*(*** Scoia'tael Card: Barclay Els can be purchased (one of two different vendors, OR rewarded in Blood and Wine Secondary Quest: Till Death Do You Part)*

*(**** King Bran can be won during the Gwent Quest: To Everything - Turn, Turn, Tournament! OR by challenging a Player during Gwent Quest: Never Fear, Skellige's Here!)*

Gwent Quests: The Duchy Of Toussaint

Overview

There are three Gwent-related quests within the Duchy of Toussaint. The two main Gwent quests are covered in detail below. In addition, there is an unmarked Gwent quest ("Using Your Loaf*") which is detailed during the Blood and Wine Main Quest section, on page 351.

Gwent: To Everything—Turn, Turn, Tournament

Skellige Clans Invade The Game Of Gwent

DANGER ALERT SPOILER ALERT

BAW GWENT: TO EVERYTHING—TURN, TURN, TOURNAMENT

RELATED QUESTS: Gwent Quest: Never Fear, Skellige's Here!

LOCATIONS: The Pheasantry Inn (Unmarked)

CHARACTERS: Count Martin Monnier, Dante d'Brado, Eric van Vrog, Agnetha Skold, Hamal ogn Dangbahli, His Excellency the Ambassador of the Empire of Nilfgaard Master von Hinn, Gromm, Argoin, Yaki Rafiberg, Herald Slama, Gwent Purists

ENEMIES: Argoin, Gromm, Yaki Rafiberg

REQUIRED ITEMS: A Skellige Clans Deck (mid-quest)

OBJECTIVES:

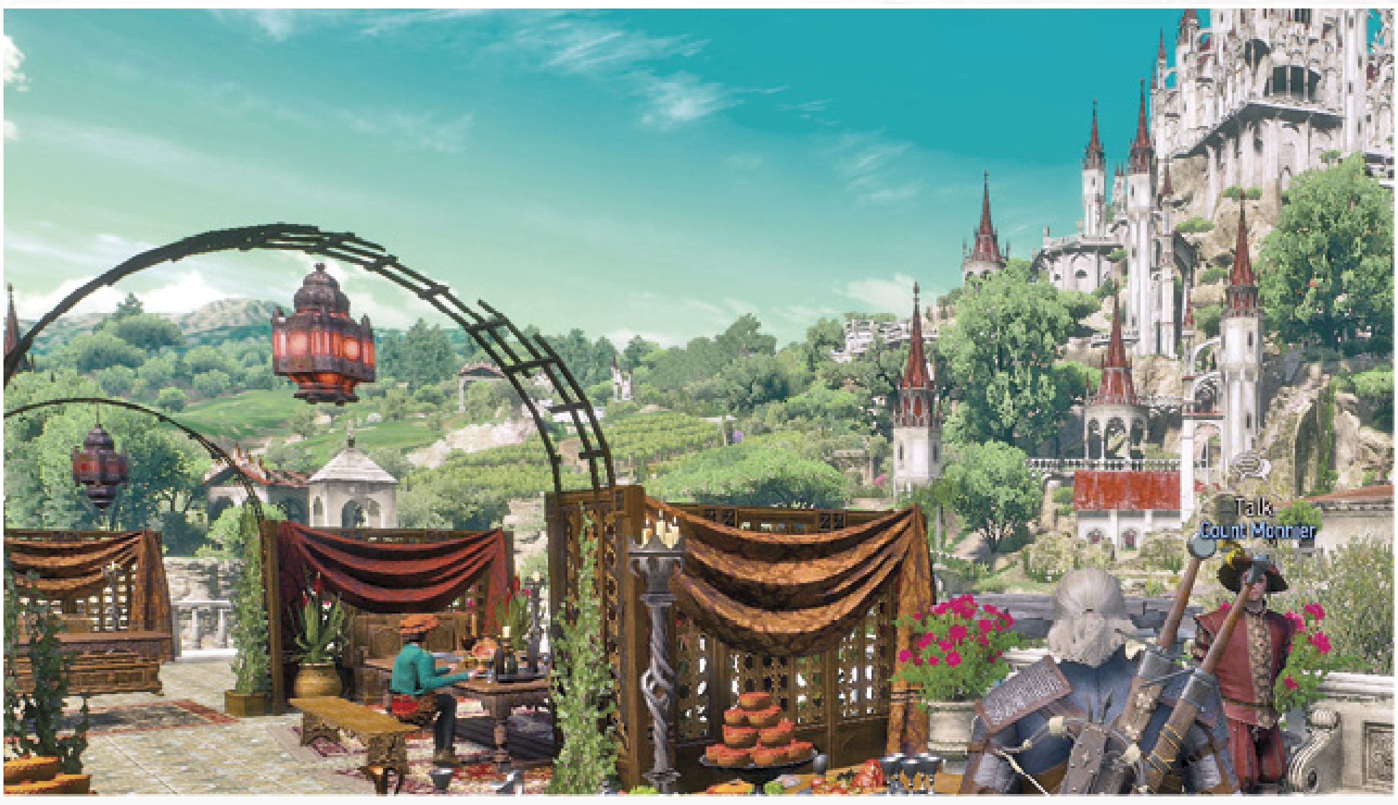
- Meet with the tournament's organizer.
- Win interesting cards from players in Toussaint, equal to a value of 24.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest can begin in one of three ways:

You can read a note pinned to a Notice Board, such as the one at the Gran'place (Beauclair), that reads "The Great Beauclair Gwent Tournament," which beckons interested players to register at the Pheasantry, and mentions a new Gwent faction developed by the organizer, Count Martin Monnier.

Alternatively, it can also be started by reading any of the Gwent Tournament Posters, which are hanging on various spots in the city. Or, you can start the quest by winning a Skellige Card from any of the Gwent playing Merchants in Toussaint.



Visit The Pheasantry, head into this drinking establishment, and exit via the doors to the west, flanked by two of Count Monnier's guards. This leads to an exterior roof veranda offering spectacular views of the palace and lake, and steps down to the lakefront thoroughfares (another way to reach the Count). After Monnier is finished speaking to Dante d'Brado (some toff of no importance to you), sit down to chat with the Count. He explains the tournament is to be more than a mere diversion; he wishes to spread word of his dearly-departed brother's brainchild: a new Gwent faction called Skellige (or Skellige Clans).

You should ask him more about the faction, and where he got the idea from, and then agree to take part in the tournament. You are accepted, but on one condition; you must play using the Skellige Clans deck! After you understand each other, Monnier points to a fancy trophy (that would look great on your Corvo Bianco mantle), and hands over a basic Gwent deck. It seems Monnier's brother gave away or lost the best cards!

Items: Skellige Clans Deck (Base)

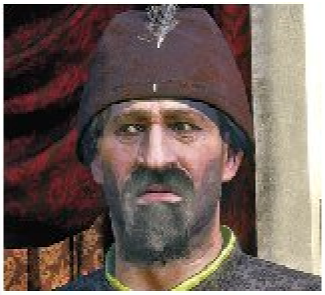
The new objective, to win interesting cards from players in Toussaint, is your next plan, up to a deck value of 24. Additionally, if you do not have the quest yet, you will get the Gwent Quest: Never Fear, Skellige's Here!, which will ask you to gather all remaining 19 cards from the Skellige Deck (see page 492). Once you have a deck worthy to play in the tournament, your objective updates again.

Gwent: To Everything—Turn, Turn, Tournament

Don’t Sweat The Shortstuffs

OBJECTIVE:

- Enter the tournament.



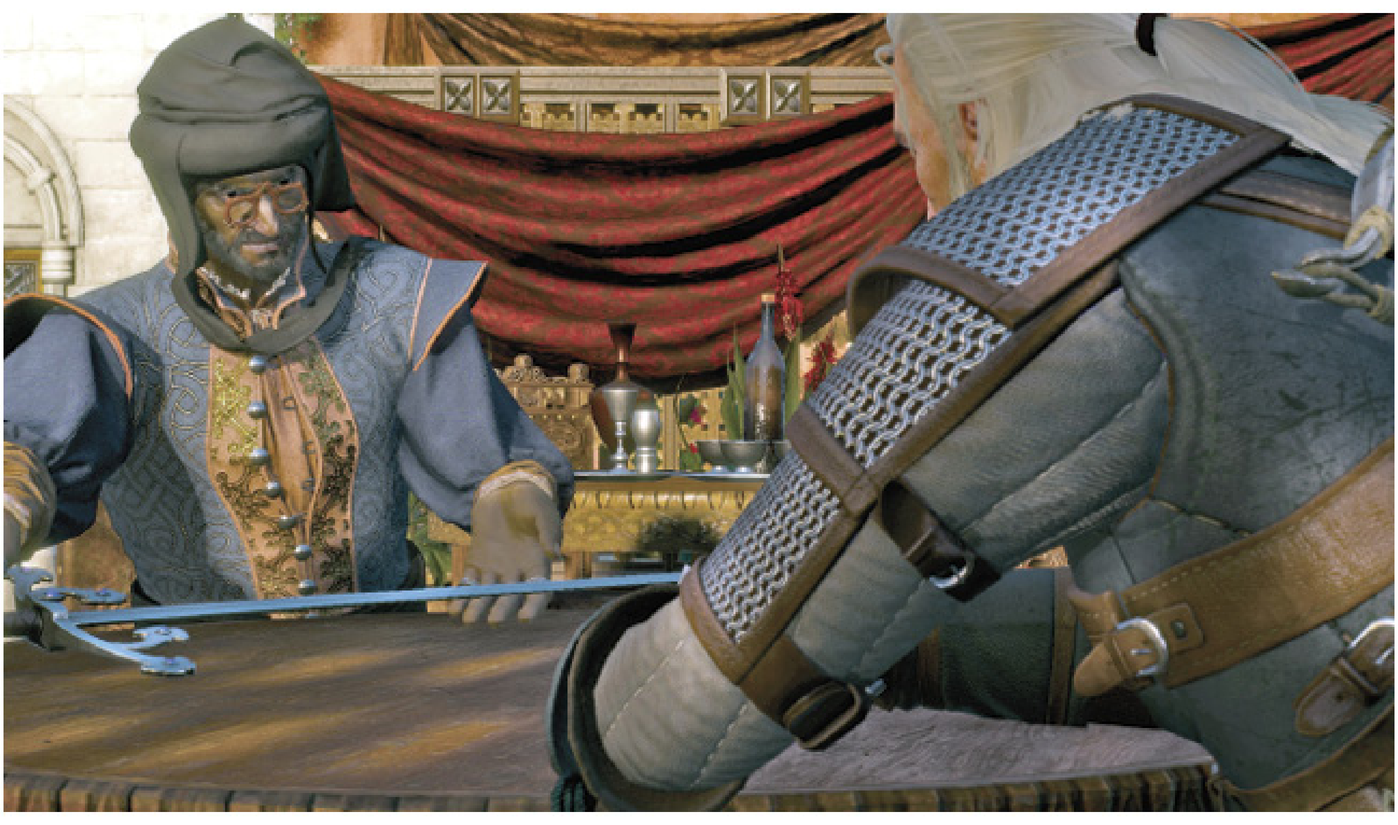
Eric van Vrog (Northern Realms Deck)

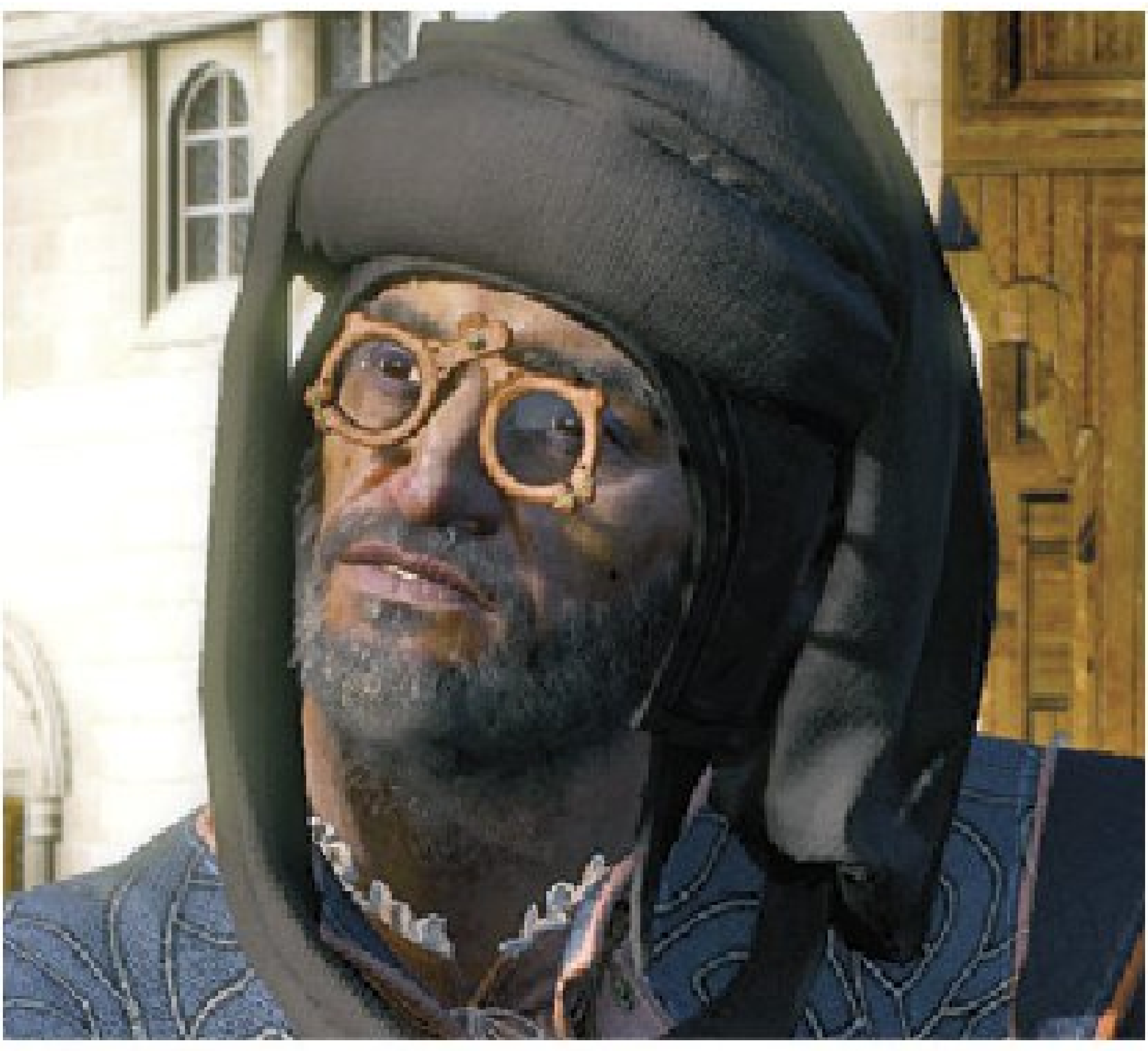
Agnetha Skold (Scoia'tael Deck)

Once you have a Skellige Deck King Bran himself would be chuffed to play with, return to The Pheasantry, and weave your way through the commotion at the main door (the only way into the inn). A group of Gwent purists lead by four dwarves are loudly protesting outside. Leave them to their seething rage, and speak to Count Monnier’s Guard. Present your deck and he lets you in.

Inside the inn, Count Monnier asks how you’ve found the Skellige Clans deck; answer as you wish, before he begins the introductions regarding the finest Gwent players from the farthest corners of the globe. These include an Ofieri merchant, a lass from Skellige itself, and a Nilfgaardian Ambassador who’ll be facing the winner in a semi-final. Before you begin, you can optionally ask what factions the others will play, and what the protestors are wanting. Then request that the tournament begins.

Two Bouts And Another Beating





Hamal ogn Dangbahli (Monster Deck)

The tournament begins! In round one, Agnetha Skold faces Eric von Vrog, while you pit your wits against Hamal the Ofieri merchant. Hamal has a side wager he'd like you to think about; he's taken with the silver sword you have slung on your back. If you win, he'll give you a steel sword that is equally as precious, but if you lose…he gets your sword! You can:

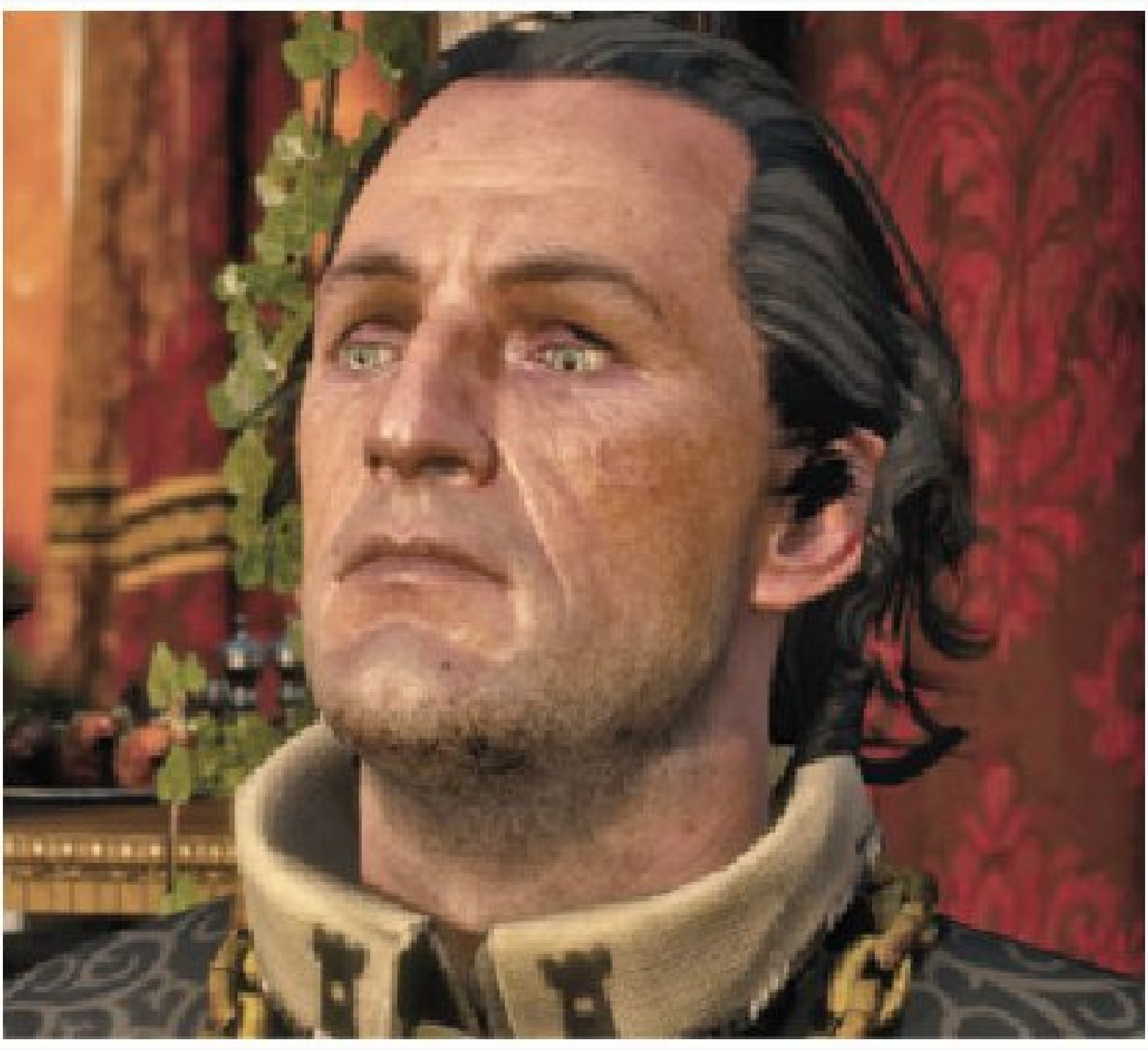
- Refuse this crazy plan; you don't want to lose that sword! The Gwent bout continues as would a regular match. If you win, you progress to the next round. If you lose, you play no more matches, but this quest still continues (and the trophy won't be yours).

- Agree to this. The Gwent bout continues, and afterward, you must surrender your silver sword if you lose. However, if you win, receive one of the merchant's prized swords, Blave!

Items: Steel Sword: Blave

SWORD STORING FOR FUN AND GAMES

Are you concerned about losing a prized silver sword? Then simply swap it with any old silver sword you're carrying (or storing) before you head to The Pheasantry to begin the competition. That way, Hamal doesn't get anything irreplaceable. Or you could reload your game.



His Excellency the Ambassador of the Empire of Nilfgaard, Master von Hinn (Nilfgaard Deck)

With the first bout out of the way, it seems Eric van Vrog and Agnetha Skold haven't had quite the civilized bout that you and Hamal enjoyed. Agnetha accuses Eric of cheating, but doesn't win any diplomatic awards with her tone. Both are ejected from the tournament (and you don't ever play either of them). The tournament continues.

- If you won against Hamal, you face Master von Hinn in the semi-final. Beat him, and you're one step closer to that trophy! Lose, and it remains out of your grasp, but the quest continues.

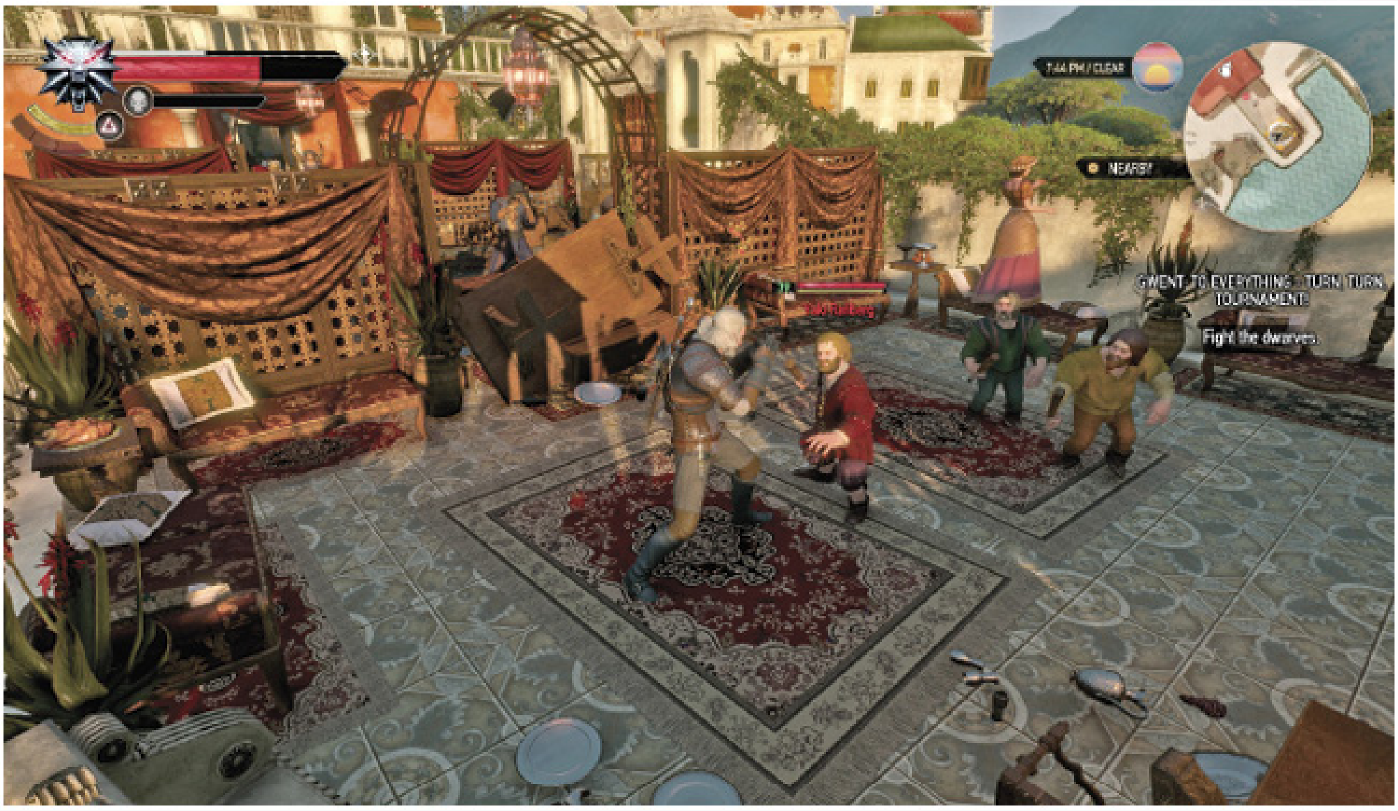
- If you lost against Hamal, he faces Master von Hinn in the semi-final.

Gwent: To Everything—Turn, Turn, Tournament

“Death Tae Any And All New Factions!”

OBJECTIVE:

- Fight the dwarves.



Once the semi-final match is completed, there’s a slight disruption to the competition, as the Gwent protestors have managed to break through the Count’s guards, and are yelling relatively tame obscenities (for dwarves) from the opposite end of the veranda. You can answer their demands to stop using the Skellige Clans deck in any way you wish. It seems the dwarves think Gwent is an ancient pastime with rules set ages ago; there should be four (and only four) factions. It’s tradition! In fact, the leader of the dwarves feels so strongly about these convictions he’s ready to “break heids” in defense of it. In fact, he’s about to prove it!

A bout of fisticuffs then breaks out, with you up against three dwarves, each with mucky mouths and fast fists. Pummel them and keep moving in this relatively confined area. Whether you beat them into submission or not, the conversation continues, and takes a less violent turn when you mention Zoltan Chivay. They know all about that rascal, and ask how he is. Answer as you wish. When alcohol is introduced into the conversation, the Gwent purists soften their tone a bit, and Yaki Rafiberg declares himself a participant in the tournament; he’ll play the victor, if only to see whether this Skellige faction’s worth—to use his vernacular—a “flamin’ bag o’ shite,” or not.

A Gwent Master And A Grand Prize

Yaki Rafiberg (Gwent Purist, Scoia'tael Deck)

Before the party-crashers get their chance to play a round of Gwent, you must face off against Count Monnier (if you beat Master von Hinn in the semi-final). This is a dream come true for him; two finalists using his brother's deck! Win, and the trophy is yours! Lose, and the trophy isn't yours. Either way, the Count is most pleased that this has become a legitimate Gwent faction.

Or as Yaki Rafiberg would describe it; "a bundle of pish!" He saunters in, and sits down at the table to challenge the victor. This doesn't affect your trophy rights, but if you've beaten Monnier in the final, you have a sit down and can school the dwarf at his own game. Win, and the dwarf accepts the Skellige Clans is a great addition to the game. Lose, and it takes Count Monnier to convince him of this. The quest concludes with a toast to the premiere of the new faction. Answer the Count as you wish, claim a small reward, and a large trophy.

If you won against all the opponents (including the dwarf) and you do not have the second leader card for the Skellige Deck yet, Count Monnier will gift it to you. If you won against everybody but already have it, he will double the prize (1000 crowns).

Items: Crowns (500), The Victor's Cup

Gwent: Never Fear, Skellige's Here!

Gathering Of The Card Clan

DANGER ALERT ! BAW SPOILER ALERT

GWENT: NEVER FEAR, SKELLIGE'S HERE!

RELATED QUESTS: Gwent Quest: To Everything – Turn, Turn, Tournament!

OBJECTIVE:

- Collect all the missing cards in the Skellige Deck (19).

This quest automatically starts after you meet Count Monnier on the veranda adjoining The Pheasantry Inn, by the lake in Beauclair, and agree to build a strong Skellige Clans deck. As the Count's brother gave away or lost many of the key cards, you must face local Gwent competitors and win the missing cards to bolster your deck, and gain tournament practice to boot. After agreeing to this, the main Gwent Quest: To Everything – Turn, Turn, Tournament! updates, and this quest begins.

QUESTING DECISIONS

This Quest is accessible during Secondary Gwent Quest: To Everything – Turn, Turn, Tournament. However, you can challenge the 19 Gwent players that offer Skellige cards at any time during your adventures in Toussaint, and each win counts toward the total cards you need and will start the quest, even if you do not have the Gwent tournament quest yet.

SKELLIGE GWENT: INTERESTING CARDS, INTERESTING PEOPLE

There is another objective, "Win interesting cards from players in Toussaint (card value must be at least 24)," that is also now active, as part of Gwent Quest: To Everything – Turn, Turn, Tournament! This simply allows you to track how many cards you need to collect to have a "minimum deck" that is allowed in the Tournament.

However, a "minimum" deck isn't likely to win the tournament, so it is recommended you collect the full complement of 19 additional cards to bolster your deck fully. A full Skellige Clans Deck consists of 43 cards: 24 from the Base Deck that Count Monnier gives you, and 19 you win during this quest.

It isn't necessary to play as the Skellige Clans faction when acquiring the 19 additional cards to add to the 24 cards in your Base Deck, but it is worth practicing to ensure you have a complete knowledge of how all the Skellige Clans cards work (with their specific and group abilities). To this end, you should:

Consult the Gwent Training chapter of this guide, starting on page 92, which details all necessary tactics when using the Skellige Clans Deck.

Visit Corvo Bianco Vineyard (which you own), speak to your Majordomo Barnabas-Basil Foulty, and ask if he'd like a Gwent game. You can choose any deck, at three different strengths, to play against; this can really sharpen your Gwent skills before the tournament!

The 19 cards you must win can be collected in any order; the list below shows the optimal path for the least amount of back-and-forth maneuvering. Also listed is the location of each player, and the "Gwent Deck" they use when playing you.

Remember you can bet to win each bout as you go, meaning this quest can allow you to win a sizeable amount of crowns (up to 100 crowns per match).

Once all 19 cards have been won, this quest concludes.

Despite the name, you don't need to actually visit the Isles of Skellige to accrue and bolster this deck!

Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: Castel Ravello Vineyard

A single Gwent player is known to carry a card you need; find her in the peasant quarters behind the main mansion, in the Sansretour Valley.

#1: HERBALIST AT THE HERB STORE (CASTEL RAVELLO VINEYARD)

Herbalist

LOCATION: Herb Store (Unmarked)
NEAREST SIGNPOST: Castel Ravello Vineyard
GWENT DECK: Nilfgaardian Empire
CARD AWARDED: Clan Brokvar Archer

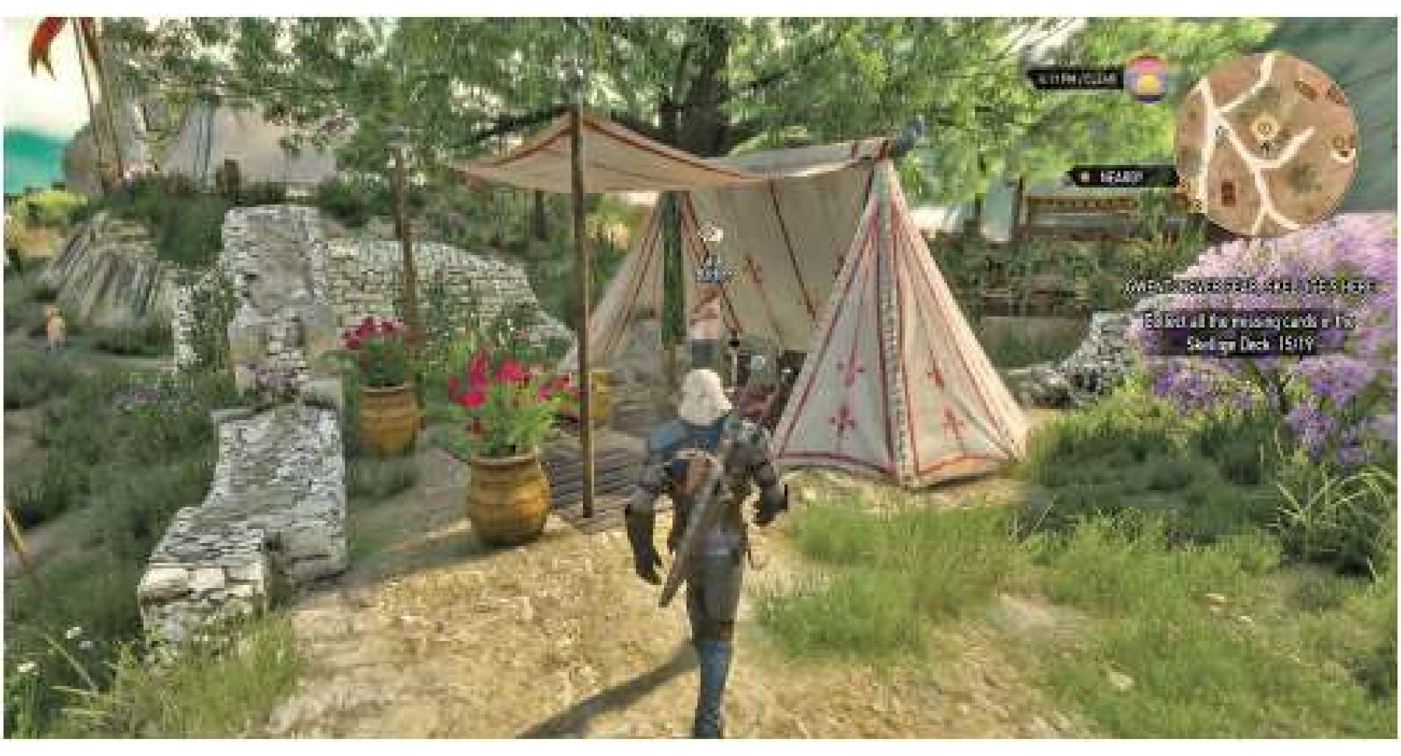
Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: Tourney Grounds

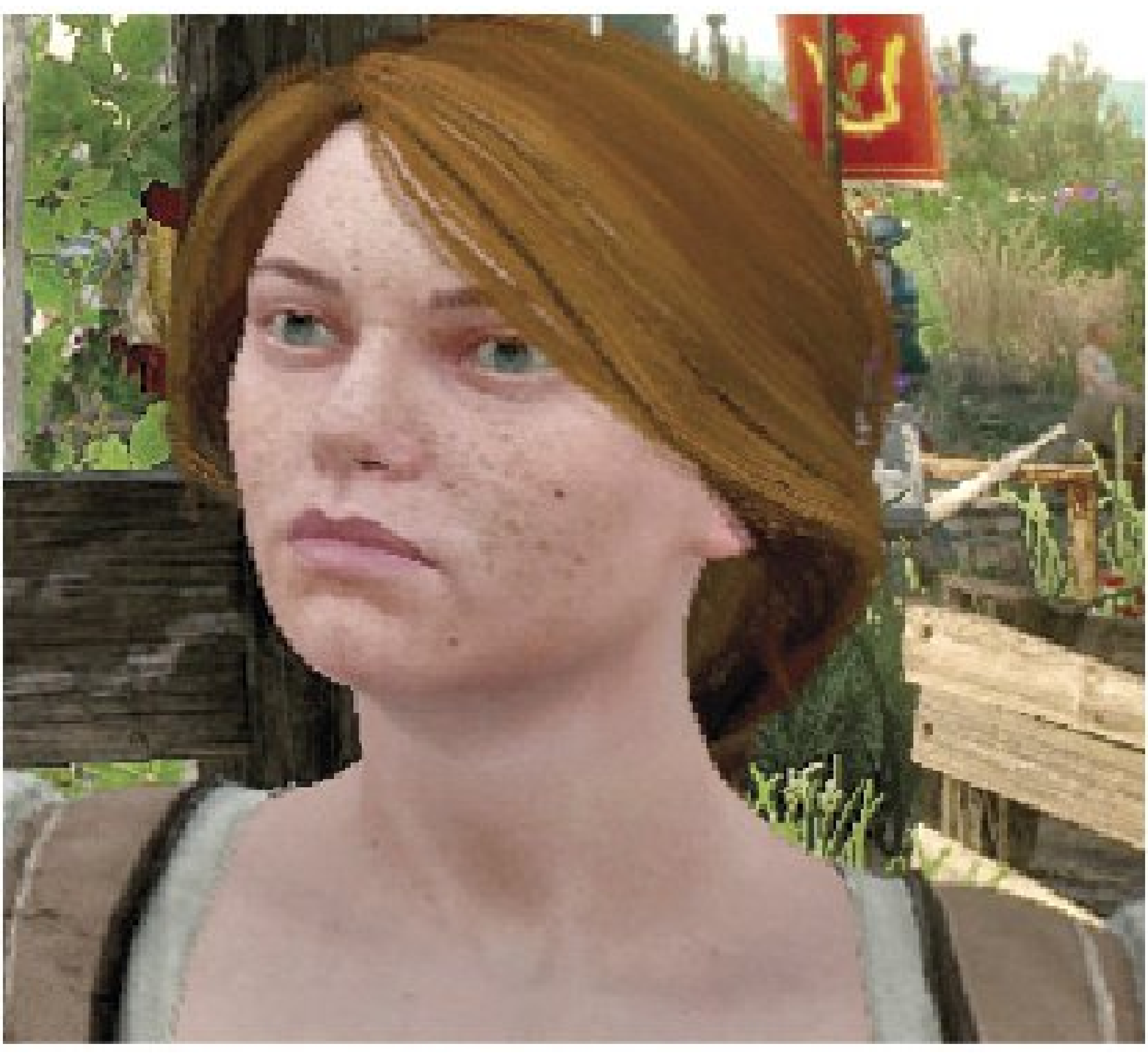
There are four Gwent players carrying cards you crave. All are at the Tourney Grounds along the southern edge of Sansretour Valley.

#2: BARBER AT BARBER'S TENT

LOCATION: Barber's Tent
NEAREST SIGNPOST: Tourney Grounds
GWENT DECK: Skellige Clans
CARD AWARDED: Skellige Storm


NEARBY
GWENT: NEVER FEAR, SKELLIGE'S HERE
Collect all the missing cards in the Skellige Deck. 15/19

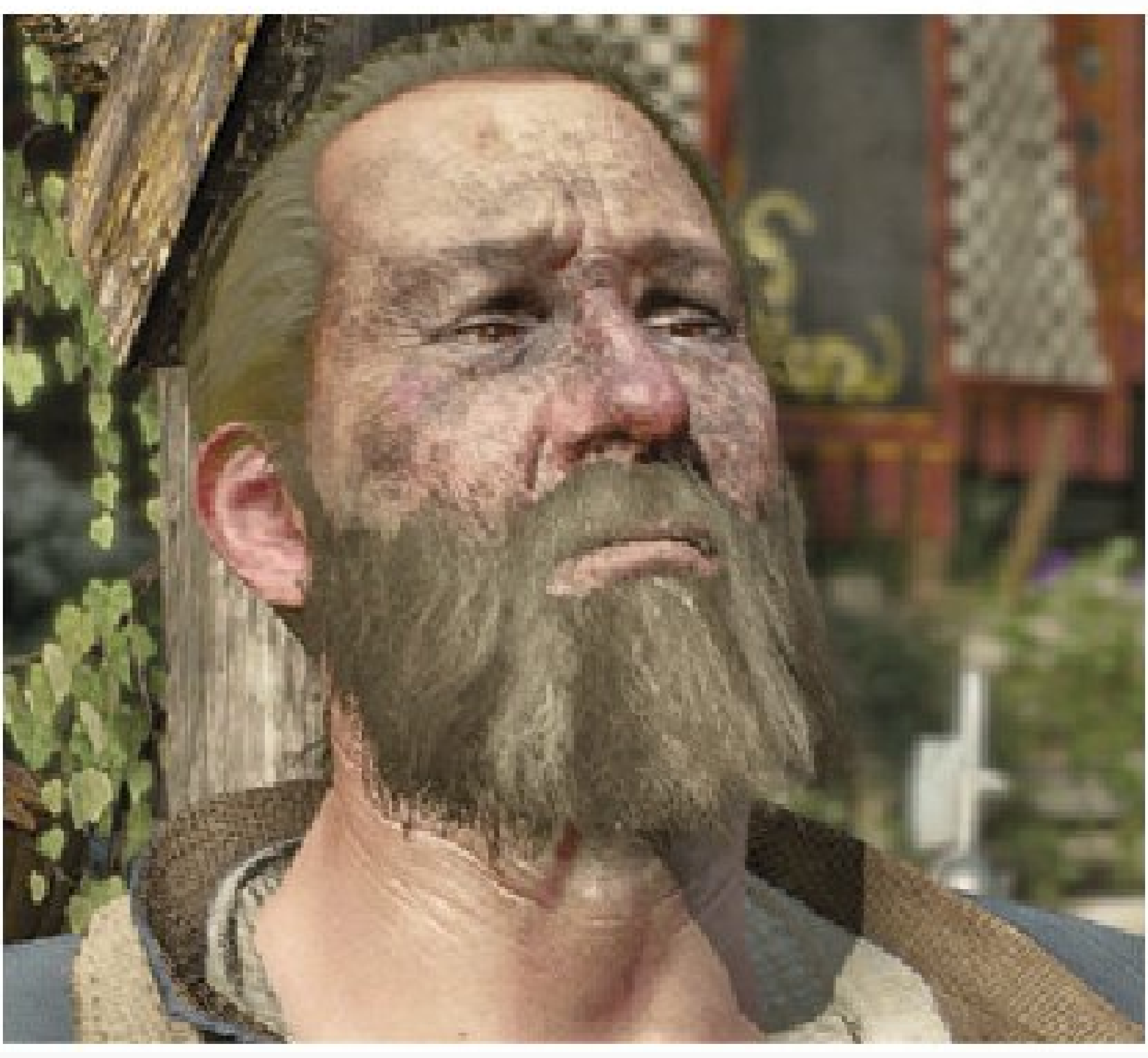
#3: INNKEEP AT THE TOURNEY TAVERN



Innkeep

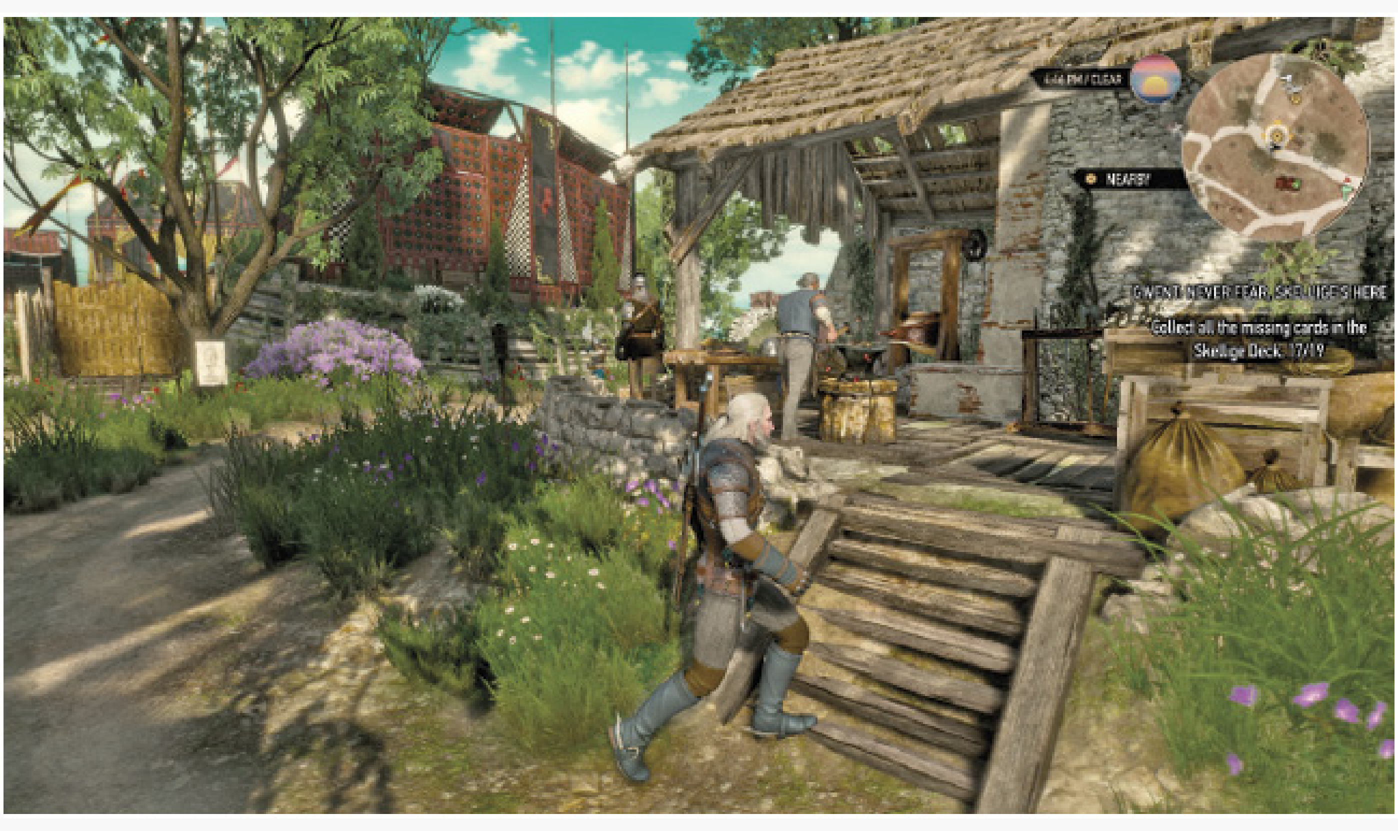
LOCATION: Tourney Tavern (Unmarked)
NEAREST SIGNPOST: Tourney Grounds
GWENT DECK: Scoia'tael
CARD AWARDED: War Longship

#4: BLACKSMITH AT BLACKSMITH'S FORGE

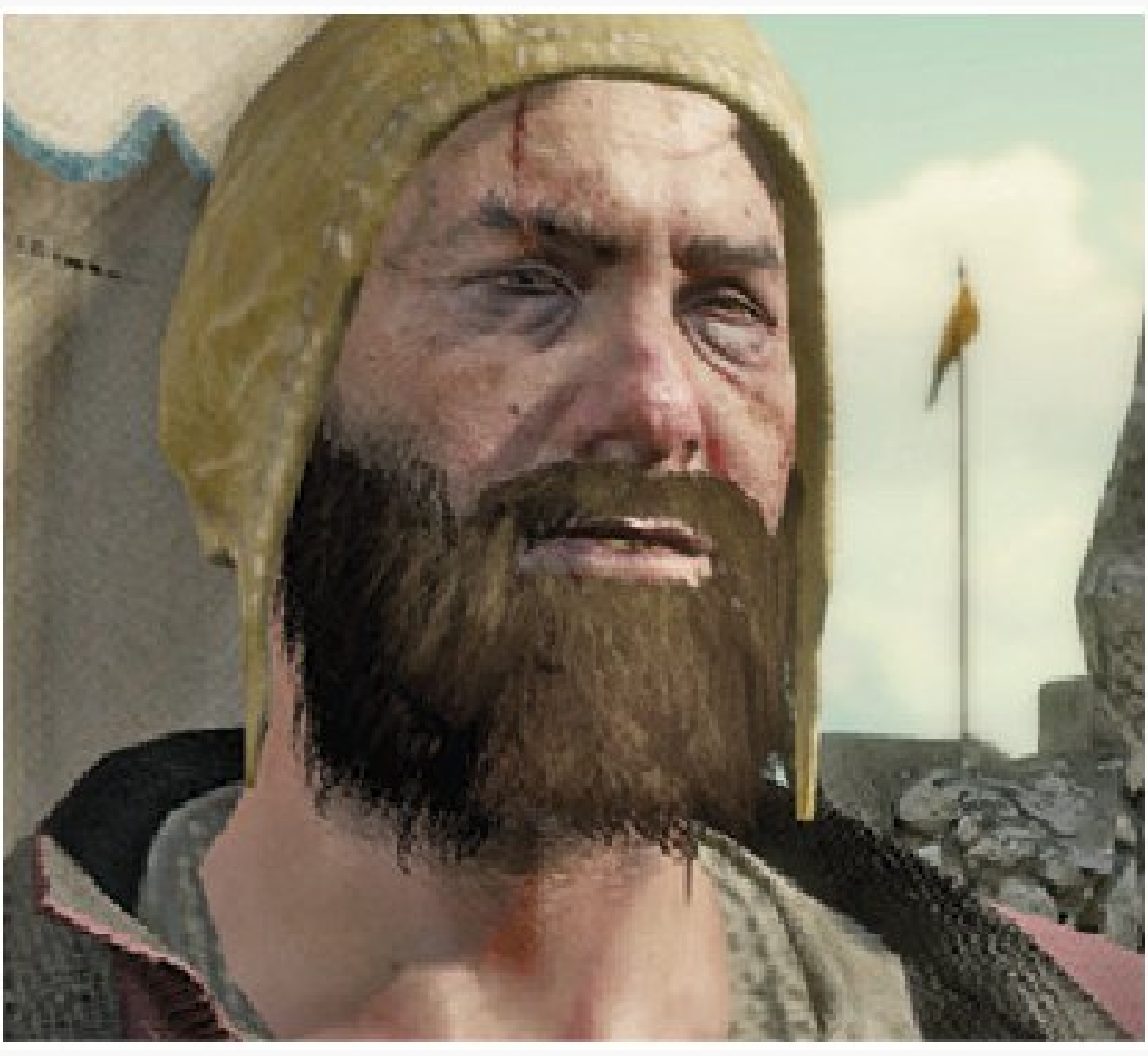


Blacksmith

LOCATION: Blacksmith's Forge
NEAREST SIGNPOST: Tourney Grounds
GWENT DECK: Skellige Clans
CARD AWARDED: Young Berserker


6:46 PM / CLEAR
NEARBY
GWENT: NEVER FEAR, SKELLIGE'S HERE
Collect all the missing cards in the Skellige Deck. 17/19

#5: ARMORER AT ARMORER'S TENT



Armorer

LOCATION: Armorer's Tent
NEAREST SIGNPOST: Tourney Grounds
GWENT DECK: Nilfgaardian Empire
CARD AWARDED: Skellige Storm

Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: The Cockatrice Inn

Challenge the Innkeep at the Inn that resides on a bridge between Sansretour Valley and Sansretour Marsh Territories.

#6: INNKEEP AT THE COCKATRICE INN

Innkeep

LOCATION: The Cockatrice Inn
NEAREST SIGNPOST: The Cockatrice Inn
GWENT DECK: Skellige Clans
CARD AWARDED: Clan Drummond Shield Maiden

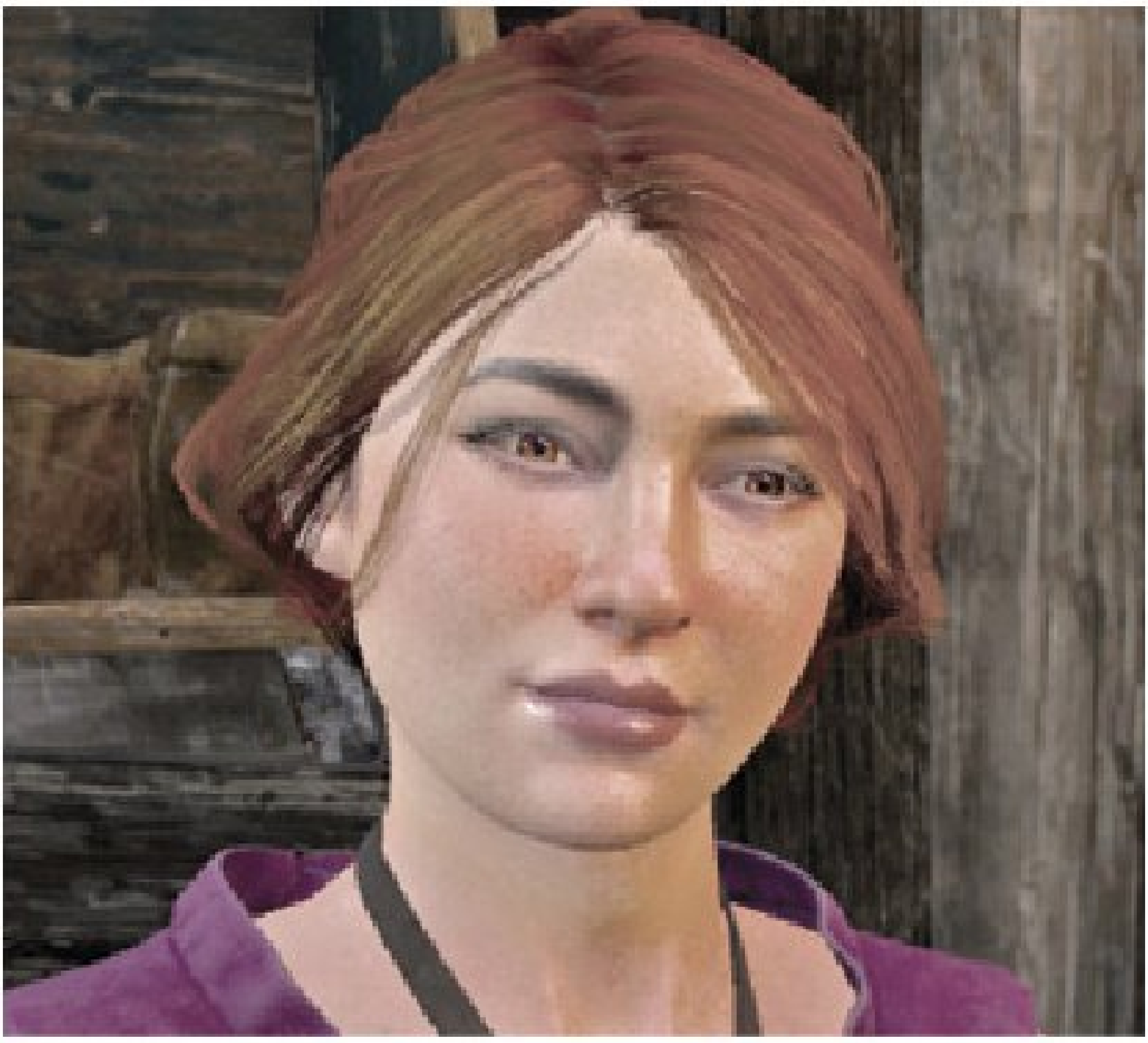
Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: Flovive

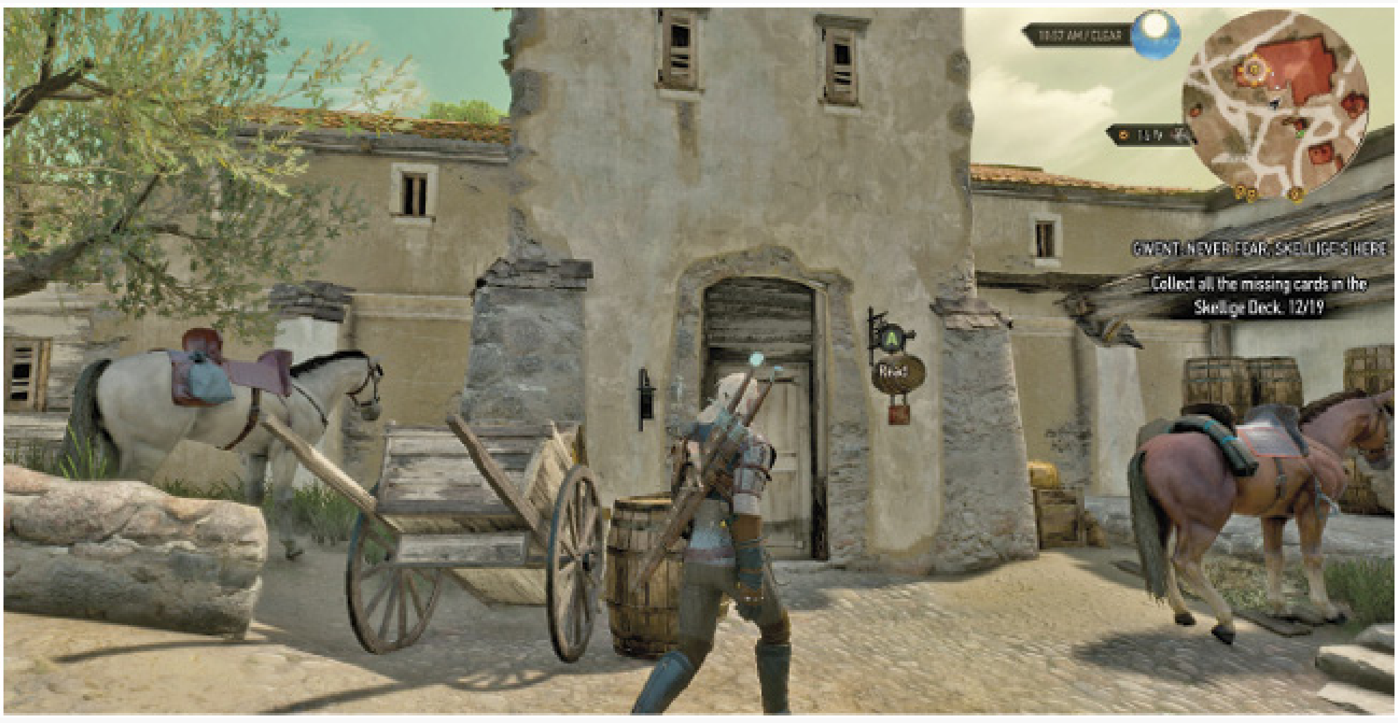
The following Gwent player holds a card in the village of Flovive, in the southern parts of Sansretour Marsh Territory.

LOCATION: The Barrel and Bung Inn (Unmarked)
NEAREST SIGNPOST: Flovive
GWENT DECK: Northern Realms
CARD AWARDED: Cerys

#7: INNKEEP AT THE BARREL AND BUNG INN



Innkeep

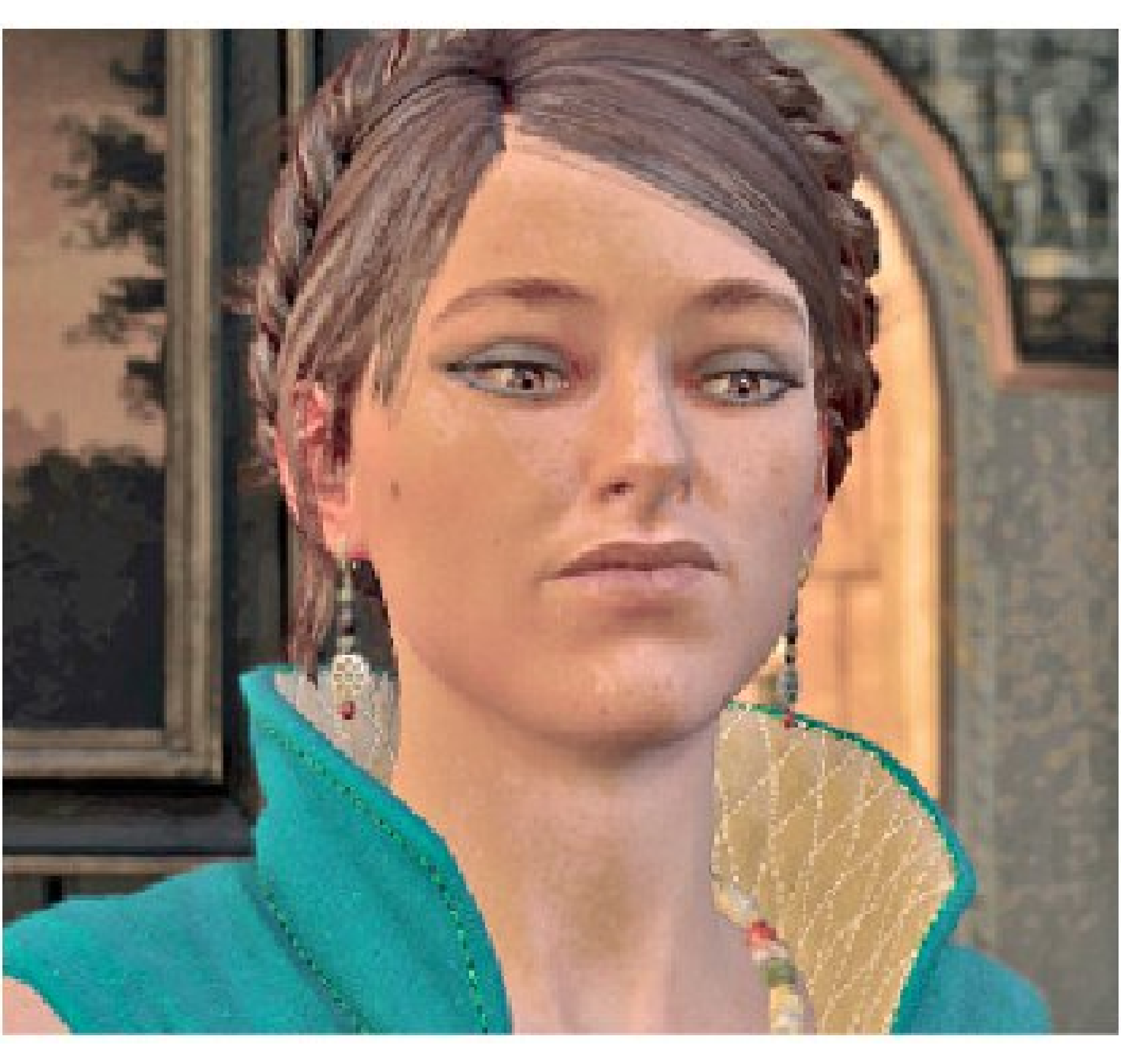

10:07 AM / CLEAR
GWENT: NEVER FEAR, SKELLIGE'S HERE
Collect all the missing cards in the Skellige Deck. 12/19

Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: Beauclair (All Districts)

The following ten Gwent players are all within the territory of Beauclair, in central Toussaint.

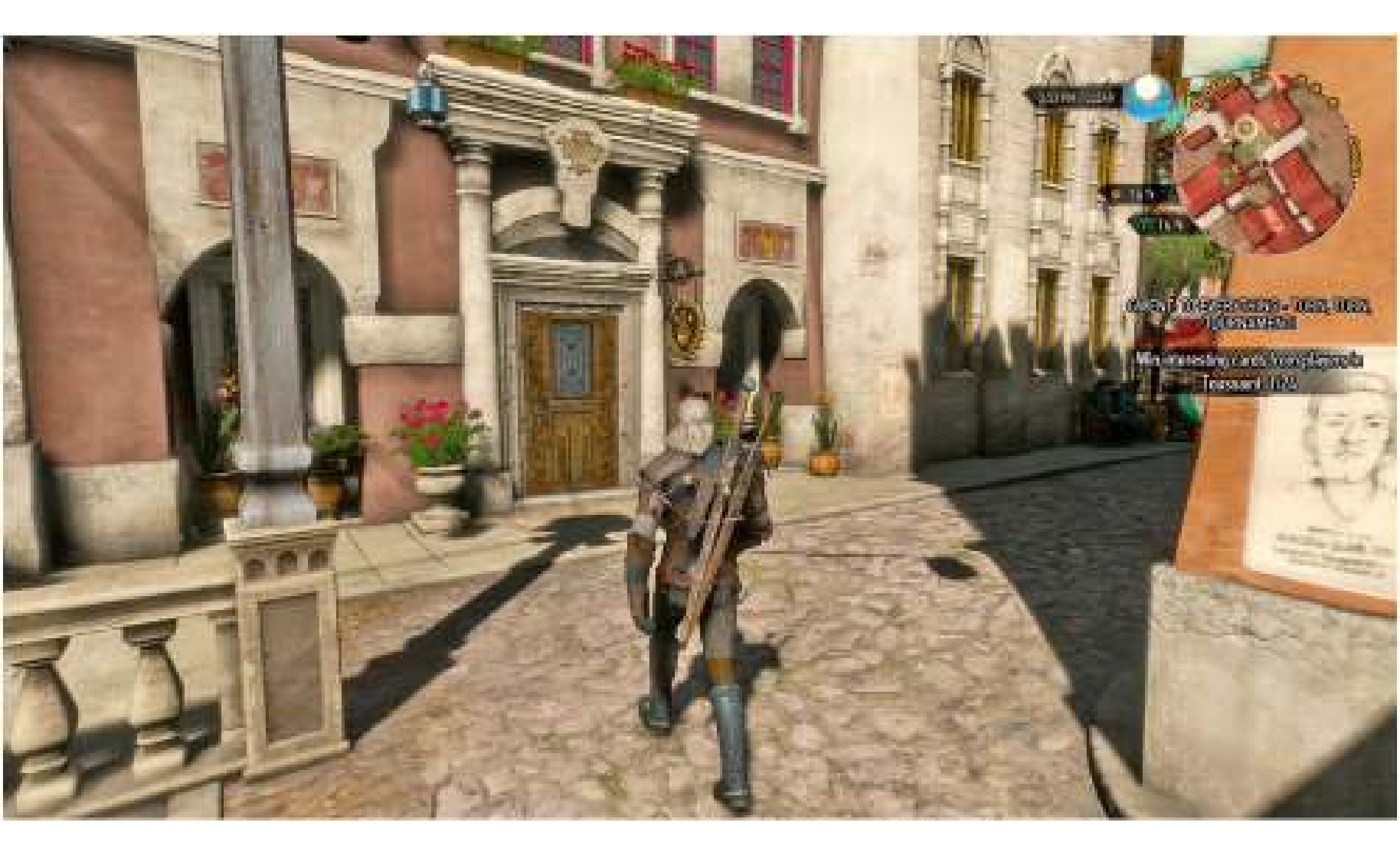
#8: INNKEEP AT THE PHEASANTRY



Innkeep

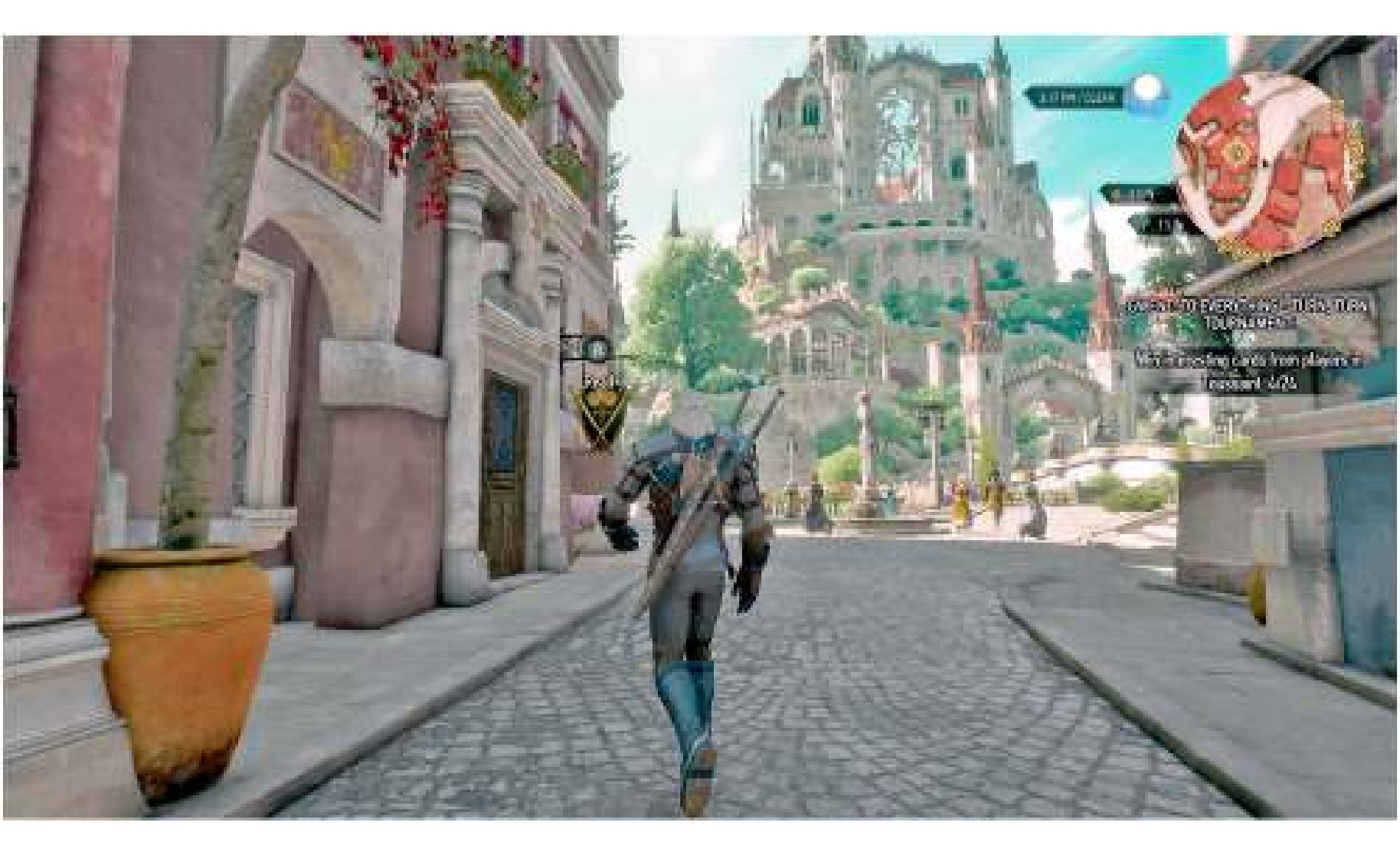
LOCATION: The Pheasantry (Unmarked)
NEAREST SIGNPOST: Nilfgaardian Embassy
GWENT DECK: Monster
CARD AWARDED: Draig Bon-Dhu

#9: HERBALIST AT THE PERFUMERY



LOCATION: Perfumery (Unmarked)
NEAREST SIGNPOST: Nilfgaardian Embassy
GWENT DECK: Skellige Clans
CARD AWARDED: Light Longship

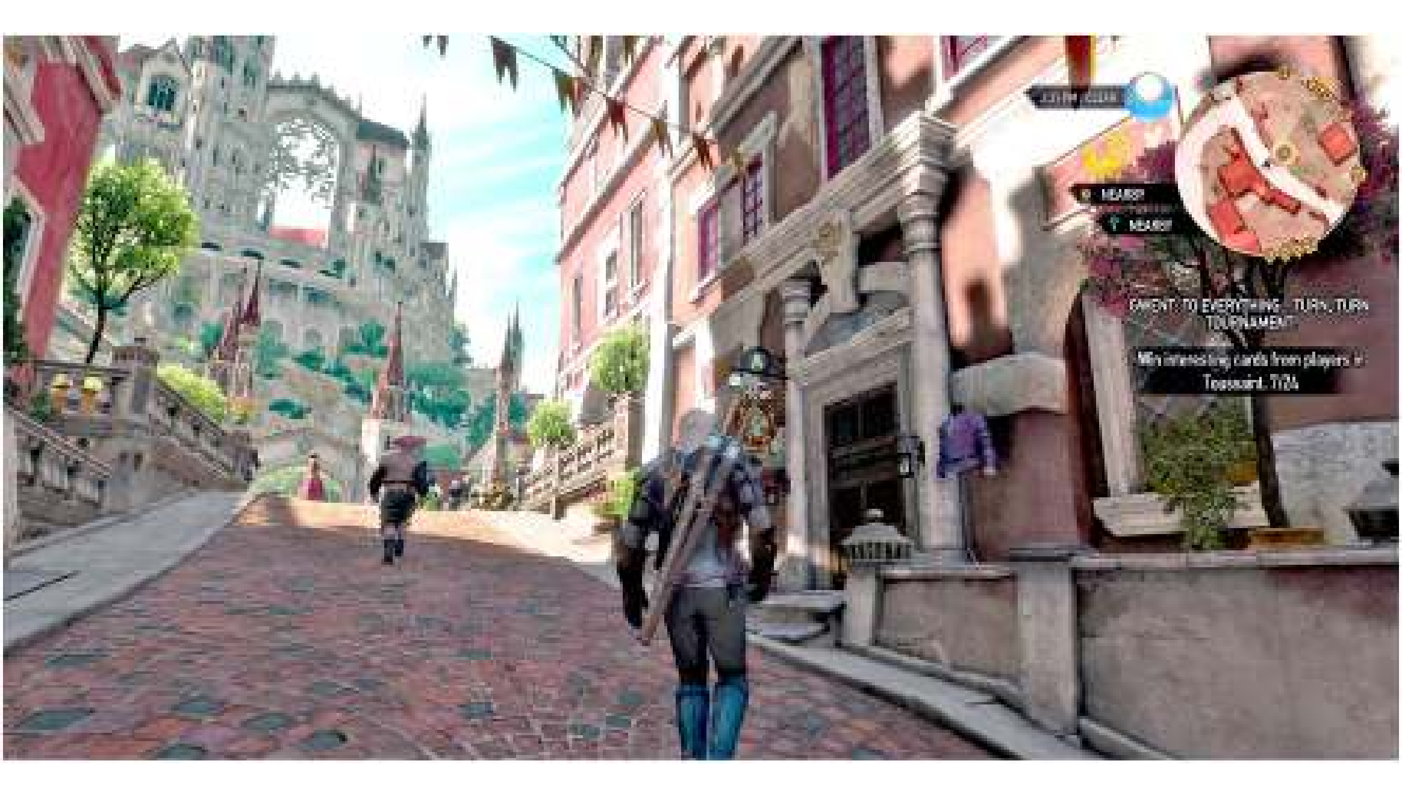
#10: CAMERLENGO AT THE DUCAL CAMERLENGO



LOCATION: The Ducal Camerlengo (Unmarked)
NEAREST SIGNPOST: The Gran'place
GWENT DECK: Nilfgaardian Empire
CARD AWARDED: King Bran*

- *(*This is either awarded when you beat this player, or you win it during Gwent Quest: To Everything – Turn, Turn, Tournament!).*

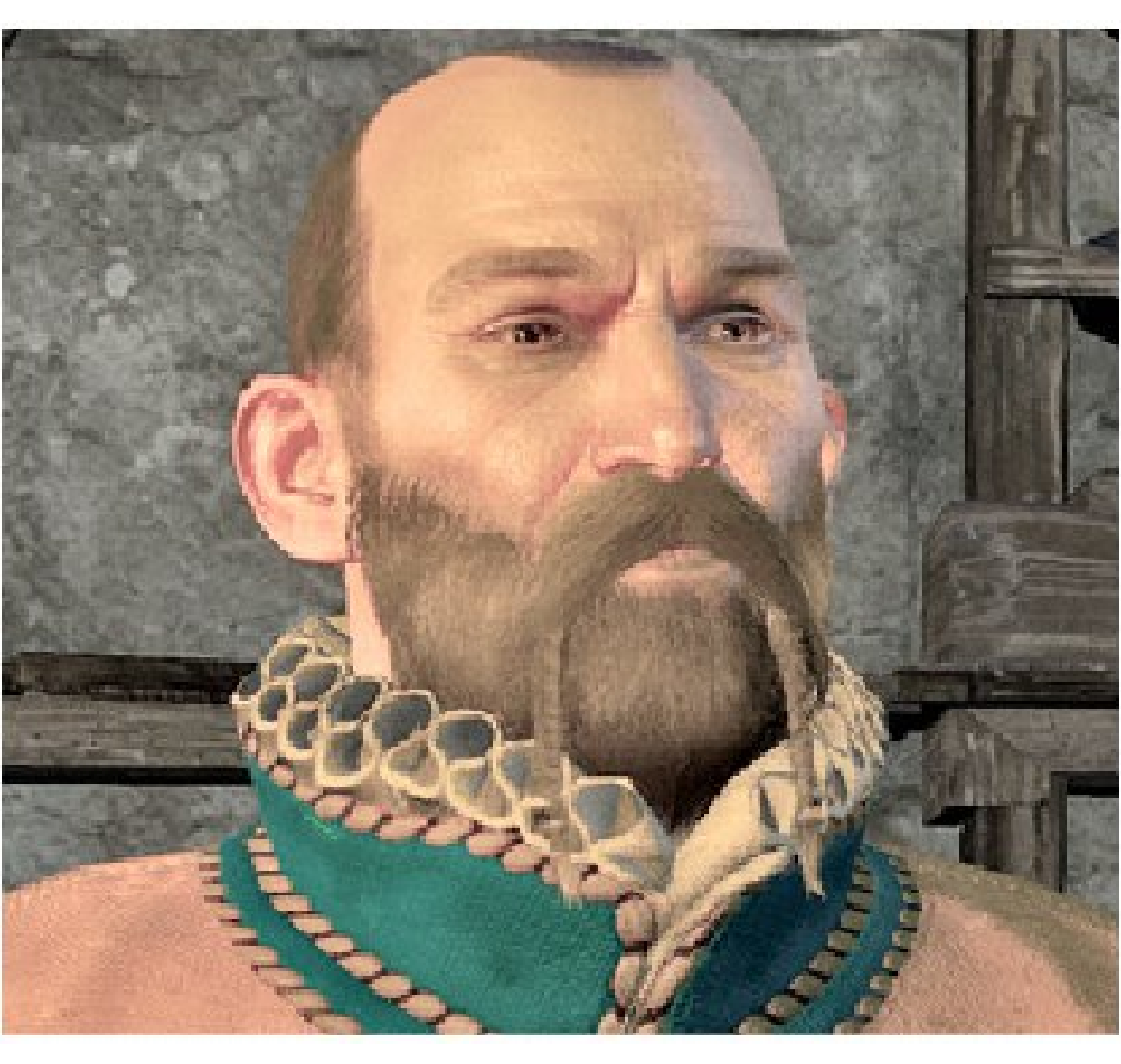
#11: PIERRE THE TAILOR AT THE TAILOR WORKSHOP



GWENT: TO EVERYTHING – TURN, TURN, TOURNAMENT!
Win interesting cards from players in Toussaint. 7/24

LOCATION: Tailor's Workshop
NEAREST SIGNPOST: The Gran'place
GWENT DECK: Nilfgaardian Empire
CARD AWARDED: Young Berserker

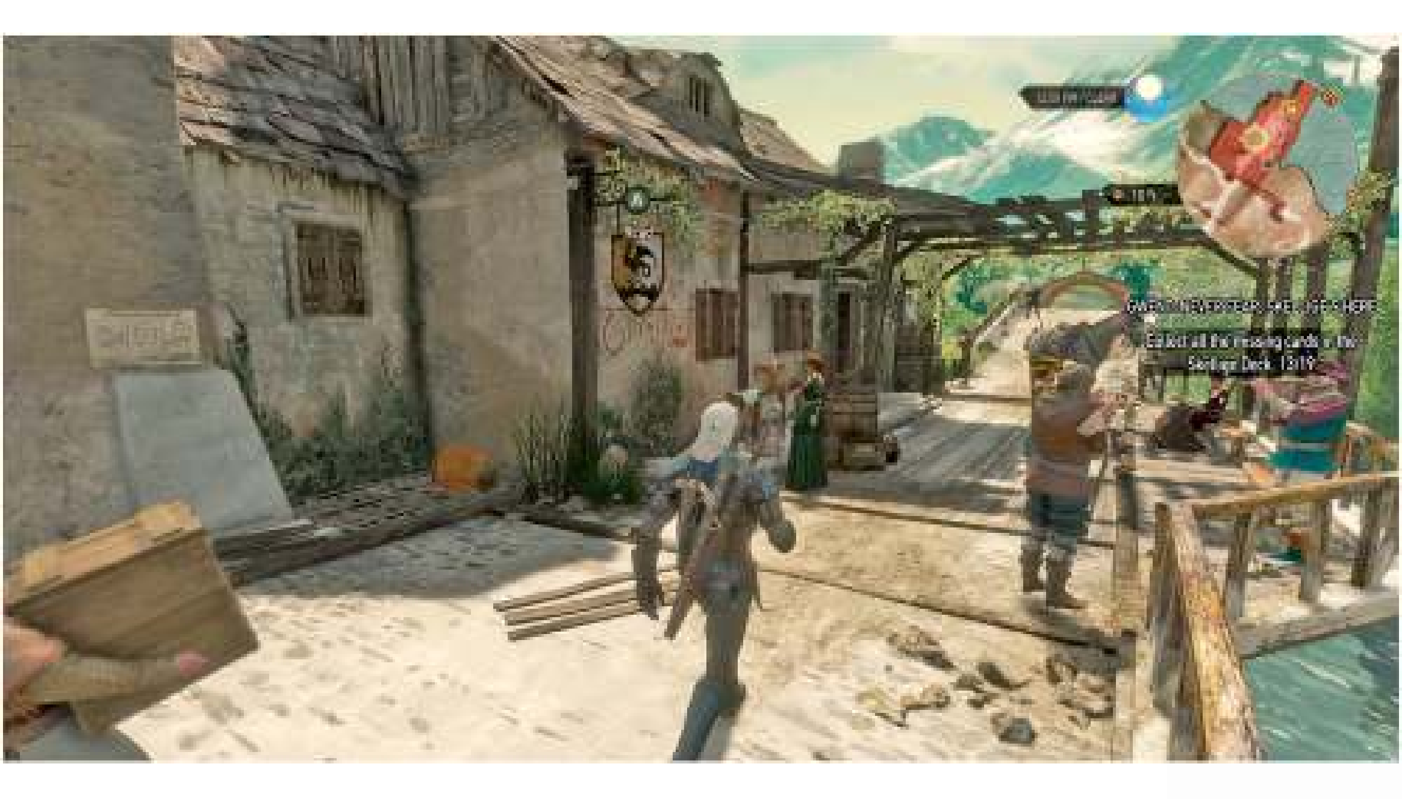
#12: INNKEEP AT THE ADDER AND JEWELS WINERY



Innkeep

LOCATION: The Adder and Jewels Winery (Unmarked)
NEAREST SIGNPOST: The Gran'place
GWENT DECK: Skellige Clans
CARD AWARDED: Olaf

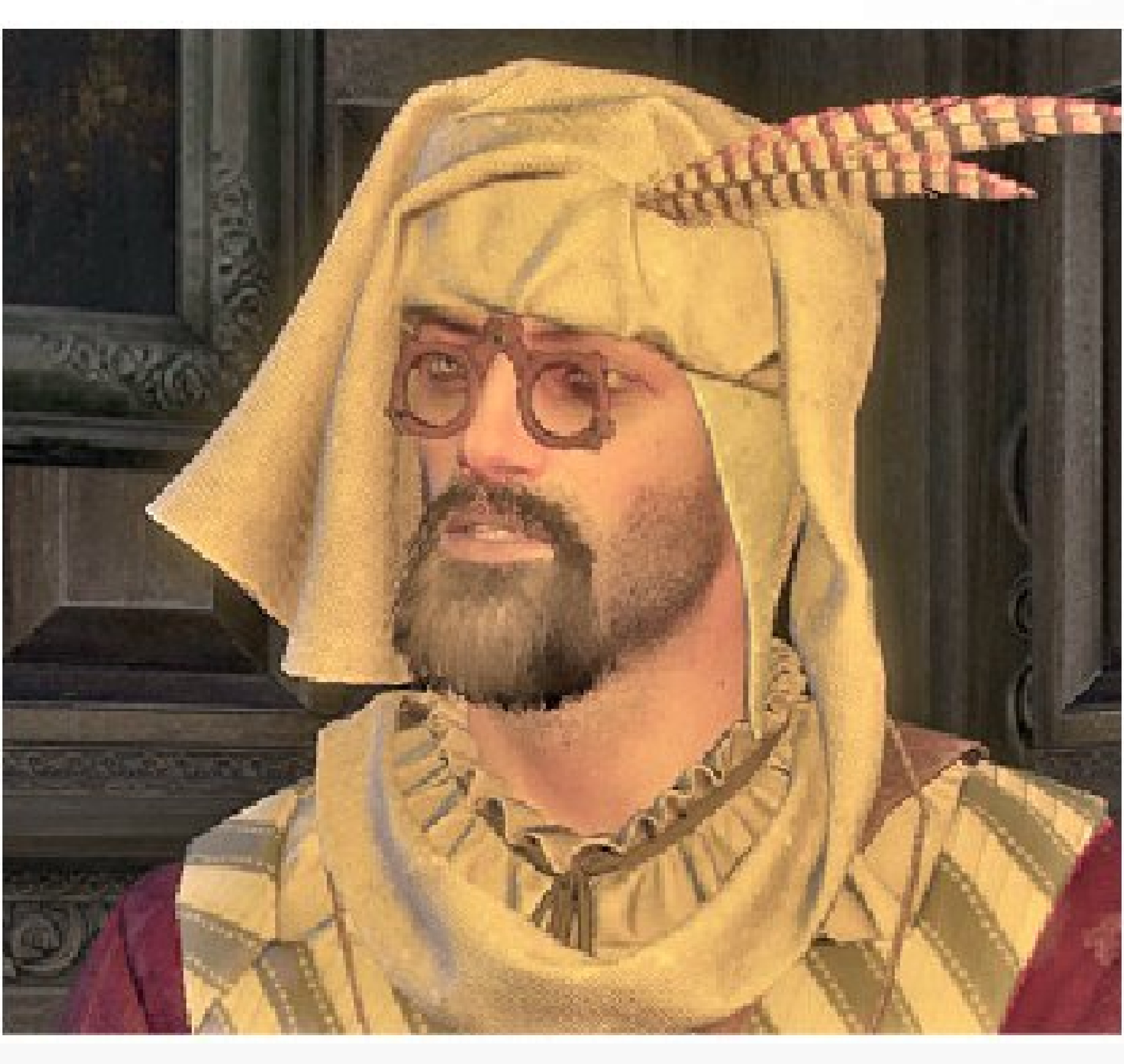
#13: ARMORER AT BEAUCLAIR ARMORY



GWENT: NEVER FEAR, SKELLIGE'S HERE!
Collect all the missing cards in the Skellige Deck. 13/19

LOCATION: Armory (Unmarked)
NEAREST SIGNPOST: Nilfgaardian Embassy
GWENT DECK: Northern Realms
CARD AWARDED: Kambi

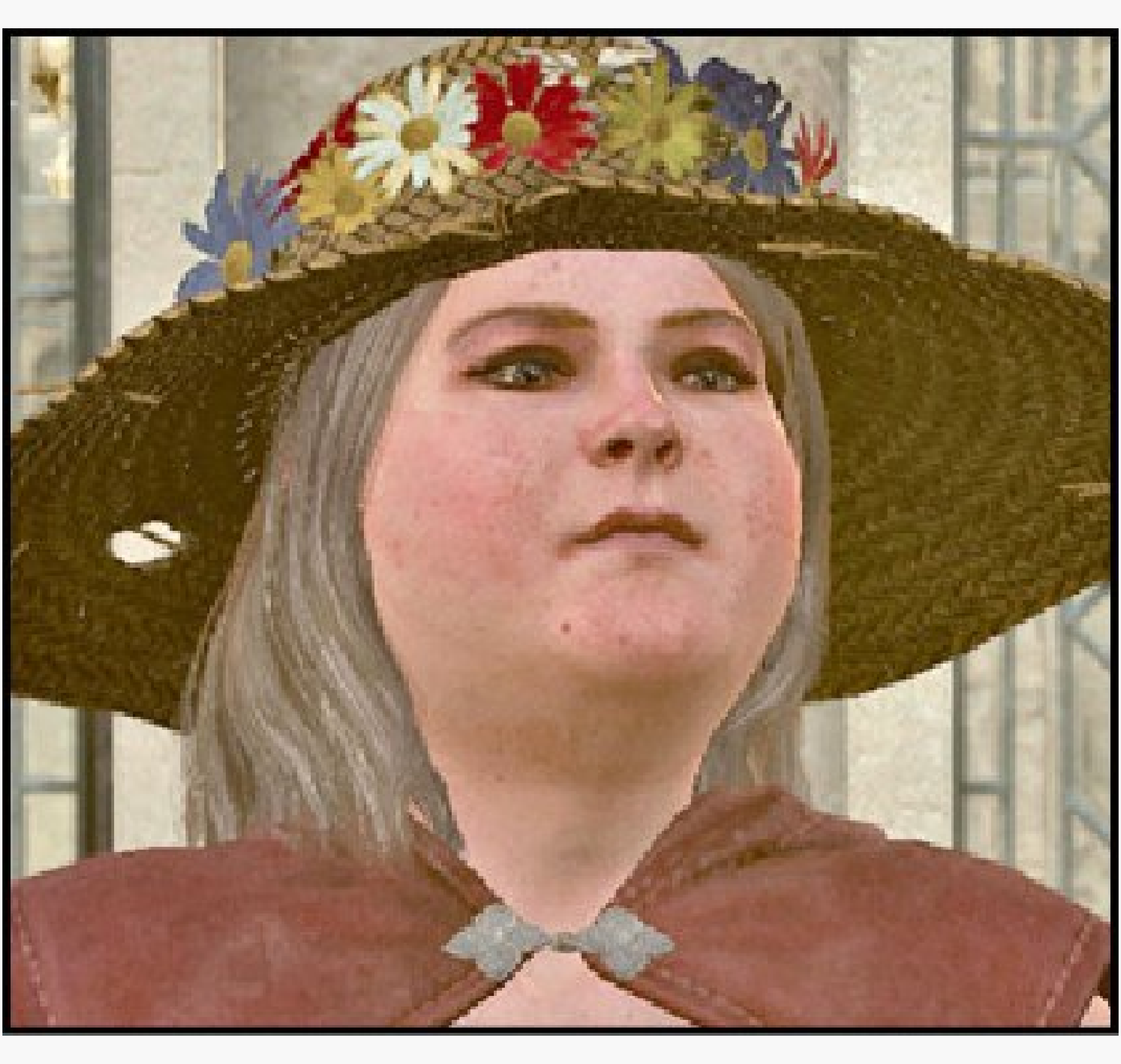
#14: MERCHANT AT DUPONT & SONS EMPORIUM OF DIVERSE MERCHANDISE



Merchant

LOCATION: Dupont & Sons Emporium of Diverse Merchandise (Unmarked)
NEAREST SIGNPOST: Metinna Gate
GWENT DECK: Monster
CARD AWARDED: Clan Dimun Pirate

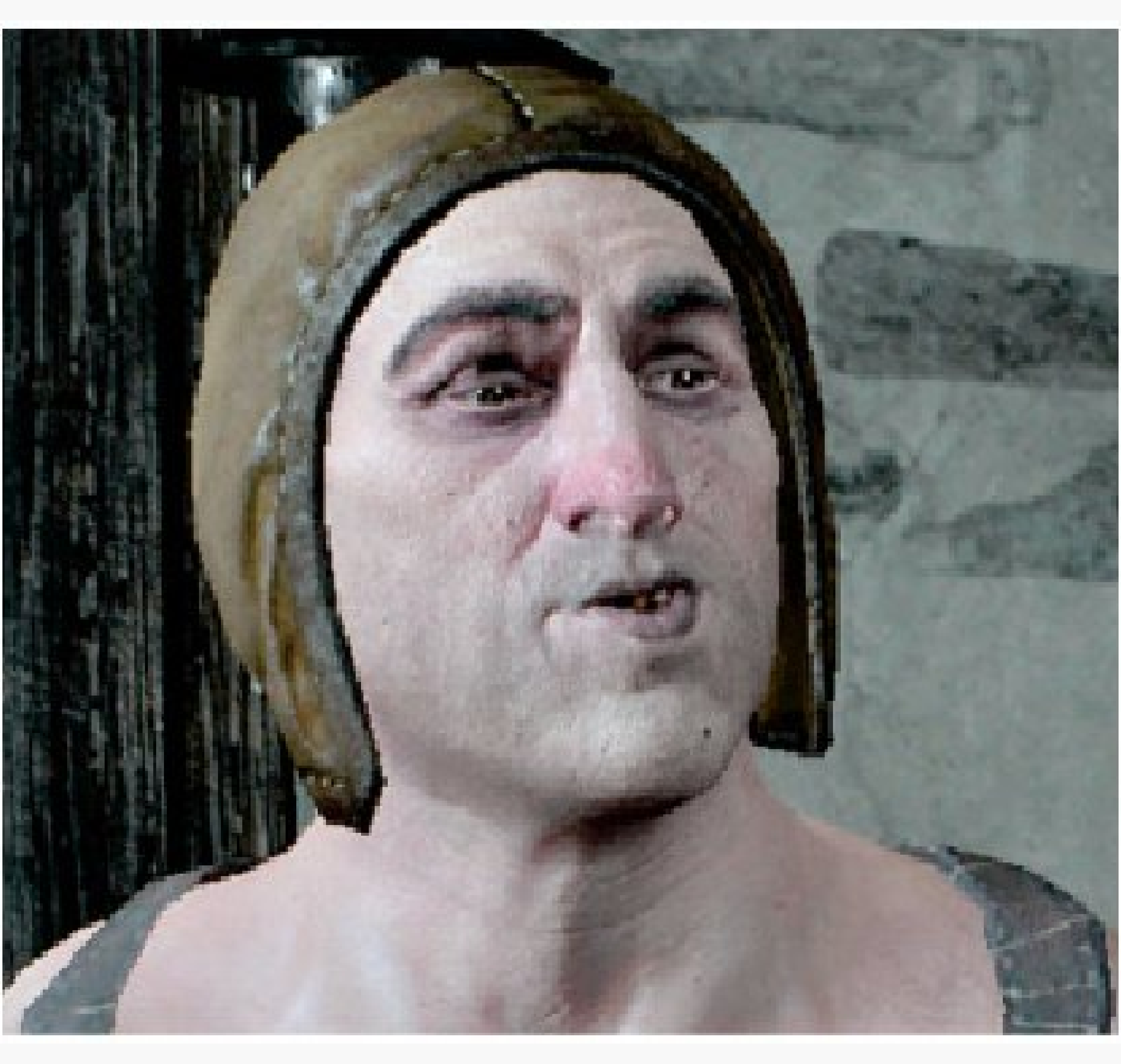
#15: HERBALIST AT THE HERB STORE (BEAUCLAIR)



Herbalist

LOCATION: Herb Store
NEAREST SIGNPOST: Metinna Gate
GWENT DECK: Skellige Clans
CARD AWARDED: Mardroeme

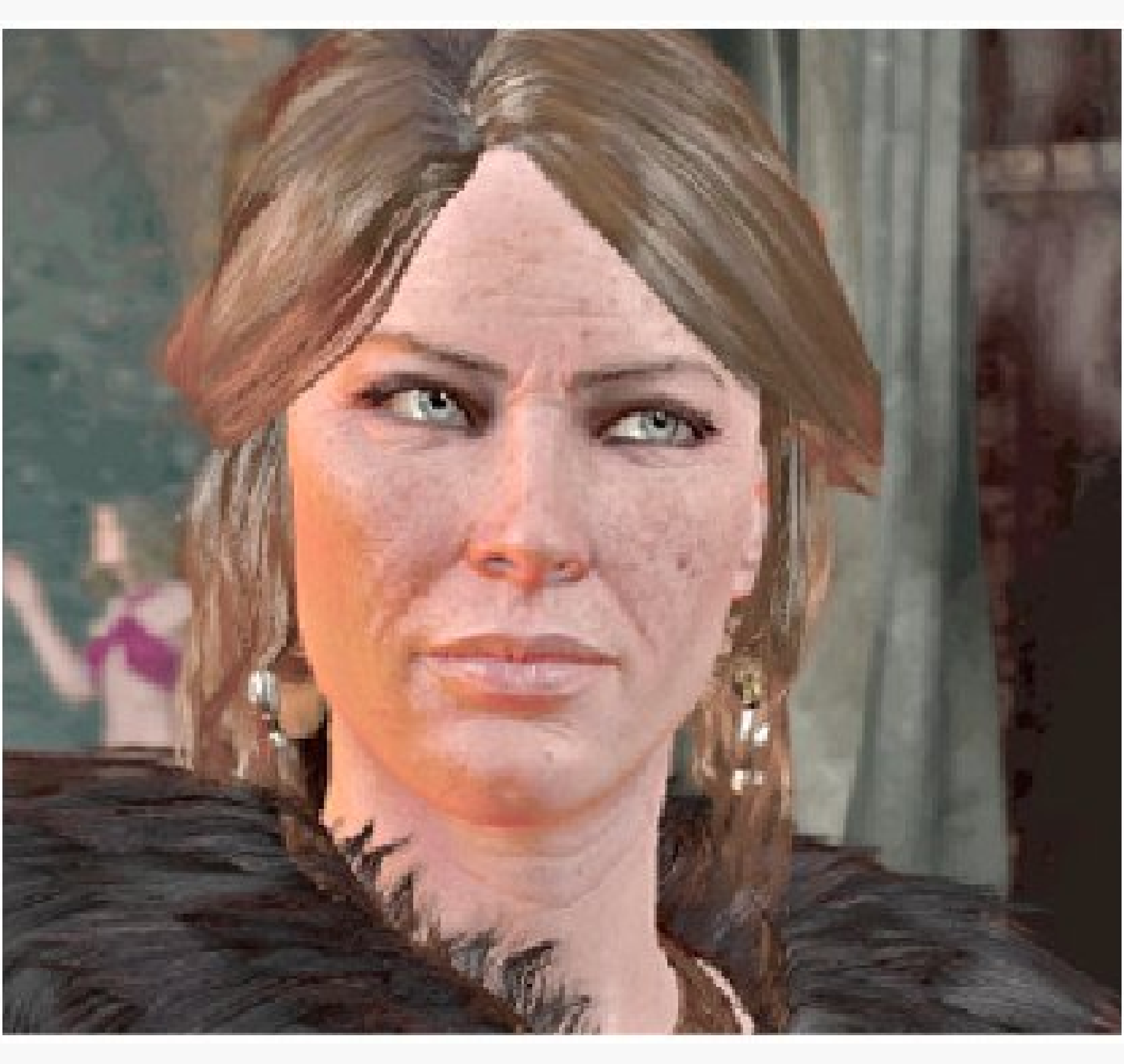
#16: BUTCHER AT BUTCHER'S SHOP



Butcher

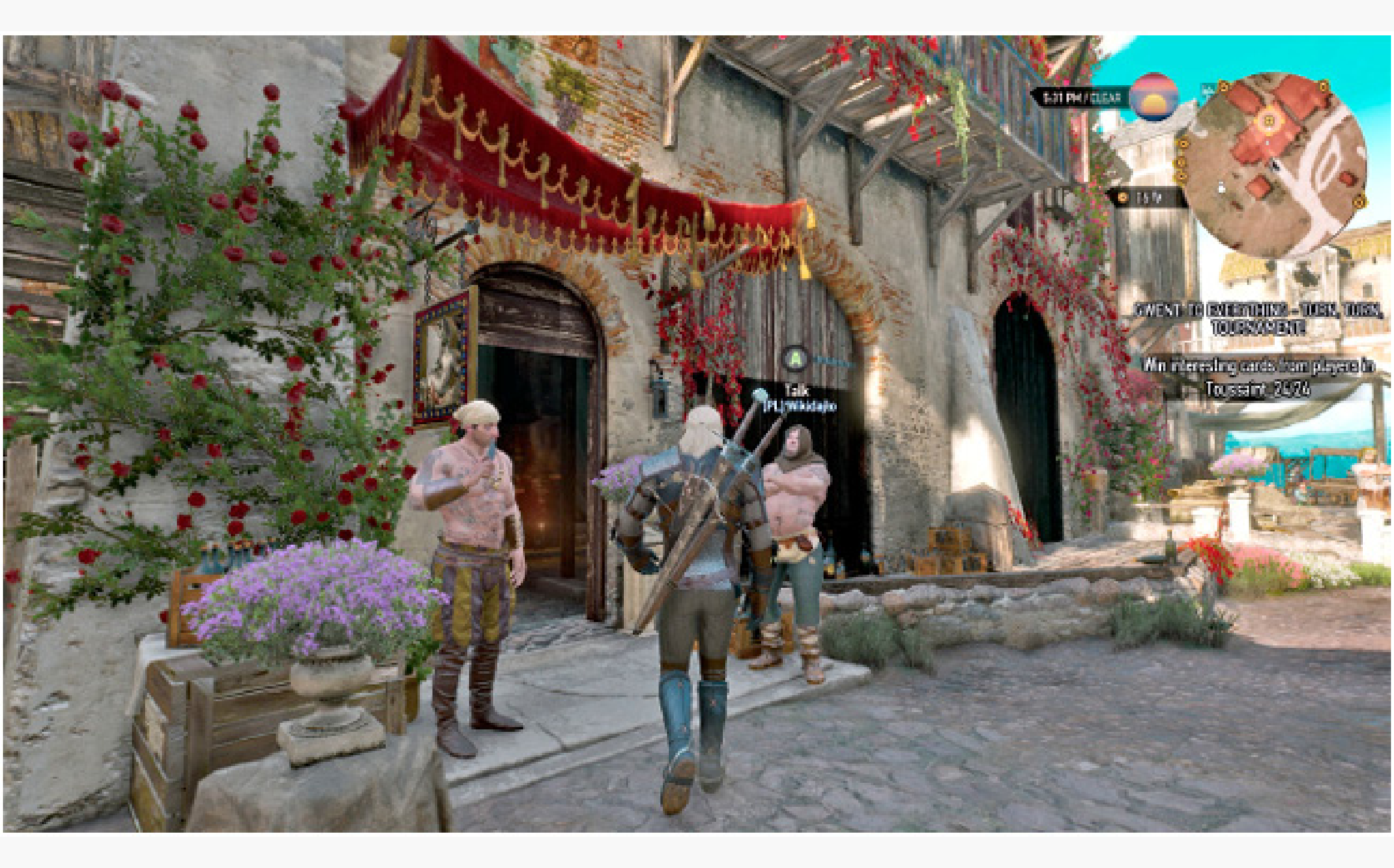
LOCATION: Butcher's Shop
NEAREST SIGNPOST: Beauclair Port
GWENT DECK: Skellige Clans
CARD AWARDED: Skellige Storm

#17: MADAME AT THE BELLES OF BEAUCLAIR



Madame

LOCATION: The Belles of Beauclair – House of Pleasure (Unmarked)
NEAREST SIGNPOST: Beauclair Port
GWENT DECK: Scoia'tael
CARD AWARDED: Mardroeme



GWENT: TO EVERYTHING – TURN, TURN, TOURNAMENT!
Win interesting cards from players in Toussaint. 24/24
Talk
[PL] Wikidajto

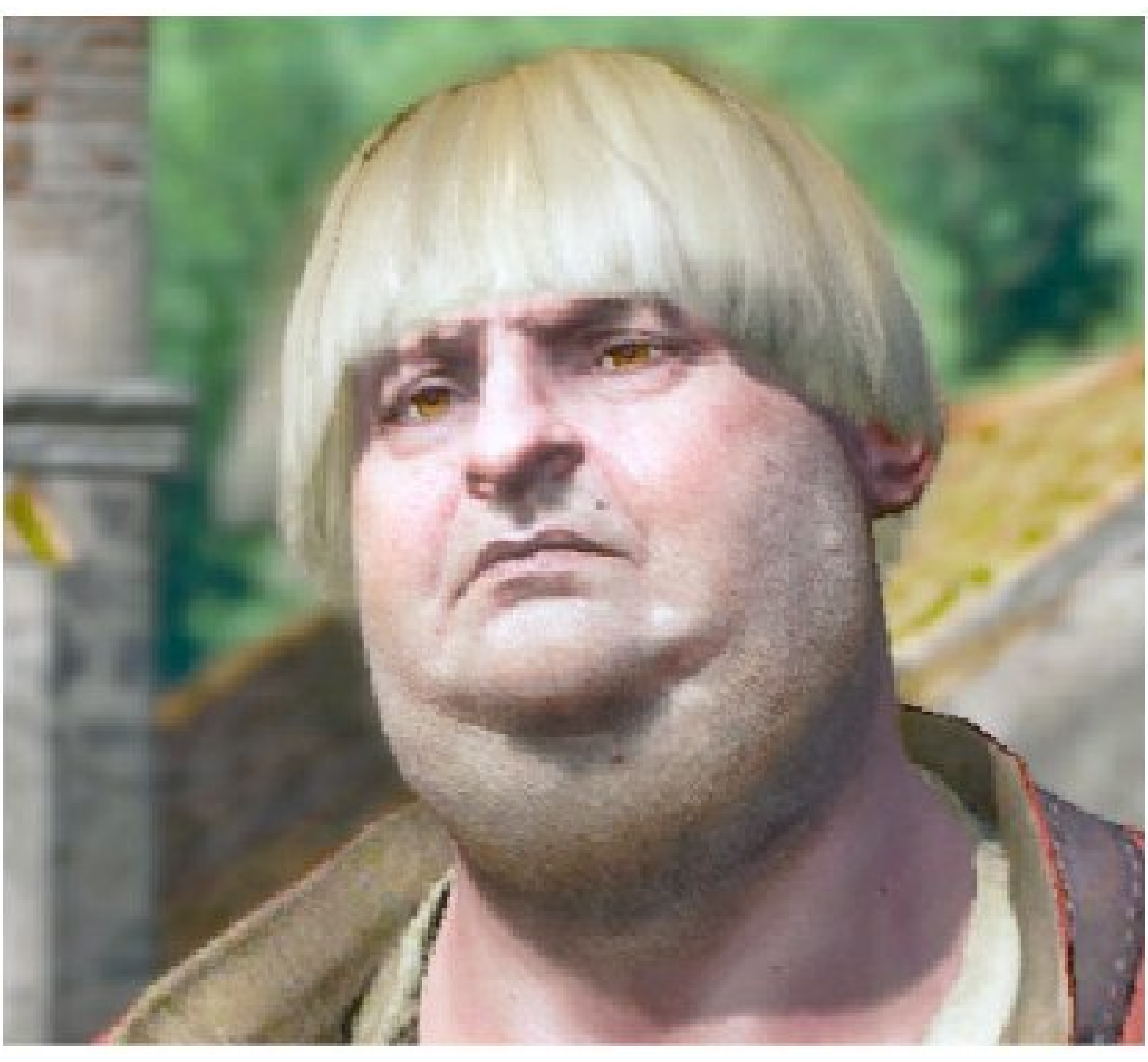
Gwent: Never Fear, Skellige's Here!

Skellige Card Holders: Francollarts

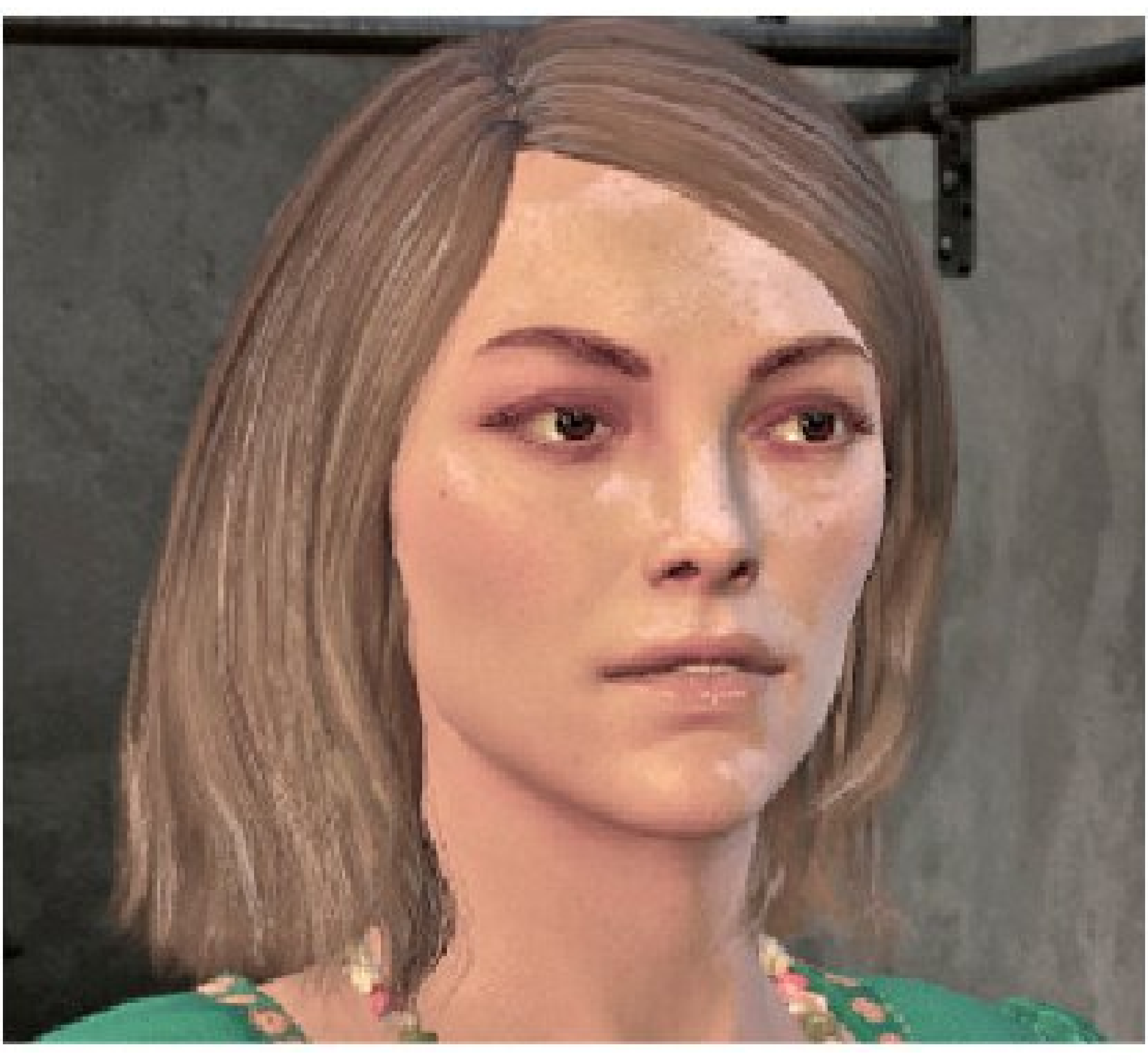
Both the following Gwent players hail from the village of Francollarts, in Caroberta Woods Territory (southeast Toussaint).

#18: ARMORER AT THE ARMORER'S WORKSHOP

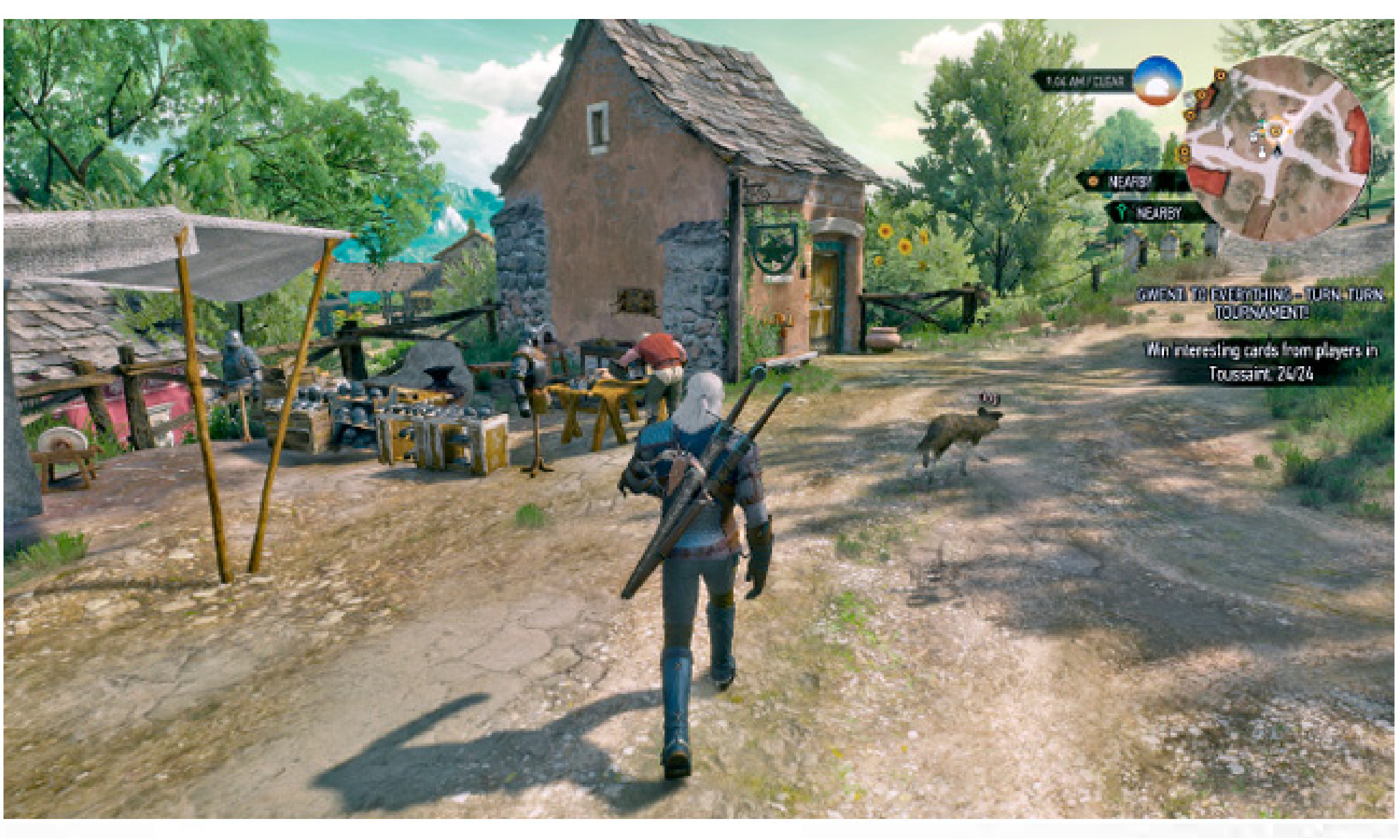
LOCATION: Armorer's Workshop (Unmarked)
NEAREST SIGNPOST: Francollarts
GWENT DECK: Northern Realms
CARD AWARDED: Clan Drummond Shield Maiden



Armorer



Innkeep



#19: INNKEEP AT THE SCARLET CARDINAL INN

LOCATION: The Scarlet Cardinal Inn
NEAREST SIGNPOST: Francollarts
GWENT DECK: Nilfgaardian Empire
CARD AWARDED: Ermion

CARD TYPE	CARD NAME	HOW IS THIS OBTAINED?
Leader Card	King Bran	Camerlengo at the Ducal Camerlengo (The Gran'place, Beauclair), OR awarded during Gwent Quest: To Everything – Turn, Turn, Tournament!
Leader Card	Crach an Craite	In base deck, given by Count Monnier.
Unit Card	Hjalmar	In base deck, given by Count Monnier.
Unit Card	Cerys	Innkeep at The Barrel and Bung Inn (Flovive)
Unit Card	Ermion	Innkeep at The Scarlet Cardinal Inn (Francollarts)
Unit Card	Draig Bon-Dhu	Innkeep at The Pheasantry (Nilfgaardian Embassy, Beauclair)
Unit Card	Holger Blackhand	In base deck, given by Count Monnier.
Unit Card	Madman Lugos	In base deck, given by Count Monnier.
Unit Card	Donar an Hindar	In base deck, given by Count Monnier.
Unit Card	Udalryk	In base deck, given by Count Monnier.
Unit Card	Birna Bran	In base deck, given by Count Monnier.
Unit Card	Blueboy Lugos	In base deck, given by Count Monnier.
Unit Card	Svanrige	In base deck, given by Count Monnier.
Unit Card	Olaf	Innkeep at The Adder and Jewels Winery (The Gran'place, Beauclair)
Unit Card	Berserker	In base deck, given by Count Monnier.
Unit Card	Young Berserker (1 of 3)	In base deck, given by Count Monnier.
Unit Card	Young Berserker (2 of 3)	Blacksmith at Blacksmith's Forge (Tourney Grounds)
Unit Card	Young Berserker (3 of 3)	Pierre the Tailor at the Tailor Workshop (The Gran'place, Beauclair)
Unit Card	Clan an Crate Warrior (1 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan an Crate Warrior (2 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan an Crate Warrior (3 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan Tordarroch Armorsmith	In base deck, given by Count Monnier.
Unit Card	Clan Heymaey Skald	In base deck, given by Count Monnier.
Unit Card	Light Longship (1 of 3)	In base deck, given by Count Monnier.
Unit Card	Light Longship (2 of 3)	Herbalist at the Perfumery (Nilfgaardian Embassy, Beauclair)
Unit Card	Light Longship (3 of 3)	In base deck, given by Count Monnier.
Unit Card	War Longship (1 of 3)	In base deck, given by Count Monnier.
Unit Card	War Longship (2 of 3)	In base deck, given by Count Monnier.
Unit Card	War Longship (3 of 3)	Innkeep at the Tourney Tavern (Tourney Grounds)
Unit Card	Clan Brokvar Archer (1 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan Brokvar Archer (2 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan Brokvar Archer (3 of 3)	Herbalist at the Herb Store (Castel Ravello Vineyard)
Unit Card	Clan Drummond Shield Maiden (1 of 3)	In base deck, given by Count Monnier.
Unit Card	Clan Drummond Shield Maiden (2 of 3)	Innkeep at the Cockatrice Inn
Unit Card	Clan Drummond Shield Maiden (3 of 3)	Armorer at the Armorer's Workshop (Francollarts)
Unit Card	Clan Dimun Pirate	Merchant at Dupont & Sons Emporium of Diverse Merchandise (Metinna Gate, Beauclair)
Unit Card	Rooster	Armorer at Beauclair Armory (Nilfgaardian Embassy, Beauclair)
Special Card	Mardroeme (1 of 3)	In base deck, given by Count Monnier.
Special Card	Mardroeme (2 of 3)	Herbalist at the Herb Store (Metinna Gate, Beauclair)
Special Card	Mardroeme (3 of 3)	Madame at the Belles of Beauclair (Beauclair Port, Beauclair)
Special Card	Skellige Storm (1 of 3)	Barber at Barber's Tent (Tourney Grounds)
Special Card	Skellige Storm (2 of 3)	Armorer at Armorer's Tent (Tourney Grounds)
Special Card	Skellige Storm (3 of 3)	Butcher at Butcher's Shop (Beauclair Port, Beauclair)

The Heroes’ Pursuits

Overview

THE HEROES’ PURSUITS QUESTS
FISTFIGHTS
QUEST NAME
Fists of Fury: Velen
Fists of Fury: Novigrad
Fists of Fury: Skellige
Fists of Fury: Champion of Champions
BAW Fists of Fury: Toussaint
BAW Fists of Fury: Raging Wolf
HORSE RACES
QUEST NAME
Races: Crow’s Perch
Races: The Great Erasmus Vegelbud Memorial Derby
HoS Races: Swift as the Western Winds
The Heroes’ Pursuits: Fayrlund
The Heroes’ Pursuits: Fyresdal
The Heroes’ Pursuits: Kaer Trolde
The Heroes’ Pursuits: For the Goddess’ Glory!

OVERVIEW: FISTICUFFS AND EQUINE PRACTICE

In addition to saving the Northern Realms from the threat of the Wild Hunt, there are additional activities you can try, and two types of pastime are fistfighting and horse racing. The former allows you to hone your unarmed fighting skills, and should be undertaken after reading up on the Training section dedicated to this activity. The latter enables you to equip Roach with additional saddlebags, saddles, and blinders that help you store more equipment, increase Roach’s stamina, and reduce Roach’s panic level respectively. All are well worth attempting; the horse races should be located as soon as possible. Both are a good way to make a little coin, too.

AVAILABLE QUESTS: FISTS OF FURY

There are a total of 17 Fistfights to attempt (six quests): There are four in Velen, four in Novigrad City, four in Skellige, with a final Champion bout in Skellige once all of the original 12 fistfights are completed. In addition, there are three fistfights in Toussaint (Beauclair City), and a final Champion bout once all three Beauclair fistfights are completed.

AVAILABLE QUESTS: HORSE RACES

There are a total of seven horse racing quests (not including the horse-racing obstacle course you must complete during Blood and Wine Secondary Quest: The Warble of a Smitten Knight on page 443). There are three races in Crow’s Perch (one quest), four races in Velen (one quest), and four races across Skellige (four quests). In addition, there is a Hearts of Stone Race in Gustfields (one quest). They are presented as follows:

Fists Of Fury

Helpful Tactics

Throughout your travels, you may encounter a throng of excitable townsfolk baying for one of two pummeling pugilists. These are (unsanctioned) fistfights, and there are 13 to attempt (four in Velen, four in Novigrad, and five in Skellige), each with varying degrees of difficulty. All are optional, but you must defeat the first three opponents in each land mass before the fourth can be faced. Should you defeat all 12, a thirteenth and final bout is offered.

In most cases, simply find the bookie (or fightmaster in some parts of Skellige) who oversees the fight, and speak to him. He'll ask how much you want to bet on yourself. Choose an amount, before you're introduced to your rival. Then, better him in a one-on-one fistfight. No weapons are allowed.

BOXING CLEVER

It's incredibly helpful to read up on the tactics to use for fistfights that are detailed in the Training chapter of this guide. Be sure to familiarize yourself with the correct moves and timing, any potions you can take, and other cunning plans, before attempting any of the following bouts of fisticuffs.

Fists Of Fury

Fists Of Fury: Velen

DANGER ALERT
SPOILER ALERT
FISTS OF FURY: VELEN

LOCATIONS: Inn at the Crossroads, Blackbough, Lindenvale, Crow's Perch
CHARACTERS: Bookies, Blacksmith, Jonas, Stan "Fishgulper", Sergeant

OBJECTIVES:

- Defeat Smithy.
- Defeat Jonas.
- Defeat Fishgulper.
- Fight the sergeant for theVelen title.

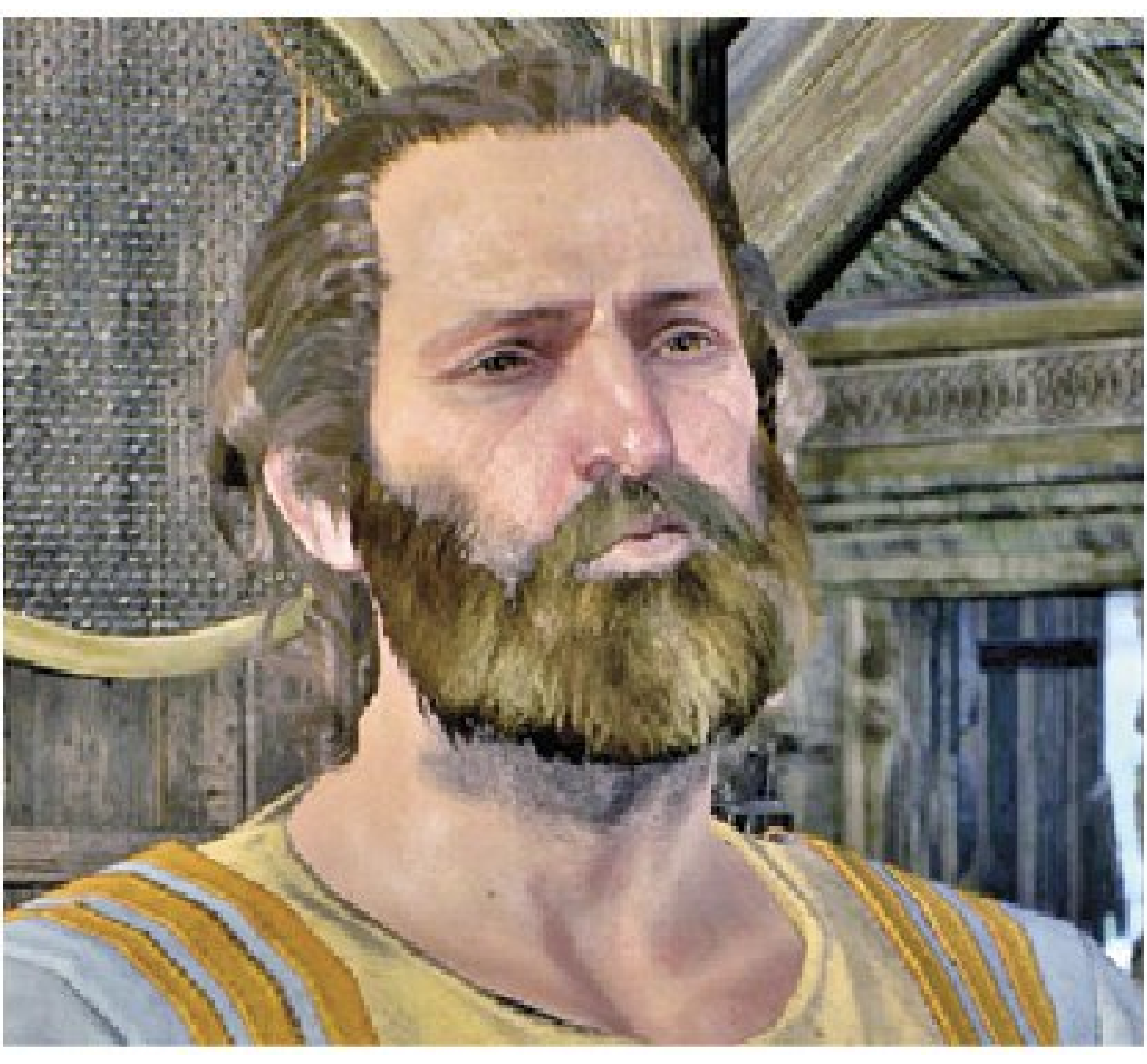
QUESTING DECISIONS

These bouts are accessible during your exploration of Velen (No Man's Land). This quest usually starts after you visit a Notice Board that mentions a fistfight, or you return to Inn at the Crossroads and stumble upon the fight inside.

FISTFIGHT 1: SMITHY, OF THE INN AT THE CROSSROADS

RECOMMENDED BET AND ODDS:

- GO ALL OUT!



Blacksmith

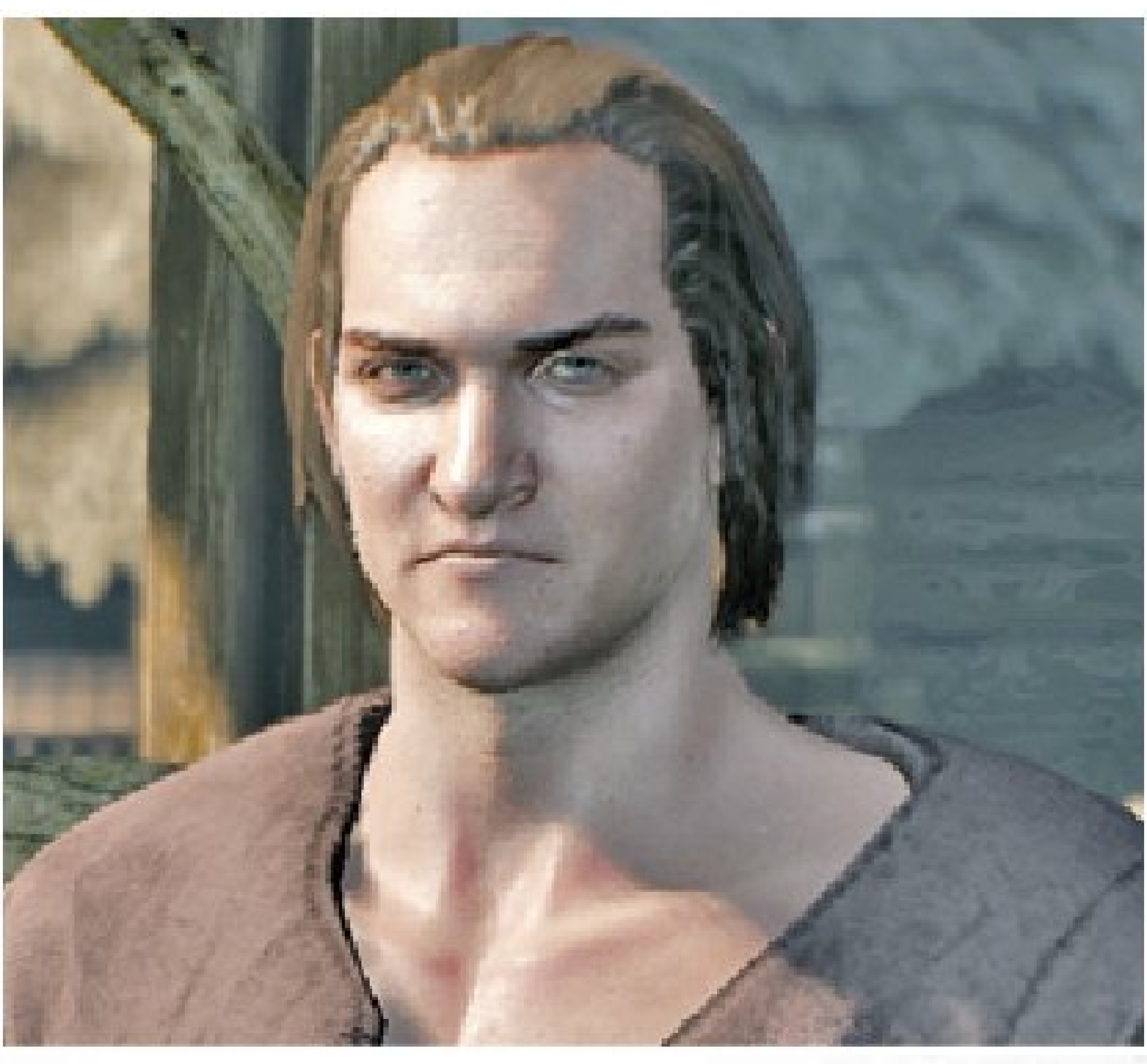
Visit the Inn at the Crossroads for your first bout in Velen. Your battle is with the local smithy. He's a pushover (though fists are better than shoving). Afterwards, the bookie mentions Jonah from Blackbough, and Fishgulper from Lindenvale—defeat them to claim the title as champion of Velen.

Items: Up to 140 Crowns

FISTFIGHT 2: JONAH OF BLACKBOUGH

RECOMMENDED BET AND ODDS:

- GO ALL OUT!



Jonas

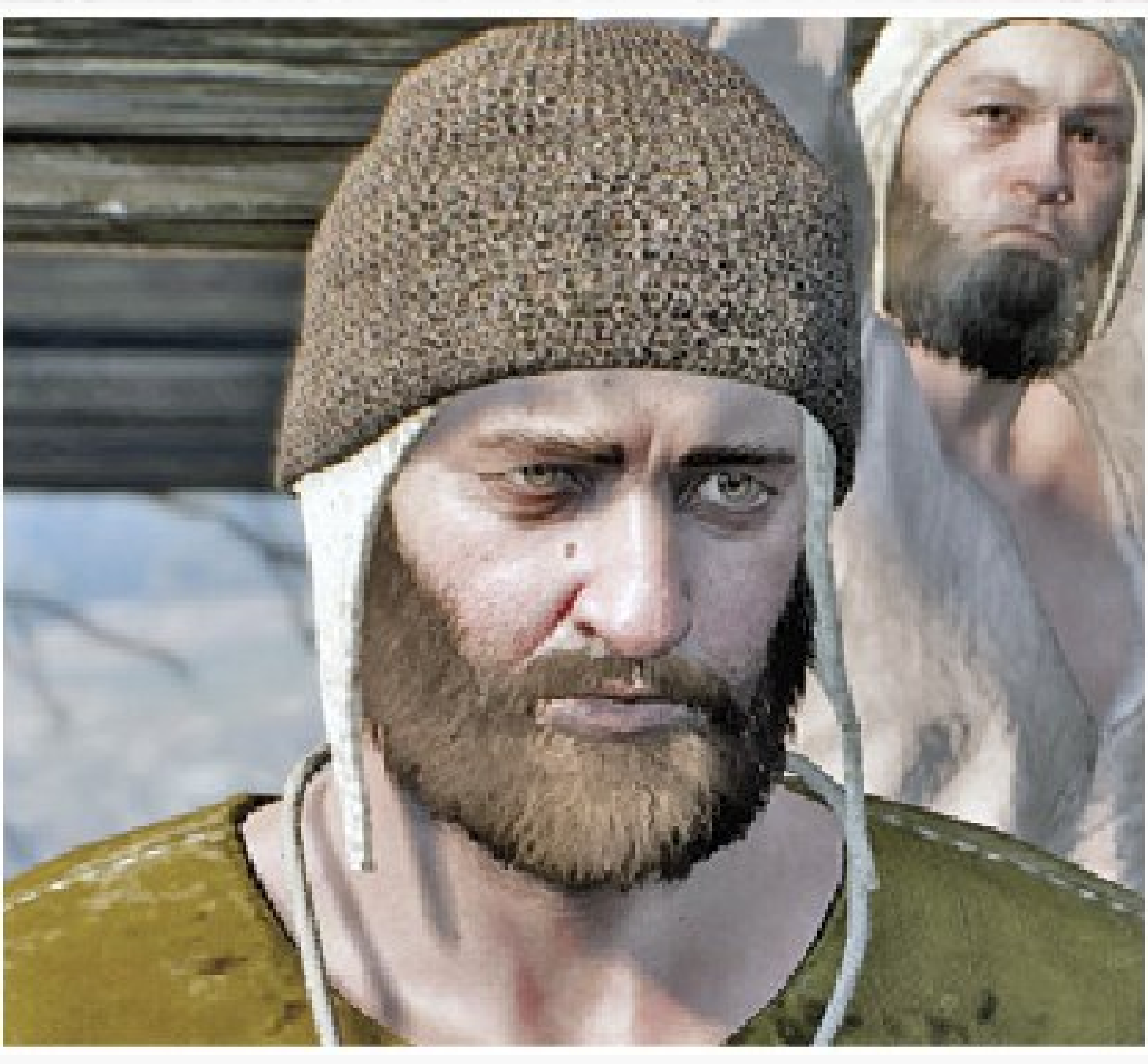
Travel to the ground outside the tavern in Blackbough, and speak to the bookie, who mentions his man Jonas likes to bite. Quiz him about this if you wish, then face off with that fellow who winked at you. After some parrying and pummeling, this gent provides little trouble.

Items: Up to 100 Crowns

FISTFIGHT 3: FISHGULPER OF LINDENVALE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!



Stan "Fishgulper"

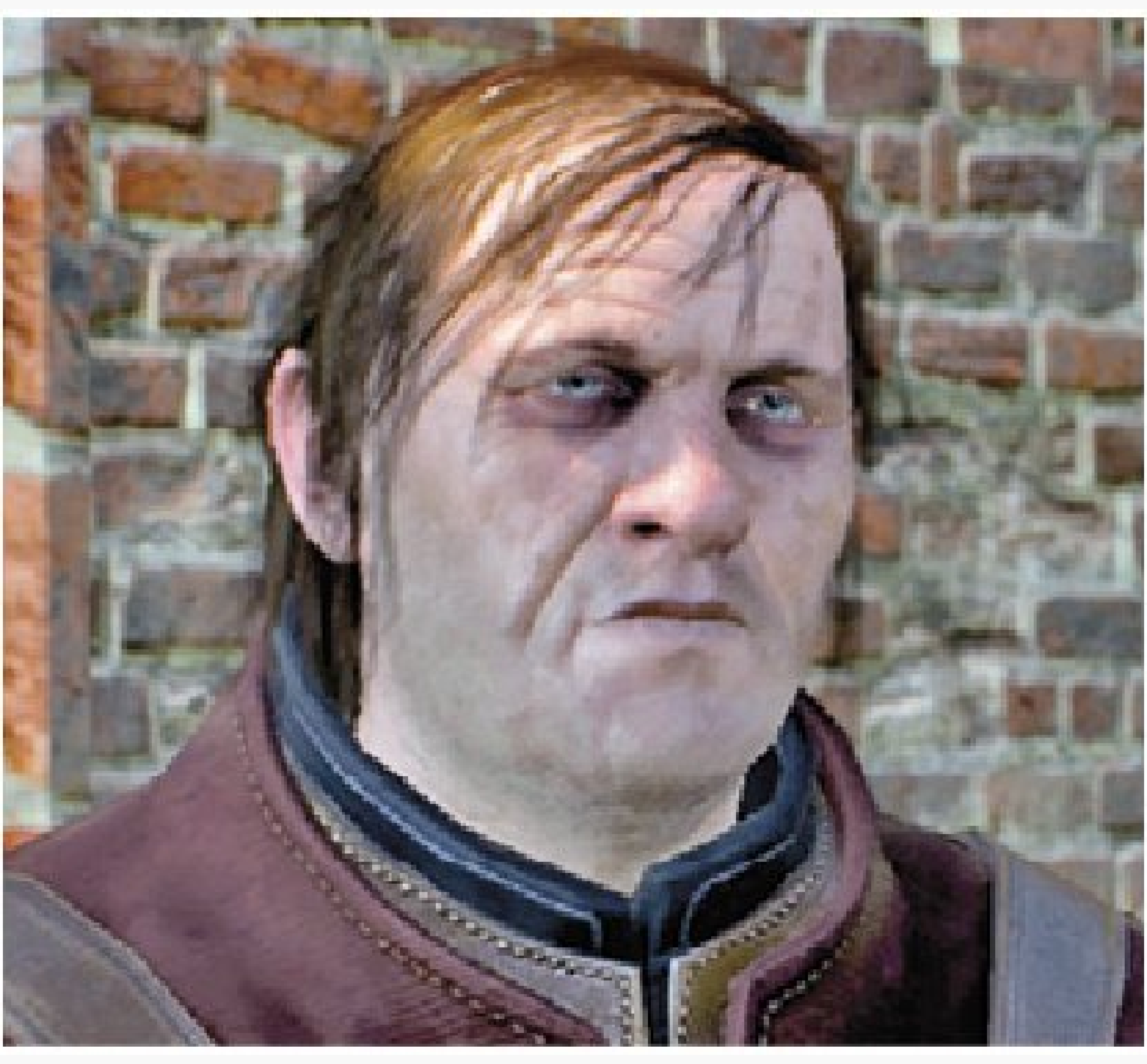
Speak to the bookie along the main thoroughfare of Lindenvale, near the Notice Board, and sign up to fight Fishgulper. Stan speaks earnestly before the fight, urging you to throw the bout so you lose, and he can remain claim a sack of flour as a prize in this downtrodden hole. Agree (you can try again afterwards) or dismiss his plea. Fight and finish him if you wish to progress.

Items: Up to 140 Crowns

FISTFIGHT 4: THE SERGEANT OF CROW'S PERCH

RECOMMENDED BET AND ODDS:

- Minor Threat. Bet high, but not the maximum if you don't have the practice.



Sergeant

The current champion of Velen is the sergeant over at Crow's Perch. Gallop there once the first three adversaries are pummelled. Journey up into the upper courtyard close to the stables, where a small crowd has gathered. The bookie or the bruiser called the sergeant can be chatted to, and the bout started. With some well-timed counters and retaliation, you can reduce this ugly thug to a heap in the grass, and collect your winnings. Congratulations! You are the Champion of Velen!

Items: Up to 160 Crowns

Fists Of Fury: Novigrad

DANGER ALERT
SPOILER ALERT
FISTS OF FURY: NOVIGRAD

LOCATIONS: Golden Sturgeon (Novigrad), Portside Gate, Southern Gate, Glory Gate, Farcorners
CHARACTERS: Bookies, Master Claytop, Georgius “Piledriver” Georg, Patty Gruber, Archibald O’Neill, Captain “Iron” Mortimer, Durden the Tailor

OBJECTIVES:

- Defeat Georgius Georg.
- Defeat Archibald O’Neill.
- Defeat Iron Mortimer.
- Fight the Tailor for the Novigrad title.

QUESTING DECISIONS

These bouts are accessible during your exploration of Novigrad, and its northern surroundings. You usually gain knowledge about the first three bouts by reading a note pinned to a Notice Board in this city.

FISTFIGHT 1: GEORGIUS GEORG OF THE GOLDEN STURGEON

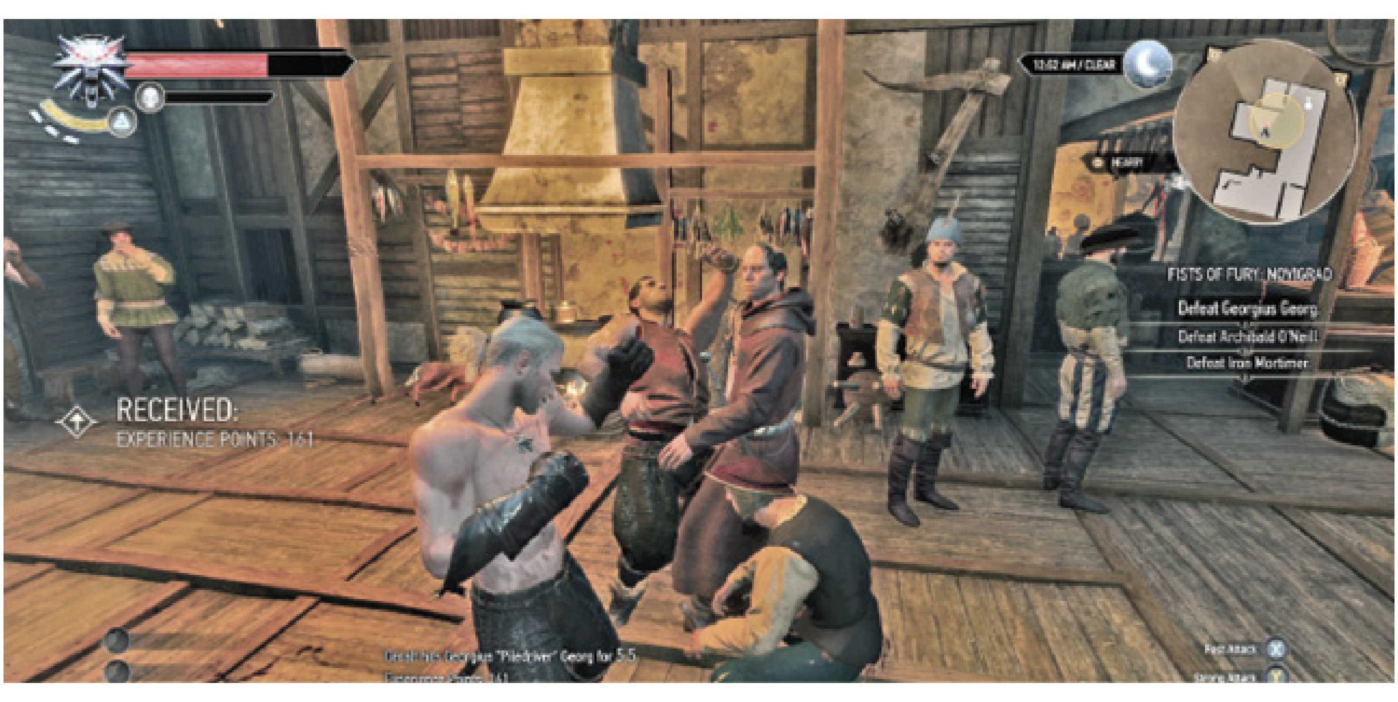
RECOMMENDED BET AND ODDS:

- Take Claytop’s Offer.

Master Claytop

Georgius "Piledriver" Georg

Just north of the east-west canal, along the dockside of west Novigrad, is the Golden Sturgeon tavern. Inside, a likely lad named Georg is waiting to pulverize you. Master Claytop greets you. Accept the challenge from him, bet on yourself, and after the announcement, Claytop murmurs something about “engaging in an enterprize.” Or throwing the fight. You can agree, or refuse (or agree and then win). It’s a good idea to go with the subterfuge, since you can simply challenge Georg again and win, afterwards, and bank two purses. Just don’t bet on yourself to win the first time!



Items: Up to 160 Crowns, double if “cheating”

FISTFIGHT 2: ARCHIBALD O’NEILL OF THE PORTSIDE GATE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Patty Gruber

Archibald O'Neill

Journey to the filthy alleys and push past the fisstech addicts, just inside the Portside Gate, and locate the dingy fighting corner where Patty Gruber the bookie awaits. Face off against Archibald, who is a little tougher than the previous folks you’ve faced. Counters and pummelling is the plan, after which you’re urged to face the captain of the guard.

Items: Up to 100 Crowns

FISTFIGHT 3: IRON MORTIMER OF THE SOUTHERN GATE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Captain “Iron” Mortimer

Through the brick arches and among the overgrown alleyways inside the Southern Gate, lies a fighting courtyard of mud. There is a bookie here that is happy to take your money, and put you up against the mighty Mortimer. He’s a tough, sinewy chap with a constitution to match his name, so more counters than usual are necessary. Timing and patience are required. Once you land a successful counter, make sure to follow one or two quick jabs with a heavy punch before withdrawing before he can regain his composure. Afterwards, you receive the honor to fight Novigrad’s champion.

Items: Up to 190 Crowns

FISTFIGHT 4: DURDEN THE TAILOR OF FARCORNERS

RECOMMENDED BET AND ODDS:

- Medium Threat. Reduce bet if not comfortable with counter attacks yet.

Durden the Tailor

Travel out of Glory Gate, and into the settlement of Farcorners, once sunset begins (or later), in order to find the fighting den in these parts. Durden tries some psychology on you before the fight. React or ignore him as you wish. Then, start the lengthy process of whittling the elf’s health down to naught. The elf is fast, so stay on your guard, block and use counters wisely but do not get caught up in too many chain attacks as he will be able to give you the slip. Congratulations! You are the Champion of Novigrad!

Items: Up to 240 Crowns

Fists Of Fury

Fists Of Fury: Skellige

DANGER ALERT
SPOILER ALERT
FISTS OF FURY: SKELLIGE

LOCATIONS: New Port Inn, Kaer Trolde Harbor (Ard Skellig), Ringvold (Faroe), Arinbjorn (Ard Skellig), Urialla Arena (An Skellig)
CHARACTERS: Valgard, Eryka, Einar, Grim, Olaf

OBJECTIVES:

- Defeat Valgard.
- Defeat Einar.
- Defeat Grim.
- Defeat Olaf.
- Talk to the fight organizer.

QUESTING DECISIONS

These bouts are accessible during your exploration of the Isles of Skellige. You usually gain knowledge about the first three bouts by reading a note pinned to a Notice Board, or by stumbling into the first fight in Kaer Trolde Harbor.

FISTFIGHT 1: VALGARD OF KAER TROLDE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Valgard

Eryka

Visit the New Port Inn, along the shore north of Kaer Trolde Harbor, below the looming keep. Speak with the fightmaster, and then Valgard. He hopes you might throw the fight in order to make him seem more of a man to his ladyfriend Eryka. You can agree, or refuse. Choose the latter, and Eryka looks disgusted and leaves Valgard after you pummel him to a defeat. Choose the former, and stop fighting so you lose, and Eryka will be impressed by Valgard's victory.

Someone's getting lucky tonight (you can always retry the bout afterwards). He will block a lot and it is very hard to spam him with fast attacks, as he will counter very often. He will stay in guard if assaulted. It is best to counter his attacks and retaliate after a successful one. His heavy attacks deal a lot of damage, so avoid them at all costs. Then the fightmaster reveals two more worthy opponents to best.

Items: Up to 140 Crowns, Gnomish Silver Sword Diagram

FISTFIGHT 2: EINAR OF RINGVOLD

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Einar

Journey to the isle of Faroe, southeast of Ard Skellig, and visit the hamlet of Ringvold. The swarthy folks here are ready to fight at a moment's notice. Top of the heap is the tattooed nightmare known as Einar. Madman Lugos' bastard, and he takes after his dad. He's quite tough. Einar will attempt to dodge most of the attacks and he is very dangerous and relentless up close. He will combo attacks if the player is in melee range and can deprive Geralt of all Stamina if he decides to block too many attacks. It is best to stay far away from him and try to attack when his guard isn't up. Countering can work well, too but beware if you mistime one Claim your reward afore ye go.

Items: Up to 140 Crowns, Heavy Armor Diagram

FISTFIGHT 3: GRIM OF ARINBJORN

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Grim

On the windswept, southwest heath, close to Arinbjorn in northwestern Ard Skellig, there are a group of islanders waiting for a challenger like you to better their man-mountain, Grim. This lumberjack is more of a defensive oriented fighter. It is unwise to try and mash him. He will stay in guard when he is being hit. He excels in using heavy attacks after you open up his guard. He will not dodge , only block. He can be aggressive if you get too close. You can exploit the timing in Grim's heavy attacks to get a fast attack in, before the heavy hit lands. Countering opens Grim up to retaliation as well.

Items: Up to 140 Crowns

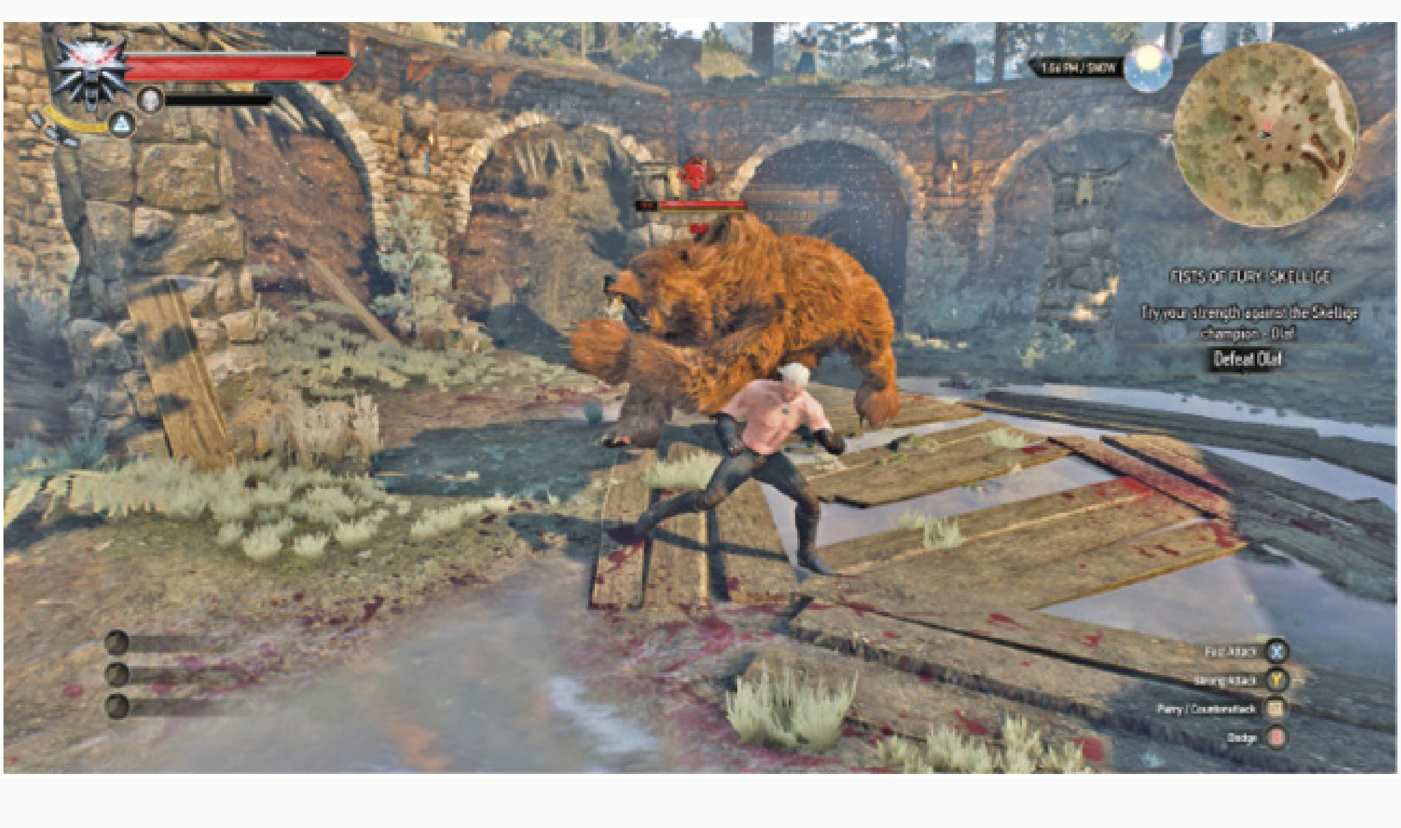
FISTFIGHT 4: OLAF THE HAIRY OF AN SKELLIG

RECOMMENDED BET AND ODDS:

- DANGEROUS!!

Olaf

For your penultimate bout, sail to the small island of An Skellig. Contiune to the northeast of the main land mass of Ard Skellig. Locate the circular arena to the east of the main settlement of Urialla Harbor, and stay atop the watching perimeter, until you find the bookie. You can listen to the history of the tradition regarding fights here, before descending into the arena via the main doors. Where a giant bear pads out to maul you! Olaf's paws are terribly vicious, so additional dodging is necessary, and quick darts in and out while patiently waiting for an opening is the order here. Attack from the sides or behind, especially when he roars. When Olaf finally falls, speak to the bookie. Congratulations! You are Champion of Skellige!



Items: Up to 180 Crowns, Gwestog

Fists Of Fury: Champion Of Champions

DANGER ALERT SPOILER ALERT

FISTS OF FURY: CHAMPION OF CHAMPIONS

LOCATION: Hov (Spikeroog)
CHARACTERS: Errant Troll

OBJECTIVE:

- Kill or be killed.

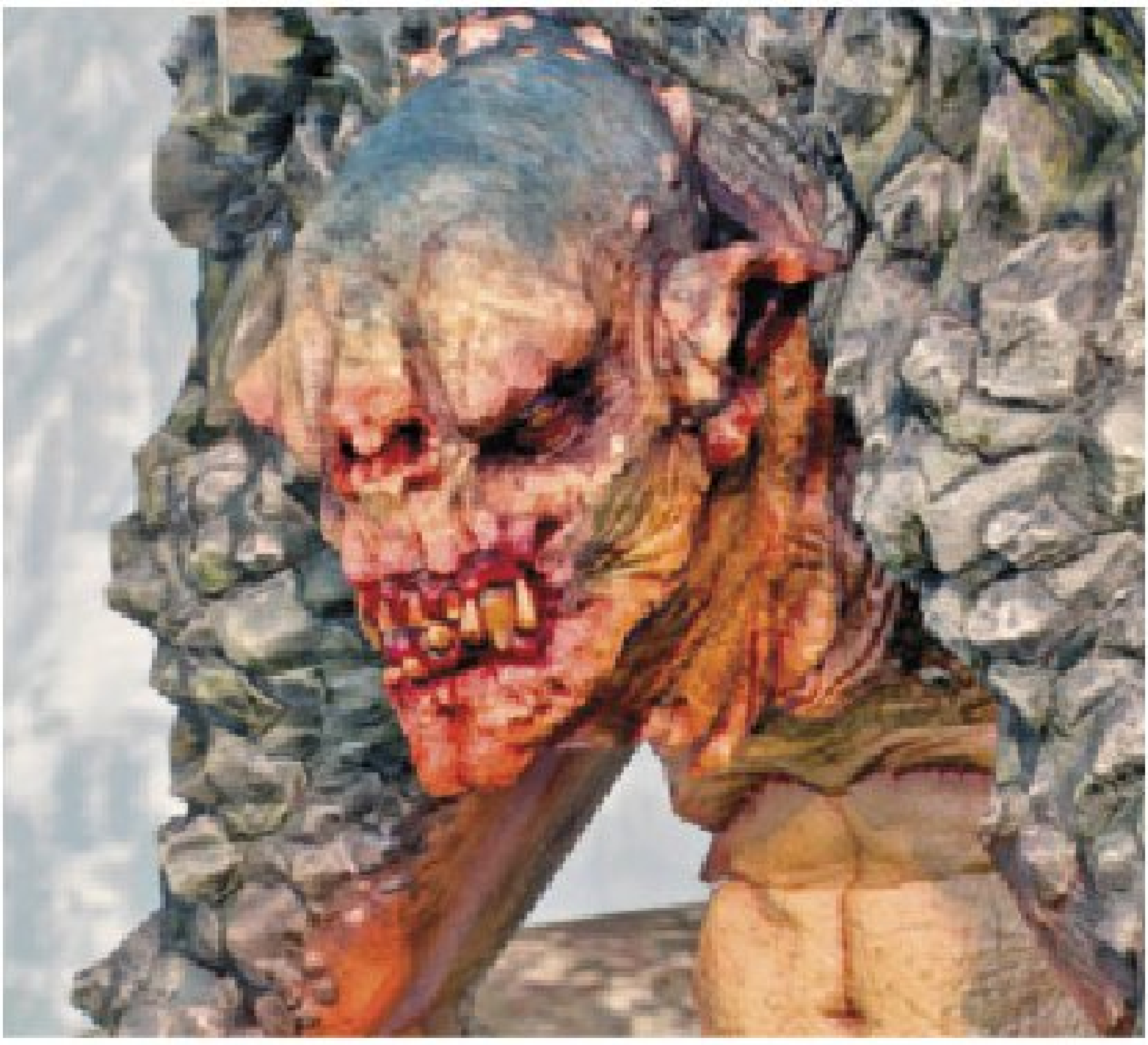
QUESTING DECISIONS

This final bout is only available once you've completed Fists of Fury: Velen, Novigrad, and Skellige, and you've finished Secondary Quest: Master of the Arena (page 261) and removed the wraith from Spikeroog's legendary arena.

FISTFIGHT: THE ERRANT TROLL OF SPIKEROOG

RECOMMENDED BET AND ODDS:

- HIGHLY DANGEROUS!



Errant Troll

Your ultimate battle of fists and feet occurs on the small island of Spikeroog. Visit the eastern tip of the isle, to the settlement of Hov, and speak to the bookie standing by the carved totem by the arena entrance. You may be on edge after facing down a bear without sharp weapons, but this time you're in for a much more difficult challenge—chiseling away at a rock troll with only your hands and feet! A crowd assembles, hoping you've spent your Attribute Points properly. Dodge any swiping, double-pounds, and charges, and you should turn this creature to pebbles. Luckily, you find out towards the end that the troll has a soft side and does not kill you should you lose. Should you win, you will be rewarded with the name of the Troll Champion! Now claim your rewards as the Fist of Fury quests conclude.

Items: Up to 180, Dwarven Silver Sword Diagram

Fists Of Fury

Fists Of Fury: Toussaint

DANGER ALERT
SPOILER ALERT
FISTS OF FURY: TOUSSAINT
B&W

RELATED QUESTS: Secondary Quest (Fists of Fury): Raging Wolf

LOCATIONS: Nilfgaardian Embassy (Promenade), The Gran'place (east Beauclair), San Sebastian (Coopers' Gate)

CHARACTERS: Mancomb, Still Waters, Colossus

OBJECTIVES:

- Defeat Mancomb in a fistfight.
- Defeat Sill Waters in a fistfight.
- Defeat Colossus in a fistfight.

QUESTING DECISIONS

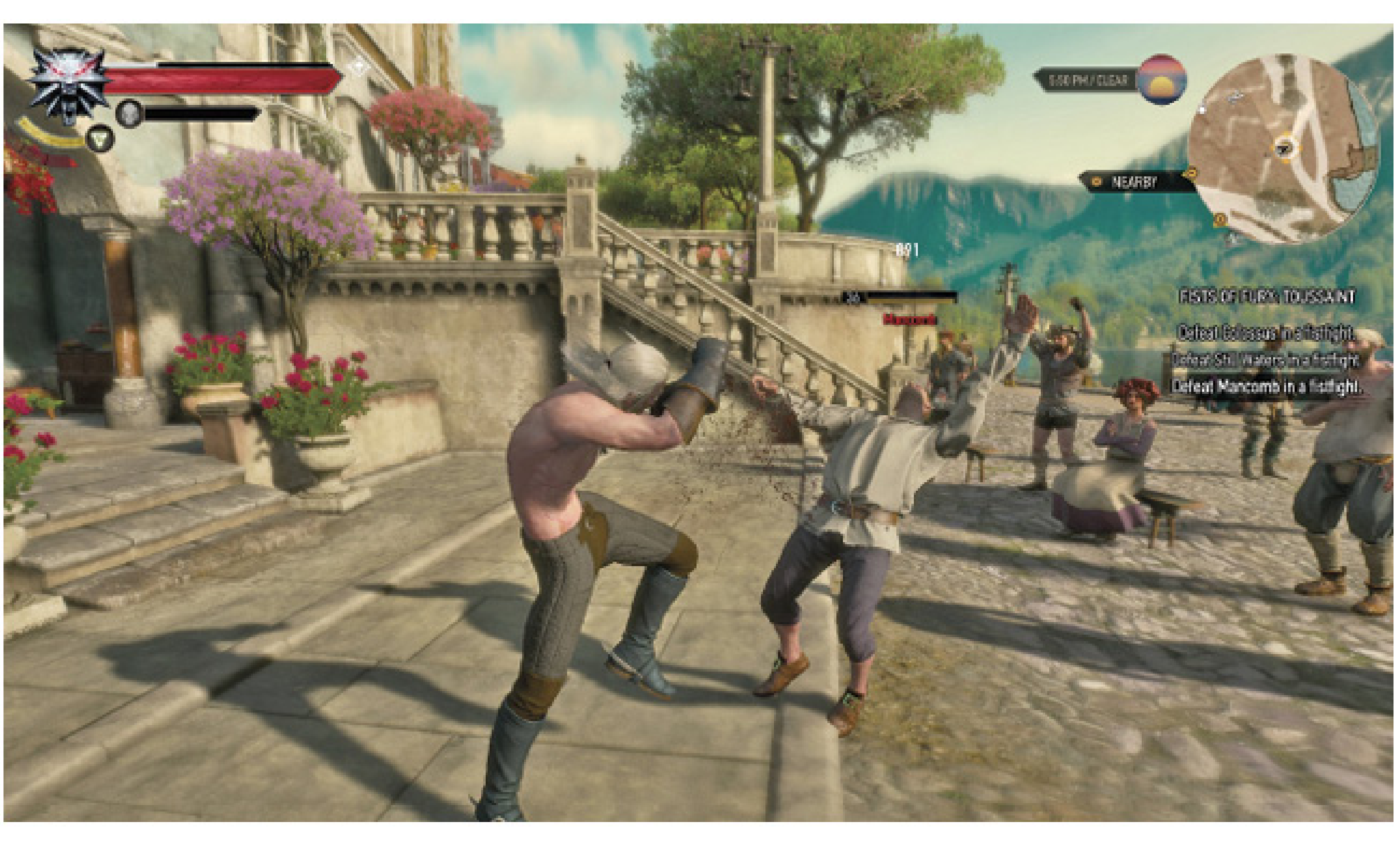
These bouts are accessible during your exploration of Toussaint, and in particular, Beauclair. This quest usually starts after you visit a Notice Board (such as the one by the Gran'place Signpost) that mentions a fistfight, or you stumble upon one of the three initial fights listed below. The first three fistfights can be undertaken in any order.

FISTFIGHT 1: MANCOMB (NILFGAARDIAN EMBASSY)

Mancomb

Head to the lakeside promenade area just south of the Nilfgaardian Embassy, and look for the square by the lake where the whooping and hollering is coming from. Speak to the bookie, who considers Mancomb's intellect as vicious as his strength. You can ask about the odd name, and engage in some verbal sparring, but keep away from punching Mancomb if you manage to win the duel of wits you can avoid a physical fight with Mancomb altogether, fail and he is ready to duke it out with you. The key to winning through word play here is to choose responses which rhyme.

Remember you can always retry the bout afterward; Mancomb usually comes out swinging with both left and right punches that are easily blocked or countered, and it's usually a good idea to try the latter, before launching a couple of strikes of your own. Countering is the best tactic here. Then the bookie mentions the remaining foes you must beat.


NEARBY
FISTS OF FURY: TOUSSAINT
Defeat Colossus in a fistfight.
Defeat Still Waters in a fistfight.
Defeat Mancomb in a fistfight.

Items: Up to 200 Crowns

FISTFIGHT 2: STILL WATERS (EAST BEAUCLAIR)

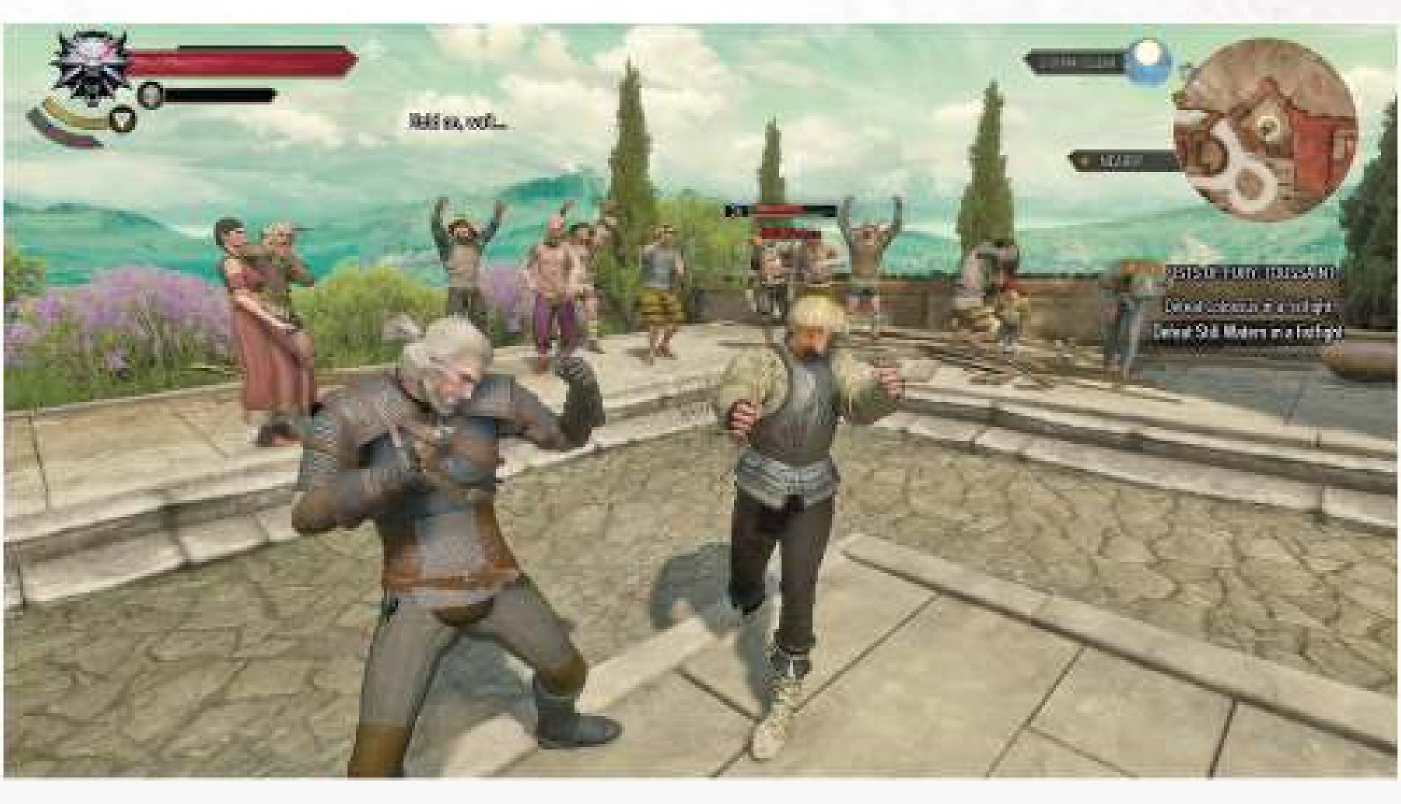
RECOMMENDED BET AND ODDS:

- * Go all out!

Still Waters

Midway between the Harbor Gate and Metinna Gate, or southeast down the main thoroughfare from The Gran'place, is a courtyard with a grand view, and a crowd of townsfolk egging on Still Waters, a fighter of few words and a mask to hide behind. You can inquire about this strange custom, before agreeing to the bout.

Still Waters enjoys throwing a long right hand punch in your general direction, which is damaging but slow; a Witcher with a fast reaction time can easily block and counter, or sidestep and pummel with some quicker punches. After the fight, Still Waters reveals exactly why the mask was worn. Next stop, Colossus!



Items: Up to 200 Crowns

FISTFIGHT 3: COLOSSUS (SAN SEBASTIAN)

OBJECTIVE:

- (Optional) Parry Colossus' blows at the right moment (3).

RECOMMENDED BET AND ODDS:

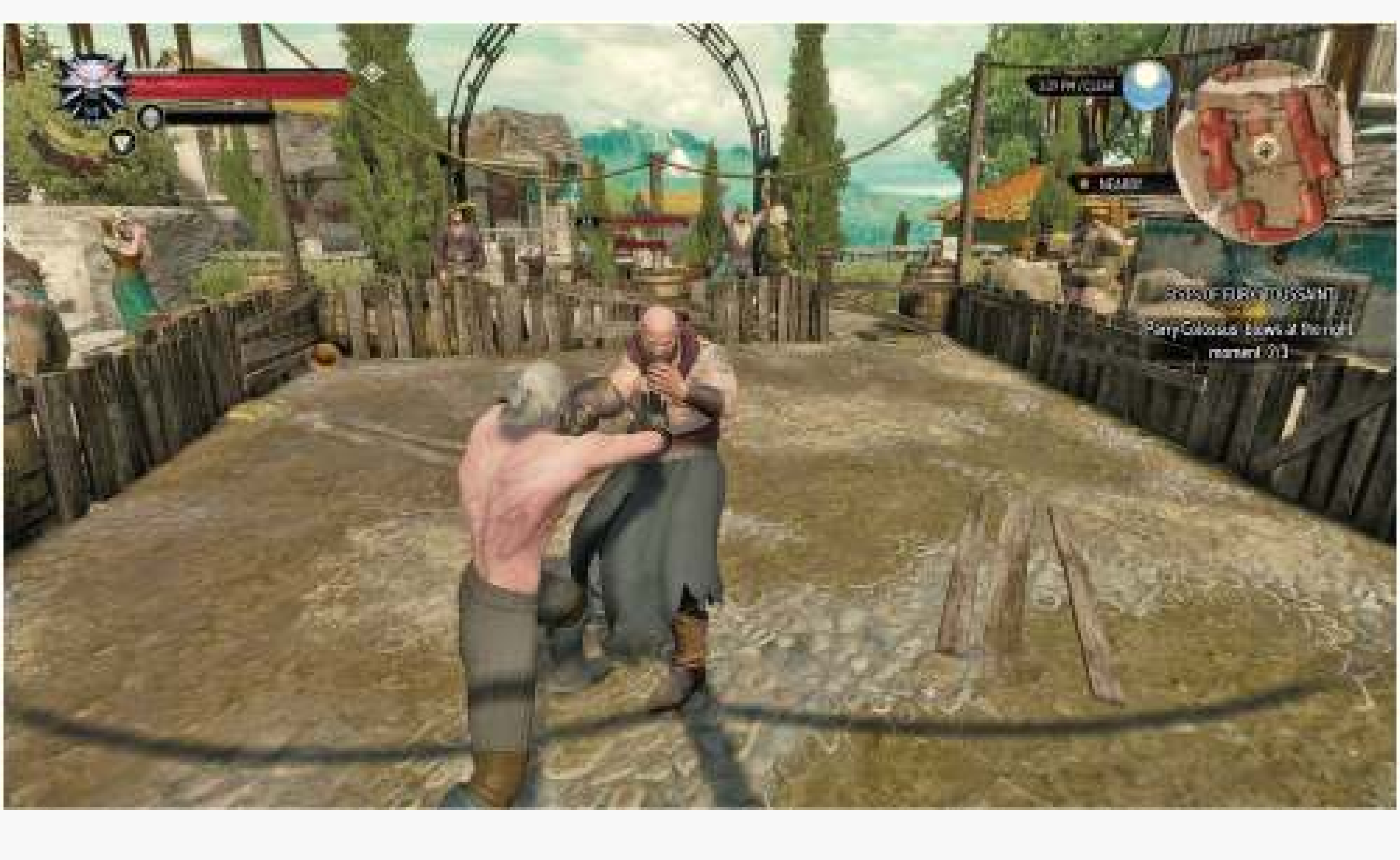
- * Take Colossus' offer.

Colossus

Over in San Sebastian in the northern part of Beauclair, just a little northeast of Coopers' Gate, is a bookie with a plan; you're to face Colossus, a large, bare-chested gentleman. Ask how he came by the name if you wish, and after some verbal sparring, Colossus has a side bet for you. If you can parry three of his blows, but not take a swing at him, he'll let you win. You'll win double your wager if you agree!

Take the side offer or don't, and the bout begins. Colossus is apt to throw long left swings which are reasonably easy to parry. Simply time the push back properly and complete this three times to win a relatively easy bout. Don't punch Colossus during this time; only parry, or the side bet (worth double) is nullified.

When all three pugilists have been bettered, Secondary Quest (Fists of Fury): Raging Wolf begins.



Items: Up to 200 Crowns, up to 400 if the offer is completed

Fists Of Fury: Raging Wolf

DANGER ALERT
SPOILER ALERT
FISTS OF FURY: RAGING WOLF
B&W

RELATED QUESTS: Secondary Quest: Fists of Fury: Toussaint

LOCATIONS: Beauclair Docks (Unmarked)

CHARACTERS: Maestro

OBJECTIVE:

- Defeat the Maestro in a fistfight.

FISTFIGHT 4: THE MAESTRO (BEAUCLAIR DOCKS)

RECOMMENDED BET AND ODDS:

- * HIGHLY DANGEROUS!

The Maestro

Down on the docks along the eastern edge of Beauclair by the Sansretour River is a popular pummeling place where a Bookie is more than happy to take your funds in return for you challenging the Maestro, Champ, The Undefeated, Drunken Master—folk call him many things. He's a shy man, who remedies this by drinking. A lot.

You'll need to swig down a few drinks before the bout, but this doesn't make you too drunk to fight. Maestro launches a long right overhand punch, which you can dodge, block, or parry, but he's fond of a very fast left jab that can easily outmatch you. Time shorter punches when he's preparing his right handers.

Should you win, you are crowned the Fisticuffs Champion of Beauclair, and receive a trophy to prove it! That's going to look great on a shelf in Corvo Bianco! This quest now concludes.

Items: Up to 300 Crowns, Fisticuffs Champion Trophy.

Races: Crow's Perch

DANGER ALERT SPOILER ALERT

RACES: CROW'S PERCH

QUESTING DECISIONS

Unless otherwise stated, all horse races are accessible at any time during your adventures. However, you need to be at a particular location (and territory) to start them.

OUTFITTING ROACH

Remember the prizes you win allow you to stock more items on Roach (so you aren't overburdened as often), allow him to have more Stamina, and stop him from panicking as quickly. These are excellent prizes to win, on top of the crowns you can accrue!

HORSES FOR COURSES: PREPPING FOR THE WIN

Ready to win at all costs? Also, look ahead so you aren't caught out by an upcoming checkpoint flag and miss it (effectively losing the race). Keep Roach in the center of the road, and watch for dips where he might leap. These hazards can slow you down. Block opponents trying to pass you, or dart inside them at corners. Finally, look at the maps and gallop around the courses away from the racing, so you know every undulation, and aren't paying a princely sum (where appropriate) when you can practice for free!

LOCATION: Crow's Perch (see adjacent maps)
Competitors: Stutterin' Matko, Iron-Arse Hans, Black Bogdan

TO BLACKBOUGH AND BACK

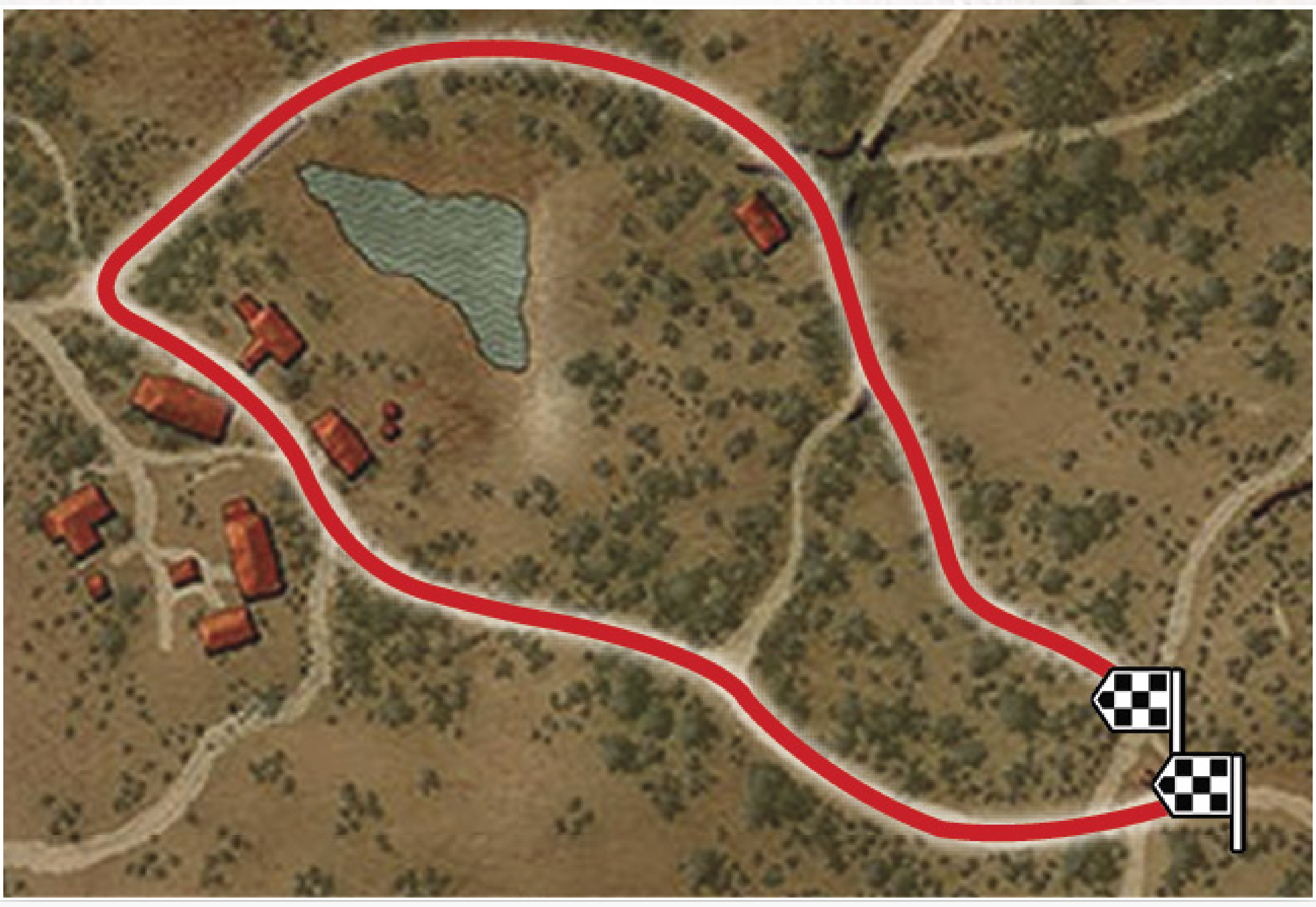
OBJECTIVE:

- Beat the riders (3).

QUESTING DECISIONS

Access this race by visiting a Notice Board in Velen that mentions this race, then head to the starting line.

After picking up the Notice you can find Radko near the starting line. He organizes the races. Talk to him and pick an opponent as well as amount to bet. Then start the race.



Crow's Perch crossroads to Blackbough.

Head here at sundown. The rules are simple, and the language is disgraceful. You get to choose from three revolting riders loyal to the Baron (Stutterin' Matko, Iron-Arse Hans, and Black Bogdan), and beat them past the post. Fail, and you can try again afterwards. Wager on yourself, and begin!

Follow the route shown on the associated map. There is only one course. You receive the following rewards after beating each rider in any order:

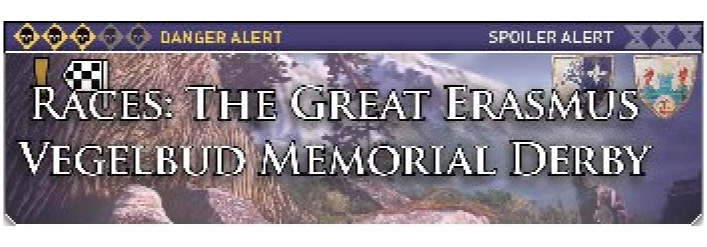
Items: Up to 100 Crowns

Items: Up to 100 Crowns

Items: Up to 100 Crowns and Enhanced Horse Blinders

Horse Races

Races: The Great Erasmus Vegelbud Memorial Derby


DANGER ALERT
SPOILER ALERT
RACES: THE GREAT ERASMUS VEGELBUD MEMORIAL DERBY

LOCATION: Vegelbud Residence (see adjacent maps)

Competitors: Seamus Holt (astride Athos), Viscount Rommer (astride Caniculus), Luc Vegelbud (astride Succubus), Carlo "Cleaver" Varese

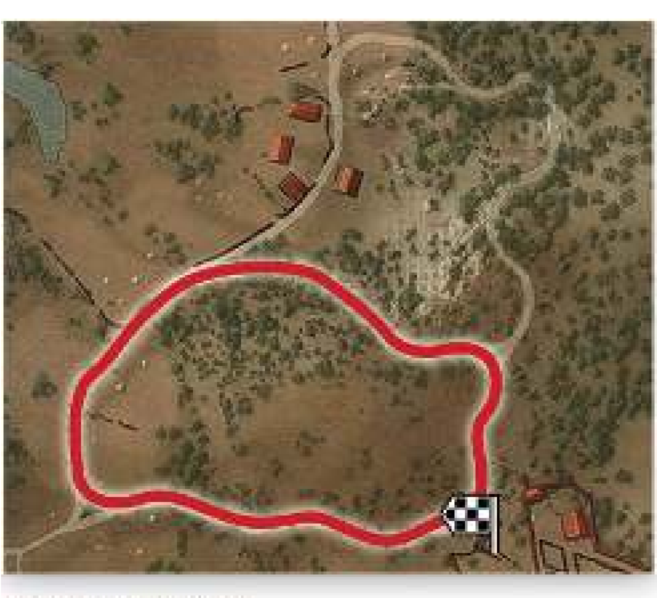
PRELIMINARIES FOR THE PALIO

OBJECTIVES:

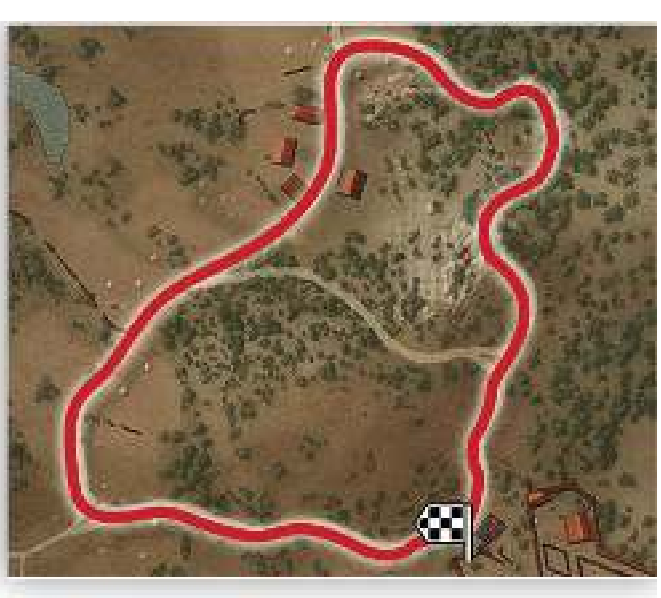
- Beat the first rider.
- Beat the second rider.
- Beat Luc Vegelbud.

QUESTING DECISIONS

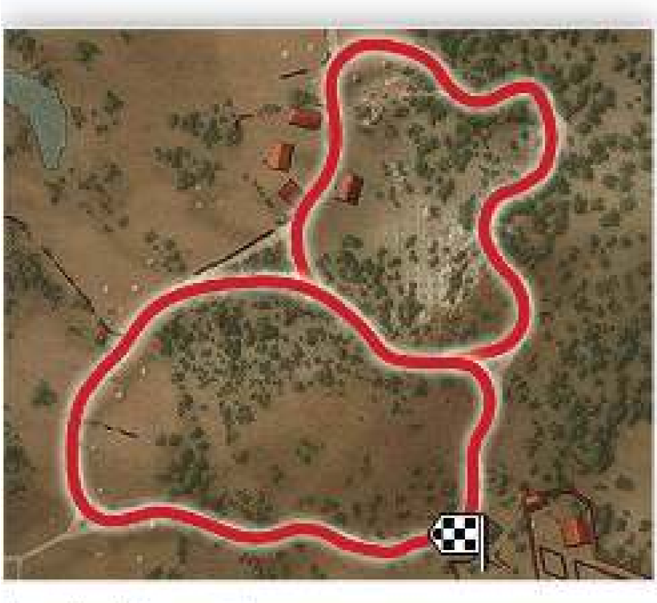
Access this race by visiting a Notice Board in Velen or Novigrad that mentions this race, then head to the racing pavilion outside the Vegelbud Residence, after which you're able to race. This quest can also be started after taking a leaflet from a herald standing in main Novigrad square and announcing the Vegelbud Derby.



Vegelbud Course 1.



Vegelbud Course 2.



Vegelbud Course 3.

The Vegelbud races are an altogether more high-class affair. You must bring 100 crowns to pay the race master each time you wish to participate, so it pays to know the courses before you start galloping. You don't have a choice of rider or course to challenge; simply beat the first rider to move on to the second, then the final race against the tricky Luc Vegelbud. If you fail, simply pay to race again.

RACE: THE GREAT ERASMUS VEGELBUD MEMORIAL DERBY
Beat the first rider.
HORSE STAMINA

Follow the routes shown on the associated maps. There are three variations to this course. You receive the following rewards after beating each rider in any order:

RACE: THE GREAT ERASMUS VEGELBUD MEMORIAL DERBY
Beat Luc Vegelbud.
HORSE STAMINA

Items: Crowns, Superior Racing Saddle

Items: Crowns, Rugged Saddlebags

Items: Crowns, Superior Cavalry Saddle

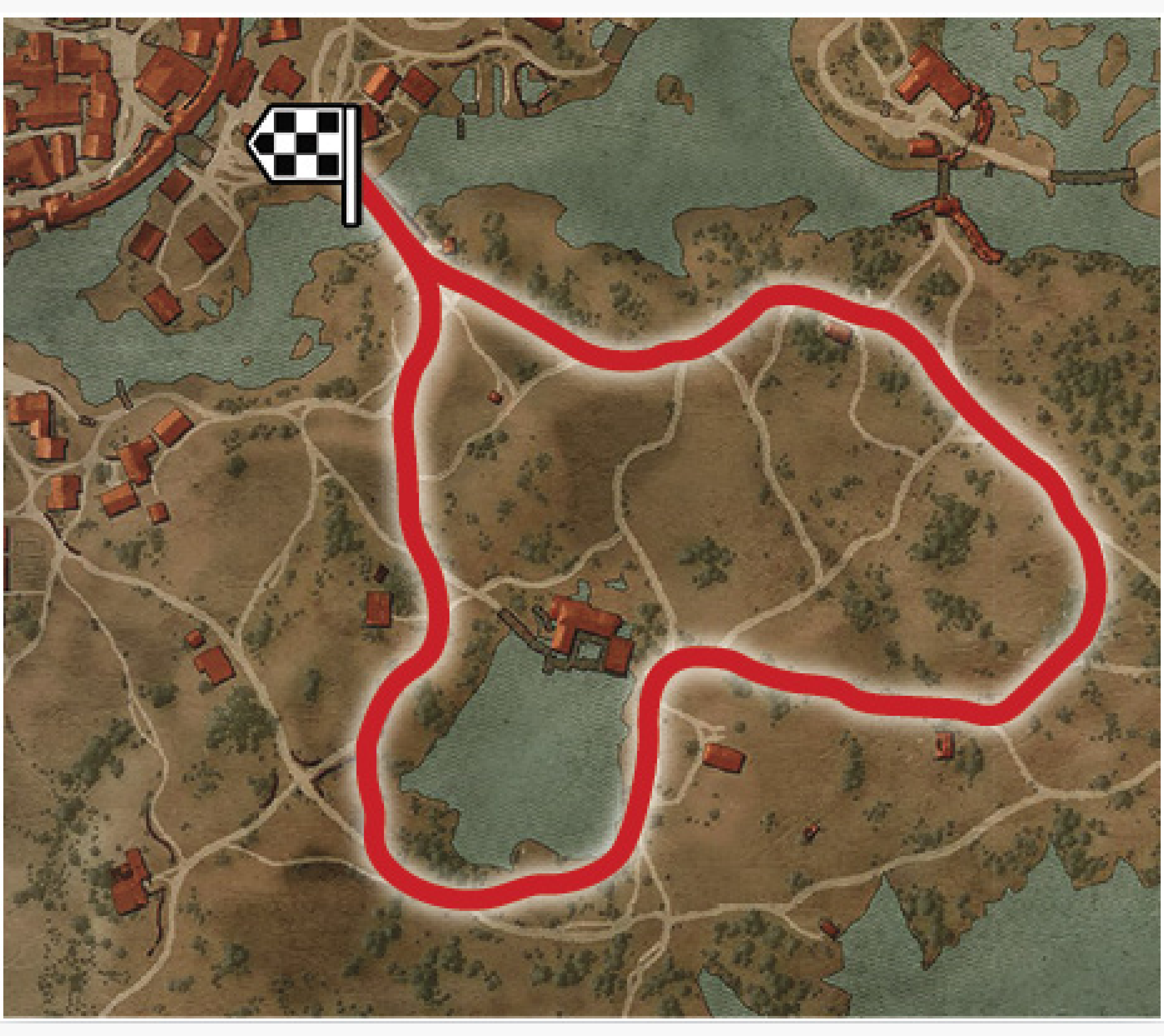
LIKE A BOSS

OBJECTIVES:

- Read the letter you received.
- Talk to Cleaver about the letter.

Carlo "Cleaver" Varese

After beating the annoying Luc Vegelbud, one of Carlo "Cleaver" Varese's henchdwarves calls you over to congratulate you, and extends his boss' salutations, too. He hands you a letter. Read it, then visit (when you wish) Cleaver's headquarters in Novigrad, just west of Hierarch Square. He asks if you'll race in Palio. This occurs during the night through the city streets. Agree.



Palio Course.

You're racing two others (riders from Dijkstra and Bedlam) the other members of the Big Four not currently holed up in Oxenfurt, killing wenches. Follow the course shown in the adjacent map, concentrate on beating both the other riders as you race through Novigrad and back through Farcorners. Win, and you receive an obscene amount of crowns from Cleaver as well as some blinders (keeping Roach from panicking). Lose, and expect just some obscenities. The quest then concludes.

Be the first past the finish line.

Items: Crowns, Racing Horse Blinders

Horse Races

The Heroes' Pursuits: Fayrlund

DANGER ALERT SPOILER ALERT

THE HEROES' PURSUITS: FAYRLUND

LOCATION: Fayrlund (see adjacent maps)

Competitors: Arve Oarsman, Red Rikka

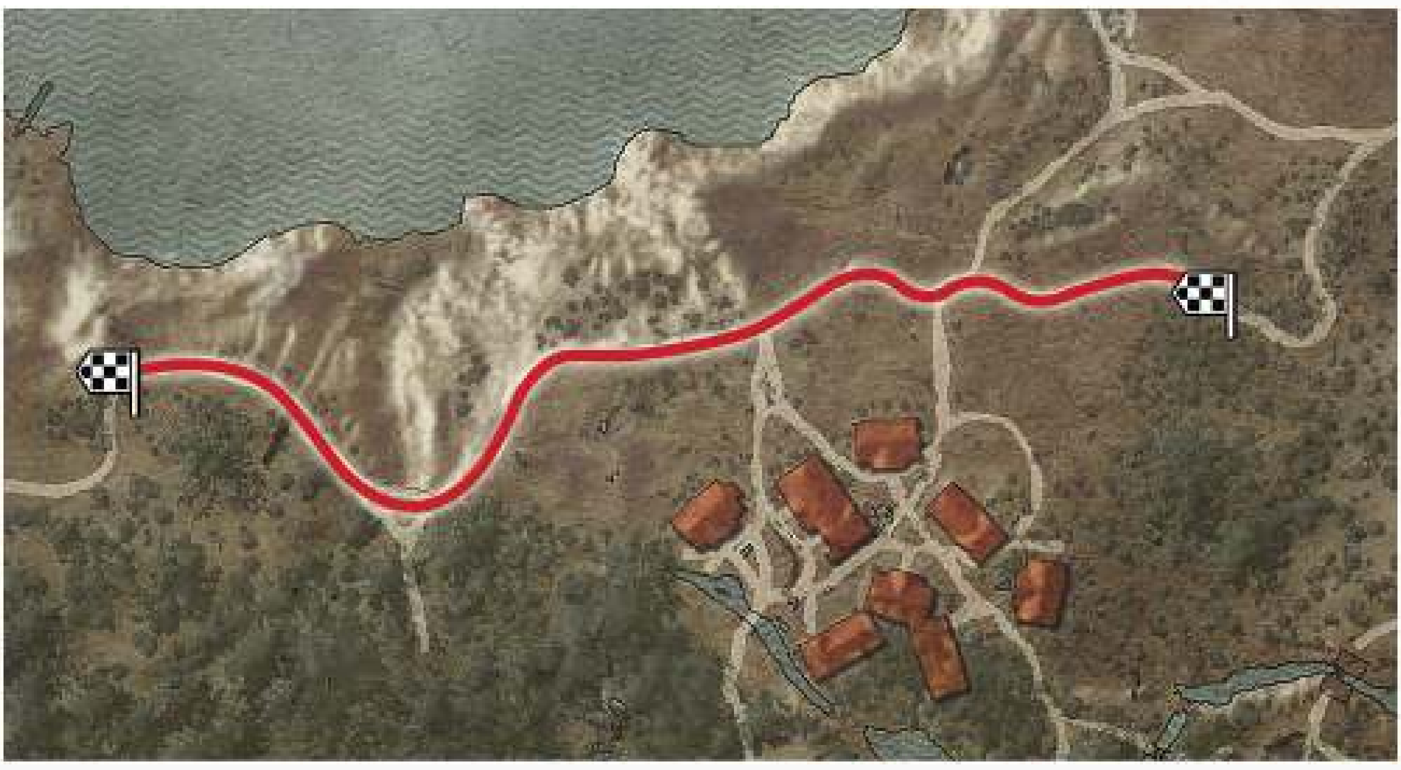
A CLIFFTOP GALLOP

OBJECTIVES:

- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts.
- Win the race!

QUESTING DECISIONS

Access this race by visiting a Notice Board in Skellige that mentions these set of races, then head to the marked flag on the map. There are three qualifying races (Fayrlund, Kaer Trolde, and Fyresdal—all on Ard Skellig). Simply enter and win each of them at least once before the last and final race can be attempted. They are free and can be attempted as many times as you wish.



Fayrlund Course.

They do races a little different in Ard Skellig than on the Continent. There are three sets of races, to be completed in any order you like. This one takes place east and a little north of Fayrlund.

Go!
QUEST UPDATED
THE HEROES' PURSUITS: FAYRLUND
THE HEROES' PURSUITS: FAYRLUND
Win the race!
HORSE STAMINA LEVEL

Your two rivals are a little ruthless, especially Red Rikki. Concentrate on staying on the cliff, rather then falling off it, and look for those flag checkpoints! Win, and expect the following:

Items: 50 Crowns

Horse Races

The Heroes' Pursuits: Fyresdal

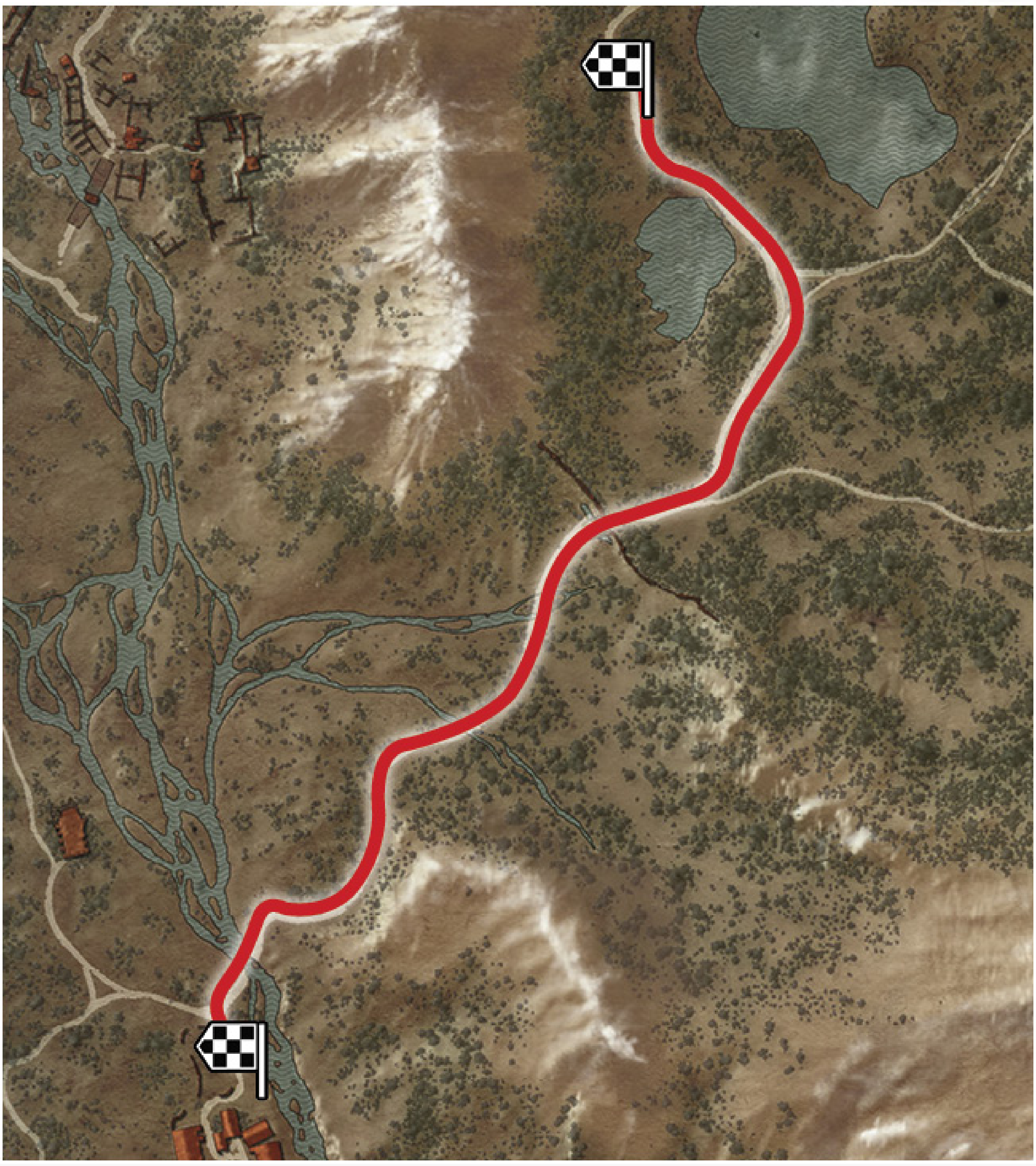
DANGER ALERT
SPOILER ALERT
THE HEROES' PURSUITS: FYRESDAL

LOCATION: Blandare, Fyresdal (see adjacent maps)
Competitors: Bald Sigge, Fishbreath Aegir

THROUGH THE WOODS AND RIVERS

OBJECTIVES:

- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts. Win the race!



Fyresdal Course.

Take the road southwards from Blandare to reach the starting point of this race. You're joining the likes of Bald Sigge and Fishbreath Aegir.

Aside from a sharp left turn at the end, the course is reasonably forgiving, though the going underfoot is soft. You're heading south, straight to Fyresdal. Win and receive the following:

Items: 50 Crowns

Horse Races

The Heroes' Pursuits: Kaer Trolde

DANGER ALERT SPOILER ALERT

THE HEROES' PURSUITS: KAER TROLDE

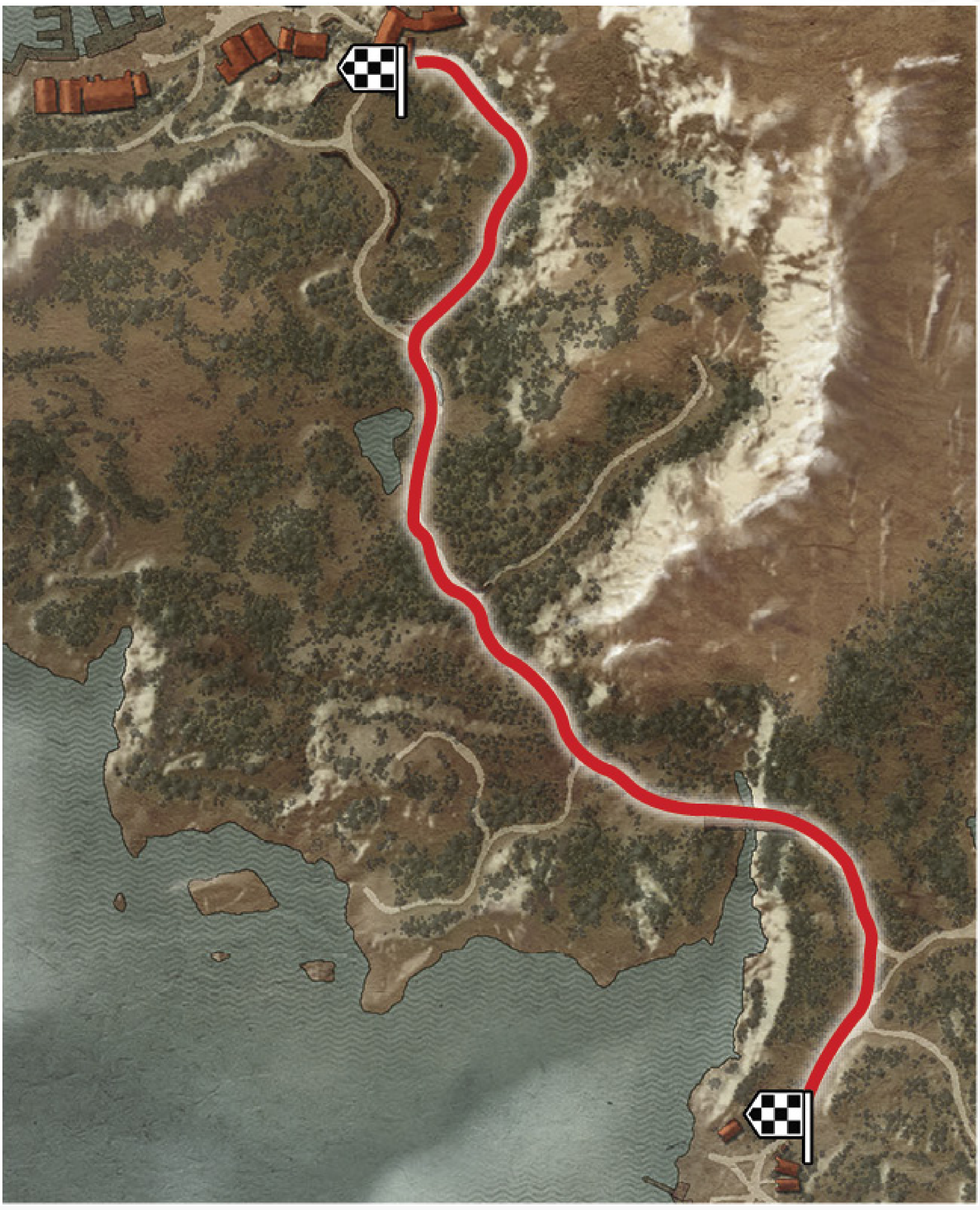
LOCATION: Kaer Trolde (see adjacent maps)

Competitors: Speedy Osvald, Lonelyboy Svan

NARROW ROADS AND SOARING ROCKS

OBJECTIVES:

- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts.
- Win the race!



Kaer Trolde Course.

This course actually begins at the Notice Board in Rannvaig, and is a reasonably straight course northwards, along the muddy and narrow tracks towards Kaer Trolde, with the victory line under the bridge at the entrance to the port and keep.

Those corners are tight, so focus on the road ahead. Try not to get tangled around any flags, and slow down for sharp corners. Win, and you get the following:

Items: 80 Crowns

Horse Races

The Heroes’ Pursuits: For The Goddess’ Glory!

DANGER ALERT SPOILER ALERT

THE HEROES’ PURSUITS: FOR THE GODDESS’ GLORY!

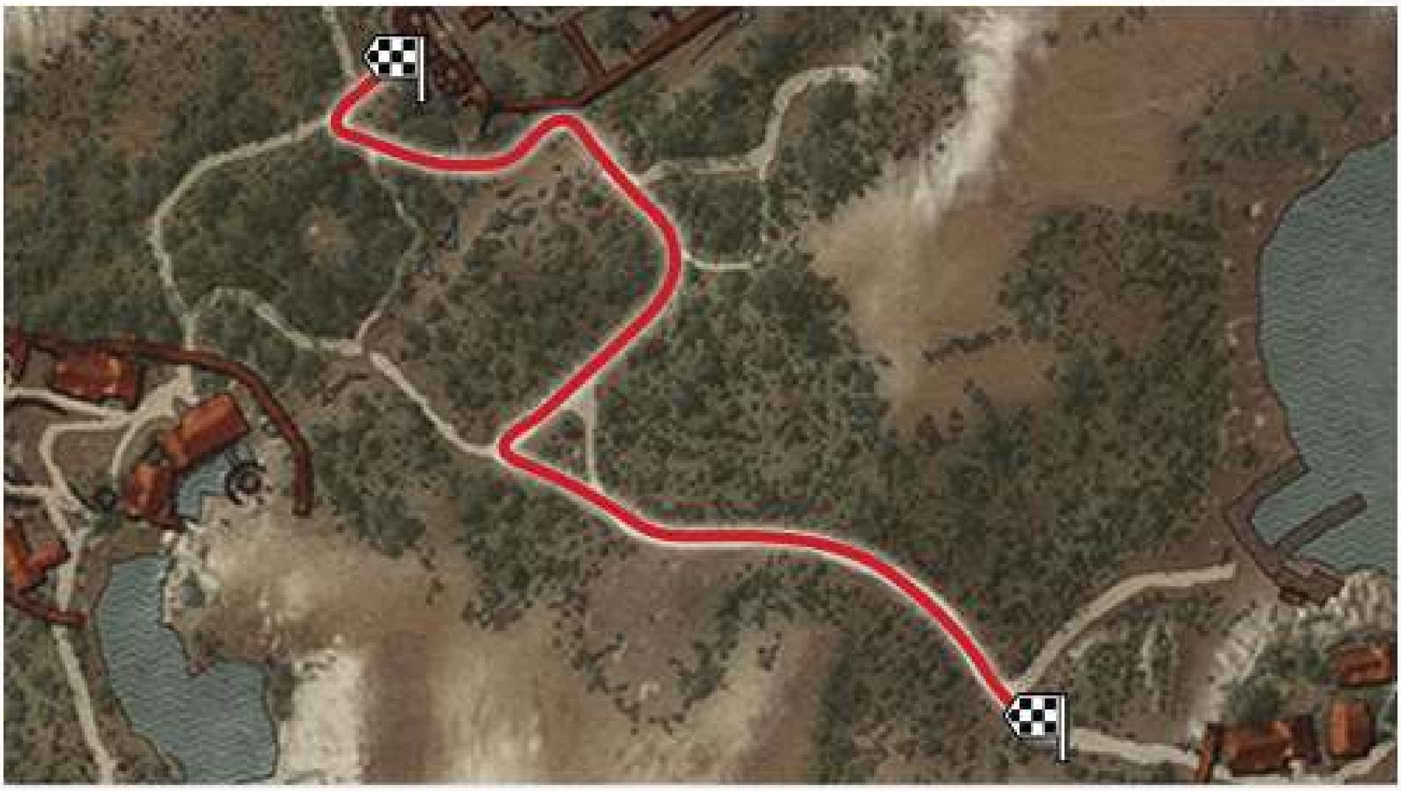
LOCATION: Larvik (see adjacent maps)

Competitors: Svana, Astrid the Vipress

FOR THE GLORY OF THE GREAT MUM

OBJECTIVE:

- Go to the race’s starting line.



Larvik (Hindarsfjall) Course.

Your final race takes place on the isle of Hindarsfjall, and there’s a Notice Board in the village of Larvik directing you to the western threshold of the settlement, where the race begins. Talk to Svana the priestess, who pits you against Astrid the Vipress!

The course is long, tough, with some nasty sharp corners, so learn the map and when to ease off the galloping, slow slightly as you reach Freya’s Garden, and canter around the last sharp right turn; and you should emerge as the finest rider of the islands! Your rewards are as follows:

Items: 90 Crowns

Horse Races

Races: Swift As The Western Winds

DANGER ALERT SPOILER ALERT

HoS RACES: SWIFT AS THE WESTERN WINDS

RELATED QUESTS: Secondary Quest: Enchanting: Start-up Costs; Treasure Hunt: From Ofier's Distant Shores
LOCATIONS: Upper Mill
CHARACTERS: Ofieri Merchant

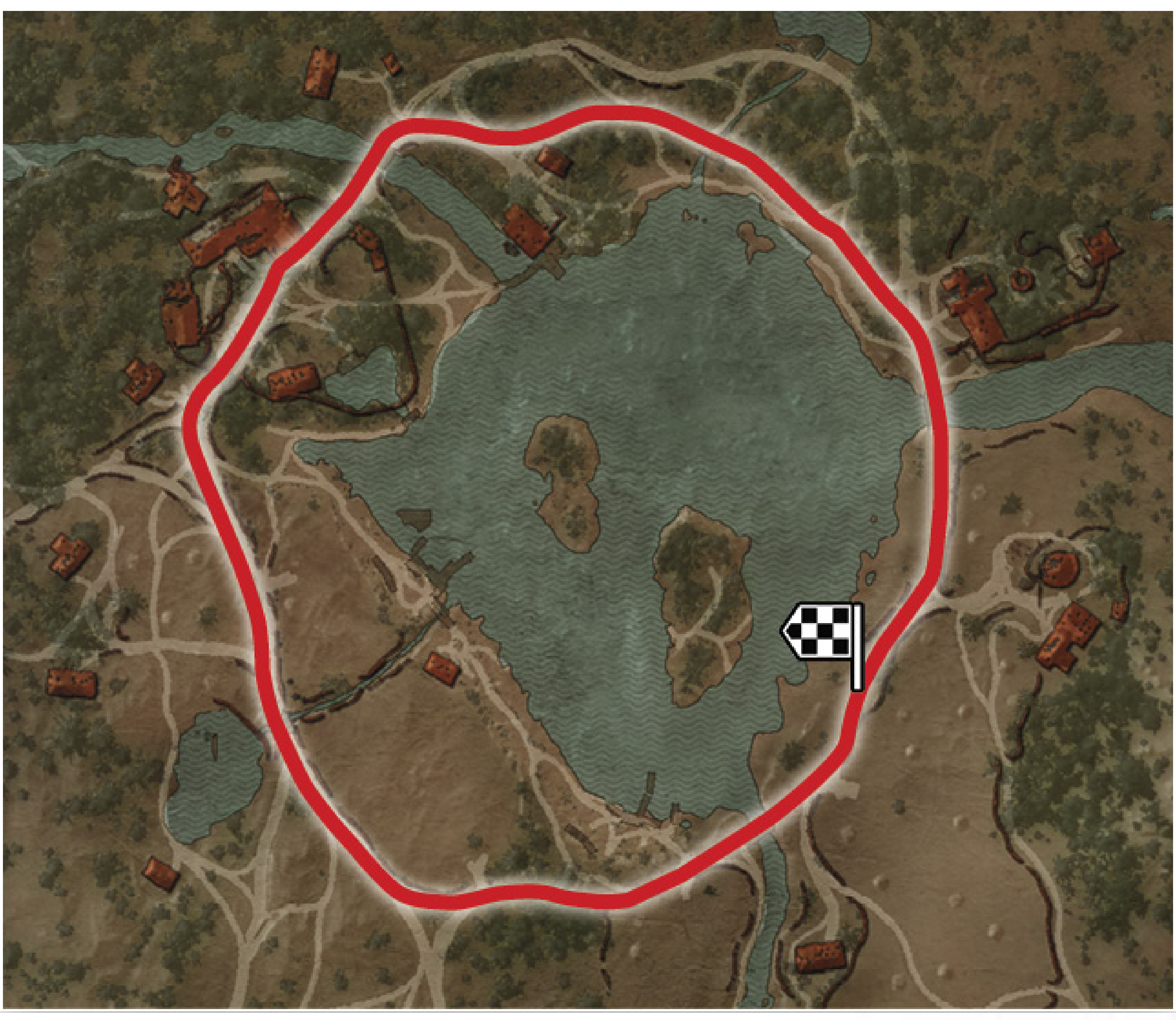
MUCH MAY BE SAID OF A MAN BY HOW HE TREATS HIS HORSE

OBJECTIVE:

- Defeat the Ofieri merchant in a horse race.

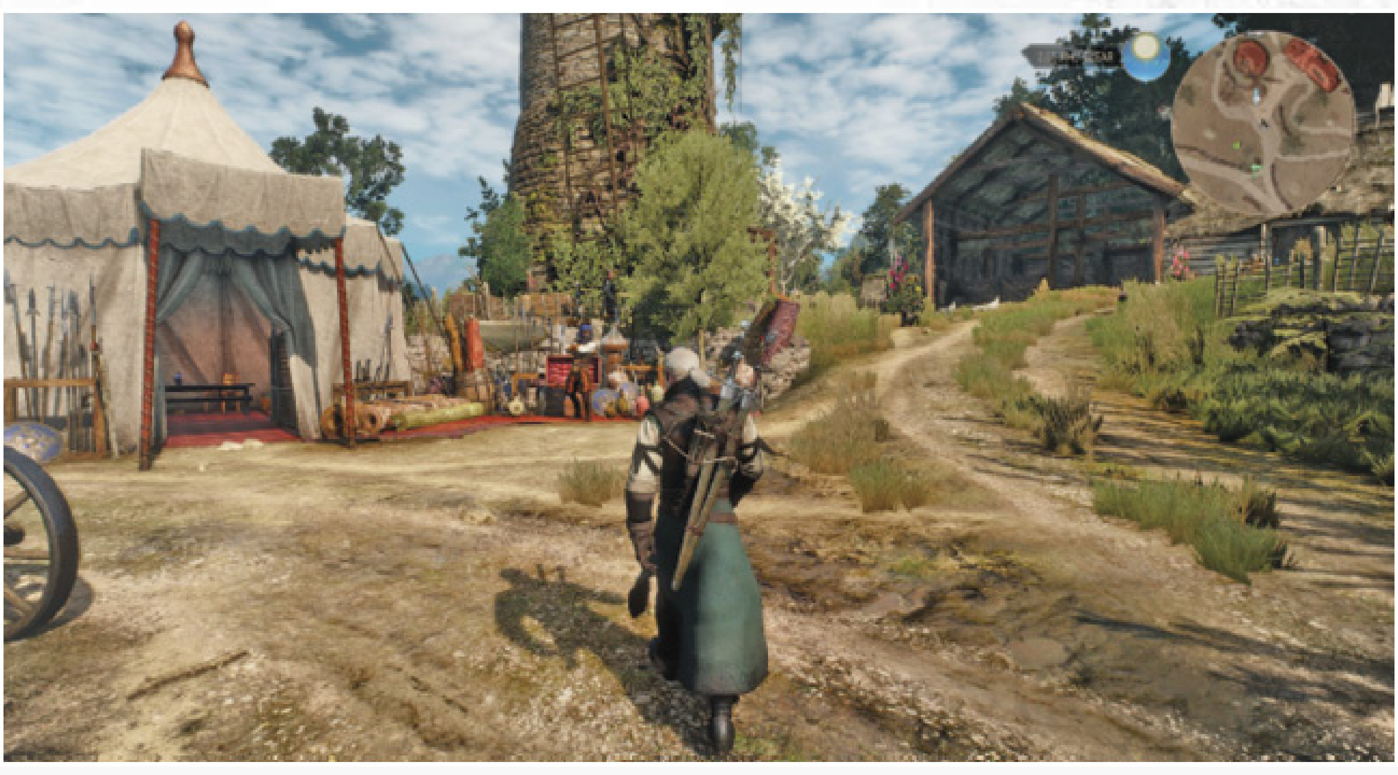
QUEST COMMENCEMENT

This quest is accessible at some point during the Hearts of Stone Main Questing (it could occur at any point). You must visit the Upper Mill area in far northeast Gustfields to find the Merchant. As this race is only performed once, you would be wise to train (galloping around the course using the map from this guide if you wish), and saving your progress in case you are defeated.



Miller's Lake Course

In the very northeastern corner of Gustfields territory, far east of Novigrad City, is the idyllic Brunwich village. Across Miller's Lake is the small hamlet of Upper Mill, where a pair of Ofieri traders have taken up residence. One is a merchant, and the other a Runewright. Engage in conversation with the merchant, who has set up his stall in front of the windmill, by his tent. You can:



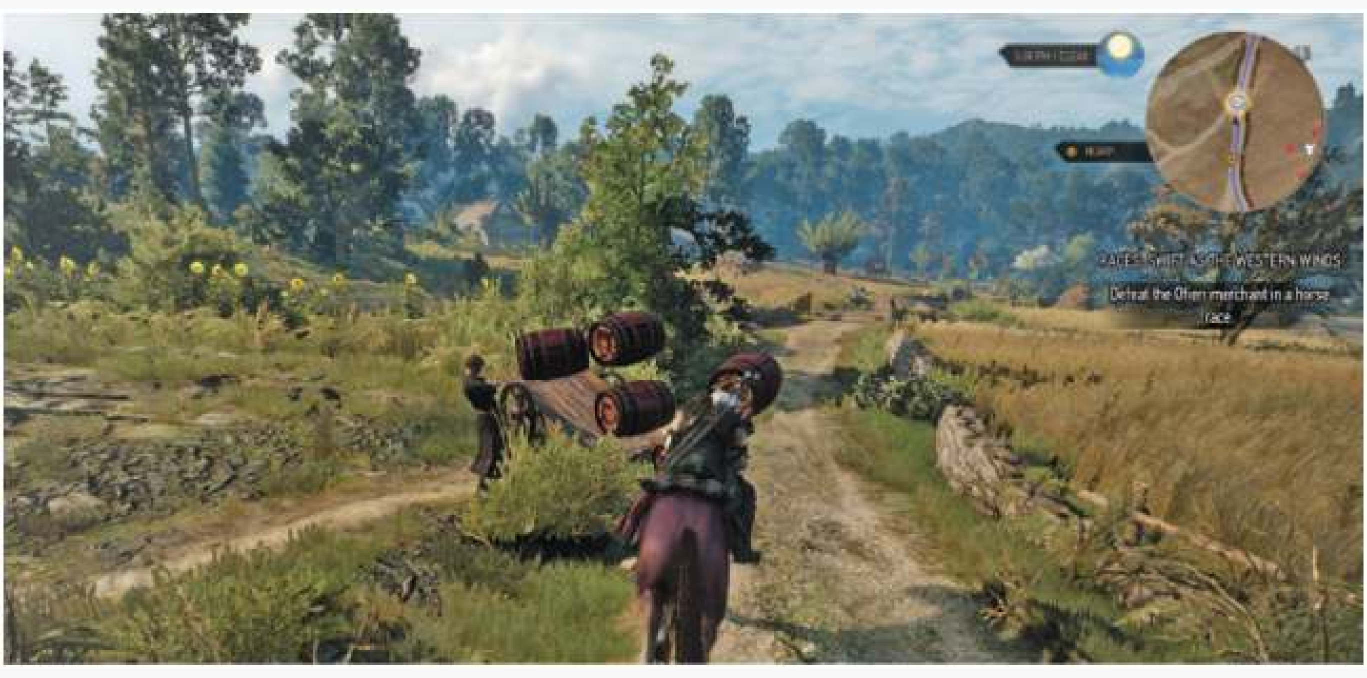
- Ask him about his homeland.
- Tell him you "wouldn't mind a look" at his wares. After inspecting (and optionally trading), the merchant asks if you see worth in his goods. This starts Treasure Hunt: From Ofier's Distant Shores.
- Mention his horse. This prompts you to talk about his trusty steed Babiyetza. Ask if he fancies a race, and he gladly accepts.

Ofieri Merchant

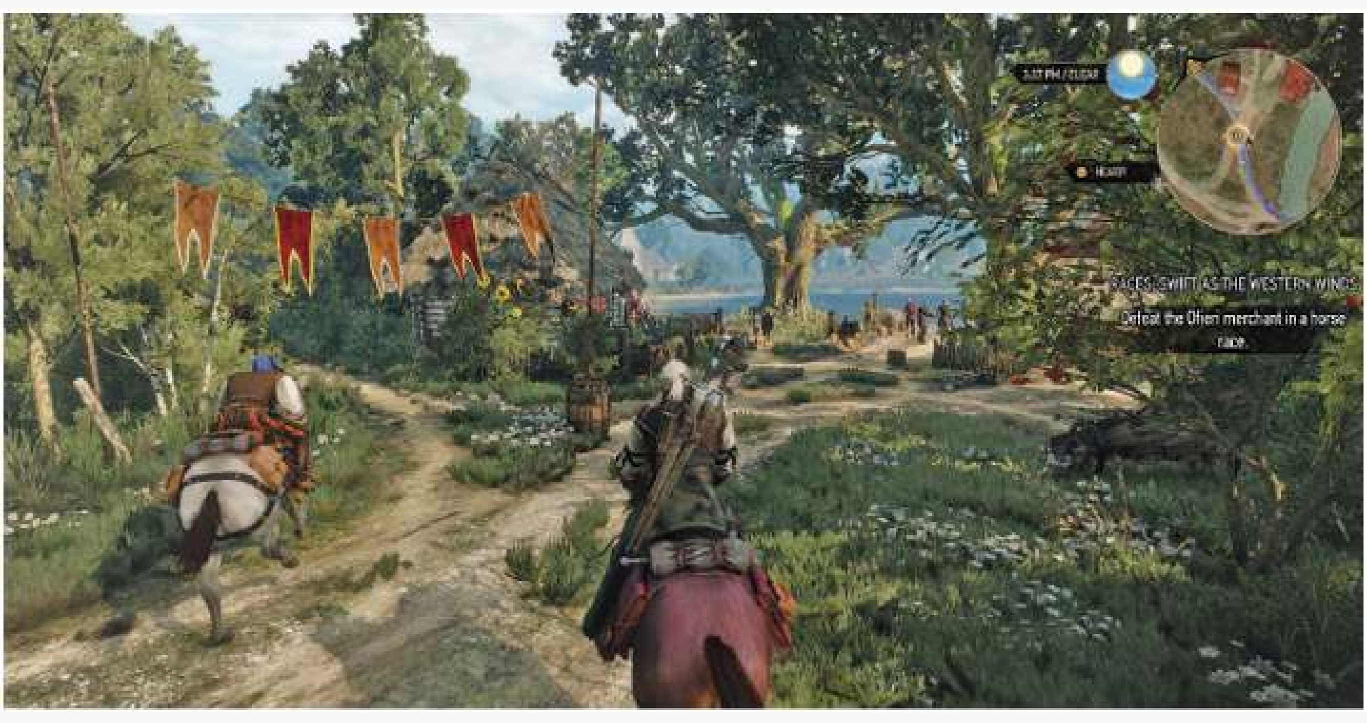
Babiyetza

TAKE YOUR MOUNT TO HER LIMITS!

As the race starts, gallop in a gradual clockwise direction (ensuring you steer to the right at each junction, looking for marker flags to pass between), racing over a small stone bridge and weaving just right of a large oak tree. Just afterwards, a merchant accidentally lets his cart of barrels fall, prompting you to dodge (or jump) them or face a severe slowing down.



RACES: SWIFT AS THE WESTERN WINDS
Defeat the Ofieri merchant in a horse race



RACES: SWIFT AS THE WESTERN WINDS
Defeat the Ofieri merchant in a horse race

Cross the small wooden bridge, keeping a close eye on your map to ensure you spot the turns to come. Make a sharper right as you trot into Brunwich itself, through the gate where the Dead Man's Party was held, and out the opposite side. Then swerve right and immediately left at the hut with the sunflowers.

Witcher Contracts

Overview

OVERVIEW: MONSTER HUNTER

While the attempts to find your adopted daughter always take precedence, you are a Witcher with a history of tracking and slaughtering the hardiest monsters throughout the Northern Realms. There is no reason why you can't undertake some additional tracking and slaying missions that benefit the villages of the realm, as well as your coffers.

Witcher Contracts involve either stumbling upon evidence of a monster's activity (its lair, prints, or evidence of bloodshed and combat), or by reading notices requesting your help, and bartering a good price for your services. Or, you can stumble into the contract-giver without finding a notice of their pleas.

Beware that the monsters you hunt during these contracts are tougher versions of the same enemies you may meet during your travels. However, they are susceptible to the same oils, potions, bombs, and Signs as their lesser brethren. Some of these creatures are exceptionally dangerous, so you may consider checking the level you need to be in the Quest Menu to ensure you're up to the task! As always, a comprehensive study of this guide's Bestiary is most helpful when preparing for these quests.

AVAILABLE CONTRACTS

ORIGINAL ADVENTURE (26 CONTRACTS)

There are a total of 26 Witcher Contracts to attempt, including one in White Orchard. There are 11 in Velen, but one of them is only accessible when you're already attempting Secondary Quest: Master Armorers, and is detailed in that previous section. There are eight in Novigrad (the city and surrounding territories). There are six in Skellige.

AVAILABLE CONTRACTS: DLC (3 CONTRACTS)

DLC: There are a total of three additional Witcher Contracts to complete as part of the downloadable content. One takes place in Velen, and leads to a Secondary Quest. The other two are in Ard Skellig.

AVAILABLE CONTRACTS: BLOOD AND WINE (8 CONTRACTS)

Blood and Wine: In addition to the contract that is only available during Main Quest: Beyond Hill and Dale[el], there are a total of seven additional Witcher Contracts to complete as part of this expansion, though some don't require you to slaughter a frightening version of a particular monster. They all take place within the Duchy of Toussaint.

AVAILABLE VINTNER CONTRACTS: BLOOD AND WINE (5 CONTRACTS)

Blood and Wine: The Duchy of Toussaint has a number of Vintners (Wine merchants) who are having a devil of a time removing particular beasts from their subterranean storage areas. These small-scale Contracts are also available within the Duchy of Toussaint.

WITCHER CONTRACTS

White Orchard
Contract Name
Devil by the Well
Velen – No Man's Land
Components for an Armorer
DLC The Beast of Honorton
DLC Where the Cat and Wolf Play…
Jenny O' the Woods
The Merry Widow
Missing Brother
Mysterious Tracks
The Mystery of the Byways Murders
Patrol Gone Missing
Phantom of the Trade Route
Shrieker
Swamp Thing
Woodland Beast
Novigrad
The Apiarian Phantom
The Creature from the Oxenfurt Forest
Deadly Delights
Doors Slamming Shut
An Elusive Thief
Lord of the Wood
The Oxenfurt Drunk
The White Lady
Skellige
Dragon
Here Comes the Groom
DLC Missing Miners
Missing Son
Muire D'yaeblen
The Phantom of Eldberg
DLC Skellige's Most Wanted
Waylaid Transport
The Duchy of Toussaint
BAW Mutual of Beauclair's Wild Kingdom
BAW Big Game Hunter
BAW Duck, Duck, Goosed!
BAW Equine Phantoms
BAW Bovine Blues
BAW The Tufo Monster
BAW Feet Cold as Ice
Vintner Contracts
BAW Dun Tynne Hillside
BAW Rivecalme Storehouse
BAW Chuchote Cave
BAW Griffin-in-the-Vines
BAW Cleaning Those Hard-to-Reach Places

** Any quests with this symbol are "unmarked" and don't appear in your Quest Menu** Total includes Critical Path or Secondary-related quests already previously counted*

Contract: Devil By The Well

A Devil With A Jealous Fury

DANGER ALERT SPOILER ALERT

CONTRACT: DEVIL BY THE WELL

LOCATIONS: White Orchard, Abandoned Village (Hovel)
CHARACTERS: Odolan. Tomira the Herbalist
ENEMIES: Noonwraith

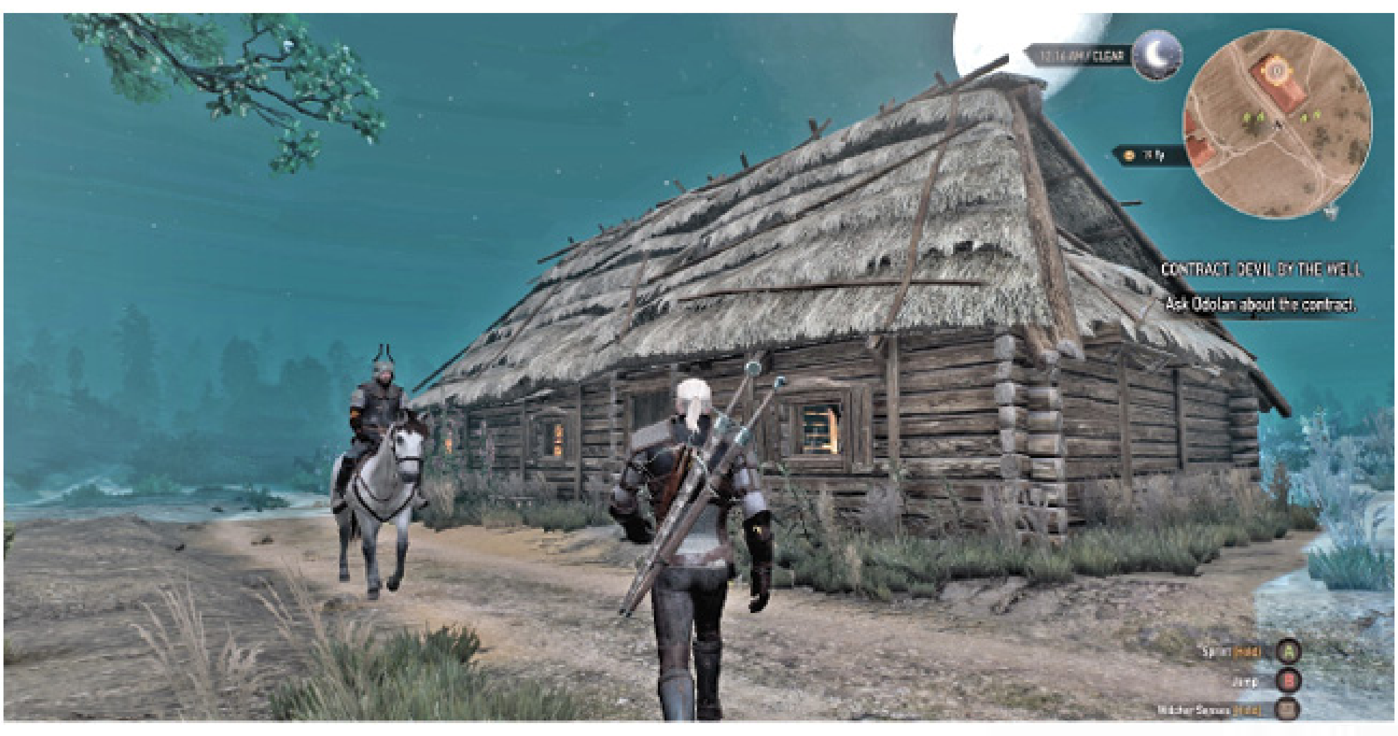
Noonwraith

OBJECTIVES:

- Ask Odolan about the contract.
- Nearest Signpost: Woesong Bridge.

QUESTING DECISIONS

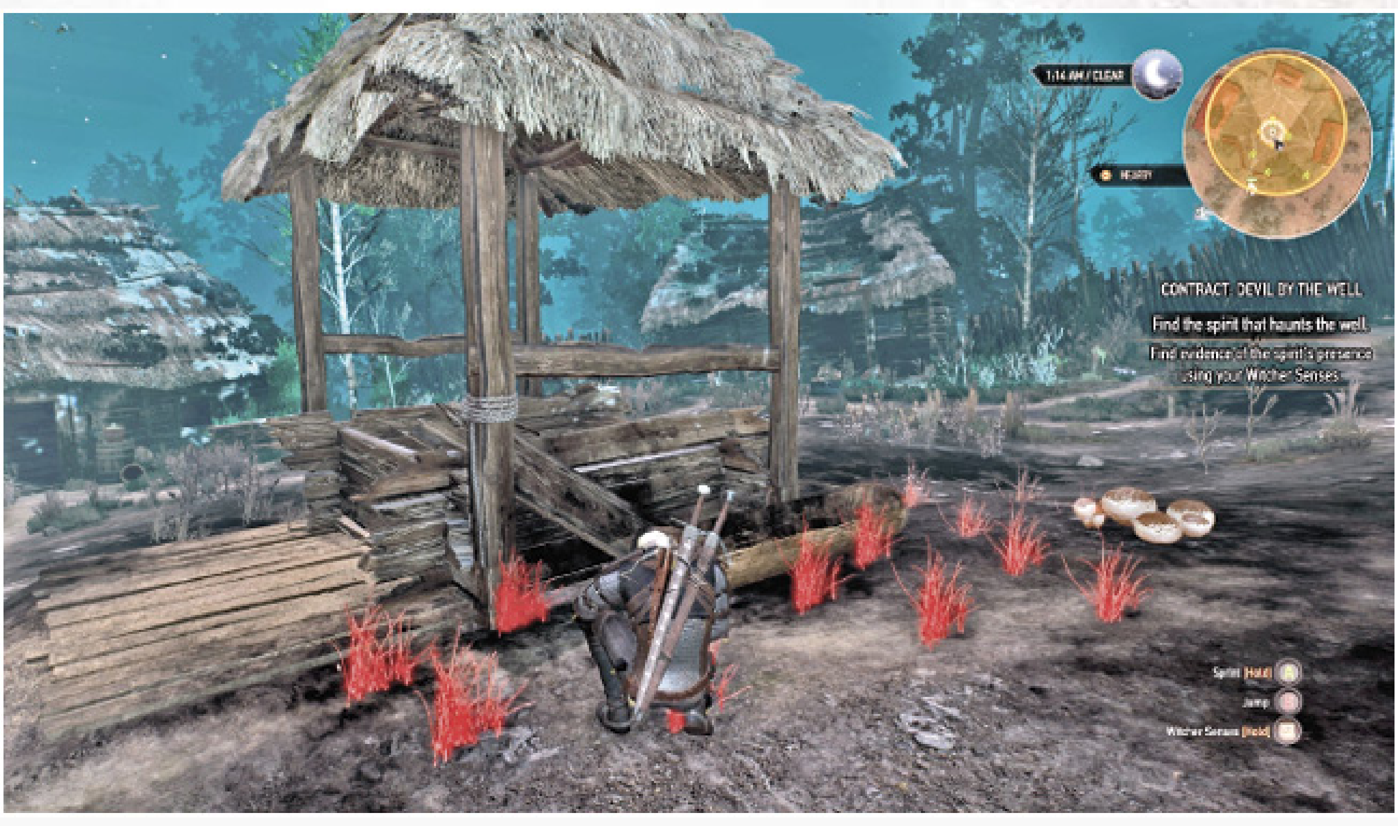
This quest is available during Main Quest: Lilac and Gooseberries. You can locate the Notice Board in White Orchard to read the contract, talk to Odolan, or stumble upon the noonwraith in Hovel to start the quest.



Reading a notice on the board in White Orchard points you in the direction of Odolan, who wishes someone to drive away a monster from a well in the nearby Abandoned Village. Odolan's cottage is on the western outskirts of White Orchard. Head inside, barter a price for your services, and listen to his tale of woe.

OBJECTIVES:

- Find the spirit that haunts the well.
- Find evidence of the spirit's presence using your Witcher Senses.
- Read the entry about noonwraiths in the Bestiary.
- Nearest Signpost: Abandoned Village (Hovel).


1:14 AM / CLEAR
CONTRACT: DEVIL BY THE WELL
Find the spirit that haunts the well.
Find evidence of the spirit's presence using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

Journey south along the woodland path and through the threshold of the Abandoned Village to the infamous well. After your quest updates, finding out what is haunting the place is achieved in one of two ways:

Using your Witcher Senses to spot the following:

- Scorch marks on the grass around the well.
- A body dried to a crisp close to some bushes.
- Visiting the well between the hours of 12 and 6 (day time) and meeting the noonwraith personally.

Assuming the noonwraith hasn't shown yet, your quest updates, enabling you to read the Bestiary entry (under "Specters") regarding the habits of these foul creatures. This noonwraith is bound to the village for some reason—time to find out why!

OBJECTIVES:

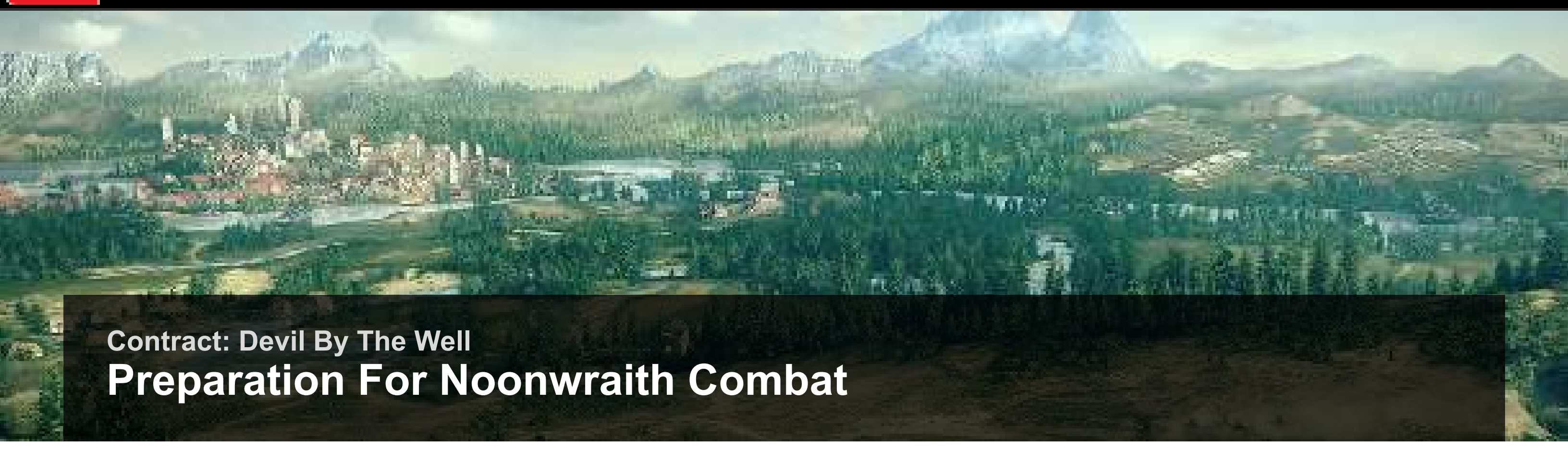
- Find out what binds the noonwraith to the ruined village.
- Follow the drag marks.
- Read the diary from the ruined house.
- Examine the well.

Three smaller objective areas appear on your minimap. The most promising is to the east, leading to the following discoveries once you use your Witcher Senses once more:

- The remains of a man stabbed with a knife.
- A yellowed diary on a bed, which should be read as it references a bracelet—the key to this haunting.
- A set of drag marks. That of a woman who fought for her life to no avail.

Items: Quest Item: Yellowed Diary

Travel back to the well and inspect the traces of blood on the taut well rope. Peering over the edge of the well, you discover the corpse of the woman who wrote the diary. The skeleton is missing an arm. Perhaps the bracelet she loved weighed down the arm so it fell into the water below?



Contract: Devil By The Well

Preparation For Noonwraith Combat

OBJECTIVES:

- Go down the well and look for something that belonged to the dead woman.
- Find a way out of the cave, and leave the cave.

Climb over the side of the well and drop down into the water below. Dive down directly below the surface, and check the bottom until you discover the bracelet you read about in the diary.

Items: Quest Item: Ornate Bracelet

Swim to the surface and head past the small waterfall, clambering onto the muddy bank to the north. After reading the bracelet's inscription ("To Claer— From Volker"), go east, diving into a small underground tunnel that brings you out into a nearby woodland pond. Climb onto the banks, and return to the village once more.

CLUES YOU DON'T NEED TO USE

You don't have to follow these clues if you don't wish to. You can simply drop into the water, retrieve the bracelet, and spot the skeleton hanging in the well using your Witcher Senses, if you wish.

OBJECTIVES:

- Prepare to fight the noonwraith and light a fire near the well.
- Light a fire to destroy the noonwraith's bones and bracelet.

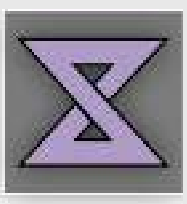
THE ILL-EQUIPPED GO TO AN EARLY GRAVE

Stop! Though you can face Claer the noonwraith immediately, prior knowledge is helpful: Consult the Besitary if needed. The noonwraith is vulnerable to:

Dimeritium Bomb

Moon Dust Bomb

Specter Oil



Yrden

After some proper preparation for this confrontation, return to the well and stand over the skeletal remains of Claer. Access the corpse to automatically burn it and the bracelet, creating an eerie green light and summoning the she-beast in the process. Attack!

CONTRACT: DEVIL BY THE WELL
Defeat the noonwraith.

END: TO ODOLAN AND TOMIRA

OBJECTIVES:

- Defeat the noonwraith.
- Take a trophy from the noonwraith.
- Return to Odolan for a reward.

Slay the noonwraith, then inspect the corpse and gather the trophy, which you may tie to Roach and ride back to Odolan's cottage to inform him that the curse has been lifted. His reward depends on the bartering you attempted at the start of this quest, which now concludes.

Items: Quest Item: Noonwraith Trophy, Item: Amethyst (if you refuse the coin), or Crowns

NOONWRAITH FIRST, ODOLAN SECOND

If you started this quest by encountering the noonwraith first, you receive an objective to head to White Orchard and read a Notice Board, which directs you to Odolan. Or, simply head to Odolan. You receive a reward, and there's no bartering allowed.

Afterwards, you may wish to visit Tomira the herbalist, at her nearby cottage. She knew Claer personally. Telling her about what happened at the well gives you more insight into who Claer was and what happened (and the following rewards). A tombstone and a wreath appear in Hovel. With the spirit banished, after some time, people start moving in to Hovel.

Items: Crowns, 4x Saltpetre, 8x Berbercane Fruit, 8x Hellebore Petals, 6x Cortinarius

Contract: The Beast Of Honorton

Horror At Honorton

DANGER ALERT SPOILER ALERT

DLC

CONTRACT: THE BEAST OF HONORTON

RELATED QUESTS: Secondary Quest: Where the Cat and Wolf Play, Secondary Quest: Take What You Want

LOCATIONS: Crow's Perch, Honorton (Unmarked)

ENEMIES: Alghoulsz

OBJECTIVE:

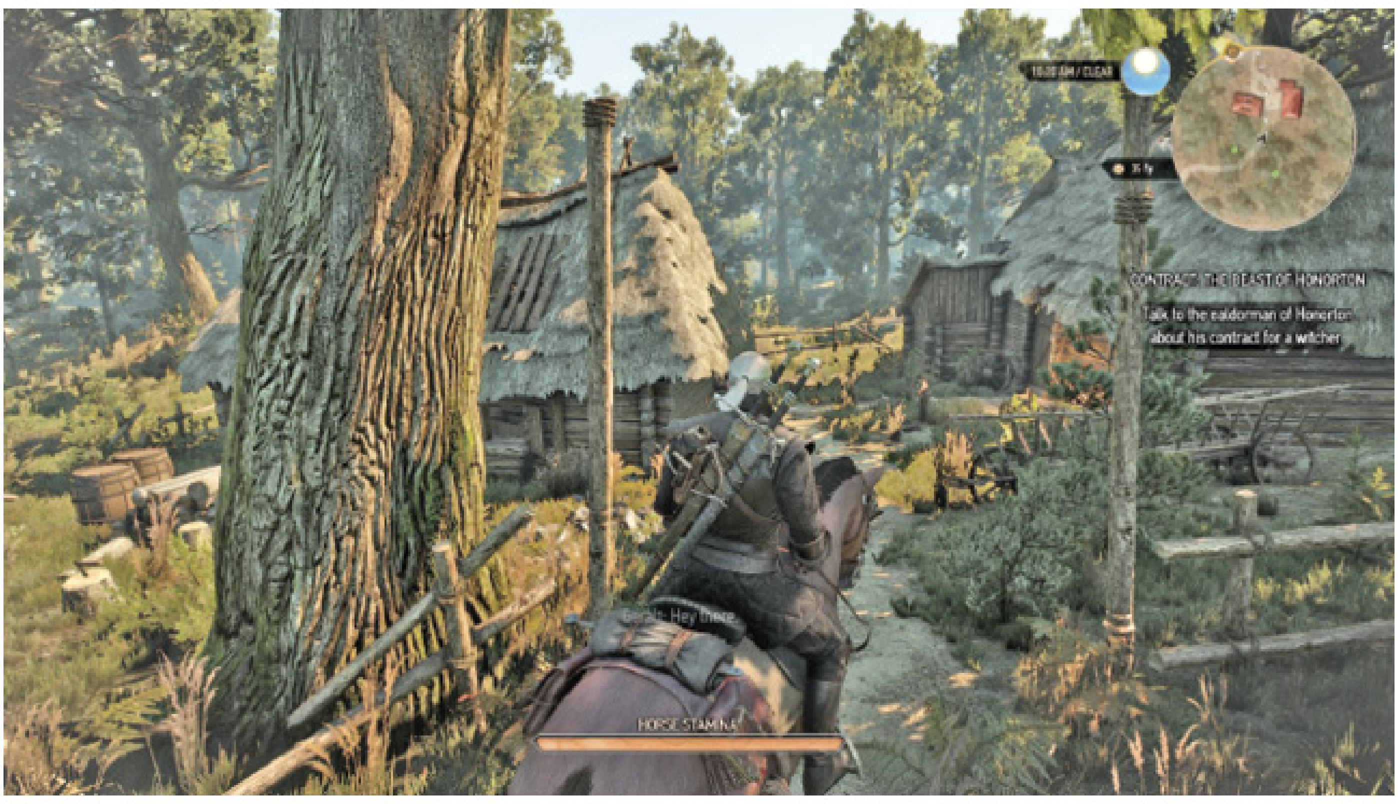
- Talk to the ealdorman of Honorton about his contract for a Witcher.

QUESTING DECISIONS

This Quest is available during your exploration of Velen, once the DLC is installed. Start by checking out the Notice Board within the Baron's upper manor walls, in Crow's Perch, or in Oreton.

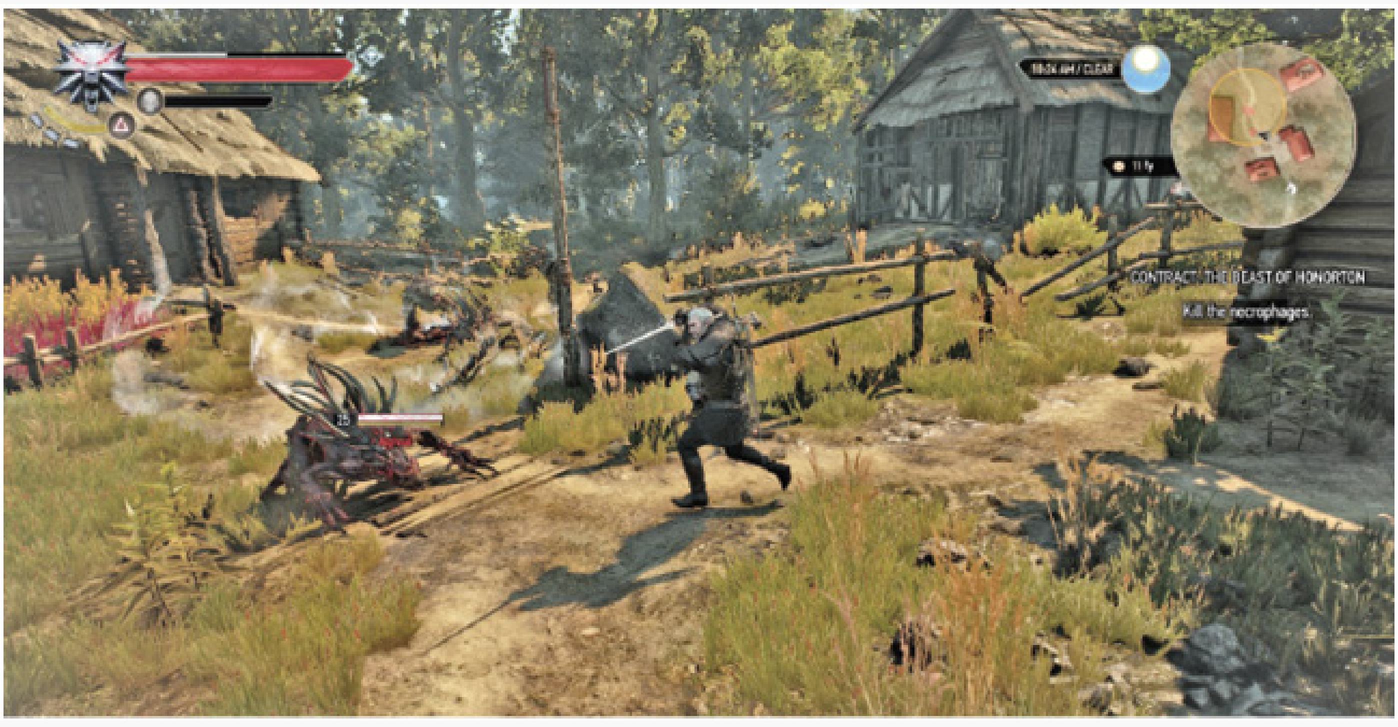
While visiting Crow's Perch, head through the village, up through the fort's portcullis gate, and into the entrance to the manor grounds (where the armorers are), and procure a piece of parchment from the Notice Board. It is entitled "Contract: The Beast of Honorton," and mentions a "vile and dangerous spook" causing trouble to the hamlet of Honorton. The ealdorman Sobemir should have further details. The village of Honorton is almost due south of Crow's Perch,

nestled in the woods between Claywich (to the west) and the Boatmakers' Hut (to the east).


CONTRACT: THE BEAST OF HONORTON
Talk to the ealdorman of Honorton about his contract for a witcher
HORSE STAMINA

OBJECTIVE:

- Kill the necrophages.



When you arrive, you notice how quiet the place is; until you step between the huts and must engage three Ghouls or Alghouls in swift combat. Once you slay these necrophages, you assume the ealdorman was one of the villagers slain; though not by the beasts you just slew. This Contract ends, and the quest automatically updates to become Secondary Quest: Where the Cat and Wolf Play…

Contract: Jenny O' The Woods

Don't Go Out In The Fields Alone

DANGER ALERT SPOILER ALERT

CONTRACT: JENNY O' THE WOODS

LOCATION: Midcopse

CHARACTERS: Bolko, Agneta, Zula

ENEMIES: Deserters, Jenny o' the Woods (Nightwraith)

Jenny o' the Woods

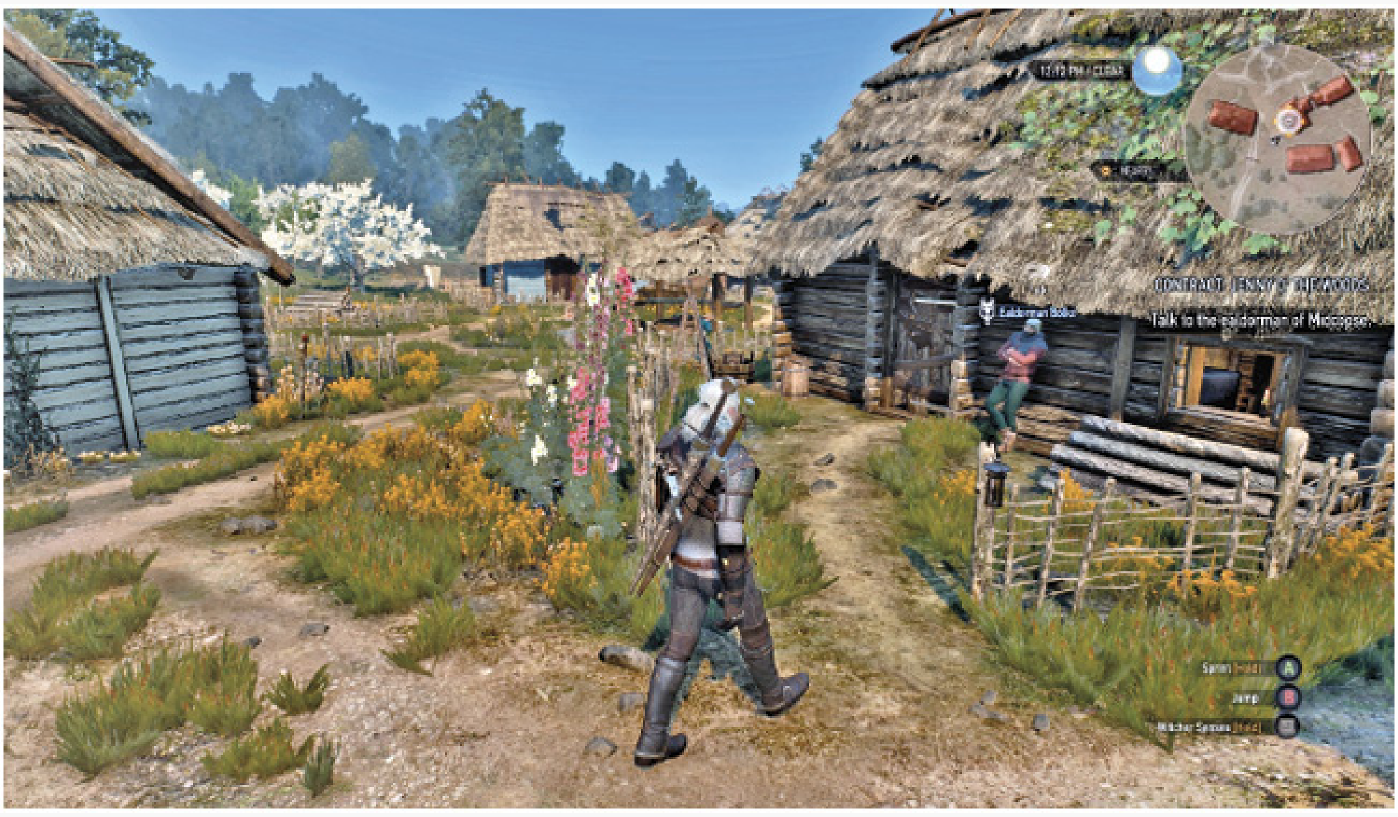
OBJECTIVES:

- Talk to the ealdorman of Midcopse.
- Nearest Signpost: Midcopse.

QUESTING DECISIONS

Find the Notice Board in Midcopse to read the contract and begin the quest. Or, chance upon the clues in the fields and progress to Midcopse afterwards. The optimal path is the former.

Bolko, ealdorman of Midcopse, is desperate for someone to see off the devilry that has taken hold of his town's fields that's neither spirit nor phantom. He urges his brethren never to tend the fields alone, or without carrying a scythe or rake. Head into the village of Midcopse, and locate Bolko leaning against his hut. Barter a price for your services if you wish, and ask if anyone has seen this Jenny o' the Woods character. Old Willem did, but he died of a weak heart in the fields, this morning. Perhaps Agneta can provide further information? Agree to tackle this terror.



Ealdorman Bolko
CONTRACT: JENNY O' THE WOODS
Talk to the ealdorman of Midcopse.
Sprint
Jump
Witcher Senses

OBJECTIVE:

- (Optional) Interrogate the witnesses.

A peasant woman named Agneta is in the long grass at the edge of the village, and claims to have seen Jenny. Although it was dimpsy, she noticed a pale shape looming before her, like mist. As it coalesced, she ran back to the village, but the time (twilight) the wraith appeared is important. Bid Agneta farewell, and depart.

Contract: Jenny O' The Woods

The Road To Hell Is Paved With Curiosity, P---Klicker

OBJECTIVE:

- Search the nearby fields.

Run roughly northwest out of Midcopse, and slow down as you reach the objective area in the pasture land being turned over by villagers. With your Witcher Senses, examine the ground under foot. Locate the following:

- The footprints of a woman running through here barefoot. Follow these in a winding arch to a large splattering of blood.
- Inspect the blood splatter by the copse of trees. The woman couldn't outrun the pursuer, so her throat was slit, and the knife left behind. Take the knife, since the dried blood on it may prove useful.

Items: Quest Item: Assassin's Knife

Head along the grassy path, following it roughly northwest, checking the ground for dragging marks where the body was pulled. This ends at a thicket, check the ground nearby, it is a shallow grave. Inspect the grave closely for a letter sticking out of it. Beware, you may have to slay a deserter roaming the area as you search.

Items: Quest Item: Letter Found in a Grave

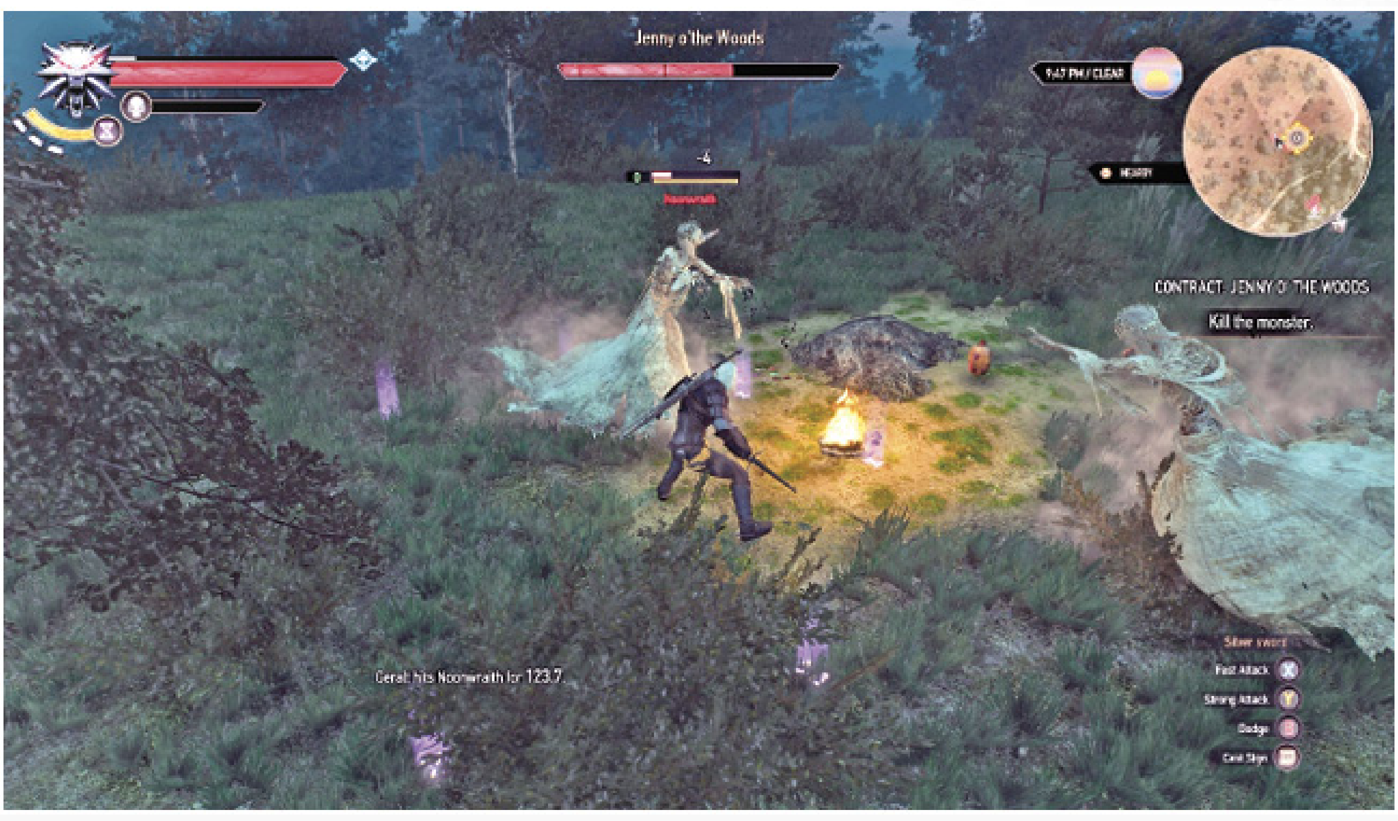
OBJECTIVES:

- Read the dead girl's journal.
- Ask the ealdorman about the lovers.
- Find the lovers' meeting spot.

The note details fear the girl (Zula) had regarding a man named Bokhai, who wouldn't leave her (and her new beau) alone. You deduce a scorned lover killed the woman. Report your findings to the ealdorman back in Midcopse (head southeast). He explains they both disappeared about a week ago. You believe Zula to be the restless spirit, and Bolko tells you to travel to a clearing west of the village, where the young'uns used to frequent.

OBJECTIVES:

- Burn Zula's letter and the dried blood from the knife.
- Kill Jenny o' the Woods.



Equidistant between Micopse, the Refugees' Camp, and the Forest Hut, is the objective area where the clearing is located. Trek northwest first. There is a small campfire and straw bedding close to the woods. Optionally check the woods for a small deserters' camp, and slay any of them that might interrupt your ritual. Then prepare to summon a nightwraith!

Access the campfire if it is after nightfall. If not, meditate until after the sun sets (just before midnight is ideal). Something dark flits behind you, then approaches the light. A dark specter of pain and suffering. Unsheathe your silver sword, and set about defeating Jenny o' the Woods, being aware of all her cloned forms and combative cunning.

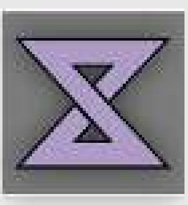
BETTER THAN A GHOST OF A CHANCE

Go to the Bestiary chapter for better battle tactics. The nightwraith has the following vulnerabilities:

Dimeritium Bomb

Moon Dust Bomb

Specter Oil


Yrden

END: AFTER THE WRATH OF THE WRAITH

OBJECTIVES:

- Take a trophy from the nightwraith.
- Collect your reward.

The pile of ethereal essence has frightened her last villager! Stoop down and inspect the remains of "Jenny" (Zula), gathering an ingredient, as well as the skull and bones of the foe. Then mount Roach with the sack containing this evidence tied to your saddle, and canter back to Bolko. He hands over the agreed payment as your reward, and the quest concludes.

Items: Ingredient: Dark Essence, Quest Item: Nightwraith Trophy, Crowns

Contract: The Merry Widow

A Monster In The Cemetery

DANGER ALERT

SPOILER ALERT

CONTRACT: THE MERRY WIDOW

LOCATION: Lindenvale, Lindenvale Cemetery, Mourntart's Hut

CHARACTERS: Gravedigger

ENEMIES: Wraiths, Rabid Dogs, Ghouls, Mourntart (Grave Hag)

Mourntart

OBJECTIVES:

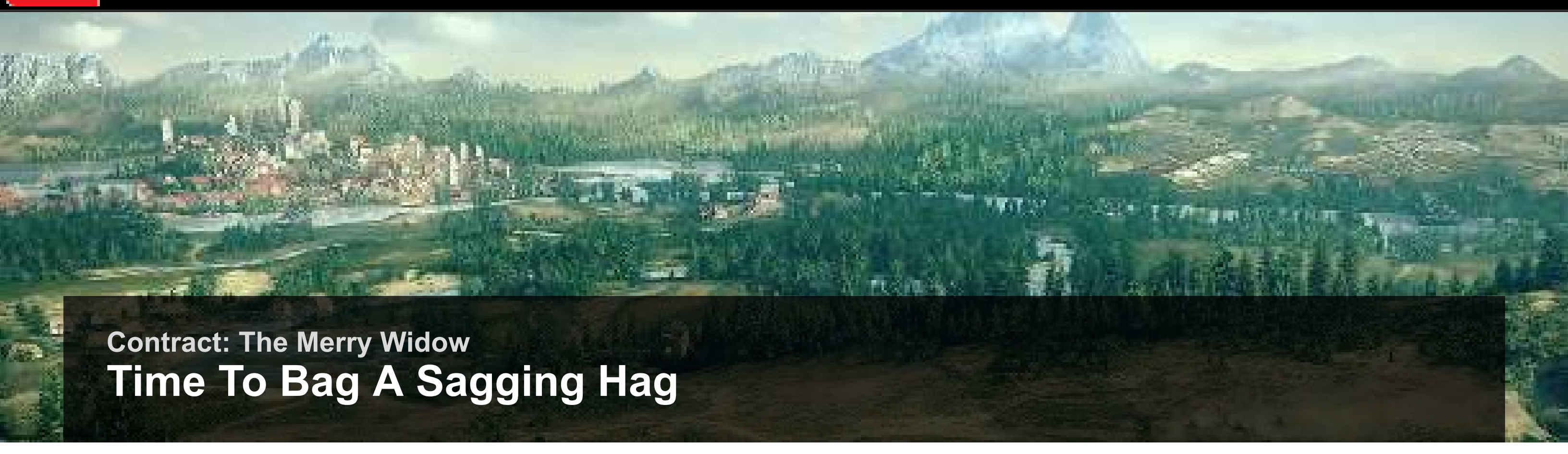
- Talk to the gravedigger.
- Nearest Signpost: Lindenvale.

QUESTING DECISIONS

Find the Notice Board in Lindenvale to read the contract and begin the quest. Or, chance upon the clues in Mourntart's Hut first. The optimal path is the former.

An anonymous post on the Lindenvale Notice Board mentions a "monster in the cemetery" that has taken to digging up graves, preying on those who enter, and has even kidnapped the miller's lad. Set off to reach the gravedigger's cottage on the northeast side of town. He's leaning on a fence near his chiseled gravestones.

Listen to his story of the kidnapped child. Barter a price for your services if you wish, agree to help, and set off for the cemetery.



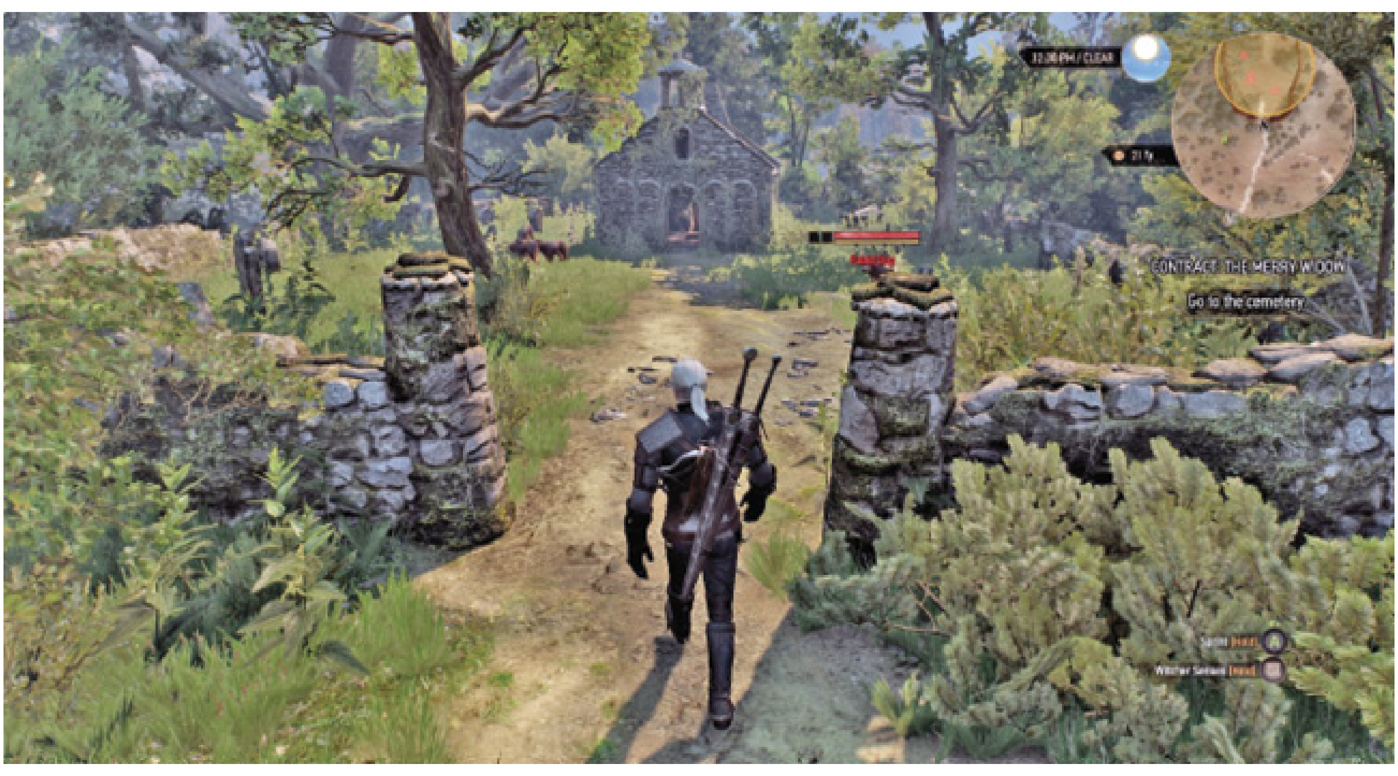
Contract: The Merry Widow

Time To Bag A Sagging Hag

OBJECTIVES:

- Go to the cemetery.
- Defeat all enemies in the cemetery.
- Follow the scent of cadaverine.

Make quick progress north up the path out of town. Then sprint right (south) at the junction in the path toward a small chapel overlooking the village. You may need to tackle a couple of wraiths, and a pack of rabid dogs that have taken up residence here (if you arrive during the night, these are ghouls rather than dogs).



It seems ghouls dug up the graves inside the cemetery threshold, which attracted the dogs. When the encroaching enemy threats are removed, begin a thorough search, using your Witcher senses. Locate the following:

- Examine the graves—dug up without the use of tools. There are three to inspect.
- A freshly-dug grave on the right (west) side of the chapel, near the cemetery wall and among some undergrowth. The overripe cadaverine has a stench that must be followed.

Go down the hill to the rear of the chapel, across a ruined stone bridge, and wind your way along the pathway until you meet a bear. Slay the creature, continuing to follow the scent left (southwards) at the path junction. The smell leads to an old cottage (known as Mourntart's Hut). Enter, and inspect what appears to be a lair of reeds, twigs, matted skin and corpse flesh, discarded bones, and an eating pot. Check the following:

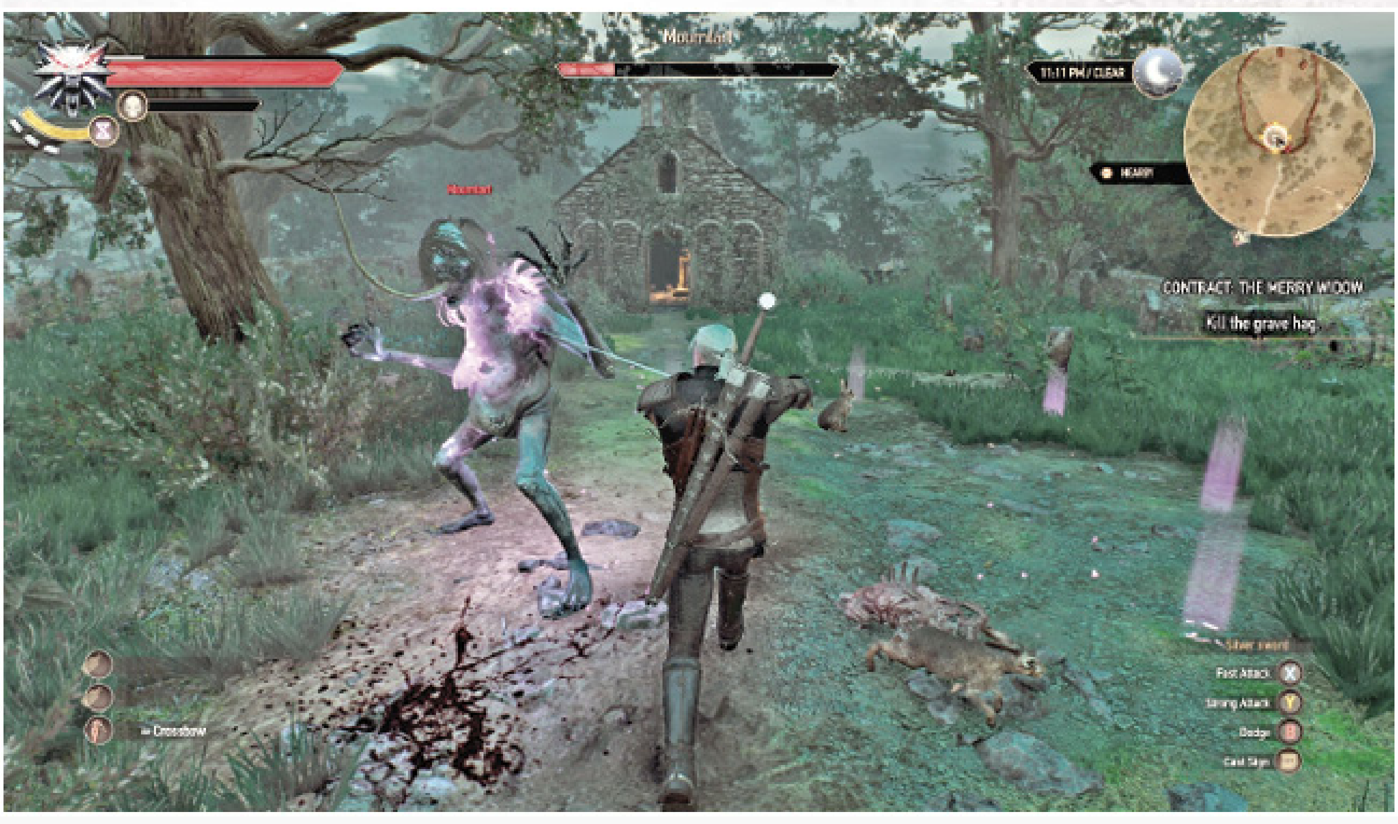
- The eating pot. The creature can use tools and is sapient.
- There is a cooking pot on a small fire, containing a child's femur.
- A small circle of human skulls. This foe is drawing strength from a Place of Power.

OBJECTIVES:

- Take the skulls.
- Put the skulls in the cemetery and wait for the grave hag to come.
- Kill the grave hag.

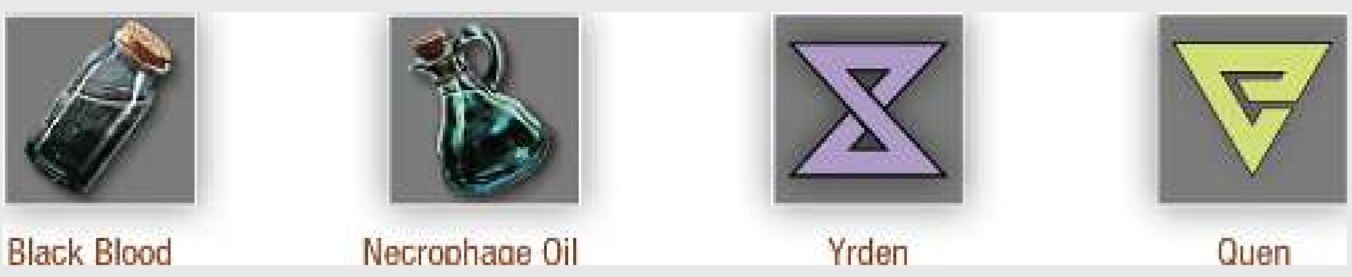
The skulls are the key to coaxing the creature (which you've determined is a grave hag) back to the cemetery. Gather them up and sprint back to the cemetery chapel. Place them inside the structure, at the altar lit by candles.

A fetid breeze announces the arrival of a grotesque grave hag named Mourntart. Step out, brandishing your silver sword, and make short work of this sagging bag of boils and bones, who has come back for the skulls she stole.



HOLDING YOUR OWN AGAINST THE CRONE

Consult the Bestiary for better battle tactics against this unpleasant, matted-haired biddy. The grave hag has the following vulnerabilities:



END: AFTER THE HARRYING OF THE HARRIDAN

OBJECTIVES:

- Take a trophy.
- Collect your reward from the gravedigger.

Sift through the offal and gather various parts of the grave hag you slew, for your own alchemy, and as proof of the kill. Tie the sack to Roach, and ride back into Lindenvale, and explain to the gravedigger where the miller's son is (bits of him are boiling in the hag's pot), and claim your reward. The quest then concludes.

Items: Grave Hag's Ear, Grave Hag's Tooth, Grave Hag Trophy, Crowns

Contract: Missing Brother

The Bemoaning Of Brother Bruno

DANGER ALERT SPOILER ALERT

CONTRACT: MISSING BROTHER

LOCATIONS: Inn at the Crossroads, Old Mine

CHARACTERS: Bruno, Mikel

ENEMIES: Young Arachas, Harrisi (Arachas)

Recommended Item: Axii Delusion Level 3

OBJECTIVES:

- Talk to Bruno.
- Nearest Signpost: Inn at the Crossroads.

QUESTING DECISIONS

Find the Notice Board at the Inn at the Crossroads to read the contract and begin the quest. Or, chance upon the clues in the cave and progress to the inn afterwards. The optimal path is the former.

A message of note is available to read that mentions a missing man called Mikel. His brother Bruno, a man with an ear to the Baron himself, seeks any information regarding the whereabouts of his lost sibling. Enter the Inn at the Crossroads, and find Bruno lost in thought in one corner. He jumps at the chance for help finding Mikel. It's been a week since his brother took the women of Bellows into the hills. Bellows was recently ransacked in the war, and Mikel took them into the old mines. Barter for a better rate for your services if you desire, then obtain some knowledge about Mikel (he's wearing some fancy calfskin ankle boots) and be on your way.

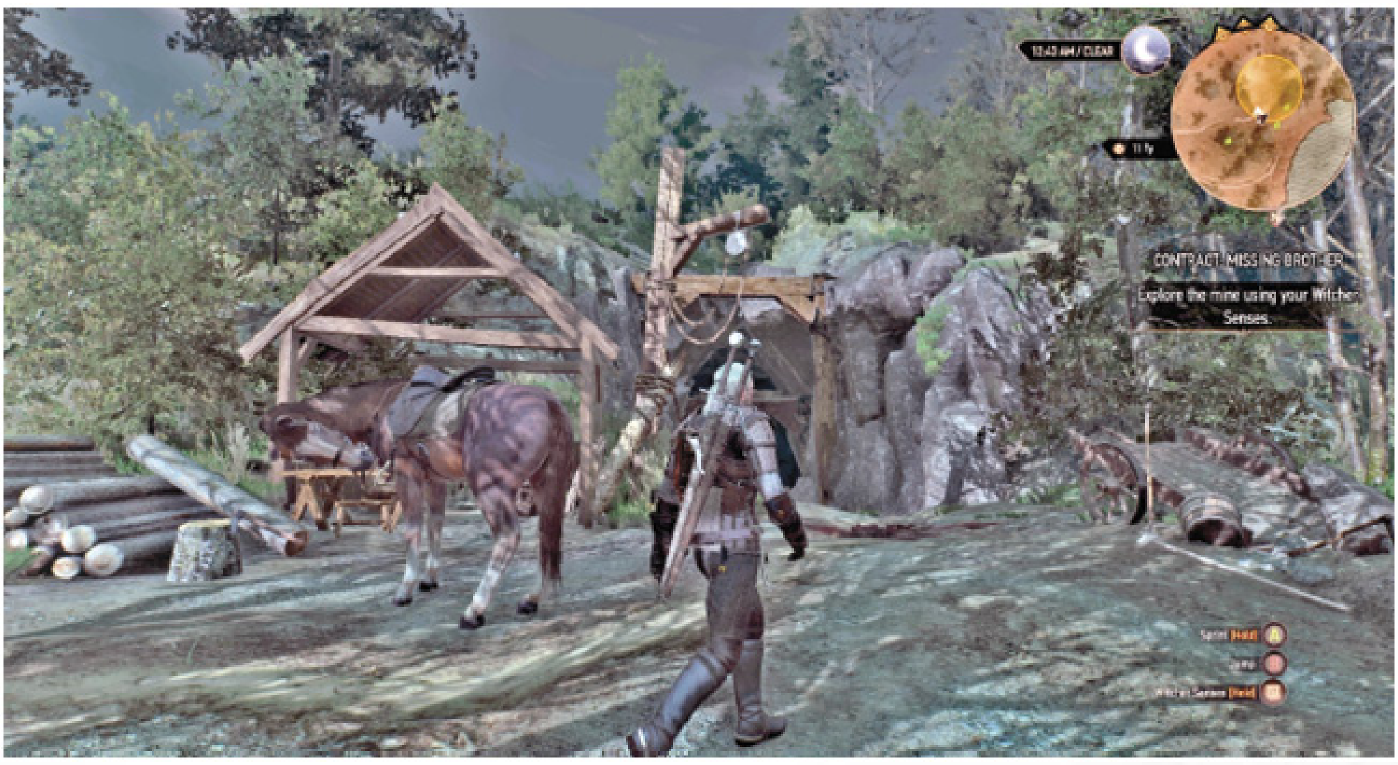
Harrisi

Contract: Missing Brother

Horrors At The Old Mine

OBJECTIVES:

- Find the missing brother in the mine near the Inn at the Crossroads.
- Explore the mine using your Witcher Senses.

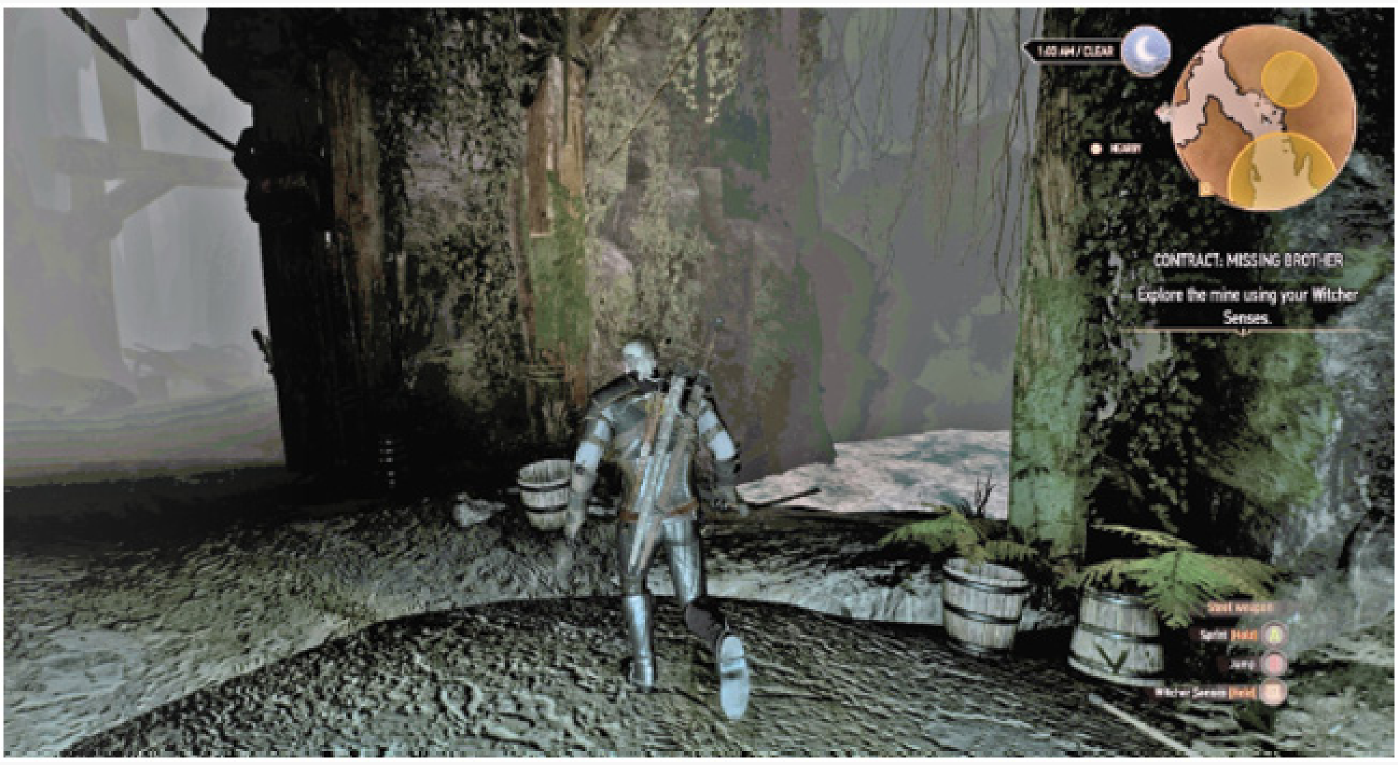

12:43 AM / CLEAR
CONTRACT: MISSING BROTHER
Explore the mine using your Witcher Senses.

Summon your trusty steed and gallop roughly northwards (and a little east), staying to the roads if you don't want some fights with roaming nekkers and other unpleasant monsters. Head down to the edge of the river, and locate an old wagon and small workman's hut at the mine entrance. At this point, use your Witcher Senses to spot the following:

- An extremely splattered array of human remains requiring great strength to pulverize in such a manner.
- Some monster tracks leading into the mine entrance, right of the hut.

Enter the mine, pausing to light the torch with Igni if you wish, then drop down into the waterlogged lower tunnel. Turn to face east, and wade to the dryer part of the tunnel where the monster tracks are visible again. They wind down a tight tunnel, passing a crate you can loot, to a junction chamber with scattered wood and large splatters of blood everywhere. The blood is fresh, but no bodies can be seen.

Continue onwards down the tunnel in a roughly northeasterly direction, following the tracks until they split into two separate routes. One continuing left along the tunnel, and one to the right, leading into a small pool of water. That water looks interesting…


1:00 AM / CLEAR
CONTRACT: MISSING BROTHER
Explore the mine using your Witcher Senses.

Dive into the water, swimming through an underwater tunnel with some crates to loot along the way. Follow the tracks up to the surface, up into a grotto area. Advance into the middle of the chamber, using your Witcher Senses to spot a mass of blood, flesh, and digestive juices. This must be food for its young. You surmise this is a venomous Arachas!

Contract: Missing Brother

The Mother Of All Battles

OBJECTIVES:

- Use Witcher Signs to destroy all the eggs (12).
- Kill the arachas.

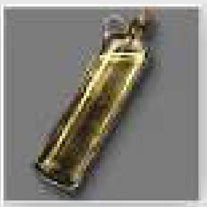
There is a trail of stench from the mass of blood and juices. Don't follow yet. There are four giant egg sacs to examine near some ingredient mushrooms. These eggs are going to hatch soon, so you're wise to destroy them. Use Igni or Aard to set the first four egg sacs alight, or to blow them apart with force.

Turn to face west. The grotto has two exits—to the left and right. Take the former and stride confidently into a fight with a young arachas. Then roast two more eggs clustered together, and another two set apart. That's eight destroyed egg sacs. The last eggs are in a separate cavern, accessed via another underwater tunnel, left of the first chamber. That's all 12 deflated!

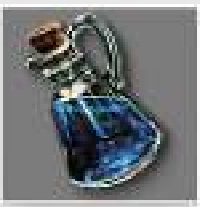
Continue northwest and then west along a tunnel to a giant grotto chamber. The scattered remains of local villager women lie everywhere, some draped over the rocks along with some loot to take. Use your Witcher Senses. You automatically view the following: There's a calfskin boot—all that's left of Mikel. Young arachases appear as soon as Harrisi notices you, and the number depends on the eggs you have destroyed (the fewer eggs, the fewer young). Now face the mighty Harrisi!

HARASSED BY THE ARACHAS HARRISI?

Consult the Bestiary for better battle tactics. The arachas has the following vulnerabilities:



Golden Oriole



Insectoid Oil

END: AFTER THE ARACHASAE ANNIHILATION

OBJECTIVES:

- Take a trophy from the arachas' body.
- Collect your reward.

With sagging thorax thoroughly deflated, scrabble around in Harrisi's giant corpse to gather some ingredients and a trophy to attach to Roach. Carefully retrace your steps out of the mine, and head back to the inn at the Crossroads, where Bruno is saddened by the news of his brother. Bruno refuses to pay the full sum, leaving you to Axii him (Delusion Level 3) to claim the full reward, or accept only half of it.

Items: Arachas Venom, Arachas Eyes, Arachas Trophy, Crowns

Contract: Mysterious Tracks

Contract On… Gods Know What On!

DANGER ALERT SPOILER ALERT

CONTRACT: MYSTERIOUS TRACKS

LOCATIONS: Lindenvale, Fiend's Cave

CHARACTERS: Hunter, Merchant

ENEMIES: Arachas, Howler (Chort)

Howler

OBJECTIVES:

- Talk to the hunter.
- Nearest Signpost: Lindenvale.

QUESTING DECISIONS

Find the Notice Board in Lindenvale to read the contract and begin the quest. Or, chance upon the clues (the dead wolves and cave) first, and then ask the hunter. The optimal path is the former.

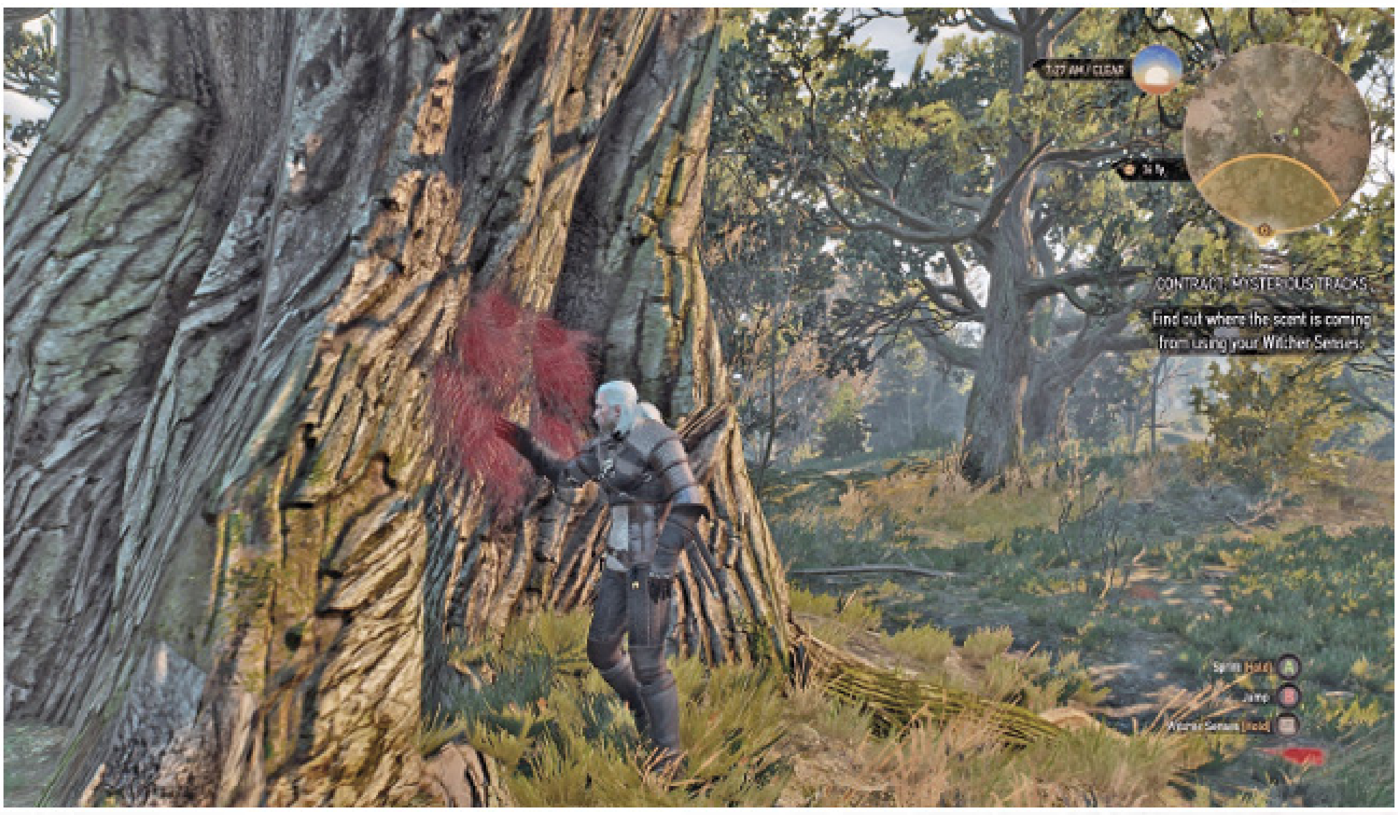
A contract from a huntsman describes a woodland walk where strange tracks were spotted. There's little else to go on, but a quick jog along the main road to a cottage on the southeastern side of Lindenvale, and a chat with the hunter in question, reveals a little more. The beast is "proper huge," slaughtered a dozen wolves, and it howls and bellows something fierce. Adjust your reward by bartering if you wish, agree to the hunt, and set off into the forest.

Contract: Mysterious Tracks

Stinks Like Fiend S--T

OBJECTIVES:

- Search the forest.
- Follow the tracks.
- Find out where the scent is coming from.
- All using your Witcher Senses.



CONTRACT: MYSTERIOUS TRACKS

Find out where the scent is coming from using your Witcher Senses.

Dash off in a southerly direction, passing a tumbledown cottage near a large oak tree (if you're taking the path), then veer off and take down an arachas that might be feeding on the corpses you're about to inspect. Then inspect the following:

- Wolf corpses—the monster wiped out a whole pack of them.
- The tracks are big, really big. Follow them. The tracks lead up a rocky embankment in a roughly southwesterly direction.
- Climb to the top of the embankment, and follow the tracks a few feet to a large oak tree, and examine it. The beast left a lot of fur when it rubbed against the tree, and the scent is still visible to you.
- Follow the scent trail in a roughly southerly direction around a large hilly mound, until the trail heads up and into a cave entrance that's too high to reach from your current position.
- Close to the cave opening is an impressively-sized stool of dried out fiend feces. The animal has been active for a while.

OBJECTIVES:

- Find a way into the cave.
- Explore the cave using your Witcher Senses.

The trail goes cold for a few moments as you need to manually find a secondary cave entrance. Climb to the hilly area directly above the cave opening with the stench, and search around for a hole in the grassy ground, close to a cluster of old oak trees (as shown). Simply drop into the hole.

You appear on a high ledge inside the Fiend's Cave. The high opening opposite is the other entrance you couldn't reach. Drop down onto the cave floor, and inspect the following:

- The corpse of the fiend you thought you were hunting, which died recently. Check the mouth of this creature, which has tufts of differently-colored fur.
- There's a trail with tracks too small for a fiend, though. Blood pools indicate a vicious fight, and paw prints reveal the fight lasted a while. You now guess you're hunting a chort which was competing for territory. But the beast isn't here. It needs to be coaxed to the cave with bait.

Contract: Mysterious Tracks

More Fiendish Than A Fiend

OBJECTIVES:

- Acquire fiend dung to use as bait.
- Prepare some bait based on the Alchemy Formula.
- Pour the bait around the hill (4).
- Wait in the cave for the chort to catch the scent.
- Kill the chort.

You automatically receive the chort llure potion formula. Now combine the following ingredients with your alchemy knowledge to concoct this potion:

Items: Formula: Chore Lure

CHORT LURE

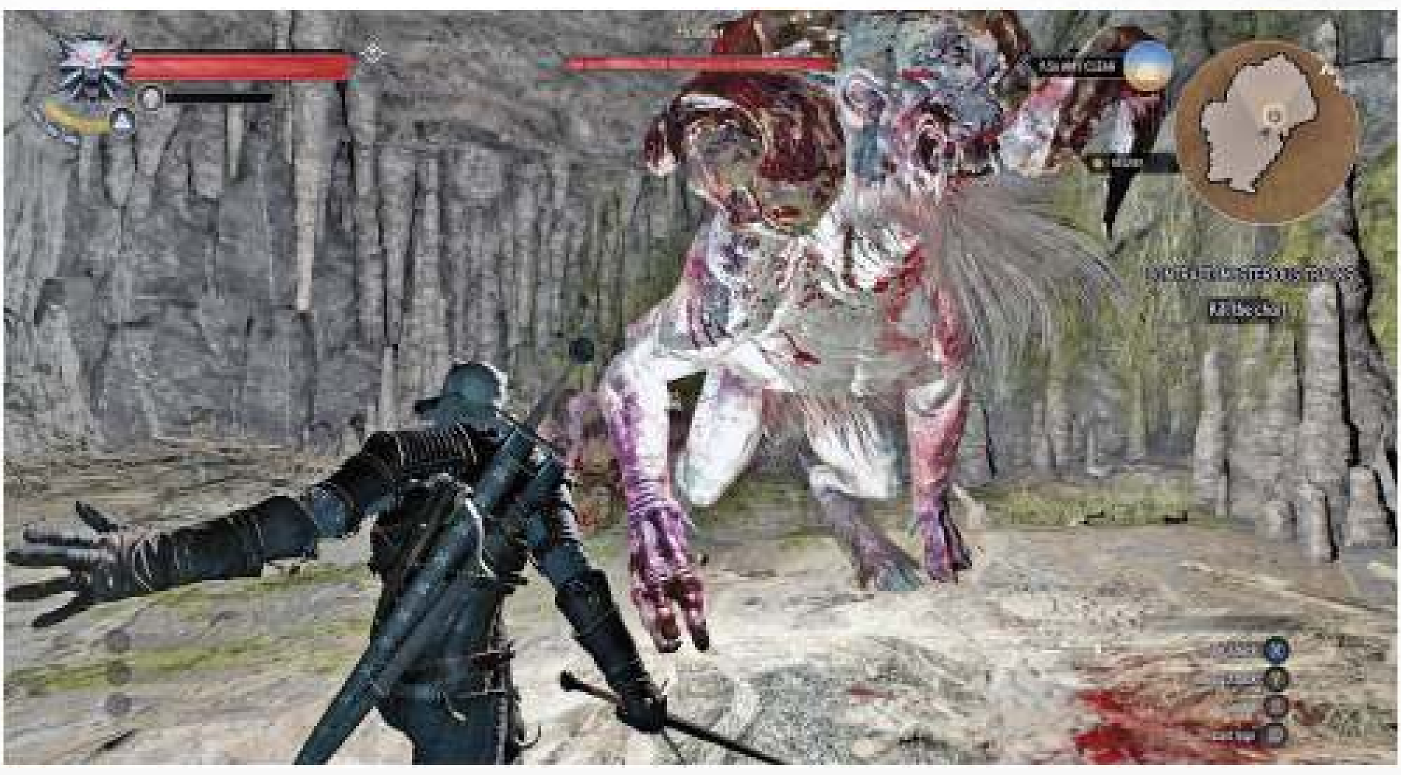
Ingredient	Amount
Fiend Dung	(1)
Crow's Eye	(2)

BREWING YOUR CONCOCTION: THE LOCAL FLAVOR

Do you want to know more about where to find these ingredients, or the formula? Then consult the Alchemy appendix on page 484. Don't be too concerned with trekking far away for these ingredients—all are available to pick in the vicinity. Crow's Eye is a plant, and not the eyes from an actual crow!

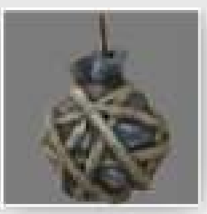
Return to the hill above the Fiend's Cave. Look at your minimap for the four nearby locations (which surround the hill all the way down to the river), and spray some bait around (accessed by placing the potion into your Potions slot). Now return to the Fiend's Cave, dropping in from the top opening, just like before.

An immense and frightening creature with huge bulky forearms and a horned head that could pierce granite leaps down and lunges at you. Prepare to fight Howler, the hardiest of chorts!

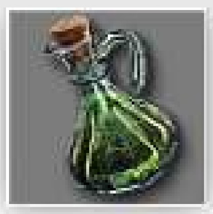


MAKING CHORT KILLS LESS OF A CHORE

Consult the Bestiary for better battle tactics against this fiend-killing foe. The chort has the following vulnerabilities:



Devil's Puffball Bomb



Relict Oil

END: AFTER MAKING REMAINS OF HOWLER

OBJECTIVES:

- Take a trophy from the chort.
- Collect your reward for killing the chort.

Slice sections of chort away from the main corpse to add to your trophy collection, and clamber out of the cave, whistle for Roach, and ride triumphantly back to Lindenvale where the hunter is both worried at the fiend incursions, and happy the monster has been slain. Collect your reward as the quest concludes.

Items: Chort Hide, Chort Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS

LOCATIONS: Oreton, Lake Wyndamer, Byways

CHARACTERS: Commander Milan Noran, Bytomir

ENEMIES: Ghouls, Sarasti (Ekimmara)

SARASTI (EKIMMARA)

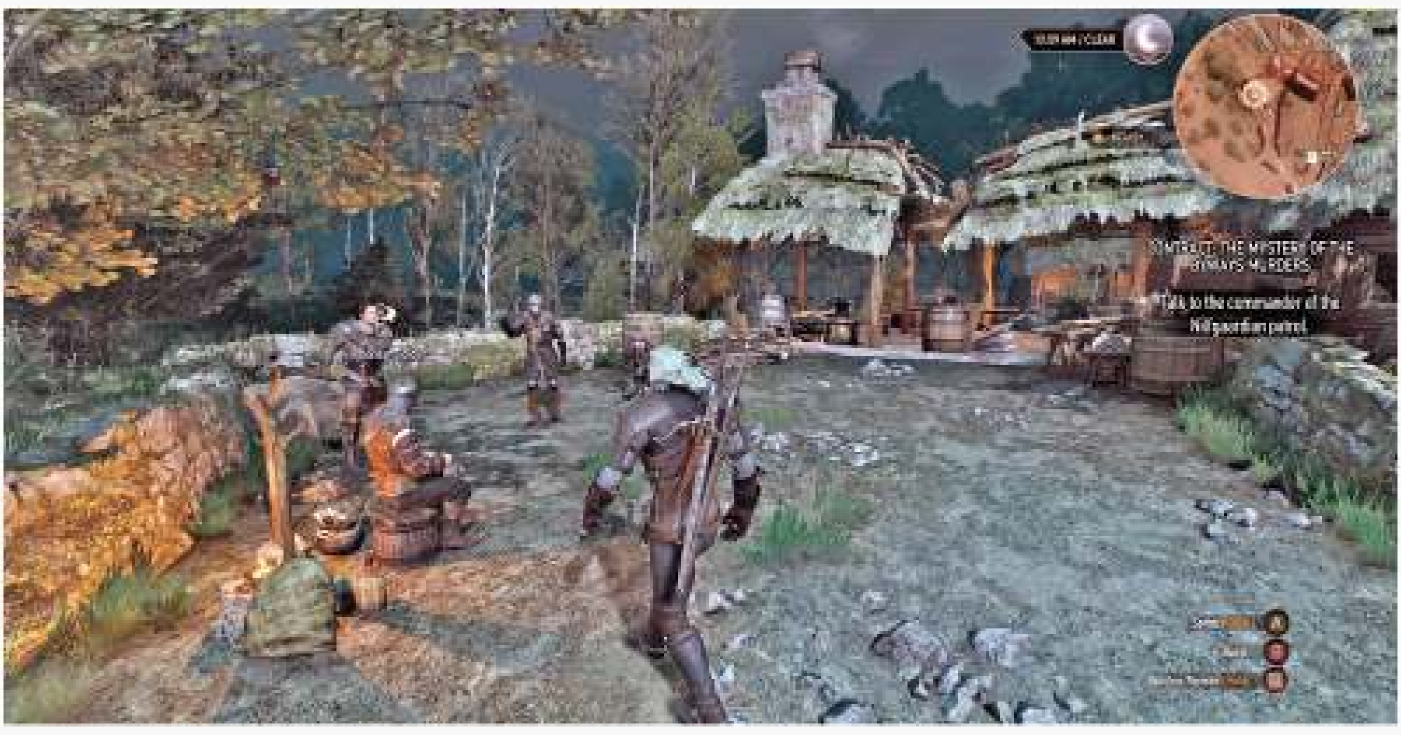
OBJECTIVES:

- Talk to the commander of the Nilfgaardian patrol.
- Nearest Signpost: Oreton.

QUESTING DECISIONS

This quest is accessible during your exploration of Velen (No Man's Land). Chance upon the Notice Board in Oreton to read the contract and commence the quest.

Milan Noran, commander of the division stationed in Oreton, has a contract pinned to a Notice Board regarding "Missing Soldiers." It seems a patrol of his has disappeared, possibly falling prey to a monster. Bring the head of the thing responsible results in a reward. Head to the smithy at the end of the road, where a group of Nilfgaardian soldiers are resting up. Speak with Milan, bartering for your services if you wish. He explains the patrol was lost somewhere along the south shore of Lake Wyndamer. He also knows of peasants scratching a living in the village of Byways, who speak of a monster. Agree to start this investigation.



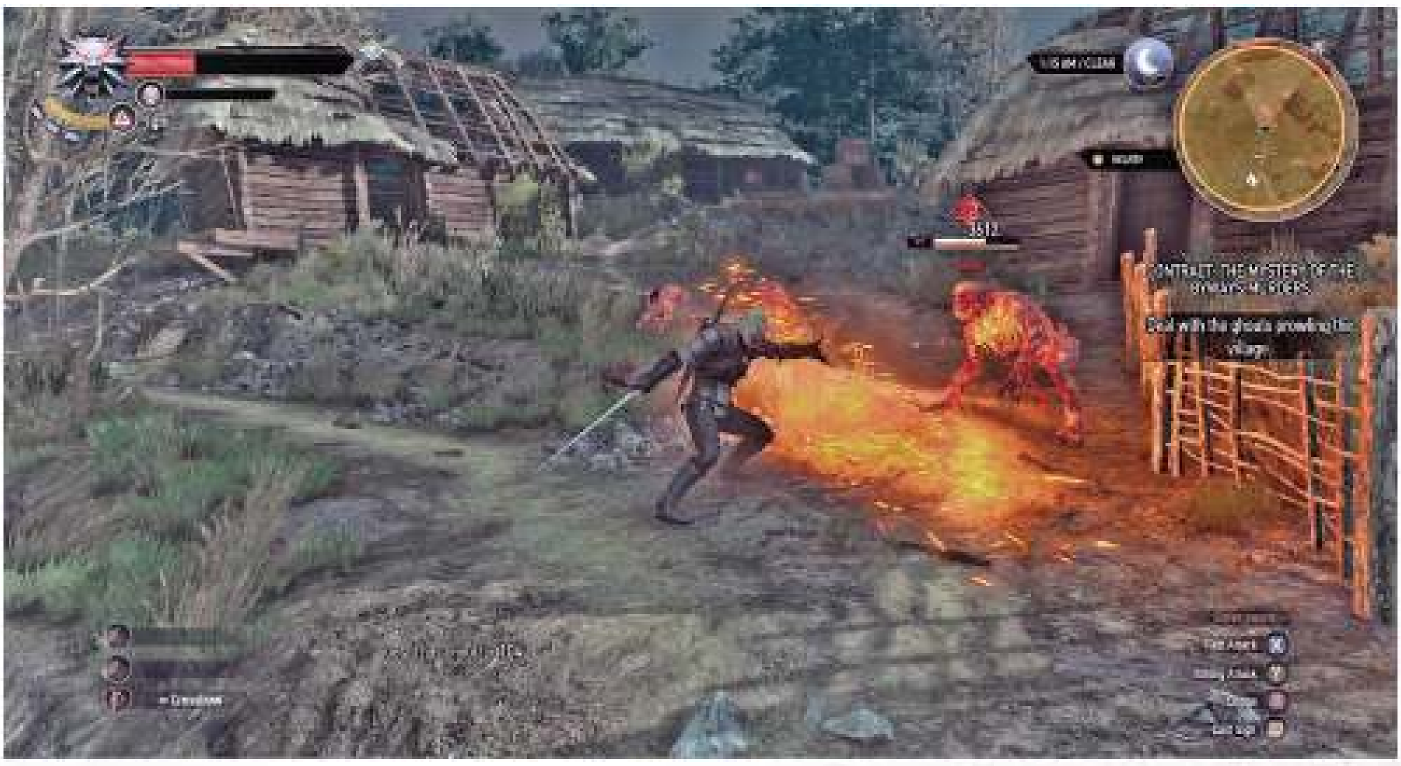
CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS
Talk to the commander of the Nilfgaardian patrol.

Contract: The Mystery Of The Byways Murders

Where There Are Ghouls, There's Usually Corpses…

OBJECTIVES:

- Find out what happened in Byways.
- Deal with the ghouls prowling the village.
- Find the surviving villagers.


CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS
Deal with the ghouls prowling the village.

The journey to Byways involves a bit of trekking, made easier if you ride Roach westw, and then south around the lake to the western side. Or you may wish to simply swim across the lake (heading southwest). Byways was famous for its brick-making artisans. Now, as you approach, it is infamous for its rotting stench and prowling ghouls. Complete the following:

- Bring your best pointy metal object and thrust it repeatedly into the sagging gray flesh of five ghouls that are stinking up the village.
- Head northwest, towards the new objective area, yelling at the villagers that it is safe to come out. Two nervous men appear, one called Bytomir, telling you the Nilfgaardians plundered the settlement, and the ghouls appeared to run them off. This beggars belief (which you can mention to the peasants).

OBJECTIVES:

- Explore the village.
- Follow the scent of blood.

A more thorough inspection of Byways is called for. Complete the following:

- Use your Witcher Senses on the ground where you fought the ghouls. There are corpses of Nilfgaardian soldiers and their dogs. One shows marks of jaws strong enough to crush armor.
- Another was thrown to the ground with such force, he suffered internal hemorrhaging.
- You then smell the air. Thick with the scent of blood. Follow the stench trail roughly to the structure at the northern edge of Byways. The place is locked.

Bytomir approaches, with more evasive answers. After some light verbal pressuring, he reveals there are elven ruins under the village. Tunnels they scavenge with trinkets to sell. After disturbing a monster, the peasants buried the entrance, but the Nilfgaardians opened it again. You demand the key to the hut, and are given it.

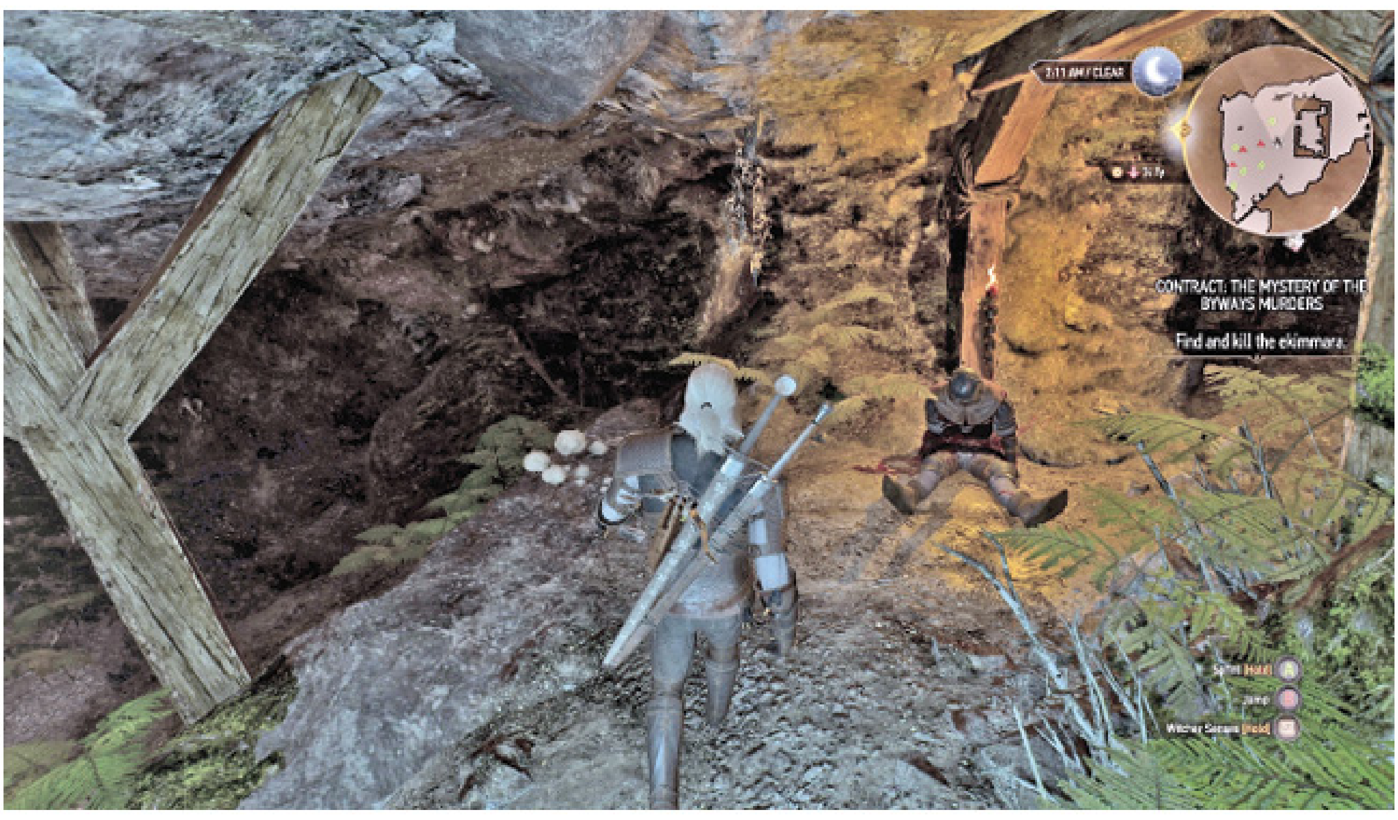
Items: Quest Item: Key to the Byways Tunnels

Contract: The Mystery Of The Byways Murders

The Byways Bloodsucker

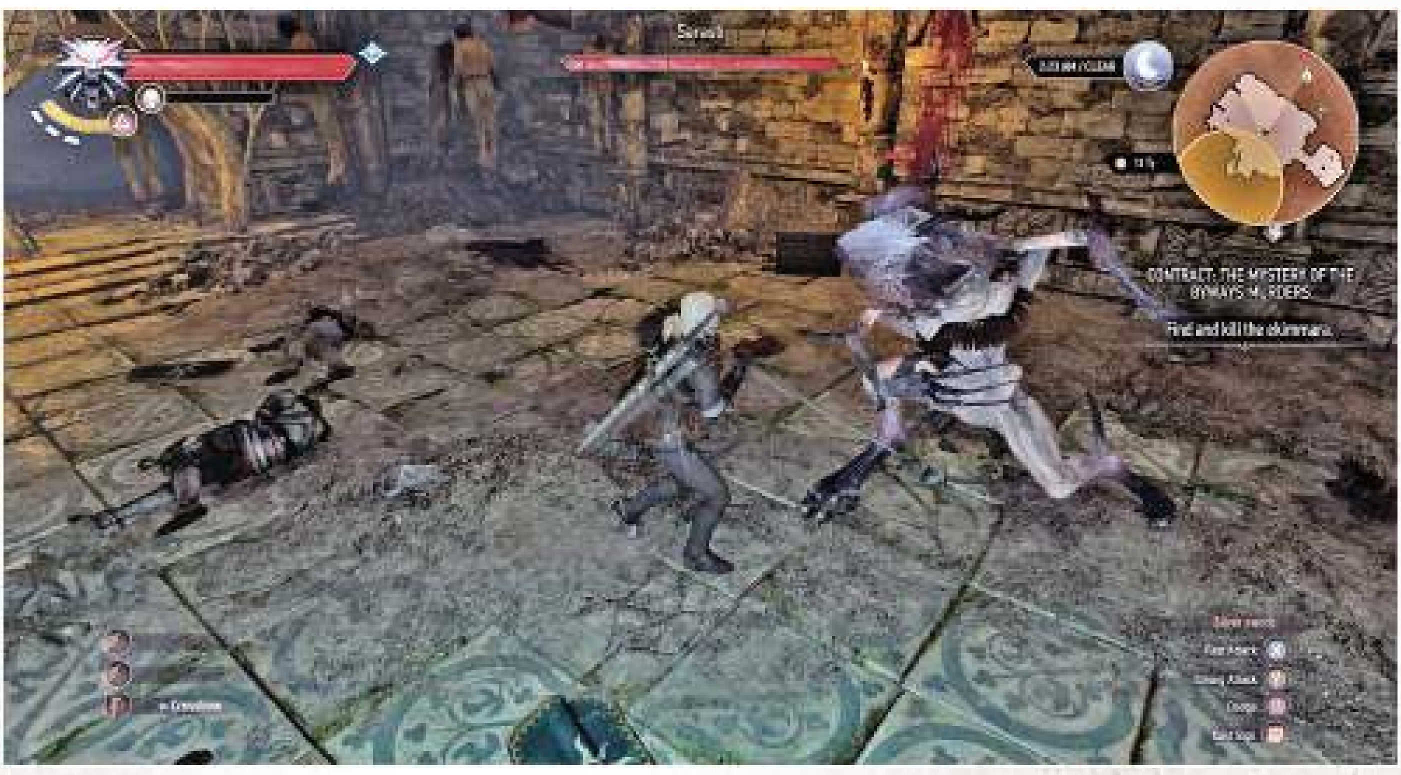
OBJECTIVES:

- Explore the tunnels under Byways.
- Kill the ekimmara.


7:11 AM / CLEAR
CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS
Find and kill the ekimmara.

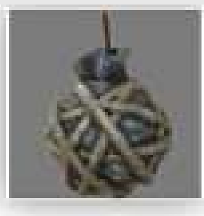
Lift the planks on the hut's floor to reveal a ladder. Also try to spot a piece of fur in this hut, allowing quicker identification. Descend into a tight mining tunnel. At the first lit torch lies a slumped guard. Use your Witcher Senses. His armor was pierced, and arteries torn open. You realize the monster was an ekimmara, disturbed from hibernation. Venture further into the tunnel, dropping off a ledge, down past a wooden ladder platform.

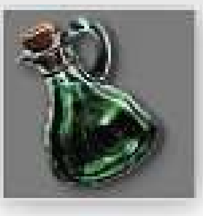
Enter an ancient elvish arched tunnel. The bloodied remains of the Nilfgaardian patrol are scattered about this chamber, as well as older corpses, strung up on wooden scaffolds. Now comes the fiendish beast itself—a centuries-old elder ekimmara known as Sarasti. Draw your silver sword and better it in combat.

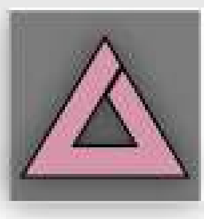

Sarasti
2:03 AM / CLEAR
CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS
Find and kill the ekimmara.

HIGH STAKES COMBAT

Consult the Bestiary or better battle tactics against this monstrous vampire. The ekimmara has the following vulnerabilities:


Devil's Puffball Bomb


Vampire Oil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LOW STAKES COMBAT

You can also investigate this village, not venture into the lair of Sarasti, and return to the Nilfgaardian camp to report what you saw. You still receive a reward for your troubles.

END: EXTRA EQUITY FOR AN EKIMMARA EXECUTION

OBJECTIVES:

- Collect an akimmara trophy.
- Talk to Bytomir.
- Report back to the Nilfgaardian patrol commander.

After gathering your saliva and the head of Sarasti, retrace your steps back up to Byways village, and speak with Bytomir. You inform him that you've solved his ancient vampire problem, and force him to pay up for your troubles. Then trek back to Oreton, and tell Milan Noran the same story. More crowns are added to your collection, as the quest concludes.

Items: Vampire Saliva, Ekimmara Trophy, Crowns

Contract: Patrol Gone Missing

Eggebracht's Orders

DANGER ALERT
SPOILER ALERT

CONTRACT: PATROL GONE MISSING

LOCATIONS: Nilfgaardian Central Army Camp, Abandoned Nilfgaardian Camp, Ghoul's Nest Cave

CHARACTERS: Quartermaster Eggebracht

ENEMIES: Nekkers, Bandits, Bear, Wyvern, Alghoul, Ghouls

Wyvern

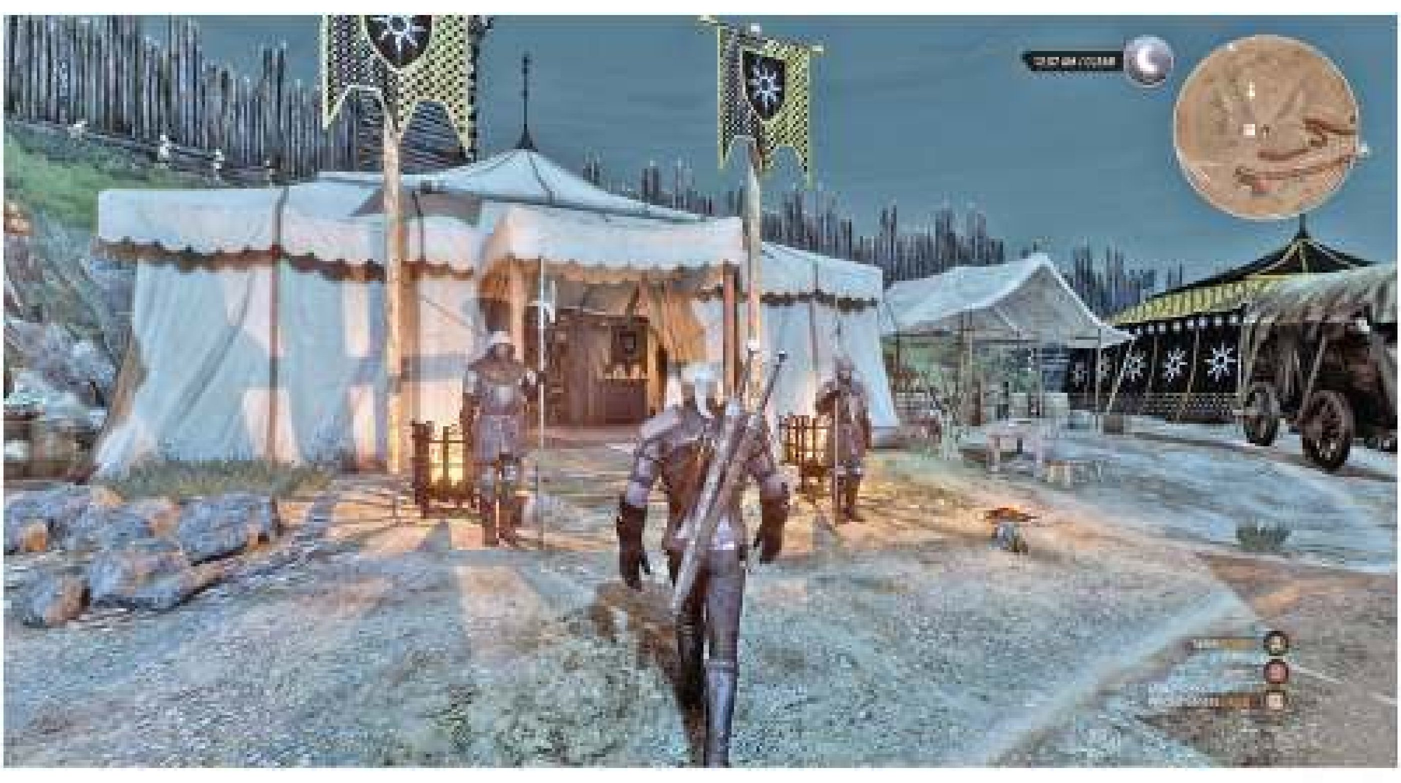
OBJECTIVE:

- Go to the abandoned camp.

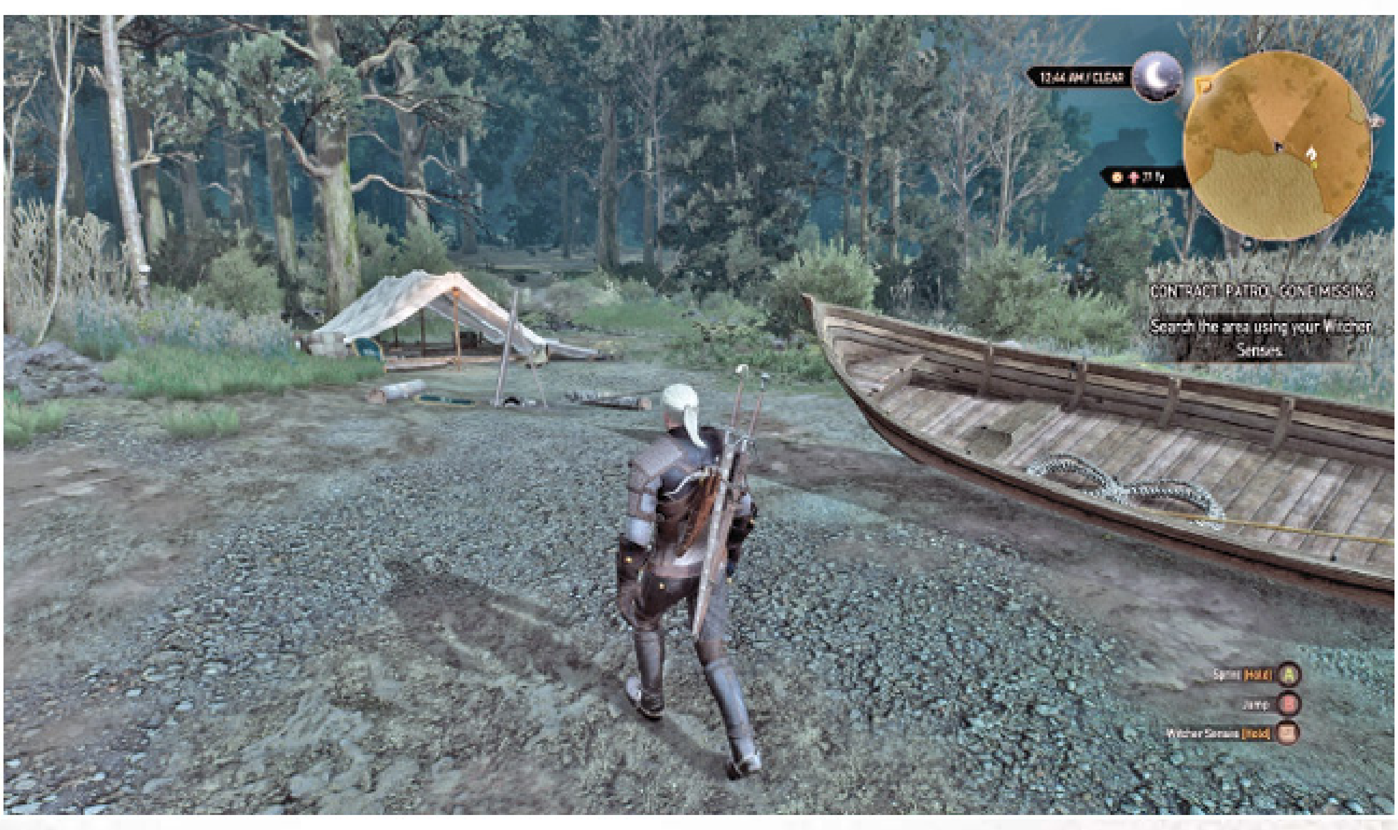
QUESTING DECISIONS

This quest is accessible during your exploration of Velen (No Man's Land) and Novigrad. Visit the Nilfgaardian Central Army Camp in the very southeast of the World Map. Then inspect the Notice Board adjacent to the quartermaster's tent.

There's an interesting missive pinned to the Notice Board close to the quartermaster's tent in these parts. It mentions the loss of a patrol, and a reward for finding them. Enter the tent adorned with the sun motif of the Emhyr, and speak to quartermaster Eggebracht. You can shoot the breeze with him, but continue this quest by asking him for work. He requests you find the abandoned camp, across the lake, to the northwest of here.



The going underfoot soon turns soggy. Watch for nekkers as you start to wade into a swamp, before crossing the lake to the woodland area northwest of these parts.



CONTRACT: PATROL GONE MISSING
Search the area using your Witcher Senses.
Witcher Senses [Hold]

OBJECTIVE:

- Search the area using your Witcher Senses.

The Abandoned Nilfgaardian Camp is on the northwest part of the lake, and offers a wealth of clues to a Witcher with a twitching set of senses:

- A campfire showing the soldiers left here in a hurry.

There are footprints leading up into the woods—some booted and others barefoot. Follow them into the woods. Were they leading a group of barefoot peasants, or did the peasants do the leading?

Keep following the prints until a smell overtakes your senses. Follow the stench clouds, spotting draconid musk on the ground. There are three or four of these piles to inspect, which take you in an elongated loop through the trees. Prepare for intermittent fighting with nekkers and bandits along the way. Though you only need to find the scent clue to the poisoned corpse, all the clues are presented here.

Return and continue to follow the sets of footprints, up toward a confrontation with a bear. The nearby remains of a corpse seems to have been poisoned. Now continue along the path to the southeast, following the prints up and into a hillside devoid of trees.

OBJECTIVES:

- Kill the Wyvern.
- Take a trophy.

A frightening screech, and a flapping airborne menace swoops in to slaughter you with its talons. Retaliate by knocking the foe down to the ground, and finishing this winged menace as adeptly as you can. Once killed, inspect the corpse and slice the head off, gathering its hide and other items, but don't leave without your trophy.

TACKLING THIS TERRIBLE LIZARD

Consult the Bestiary for better battle tactics against this screeching, scaly beast. The wyvern (unnamed) has the following vulnerabilities:

Golden Oriole

Grapeshot Bomb

Draconid Oil

Aard

END: SNIFFING AROUND NILFGAARDIAN BUSINESS

OBJECTIVE:

- Return to the Nilfgaardian camp.

At this point, you may retrace your steps and inform the quartermaster of your findings. However, it is well worth continuing up the path you were on when you faced the wyvern, tracking another poisoned soldier (this one was gnawed on), and more footprints that lead down into a ravine, and a ghoul's nest within a cavern tunnel. The remains of a villager lie at the end. Report this to the quartermaster, and he's annoyed that you're poking your nose into Nilfgaardian business. Either way, your reward is received (though you can refuse it if you don't like crowns).

Items: Wyvern Egg, Wyvern Mutagen, Wyvern Trophy, Crowns

Contract: Phantom Of The Trade Route

A Bridge Too Far

DANGER ALERT SPOILER ALERT

CONTRACT: PHANTOM OF THE TRADE ROUTE

LOCATIONS: Benkelham, Royal Wyvern's Cave and Eyrie
CHARACTERS: Refugee
ENEMIES: Nekkers, Wyverns, Royal Wyvern

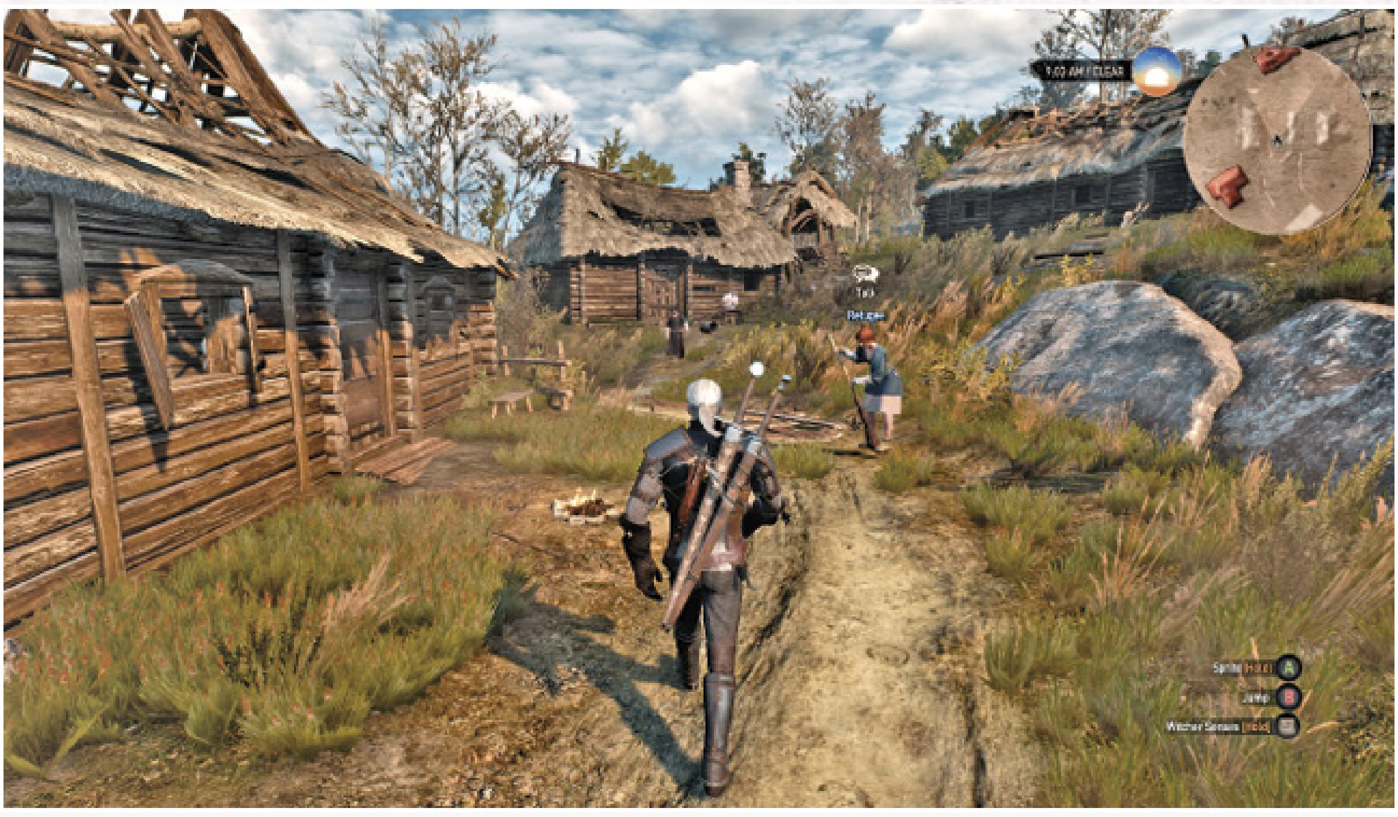
Royal Wyvern

OBJECTIVES:

- Find the missing caravan.
- Exmaine the cart.
- Nearest Signpost: Benkelham.

QUESTING DECISIONS

You should visit the dilapidated village of Benkelham, and find the refugee that requests your help. Or, you can find the abandoned wagon, meet the refugees in the cave, or destroy the wyvern nests first. The optimal path is the first one.



Benkelham is a collection of sagging huts and a giant windmill, on a hillside along the eastern side of Velen, and speak to a refugee sitting by a ruined cottage. He hopes you can find out more about a missing merchant caravan. They hired some of the villagers to guide them to a bridge, and the boys haven't returned. Barter a price for your services if you wish, then remember the name Thomil—the man's brother who lead the men.

Take the main road north from Benkelham, following its winding path downhill until you discover an upturned cart. Use your Witcher Senses as you take in the scene of this crime. Locate the following:

- Evidence that somebody was bound, but quickly freed using a dull blade.
- Somebody left footprints from a barrel of spilled wine.
- There are claw marks on a nearby rock.
- Someone was running quickly, panicked, and their footprints end suddenly.

You summize that a flying entity swooped down and grabbed the victim, leading you to believe the monster is a wyvern or forktail. The smell of Kaedweni wine lingers for hours, and a trail of this stench leads you uphill, heading roughly northeast.

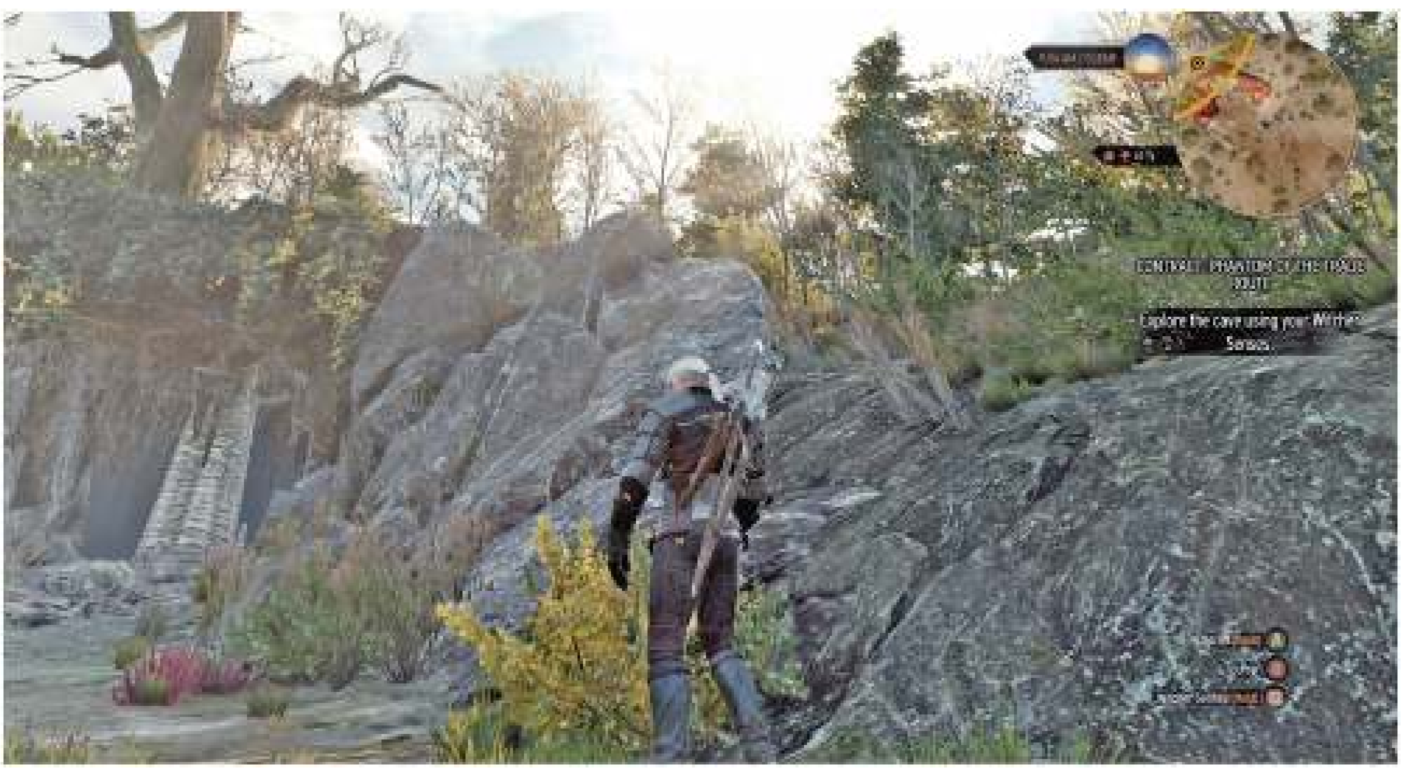
Contract: Phantom Of The Trade Route

I Can Feel It Coming In The Air Tonight

OBJECTIVES:

- Follow the scent.
- Explore the cave.

Wander uphill with the wine smell clouding your nostrils and vision. The trail leads you to a rough path and a cave entrance.

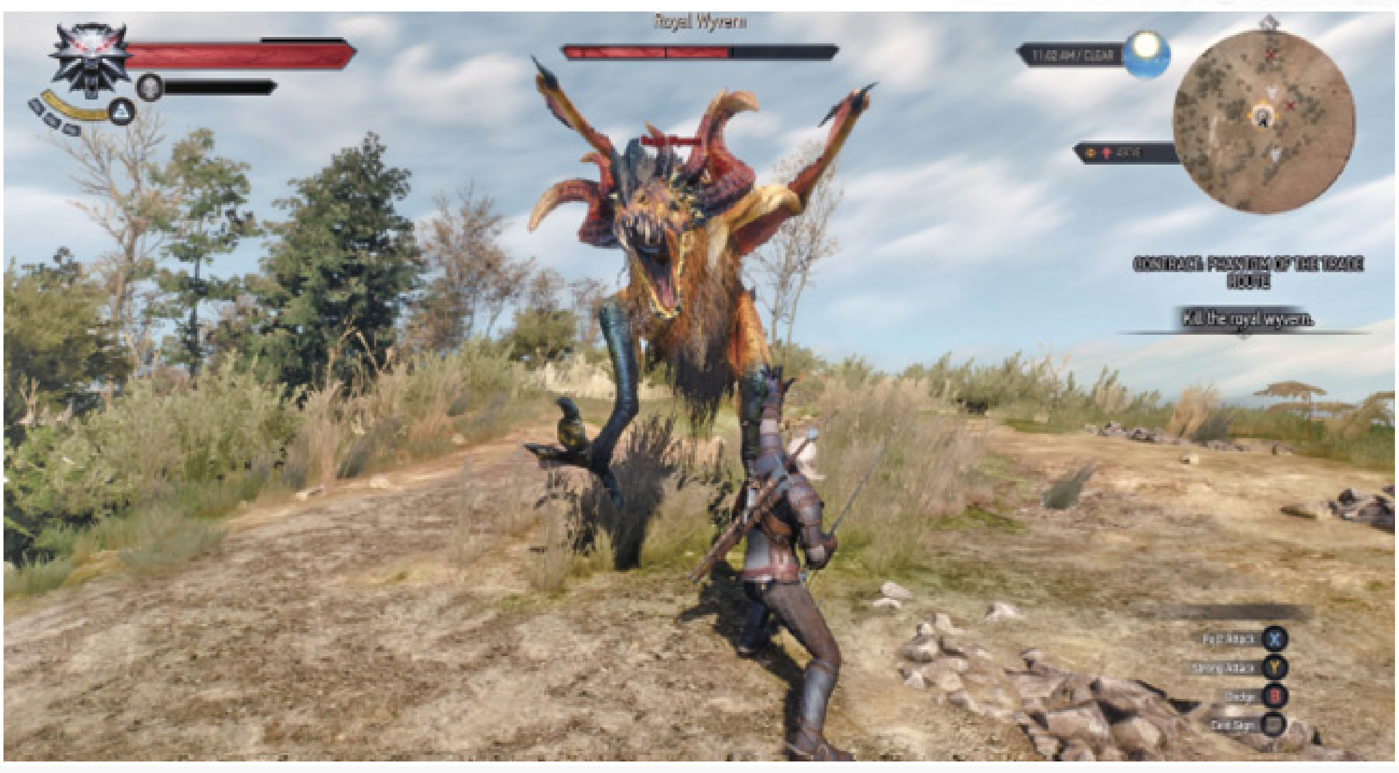

CONTRACT: PHANTOM OF THE TRADE ROUTE
Explore the cave using your Witcher Senses.

There's a corpse of one of the caravan refugees at the cave's entrance. Go inside, and you meet two luckless refugees hiding out in the cavern. You can ask about Thomil, who sadly didn't make it, and find out more about the monster you hunt. It is a royal wyvern. Lucky you.

OBJECTIVES:

- Find the wyvern's nest.
- Destroy the wyvern's nest (2).
- Kill the royal wyvern.

Continue deeper and higher into the cave, climbing up the natural rock steps to the south, and climbing higher until you see light from an exit. Step into the light, and run into two young wyverns. This is the royal wyvern's eyrie. Face both of them in combat, slaying them with quick competency. But these juveniles weren't responsible for ransacking the cart and dropping the scattered corpses you find on this cliffside perch…



UP FOR A HIKE?

Another option is to go up the hill to the left or right of the cave entrance, and reach the eyrie without climbing up through the cave.

Approach each of the two nests of spittle, wood, and bone, and destroy it with a swift kicking. After dismantling both of them, a suitably angered royal wyvern swoops in for the kill. Bring it down to the ground with crossbow or magic attacks, and finish it before it devours you.

HERE BE DRAGONS! NO? FORKTAILS? NO…

Halt! Before ascending to the eyrie to rid the lands of three wyverns, you should take time to fully prepare for such an undertaking. Remember to consult the Bestiary for tackling wyverns, both royal and otherwise. The royal wyvern has the following vulnerabilities:

Golden Oriole

Grapeshot Bomb

Draconid Oil

Aard

END: THE ROYAL TREATMENT

OBJECTIVES:

- Take a trophy from the royal wyvern.
- Collect your reward.

The two refugees appear, a little gobsmacked at your accomplishments. After vowing to tell tales of this day, they leave you to whistle for Roach, and carry the royal wyvern's head swinging by Roach's saddle. Head down the hill to Benkelham, and speak with the refugee. After settling up, the quest concludes.

Items: Wyvern Mutagen, Wyvern Egg, Wyvern Hide, Wyvern Trophy, Crowns

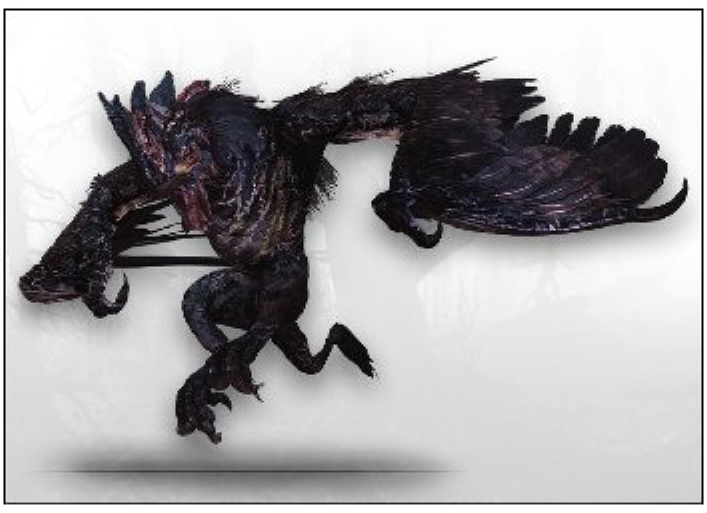
Contract: Shrieker

Not Just A Pack Of Peasants With Pitchforks

DANGER ALERT SPOILER ALERT

CONTRACT: SHRIEKER

LOCATIONS: Crow's Perch, Burned Ruins (Cockatrice Cave)
CHARACTERS: Chet, Symko
ENEMIES: Shrieker (Cockatrice)



Shrieker (Cockatrice)

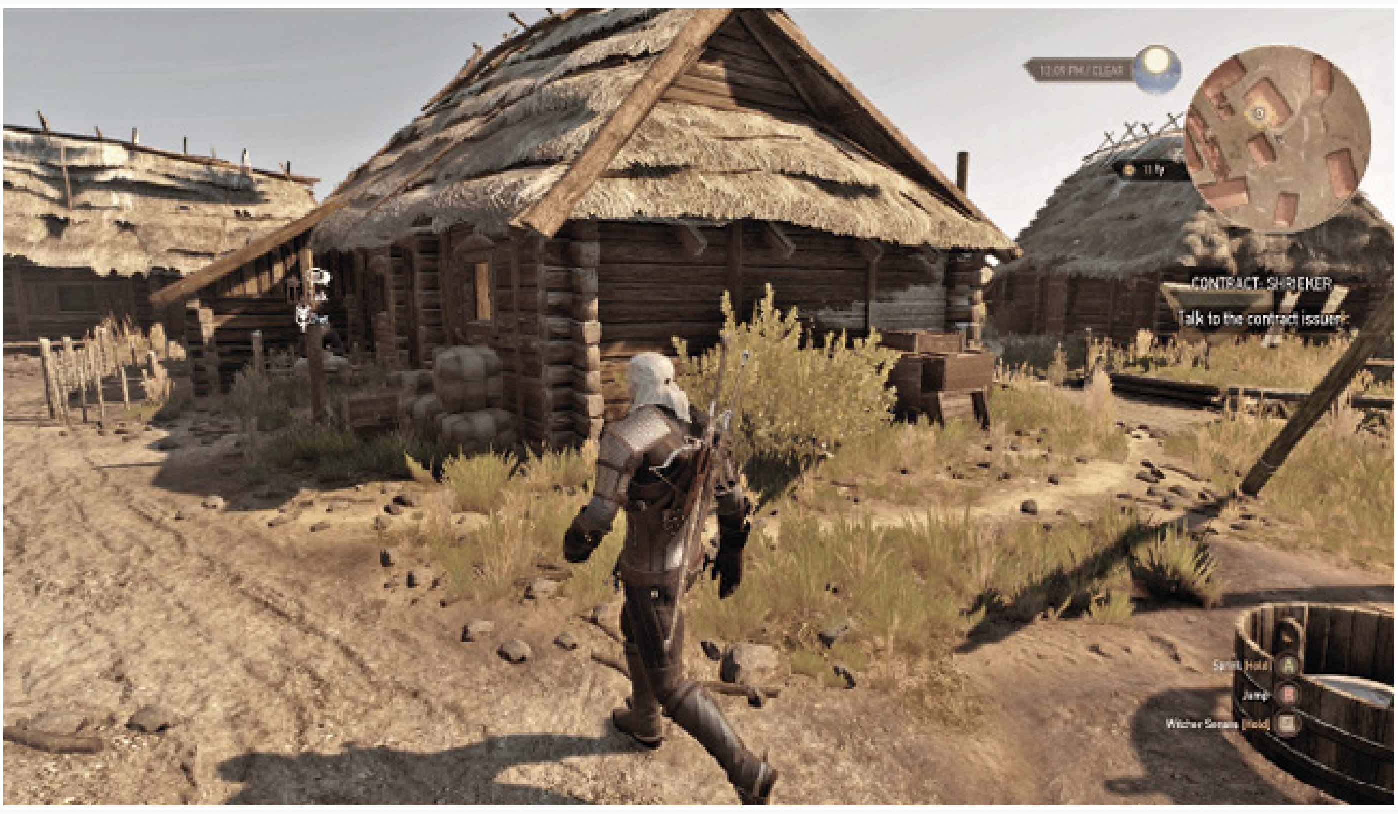
OBJECTIVES:

- Talk to the contract issuer.
- Nearest Signpost: Crow's Perch.

QUESTING DECISIONS

Find the Notice Board in Crow's Perch to read the contract and begin the quest. Or, chance upon nest of this creature first. The optimal path is the former.

Chet from Crow's Perch is having a terrible time with a shrieker (a monster that has woven its nest nearby) and has taken to killing those that venture too close. Head to the lower village within the walls of Crow's Perch, and find Chet by his cottage. Barter a price for your services if you wish, listen to the hapless attempts the local (and now deceased) huntsman named Borzoy made to kill the creature. Now agree to slay it.



OBJECTIVE:

- (Optional) Talk to the witnesses to the shrieker's attack.

Symko, son of Borzoy, is the witness to the shrieker's attack, and he's gazing at grass on the eastern side of the cottage. He is resistant to your talking, but continue to ask him questions and he describes the shrieker as a huge rooster with a lizard's tail, and how his dog Ruffler ran away too. Calm the kid down with soft words or soothing Axii magic, and depart.

Contract: Shrieker

Ruffling A Few Feathers

OBJECTIVES:

- Investigate the site of the shrieker's attack using your Witcher Senses.
- Follow the blood tracks using your Witcher Senses.

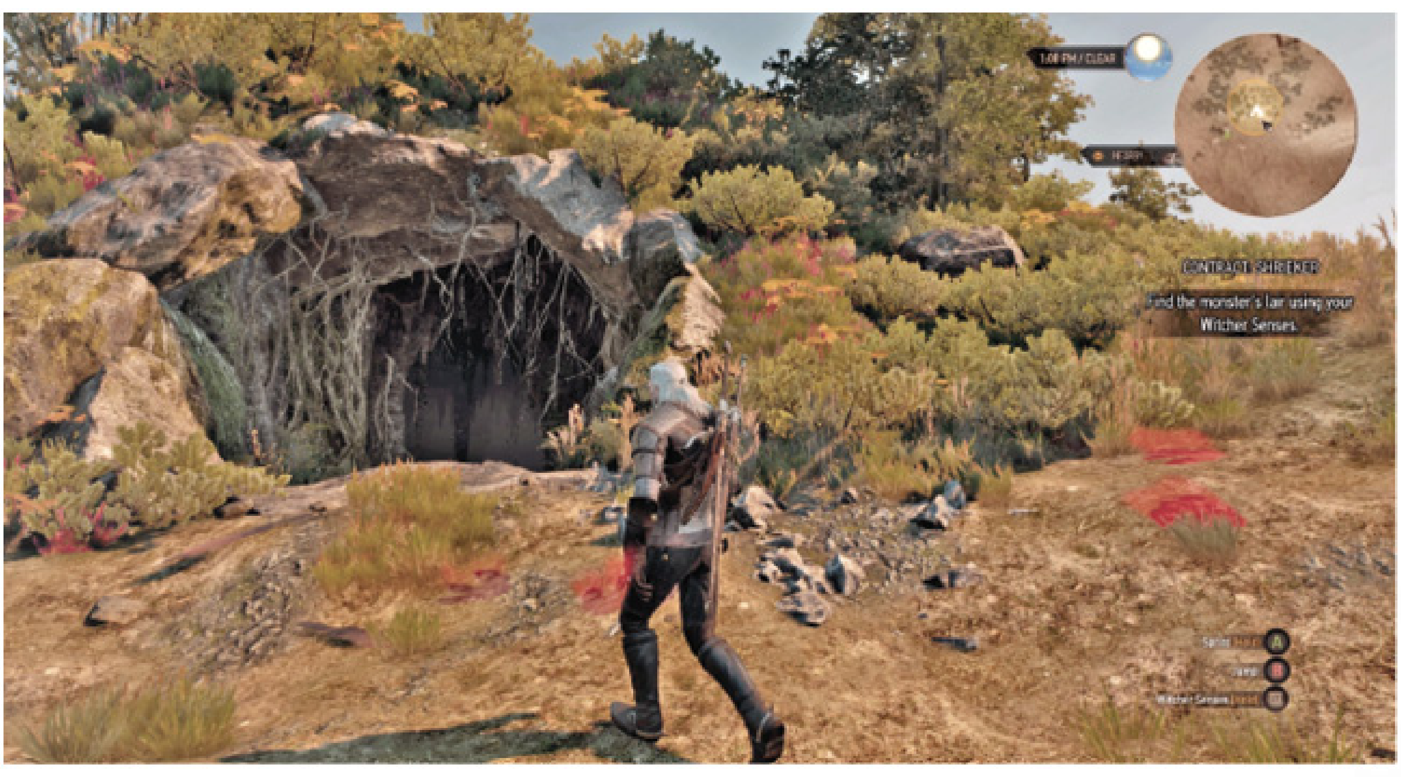
Head south out of Crow's Perch, traveling roughly eastwards to the objective area where the beast was fought, close to the marshy moat and south of the Burned Ruins signpost. Locate the following:

- The remains of Symko's dog Ruffler can be seen and inspected using your Witcher Senses—It didn't give up without a fight.
- There are staggered tracks leading away from the dog corpse.
- Locate the monster blood close to the water's edge, and track it in a roughly northwesterly direction.

The beast landed at a cave entrance close to the northeastern part of Crow's Perch moat, and just west (and underneath) the Burned Ruins. Close inspection of the tracks reveals the beast is a cockatrice.

OBJECTIVES:

- Find the shrieker's lair.
- Drive the shrieker out of its lair with a Samum, Grapeshot, or Dancing Star bomb.

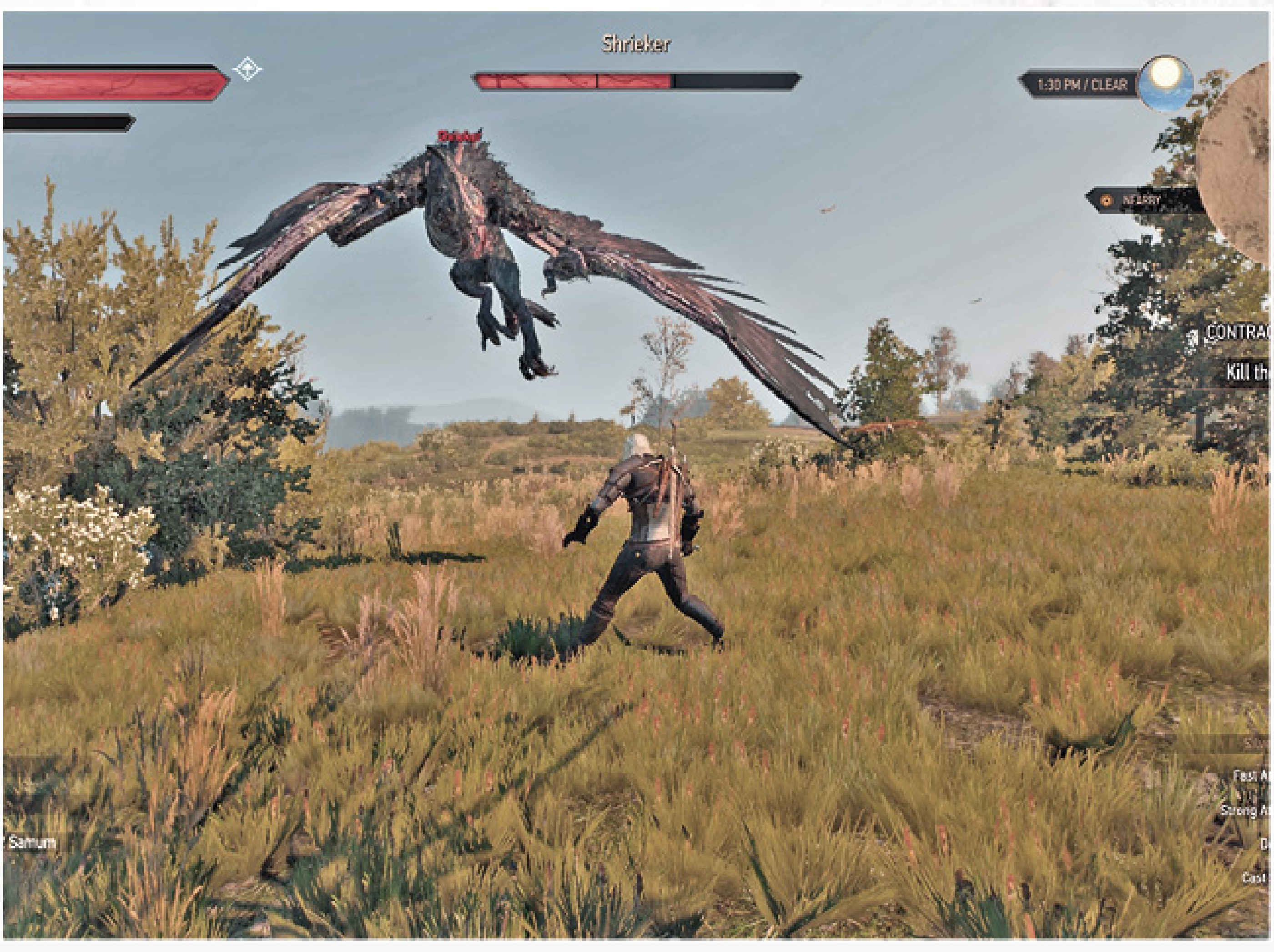


Explore the cave entrance, which opens up into a large cavern. Use your Witcher Senses in here to uncover droppings staining a high ledge, where the beast must be nursing its wounds. It won't budge until you produce a Samum, Grapeshot, or Dancing Star bomb, and lob it onto the ledge. After the explosion, the shrieker disappears! It has fled through an upper exit.

OBJECTIVES:

- Chase down the shrieker.
- Kill the shrieker.

Leave the cave the way you came, summoning Roach and visually track it across the countryside as it flaps away. At a gallop's pace, you should easily catch this wounded and angry animal. Drop it from the skies, and set about slicing it into more manageable pieces.



DON'T BE THE ONE DOING THE SHRIEKING

Consult the Bestiary for better battle tactics against this overgrown chicken. The cockatrice has the following vulnerabilities:

Grapeshot Bomb

Draconid Oil

Aard

END: AFTER THE COCKATRICE CARNAGE

OBJECTIVES:

- Take a trophy from the shrieker.
- Collect your reward from the contract issuer.

That overgrown chicken has eaten its last villager! Stoop down and inspect the corpse, gathering some meat and ingredients, as well as the head of the beast. Then mount Roach with the head tied to your saddle, and return to Chet. He hands you the pennies he gathered as your reward. You can:

- Tell him to keep the coin—for Symko.
- Or gladly accept the coin.

Afterwards, you can speak to Szymko and tell him his father's death was avenged, if you wish. Either way, the quest concludes.

Items: Cockatrice Egg, Cockatrice Stomach, Cockatrice Trophy, Crowns

Contract: Swamp Thing

Eyes Like Coals And A Jaw Full Of Fangs

DANGER ALERT SPOILER ALERT

CONTRACT: SWAMP THING

LOCATIONS: Crookback Bog Peat Post, Crookback Bog Peat Lodge, Cave of Ignius Fatuus

CHARACTERS: Leslav

ENEMIES: Foglets, Nekkers, Drowners, Ignius Fatuus (Foglet)

Recommended Item: Eye of Nehaleni

Ignius Fatuus (Foglet)

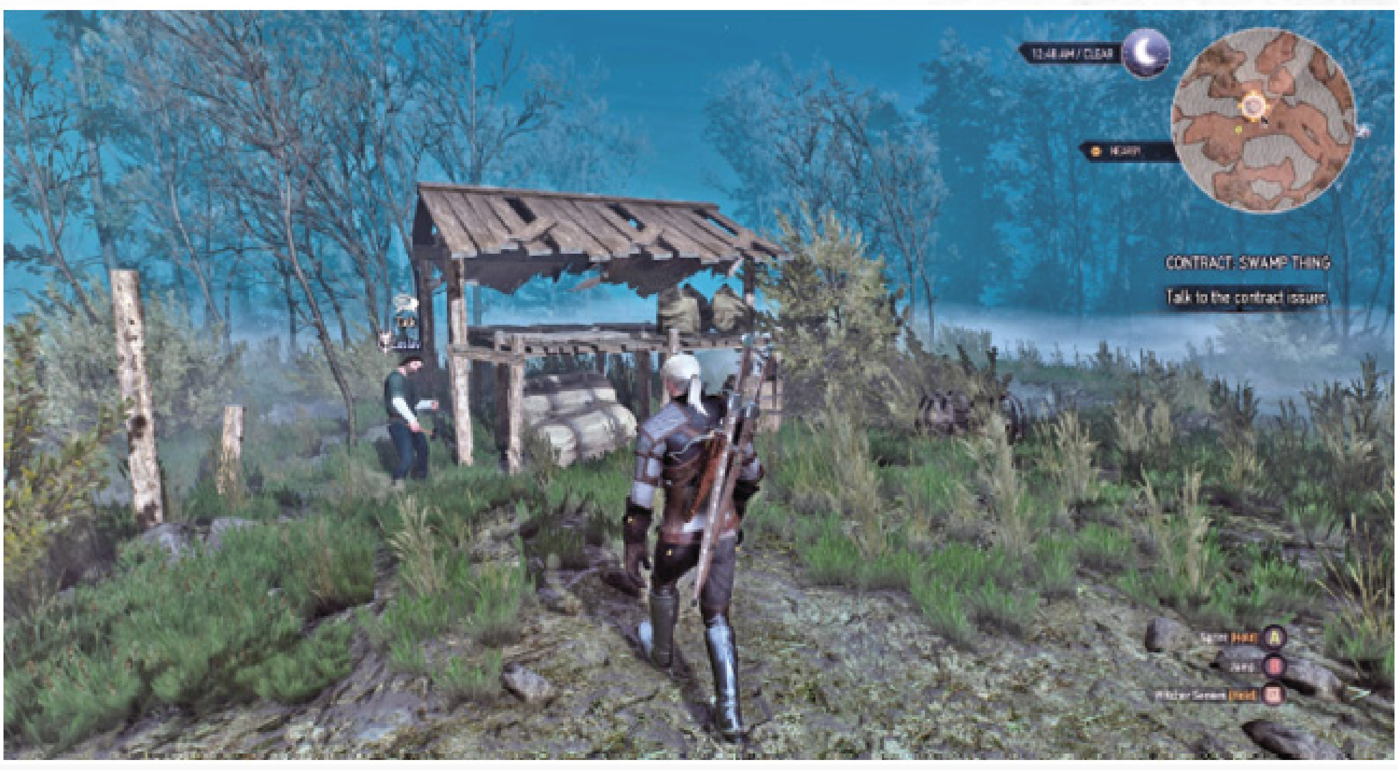
OBJECTIVE:

- Nearest Signpost: West of Crookback Bog Orphans' Village.

QUESTING DECISIONS

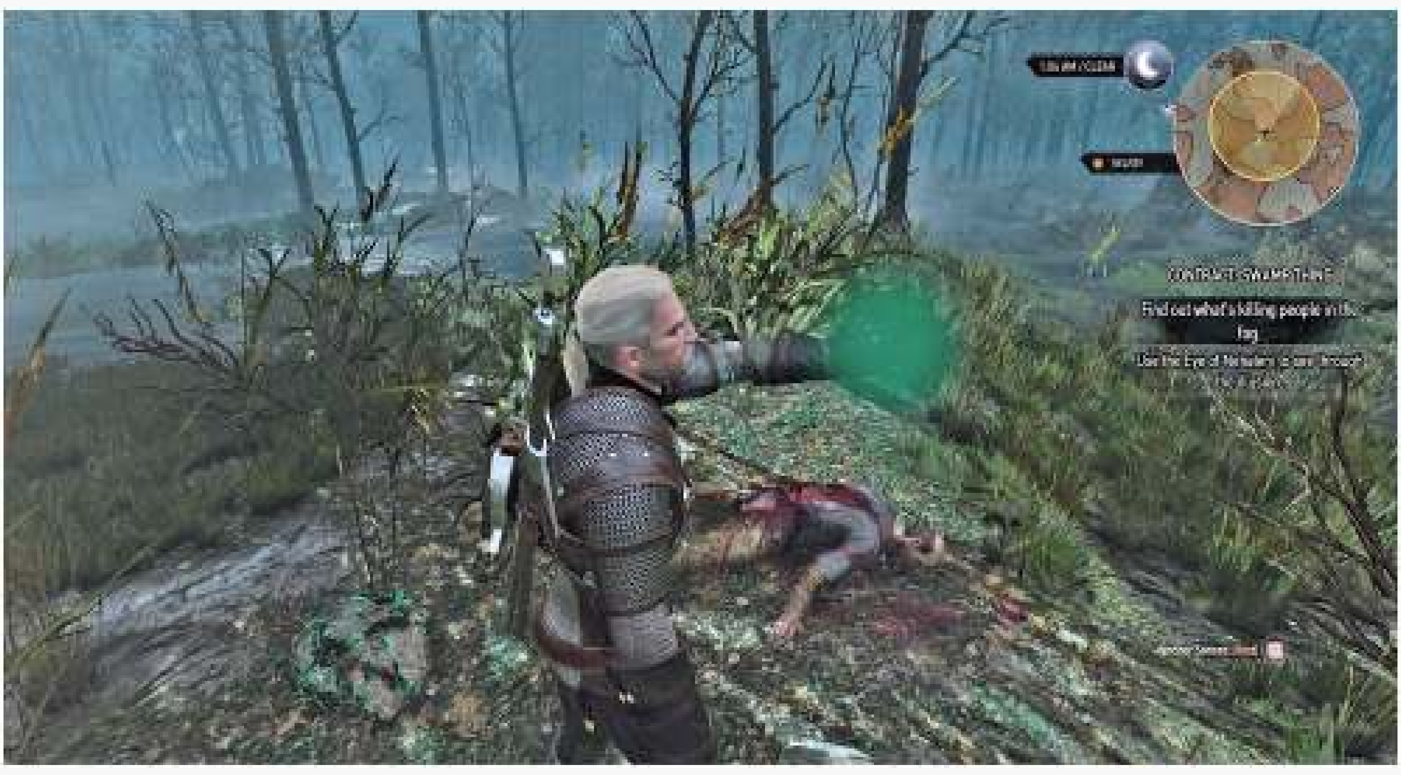
A lone villager harvesting peat within the marshlands west of The Orphans of Crookback Bog (village) beckons you to help.

On the northwestern edge of Crookback Bog, due west of the Orphans' Village but closer to the water's edge, is a Peat Post. This is a small hideaway where a villager named Leslav stores peat he cuts from the bog. Speak with him. He tells you a monster prowls the bog, and those that enter the mist are never seen again! Ask for more information and learn about the beast's humanoid form and nocturnal nature. Barter for a better payment if you wish, then ask where to find this monster.



OBJECTIVES:

- Find out what's killing people in the fog.
- Use the Eye of Nehaleni to see through the illusion.


CONTRACT: SWAMP THING
Find out what's killing people in the fog
Use the Eye of Nehaleni to see through the illusion

Set off in a roughly southerly direction and cross the bog. As you reach the nearest objective area, you can almost taste a metallic odor in the air. Continue towards a Peat Lodge, where Leslav's fellow villagers came a cropper. Inspect the structure using your Witcher Senses, and uncover the following:

- A slumped corpse with his weapon still sheathed. This indicates a concealed monster.
- An almost completely decomposed corpse by the small stone ruins nearby.

Contract: Swamp Thing

Bad, Poxy Air, Stinging Eyes, And Choking Throat

OBJECTIVES:

- Find out what’s killing people in the fog (continues).
- Use the Eye of Nehaleni to see through the illusion.

There’s little else but wrapped parcels of peat soil here, so venture out across the bog in a roughly easterly direction. Close in on the second objective area, and bring the pain to a couple of nekkers. Then use two methods of seeing reality a little differently; your Witcher Senses and the Eye of Nehaleni you obtained from Keira Metz during Main Quest: Hunting a Witch.

- Use your Witcher Senses to discover a few dead folks with a variety of different claw marks on it. Oddly, there’s are no tracks around the corpses.
- Use the Eye of Nehaleni to remove a wall of magic.
- Use your Witcher Senses to uncover tracks that were masked with magic. You guess you’re dealing with an old foglet, hiding behind an illusion.

Contract: Swamp Thing

A Fatuus Bog Exploration

OBJECTIVES:

- Navigate the illusions to find the foglet.
- Kill the foglet.

LOST IN THE BOG

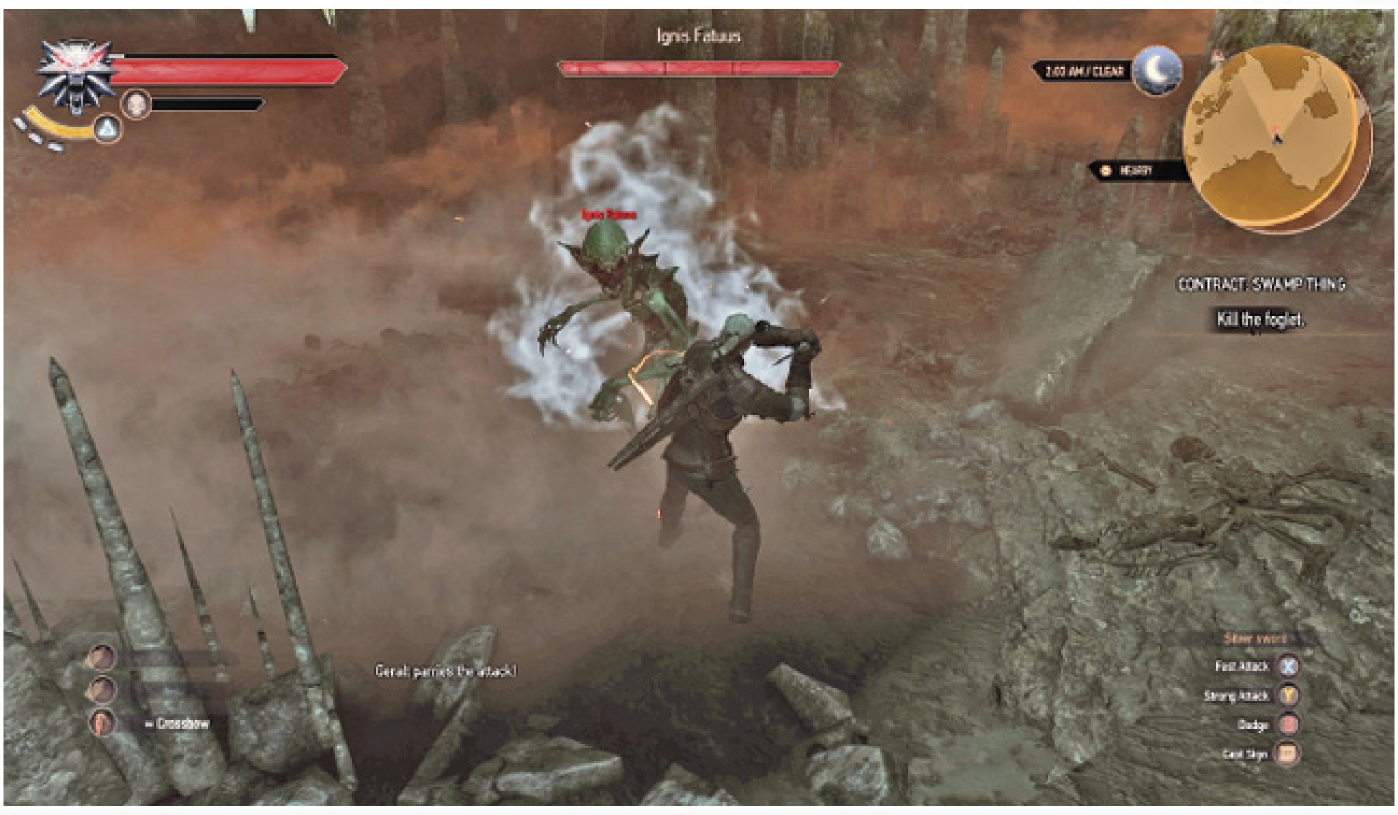
It's easy to get lost in this misty bog, and there are numerous foglets, drowners, and nekkers (not to mention deserters and bandits) in the general vicinity. Don't venture farther from the immediate area than you need to, and if you get lost, return to the Peat Lodge and retrace your steps.

Follow the intermittent tracks through the swamp, in a winding pattern throughout the bog, heading in a vaguely southerly direction. There are at least two foglet to face, back at the Peat Lodge. While you're there, look for the badly decomposed corpse. There is a faint smell coming from it. This is worth your while following, in a roughly southerly direction.

Journey to a small fetid pond with a foglet to slay. Of greater interest is a cave blocked by a massive boulder. But this isn't really a boulder. Use the Eye of Nehaleni to dismiss this illusion and reveal a foglet's cave.

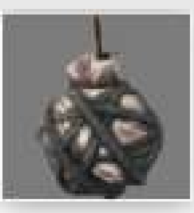
Enter the cave and, if you keep right, you face a trio of foglets as you wind your way down the main tunnel area. If you climb up the other side, you end up back into the bog. Almost immediately, you are set upon by drowned dead. Expect to slay up to six of them, before moving across a shallow pond (close to the cave exit) and dealing with three foglets.

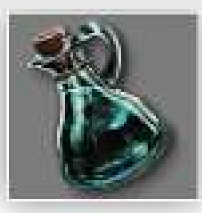
Enter the cave and, if you keep left, you stride into the domain of the old foglet responsible for the illusions—Ignius Fatuus! Teach him that your silver sword is no illusion!

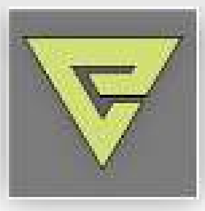


AVOIDING FOGLET FANGS

This foglet offers a considerable challenge, so consult the Bestiary to gain insight into this creature. The foglet has the following vulnerabilities:


Moon Dust Bomb


Necrophage Oil


Quen

END: ALL CLEAR

OBJECTIVES:

- Take a trophy from the foglet's body.
- Collect the reward for the foglet.

Cut the head apart from the crumpled foglet corpse, and bring it back to Leslav at his Peat Post, and claim your reward. Remember, if you bartered a better price, you may have to return and gather your crowns in smaller payments. Once your initial monies are handed over, the quest concludes.

Items: Foglet Tooth, Foglet Trophy, Crowns

Contract: Woodland Beast

Guerrillas In The Midst

CONTRACT: WOODLAND BEAST

LOCATIONS: Border Post, Inn at the Crossroads, Scoia'tael Camp
CHARACTERS: Captain Felix Grubb, Vernossiel
ENEMIES: Alghouls, Drowners, Scoia'tael

Scoia'tael

OBJECTIVES:

- Talk to the commander of the guardpost by the bridge to Novigrad.
- Nearest Signpost: Border Post.

QUESTING DECISIONS

This quest is accessible during your adventuring through Novigrad and the northern parts of Velen. It begins when you uncover a contract notice on a Notice Board; like the one just southeast of the fortified bridge to the Border Post on Halver Isle.

Locate a formal notice on a board that reads "Contract: Woodland Beast." It is from the Redanian Captain Felix Grubb. Head towards the refugee camp near the fallen fields of Velen, southeast of the Border Post, and search out the captain of the guard.

Speak with him, and he tells of a monster terrorizing the already downtrodden peasants of Velen, as well as a Redanian transport caravan. Bring him the head of this beast, and you'll receive both gold and a pass to allow you access across the Pontar river, and into Novigrad. Agree to this deal.

OBJECTIVES:

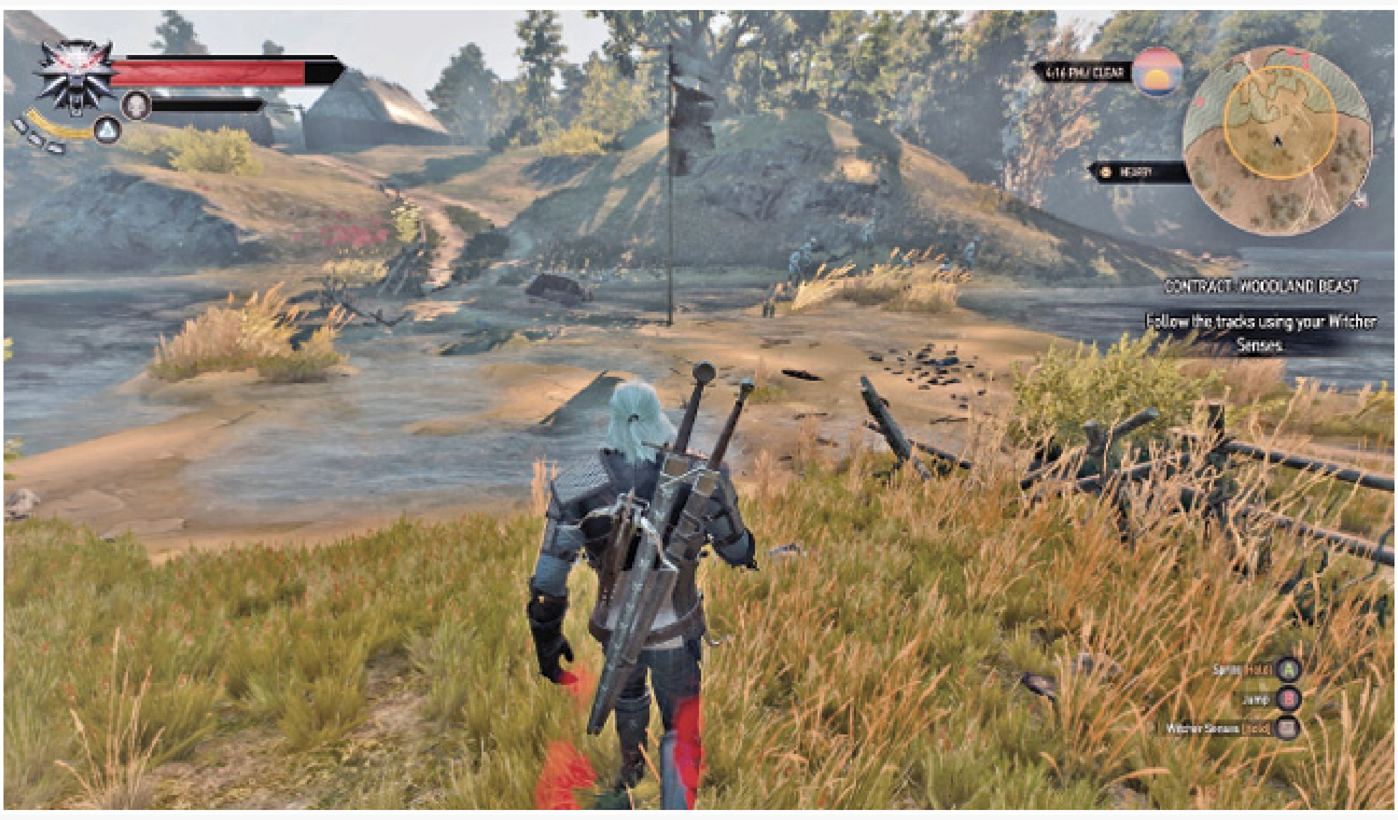
- Examine the site where the transport was attacked using your Witcher Senses.
- Follow the tracks using your Witcher Senses.

The location of the transport attack is southwest of the captain, close to the ford across to the Inn at the Crossroads. Gallop to the site, and cut down two alghouls feasting on the remnants. Then inspect the vicinity and uncover the following:

- Claw marks on a slumped corpse, but also evidence of an arrow piercing the dead.
- Bodies clawed and gnawed. But all these wounds are post-mortem.
- An empty chest. Certainly not stolen by the necrophages you slew.
- Tracks, humanoid in stature, leading away to the southeast.

Follow the tracks across the road, and into the thick grassy area before the ford. Expect four drowners to annoy you along the way.

The tracks lead down to the ford, and disappear. Simply stare at the opposite side of the ford (look southeast) and you'll see the tracks appear from the soggy sand. Climb up the grassy hillock, studying the tracks until you're stopped. A Scoia'tael archer has you in his sights! This quest can now conclude in one of two different ways:



Contract: Woodland Beast

End #1: Death To The Scoia'tael Devils!

OBJECTIVES:

- Kill the Scoia'tael.
- Return to the guardpost captain for your reward.

Speak to the archer. If you answer "you've killed enough humans already," or you aren't prepared to put down your weapons after asking to see the archer's commander, the situation turns violent.

You have five Scoia'tael to cleave on this hillock (treat them as humans in terms of combat). Afterwards, return to the captain for your reward, as this quest concludes.

Items: Crowns, Transit Pass

Contract: Woodland Beast

End #2: Something For Your Silence

OBJECTIVE:

- Return to the guardpost captain for your reward.

Speak to the archer. Answer that you wish to speak to his commander. You are lead to a hidden elf camp where Vernossiel speaks curtly to you. She insists they will stop attacking the Redanian transports, but you must leave and forget what you've seen. Answer that they are common bandits, and you must fight them (End #1, but without your weapons). A better plan is to agree "do as you will." You're given a couple of elvish items for your help. Afterwards, return to the captain for your reward, which is almost a kick in the arse (you receive nothing), as this quest concludes.

Contract: Woodland Beast

End #3: Doublecross!

There's one more, devious way to end this quest; tell the elf leader you can keep their secret, then break the promise and inform the guard captain, and claim both rewards! However, expect an ambush later, as the Scoia'tael try to slay you on the outskirts of Novigrad.

Items: Diagrams, Cavalry Trousers

Contract: The Apiarian Phantom

Calling All Bounty Hunters, Trackers, And Witchers!

DANGER ALERT SPOILER ALERT

CONTRACT: THE APIARIAN PHANTOM

LOCATIONS: Beanston, Honeyfill Meadworks
CHARACTERS: Holofernes Meiersdorf, Bernie, Franklin, Hugo
ENEMIES: Drowners, Apiarian Phantom (Hound of the Wild Hunt)

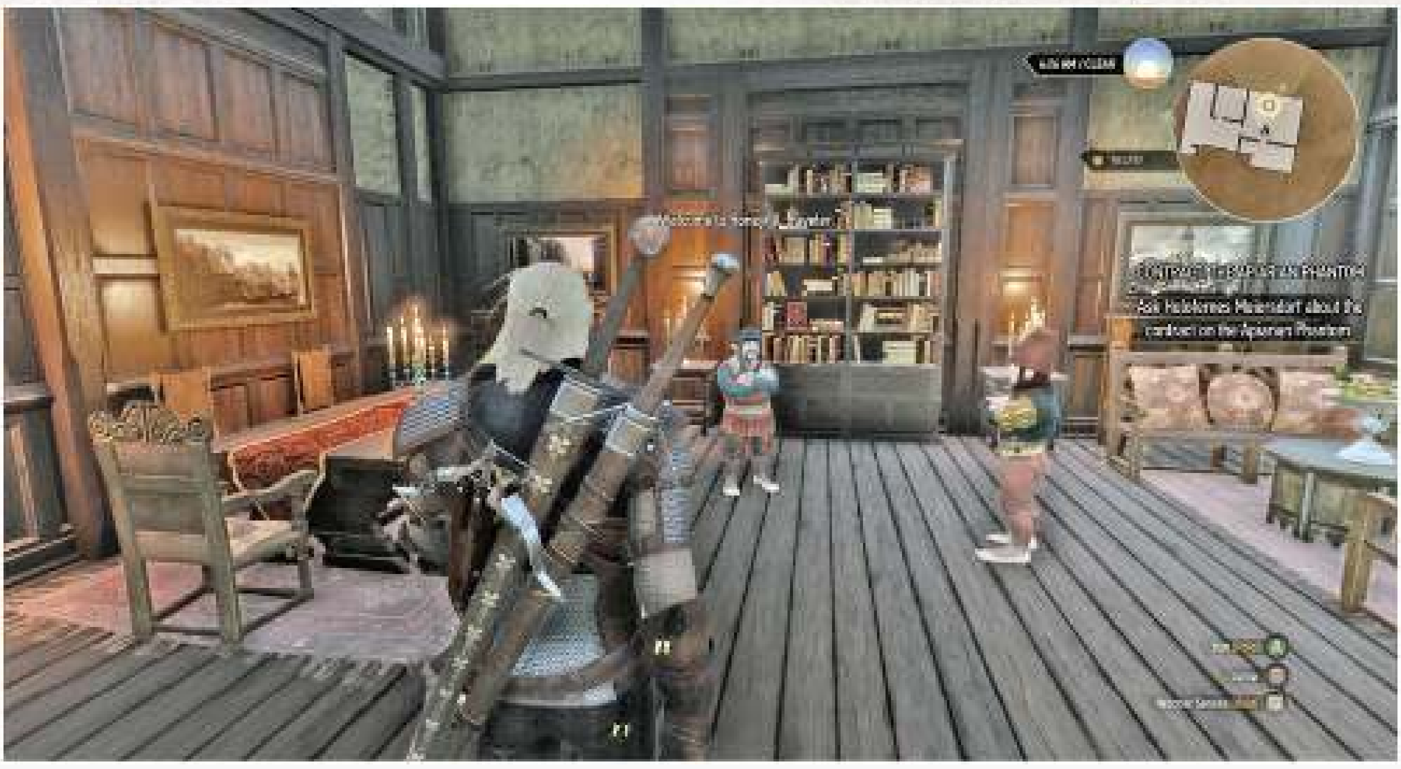
Apiarian Phantom (Hound of the Wild Hunt)

OBJECTIVES:

- Ask Holofernes Meiersdorf about the contract on the Apiarian Phantom.
- Nearest Signpost: Honeyfill Meadworks.

QUESTING DECISIONS

This quest commences when you read a message on a Notice Board in the settlement of Beanston. You can stumble upon the frozen hive first, but a key is needed to continue.


CONTRACT: THE APIARIAN PHANTOM
Ask Holofernes Meiersdorf about the contract on the Apiarian Phantom

Misfortune has befallen the Honeyfill apiary. A phantom has descended upon the settlement, destroying the hives and wreaking havoc. If you're reading this in Beanston, travel southwest across the sunflower fields and cow pastures, and through the stone entrance arch into the idyllic Honeyfill Meadworks.

Hop off your horse and enter the beautiful main structure, a wattle and daub mansion of fine craftsmanship, and find Master Meiersdorf with his halfling brethren in the grand hall. The diminutive master introduces you to his sons (Bernie, Franklin, and Hugo) and says he's been expecting someone like you to help him with the phantom. He describes not the entity, but the death of a farmhand that looked like frostbite. After bartering your mercenary price up if you wish, you're told to follow Holofernes.

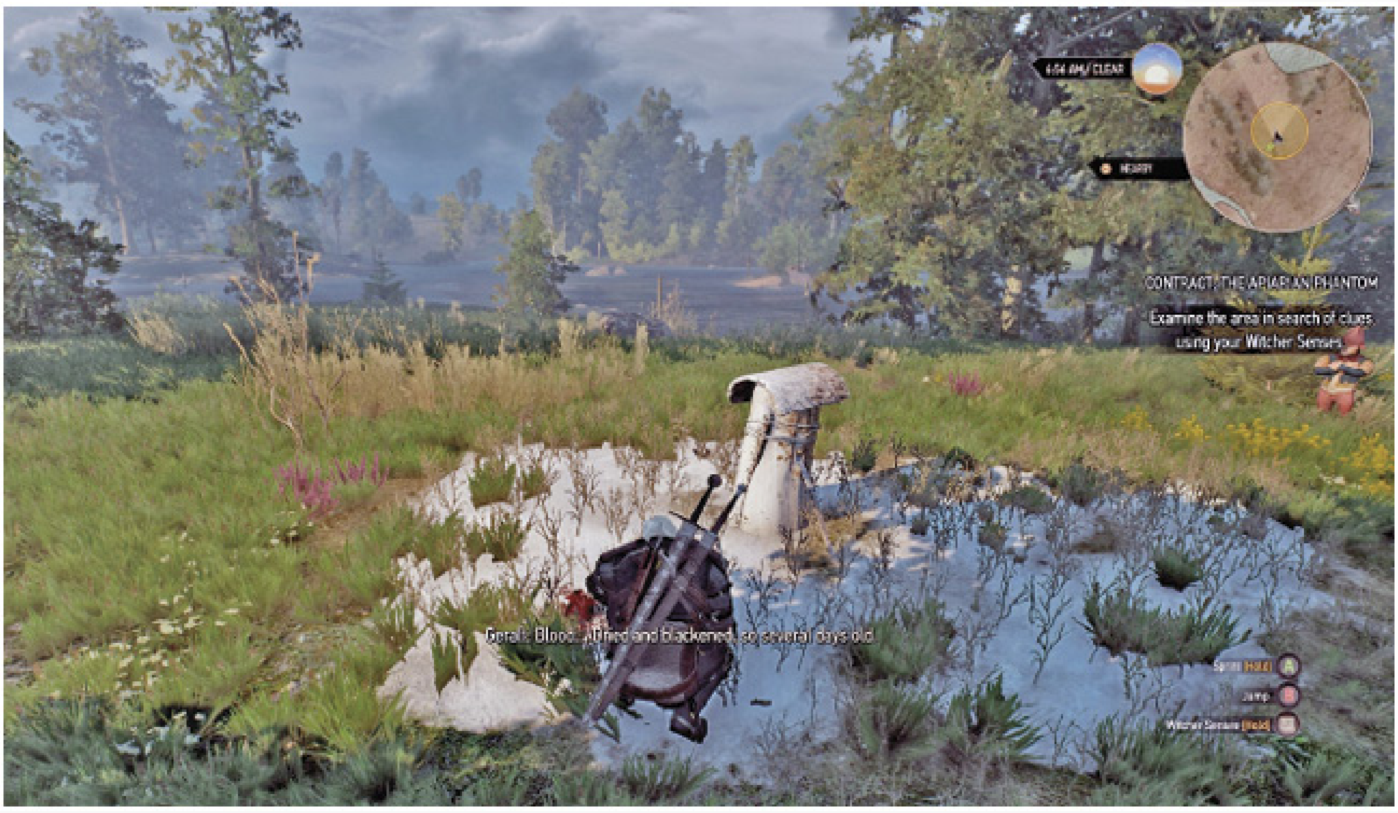
Contract: The Apiarian Phantom

Hound Of The Half-Built House

OBJECTIVES:

- Follow the halfling.
- Examine the area in search of clues.
- Follow the footprints.
- Search the area around the lake using your Witcher Senses.
- Follow the tracks.

Keep pace with Holofernes as he scurries out of the mansion, passes through the formal gardens, and into an adjacent field where the farmhand was killed. Use your Witcher Senses and locate the following:



CONTRACT: THE APIARIAN PHANTOM

Examine the area in search of clues using your Witcher Senses

Geralt: Blood... Dried and blackened, so several days old

- Dried and blackened blood several days old.
- A hive covered in frost. The cold must have killed the bees.
- A set of footprints. Follow them roughly westwards towards a nearby lake. The prints disappear into this large puddle.
- Work your way to the left, along the bank of the small lake, readying yourself for up to six drowners to slay as they rise from the ooze.
- Use your Witcher Senses along the southeast corner of the lake shore to uncover the footprints again.
- Follow these claw-shaped footprint tracks roughly eastward, toward the entrance of a basement too tight to enter. It is underneath the half-finished brick structure fallen into ruin.

Run around to the eastern side of the house, and there are steps down to a large wooden double door. It is locked. Holofernes appears behind you now, telling you this was a home meant for Bernie, but his grandfather ran out of coin before it was finished.

Contract: The Apiarian Phantom

The Chill Of The Chase

OBJECTIVES:

- Open the basement.
- Chase down and kill the fleeing beast.
- Defeat the hound of the Wild Hunt.

The doors can now be opened, and you enter an earthen cellar filled with icicles. The reason becomes obvious as a hound of the Wild Hunt quickly bounds past you! Race up the steps, whistling for Roach, and gallop after this icy hound—chasing it down on horseback and whacking it with your silver sword before dismounting and fighting it to the death while on foot.

DON'T GET COLD FEET!

Consult the Bestiary for better battle tactics against this preternatural beast. The hound of the Wild Hunt has the following vulnerabilities:

Dimeritium Bomb

Elementa Oil

Igni

Axii

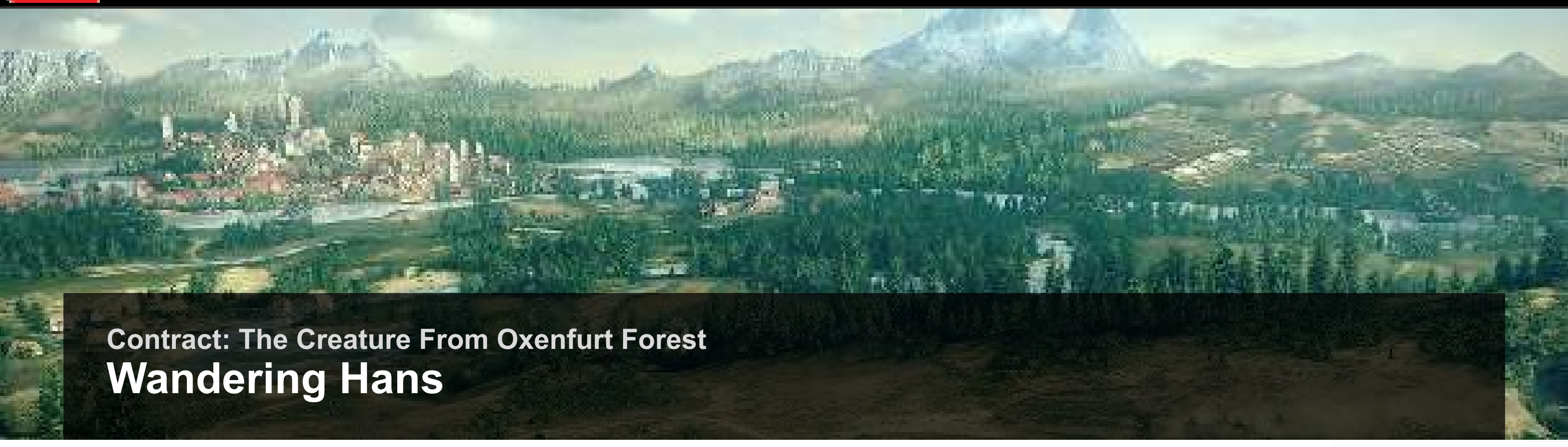
END: A SHORT INTERLUDE

OBJECTIVES:

- Take a trophy from the hound of the Wild Hunt.
- Collect your reward from Holofernes Meiersdorf.

When you've felled the spiny beast, slit it open to gather some items including a trophy to affix to Roach. Ride back into the Honeyfill estate. The family is waiting for you close to the house, by the signpost marker. The Meiersdorf family are more than generous with a reward for your job well done. Then the quest concludes.

Items: Lesser Red Mutagen, Wild Hunt Hound Trophy, Jar of Honey, Crowns



Contract: The Creature From Oxenfurt Forest

Wandering Hans

DANGER ALERT SPOILER ALERT

CONTRACT: THE CREATURE FROM OXENFURT FOREST

LOCATIONS: Mercenary Camp, Herbalist's Hut, Archgriffin's Eyrie

CHARACTERS: Hans

ENEMIES: Bear, Wolves, Bandits, Opinicus (Archgriffin)

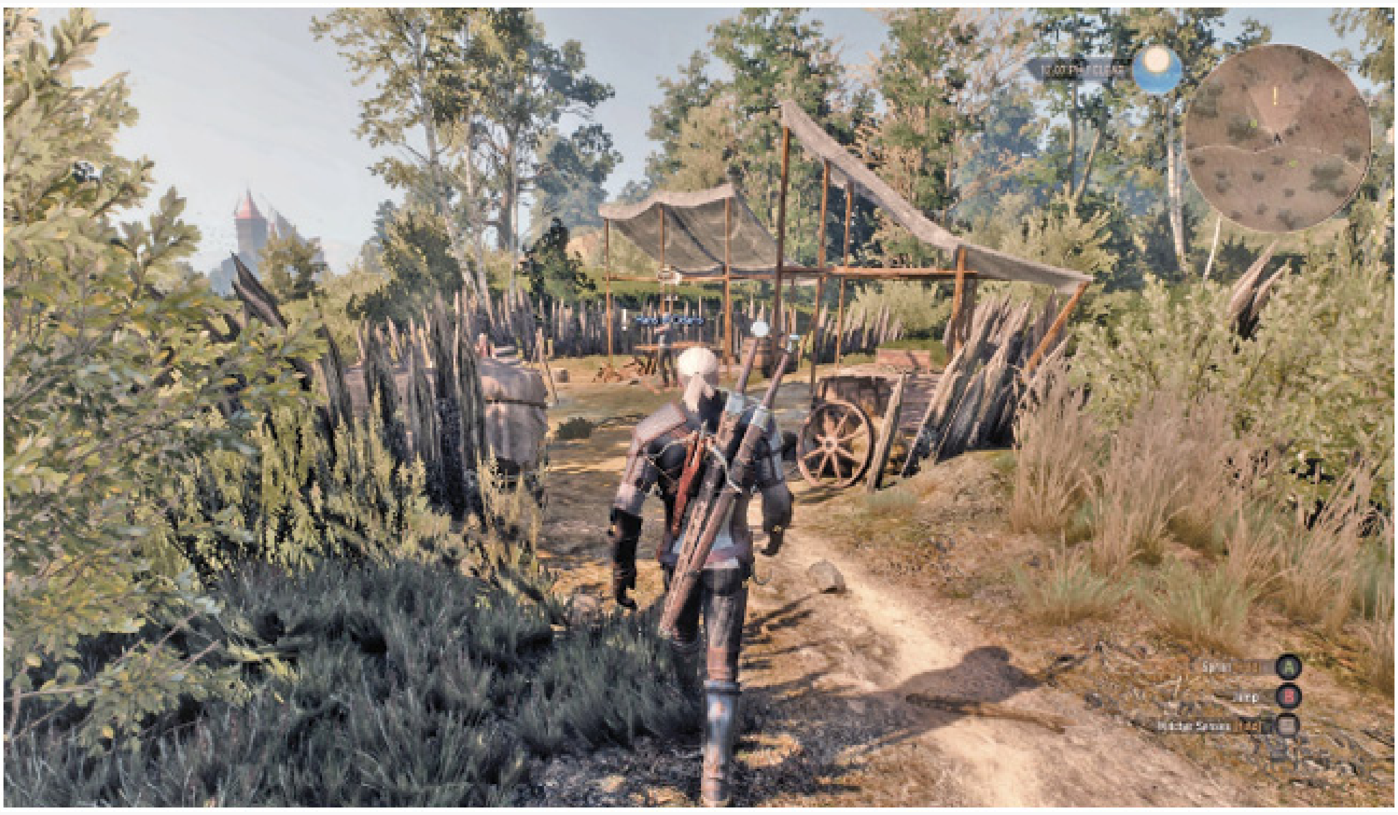
OBJECTIVES:

- Explore the ravine.
- Nearest Signpost: Southeast of the Herbalist's Hut.

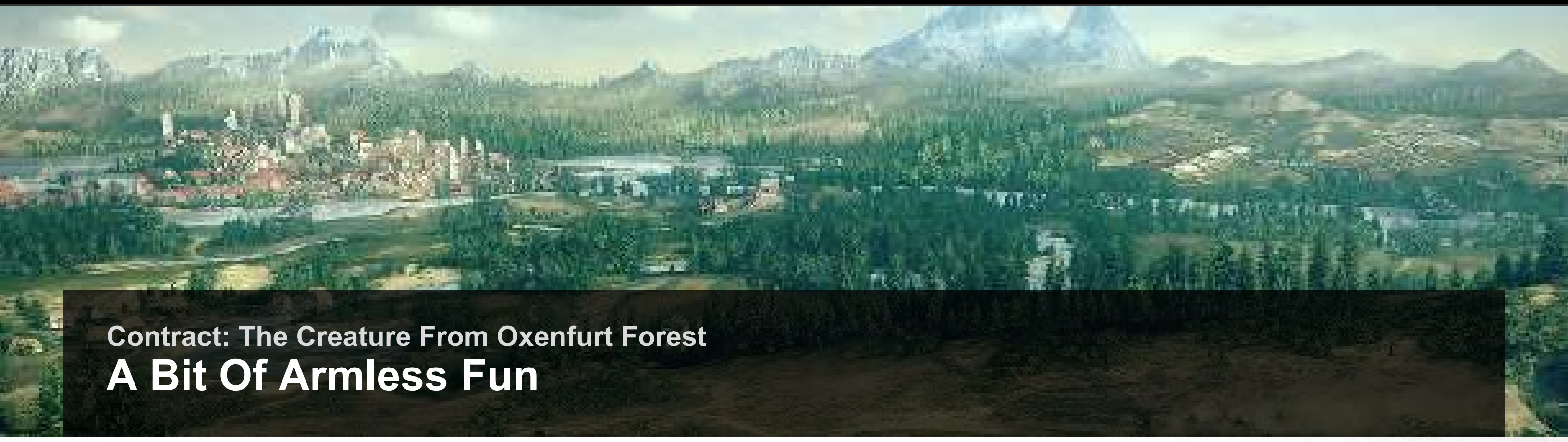
Opinicus (Archgriffin)

QUESTING DECISIONS

This quest begins when you read a Notice Board in Oxenfurt requesting your help, or stumble upon a small Mercenary Camp due east of Oxenfurt, southeast of the Herbalist's Hut.



Locate a small Mercenary Camp and step through the wooden defenses to meet the leader, Hans of Cidaris. After being hired by Radovid, his crew wander and battle for crowns, except the King's late payments have made them think twice. They camped here, spotted a strange beast that snatched cows, and he lost two of his crew. Barter for a better reward if you wish, then set out for the wooded ravine south of here, where Hans last saw his men.

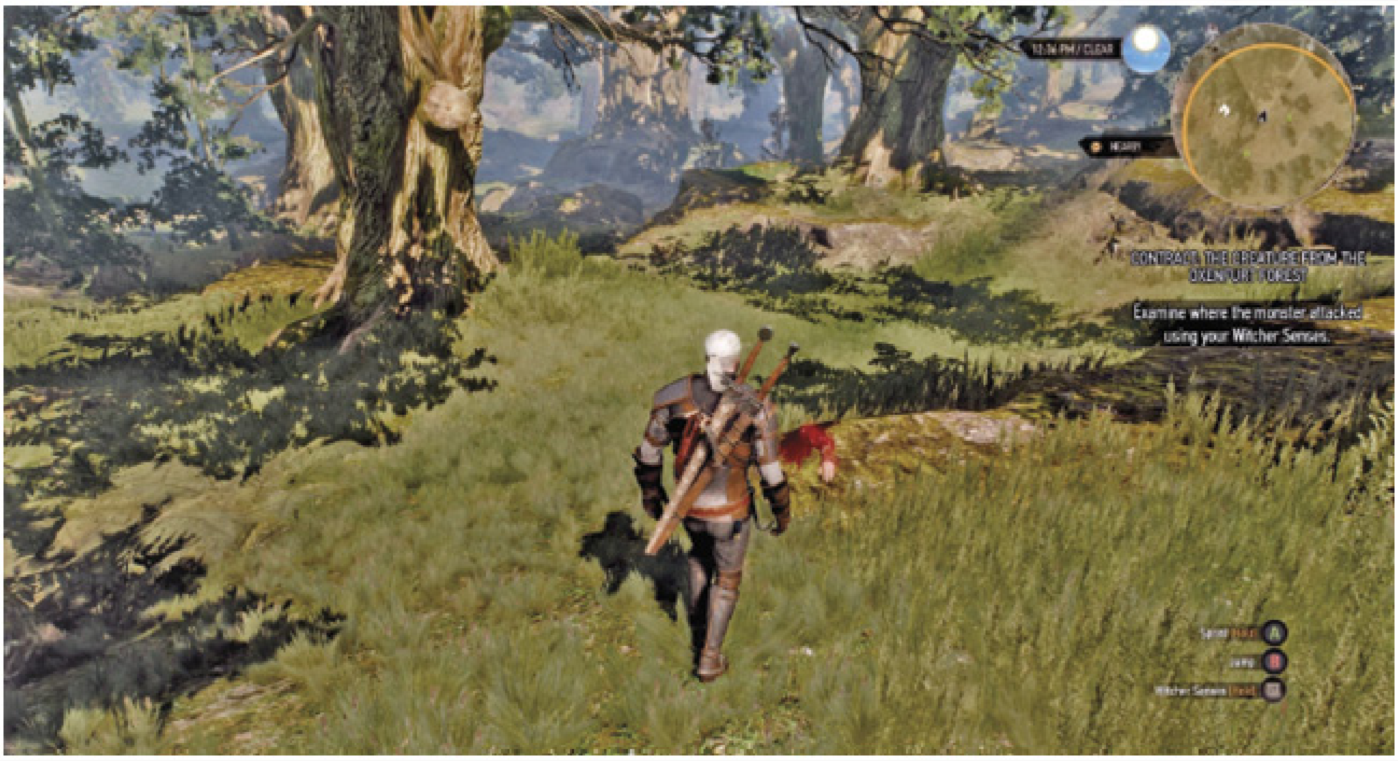


Contract: The Creature From Oxenfurt Forest

A Bit Of Armless Fun

OBJECTIVES:

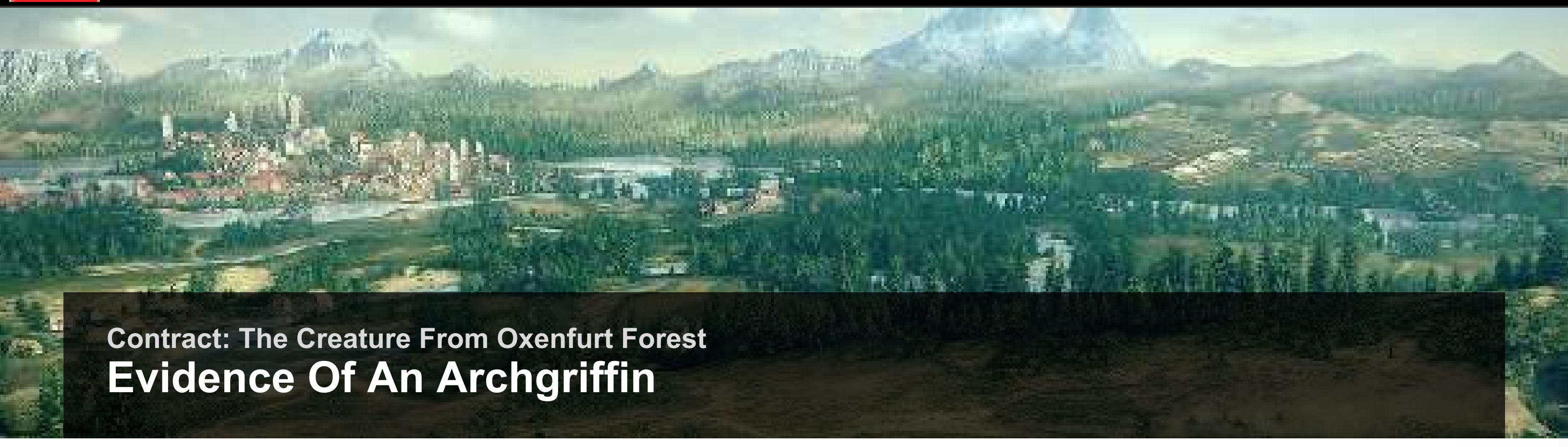
- Explore the ravine.
- Investigate the blood trail.


CONTRACT: THE CREATURE FROM THE OXENFURT FOREST
Examine where the monster attacked using your Witcher Senses.
Witcher Senses

Set off in a southeasterly direction, running into the woods, and possibly disturbing a bear. When you reach the objective area, use your Witcher Senses. Discover the following:

- Human remains, with claw and bite marks covering them. Armor ripped to shreds. No sign of a second corpse.
- No wait, there's a severed arm on a rocky outcrop nearby. A flying monster didn't quite gather everything when it snatched Hans' men.
- Head east along the rocky outcrop, finding splashes of blood. This has attracted wolves, so prepare to slay a couple of them.
- Follow the trail of blood uphill slightly, through the woods. Expect at least six more wolves and an alpha male on the prowl around here.

The trail ends at a few crows, that have picked the ground clean of evidence.



Contract: The Creature From Oxenfurt Forest

Evidence Of An Archgriffin

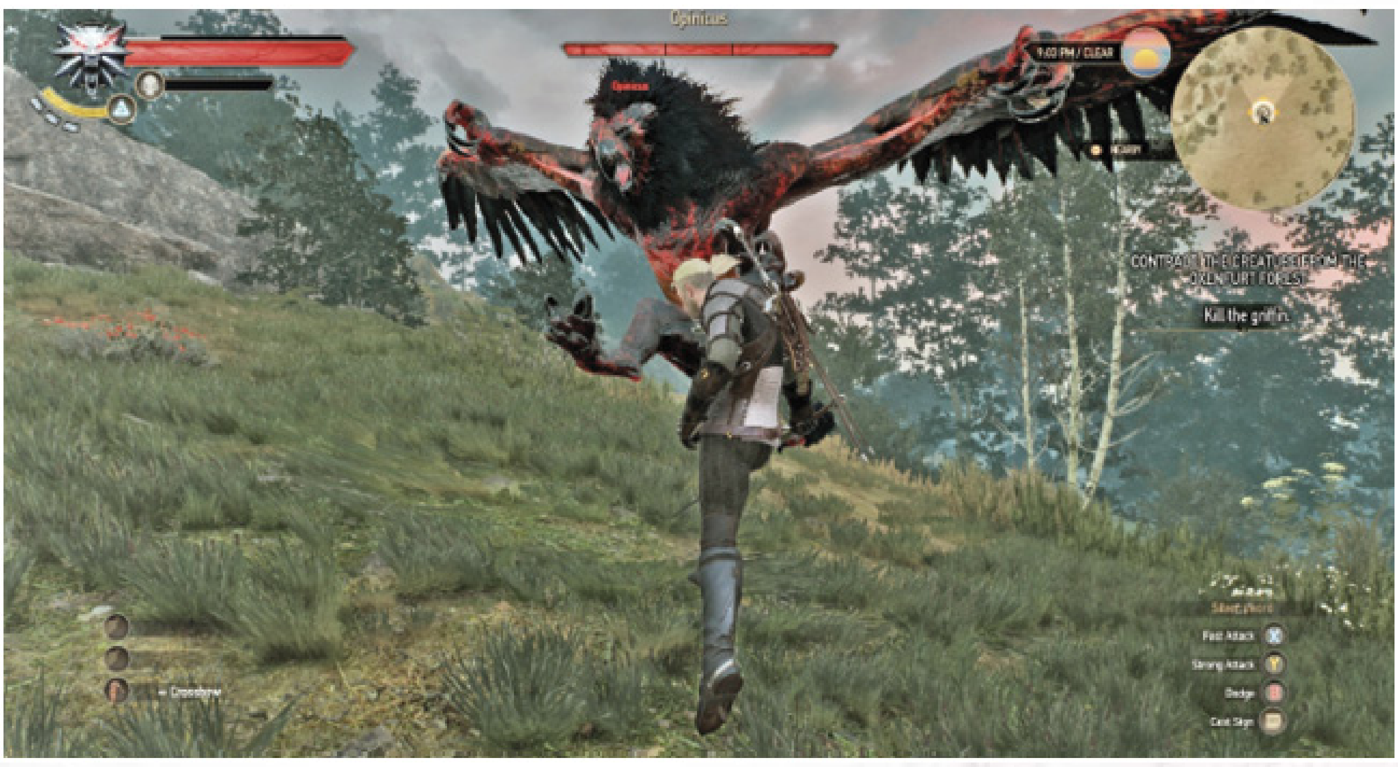
OBJECTIVES:

- Follow the ravens.
- Return after dark, when the griffin is in its nest.
- Kill the griffin.

Listen to the cawing of the ravens (using your Witcher Senses if need be). Head east and a little south, uphill while scanning the skies. A murder of ravens are circling the rocky outcrop.

Climb up and onto the eyrie, with the remains of a nest and some leftover body parts and a mercenary contract (which you can optionally read, though this proves Hans' men were slain). Of more interest are some thin rachides (sparse after feathers). They prove you're hunting an archgriffin! Or, if you're approaching at night, the archgriffin is on its nest, and combat begins immediately!

Items: Quest Item: Mercenary Contract

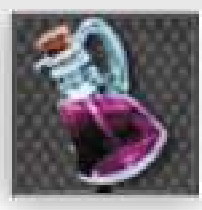


Back away from the nest, and meditate on the grassy foothills slightly south of the nest (head north, and you run into a bandit camp). Wait until after darkness descends; a piercing shriek and fierce wind of flapping wings announces the arrival of your quarry, a huge feathery fiend named Opinicus.

GETTING GRIEF FROM A GRIFFIN?

Consult the Bestiary for better battle tactics against this fiercest of all griffins. The archgriffin has the following vulnerabilities:

Grapeshot Bomb



Hybrid Oil

Aard

END: OPINING AFTER OPINICUS

OBJECTIVES:

- Take a trophy from the griffin.
- Collect your reward from Hans.

Step over to the corpse of Opinicus, and slice off some ingredients and a trophy to tie to Roach's saddle. Then trot back to the Mercenary Camp, and explain your hunting prowess to a suitably impressed Hans. After your reward, the quest concludes.

A SUBSTANTIAL REWARD

Come to the nest during the day, before the griffin battle, and you can locate a letter. Read it to learn Hans was offered a substantial reward. Mention this to Hans at the end of this quest, and expect more coins.

Items: Archgriffin Mutagen, Griffin Feathers, Griffin Trophy, Crowns

Contract: Deadly Delights

A Manner Most Bestial

DANGER ALERT SPOILER ALERT

CONTRACT: DEADLY DELIGHTS

LOCATIONS: Canal Bridge (Novigrad), Crippled Kate's, Salma Lilith's Townhouse

CHARACTERS: Sergeant Gilbert Witschke, Medic, Brothel Madame, Salma Lilith (Succubus)

ENEMIES: None

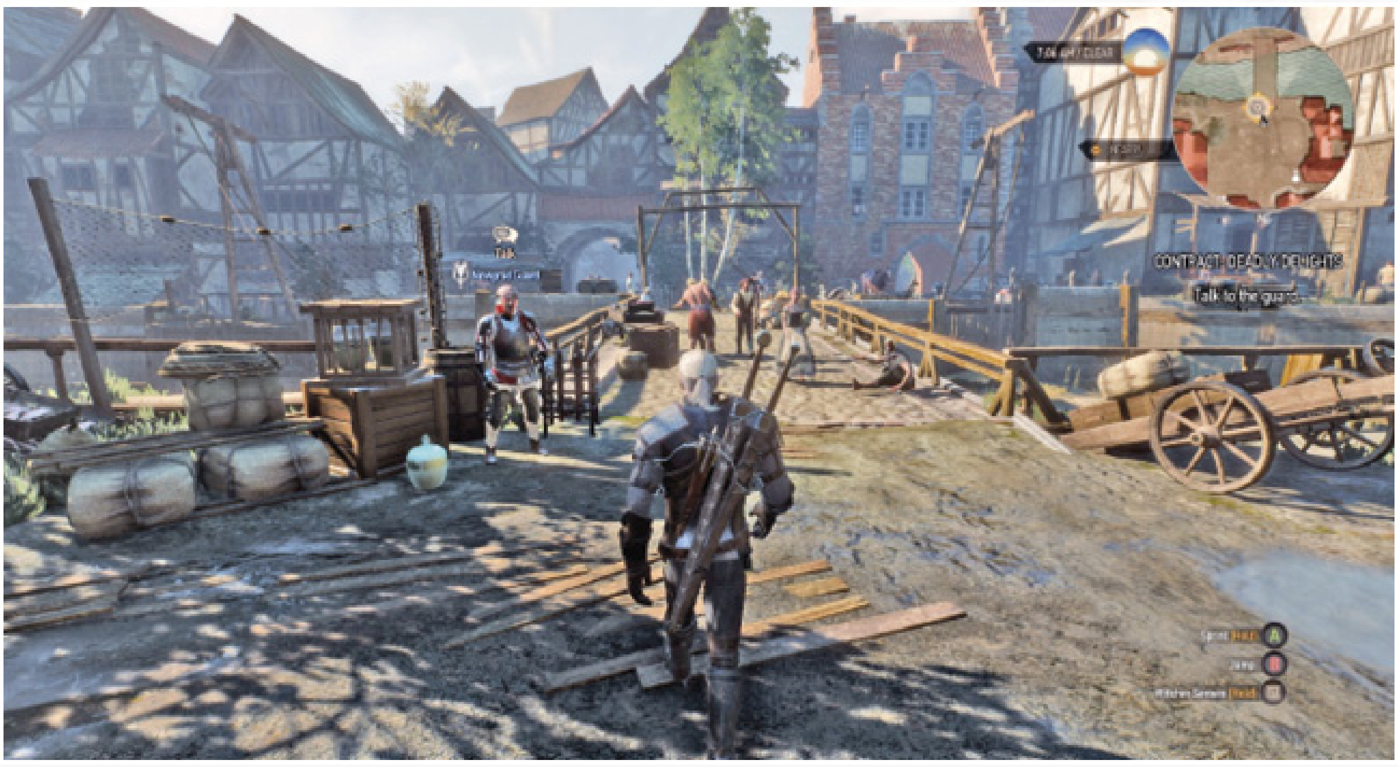
Recommended Item: Axii Delusion Level 3

OBJECTIVES:

- Talk to the guard.
- Nearest Signpost: Hierarch Square.

QUESTING DECISIONS

This quest begins when you read a notice pinned to the board in Hierarch Square (Novigrad), near the Kingfisher Inn.



A temple guard named Sergeant Gilbert Witschke has a notice to read, despite it being for the "fellow followers of the flame." It concerns several officers of the guard, who have been ravaged to death. For some reason, Gilbert thinks the party responsible may be female, and anyone abetting this person is subject to torture. A short dash east and south through the fish market to the canal bridge brings you to Gilbert. Barter for a better payday, then agree to speak to the medic who tended to the corpses.

OBJECTIVE:

- Get information from the medic.

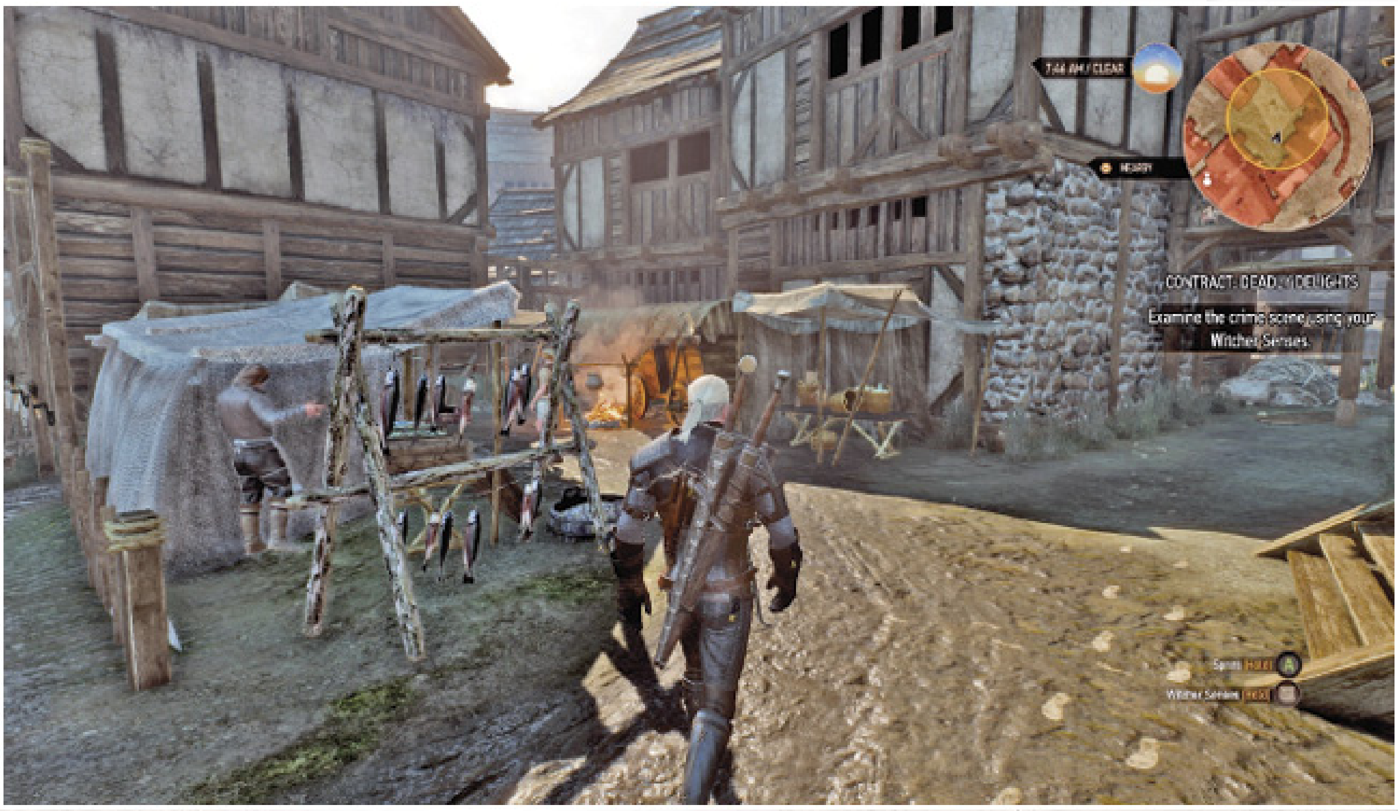
The medic is tending to matters on the dockside, almost due west of your location. Find and speak with him about the dead guards. Choose all your questions to obtain further information; that the bodies had only scratches "from their adventures with whores," that they had dried out, and were dumped in an area infamous for brothels.

Contract: Deadly Delights

Sweet Smells And Sordid Strumpets

OBJECTIVES:

- Examine the crime scene.
- Follow the tracks.
- Talk to the brothel owner.


7:44 AM / CLEAR
NEARBY
CONTRACT: DEADLY DELIGHTS
Examine the crime scene using your Witcher Senses.

Move southwards around the docks, over the canal, and make a left turn through the brick tunnel. A small market area is where you should begin a search using your Witcher Senses. Locate the following:

- A child's footprints. There is a lot of foot traffic here, so some of it is irrelevant to the investigation.
- Hoofprints. But not from a horse, as there are only two feet. There are guard footprints here, too.

Follow the hoofprints roughly northwards, winding through the alley around Crippled Kate's brothel, into an extremely tight side alley with a crate that must be destroyed (using Aard). The trail ends at the wooden steps up into the brothel.

Across from the steps in a narrow dead-end alcove is an empty perfume vial, not shabby enough for this lowly part of town. There's a scent trail from the perfume to follow, but once you speak to the brothel owner. Enter Crippled Kates (the door at the end of the hoof trail), speaking to the madame. You can buy, spend time with a whore, play Gwent, but you're here to ask about the murdered guards. The madame plays evasive, forcing your hand. You can:

- Tell her all clues lead here. She isn't interested in taking lip from you, and tells you to leave.
- (Axii Delusion Level 3) Ask her for the truth, or threaten to return with the temple guard. She gives you hints to the next area of your investigation.

PRIMA GAMES

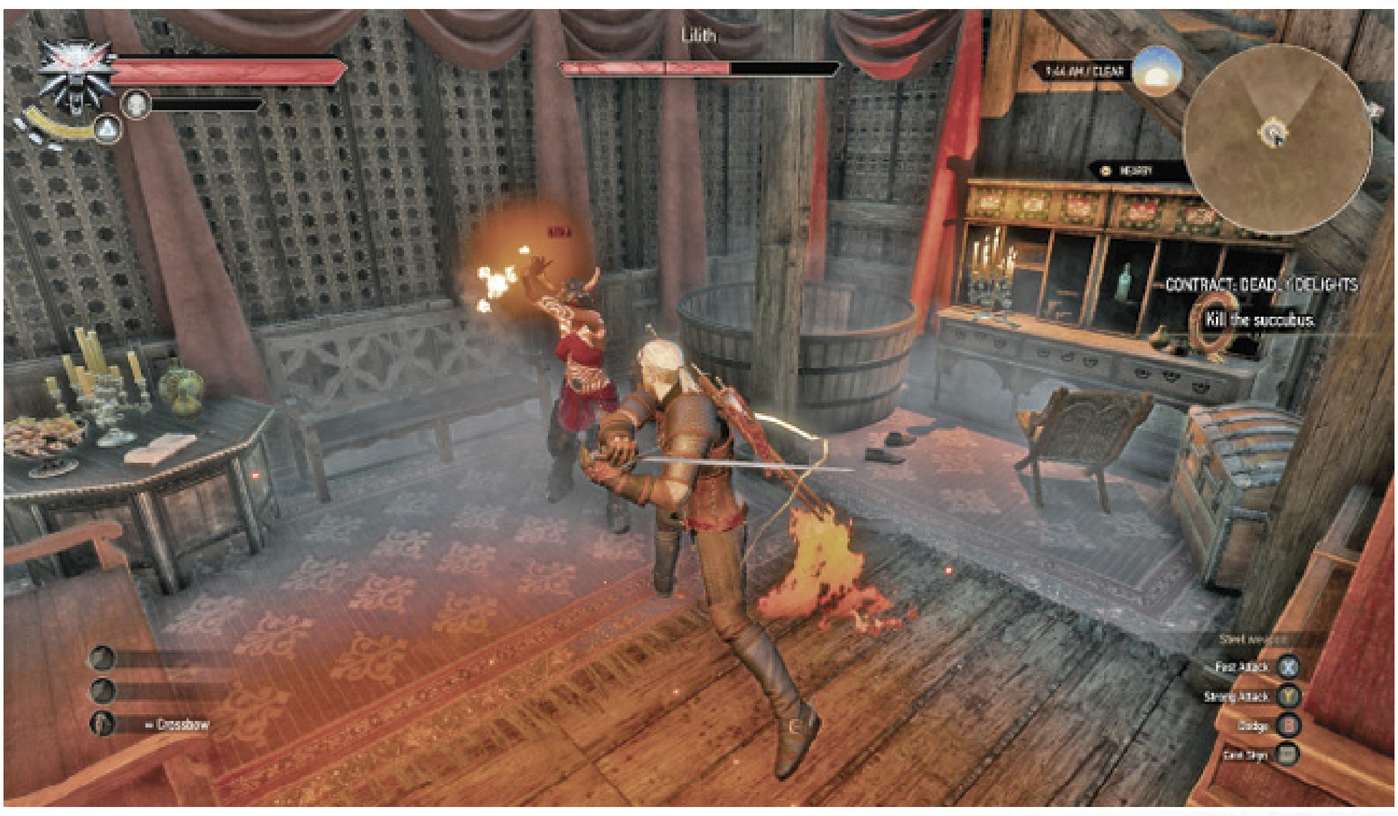
Contract: Deadly Delights

Being Fair To Salma Lilith: Confronting A Succubus

OBJECTIVES:

- Follow the scent of perfume.
- Talk to the man who is acting strangely.
- Find your way into the house.
- Confront the succubus.

Step out of Crippled Kate's, and head south following the trail of perfume visible to your Witcher Senses. Follow the scent along the winding streets until you discover a well-to-do townsman in a state of distress, leaning against a building. He indicates he's been inside the house, but appears to have been charmed… by a succubus!



This devilish creature is hiding out inside the wattle and daub structure, and getting in can be a challenge. Enter via the door on the eastern side (ground level), just to the south of where the befuddled man is. Climb the stairs to a small landing, pass a resting townsman, and climb the interior ladder to the roof eaves. Exit via the open doorway to a rickety wooden platform attached to the adjacent building. At the end is an exterior wooden ladder to clamber up. It leads into an attic space. Drop through the hole in the floor to reach a move lavish bedchamber, with velvet curtains and trays of grapes. This must be the boudoir of the succubus you seek.

Head down the stairs, and gain an audience with Salma Lilith. Beware of her disarming ways as you speak to her. You can:

- Insist on killing her. This begins combat with the succubus in a very confined space.
- Agree that she must leave the city. She's understanding but angry, but plays along and hands over a trophy to you, as well as an impressive sword for your collection. Then you part ways.

DON'T BE LURED BY SALMA LILITH!

If you decide to fight, consult the Bestiary for better battle tactics against this mistress of seduction. The succubus has the following vulnerabilities:

Hybrid Oil

Quen

END: NOT MUCH FUSS FOR A SUCCUBUS

OBJECTIVE:

- Collect your reward from the guard.

With the succubus placated, return to the guard that requested your help, back at the canal bridge. You explain the fate of the dead guards, and are rewarded for your masterful work. Gather your crowns as the quest concludes.

Items: Sword, Succubus Mutagen, Succubus Trophy, Crowns

Contract: Doors Slamming Shut

Caveat Emptor

DANGER ALERT SPOILER ALERT

CONTRACT: DOORS SLAMMING SHUT

LOCATIONS: Novigrad, Kingfisher Inn, Moldavie Residence
CHARACTERS: Count Kurt Dysart
ENEMIES: Therazane (Earth Elemental)

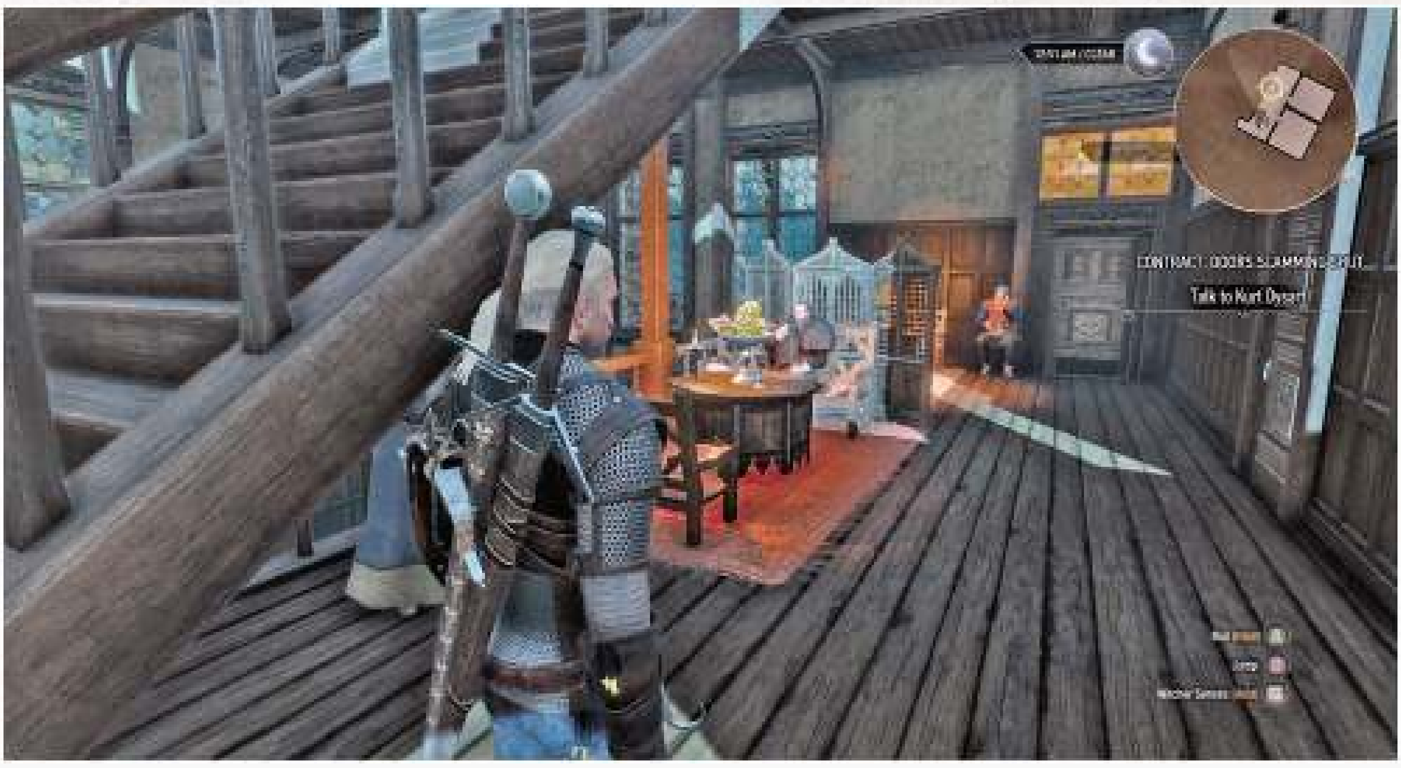
OBJECTIVES:

- Talk to Kurt Dysart.
- Nearest Signpost: Hierarch Square.

Therazane (Earth Elemental)

QUESTING DECISIONS

This quest commences when you read a message on Hiearch Square Notice Board in Novigrad, outside the Kingfisher Inn.



A notice entitled "Haunted House" requires a Witcher of unsullied reputation to investigate a residence on the outskirts of the city, recently acquired by Count Kurt Dysart, who is temporarily residing at the Kingfisher Inn. It is believed the place is haunted. Find out more from Kurt himself by entering the Kingfisher Inn (off the Town Square) and heading up the stairs in the southeast corner (but not the second flight of stairs). Head around the stairs to the mezzanine balcony, where Kurt is situated. Kurt wants to know the school you belong to. Answer how you wish—he isn't getting a better offer of help. He tells of an estate east of Novigrad, with a keen seller who offloaded the property. He says the place shakes all night, and even the floors are said to move. Barter for a better reward, before agreeing to find the place, and obtaining a key to gain entry.

Items: Quest Item: Moldavie Residence Key

Contract: Doors Slamming Shut

Things That Go Bump In The Cellar

OBJECTIVES:

- Travel to the haunted mansion.
- Investigate the haunted mansion.
- Investigate the basement.

Leave the city of Novigrad, and gallop on horseback almost due eastward, into the fertile farmland looking for the Moldavie Residence, close to an orchard and small lake. The wind is whipping up a bit as you reach this tumbledown mansion. Unlock the door using Kurt's key, and step into the trembling premises. The whole building is shaking, but a specter would have attacked you already. Time for a spot of Witcher sensing.

Locate the following:

- On the floor is rotten food and a goblet on the table—evidence of an inhabitant leaving in a hurry.
- Over in the northeast corner of the next room, atop the stairs down to the cellar, is a pile of scattered salt—a pointless superstition to drive away ghosts. Feel free to ransack the chest here for a book.
- Descend the stairs, and uncover a small crack in the old brick and plaster wall. Use Aard to make that crack into a sitcher-sized hole.
- Enter the hole, and head into strange ruins underneath the house, which haven't been visited for a while.
- Cross the bridge planks to inspect a wooden table with a large magic root on it. A second table opposite holds an open journal. A quick read of the book via your Quest menu after picking it up reveals elemental magic has been practiced here.

Items: Quest Item: Amaverick of Sorano's Journal

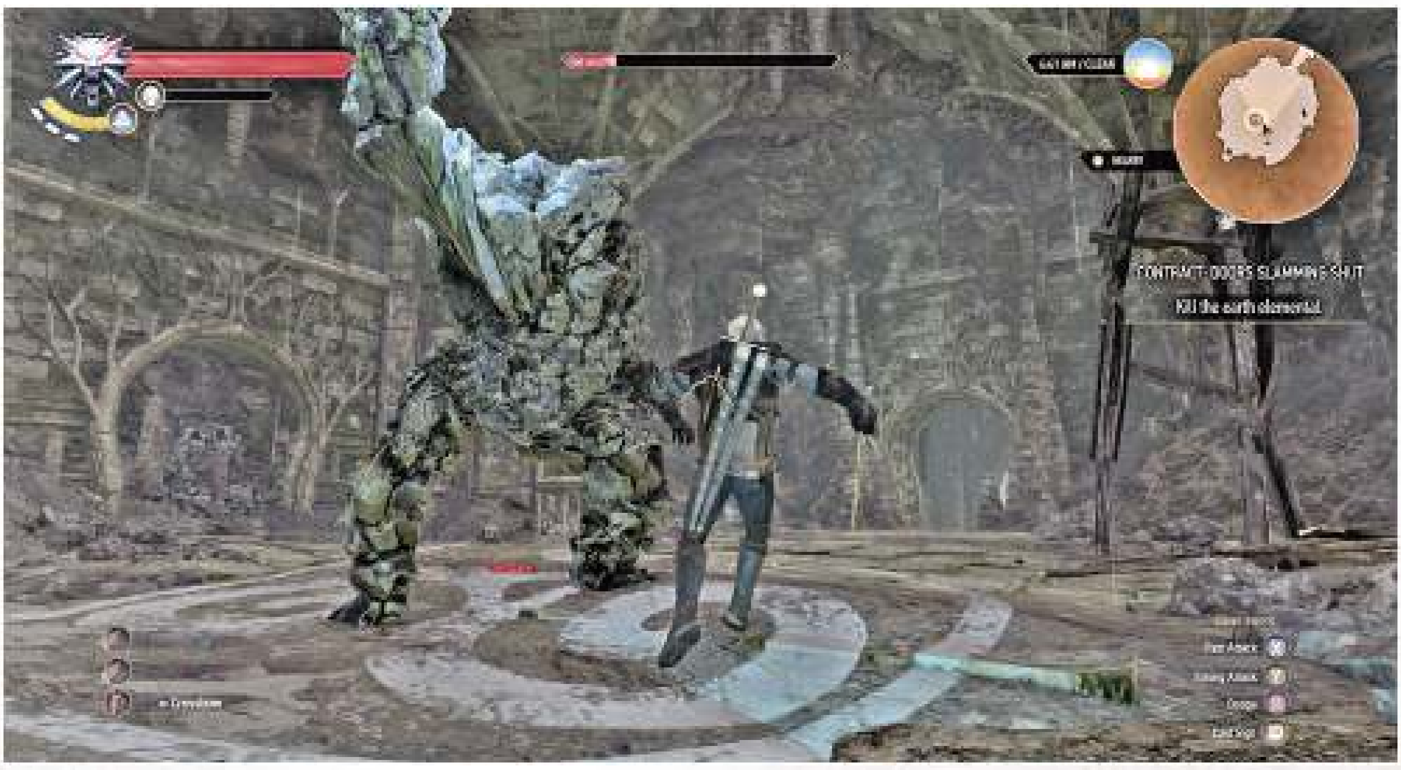
Contract: Doors Slamming Shut

Elemental, My Dear Witcher

OBJECTIVES:

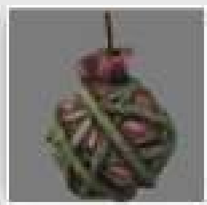
- Find the elemental.
- Deactivate the magic barrier.
- Kill the elemental.

The archway is sealed, so backtrack to the water, swim east down a partly submerged corridor to a wall lever and pull it. The archway blockage rumbles out of your way. Once through into the subsequent chamber, you are greeted by a large earth elemental encased (but almost free) of its magic bonds. It is set to shatter these restraints soon and cause untold havoc. Behind it is a small pedestal with a magical cone-shaped lock. Use Aard to knock the lock out of alignment, freeing the immense rock beast known as Therazane. Engage!

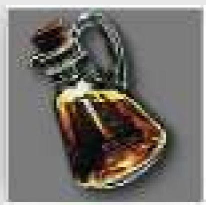


READY TO ROCK?

Consult the Bestiary for better battle tactics against this incredibly tough earth elemental. It has the following vulnerabilities:



Dimeritium Bomb



Elementa Oil

END: AFTER THERAZANE GOES TO PIECES

OBJECTIVES:

- Take a trophy from the elemental.
- Collect your reward from Kurt Dysart.

After a hard fought struggle, Therazane topples over, allowing you to segment a number of ingredients, as well as a trophy to add to Roach's saddle. Then Fast Travel or ride back to the Kingfisher Inn in Novigrad, explain to Count Kurt that your ghost hunt turning into elemental combat, and collect your coin as the quest concludes.

Items: Elemental Trophy, Crowns

Contract: An Elusive Thief

An Imp-Erfection In Market Security

DANGER ALERT SPOILER ALERT

CONTRACT: AN ELUSIVE THIEF

Converging Quests: Main Quest: Bloody Baron (page 71)

LOCATIONS: Novigrad, Tretogor Gate, Doppler's Moat House

CHARACTERS: Sylvester Amello, Janne (Doppler)

ENEMIES: None

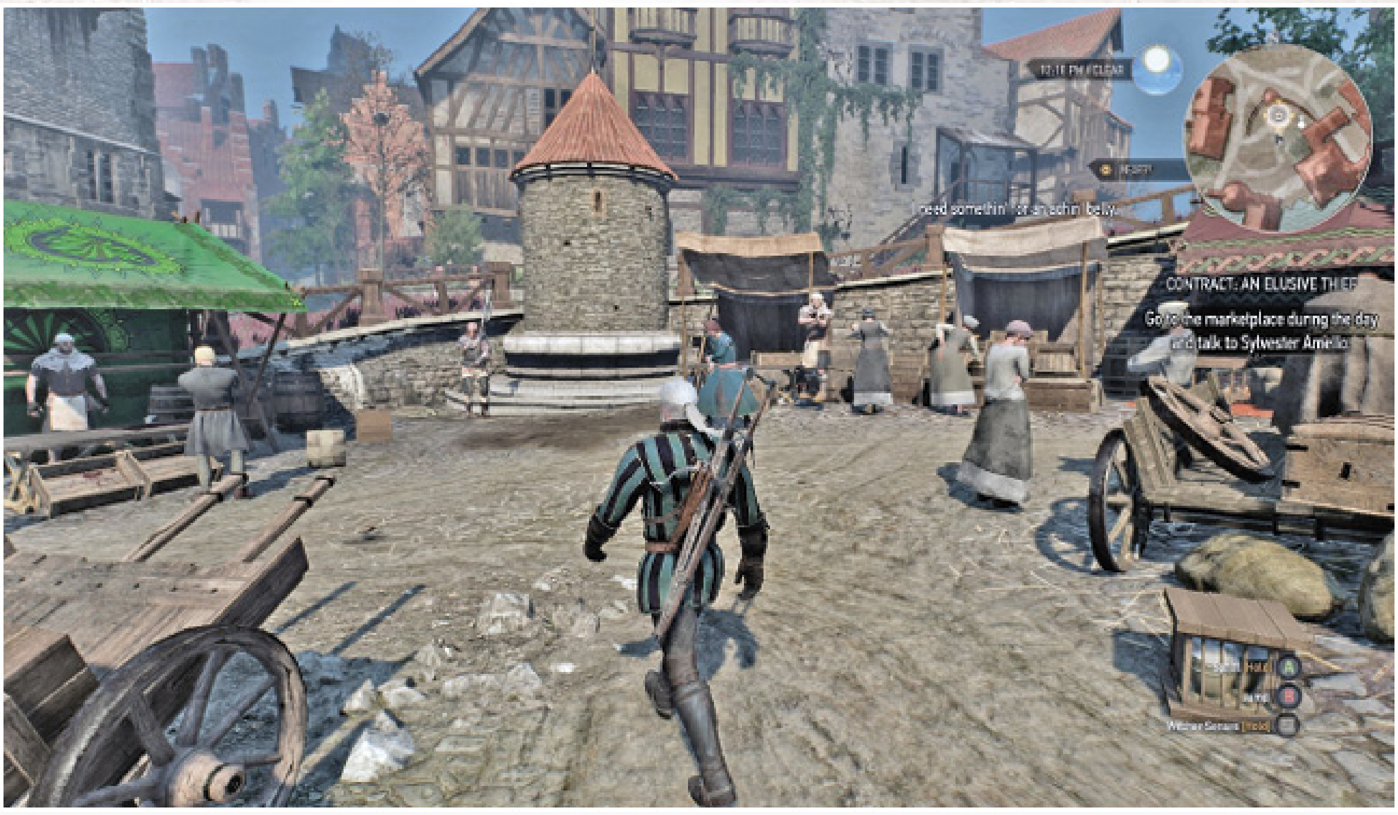
Janne (Doppler)

OBJECTIVES:

- Go to the marketplace during the day and talk to Sylvester Amello.
- Nearest Signpost: Tretogor Gate.

QUESTING DECISIONS

This quest starts when you read a message on a Notice Board on the north side of Hierarch Square in Novigrad.



I need somethin' for an achin' belly.

Go to the marketplace during the day and talk to Sylvester Amello

There's a particularly bold imp that's taken to thieveing near the city gates, according to a missive marked "Contract: Imp." It hasn't harmed any humans, but is causing a great deal of damage, so Sylvester Amello has decreed a hefty (and tax-free) reward be given to anyone capturing the nuisance. Be sure it is between dawn and dusk during daylight hours, and head to the small circular market just inside the Tretogor Gate.

Speak to Slyvester, asking what it looked like (a mean, fat cat) and what it stole (bread, fish, and apples). Barter for a better reward if you like, then begin an inspection of the market.

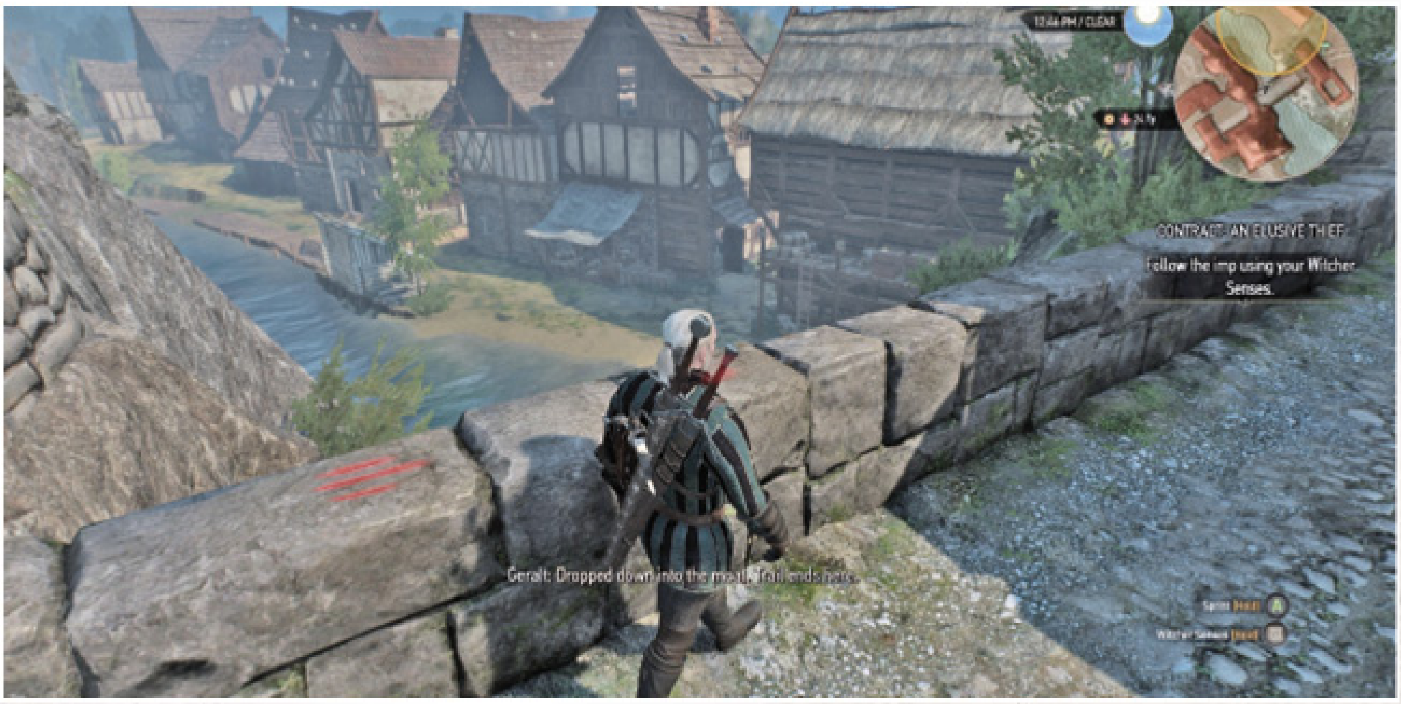
Contract: An Elusive Thief

Impish Acrobatics

OBJECTIVES:

- Follow the imp.
- Search the house.
- Read the letter.

A sweep of the market is called for, using your Witcher Senses. Locate the following:



CONTRACT: AN ELUSIVE THIEF

Follow the imp using your Witcher Senses.

Geralt: Dropped down into the moat. Trail ends here.

- By the circular sentry turret are large paw marks. Follow the trail up past the horse drinking fountain, and up, southward towards the gate.
- By a standing guard, stoop to find some loot the imp dropped.
- Look up and around the large stone wall, and view scampering prints across the ivy and towards the portcullis.
- Look across to the opposite side of the arch, and the top of the stone bridge—the marks disappear as the creature dropped down into the moat.
- Climb over the bridge wall and (carefully) slide down the rocky embankment to the edge of the moat below. The trail picks up near here.
- The paw marks change to footprints. How odd. Follow them to an open door and enter the house at moat level.

Inside the structure is a note to read. Use your Witcher Senses if you can't easily see it. Access your Quest Items menu and read the letter. It provides some incriminating evidence from "Louis" admonishing "Janne" about taking the form of a giant black cat for her pilfering activities. Ah, you're dealing with a doppler.

Items: Quest Item: Short Letter

Contract: An Elusive Thief

The Doppler Effect

OBJECTIVES:

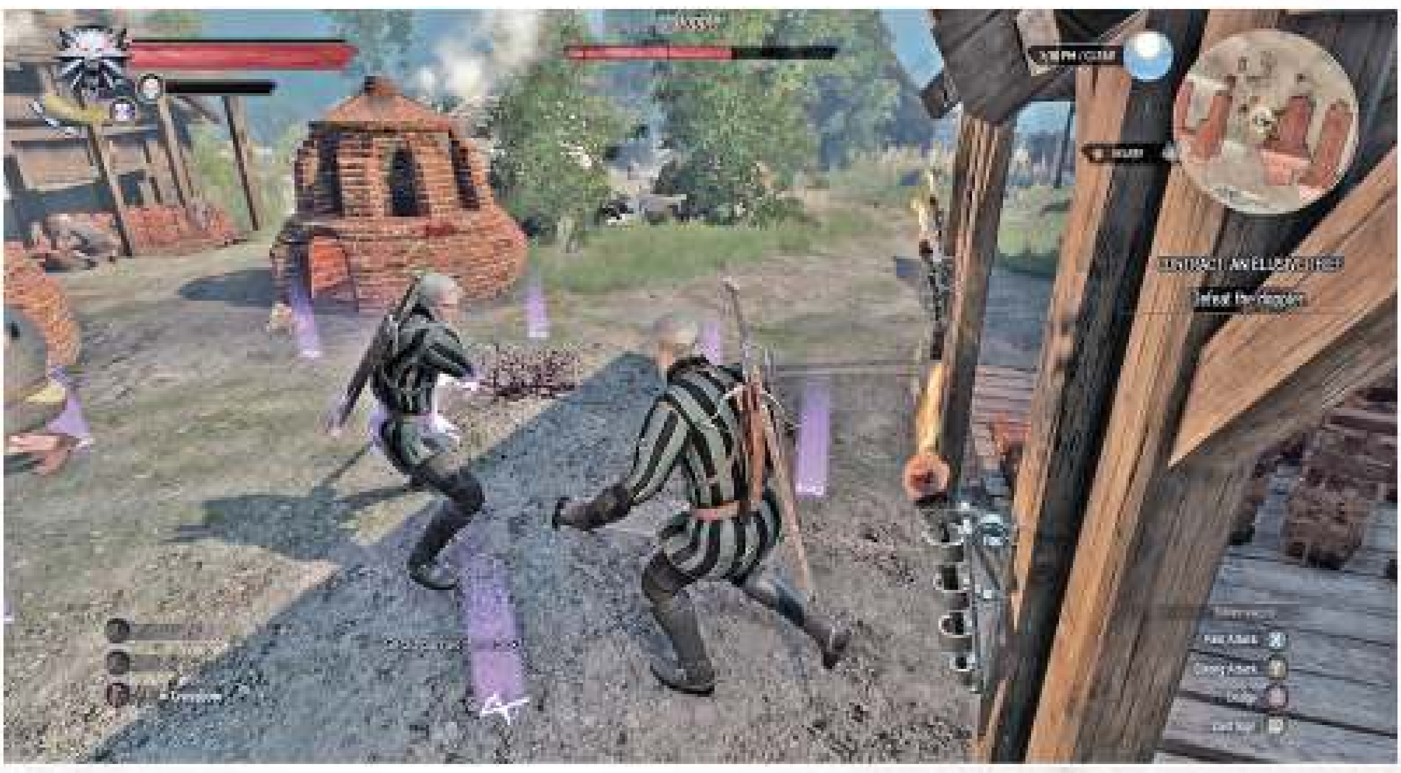
- Find a way to track the doppler.
- Follow the scent of perfume.
- Confront the doppler. Chase down the doppler.
- Defeat the doppler.

Make a thorough inspection of the doppler's house, using your Witcher Senses. At the top of the first flight of steps is a chest with some scattered clothing next to it.

- This is a woman's blouse, a man's shirt, and child's shoes, but only one bed. The scent of lavender now.

Follow this scent down the stairs, out of the building, and roughly eastward until you reach a group of townsfolk conversing close to the dyeing pools. A Redanian guard catches your eye. Speak to him. You wonder (aloud) why the guard is on such friendly terms with an elf. The elf attempts to cover the conversation by reacting with shock at the "racism" the guard is uttering, and then quickly departs. Now the guard tries to continue the act, which continues until you call it out for being a doppler. A moment later, it changes to the form of a peasant, and flees.

Check your minimap as you give chase to the fleeing shapechanger. Head left (northwest), following the doppler back towards and then along the moat, before it turns right, heading under a large wooden bridge span. This is the earliest opportunity to grab it. Instead of surrendering, the doppler transforms into a familiar face—yours!



You may be worried about battling yourself, since the doppler uses both the Signs and the sword prowess that you have mastered. So press the attack quickly, and it shouldn't take long before you cut into him with enough vigor to stop the fight.

DOUBLE TROUBLE

Hang on! Though this cheeky specimen is trying every shapechanging trick under the sun, he isn't that difficult to overcome (he suffers the same weaknesses as humans in combat). But there are more tricks up his sleeves. Consult the Bestiary for further information on imps and dopplers.

END: ON GOOD FORM

OBJECTIVE:

- Return to the marketplace during the day to talk to Sylvester Amello.

The doppler surrenders, and you may elect to banish the doppler in one of two ways:

- Either finish it off, taking the trophy afterwards.
- Or order it to leave Novigrad for good. It agrees, and hands a token of its gratitude (some crowns and a diagram).

After the doppler promises to leave, retrace your steps back to the marketplace, and inform Sylvester that this was a special type of imp. One that won't be diminishing the fish and apple supply any time soon. If you let the doppler go, Sylvestor only offers you half the reward. No trophy. No full payment. After the reward, the quest concludes.

Items: Doppler Trophy, Diagram, Crowns

Contract: Lord Of The Wood

To The Woods

DANGER ALERT SPOILER ALERT

CONTRACT: LORD OF THE WOOD

LOCATIONS: Cunny of the Goose, Loggers' Hut
CHARACTERS: Brean Hotsch, Lumberjack
ENEMIES: Nekkers, Wolves, Kernun (Leshen)

Kernun (Leshen)

OBJECTIVES:

- Talk to Brean Hotsch.
- Nearest Signpost: Cunny of the Goose.

QUESTING DECISIONS

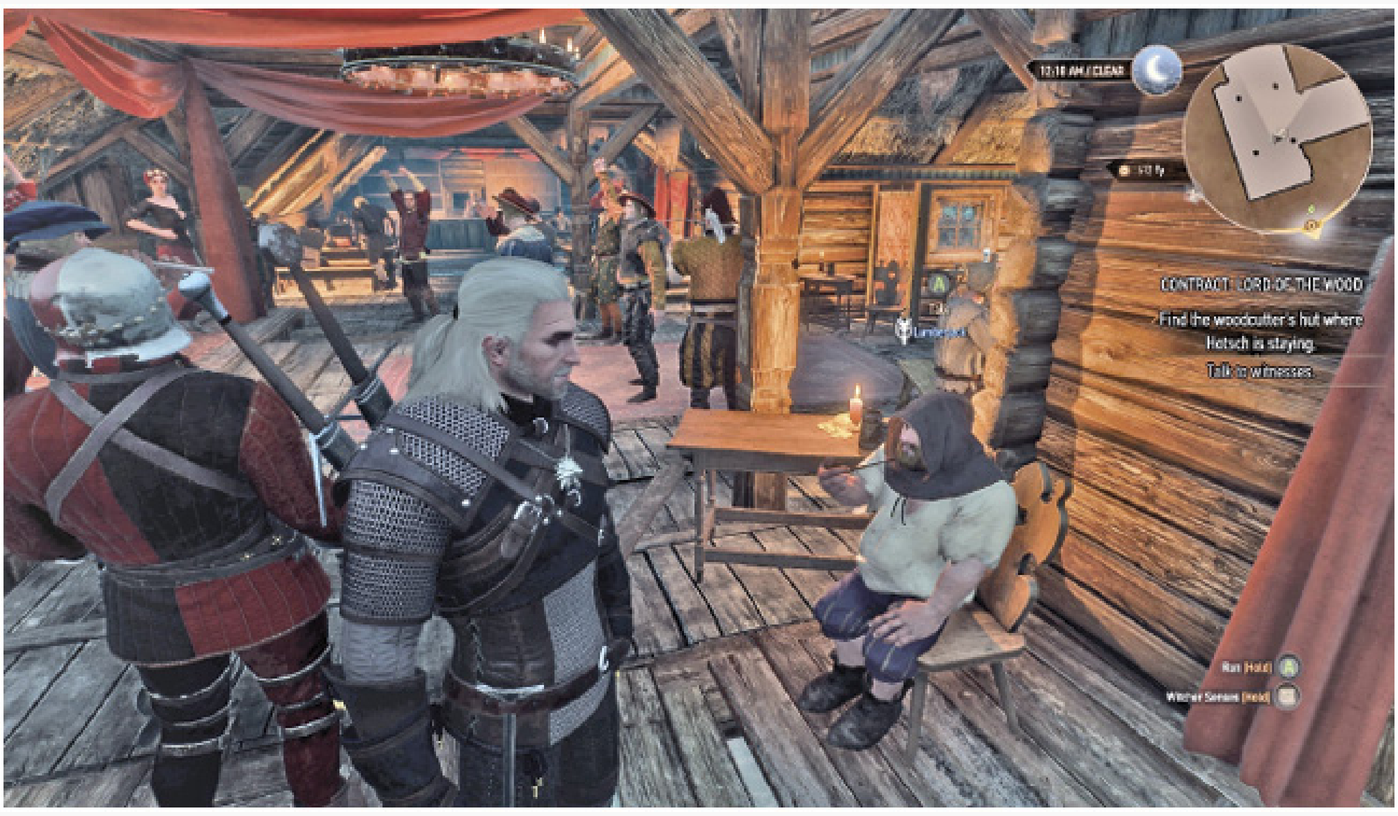
This quest starts when you uncover a message on the Notice Board at the Cunny of the Goose Inn, or you start destroying leshen totems in the woods. The optimal path is the former, and shown below.

Just south of Novigrad is an infamous inn with a delightful name. Approach the Notice Board outside, and read the message entitled "Devil in the Woods." It appears Brean Hotsch has tracked the local woods, and found them home to a cruel evil of some kind. Strapping dwarven loggers were hired to harvest the lumber there, but only one returned, babbling about a monster. Enter the lakeside inn, and find the Brean the halfling propping up the bar. Barter with him for a better price if you wish, then agree to find the witness to the woodland horror.

OBJECTIVE:

- Talk to witnesses.

Scour the inn for a pipe-smoking dwarf in a corner. Be warned, you may have to listen to some bards as you cross the premises. The lumberjack seems half-cut, but valiantly explains how his mates lost their lives in a vicious attack.



12:10 AM / CLEAR
CONTRACT: LORD OF THE WOOD
Find the woodcutter's hut where Hotsch is staying.
Talk to witnesses.
Run (Hold)
Witcher Senses (Hold)

Contract: Lord Of The Wood

The Wrong Kind Of Wildlife

OBJECTIVES:

- Find the woodcutter’s hut where Hotsch is staying.
- Follow the wagon tracks to where the monster attacked.
- Investigate the site of the monster’s attacks.

Travel mostly west, and a little north, towards the forested region of this part of Velen, and trek into the woods to reach a small cluster of structures. The easiest route is along the river bank with Novigrad’s walls on the north side, to the right of you. Dismount, and begin to inspect the yard. Locate the following, using your Witcher Senses:

- Deep ruts where loggers’ wagons stopped.
- Follow the wagon tracks roughly westwards from the buildings along a winding wood trail close to the water, then into the woods where intermittent nekker attacks may occur. Fend at least three off.
-

Eventually, you reach an abandoned wagon. There was a fight here between two dwarves and something… big. Use your Witcher Senses to uncover further evidence:

- Opposite the wagon is evidence of a wounded dwarf trying to flee, while bleeding heavily. There is a rock close by with claw marks—the monster must have been enraged and strong.
- Follow the blood trail to a dead dwarf with deep wounds on his back, who bled to death.
- Follow the footprints to a nearby campfire, where a second dead dwarf lies, strangled by roots from the earth.

After all these discoveries, you realize this is the work of a leshen. You must find its totem, and destroy it to lure it out.

Contract: Lord Of The Wood

Tracking And Waiting

OBJECTIVES:

- Destroy the leshen's totem to lure it out.
- Lure the leshen out by destroying its totem.

CONTRACT: LORD OF THE WOOD
Kill the leshen.

Inspect your World Map, and four possible totem locations appear. All are easily found, but only one is necessary to reach. Some are false leads, such as a murder of crows that aren't the leshen's. Expect wolves to face as your search continues. You're looking for a skull-topped bone weaving at the base of an old oak tree. Conjure a blast of wind using Aard, and the totem clatters to the soft earth. Striding from the dark shadows of the forest is a ten-foot tall, skull-faced giant. Prepare to battle Kernun, Lord of the Wood!

DON'T FACE A LASHING FROM A LESHEN!

Prior to dismantling Kernun's totem, it is vital you understand how leshens attack, and their devastating command of nature. Consult the Bestiary, the leshen has the following vulnerabilities:

Dimeritium Bomb

Relict Oil

Igni

END: AFTER KERNUN'S COLLAPSE

OBJECTIVES:

- Take a trophy.
- Collect your reward from Brean Hotsch.

You felled this mighty woodland spirit, and can gather ingredients from its corpse, as well as its skull as a trophy, which looks rather stylish tied to Roach's saddle. Gallop back to The Cunny of the Goose, inform Brean of a job well done, and receive a reward to match. The quest then concludes.

Items: Leshen Mutagen, Leshen Resin, Leshen Trophy, Crowns

Contract: The Oxenfurt Drunk

Haven’t The Time To Clean Gutters

DANGER ALERT
SPOILER ALERT
CONTRACT: THE OXENFURT DRUNK

LOCATIONS: Oxenfurt, Oxenfurt Port, Oxenfurt Morgue, The Alchemy Tavern, River Hut

CHARACTERS: Nikolas Friedman, Medic, Weeping Woman, Stjepan

ENEMIES: Gael (Katakan)

Recommended Item: 120 Crowns, Axii Delusion Level 3

Gael (Katakan)

OBJECTIVES:

- Talk to the Redanian officer.
- Nearest Signpost: Oxenfurt Port.

QUESTING DECISIONS

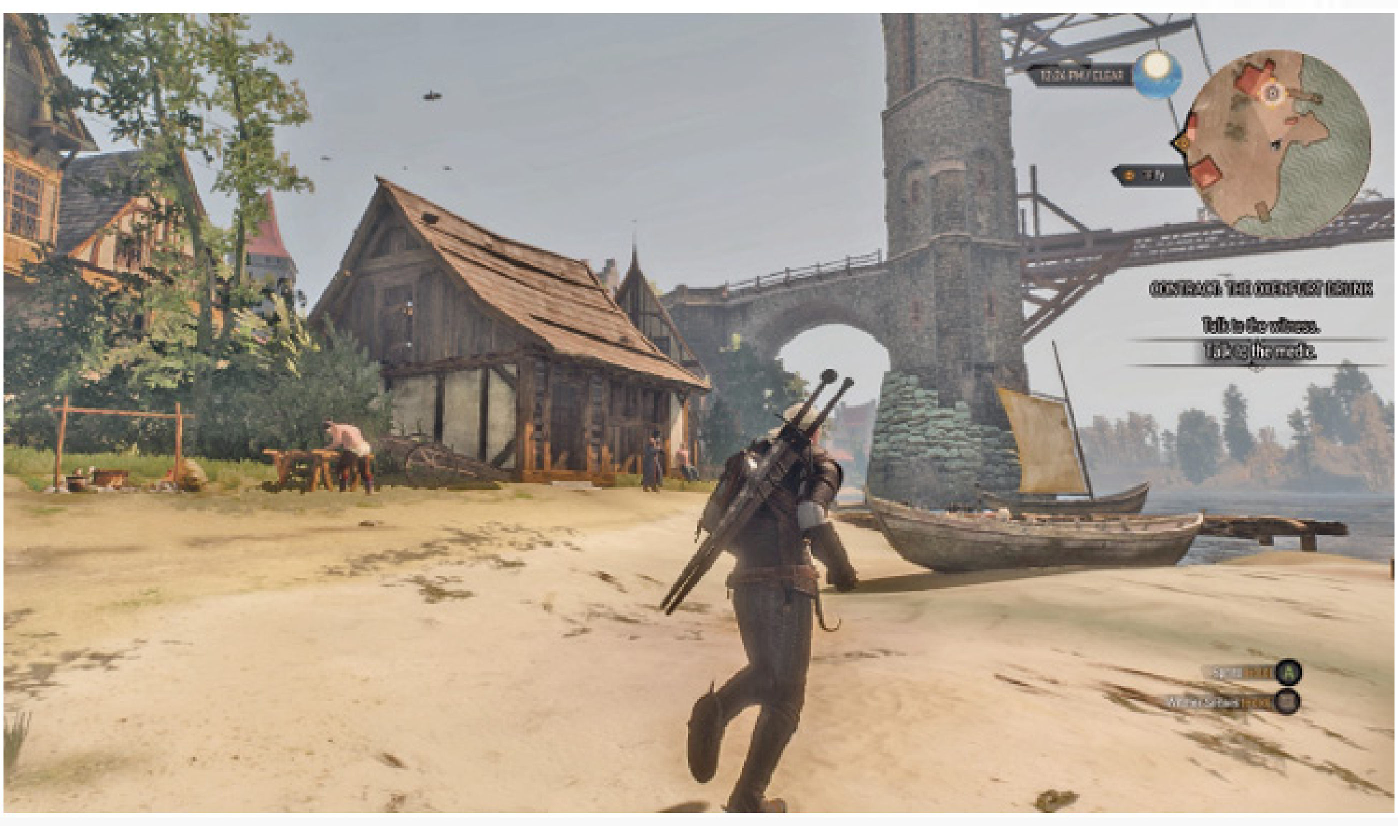
This quest begins in the town of Oxenfurt, when you read the Notice Board close to Oxenfurt Port, or nearby.

Unpin the notice that reads “Monster in Oxenfurt,” and read some fancy prose from the Commander of the Oxenfurt City Regiment, who requests (nay, commands) you to devote yourself to tracking and slaying a monster within these city walls. Little else is revealed, so head to the dockside and approach Nikolas Friedman, a Redanian officer. He reveals that a beast has been targeting lone victims, attacking them, and abandoned their corpses in the gutters about town. Barter for a better price if you wish, then request to see the sawbones who autopsied the victims. There’s also a survivor. A woman staying at the tavern.

OBJECTIVES:

- Talk to the medic.
- Look over the victims’ bodies.

Further south from the Redanian officer, along the sandy dockside is a small hut-like morgue where the medic is working. Speak with him, and he tells you he hasn’t completed the autopsies, since the victims were simply drunks and beggars. Bring out your forceful voice, and he hands over the morgue key, and tells you to take a look yourself.



Items: Quest Item: Oxenfurt Morgue Key

Inside are two corpses. Use your Witcher Senses when examining:

- There are fang marks on a neck, evidence of dragging over cobblestones.
- There are vampire bites and the strong stench of alcohol.

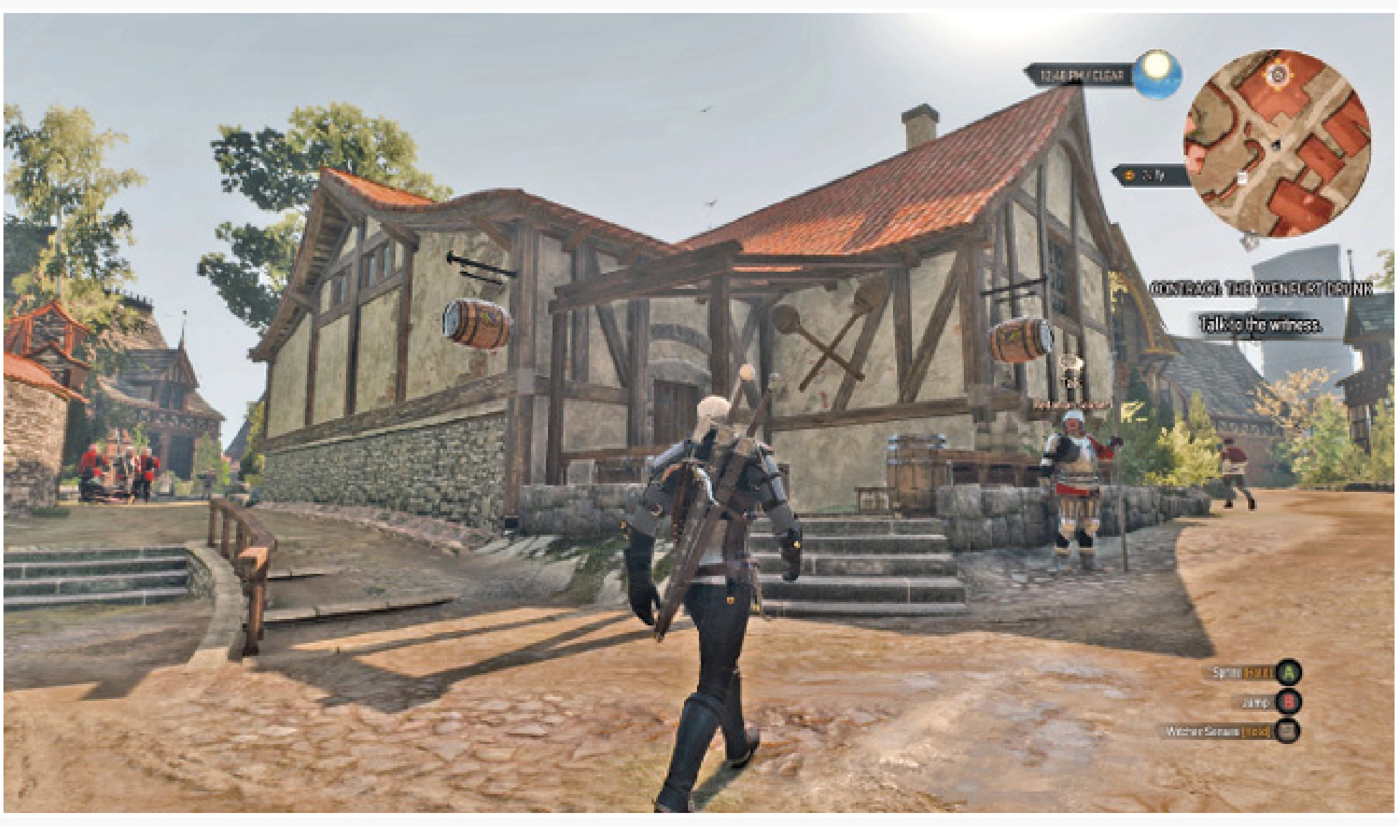
Now you have more evidence, it is worth heading to the scene of the crime itself.

OBJECTIVES:

- Talk to the witnesses.
- Examine the site where the crime took place.

Head into the center of town, to the square where The Alchemy Tavern is located. Use this entrance, as the rear door is locked. Once inside, locate the weeping woman by the bar. Though she might have been a victim of the beast, her requests for drinks and coin make her a suspect witness. You can:

- (30 Crowns) Give her some coin for a drink.
- (Axii Delusion Level 3) Tell her she’s fine without alcohol.



Or, you can leave and return with some funds (or the necessary Axii Level). Either option results in some of the least helpful evidence you’ve uncovered in your investigations. Something called her name, grabbed the hem of her skirt, and she pulled away. However, you do learn the site where the crime took place.

Contract: The Oxenfurt Drunk

Drunk Off Your Ass On Cheap Wine

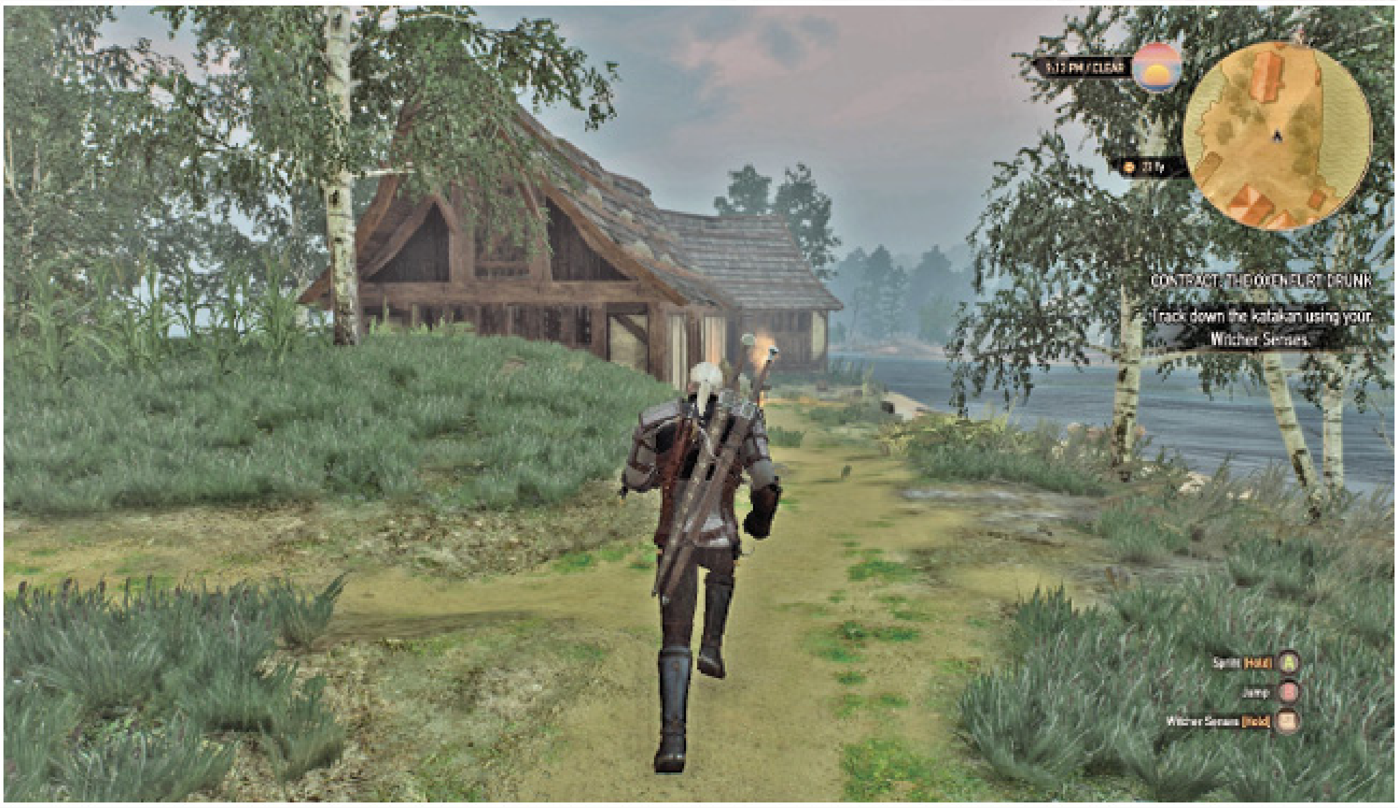
OBJECTIVES:

- Talk to the innkeep and get drunk in order to bait the katakan.
- Walk around near the tavern in order to provoke the katakan.
- Kill the katakan.

Just outside the tavern is a thoroughfare where a few drunks are staggering or sitting about. Near to the stone archway is a worn bracelet, which is easy to spot with your Witcher Senses. A fondness for jewelry and the wounds on the corpses suggests a katakan. Head back inside the tavern, searching for the innkeep behind the bar near the female victim.

- (50 Crowns) Order a drink, and continue to gurgle down cheap wine.

After darkness falls, stagger out of the tavern singing an unmentionable drinking song, and wander about the objective area. The katakan doesn't hear you. Move to the second objective area, and sing the second part of the song. Still nothing.



CONTRACT: THE OXENFURT DRUNK

Track down the katakan using your Witcher Senses.

Move your staggering towards the third objective area—into an alley between well-appointed houses further up the street. A rasping low voice announces that it seeks to drink your blood. You've summoned Gael, a ruthless vampiric menace. Slay him!

Contract: The Oxenfurt Drunk

Tracking The Hightailing Higher Vampire

OBJECTIVES:

- Use your Witcher Senses to track down the katakan.
- Get inside the katakan's hideout.
- Kill the katakan.

Gaining an audience with Gael is tricky—it charges and pushes you to the ground before fleeing. Follow the path to the objective area, across the town square heading northwards to a river hut. You can "see" the movements Gael is making. This allows you to reach the structure. Climb the ladder by the alleyway to gain access to the balcony and drop down into the building where final combat commences.

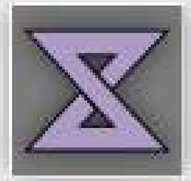
A KATAKAN-DO ATTITUDE

Consult the Bestiary for better battle tactics against this higher vampire. The katakan has the following vulnerabilities:

Moon Dust Bomb

Devil's Puffball Bomb

Vampire Oil



Yrden

Igni

END: A TASTE FOR BLOOD AND WINE

OBJECTIVES:

- Take a trophy.
- Collect your reward from the Redanian officer.

Inspect Gael's corpse, looting the necessary items to unlock the hut door, and escape. Bring the vampire trophy back to Nikolas Friedman, who is only a few moments dash away to the north. Explain that a higher vampire was active in the city, and claim your just reward, as the quest concludes.

Items: Lesser Blue Mutagen, Key to Katakan Lair. Katakan Trophy, Crowns

Contract: The White Lady

The Not-So Merry Widow

DANGER ALERT SPOILER ALERT

CONTRACT: THE WHITE LADY

LOCATIONS: Glory Gate, Portside Gate, Castle Drahim

CHARACTERS: Helma

ENEMIES: White Lady (Luzi, Noonwraith)

White Lady (Luzi, Noonwraith)

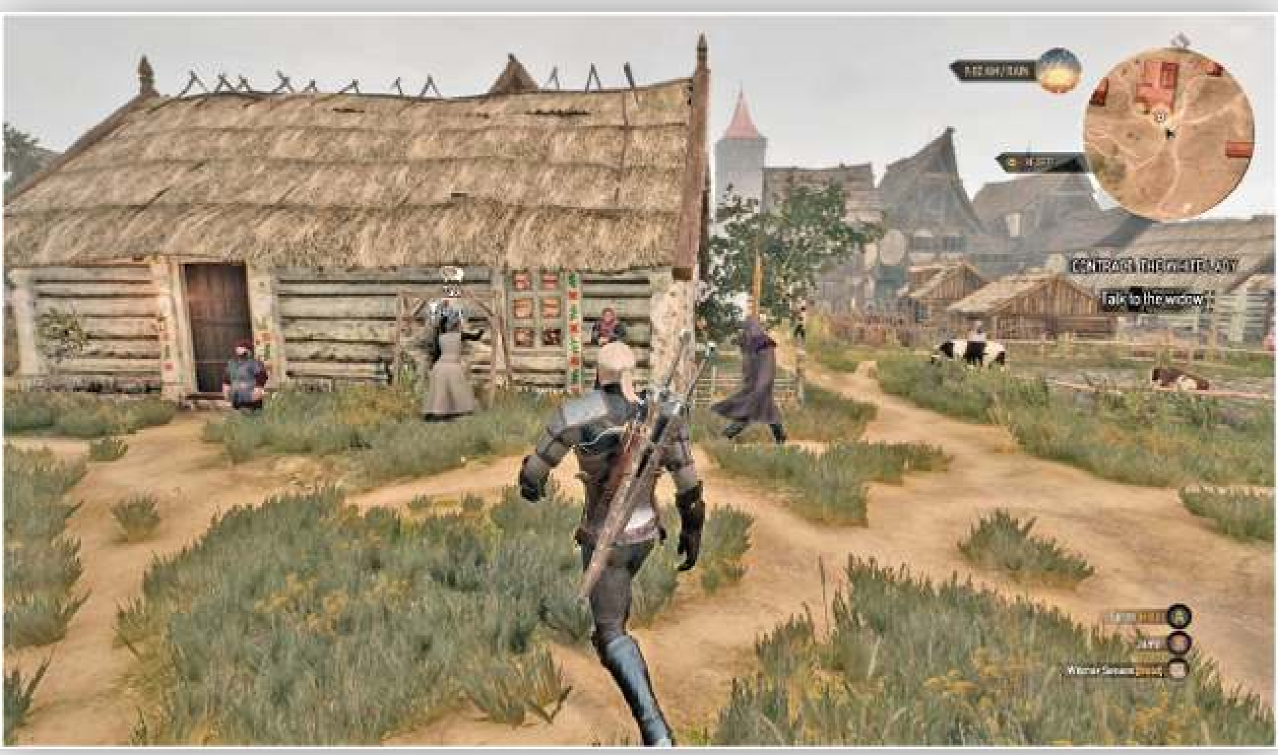
OBJECTIVES:

- Talk to the Widow.
- Nearest Signpost: Glory Gate.

QUESTING DECISIONS

This quest commences after reading a notice on the board in the cluster of buildings between the Portside and Glory Gates, just south of Novigrad's walls. Or, you can find bodies and clues at Castle Drahim and start there. The optimal path is the former.

Take pity on the poor peasants of Farcorners, as the fields nearby are haunted by a wraith appearing as a forlorn maid. It is keeping the villagers from harvesting their crops, so the villagers have gathered together enough gold to pay someone to rid them of this evil. Helma is at the tanning rack outside her cottage on the south side of the settlement.



She tells you of Micko—a band of drunkards who attempted to "plough" the White Lady. Their corpses still litter the fields. Ask where the White Lady has been seen (close to a tower), then barter for a better reward if you wish.

Contract: The White Lady

Luzi, Suffer No More

OBJECTIVES:

- Look for the bodies of the White Lady's victims.
- Investigate the place where the White Lady attacked.
- Follow the tracks.

Summon Roach and canter off past the hay stacks and over the rolling hills towards a stone tower roughly south of the settlement. Once through the orchard, enter the objective area and dismount as you reach a small campfire littered with the bodies of Micko and his men. Use your Witcher Senses and uncover the following:

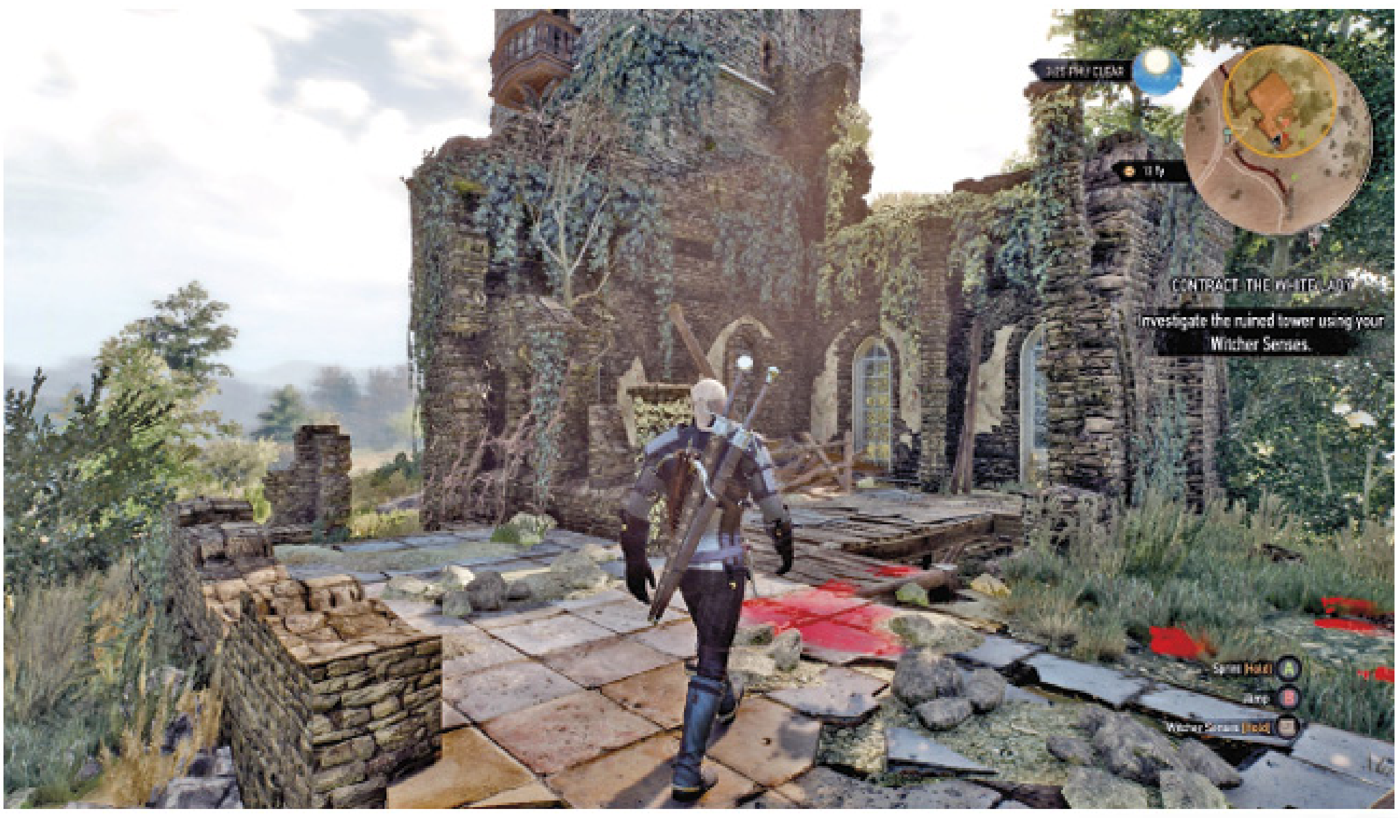
- A corpse that was given quite a scare before he died.
- A cluster of beer bottles—some hard-headed men died here.
- One of the bodies is dried to a crisp, with burn marks.
- Another is pallid, but without blood loss. This isn't a vampire.
- You expected to see another body, but there are uneven footprints. Someone fleeing blindly.
- A few steps away is a pile of hay with old dried blood staining it. But there is singeing that is fresh, and vibrates your medallion.

Contract: The White Lady

Dance Of The White Lady

OBJECTIVES:

- Investigate the ruined tower.
- Talk to the widow about the noonwraith.



Continue to track the footprints as they wind around to the northeast, up the hill towards the looming ruins of Drahim Castle. The footprints end on the battlements, and a large pool of blood, which leads down into the castle cellar. Head down the rickety wooden stairs, discover the last body, and check it over:

- It was dragged here by ghouls, but it wasn't their kill. The skin is unnaturally pale. This must be a noonwraith!

This foe is cunning, and must be summoned by finding something that belonged to her. Return to Helma back at the settlement, and inform her of this fact. She knows the phantom by name (Luzi) whose parents swore her to an elderly smith from the city. Heartbroken, she ran into the fields and slashed her wrists with a silver dagger. She hands it over.

Items: Quest Item: Silver Dagger

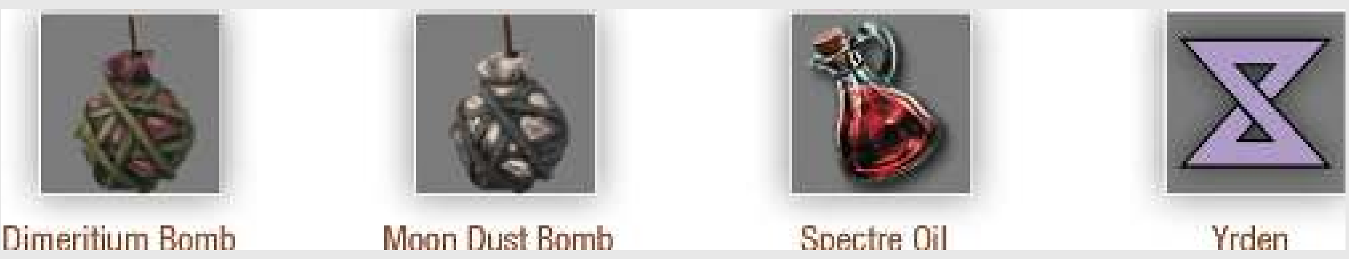
OBJECTIVE:

- Throw the silver dagger into the fire to lure the noonwraith out.

Return to the campfire where Micko's men lie rotting and approach the flames. After dropping the dagger into the fire, you wait for a frightening, rotting visage to appear—a mournful but vengeful specter. Time to dance!

DON'T SUCCUMB TO SPIRITS!

Consult the Bestiary for better battle tactics against restless spirit. The noonwraith has the following vulnerabilities:



END: AFTER LAYING LUZI TO REST

OBJECTIVES:

- Take a trophy from the noonwraith.
- Collect your reward from Helma.

After Luzi the White Lady finishes her final wail, inspect the tattered remains and gather evidence of your kill. Tie it to Roach, ride back to Helma, and receive your just reward, as the quest concludes.

Items: Noonwraith Mutagen, Essence of Wraith, Specter Dust, Noonwraith Trophy, Crowns

Contract: Dragon

A Terror Straight From The Skjalds' Tales

DANGER ALERT SPOILER ALERT

CONTRACT: DRAGON

LOCATION: Fyresdal (Ard Skellig)
CHARACTERS: Vagr, Askel and Nilas, Karli, Mia
ENEMIES: The Dragon of Fyresdal (Forktail)

OBJECTIVES:

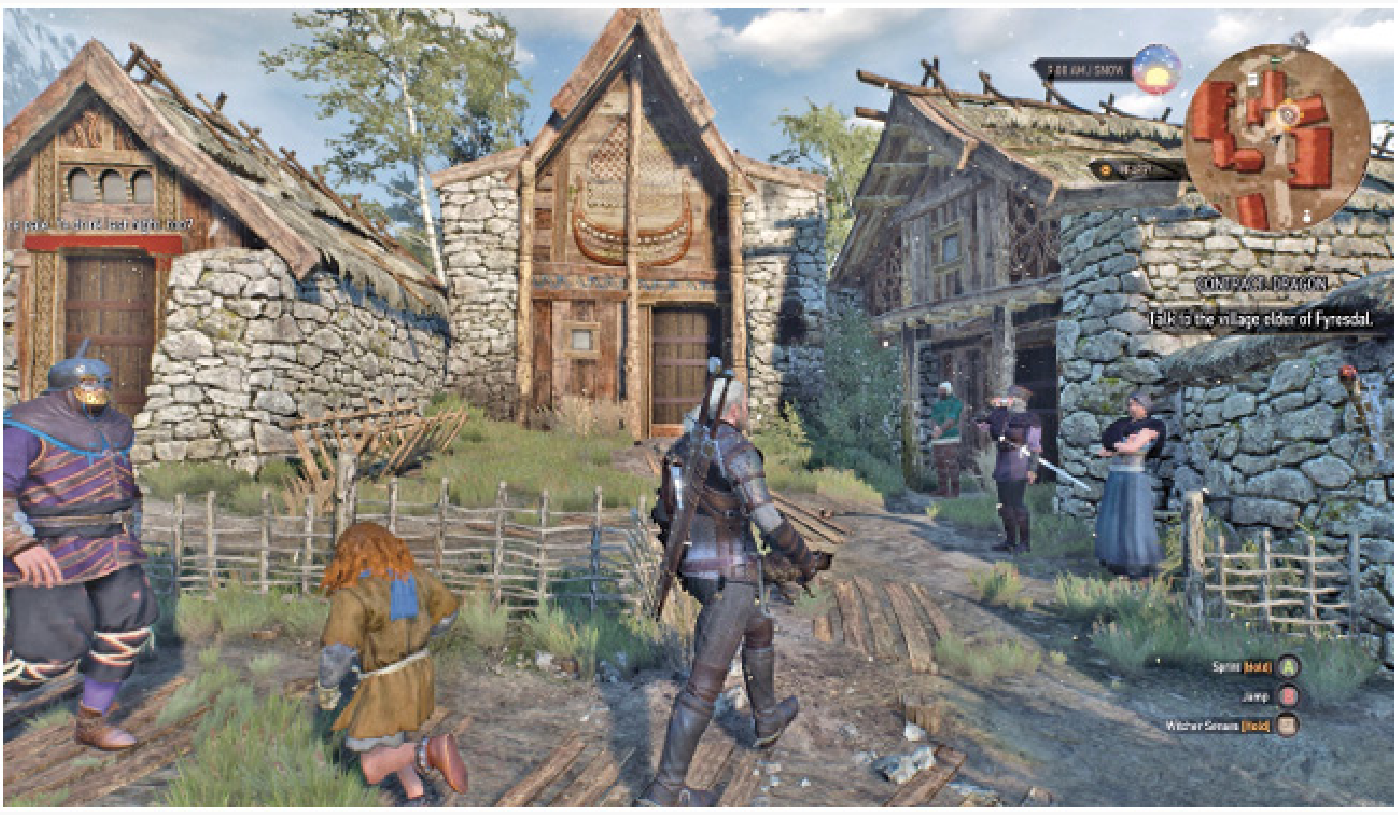
- Talk to the village elder of Fyresdal.
- Nearest Signpost: Fyresdal.

QUESTING DECISIONS

Find the Notice Board in the southern harbor village of Fyresdal (Ard Skellig), or find the remains of a cow in the fields north of the settlement, to begin this quest. The optimal path is discussed in this section.

The Dragon of Fyresdal (Forktail)

Gadzooks! It seems a fearsome dragon has infested the lands about Fyresdal, and the notice reads like a fanciful tale. A winged serpent, massive in scale, with a fabled treasure to be claimed by the hero to vanquishes it. Vagn the village elder has further information. Find him by the jarl's longhouse near the signpost. Barter for a higher reward if you wish, then ask about those the dragon killed—Askel and Nilas. You can view their wounds in their home at the northern end of the village.



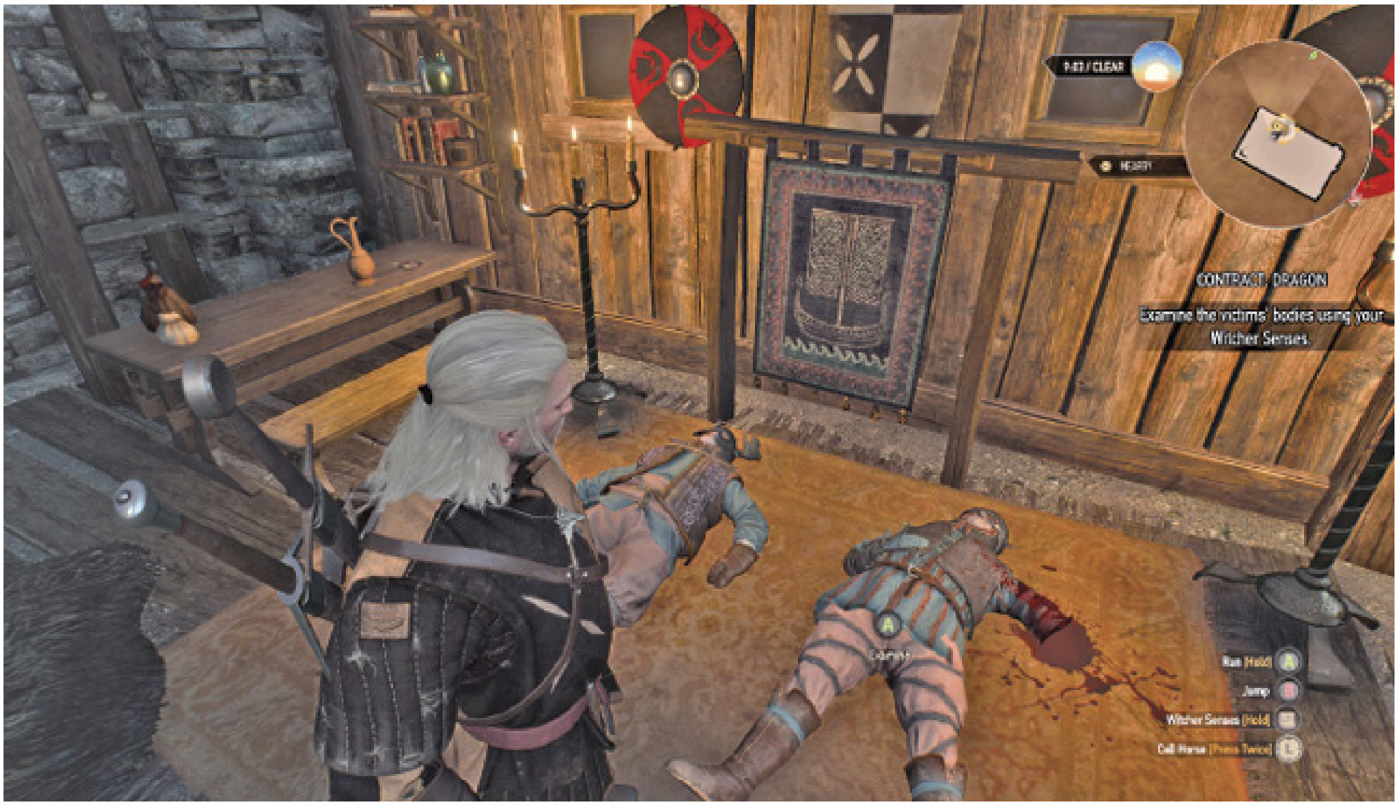
Contract: Dragon

Brothers Grim

OBJECTIVES:

- Talk to the victims' mother.
- Examine the victims' bodies using your Witcher Senses.

The mother of the two sons lying in readiness for funeral rites is close by, in a house across from Vagr's location. Speak to her as she tends to the bodies of Askel and Nilas. You can ask about where the bodies were found (in a glade past the river). You can also look at the corpses of the two men, after asking permission. Use your Witcher Senses—there are claw and bite marks but no fire damage.


9:03 / CLEAR
NEARBY
CONTRACT: DRAGON
Examine the victims' bodies using your Witcher Senses
Run (Hold)
Jump
Witcher Senses (Hold)
Call Horse (Press Twice)

Contract: Dragon

A Sheep In Sheep's Clothing

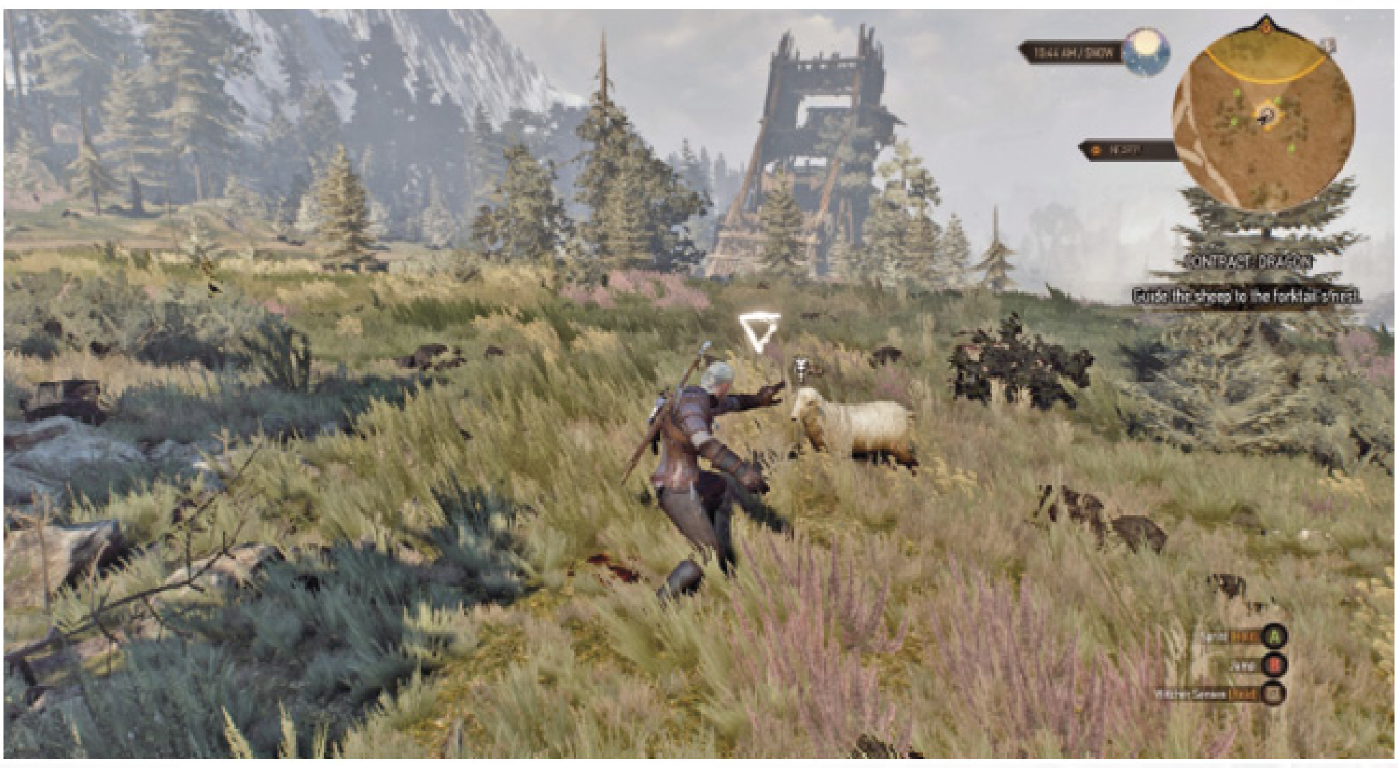
OBJECTIVES

- Use your Witcher Senses to follow the monster's tracks to the site of the attack.
- Follow the monster's tracks using your Witcher Senses.

Travel north out of the village, heading towards a junction in the road. Just past is the corpse of a cow. Use your Witcher Senses to see that this dragon wasn't very strong if it just tore the cow up and left it here. On a nearby rock is cow's blood. Follow the trail of it across the field, heading roughly toward the river, and inspect the corpse of a dog, which was dropped from high up. You peer up at an overgrown siege tower, now the nest of a forktail. Time to rustle up some bait.

OBJECTIVE:

- Talk to the village elder in Fyresdal about bait.



Back at Vagn's longhouse, speak to him about finding an unseasoned sheep. He has one, but it's a bit mangy. And it's difficult to herd. You appear back at the road junction with Mia, a sheep with the listening instincts and controllability of a one-wheeled wagon. Try the following:

- Use Axii to guide the sheep.
- Approaching it from the left if you want to herd it to the right, and vice versa.
- Back up when you reach the siege tower, after leading the sheep to the vicinity of the dead dog.

The forktail then swoops in once you're at least 20 yards away, so back up to begin combat with this flying beast. Then prepare to clip the wings of this powerful forktail, and slay this pretend dragon!

DON'T LET THIS FIGHT DRAG-ON!

Consult the Bestiary to thoroughly prepare for this large forktail confronation. The flying beast has the following vulnerabilities:

Golden Oriole

Grapeshot Bomb

Draconid Oil

Aard

END: LYIN' TO VAGN

OBJECTIVES:

- Take a trophy from the forktail.
- Return to the village elder in Fyresdal for your reward.

Cut the head off this forktail, and return to Vagr. Feel free to lie to him when he asks about the fearsome nature of the creature. If he believes you slew a dragon, you receive your full reward. If not, he cuts the reward appropriately. Then the quest concludes.

Items: Forktail Mutagen, Forktail Trophy, Crowns

Contract: Here Comes The Groom

Searching For A Thoroughbred Skirt-Chaser

DANGER ALERT SPOILER ALERT

CONTRACT: HERE COMES THE GROOM

LOCATIONS: Svorlag (Spikeroog), Cave of Melusine
CHARACTERS: Kevan, Britt, Nils
ENEMIES: Sirens, Drowners, Melusine (Ekhidna or Siren)

OBJECTIVES:

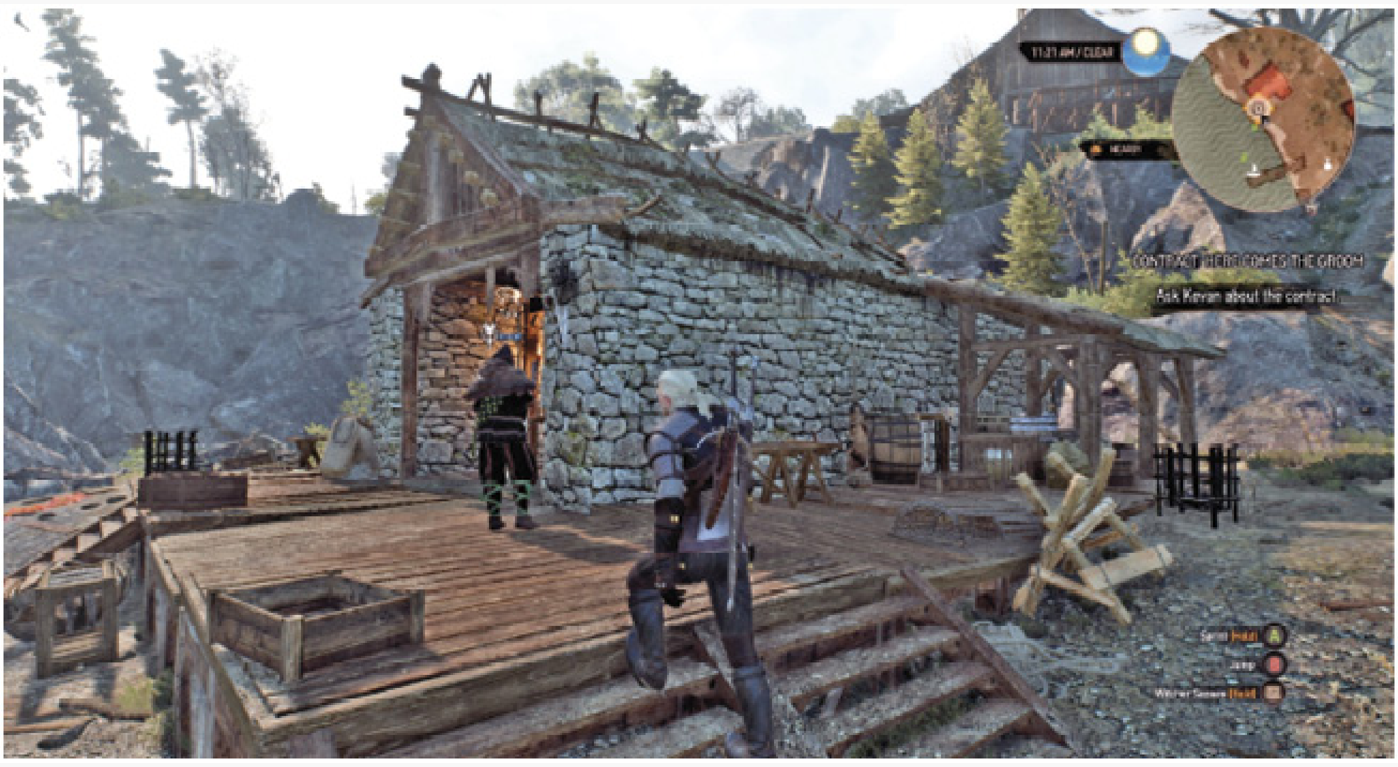
- Ask Kevan about the contract.
- Nearest Signpost: Svorlag.

QUESTING DECISIONS

This quest is accessible during your exploration of the Isles of Skellige. When exploring the small isle of Spikeroog, visit the Notice Board in the port village of Svorlag to start this quest, or stumble upon the ekhidna cave (and Nils). The optimal path is the former, detailed in this section.

Melusine (Ekhidna or Siren)

A pinned note entitled "Nils' Disappearance" requests information on a groomsman named Nils, who has vanished from the village. His betrothed (Britt) is out of her mind with worry, and Britt's brother has requested help. Find Kevan by the ocean shore fishing hut. He tells you his sister saw a beast carry Nils off. Others reckon he's done a runner, since Britt isn't easy to be around, and Nils had a wandering eye. Barter to increase the reward if you wish, then agree to speak with Britt.



OBJECTIVE:

- Talk to Britt.

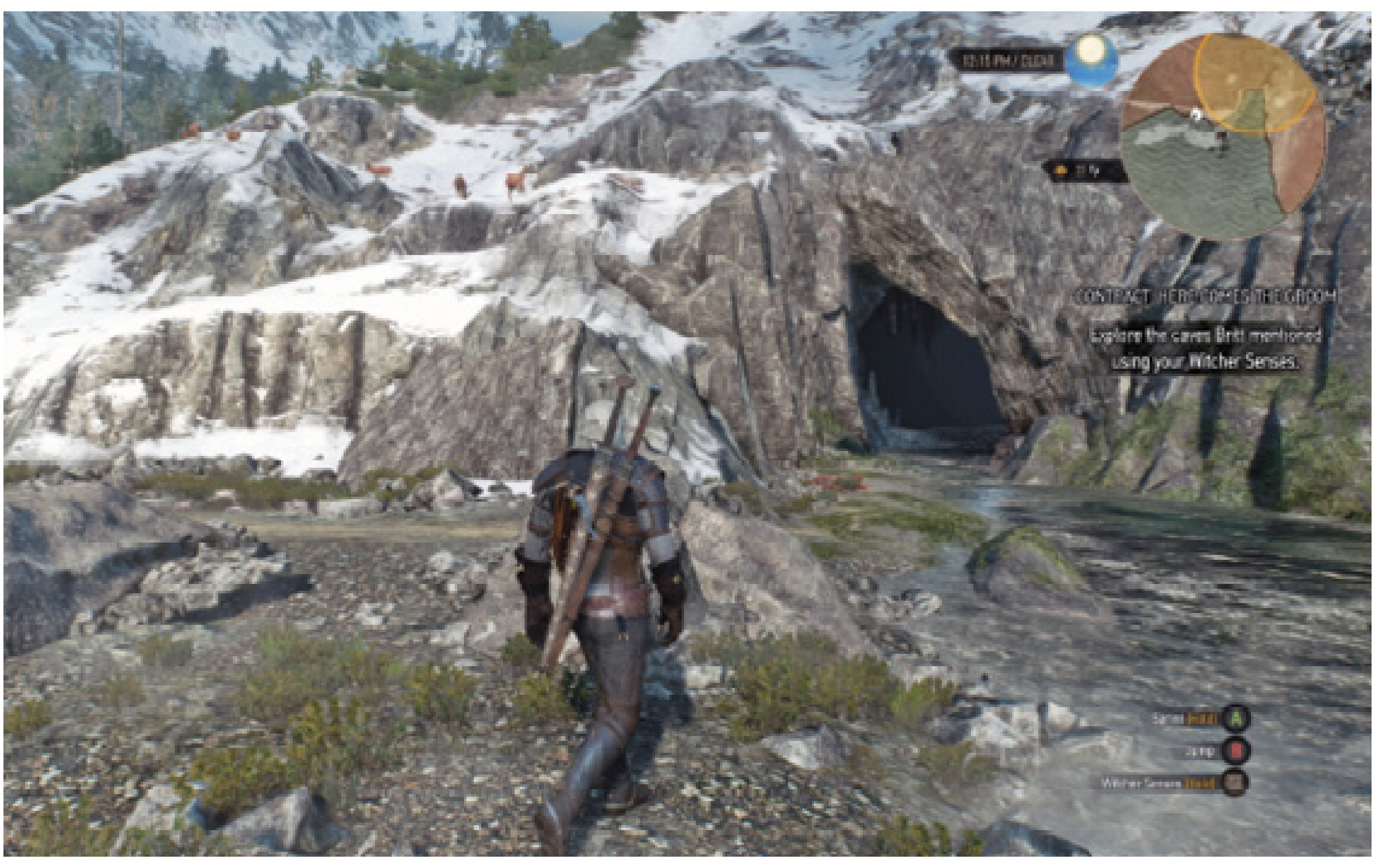
Dash north along the shoreline, climbing the grassy hill overlooking Svorlag, and you soon spot the forlorn Britt standing atop the cliff. She's a weepy sort, but does mention a "shadow of great wings" taking her beloved into a nearby cave.

Contract: Here Comes The Groom

The Mad And Dangerous Depths

OBJECTIVES:

- Explore the caves Britt mentioned.
- Find Melusine in the caves.


CONTRACT: HERE COMES THE GROOM
Explore the caves Britt mentioned using your Witcher Senses.

Journey south via the wilderness pathway that winds past the Old Watchtower, and down to the southern shore. Or journey by boat. You're looking for a cave opening guarded by a gaggle of sirens. Slay at least three before entering the cave system.

The place stinks of carrion, so prepare for combat with six drowners as you progress down the initial tunnel. This widens into a waterlogged chamber, where a towering primitive altar to the deity Melusine catches your eye (especially if you use Witcher Senses). Turn and head down the southeast tunnel.

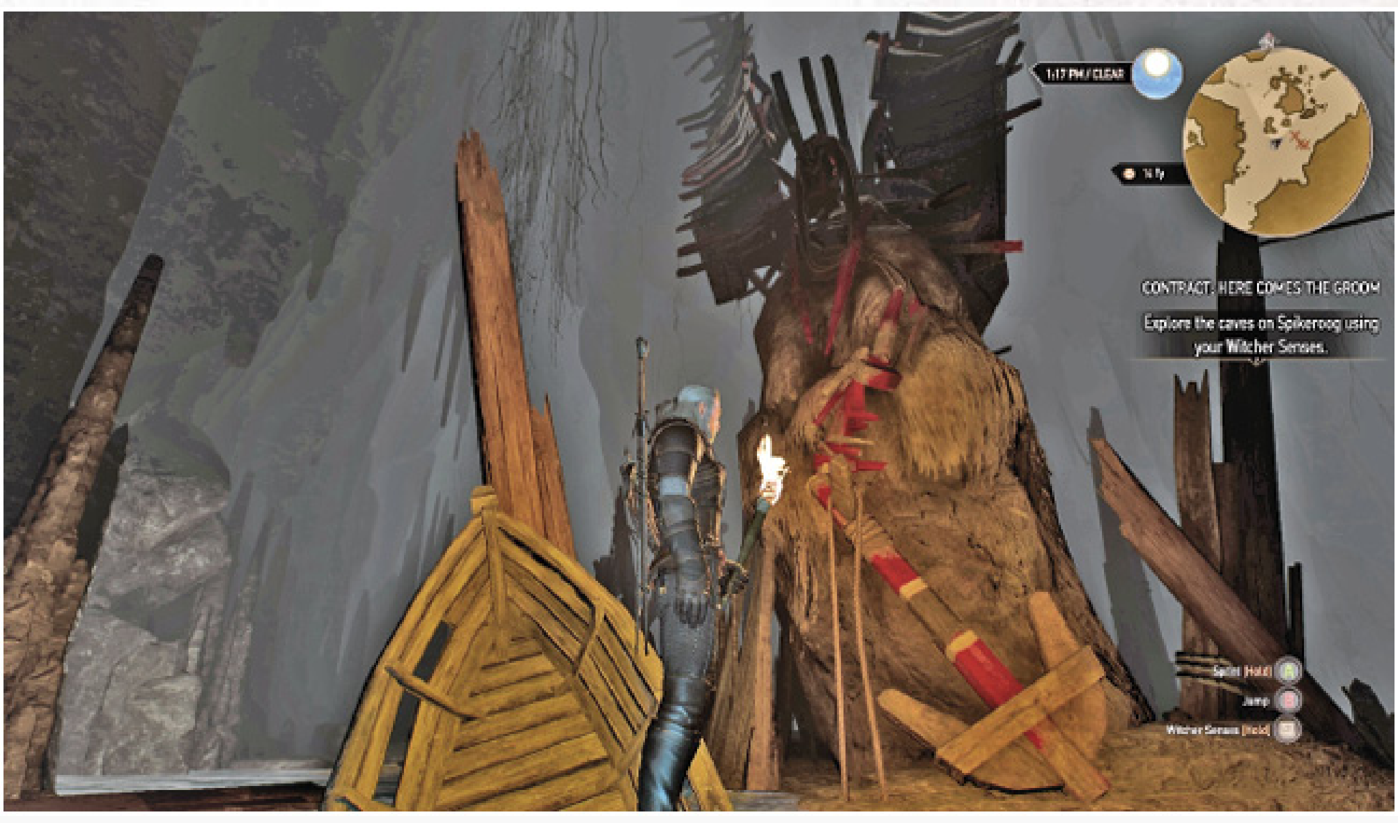
Locate the following:

- Odd scales on the altar.
- Siren tracks from a particularly large specimen.
- Scales showing an odd coloration for a siren.

Follow the tunnel, pausing only to climb the right-side ledges and leap to find a treasure chest if you wish. Back in the tunnel, turn the corner to face a great fissure. It seems the old cult of Melusine that used to congregate here prayed to an ancient ekhidna.

The trail in the giant fissure cavern picks up again, as you pass some floating barrels ripe for an Igni explosion. Detonate them if you wish, as three more drowners appear to thwart you. Follow the tracks to ledges on the south side of the chamber, leading to exterior cliffs. Crouch down and examine the corpse of a man lying face down. It is Nils. He's been dropped from a great height.

Something screeches overhead. Britt wasn't lying. Face the mighty Melusine in combat!


1:17 PM / CLEAR
CONTRACT: HERE COMES THE GROOM
Explore the caves on Spikeroog using your Witcher Senses.

HAVE YOUR FORESEEN COMBAT WITH MELUSINE?

Consult the Bestiary for better battle tactics against this flying banshee. The ekhidna has the following vulnerabilities:

Grapeshot Bomb

Hybrid Oil

Igni

Aard

END: AFTER CLIPPING THE WINGS OF MELUSINE

OBJECTIVES:

- Take a trophy from Melusine.
- Collect your reward from Kevan.
- Tell Britt what happened to her betrothed.

After slicing sections of Melusine to satisfy Kevan's curiosity, journey back to him and explain what happened to Nils. He hopes you might tell Britt, which you can accept or refuse. Choose the former, and she is on the clifftop. Tell her, and she vows to be true to him for the rest of her days. She also hands over a reward for believing her (which you can accept or refuse). The quest then concludes.

Items: Lock of Lamia Hair, Ekhidna Mutagen, Ekhidna Trophy, Crowns

Contract: Missing Miners

Serious Trouble For The Silver Ore Scavengers

DANGER ALERT
SPOILER ALERT
DLC
CONTRACT: MISSING MINERS

Converging Quests: Main Quest--Destination Skellige

LOCATIONS: Blandare (Ard Skellig), Miners' Camp, Wham-a-Wham's Cave

CHARACTERS: Gjarr, Wham-a-Wham (Rock Troll)

ENEMIES: White Wolves, Cyclops

Bestiary Reference: [[LINK]]

OBJECTIVES:

- Talk to the village elder in Blandare.
- Nearset Marker: Blandare (Ard Skellig)

QUESTING DECISIONS

This Quest is accessible during your exploration of the Isles of Skellige. Begin by checking out the notice board in the village of Blandare, on Ard Skellig, or by stumbling across the Miners' Camp.

Pinned to the Blandare notice board is a plea from the village elder. He reiterates a warning about some ore miners who went missing in the mountains, and a request for someone to determine what became of them. Locate the village elder, on the eastern side of Blandare at the top of the hill. Get a recap of his story and barter a price for your services if you wish, before agreeing to help and setting off for the Miners' Camp.

Contract: Missing Miners

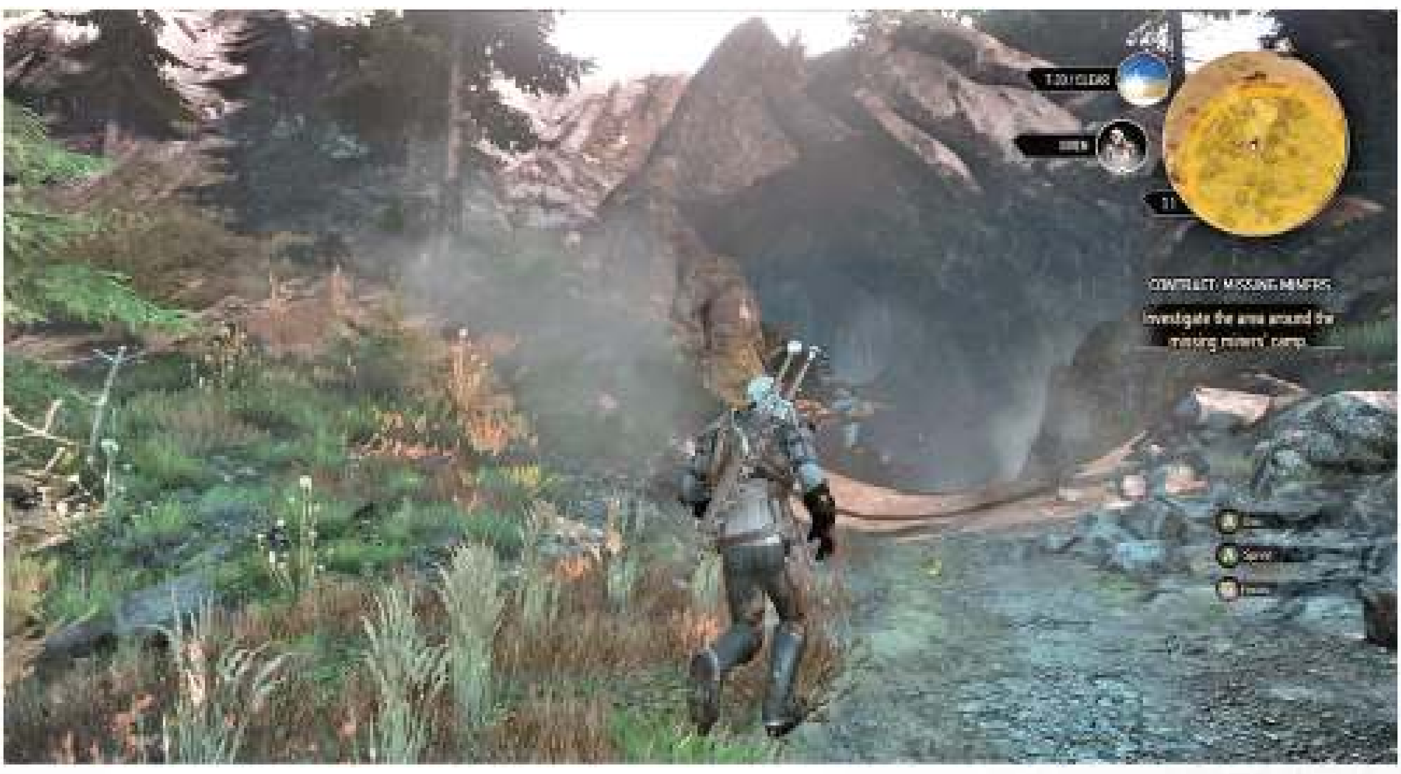
Crushed Corpses At The Camp

OBJECTIVE:

- Travel to the missing miners' camp and fully explore the surrounding area.

Ride across the low foothills of central Ard Skellig, heading roughly northwards (and a little west), using the main road and minor pathways to navigate to the Miners' Camp entrance. A pair of tents pitched on the side of the thoroughfare. Dismount and use your Witcher Senses to locate the following:

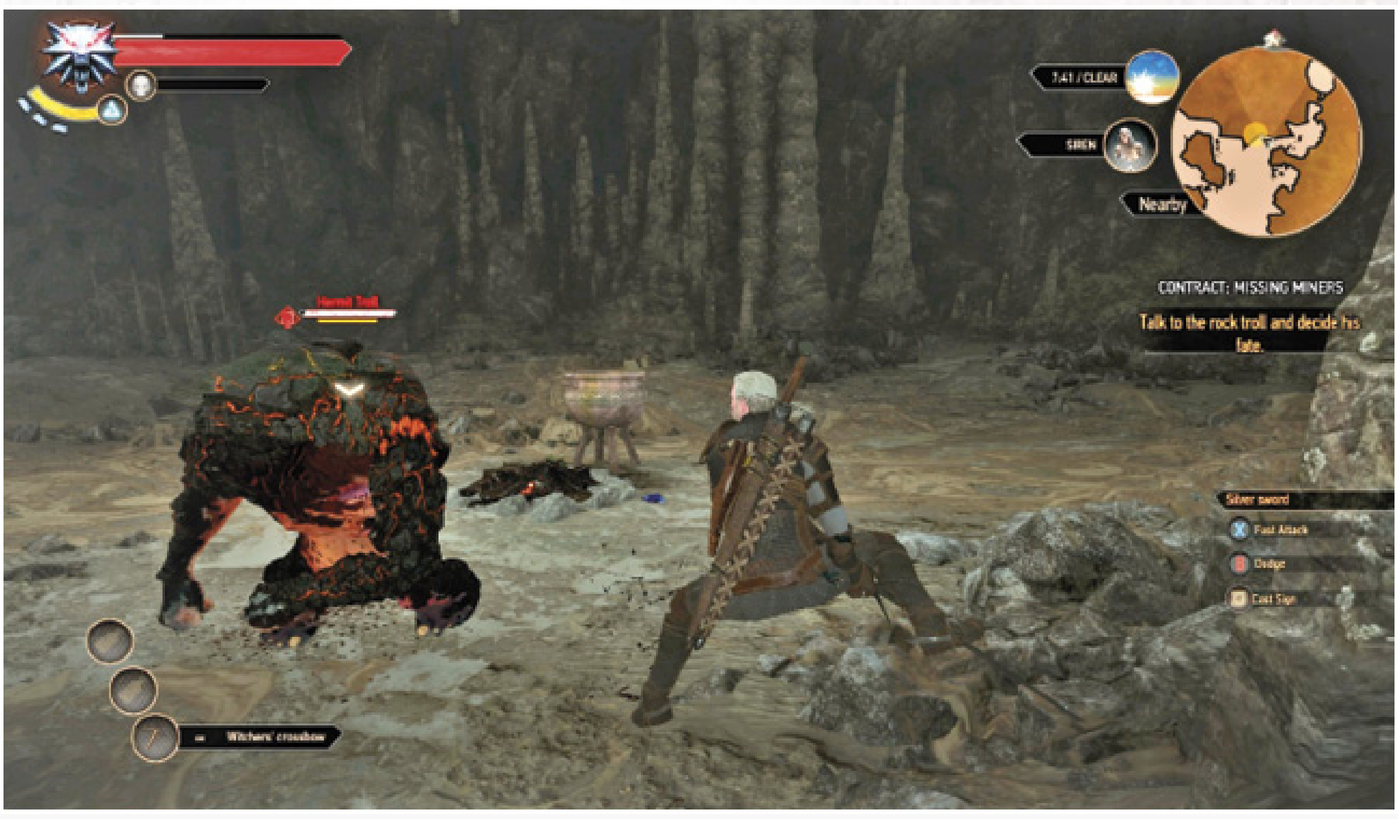
- A set of human footprints leading away from the campfire--they lead off along a narrow path into the woods to the northwest.
- Further along the path lies a corpse. Repel a pack of five white wolves, and sometimes the clodding might of a cyclops, before inspecting the corpse. Its rib cage has been smashed in by a blunt instrument.
- Nearby are crawl marks--someone shuffled through here with a broken leg.
- Continue along the path roughly westwards. Something large felled the sheared tree stumps near the pond.


1:20 / CLEAR
SIREN
CONTRACT: MISSING MINERS
Investigate the area around the missing miners' camp
Sprint

Search the immediate area for a cave mouth with crushed human bones at its threshold. This is the work of a rock troll.

OBJECTIVE:

- Talk to the rock troll and decide his fate.


7:41 / CLEAR
SIREN
Nearby
CONTRACT: MISSING MINERS
Talk to the rock troll and decide his fate.
Hermit Troll
Silver sword
Fast Attack
Dodge
Cast Sign
Witchers' crossbow

Enter the cave, choosing the right fork in the tunnel to reach the troll's lair. A solitary hermit troll is sitting and gazing at its rudimentary cooking pot. It announces its name--Wham-a-Wham--and attacks. Defend rather than attack and the troll calms down slightly, allowing a conversation (if you can call it that). It appears the miners encroached on the troll's territory, were asked to leave, refused, and were crushed by Wham-a-Wham. You can:

- Explain, in rudimentary speak, that if this happens again, you'll kill the troll. You leave Wham-a-Wham in his cave without engaging in combat, but with a small reward (Crowns and silver ore).
- Threaten, in no uncertain terms, that the troll won't get away with this, and set about defeating this lumbering simpleton.

HOW TO SWISH-A-SWASH-A-SWUNK THAT WHAM-A-WHAM

Halt! The hardened skin and boulder-sized fists of Wham-a-Wham may cause difficulties in the combat department. So prepare for this fight fully and read up on rock troll combat in the Bestiary on page 744.

Contract: Missing Miners

End: What Kind O’ Monster Slayer Are Ye?

OBJECTIVE:

- Tell the village elder in Blandare what happened to the missing miners.OR
- Take a trophy.

After leaving Wham-a-Wham alone, or slaying the rock troll and gathering its head for a trophy, return to Blandare and inform Gjarr of your actions. Your reward (and Gjarr’s favorable perception of you) depends on what you decide to do. Let the troll live and receive a dressing down and fewer crowns. Kill the troll for a higher reward. (Alternately, you can also play dirty, leave the troll alone, get his reward, then attack him, and still get full reward from Gjarr.) Either way, the quest then concludes.

Contract: Missing Son

Seeking Adventure, Never To Return

DANGER ALERT
SPOILER ALERT
CONTRACT: MISSING SON

LOCATIONS: Rannvaig (Ard Skellig), Castle Ruins

CHARACTERS: Odhen, Olve

ENEMIES: Morvudd (Fiend)

OBJECTIVES:

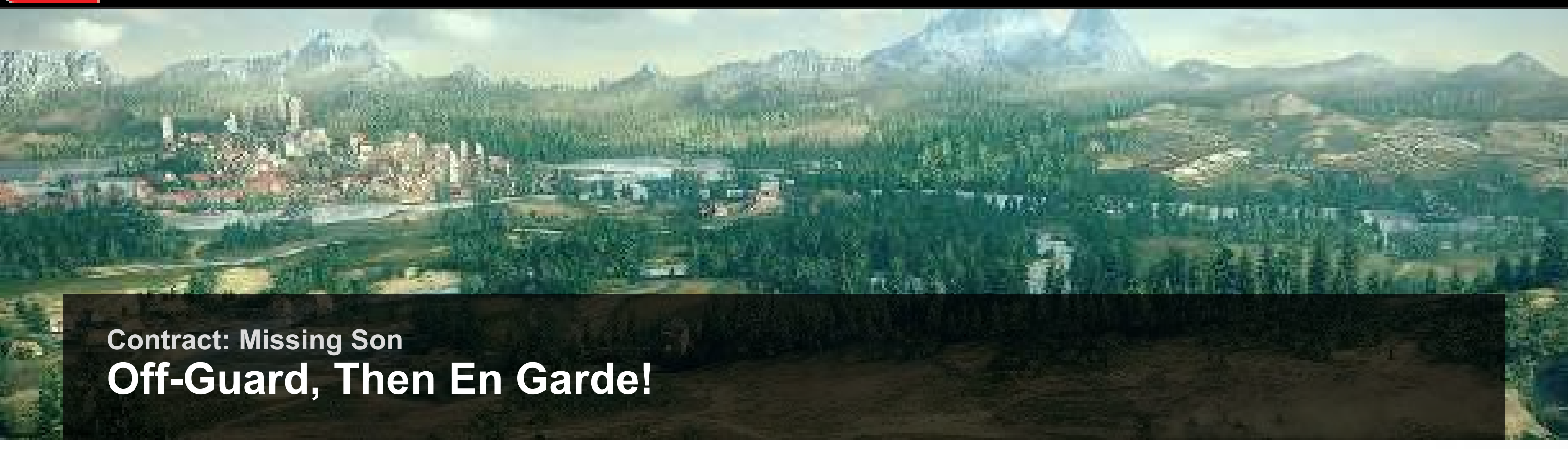
- Talk to Odhen of Rannvaig.
- Nearest Signpost: Rannvaig (Arg Skellig).

QUESTING DECISIONS

This quest is accessible after you locate the Notice Board in the port village of Rannvaig (western Ard Skellig) and read the message from Odhen there. You can also find Olve's notice (a young adventurer) too, or simply stumble into Morvudd the Fiend on your travels. The optimal path is the former.

Morvudd (Fiend)

Odhen of Rannvaig hasn't seen his son Olve since he went off seeking adventure. He offers both payment and prayers to Freya if you'll help find out what happened to his boy. Travel to the shoreline longhouse and find Odhen moping outside. He explains the lad left with some no-good rogues from Faroe and they went exploring the ruins of the fortress east of here. Olve is wearing a yellow tunic, so you can't miss him.



Contract: Missing Son

Off-Guard, Then En Garde!

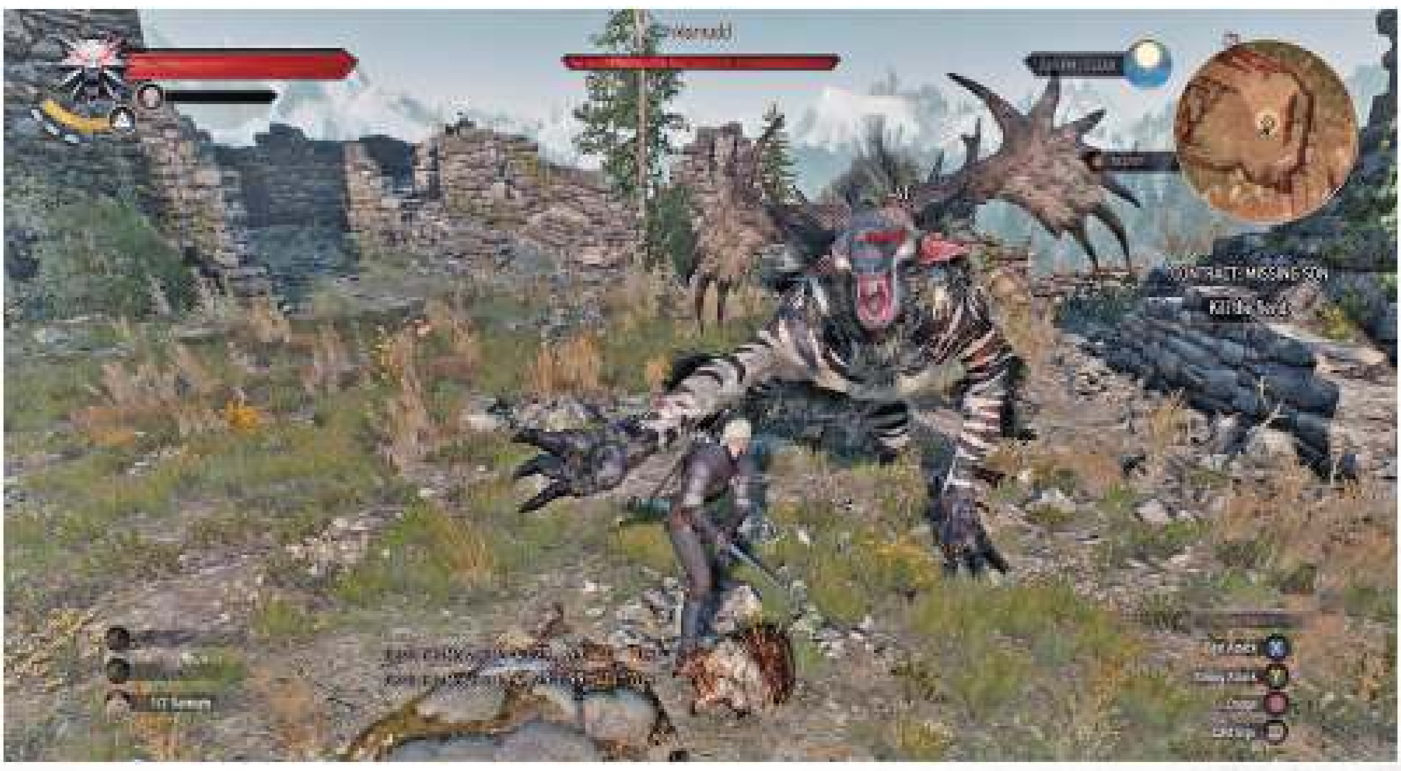
OBJECTIVES:

- Examine the castle ruins using your Witcher Senses.
- Kill the fiend.

Summon Roach, gallop uphill in a roughly southeasterly direction. Continue up the path through the wooded hillside, onto the heath, and across to the derelict castle.

Dismount and enter the overgrown courtyard surrounded by the ruined walls. Around one second later, you realize this is the easiest contract investigation you've ever done.

You stumble into the lair of a huge fiend. This is highly dangerous specimen named Morvudd, with unique markings and a frighteful temperament: Let battle commence!



DON'T BE FIEND FOOD!

More haste and less speed! Before entering the castle threshold, it is most advisable to read up on the best ways to slay fiends, courtesy of the Bestiary chapter of this fair tome. The fiend has the following vulnerabilities:

Samum Bomb

Devil's Puffball Bomb

Relict Oil

OBJECTIVES:

- Find the fiend's lair using your Witcher Senses.
- Kill the fiend.

When the fiend is badly wounded, it spits and blinds you temporarily. When you can see again, it has vanished. On the castle grounds is a corpse—only the entrails were eaten. Find the huge hoof prints to gather that the fiend moved southward. Follow the tracks across the stone bridge and the river to the east. Search the ruined settlement where the beast's nest is—it rears up and attacks again. This time you need to finish it off! Afterwards, you can check the corpse with the yellow tunic the fiend was storing for later. Alas, it is Olve.

END: AFTER MORVUDD'S MASSACRE

OBJECTIVES:

- Take a trophy from the fiend.
- Collect your reward.

Once the mighty Morvudd topples to the ground, cut the fiend up into two sets of ingredients and a trophy head to proudly display on Roach's saddle. Now ride back to Odhen, with mixed news regarding his son (dead), and the fiend you slew (also dead), gather your reward, and conclude this quest.

Items: Fiend Dung, Fiend Mutagen, Fiend's Eye, Fiend Trophy, Crowns

Contract: Muire D'yaeblen

Solving A Drowner Problem With A Silver Sword

DANGER ALERT SPOILER ALERT

CONTRACT: MUIRE D'YAEBLEN

LOCATIONS: Kaer Trolde Harbor (Ard Skellig), Kjerag Cliffs

CHARACTERS: Bjorg, Rurik, Tove

ENEMIES: Drowners, Abaya (Water Hag)

Recommended Item: Formula: Drowner Pheromones

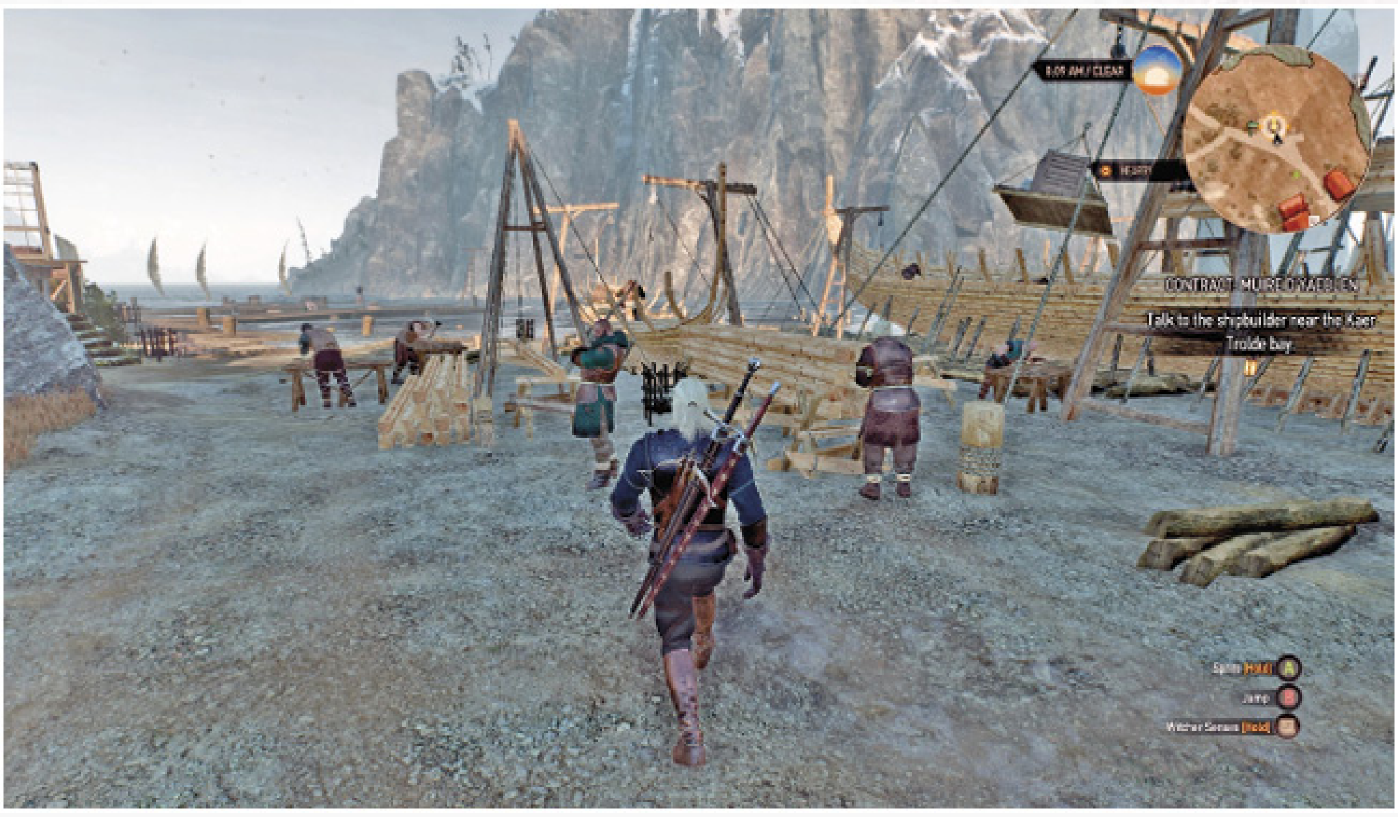
Abaya (Water Hag)

OBJECTIVES:

- Talk to the shipbuilder near the Kaer Trolde bay.
- Nearest Signpost: Kaer Trolde Harbor.

QUESTING DECISIONS

This quest is available at the Notice Board close to the wharf of Kaer Trolde Harbor in Ard Skellig. Read the notice to commence this quest.


8:09 AM / CLEAR
CONTRACT: MUIRE D'YAEBLEN
Talk to the shipbuilder near the Kaer Trolde bay
Sprint (Hold)
Jump
Witcher Senses (hold)

Bjorg the master boatbuilder has a task for you. According to a notice, the muire d'yaeblen (or "drowners") in Kaer Trolde bay are multiplying and have grown so fierce, they are encroaching on travellers leaving the harbor. Speak to Bjorn by the boatyard, and he explains the drowners are meaner than those on the Continent. Rurik (Bjorn's apprentice) and Tove (widow of a man killed by drowners) have seen the ferociousness first-hand. Barter a price for your services if you wish, then begin to search or witnesses.

OBJECTIVE:

- (Optional) Talk to witnesses of the drowners' attack.

Close to Bjorg is Rurik the boatwright's apprentice. He tells you of the time him and his cousin were gathering crab traps off the Kjerag Cliffs, and the dreaded muire d'yaeblen flipped over his boat and drowned his companion.

Along the dockside is Tove, a Skellige woman tending to a tanning rack. After her son was lost, her husband donned his coat and went looking for the boy along the cliffs. He never came home, and was found with deep claw marks all over his corpse.

Contract: Muire D'yaeblen

In Search Of The Seafiends

OBJECTIVE:

- Investigate the place where the drowners were seen using your Witcher Senses.

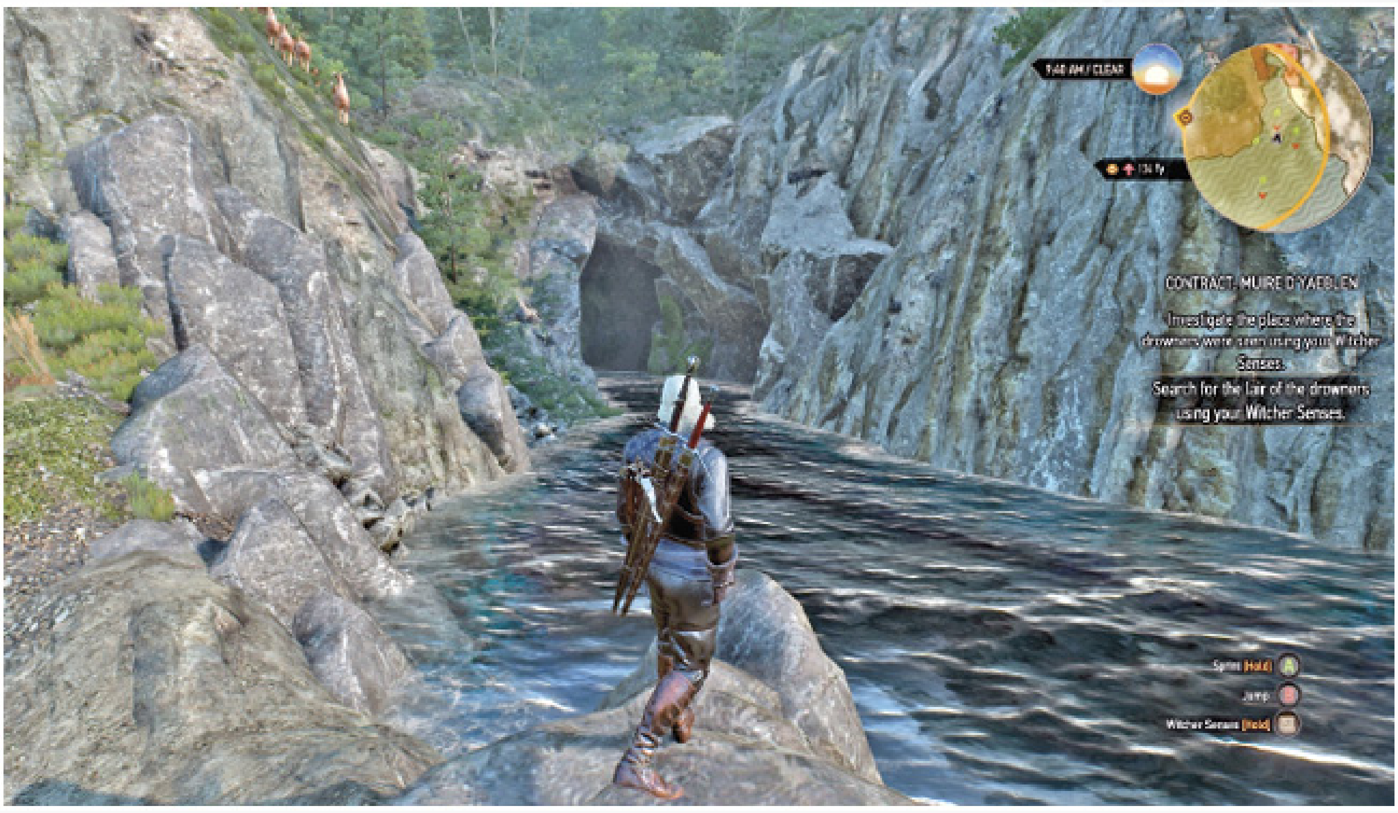
There are two coastal locations that appear on your World Map, both part of the Kjerag Cliffs that protrude on Ard Skellig's western side. Study them carefully and rush to the nearer one.

The nearer one is due west of Kaer Trolde, and easily accessible if you travel the path uphill. You may also wish to make the journey by boat. When you reach a small rocky harbor, there is a huge swarm of drowned dad to contend with (or flee from). Afterwards, the stench of the drowners is palpable, and can be followed to the second location.

The second location is southward, farther down the coast. Even though you can reach the location by land, it is easier to take a boat or swim there. When you arrive, there is little but the pounding of waves on the rocks. The stench cloud hits the water, forcing you to dive down in a roughly easterly direction. Swim into a subterranean cave entrance, and follow a trail of footprints using your Witcher Senses. Surface shortly afterward in a long and tight tunnel.

OBJECTIVE:

- Investigate the drowners' lair using your Witcher Senses.


9:40 AM / CLEAR
CONTRACT: MUIRE D'YAEBLEN
Investigate the place where the drowners were seen using your Witcher Senses.
Search for the lair of the drowners using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

The delightful odor of slime and rotting flesh fills your nostrils. Head deeper into the tunnel, and inspect a junction chamber with a left or right tunnel to head down. Locate the following:

- Right tunnel: Just inside the entrance is a pelvis, scratched up with long, wide claw marks.
- Right tunnel: Some bloated and scattered bodies litter the rest of the tunnel. This tunnel leads back outside, so return to the other tunnel area.
- Left tunnel: A cavern with six drowned dead to sever in a whirl of bloody blades. Watch the poison cloud when you're fighting. Use Igni or bombs to light it and severely damage the drowners shrouded in it.
- Left tunnel: A side tunnel slope to the east has an animal carcass and scattered bodies.

Enter the chamber of broken boats. Corpses litter the area, but some are untouched. They appear to be saved for later, which is odd for a drowner. One of the dead has bruises on his neck and a crushed larynx. It seems you aren't dealing with a drower here as much as a water hag.

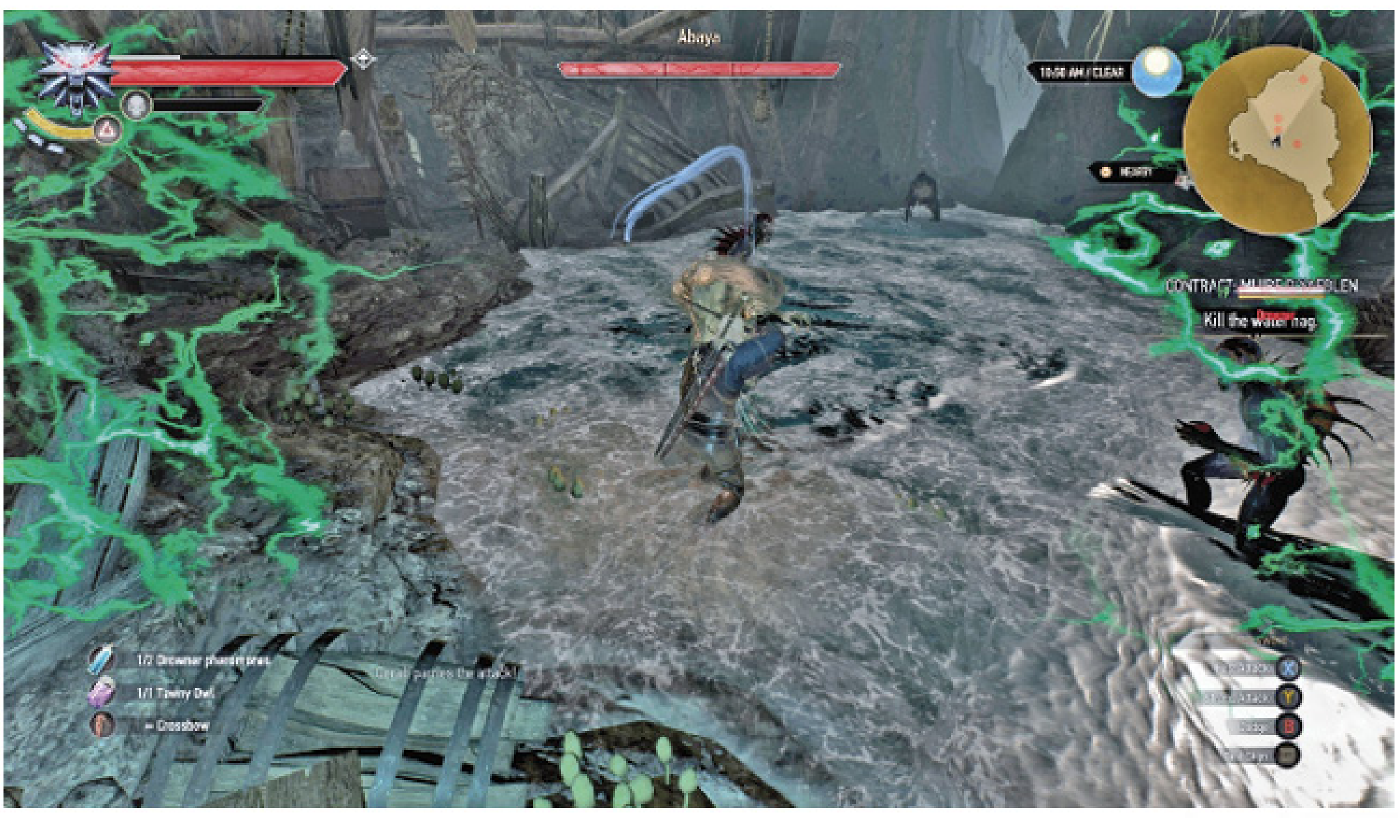
Contract: Muire D'yaeblen

Perfume For The Lady

OBJECTIVE:

- Prepare a potion using drowner pheromones and use it to hide your scent.

The hideous hag in these parts won't reveal herself if you don't camouflage your scent, so prepare a potion accordingly. You automatically obtain the formulae for drowner pheromones. Combine the following ingredients with your alchemy knowledge to concoct this potion:



Ingredient	Amount
Puffball	(1)
Dwarven Spirit	(1)
Drowner Brain	(1)
Sewant Mushrooms	(1)

OBJECTIVE:

- Hide in the water hag's lair and wait for the monster to return.

GAWTHERING INGREDIENTS

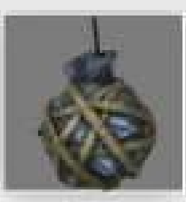
Do you want to know more about where to find these ingredients, or the formula? The puffball and sewant mushrooms grow in this cave. The drowner brain is obviously pulled from the drowners you've slain. Buy some dwarven spirit from Kaer Morhen (The New Port Inn, for example). You can also find these items in this cave, in case you're unprepared.

Items: Magic Item: Drowner Pheromones

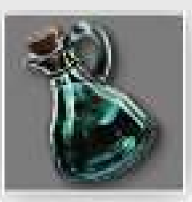
Afterward, select the completed potion from the Alchemy menu, and place it in the Potions slot on your person. Head back into the chamber of broken boats, and the flabby fiend soon appears. Prepare for combat with Abaya the water hag and up to six drowned dead!

THERE'S MORE THAN MUIRE D'YAEBLEN DOWN HERE!

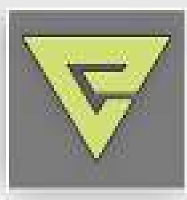
Aside from the alchemy potion you need to face Abaya the watery bint, consult the Bestiary for better battle tactics. The water hag has the following vulnerabilities:



Northern Wind Bomb



Necrophage Oil



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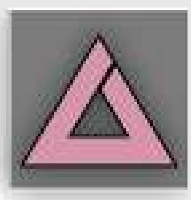


Igni

END: NO MUIRE PROBLEMS

OBJECTIVE:

- Take a trophy from the water hag.
- Collect your reward from the shipbuilder.

When the grotesque mess of matted hair and lumpy body parts falls into the fetid water, brandish a knife and cut her head off as a trophy. Then head to the tunnel fork, bear left (east) and exit back into the ocean. Swim to the shore or your boat, return to Kaer Trolde Harbor, and obtain your reward from Bjorg as the quest concludes.

Items: Water Hag Mutagen, Water Hag Trophy, Crowns

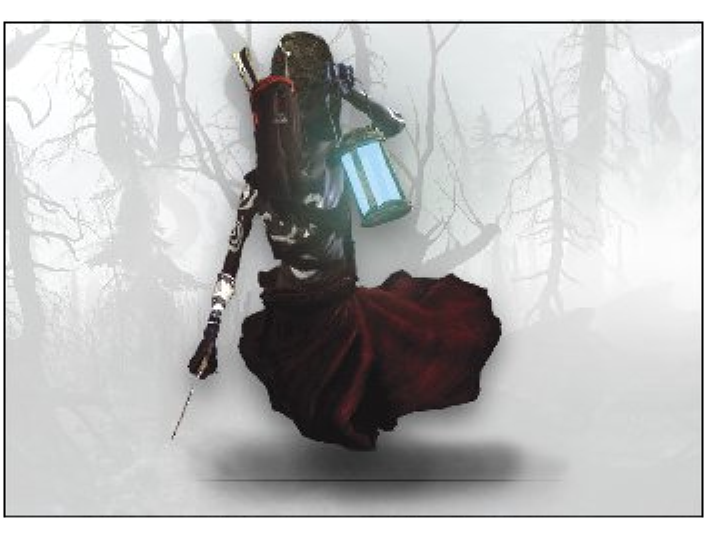
Contract: The Phantom Of Eldberg

Guests Are Not Welcome

CONTRACT: THE PHANTOM OF ELDBERG

DANGER ALERT · SPOILER ALERT

LOCATIONS: Arinbjorn (Ard Skellig), Mikkjal's Longhouse (Eldberg), Eldberg Lighthouse
CHARACTERS: Kori, Kraki, Jorund
ENEMIES: Ekhidra, Drowned Dead, Dagr, Bilge Hag, Wraith, Harpy, Penitent (Wraith)



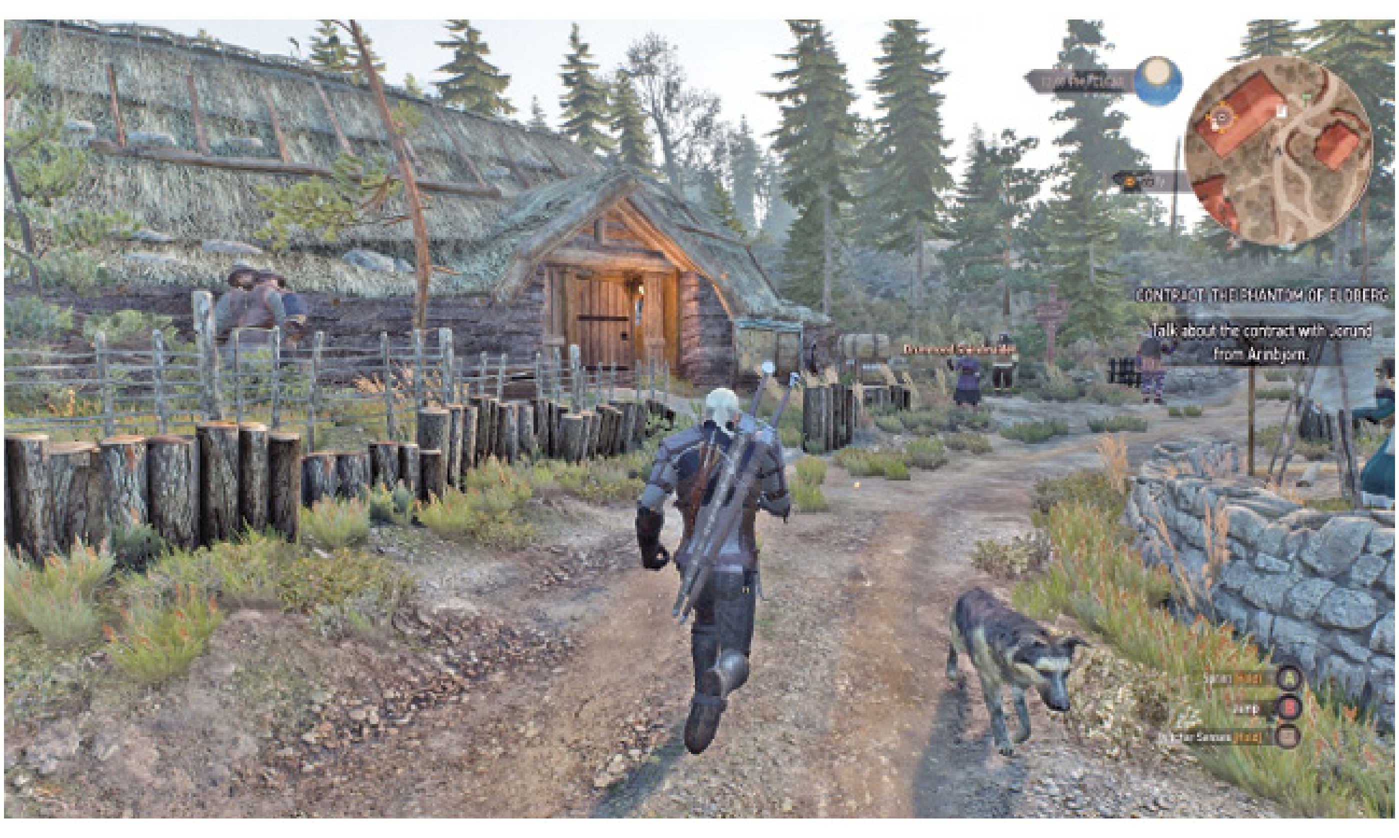
Penitent (Wraith)

OBJECTIVES:

- Talk about the contract with Jorund from Arinbjorn.
- Nearest Signpost: Arinbjorn.

QUESTING DECISIONS

This quest is accessible after you find the Notice Board by the longhouse in northwest Arinbjorn (Ard Skellig).


CONTRACT: THE PHANTOM OF ELDBERG
Talk about the contract with Jorund from Arinbjorn.

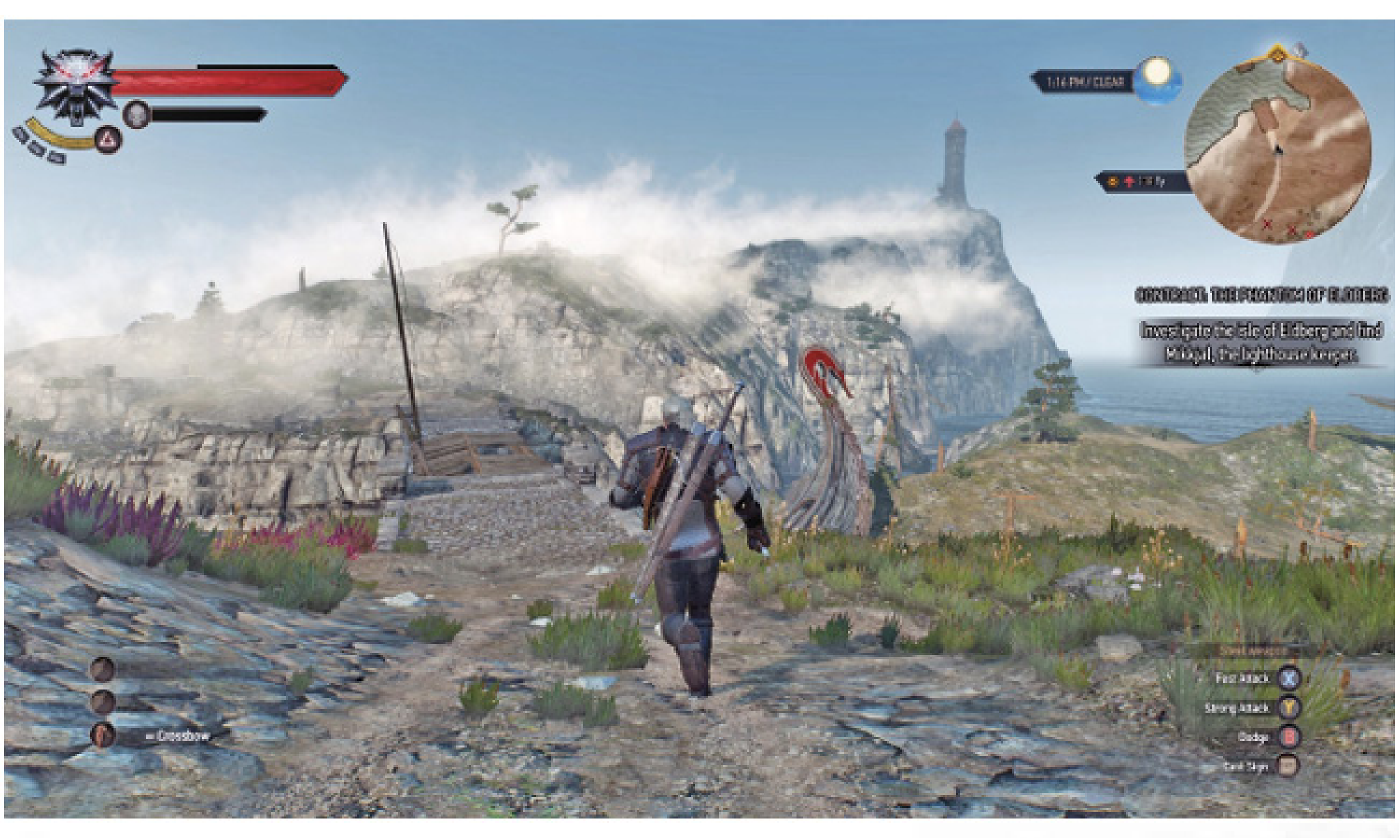
Apparently, if a note marked "The Phantom of Eldberg" is to be believed, a dreaded wraith has sprung up on the isle of Eldberg, covering the rugged island in a thick blanket of fog and snuffing the light from the lighthouse. Jorund of Arinbjorn will pay from his own gold if this spirit is driven off. Enter the longhouse next to the Notice Board, and you're stopped by two inhospitable fellows (Kori and Kraki) who don't like foreigners. Before the situation boils over, an older man steps in shoos them away. This is Jorund, son of Sigvald.

Over mead and ale, barter a price for your services if you wish, then agree to investigate the isle.

OBJECTIVE:

- Investigate the isle of Eldberg and find Mikkjal's lighthouse.

It is a rough trek north toward the three small masses of rock that make up Eldberg Isle. They are connected by ruined bridges, and the going is slow if you venture from the road. Navigate past flapping ekhidra foes and the rotting wreckage of longships run aground. Look for the remains of a bridge to climb up, then onto the remains of a road. Run northward, jumping any gaps to you need to. Navigate onto the second island, facing down any drowned dead and dagr you wish, before reaching the most northern isle of all. Or, you can sail here, which is a little easier.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CONTRACT: THE PHANTOM OF ELDBERG
Investigate the isle of Eldberg and find Mikkjal, the lighthouse keeper.
Crossbow
Fast Attack
Strong Attack
Dodge
Cast Sign

This isn't your average mist. Slow down a little, relying more on your minimap as you follow the winding path past a bilge hag attack and up onto the heath. Amid the fog are faint green lights hanging from the ethereal rags of wraiths. Face two of them, before you reach a lonely longhouse. The residence of Mikkjal the keeper. Begin a search using your Witcher Senses. Locate the following:

- A corpse by the drystone wall that almost managed to find cover.
- The front door of the longhouse. Knock on it, and you enter, discovering that Mikkjal is still alive.

Mikkjal explains that the wraiths and fog appeared from nowhere. One of the wraiths knew him by name and seemed to control the mists. Obtain the key from Mikkjal. Optionally search the lighthouse to find a letter proving Mikkjal was responsible for extinguishing the lighthouse, and caused the ships to wreck.

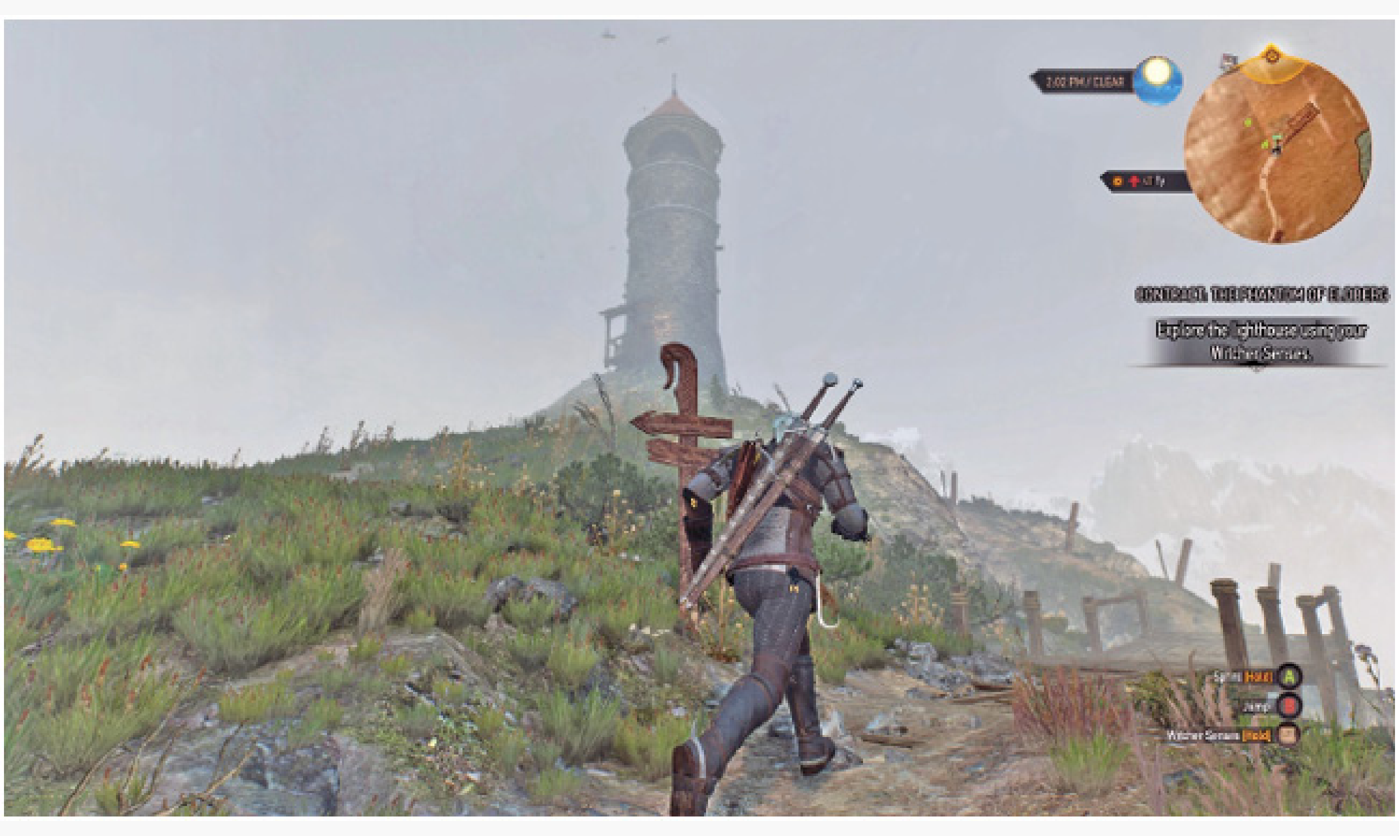
Items: Quest Item: Lighthouse Key

OBJECTIVES:

- Find out how to lift the curse.
- Talk to Mikkjal about the penitent.

Venture back out into the mist and follow the precarious path north. Slow down to tackle two wraiths, since running from them may cause you to be overwhelmed by the four harpies along the path. Slay these feathered foes, and two more wraiths before the mist clears and you reach the base of the lighthouse. Locate the following using your Witcher Senses:

- A set of glyphs daubed onto the lighthouse tower. They are symbols of bonding.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CONTRACT: THE PHANTOM OF ELDBERG
Explore the lighthouse using your Witcher Senses.
Sprint (Hold)
Jump
Witcher Senses (Hold)

It is a curse that keeps the specters here. The spirit in question hasn't appeared to you, and you couldn't kill it in the mists anyway. So head back down to the lone longhouse and tell Mikkjal that Penitent haunts this island. The only way to limit its power is to illuminate the lighthouse. But Mikkjal is no warrior, he must be guarded while he sets the fire.

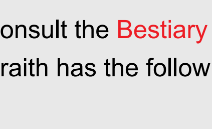
OBJECTIVES:

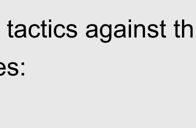
- Defend Mikkjal from the penitent until he lights the lighthouse brazier.
- Kill the Penitent.

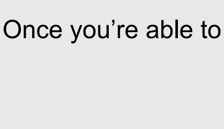
You arrive at the base of the lighthouse, and leave Mikkjal to run to the tower while you waylay the penitent leering out of the mists. A named wraith (Penitent) begins its assault on you. You can do little but block these attacks. During the fight it disappears, summoning some minion wraiths (once before the lighthouse is lit, then once afterwards). However, a few moments later Mikkjal's oil does the trick, the lighthouse is ablaze, and the mist lifts. Penitent becomes vulnerable to your weapons. Slay this specter!

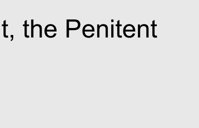
HOW TO DISPEL CURSED SPECTERS

Consult the Bestiary for better battle tactics against this foul specter. Once you're able to actually harm it, the Penitent wraith has the following vulnerabilities:


Moon Dust Bomb


Specter Oil


Yrden


Quen

END: STRANGER IN A STRANGE LAND

OBJECTIVE:

- Take a trophy from the penitent.
- Collect your reward from Jorund.

Penitent is dismissed. After speaking to Mikkjal (ordering him to leave the island if you knew he was at fault), head south back to the mainland, and seek out Jorund in Arinbjorn.

You inform him of your triumph and are given a just reward. However, as you leave, you are met by one of the scallywags that annoyed you in this longhouse just before your first meeting with Jorund. This ends in a fight, and Secondary Quest: Stranger in a Strange Land (see page 419) begins automatically.

Items: Essence of Wraith, Wraith Trophy, Crowns

Witcher Contract: Skellige's Most Wanted

The Odd Fellow From Faroe

DANGER ALERT SPOILER ALERT

DLC WITCHER CONTRACT: SKELLIGE'S MOST WANTED

RELATED QUESTS: Main Quest: Novigrad Dreaming, Main Quest: The Final Trial, Secondary Quest: A Greedy God, Contract: Deadly Delights, Contract: The Elusive Thief, Contract: Missing Miners

LOCATIONS: Fyresdal (Ard Skellig)

CHARACTERS: Uggo, son of Olaf

ENEMIES: Endriaga, Endriaga Worker, Arachas, Nekkers, Werewolf, Ice Troll, Doppler

Bestiary Reference: Ice Troll (page 744), Godling (page 747), Doppler (page 746), Werewolf (page 722)

OBJECTIVE:

- Find the person who posted the contract.

QUESTING DECISIONS

This Quest is available during your exploration of the Isles of Skellige, once the DLC is installed. Begin by checking out the Notice Board in the village of Fyresdal, in southern Ard Skellig.

There's some required reading at the Notice Board in Fyresdal, a note with a fancy seal pinned to the board is entitled "Witcher Needed!" The note is brief, and the writer of the note is busy gabbing to the townsfolk about a beast that attacked him and his comrade. Strangely, he refuses help from the town's guards. You can optionally ask why he doesn't want the help of the locals, who he is, and then what this is all about. Oddly, his story about being a trader from Faroe seems to be a little frayed around the edges. He mispronounces clan names and monsters (Nekkuks?), but he's happy to pay 280 crowns (more if you barter). Agree, and head out towards the site of the attack.

Witcher Contract: Skellige's Most Wanted

Rock And Troll

OBJECTIVES:

- Find the site of the monsters' attack.
- Search the attack site using your Witcher Senses.

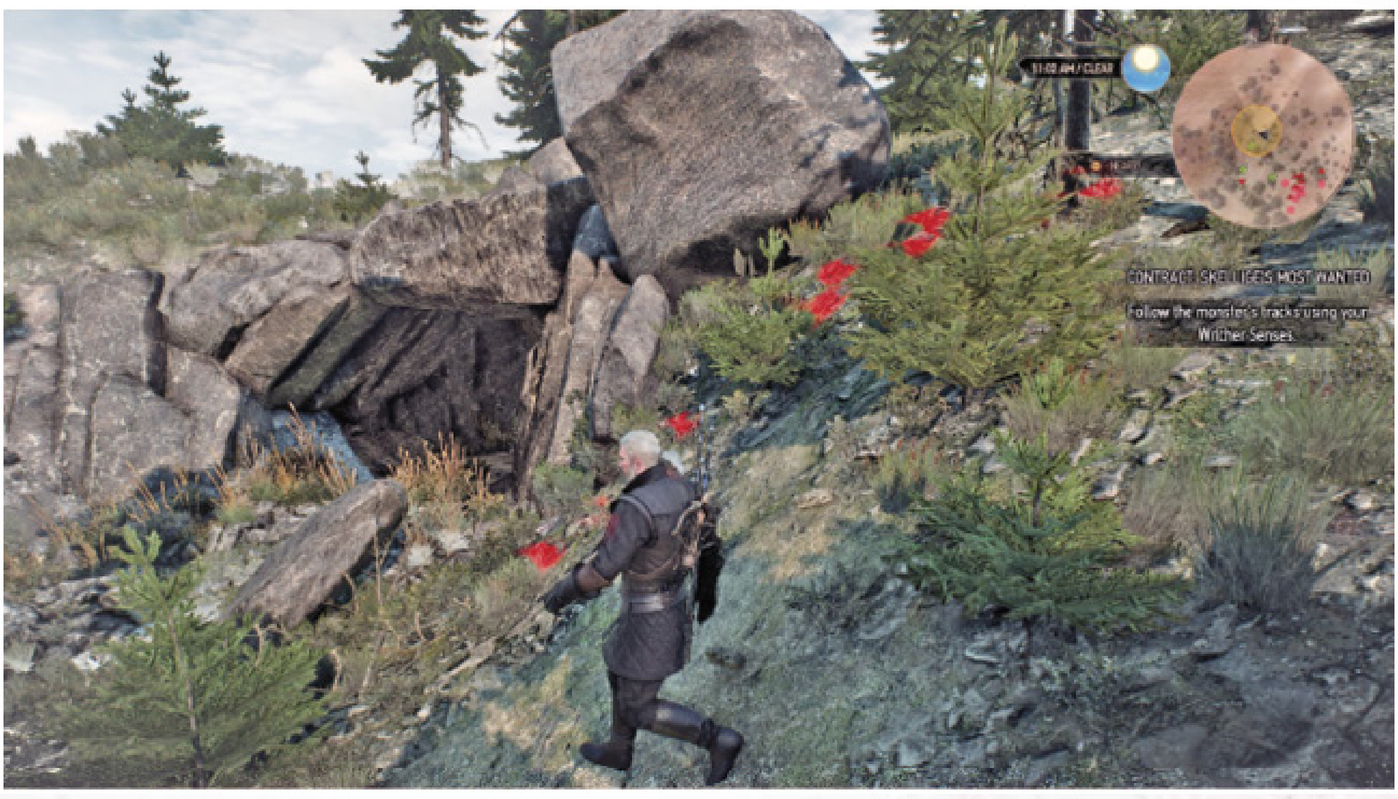
It doesn't take long to reach the strewn remains of a wagon, horse, and a merchant along the main thoroughfare north of Fyresdal. Use your Witcher Senses to ascertain what happened here:

- The old horse has gashes in its flanks, but lockjaw too.
- The fellow merchant from Faroe appears to have died from old age, not the claws of a Nekker.

Once you've studied both bodies, movement at the top of the rocky hill above you catches your eye. You narrowly escape being crushed by an enormous boulder that barely misses you! That was no accident!

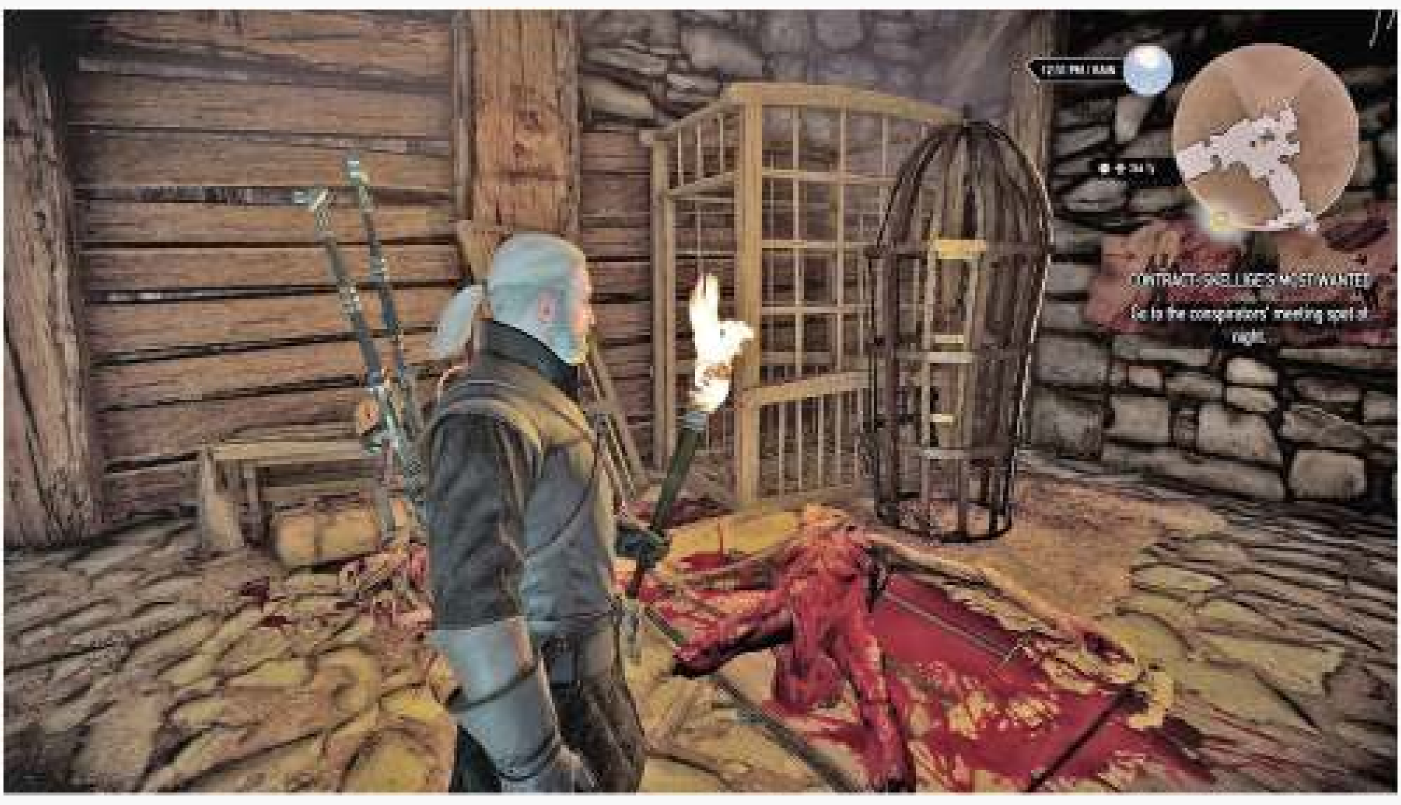
OBJECTIVES:

- Find the place where the boulder started.
- Follow the monster's tracks using your Witcher Senses.


CONTRACT: SKELLIGE'S MOST WANTED
Follow the monster's tracks using your Witcher Senses.

Use your Witcher Senses to check the rocky slope as you climb the snowy ground; there's a fresh furrow where the boulder rolled, and once at the top, the location where the boulder started its descent. You also notice tracks leading away from the edge of the hill.

These are clear Nekker tracks. Follow them roughly southeast towards the copse of pine trees, and down to a cave entrance. Once you enter the cave, a second boulder is cunningly dropped in behind you, trapping you inside!


CONTRACT: SKELLIGE'S MOST WANTED
Go to the conspirators' meeting spot at night.

The only way is onward, into the cave which opens up into an uneven chamber where scuttling Endriaga must be vanquished. Endriaga Workers, and even a bloated Arachas are lurking here, waiting to devour you. Don't give them the satisfaction. After the battle, find the continuation of the tunnel heading up and eastward.

Continue to follow the tracks, using your Witcher Senses to uncover something strange:

- A Nekker's foot hollowed out like a boot!
- Nearby is a human foot; like that of a child's.

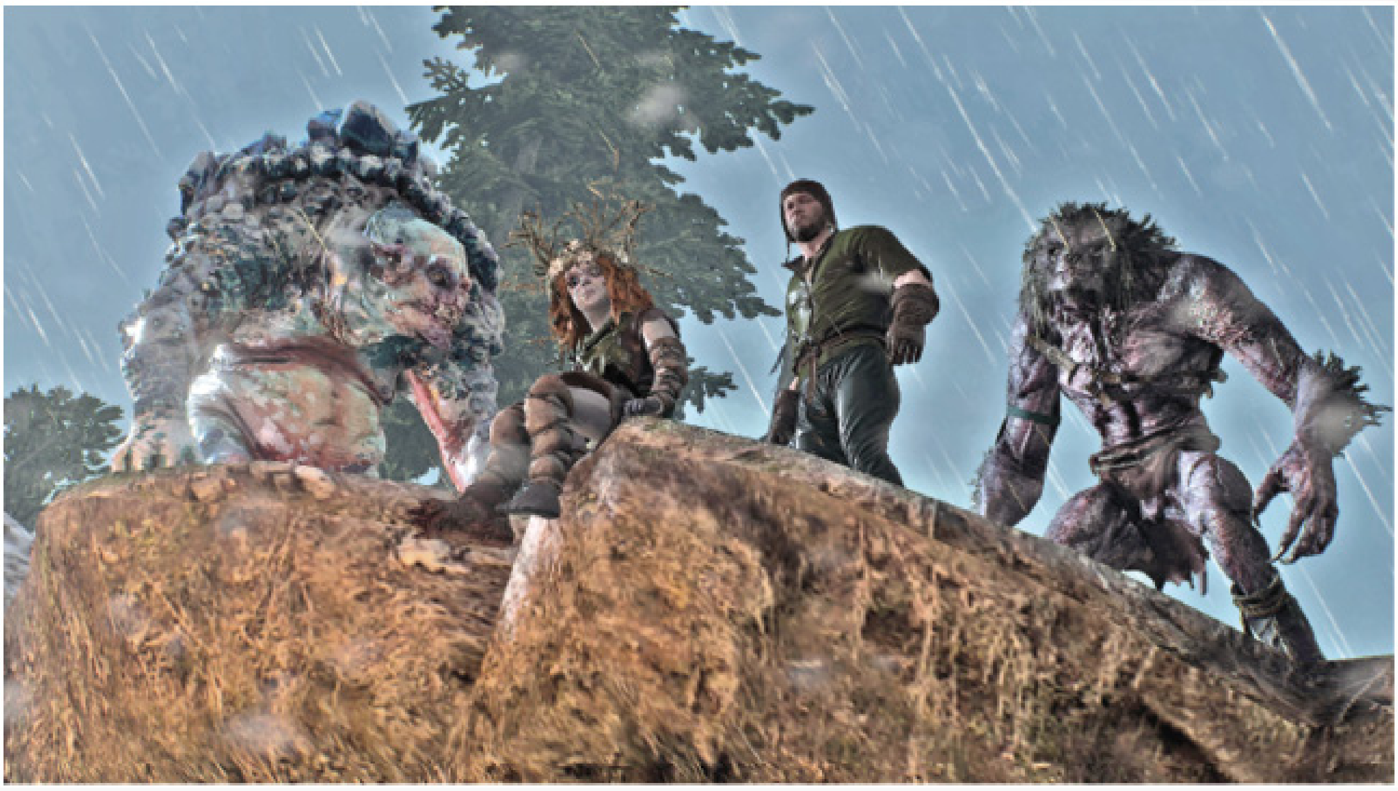
The tunnel ends at the remains of an old fortress staircase. Clamber into the ruins and head upward. The trail ends at the remains of an old jail. Strange then, that the walls are daubed in child-like scrawlings, clumsy wall art charting the demise of a Witcher that looks a lot like you! Further investigation shows the disgusting remains of a Nekker on a table, torn apart by something huge. Clearly, a group of entities wants you dead. But who are these conspirators? Exit the door to the east, leading outside.

Witcher Contract: Skellige's Most Wanted

A Merciful Release

OBJECTIVE:

- Go to the conspirators' meeting spot at night.



The group of oddballs currently trying to have you killed are likely to meet under cover of darkness, at a small Skellige barrow northeast of your current position. Engage a band of Nekkers as you make your way up the slope, across the snow to the location itself. Then sit and Meditate, or wait a while until night falls. The four protagonists appear on the cliff above you.

You recognize Uggo, whose shape-shifting reveals him to be a Doppler. With him is a rock-throwing troll referring to himself as Poldy. Sitting on the cliff is a mischievous Godling, next to Uggo. After an initial conversation (answer as you wish) a hairy Werewolf appears, with a snarl and a vicious temperament to match. He mentions one like you slaying his betrothed Addalia. At this point, you can interject with the following:

- "I've helped monsters on many occasions." This leads to End #1.

- The other two answers (threatening them or wishing to go your separate ways) leads to End #2.

Witcher Contract: Skellige's Most Wanted

End #1: Geralt Of Rivia: Monster Mediator Of Kaer Morhen

OBJECTIVE:

- Defeat the werewolf.

If you're attempting a more diplomatic end to this confrontation, you can reveal your past interactions with monsters, and prove you've been compassionate. Depending on which Contracts and other quests you have completed, you can present the following evidence to the Werewolf about your tendencies to spare the lives of non-humans:

- Salma Lilith: During Contract: Deadly Delights, if you let Salma Lilith go free (even though you knew she killed some guardsmen), you can mention this.
- Wham-a-Wham: If you completed Contract: Missing Miners and spared the troll that killed the miners, you can add this to your deeds.
- Trolls living near Kaer Morhen: During Main Quest: The Final Trial, if you stopped Lambert from harming the trolls, add this to the list.
- The Doppler in Novigrad: If you attempted Contract: An Elusive Thief, and forwent the bounty in return for letting the Doppler go, mention this.
- A deal with Fugas: During Secondary Quest: A Greedy God, if you let the sylvan live, your list of monster-saving grows ever-larger.
- Helping a Godling: During Main Quest: Novigrad Dreaming, if you helped Sarah stay in her Novigrad home, you make mention of this (as well as helping Johnny, which you had to do).

In order to win the majority of these four foes over, you must have saved at least two of the monsters listed previously. You can also change your mind mid-way through this explanation, and change to End #2. Assuming you keep your cool, only the werewolf climbs down from his perch. Slay him.

Afterward, the Godling rewards you for keeping your word, even after the "lost cause" in their troupe attacked you. Take the following as this quest concludes. There is no other reward (as "Uggo" was the Doppler).

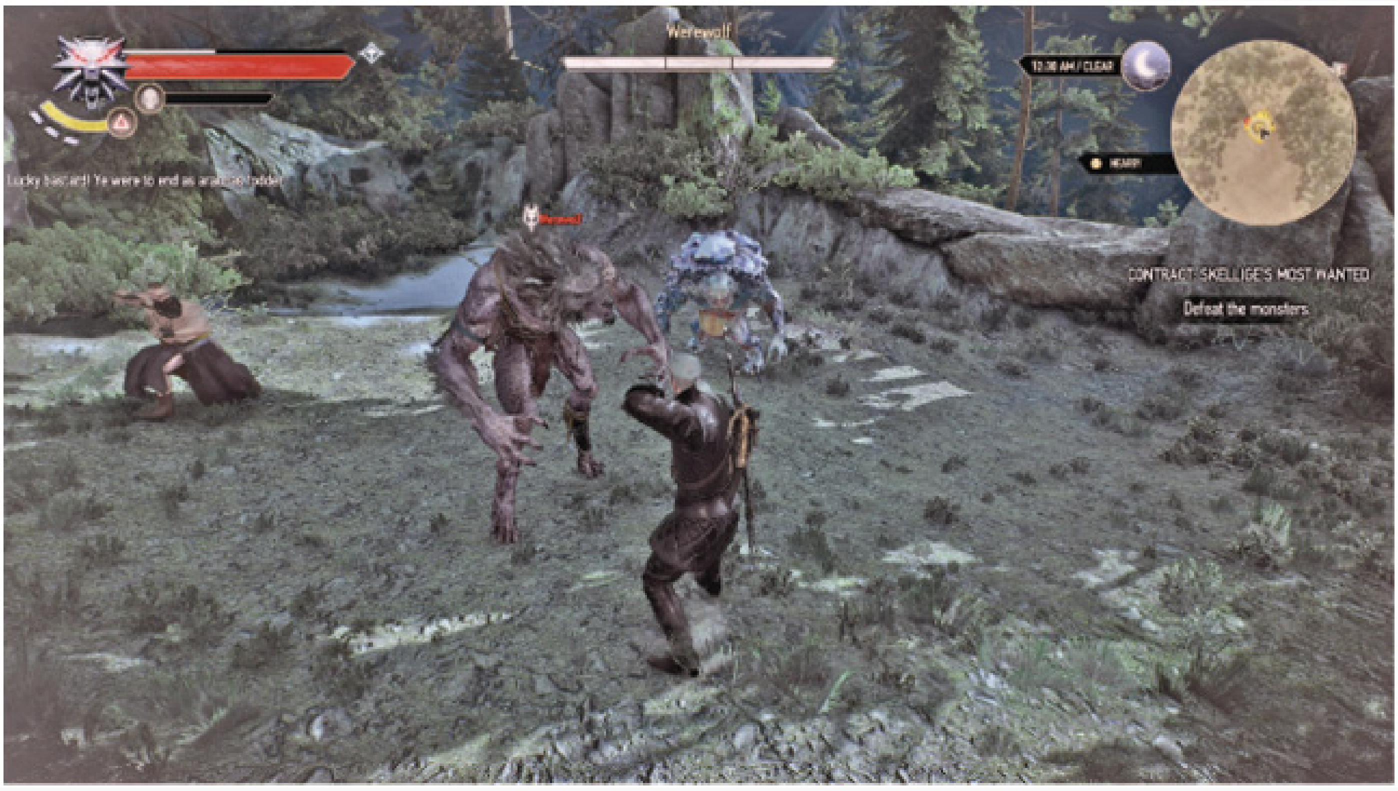
Items: Nekker Hide Boots

Witcher Contract: Skellige’s Most Wanted

End #2: Geralt Of Rivia: Butcher Of Blaviken

OBJECTIVE:

- Defeat the monsters.



The second option, to threaten the group or mention you’ll have to defend yourself, is met with a mixture of fear (the Godling flees), apprehension (the Doppler seems concerned the three of them might only just defeat you), and derision (the werewolf is proved correct). Aside from the battle being much trickier, you receive fewer XP, and no prize other than loot from the corpses. Once the Ice Troll, Doppler (who you should treat like a bandit), and Werewolf are killed, the quest concludes. There is no other reward (as “Uggo” was the Doppler you skewered).

GETTING OUT OF A HAIRY SITUATION

A moment of your time! Whether you’re contemplating a duel with a werewolf, or a more problematic massacre of three foes in this grassy arena, be sure to read this guide’s bestiary for further information on defeating Dopplers (page 746), Ice Trolls (page 744), and Werewolves (page 722).

Contract: Waylaid Transport

Fear No Death? Long For Fame In Ballads?

DANGER ALERT SPOILER ALERT

CONTRACT: WAYLAID TRANSPORT

LOCATIONS: Larvik (Hindarsfjall), Hagumban's Nekker Nest

CHARACTERS: Thorleif, Sverre

ENEMIES: Nekkers, Hagumban (Nekker Warrior)

OBJECTIVES:

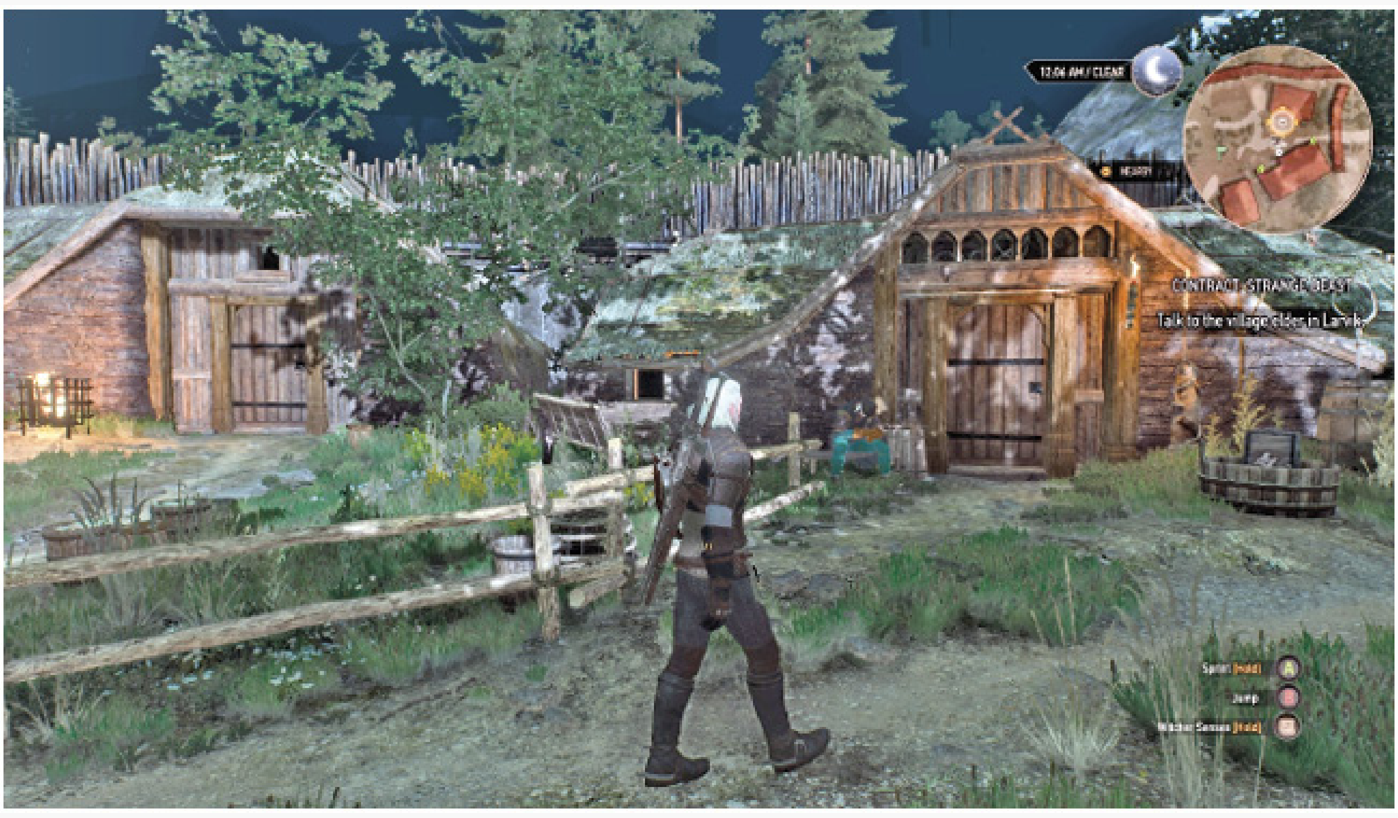
- Talk to the village elder in Larvik.
- Talk to the warriors.
- Nearest Signpost: Larvik (Hindarsfjall).

QUESTING DECISIONS

This quest is accessible during your exploration of the Isles of Skellige. Journey to the isle of Hindarsfjall, and find the Notice Board in the port village of Larvik. Or investigate the cave first. The optimal path is the former, and shown below.

Hagumban (Nekker Warrior)

A notice marked "Monster on the High Road" piques your interest on the Larvik Notice Board. It calls for a hero. Someone to stand up to the ghastly creature that has been attacking folk on the main road to Larvik. Thorleif, son of Bear Haugs, has set aside a reward for such a fellow. He's found sitting outside his longhouse on the southwestern side of the village. Pry for further information about the creature, and he mentions that Sverre mustered a crew, but only four came back. Barter a price for your services if you wish, before agreeing to the task, and asking for the location of the four survivors.



Travel to the northern part of the village, to a longhouse close to a tree where Sverre is standing with a fellow warrior. They are discussing the enemies who ambushed them—a tactic they weren't sure such base creatures were capable of. Ask Sverre about the attack. You receive a description of the foes, and where the attack took place.

Contract: Waylaid Transport

Finding The Nest Of A Subterranean Pest

OBJECTIVES:

- Find the ambush site.
- Use your Witcher Senses to investigate the ambush site.
- Follow the tracks.

Set off on foot or by horse, travelling northwest along the main road from Larvik to Lofoten. It isn't long before you reach the remains of a cart on a grassy ditch, near the hillside barrows. Utilize your Witcher Senses, and explore the immediate area.

Locate the following:

- The remains of a corpse near the wagon. The victim torn to pieces.
- Across the road are pieces of a victim. The beast must have dragged the shredded body into the woods.
- Adjacent are nekker tracks—looks like a big one. A rare occurrence for this creature.

Follow the tracks roughly northeast. It is only a few steps up a hill to reach a cave mouth—the likely spot for the nekkers' nest.

OBJECTIVES:

- Explore the cave.
- Kill the nekkers in the nest to provoke their pack leader.
- Kill the pack leader.

Drop down into the cave. The tunnel is filled with poison, so you are wise to watch your air supply while holding your breath before you explore. Slay the single nekker at the small pillar room before continuing eastwards down the tunnel. Dispatch two more nekkers at a second pillar room. This toxin seems to protect their nest, but disperses as you reach a ledge overlooking the main nest itself.

Drop down into the nest and slowly edge forward until four nekkers appear. Immediately slice them up, which angers the pack leader enough for him to make an appearance. This evolved, sentient nekker warrior named Hagumban is no push-over. Prepare for combat, and beware of up to three additional waves of nekkers appearing, summoned by their leader, as combat continues.

ANNIHILATING A NEKKER NEST

Consult the Bestiary for better battle tactics against these waves of homunculi. The nekker warrior has the following vulnerabilities:

Northern Wind Bomb

Ogroid Oil

END: BACK TO LARVIK WITH HAGUMBAN'S HEAD

OBJECTIVES:

- Take a trophy from the nekker warrior.
- Collect your reward.

With Hagumban dead, search his still-twitching corpse for a couple of ingredients, and gather his head to tastefully display on your horse. Proudly ride back into Larvik, and speak with Thorleif about your victory. He's duly impressed, rewards you with crowns, and the quest concludes.

Items: Nekker Blood, Nekker Eye, Nekker Warrior Mutagen, Venom Extract, Nekker Warrior Trophy, Crowns

Contract: Mutual Of Beauclair's Wild Kingdom

Highway To The Danger Zone

DANGER ALERT SPOILER ALERT

B&W CONTRACT: MUTUAL OF BEAUCLAIR'S WILD KINGDOM

LOCATIONS: Trading Post, Venin Rocks (Unmarked), Iocaste's Lair (Unmarked)
CHARACTERS: Count Borhis di Salvaress, Crinfrid Reavers, Iocaste
ENEMIES: Iocaste

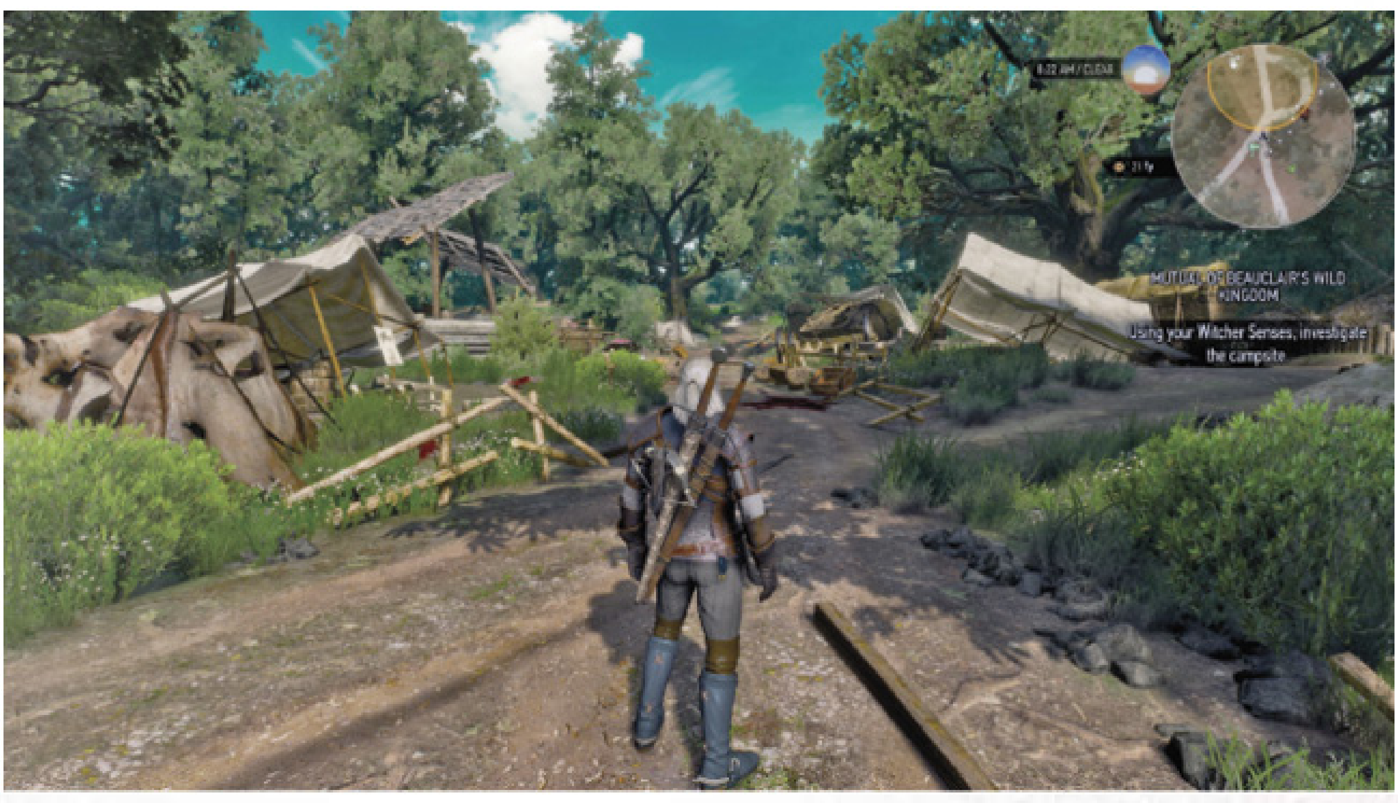
OBJECTIVE:

- Meet the merchants at the camp.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you read the notice marked "Contract for a Witcher/Witchers: Caravan Escort," which can be found on all Notice Boards in Beauclair.

The Beauclair Coopers' Guild is looking for an escort to help a merchant convoy navigate an area threatened by a beast known as the "Great White Terror". Gallop northward, toward the Trading Post deep in the Vedette Valley. When you arrive, it appears by the ruined tents and wanton carnage, that you're just a little too late to help the guild members, whose remains can be seen scattered about the forest clearing.


MUTUAL OF BEAUCLAIR'S WILD KINGDOM
Using your Witcher Senses, investigate the campsite

OBJECTIVE:

- Using your Witcher Senses, investigate the campsite.

Finding out exactly what happened here requires a thorough inspection of the area using your Witcher Senses. Areas of importance include:

- Fresh blood; this attack was recent.
- Signs of a fight with paw prints just in one spot, an attack from the air?
- A poster note regarding the "danger zone" of the White Terror, which you're apparently trespassing into.
- A merchant bled to death after being struck by a big beast, with claw marks and a throat ripped open.

You surmise this was an attack from a Draconid, but not a variety you've encountered before. After your surmation, you're interrupted by a man of fancy ways and means, who has implicit knowledge of this attack; this is Count Borhis di Salvaress; the man responsible for posting the signs of the "White Terror" around Toussaint, and a true (bordering on insane) animal lover. He has put his mind to saving the "last surviving basilisk" (mainly, it seems, because the beast is a subspecies of his dynastic symbol). You can ask him about paying off the families of the victims, whether he's sticking to his story, and who exactly he is. When you ask where the beast is, he refuses to help, as you'll just kill it!

OBJECTIVES:

- Find out more about the second victim.
- Use your Witcher Senses to follow the basilisk.

The investigation continues. Using your Witcher Senses, look for further evidence, such as:

- Basilisk scales on the ground. The beast is sensitive to fire; a fact the Count readily confirms.
- Strange burn marks on a log; it looks like the beast spits highly toxic venom.
- Busted barrels indicate tannin was inside (used to treat leather).

Now you have two scents (the venom and the tannin) to sniff out, you can follow a meandering trail, with the Count accompanying you to see no harm comes to his "pet." While he follows you, he will mention a suspicion he has. According to him, the merchants scent their goods on purpose, to use the beast for the destruction of their goods in order to ask for later compensation. Head farther into the woods until you reach a patch of long grass. Examine it, as the odor has dispersed, the Basilisk must be high in the sky. Follow the trail of blood marks roughly westward until you pick up the trail again, and finally discover the crumpled remains of the second victim. The poor fellow seems to have been dropped here, but why? Search the corpse for a note, which you can optionally read. Reading the note gives you a hint that the Count's suspicion may be true.

Items: Coopers' Guild contract

Contract: Mutual Of Beauclair's Wild Kingdom

They Call Us The Reavers

OBJECTIVE:

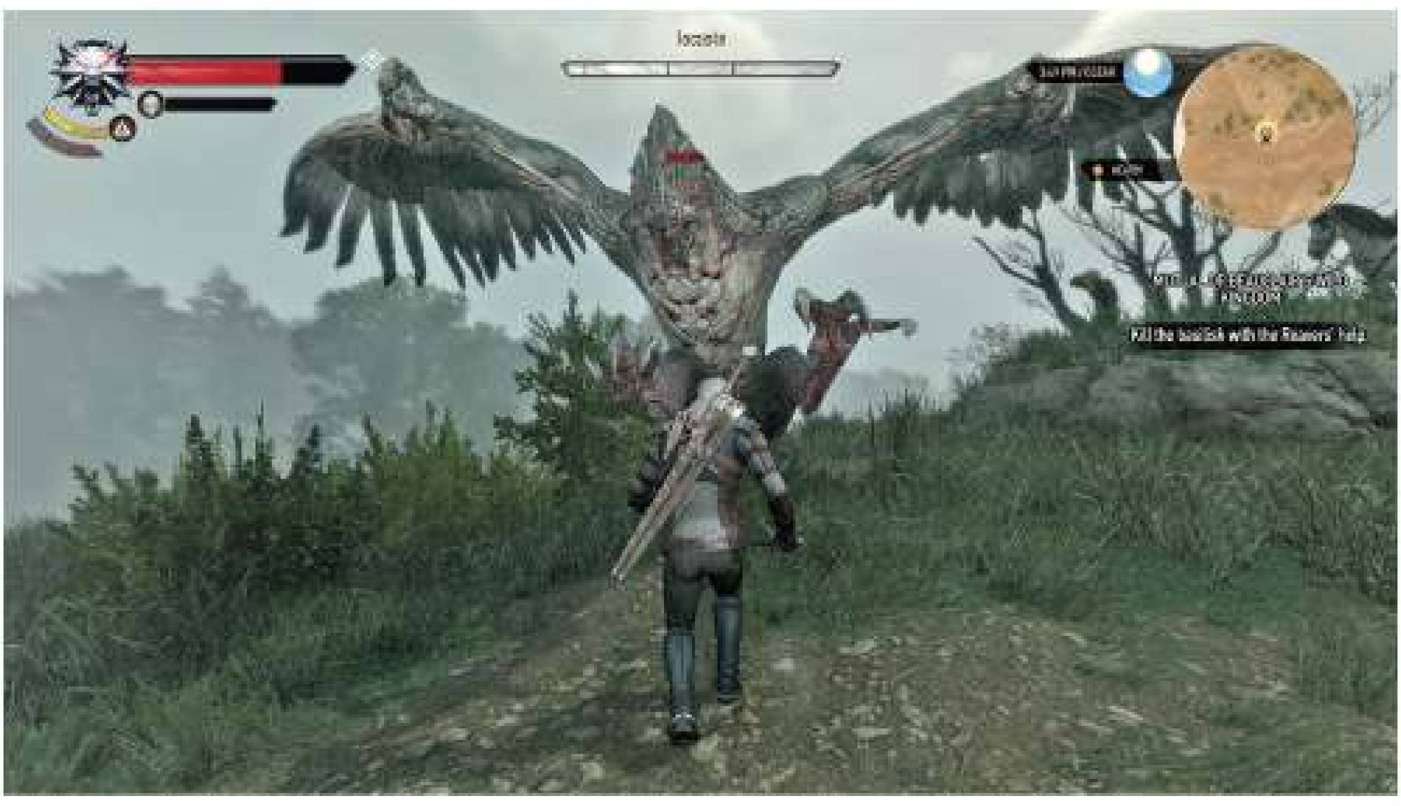
- Use your Witcher Senses to follow the sounds.

Continue west, following the scent until you hear sounds, not of the basilisk, but voices. Head out into the undulating expanse of grass and loose scree known as Venin Rocks, and discover a small group of heavily-tattooed chaps scouting the area. You recognize them as Reavers from your past adventures long ago in Crinfrid. When they ask who you are, answer as you wish; either way you're recognized from your time with Boholt, Kennet, and Desbrut. And Newboy, too. You're welcomed warmly, as your prowess with a blade is well-known, and splitting up the duties for the forthcoming basilisk slaughter looks to be a sound plan.

Naturally, at this point, Count Borhis shows up, demanding that you refrain from slaying the last living specimen of a near extinct species. To get all of you to listen, he offers to pay everyone to leave his basilisk alone. An important decision is now made:

- The Beast needs to die: Path 1 now begins.

- The Basilisk is not to be killed: Path 2 now begins.



The Count is understandably furious, and threatens to tell all the herbalists and alchemists he knows about you, so their wares become prohibitively expensive. After ignoring the Count, the Reavers want to know how you'll tackle the kill.

Iocaste

Do you want them to run at the beast with their weapons, or stand back and use crossbows while you do the hacking?

- Request crossbows, and the forthcoming air battle becomes slightly easier as the beast is quickly downed, allowing you to concentrate mainly on close combat.
- Request "taking it on together," and the forthcoming ground battle becomes slightly easier once you drop the beast from the sky, allowing you to concentrate on striking the beast from the air before backing up the Reavers.

HOW TO IMMOLATE IOCASTE

Stop! Is the airborne terror proving too much trouble for you and your Reaver friends? Then prepare for this fight fully, and read up on Silver Basilisk combat in the Bestiary on page 723.

THE SILVER BASILISK (IOCASTE) VULNERABILITIES

Golden Oriole

Draconid Oil

Aard

Igni

Once the battle is over, you leave the Count to weep over his pet, and divide the spoils, while taking some crowns from the Reavers for doing your part. Don't forget to loot the basilisk corpse for items and a trophy, as this quest concludes.

Items: Crowns (400), Silver Basilisk Trophy

BASKING IN VICTORY

The Silver Basilisk Trophy can be sold, or placed on Roach. It gives you a 1% chance to dismember, and 1% bonus experience from monsters, humans, and nonhumans, bonus gold, and chance to find additional herbs.

A few days after you killed Iocaste, the Count will show up at her nest during the day, where he put up a gravestone for the dead beast. The destroyed merchant's camp will be rebuilt, and you will have access to an armorer there.

Contract: Mutual Of Beauclair's Wild Kingdom

Path #2: Out For The Count

You decide to forgo combat against such a rare species of draconid, much to the surprise of the Reavers. They aren't too concerned, as they receive payment anyway, and leave. The Count is a man of his word, and offers you funds for keeping Iocaste alive. Optionally request further crowns if you wish. The quest concludes with the Count worrying where his beloved creature has fled to.

As you asked the Count to take better security measures, three guard posts will be built around the area, with some soldiers that warn passing folk about the issue. The Count himself can be found near the nest on a small hill, where he observes Iocaste, flying over her territory.

Items: Crowns (350 + 50)

Contract: Big Game Hunter

Wanted: The White Wolf

DANGER ALERT · SPOILER ALERT · B&W

CONTRACT: BIG GAME HUNTER

LOCATIONS: Chuchote Cave, Astre Castle Ruins, Francollarts

CHARACTERS: Count Beledal, Bodyguards, Lector

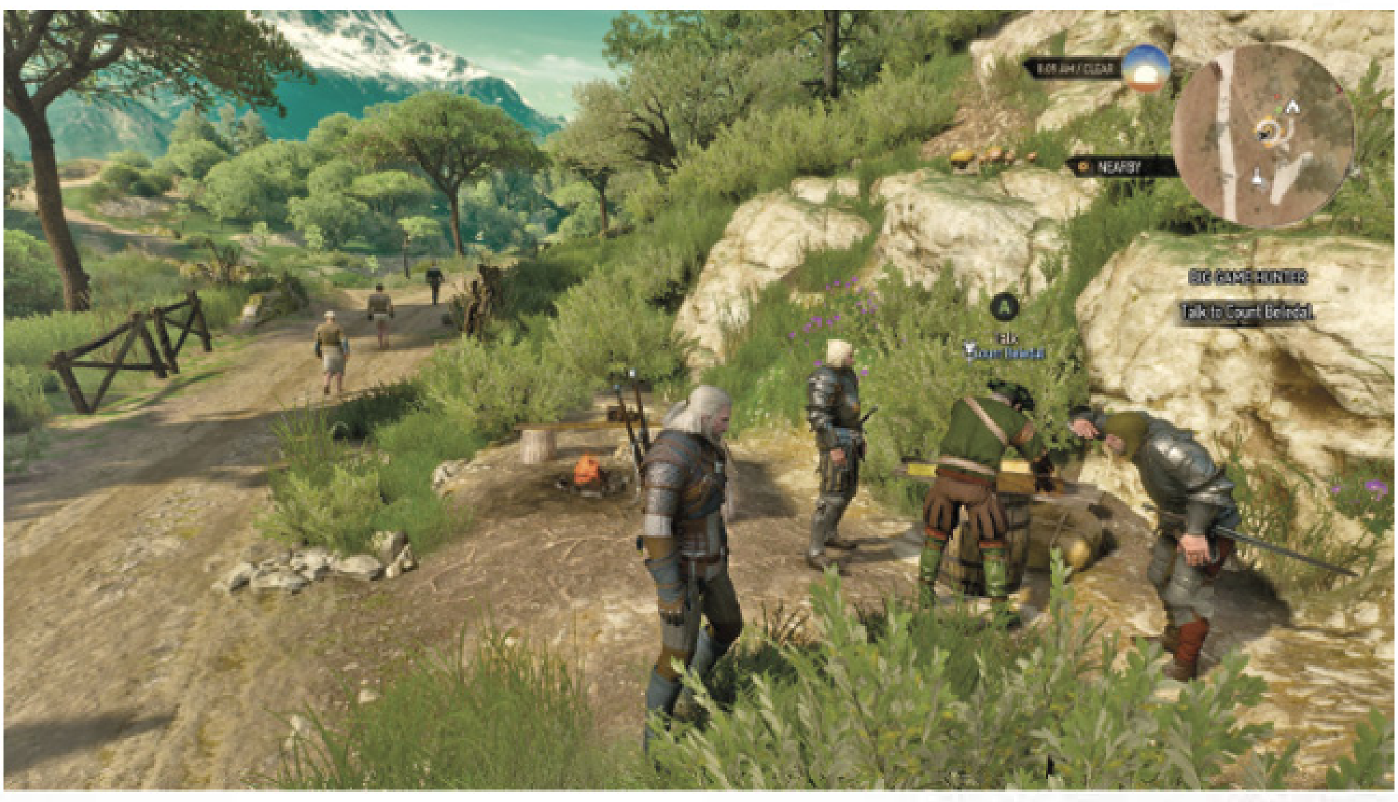
ENEMIES: Bears, Panthers, Giant Centipedes, Peacocks

OBJECTIVE:

- Talk to Count Beledal.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you read the notice marked “Wanted: The White Wolf”, which can be found on every Notice Board in Beauclair. You can also stumble upon this quest while adventuring along the road by the entrance to Chuchote Cave.



On the edge of the Sanseretour Valley and the Gorgon Foothills is the main thoroughfare running south of Castel Ravello Vineyard. As you approach a small cave mouth on a hillock along the north side of the road, you’ll find Count Beledal and his two bodyguards poring over a map. When you speak to him, the Count greets you warmly; he’s a big fan of your work, and has a “rather extraordinary proposition” for you. He wants you to act as an exploration guide on a mission to “preserve” the wildlife in these parts. Optionally ask the Count to tell you more about himself, before requesting what exactly the job entails. The bodyguards make mention of his daughter Clarissa, though the Count seems reticent to talk about her, except that she looks forward to receiving a souvenir when the Count returns home.

You and the Count are to admire the local flora and fauna, while Beledal “preserves” it using a strange device called a parestisomach. Think of it as a movable, wearable megascope that captures moments and transforms them into illusions, which the Count then paints. You can agree to the job to continue this quest, or optionally bargain for a better rate beforehand.

After you agree, you’re given a local hunter’s map pinpointing some habitats the Count is interested in.

Items: Count Beledal’s Map

DOWN FOR THE COUNT

The Count is paying for protection as well as a tour guide. Wandering into the habitats of panthers and giant centipedes can be attempted in either order. Remember the Count’s overriding request: no bloodshed. You aren’t killing these beasts; just observing them! Your behavior during the safari and your treatment of the Count’s request will be reflected in the outcome of the quest.

Contract: Big Game Hunter

Petting The Big Cats

OBJECTIVES:

- Escort Count Beledal.
- Escort Count Beledal near the panthers' lair.
- Use your Witcher Senses to find the panthers.

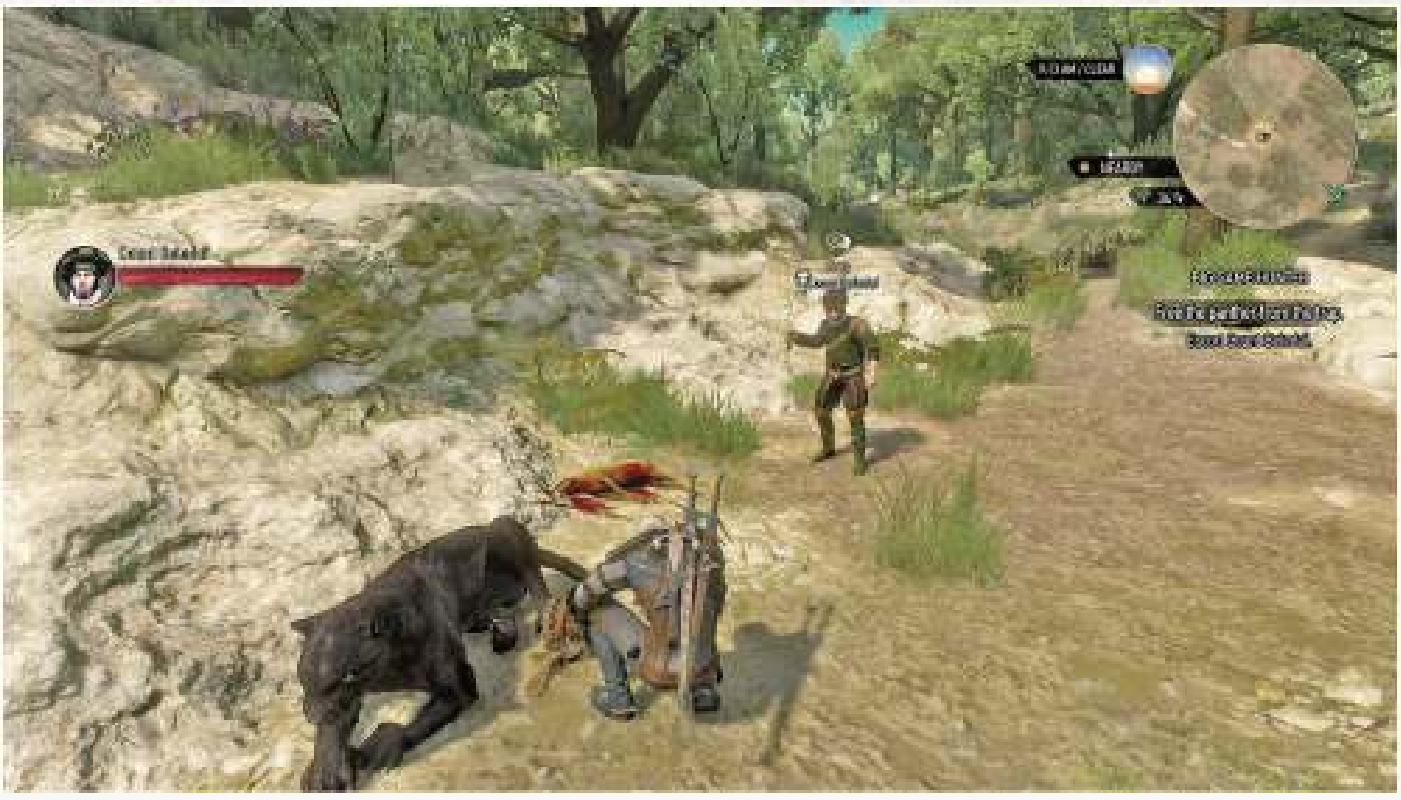
Begin your tour by heading west along the main road to Astre Castle Ruins, but veer off to the left (southwest), and follow the shallow valley stream until you reach the panthers' investigative area. With your Witcher Senses, listen for sound pulses coming from the lightly wooded glade ahead of you, and slowly move forward until you're faced with some grunting and panting; a bear is roaming these woods (this is the first circular investigation area). The Count isn't eager to face one, so move on. You can:

- At distance, before the Bear sees you, retreat in the opposite direction, so you aren't seen. This is the Count's preference.
- Or, you can kill the bear, either by ignoring the Count's pleas, or by getting too close and having the bear charge you. Either incurs the Count's wrath. Don't do this when the actual beasts the Count wants to see are encountered! Should you run into him by accident, you can still run away and disengage from combat.

Head roughly south, watching for red sound pulses, until you encounter a small herd of deer. Though the Count is pleasantly surprised, he's here for the big cats, so turn and creep roughly westward, toward a large oak tree, and around to some low exposed rocks along a faint hunter's trail. There are two panthers here, a mother and cub. But what's this?! The mother seems incapacitated in a poacher's trap!

OBJECTIVES:

- (Optional) Calm the panther.
- Free the panther from the trap.



Use your Witcher Senses to uncover more poacher traps dotted around the vicinity of the trapped animal. To avoid the creature turning violent, use Axii to calm it, then open the trap to free it while the Count uses his parestisomach. Unfortunately, the flash from the device upsets the animals, meaning you need to retreat back to a trail and leave the animals be. The Count has his memory though! Should you free the Panther without calming him first, it will attack you. However, you can still save it, by using Axii during the combat. The Panthers will retreat, and the Count will be pleased with your work.

Contract: Big Game Hunter

Making The Earth Move For Count Beledal

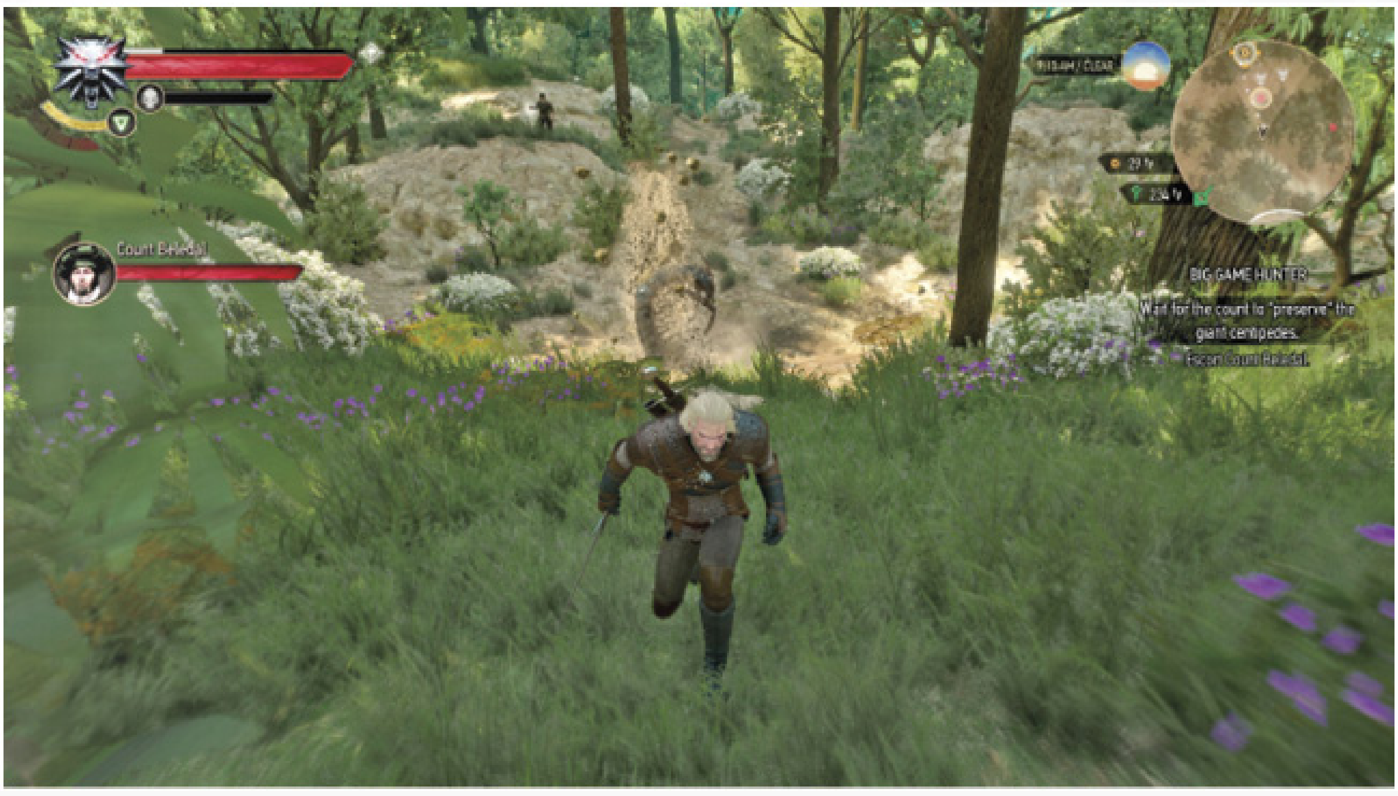
OBJECTIVES:

- Escort Count Beledal.
- Escort Count Beledal to the giant centipedes' lair.
- Follow the sound.
- Find a place with a good view of the lair.
- Wait for the Count.

Heading roughly west on a hunter's trail, you and the Count strike up a conversation, and while entertaining, you shush him when you pick up a sound from the ground. This can occur at either of the four smaller investigation areas on your mini-map, which show up as soon as you are close enough to the formerly shown areas. Follow the sound pulse using your Witcher Senses, which leads to a couple of Monster Nests to the northwest. The sound is loud and clear here, but the Count is worried that his vantage point isn't good. Oblige him with some topographical advice. Of the three possible spots to examine, only the high rocks (pictured) to the southwest of the trail are suitable.

OBJECTIVES:

- Destroy the nest to flush the giant centipedes out.
- Wait for the count to "preserve" the giant centipedes.



With the Count safely above you, venture down to either of the nests, and drop a bomb down one of them, before backing away. You aren't here to fight the beasts, so backtrack to the hilly area on either side of the trail, and wait for the Count to finish "preserving" the large, revolting worms that writhe out of the ground for a few moments before tunneling back down into the earth (providing you don't coax them into battle). Alternatively, you can also throw a bomb from afar onto the nests to destroy them, without having to go down into the pit at all.

NOT DOWN FOR THE COUNT

If you're not interested in the Count's requests, you can drop a bomb down the monster nest before he is situated at the correct vantage point. Even worse, you can start slicing at the Giant Centipedes that appear, or any animal you've been asked to find. But the trick to the best payday is catering to the Count's not-unreasonable requests.

Contract: Big Game Hunter

The Preening Peacocks

OBJECTIVES:

- Escort Count Beledal.
- Lead the count to the place where peacocks live.
- Use your Witcher Senses to find the peacocks' tracks.
- Follow the peacocks' trail.

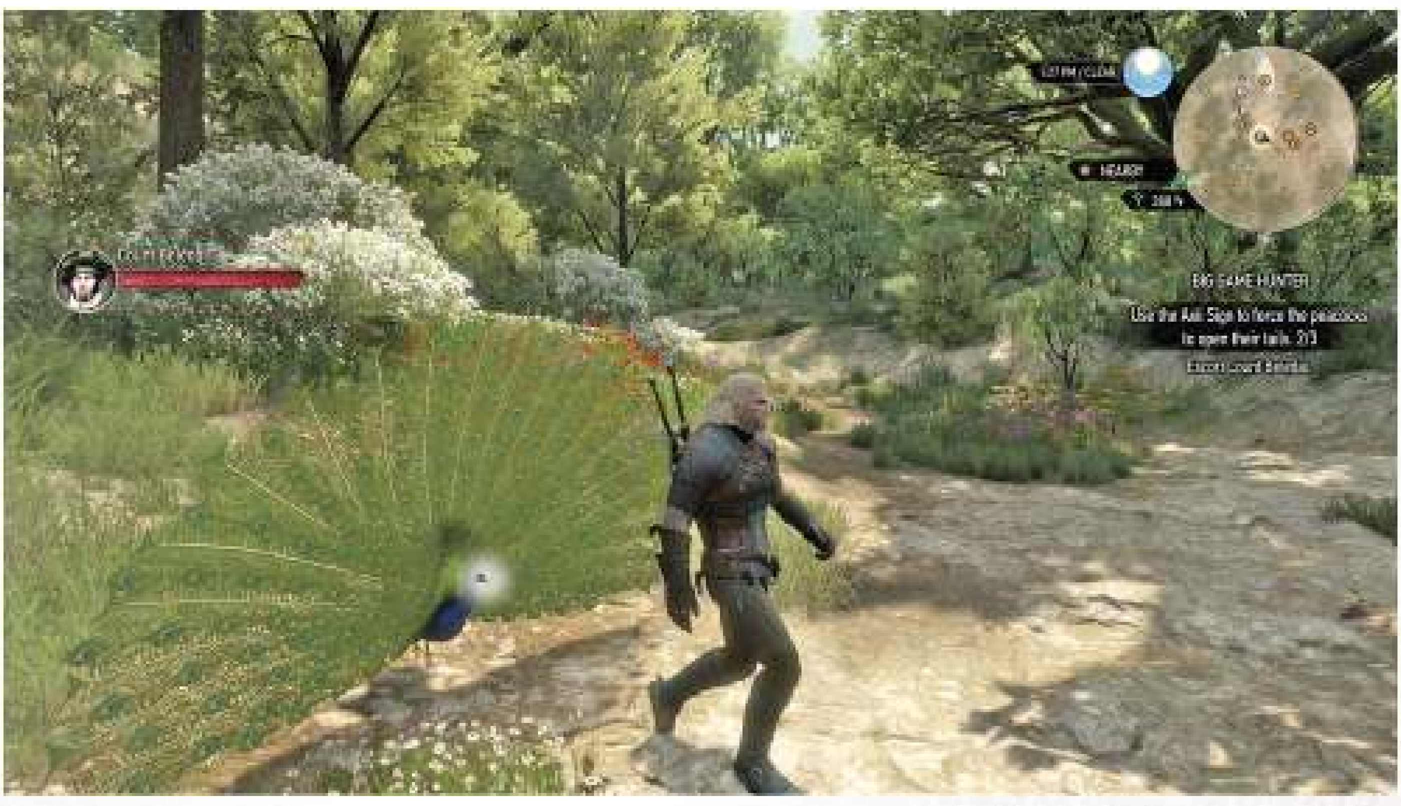
As an end to this experience, the Count is hopeful to see some mating peacocks, though displays of male feathers in courtship dances for this bird finished a while back. The Count is still counting on you, as this memory is for his daughter. Oblige, and head roughly southwest through the woods, to one of three possible investigation areas. Each has a peacock feather to find using your Witcher Senses, though you only need to pick up one of them.

Items: Odorus peacock feather

The feather is coated in suet, and the scent trail allows you to meander through the woods and track the flock. The sounds of peacocks grows increasingly loud, as the trail ends at a dry stream bed. Around ten birds can be heard close by.

OBJECTIVES:

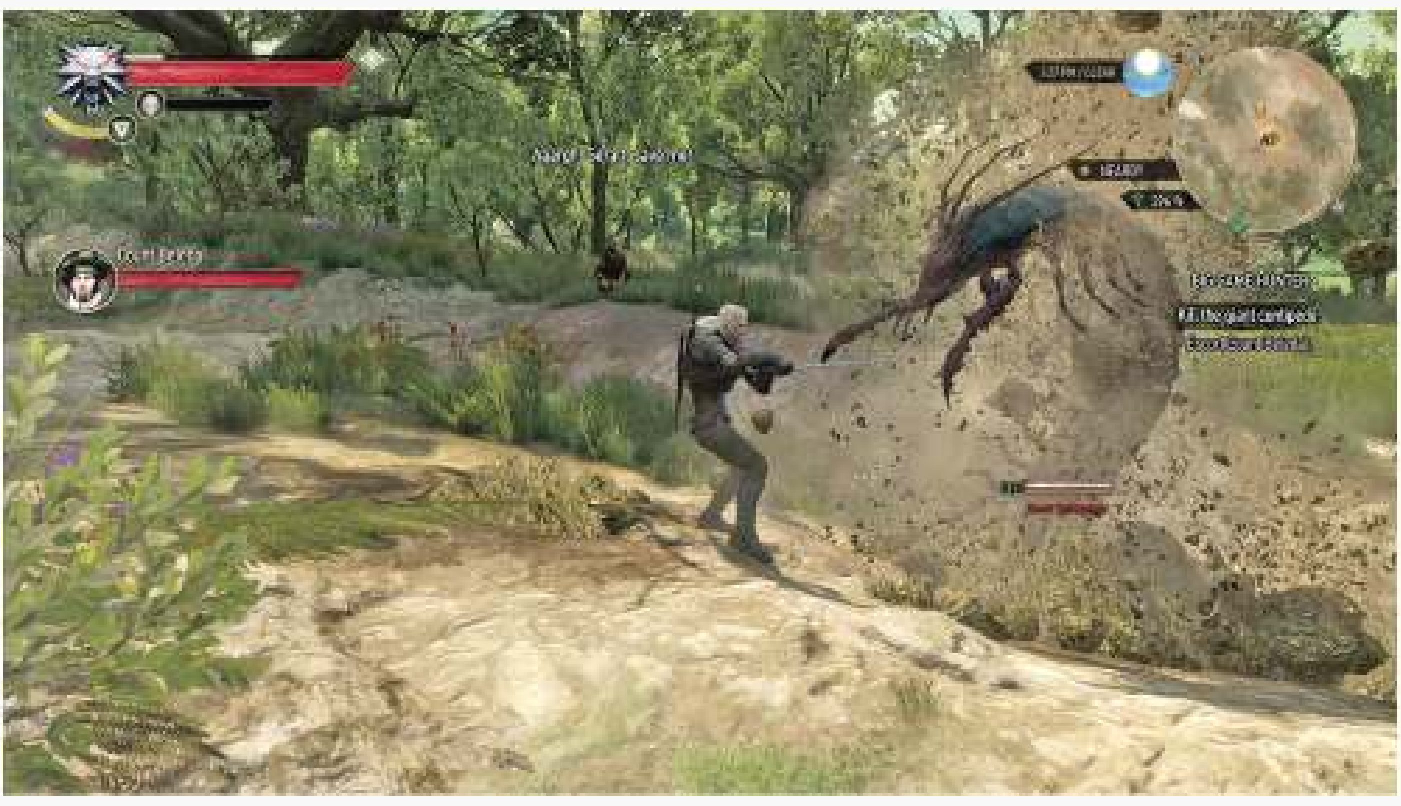
- Wait until the count is ready.
- Use the Axii Sign to force the peacocks to open their tails (3).


Count Beledal
NEARBY
BIG GAME HUNTER
Use the Axii Sign to force the peacocks to open their tails. 2/3
Escort Count Beledal.

Wait for the count to reach a vantage point of his choosing, after which he hopes the birds will splay their tails. Use Axii to achieve this, slowly walking to any of the flock before casting the Sign. Beledal is thrilled by the memories he is making. That is, until the ground starts to shake. It seems a Giant Centipede has followed you!

OBJECTIVE:

- Kill the giant centipede.



Bound down to the dry stream bed, and quickly slay this giant beast, using the techniques recommended in this guide's Bestiary on page 735. After the fight, the Count tells you he's had a wonderful adventure, but more than enough excitement for the day.

Back at the camp, the bodyguards are thankful you've kept their master alive. While he fetches his coin purse, you can answer them how you wish; but if you catch them talking about a "new life" you can ask about it, and the bodyguards reveal a twist of cruel fate that befell the count's daughter, even though Beledal never mentioned it. You receive a reward based on the number of creatures you didn't slay (aside from that final giant centipede). If you acted on the Count's requests during the tour and behaved properly, he has one further request for you. The count is exhibiting his work for some of his friends soon. Would you come by?

No matter your answer you can still venture into the village and visit the exhibition.

Items: Crowns (240+)

Contract: Big Game Hunter

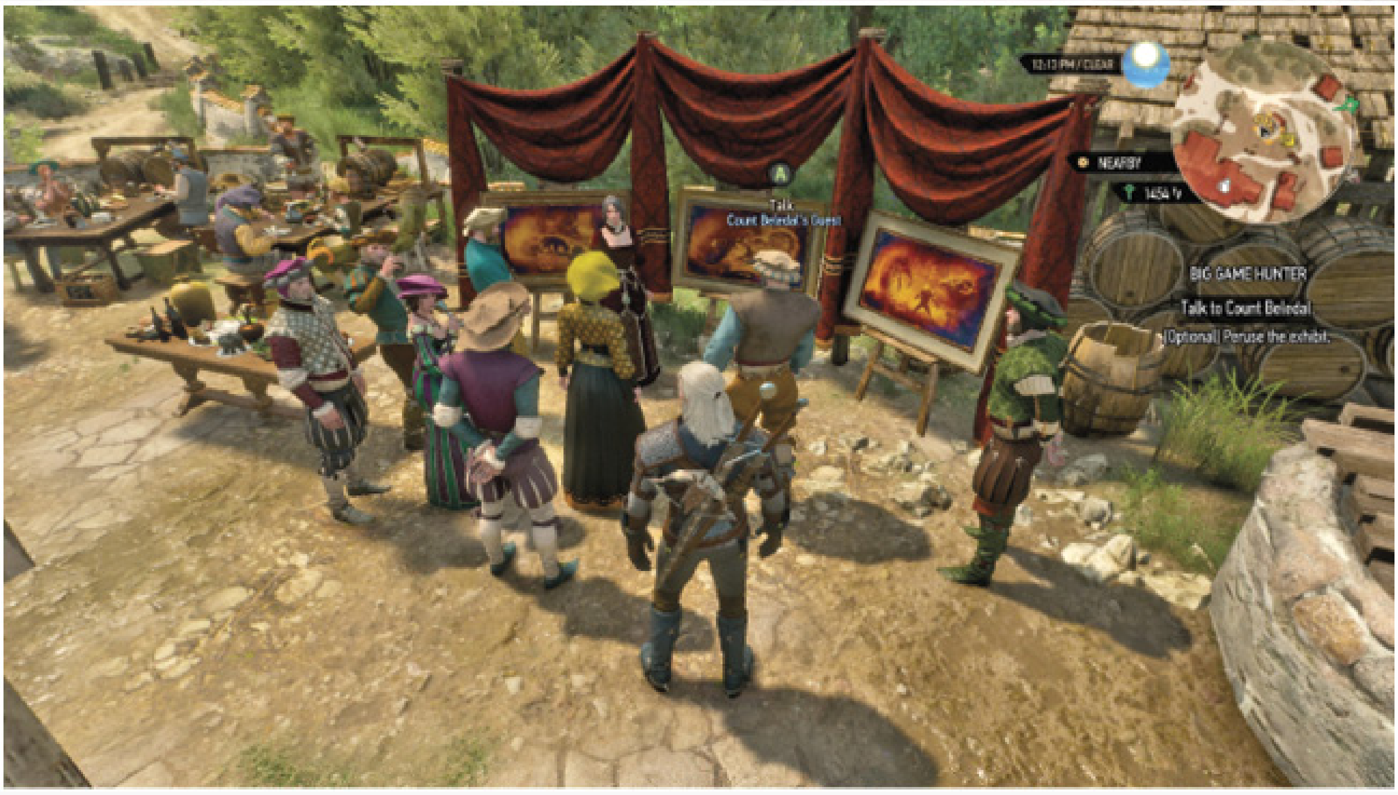
Epilogue: Geralt The Muse

OBJECTIVES:

- Wait until noon tomorrow and go to the picnic.
- At noon, go to Count Beledal’s lodgings and take part in the picnic.
- (Optional) Peruse the exhibit.
- Talk to Count Beledal.

Over in Caroberta Woods Territory, in the village of Francollarts, the Count is throwing a small shindig to show off his most recent works, and providing you agreed to go, you can head there at around noon the next day (adventure or meditate in the mean time). A number of fancy folk are ogling the paintings, which seem to be praised as a roaring success. Feel free to examine each of them:

The Count is close by. Chat to him again about his sycophants, successes at the wine trade, and even his daughter if you know about her condition, after which you’re presented with one of the Count’s original paintings to hang on the walls of Corvo Bianco! This quest now concludes.


12:13 PM / CLEAR
NEARBY
1454 ft
A
Talk
Count Beledal's Guest
BIG GAME HUNTER
Talk to Count Beledal
(Optional) Peruse the exhibit.

Items: The White Wolf, By Count Beledal

Contract: Equine Phantoms

Go Right To The Source, And Ask The Horse

CONTRACT: EQUINE PHANTOMS

LOCATIONS: Dun Tynne Crossroads, Pinastri's Hermitage (Unmarked), Blessure Forest (Unmarked), Dun Tynne Hillside (Unmarked), Mont Crane Cemetery (Unmarked)

CHARACTERS: Pinestri, Roach, Marcello Clerici

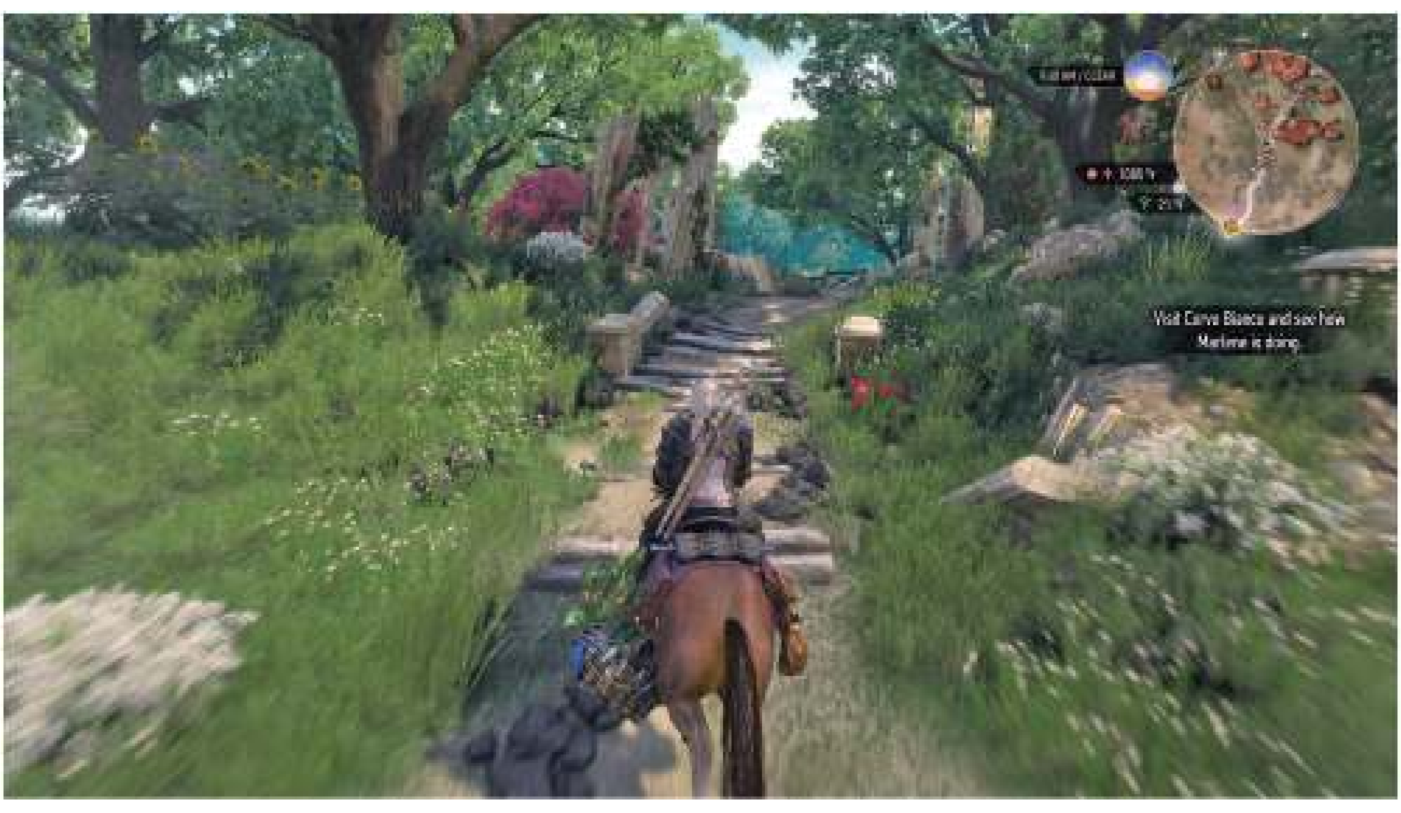
ENEMIES: Umbra (Nightmare form), Apparitions

OBJECTIVES:

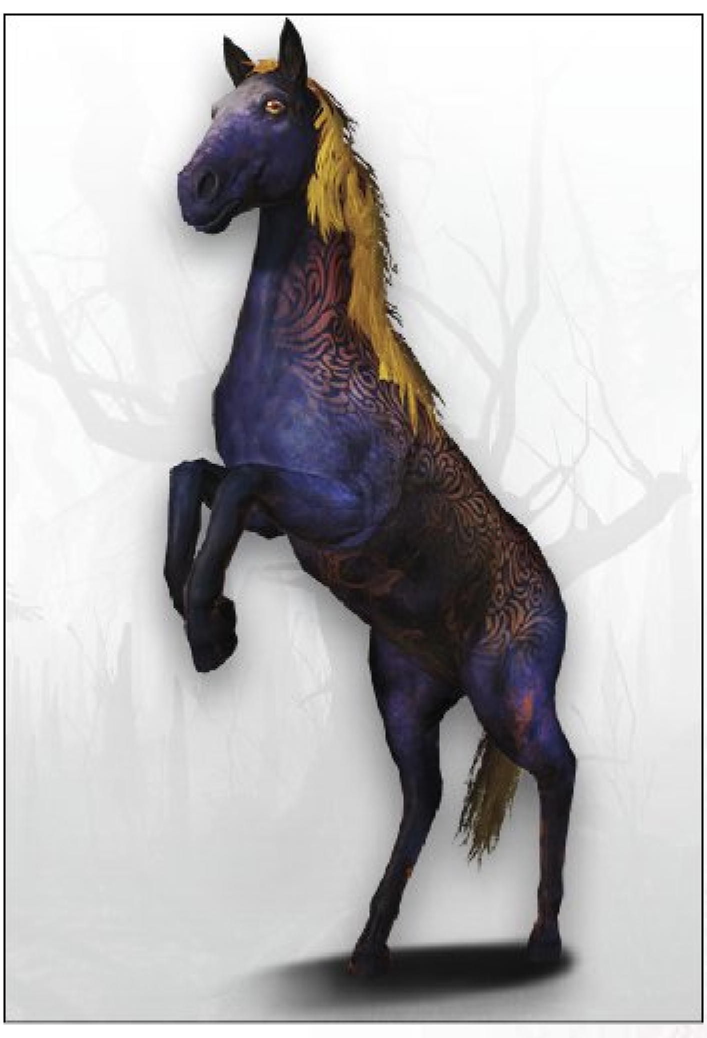
- Use your Witcher Senses to investigate the area and find out what's tormenting the hermit.
- Talk to the hermit.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you investigate the unmarked location Pinastri's Hermitage the area east of the Dun Tynne Crossroads.

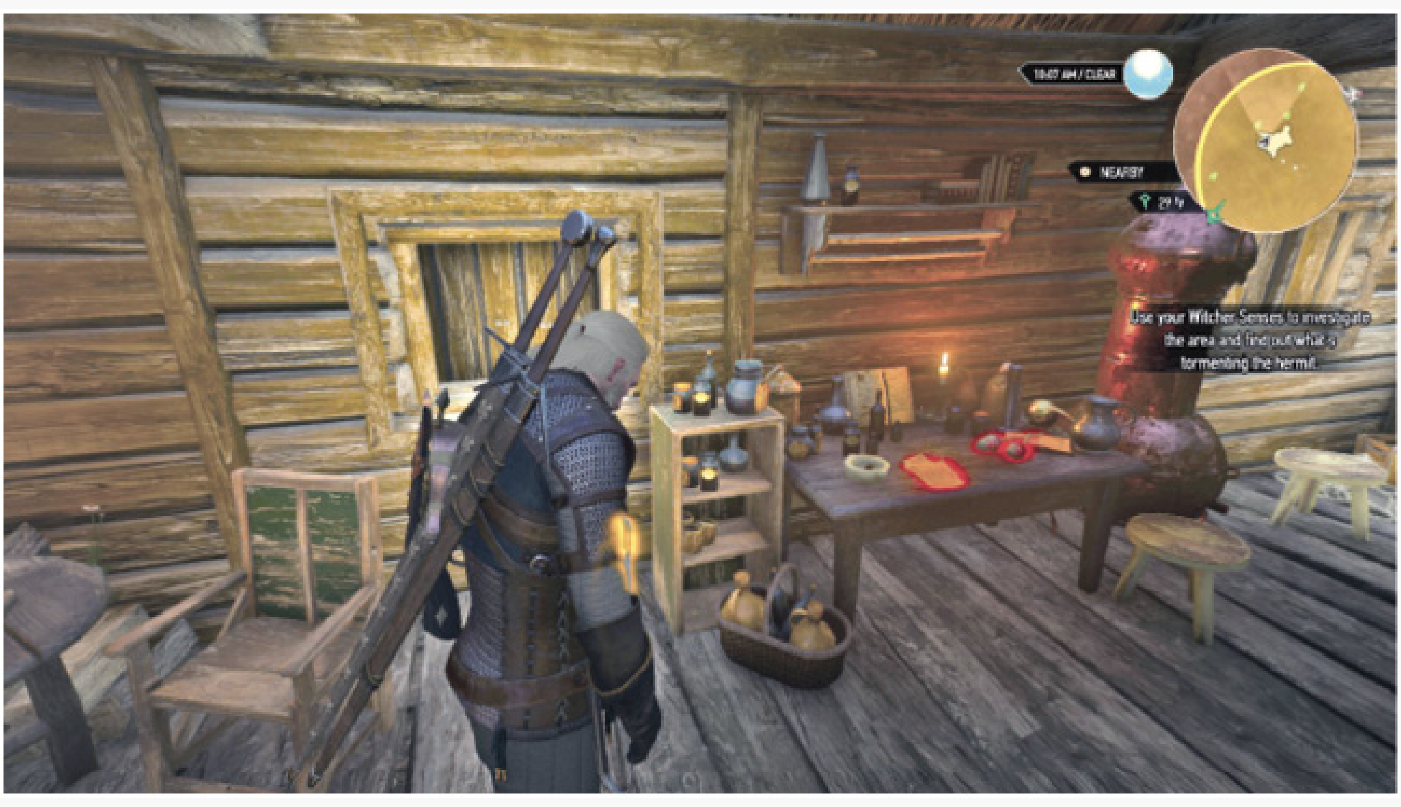


Gallop to the old stone steps and threshold of a wooded glade by the river, just east and a little north of Dun Tynne Crossroads, and enter Pinastri's Hermitage. Pinastri herself is kneeling near her cow, and seems to be in distress, shouting at an unseen spirit to stop tormenting her. She no longer trusts her senses, and asks if you're a man. Answer as you wish. She tells you a demon, or wraith, haunts her and gives her no rest.



Umbra (Nightmare form)

It torments her from the trees, but can only be seen once she drinks a brew. Optionally ask her what the demon looks like (an enormous evil horse), and more importantly, what the brew is made from (graytop, a variety of toadstool thought extinct). Graytop produces some powerful side effects, revealing the hidden and immaterial, but the torment persists even without the hallucinogenic properties of the fungus. Agree to help rid Pinanstri of her demon, bumping up the payment if you wish (note that she pays in potatoes).



Begin a thorough inspection of the hermit's abode, where you find the following clues using your Witcher Senses:

- Dead moths at the foot of the door: attracted to some ghosts, which could mean the hermit's ravings have an element of truth to them.
- Parchment on a table, "The Flagellant's Manifesto": the hermit is also a member of this self-harming cult, the Eighth Day Flagellants. Read the document if you wish.
- Graytop fungus on the table: a strong hallucinogen, and thought extinct.
- Drops of blood on the bed pillow, and a trail to the window: The window itself is closed tight, so head around outside to the foot of the window.
- A trail of blood starts at the pillow, and can be followed across the ground to a rose-covered arch.

Step under the arch, until you surmise that something is drinking the hermit's blood at night.

Items: The Flagellant's Manifesto

Return to Pinastri, optionally ask her about her life as a flagellant, then inform her that some kind of wraith is tormenting her. The problem is, you can't exterminate the specter if you can't see it. It's agreed that she brews a concoction using graytop. Mention the side effects if you want, before agreeing to this dicey plan. You can prepare before you drink it, if you wish.

Items: Common Graytop Brew

You take a swig, and come to a few hours later with the exceptionally potent smell of clover wafting through your nostrils, and a strange blue haze enveloping your vision. Oh, and Roach is speaking to you.

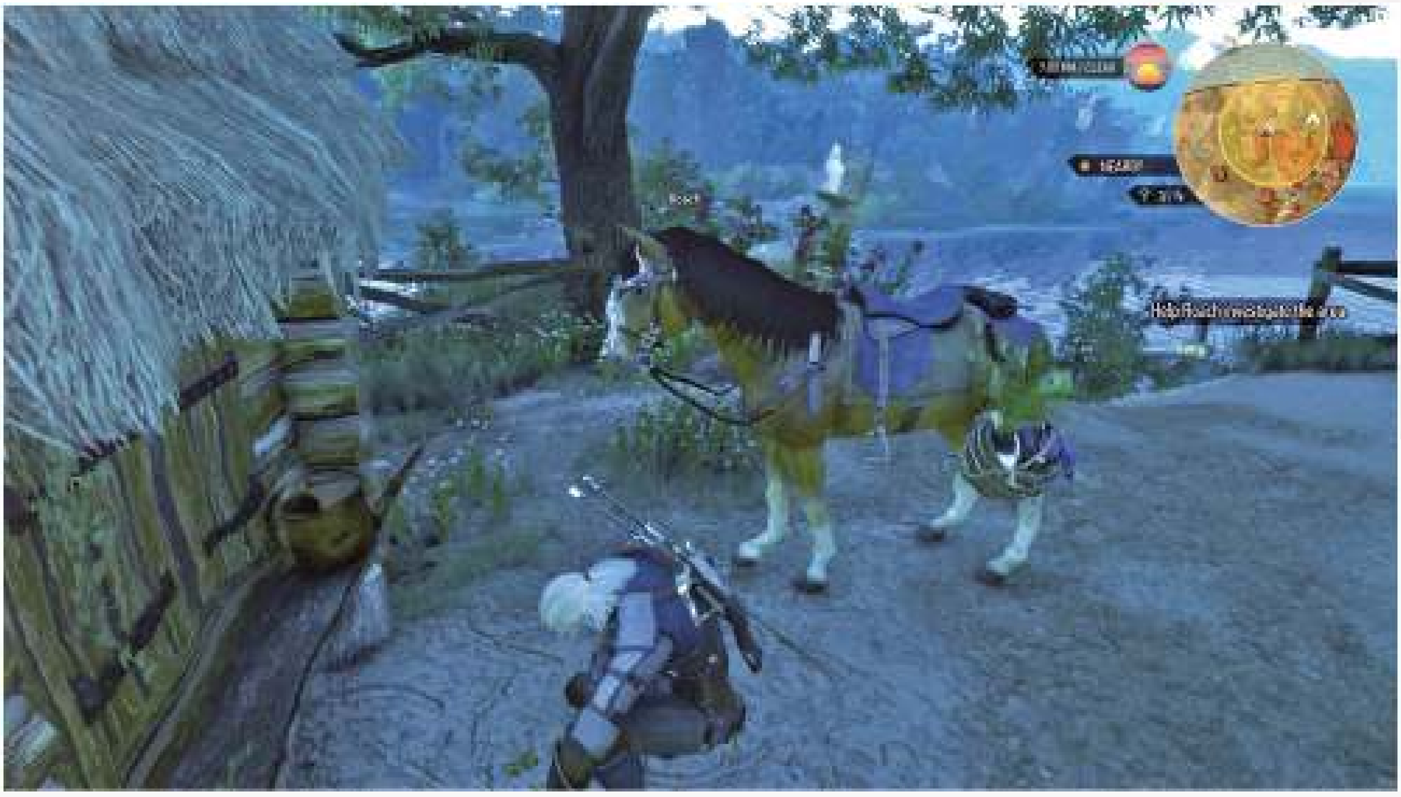
Contract: Equine Phantoms

Roach Will Give You The Answer That You’ll Endorse

OBJECTIVE:

- Help Roach investigate the area.

Your wise-cracking steed is speaking your language; it seems the graytop’s potency is assured. Optionally ask Roach why she sounds so manly, before mentioning the effects of this brew. Now you’ve a chance to chat to your horse, you can optionally ask why she always shows up when you whistle; pondering the fact Roach can cross vast oceans when you call, but still get hung up on the tiniest fence. What’s that about? Back to the matter at hand (or in this case, at hoof): Clues must be found, and Roach has it handled.



Roach lets you know she’s spotted some astral hoofprints that even you can’t see.

- Inspect the dead moths by the cottage, and Roach mentions a smell—death.

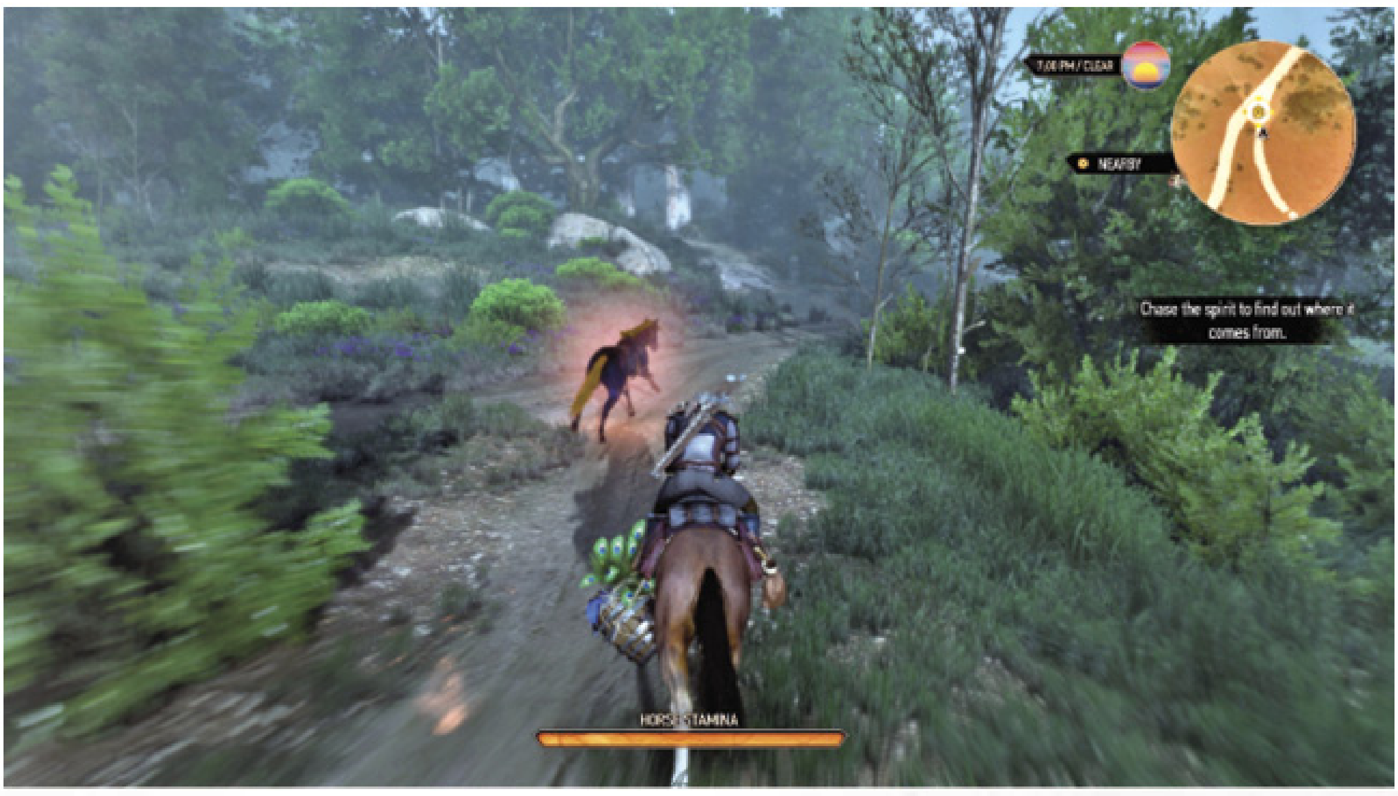
You both agree to meet for a summing up. Answer as you wish; Roach has this all figured out, if you’ll just listen. The “demon” is definitely an umbra, an immaterial wraith, and one that’s assumed the form of a horse. You ask how Roach can be so sure, and she offers some damning evidence; the umbra is standing over there, watching you both!

Contract: Equine Phantoms

He’s Always On A Steady Course

OBJECTIVE:

- Chase the spirit to find out where it comes from.

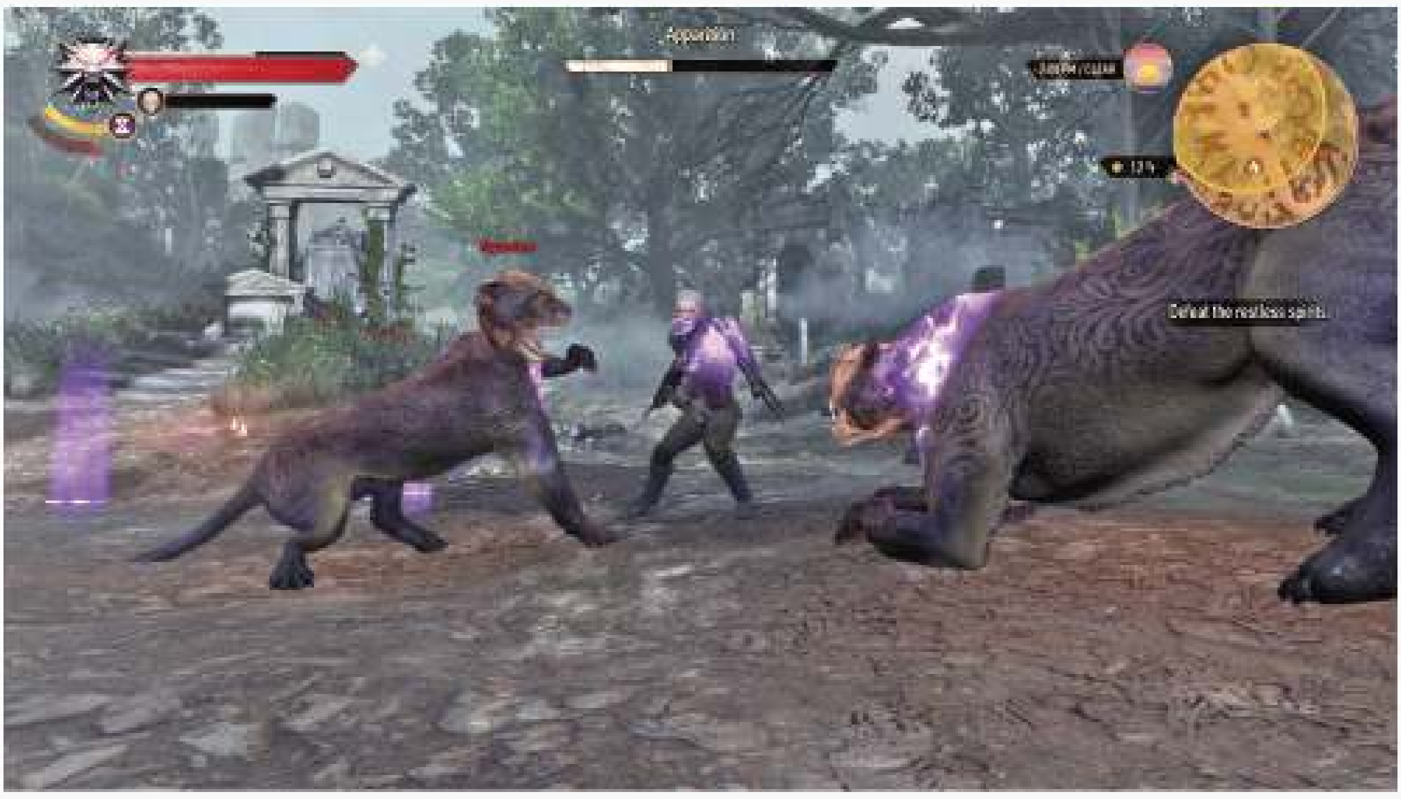


Chase the spirit to find out where it comes from.

Leap on Roach, and give chase through the arch, and into Blessure Forest, then the Umbra bolts out into the open fields and hills. Follow her at a fast canter or gallop, as Roach takes this take to have a man-to-horse talk with you regarding your riding skills. Keep up the chase as the Umbra gallops up hill (giving Roach a chance to tell a “hilarious” joke), before you both race down the Dun Tynne Hillside, and makes a turn turn through a stone arch, and into Mont Crane Cemetery, where it melts into thin air.

OBJECTIVE:

- Defeat the restless spirits



Defeat the restless spirits

Two other spirits are now summoned, astral Apparitions in the form of huge panthers! While remembering these are spirits, employ combat techniques you’ve learned when fighting Panthers in these parts. There are always two of these shimmering big cats to fight, and each time you slay one, the main vitality bar of the spirits is reduced. Keep this up until the bar empties, dismissing the spirits.

Contract: Equine Phantoms

This One'll Talk 'Til Her Voice Is Hoarse

OBJECTIVE:

- Examine the gravestone.

Take a moment to replenish yourself (as there's a choice that can end in combat to make shortly), before stepping up to the gravestone (which Roach is already keen on checking out), optionally taking some Florens and a sword, and then reading the inscription. The grave is of a knight around the same age as Pinastri. It appears his spirit's became the horse-shaped umbra. Of course, Roach already knows this; she's not a donkey.

A stream of thin ectoplasm forms the shape of the knight himself, who quickly explains the hermit has denied his peace in the afterlife, and needs Pinastri to forgive him. You can ask Marcello's spirit why he appears as a horse, and the link to him and the hermit, before asking why the hermit's forgiveness is needed. He tells a tale of a tournament, to where she saw him flog his stallion named Blaze to death. He pleads you to absolve him in Blaze's name. At this point, you can:

- Tell him he's "not the one you should ask for forgiveness," pointing out that Roach should decide. He pleads to your horse. At this point, you can ask Roach to "forgive him" (which leads to Ending #1), or that this one "doesn't deserve mercy" (which leads to Ending #2).
- Tell him "you don't deserve mercy," and begin Ending #2.

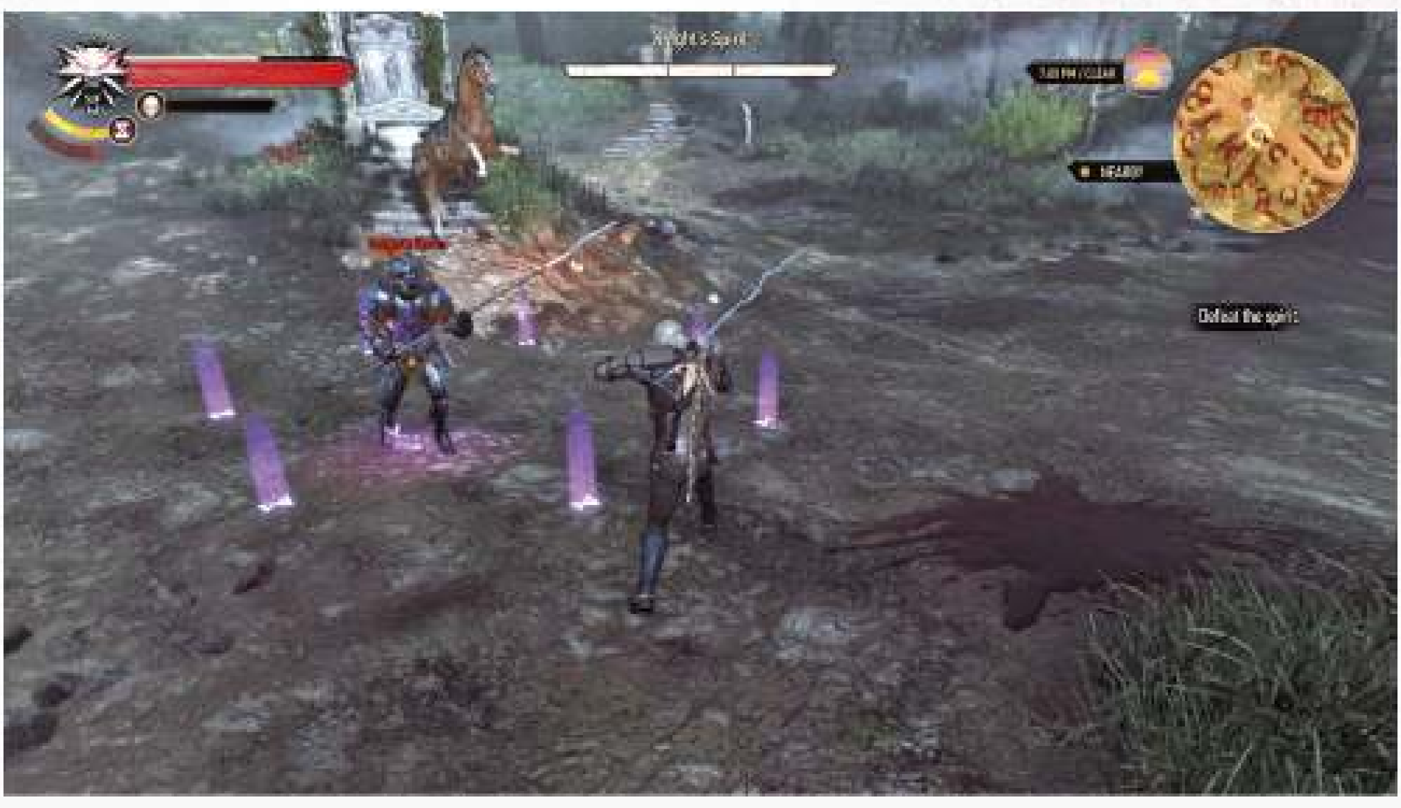
ENDING #1: MERCY FOR MARCELLO

Roach tells the knight he did a rotten thing, but horses aren't vengeful and don't hold grudges. The knight feels lightness, and fades from view.

ENDING #2: RETRIBUTION FOR BLAZE

OBJECTIVE:

- Defeat the spirit.



You or Roach tell the knight you're not about to forgive him for flogging his horse to win a silly tournament. You must now face the Knight's Spirit in combat.

GAINING ADVANTAGE AGAINST APPARITIONS

Whoa, there! The Umbra's minions you must fight take the form of panthers, and exhibit the same clawing and leaping attacks detailed on page 719 of the Bestiary. However, they are specters and therefore Specter Oil is worth coating your blade with. The same goes for the Knight's Spirit; use Specter Oil but treat the bout as a one-on-one with a human-sized foe (albeit one with an extremely long spear to dodge around before attacking).

UMBRA VULNERABILITIES

Specter Oil

EPILOGUE: SO MANY POTATOES

Some time later, you return to the hermit, who has also felt the presence lifted, and she rewards you. With potatoes. The effects of the brew now start to fade, and Roach starts to protest; she has so much more she wants to tell you, though the last part is more of a whinny. The quest now concludes.

Items: Potatoes (60)

Contract: Bovine Blues

Quarrying, Not Quarreling!

DANGER ALERT

SPOILER ALERT

B&W

CONTRACT: BOVINE BLUES

RELATED QUESTS: Secondary Quest: Big Feet to Fill

LOCATIONS: Ardaiso Quarry, Abandoned Still (unmarked), Fort Ussar Ruins

CHARACTERS: Foreman Pafnuzio

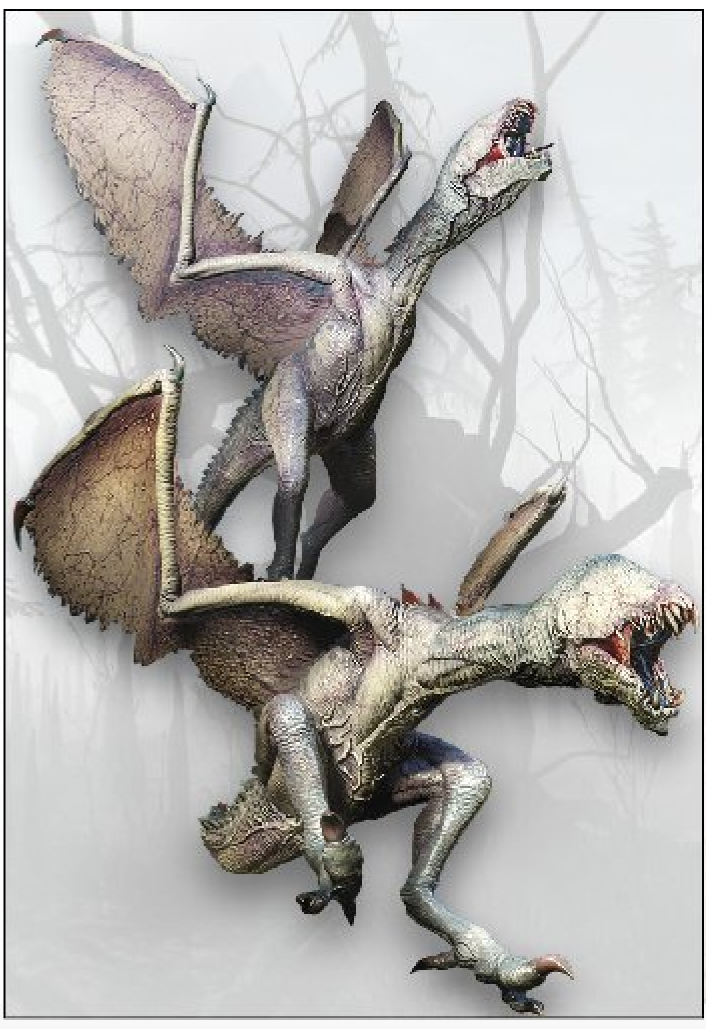
ENEMIES: Ghouls, Rotfiends, Slyzards

OBJECTIVE:

- Find the quarry foreman.

QUESTING DECISIONS

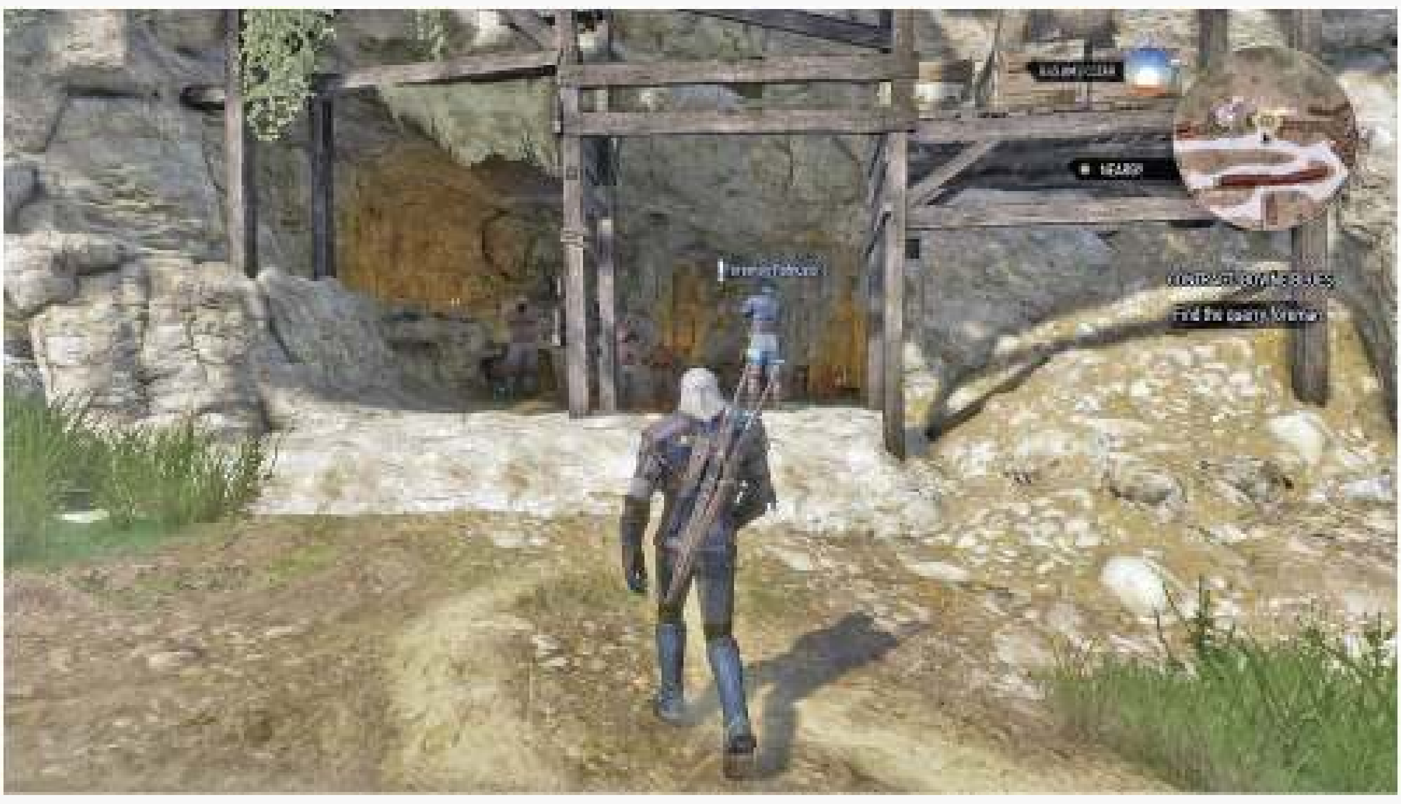
This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you read the notice marked "Contract: Mysterious Plummeting Cattle." One such Notice can be found at the Ardaiso Quarry's Notice Board. You can also stumble upon this quest while adventuring in the quarry and finding the quarry foreman, or stumbling across the carcass of the cow itself.



Slyzard and Slyzard Matriarch

Assuming you wish to learn the initial story of how a cow fell on a quarry worker in the sprawling Ardaiso Quarry over in The Champs Desoles Territory, head east, and use the platforms embedded into the rock side. Look in a carved-out alcove halfway down the quarry on the western side, where Foreman Pafnuzio is pleading with his workers to continue quarrying, but they're talking about their dead workmate Emil, crushed to death by a falling cow. Is this a plague like the locusts and frogs that fell on Zerrikania?

Of course it isn't; the Foreman isn't a superstitious sort, and simply needs his men to continue chiseling. You're beckoned over to his lean-to on the lower part of the massive quarry. After explaining his predicament, you can ask the Foreman exactly what he's doing here, before questioning whether anyone witnessed the accident. Pafnuzio mentions something about a loud "ear-botching boom," and damage to a crane. Agree to look into the matter, optionally bargaining with the Foreman for more crowns.

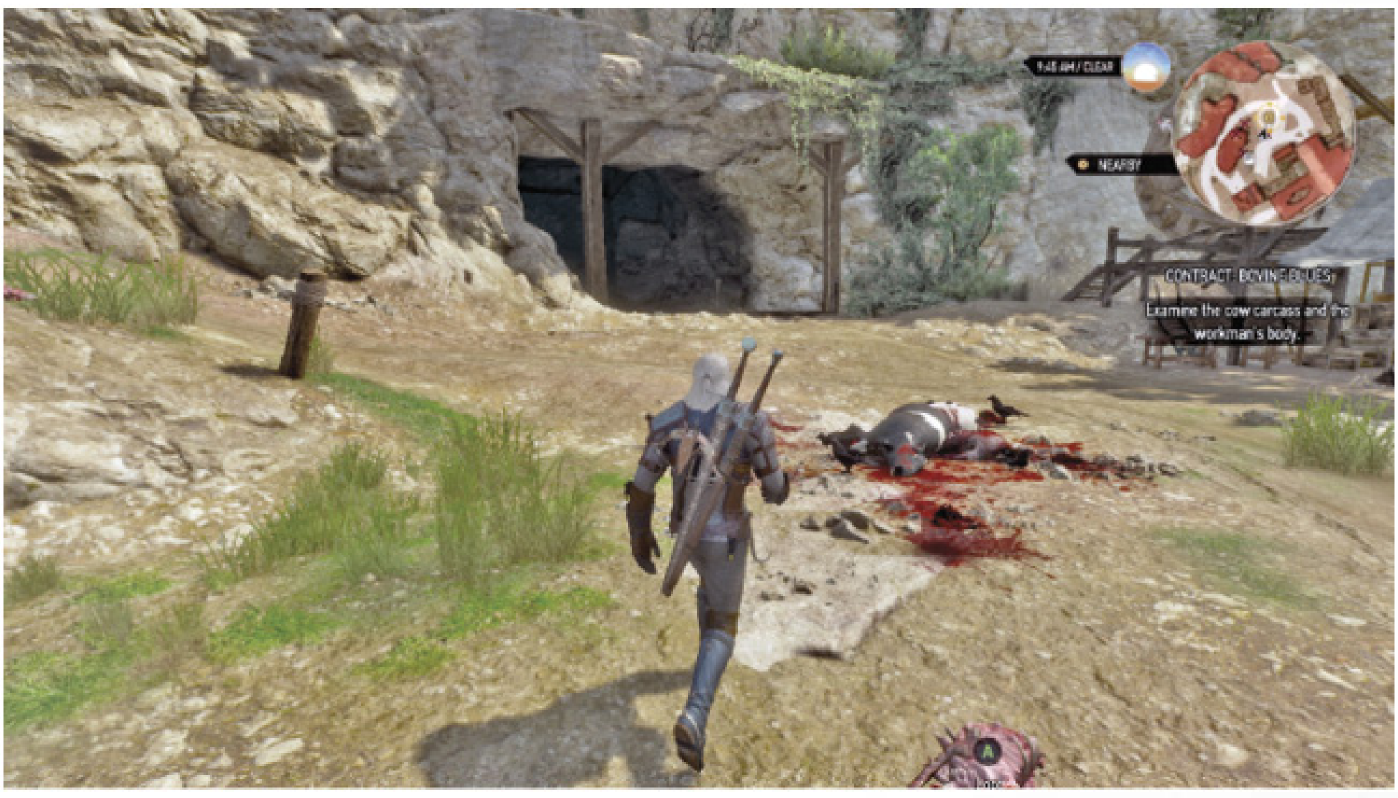


Contract: Bovine Blues

Emil And The Cow Carnage

OBJECTIVE:

- Examine the cow carcass and the workman's body.


9:45 AM / CLEAR
NEARBY
CONTRACT: BOVINE BLUES
Examine the cow carcass and the workman's body.

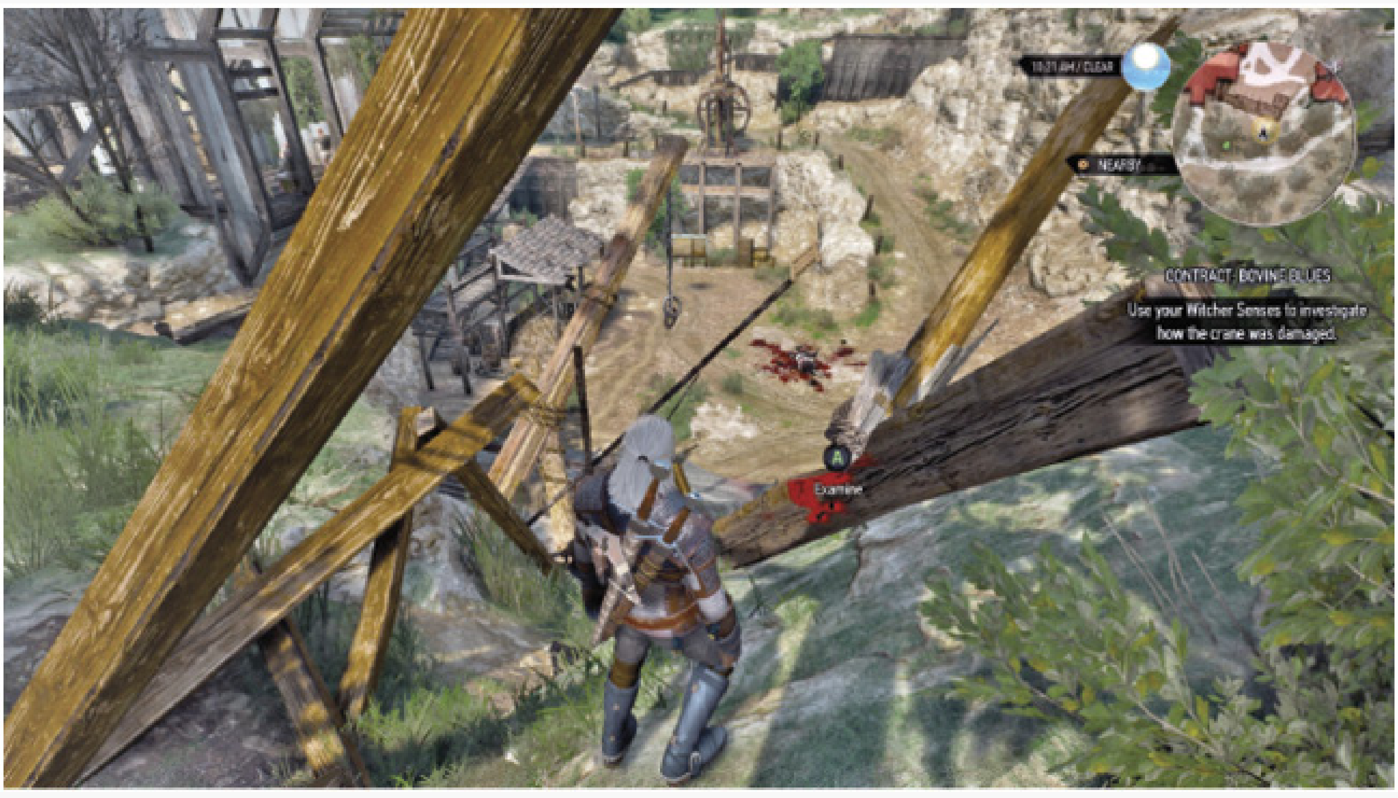
Head to where the remains of the cow have crushed poor Emil, and fight off around four Ghouls that are sniffing around the corpses. Shoo any carrion feeding, and begin a thorough inspection, examining the following:

- (Wounds on the worker's body) Crushed by something heavy with a cracked skull. Yep, Emil is dead alright. Necrophages were chewing on him after his death.
- (Blunt trauma wounds on the cow) Tissue is crushed in places, indicating the cow fell from a great height.
- (Bite wounds on the cow) The guts are sliced open, but the lack of blood indicates it happened post mortem. There are small tooth marks.
- (Punctures and slashes on the cow) Deep claw wounds and the talon spread indicates a draconid, like a wyvern.
- (Cause of accident) When all other inspections are complete, you surmise the cow fell when a draconid dropped it; a youngster trying to get the cow back to its nest, perhaps. Bad luck, Emil!

OBJECTIVE:

- Use your Witcher Senses to investigate how the crane was damaged.

Now for the crane. Turn and face the large crane attached to the side of the quarry bank, and climb up onto the top perimeter edge of the quarry all the way to the grass and rocks above the crane itself. Then examine a strange and bloody dent in the crane support; the draconid must have dropped the cow because it was too heavy, lost its balance, and hit the crane while trying to steady itself. It must have been wounded. Good; it should be simple to track down.

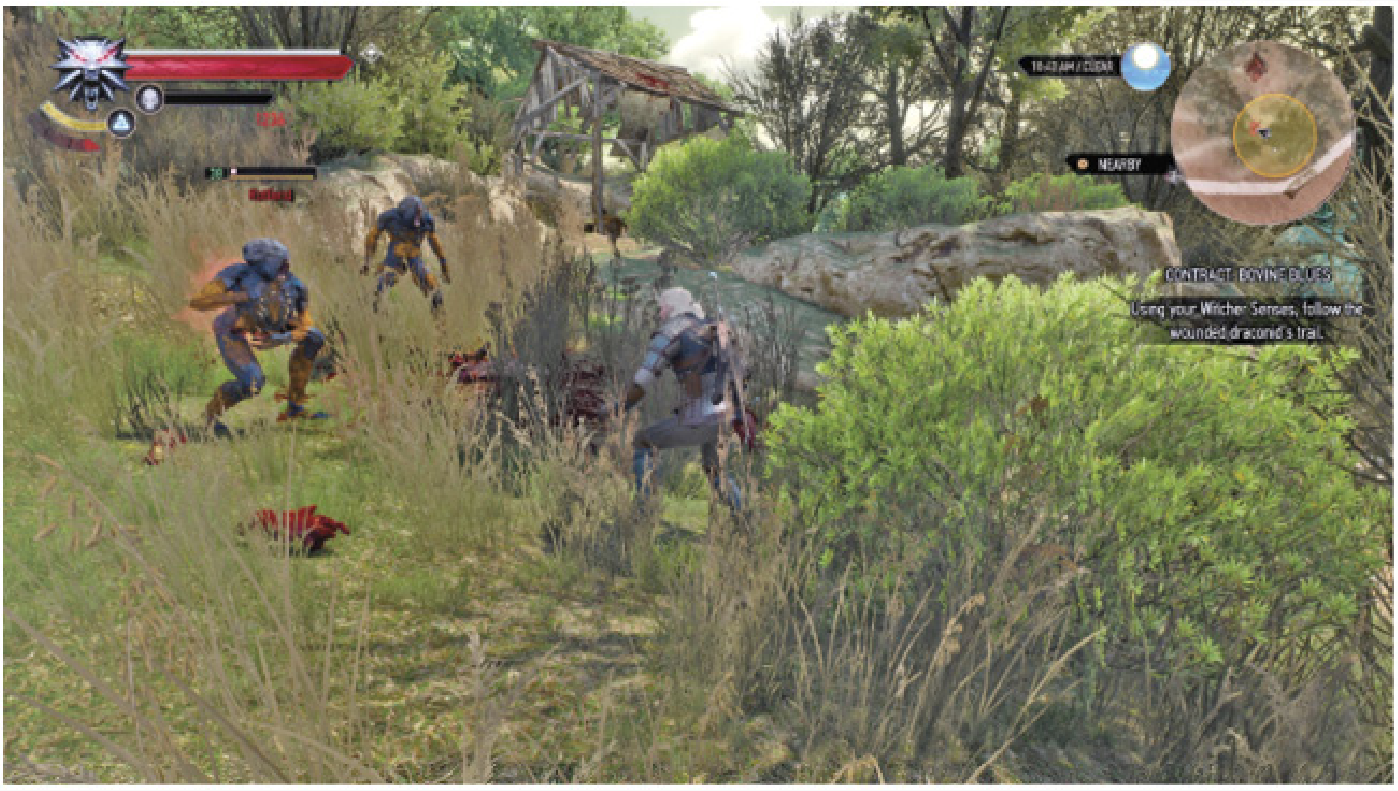

10:21 AM / CLEAR
NEARBY
CONTRACT: BOVINE BLUES
Use your Witcher Senses to investigate how the crane was damaged.
Examine

Contract: Bovine Blues

Trail Ends Here. Nest's Up There.

OBJECTIVES:

- Using your Witcher Senses, follow the wounded draconid's trail.
- Use your Witcher Senses to look for clues by the abandoned still.



CONTRACT: BOVINE BLUES

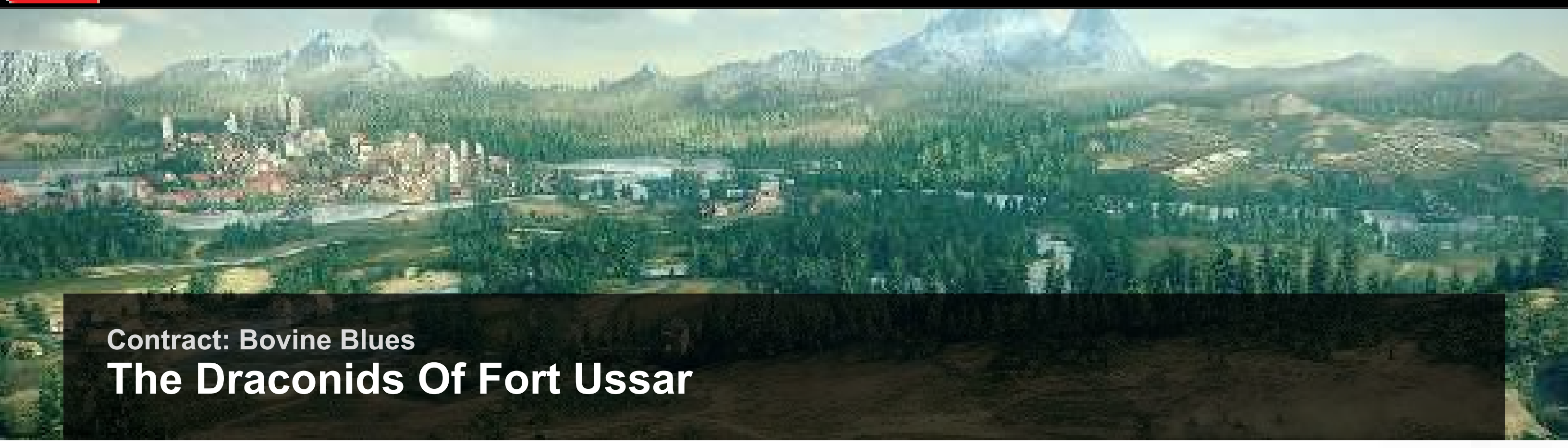
Using your Witcher Senses, follow the wounded draconid's trail.

Turn around and head roughly east, away from the quarry; a few feet away is some barely perceptible draconid blood. Continue around the stone embankment, following more blotches, southeast down the hill of long grass and thickets. The beast started bleeding heavily as you reach a path and small stream. Across and up a hillock is an abandoned still, now home to a trio of Rotfiends. Once all three have burst open, clamber on the rocks, and inspect the distillery. The draconid attacked it recently. There's a large area of damage on the ground that glows red; the beast landed on the roof, made a mess, and moved on.

OBJECTIVE:

- Use your Witcher Senses to follow the draconid's trail.

Head roughly southeast and east, following the paw prints of a beast too tired to fly. Head down the hill, following the crawl marks to a small area of soggy ground and marsh, and examine the area. You kneel down and see a second draconid landed here, waited for the first to heal, and they flew off together. Turn to look northeast; the smaller draconid was still bleeding and there are blood marks along a trail leading uphill.

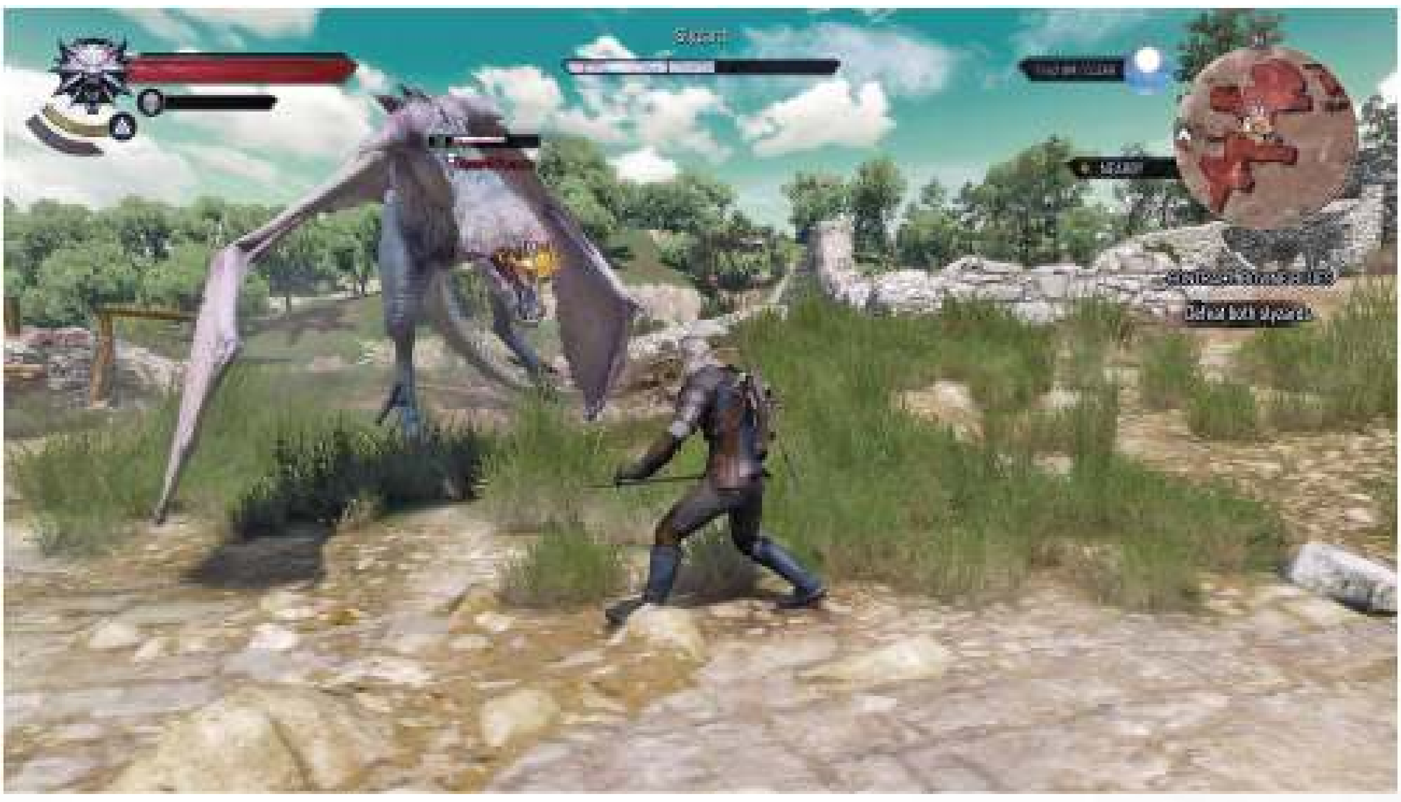


Contract: Bovine Blues

The Draconids Of Fort Ussar

OBJECTIVES:

- Climb to the top of the hill to reach the Slyzards.
- Defeat both Slyzards.

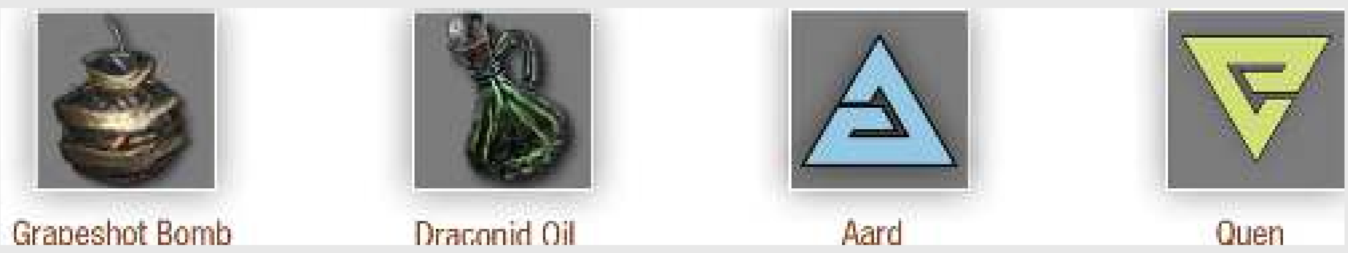


You see something large and flapping for a moment, atop the hill. A Slyzard! Move along the trail, winding your way up to the nest at the top of the hill, on the flat plateau by the ruins of Fort Ussar. You encounter not one, but two Slyzards. Use your best wyvern-battling tactics, tailored to thwart these similar threats.

SLICING AND DICING SLYZARDS

Steady yourself, Witcher! Though these draconids may look familiar, they are no wyverns! They breathe fire, and with two to slay, you may be puzzled at how to approach them in battle. So prepare for this fight fully, and read up on Slyzard combat in the Bestiary on page 724.

SLYZARD VULNERABILITIES



OBJECTIVES:

- (Optional) Destroy the nest and the Slyzard eggs.
- Collect a trophy from the mother Slyzard.
- Collect a reward for solving the cow mystery.

Once both Slyzards are dead, feel free to use Igni on the nest and pulverize the eggs, as well as hacking off large pieces of the mother Slyzard to display as a trophy. Return to Ardaiso Quarry, seek out the foreman, and tell him you cleared everything up. You're given your reward, and accompany the foreman back to his workers to let them know they can return to work. Yet the workers are still not satisfied! They want to know what became of the builders who are putting the giant statue together. They were due back here three days ago! The foreman beckons you away, and explains he too is worried; his men transporting the various pieces of a gigantic statue to Lebioda have indeed gone missing. He urges you to come see him later, where details shall be divulged. For now, this quest concludes. Secondary Quest: Big Feet to Fill is now accessible.

Items: Slyzard trophy, Crowns (300+)

Contract: The Tufo Monster

A Tufo-One Offer

DANGER ALERT SPOILER ALERT

BAW

CONTRACT: THE TUFO MONSTER

RELATED QUESTS: Master Master Master Master!

LOCATIONS: Flovive, Tufo Vineyard (Unmarked), Marcescent Forest (Unmarked)

CHARACTERS: Monsieur de Bourbeau, Madame de Bourbeau, Jean-Luc

ENEMIES: Kikimore Workers, Kikimore Warrior, Giant Centipedes, Monster of Tufo (Shaelmaar)

REQUIRED ITEMS: Sewant Mushrooms

OBJECTIVE:

- Go to the Tufo Vineyard and talk to the poster of the notice.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterward. The quest begins once you read the notice marked "The Monster of Tufo." One such Notice can be found at the Notice Board in Flovive (Sansretuour Marsh). You can also stumble upon this quest while adventuring along the road by the Tufo winery estate.

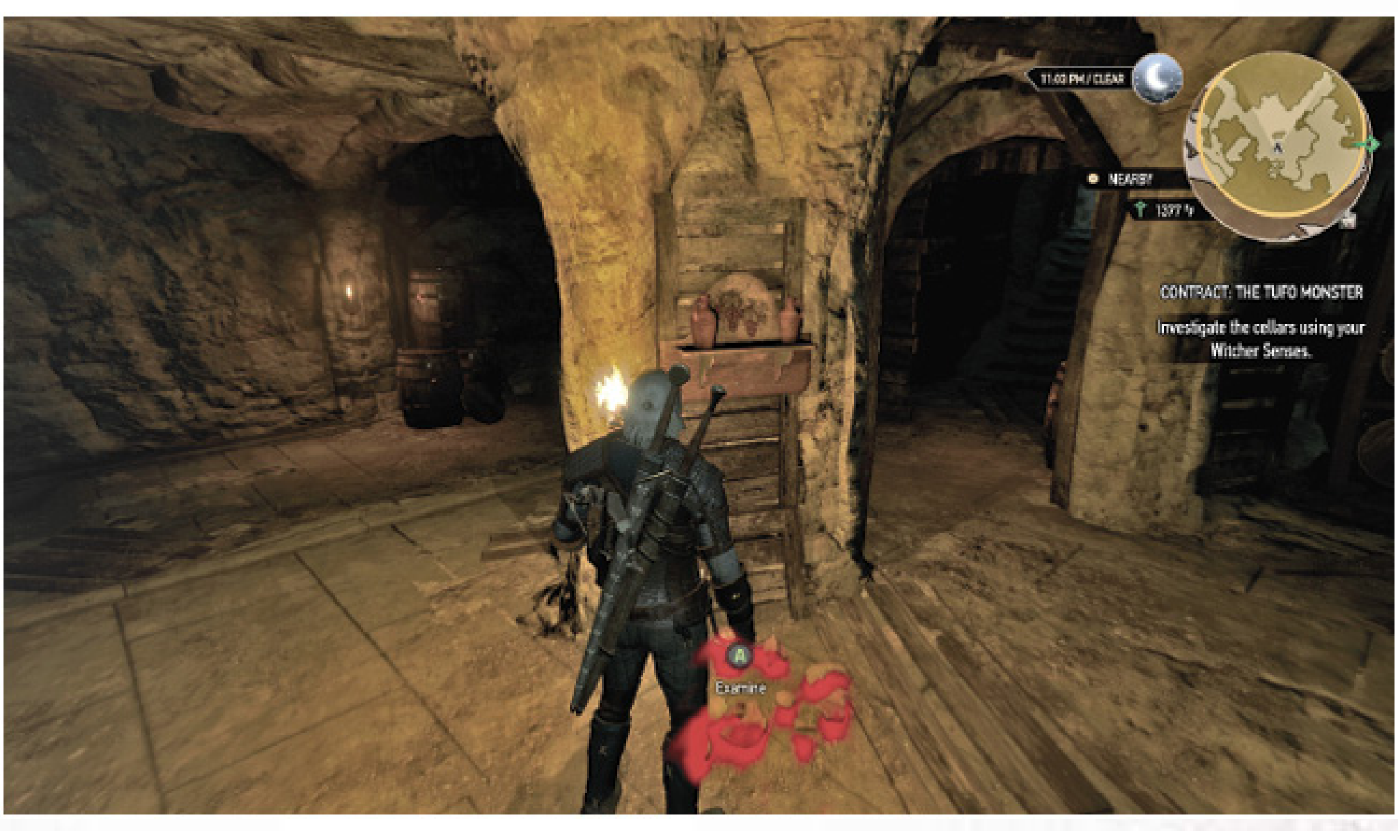
The Tufo Monster

A short distance north of the village of Flovive in Sansretour Marsh territory is the Tufo Vineyard, famed for its superb melon blanc. Visit the winery estate house, and speak to the owner, the haughty Monsieur de Bourbeau. Immediately his pomposity is obvious; feel free to call him out on his method of speaking to you, or endure it. Either way, he has a task for you. Something is infesting his vineyard, and the only signs are noises; scratching and shrieks. There are no corpses either; his workers are disappearing without a trace. Agree to help, bolster your fee if you wish, then ask about the noises (they come from the cellar) and the missing men (Bourbeau doesn't remember such trivial matters as the name of his help, though his wife would know, when she returns back from visiting her mother). As your only lead is the cellar, and the noises are heard after dark, that's your next plan.

Items: Key to the Tufo cellar

OBJECTIVES:

- Go to the cellars after dark.
- Investigate the cellars using your Witcher Senses.



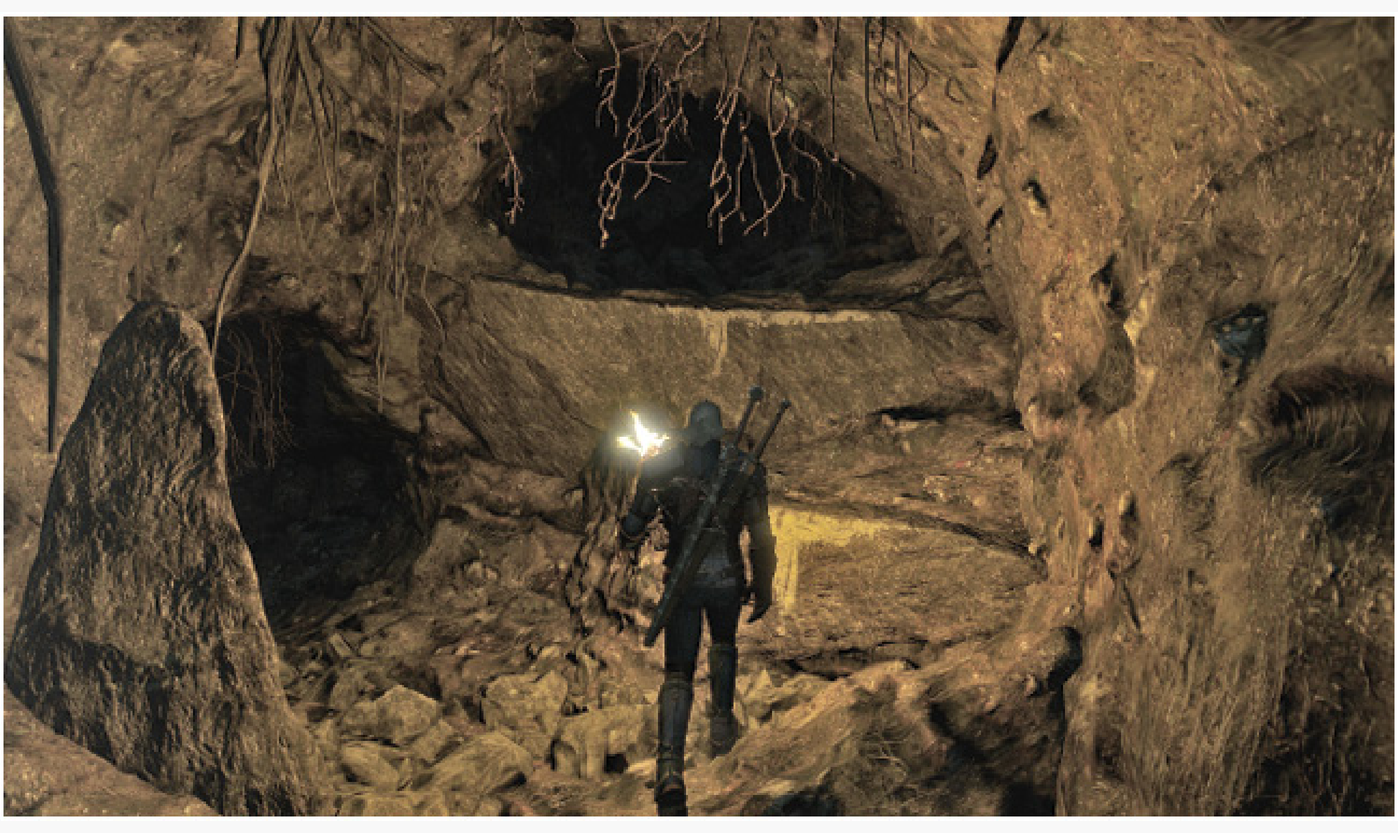
11:03 PM / CLEAR
NEARBY
1377
CONTRACT: THE TUFO MONSTER
Investigate the cellars using your Witcher Senses.
A
Examine

The locked cellars are by the road, on the west side of the manor house compound. Enter before dark, and the cellar is quiet. Meditate until after dark, or return after the sun has set, and you can begin to look around.

- There's evidence of rats. Not known to kidnap farmhands.
- Some shattered dishes, probably shaken off a shelf.
- A pulse of sound, and a rumble under the foundations of the cellar!

OBJECTIVE:

- Figure out what's causing the noises coming from the cellars.



Head to the southeastern corner of the cellars to a highly suspect area of rock wall, and break through it with a breezy hammering, courtesy of Aard. This leads to some kind of labyrinthine burrow. Follow it as it curves around to the left. When you reach a shaft of light from above, stop. There are two paths to investigate: the tunnel continuation, and a lower tunnel passage to your right (drop off the ledge).

- Investigate the continuation of the tunnel first. It curves around and leads to a cavern where a trio of Kikimore Workers must be fought. Other than these creatures, the area is devoid of evidence, and is a dead-end. Head back up to the shaft of light.
- Drop down at the shaft of light to a lower tunnel. To the northwest is a dead-end and a Kikimore to slay so you aren't savaged from behind. Then turn and follow the lower tunnel down and around to the left. Deliver death to two more Kikimore Workers before you spot a rock ledge on your right with some light lichen staining (as shown in the previous picture). Climb up there in a moment. For now, continue down the tight tunnel, dropping two further Kikimore workers, and looting some treasure from some bundles at the dead end.

Climb the rock ledges, and use Aard to blow open a pile of rocks blocking you from a cavern ledge. Whatever was making the seismic disturbances is quickly leaving this cavern, and you are too late to intercept it.

OBJECTIVES:

- Search the underground tunnels.
- Destroy all the eggs in the nest.

The cavern widens out, but you are waylaid by four Kikimore Workers and a larger Warrior. Slaughter them all, before making some quick examinations using your Witcher Senses:

- The cavern walls show tunneling of something much bigger than a Kikimore; something with heavy, wide claws.
- A clutch of Kikimore eggs; something has been feeding on them.
- A ledge and tunnel to the northeast, leading to a nest of Kikimore eggs. Use Igni or Aard, and destroy every single last one of them. There are additional eggs to destroy in the northeast corner of the previous cavern where you fought the Warrior.
- Use your Witcher Senses and examine a large crack in the floor of the nest tunnel; it seems the monster you're after lives underground, digs tunnels, feeds on Kikimores, and is very big.

Contract: The Tufo Monster

Pomposity And Perfidy

OBJECTIVE:

- Return to the surface and talk to the owner.

Retrace your steps all the way back to the Tufo cellars, where Monsieur Bourbeau and his wife are waiting to give you a dressing down. He's surprised to learn of the network of burrowing tunnels below his estate, and almost thanks you for burning all the Kikimore eggs, instead letting his money do the talking.

Items: Crowns (100)

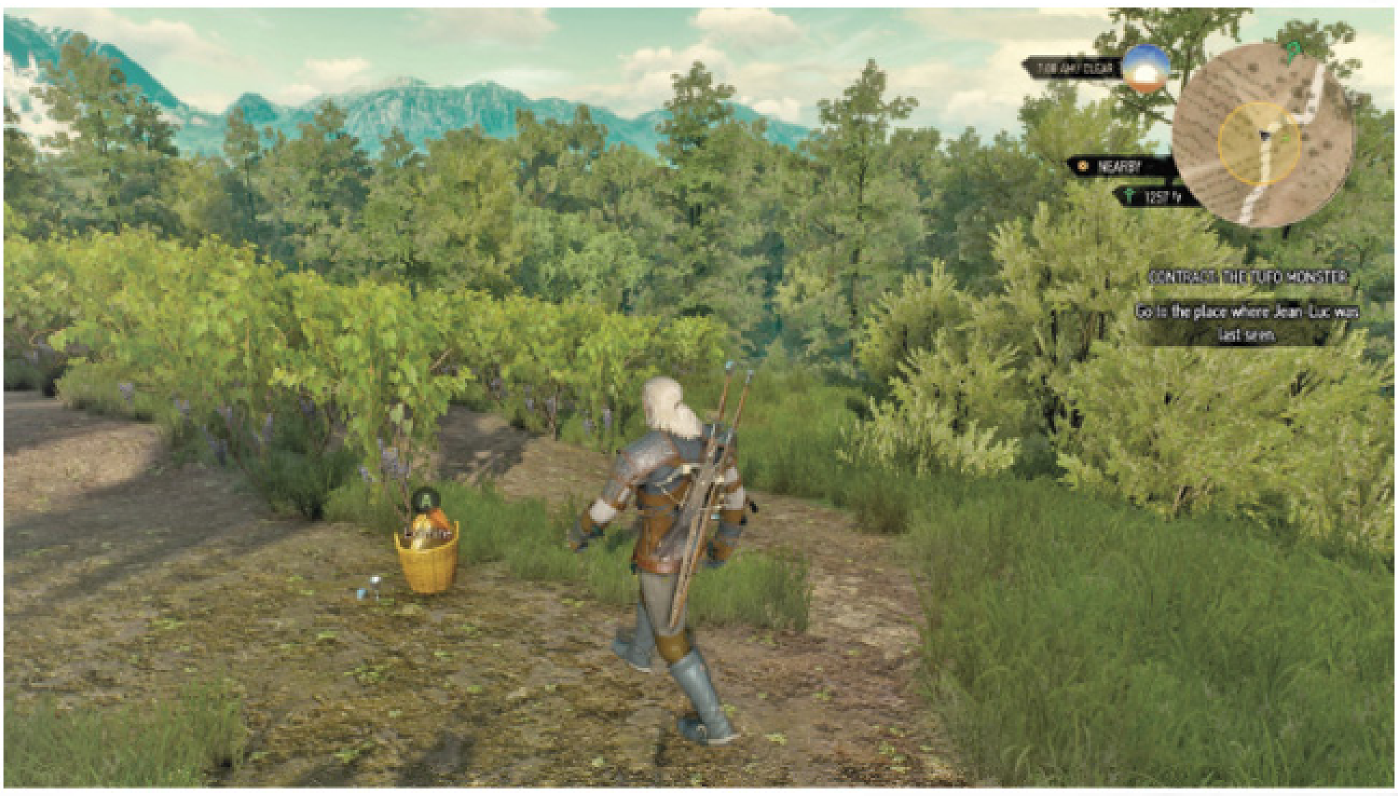
You turn your attention to Madame Bourbeau, who has knowledge of the missing farmhand; more knowledge than Monsieur Bourbeau would be comfortable knowing, in fact. She tells you she and Jean-Luc went to examine some seedlings, odd noises were heard, Jean-Luc investigated, and never returned. Ask where he was seen last, and if he had any distinguishing marks (Madame Bourbeau seems to have intimate knowledge of his build and hair), and the description gives you something to go on.

Contract: The Tufo Monster

Jean-Luc Out Of Luck

OBJECTIVE:

- Go to the place where Jean-Luc was last seen.



CONTRACT: THE TUFO MONSTER

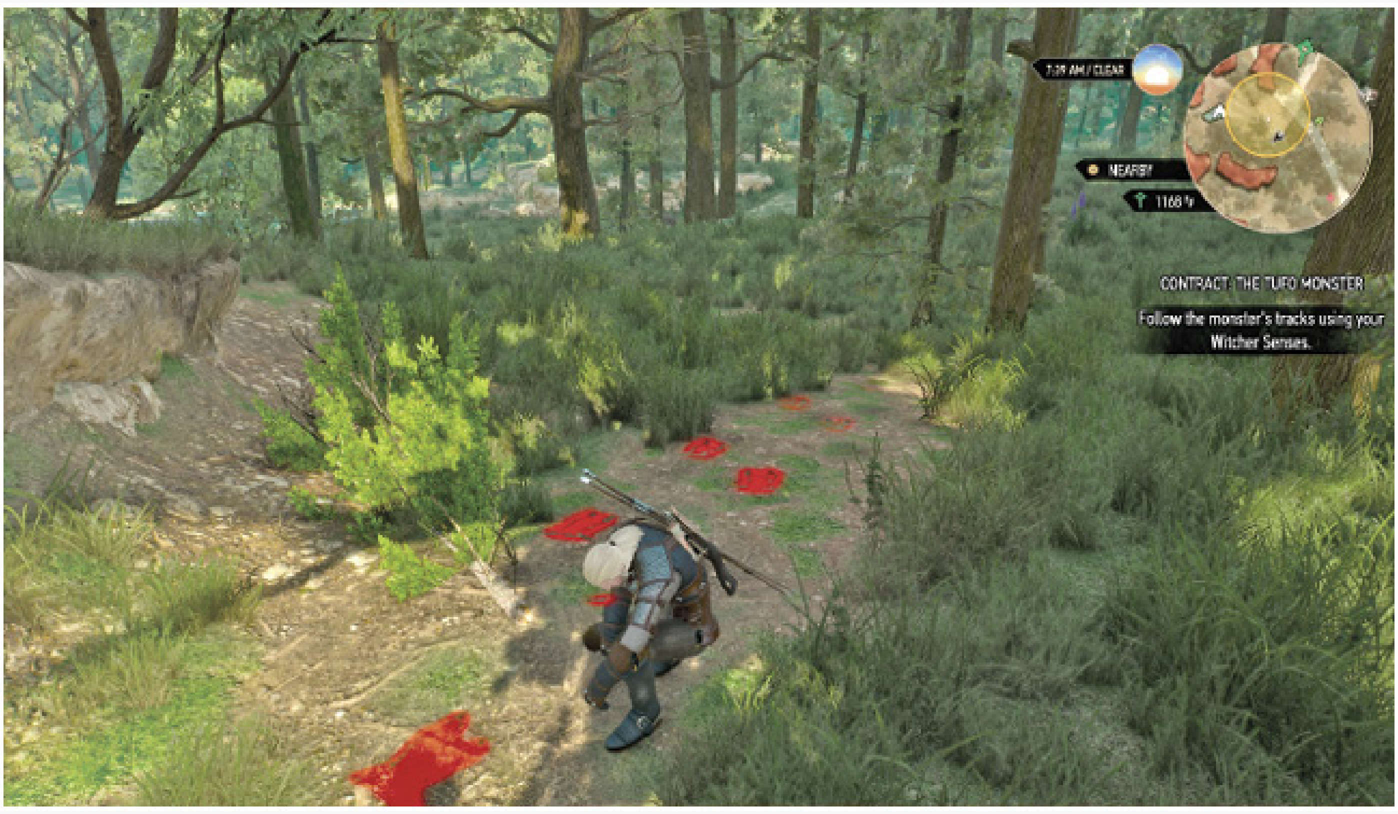
Go to the place where Jean-Luc was last seen.

A little farther north and west, within the estate's vineyards, is a basket of stale bread. A quick check using your Witcher Senses reveals a flattened area near to the basket where a blanket was laid out. A bottle of good vintage wine is discarded; it seems Jean-Luc was doing more than examining seedlings. A little farther down the hill are two sets of footprints.

OBJECTIVES:

- Follow Jean-Luc's tracks using your Witcher Senses.
- Follow the monster's tracks using your Witcher Senses.

Start a roughly northwest run down the hill. The first set of prints quickly turns to the path on your right. Ignore those, and head farther northwest, examining the man's prints and following them into the woods.



CONTRACT: THE TUFO MONSTER

Follow the monster's tracks using your Witcher Senses.

At the edge of woods, near a tree stump, is evidence of human blood. By a second tree stump is a piece of horned carapace, and the start of some monster tracks.

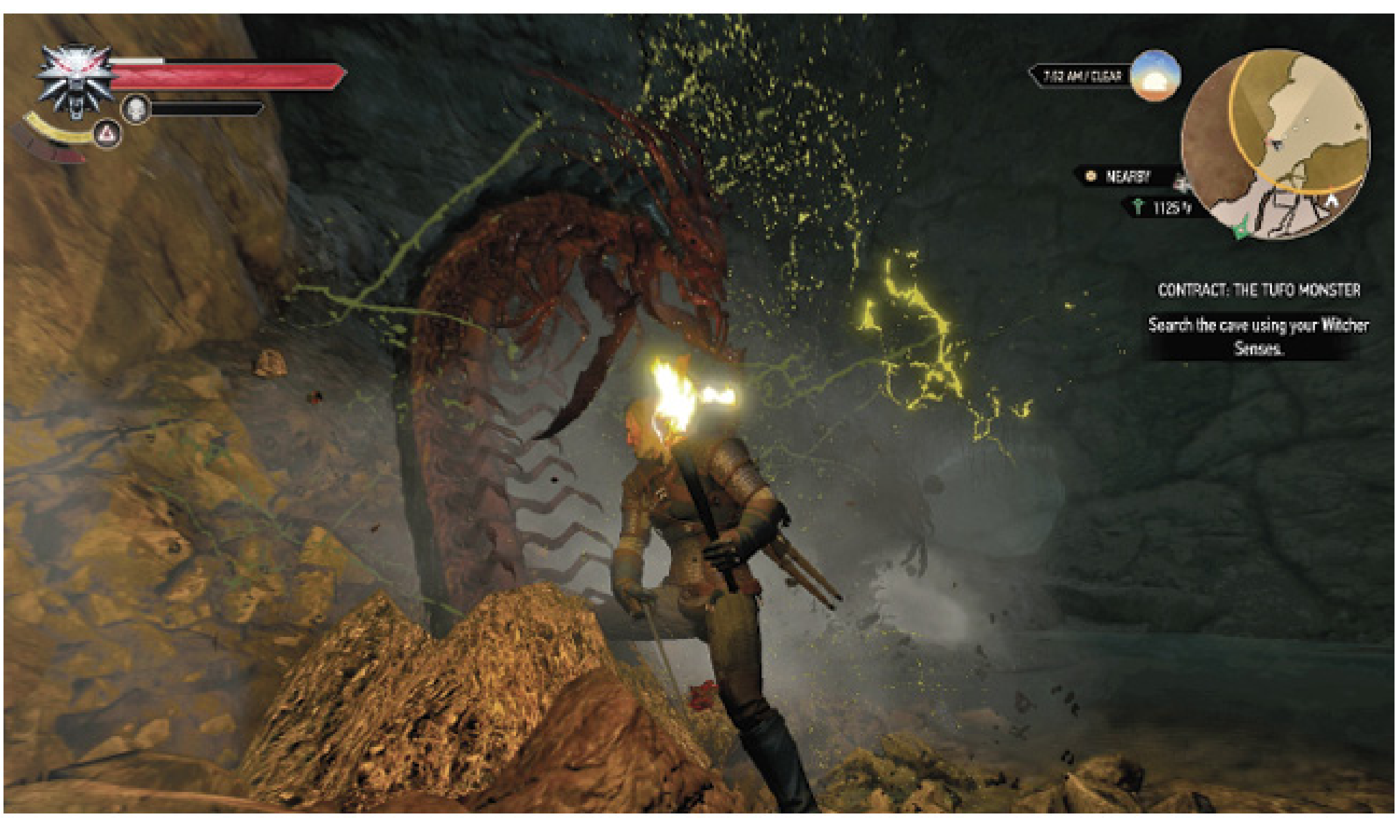
A nearby rock has some straight claw marks perfect for digging. Further into the woods are felled trees as if something rolled over them. You have a feeling you're dealing with a Shaelmaar. Follow and examine the large deep tracks, passing one cave entrance, to a second cave mouth close to Filament Stream.

Contract: The Tufo Monster

The Tectonic Terror

OBJECTIVE:

- Search the cave using your Witcher Senses.


7:02 AM / CLEAR
NEARBY
1125 ft
CONTRACT: THE TUFO MONSTER
Search the cave using your Witcher Senses.

There are more claw marks as you drop down into the cave. Turn right and head roughly south as the cavern widens, and you encounter two Giant Centipedes, lured here for some reason. Slice them apart before continuing, then head farther into the cave. Use your Witcher Senses to "see" the Shaelmaar's movements as you wind through a small network of tunnel passages. Find the Giant Centipede tunnel that ends with a small cavern with a skeleton, and pick up some truly astonishing Grandmaster Ursine diagrams (pick them up to start Scavenger Hunt: Master Master Master Master!, see page 604 for the full details). Look south from this dead-end out of a hole in the wall; there's something in the larger cavern below you.

Items: Diagram: Grandmaster Ursine Trousers, Diagram: Grandmaster Ursine Steel sword, Diagram: Grandmaster Ursine Boots, Junod of Belhaven's journal

OBJECTIVES:

- Collect some blood from the body in the cave.
- Brew Shaelmaar bait.
- Spread the bait in tunnels near the surface.

Wind your way, dodging the dead-end tunnels, until you reach the grand cavern itself, a cathedral of rock and the Shaelmaar's lair where it drags its victims. In fact, some of them are still pretty fresh.

Now to lure the Shaelmaar here to fight it, a plan involving the brewing of a special potion. Head along the southeast side of the cave until you find a nest-like alcove with a scattering of dead bodies. One of them is Jean-Luc; he has crushed ribs, cracked skull, and exhibits classic Shaelmaar wounds. Fortunately, his blood is fresh enough to concoct bait from. You can also find a silver pendant near Jean-Luc's body, which seems to hold a lock of Madame Bourbeau's hair.

Later, you can optionally hand this pendant to Madame Bourbeau or Monsieur de Bourbeau. Give the pendant to Madame, and she is grateful you kept her secret and she rewards you, though you later see her mourning her lost lover. Give the pendant to Monsieur and you reveal his wife's secret. He still rewards you, but is less than thrilled.

Access your Alchemy Menu Panel, and open the "Quests" tab. You automatically have the formula for Shaelmaar Bait, and now you've siphoned off some of Jean-Luc's blood, all you need are sewant mushrooms, which are growing throughout this cave complex. Gather three lots of this fungi, and mix up the bait.

Items: Formula: Shaelmaar Bait, Fresh Human Blood, Sewant Mushrooms

SHAELMAAR BAIT

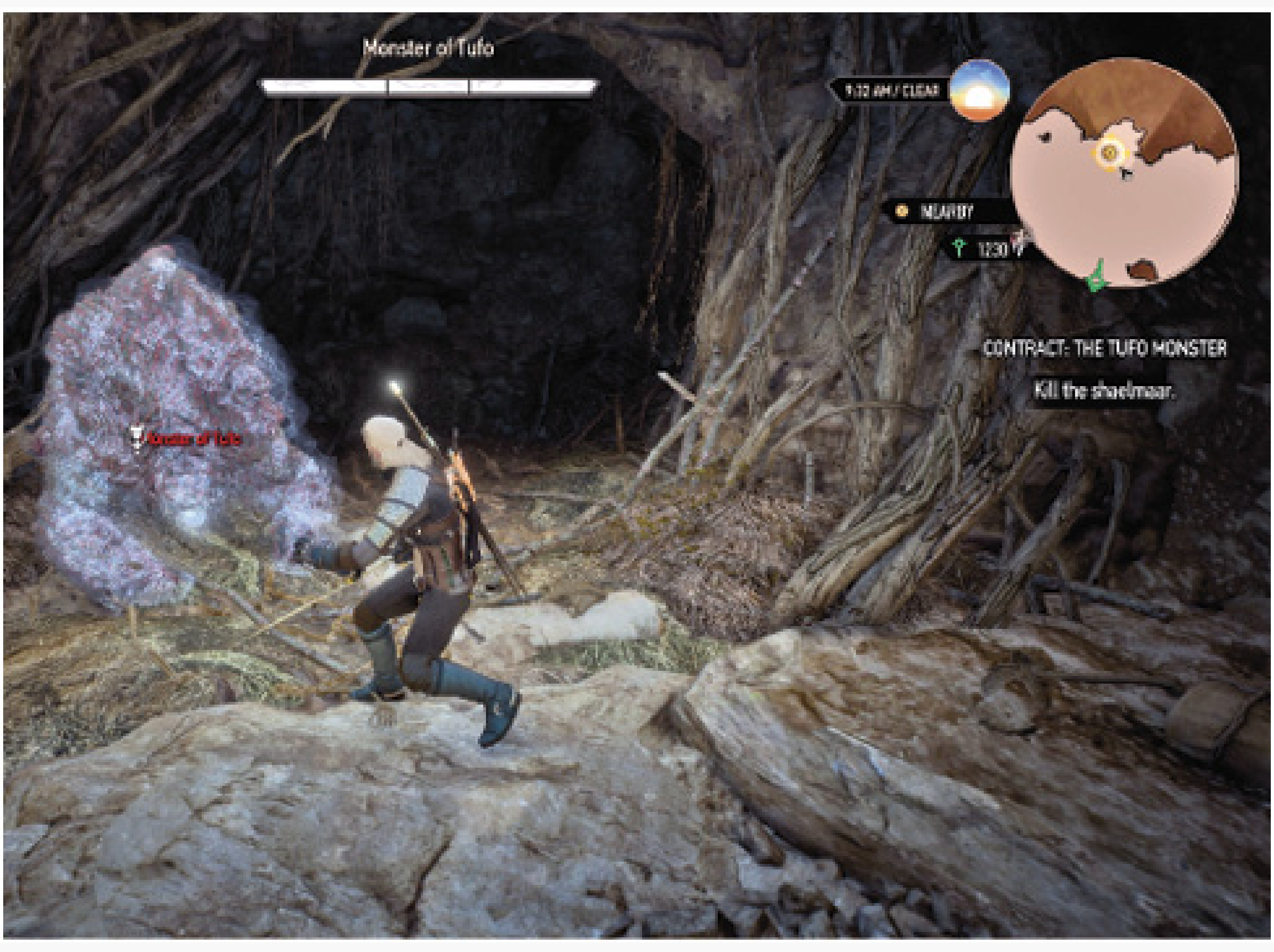
Ingredient	Amount
Fresh Human Blood	1
Sewant Mushrooms	3

Now spend a few moments preparing for the fight, and spilling drops of the bait at the indicated spots on your mini-map, at the five locations around the lair.

OBJECTIVE:

- Kill the shaelmaar.

You hear an earth-shaking noise as one of the largest and most aggressive Shaelmaars you've ever set your cat eyes on rumbles into the cavern, and must be destroyed. Don't get stuck in any of the cavern alcoves, and use ledges to climb up on to gain a brief respite during battle. But also remember the Shaelmaar uses echo location to find you; staying silent is sometimes the best way out of a sticky situation.



READY TO RUMBLE?

Attention, Witcher! This sizable foe is an incredibly difficult adversary if you're just bumbling your way through this contract. Learn the very best methods to slay this fearsome foe by reading up on Shaelmaars in the Bestiary on page 748.

THE MONSTER OF TUFO VULNERABILITIES

Samum Bomb

Relict Oil

Aard

Contract: The Tufo Monster

End: Back To The Bloody-Minded Bourbeau

OBJECTIVES:

- Collect a trophy from the Shaelmaar.
- Return to your contract giver for your reward.

Return to the Tufo Vineyard, and locate Monsieur Bourbeau (he's usually in the cellar, overseeing the sealing of the tunnels). Though you apparently made a poor first impression, you ultimately proved your worth, once you explained what you killed. Claim the reward, listen as Bourbeau reveals he cares not a jot about Jean-Luc, give him the verbal finger, and conclude this quest.

If you have the silver pendant, you can choose to give it to either of the interested parties. Give it to Monsieur Bourbeau who realizes his wife was having an affair. He pays you a small amount of gold and kicks his wife out. Give it to Madame Bourbeau and she mourns Jean-Luc's passing and gives you a reward.

Items: Shaelmaar Trophy, Crowns (100 from Monsieur, 120 from Madame)

Contract: Feet Cold As Ice

A Load Of Guff From Francois De Goff

DANGER ALERT BAW SPOILER ALERT

CONTRACT: FEET COLD AS ICE

LOCATIONS: Nilfgaardian Embassy, Grottore's Grotto (Unmarked)

CHARACTERS: Lady Jaquette, Francois de Goff

ENEMIES: Grottore (Spriggan), Archespore

OBJECTIVE:

- Find Francois.

QUESTING DECISIONS

This Quest is accessible during Blood and Wine Main Quest: The Beast of Toussaint, or at any time afterwards. The quest begins once you stumble across Jacquette on the stone balcony overlooking the docks and lake.

Grottore (Spriggan)

Lady Jaquette, a well-to-do lass is extremely excited to meet your acquaintance when you find her watching the boats from the stone balcony just west of the Nilfgaardian Embassy in Beauclair. It seems when Master Dandelion tarried here, not a day passed without him baying a ballad that mentioned your name. Enough gushing; the lady has a problem concerning her betrothed, Francois le Goff, who has vowed to return with the head of a horrid beast they call Grottore. She is troubled that her love hasn't returned after a fortnight. Optionally ask more about the Grottore, before agreeing to (and upping your fee for) this job.

The beast lurks in a cave at the foot of the Gorgon Hills. Set off into the hilly terrain and soft roadways of this Territory, to the northwest of Beauclair Palace. At this point, Francois becomes relatively easy to find. You can:

- Head to the cave entrance indicated on your mini-map, and the knight saunters up behind you, warning you of the beast lurking there. This usually happens if you take the long road south from Chuchote Cave.
- Head to the bluff above the cave entrance, where you find Francois' camp and the knight himself having a quiet doze (pictured). After waking him up, you chat. This usually happens if you take the path down from behind the Palace.

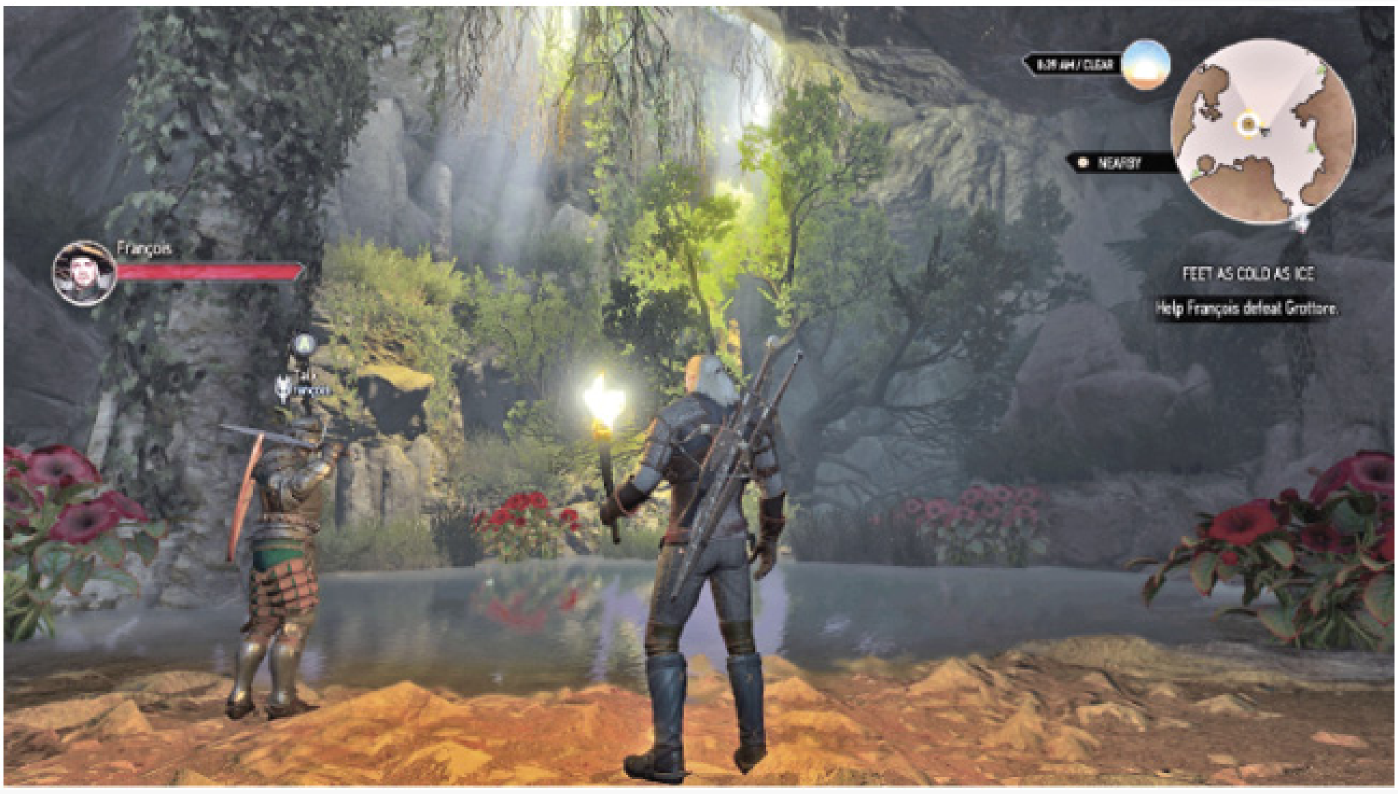
Francois seems reticent to fight the fabled Grottore, but he gave his word. Answer him as you wish, before he sets off, down the hill, and into the cave entrance.

Contract: Feet Cold As Ice

Into The Grotto Of Grottore The Grotesque

OBJECTIVES:

- Help Francois defeat Grottore.
- Find Grottore using your Witcher Senses.
- Read the Bestiary entry about Grottore.
- Lure out Grottore by setting fire to the plants using the Igni Sign.



Enter Gottore's Grotto, two tunnels that link to a huge shallow water grotto with amazing dappled light from above. The beast isn't here, prompting Francois to wonder if they should simply leave. But you're here to help! Begin by conducting a thorough sweep of the grotto using your Witcher Senses:

- There are five huge blooms of flowers, impressive enough for one to think they were in a winter garden.
- A massive tangle of tree roots and branches, impervious to both Signs and swords. A more cunning method of luring Grottore is needed than stabbing his tree barricade.
- There's a cradle filled with children's shoes; a grotesque collection when you figure out what happened to those that wore them.
- To the left of the cradle, in the long grass, are bones—the small skull of an infant. Close to the rock wall are some sundries and tools taken from the victims.

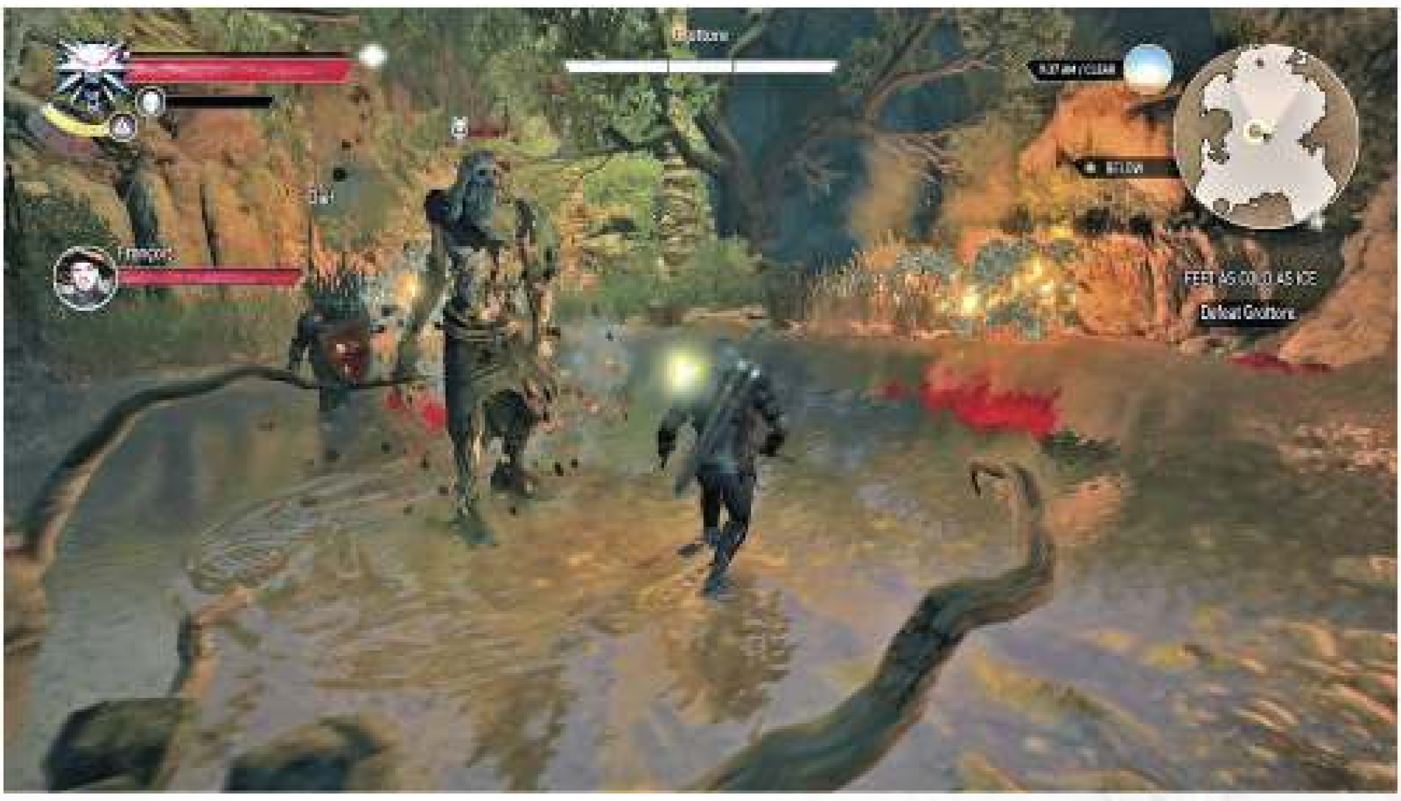
Grottore is a Spriggan, a powerful Relict that is somewhere in this grotto, probably feeding. Time to read the Bestiary entry about this beast; access the Bestiary Panel menu and check the "Relicts" section. Apparently, Grottore isn't a big fan of anyone scorching his prize flowers, so start drenching them in Igni fire. It only takes three burning sets of flowers, and Grottore comes lumbering out of his hollow.

Contract: Feet Cold As Ice

Hot Spriggan. Cold Feet.

OBJECTIVES:

- Defeat Grottore.
- Return to Francois' beloved.



Out comes Grottore, the most powerful Spriggan in all of Toussaint! He has root tendrils that can choke and stab, summoned Archespores to throw their spittle at you and distract you, and a short teleportation to ensure you're never able to cut him down quickly. Furthermore, it's imperative that Francois survives this fight, or his betrothed won't be marrying anyone! When you've successfully bombed and incinerated Grottore, combat concludes.

SCORCHING SPRIGGANS FOR FUN AND PROFIT

Hold there, Witcher! This Relict may look dry enough to go up as kindling, but there are other methods of defeating this baby-munching horror. Prepare for this fight by reading up on Spriggan combat in the Bestiary, on page 749.

GROTTORE'S VULNERABILITIES

Dimeritium Bomb

Relict Oil

Igni

After the fight, assuming Francois is alive, he thanks you for aiding him, which prompts you to ask why he didn't seek out a less fearsome beast to slay. It seems the knight isn't that keen on marriage, despite a courtship lasting over two years! The conversation turns to a slight, as you answer as you wish, and Francois remains firm that he must still find other beasts to slay, if only to delay his nuptials further. If you encourage the knight to return to Jaquette and marry her, he will. If you don't, then the knight leaves and Jaquette breaks off the engagement. Either way, return to her and she pays your fee. If the knight falls to misfortune, return to Jaquette anyway and let her know the bad news.

Items: Grottore's trophy, Crowns (300+)

Vintner's Contract: Dun Tynne Hillside

The Worms Are Turned

DANGER ALERT SPOILER ALERT

B&W

VINTNER'S CONTRACT: DUN TYNNE HILLSIDE

LOCATIONS: Dun Tynne Crossroads, Dun Tynne Hillside (Unmarked)
CHARACTERS: Wine Merchant
ENEMIES: Giant Centipedes

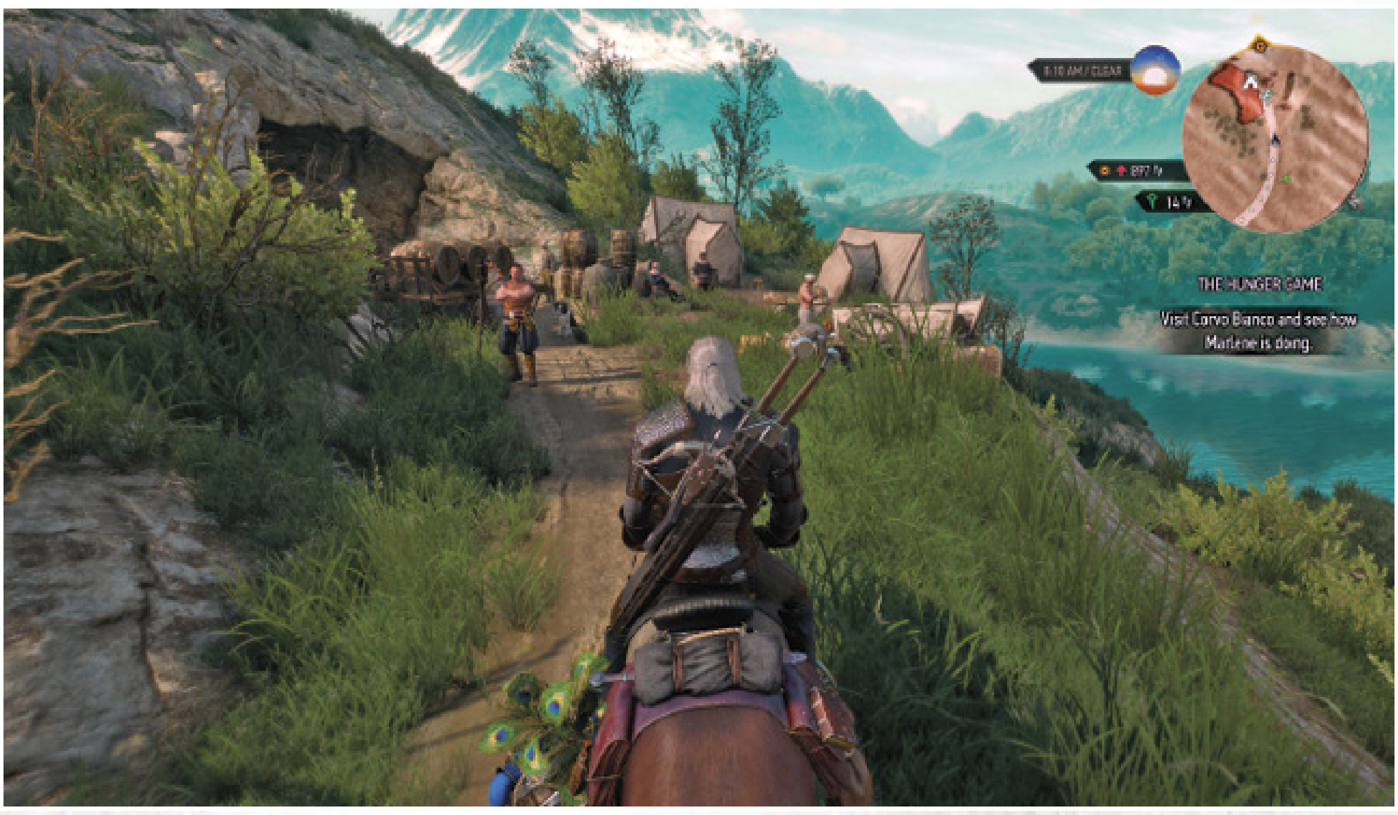
OBJECTIVES:

- Kill all the monsters feeding in the cave.
- Return to the contract giver.

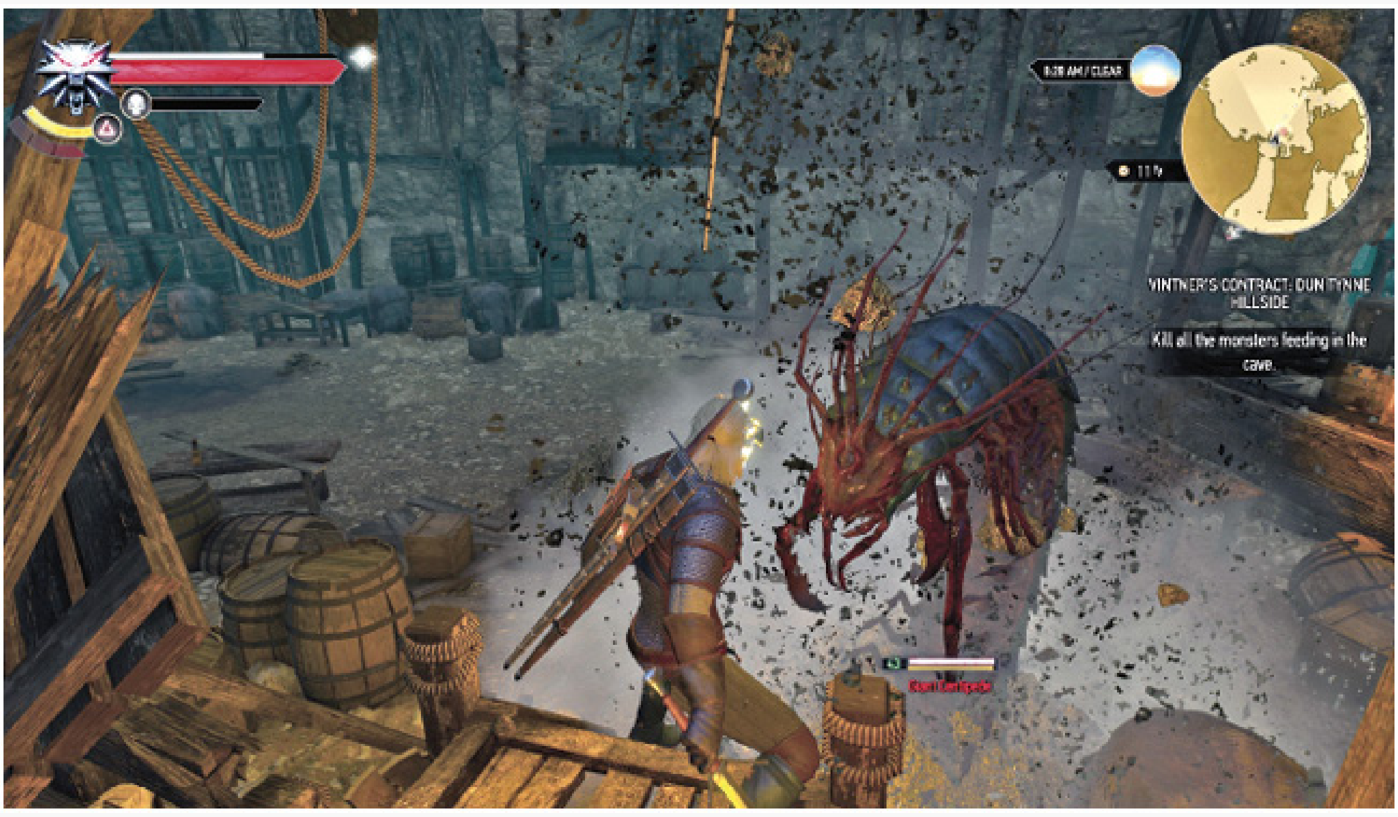
QUESTING DECISIONS

This Quest is stumbled upon while adventuring along the road by the entrance to the grotto in the Dun Tynne Hillside.

In the northwest part of Dun Tynne Territory, a little southwest of Dun Tynne Crossroads, is a narrow hillside trail overlooking the Sansretour River, and a group of workers waiting by the entrance to a small grotto.


8:10 AM / CLEAR
THE HUNGER GAME
Visit Corvo Bianco and see how Marlene is doing.

Slumped by the entrance is a wine merchant, who is rather short with you when you recommend he tends to his wounds. He apologizes, explaining "a foulness" has made its lair inside the grotto, which he wishes to use for wine storage. Agree to take a look inside, bargaining a better rate of pay first if you wish.


8:28 AM / CLEAR
VINTNER'S CONTRACT: DUN TYNNE HILLSIDE
Kill all the monsters feeding in the cave.
Giant Centipede

The grotto consists of a couple of grated gates, and a large storage chamber where a Giant Centipede has made its home. Slay it, before moving into a second (rear) chamber where two further Giant Centipedes require eradicating. Consult the Bestiary on page 735 if you need assistance slaying these huge worms. Optionally look for any loot in the cave, before returning to the Wine Merchant, informing him of the good news, and collecting your reward. Wait two days, return here, and trade with this merchant, too.

Items: Crowns (150+)

Vintner's Contract: Rivecalme Storehouse

Stinks Like An Ofieri Larder

DANGER ALERT SPOILER ALERT

VINTNER'S CONTRACT: RIVECALME STOREHOUSE

LOCATIONS: Dulcinea Windmill, Rivecalme (Unmarked), Rivecalme Storehouse (Unmarked)

CHARACTERS: Wine Merchant

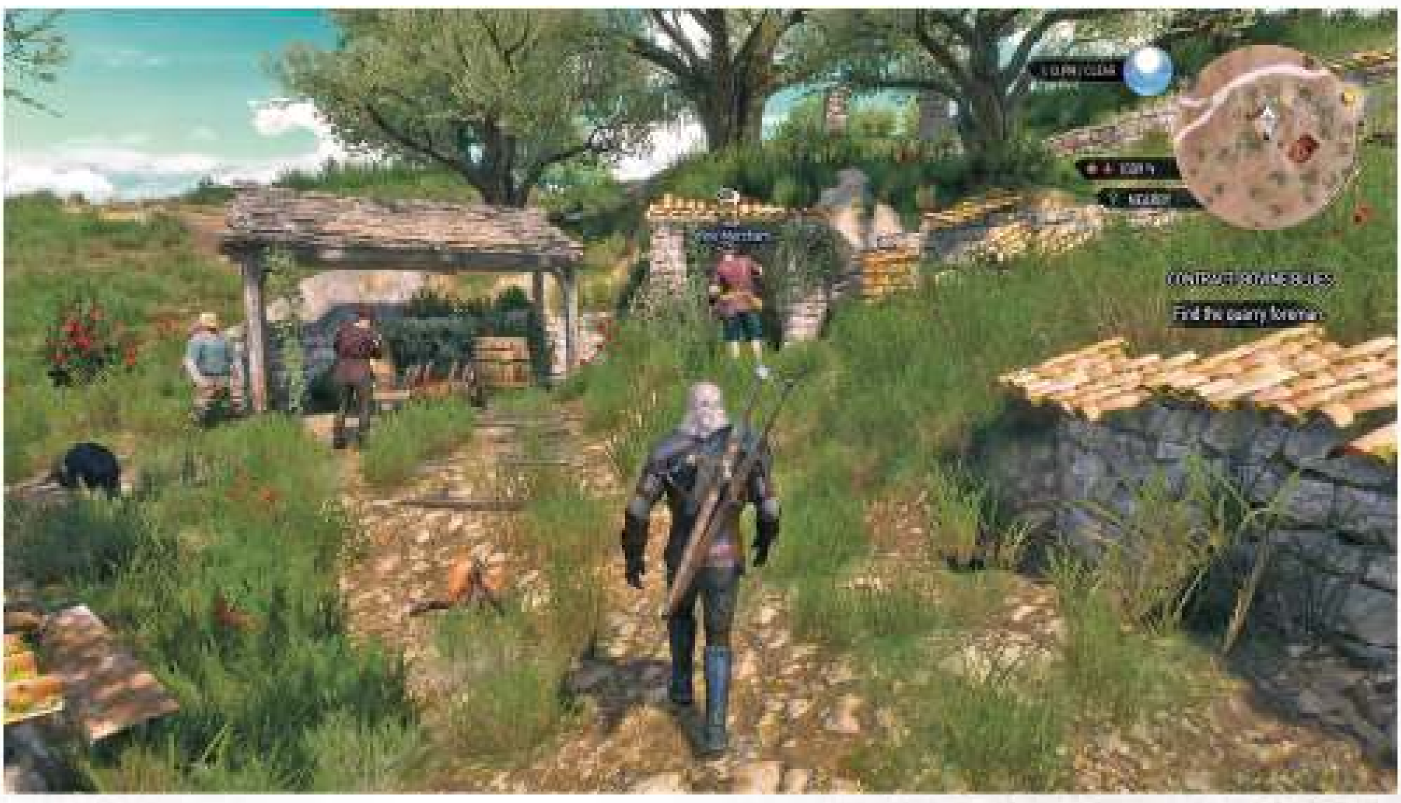
ENEMIES: Alghouls, Ghouls

OBJECTIVES:

- Kill the monsters which have infested the warehouse.
- Return to the contract giver.

QUESTING DECISIONS

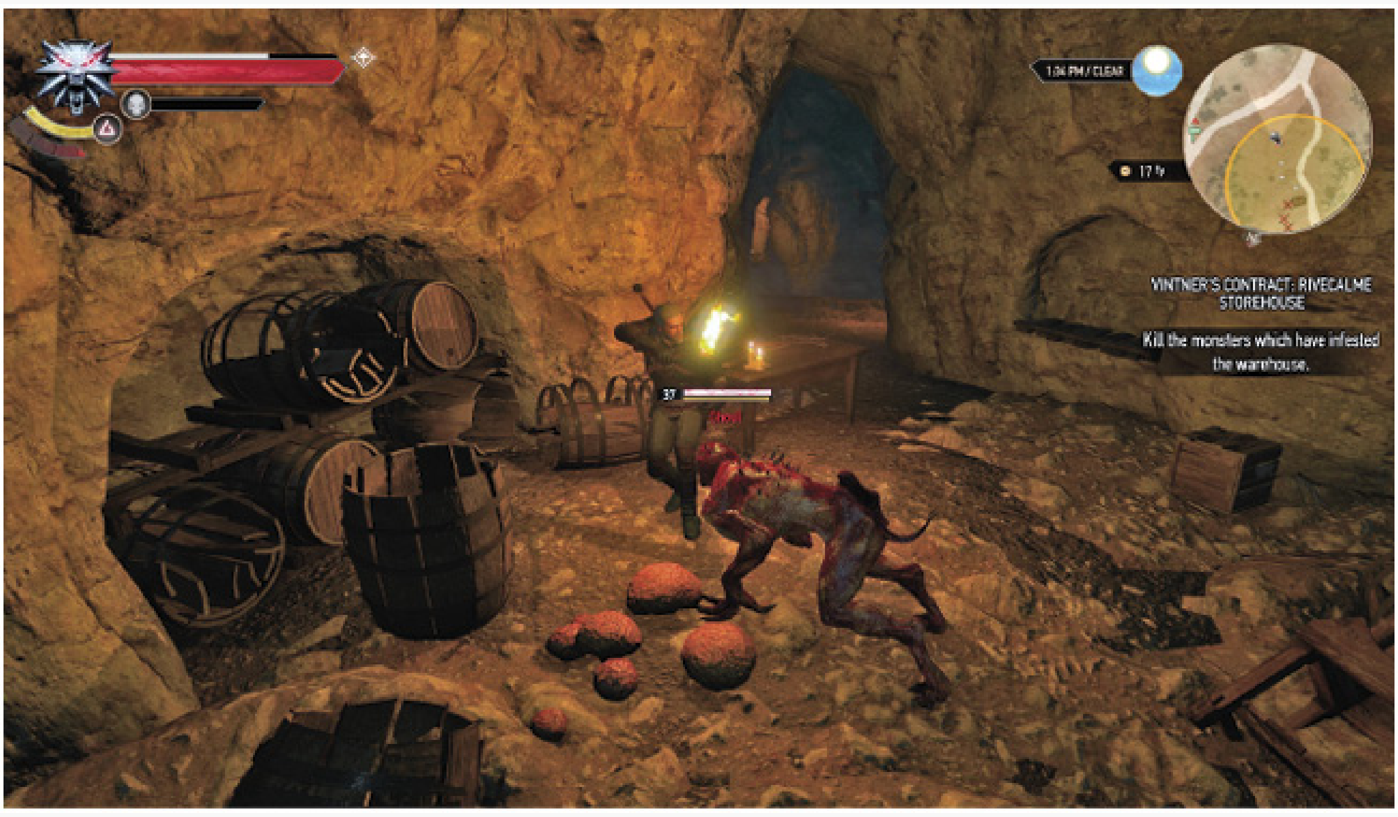
This Quest is stumbled upon while adventuring along the road by the entrance to the storehouse west of the Dulcinea Windmill.



CONTRACT: BOVINE BLUES

Find the quarry foreman.

In the central Sansretour Valley, just west of the Dulcinea Windmill where you first fought a giant, is an area known as Rivecalme. A wine merchant has recently purchased a winery and storage cellar at auction, and is currently refurbishing it. The issue he's having is that the place stinks, and there are loud, strange sounds coming from inside. Agree to take a look inside for signs of monsters, after bargaining up your pay rate if you wish. Then enter the Rivecalme Storehouse.



VINTNER'S CONTRACT: RIVECALME STOREHOUSE

Kill the monsters which have infested the warehouse.

Head down the stone steps, into a large and gloomy cavern where three Necrophages are prowling about. Expect at least one Alghoul. Defeat all of them, before climbing up onto the wooden balcony platform, and seeking out a fourth ghoulish foe in a side chamber. Check the Bestiary on page 737 if you require assistance defeating these revolting foes. Loot the Storehouse if you wish, then return to the Wine Merchant, telling him the place is cleared, and gather your crowns. Wait two days, return here, and you may trade with this merchant, who now has an expanded stock.

Items: Crowns (150+)

Vintner's Contract: Chuchote Cave

Neck-Deep In Trouble! Of The Spider Kind!

DANGER ALERT SPOILER ALERT

B&W VINTNER'S CONTRACT: CHUCHOTE CAVE

RELATED QUESTS: Contract: Big Game Hunter

LOCATIONS: Chuchote Cave

CHARACTERS: Wine Merchant

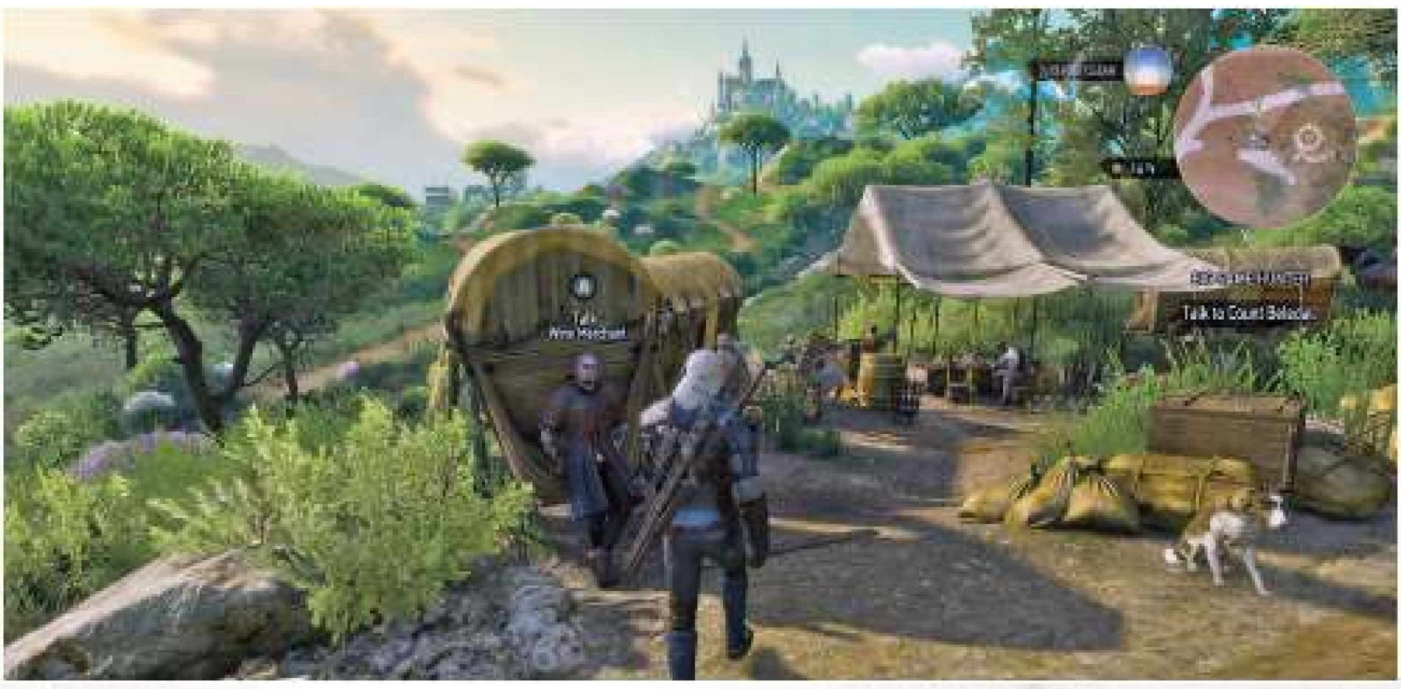
ENEMIES: Arachnomorphs

OBJECTIVES:

- Clear the cave of monsters.
- Return to the contract giver.

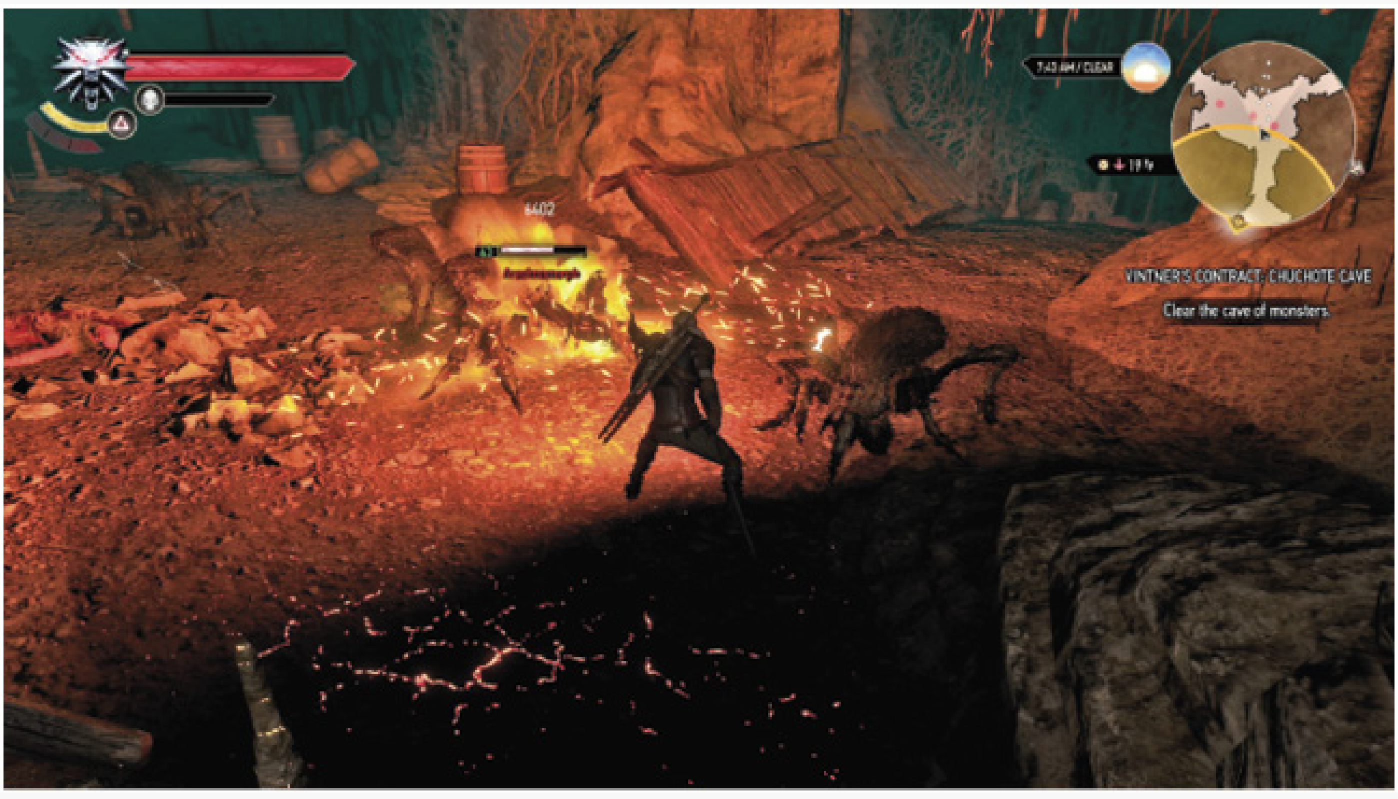
QUESTING DECISIONS

This Quest is stumbled upon while adventuring along the road by the entrance to Chuchote Cave.



On the edge of the Sanseretour Valley and the Gorgon Foothills is the main thoroughfare running south of Castel Ravello Vineyard. As you approach a small cave mouth on a hillock along the north side of the road, you'll also spot a group of vintner caravans, and a Wine Merchant beckoning you over. The merchant explains he's neck-deep in trouble; the Chuchote Caves would be prime barrel storage if it wasn't plagued by Arachnomorphs. Agree to take care of this infestation, optionally bargaining up your pay first.

This cave is reasonably small, and circular so you can maneuver clockwise or counterclockwise around it, slaying around six Arachnomorphs (including one or two big ones) as you go. Consult the Bestiary entry on page 733 if you're having problems with these scuttling beasts. Then optionally check the cave for loot, before returning to the Wine Merchant (usually at the cave mouth) to collect your reward. You can trade with the merchant, too.



Items: Crowns (150+)

Vintner's Contract: Griffin-In-The-Vines

A Whole Lot Of Shaking Going On

DANGER ALERT SPOILER ALERT

BAW VINTNER'S CONTRACT: GRIFFIN-IN-THE-VINES

LOCATIONS: Rioux-Cannes Outpost, Duchaton Crest (Unmarked)

CHARACTERS: Wine Merchant

ENEMIES: Shaelmaar

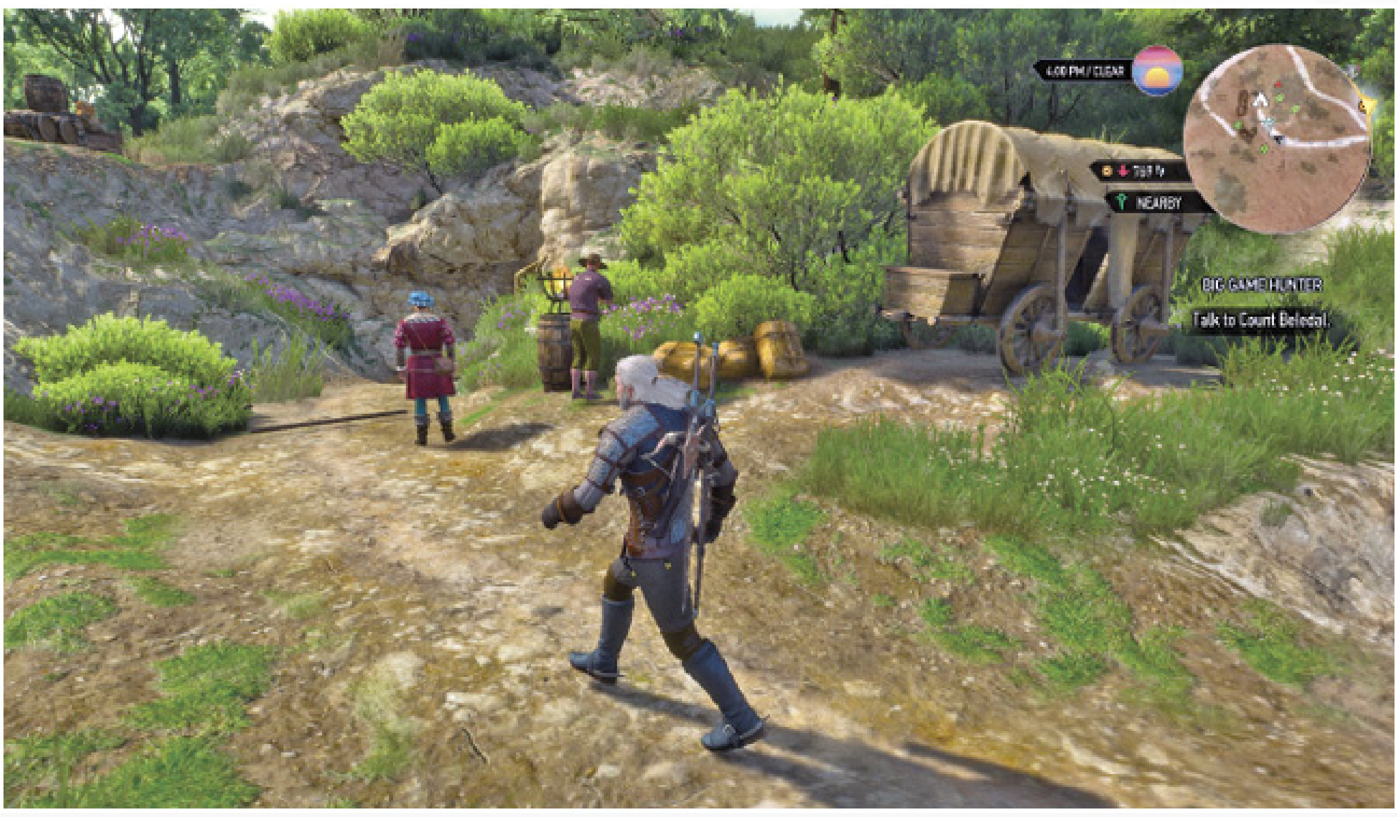
OBJECTIVES:

- Clear the cave of monsters.
- Return to the contract giver.

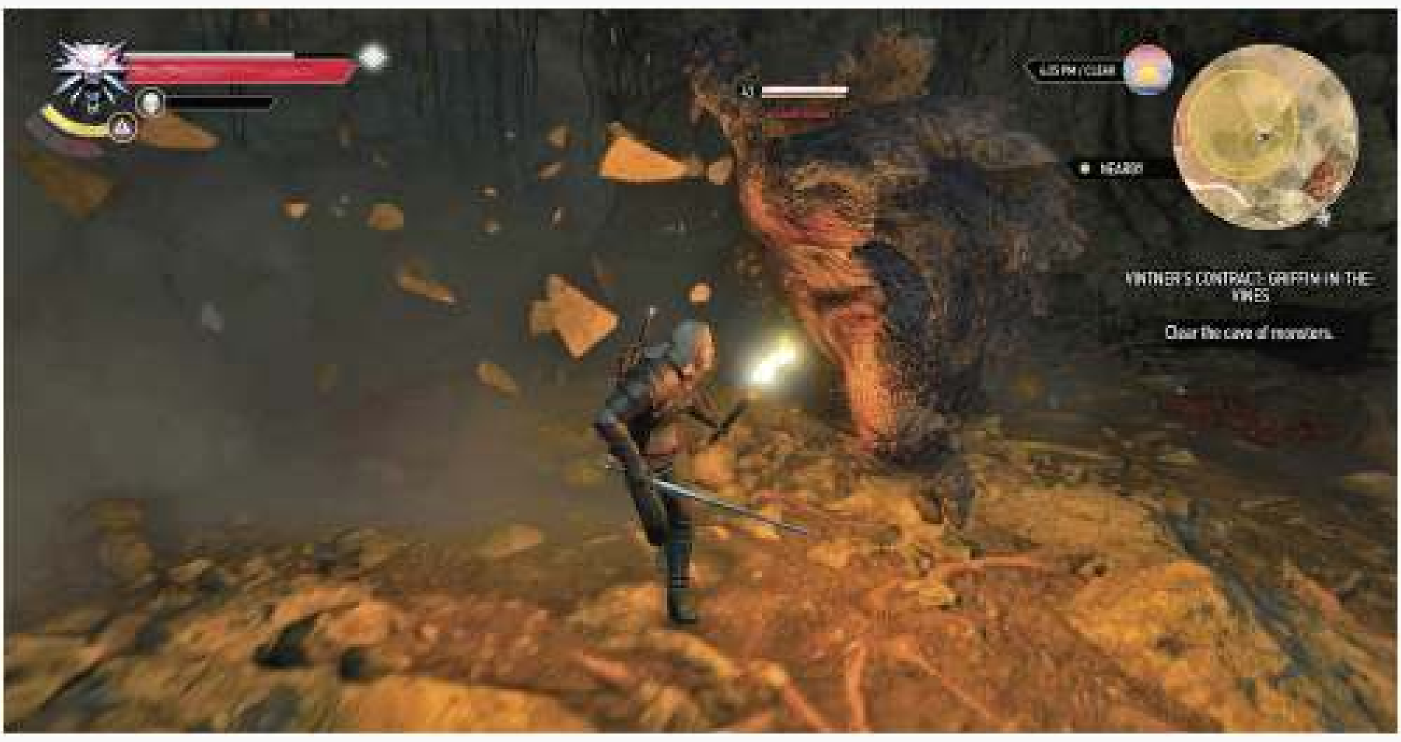
QUESTING DECISIONS

This Quest is stumbled upon while adventuring along the trail southeast of the Rioux-Cannes Outpost.

Deep in the southwestern part of the Gorgon Foothills Territory, just southeast of the Rioux-Cannes Outpost (which is overrun by Harpies), take a trail west from Beauclair Palace, to an area known as Duchaton Crest.



Here, a tarp structure and wagon are nestled near a cave entrance, and a Wine Merchant gazes into the cave, hoping you'll rid it of the monsters contained within. He doesn't quite know what's in the place, nicknamed Griffin-in-the-Vines. Agree to find out, increasing your pay by bargaining first, if you'd like.


4:05 PM / CLEAR
NEARBY
VINTNER'S CONTRACT: GRIFFIN-IN-THE-VINES
Clear the cave of monsters.

The cave has many twisted tree routes and two small side alcoves to pass by, before reaching the first large cavern, which is strangely empty, save for a wooden chair and a few scattered barrels. Head farther into the cave system, roughly northwest, and you hear something large grunting in the distance. Move to the rear cave, where a Shaelmaar lurks! Check the Bestiary on page 748 if you need advice on killing this lumbering animal. Once it is dispatched, return to the surface and collect your reward.

Items: Crowns (200+)

Vintner's Contract: Cleaning Those Hard-To-Reach Places

A Stone-Faced Killer

DANGER ALERT SPOILER ALERT

VINTNER'S CONTRACT: CLEANING THOSE HARD-TO-REACH PLACES

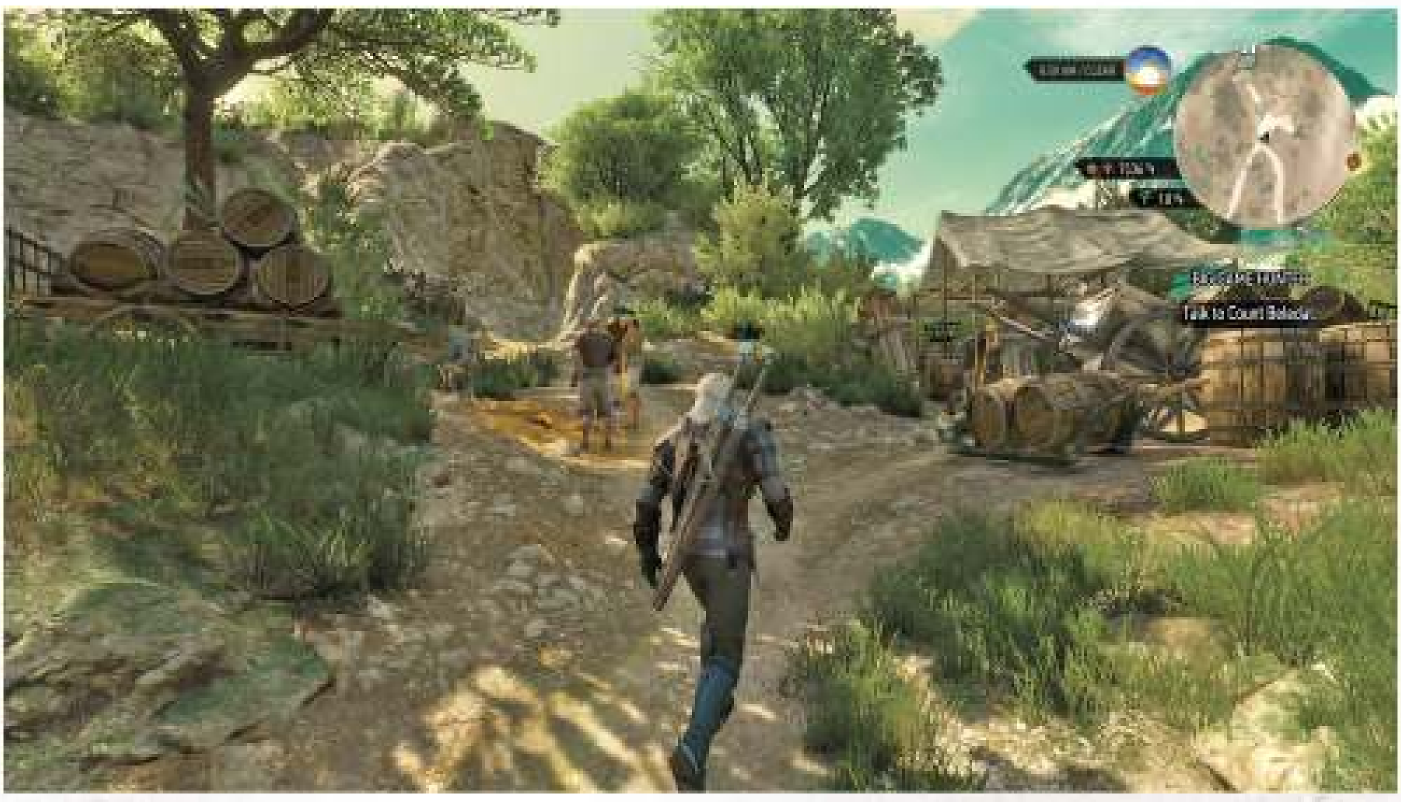
LOCATIONS: Gelenser Farm, Gray Grotto (Unmarked)
CHARACTERS: Wine Merchant
ENEMIES: Gargoyles

OBJECTIVES:

- Kill the monsters which have infested the grotto.
- Return to the contract giver.

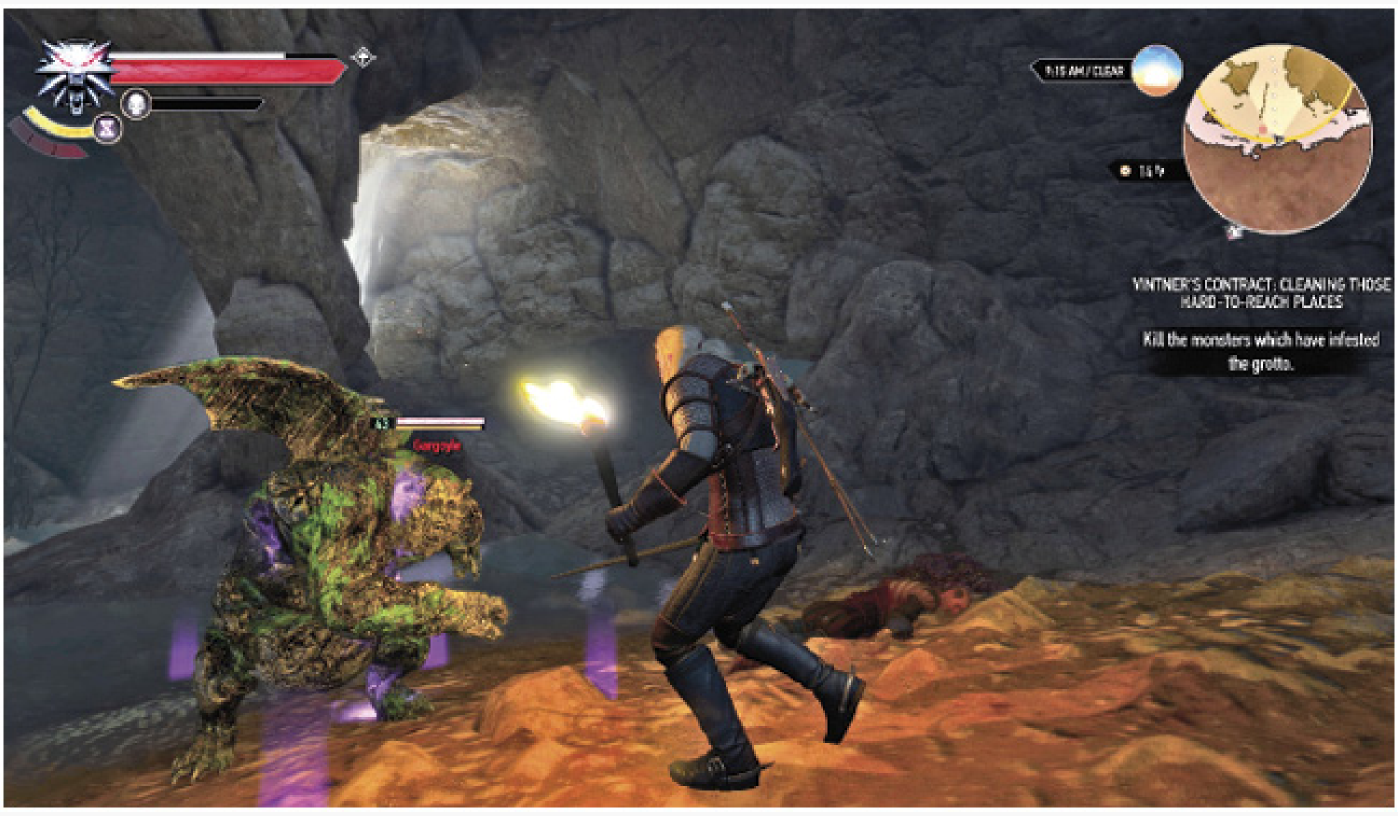
QUESTING DECISIONS

This Quest is stumbled upon while adventuring along the trail north of Gelenser Farm, in Caroberta Woods.



Almost directly due north from Gelenser Farm in Caroberta Woods Territory, but found from a trail leading southwest from the bridge to The Champs Desoles Territory, is a small merchant camp where workers are complaining of evil making its lair in a wine-storing cave. Aside from your noticing the merchant's accent indicates he's not a local (he originally hails from Poviss), he seems a trustworthy sort. Agree to investigate the "arse-clenchingly" frightening sounds coming from within. Bargain him up a bit for your fee, if you wish.

Enter the Gray Grotto, peering over the gap in the left wall as you descend. Leap through the gap to the upper cavern area, and prepare to dish some expert killing blows on a plodding Gargoyle. There's a small waterfall, evidence of elven ruins, and a few chests to scavenge from. Farther into the grotto, you make a second discovery, another Gargoyle to slay. Once both are chipped apart (the Bestiary on page 727 has stratagems to follow), loot the place, and return to the Wine Merchant for a reward and trading opportunities.


9:15 AM / CLEAR
VINTNER'S CONTRACT: CLEANING THOSE HARD-TO-REACH PLACES
Kill the monsters which have infested the grotto.
Gargoyle

Items: Crowns (200+)

Overview

When adventuring across the Northern Realm, you should consider taking time to uncover a variety of lost or well-hidden troves of treasure. These are sub-divided into two types (all within the "Treasure Hunts" section of your Quest menu): "Treasure Hunts" (involving hidden treasure (and occasionally maps) and "Scavenger Hunts" (involving the search for Witcher gear diagrams of great importance). There are also other treasure chests to ransack; not related to either of the "tracked" quest types.

TREASURE HUNTS

In addition to chests or valuables just found strewn or hidden about you, there are 57 Treasure Hunts. These quick tasks start with you finding a clue, indicating the presence of treasure at a predetermined spot. This clue is almost always a note (or occasionally a map) on or near a deceased person, or a chest. There is usually a "glittering" indication that there's something worth checking at the location, so loot it!

In this example (Treasure Hunt: Blood Gold), you find a bloodstained key and letter on this dead deserter.

When you find the note (or map), always check your Quest Items menu and read the parchment; it almost always updates your objectives (and map), and holds a clue to where the treasure may be found, or to the next part of your hunt. Now follow the advice in the guide, searching a (usually nearby) area for the chest that the key opens, or the note mentioned. Sometimes the chest is underwater, or hidden from prying hands. After the treasure is claimed, the hunt is complete!

The reward for finding a Treasure Hunt chest is one or more of the following:

Items: Random diagram(s), armor, gems, valuables, materials, alchemic ingredientas, and/or coins

HIDDEN TREASURE IN THE ATLAS

Are you looking for the treasure chests in the Atlas? Then look for these icons, which show the key or "pick up" point, and the chest location that concludes the quest.

SCAVENGER HUNTS

Scavenger Hunts are much more involved quests for treasure of a specific nature. In each Scavenger Hunt, you must locate a number of diagrams of long-lost Witcher Gear—armor and weapons that are among the best items that you can craft. It is wise to undertake these quests as soon as possible, unless locations have particularly powerful beasts guarding them.

Searching for Witcher gear diagrams can begin in one of two ways:

1. You can explore the Northern Realms, and stumble across the location of a basic diagram for a piece of Witcher Gear, contained in a treasure chest.

2. You can explore the Northern Realms, and visit a merchant, trader, armorer or blacksmith, and purchase a set of maps or notes from them, which give clues to the whereabouts of particular diagrams. The precise vendors to visit are listed at the start of each Scavenger Hunt. Once you purchase and examine the notes or maps, they reveal the location of some of the upgraded gear diagrams from a particular Witcher School, while also starting the quest to find the basic gear too. Specific maps detail between three and six enhanced diagrams, so multiple maps or notes are needed to find everything.

In this example, a visit to the Quartermaster's store at Crow's Perch in Velen allows you to purchase (for around 65 crowns) the third of Adalbert Kermith's maps. This unlocks the first part of the Cat Gear Scavenger Hunt (prompting you to find Basic gear), as well as hinting at the locations for upgraded gear (in this case, all of the Superior Cat Gear). Remember you need to find all of the maps, and complete the Scavenger Hunts in the proper order.

The actual Scavenger Hunt starts with the retrieval of the Basic diagrams for all parts of a particular Witcher School's gear. Once you have all the basic diagrams, you can start accumulating better versions of the basic gear, which are only mentioned in notes or maps you must purchase from vendors. You need to collect these diagrams in a particular order: Basic, Enhanced, Superior, and finally Mastercrafted.

SCAVENGER HUNTS IN THE ATLAS

Are you looking for the Scavenger Hunt chests in the Atlas? Then look for these icons, which show the chest location that concludes the objective for each specific diagram (or groups of diagrams).

THE OTHER WILD HUNT: SCAVENGER HUNT TIPS

Scavenger hunts are "freeform". This means that you don't have to complete the search for Basic gear in any particular order. The order you find the Basic gear is completely up to you, and the methods shown in this guide are optional (though they are optimal).

You can also listen to the conversations of peasants or townsfolk across the land; they sometimes give hints at locations to search (though your guide makes this plan unnecessary).

You must find the upgraded diagrams: Enhanced, Superior, and Mastercrafted.

You need multiple maps or notes (purchased from multiple vendors) to uncover the whereabouts of all these upgraded diagrams.

However, within the clues given by each map, specific diagrams can be found in any order. This means it's usually easiest to visit each vendor, buy all their maps or notes pertaining to Scavenger Hunts, read them all, and start all the Scavenger Hunts at once.

There are diagrams for Viper (Serpentine), Griffin, Cat (Feline), Bear (Ursine), and Wolven gear. Of these, the Scavenger Hunt for Viper gear (consisting of only two swords) does not have upgraded gear. However, there is Viper armor (and gauntlets, boots, and trousers), as well as Venomous Steel and Silver swords that can be gathered in an unmarked quest, as part of the Hearts of Stone Main Quest. Consult that Scavenger Hunt for the specifics.

The Blood and Wine expansion introduces six additional Scavenger Hunts. The first is a simple introduction to the Grand Master armorer Lazare Lafargue of Beauclair. There are five Scavenger Hunts for Grandmaster diagrams from the Griffin, Cat (Feline), Wolf, and Bear (Ursine) Schools, as well as the fabled Manticore School. Collect these diagrams (with the exception of the Manticore School parchments) after you've had Mastercrafted armor for each school made, as these are needed to upgrade each piece of Witcher Gear to Grand Master quality!

1. You can also listen to the conversations of peasants or townsfolk across the land; they sometimes give hints at locations to search (though your guide makes this plan unnecessary).
2. You must find the upgraded diagrams: Enhanced, Superior, and Mastercrafted.
3. You need multiple maps or notes (purchased from multiple vendors) to uncover the whereabouts of all these upgraded diagrams.
4. However, within the clues given by each map, specific diagrams can be found in any order. This means it's usually easiest to visit each vendor, buy all their maps or notes pertaining to Scavenger Hunts, read them all, and start all the Scavenger Hunts at once.
5. There are diagrams for Viper (Serpentine), Griffin, Cat (Feline), Bear (Ursine), and Wolven gear. Of these, the Scavenger Hunt for Viper gear (consisting of only two swords) does not have upgraded gear. However, there is Viper armor (and gauntlets, boots, and trousers), as well as Venomous Steel and Silver swords that can be gathered in an unmarked quest, as part of the Hearts of Stone Main Quest. Consult that Scavenger Hunt for the specifics.
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SCAVENGER HUNT MAPS: A LIST OF VENDORS

The following table shows you the list of merchants, blacksmiths, and armorers you need to visit in order to gather all the necessary notes or maps to find every Witcher School Diagram.

Griffin School Gear

Vendor Type	Location	Map or Note Type	Diagrams to Unlock	Approxmiate Cost
Armorer	Midcopse	Edwin Greloff's First Map	Enhanced Griffin Gear (boots, trousers, steel sword)	20
Armorer	Midcopse	Edwin Greloff's Second Map	Enhanced Griffin Gear (armor, gauntlets, silver sword)	40
Armorer	Hierarch Square (Novigrad City)	Edwin Greloff's Third Map	Super Griffin Gear (all)	45
Master Armorer	Hattori's Armory (Novigrad City)	Edwin Greloff's Fourth Map	Mastercrafted Griffin Gear (all)	100

Cat School Gear

Vendor Type	Location	Map or Note Type	Diagrams to Unlock	Approxmiate Cost
Merchant	Blackbough	Adalbert Kermith's First Map	Enhanced Cat Gear (boots, armor, silver sword)	15
Blacksmith	Blackbough	Adalbert Kermith's Second Map	Enhanced Cat Gear (gauntlets, trousers, steel sword)	30
Quartermaster	Crow's Perch	Adalbert Kermith's Third Map	Super Cat Gear (all)	65
Blacksmith	Lindenvale	Adalbert Kermith's Fourth Map	Mastercrafted Cat Gear (all)	125

Bear School Gear

Vendor Type	Location	Map or Note Type	Diagrams to Unlock	Approxmiate Cost
Armorer	Kaer Trolde (Ard Skellig)	Ibrahim Savi's First Map	Enhanced Bear Gear (silver sword, boots, armor)	25
Armorer	Kaer Trolde (Ard Skellig)	Ibrahim Savi's Second Map	Enhanced Bear Gear (gauntlets, steel sword, trousers)	45
Armorer	Kaer Trolde (Ard Skellig)	Ibrahim Savi's Third Map	Superior Bear Gear (all)	95
Armorer	Kaer Trolde (Ard Skellig)	Ibrahim Savi's Fourth Map	Mastercrafted Bear Gear (all)	190

Wolf School Gear

Vendor Type	Location	Map or Note Type	Diagrams to Unlock	Approxmiate Cost
Master Armorer	Hattori's Armory (Novigrad City)	Well-Preserved Notes by Hieronymus on the Witcher Eigar	Enhanced Wolven Gear (silver sword, boots, armor)	35
Blacksmith	Lindenvale	Slightly Torn Notes by Hieronymus on the Witcher Eigar	Enhanced Wolven Gear (gauntlets, trousers, steel sword)	40
Armorer	Kaer Trolde (Ard Skellig)	Damp, Moldy Notes by Hieronymus on the Witcher Eigar	Superior Wolven Gear (armor, steel sword, silver sword)	50
Armorer	Hierarch Square (Novigrad City)	Heavily Faded Notes by Hieronymus on the Witcher Eigar	Superior Wolven Gear (gauntlets, boots, trousers)	60
Master Armorer	Hattori's Armory (Novigrad City)	Worn-Out and Faded Notes by Hieronymus on the Witcher Eigar	Mastercrafted Wolven Gear (steel sword, armor, silver sword)	70
Armorer	Kaer Trolde (Ard Skellig)	Notes on Parchment by Hieronymus on the Witcher Eigar	Mastercrafted Wolven Gear (gauntlets, boots, trousers)	85

Grandmaster Gear

Vendor Type	Location	Map or Note Type	Diagrams to Unlock	Approxmiate Cost
Grandmaster Armorer	Lazare Lafargue (Beauclair)	N/A	Grandmaster Witcher Gear Scavenger Hunts	N/A

OTHER TREASURE TYPES: HIDDEN TREASURE

There are plenty of other chests hidden in cellars or atop towers throughout the Northern Realms, and these are known as "Hidden Treasure". These are chests containing one or more of the following: Coins, gems, diagrams, manuscripts, pages, notes, weapons, armor, equipment, or other items deemed worth your time finding. There is a vast number of these, and you are fortunate that the guide's Atlas flags the location of each one. Aside from the following examples, you should check the Atlas maps for all other chests of note.

HIDDEN TREASURE: SMUGGLER'S CACHE

Search for a small item or items, sometimes valuable, hidden inside a chests or bundle, such as these hidden under a bridge.

HIDDEN TREASURE: SPOILS OF WAR

Usually at a site of a battle, now possibly pockmarked with the bodies of the fallen; explore the area for valuables, such as this chest in a sunken rowboat, with its other section floating on the river.

HIDDEN TREASURE: GUARDED TREASURE

Expect treasure guarded by an enemy or monsters in the vicinity. The type of enemy is listed in the Atlas, such as this Bilge Hag's lair in southern Velen.

HIDDEN TREASURE: GOOD CHESTS

Find reasonably valuable and random items in this type of chest, such as this one hidden on the broken bridge north of the Nilfgaardian garrison in White Orchard. These chests don't appear on your World Map; only in this guide's Atlas.

HIDDEN TREASURE: BETTER CHESTS

Find more valuable, and better quality random items in this type of chest, such as this one hidden behind a weakened wall (Aard was used to break through) in the Nilfgaardian garrison in White Orchard. These chests don't appear on your World Map; only in this guide's Atlas.

HIDDEN TREASURE: RELIC CHESTS

Find extremely valuable relics (armor or weapons) found in this chest (or sometimes on the corpse of an individual). Such valuables are not always guaranteed, and are usually random, such as this one found inside a locked room in the main longhouse in Freya's Garden, on the isle of Hindersfjall.

PINPOINTING YOUR LOOT

Need help pinpointing all these chests? Then compare the location of a chest you're interested in on the Atlas map. Then bring up your World Map, and "Place Custom Marker" on the location where this guide says a chest is located. That way it appears on your compass, making it very easy to find!

TREASURE HUNTS

Name of Treasure Hunt	Page
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Velen – No Man's Land	
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Don't Play with the Gods	558
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BAW The Last Exploits of Selina's Gang	571
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BAW Around the World in…Eight Days	572
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BAW The Toussaint Prison Experiment	573
BAW The Suffereing of Young Francois	573
BAW But Other Than That, How Did You Enjoy the Play?	573
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BAW Applied Escapology	574
BAW Filbert Always Pays His Debts	575
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SCAVENGER HUNTS

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Cat School Gear (Basic)	585
Cat School Gear (Enhanced)	587
Cat School Gear (Superior)	589
Cat School Gear (Mastercrafted)	589
Bear School Gear (Basic)	591
Bear School Gear (Enhanced)	593
Bear School Gear (Superior)	594
Bear School Gear (Mastercrafted)	595
DLC Wolf School Gear (Basic)	597
DLC Wolf School Gear (Enhanced)	598
DLC Wolf School Gear (Superior)	600
DLC Wolf School Gear (Mastercrafted)	602
BAW Master Master Master Master	604
BAW Grandmaster Griffin Gear	605
BAW Grandmaster Feline Gear	606
BAW Grandmaster Wolven Gear	608
BAW Grandmaster Ursine Gear	610
BAW Grandmaster Manticore Gear	611

Treasure Hunts

Deserter Gold

DANGER ALERT SPOILER ALERT

DESERTER GOLD

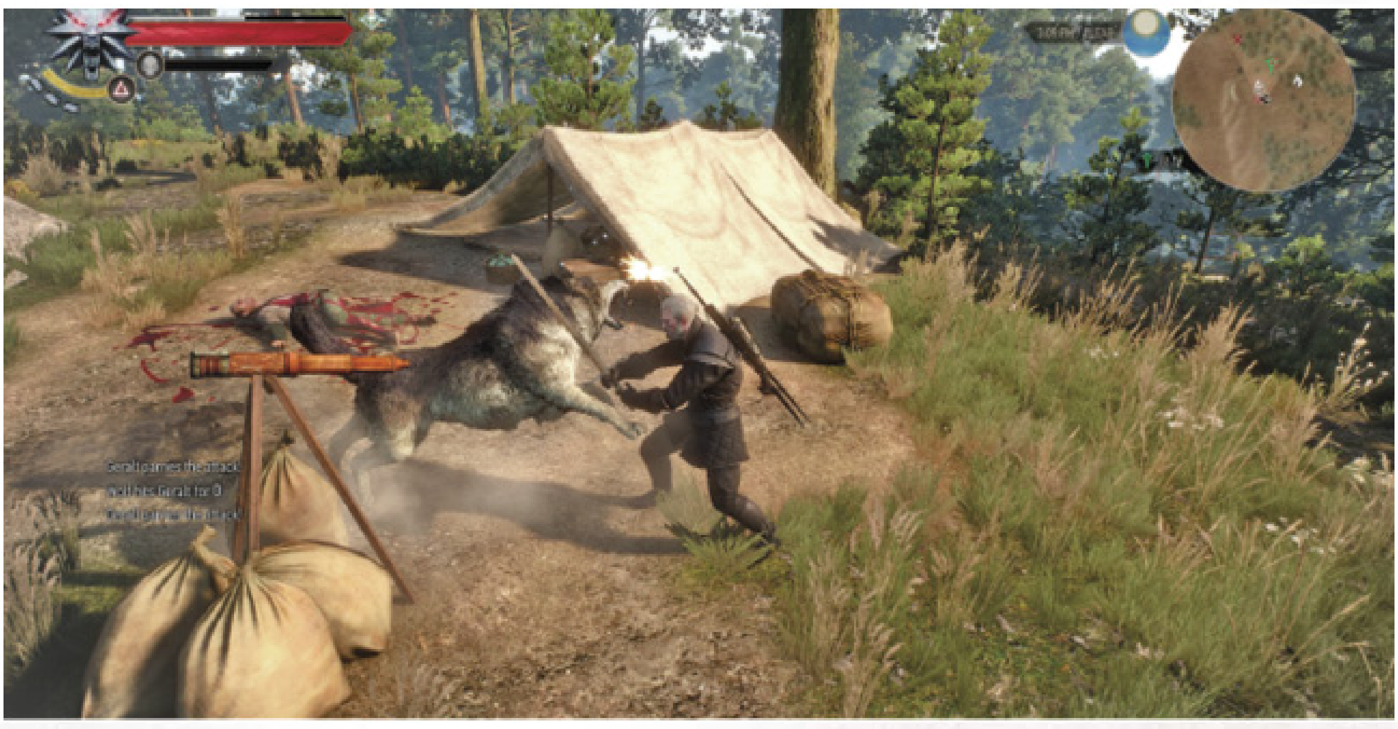
RELATED QUESTS: Treasure Hunt: Temerian Valuables
LOCATIONS: Mill, Lookout Camp (Unmarked)
ENEMIES: Wolves, Deserters

TROOP AND TREASURE MOVEMENTS REVEALED

OBJECTIVE:

- Read the letter you found.

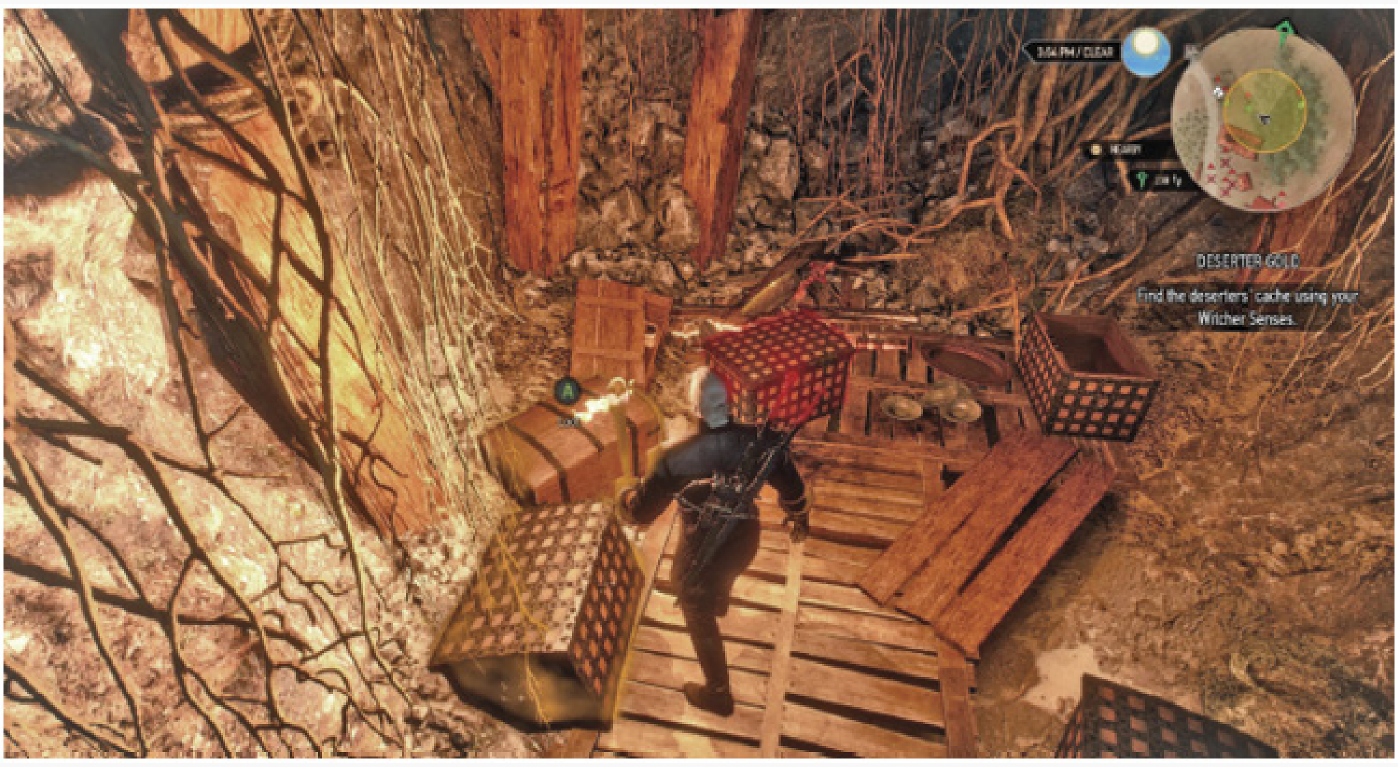
From the Mill Signpost, gallop in a roughly northeast direction, across the undulating hillside, to a small lookout camp atop a hill. Expect a pack of around four wolves to prowl the camp. A spy has recently been mauled, and his corpse is lying close to a tent and telescope. Feel free to inspect him, before prying some notes from the small box at the tent entrance.



Items: Spy's Notes

OBJECTIVE:

- Find the deserters' cache using your Witcher Senses.



The notes make mention of a hidden cache. Ride southwest, back down to the Mill, and be ready to engage around six Deserters between the windmill and the dilapidated cottage.

After combat, head into the cottage, optionally use Aard to remove some floorboard clutter, drop into an earthen cellar, and smash open the rickety door with Aard. There's a large number of chests in here, though one is locked (and only opened during Treasure Hunt: Temerian Valuables). The brown chest to the left of the locked one holds the valuables you need to complete this hunt.

Treasure Hunts

Dirty Funds

DANGER ALERT SPOILER ALERT

DIRTY FUNDS

LOCATIONS: Mill, Deserters' Outpost (Unmarked), Deserters' Camp (Unmarked)

ENEMIES: Wolves, Deserters

JUST DESSERTS FOR THE DIRTY DESERTERS

OBJECTIVE:

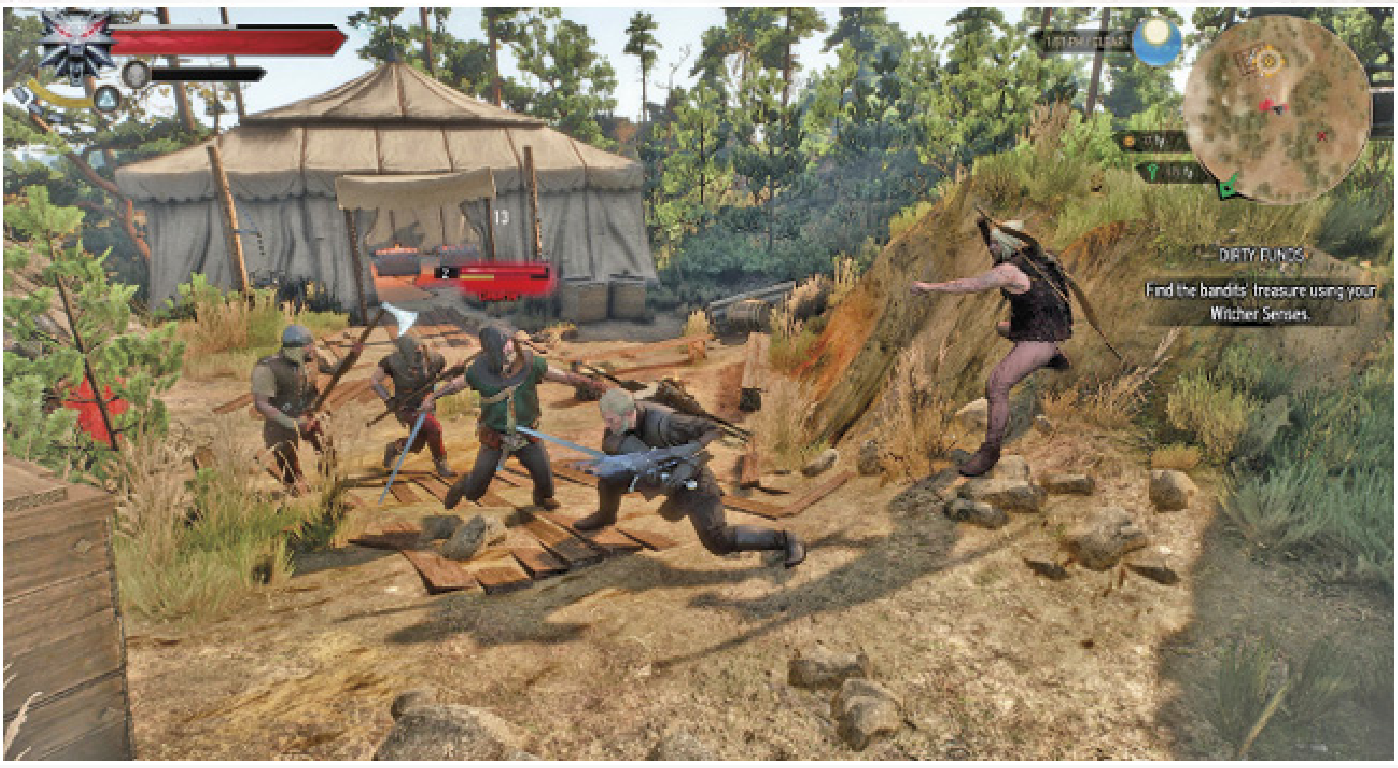
- Read the letter you found.

Around midway between the Mill (to the west) and Cackler Bridge (to the east) is a wooded dell where a group of deserters has made a small outpost home. That is, until recently as only wolves prowl this rudimentary camp, filled with stolen shields and equipment. After dealing with any threats, open the chest on the edge of the main tent (use your Witcher Senses to find it). Aside from random loot, a set of scrawled notes makes interesting reading.

Items: Scrawled Notes

OBJECTIVE:

- Find the bandit's treasure using your Witcher Senses.



The handwritten scrawl makes mention of treasure hoarded nearby. Head eastward, and slightly north, uphill to an area just north of Cackler Bridge. As you might expect, the six or so Deserters are well-armed; a couple have shields, and there are two archers to deal with.

After the Deserters have been stopped, it's time to try a bit of looting yourself. Enter the main tent atop the hill, and ransack it. Aside from the two main bed chests, the smaller chest in the corner (far right in the picture) holds the random loot you crave.

Treasure Hunts

Temerian Valuables

DANGER ALERT
SPOILER ALERT

TEMERIAN VALUABLES

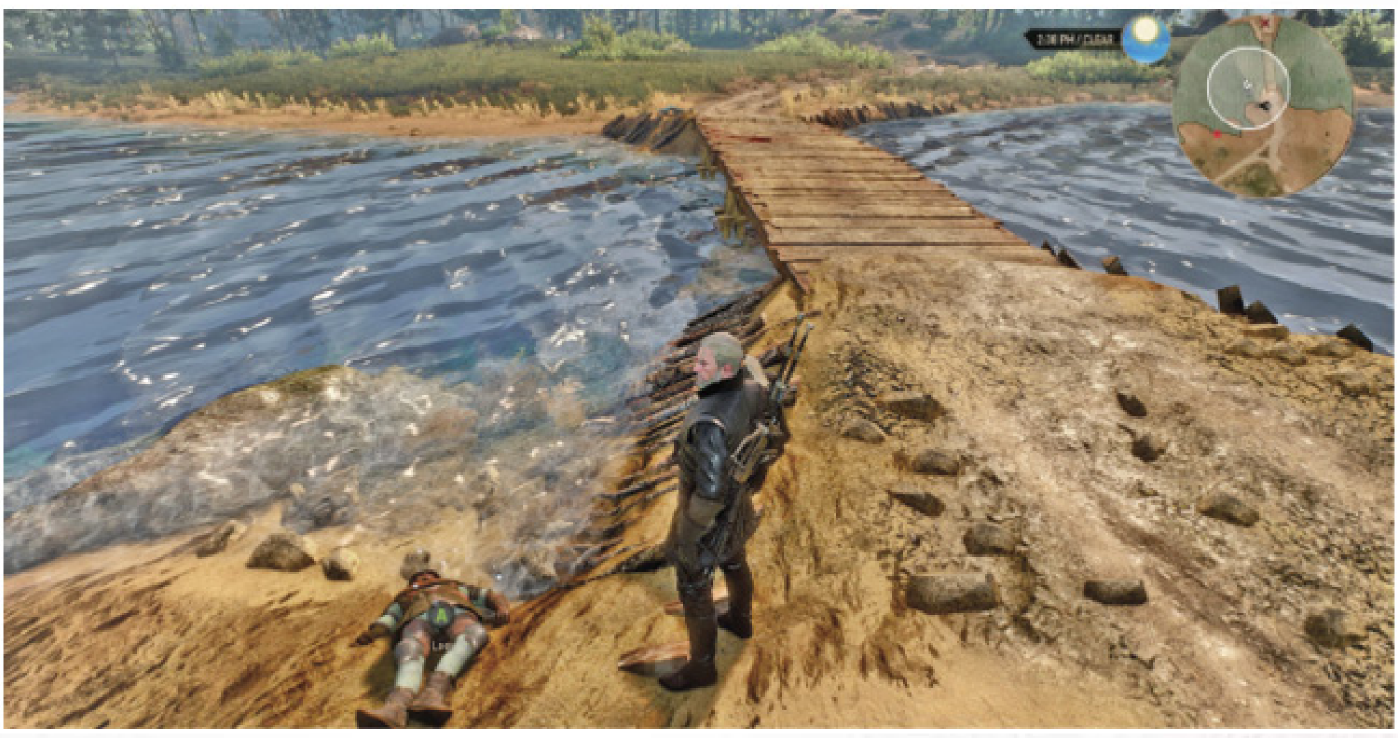
RELATED QUESTS: Treasure Hunt: Deserter Gold
LOCATIONS: Mill, Mill Bridge (Unmarked)
ENEMIES: Drowners, Deserters

WAGON LOST, TREASURE FOUND

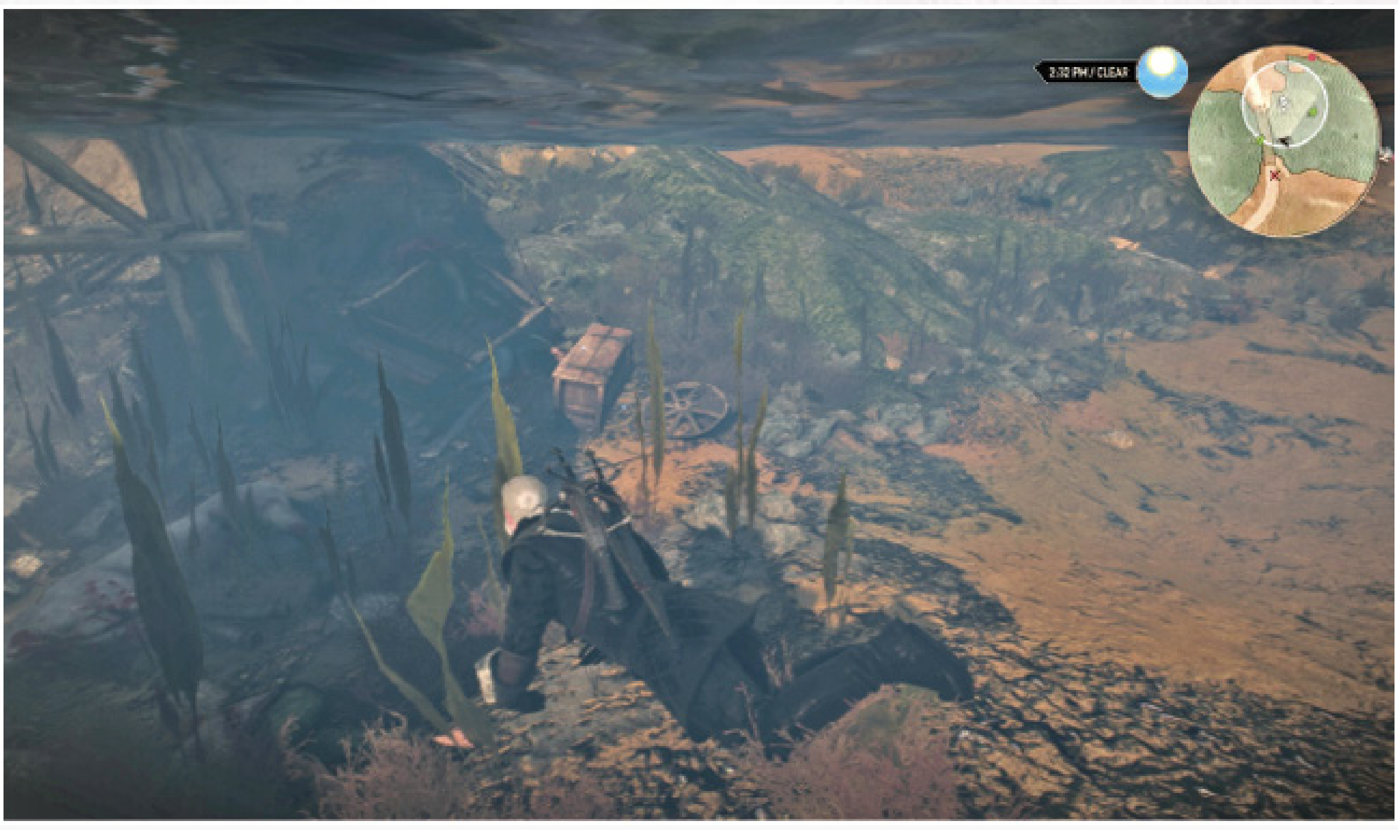
OBJECTIVE:

- Read the document you found.

Begin this hunt from the Mill signpost, riding west toward the rickety low wooden bridge over the river. Expect at least two Drowners to leap at you as you cross to the opposite side. Cross the bridge to the western side, and look for the corpse of a man holding an ornate key. Take it.



Items: Temerian lily key



The key opens a chest in the water below the bridge, where the wagon the man was driving came a cropper. Aside from coin and some Temerian loot, there are some military orders to read.

Items: Blood-soaked military orders

OBJECTIVE:

- Find the lost Temerian treasure using your Witcher Senses.

The orders indicate some lost Temerian treasure is nearby. Ride east, back to the Mill, and be ready to engage around six Deserters between the windmill and the dilapidated cottage. After combat, head into the cottage, optionally use Aard to remove some floorboard clutter, drop into an earthern cellar, and smash open the rickety door with Aard. There's a large number of chests in here, though one is related to Treasure Hunt: Deserter Gold. The only locked chest holds the valuables you're after, mainly Temerian items you can sell for profit and a scribbled note to read if you wish.

Treasure Hunts

Grayrocks: An Unfortunate Turn Of Events

DANGER ALERT SPOILER ALERT

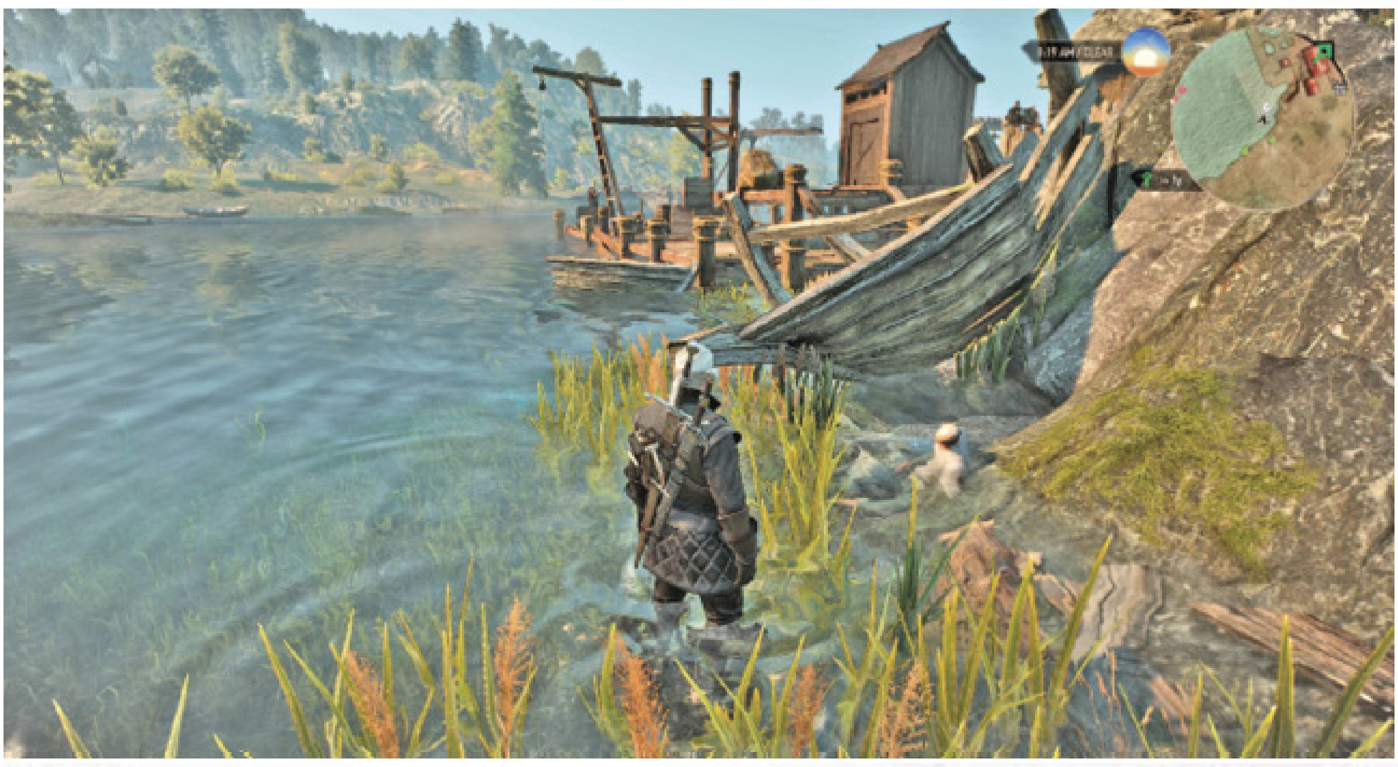
GRAYROCKS: AN UNFORTUNATE TURN OF EVENTS

LOCATIONS: Devil's Pit, Fireburst Harbor (Unmarked)
ENEMIES: Drowners

WHO PAYS THE FERRYMAN?

OBJECTIVE:

- Read the letter you found.



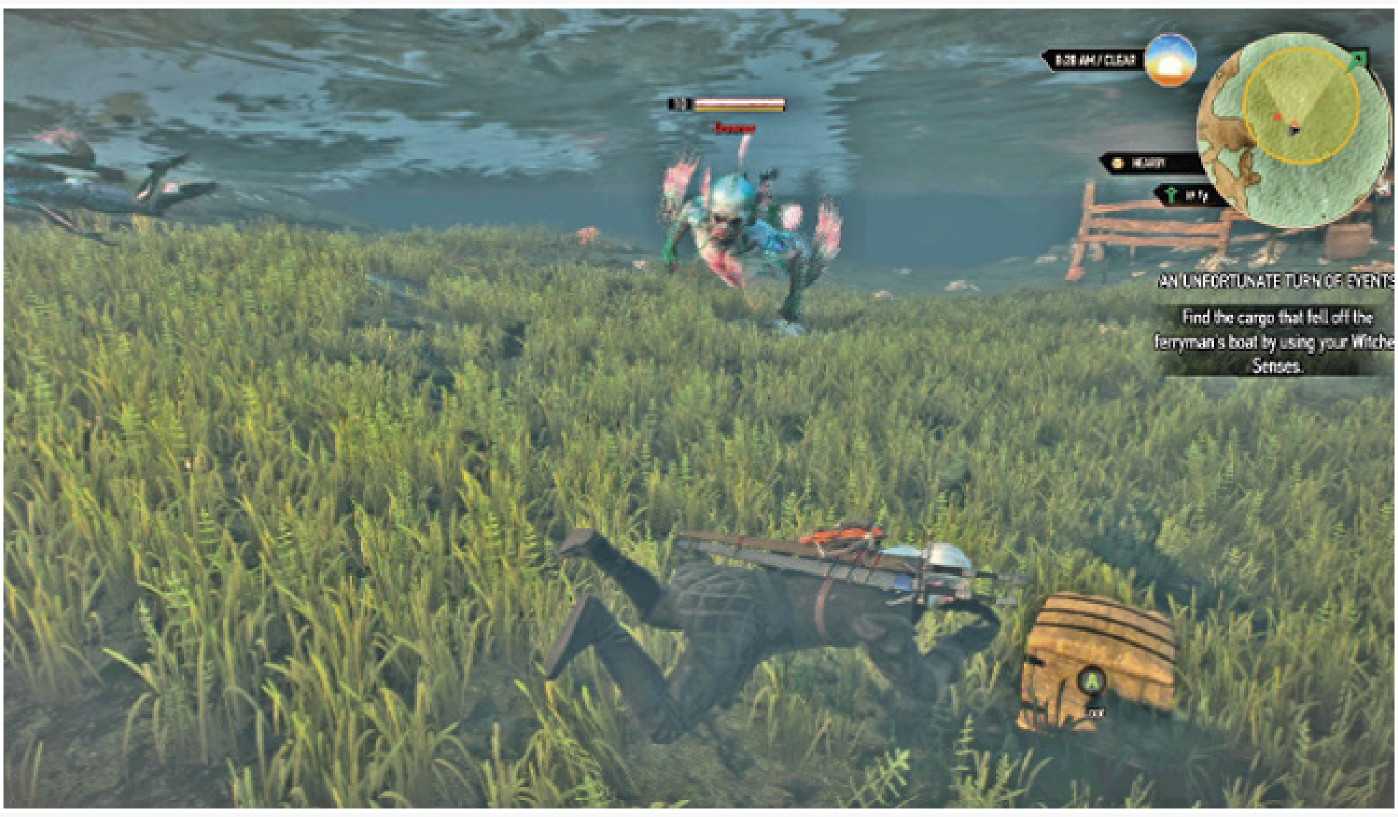
On the southern edge of Grayrocks territory, midway between Devil's Pit (to the north) and Lurtch (across the river to the south), is the unmarked Fireburst Harbor. When you arrive at Fireburst Harbor (the out-building and small docks on the north side of the river), it's a good idea to liberate the area from around five frothing Drowners.

Once the Nilfgaardians and peasantry are back, follow the rickety pier platform east along the river bank to a waterlogged corpse. Pry the following missive from the man's flaccid fingers:

Items: Unsent letter

OBJECTIVE:

- Find the cargo that fell off the ferryman's boat by using your Witcher Senses.



AN UNFORTUNATE TURN OF EVENTS

Find the cargo that fell off the ferryman's boat by using your Witche Senses.

The note indicates a place in the river where a shipment of valuables sank. Gather your crossbow to ward off any Drowners while you're underwater, and swim out to the area of interest, south of you in the middle of the river. Among the weeds is a treasure chest to loot.

Treasure Hunts

Grayrocks: The Things Men Do For Coin…

DANGER ALERT
SPOILER ALERT
GRAYROCKS: THE THINGS MEN DO FOR COIN…

LOCATIONS: Border Post, Nekker Island (Unmarked)

ENEMIES: Nekkers

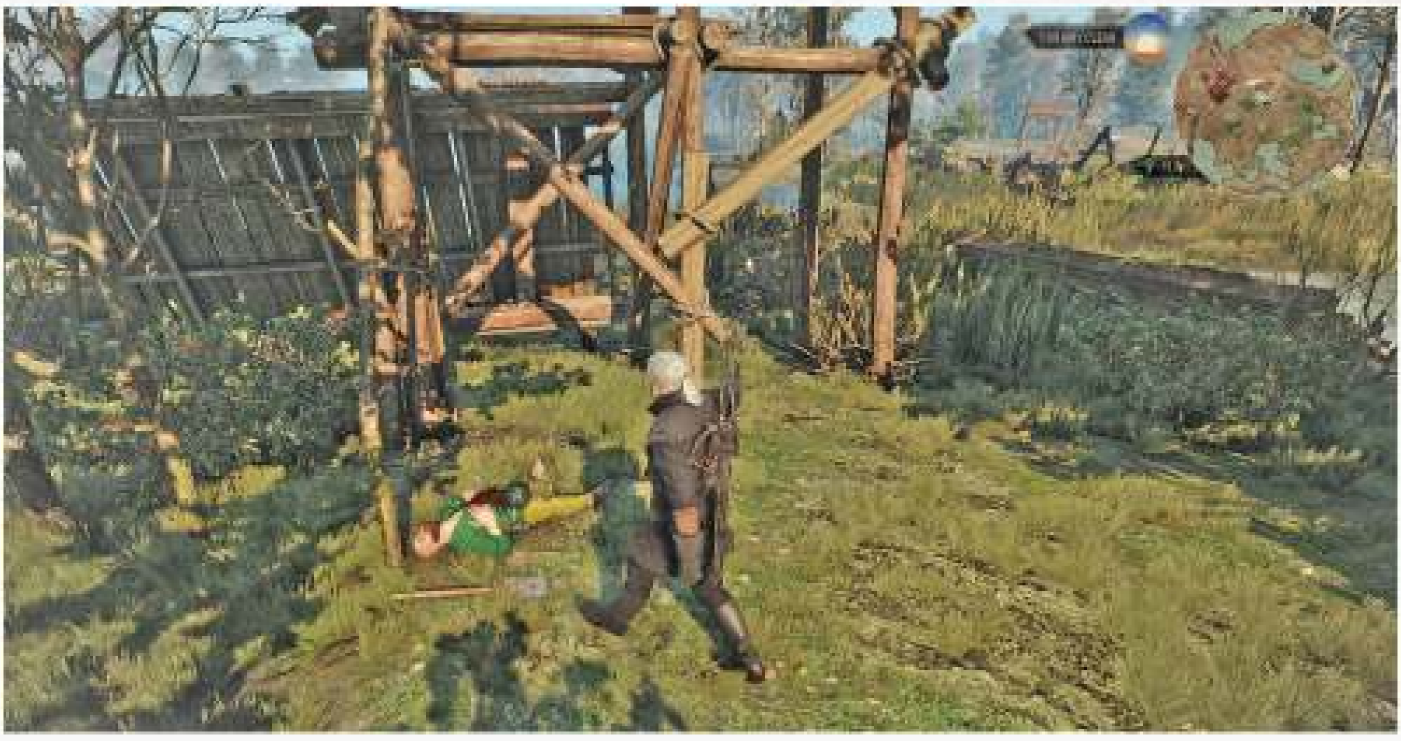
ATROCITIES ON NEKKER ISLE

OBJECTIVE:

- Read the letter you found.

South and a little east of Ursten, and west of Border Post is a marshy river crossing that has seen hideous casualties in the recent conflict. Pick your way past the wooden wreckage, and don't rest until a pack of around eight Nekkers have joined the massive pile of corpses in the central part of the island.

Close to the swarm of Nekkers, near the disgusting corpse pile, are the remains of a dwarf under a wooden scaffold. Search him for a key and a note.



Items: Treasure key, Letter

OBJECTIVE:

- Find the looters' valuables using your Witcher Senses.

The dwarf was bleeding heavily before he died, so use your Witcher Senses to follow the patches of blood around the bushes toward the large corpse pile and fallen wooden defenses. Tucked between the pile and partly concealed under the cluster of planks is a small chest to loot.

Grayrocks: Dowry

DANGER ALERT SPOILER ALERT

GRAYROCKS: DOWRY

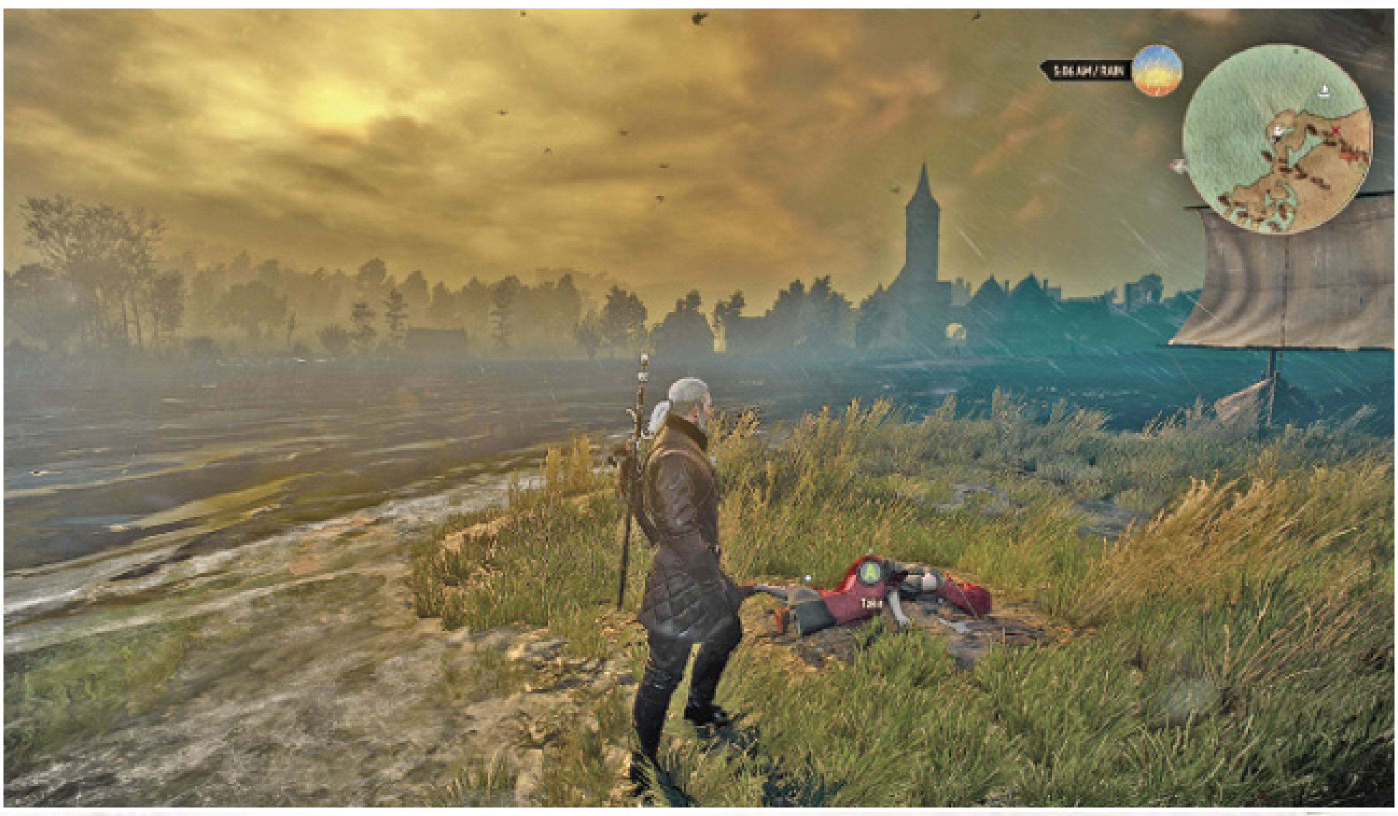
LOCATIONS: White Eagle Fort, Gustfields Farm, Basilisk Island (Unmarked)
ENEMIES: Basilisk

A DERANGED MARRIAGE

OBJECTIVE:

- Read the letter you found.

Almost directly north of White Eagle Fort, and due west of Gustfields Farm (in the territory of the same name), across the river northwest of Oxenfurt, is a series of low-lying swamps (where the skeletal remains of war defenses are slowly sinking into the river). The place is known unofficially as Basilisk island, for reasons that become abundantly clear when you venture toward the treasure location. Prepare to defeat one of these frightening, flying monstrosities! Need help? Consult the Bestiary on page 72.



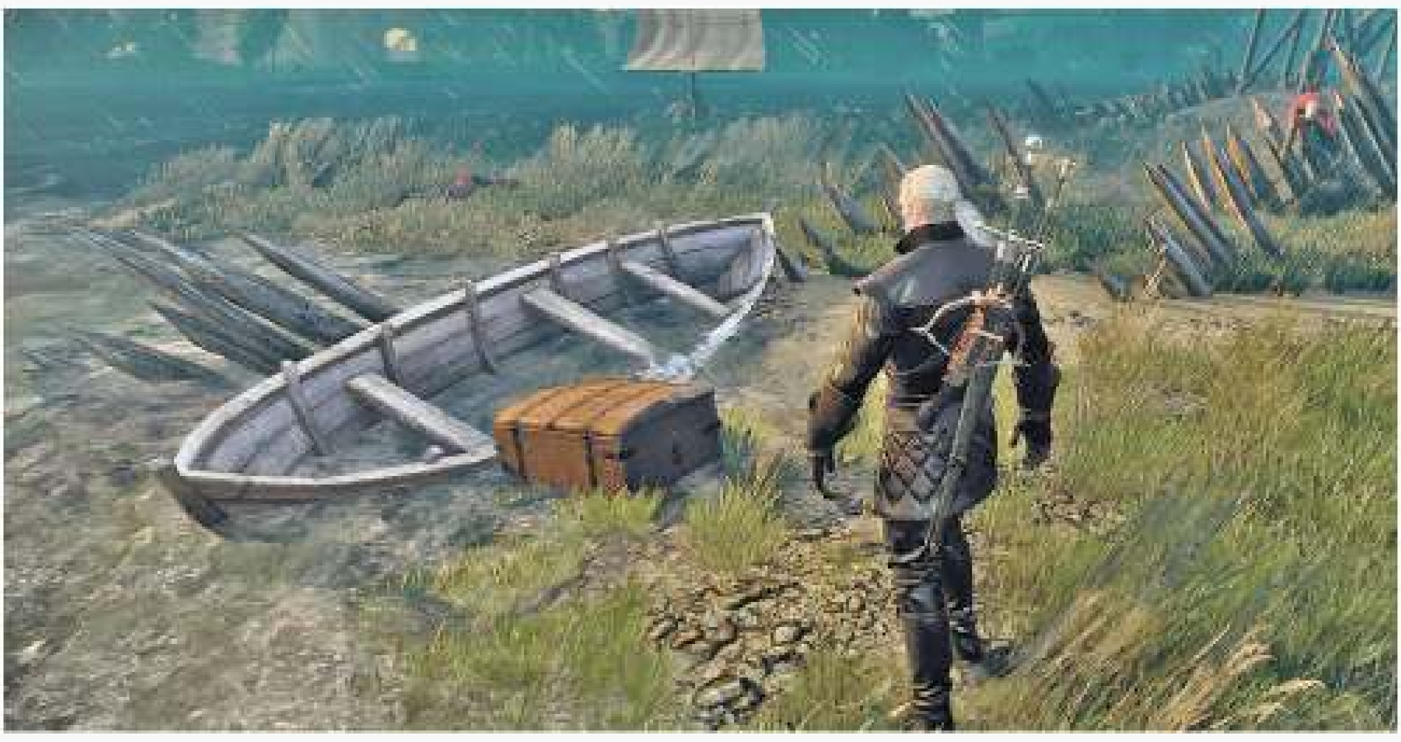
After the fight, scour the shoreline in this area for the remains of a woman, who is carrying the following items of interest. The letter is to her father, regarding a marriage the old man wasn't particularly keen on. Not that it matters any more…

Items: Slightly bent key, Unsent letter

OBJECTIVE:

- Find the treasure chest using your Witcher Senses.

Make the best of the situation by finding the treasure the woman was ferrying away from her father; it is located in the chest on the shore, close to the rowboat, only a few feet away. Use your Witcher Senses if it isn't immediately visible.



Treasure Hunts

Grayrocks: Blood Gold

DANGER ALERT

SPOILER ALERT

GRAYROCKS: BLOOD GOLD

LOCATIONS: White Eagle Fort, Prospectors' Camp (Unmarked)

ENEMIES: Drowners

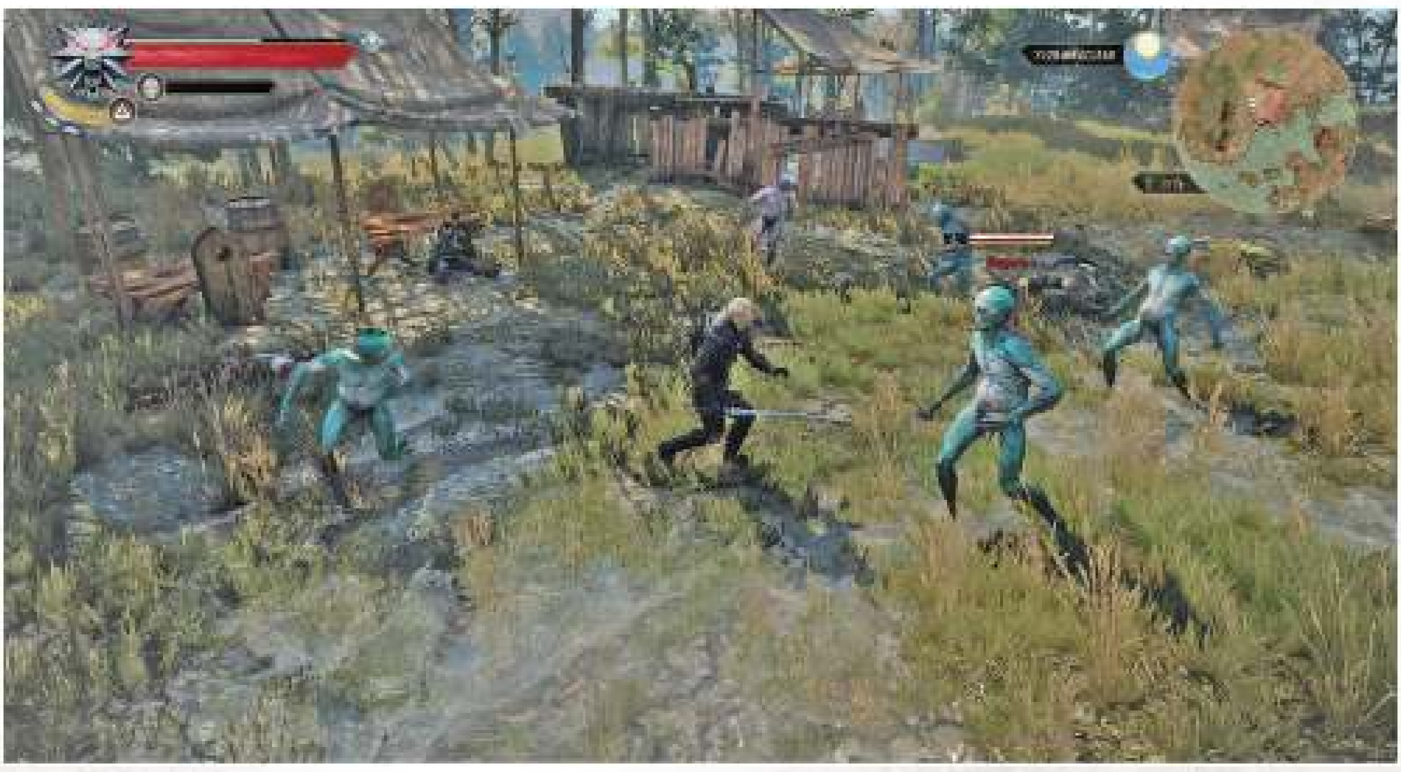
THERE WILL BE BLOOD

OBJECTIVE:

- Read the notes you found.

Northwest of White Eagle Fort, in the expanse of marsh land to the east of Hindhold, are the remains of an old prospectors' camp. Expect at least eight foes as you close in on the shabby and moldly tents and rotting wood huts. A cluster of six usually attack as you close in on the remains of a dead deserter.

The deserter has an interesting letter on his person, revealing his last moments on the run. Gather all his belongings, including the key.

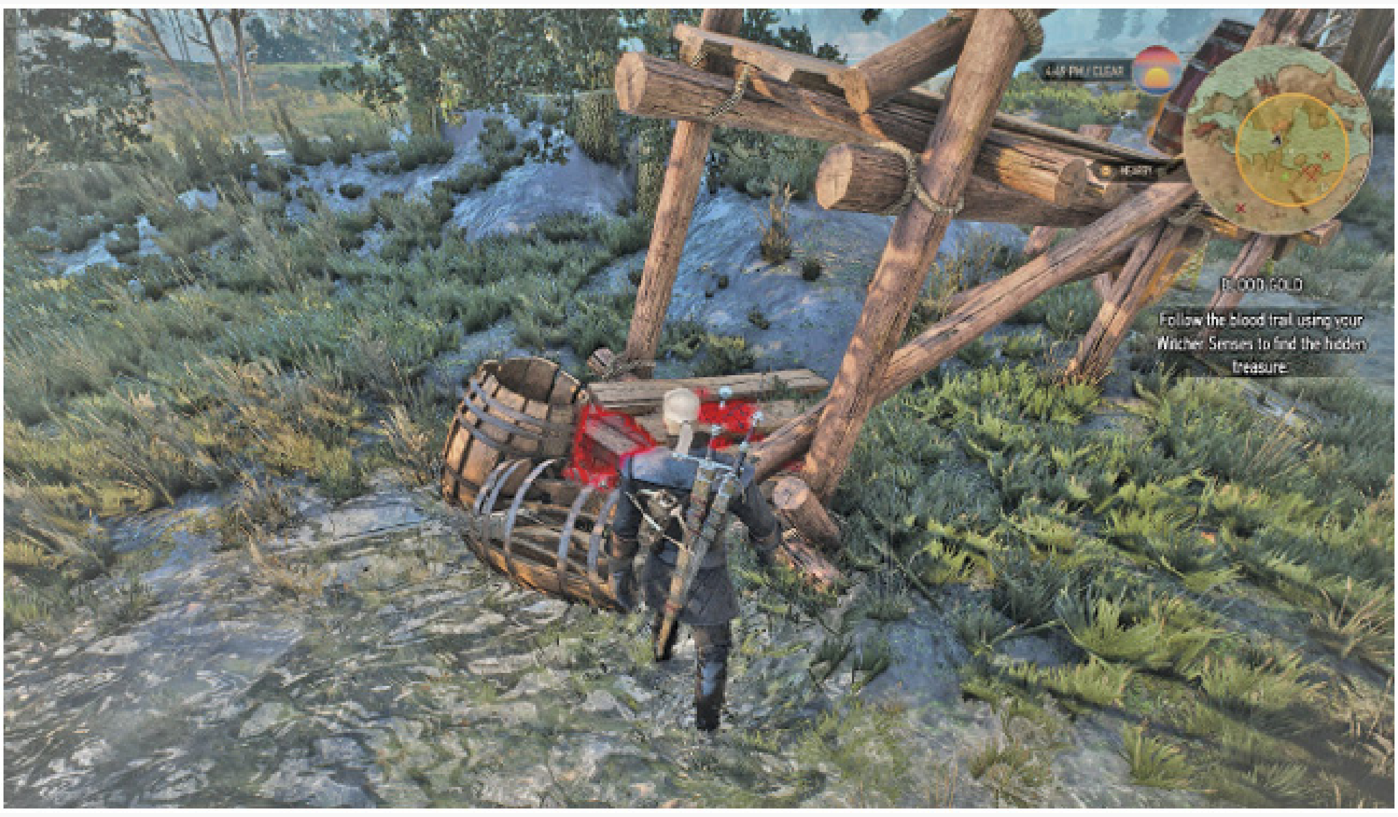


Items: Bloodstained key, Bloodstained letter

OBJECTIVE:

- Follow the blood trail using your Witcher Senses to find the hidden treasure.

With your Witcher Senses, follow the patches of blood across the swamp to the sagging wooden defenses, and a couple of barrels shoved against some planks. Use Aard to destroy the barrels, revealing a long chest to ransack.



BLOOD GOLD

Follow the blood trail using your Witcher Senses to find the hidden treasure.

Treasure Hunts

Grayrocks: Tough Luck

DANGER ALERT SPOILER ALERT

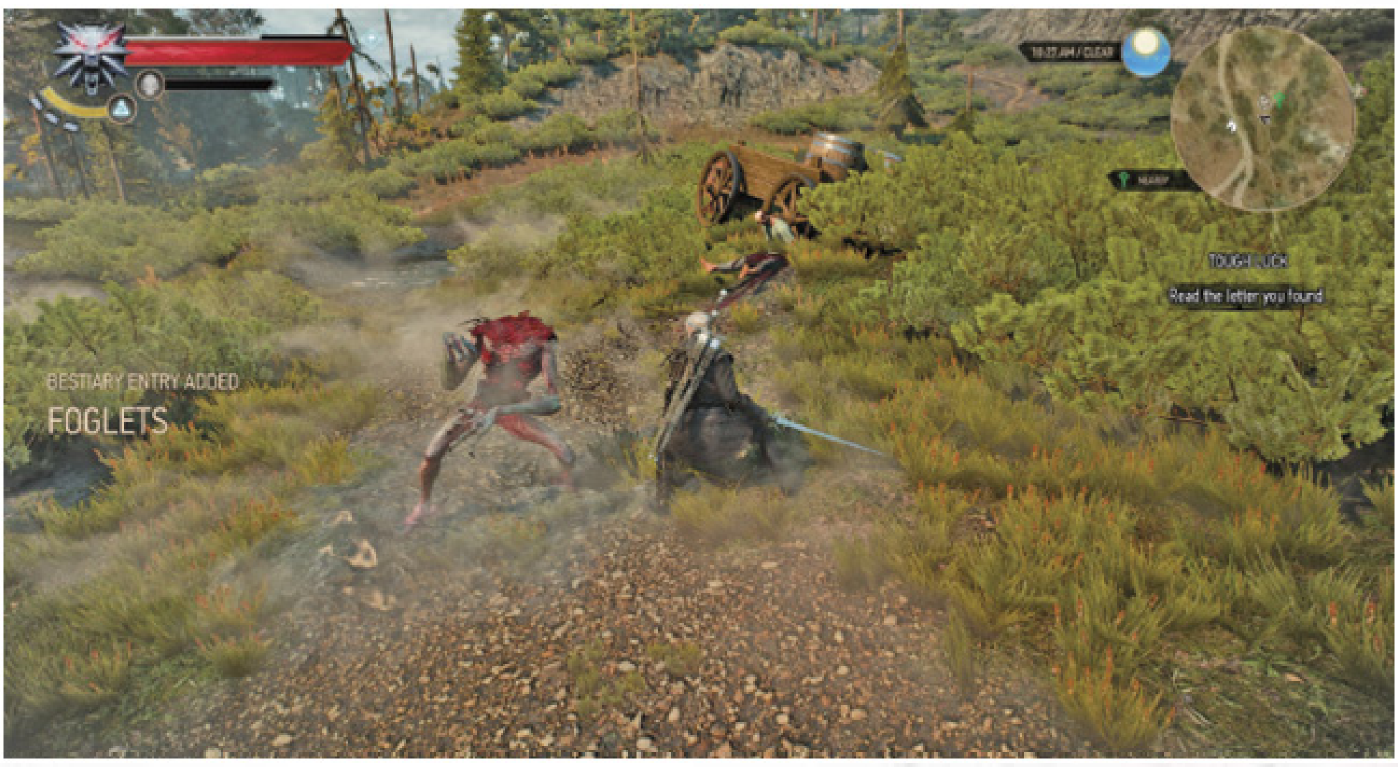
GRAYROCKS: TOUGH LUCK

LOCATIONS: Devil's Pit, Refugee Wagon (Unmarked)
ENEMIES: Foglets

JUENNER'S RESTING PLACE

OBJECTIVE:

- Read the letter you found.


BESTIARY ENTRY ADDED
FOGLETS
TOUGH LUCK
Read the letter you found

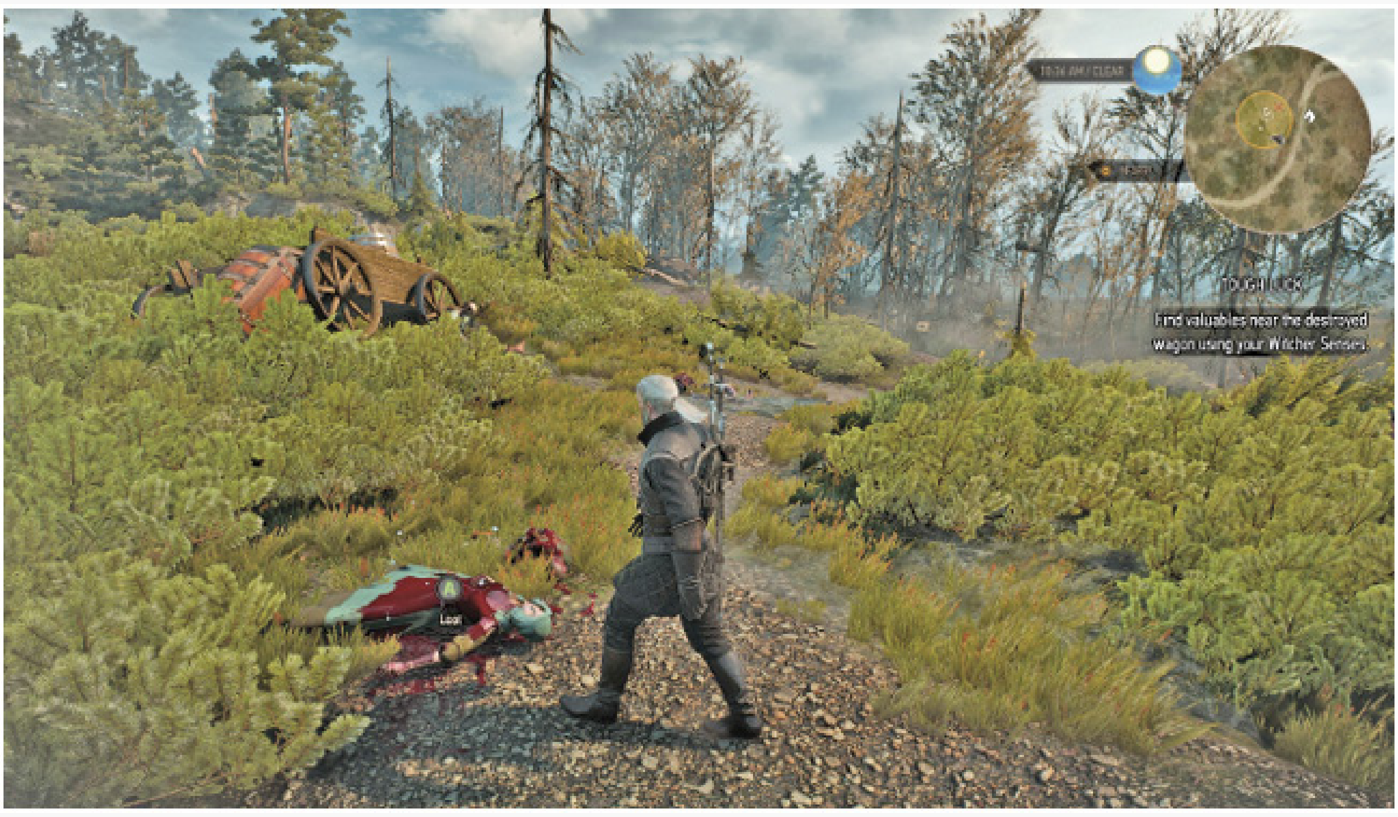
Midway between Devil's Pit (to the northwest) and Marauders' Bridge (to the southeast), on the rocky trail near a couple of small ponds, are the remains of a refugee wagon, and a man slumped by the rear wheel. Beware as you approach and gather a letter from his corpse; a Foglet lurks in the low bushes here. Defeat it, before reading the letter.

Items: Letter

OBJECTIVE:

- Find valuables near the destroyed wagon using your Witcher Senses.

Though the letter is joyous (the family was traveling to stay with friends to escape this war), their fate was not. Their horse has been slain and partly eaten, and a few steps away is a sorrowful sight, the man's wife and child lie dead in the grass. The woman has a key on her to take.


TOUGH LUCK
Find valuables near the destroyed wagon using your Witcher Senses.

Items: Small key

The key opens the chest that has slid off the back of the wagon, which contains the family's valuables. Gather what you wish.

Treasure Hunts

Grayrocks: Lost Goods

DANGER ALERT
SPOILER ALERT
GRAYROCKS: LOST GOODS

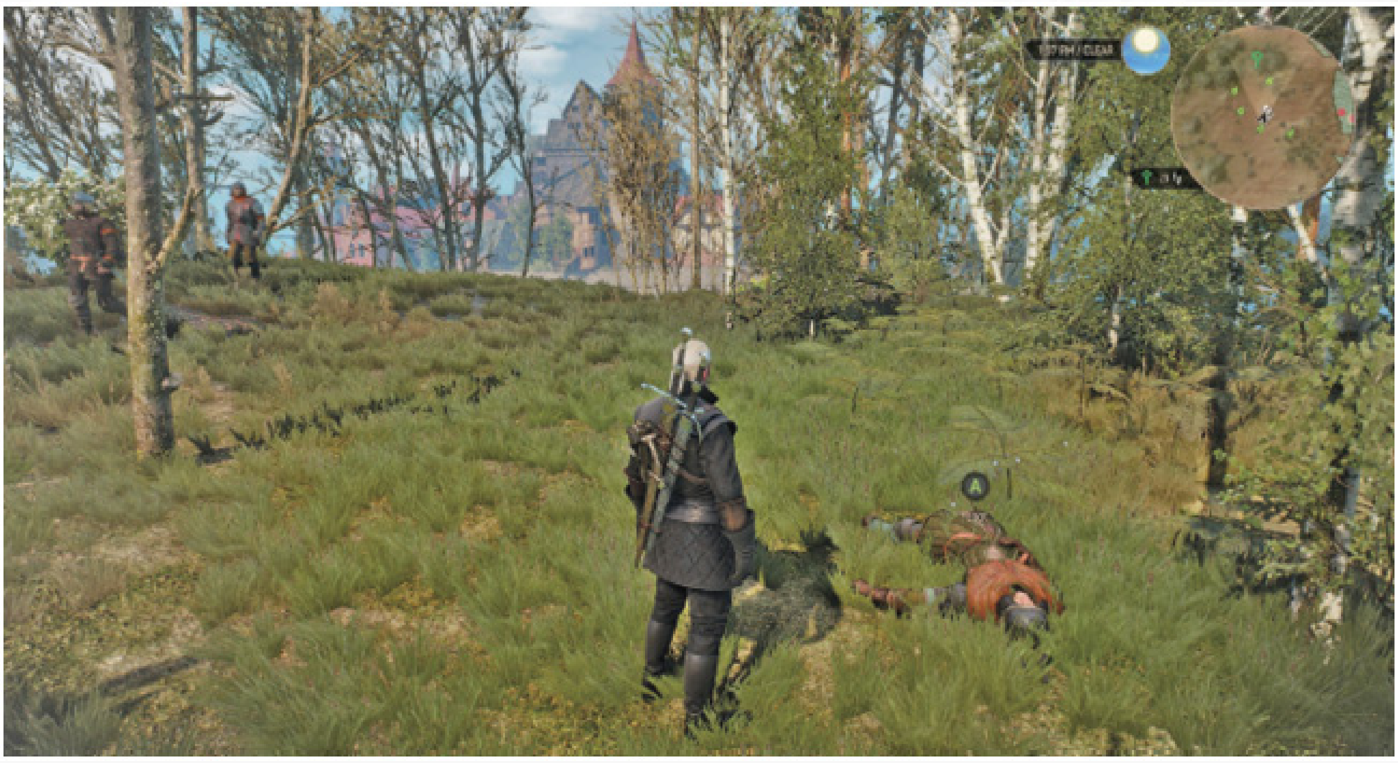
LOCATIONS: Ferry Station
ENEMIES: Drowners

"JOIN THE ARMY, THEY SAID. YOU'LL KILL NORDLINGS, THEY SAID"

OBJECTIVE:

- Read the notes you found.

On the peninsula just north of the Ferry Station, across the river and south from Oxenfurt Academy, surrounded by thickets of larch trees, is the body of a Nilfgaardian. Rummage around in his pockets and secure the following notes. Then read them.



Items: Nilfgaardian's notes

OBJECTIVE:

- Find the lost chest using your Witcher Senses.

The notes paint a picture of a frustrated enlisted soldier's service in the Nilfgaardian army. It also references a chest of treasure, which is in the swampy area to the east. Bring your best Drowner-culling equipment with you

There are around half a dozen Drowners to deal with on a small jetty in the marshy reeds by the river side. Once they've been culled, find the long wooden chest close to the moored rowboat.

Treasure Hunts

The Descent: Out Of The Frying Pan, Into The Fire

DANGER ALERT SPOILER ALERT

THE DESCENT: OUT OF THE FRYING PAN, INTO THE FIRE

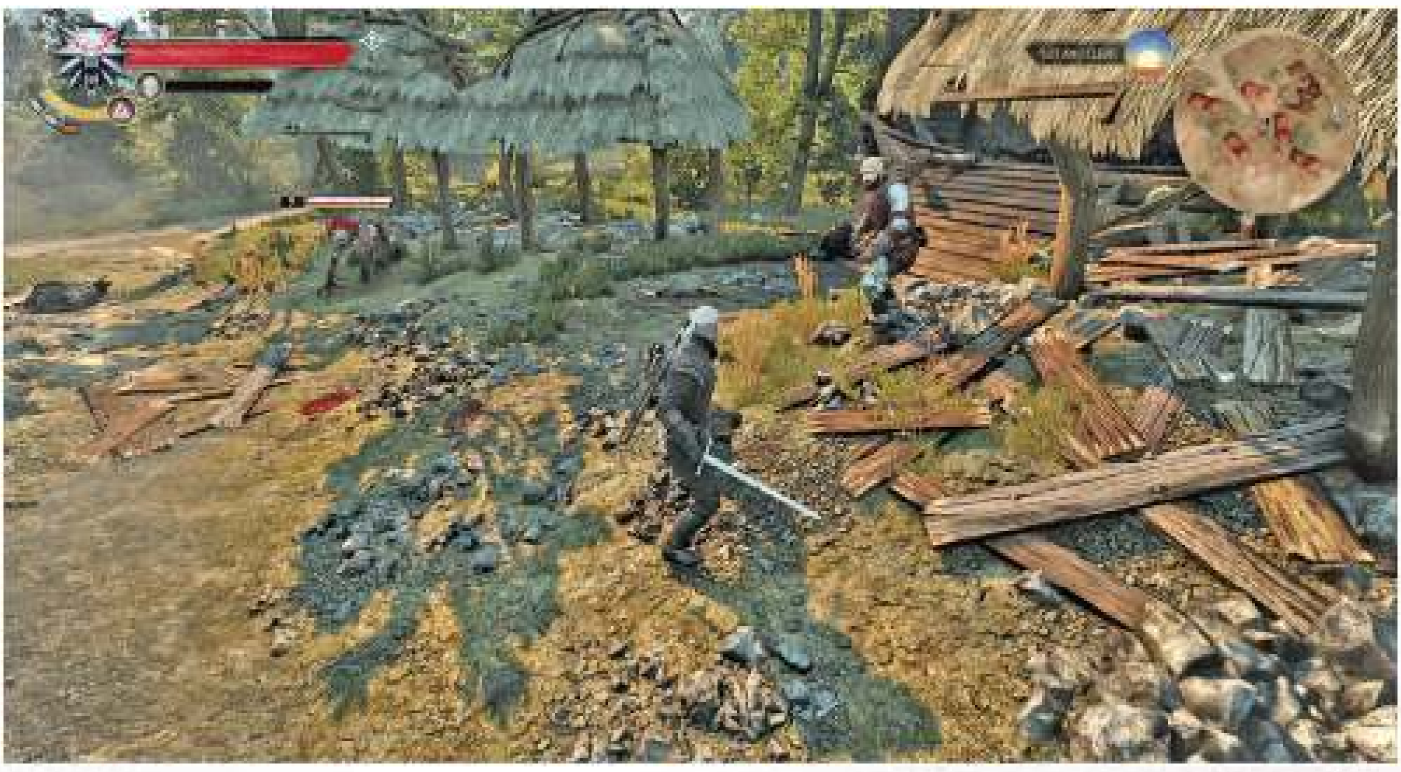
LOCATIONS: Lurtch, Toderas, Marauders' Bridge, Mowhurst (Unmarked)

ENEMIES: Bandits, Ghouls

DEAD MAN'S HARVEST

OBJECTIVE:

- Read the notes you found.



If you view a map of The Descent territory of Velen, and start a reconnoiter in the northern part of the area (just south of the river), look in the low hills to the east of Lurtch, west of Toderas, and southwest of Marauders' Bridge for an unmarked settlement called Mowhurst. When you arrive, expect both ghoul and bandit activity to quell.

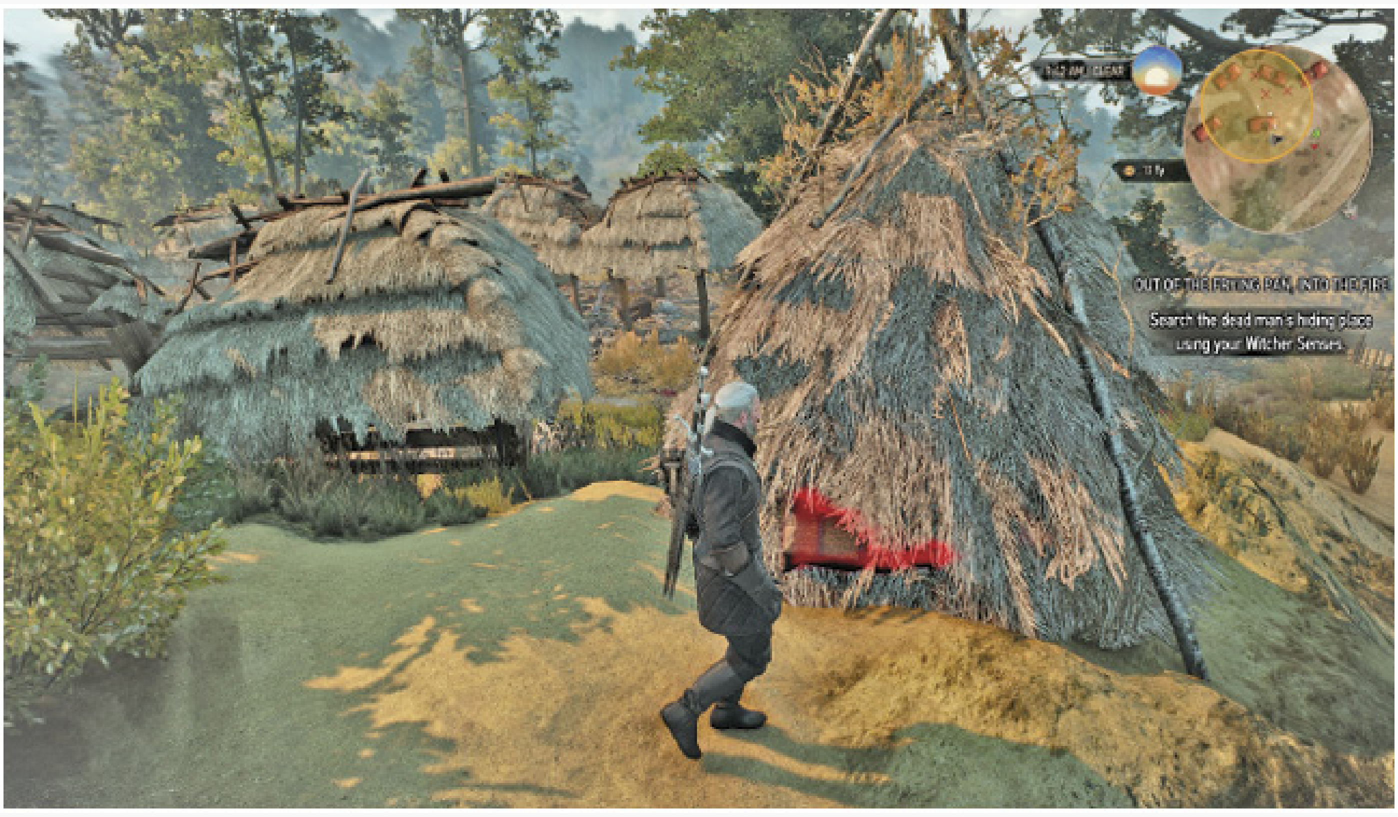
Once you've defeated around four to six ghouls and any bandits, make a thorough inspection of this razed hamlet. The only intact area (save for a minor chest you can open) is this cellar door. Break it open with Aard, descend into the tiny root cellar, and loot the following from the corpse on the wooden cot inside.

Items: Key to treasure chest, Crumpled notes

OBJECTIVE:

- Search the dead man's hiding place using your Witcher Senses.

The notes tell a grim story of war. But they also mention some hidden loot a fellow villager hid in a haystack—just like the couple perched on the embankment overlooking the road to the north. Find the treasure chest partly-hidden inside.



OUT OF THE FRYING PAN, INTO THE FIRE
Search the dead man's hiding place using your Witcher Senses

Treasure Hunts

The Descent: Hidden From The World

DANGER ALERT SPOILER ALERT

THE DESCENT: HIDDEN FROM THE WORLD

LOCATIONS: Marauders' Bridge, Bandit Camp (Unmarked)

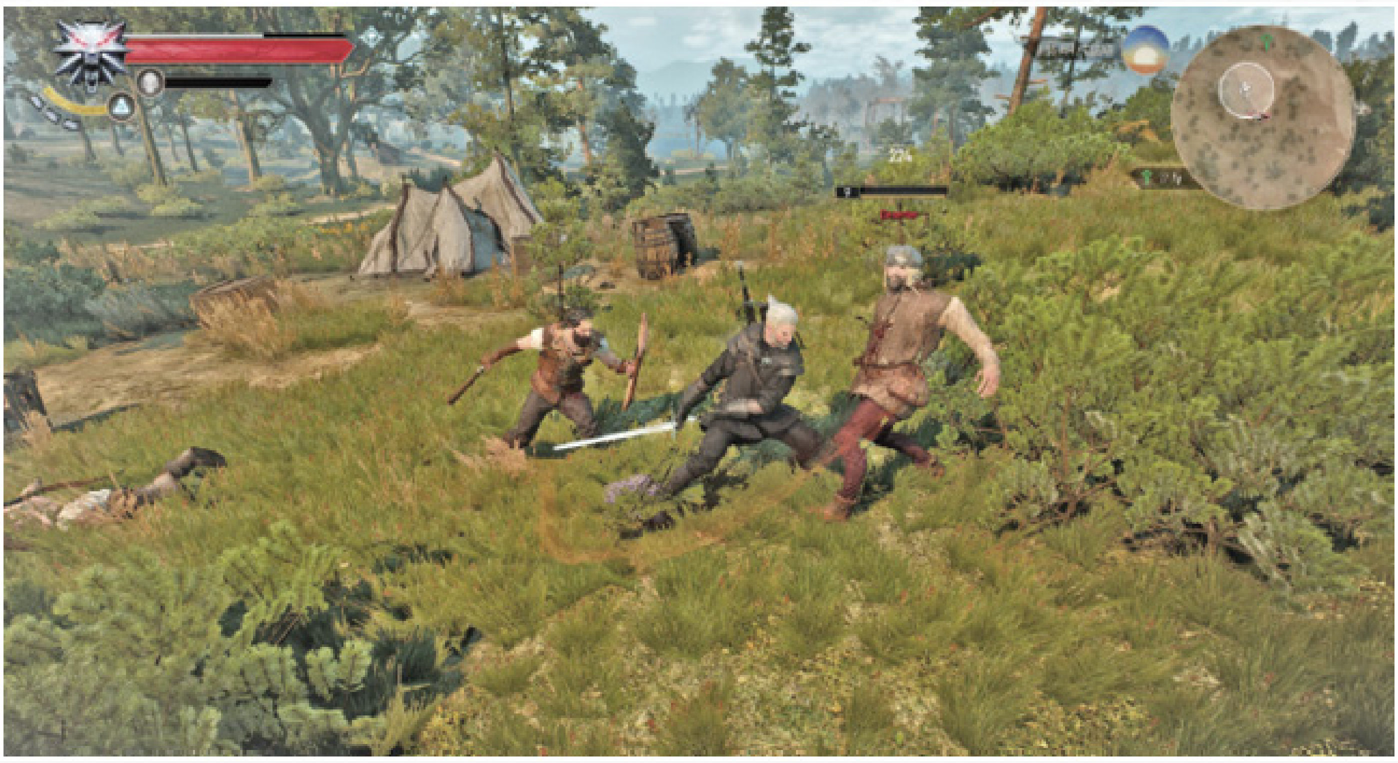
ENEMIES: Bandits

MAKING OUT LIKE A BANDIT

OBJECTIVE:

- Read the letter you found.

In the northeast part of The Descent, just off the road to the east of Marauder's Bridge (with Oxenfurt visible in the distance to the east) is a tiny camp with a trio of small-minded Bandits. Practice your sword-wielding on them. Once all three are defeated, search their corpses as one is holding a letter.



Items: Letter

OBJECTIVE:

- Find the hidden goods mentioned in the letter using your Witcher Senses.

The letter indicates the presence of treasure nearby. Cross the road heading south to a low hill and small rocky copse of trees.

The chest in question is nestled between the trees and large boulders, and isn't particularly well-hidden. But it is well-stocked with choice items to craft or trade.

Treasure Hunts

Spitfire Bluff: Sunken Treasure

DANGER ALERT
SPOILER ALERT
SPITFIRE BLUFF: SUNKEN TREASURE

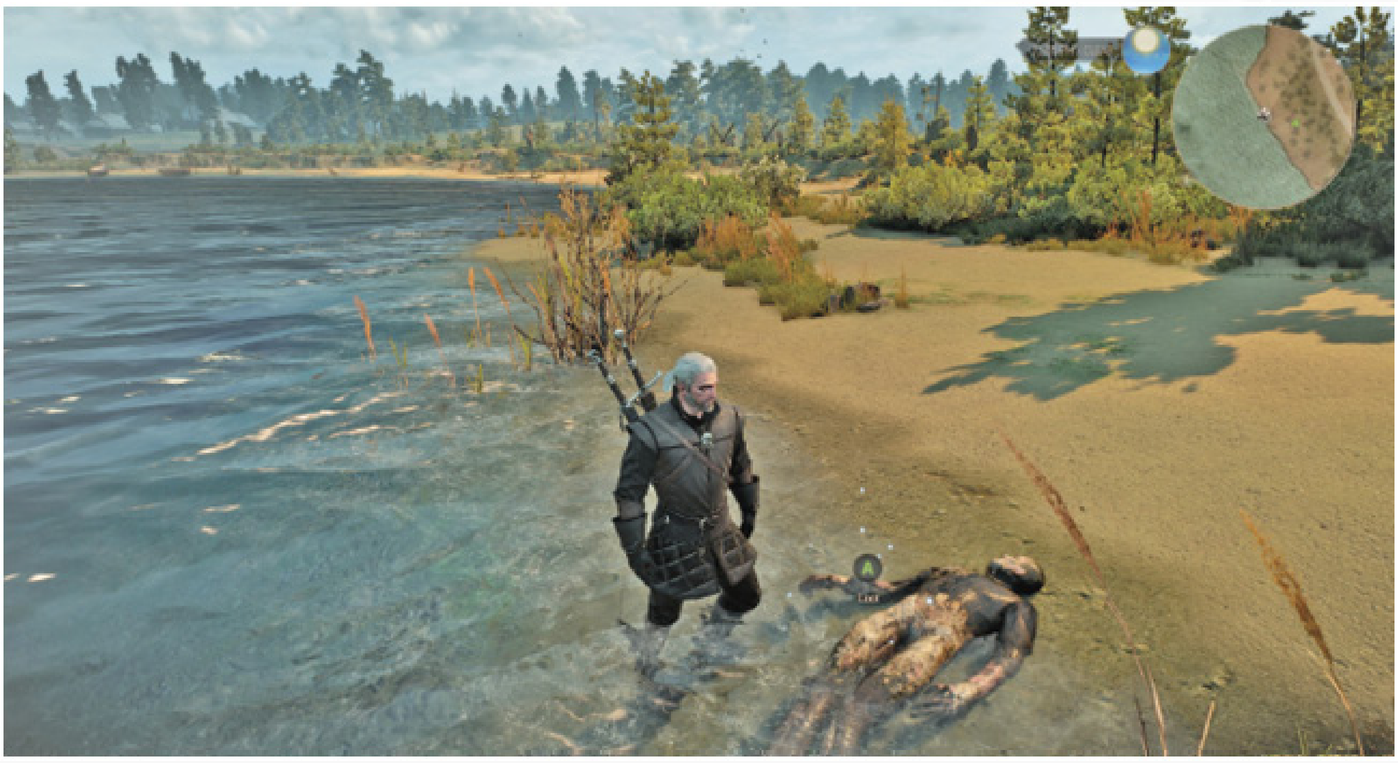
LOCATIONS: Blackbough, Hangman's Alley, Smugglers' Gulf (Unmarked)

ENEMIES: Drowners

A SIMPLE JOB; MINIMAL RISK AND SUBSTANTIAL REWARD

OBJECTIVE:

- Read the letter you found.



Away from the commotion at Hangman's Alley, on the western coast of Spitfire Bluff, is the sandy shoreline of a gulf where smugglers continue to ferry goods under cover of darkness. However, as the bloated corpse on the beach attests to, not every smuggler is successful. Pry a letter from the man's rotting corpse.

Items: Water-damaged letter

OBJECTIVE:

- Find the sunken treasure using your Witcher Senses.

Dive into the waters swimming northward into the gulf. Arm yourself with a crossbow as there are a couple of Drowners you may need to tussle with underwater.

When you've reached the area of interest, use your Witcher Senses and then dive down to find the sunken remains of the smuggler's boat. Close to a large carved seashell is a long wooden chest containing the treasure you're here for.

Treasure Hunts

Spitfire Bluff: A Costly Mistake

DANGER ALERT SPOILER ALERT

SPITFIRE BLUFF: A COSTLY MISTAKE

LOCATIONS: Hangman's Alley, Smugglers' Gulf (Unmarked)

ENEMIES: Drowners

SCAVENGING AMONGST THE SHIPWRECKS

OBJECTIVE:

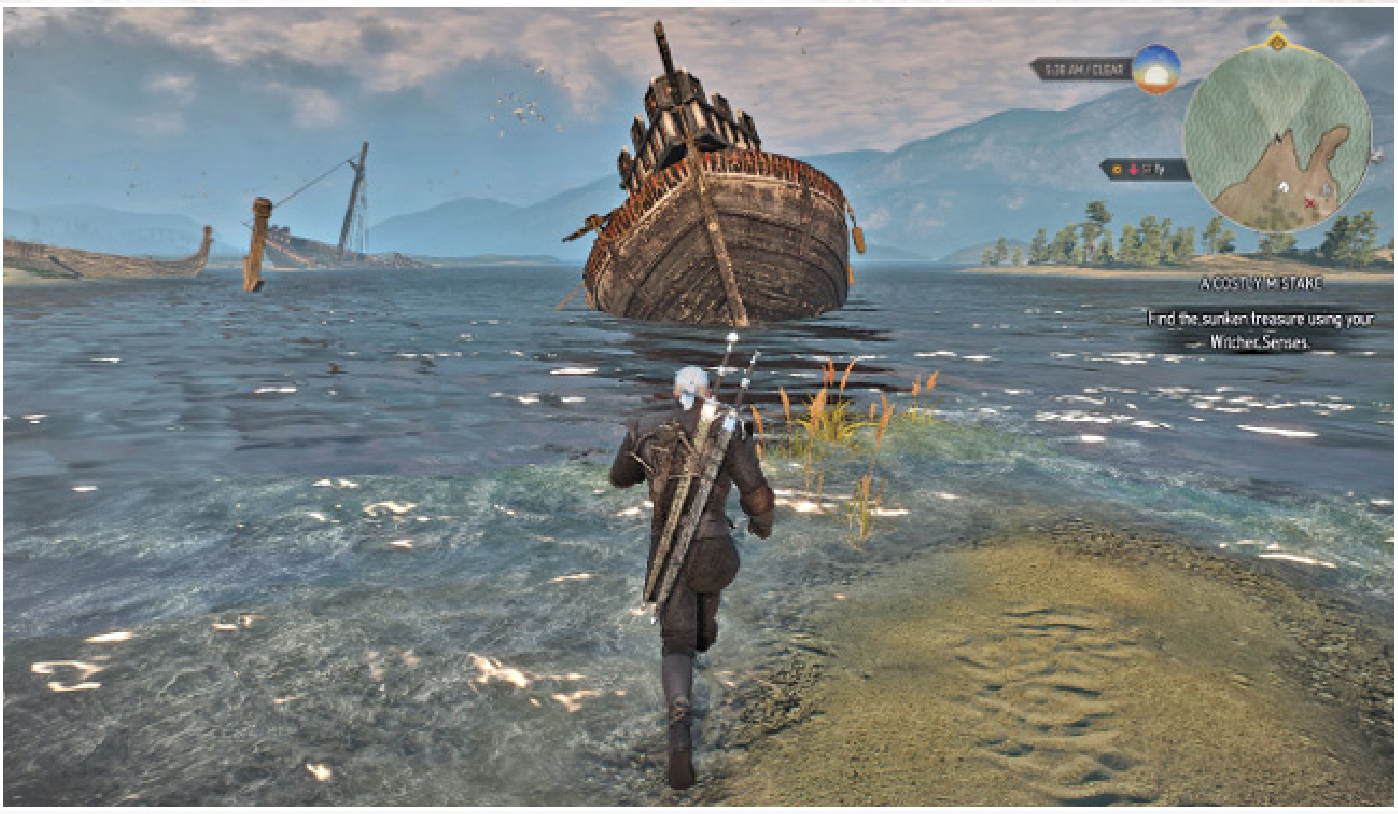
- Read the letter you found.

Further away from the commotion at Hangman's Alley, on the western coast of Spitfire Bluff, is the shoreline of smugglers' gulf. Ride westward along the road from Hangman's Alley, passing an old beach cottage, until you reach an area of sand banks and a scattering of boats that have run aground, and are slowly rotting away. Repel any nearby Drowners before inspecting the corpses of smugglers near a rowboat. One has a note to read.

Items: Smuggler's notes

OBJECTIVE:

- Find the sunken treasure using your Witcher Senses.



Complete the scavenging mission the note mentions for yourself, and swim out to the west, moving to the submerged end of the boat nearest the shore (as shown).

Drowners are a constant threat here, so equip your crossbow for any underwater encounters. The chest in question has fallen out of the ship and is sitting in the long weeds on the river bed, close to the edge of the vessel.

Treasure Hunts

Spitfire Bluff: Queen Zuleyka’s Treasure

DANGER ALERT SPOILER ALERT

SPITFIRE BLUFF: QUEEN ZULEYKA'S TREASURE

LOCATIONS: Coast of Wrecks

ENEMIES: Pirates, Drowners

PIRATE CARNAGE ON THE COAST

OBJECTIVE:

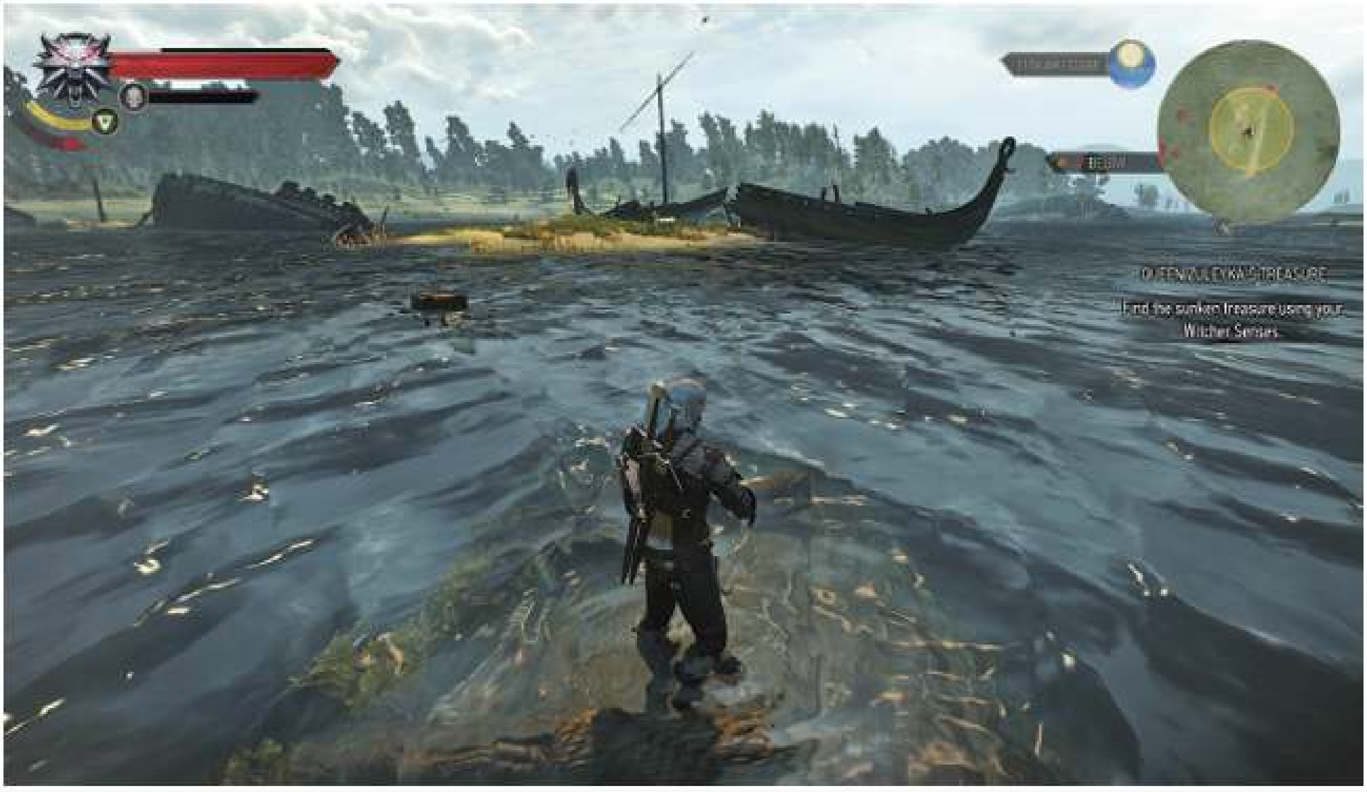
- Read the letter you found.

Along the western peninsula of Spitfire Bluff, at the Coast of Wrecks signpost, a large band of pirates have usurped a small boat-making area. Expect at least a dozen of them (but no more than 18). Make quick, violent work of them before locating the campfire on the sands, which has a note written by one of these thugs. Read it to discover the location of a prized wreck the pirates were going to ransack. Don’t forget to return here after a few days; the boat-makers return along with a Merchant stocked with items.

OBJECTIVE:

- Find the sunken treasure using your Witcher Senses.

It’s a quick swim to the northwest, around the rotting ship carcasses, and past a small island with guarded treasure, to the site of where Queen Zuleyka’s ship sank. Locate the floating crate and corpse, and dive down from this point.



QUEEN ZULEYKA'S TREASURE

Find the sunken treasure using your Witcher Senses.

12:14 PM / CLEAR
NEARBY

Treasure Hunts

Spitfire Bluff: A Plea Ignored

DANGER ALERT SPOILER ALERT

SPITFIRE BLUFF: A PLEA IGNORED

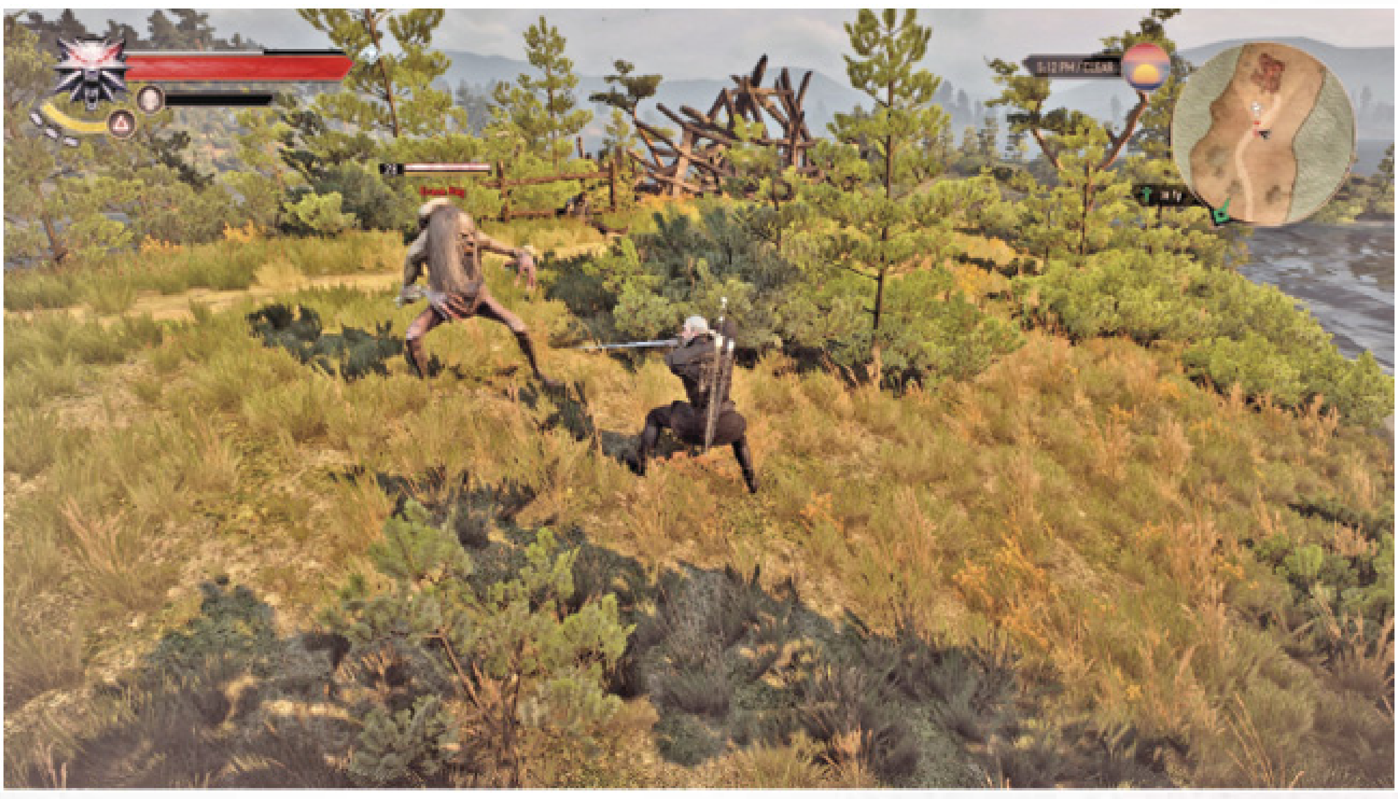
LOCATIONS: Condyle, Burned Cottage (Unmarked)

ENEMIES: Cannibals, Grave Hag

SOUTH OF CONDYLE'S CANNIBALS

OBJECTIVE:

- Read the letter you found.



Close to the border with The Mire, on the southwest peninsula of Spitfire Bluff, is the village of Condyle, now home to a number of degenerate Cannibals. Visit or skirt the area, before taking the coastal peninsula trail with the water to your right (west). Follow the low-lying spit of land southwards, and prepare to face the sagging, sharp-clawed form of a Grave Hag.

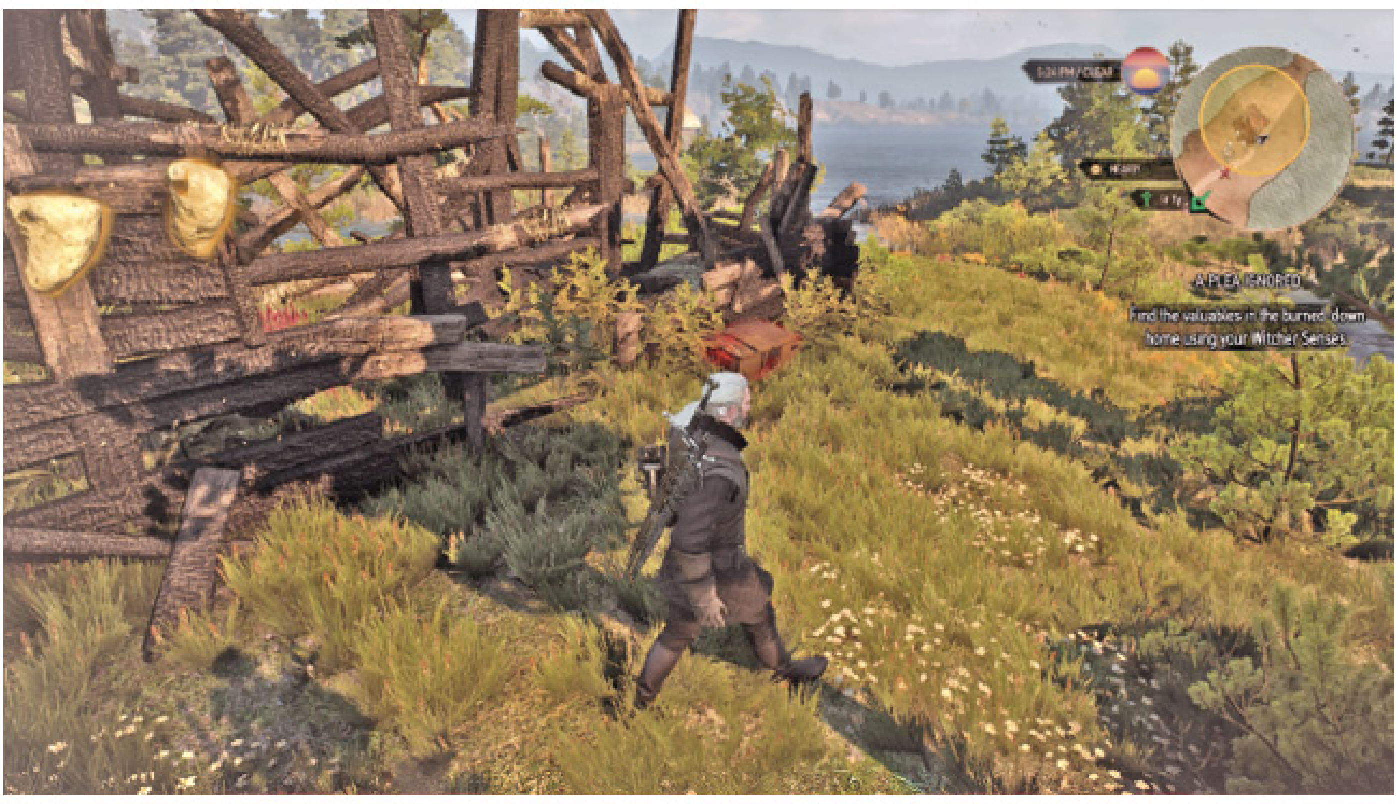
Once the Hag has been cut down, look for the corpse propped up against a section of fence, close to a burned-out hut. Procure the following from the corpse, and read the plea for rescue.

Items: Key to burned down house, Crumpled letter

OBJECTIVE:

- Find the valuables in the burned-down home using your Witcher Senses.

While it's too late to save the owners of the hut, you can certainly make use of the treasure they stored on the edge of the burned-out residence.


A PLEA IGNORED
Find the valuables in the burned-down home using your Witcher Senses.

Treasure Hunts

The Mire: Don't Play With The Gods

DANGER ALERT SPOILER ALERT

THE MIRE: DON'T PLAY WITH THE GODS

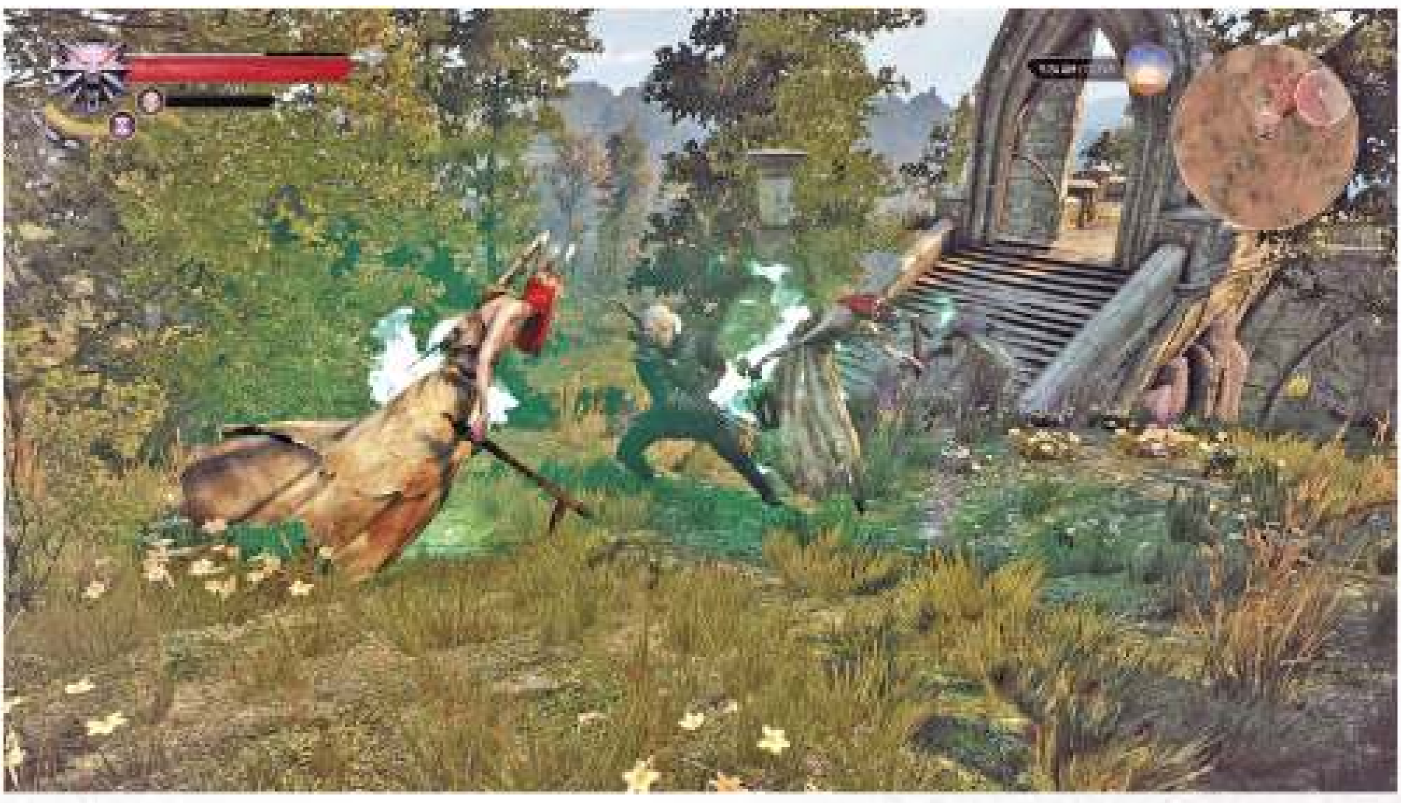
LOCATIONS: Duen Hen, Byways, Elven Ruins near Lake Wyndamer (Unmarked)

ENEMIES: Wraiths, Noonwraith

BANISHING AN ELVEN CURSE

OBJECTIVE:

- Read the notes you found.

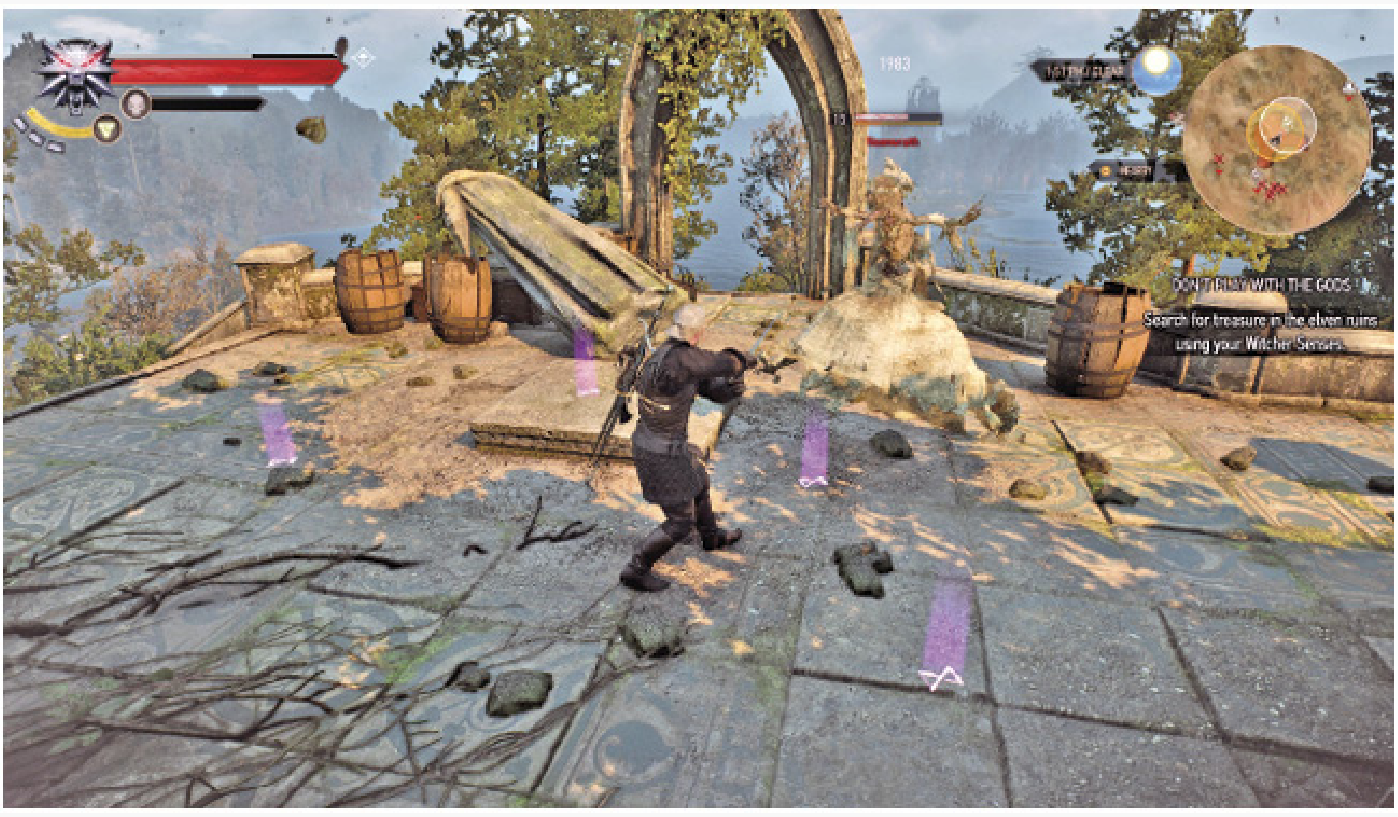


The low forested areas southeast of Duen Hen, but due north of Byways have a number of secrets to discover, and one of the most ancient is a set of Elven Ruins close to Lake Wyndamer (due west of Fyke Isle). Be sure you've read up on slaying specters as you reach the archway entrance; four Wraiths appear and must be nullified. Once you've defeated them, look for the corpse slumped against the stone steps and lichen-covered column. He's clutching the following:

Items: Unsent letter, Key to a chest

OBJECTIVE:

- Search for treasure in the elven ruins using your Witcher Senses.


DON'T PLAY WITH THE GODS
Search for treasure in the elven ruins using your Witcher Senses.

Ascend onto the stone balcony overlooking the river, brandishing your best Noonwraith-killing equipment, as one of these terrifying beasts is guarding the main stone platform. Need advice on banishing this ghast? Consult page 753 of the bestiary.

Complete this quest by utilizing Aard and smashing the two barrels in front of a fallen elven statue, revealing the chest of loot. Perhaps you should visit the Place of Power just southeast of here, afterward?

Treasure Hunts

The Mire: The Dead Have No Defense

DANGER ALERT SPOILER ALERT

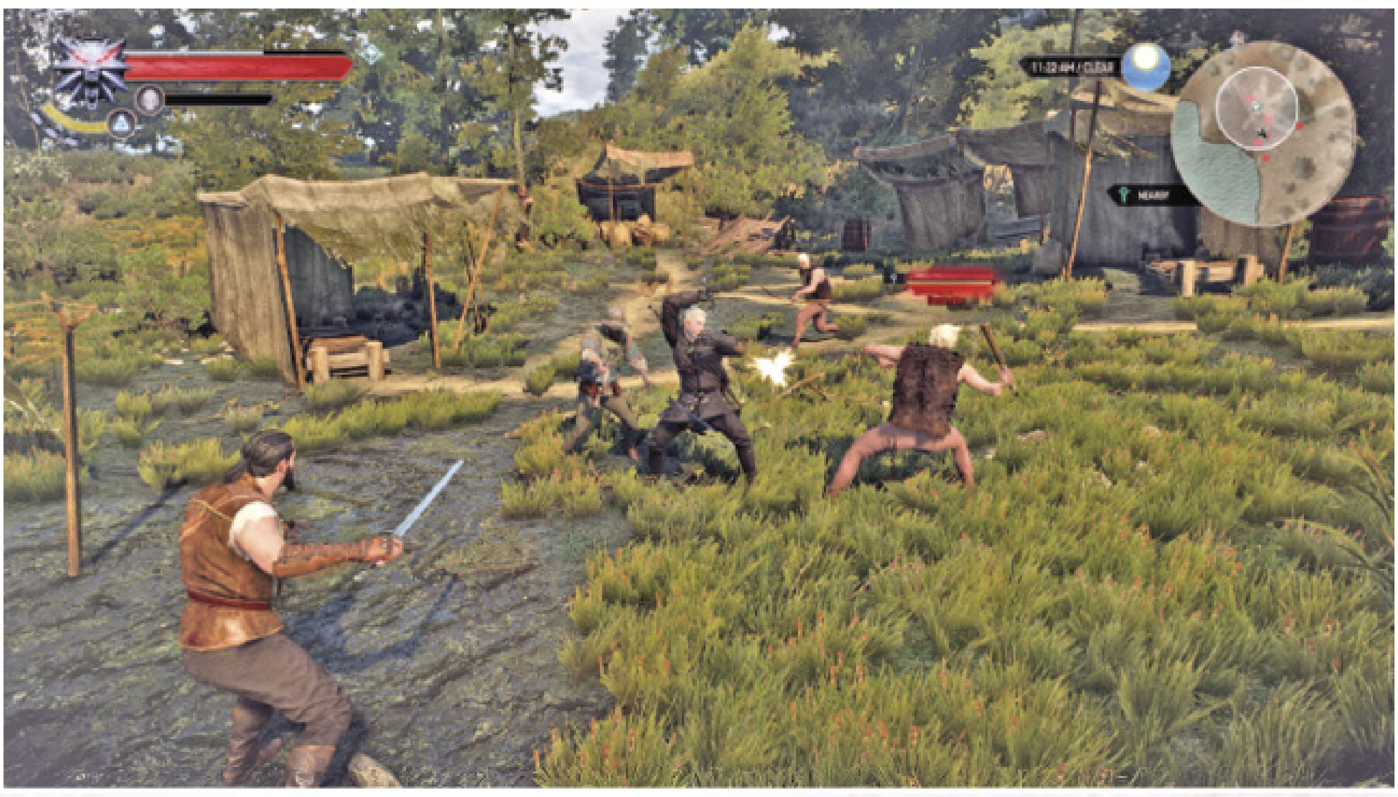
THE MIRE: THE DEAD HAVE NO DEFENSE

LOCATIONS: Byways, Duen Hen, Camp of Deserters (Unmarked)
ENEMIES: Deserters

THE DESERTERS HAVE NO DEFENSE, EITHER

OBJECTIVE:

- Read the document you found.


11:22 AM / CLEAR
NEARBY

On the northwestern edge of The Mire and Byways, and southeast of Condyle, is a small camp of Deserters who don't take kindly to visitors. Although there's around six of them, and two are armed with bows, they soon fall to your superior skill and might.

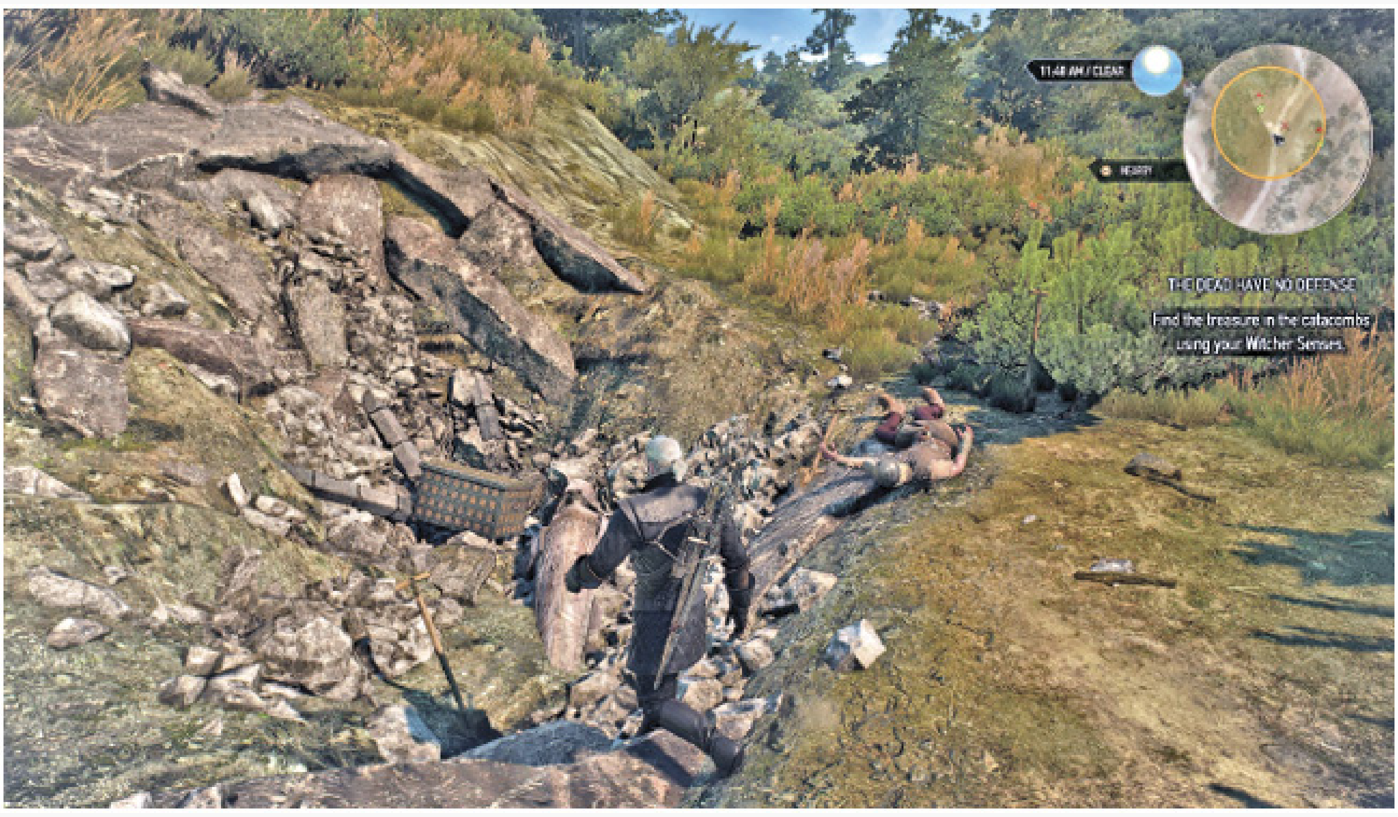
Pick through the dead you slaughtered, paying special attention to one of the deserters who is carrying some information pertinent to your cause. Gather it and the key, and read the notes.

Items: Marauder's notes, Common key

OBJECTIVE:

- Search for treasure in the elven ruins using your Witcher Senses.

The note details the despicable act the deserters are currently undertaking—graverobbing. They've already started desecrating a roadside grave on the trail to the north of you (which you may have discovered on your way here). Defeat any deserters still alive in these parts, and claim the buried treasure for yourself.


11:48 AM / CLEAR
NEARBY
THE DEAD HAVE NO DEFENSE
Find the treasure in the catacombs using your Witcher Senses.

Treasure Hunts

The Mire: Sunken Chest

DANGER ALERT SPOILER ALERT

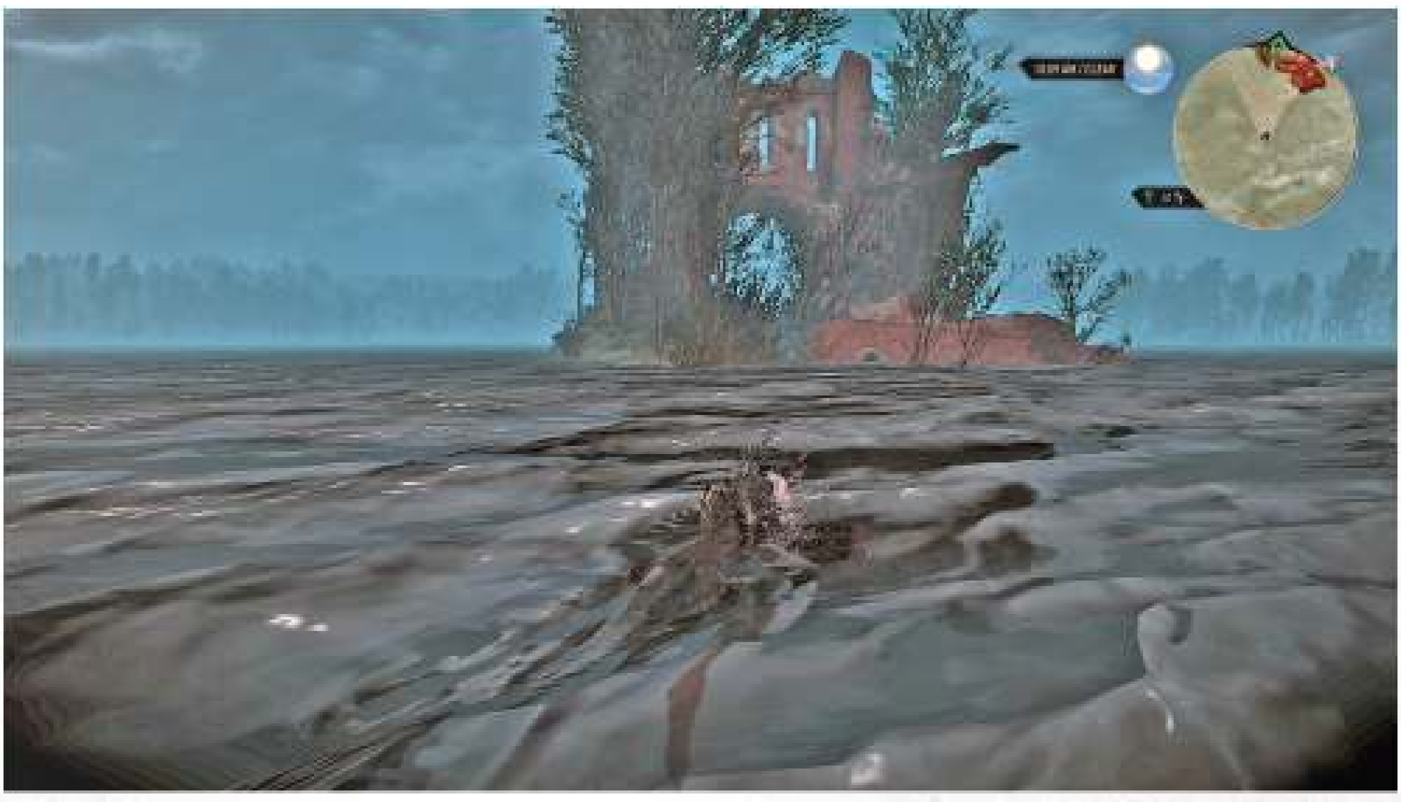
THE MIRE:SUNKEN CHEST

LOCATIONS: Fyle Isle, Wyndamer Lake Folly (Unmarked)
ENEMIES: Drowners

THE SECRETS OF WYNDAMER'S WATERS

OBJECTIVE:

- Read the notes you found.



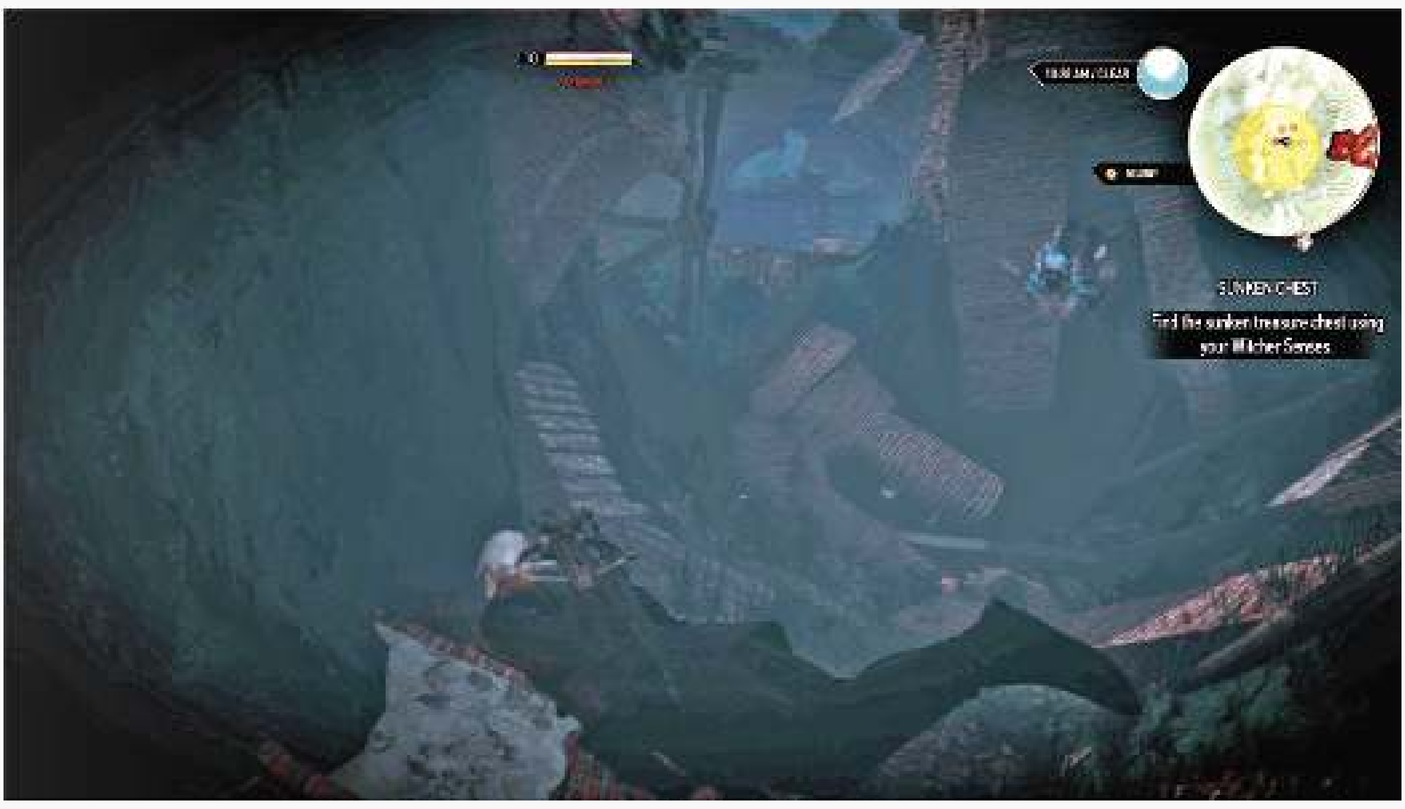
Roughly midway between Byways, Firchlow, and Fyke Isle, in the middle of Wyndamer Lake, is a small island with a brick folly built on it. The structure is in complete disrepair and much of it has sunk. Brave the dark waters and swim over to the island.

Climb onto the relatively solid ground on the tiny island itself (watching for Drowners), and search out the corpse near a chest of minor items. Gather some notes from his corpse, and read them to discover treasure hidden in the submerged ruins.

Items: Blood-smeared notes

OBJECTIVE:

- Find the sunken treasure chest using your Witcher Senses.



SUNKEN CHEST
Find the sunken treasure chest using your Witcher Senses

There are a number of chests to be found in the underwater ruins roughly southeast of the island, including a diagram of Enhanced Wolven Armor (which can't be accessed until base wolven parts are discovered). The chest you're after is resting on a curved arch section. Fend off any Drowners with a crossbow.

Treasure Hunts

Grassy Knoll: Coast Of Wrecks

DANGER ALERT SPOILER ALERT

GRASSY KNOLL: COAST OF WRECKS

LOCATIONS: Widows Grotto, Ursten,

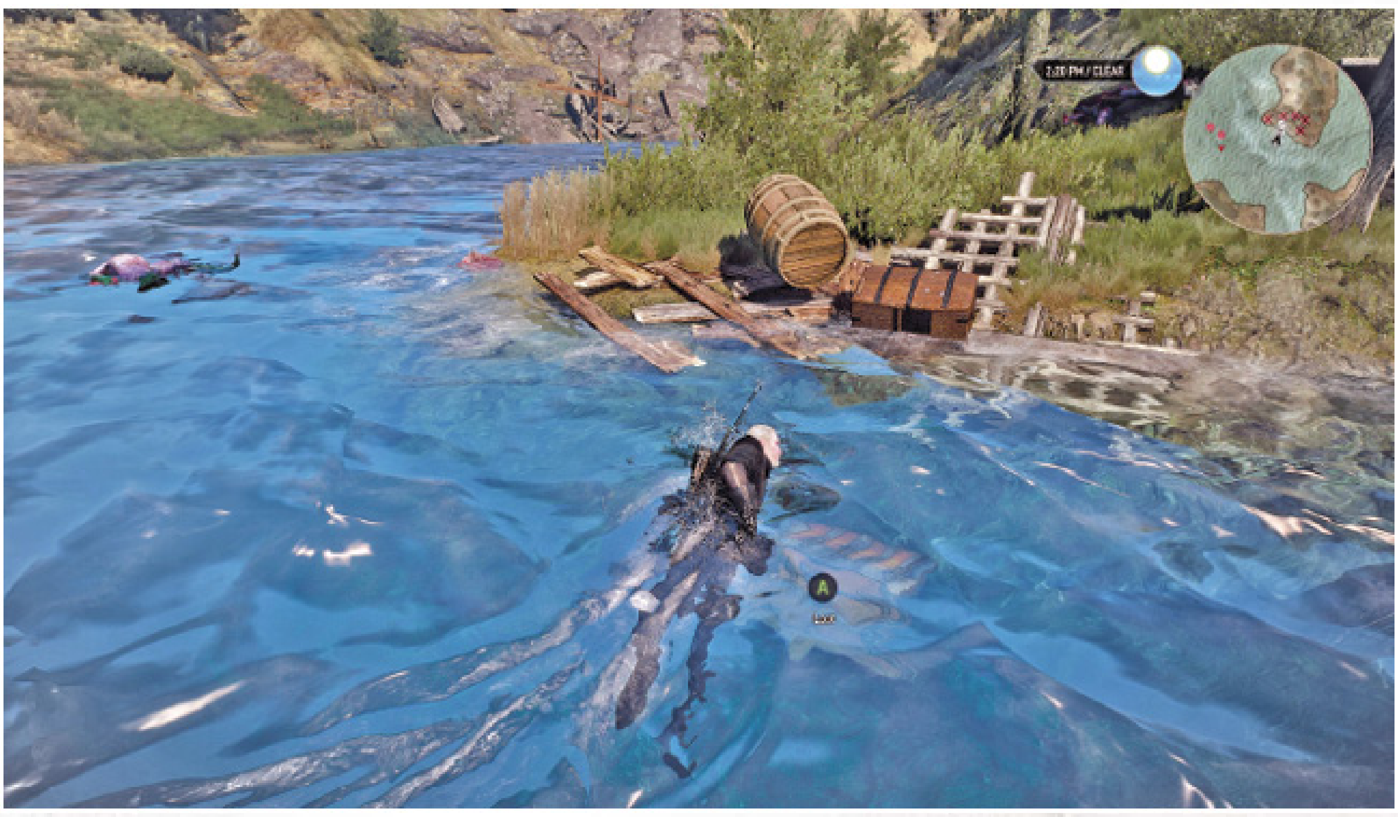
ENEMIES: Drowners

LOOTING HUGO'S HAUL

OBJECTIVE:

- Read the letter you found.

This quest rewards you with copious treasure, so make sure you can carry it all! From the Widows Grotto, head south along the beach, to a cluster of three small islands near the shipwrecks. It seems much of the loot has washed up in this area. Swim to the north of the three islands, open the chest on the edge of the shore, gather the loot and read the letter inside. It mentions four more locations where chests can be ransacked. The first is directly below the first chest, underwater (shown in the picture).



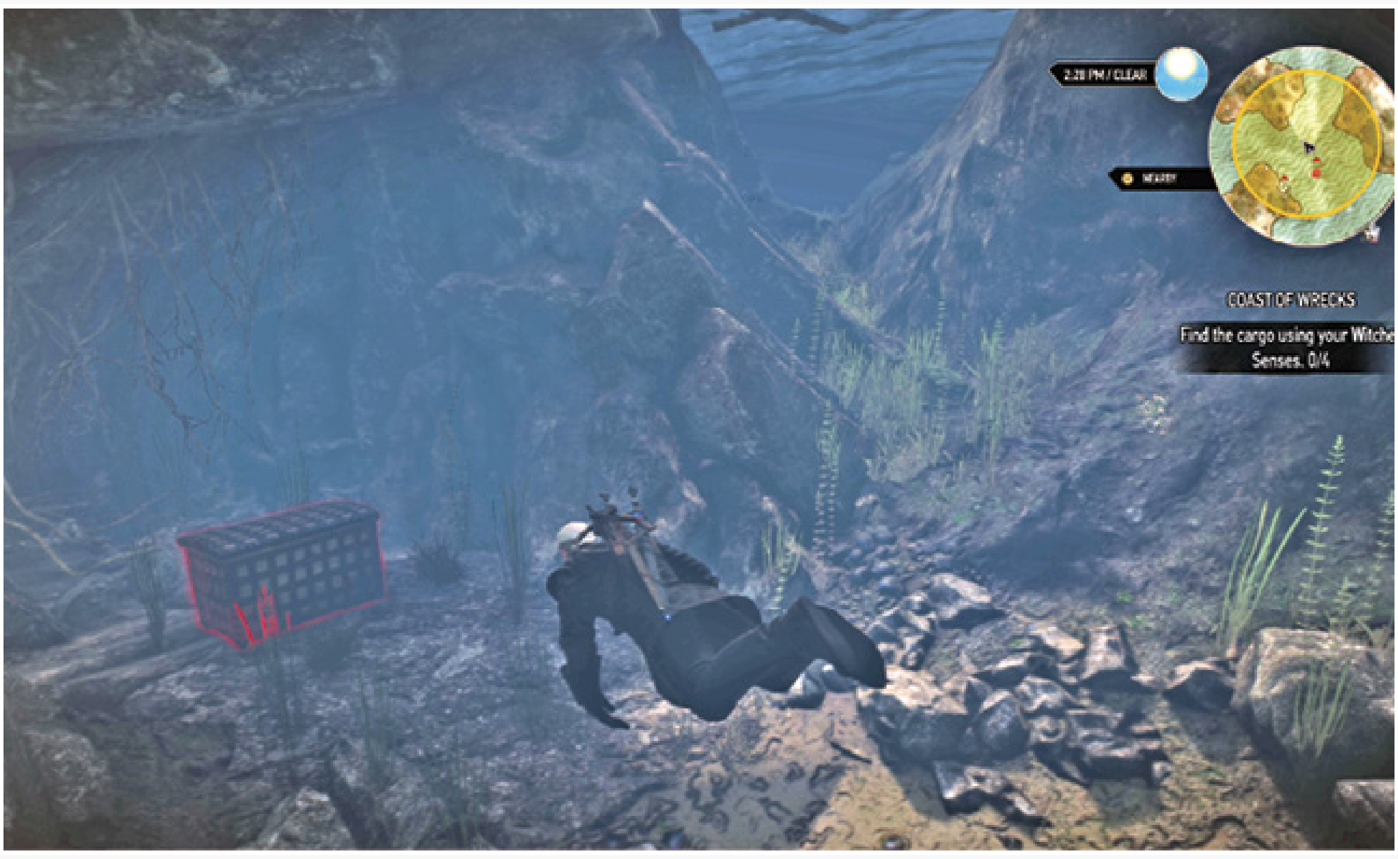
Items: Letter

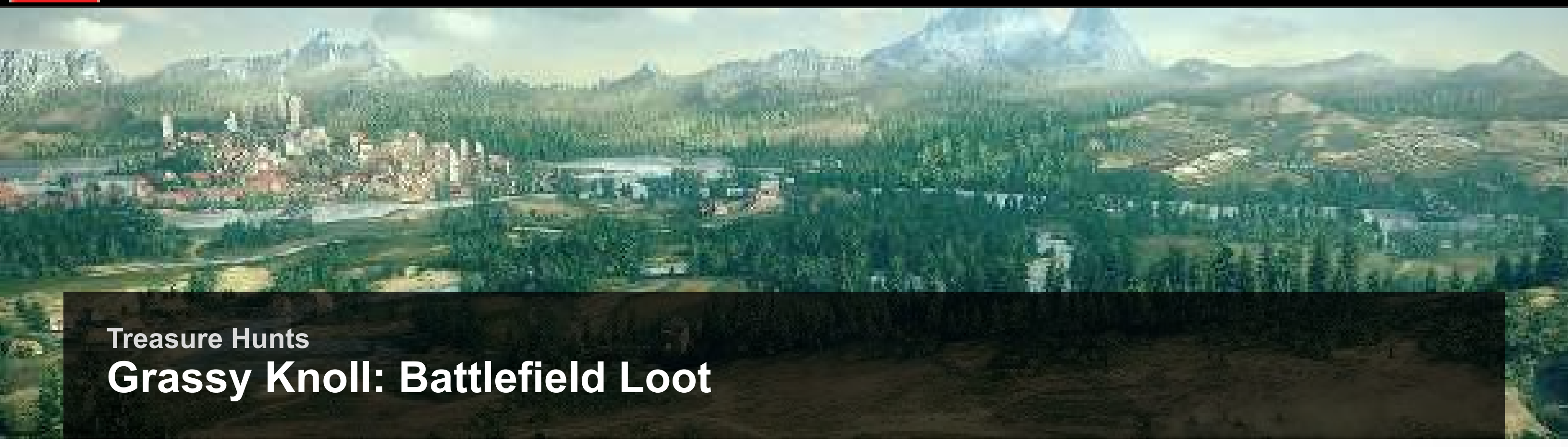
OBJECTIVE:

- Find the cargo using your Witcher Senses (4).

The second chest is underwater, in a small submerged alcove on the floor of the shore. Gather it before you're overrun by Drowners, and keep that crossbow handy for underwater takedowns.

Watch for further foes and optionally climb the southwestern island; as you can see the two remaining chests on –the southeastern island (as shown in the picture). One is by an explosive barrel. The other is halfway up the grassy bank near a wrecked rowboat.





Treasure Hunts

Grassy Knoll: Battlefield Loot

DANGER ALERT SPOILER ALERT

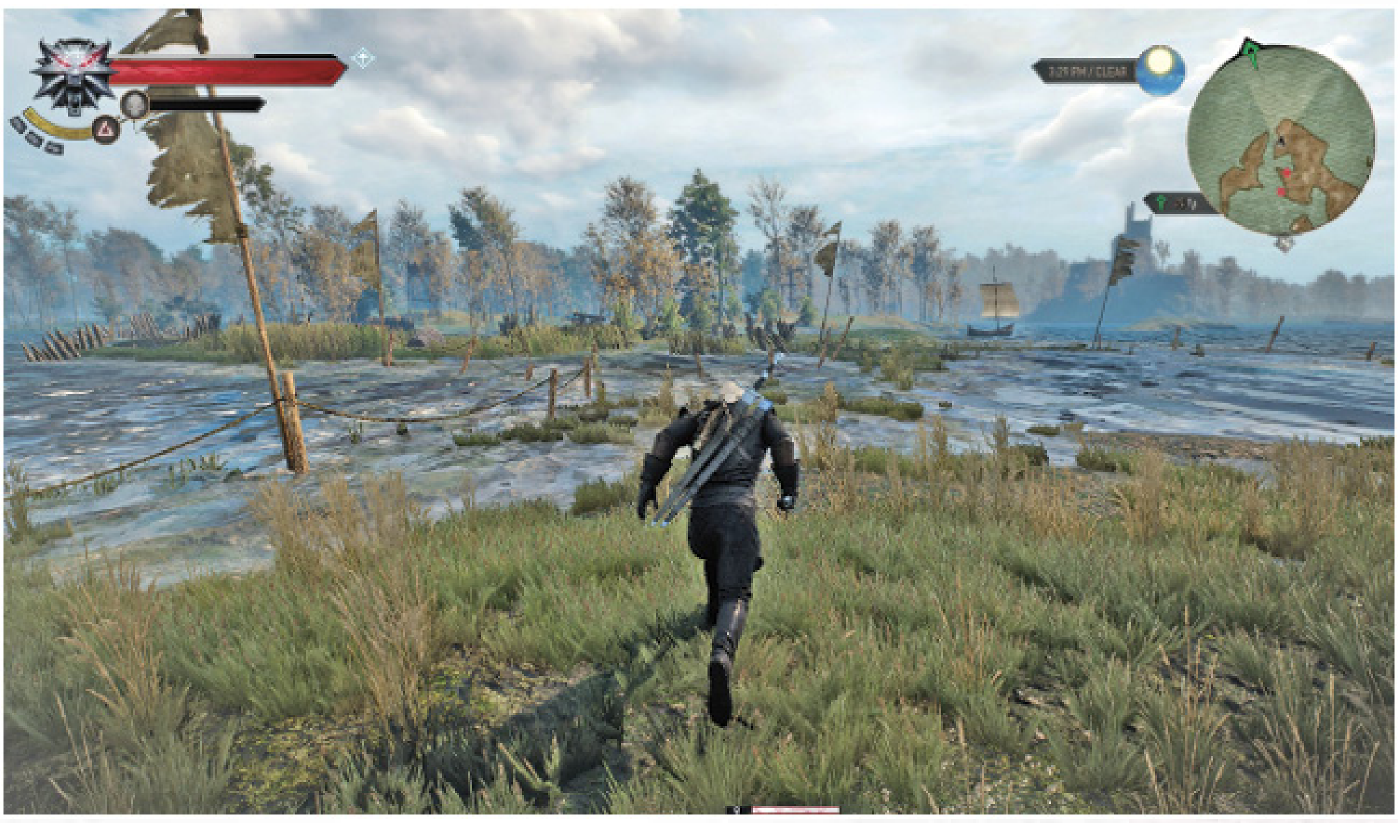
GRASSY KNOLL: BATTLEFIELD LOOT

LOCATIONS: Eternal Fire Chapel, Battle Site (Unmarked)
ENEMIES: Drowners, Bilge Hag

MUSKY'S NOSE FOR TREASURE

OBJECTIVE:

- Read the notes you found.



The Pontar River has many secrets, and one of them rests in the marsh-land islands south of Grassy Knoll territory and the Eternal Fire Chapel. Head roughly south from the chapel and you can wade across the low waters of the Pontar without swimming. Continue into an area of sinking battlefield defenses.

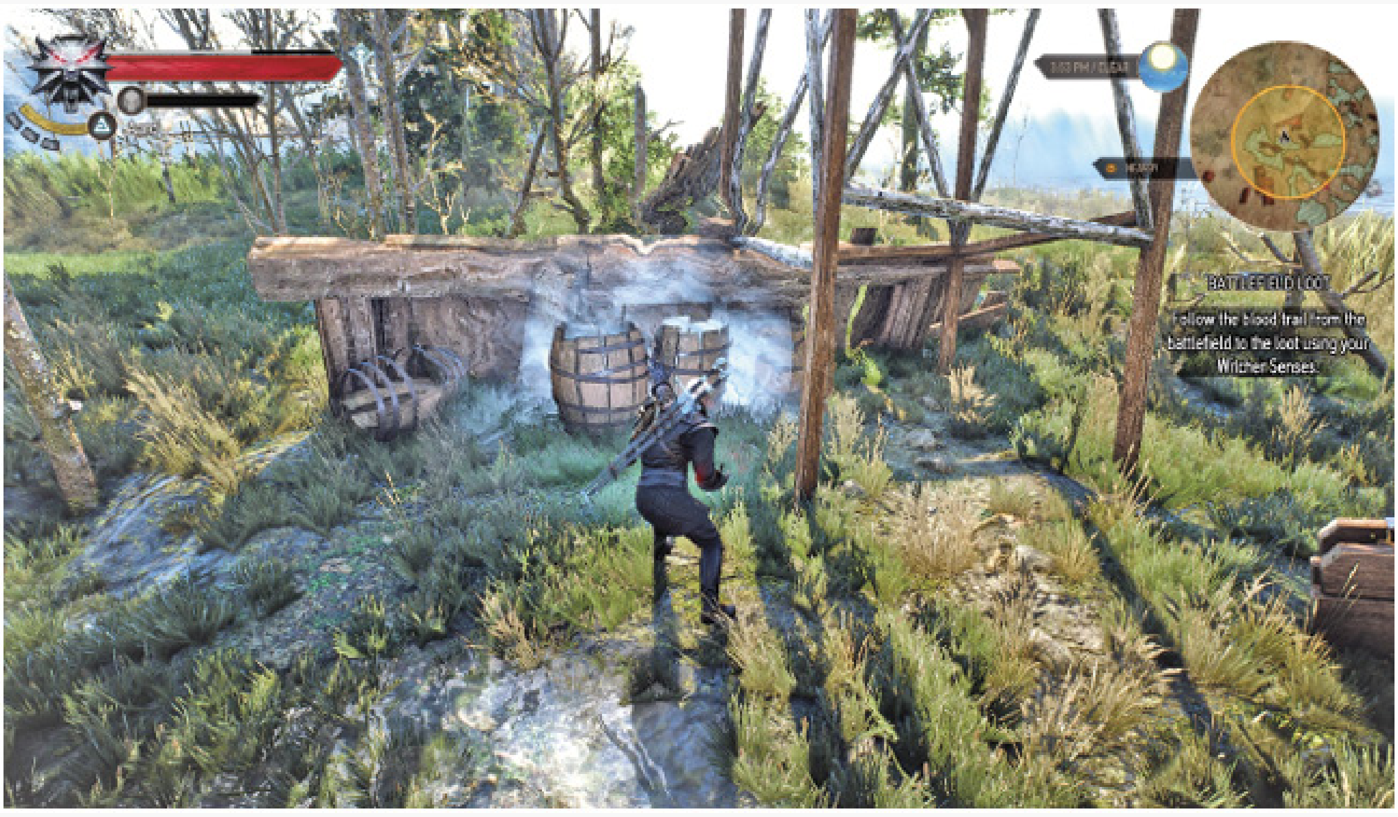
There's a body here to inspect (lying among the weeds next to his dog), and a crumpled note to take. However, the corpse is guarded by a grotesque Bilge Hag. Cut her down back into the bog before reading the notes.

Items: Key attached to a crumpled note, Crumpled notes

OBJECTIVE:

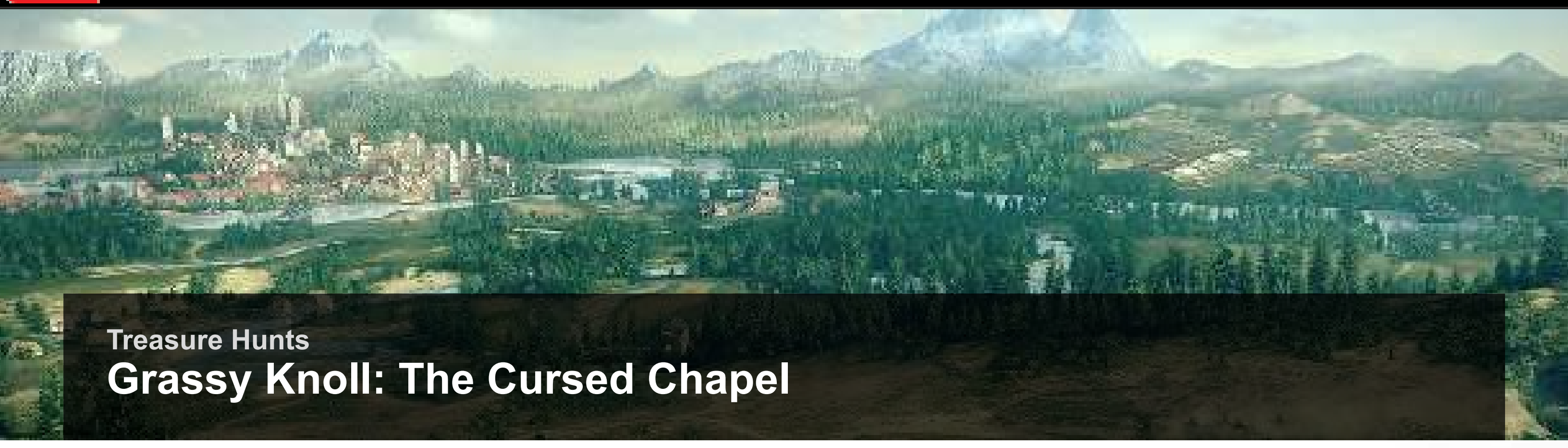
- Follow the blood trail from the battlefield to the loot using your Witcher Senses.

There's a short trail of blood to follow (using your Witcher Senses) that winds around a ballista to a fallen platform with three barrels hiding the treasure chest within. Use Aard to smash the barrels, and procure your prize.



BATTLEFIELD LOOT

Follow the blood trail from the battlefield to the loot using your Witcher Senses.



Treasure Hunts

Grassy Knoll: The Cursed Chapel

DANGER ALERT

SPOILER ALERT

GRASSY KNOLL: THE CURSED CHAPEL

LOCATIONS: Brunwich, Miller's Lake (Brunwich), Old Chapel (Brunwich)

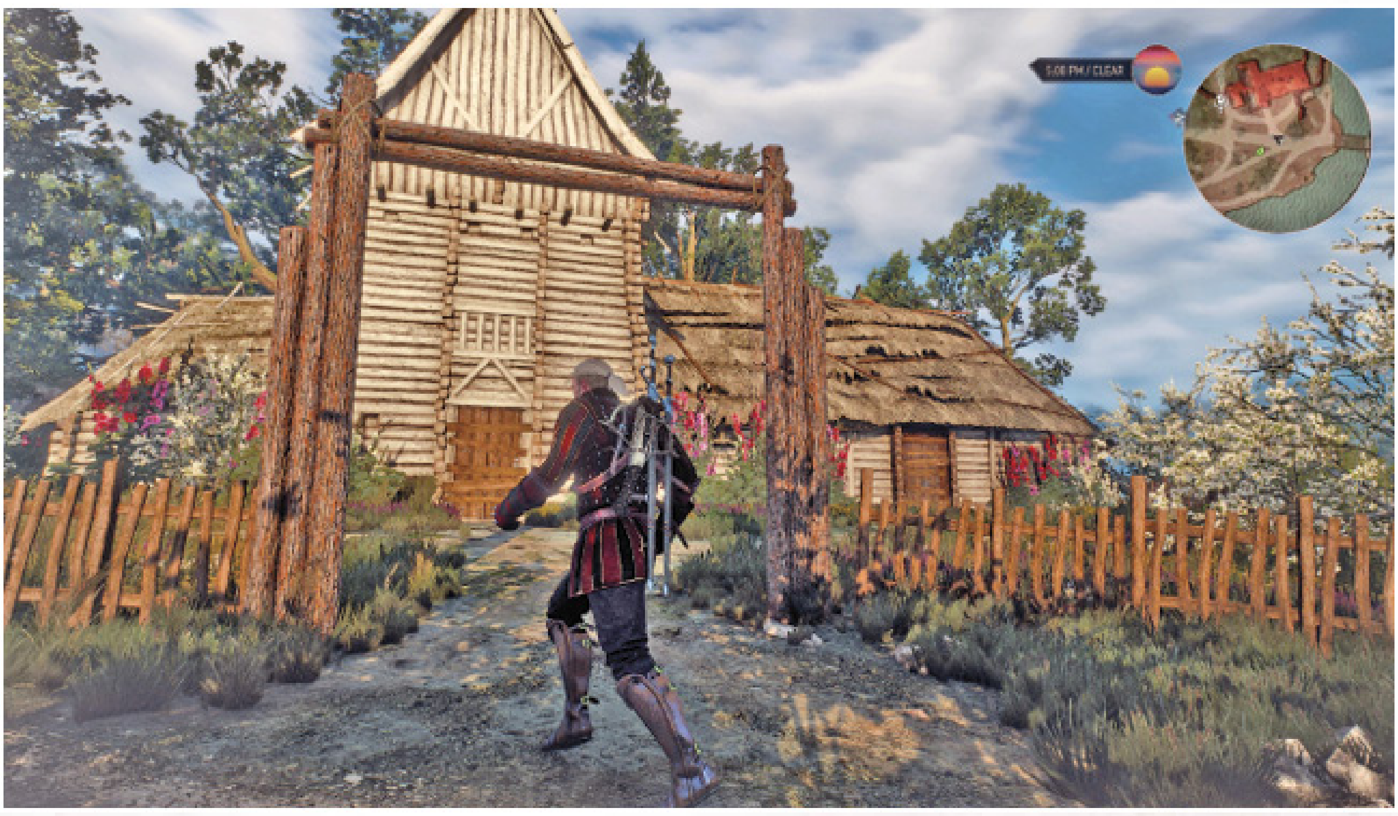
CHARACTERS: Father Glaedfried

ENEMIES: Wraiths, Cursed Mother (Nightwraith)

DECREE FROM OXENFURT CURIA

OBJECTIVE:

- Read Father Glaedfried's diary.



Between the water and wind mills, within the threshold of the village of Brunwich in the northeastern corner of Gustfields, is a white-washed wooden chapel, with a sternly-worded note pinned near its door. The Church of the Eternal Fire has deemed this holy site "befouled." You find the remains of the priest, Father Glaedfried, on the left (north) side of the chapel. Gather the following from his corpse.

Items: Pastorial diary of Father Glaedfried, Crypt Key

A quick skim through the diary, which is covered in blood and heavily damaged, reveals Father Glaedfried to be a member of the Eternal Fire, visiting the "heathens" of this village, who were afraid to enter this chapel. Not so Father Glaedfried, who wrote about entering the chapel alone, armed only with the light of the Eternal Fire. It looks like that torch got snuffed out.

THE CURSED MOTHER OF BRUNWICH

OBJECTIVE:

- Search the crypt's underground passages.

Beneath the giant oak, behind the chapel, is a ceremonial circle. Three wraiths appear as you close in on the crypt entrance. They must be dispatched in the usual manner. Afterwards, a cursory glance at the graves left of the crypt entrance indicates blood sacrifice. Use the crypt key to open the door.

Descend into the large crypt chamber and advance to the central circle. Father Glaedfried's diary proves to be correct. A lurking fear is terrorizing this place, a village elder's wife now taking the form of a Nightwraith. Consult this guide's bestiary (placing Yrden and coating your sword with specter oil, using Moon Dust bombs to stop the wraith's disappearing, and switch to ranged crossbow strikes if she splits into three forms). Then make a thorough search of the coffins, sacks, and wall tombs; two of the sacks contain actual pieces of New Moon armor, making this exploration well worthwhile! Finally, inspect the corpse containing a variety of items, as well as a note explaining exactly what transpired here.

Items: New Moon Armor, New Moon Boots, Eadberht's farewell note

Gustfields: A Dark Legacy

DANGER ALERT
SPOILER ALERT
HoS
GUSTFIELDS: A DARK LEGACY

RELATED QUESTS: Main Quest: Open Sesame (Part 1), Treasure Hunt: The Secret Life of Count Romilly.

LOCATIONS: Borsodi Auction House (Oxenfurt), Deadwight Wood, Arnskrone Castle Ruins

CHARACTERS: Countess Mignole, Count Romilly

ENEMIES: Wolves (and Warg), Ancient Leshen

REQUIRED ITEMS: 350+ Crowns

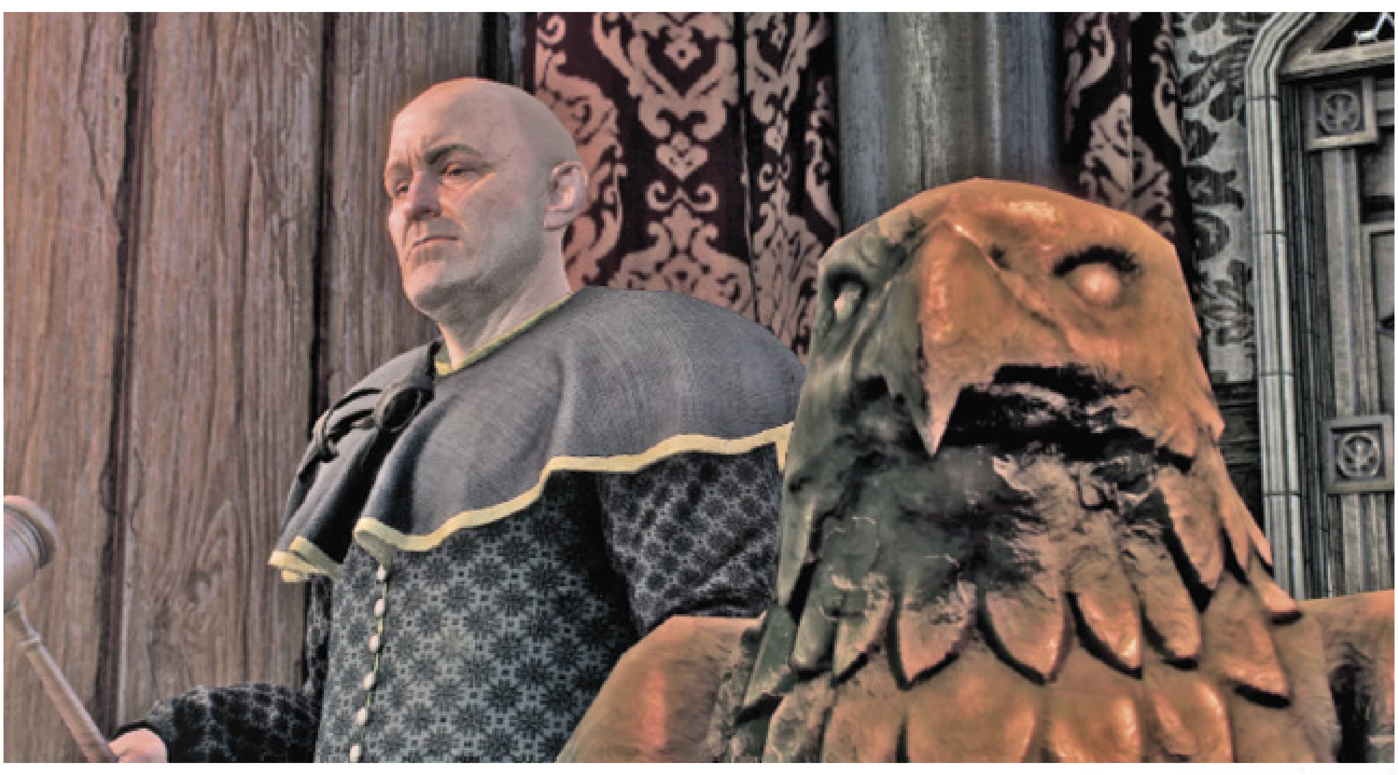
A MYSTERIOUS BRASS FIGURE

OBJECTIVE:

- Read Count Romilly's will.

QUEST COMMENCEMENT

This quest is only available if you purchase Count Romilly's Figurine at the Borsodi auction during Hearts of Stone Main Quest: Open Sesame (Part 1). If this auction (and the plan to purchase the figurine) has passed you by, this quest isn't accessible. Curses!



During Main Quest: Open Sesame, continue to complete objectives associated with this quest until the auction begins. First up is a brass figurine from the collection of the infamous Count Romilly. The rumored treasure inside can only be discovered by destroying the item itself. You can:

- Refrain from bidding (failing this quest).
- If you want it, you'll need to bid 300 crowns for it (despite the item being worth only 150 crowns).

Items: Count Romilly's Figurine

With the figurine now in your possession, once you're thrown out of the auction house, or any time you're not engaged in objectives you cannot stall, take a trip to any armorsmith or blacksmith (such as the one in Oxenfurt), ask them to show you their wares (or to craft something). Go to the "Crafting" menu instead of the "Shop," choose "Dismantle," pick Count Romilly's Figurine from the items you own that can be dismantled, and remove the following key parts (while paying the vendor a nominal fee for dismantling). The figurine is destroyed (it cannot be sold for 150 crowns), but you do receive the following:

Items: Count Romilly's will, Ornate key

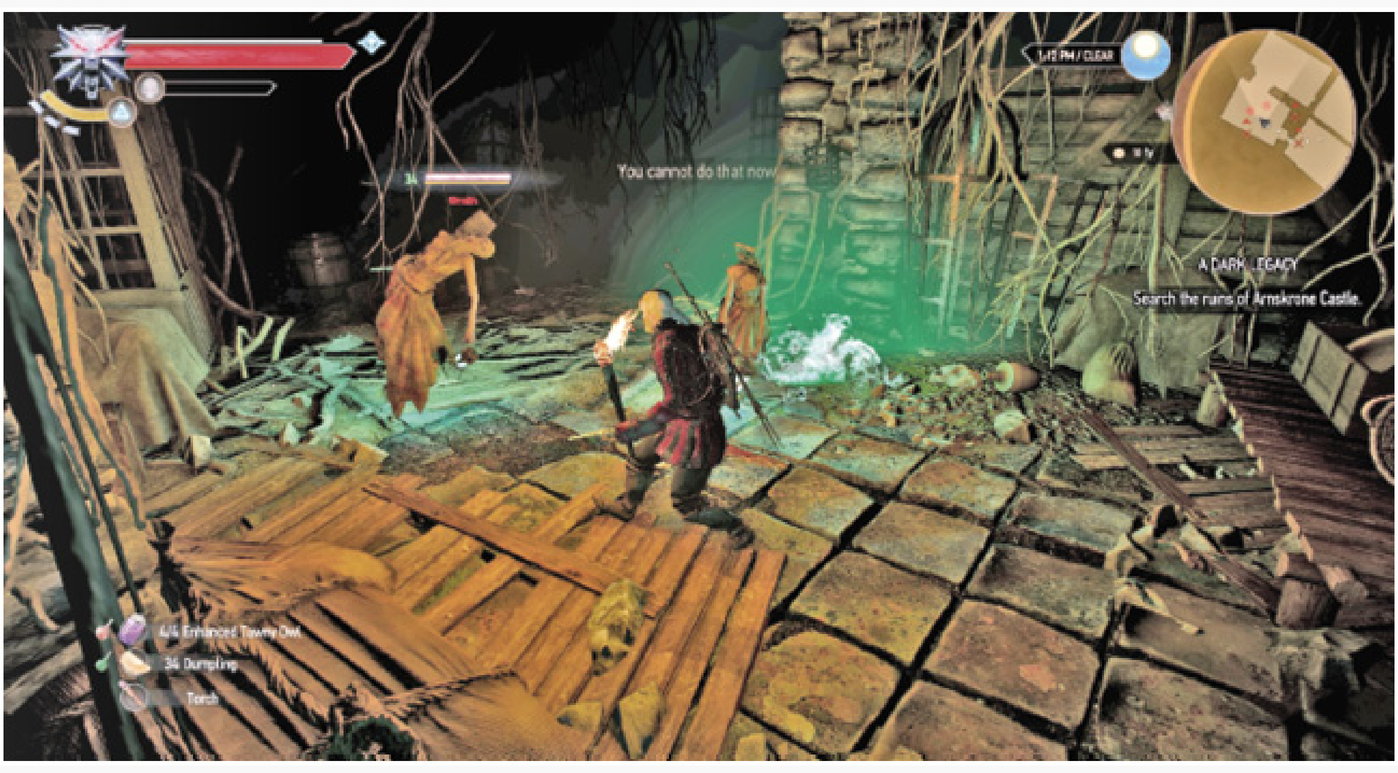
WHERE THERE'S A WILL, THERE'S A WAY

OBJECTIVE:

- Search the ruins of Arnskrone Castle.

With the figurine's contents revealed, read the will, and it reveals a chest to be opened in the ancestral home of Count Romilly, Arnskrone Castle. It is located on the very eastern edges of Gustfields Territory, southeast of Erde and northeast of Heddel, and is a place no sane peasant would ever tread. To reach the castle, you must enter the ancient forest known as Deadwight Woods. As the gloom envelopes you (even during the brightest of days), you find the rudimentary trails converge on the ruins of an old fortress; Arnskrone Castle. In the marshy clearing below the castle, prepare to encounter a small pack of wolves in the company of an Ancient Leshen. Remove the wolf threat first, and then set fire to the Leshen with Igni, while reading up on tactical advice from this guide's bestiary if you need it.

After the Leshen is toppled, optionally use your Witcher Senses to spot a slumped corpse at the foot of the pathway up to the castle grounds (just left of the Arnskrone Castle Ruins signpost); this begins Treasure Hunt: The Secret Life of Count Romilly. Now ascend to face another small pack of wolves (usually lead by a Warg) in the castle's stone courtyard; they appear if you check the corpse by the signpost.



Then access the opening in the ruined circular tower, and descend beneath the woods. Ahead (east) is a locked door opened using the key you can find on the corpse by the signpost, leading to a note and treasure obtained during Treasure Hunt: The Secret Life of Count Romilly. Instead, check the door to your left (north) in this soggy interior (this door appears red if you're using your Witcher Senses). Three Wraiths appear as you enter the room. Defeat these guardians and pick up an old ransom letter as you make your way around the corner to a small set of open cells and a chest. The chest is packed with treasure, usually including some excellent crafting ingredients, a diagram, and a decoction. The quest now completes (but be sure to finish a complete scavenge of this entire castle, as detailed in the related Treasure Hunt).

Treasure Hunts

Gustfields: The Drakenborg Redemption

DANGER ALERT SPOILER ALERT

GUSTFIELDS: THE DRAKENBORG REDEMPTION

RELATED QUESTS: Hearts of Stone: Secondary Quest: Enchanting: Quality Has its Price
LOCATIONS: Yantra, Bloodrot Pit
ENEMIES: Arachnomorph (Small), Arachnomorph (Large)

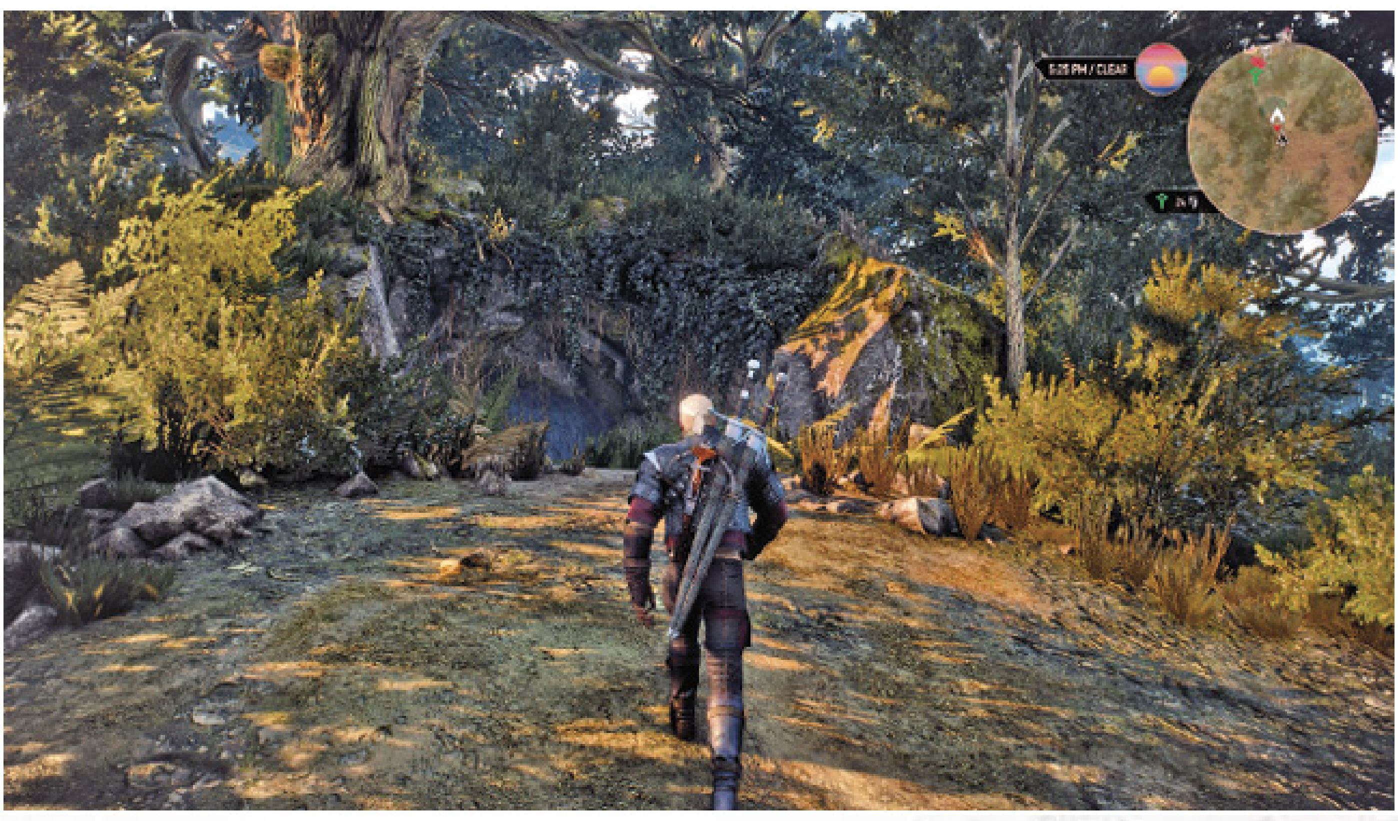
GET BUSY LIVING OR GET BUSY DYING

OBJECTIVE:

- Read the Yellowed letter.

QUEST COMMENCEMENT

This quest is ideally started during the Secondary Quest: Enchanting: Quality Has Its Price, during the objective where you have to locate deposits of jade. However, you can complete it independently.



In the hills due north of Yantra is a wooded hill with a cave hidden beneath the green canopy. The cave is known locally as Bloodrot Pit, and is easy to find if you're searching for jade during the previously-mentioned enchanting quest. Enter the cave mouth, and begin to battle around ten Arachomorphs.

These giant spiders can be dispatched using tactics found in this guide's Bestiary (page 733). Their lunging, attacks can cover large distances, but are very susceptible to Yrden (which freezes them in place); follow this up with burning or freezing attacks (Axii, Aard, or Igni are all good choices, followed up additionally with sword strikes). If you're caught in a web, attempt to parry. Use bombs that freeze or burn. Copious dodging and rolling are also advisable.

Once combat concludes, remain just inside the cave mouth, and locate the curled-up corpse; gather the following items from the body, and read the letter. It's a missive from a friend commanding the dead man for surviving the horrors of Drakenborg.

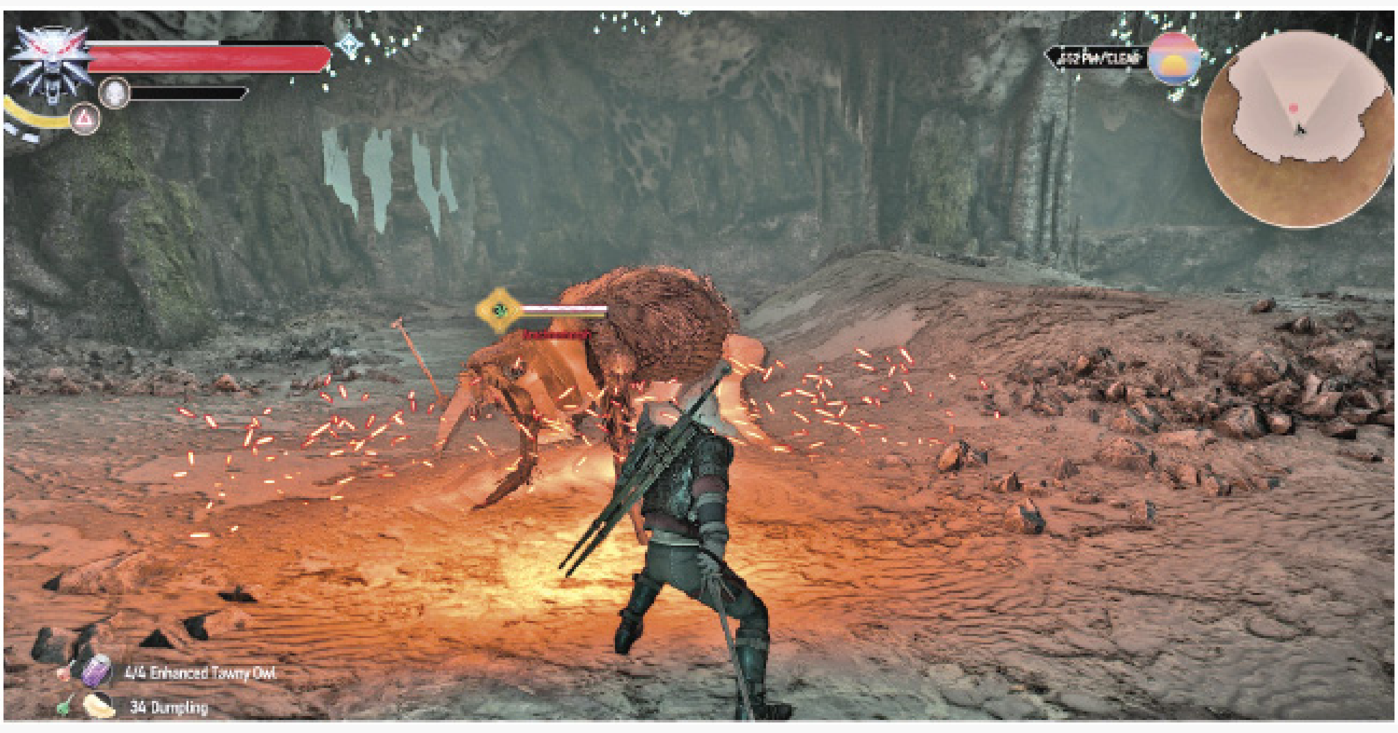
Items: Yellowed letter, Bent key

NO GOOD THING EVER DIES

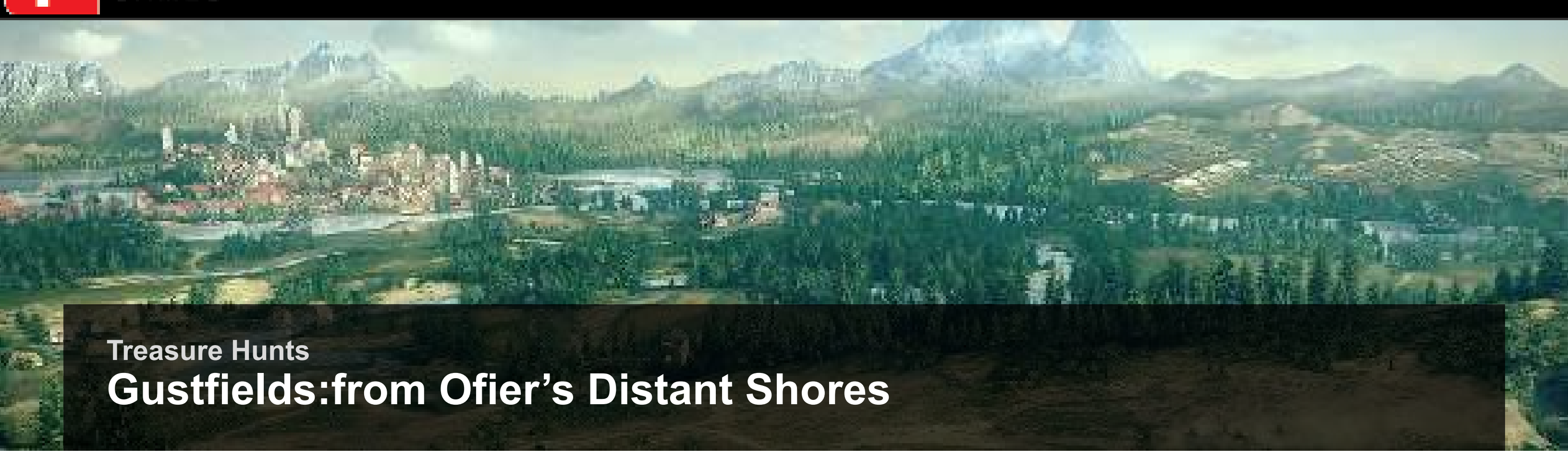
OBJECTIVE:

- Search the cave for a chest using your Witcher Senses.

You may wish to replenish your potions and meditate for a while before venturing into the back of the cave; this secondary chamber has a huge Arachnomorph that must be fought. Try stunning it with Axii or Igni, and follow up with sword slashes until it yields. Dodge its jumping attacks and spittle. Once it has stopped scuttling, investigate the back (eastern) part of the back cave, until you find a shovel and half-buried chest. Gather the following coinage:



Items: 450+ Florens



Treasure Hunts

Gustfields:from Ofier’s Distant Shores

DANGER ALERT
SPOILER ALERT
GUSTFIELDS:FROM OFIER'S DISTANT SHORES

RELATED QUESTS: Secondary Quest: Enchanting: Start-up Costs; Secondary Quest: Races: Swift as the Western Winds

LOCATIONS: Upper Mill, Erde, Heddel, Zuetzer Castle

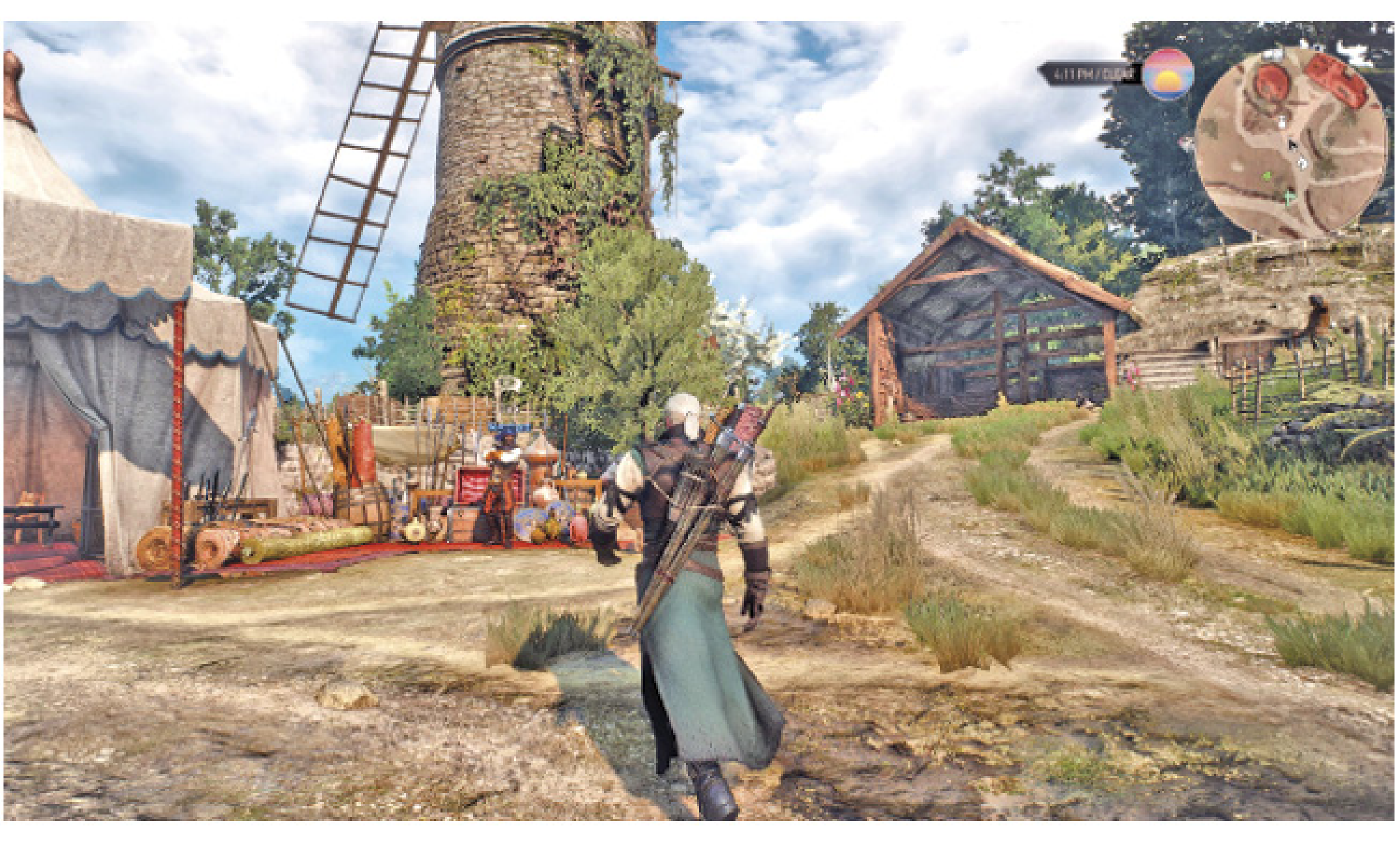
CHARACTERS: Ofieri Merchant

ENEMIES: Fallen Knights

IN RISK THERE IS HONOR

OBJECTIVE:

- Look for the place where the Ofieri merchant was attacked.



In the very northeastern corner of Gustfields territory, far east of Novigrad City, is idyllic Brunwich village. Across Miller’s Lake is the small hamlet of Upper Mill, where a pair of Ofieri traders have taken up residence. One is a merchant, and the other a Runewright. Engage in conversation with the merchant, who has set up his stall in front of the windmill, by his tent. You can:

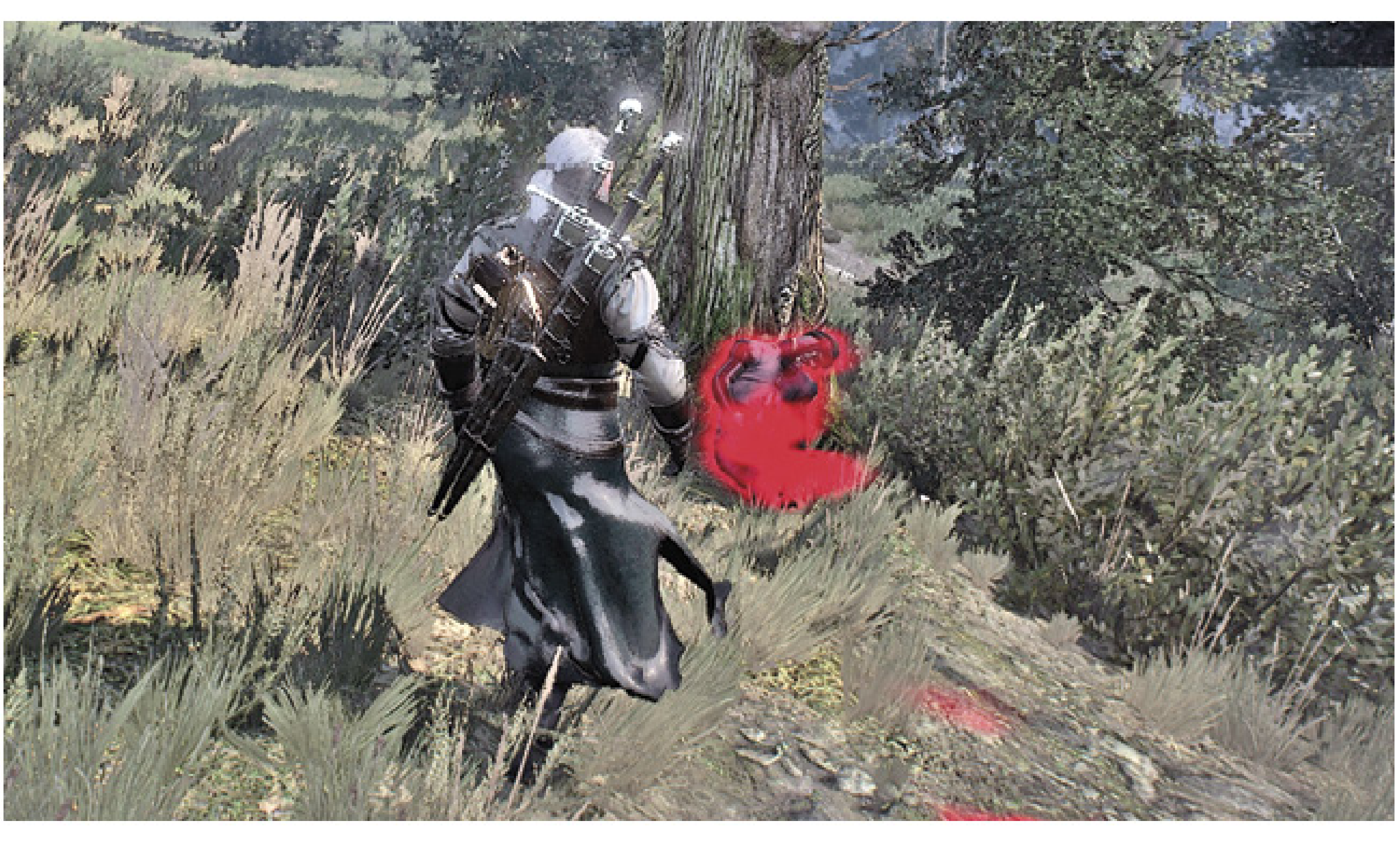
- Ask him about his homeland.
- Mention his horse. This prompts you to challenge the merchant to a horse race (Secondary Quest: Races: Swift as the Western Winds; see page 503).
- Tell him you “wouldn’t mind a look” at his wares. After inspecting (and optionally trading), the merchant asks if you see worth in his goods.

After answering in the affirmative, the merchant tells you that local ruffians attacked him during his travels to reach Upper Mill. In the ensuing fracas, he lost a small collection of diagrams. Offer to recover the diagrams for the merchant to begin this quest.

OBJECTIVES:

- Use your Witcher Senses to search the site of the attack.
- Use your Witcher Senses to follow the bandits’ trail.

The merchant mentioned a “crossroads” where the thievery took place. Head directly south of Upper Mill, passing the strange little wooded hamlet of Erde, to crossroads midway between Erde and the village of Heddel. At the logging mill, take the road heading roughly southwest, towards a ruined fort in the distance. An Ofieri caravan and dead horse lie at the side of the road. Use your Witcher Senses to uncover the following:



- Signs of a bloody fight.

The multiple prints weave roughly northwest across the road from the wagon, then roughly northward until the trail goes cold. Search the immediate area with your Witcher Senses and uncover:

- An area of ground showing someone bleeding heavily.

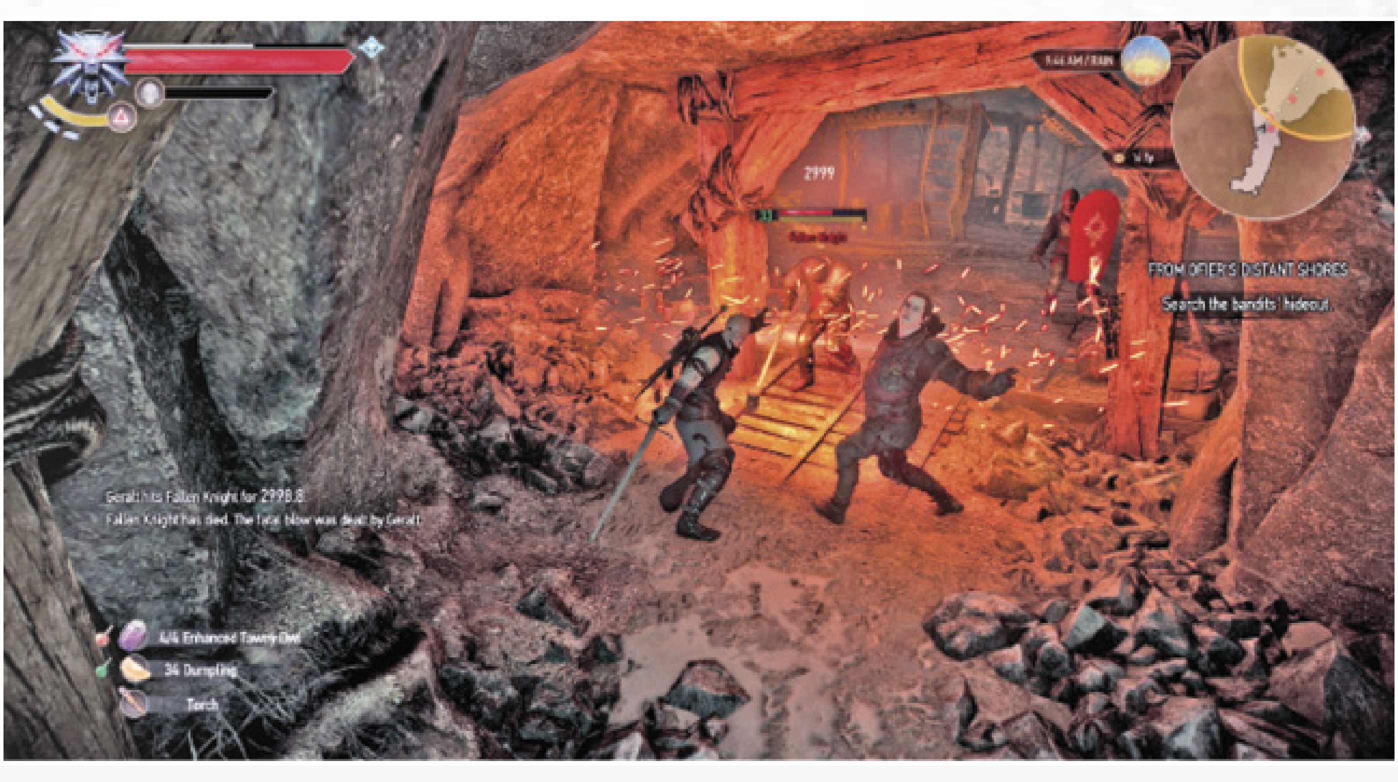
Follow the dripping blood trail through the scrub in a roughly northwesterly direction, until you discover the remains of an Ofieri propped up against a tree.

Check the area around the tree to pick up the bandits’ trail again, following it in a semi-circle to a patch of dirt on the ground. After a quick removal of the dirt, you uncover a trapdoor leading to a bandit hideout.

OBJECTIVES:

- Search the bandits’ hideout.
- Read the letter you found.

Open the trapdoor, use the ladder and climb down into the small tunnel, the remains of a small mining operation and now the lair of the Bandits. Fallen Knights come charging at you when you investigate further in. Deliver a series of killing blows to this scum; there are four foes, including a shielded, two-handed, and crossbow-wielding enemy.


FROM OFIER'S DISTANT SHORES
Search the bandits' hideout.
Geralt hits Fallen Knight for 2798.8
Fallen Knight has died. The fatal blow was dealt by Geralt.
4/4 Enhanced Tawny Owl
34 Dumpling
Torch

Afterwards, loot the hideout, and don’t forget to open the chest containing some treasure, as well as the following items. Gather them, then read the letter which details locations the degenerate knights have sent the other diagrams to be translated.

Items: Armor Diagram – untranslated, Letter with orders, Manuscript Page: Beast Oil

FELLING THE FALLEN KNIGHTS

OBJECTIVES:

- Search the remaining bandit camps
- Find all the diagrams from the Ofieri gear set and return them to the merchant to be duplicated and translated (4 total).

The following three bandit camps must now be raided (in any order you like). They are referenced here in the optimal order.

SECOND BANDIT CAMP: THE RENEGADES IN THE WOODS

Just north and a little west of your current position (west of Erde), and just off the wooded path is a small camp of around six Fallen Knights, who may be preoccupied by a small Nekker, Bear, or other wild animal incursion. Either way, anything that isn’t Roach needs to be put to death. Then search the chest (glowing red if you use Witcher Senses) just right of the metal brewing equipment, and left of the tent. There’s a crumpled letter (to optionally read), some supplies, and the following items of interest:

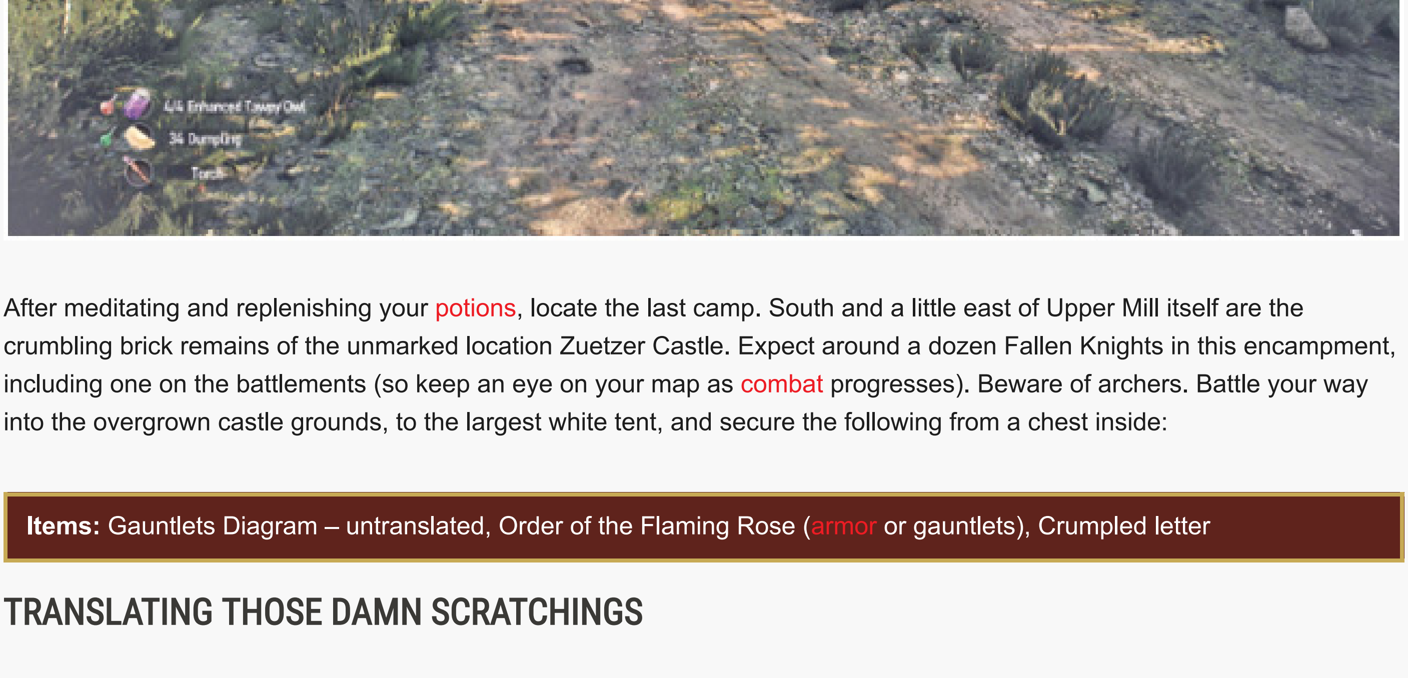
Items: Boots Diagram – untranslated, Order of the Flaming Rose (armor or gauntlets), Crumpled letter

THIRD BANDIT CAMP: THE MOTLEY CREW AT THE COTTAGE

Meditate and refill any potions before locating the next camp. Along the very northern edge of Gustfields territory, northeast of the Isolated Hut, and northwest of the Garin Estate, is a remote farmhouse with six Fallen Knights to defeat. Once the coast is clear, enter the house and search for the chest left of the bed for some florens, Flaming Rose armor, and another diagram you need.

Items: Trousers Diagram – untranslated, Order of the Flaming Rose (armor or gauntlets), Letter with orders

FOURTH BANDIT CAMP: THE GARRISON AT ZUETZER CASTLE


FROM OFIER'S DISTANT SHORES
Find all the diagrams from the Ofieri gear set and return them to the merchant to be duplicated and translated 2/4
Search the remaining bandit camps
4/4 Enhanced Tawny Owl
34 Dumpling
Torch

After meditating and replenishing your potions, locate the last camp. South and a little east of Upper Mill itself are the crumbling brick remains of the unmarked location Zuetzer Castle. Expect around a dozen Fallen Knights in this encampment, including one on the battlements (so keep an eye on your map as combat progresses). Beware of archers. Battle your way into the overgrown castle grounds, to the largest white tent, and secure the following from a chest inside:

Items: Gauntlets Diagram – untranslated, Order of the Flaming Rose (armor or gauntlets), Crumpled letter

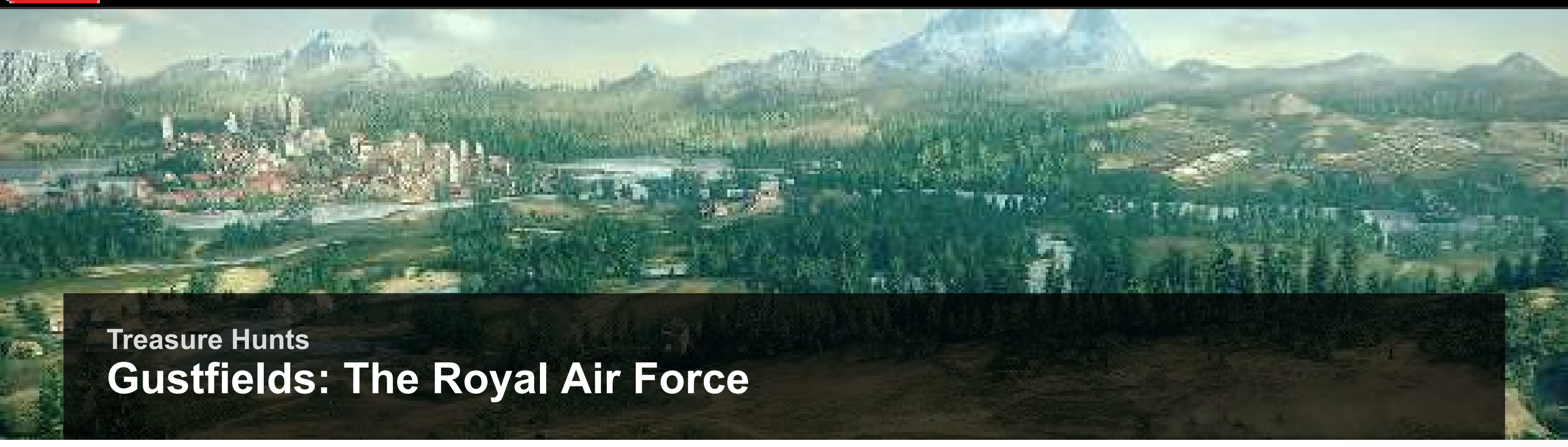
TRANSLATING THOSE DAMN SCRATCHINGS

OBJECTIVES:

- Return the diagrams to the Ofieri merchant.
- Wait one day for the merchant to translate the diagrams.
- Collect the translated diagrams from the Ofieri merchant.

Return to Upper Mill, and hand over the four diagrams to the thankful merchant. Should you want translations of these diagrams, you must wait (or adventure) for one entire day before returning. You are given the following diagrams (which should then be crafted and worn if you wish).

Items: Diagram: Ofieri Sharovary, Diagram: Ofieri Gauntlets, Diagram: Ofieri Scale Armor, Diagram: Ofieri Boots



Treasure Hunts

Gustfields: The Royal Air Force

DANGER ALERT SPOILER ALERT

GUSTFIELDS: THE ROYAL AIR FORCE

LOCATIONS: Vikk Watchtower
CHARACTERS: Nicolas Vogel
ENEMIES: Harpies

THE ONLY WAY TO TAME A HARPY

OBJECTIVE:

- Read Nicolas Vogel's notebook.

Over in eastern Gustfields territory, on the high ground northeast of Est Taylar, is the crumbling fortification known as the Vikk Watchtower, most recently a laboratory. It isn't big enough to have a signpost, but it is home to a large flock of Harpies. Remember to use Aard or Igni to blast them out of the air and finish them on the ground with sword plunges (or consult the Bestiary). Also beware of a possible Forktail incursion. The entrance to the tower has a note on the doorway wall requesting harpy eggs. Just inside the ruined archway entrance lies the corpse of Vogel himself. Among his belongings, loot the following:

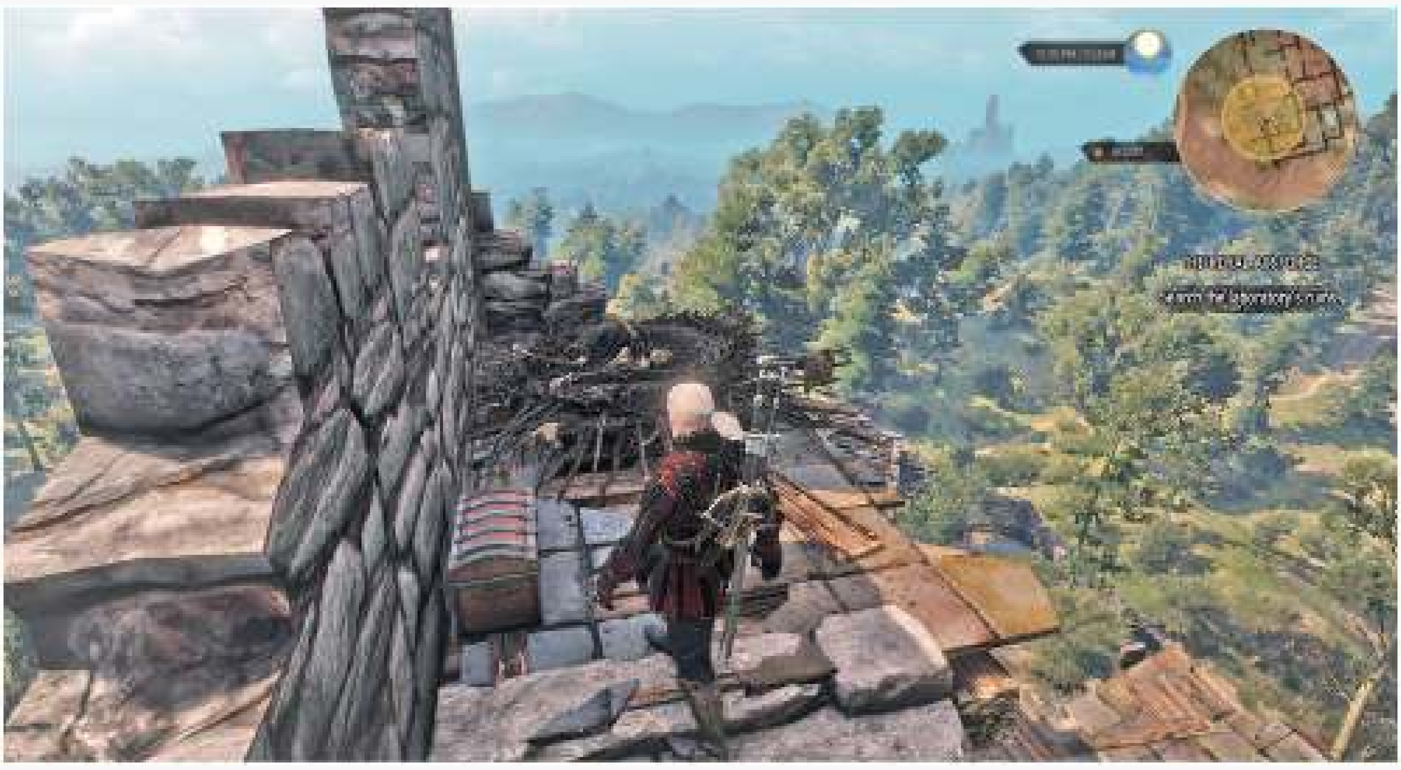
Items: Nicolas Vogel's laboratory notebook, Chest key

Read the fragment of his notes; Vogel seems to be an eccentric breeder of Harpies in the hopes of adding an "airborne" division to the Redanian army. It seems his "children" may have turned on him. His notes mention a "rainy day stash" atop the tower. Interesting…

THROUGH ADVERSITY TO THE STARS

OBJECTIVE:

- Search the laboratory ruins.



The watchtower acted as his laboratory, and despite its ruined appearance, there's a chest to find; right at the very top. Make your way (carefully) up the ruined floors and secure a variety of items (including a random sword diagram, and the following) from the chest, before descending just as gingerly.

Items: Diagram: Pyerog runestone, New Moon Trousers

Treasure Hunts

Gustfields: The Secret Life Of Count Romilly

DANGER ALERT SPOILER ALERT

HoS

GUSTFIELDS: THE SECRET LIFE OF COUNT ROMILLY

RELATED QUESTS: Main Quest: Open Sesame (Part 1), Treasure Hunt: A Dark Legacy.

LOCATIONS: Deadwight Wood, Arnskrone Castle Ruins

CHARACTERS: Count Romilly

ENEMIES: Wolves (and Warg), Ancient Leshen

DOWN FOR THE COUNT

OBJECTIVE:

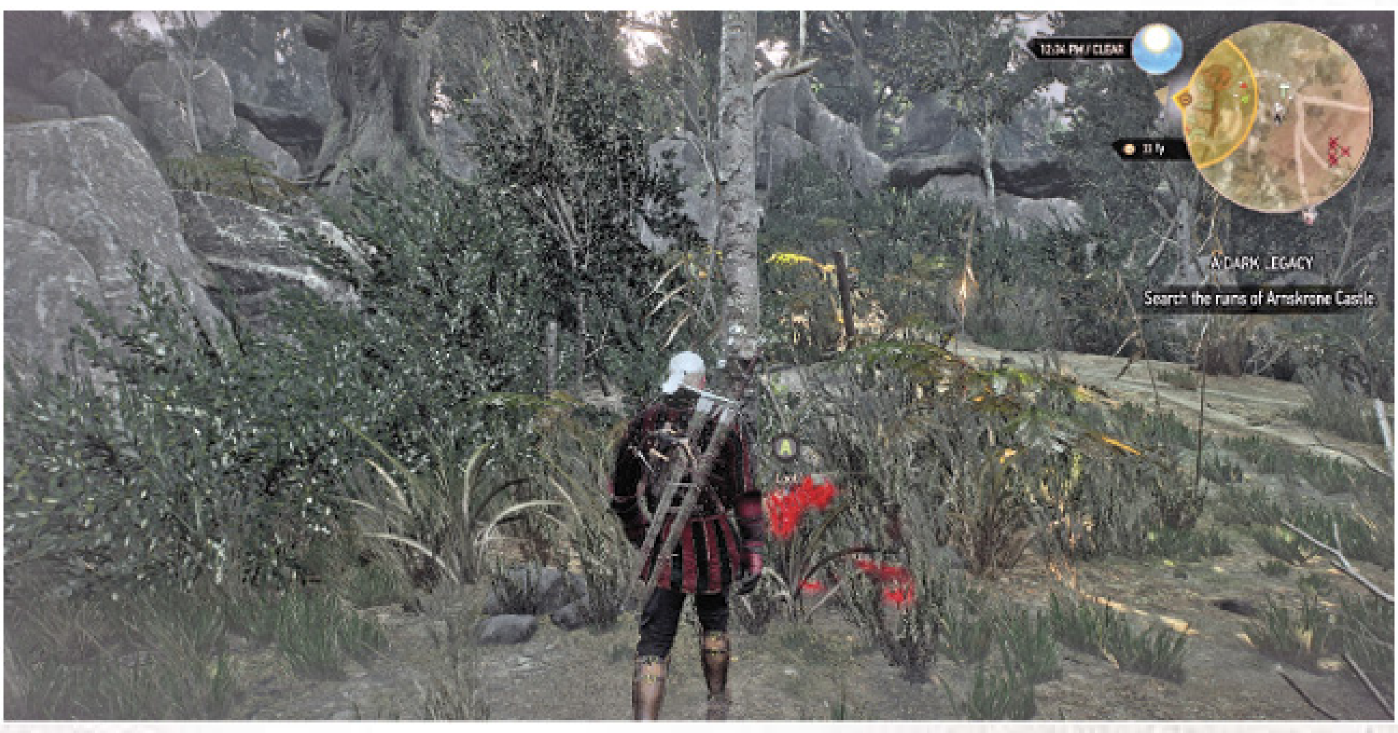
- Read Count Romilly's notes.

QUEST COMMENCEMENT

This quest is ideally started during the exploration of Arnskrone Castle during Treasure Hunt: A Dark Legacy (as the full story of Count Romilly is revealed if both quests are completed), though you can complete it independently.

On the very eastern edges of Gustfields Territory, southeast of Erde and northeast of Heddel, is a place no sane peasant would ever tread; the ancient forest known as Deadwight Wood. Venture here anyway, as the gloom envelopes you (even during the brightest of days), you find the rudimentary trails converge on the ruins of an old fortress; Arnskrone Castle. In the marshy clearing below the castle, prepare to encounter a small pack of wolves in the company of an Ancient Leshen. Remove the wolf threat first, and then set fire to the Leshen with Igni, while reading up on tactical advice from this guide's bestiary if you need it.

After the Leshen is toppled, optionally use your Witcher Senses to spot a slumped corpse at the foot of the pathway up to the castle grounds (just left of the Arnskrone Castle Ruins signpost). Gather the following, and read the note. It continues the unpleasant musings of Count Romilly, and the "incident" with Anastasia von Bourmann.



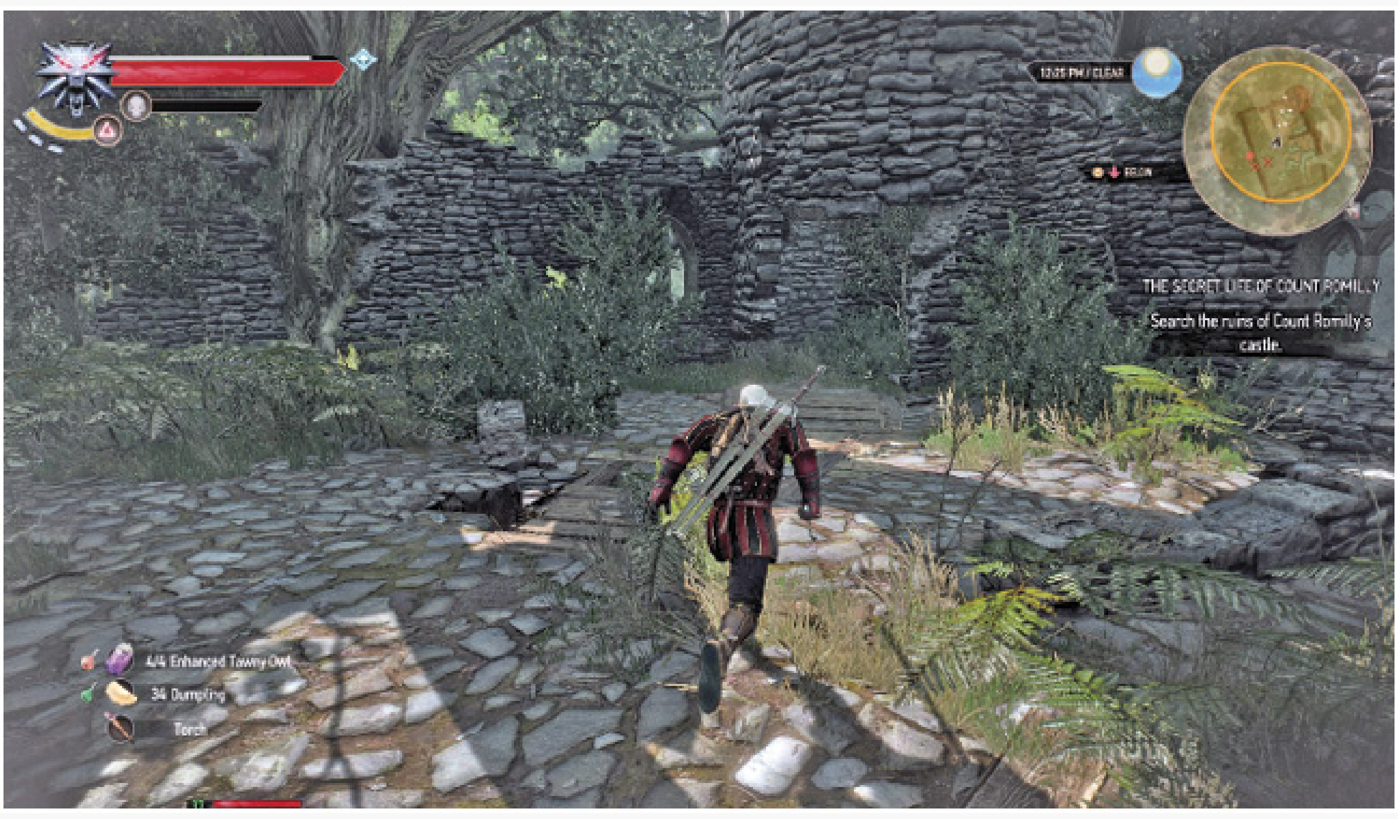
Items: Count Romilly's journal (part 2), Tarnished key

REQUIRED READING IN THE LOWER LIBRARY

OBJECTIVE:

- Search the ruins of Count Romilly's castle.

Ascend to face another small pack of wolves (usually lead by a Warg) in the castle's stone courtyard. Then access the opening in the ruined circular tower, and descend beneath the woods. To your left (north) in this soggy interior is a locked door (which appears red if you're using your Witcher Senses), leading to wraiths and treasure obtained during Treasure Hunt: A Dark Legacy. Ahead (east) is a locked door opened using the key you just found. It leads into the remains of the Count's library. Check the table for the rest of his journal, and don't leave without opening the chest behind the table. Among the other valuables is a diagram for a fancy sword.


12:25 PM / CLEAR
BELOW
THE SECRET LIFE OF COUNT ROMILLY
Search the ruins of Count Romilly's castle.
4/4 Enhanced Tawny Owl
34 Dumpling
Torch

Items: Count Romilly's journal (part 1), Random item

Gustfields: A Surprise Inheritance

DANGER ALERT SPOILER ALERT

GUSTFIELDS: A SURPRISE INHERITANCE

LOCATIONS: Heddel, Stacheier
CHARACTERS: Knut Kreutzman
ENEMIES: Arachnomorphs, Ghouls, Archgriffin

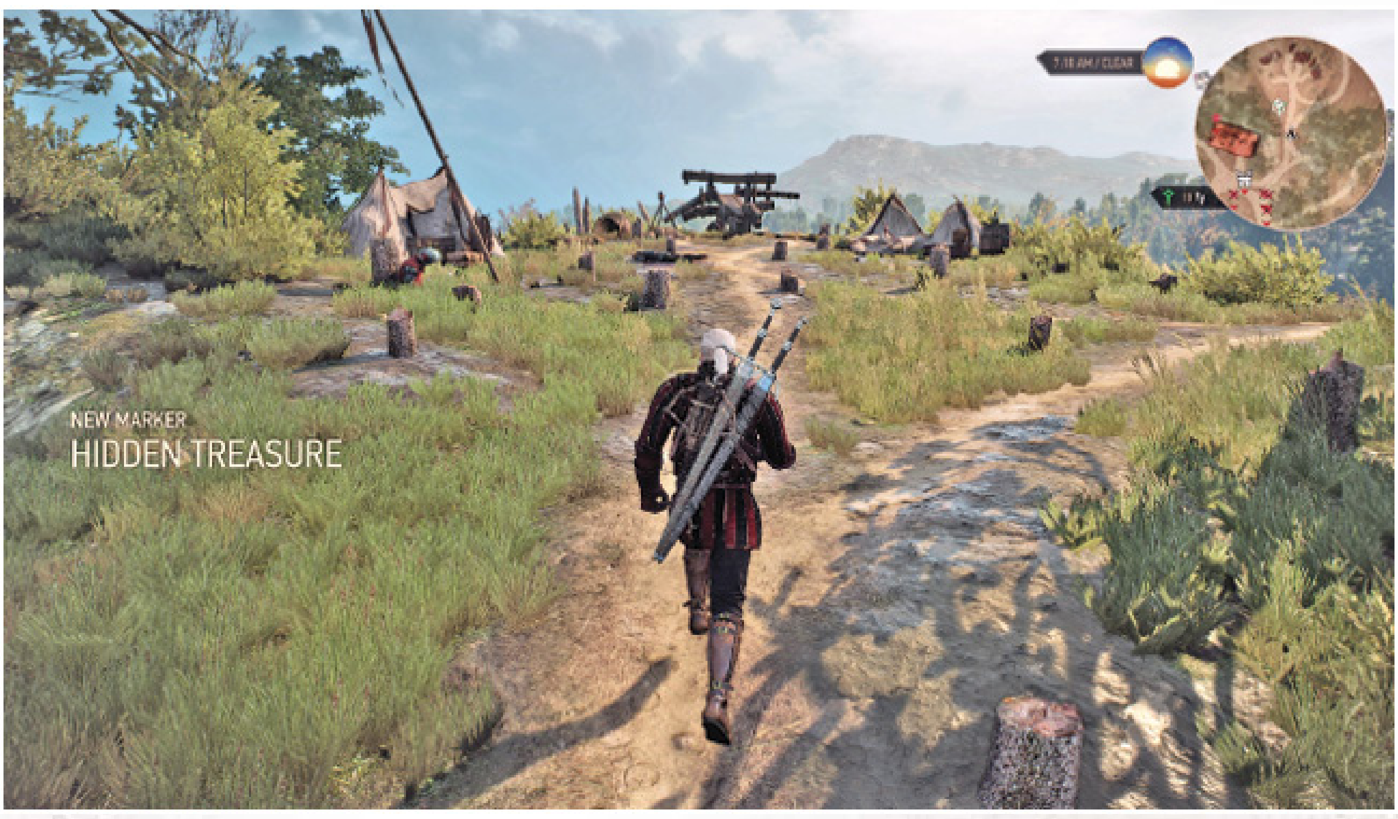
POOR OLD KNUT IS KAPUT

OBJECTIVE:

- Read Knut Kreutzman's notes.

At the southern end of the river, on the eastern side of Gustfields is the small village of Heddel. It is usually overrun by Arachnomorphs. Optionally liberate the area to access the Signpost for Fast-Travel purposes. Then explore the hilly ground to the north; a tiny hamlet known to locals as Stacheier. The top of the hill is anchored by an old oak tree, and the Abandoned Site here is overrun by Ghouls. Remove these threats. This liberates Stacheier as well (though this location isn't big enough to have its own signpost).

Close to a ballista overlooking the river at the top of the hill, across from the oak tree, are the slumped remains of one Knut Kreutzman. Gather the following items from Knut, then read his notes: it seems he was waiting for a hunting party to clear his Aunt's lands of a Griffin, but was set upon by Ghouls.

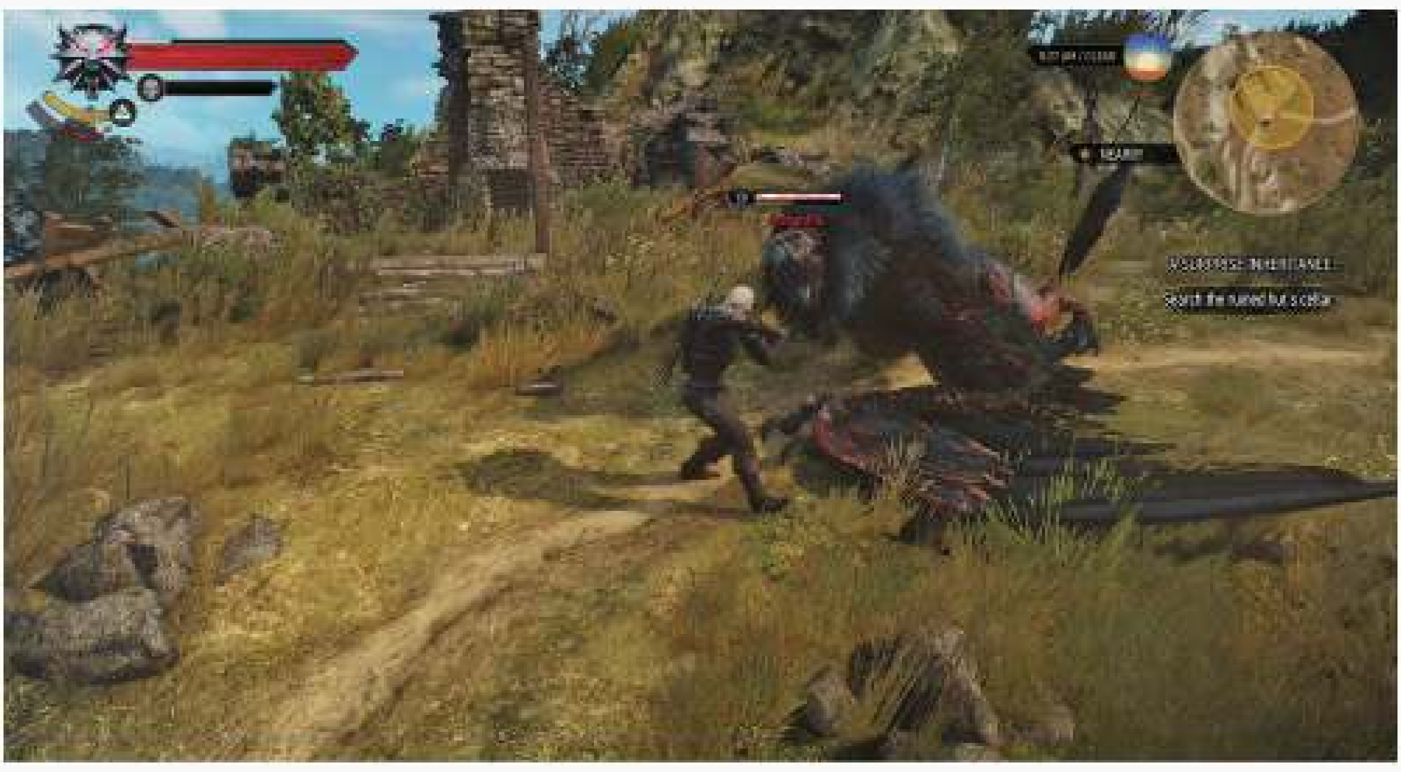


Items: Knut Kreutzman's journal, Completely ordinary key

GIVING A GRIFFIN SOME GRIEF

OBJECTIVE:

- Search the ruined hut's cellar.



Northeast of Stacheier, across the stream towards Arnskrone Castle Ruins, is an Archgriffin's nest. Face this creature (use Hybrid Oil, Thunderbolt, and Aard or Igni during the battle, or consult the Bestiary for more in-depth tactics), before inspecting the trapdoor within the threshold of the ruined house with the stone chimney still standing. It leads to a tiny cellar, and a chest to unlock with the key. Among the other treasure are the following items (see below). Knut's hunting party are scattered about the Griffin's eyrie atop the rocky outcrop hereabouts.

Items: Random item

Treasure Hunts

Gustfields: The Sword, Famine And Perfidy

DANGER ALERT
SPOILER ALERT
HoS
GUSTFIELDS: THE SWORD, FAMINE AND PERFIDY

LOCATIONS: Novigrad Beach

CHARACTERS: Brother Anselm

ENEMIES: Drowners

NO GOOD THING EVER DIES

OBJECTIVE:

- Read Brother Anselm's letter.

Directly north of Novigrad city, on the sandy coast due east of where the Ofieri ship ran aground during Main Quest: Evil's First Soft Touches, is Novigrad Beach. Snuggled in behind the sand dunes is a small cottage, close to a Drowner spawning ground. Remove these threats before entering the cottage. The place is deserted, save for the corpse of a man (with a letter to optionally take) and a cluster of barrels. Use Aard to destroy the barrels, and open the cellar trapdoor below. Climb down into a small cellar cave, where you find a second corpse.

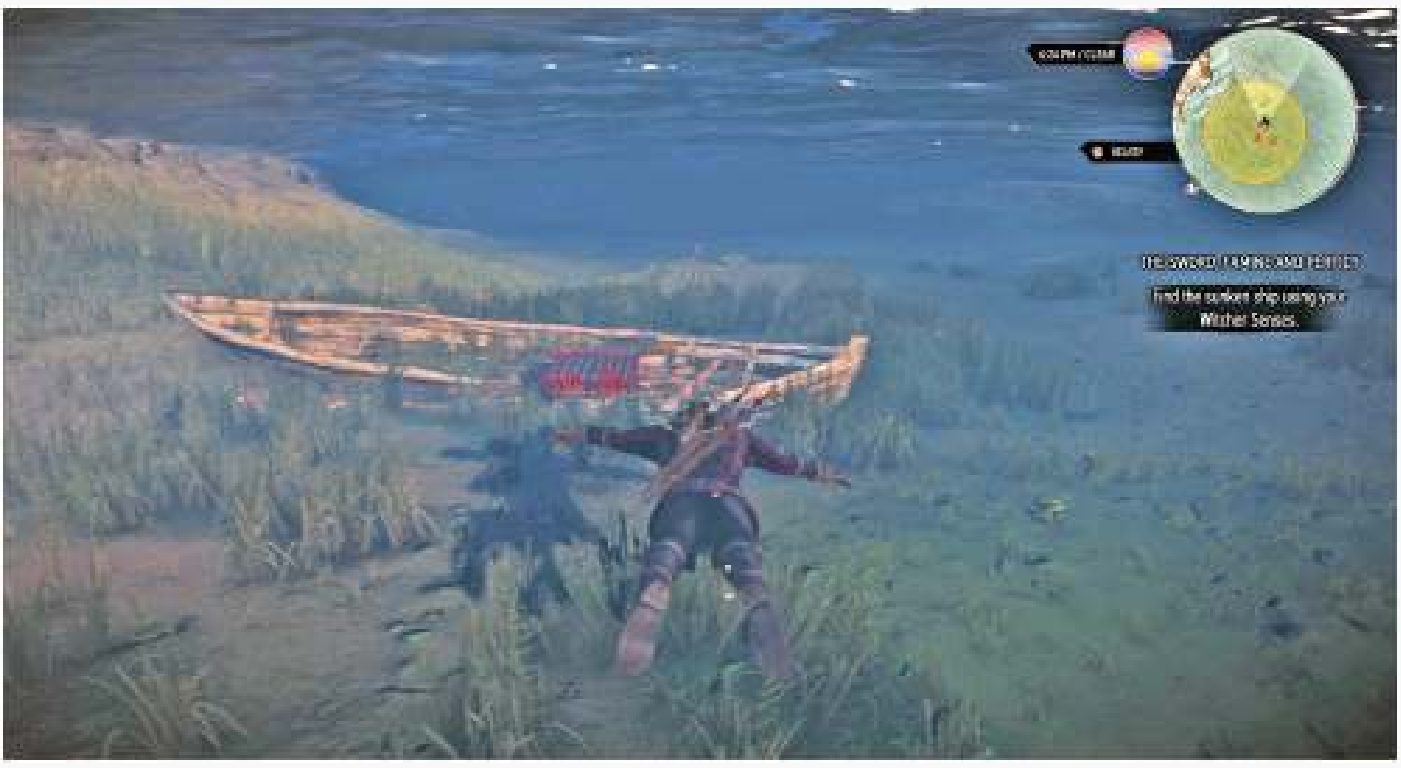
Pry the letter and key off the corpse and read the parchment; it details a fisstech deal going horribly wrong. But it does make mention of a sunken ship somewhere in the vicinity.

Items: Letter written in blood, Rusted key

AROUND THE RUGGED ROCKS

OBJECTIVE:

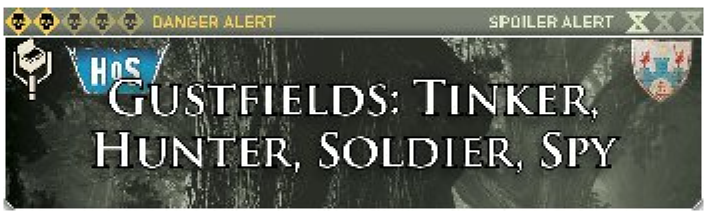
- Find the sunken ship using your Witcher Senses.


THE SWORD, FAMINE AND PERFIDY
Find the sunken ship using your Witcher Senses.

Make a thorough inspection of the cellar for any additional loot (there's usually a chest with florens here) before leaving the cottage, and plotting a boat trip (or swim) to the southwest, to a small jutting island northwest of Novigrad City. Swim out to the area of interest, watching for further Drowners (a crossbow sees them off if you're fighting them underwater). Dive down and remove the random contents of a small chest from a sunken rowboat.

Treasure Hunts

Gustfields: Tinker, Hunter, Soldier, Spy


DANGER ALERT
SPOILER ALERT
HoS
GUSTFIELDS: TINKER, HUNTER, SOLDIER, SPY

LOCATIONS: Whispering Grange, Mohrin Village
CHARACTERS: Beanpole, Agent Shinetop
ENEMIES: Fallen Knights

IT'S ABOUT WHICH MASTER YOU'VE BEEN SERVING, GERALT

OBJECTIVE:

- Read the report.

East of Novigrad, and beyond the vineyards of Whispering Grange, you see a wooden watchtower poking above the trees atop the higher ground to the north. The hamlet of Mohrin Village (a settlement too small for its own signpost) has been set ablaze by about half a dozen Fallen Knights. Treat them like common (but armored) bandits. Once the area is liberated and the roof fires are out, climb the wooden watchtower, and search the platform for the corpse of a spy.

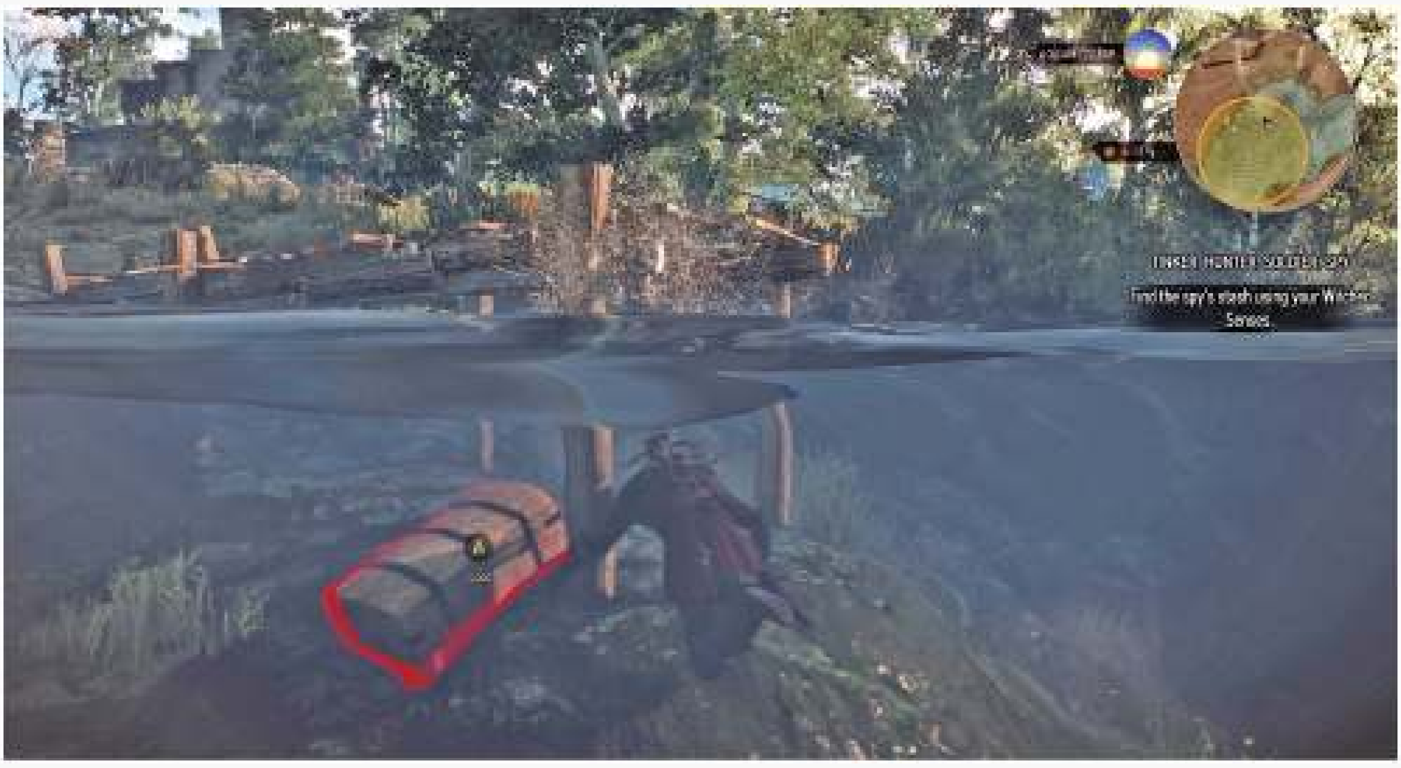
Gather the key and letter; it's from a field agent codenamed "Beanpole" who was tracking these renegade knights and working with an "Agent Shinetop." It seems those knights found him, though his report does make mention of a stash of treasure to purloin.

Items: Bloody letter, Incrusted key

WHO CAN SPY ON THE SPIES?

OBJECTIVE:

- Find the spy's stash using your Witcher Senses.


TINKER, HUNTER, SOLDIER, SPY
Find the spy's stash using your Witcher Senses.

The stash is almost directly due south of your current position, under the small pond jetty just south of the (unmarked) Moldavie Residence, and north of the Dancing Windmill. Dive down and open the chest, gathering a variety of alchemy and crafting ingredients, as well as a diagram and other odds and ends.

Items: 200+ Florens, Ingredients for Alchemy and Crafting

Ard Skellig: Inheritance

DANGER ALERT SPOILER ALERT

ARD SKELLIG: INHERITANCE

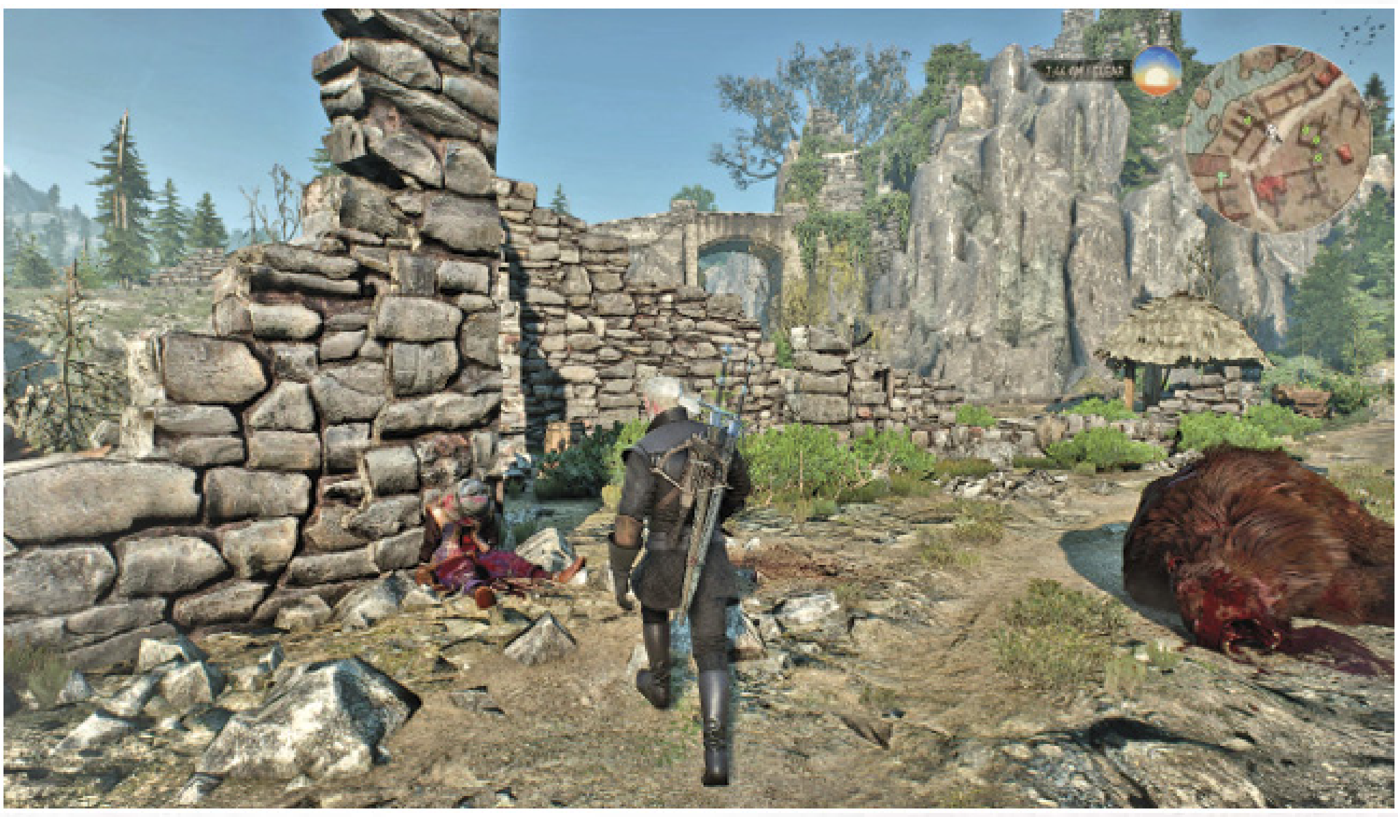
LOCATIONS: Boxholm
ENEMIES: Morvudd (Fiend)

LIKE FATHER, LIKE SON

OBJECTIVE:

- Read the letter you found.

In the north and central part of the main island of Ard Skellig is the abandoned settlement of Boxholm; its inhabitants are terrorized by a marauding Fiend known as Morvudd (Contract: Missing Son). This general area between Boxholm and Fayrlund has two other treasure-hunting spots. See the Atlas chapter for specifics.

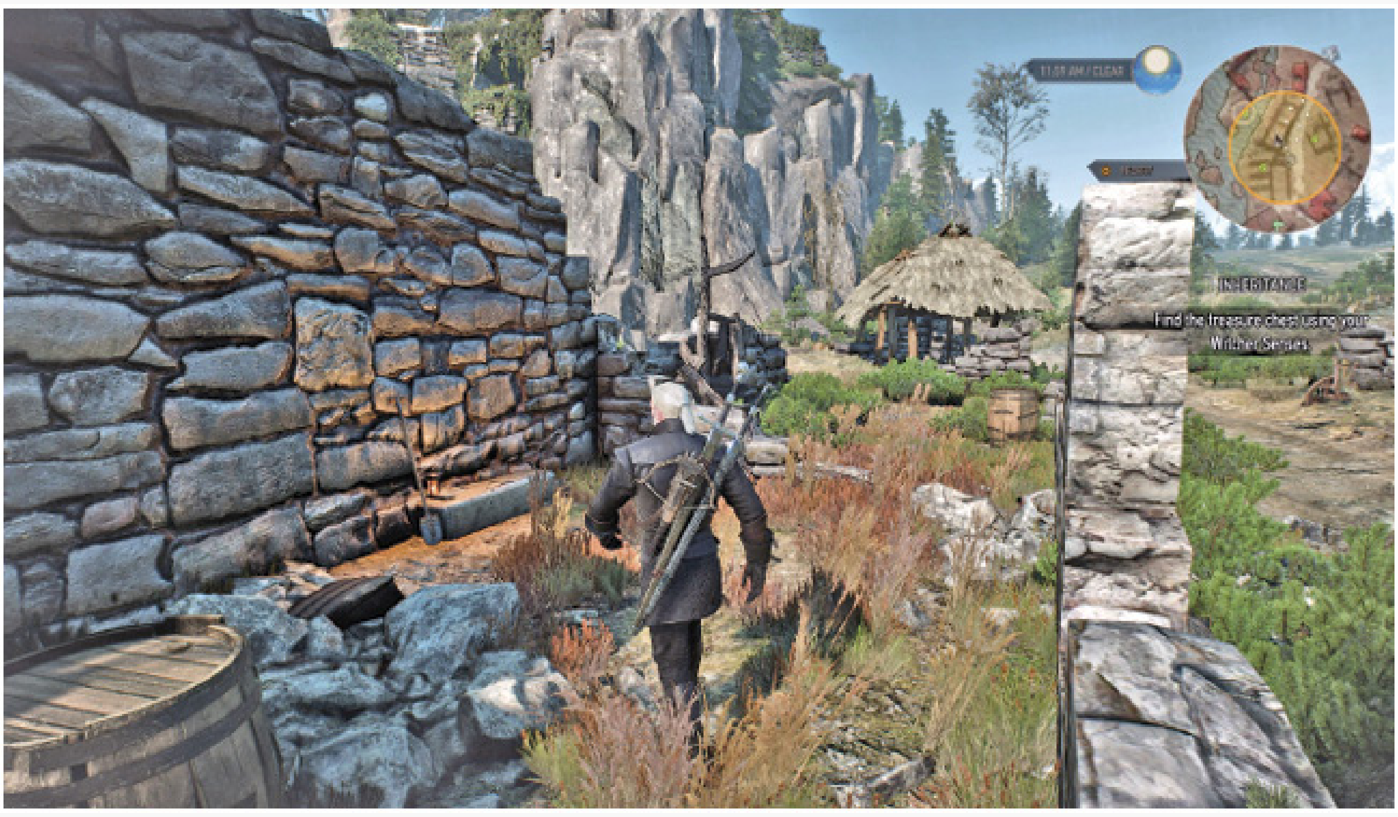


You can easily avoid the Fiend if you steer clear of the ruined fort. Walk roughly north a few paces from the Signpost at Boxholm, and discover a Skellige warrior propped up against the remains of a stone structure, across from a dead bear. Gather the following from his body:

Items: Silver-plated key, Old, yellowed letter

OBJECTIVE:

- Find the treasure chest using your Witcher Senses.



The note is from an older man to his infant son describing some family hardships. The age of the letter indicates the son was grown up, and about to claim to some family goods "beneath Old Ule's house." Although the fellow dug up the chest, he never pocketed the items inside. The treasure is literally within spitting distance from the corpse, in the next ruined hut, near the barrel.

Treasure Hunts

Ard Skellig: Freya Be Praised!

DANGER ALERT

SPOILER ALERT

ARD SKELLIG: FREYA BE PRAISED!

LOCATIONS: Blandare, Blandare Lake (Unmarked)

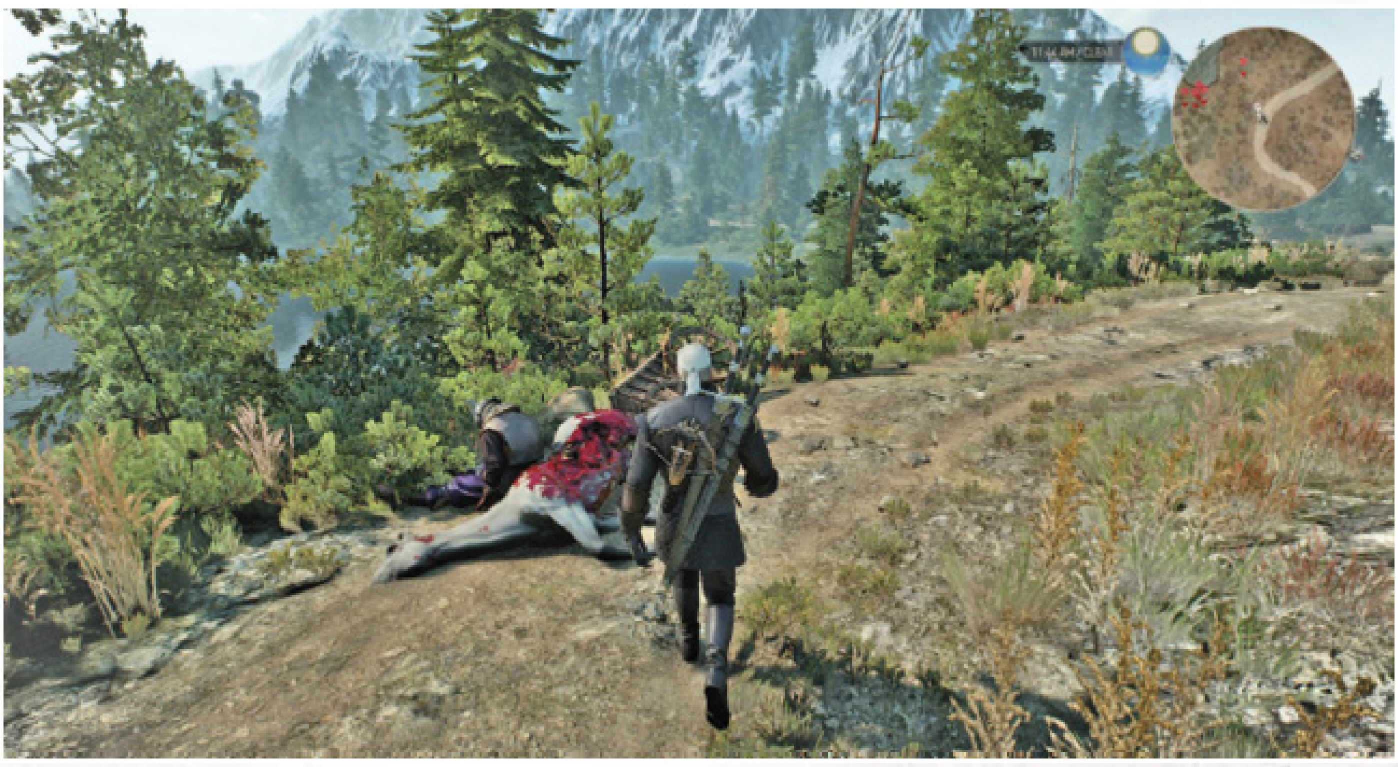
ENEMIES: Drowners

THE ITINERANT MERCHANT

OBJECTIVE:

- Read the crumpled note.

The road south of Blandare is a treacherous one; explore this rough thoroughfare that skirts the north shore of the lake here. You uncover something of interest at a bend in the road, just south of the jarl's property, down the hill to the road side: a half-eaten horse and a dead merchant. Search him.

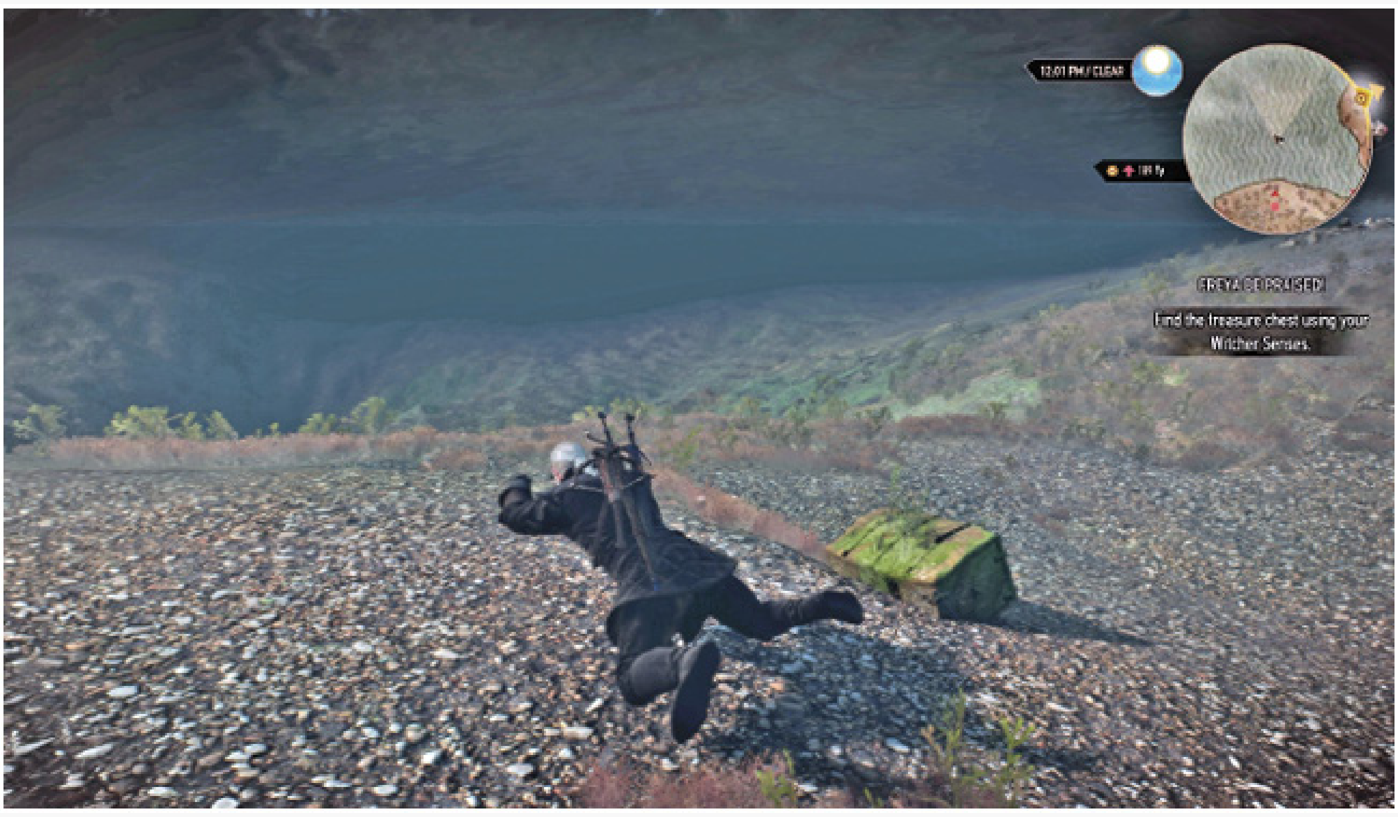


Items: Itinerant merchant's notes, Small chest key

OBJECTIVE:

- Find the treasure chest using your Witcher Senses.

Despite sacrificing a lamb to Freya, the merchant didn't reach his destination. But current indications are that there's something of value in the nearby lake. Descend to the north shore, where you're set upon by at least six Drowners.



Once you've coated the shoreline in their blood, swim out into the northern part of the lake, dive down and secure the treasure from the underwater chest.

Treasure Hunts

Ard Skellig: X Marks The Spot

DANGER ALERT SPOILER ALERT

ARD SKELLIG: X MARKS THE SPOT

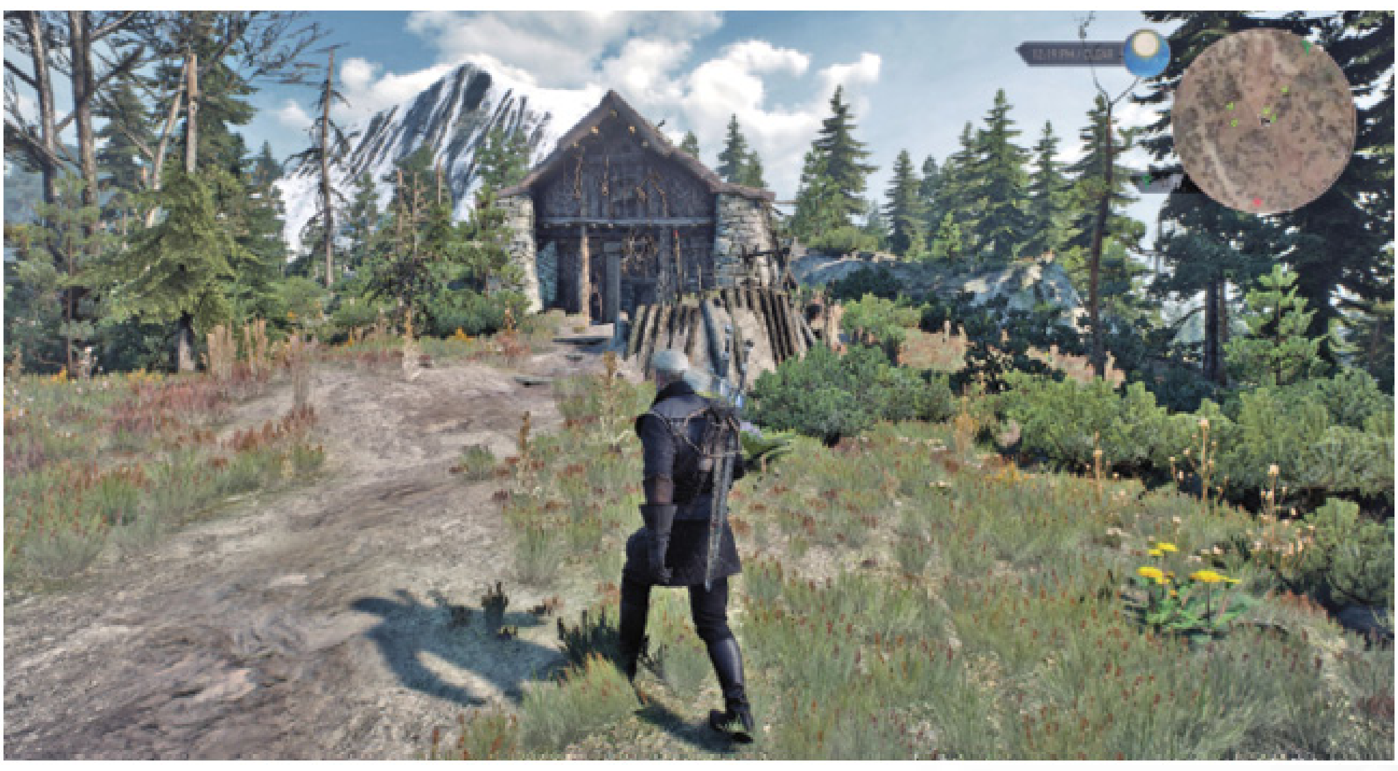
LOCATIONS: Blandare, Ruined Farmhouse (Unmarked), Fayrlund
ENEMIES: Wraith, Wolves

FORSEEN AT THE RAVINE

OBJECTIVE:

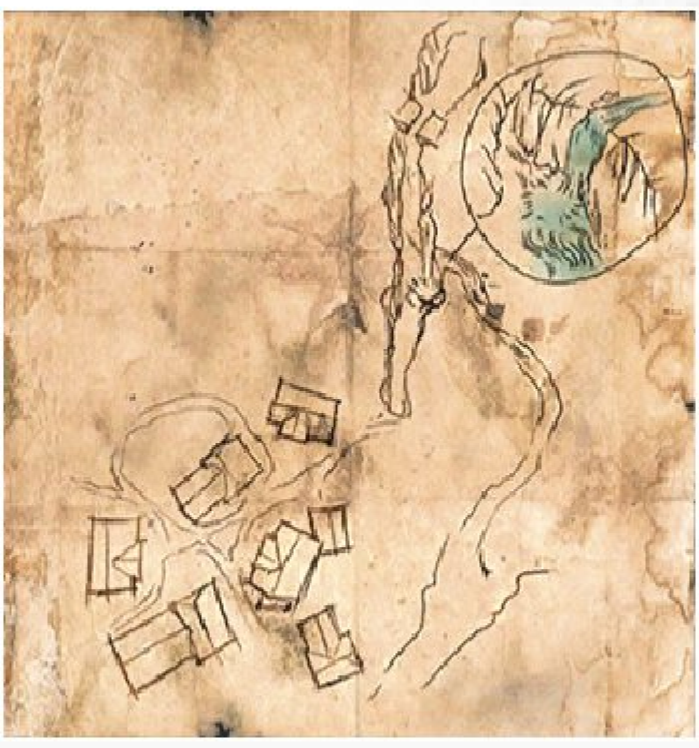
- Unfold the map.

While wandering the settlements of Blandare in the middle of Ard Skellig, travel southeast to the eastern side of the lake, and discover the dilapidated remains of a ruined farmhouse. Venture inside, and optionally use your Witcher Senses to discover an old skeleton, an equally ancient key, and map. Watch for a possible wraith if you check these bones.



Items: Old key, Mysterious map

Unfold the map in your inventory menu, and discover a rough sketch of a settlement, with a circled waterfall nearby—and treasure!

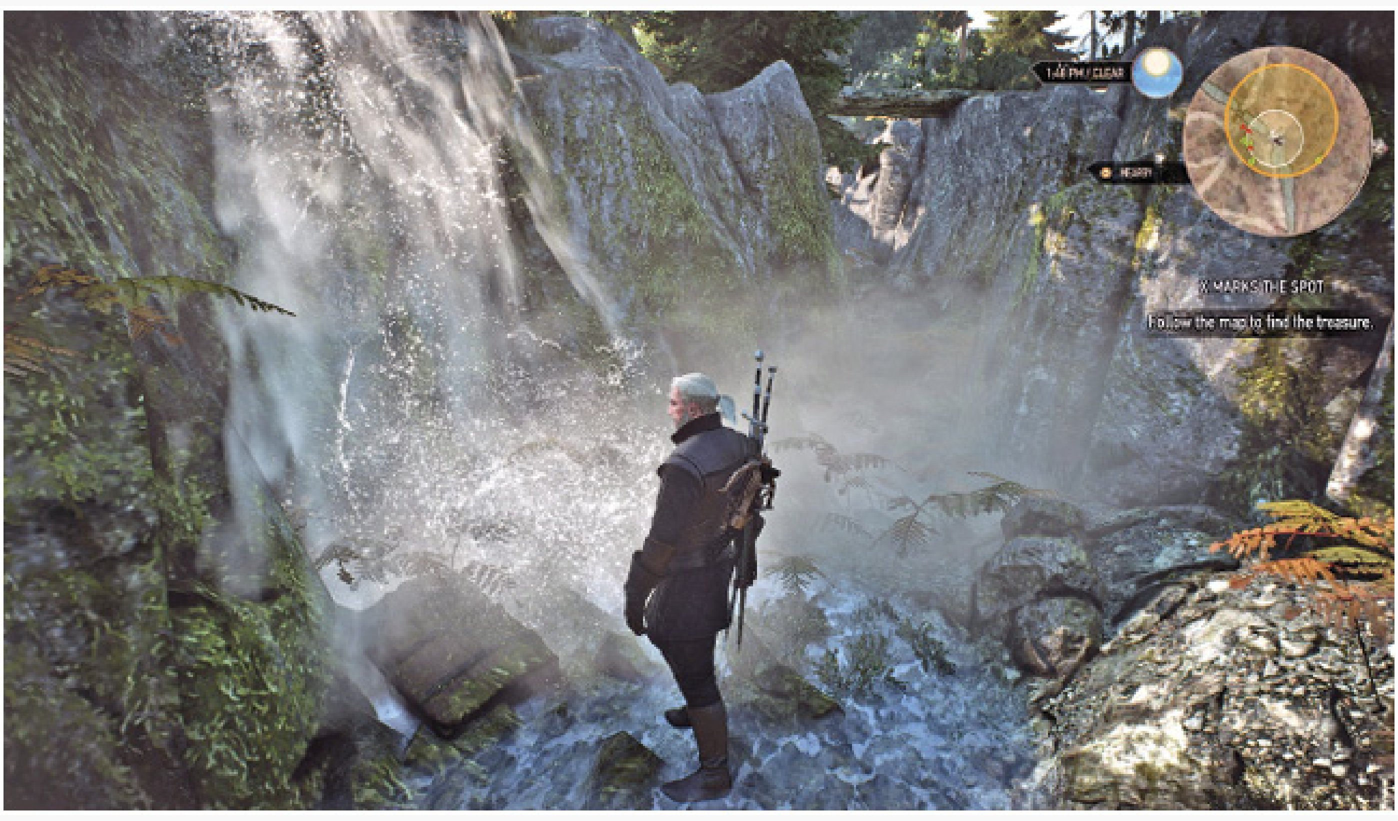


OBJECTIVE:

- Follow the map to find the treasure

The chest itself is at the base of a waterfall, in the fast-moving stream close (and just to the southeast) of the nearby settlement of Fayrlund. It is a short jog to the west. Head there, watching for wolves, rapid streams, a small bridge, and the stream ravine you can drop into.

Note the wolf symbol on the rocks by the waterfall (visible if you use your Witcher Senses). Unlock the chest with the old key, and purloin the fabulous prizes.



Treasure Hunts

Ard Skellig: Family Fortune

DANGER ALERT SPOILER ALERT

ARD SKELLIG: FAMILY FORTUNE

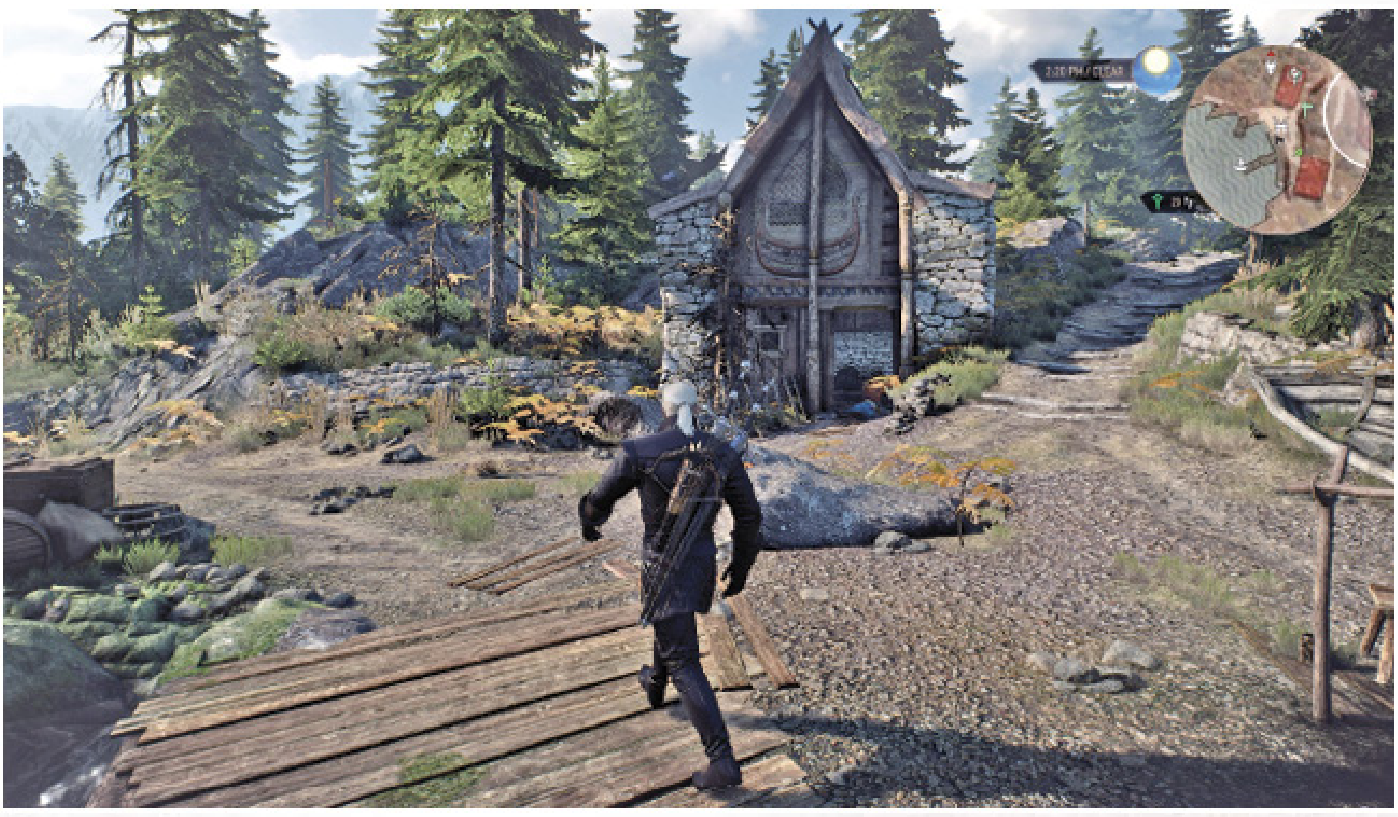
LOCATIONS: Ruined Inn, Shipwreck (Unmarked)
ENEMIES: Sirens

MARINE SALVAGE OFF THE SOUTHERN COAST

OBJECTIVE:

- Read the well-worn letter.

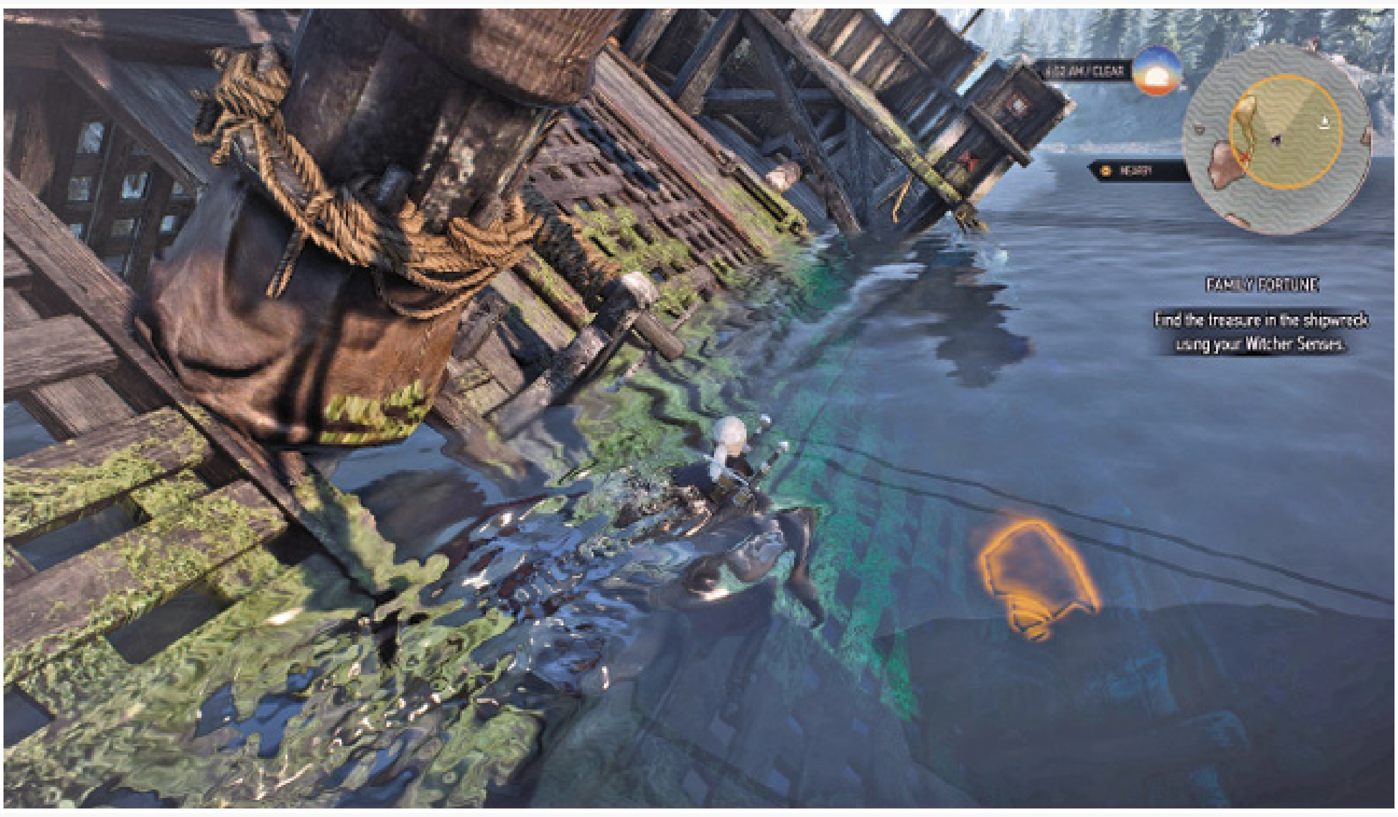
Along the south coast of Ard Skellig is a small coastal settlement dominated by the burned-out ruins of an inn. The place is overrun by Sirens, so beware of these airborne pests as you arrive. The area to search isn't the skeletal remains of the Inn, but rather the small fisherman's cottage on this beach itself. Inside is a wooden chest with a letter to read.



Items: Letter

OBJECTIVE:

- Find the treasure in the shipwreck using your Witcher Senses.


FAMILY FORTUNE
Find the treasure in the shipwreck using your Witcher Senses.

The letter tells a tale of woe regarding a ship's sinking, and parts of this gallant but doomed boat can still be seen sticking out of the waters to the southeast. Optionally take a boat and travel southeast, to the rotting remains of the ship, beached on rocks.

Use your own boat, the sloping deck of the rotting ship, or dive underwater and utilize your crossbow to begin removing any further Siren threats. The chest is still on the deck, but has slid to the submerged area near the main mast. A small swim is required to loot it.

Treasure Hunts

Ard Skellig: Pearls Of The Coast

DANGER ALERT SPOILER ALERT

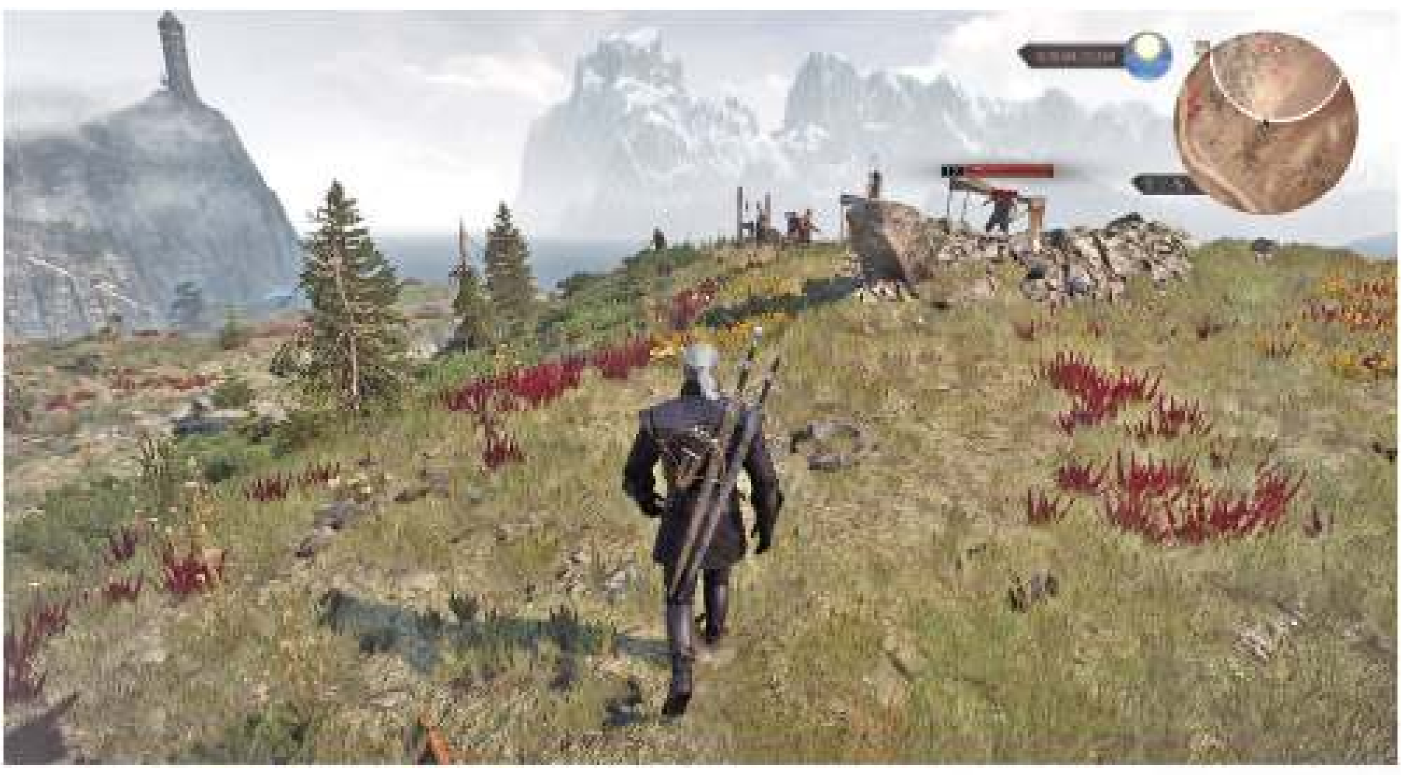
ARD SKELLIG: PEARLS OF THE COAST

LOCATIONS: Arinbjorn, Eldberg Lighthouse, Pirate Camp (Unmarked), Pearl Divers' Cave (Unmarked)
ENEMIES: Ekhidna, Pirates

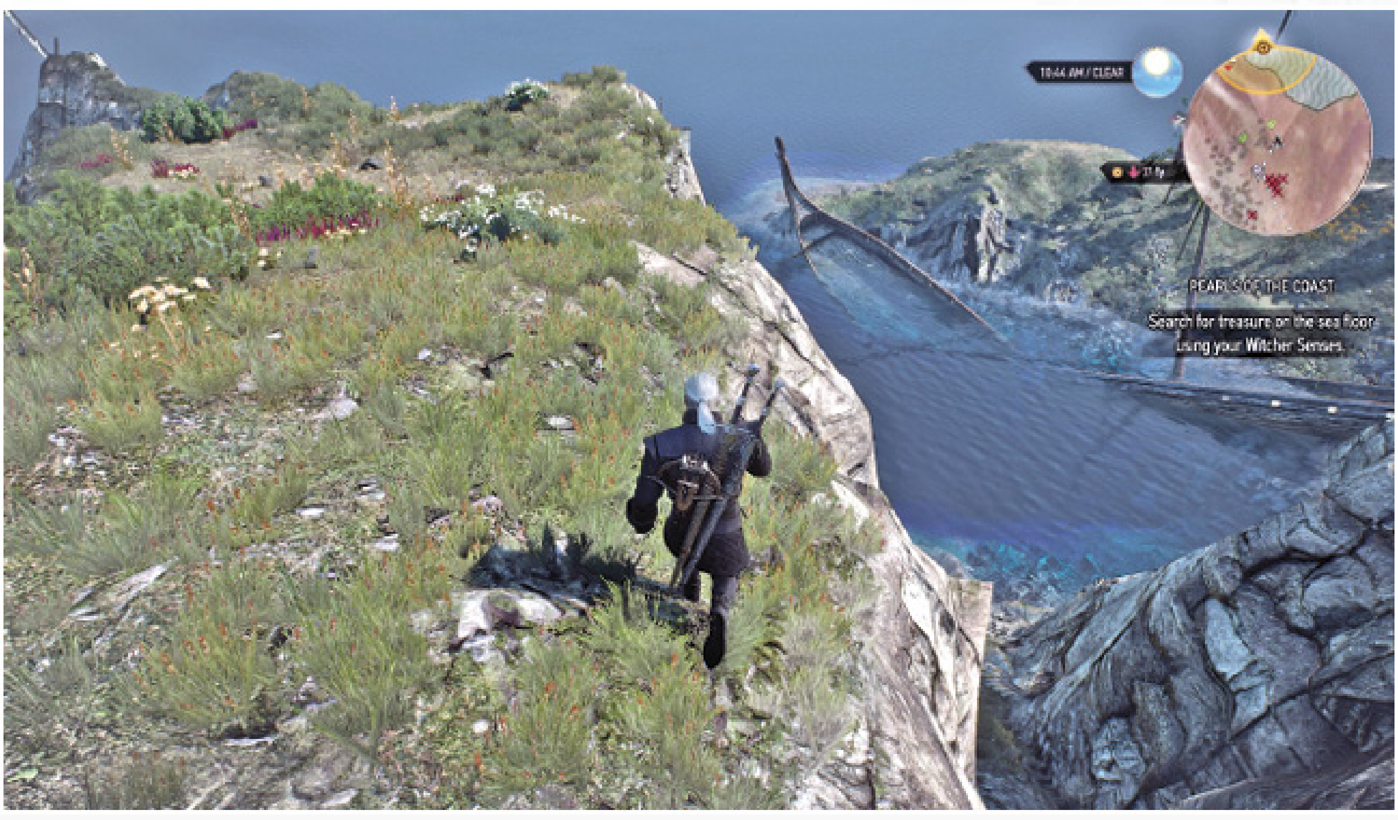
LOOT OFF THE COAST

OBJECTIVE:

- Read the unsent letter.



Take a trip to the trio of islands north of Arinbjorn, with Eldberg Lighthouse on the northern-most island. This rugged promontory is located in the northwest Ard Skellig. From Arinbjorn, cross the coastal rocks, following the rough path and fallen bridges to the second of the three islands. Expect Ekhidna swooping in to thwart you along the way. Your destination is a pirate camp on the eastern side of the second island.

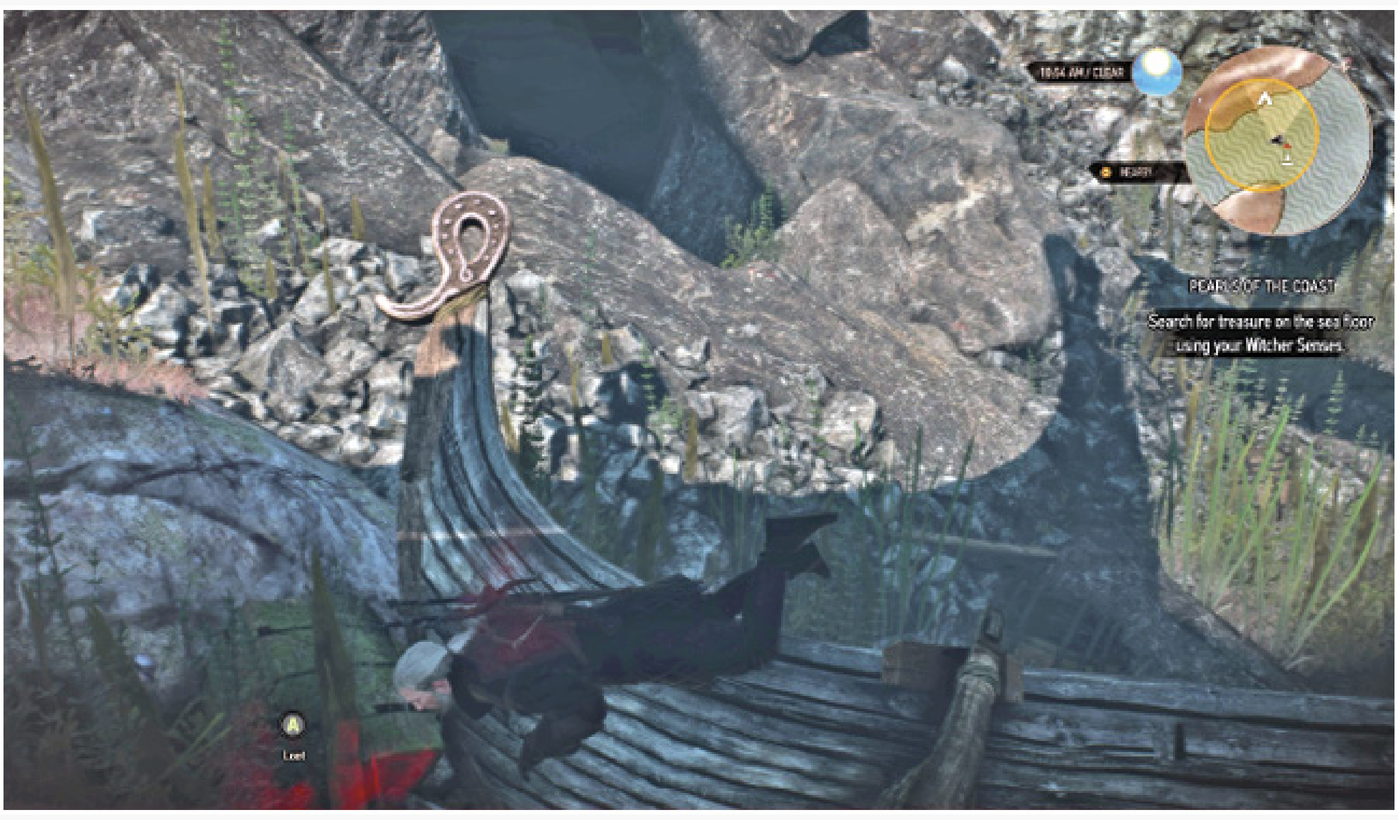

10:44 AM / CLEAR
PEARLS OF THE COAST
Search for treasure on the sea floor using your Witcher Senses.

After making short work of the cutthroats, search the pirate camp for a small sack on the wooden cot near the campfire. After reading the unsent letter, take a running jump off the cliffs to the east, diving into the frigid waters around the underwater cave that appears on your map (an unmarked Pearl Divers' Cave).

Items: Unsent letter

OBJECTIVE:

- Search for treasure on the sea floor using your Witcher Senses.


10:04 AM / CLEAR
PEARLS OF THE COAST
Search for treasure on the sea floor using your Witcher Senses.
Loot

Between the cave entrance and the edge of the island is a sunken boat. Use your Witcher Senses while treading water to spot the underwater chest nestled near the prow of the sunken vessel, then dive down and claim it. The Pearl Divers' Cave isn't necessary to find.

Treasure Hunts

An Skellig: Nilfgaardian Treasure

DANGER ALERT SPOILER ALERT

AN SKELLIG: NILFGAARDIAN TREASURE

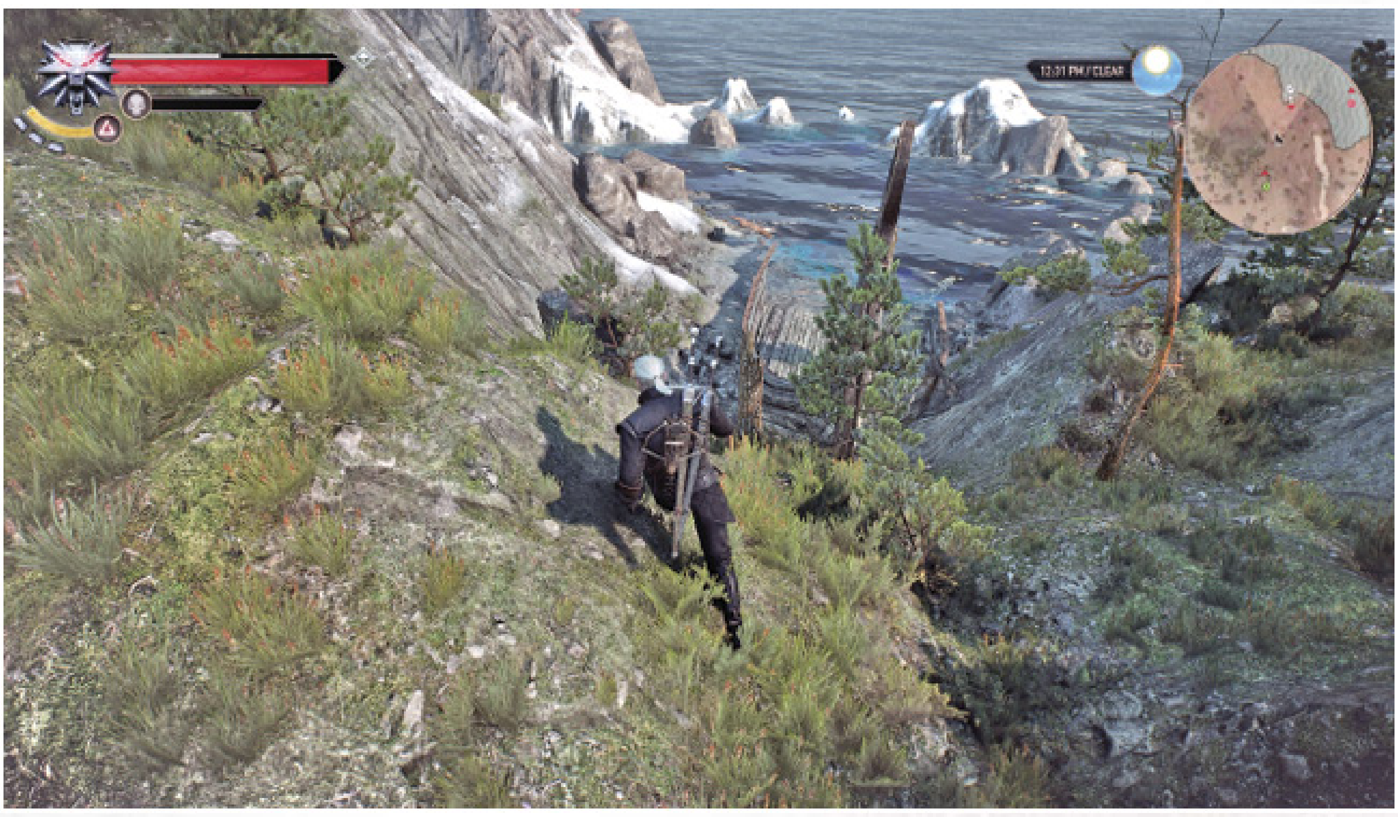
LOCATIONS: Urialla Harbor (An Skellig)
ENEMIES: Sirens

AMID THE FRIGID WAVES, BELOW THE CRAGGY COAST

OBJECTIVE:

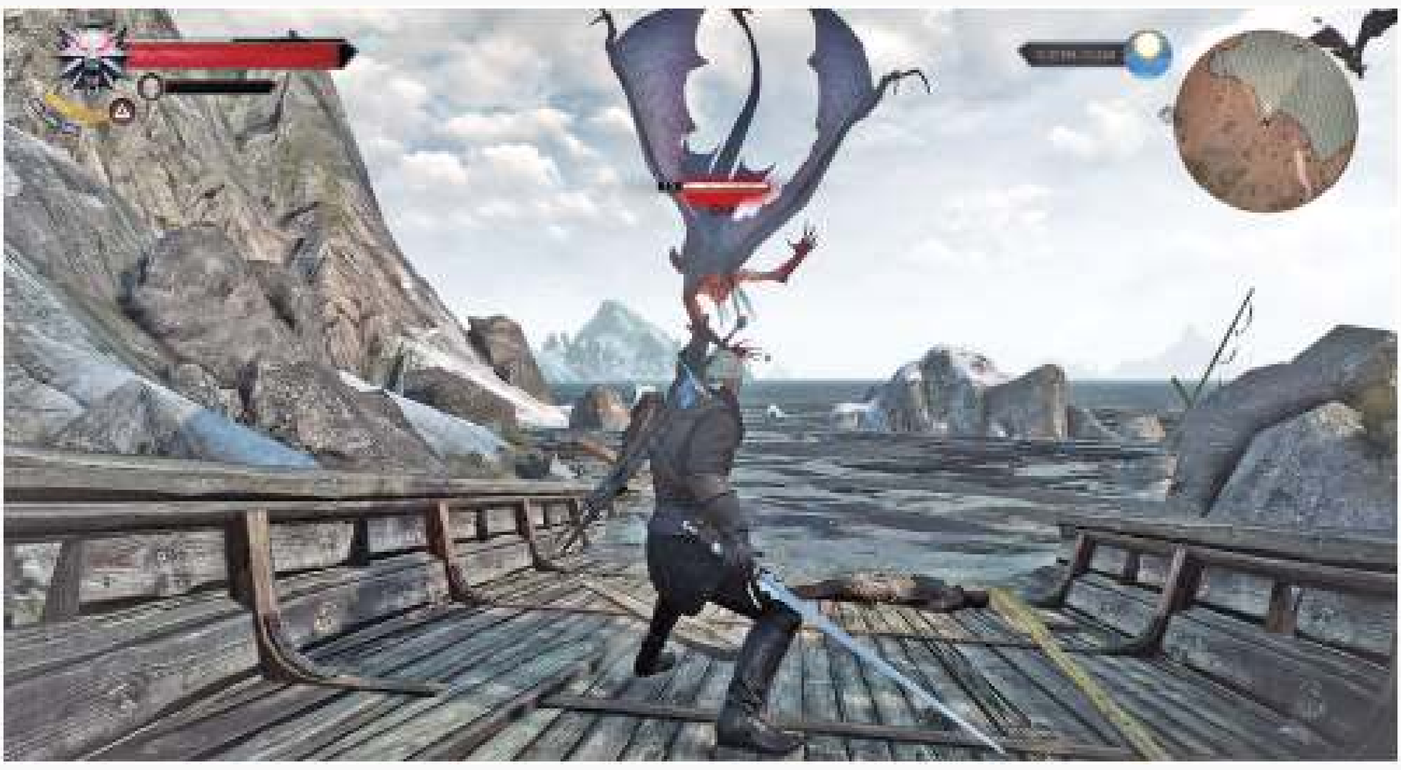
- Read the notes you found.

While exploring the northeastern outer island of An Skellig, make your way from the main settlement of Urialla Harbor, heading southeast along the trails, to the southeast edge of the island itself. Either approach from the rocky hillside or the coast itself.



On the ragged shoreline of jutting rocks is a section of boat partly submerged, with a bloated corpse resting on the deck. After ensuring you won't be attacked by any nearby Sirens, search the body and read the cargo list you find.

Items: Cargo list



OBJECTIVE:

- Find the sunken treasure using your Witcher Senses.

The cargo list indicates a nearby ship that still carries some Nilfgaardian valuables, though the vessel has sunk in the area immediately southeast of your current location. Look for the nearby rocks and ship's mast protruding from the waves. Dive there, using a crossbow to end any Sirens trying to stop you. Then find the chest on the deck of the sunken boat.

Treasure Hunts

Undvik: Precious Haul

DANGER ALERT SPOILER ALERT

UNDVIK: PRECIOUS HAUL

LOCATIONS: Tor Gvalch'ca

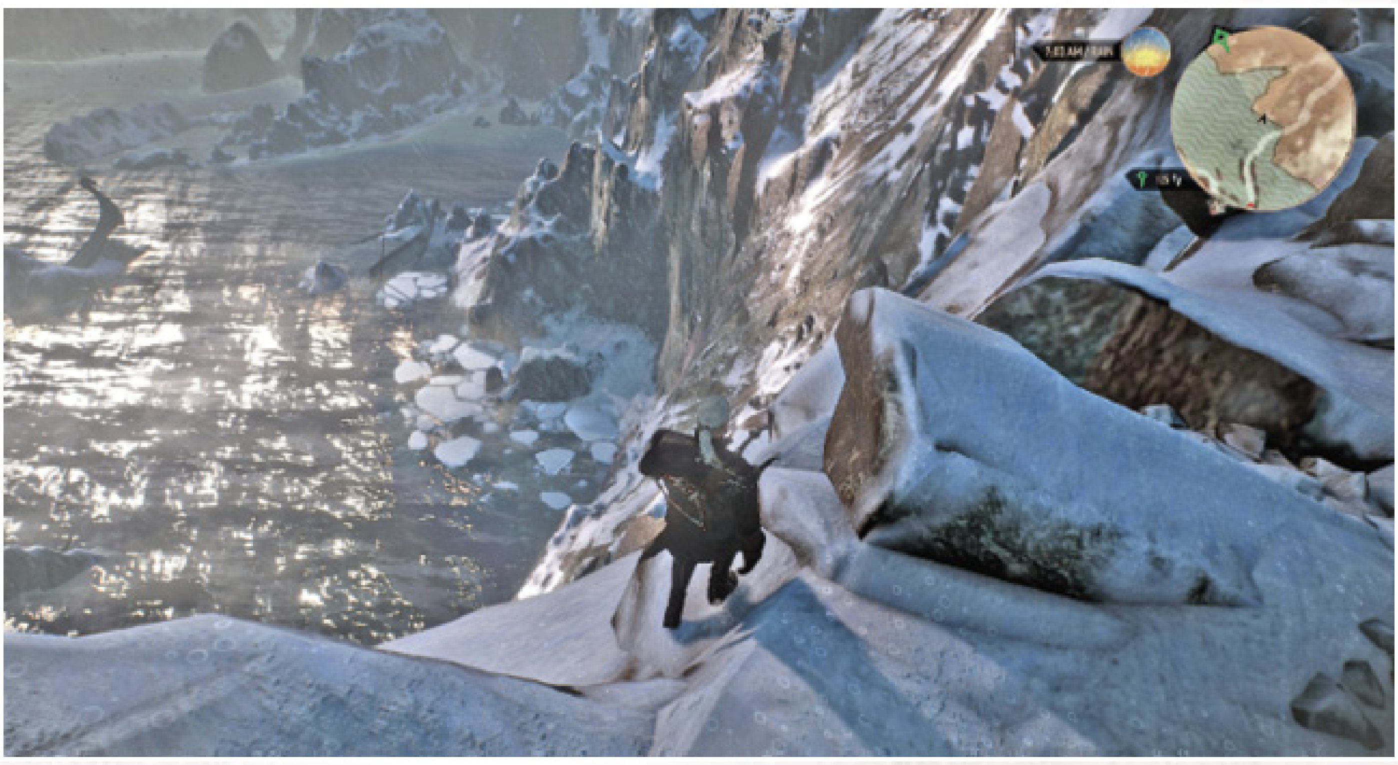
TALE OF A TUB BROKEN IN TWO

OBJECTIVE:

- Read the documents you found.

Due north of the Abandoned Village, and just southeast of the elven tower known as Tor Gvalch'ca, is an area of inhospitable waters. It's usually beneficial to approach from the sea.

The corpse in question is lying on a section of broken boat, close to the ice flows and shoreline. Hop onto the boat, and read the note the corpse still clutches. It seems a terrible storm recently sunk a ship nearby.

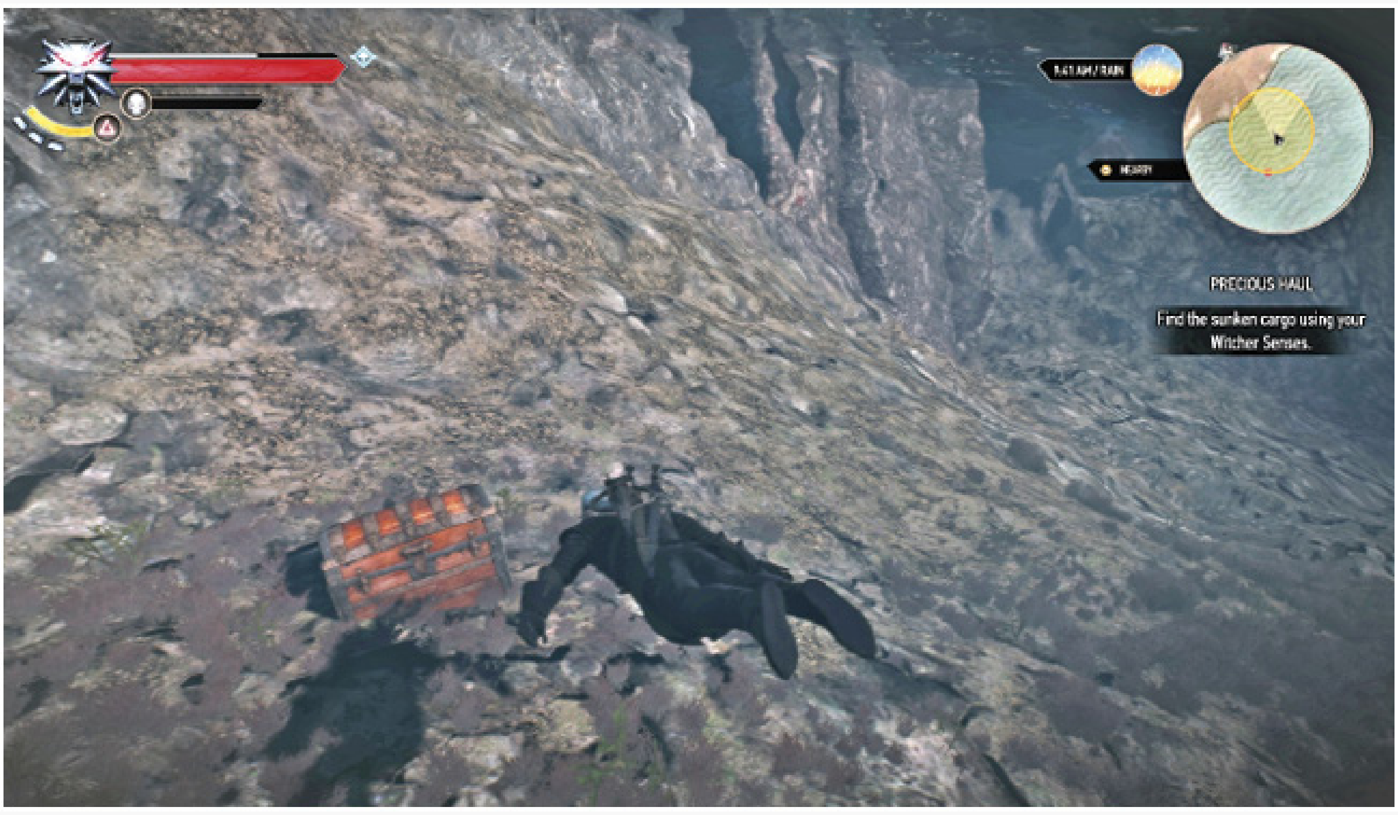


Items: Traveler's Notes

OBJECTIVE:

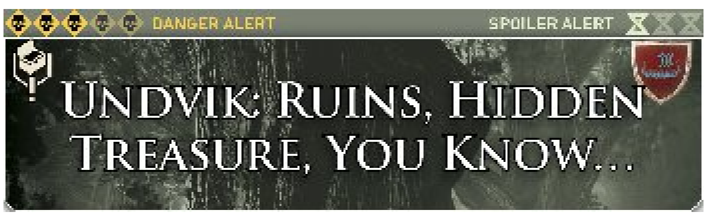
- Find the sunken cargo using your Witcher Senses.

The chest is on the sea bed directly north of the corpse's position. Swim across the bay, and dive to the right of the shipwreck rocks to the left (northwest), and dive down as the ground starts to rise. Claim your booty beneath these waves.



Treasure Hunts

Undvik: Ruins, Hidden Treasure, You Know…


DANGER ALERT
SPOILER ALERT
UNDVIK: RUINS, HIDDEN TREASURE, YOU KNOW...

LOCATIONS: Dorve Ruins
ENEMIES: Devourers, Sirens, Wraiths

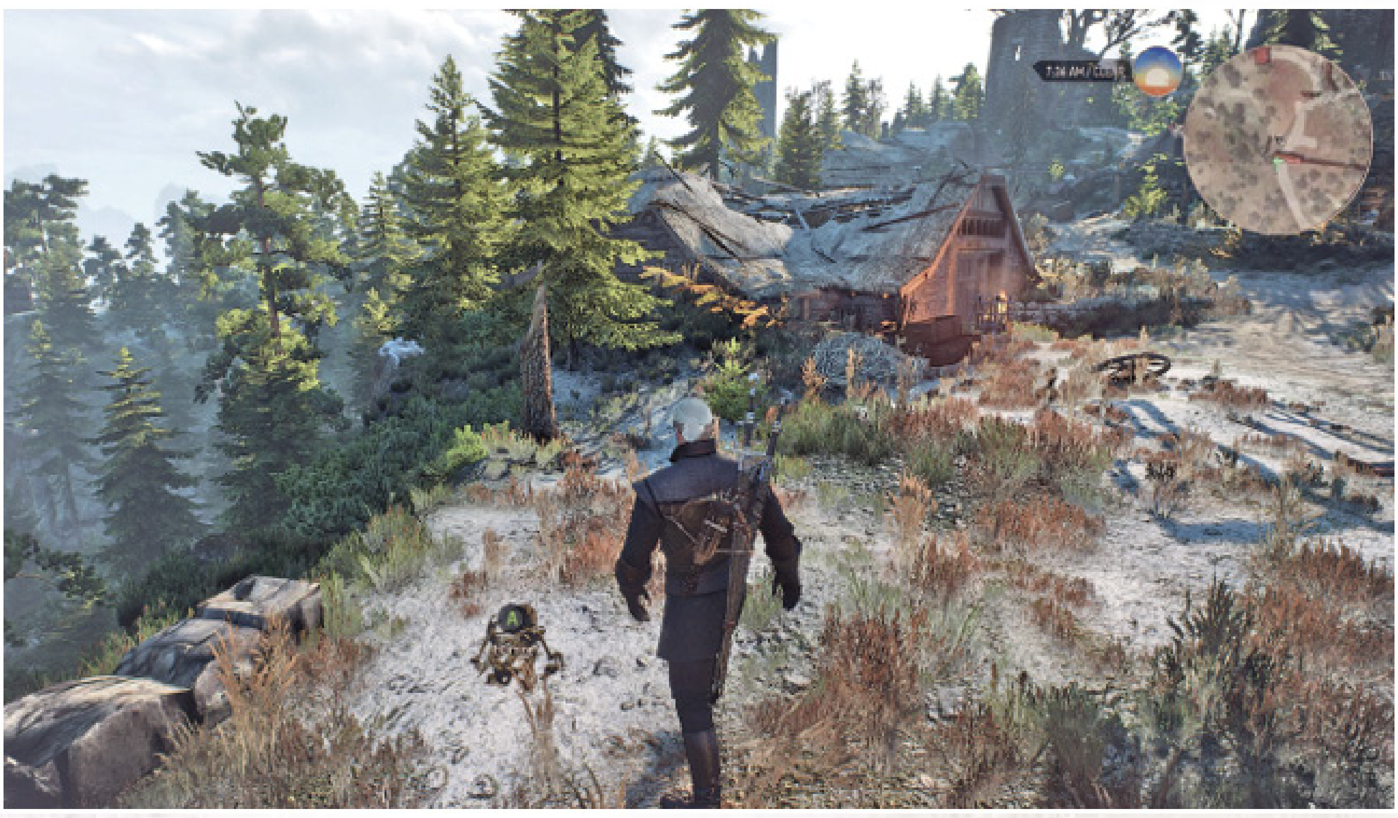
RANSACKING SOME RUINS

OBJECTIVE:

- Unfold the treasure map.

While exploring the ruins of Dorve, the village to the lair of the ice giant on Undvik ilse, travel east through the western gate, close to the signpot, and stop at the cliff edge. Discover (optionally using your Witcher Senses) an old skeleton holding an equally ancient key and map. How interesting…

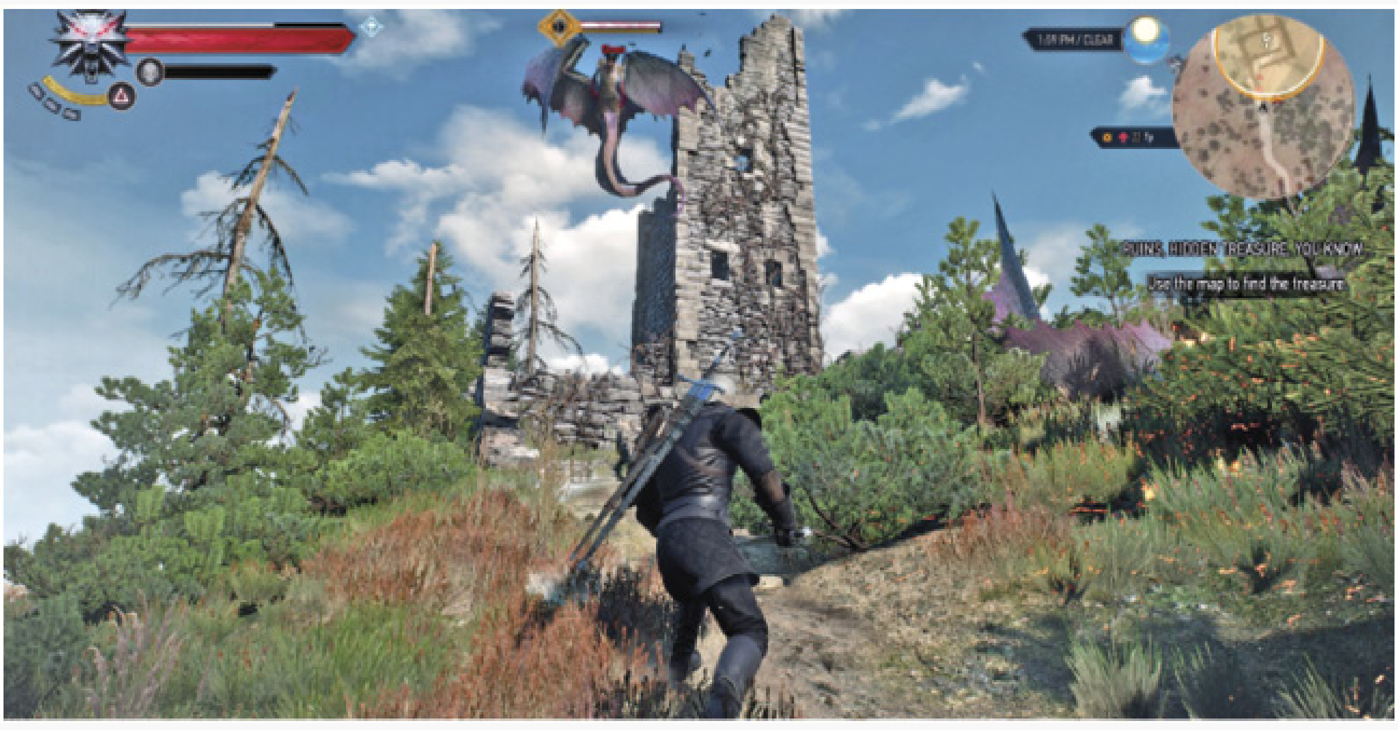
Open up the map in your inventory menu, and discover a rudimentary etching of a settlement, with an "X" marking the foot of a tall tower. Treasure!



Items: Old key, Mysterious map

OBJECTIVE:

- Use the map to find the treasure.


RUINS, HIDDEN TREASURE, YOU KNOW
Use the map to find the treasure

The chest containing the treasure requires a swift run uphill, since the map is actually of Dorve Ruins itself. Slay up to six Devourers or Rotfiends shambling about the place, and then go east up the slope where two Sirens flit about the narrow and fallen towers of the fort atop the hill.

You may also encounter Wraiths as you reach the base of the tower structure. Look for a Witcher wolf sign daubed on the walls here (using your Witcher Senses). Step into the tower ruins, climb the ladder, edge across the wooden ledge with the large bird's nest, and locate the small wooden chest. Unlock it to uncover a stupendous prize!

Treasure Hunts

Undvik: Shortcut

DANGER ALERT SPOILER ALERT

UNDVIK: SHORTCUT

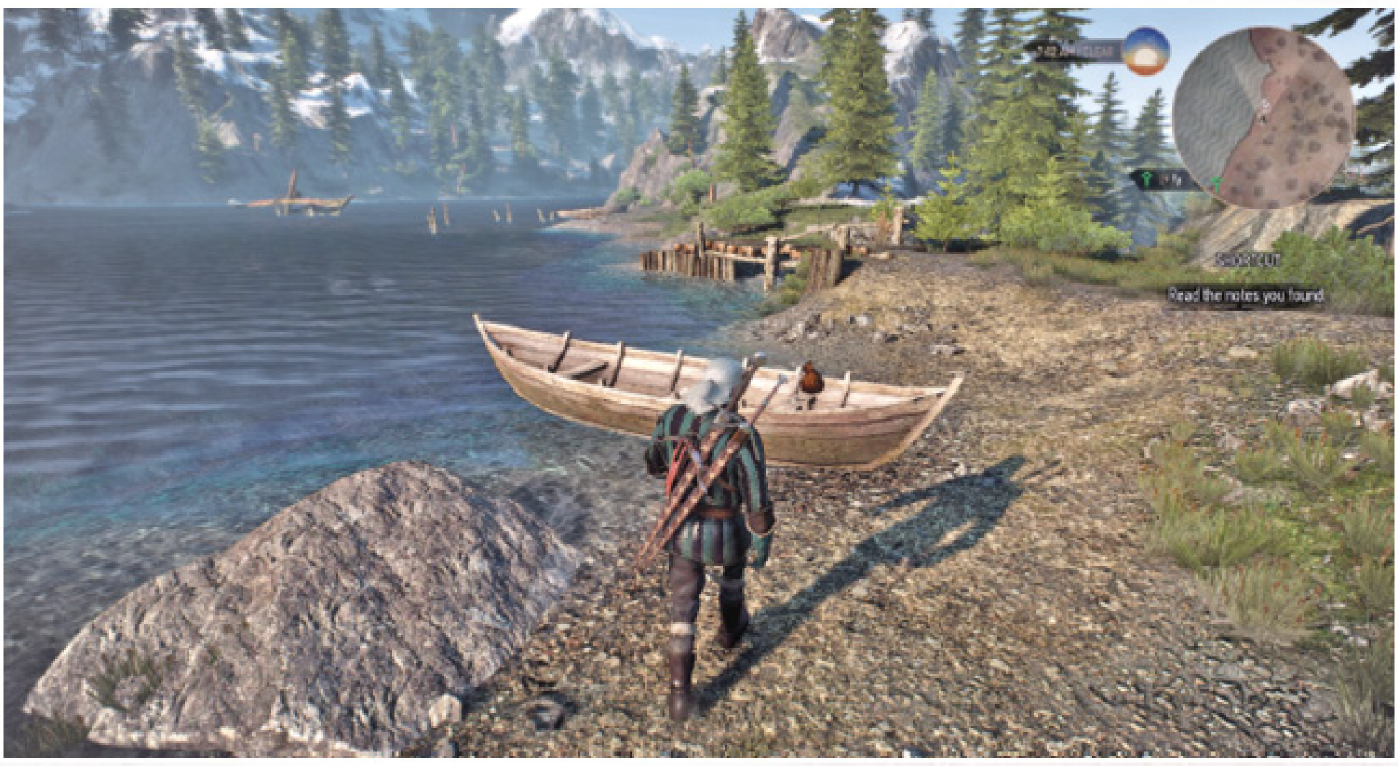
LOCATIONS: Urskar, Dorve Ruins
ENEMIES: Bandits

LAKE BOTTOM BONANZA

OBJECTIVE:

- Read the notes you found.

Midway along the northern lake shore in the center of Undvik isle, between Urskar (to the west) and Dorve Ruins (to the east), is a gravel shore with a rowboat, sometimes guarded by bandits. Feel free to slice them into smaller, more manageable chunks before checking the boat for a small sack of loot.


SHORTCUT
Read the notes you found

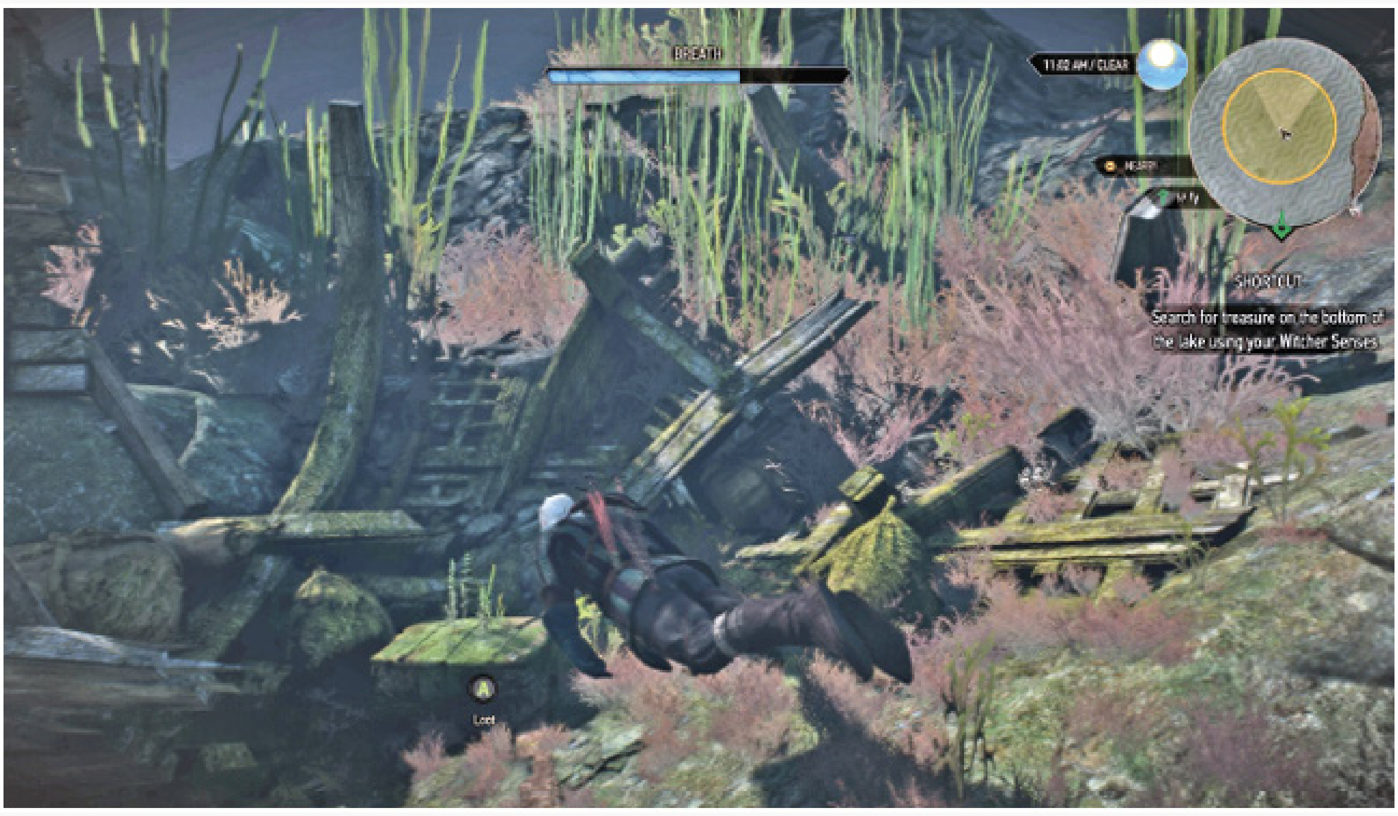
Items: Torn piece of paper

OBJECTIVE:

- Search for treasure on the bottom of the lake using your Witcher Senses.

The piece of paper in the sack has notes on one Skelliger's path to wisdom, though choking his druid after throwing his valuables in a lake didn't seem to result in a higher understanding of matters. Never mind; you're here for the loot so swim out into the lake, roughly southwest of the rowboat.

Dive down when you see the top of the mast of the submerged boat, then dive down to the lake bed where the algae-covered chest resides near the broken hull of the vessel.


BREATH
11:02 AM / CLEAR
SHORTCUT
Search for treasure on the bottom of the lake using your Witcher Senses
Loot

Spikeroog: Not Only Eagles Dare

DANGER ALERT SPOILER ALERT

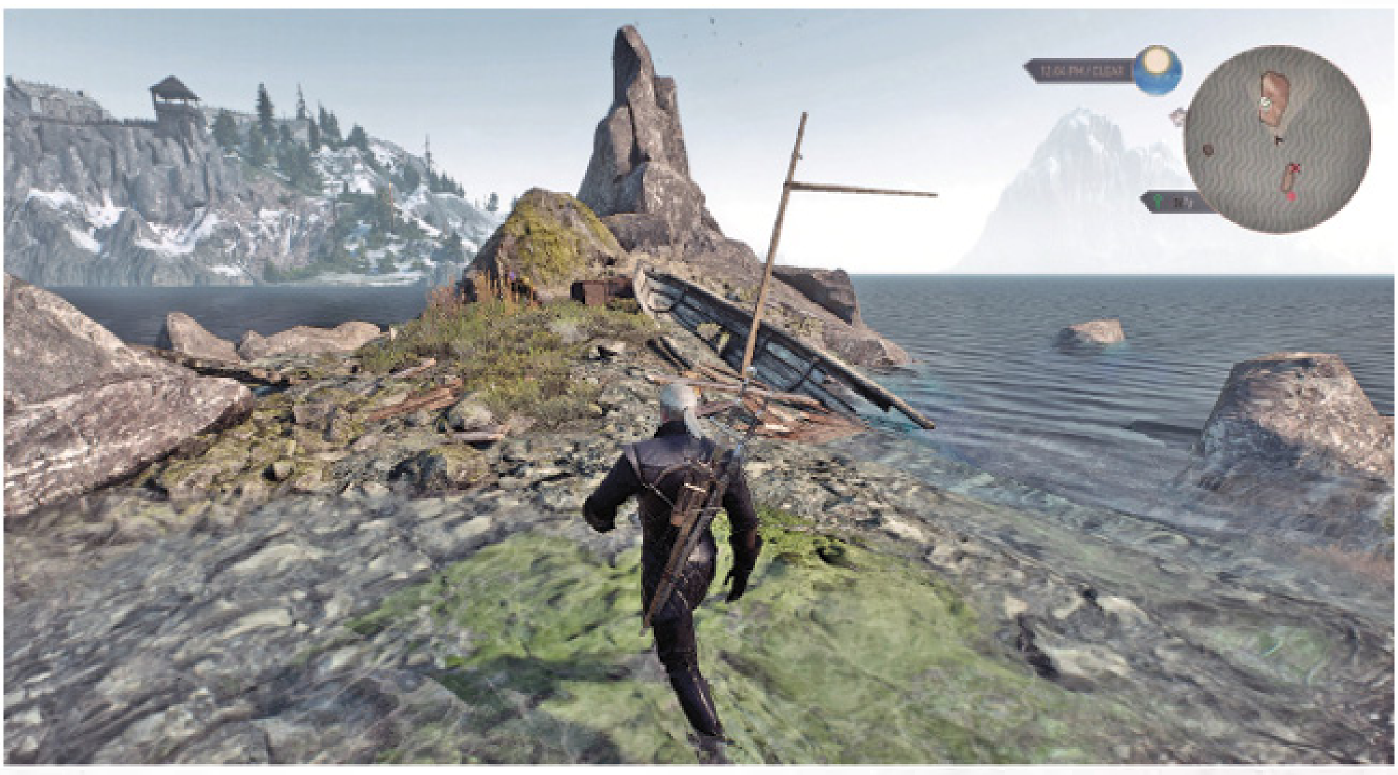
SPIKEROOG: NOT ONLY EAGLES DARE

LOCATIONS: Svorlag
ENEMIES: Drowners, Sirens

THE CROOKED MAST MARKS THE SPOT

OBJECTIVE:

- Read the note you found.



The small island of Spikeroog holds a number of secrets, not least a treasure trove off the coast just southeast of the main settlement of Svorlag. From Svorlag's signpost, take the path along the high coastal rocks heading roughly southeast. You're looking for the pointed island at the mouth of Svorlag bay.

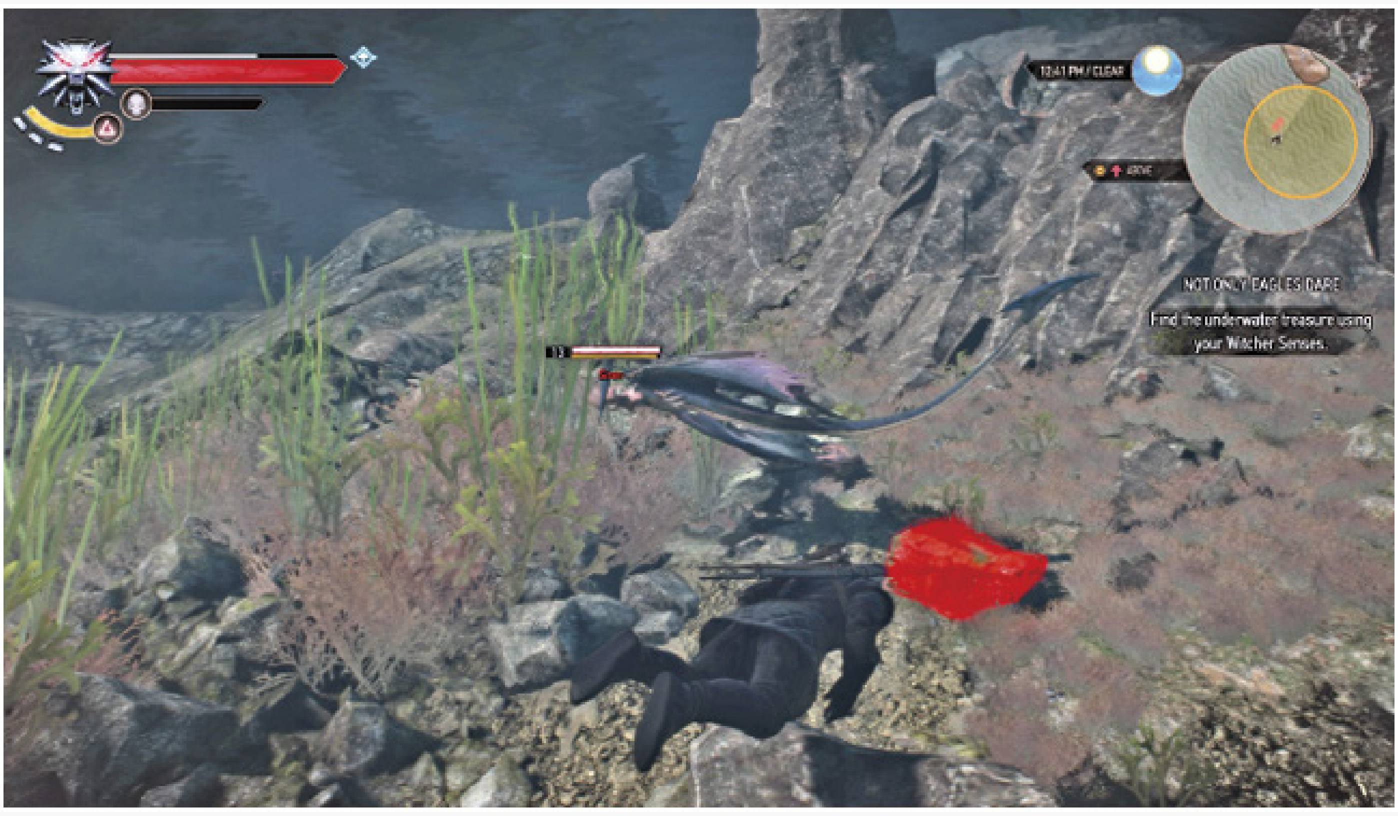
The bay itself has around half a dozen Drowners to dissuade from existing. When the coast is literally clear, head to the pointed rock promontory and search the corpse lying close to a chest and the remains of a small sail boat. Claim the note and key, and read the small missive.

Items: Note, Key with ring attached

OBJECTIVE:

- Find the underwater treasure using your Witcher Senses.

Dive into the water by the pointed promontory, remaining close to the shore, but a little to the east and slightly south. The treasure can be tricky to take; not only due to the Sirens that may be active in this area (use the crossbow to stop them), but the difficult-to-spot chest. Find it just below the promontory rocks, near some weeds, and use your Witcher Senses to find it more easily.



Treasure Hunts

Snidhall Isle: Unlucky's Treasure

DANGER ALERT SPOILER ALERT

SNIDHALL ISLE: UNLUCKY'S TREASURE

LOCATIONS: Ancient Crypt, Snidhall Isle (North of Ard Skellig)
ENEMIES: Archgriffin

THE KING GRIFFIN OF SNIDHALL ISLE

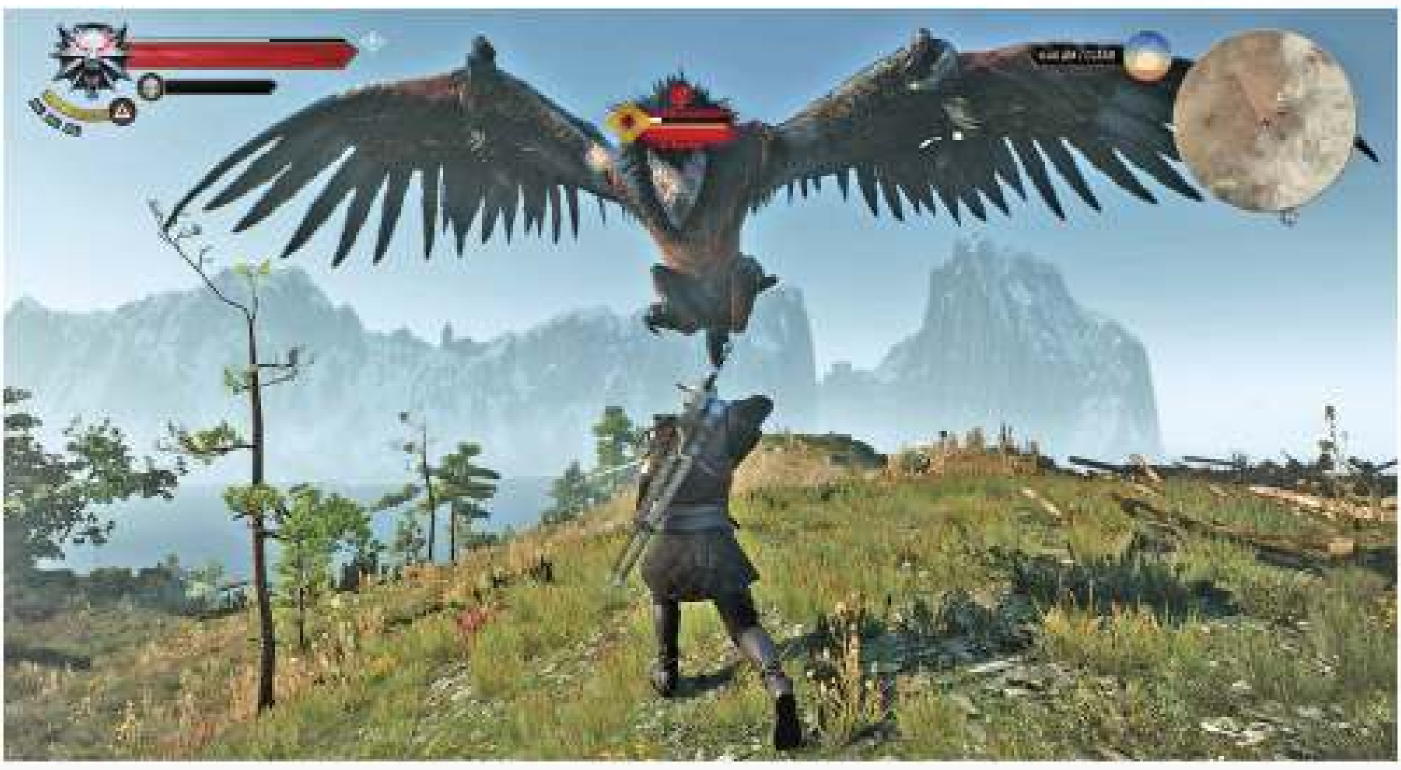
OBJECTIVE:

- Read the document you found on the body.

While the nearest signpost on the mainland can be found at the Ancient Crypt along the north shore of Ard Skellig, it's usually easier to embark from Kaer Trolde Harbor, and set sail to this dormant volcano. Land on the southern shore you first spot.

Bring your best Archgriffin-killing equipment with you, as there's a terribly powerful beast nesting on the summit of this island. This is one of the toughest opponents you'll ever face, so ensure you're the appropriate level to tackle it (the Archgriffin is Level 48).

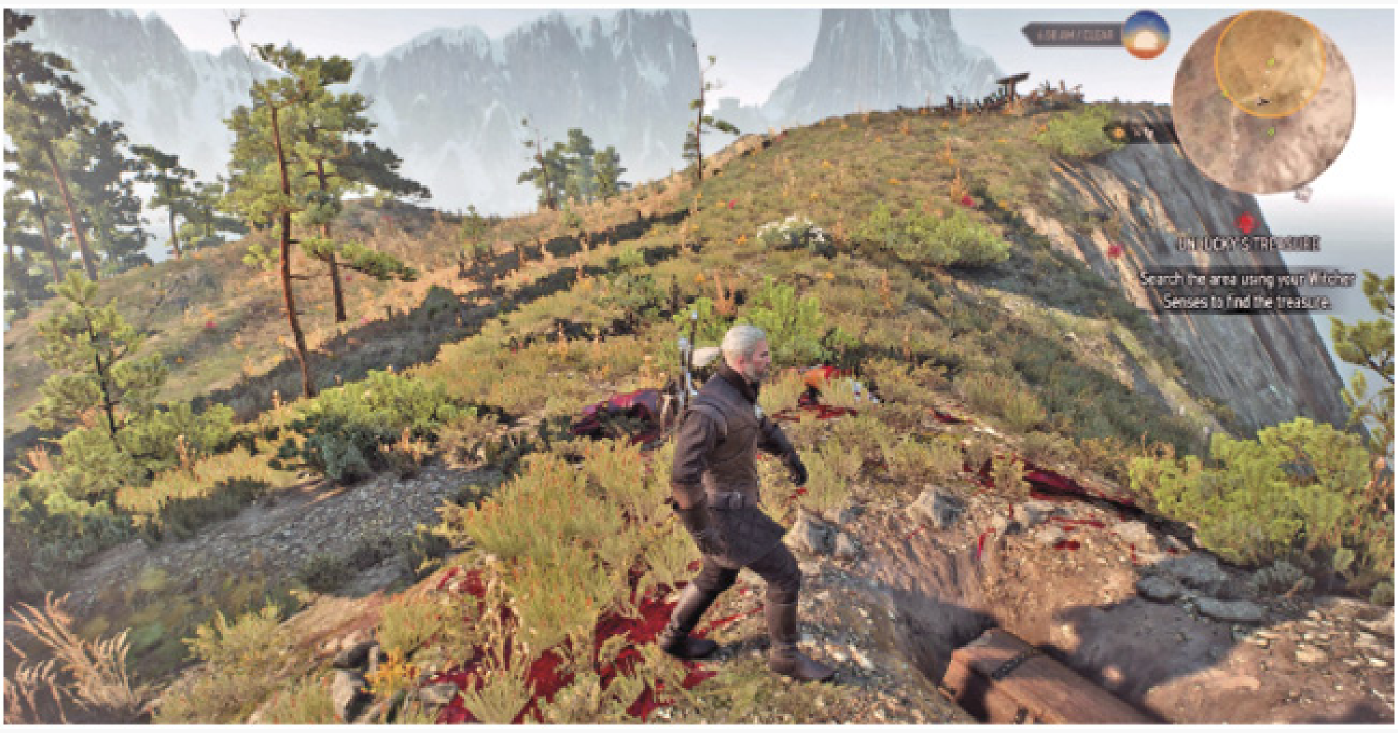
Items: A frustrated warrior's notes, Skullhead key



OBJECTIVE:

- Use your Witcher Senses.

Check the griffin's nest for a variety of disgusting, half-eaten corpses. One has a document to read, and a key to use. The note pinpoints a treasure chest, which was being removed by some hapless folk before the griffin decimated them. It's a short walk along the summit to reach more bodies, and a half-excavated chest to unlock.


UNLUCKY'S TREASURE
Search the area using your Witcher Senses to find the treasure.

Treasure Hunts

Faroe: Hidden In The Depths

DANGER ALERT SPOILER ALERT

FAROE: HIDDEN IN THE DEPTHS

LOCATIONS: Harviken, Endrega Cave (Unmarked)
ENEMIES: Endrega Workers, Endrega Drones, Venomous Arachas

INTO THE SCUTTLING CAVE

OBJECTIVE:

- Read the letter you found.

After reaching the southeastern island of Faroe, feel free to take a boat around the coast, or journey from the settlement of Harviken, to the southwestern shoreline. Among the rugged rocks is a small inlet and Endrega Cave. The stench is unpleasant, as one Endrega is nibbling on the corpse of an adventurer. Kill the foe, search the body of the man, and obtain the following:

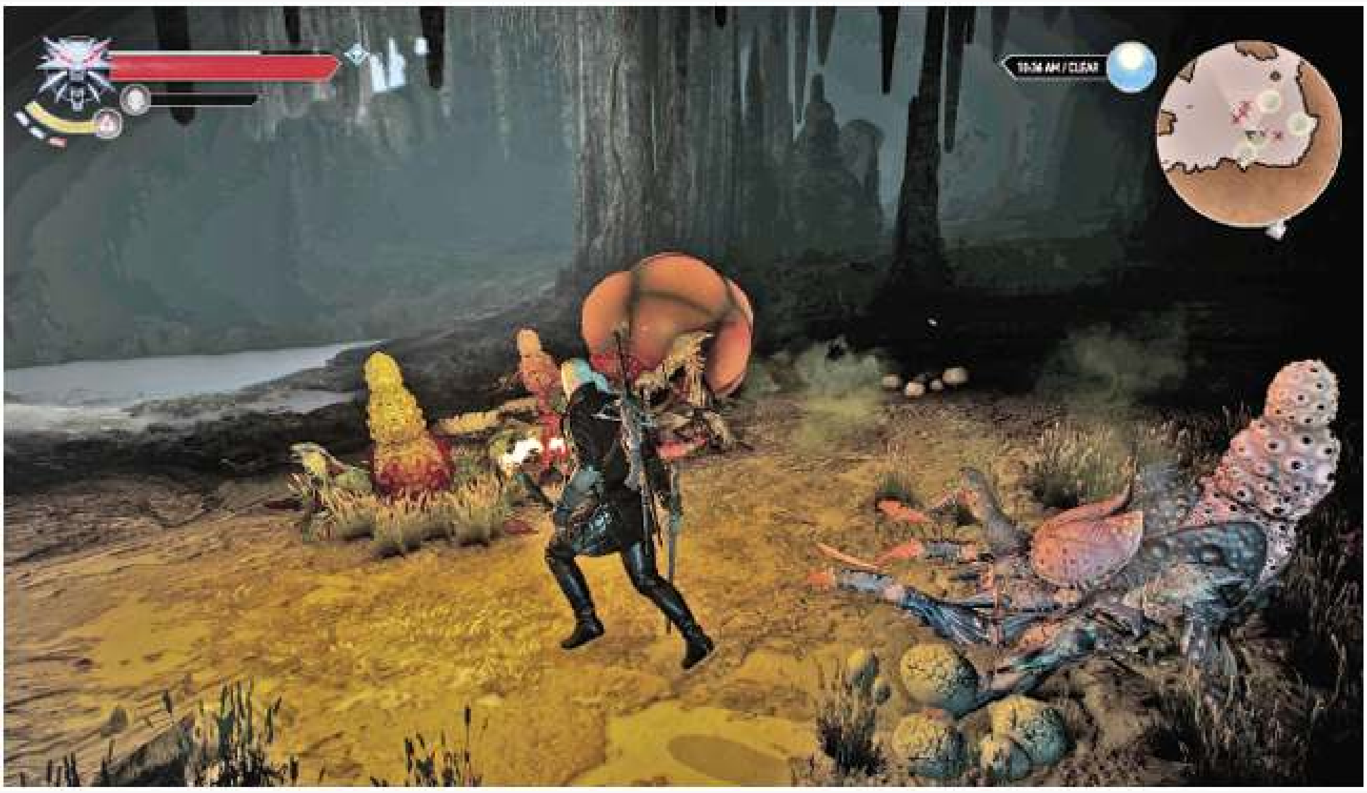
Items: Message, Scratched key

OBJECTIVE:

- Find the treasure using your Witcher Senses.

Enter the cave mouth at the inner end of the inlet, then dive into an underwater cave heading roughly northward. Swim quickly and surface as soon as you can, clambering up into a hidden cave system inhabited by a couple of Endrega Drones and a bulbous Arachas. It's worth defeating all of them to minimize surprise attacks.

When combat is over, make a thorough search of the cave itself, which is rough-walled, but single chamber. There are a few alcoves; make sure you find the one to the southeast, which holds the chest you seek.



Treasure Hunts

Faroe: Ironsides' Treasure

DANGER ALERT SPOILER ALERT

FAROE: IRONSIDES' TREASURE

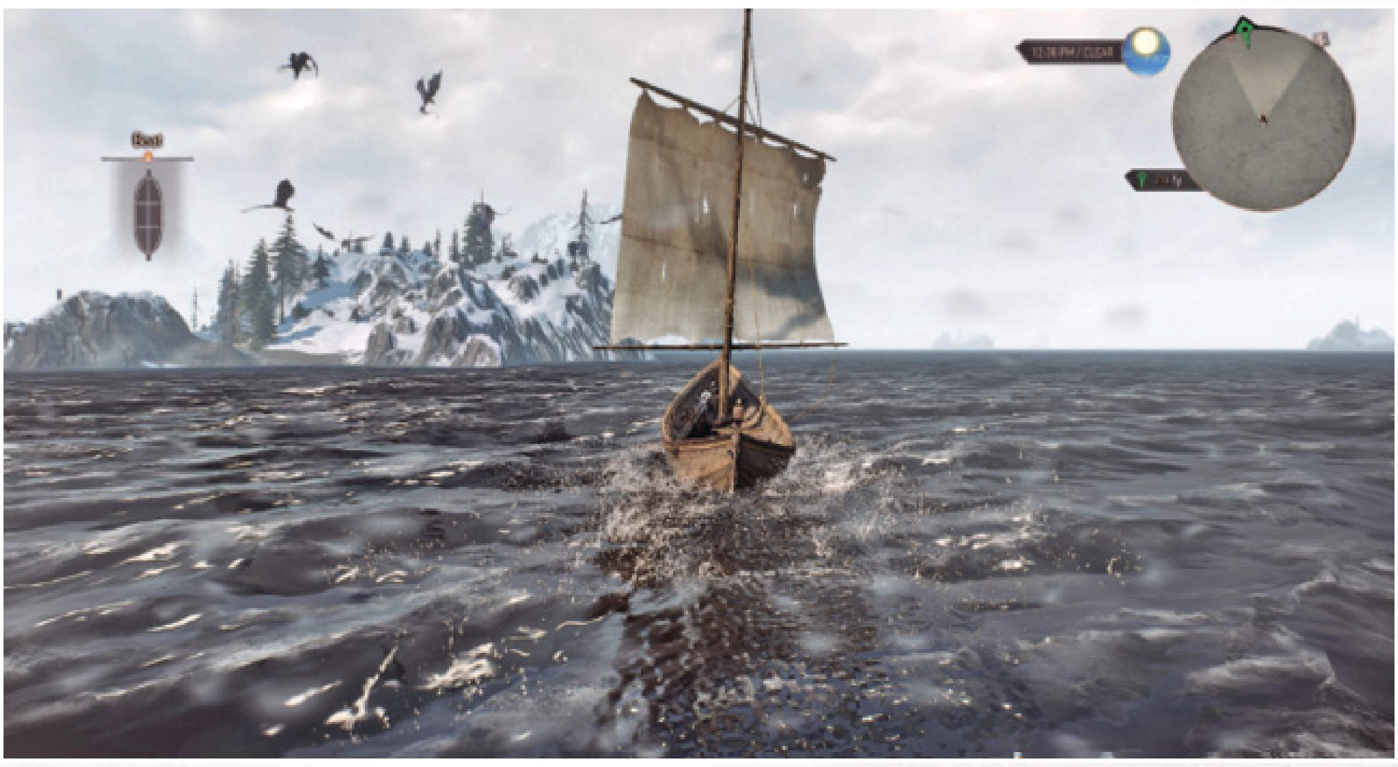
LOCATIONS: Harviken, Faroe Archipelago (Unmarked)
ENEMIES: Sirens

DIVING IN THE DEEP BLUE SEA

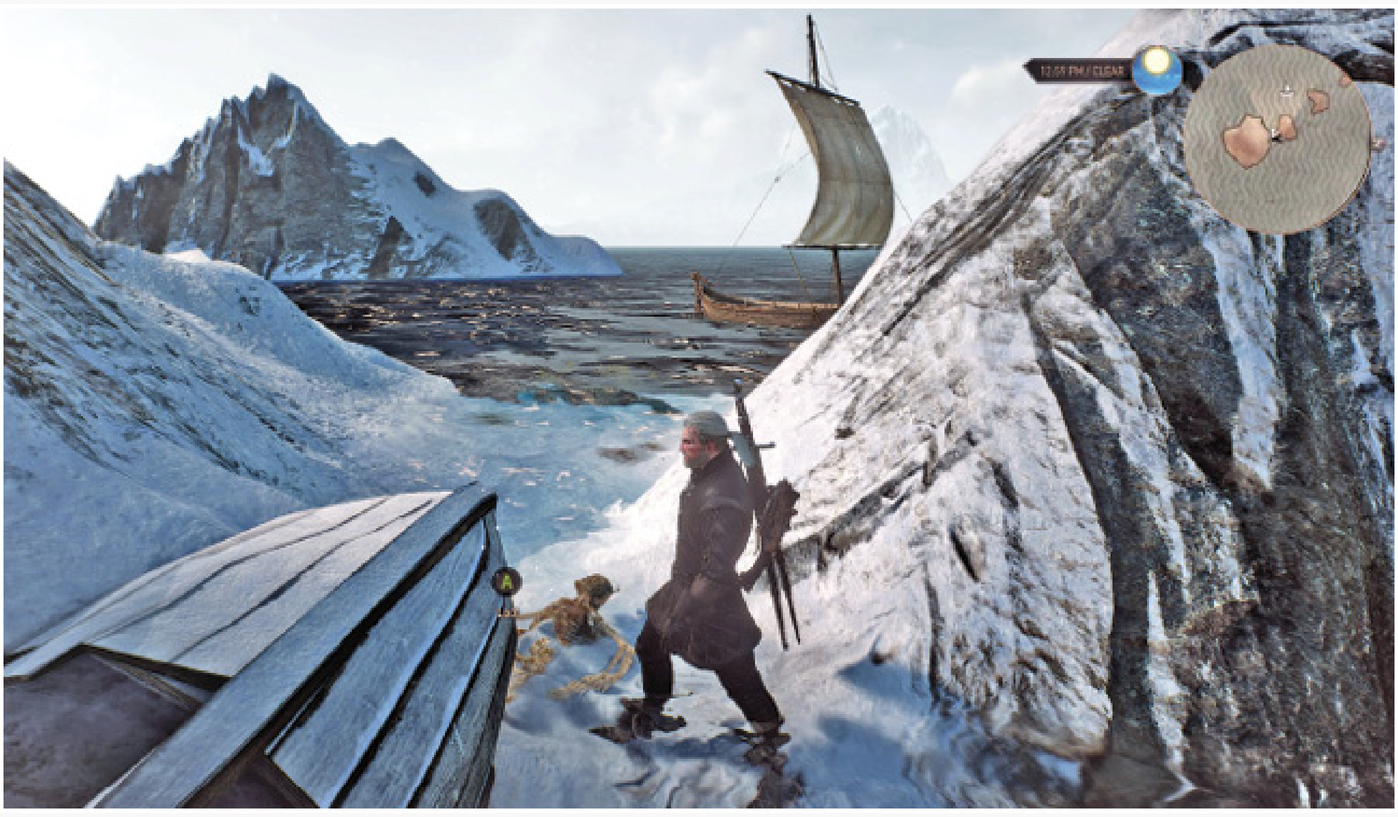
OBJECTIVE:

- Read the notes you found.

Due north of the island of Faroe is a cluster of uninhabited islands, usually encased in snow and ice. Pick a sea-faring vessel and sail toward the largest of these islands in the tiny archipelago. You find it is home to Sirens, but the treasure you seek is slightly further north.



If you're approaching from the south, steer east around the largest island, and look for an upturned rowboat on a smaller island to the north of the largest one. Here you also find a skeleton to loot a note from. It's a tale about the search for Noorhis Ironsides.



Items: Notes about treasure

OBJECTIVE:

- Find the sunken treasure using your Witcher Senses.

Once you read the notes, swim almost due east of the island with the skeleton on it, and dive down in search of a sunken longboat. Half-buried in the silt is the treasure you seek.

Treasure Hunts

Toussaint: The Last Exploits Of Selina's Gang

DANGER ALERT SPOILER ALERT

THE LAST EXPLOITS OF SELINA'S GANG

LOCATIONS: Lebioda's Gate, Metinna Gate, Orlemurs Cemetery (unmarked)

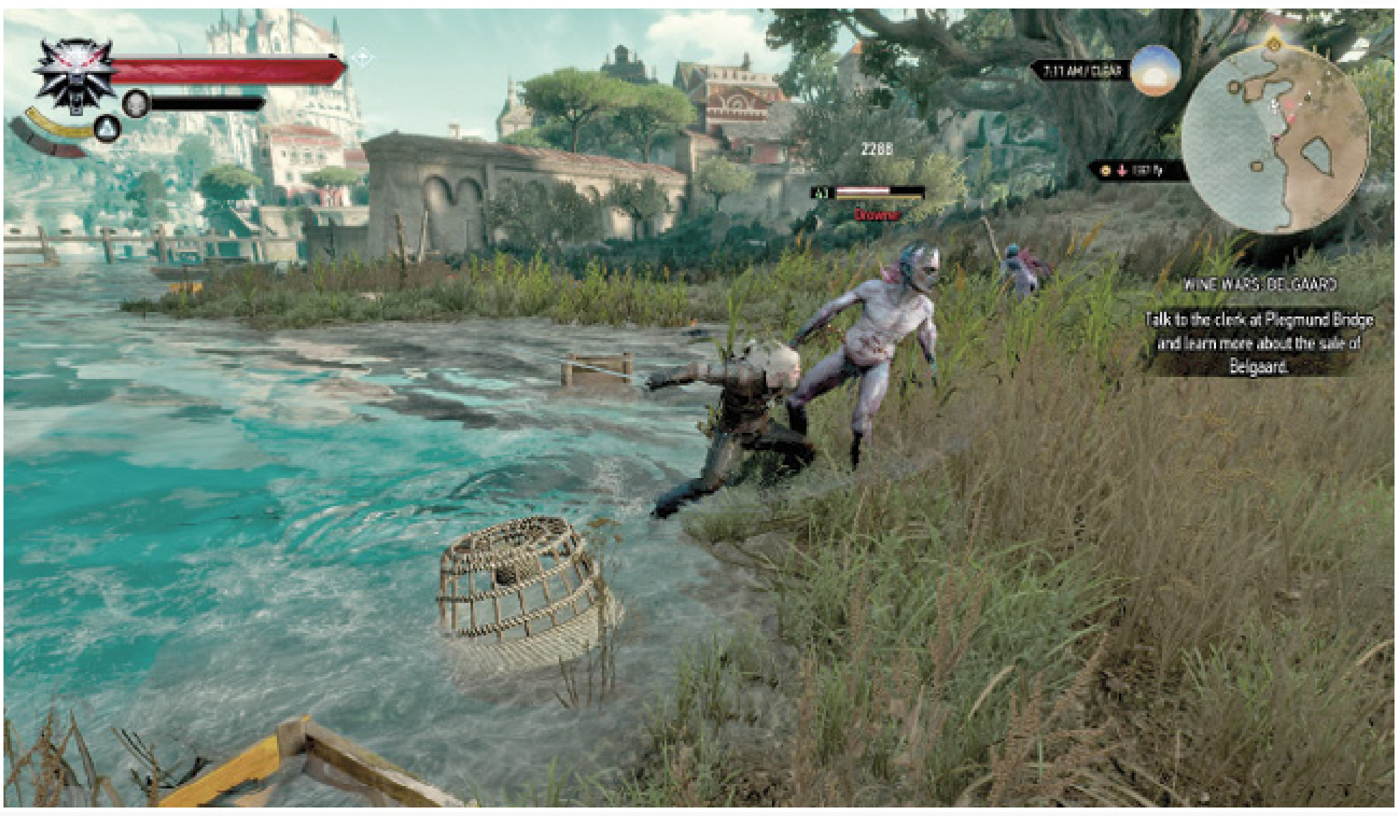
ENEMIES: Drowners, Grave Robbers

WASHED UP AND WATERLOGGED

OBJECTIVES

- Find the treasure hidden in the cemetery..

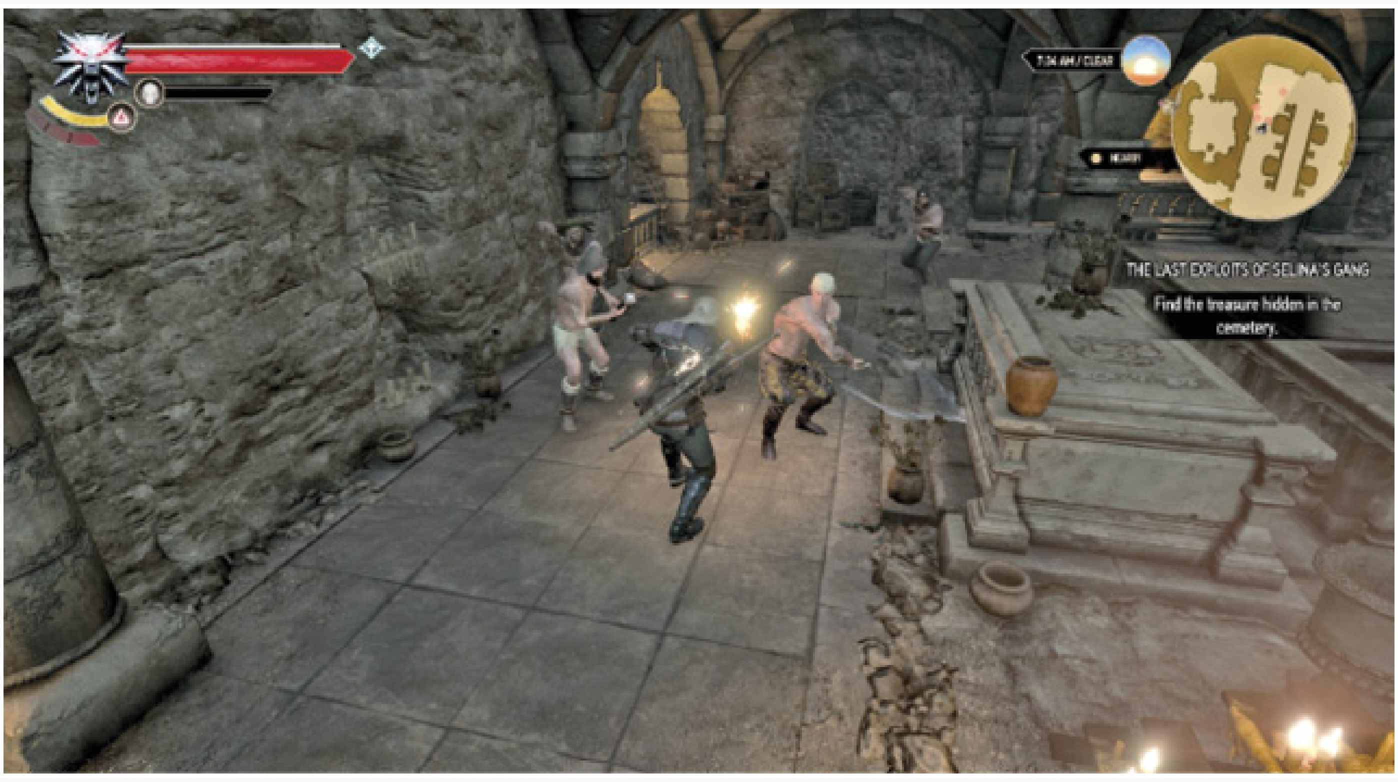
While paying your respects at Orlemurs Cemetery, in the Lebioda's Gate area of south Beauclair, be sure to inspect the bloated corpse that's lying half-submerged on the western shore of the cemetery. Remove the inquisitive Drowners first, and once all three of them are defeated, search the corpse on the shore. The dead body contains a letter to read. You can also start the quest in the crypt, by looting the sack near the robbers.


7:11 AM / CLEAR
2288
Drowner
WINE WARS: BELGAARD
Talk to the clerk at Plegmund Bridge and learn more about the sale of Belgaard.

Items: Sodden Letter

A GRAVE MISTAKE

Head northeast, through the main cemetery gates, up the side steps to enter the walled mausoleum area, and then down either of the main steps to reach the catacombs. Push open the catacombs gate, and head inside. Pass through the doorway ahead (west) of you, walk down the curved corridor that opens up into the larger crypt chamber, and immediately turn left. Surprise a group of four grave robbers. Add more to the total of deceased in the vicinity, before discovering a sack (used by the robbers, with a note in it) and a small chest on the side of the arched alcove in the northeast corner. Gather your booty here.


7:04 AM / CLEAR
THE LAST EXPLOITS OF SELINA'S GANG
Find the treasure hidden in the cemetery.

Items: Jewels, Diagram: Toussaint steel sword, Orders from Robin

Toussaint: What Was This About Again?

DANGER ALERT SPOILER ALERT

BAW

WHAT WAS THIS ABOUT AGAIN?

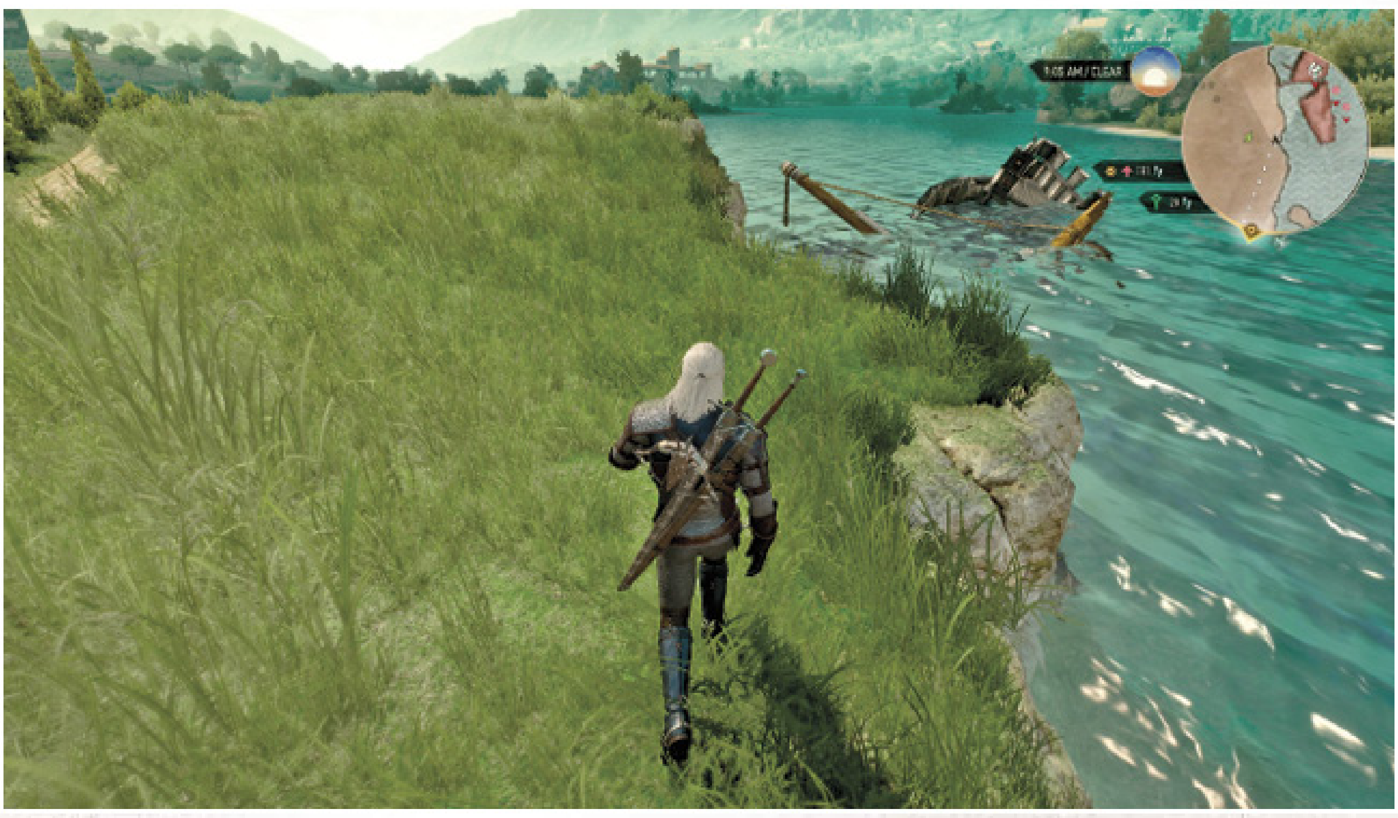
LOCATIONS: The Silver Salamander Inn, Sunken Galleon (Unmarked)
ENEMIES: Drowners, Shaelmaar

THAT SINKING FEELING

OBJECTIVES

- Find the treasure chest..

Along the banks of the river, just south of The Silver Salamander Inn, are the remains of a sunken galleon. The tell-tale sounds of Drowners can also be sensed in this area, so beware of them as you explore this underwater wreck. Perhaps the Drowners lurking here explain why this vessel hasn't been picked clean by scavengers. There are a number of chests to ransack, and the bloated remains of a corpse under the broken hull to pick the following items from:

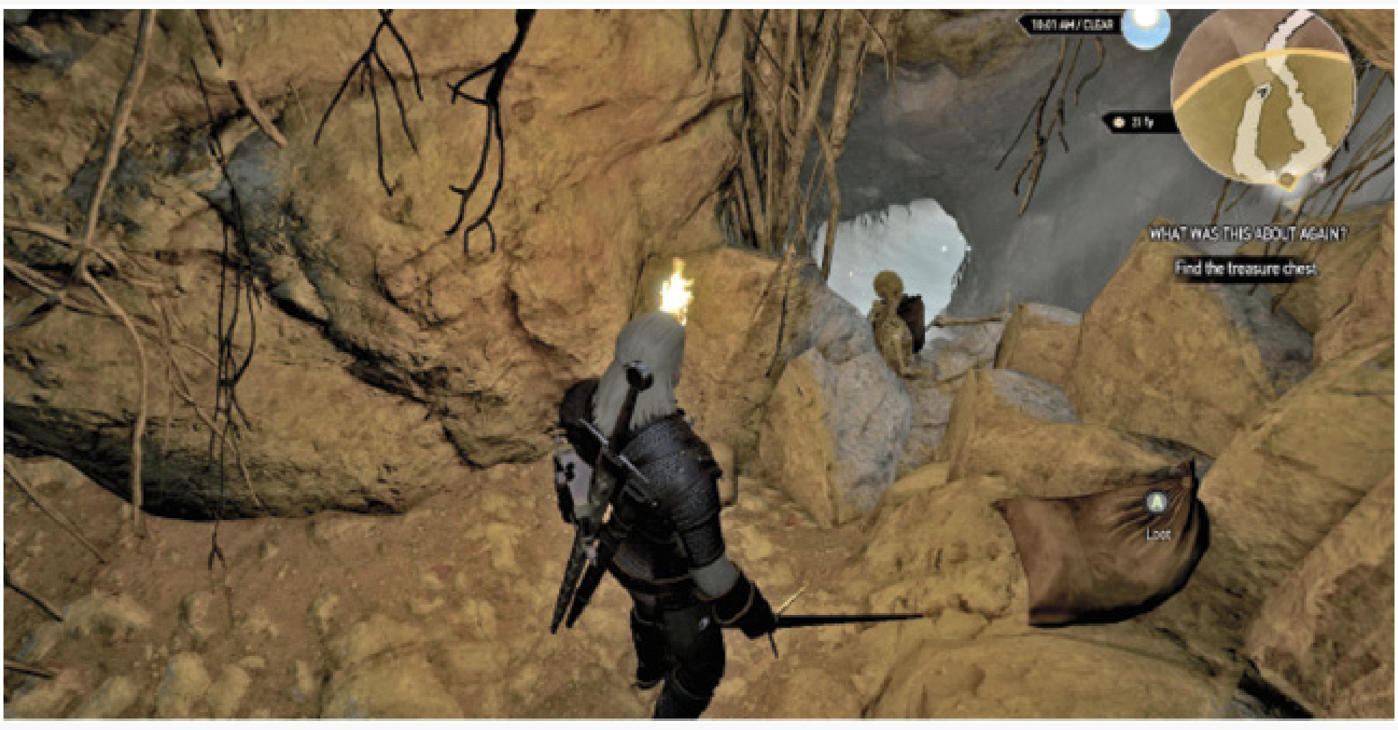


Items: Ship Captain's log, Key

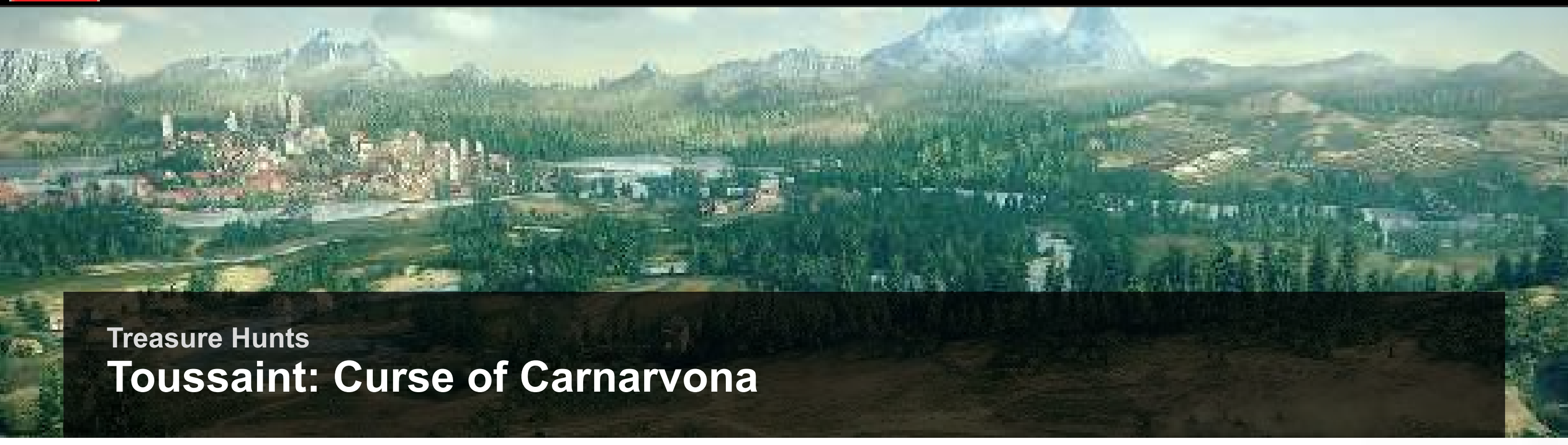
After reading over the captain's log notes, it seems prudent to investigate the nearby cave. Dive underwater, swimming into the cave mouth, and quickly surface, stepping into a subterranean cavern with a large, rolling Shaelmaar to contend with. As you may not have encountered such a beast before, learn to watch for its rolling attacks based on hearing, and peruse the Bestiary information for this beast.

THE SUBTERRANEAN SKELETON

Look to the mini-map and search the southeast corner of the Shaelmaar cavern for a ledge to climb up, and a small, higher tunnel to investigate. Perched at the end of the tunnel are some sacks of loot, and skeletal remains, along with a diary and some quality items, inside the locked chest the bony remains are still clutching.



Items: Crowns (250+), Diagram: Tah'rel



Treasure Hunts

Toussaint: Curse of Carnarvona

DANGER ALERT SPOILER ALERT

BAW

CURSE OF CARNARVONA

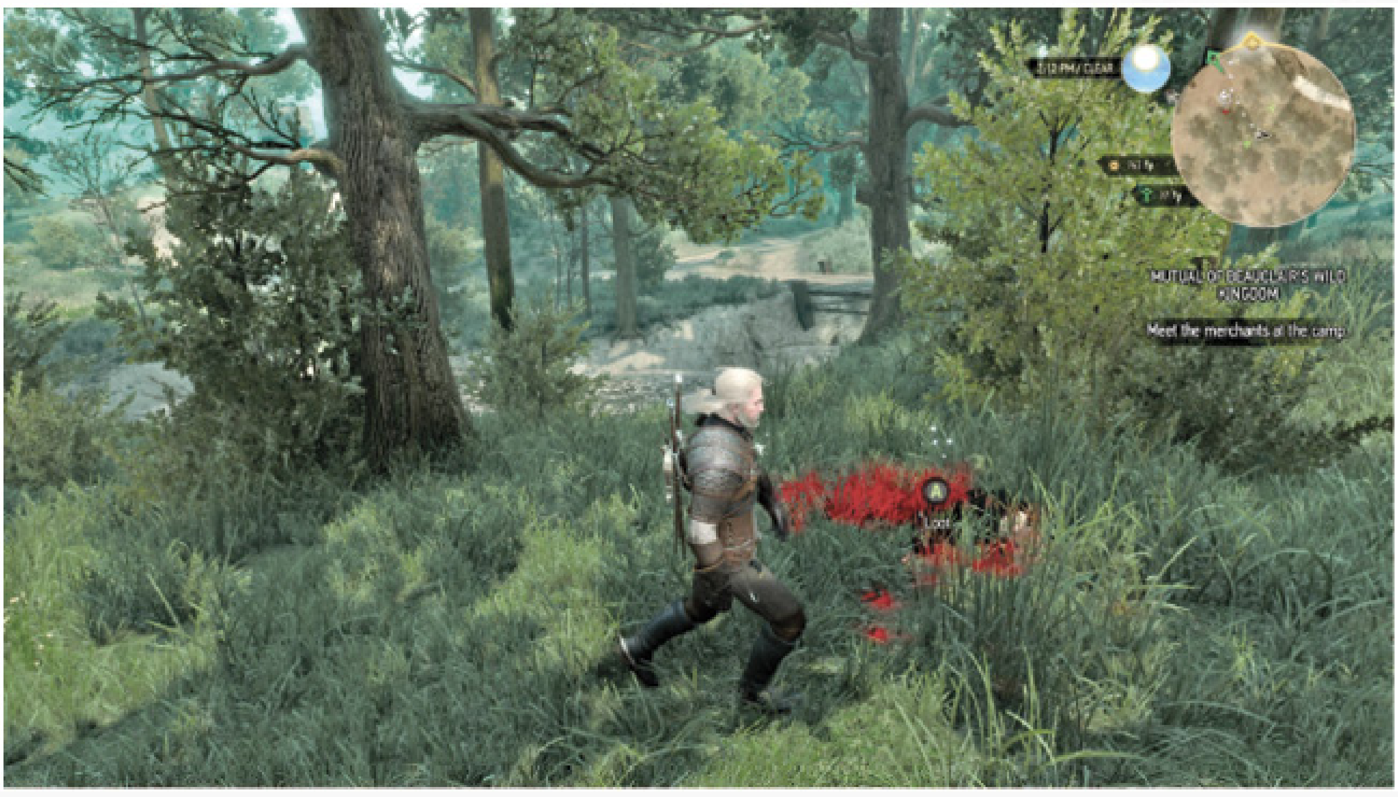
LOCATIONS: Fox Hollow, Castel Ravello Vineyard, Miner's Camp (Unmarked)
CHARACTERS: Alistair Carnarvona
ENEMIES: Archespores, Barghests

CORPSE IN THE LONG GRASS

OBJECTIVES

- Find the treasure..

On the woodland pathway, east of Fox Hollow, and north of Castel Ravello Vineyard, is an enchanting river and wooden bridge. Unfortunately, a pack of ghostly Barghests are haunting this place, so it is currently less than idyllic.


MUTUAL OF BEAUCLAIR'S WILD KINGDOM
Meet the merchants at the camp
Loot

Step off the path into the grassy woods just northwest of the bridge, and slaughter these hounds. They are sniffing around the corpse of Alistair Carnarvona. Search the long grass for his corpse, a note, and a key.

Items: Alistair Carnarvona's journal, Key

GUARDED BY ARCHESPORES

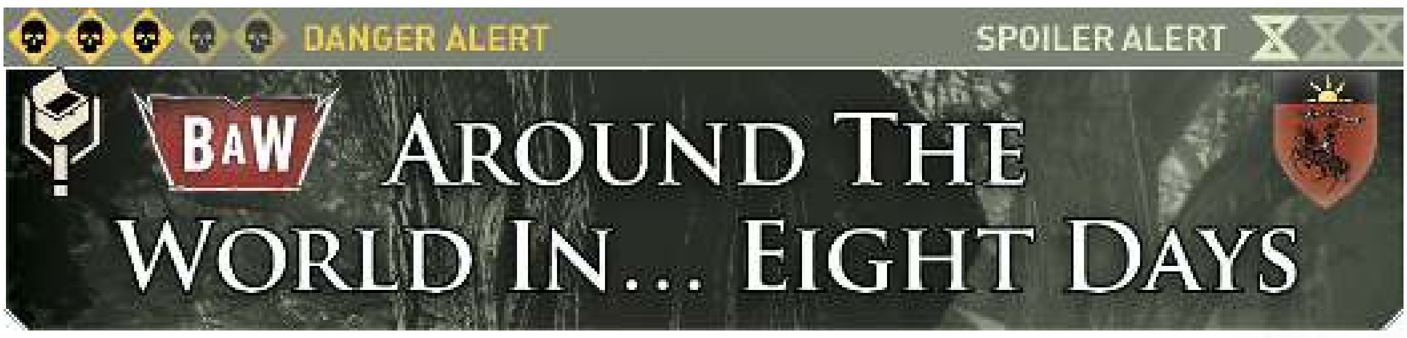
After reading the notes you found on the corpse, head northwest, crossing the shallow river, through the brick archway onto the winding path toward Fox Hollow. Look northward toward a small trading camp for miners; now deserted aside from a group of Archespores. Deliver killing blows to each flower, before thoroughly inspecting the camp.

There's a number of casks, chests, and other equipment to inspect as you work your way through the camp, nestled close to an elven ruin. But the prize you seek is inside the rather ornate chest (which glows red if you use your Witcher Senses) under the burlap stall tent. Use Alistair's key to unlock it, and gather the following goods.

Items: Ingots, ore, and a spoon, Diagram: Toussaint Knight's armor

Treasure Hunts

Toussaint: Around The World In… Eight Days



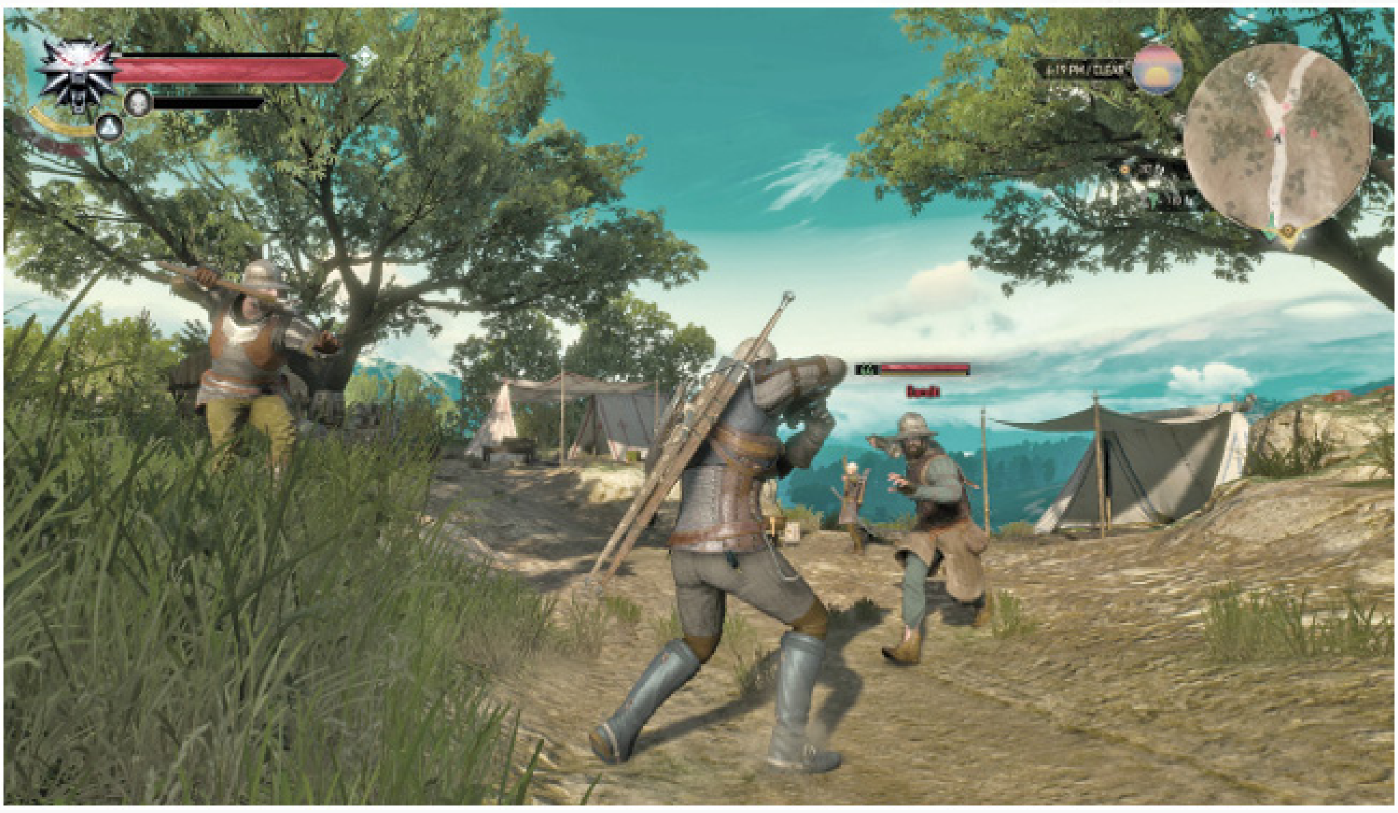
LOCATIONS: Coronata Vineyard, Dun Tynne Crossroads, Bandit Camp (Unmarked)
ENEMIES: Bandits

OFF THE BANDITS

OBJECTIVES

- Find the sunken wagon in the lake..

Just east and slightly north of Coronata Vineyard, along the main thoroughfare, is a side road that leads to a small camp overrun by Bandits, overlooking the sandy beach, river, and Dun Tynne Crossroads on the other side of the river. Introduce this motley collection of thugs to the pointy end of your steel sword. There are two or three archers, and a couple of swordsmen that must be cut down.



When the camp is cleared, thoroughly inspect the area, looking for a chest (that glows red if you use your Witcher Senses) on the north side of the camp, close to a cart and stack of barrels, under a tree. The chest contains the following items; read the note before continuing. Close to the camp you find the corpse of an explorer, just beginning to putrify in the sun. Check this body for a diary; it seems the explorer's adventures were cut short: Literally.

Items: Unfinished report, Key to the traveling trunk, Diary for a trip around the world, Diagram: Toussaint Ducal Guardsman's Trousers

OFF THE WAGON

Continue east, down to the sandy shore of the river, where two more bandits are beginning to loot a small covered wagon. Deliver swift and bloody justice, before inspecting the goods the explorer was carrying. The locked chest is medium-sized, and sitting underwater behind the wagon.

Items: Random items and Florens

Treasure Hunts

Toussaint: The Black Widow

DANGER ALERT SPOILER ALERT

BAW THE BLACK WIDOW

LOCATIONS: Count de la Croix's Mill, Flovive, Sunken Wreck (Unmarked)

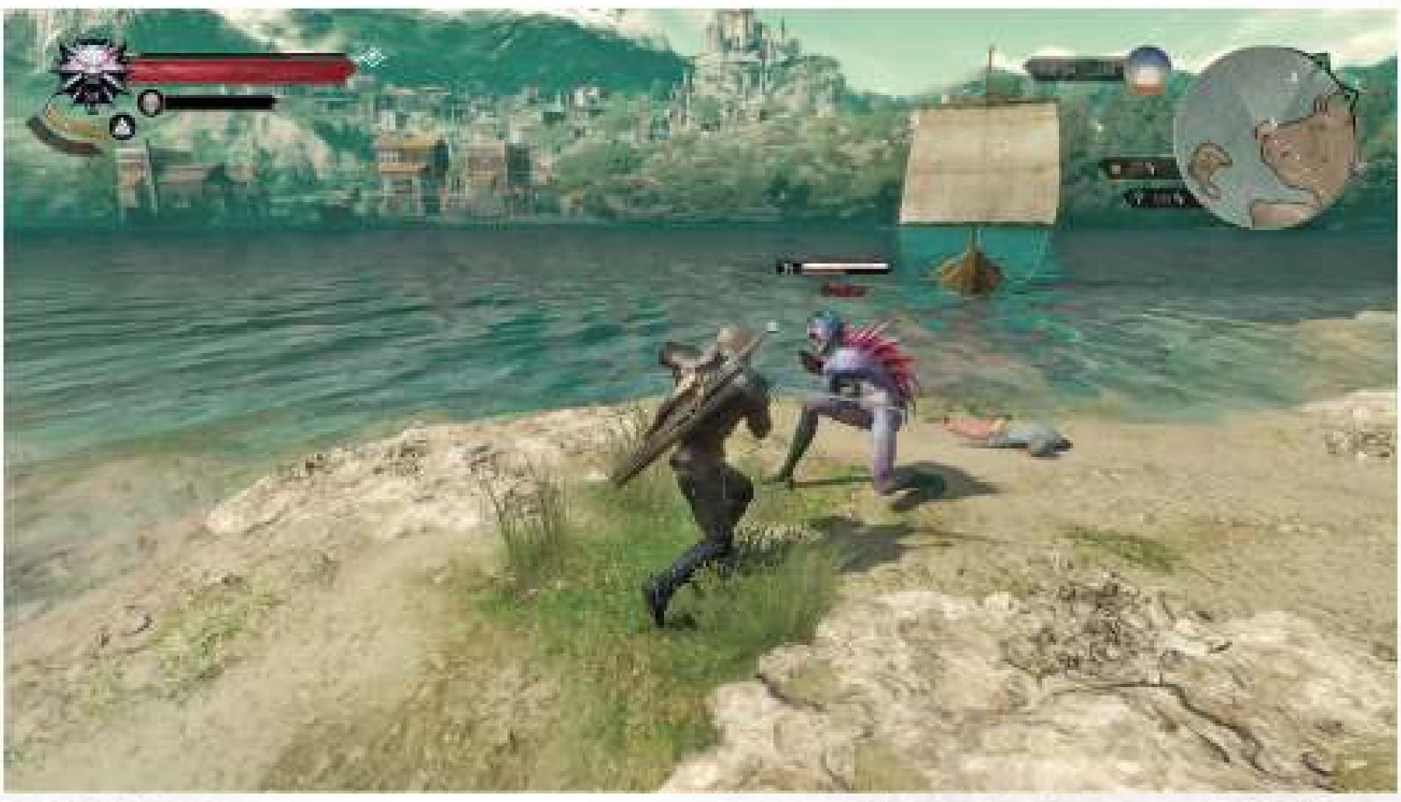
ENEMIES: Drowners

PITY POOR PASCAL PELISSIER

OBJECTIVES

- Find the casket within the sunken wreck..

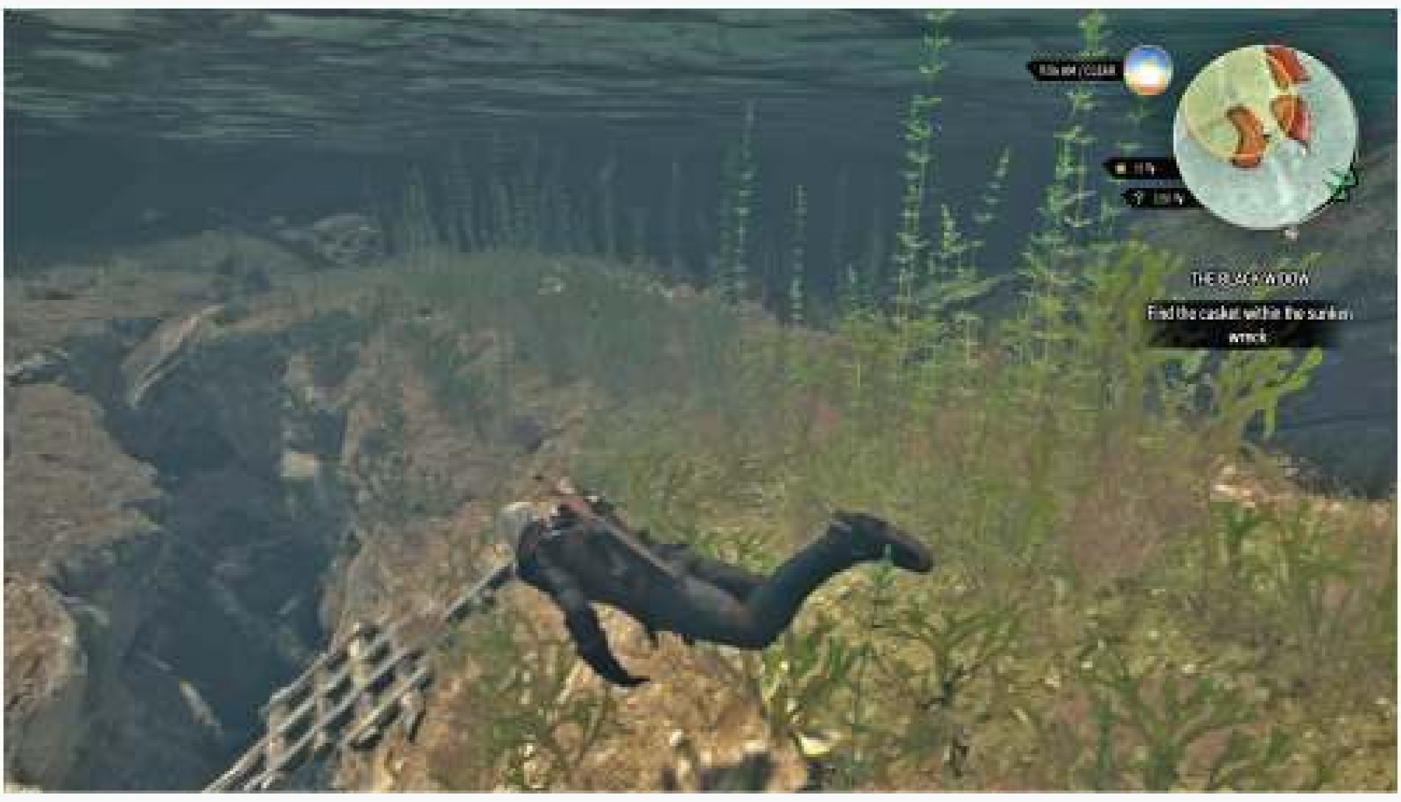
If one looks at a map of Toussaint, and picks a camping spot equidistant between Count de la Croix's Mill (to the west) and the village of Flovive (to the east), one would find the perfect spot on the lake shore. Head there to find a small tent, cart, and three Drowners chewing on the remains of a man. Remove the revolting foes, and search the remains of the man. Clues to sunken treasure are to be found on the letter he carries.



Items: Letter to Pascal Pelissier, Small key

SKULLDUGGERY AT THE SUNKEN WRECK

The casket which you seek is found underwater, almost directly south of the camp. Ready yourself for a swim, or utilize a boat and journey into the lake, to the protruding edge of a ship that marks the start of your searching spot. As one might expect, additional Drowners are active in this area, so keep your crossbow handy (attacking from the boat, the top of the sunken ship, or underwater).



Dive down into the reasonably clear lake waters, heading underneath the ship to find a small chest containing a few valuables.

Items: Orens, fine jewelry and clothing

Treasure Hunts

Toussaint: The Toussaint Prison Experiment

DANGER ALERT SPOILER ALERT

BAW THE TOUSSAINT PRISON EXPERIMENT

LOCATIONS: Astre Castle Ruins, Rioux-Cannes Outpost, Bastoy Prison Ruins (unmarked)
CHARACTERS: Hooded Woman
ENEMIES: Alp

TROUBLE AMONGST THE RUBBLE

OBJECTIVES

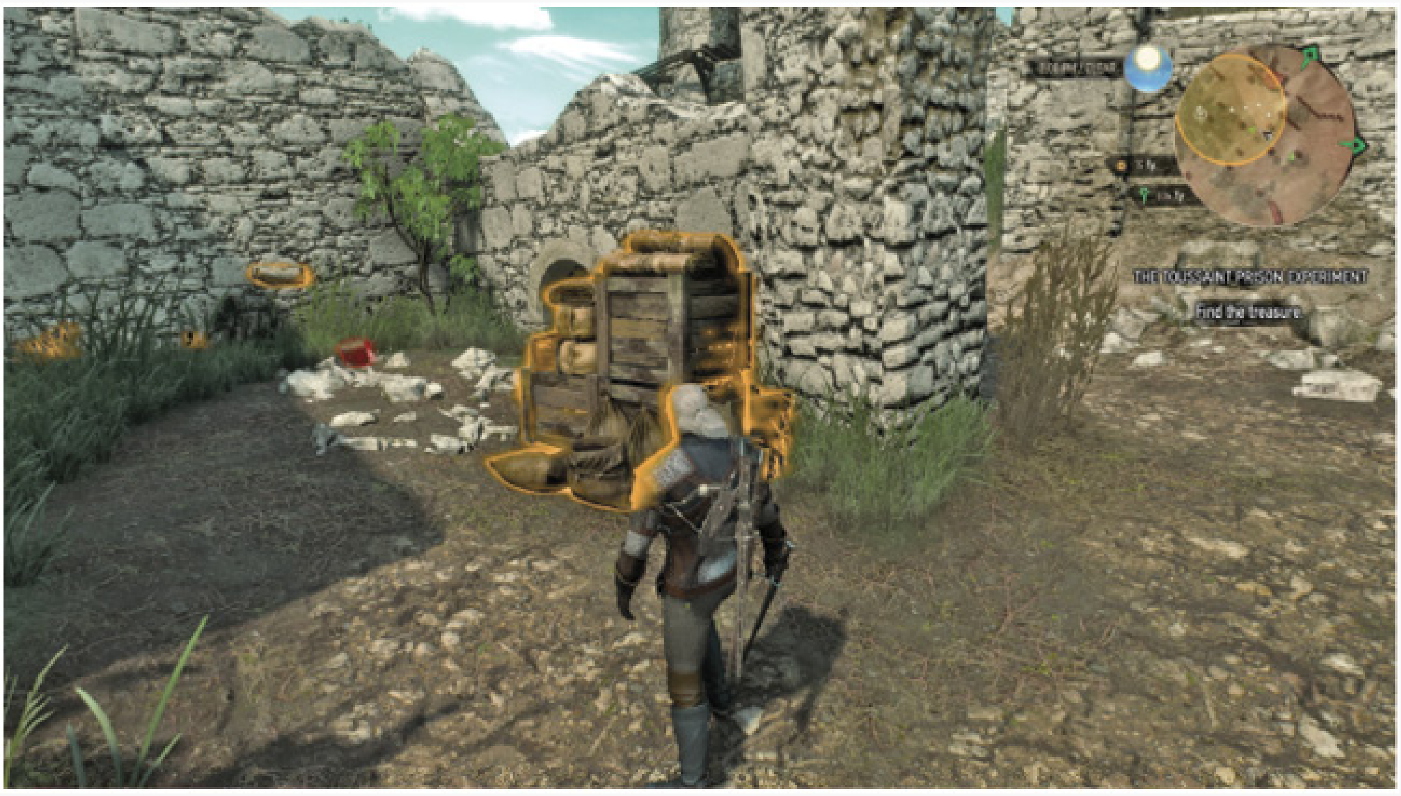
- Find the treasure.

Deep in the Gorgon Foothills, and midway between the Astre Castle Ruins (to the north) and the Rioux-Cannes Outpost (to the south) are the Bastoy Prison Ruins, perched atop a low hill. Amid the maze of dilapidated walls and rubble is an old tree, and a strange, hooded woman looking over a corpse. She reveals herself to be a lesser vampire; an Alp with fast feet as well as fangs. Slaughter her with your silver sword, then inspect the body she was peering over.

Items: Clerk's diary, Old key

BASTOY PRISON BONANZA

Even the most cursory glance over the book the corpse was clutching reveals there's some treasure to be had in these parts. The exact location requires a bit of searching through the prison ruins. Close to the southeastern edge of the ruins is a collection of old crates, and a small chest sitting on the rubble. Pry it open using the old key, and a collection of papers and coin can be yours. Read the order to discover further knowledge of this place.



Items: Diagrams: Toussaint Ducal Guard Captain's armor and trousers, Formula: Mutagen Transmutor-blue to red, Crowns (150+), and Florens, Work order

Treasure Hunts

Toussaint: The Suffering Of Young Francois

DANGER ALERT
SPOILER ALERT
BAW
THE SUFFERING OF YOUNG FRANCOIS

LOCATIONS: Astre Castle Ruins, Chuchote Cave, Cutterin Manor (Unmarked)
CHARACTERS: Young Francois
ENEMIES: Wraiths

TORMENT BEFORE THE NOOSE

OBJECTIVES

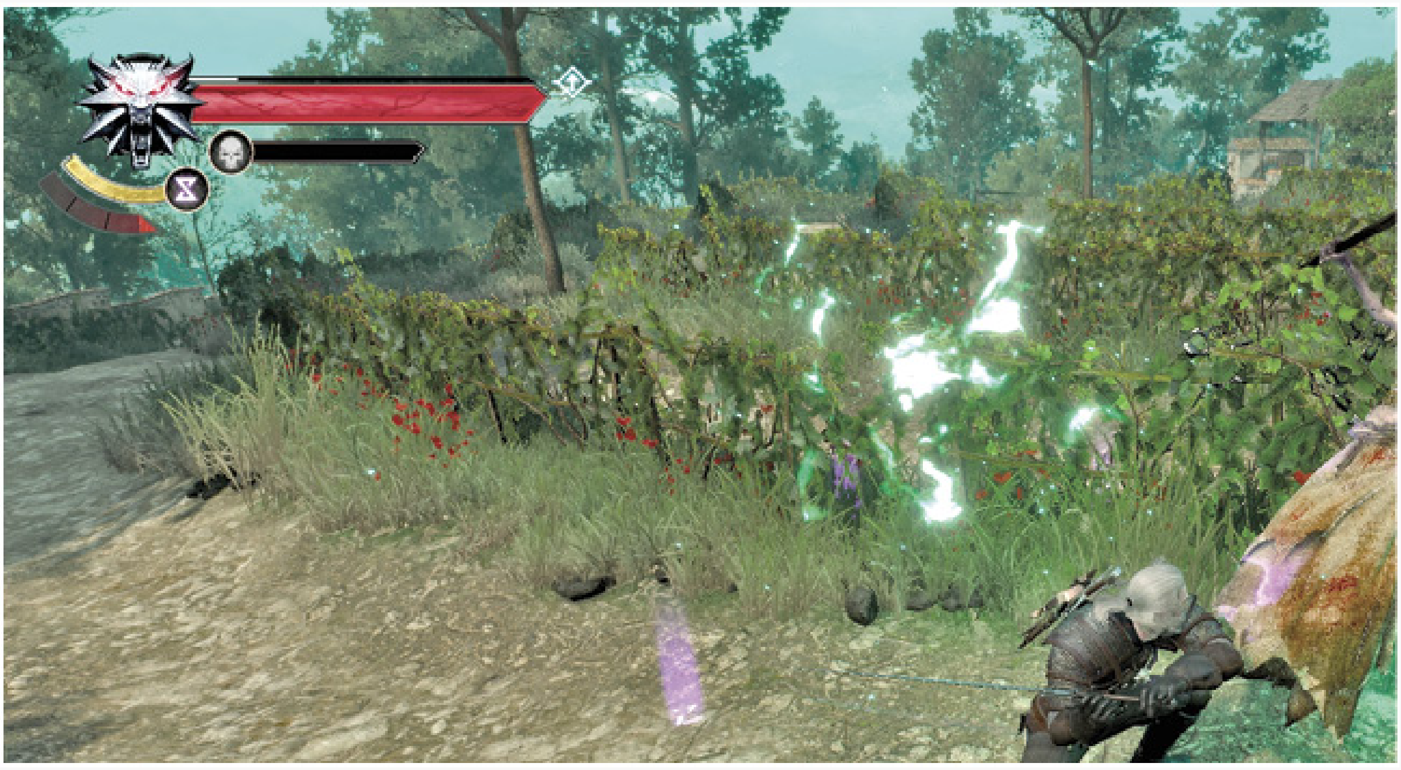
- Find the jewels.

While searching the wooded area just south of Astre Castle Ruins, and watching for the Monster Nests to the west of you, look for a pleasant-looking cottage, with unpleasant and tormented guests. A wraith haunts the place. Once you've dispelled this specter, additional unpleasantness must be encountered; there's a corpse swinging from the large oak tree in the northeast corner of the garden. Obtain the writings of Young Francois before he ended his days, and read about his torment.

Items: Journal of desperate man

THE STASH OF YOUNG FRANCOIS

Fortunately, there's something in it for you; head northeast across the meadow, and hop the fence into the grounds of Cutterin Manor, which is just east of Astre Castle Ruins, and west of Chuchote Cave. As you emerge from the rows of sunflowers and into the vineyard, a second Wraith welcoming committee appears to thwart you. Once you have dismissed them, look for the statue in the southwestern edge of the vineyard, and scrabble in the dirt in front of the stones to discover some choice valuables.



Items: Diamond, ruby, pearls, and florens

Treasure Hunts

Toussaint: But Other Than That, How Did You Enjoy The Play?

DANGER ALERT SPOILER ALERT

BAW

BUT OTHER THAN THAT, HOW DID YOU ENJOY THE PLAY?

LOCATIONS: Seidhe Llygad Amphitheater
ENEMIES: Phantom of the Amphitheater

FLOATING, FALLING, SWEET INTOXICATION

OBJECTIVES

- Read the diary.
- Find a way to reenact the scene using your Witcher Senses.

On your travels through the southern parts of the Gorgon Foothills, you must not miss the faded grandeur of the Seidhe Llygad Amphitheater! Though when you get there, the place is eerily quiet, and there's evidence of candles being lit. Ignore those for the moment, and search for the remains of a young woman, recently dead. Locate the diary and bottle of wine. Once you read the diary, it transpires this young actress has appeared to try and reenact the scene marked in her diary, before she expired. Or did something kill her? Time to finish what she started!

Items: Perfume-laced journal, Wine "Vis la Crac"

OBJECTIVES

- Figure out the order in which you should light the candles.
- Finish the scene by drinking wine.

If you read more about the scene in question, and examine the footprints from the woman's corpse using your Witcher Senses, you deduce that lighting each of the five candles in the same order that the woman did is the first part of the scene. Remember you need to follow the footprints all the way back to the first candle she lit, which is just to the right of the corpse (and pictured). Light it, then simply follow the footprints to each subsequent candle, lighting each one as you go.

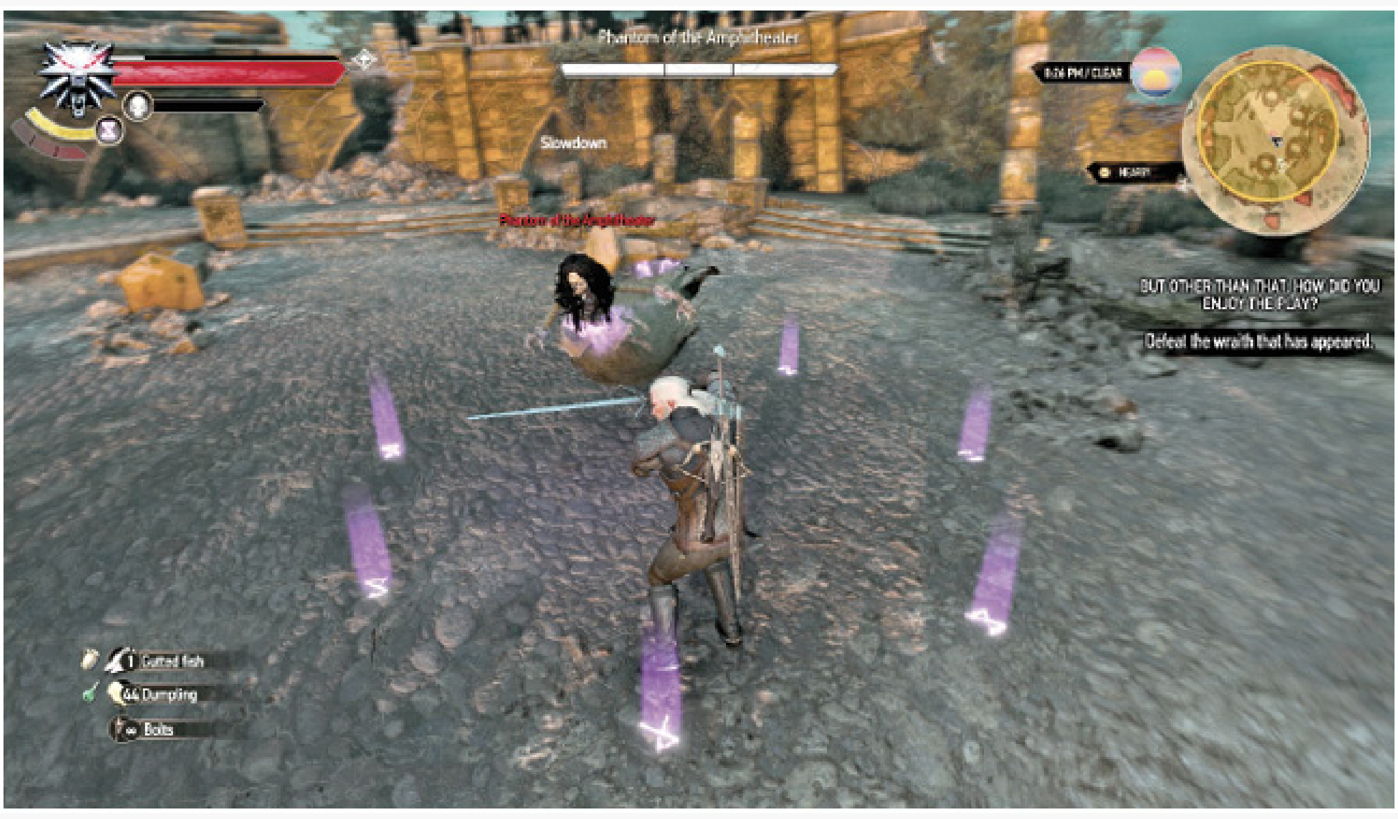
With the candles lit correctly, your objective updates. Rummage around in your inventory for the "Vis la Crac" wine you removed from the woman's corpse (the wine is likely to be in your Quest Items), and place it into your Consumables. Then choose it and drink it. It seems you've summoned a fierce critic!

EVERYONE'S A CRITIC

OBJECTIVES

- Defeat the wraith that has appeared.
- Search the wraith's remains.

The Phantom of the Amphitheater is a fearsome specter, known to many as a Beann'shies, with a wail that can splinter wood. It's important to learn her powerful attacks, and methods to combat her as you slowly remove her life force. Consult the Bestiary entry for all pertinent information. When your critic has been silenced, inspect the pile of dust she left behind, as it contains a particularly ornate pendant.


Phantom of the Amphitheater
Slowdown
Phantom of the Amphitheater
BUT OTHER THAN THAT, HOW DID YOU ENJOY THE PLAY?
Defeat the wraith that has appeared
1 Gutted fish
44 Dumpling
Bolts

Items: Decorated necklace with a pendant in the shape of a key

OBJECTIVES

- Find the hidden coffer..

You surmise that the key-shaped pendant unlocks a cubby around here somewhere. You are correct, but the cubby itself is behind a couple of fallen pillars along the southern edge of the amphitheater. Hop over them, descend slightly to an iron gate, and use the key to unlock it. Inside is a small antechamber. In one corner is a tiny chest to unlock, valuables to claim, and a dusty diary to read for furthering information on this haunting.

Items: Runestone, jewelry, weaponry, Dusty diary

Treasure Hunts

Toussaint: The Inconstant Gardener

DANGER ALERT SPOILER ALERT

B&W THE INCONSTANT GARDENER

LOCATIONS: Hortense Estate, Tesham Mutna Ruins, Abandoned Coopers' Workshop (Unmarked)
CHARACTERS: Quayle the Gardener
ENEMIES: Bandits

QUAYLE HUNTING

OBJECTIVES

- Read the letter found..

In the south of Toussaint, just west of Tesham Mutna, and south of the Hortense Estate, is a Coopers' workshop, recently abandoned and now home to a quintet of Bandits. You have excellent opportunities to lob in bombs, and attack from the upper part of this small compound. Or, simply waltz in from the rough pathway among the pasture and trees. When all threats lie in puddles of their own blood, conduct a brief search for a small sack, and loots its contents:

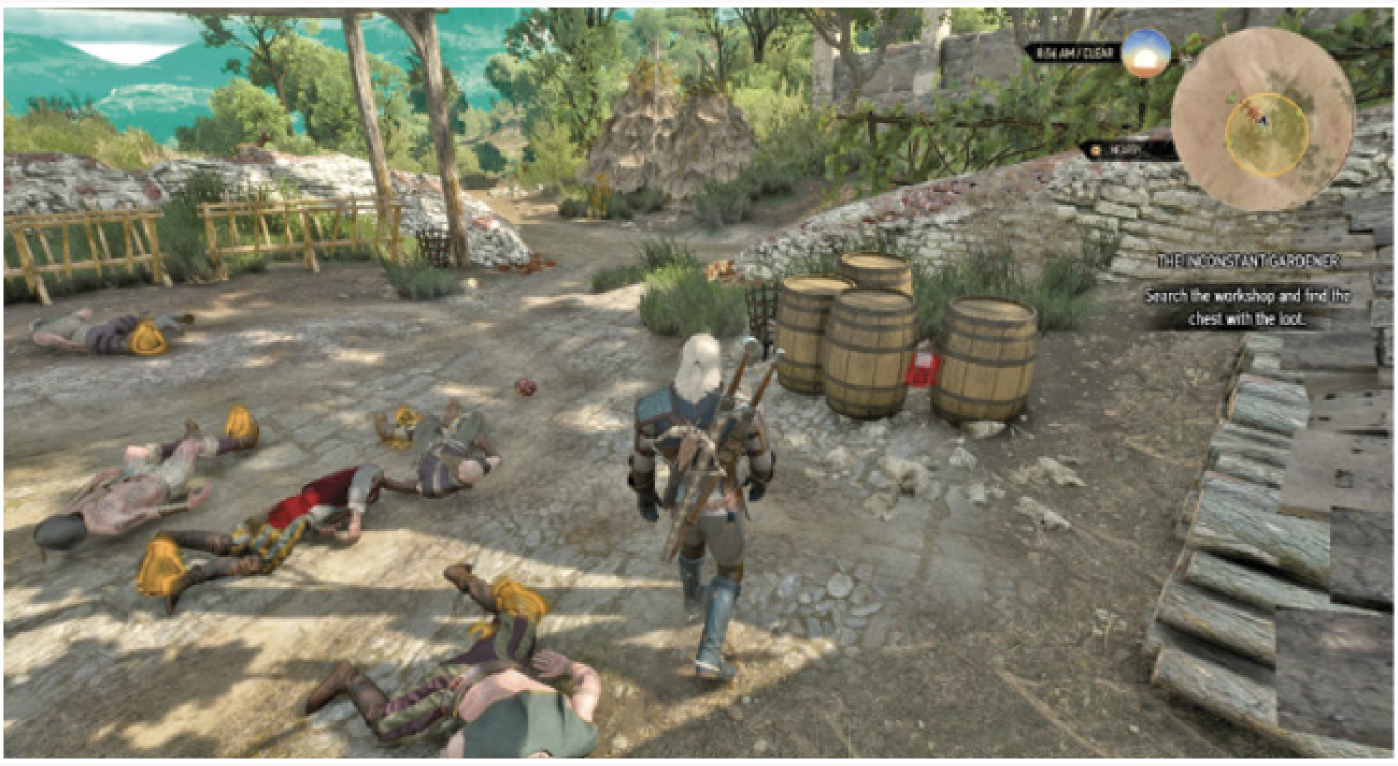
Items: Orders from Graybill Pellegrin, Gardener's key

THE MOST PEACABLE PEOPLE DO THE MOST TERRIBLE THINGS

OBJECTIVES

- Search the workshop and find the chest with the loot..

A reading of the missive you've found makes mention of a chest located somewhere within the walls of this Abandoned Coopers' Workshop. It may be initially difficult to discover, as the chest is tiny, and hidden behind the four barrels and brazier close to the log pile. Unlock the chest for further evidence of what the gardener in this place was worried about, as well as some valuables.



Items: Diary of Quayle the gardener, Diagram: Toussaint Ducal Guard Officer's steel sword, florens, and jewelry

Treasure Hunts

Toussaint: Applied Escapology

DANGER ALERT SPOILER ALERT

BAW

APPLIED ESCAPOLOGY

RELATED QUESTS: Secondary Quest: Turn and Face the Strange

LOCATIONS: Toussaint Prison, Valley of the Nine

ENEMIES: Drowners

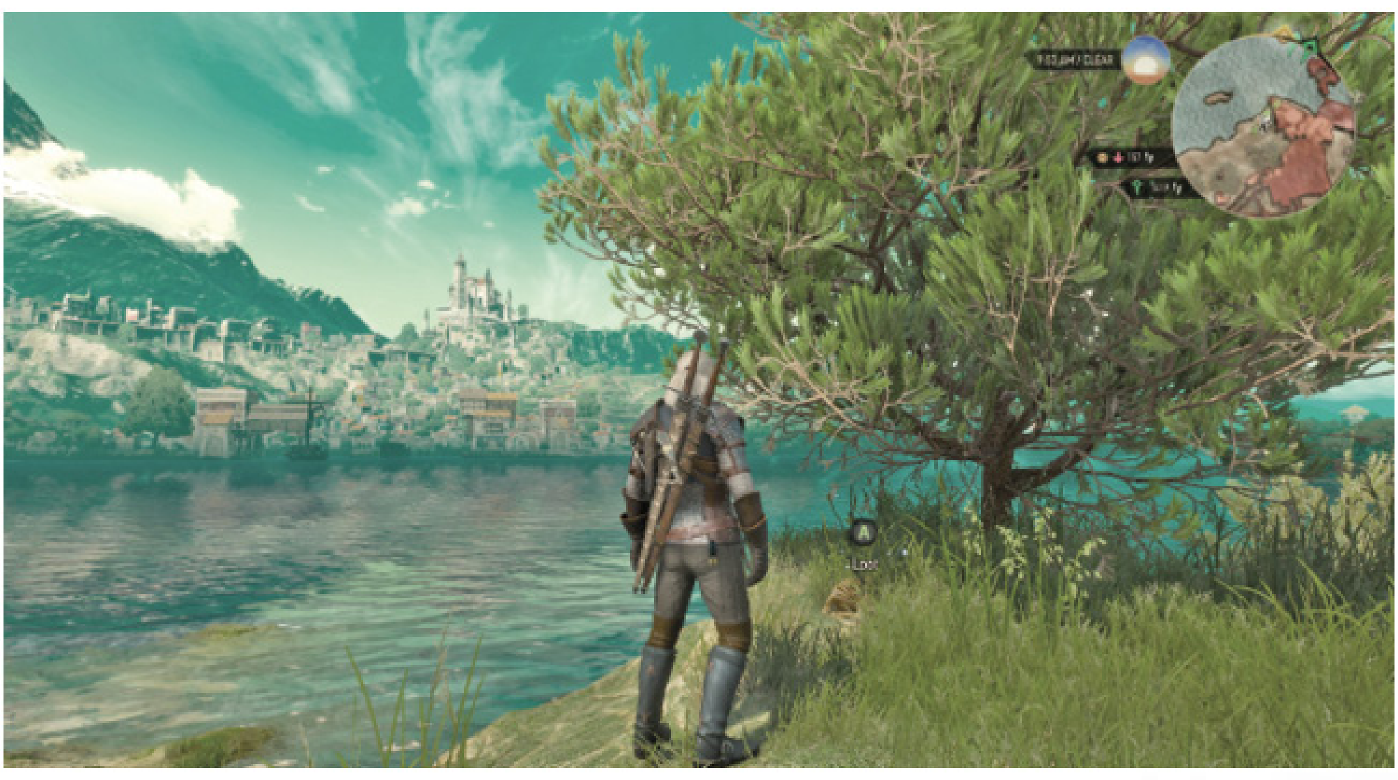
Recommended Items: Killer Whale Potion

A SKILLFUL SKELETON

OBJECTIVES

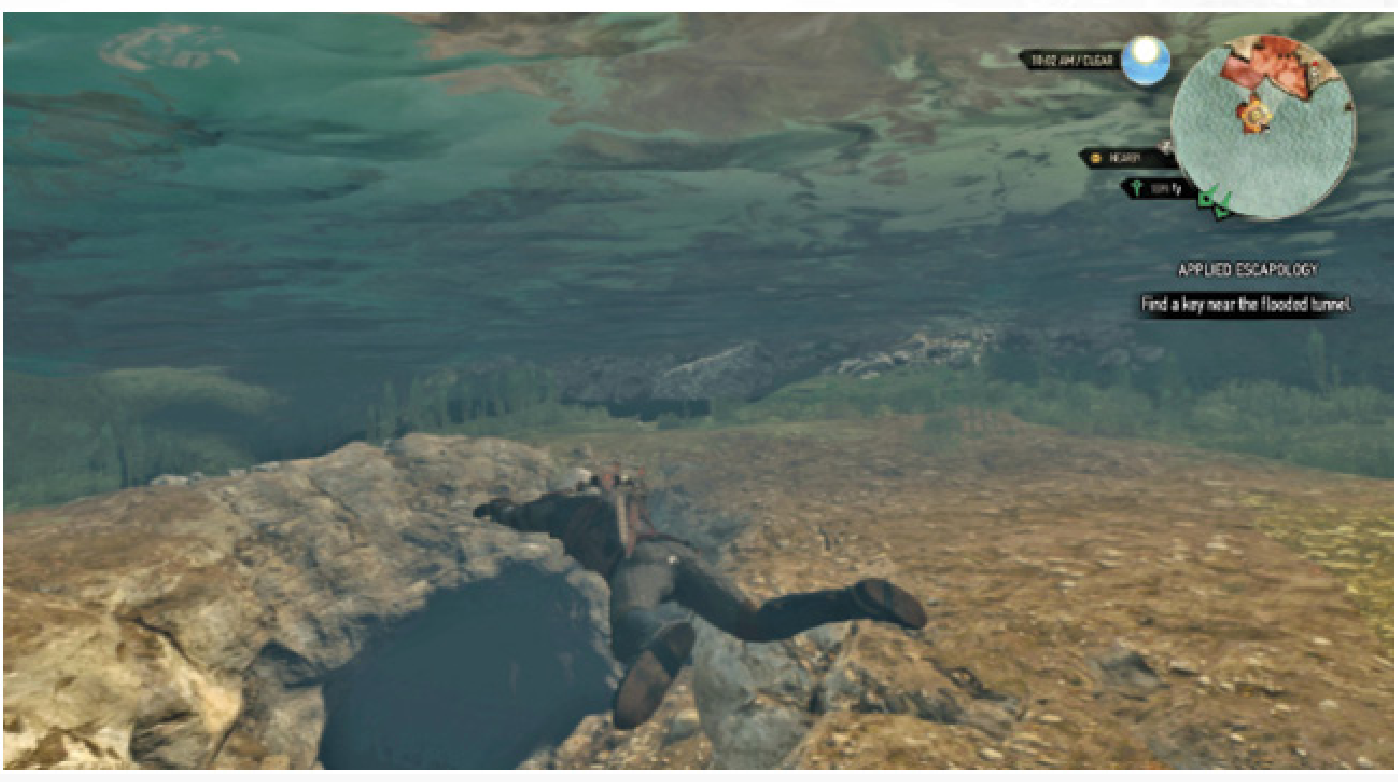
- Find a key near the flooded tunnel.

A skeleton lies in the long grass, hiding a secret close to Toussaint Prison. Fortunately, you don't have to be an inmate, or even enter the prison fortress to obtain the necessary clue from this pile of bones. Instead, venture around the perimeter island the prison sits on, until you find a small tree on a grassy outcrop of rock, and obtain the following diary from an impressive prison escapee. Read the book to learn where a necessary key is located.



Items: Escape artist's journal

Before this valley was flooded, there used to be a lower holding area in the northwest part of the prison, and the chamber can still be seen on your mini-map. Dive into the water around this point, and search for a cave entrance in the silt and sand. Swim along the narrow tunnel, into a submerged prison area, and quickly use your Witcher Senses to ascertain the location of another corpse, glittering in the muddy waters. Claim the following from the body:



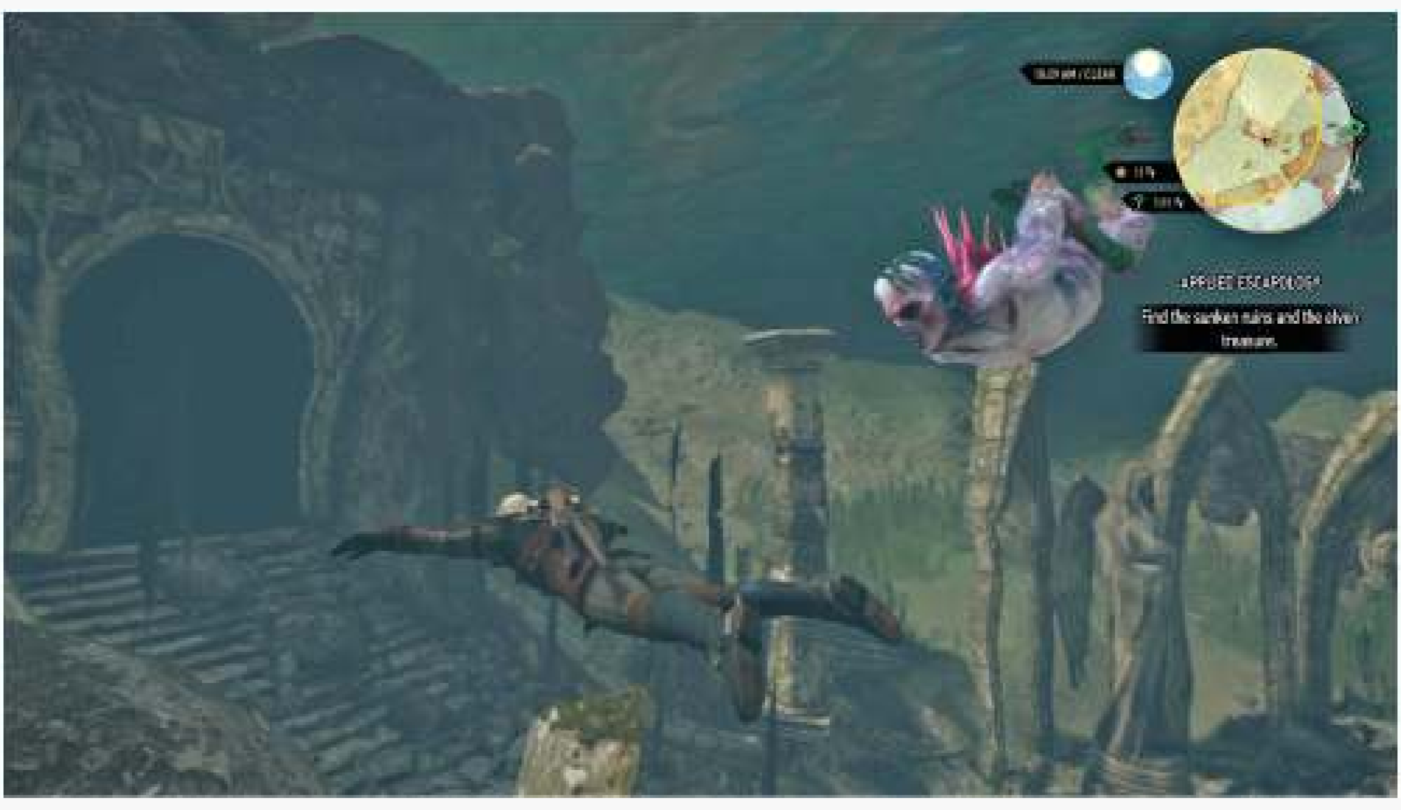
Items: Intricately decorated key

TURN AND FACE THE SOUTH

OBJECTIVES

- Find the sunken ruins and the elven treasure.

Sunken ruins and elven treasure sound intriguing, but the exact location of the ancient flooded temple is more of a mysterious. Head to the southern shore of the lake, or take a boat toward the southern shore southwest of Toussaint Prison. When you reach the approximate location shown in this picture, wade out a few paces, and dive down into another world!



Of course, this world is still populated with foes you've met earlier; around three Drowners need to be culled before you can properly explore this wondrous place. The main structure, which looks like an X, is north of where you need to explore, and you venture through a portal there during Secondary Quest: Turn and Face the Strange. Instead, search for the huge archway in a submerged structure to the south. Swim in, then down into a large flooded cavern of silt, and ransacked treasure chests at the far end. One requires the key to open, so snag the valuables and backtrack before you drown!

Items: Jewelry, formula (lesser mutagen transmutator-red to blue) and other valuables

Treasure Hunts

Toussaint: Filbert Always Pays His Debts

DANGER ALERT SPOILER ALERT

BAW

FILBERT ALWAYS PAYS HIS DEBTS

LOCATIONS: Casteldaccia Abandoned Estate
CHARACTERS: Maximus Nonius Macrinus
ENEMIES: Ghostly Knight

GLADIATOR, READY?

OBJECTIVES

- Read the notes.

Coat your silver sword with specter oil when you're wandering the southern stretches of The Champ-Désolés, as the Casteldaccia has a nasty surprise awaiting you; the ghost of its former owner; Maximum Nonius Macrinus! This fellow was a towering specimen when alive, and he's just as intimidating in death! Fight this Ghostly Knight using the tactics you've previously employed against human foes and ghosts in human form, as well as the giant Iron Borgs you fought during the Tourney. When the Ghostly Knight haunts no more, search the corpse of the last trespasser to enter here; he's by the well close to the area where you fought. Read the notes on his person.

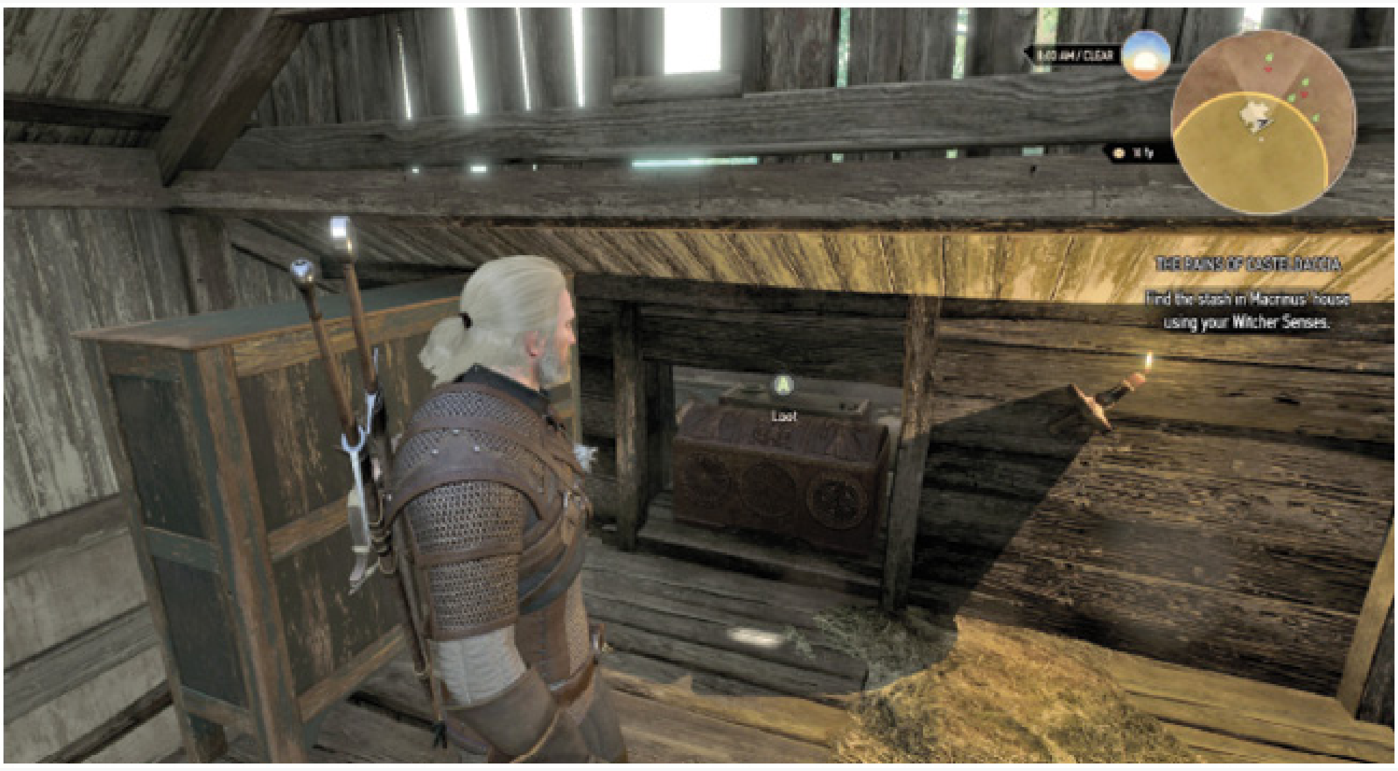
Items: Notes by a vandaguilder from Filbert's hanse

LOFTY GOALS

OBJECTIVES

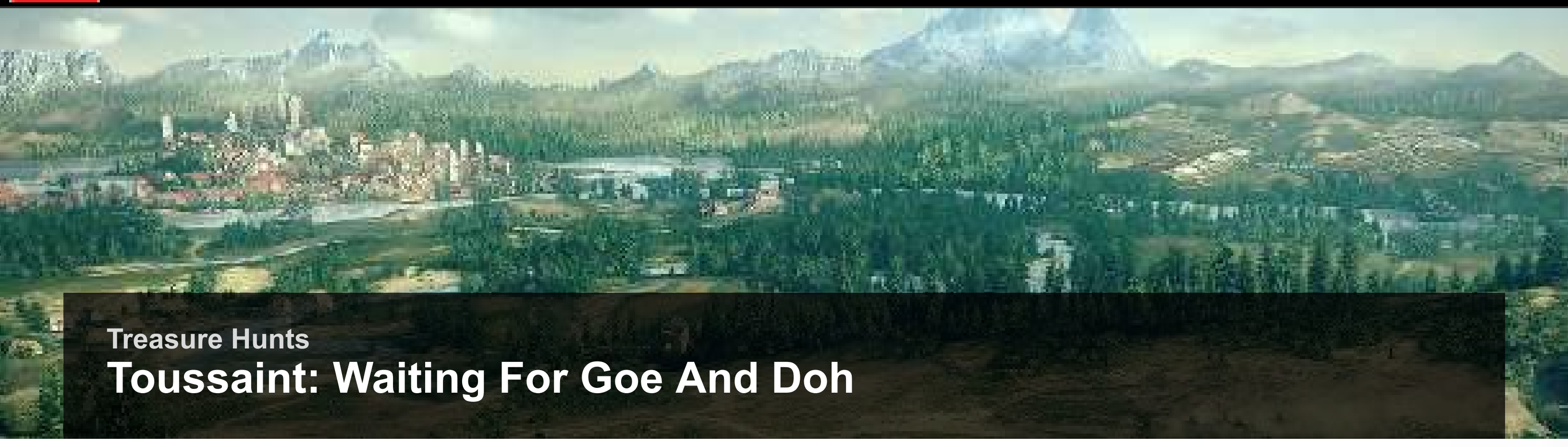
- Find the stash in Macrinus' house using your Witcher Senses.

Macrinus was also guarding a stash of treasure long kept in his family, and hidden somewhere inside his manor. Enter via the main door across the cobblestone courtyard (to the north) and immediately climb the ladder inside. Step out onto a small loft, and look for a suspicious candle holder on the far wall. Examine it, and it can be turned, revealing a hidden door with a chest inside. Looting time!



Find the stash in Macrinus' house using your Witcher Senses.

Items: Toussaint knight's boots, Toussaint knight's steel sword, Crowns (250+), diagram, jewels, formula, Maximus Nonius Macrinus' journal



Treasure Hunts

Toussaint: Waiting For Goe And Doh

DANGER ALERT SPOILER ALERT

BaW

WAITING FOR GOE AND DOH

LOCATIONS: Casteldaccia Abandoned Estate, Bandit Camp (Unmarked)

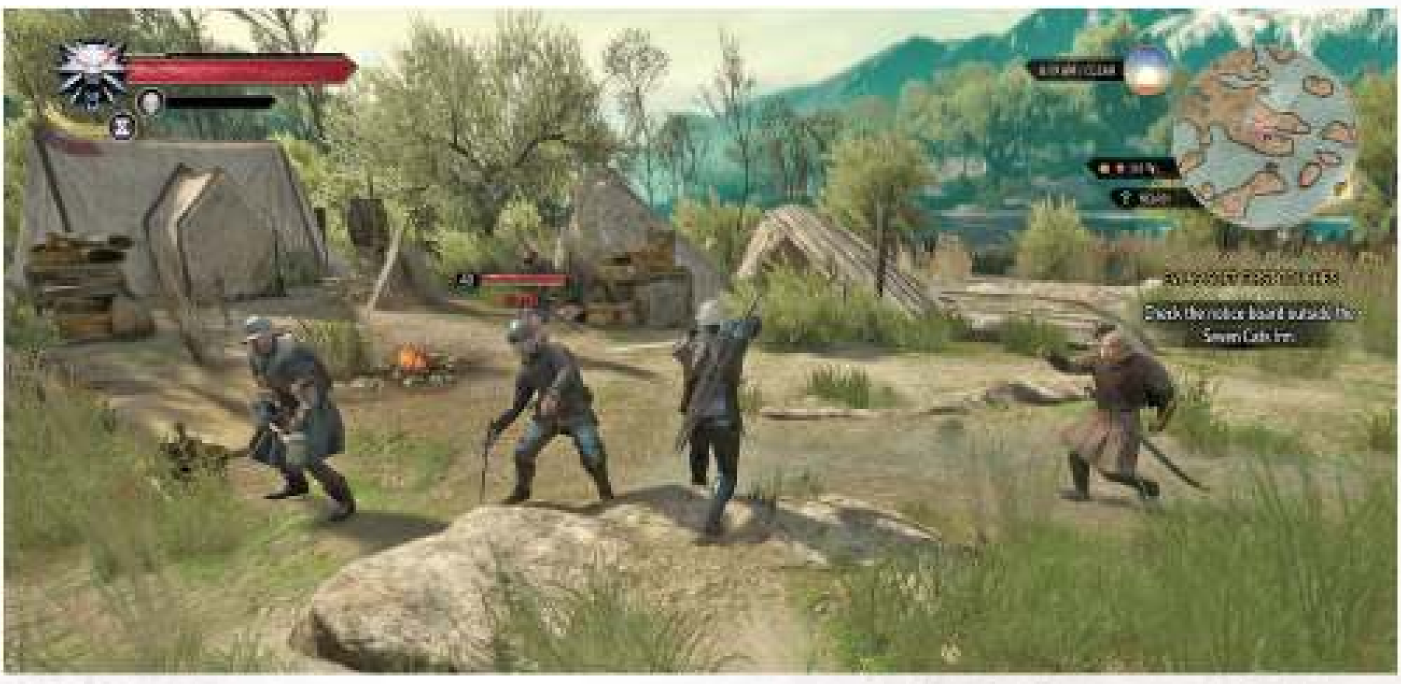
ENEMIES: Bandits

BLOODY IGNORANT APES

OBJECTIVES

- Search for the sunken boat.

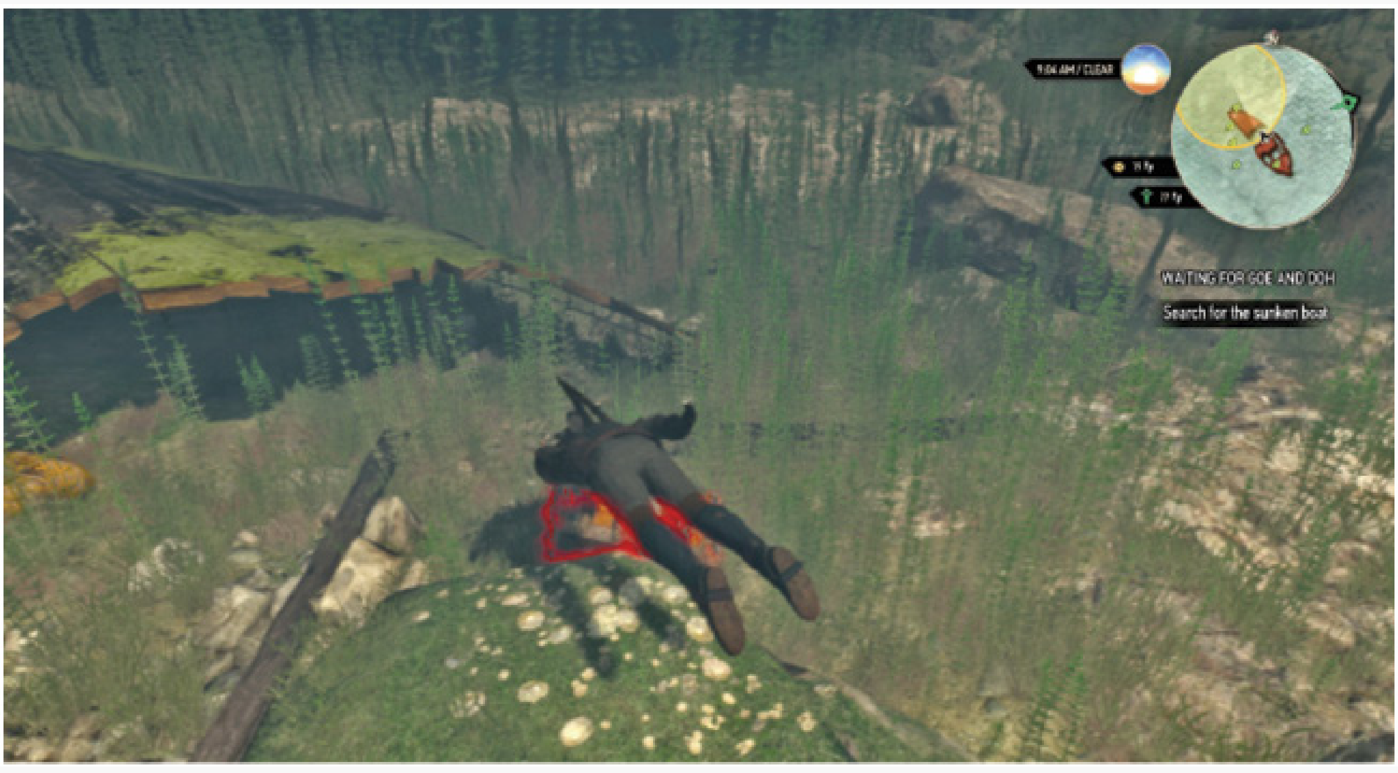
While running through the wild marshlands to the southeast of the Castledaccia Abandoned Estate, you may chance upon a camp of bandits; around four of them with at least one archer. (If you previously defeated the nearby hanse, you face Drowners instead of Bandits.) Dispatch them all to the void, before making a good search of their camp, as well as the bag of loot one of them drops. You'll find the following orders and a key. Read the orders to progress further.



Items: Orders on stained paper, Key

WE ALWAYS FIND SOMETHING TO LET US THINK WE EXIST

A sunken boat is ripe for the ransacking, and can be found roughly west of where you fought the bandits. Run, then swim out into the waters, and dive down, disturbing a group of around three Drowners. Sharpen your crossbow-firing skills, and once the coast is clear (or not, as you can ignore the foes and start your search), swim down to the rotting remains of the boat, now half-hidden in underwater plant life. Among the other chests is one glowing red if you use your Witcher Senses; pick the following items from it:



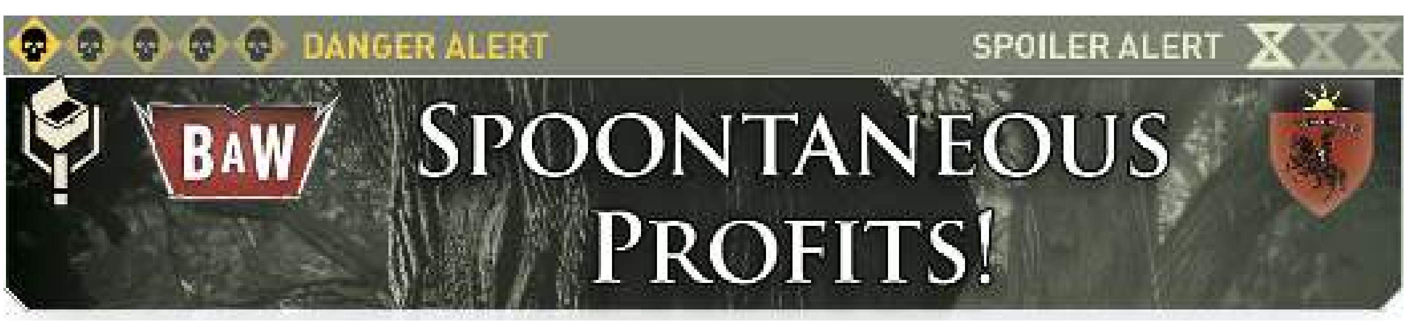
WAITING FOR GOE AND DOH

Search for the sunken boat

Items: Supplies invoice, Diagram: Belhaven blade, jewels, ore, formula (lesser mutagen transmutator-red to green), tools and whetstone

Treasure Hunts

Toussaint: Spoontaneous Profits!



RELATED QUESTS: Blood and Wine: Main Quest: La Cage au Fou

LOCATIONS: Trastamara Hunting Cottage, The Gran'place, Nilfgaardian Embassy, The Pheasantry (Unmarked), Basane Farm, Danamebi Temple Ruins (Gor'Thon's Studio) (Unmarked)

CHARACTERS: Innkeep (The Pheasantry)

ENEMIES: Wraiths

PLUCKED FROM THE PHEASANTRY CELLARS

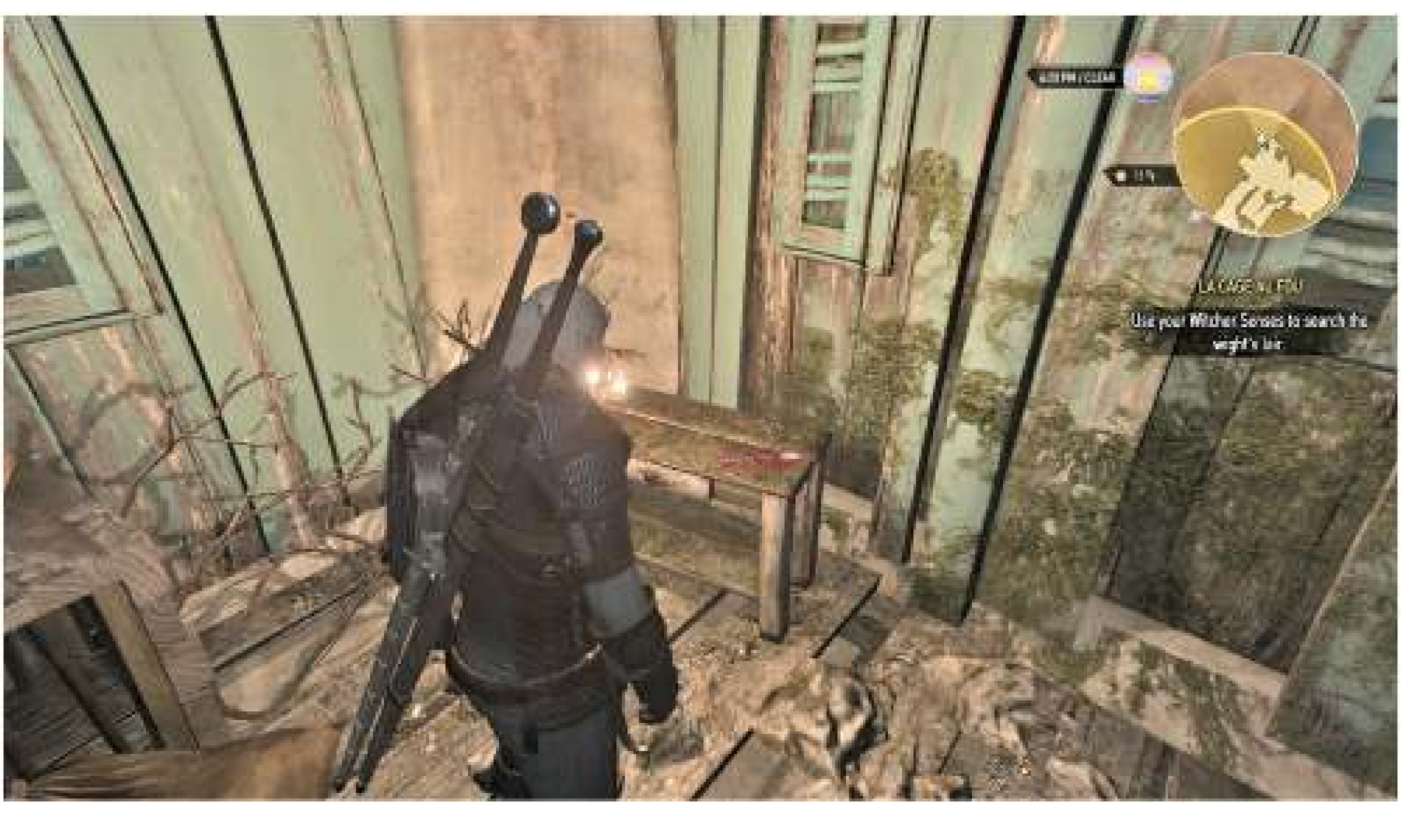
OBJECTIVES

- Ask the owner of the Pheasantry about the mysterious spoon.

QUESTING DECISIONS

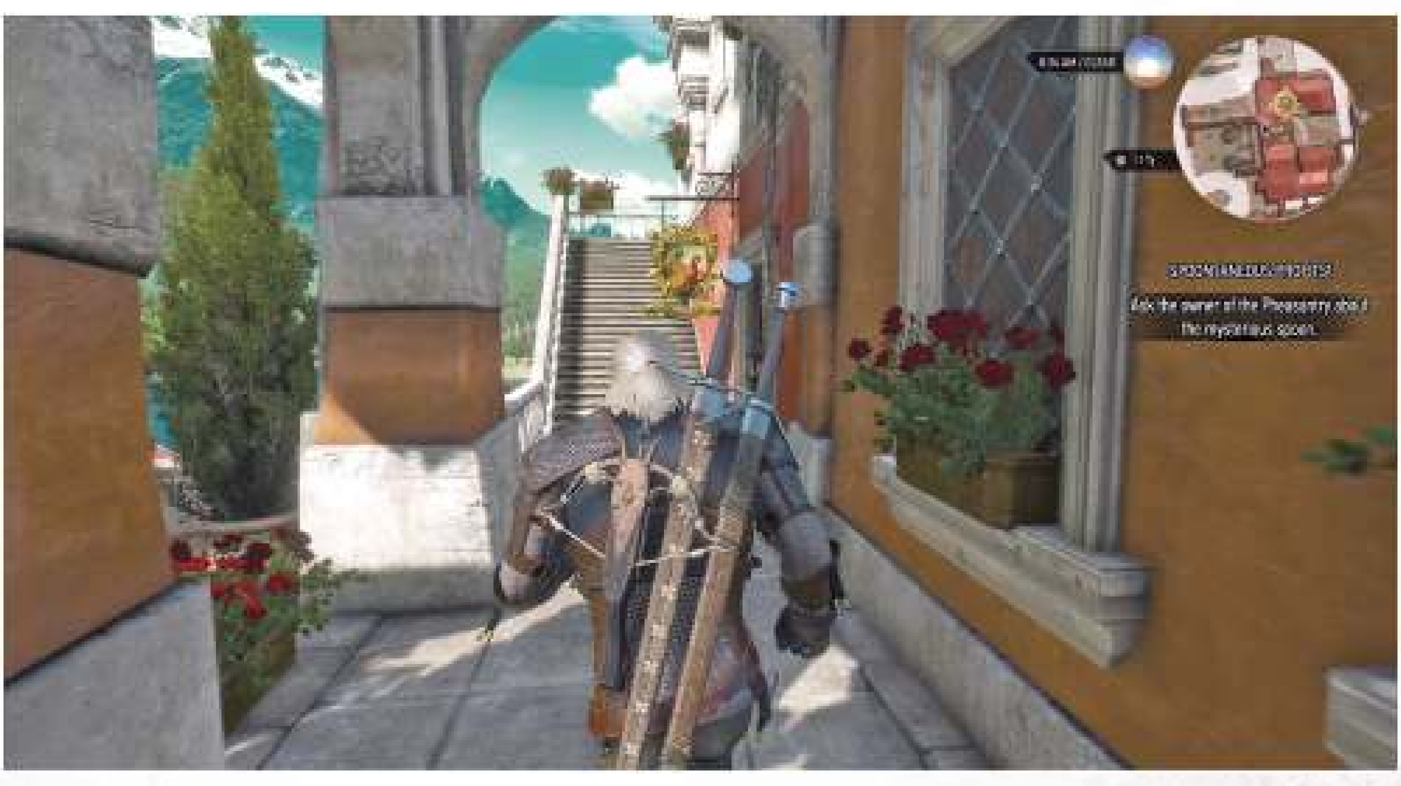
This Quest is available during your exploration of the Manor house close to the Trastamara Hunting Cottage Signpost, in far southeast Toussaint, during Main Quest: La Cage au Fou.

While exploring the strange and dilapidated manor house perched on the hill overlooking Caroberta Woods, which is filled with a strange collection of spoons hanging from ropes and sitting on sideboards, enter the main dining room of the residence (where the three skeletons lie by the table). Look for a small side table in the southeast corner with a few small candles on it. Also resting on this wooden table is a strange spoon, which is actually a key! It bears sophisticated crafting, as well as a small tag. Be sure to read the Spoon-Key Note.



Items: Spoon-Key and Spoon-Key Note

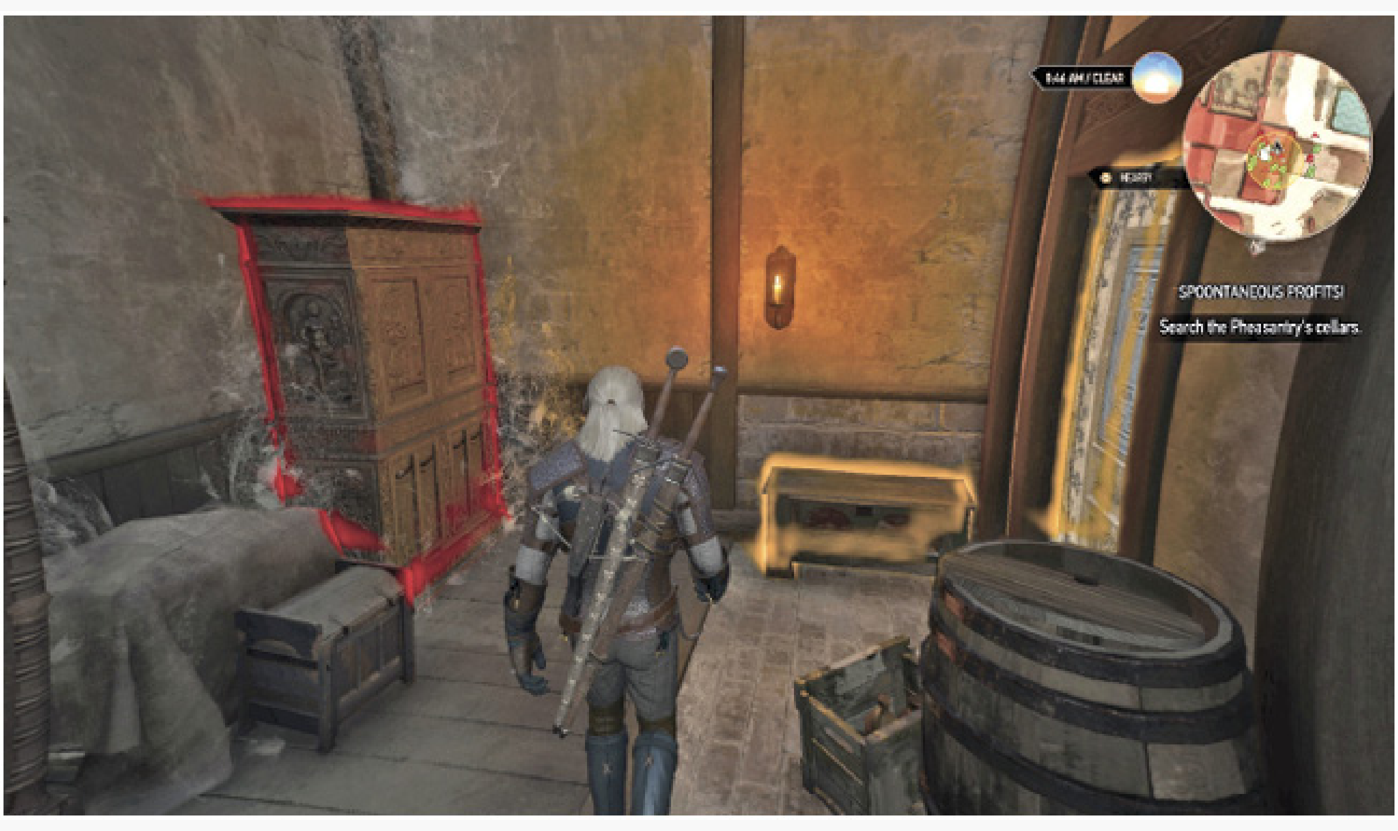
The note makes mention of a particular lock the Spoon-Key opens, and the fabled Pheasantry Inn, located in the poshest part of Beauclair, holds the answers. Head there (the nearest Fast-Travel points are The Gran'place or Nilfgaardian Embassy), and enter the drinking establishment. Step up to the bar and ask the Innkeep "ever seen a spoon like this?". She remarks the cutlery seems to be a fanciful bouillon spoon…or a key! She directs you to the cellars where the previous owner left all sorts of knick knacks.



OBJECTIVES

- Search the Pheasantry cellars.
- Read the notes found in the Pheasantry.

You're given free run of the place, so head behind the bar, and down the stairs into the cellar. Pass by the kitchens, into a small side corridor with a couple of cobwebbed armoires. The one in the corner glows red, requires a good looting! Remove the tome from inside, and give it a read. This is a rather precious cookbook containing hundreds of recipes. However, the last page has some chaotically-written lines regarding what exactly the Spoon-key unlocks—the legendary studio of Gor'Thon Ram'say, an elven cook famed for his culinary masterpieces!



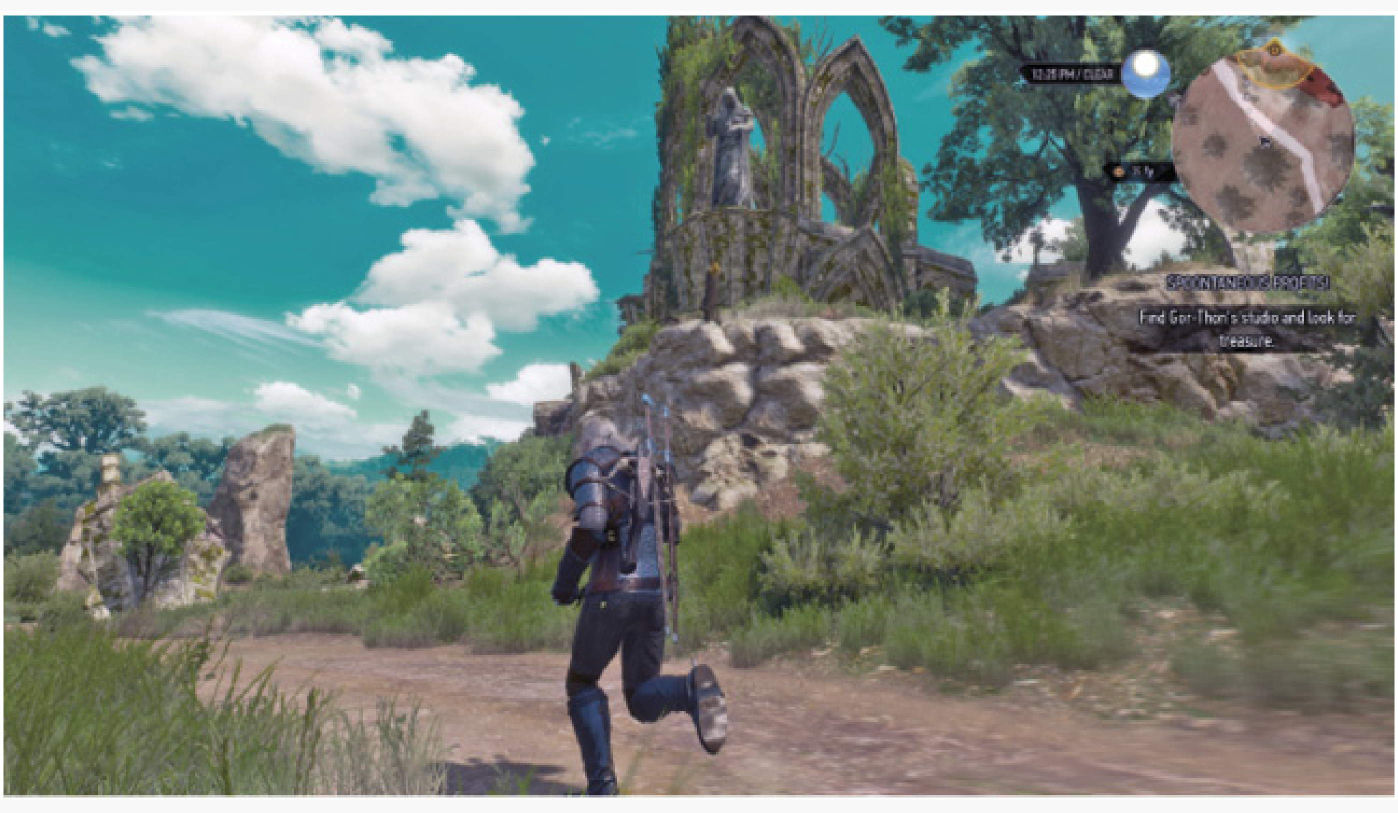
Items: Smigole Louis Serkis' cookbook

HEAVEN'S KITCHEN

OBJECTIVES

- Find Gor'Thon's studio and look for treasure.

Take a trip to Dun Tynne territory, in the northeastern part of the Duchy, and follow the road northeast from Basane Farm. Perched on a rocky outcrop are the ancient remains of an elven ruin, the Danamebi Temple Ruins that the cookbook referred to. Head up the steps, into the archway and down the subterranean stairs to the locked elven door. The Spoon-key opens the door. Just as the cookbook had predicted, the interior of the temple is indeed the studio of Gor'Thon Ram'say! Among the loot is a chest containing some exceptional recipes, a formula for Mutagen transmutation, some precious gems, and other valuables. On your way out, don't be surprised if a trio of Wraiths appears to hinder your thievery.



Viper School Gear

Serpentine Steel Sword: Kolgrim's Comeuppance

DANGER ALERT SPOILER ALERT

VIPER SCHOOL GEAR

RELATED QUESTS: Hearts of Stone: Main Quest: Open Sesame (Part 1), (Part 2), Hearts of Stone: Main Quest: Whatever a Man Soweth

LOCATIONS: Ransacked Village, Amavet Fortress Ruins (Unmarked), White Orchard Cemetery (Unmarked)

CHARACTERS: Witcher Kolgrim

ENEMIES: Deserters, Wraiths

Recommended Items: 330 Crowns

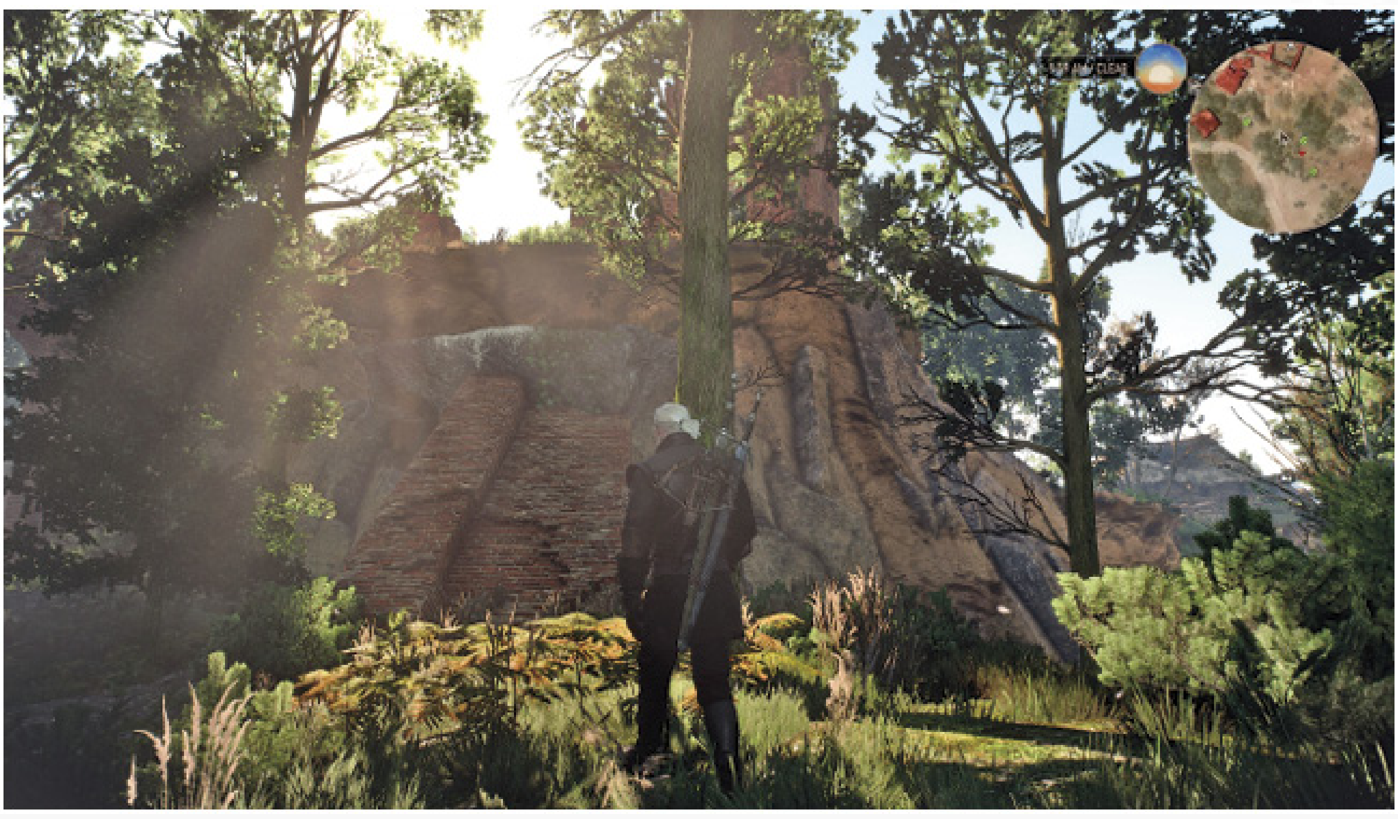
OBJECTIVES

- Find diagrams for all the elements of Viper School gear (2).
- Read the note.

HOW TO START THIS QUEST

This quest is unmarked, and has only limited hints and objectives (outside of this guide). It can be started at any time, and from either location listed (where the diagrams may be found), but the optimal path is shown here. It is recommended you secure the two diagrams during Main Quest: Lilac and Gooseberries. Both diagrams are found in White Orchard. The quest concludes once both the initial sword diagrams are found, though there is a complete set of armor and two more impressive swords still to find in an unmarked quest afterwards.

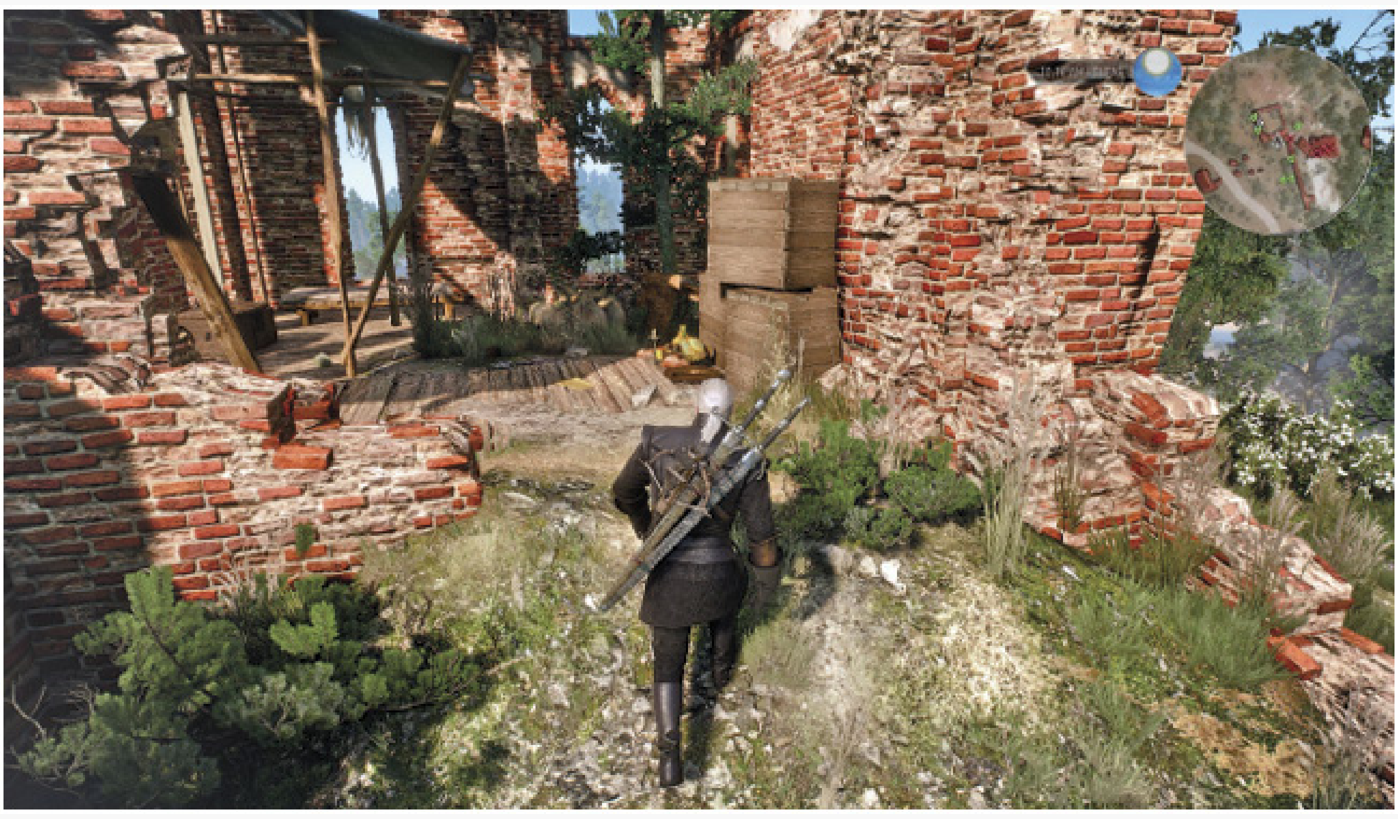
While traversing the roadways close to the Ransacked Village (east of Woesong Bridge), take a stroll into the wooded land from the brick bridge you and Vesemir cross before helping the merchant from the Griffin. You're looking roughly north of the bridge (and northwest of the Ransacked Village), toward a ruined brick watchtower that overlooks the hamlet. This is an unmarked location called the Amavet Fortress Ruins.



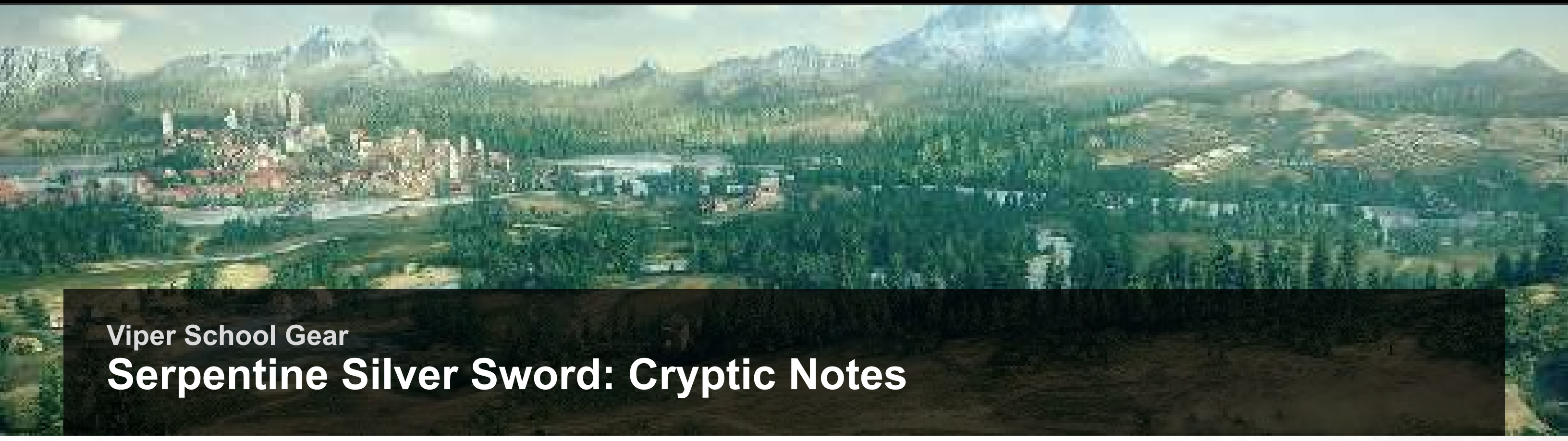
The ruins are perched upon an embankment that is rather difficult to scale if you don't approach from the south, heading north. Run up the fallen brick wall, grab the gray rock to pull yourself up, then leap left, across and up onto a couple more climbable edges before scrambling onto the exposed wooden platform over an old bridge.

There are around four Temerian Deserters that don't take kindly to your intrusion. Dispatch them quickly, then explore the ruined tower itself.

Check the ground for some Angrily Scrawled Notes, and a chest along the eastern wall. Open it and gather the diagram inside, along with an Interrogation report. Read the report, which references a camp from where the deserters would rob the enemy.



Items: Angrily scrawled notes, Interrogation report, Diagram: Serpentine steel sword



Viper School Gear

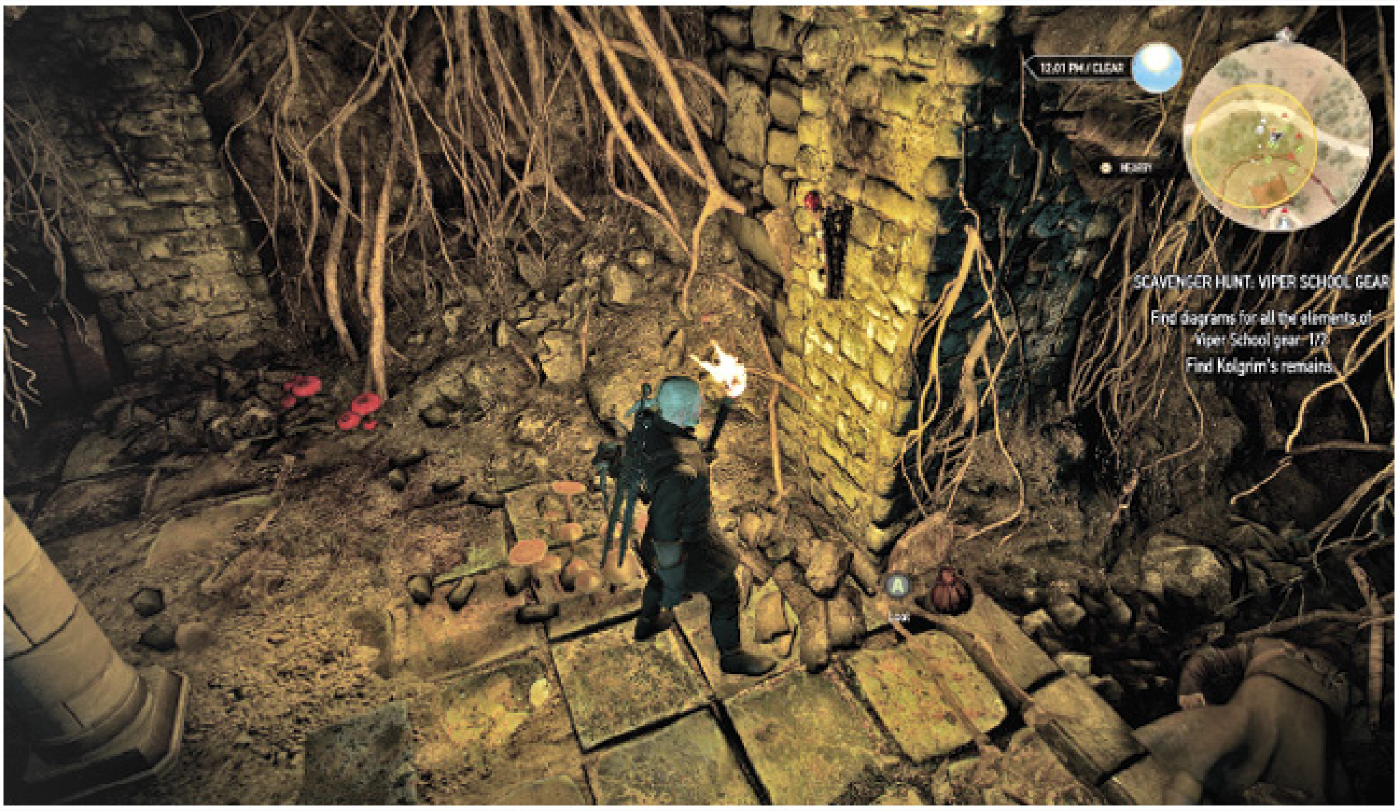
Serpentine Silver Sword: Cryptic Notes

OBJECTIVES

- Find Kolgrim's remains.

The notes also make mention of "that old mill," and involves Kolgrim, a Witcher of the Viper School, who was wrongly accused of a kidnapping, and ended his days in the Verrieres family crypt. With this information, you can focus your searching on the relevant areas mentioned. Gallop northwest, across the river north of Woseong Bridge, and pass the Mill.

Continue northwest along the road, which ends at White Orchard Cemetery. Aside from the humming of a Place of Power, expect a spectral ambush as a wraith appears to attack when you cross the cemetery threshold! Slay it, kneel at the Place of Power to acquire an Ability Point, and then "knock" on the chapel door using Aard. On either side of the entrance are hand prints; spot them using your Witcher Senses.


12:01 PM / CLEAR
SCAVENGER HUNT: VIPER SCHOOL GEAR
Find diagrams for all the elements of Viper School gear - 1/7
Find Kolgrim's remains

Descend into the crypt under the chapel. Optionally light the wall torches with Igni. Defeat a second wraith within the crypt, and check the area for a few chests and corpses. Some bodies are fresh, but Kolgrim's remains, slumped on the eastern wall, are skeletal. Search Kolgrim, gathering the diagram, and read the letter addressed to Ivar Evil-Eye, giving a minor hint that there are other diagrams to find across these lands. The scavenger hunt now concludes.

Items: Letter from Witcher Kolgrim of the Viper School, Diagram: Serpentine silver sword

Viper School Gear (Additional)

Viper School Gear: A Collector Of Vedyminaica

DANGER ALERT
SPOILER ALERT
HoS
VIPER SCHOOL GEAR (ADDITIONAL)

HOW TO START THIS (UNMARKED) QUEST

The remainder of the Viper School Gear remains unavailable until you begin the Hearts of Stone Main Quest. To obtain the remaining diagrams (allowing you to craft Viper Armor, Boots, Gauntlets, Trousers, and Venomous Steel Sword) and actual Venomous Silver Sword (no diagram exists), you must make specific choices during this Main Quest. As you cannot go back and find these diagrams if you miss the specific choices, take great care in ensuring your decisions are wise!

To obtain the four diagrams that make up the Viper outfit, you must have just started Hearts of Stone Main Quest: Open Sesame (Part 1). Your initial objectives have you visit the Borsodi Auction House in Novigrad. After meeting Vimme Vivaldi, you have the optional objective to meet his three friends. The one that piques your interest is a lady of a certain age, and one that instantly recognizes your medallion. She is a keen collector of objects related to the witcherly profession.

Ask her where she developed this interest, and she mentions a happy past, but doesn't elaborate. She does, however, allow you to view a selection of alchemy formulas, as well as four pieces of Viper gear. This is your only opportunity to purchase the following:

Items: Diagram: Viper Armor, Diagram: Viper Boots, Diagram: Viper Gauntlets, Diagram: Viper Trousers

WITCHER GEAR: GOING, GOING, GONE!

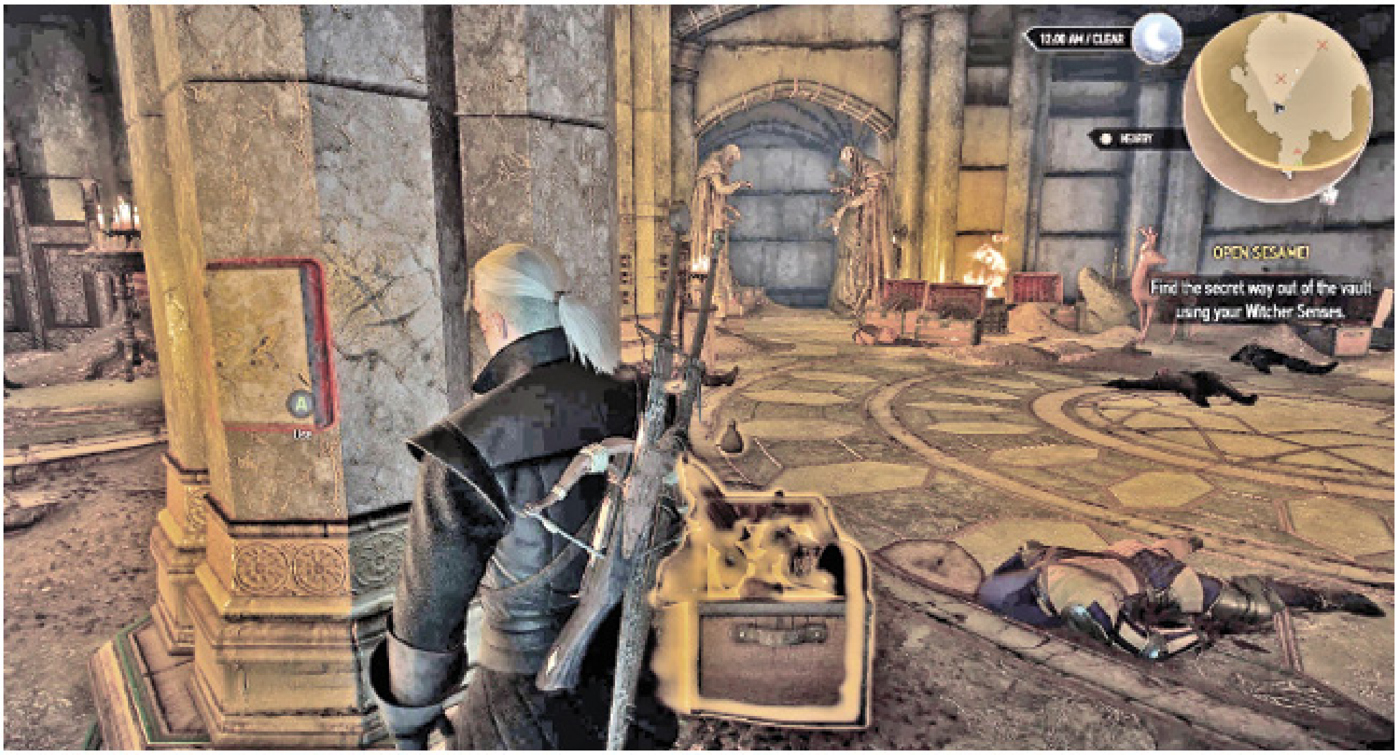
This Viper armor is medium in weight, offers poison immunity, and offers the highest armor rating of all the Witcher gear. Each Diagram costs around 330 crowns, and this is the only opportunity to buy them!

After a chat about the auction, the Countess hopes you might use your preternatural abilities to locate a missing earring. Oblige, head up onto the exterior balcony, and examine a spilt wine goblet. You soon realize the Countess has an ulterior motive for asking you outside; she wishes to learn more about a man she once knew with tenderness; Vesemir. Answer her as you wish, and leave her to her melancholy thoughts.

Viper School Gear (Additional)

Viper School Venomous Steel Sword: Borsodi Basement Bonanza

To obtain the Venomous Steel Sword Diagram, you must be concluding the Hearts of Stone Main Quest: Open Sesame (Part 2). The culmination and battle between the brothers Borsodi should have ended, leaving you in the large basement vault of the Borsodi Auction House. Before you leave via the secret door to the south of this basement, check the two chests near the pillar with the pressure plate; there are actually two valuable diagrams; for an Ofieri Crossbow (which isn't relevant to this Scavenger Hunt, but is included as the weapon is impressive) and the Venomous Steel Sword. Don't forget them before you leave!



OPEN SESAME!

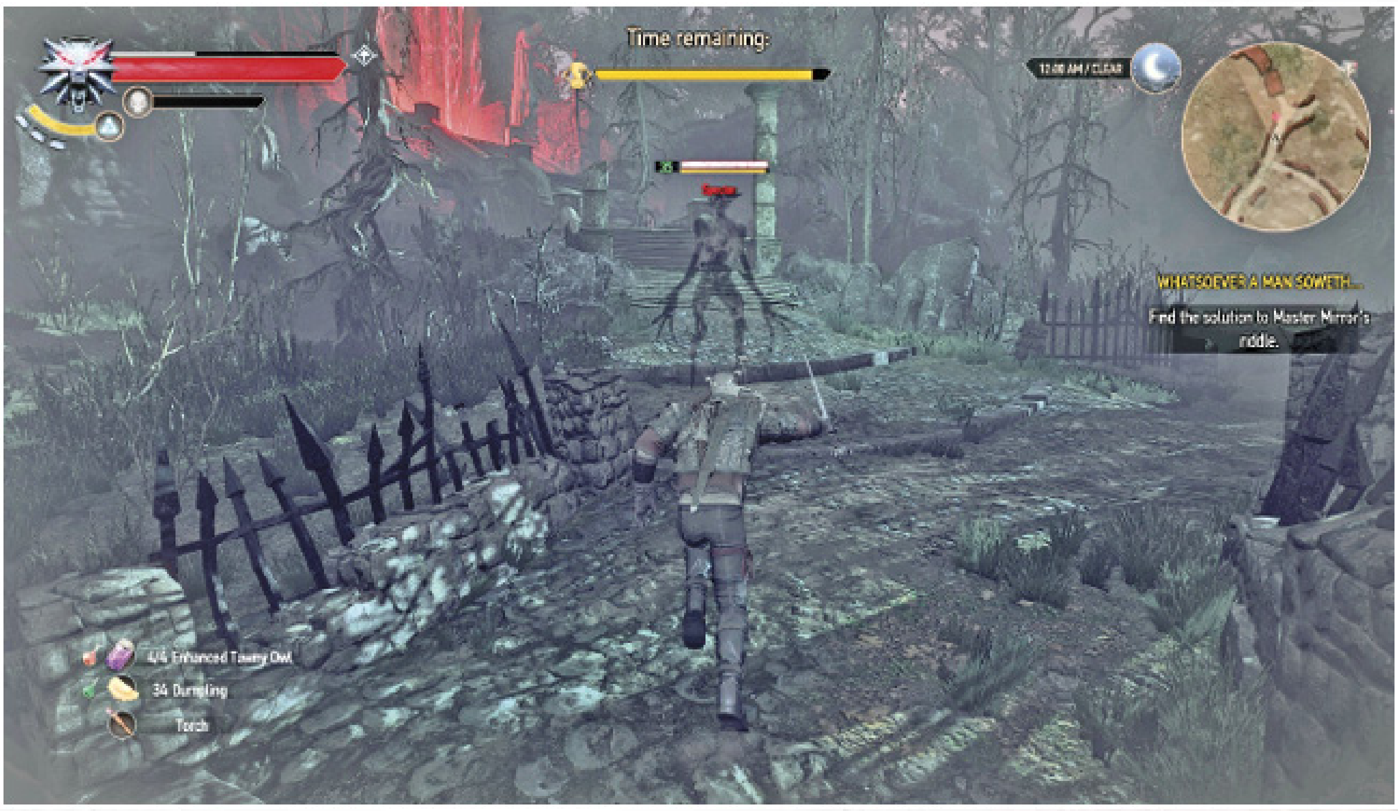
Find the secret way out of the vault using your Witcher Senses.

Items: Diagram: Ofier Crossbow, Diagram: Viper Venomous Steel Sword

Viper School Gear (Additional)

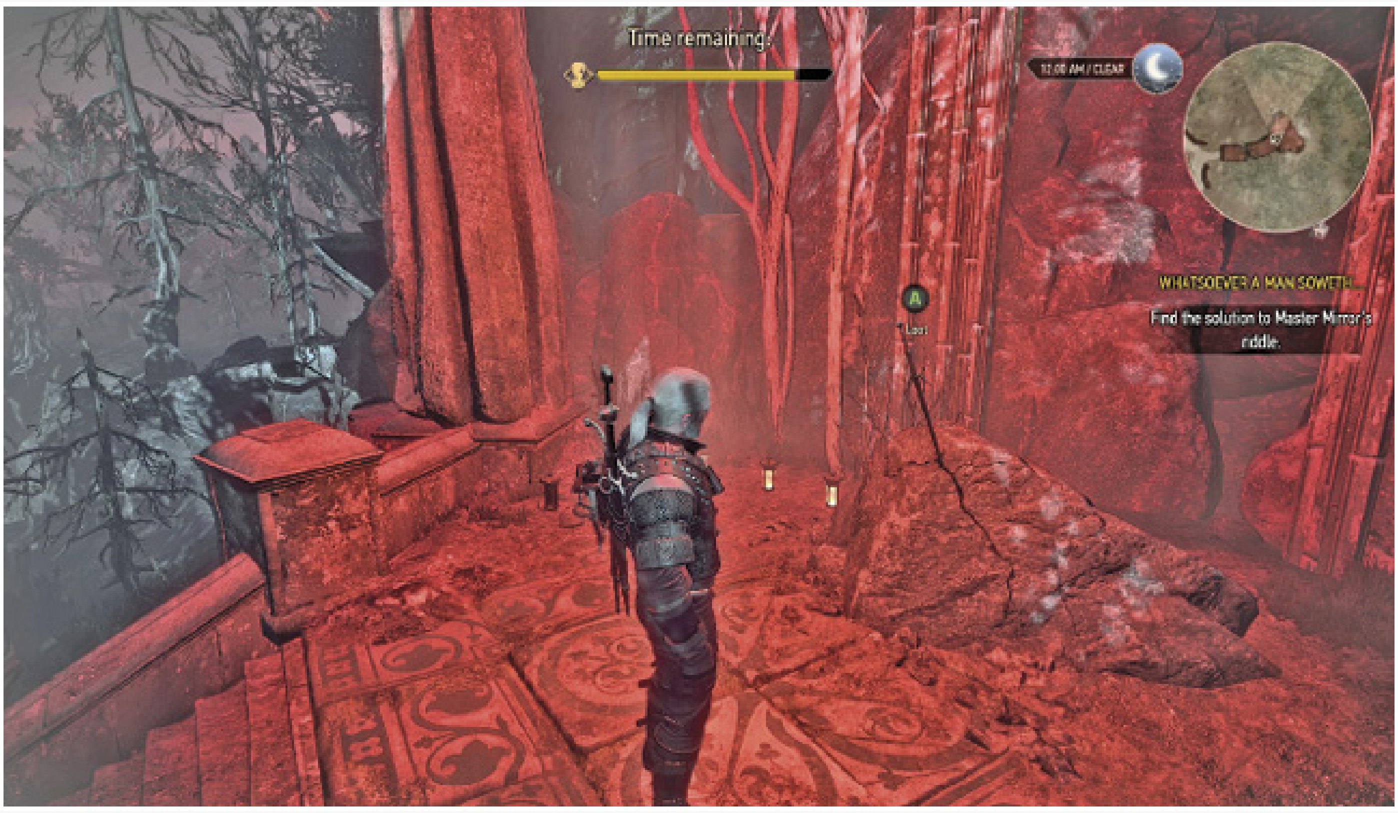
Viper School Venomous Silver Sword

To obtain the Venomous Silver Sword (the weapon itself, as the diagram isn't available), there are a few important choices you must have made, as you start Hearts of Stone: Main Quest: Whatever a Man Soweth…. After meeting with Gaunter O'Dimm and Olgeird von Everec at the Temple of Lilvani in northeast Velen, you must help Olgierd and intercede when Master Mirror is about to claim Olgierd's soul. This forces you into the Realm of Rumination, and to solve Master Mirror's Riddle before the sands of time thwart you.


Time remaining:
12:00 AM / CLEAR
WHATSOEVER A MAN SOWETH...
Find the solution to Master Mirror's riddle.
4/4 Enhanced Tawny Owl
34 Dumpling
Torch

Cross the wooden bridge from the weeping well, and at the next path junction, head left. Head under the bridge and up the steps, following the path as it curves left (west) to a junction. Turn right, and face down a specter that takes the form of a Hym. Race northwest, leap the gap in the stone steps, and locate the red-lit rock with a sword protruding from it.

Remember! This is the only chance to retrieve this weapon! Then retrace your steps back to where Shani was in trouble, and continue the quest.


Time remaining:
12:00 AM / CLEAR
WHATSOEVER A MAN SOWETH...
Find the solution to Master Mirror's riddle.
A
Loot

Items: Viper Venomous Silver Sword

Viper School Gear (Additional)

End: Witcher Viper Gear: The Serpent’s Bite

Seek out an armorer and blacksmith to craft this armor and swords. The initial swords grant a poisoning chance when striking any foe who is susceptible to poison, and allow you to gain XP for slaying monsters. They are perfect for your first weapon enhancements. The wearable gear has an excellent armor rating, and an impressive resistance to poison attacks (though you may opt for Golden Oriole to heal your poisoned wounds instead of wearing this). Both the Venomous Steel and Silver swords offer much more damage and poison chance. Consult A Witcher’s Inventory in the eGuide for more details.

Viper Gear: Armor and Serpentine Swords (Venomous): Level 39 required (except for the initial swords).

Griffin School Gear

Preamble: Maps From The Adjunct Cartographer Edwin Greloff

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL GEAR

RELATED QUESTS: Secondary Quest (Novigrad): Of Swords and Dumplings

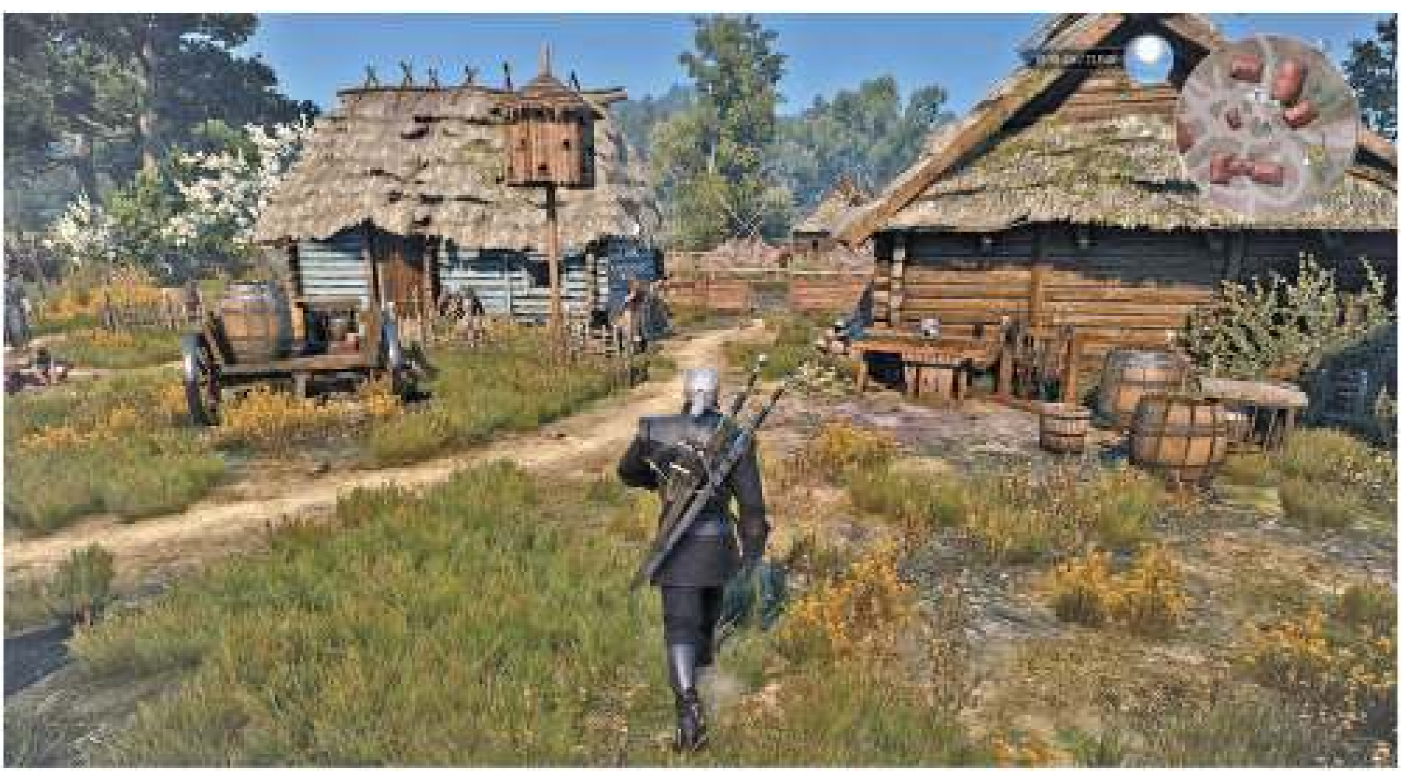
LOCATIONS: Midcopse, Hierarch Square Armory (Novigrad), Hattori's Dumpling Shop and Armory (Glory Lane, Novigrad)

CHARACTERS: Edwin Greloff, Witcher George, Eibhear Hattori

Recommended Items: 200 Crowns

EDWIN GRELOFF MAPS #1 AND #2: AMATEUR ARMORER OF MIDCOPSE

Stroll on into the village of Midcopse in Velen, and find the Armorer at his forge toward the northwest cluster of dwellings. Check the Armorer's wares and purchase the following two maps (for around 60 crowns for both), and then read either in your Inventory (under Quest Items).



HOW TO START THIS QUEST

Searching for the Griffin Witcher Gear diagrams is a somewhat laborious but rewarding task. It begins when you have finished one of the following options:

1. You explore Velen, and stumble across the location of the Griffin Steel Sword, Griffin Silver Sword, or Griffin Gear (Armor, Boots, Gauntlets, and Trousers).

2. You visit one of the three following armorers, and purchase a set of maps by the Adjunct in Natural History at Oxenfurt Academy, Edwin Greloff, which details his research into the Witcher George. Any Edwin Greloff map starts this Scavenger Hunt. Specific maps detail upgraded diagrams (each offers locations of between three and six enhanced, superior, or mastercrafted Griffin gear diagrams). There are a total of four Edwin Greloff documents to find.

Remember! You don't need any of Edwin Greloff's maps to find the basic Griffin Gear, though any document starts this quest anyway. As usual, you need to find the gear in the following order: Basic, Enhanced, Superior, and finally Mastercrafted.

Items: Edwin Greloff's First Map, Edwin Greloff's Second Map

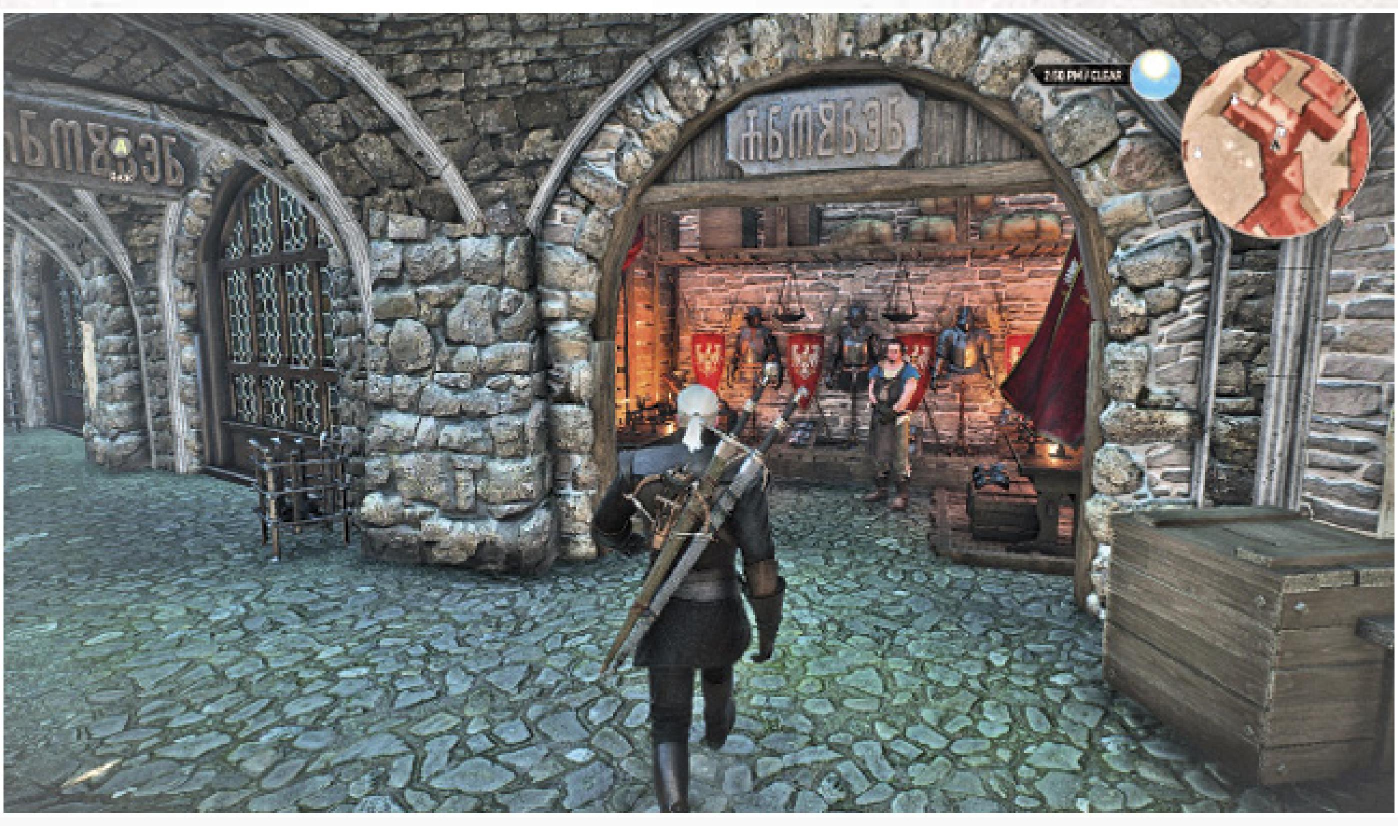
GRIFFIN GEAR: ON THE RIGHT PATH

The First Map allows you to find the Upgrade Diagrams: Part 1 (the Enhanced boots, trousers, and steel sword of the Enhanced Griffin Gear Diagrams).

The Second Map allows you to find the Upgrade Diagrams: Part 2 (the armor, gauntlets, and silver sword of the Enhanced Griffin Gear Diagrams).

EDWIN GRELOFF MAP #3: THE ARMORER OF HIERARCH SQUARE

Sojourn at Hierarch Square within Novigrad City, and locate the Journeyman Armorer under the arches to the northwest.



Among his wares is the third map constructed by Edin Greloff for sale (which is around 45 Crowns to buy). Take it, then read it in your Inventory (under Quest Items).

Items: Edwin Greloff's Third Map

GRIFFIN GEAR: ON THE RIGHT PATH

The Third Map allows you to find the Upgrade Diagrams: Part 3 (the Superior steel sword, armor—including boots, gauntlets, and trousers—and silver sword); a total of six diagrams in three separate locations.

EDWIN GRELOFF MAP #4: MASTER ARMORER OF NOVIGRAD CITY

After completing Secondary Quest: Of Swords and Dumplings, visit Hattori and browse his selection of goods. Purchase the following parchment listed below (for around 100 Crowns), and then check it in your Inventory (under Quest Items).

Items: Edwin Greloff's Fourth Map

GRIFFIN GEAR: ON THE RIGHT PATH

The Fourth Map allows you to find the Upgrade Diagrams: Part 4 (the Mastercrafted steel sword, armor—including boots, gauntlets, and trousers—and silver sword); a total of six diagrams in three separate locations.

Griffin School Gear (Basic)

Armor, Boots, Gauntlets, And Trousers: Descent Into The Dragonslayer's Grotto

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL GEAR (BASIC)

LOCATIONS: Midcopse, Dragonslayer's Grotto, Lornuk, Hindhold
CHARACTERS: Edwin Greloff, Witcher George
ENEMIES: Endrega Workers, Endrega Warriors, Wraiths, Ekimmara, Drowners, Harpies

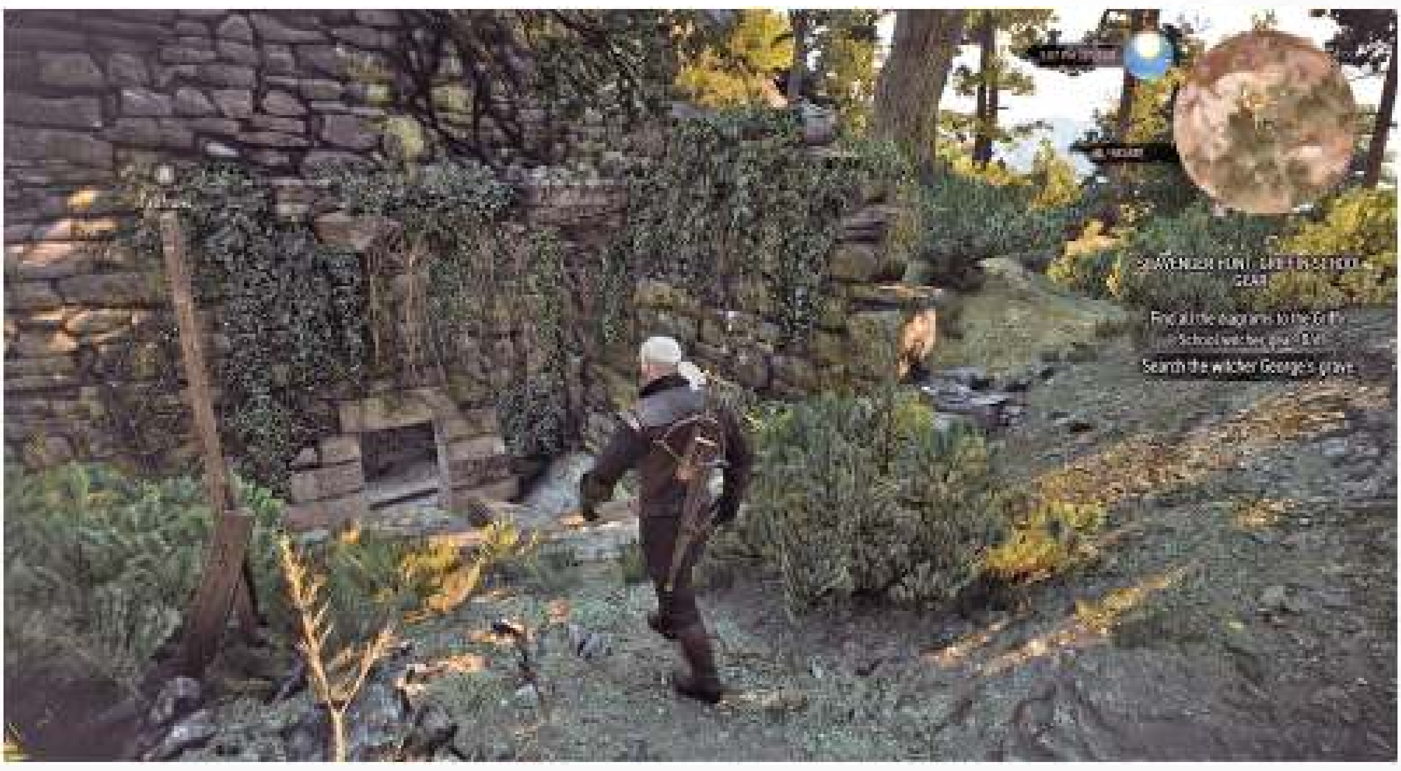
OBJECTIVES

- Find all the diagrams to the Griffin School Witcher gear (6)
- Search the Witcher George's grave.

QUESTING DECISIONS

There are six Diagrams to find in three separate locations. They can be found in any order, and whether or not you've come across any of Edwin Greloff's maps on the Witcher George. They are presented as the objectives appear if you read one of Edwin's maps first. All basic diagrams are found in Velen. This quest can be started at any time, but the optimal opportunity is any time during or after Act I: Main Quest: The Nilfgaardian Connection.

Upon reading the first of Edwin Greloff's maps, it becomes clear that an excavation of Witcher George's final resting place is in order. You may have heard whispers about a place just northwest of Downwarren and slightly southwest of Reardon Manor, the Dragonslayer's Grotto. Trek across forest and hills to an entrance hidden in the woods. Slay any Endrega nearby, and use your Witcher Senses to uncover the mark of the Witcher's Wolf Sign at the entrance itself (just right of the stone opening).


SCAVENGER HUNT: GRIFFIN SCHOOL GEAR
Search the witcher George's grave

Enter the catacombs, and you're immediately set upon by three Wraiths. Expect further incursions from such foes as you search the first chambers for loot. Light any candles or torches you see, so you know where you've been. Head roughly north down a narrow passage, slaying more Wraiths, until you reach a large crack in the left (north) stone wall. Turn this into a hole by blasting the wall section with Aard.

This allows access into a gas-filled cavern that can harm you if you light it, so refrain from Igni or torches except from a distance. Coax more wraiths back into the previous passage (expect at least two more), then head east and south up the tunnel to a cluster of fallen boulders. Remove these with another blast of Aard, and step into the crypt of Witcher George. You also waken a great evil, a nasty Ekimmara! Battle this vampire with skill, Yrden, Devil's Puffballs, and tactics gleamed from this guide's Bestiary.

BY GEORGE, YOU'VE DONE IT!

OBJECTIVES

- Read George's notes..

Venture into the tomb itself, looting any chests and the weapon rack if you wish. Light any braziers, and stop by the upper stepped area to inspect the stone tomb of Witcher George. Open his chest to gather four complete diagrams, as well as George's journal. Read it to uncover some of his thoughts regarding a "green dragon" and peasants taking refuge in elven ruins. This provides objectives to finding the two remaining swords (in either order). Now exit, either back the way you came, or south, out of the hidden exit (use the Eye of Nehaleni to banish a boulder illusion) and out to a spectacular view of Crookback Bog.

Items: Diagram: Griffin armor, Diagram: Griffin boots, Diagram: Griffin gauntlets, Diagram: Griffin trousers, Witcher George's journal

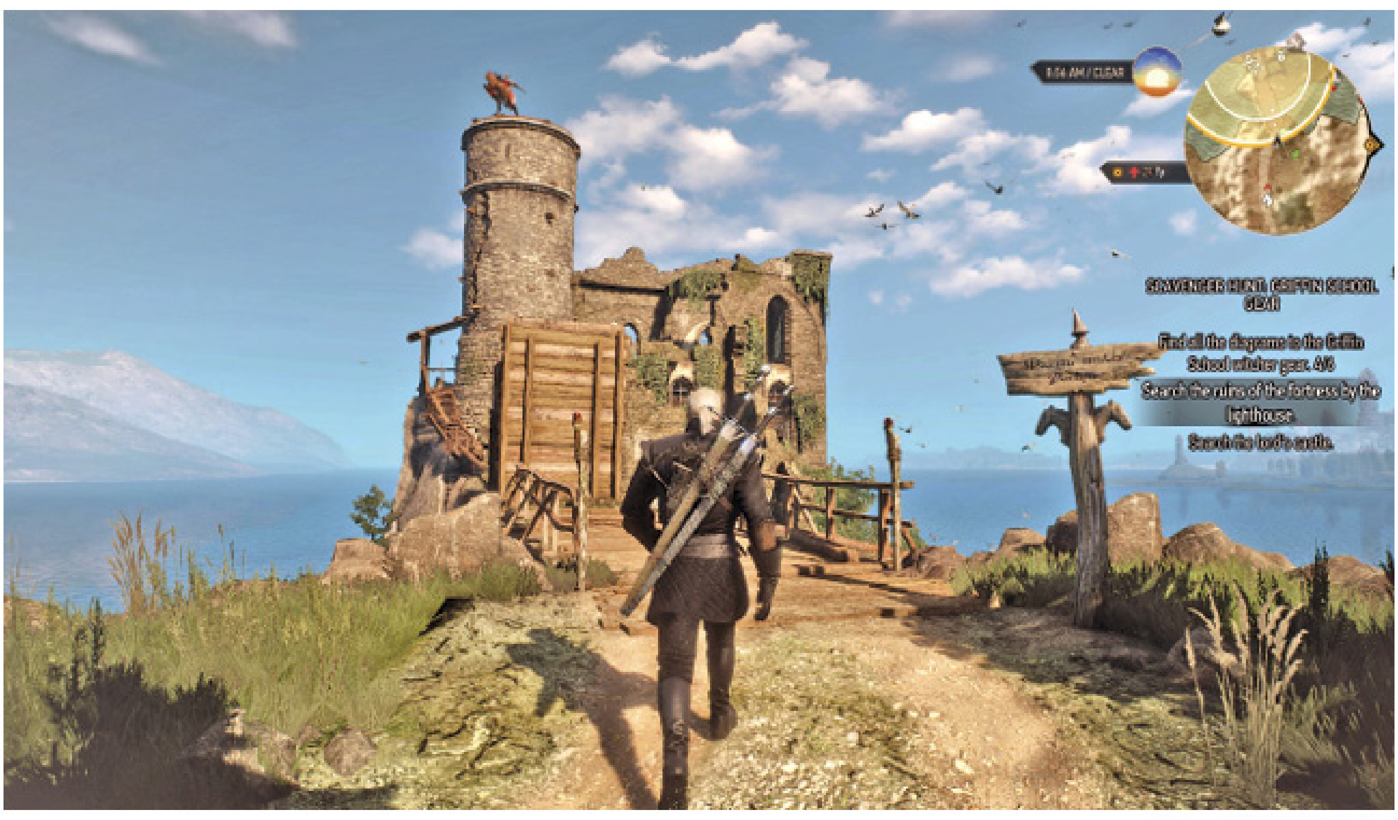
Griffin School Gear (Basic)

Silver Sword: Precarious Climbing At Lornruk Lighthouse

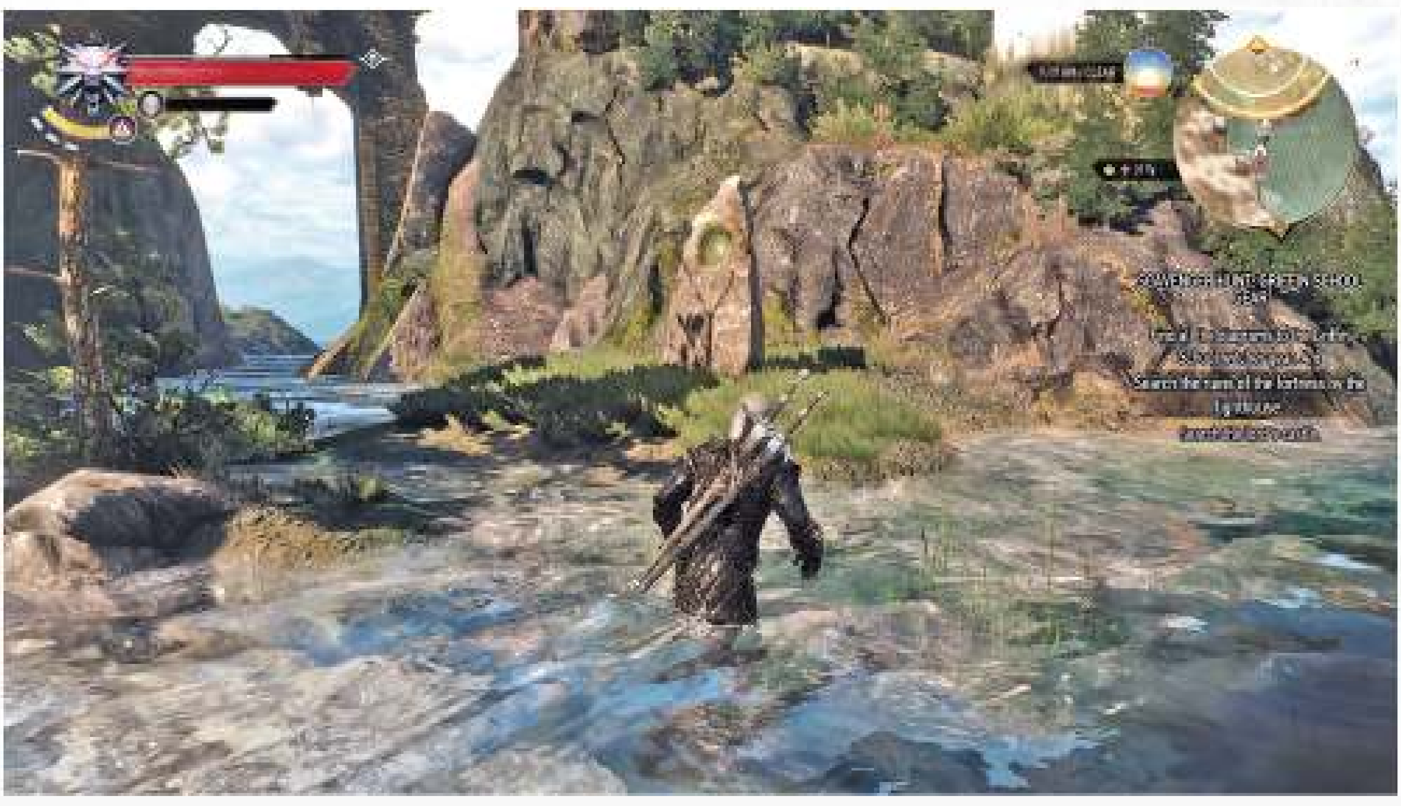
OBJECTIVES

- Search the ruins of the fortress by the lighthouse.

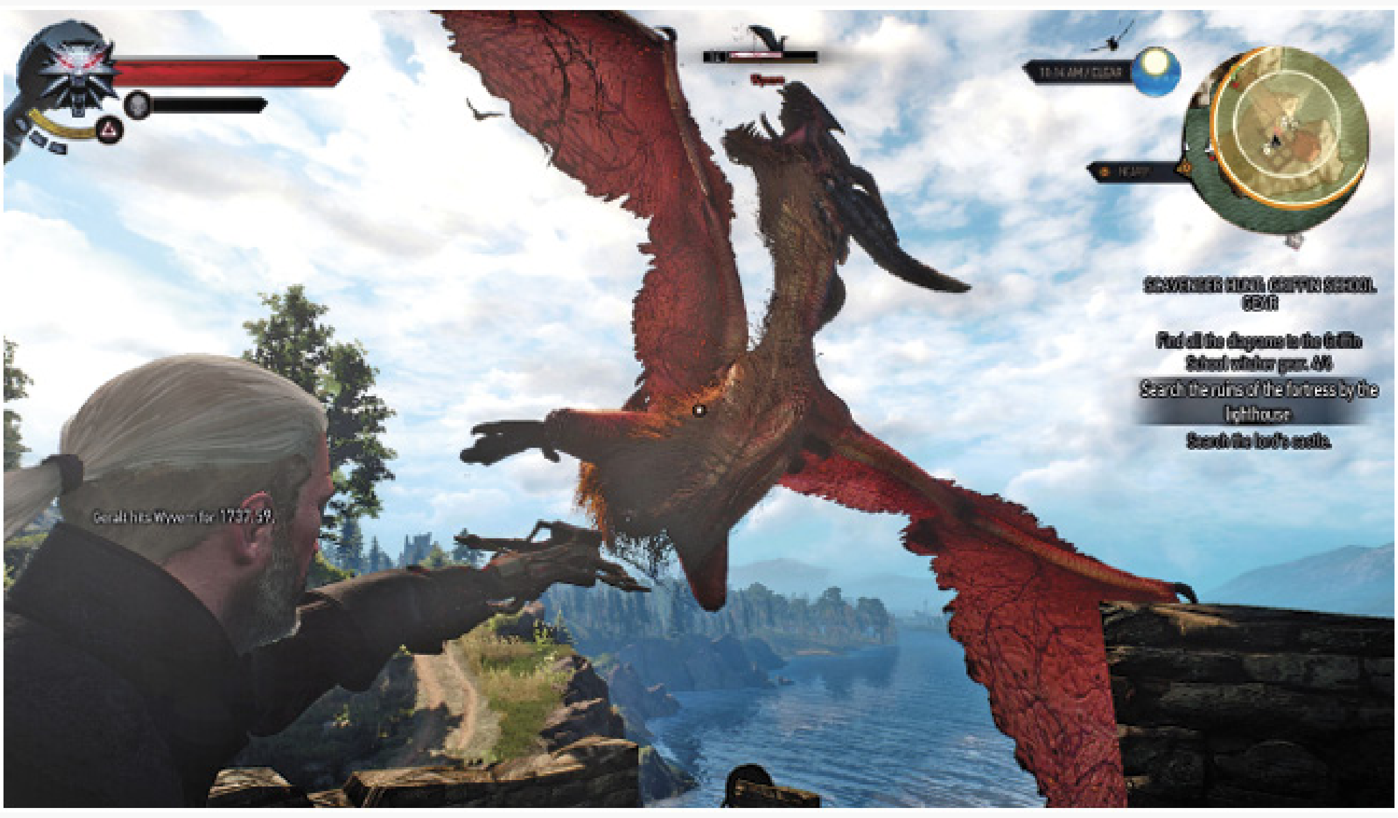
It's a long trek west to the northwestern tip of Velen, and the old smuggling location and fortress lighthouse of Lornruk. Approach by land, and you find the bridge is up. This forces you to find a more aquatic approach to investigating this area. Though you can leap from the part of the bridge that's accessible, and land in the water, it is safer to carefully descend via the slope from the southern part of the bridge, and work your way to the base of the island the lighthouse sits on. There is another Place of Power to activate here, as well.



The area is crawling with Drowners, both above and below the water. Ready your crossbow for a dive, and inspect the waters just east of the island. You should discover an underwater cave entrance. The entrance actually takes you northward, directly under the island the Place of Power sits on. Surface in a small grotto under the island. There's a treasure chest and other booty, but the way up is via the flat-topped rocks. Climb on these, and find the stone ladder up to a small storage room with hay mattresses.



Ascend the wooden steps to a makeshift barracks (empty of people), ransacking the place for more loot. Step outside, and turn the bridge wheel to lower the drawbridge. At this point, you may disturb a great Wyvern that sits atop the tower. Now is as good a time as any to challenge it to battle; use your crossbow, and fight on the drawbridge so you have room to move.



When the coast is clear, return to the doorway in the fortress, and look for the ladder to the right of it. On the ruins of the upper floor are more loot and a treasure chest with the diagram you seek. The accompanying note makes mention of a one "Master Barnaby of Novigrad." You've now got what you came here for, though you can climb the outer wooden steps to the tower itself, ascending the tower, searching for Dobromir's journal, and the Wyvern's snack atop the tower. Feel free to dive into the water from the tower for a dangerous, but thrilling end to this investigation.

Items: Diagram: Griffin silver sword, Crafting notes, Dobromir's journal

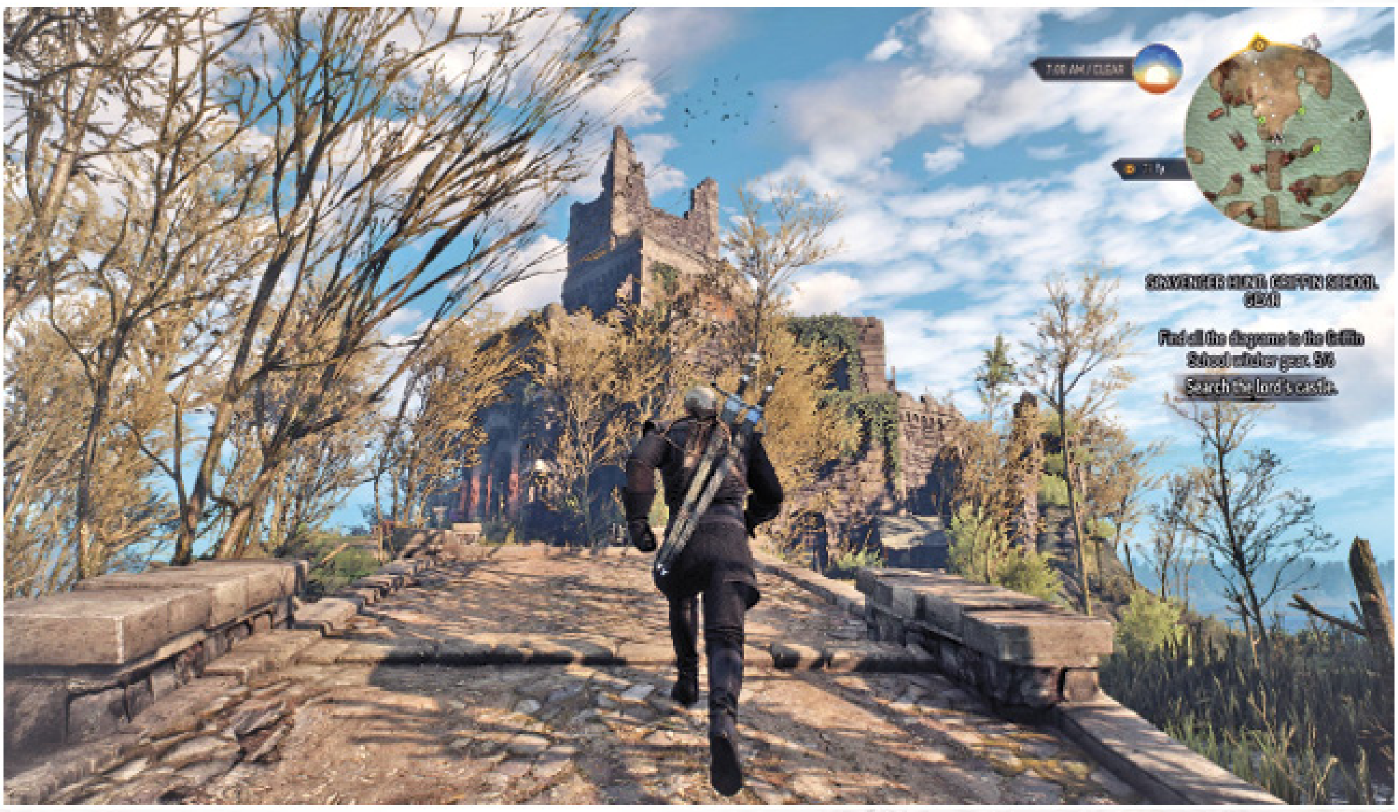
Griffin School Gear (Basic)

Steel Sword: The Saga Of Witcher George

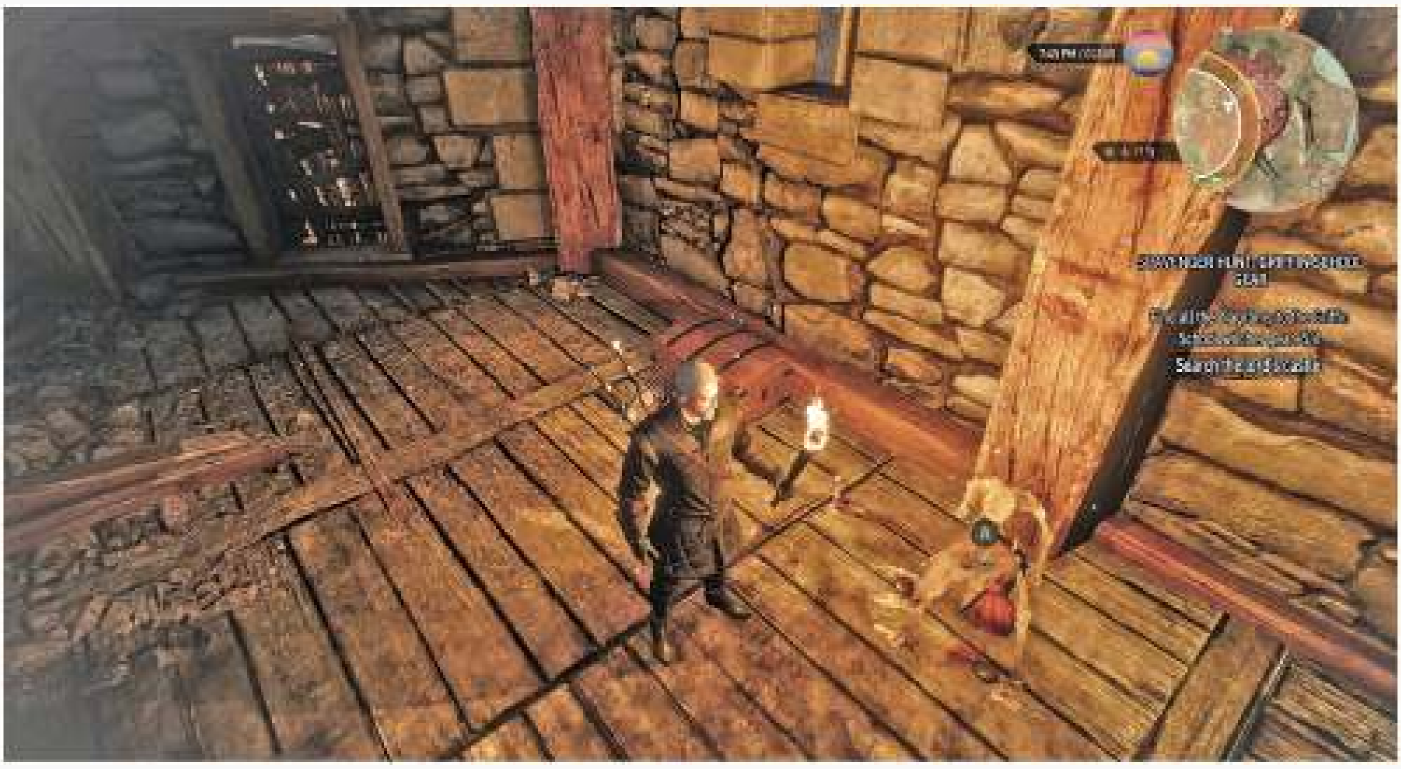
OBJECTIVES

- Search the lord's castle.

The castle in question is due east of the Border Post, on the Pontar River; a fortification known as Hindhold. Head across the swampy ground to this imposing stone structure, slaying a couple of Endrega Workers and a Warrior at the entrance. Enter the castle, and work your way through the ruins and gloom to some interior stone steps, through some cobwebs and all the way up onto the wooden roof of the fortress.


7:00 AM / CLEAR
SCAVENGER HUNT: GRIFFIN SCHOOL GEAR
Find all the diagrams to the Griffin School witcher gear. 5/6
Search the lord's castle.

A flock of Harpies (and their monster nest) are the reason for all the excrement in the area. Clean them up, optionally destroying the nest as well. Make a quick inspection of the area. The wooden ladder and scaffolding can be explored whenever you wish (there's skeletal remains on an upper crenellation). For now, remain on the wooden roof.


SCAVENGER HUNT: GRIFFIN SCHOOL GEAR
Search the lord's castle.

On either side of the wooden scaffold is a doorway. Use either to enter a ruined chamber with a hole in one wall, a chest, and a slumped skeleton in rags, by the main wooden wall support. Search the skeleton for the final Griffin diagram, and a letter. As this scavenger hunt draws to a close, feel free to open any other chests, including the "glimmering" chest to the left of the corpse, which holds Witcher George's confession.

Items: Diagram: Griffin steel sword, Balstick's letter,Witcher George's confession

Griffin School Diagrams – Part 1 (Enhanced)

Boots (Enhanced): North Mudplough Ruins Reconnoiter

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL DIAGRAMS – PART 1 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Griffin School Diagrams – Part 2

LOCATIONS: Wyvern's Ruins (Unmarked), Burned Ruins, Pirates' Hideout (Unmarked)

ENEMIES: Wyvern, Pirates

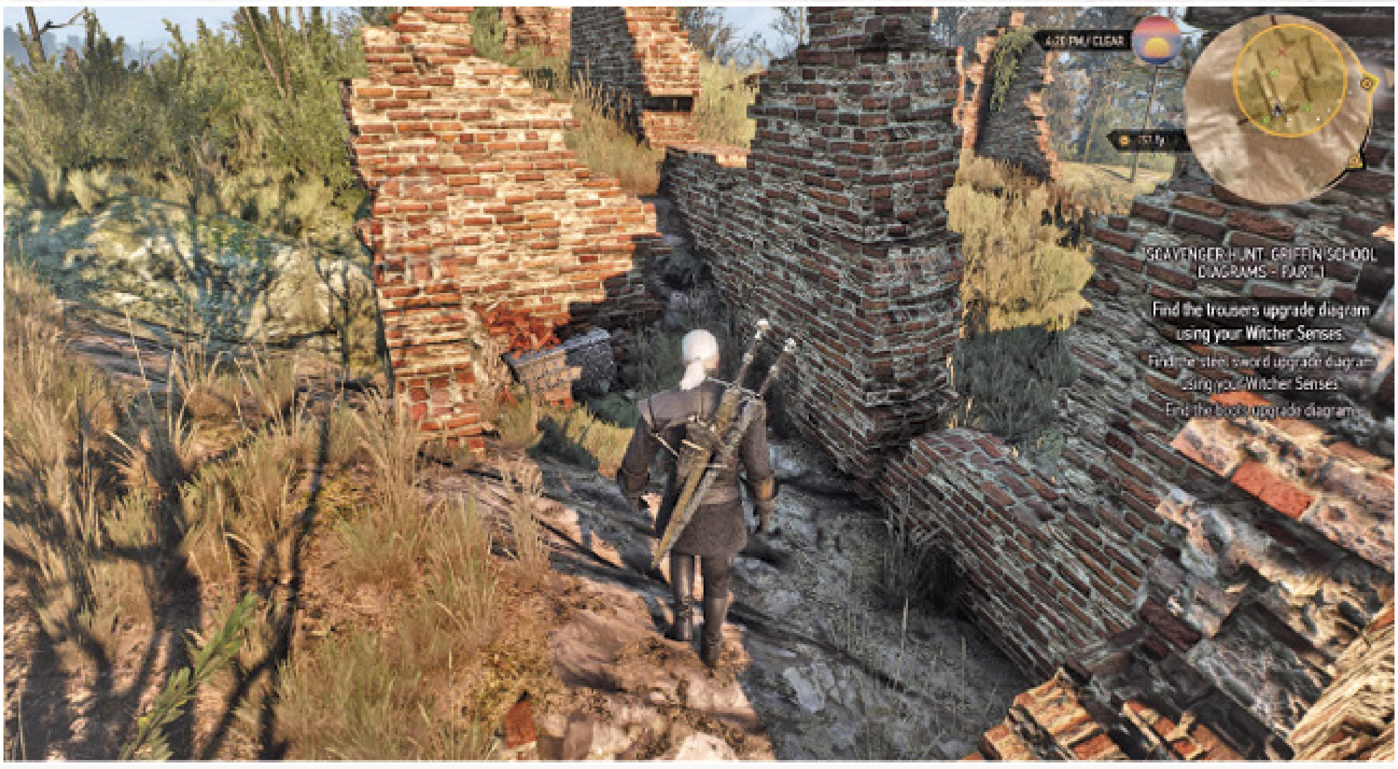
OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the first three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). Diagrams are useful only once you've crafted basic Griffin gear. In order to reveal their location as a quest, you need the first of Erwin Greloff's maps from the Armorer in Midcopse. All three diagrams are found in Velen.

The usually-barren territory of Mudplough in northern Velen has little to offer except the reminders of a horrific war. Either trudge through the marsh islands heading southwest from Ursten, or follow the winding path northwest from Inn at the Crossroads to reach the remains of some brick ruins perched on a grassy knoll.



SCAVENGER HUNT: GRIFFIN SCHOOL DIAGRAMS – PART 1

Find the trousers upgrade diagram using your Witcher Senses.

Find the steel sword upgrade diagram using your Witcher Senses.

Find the boots upgrade diagram.

The place is guarded by a Wyvern, so slay or avoid it while you search for the treasure chest. It sits among the brick rubble inside a partly destroyed set of walls in the northern part of the ruins.

Items: Diagram: Griffin boots – enhanced

Griffin School Diagrams – Part 1 (Enhanced)

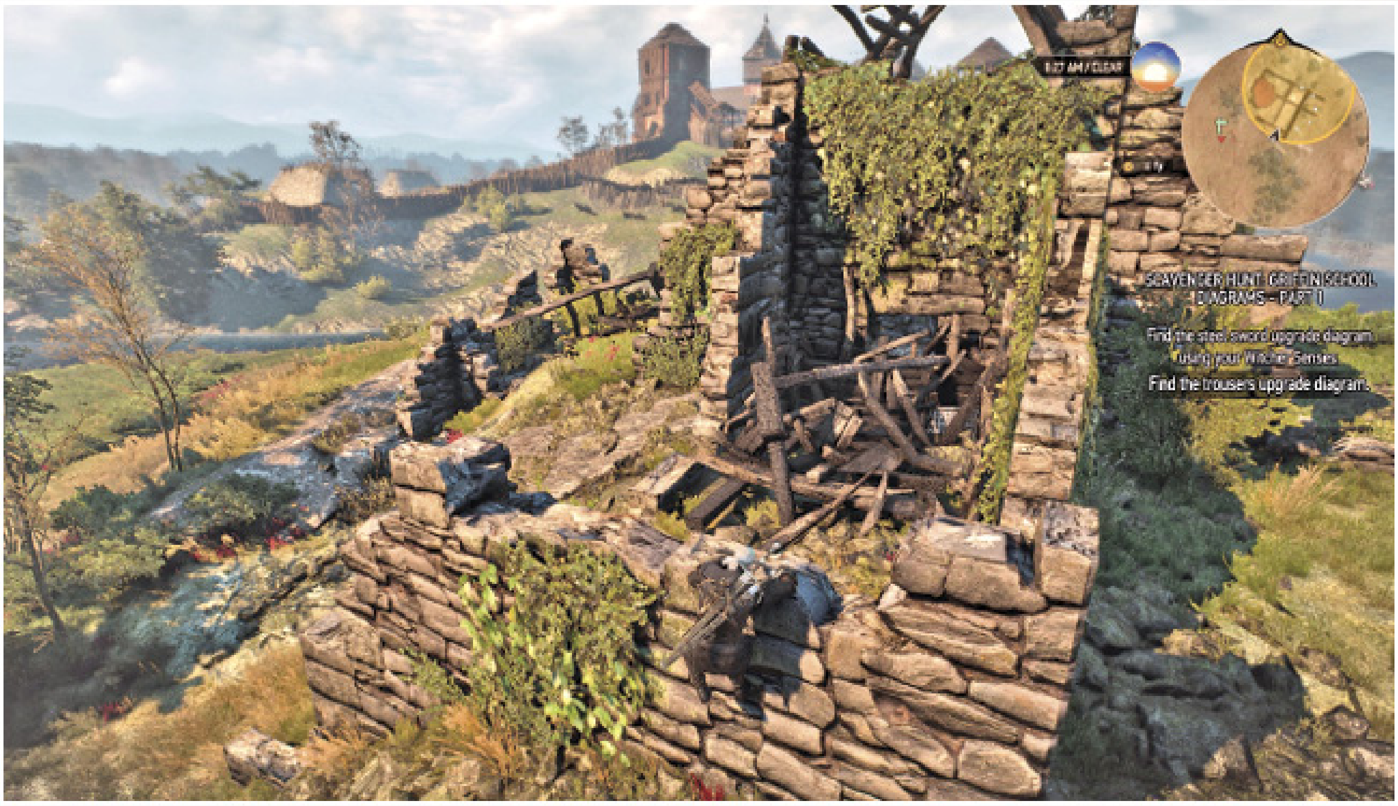
Trousers (Enhanced): Sifting Through The Burned Ruins

OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

From the Crow's Perch fortification, the small farmhouse now reduced to ruins of stone and burned wood lies just outside the protection of the moat, to the east. After optionally using your Witcher Senses to find the wolf sign (which allows you to pinpoint each treasure chest a little more accurately on your map), climb the wall shown.

The chest is poking out of the mass of charred wood from the fallen roof. Clamber on it, and take the following diagram.


SCAVENGER HUNT: GRIFFIN SCHOOL DIAGRAMS – PART 1
Find the steel sword upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram.

Items: Diagram: Griffin trousers – enhanced

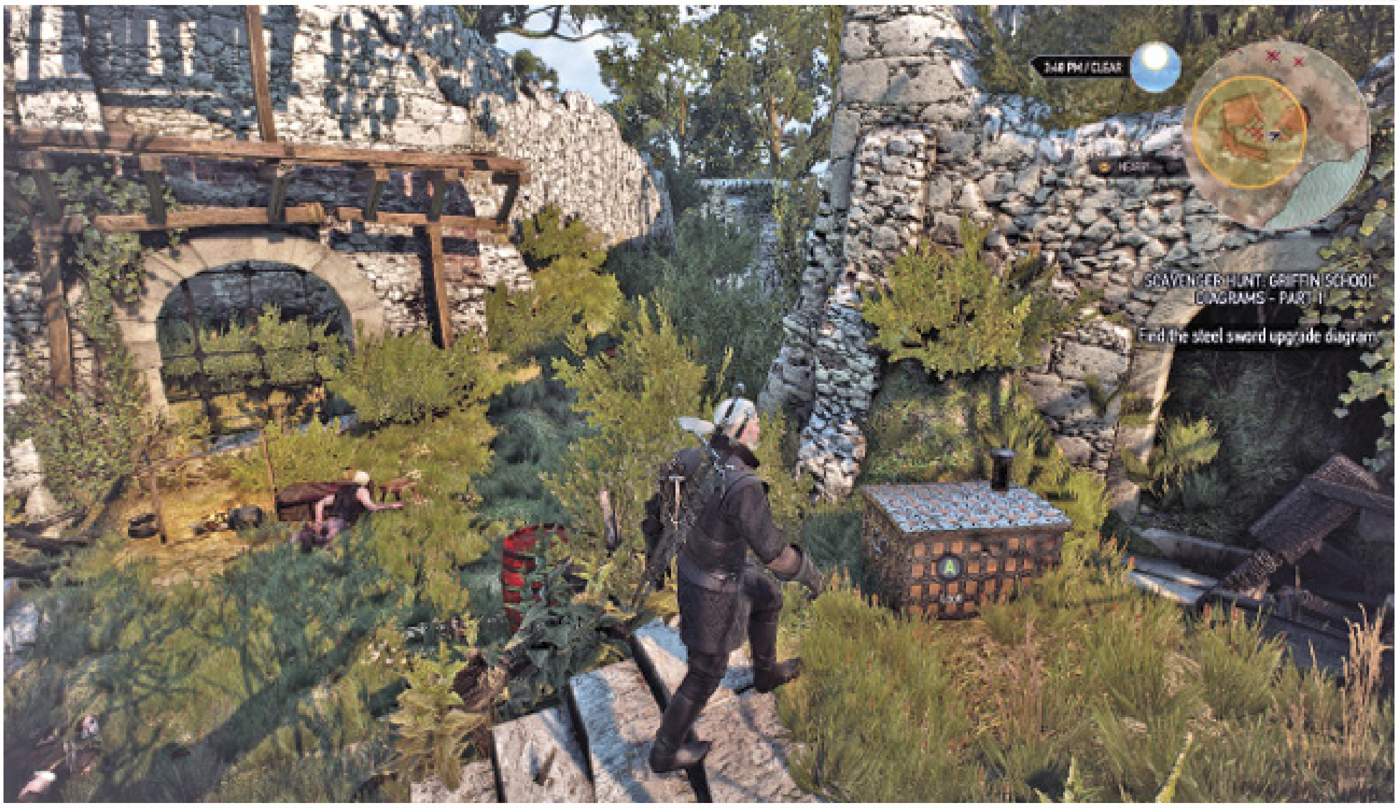
Griffin School Diagrams – Part 1 (Enhanced)

Steel Sword (Enhanced): Bloodshed At The Pirates’ Hideout

OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

On the far western side of Velen in Spitfire Bluffs is a smugglers’ promontory that’s northwest of Condyle, and southwest of both the Coast of Wrecks and Refugee Camp. Follow the path or climb the hill from the shore to reach the ruins of an old fort, now turned into a Pirates’ Hideout.


3:48 PM / CLEAR
SCAVENGER HUNT: GRIFFIN SCHOOL DIAGRAMS – PART 1
Find the steel sword upgrade diagram

There are around eight of these ne’er-do-wells roaming the overgrown battlements here. Approach from the south or north. Thoughtfully, they’ve left some explosive barrels to detonate (using Igni) if the mood takes you. The chest is atop a small section of stone steps on the western edge of the ruins.

Items: Diagram: Griffin steel sword – enhanced

Griffin School Diagrams – Part 2 (Enhanced)

Armor (Enhanced): Hoarded By The Patriot Troll

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL DIAGRAMS – PART 2 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Griffin School Diagrams – Part 1, 3
LOCATIONS: White Eagle Fort, Frischlow, Crossroads, Ghouls' Nest (Unmarked)
ENEMIES: Troll, Wraiths, Noonwraith, Wolves

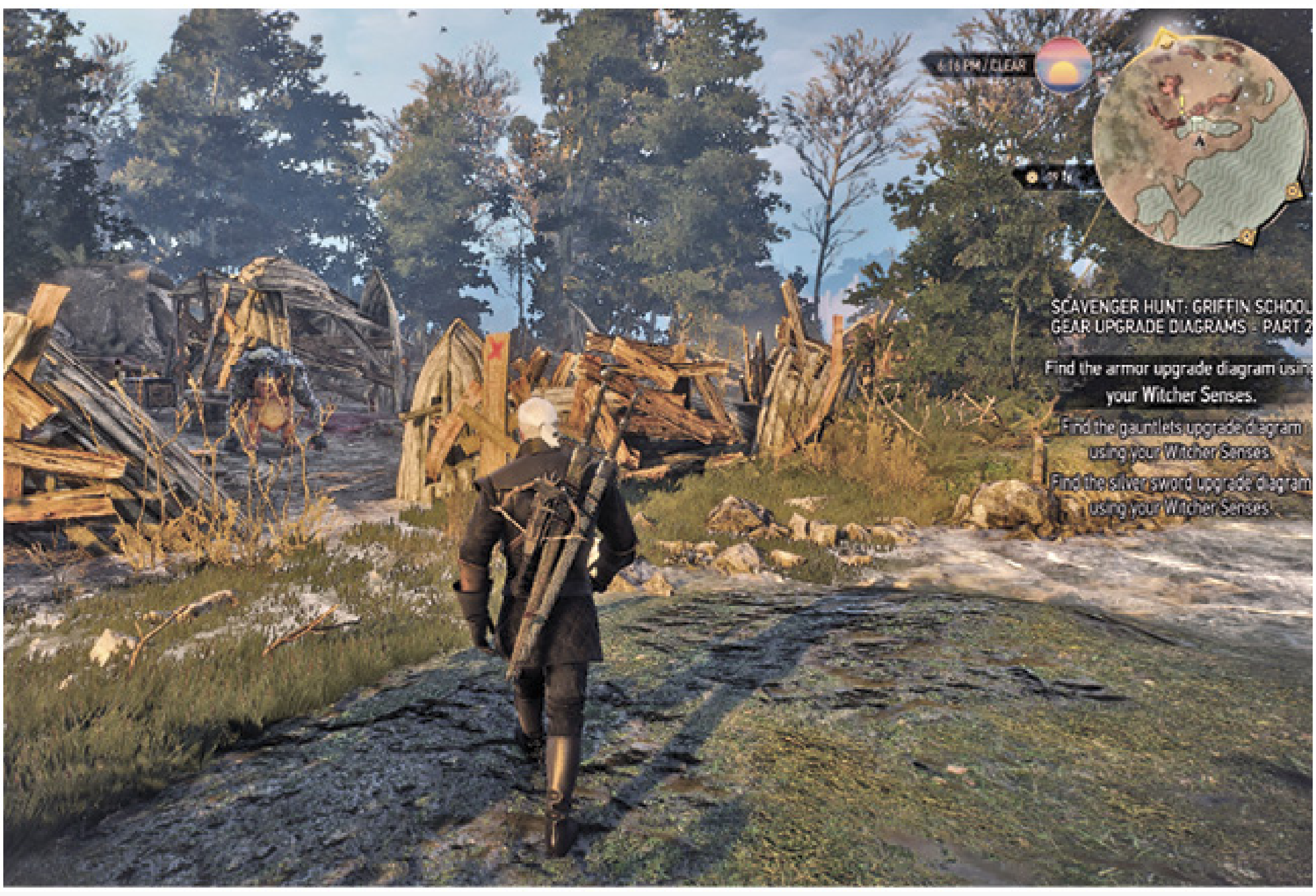
OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the second three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). All three diagrams are found in Velen.

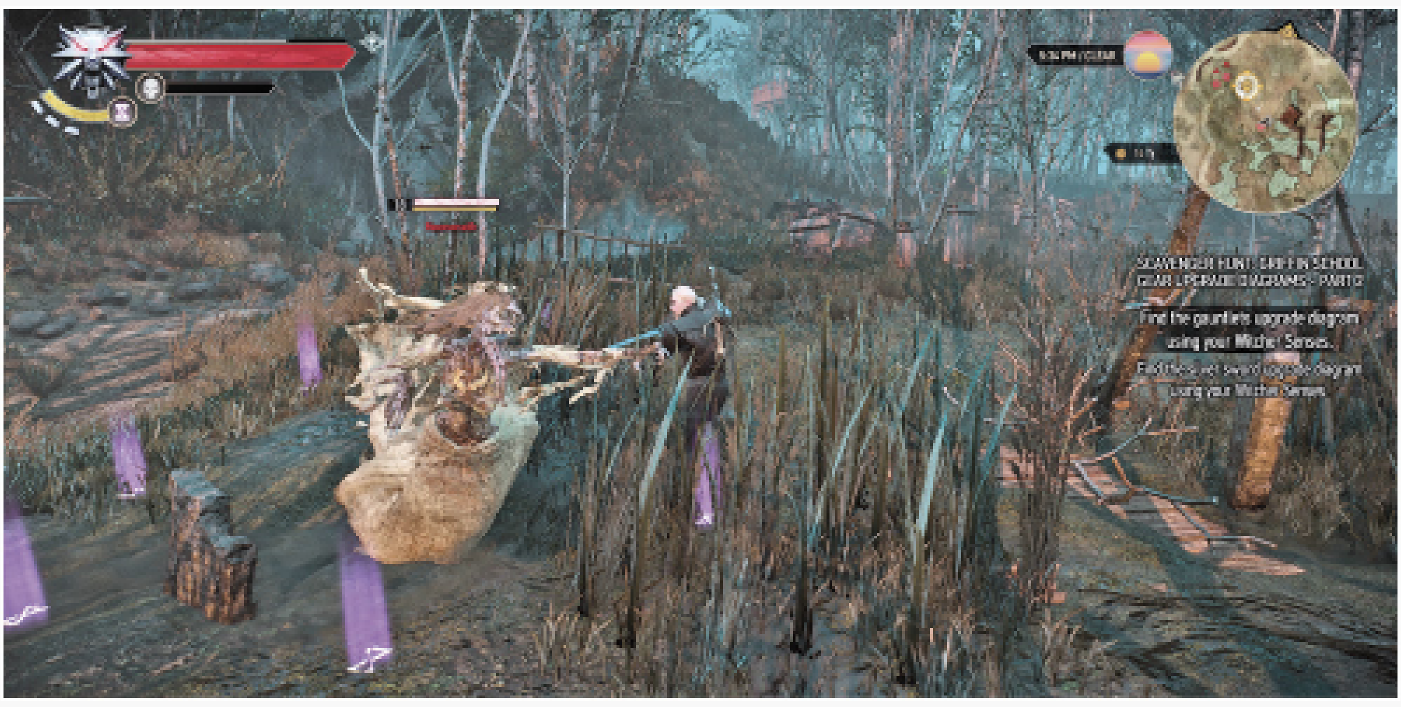
The armor diagram is located among the detritus and junk hoarded by a patriot troll that lives in the White Eagle Fort just west of Oxenfurt. Pay him a visit and don't worry about fighting; he's harmless unless provoked.


6:16 PM / CLEAR
SCAVENGER HUNT: GRIFFIN SCHOOL
GEAR UPGRADE DIAGRAMS - PART 2
Find the armor upgrade diagram usin
your Witcher Senses.
Find the gauntlets upgrade diagram
using your Witcher Senses.
Find the silver sword upgrade diagram
using your Witcher Senses.

Visit The Mire territory, and carefully explore the specter-filled village of Frischlow, which has seen more than its fair share of massacres. Cast in a permanent gloom, wraiths are only the start of your problems. Expect three or four as you explore. Head to the southwestern side of the settlement, below the roadside shrine. Here, a Noonwraith rises.

Fight the Noonwraith among the ruins and swamp ground. The scattered corpses, and a pile of rotting villagers nearby, show why this place is so haunted. Now investigate the cave opening the Noonwraith appeared near. Use Aard to remove the blockage, and find the chest with the gauntlets inside.

The wolf sign is at the northern edge of the camp, whereas the chest with the diagram inside is to the side of the wooden "fort" the troll has constructed. Secondary Quest: The Volunteer starts here if you speak to the singing troll.


SCAVENGER HUNT: GRIFFIN SCHOOL
GEAR UPGRADE DIAGRAMS - PART 2
Find the gauntlets upgrade diagram
using your Witcher Senses.

Items: Diagram: Griffin armor – enhanced

Griffin School Diagrams – Part 2 (Enhanced)

Gauntlets (Enhanced): Guarded By The Spirits Of The Dead

OBJECTIVES

- Find the gauntlets upgrade diagram using your Witcher Senses.

Items: Diagram: Griffin gauntlets – enhanced

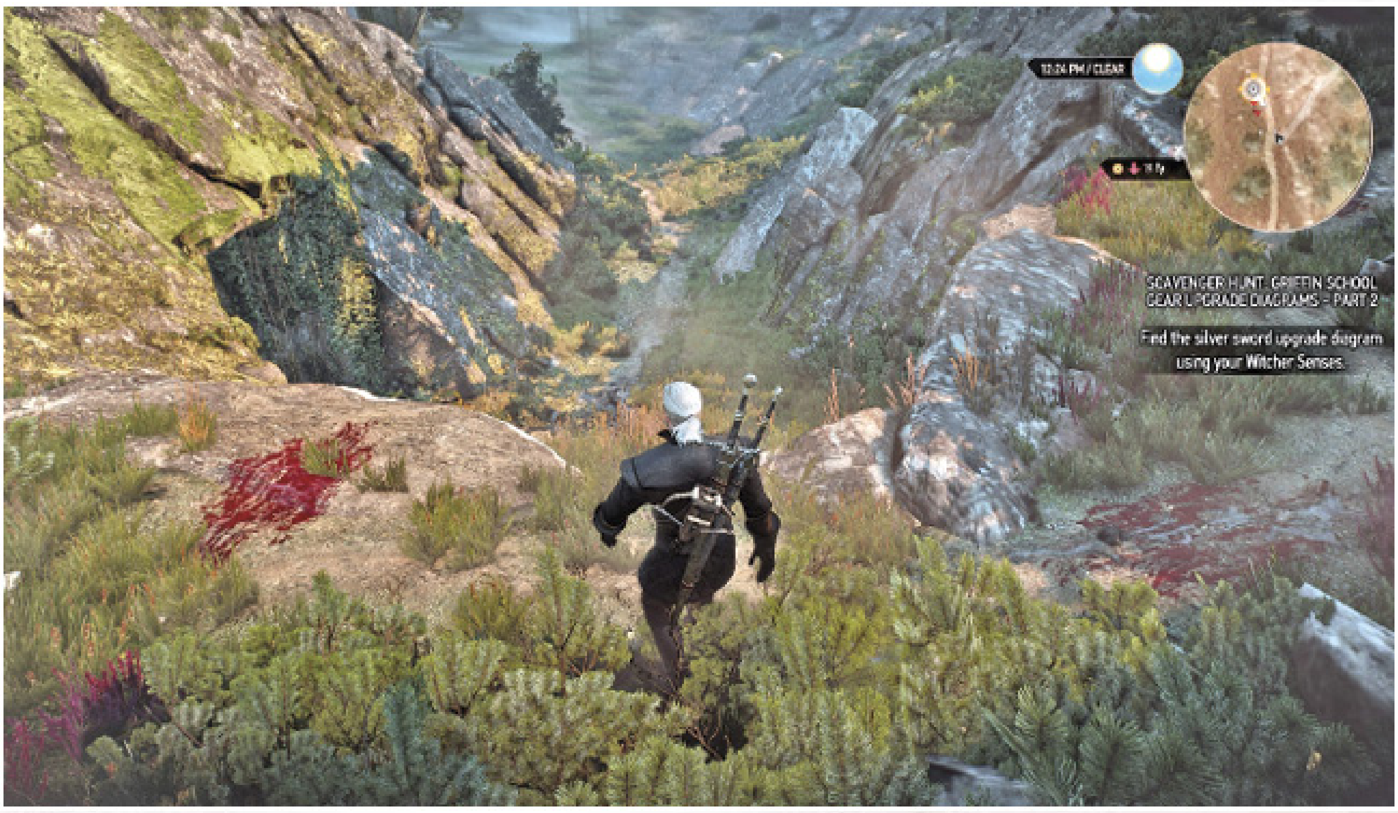
Griffin School Diagrams – Part 2 (Enhanced)

Silver Sword (Enhanced): Exploring The Ghouls' Nest

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

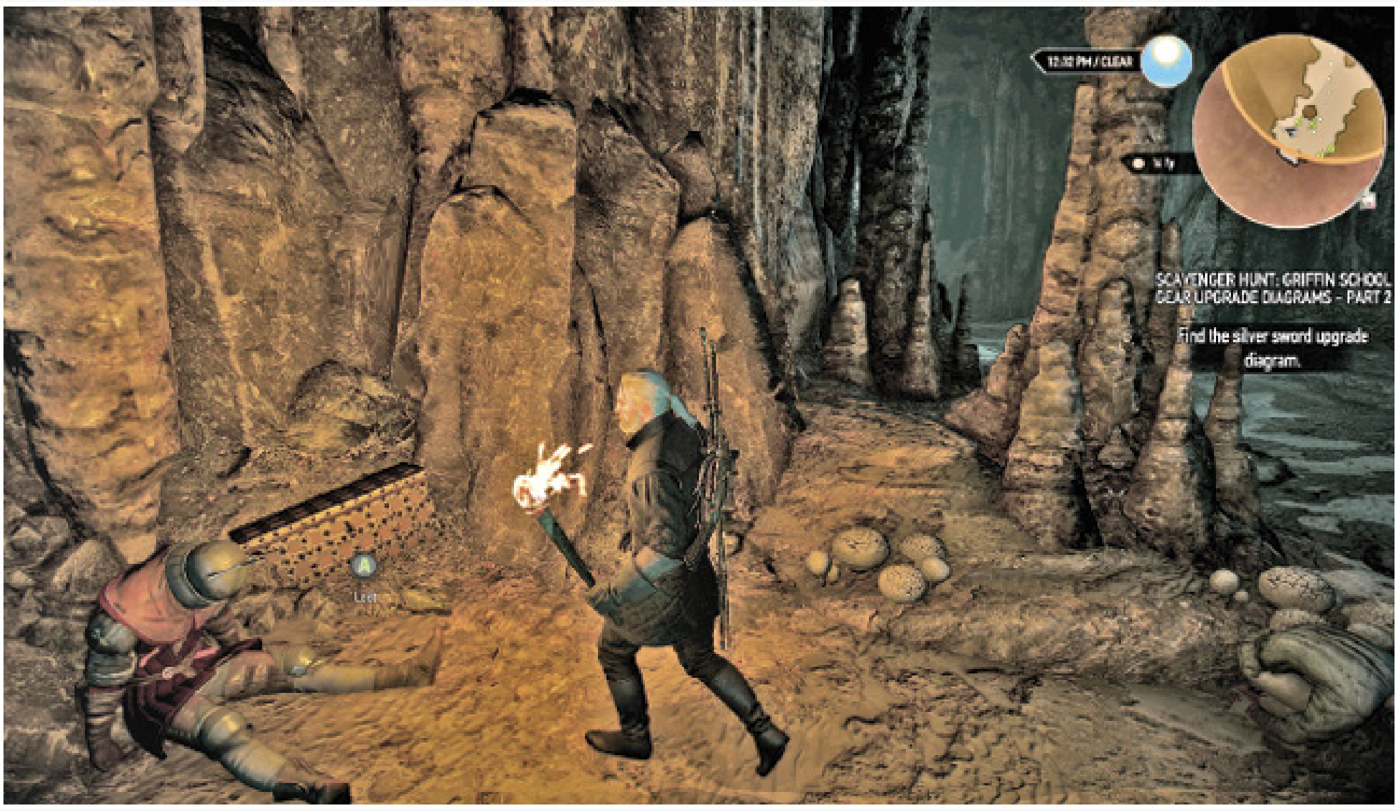
On the higher ground southwest of Crookback Bog is the Crossroads signpost. Head there, guarding against wolf attacks, before heading northeast from the signpost, to a wooded ravine.



SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 2

Find the silver sword upgrade diagram using your Witcher Senses.

Though there's blood splatters and talk of a ghoul nest, the place is usually deserted. Inspect the cave at the base of the ravine, head inside, and gather loot from the deceased villagers, as well as finding the diagram inside a chest at the far end of the cave tunnel.



SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 2

Find the silver sword upgrade diagram.

Items: Diagram: Griffin gauntlets – enhanced

Griffin School Diagrams – Part 3 (Superior)

Steel Sword (Superior): Against The Elements In An Skellig

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL DIAGRAMS – PART 3 (SUPERIOR)

RELATED QUESTS: Scavenger Hunt: Griffin School Diagrams – Part 2, 4

LOCATIONS: Rock Shrine (Unmarked, An Skellig), Giants Toes (Ard Skellig), Elverum Lighthouse (Ard Skellig)

ENEMIES: Bandits, Pirates, Wolves

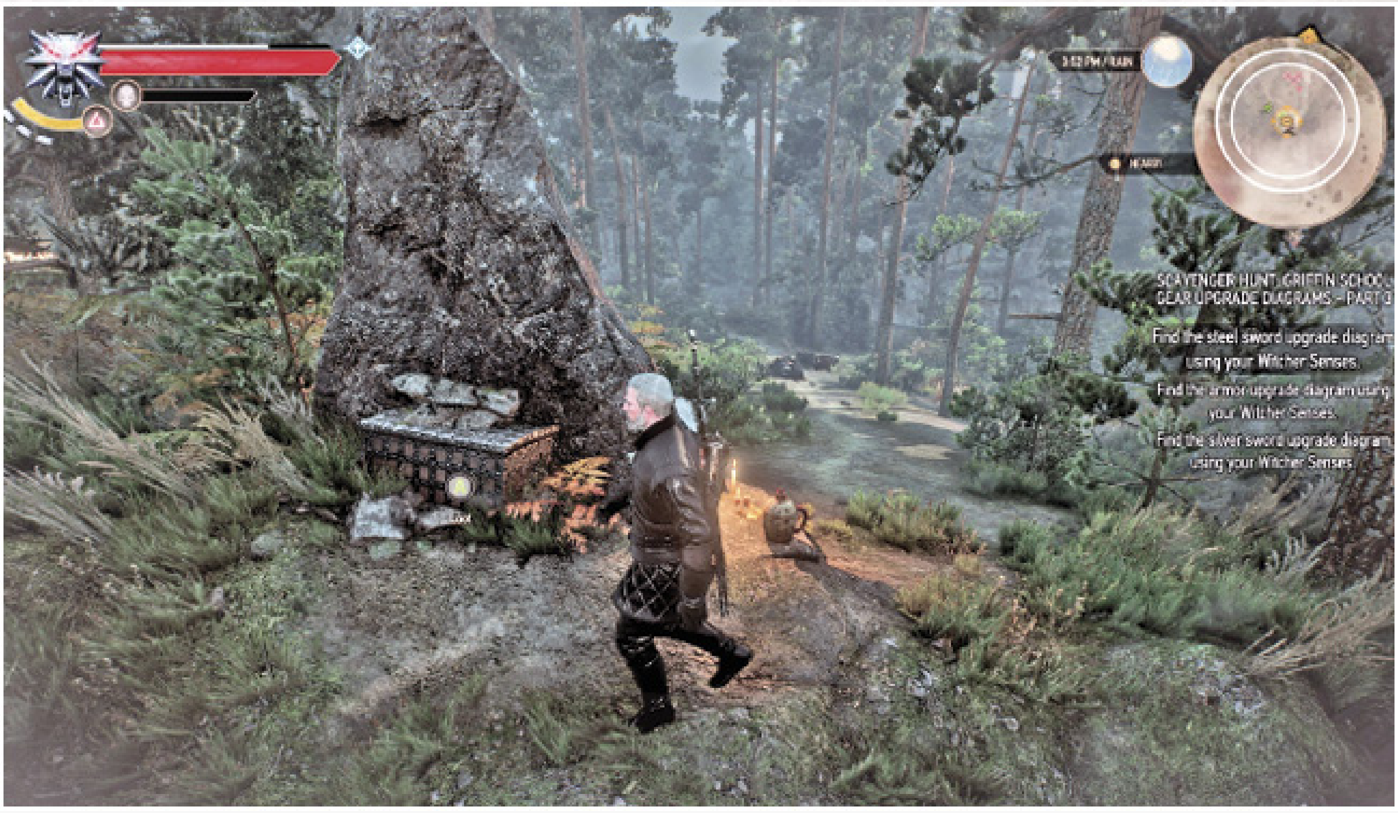
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the six Diagrams (Superior) to find in three separate locations (diagrams for the wearable items are grouped together). All six diagrams are found in Skellige.

Set sail for the northern isle of An Skellig, docking your boat at either the Bay of Winds or Urialla Harbor. The treasure you seek is along the pathways that twist and turn through the hilly wood and heather to the northwest of the island. Follow the path north to a trio of abandoned huts.


3:52 PM / RAIN
SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the steel sword upgrade diagram using your Witcher Senses.
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

Just beyond these abandoned huts is a trio of bandits you can face. Afterwards, head to the cliff edge and rock shrine. Ignore the offerings in front of the shrine; the chest is tucked away on the other side of the shrine rock.

Items: Diagram: Griffin steel sword – superior

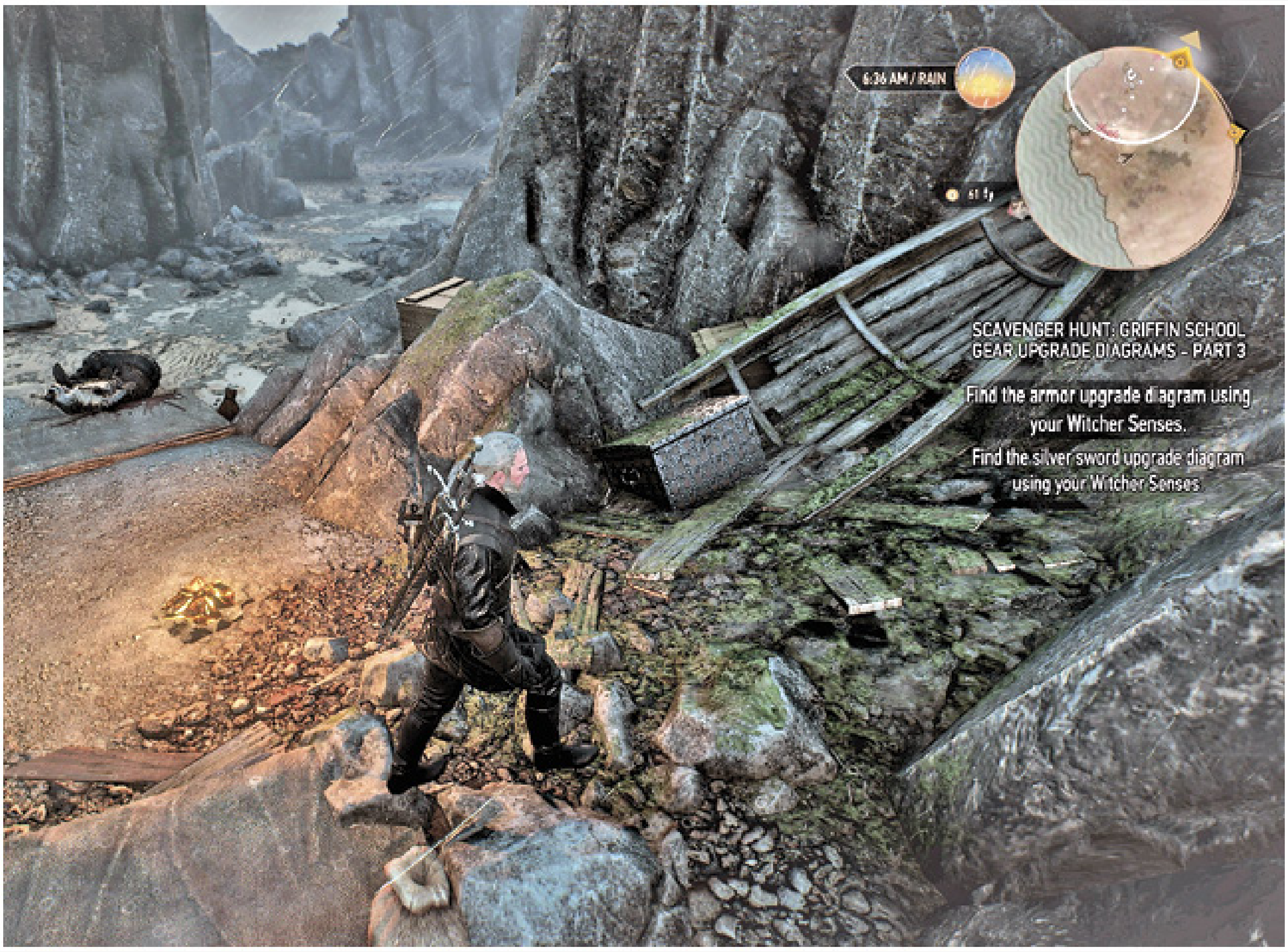
Griffin School Diagrams – Part 3 (Superior)

Armor, Boots, Gauntlets, And Trousers (Superior): Against The Odds

OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

The main landmass of Ard Skellig has a variety of interesting geographical features; not least the collection of rocks spread out like a giant's foot. Locate this beach in the far northeast shore of the island. There are Pirates aplenty here; expect to slay at least nine, in groups of three.



SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS - PART 3

Find the armor upgrade diagram using your Witcher Senses.

Find the silver sword upgrade diagram using your Witcher Senses.

After three waves of pirates, there's a camp of bandits to finally face as you pass under a couple of large arches. Beat them into submission, then inspect their camp; the treasure chest you seek is nestled in the flotsam of a wrecked rowboat near the campfire.

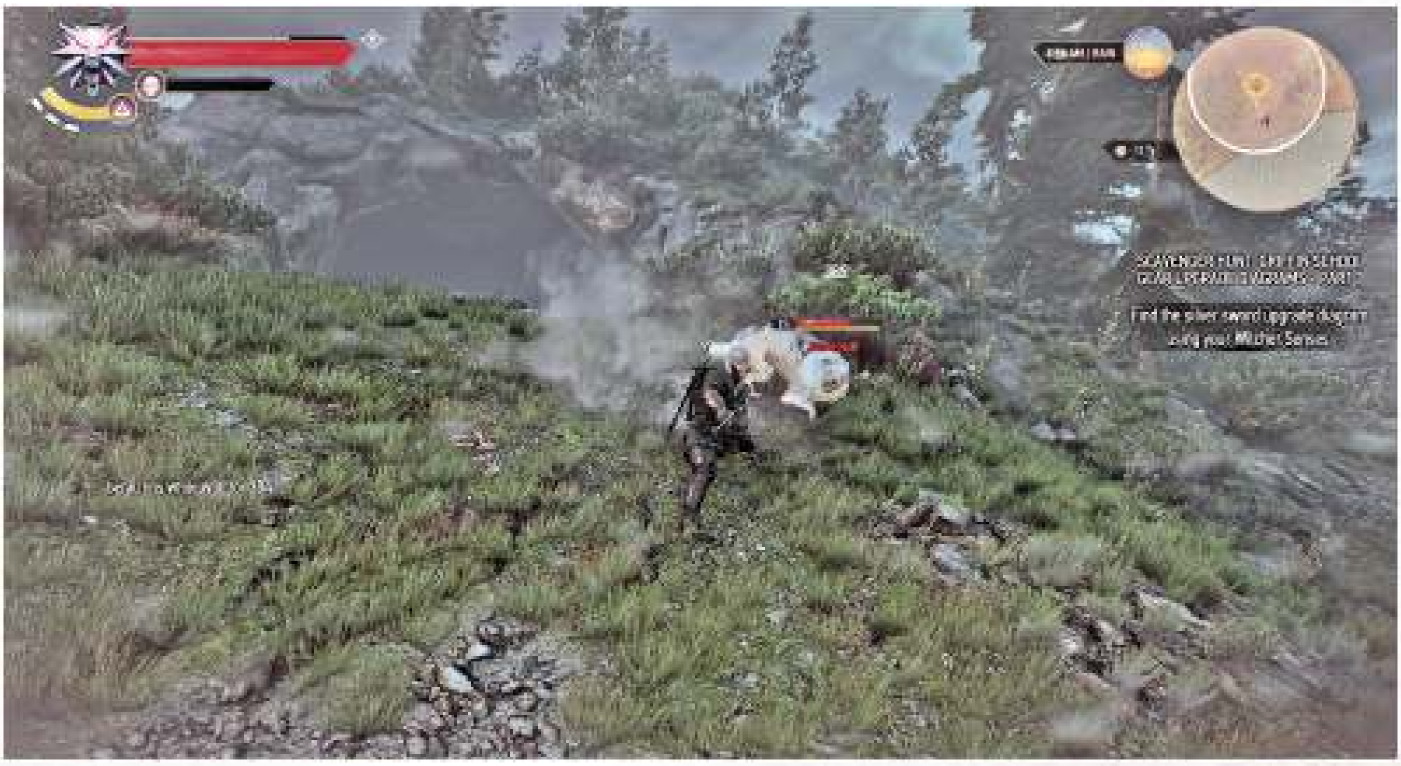
Items: Diagram: Griffin armor – superior, Diagram: Griffin boots – superior, Diagram: Griffin gauntlets – superior, Diagram: Griffin trousers – superior

Griffin School Diagrams – Part 3 (Superior)

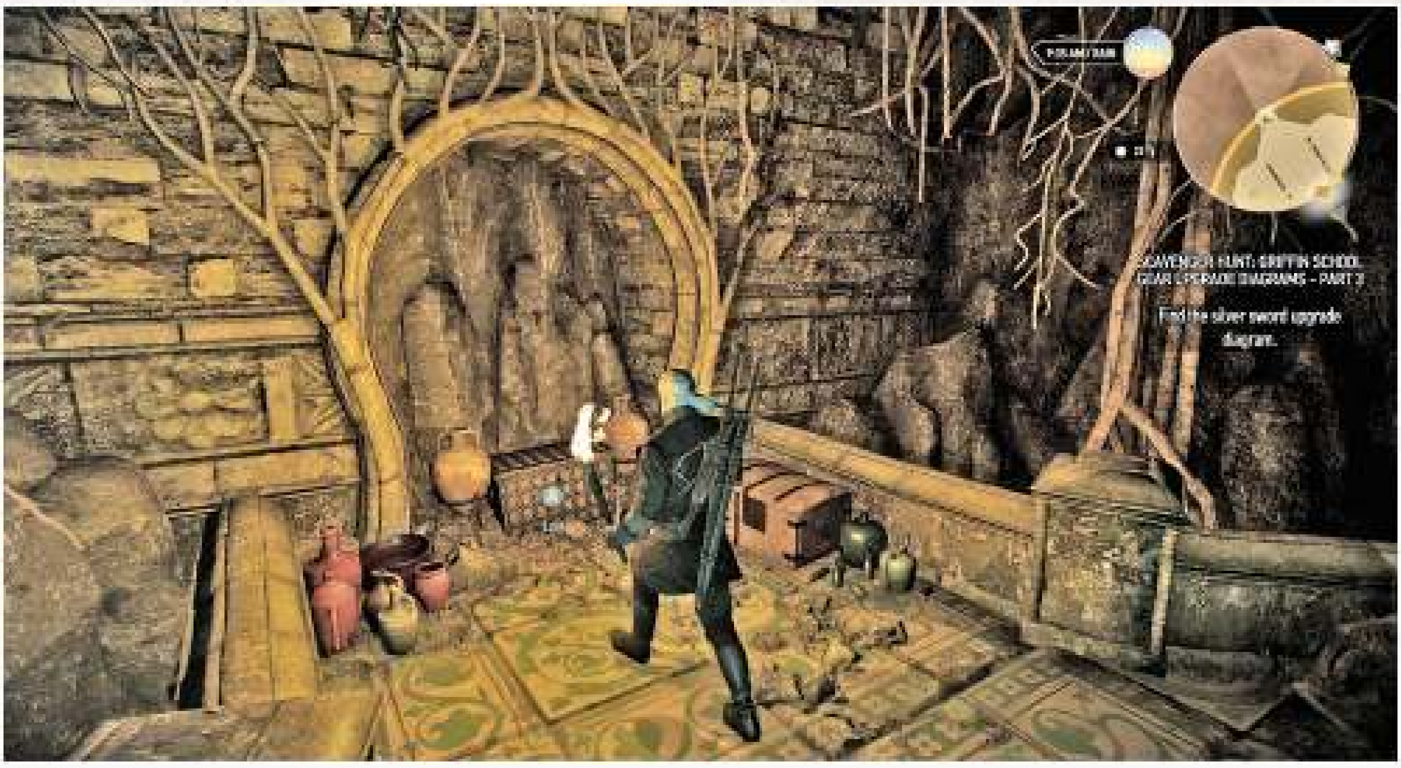
Silver Sword (Superior): Under The Elverum Lighthouse

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.


SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the silver sword upgrade diagram using your Witcher Senses.

This diagram is located under the Elverum Lighthouse on the very southern tip of Ard Skellig. Journey there by trail or boat, and locate the entrance to a cave on the hillside above the rugged shoreline


SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the silver sword upgrade diagram.

Locate the wolf sign at the cave mouth to aid in mapping where the treasure chest is, before entering the cave and then exploring the winding tunnels within. Keep exploring until you cross an old elven bridge, down some steps to a tomb. The chest is behind the tomb with another chest.

Items: Diagram: Griffin silver sword – superior

Griffin School Diagrams – Part 4 (Mastercrafted)

Steel Sword (Mastercrafted): Abandoned In Boxholm

DANGER ALERT SPOILER ALERT

GRIFFIN SCHOOL DIAGRAMS – PART 4 (MASTERCRAFTED)

RELATED QUESTS: Scavenger Hunt: Griffin School Diagrams – Part 3

LOCATIONS: Boxholm (Ard Skellig), Redgill (Ard Skellig), One-Eyed King's Ruins (Unmarked, Ard Skellig), Fornhala (Ard Skellig), Kaer Dhu (Unmarked, Ard Skellig)

ENEMIES: Cyclops, Harpies, Archgriffin

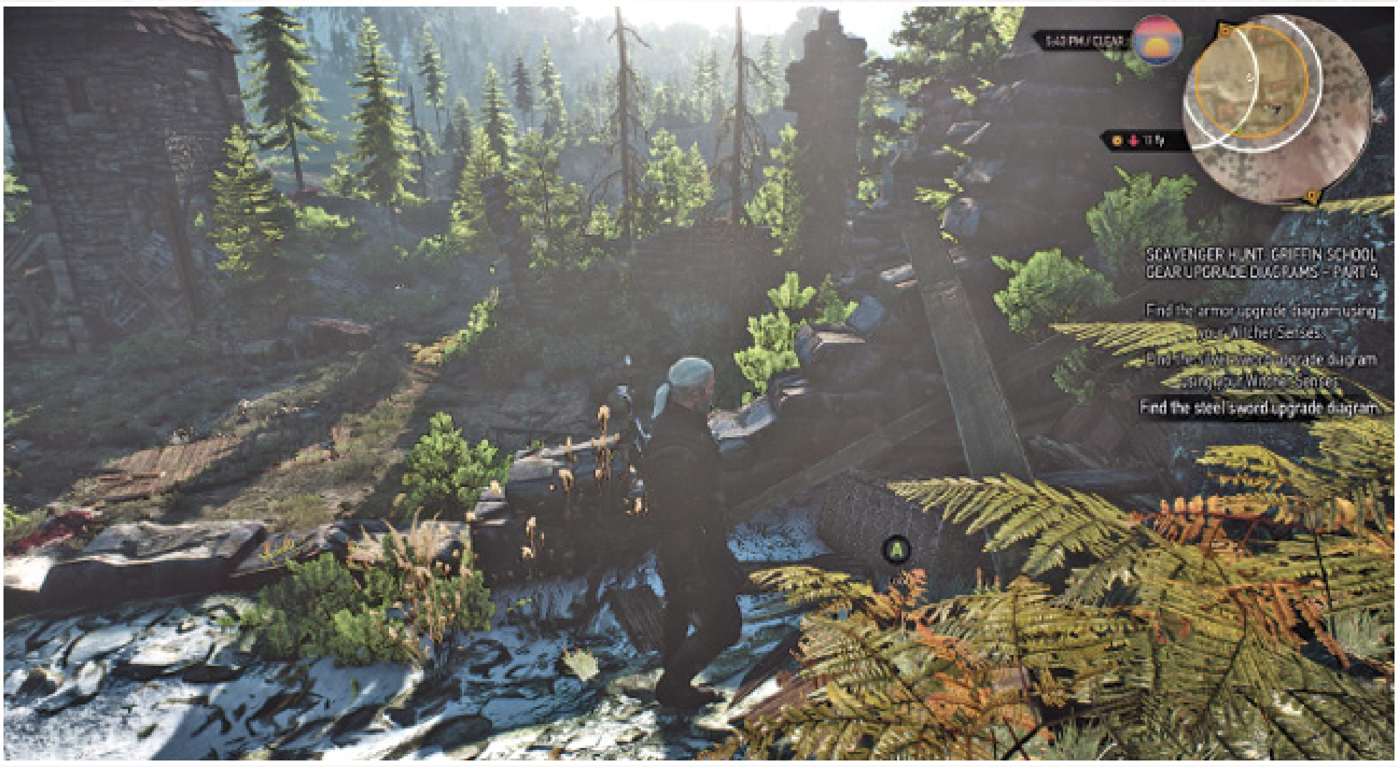
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the six Diagrams (Mastercrafted) to find in three separate locations (diagrams for the wearable items are grouped together). They can only be found if you've located all six Superior Griffin gear elements, and you've purchased the fourth (and last) of Erwin Greloff's maps from Hattori the Master Armorer (Novigrad). All six diagrams are found in Skellige.

Travel to the abandoned settlement of Boxholm in the upper central area of Ard Skellig. At the signpost, head east toward a ruined water tower with two spires. The wolf sign is behind some low bushes on the stone wall, to the right of the towers.


SCAVENGER HUNT: GRIFFIN SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.
Find the steel sword upgrade diagram

More importantly, the chest is up the sunken stone steps to the east, right of the two watchtowers, up and over the wall, and then a short walk left (north) to a ruined wall surrounded by bracken.

Items: Diagram: Griffin steel sword – mastercrafted

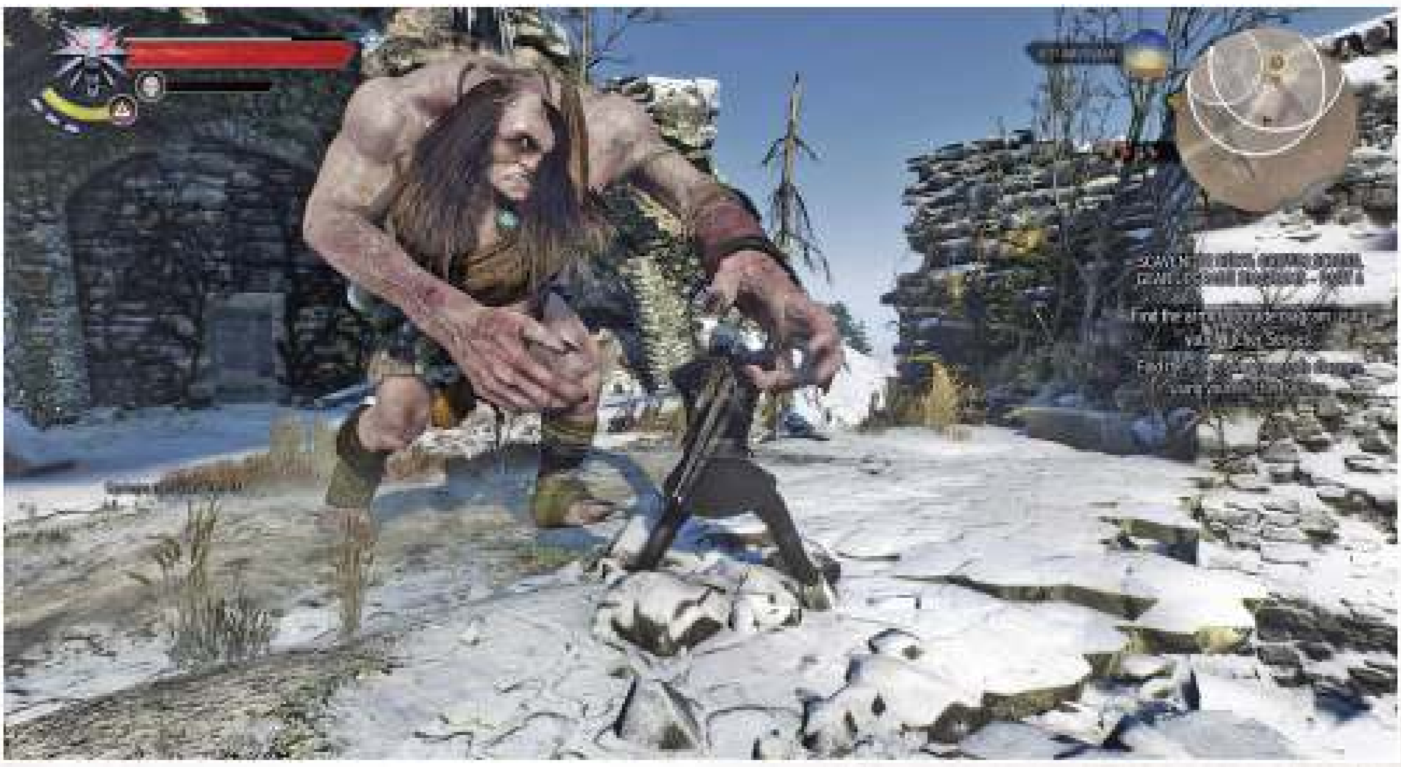
Griffin School Diagrams – Part 4 (Mastercrafted)

Armor, Boots, Gauntlets, And Trousers (Mastercrafted): In The Lair Of The One-Eyed King

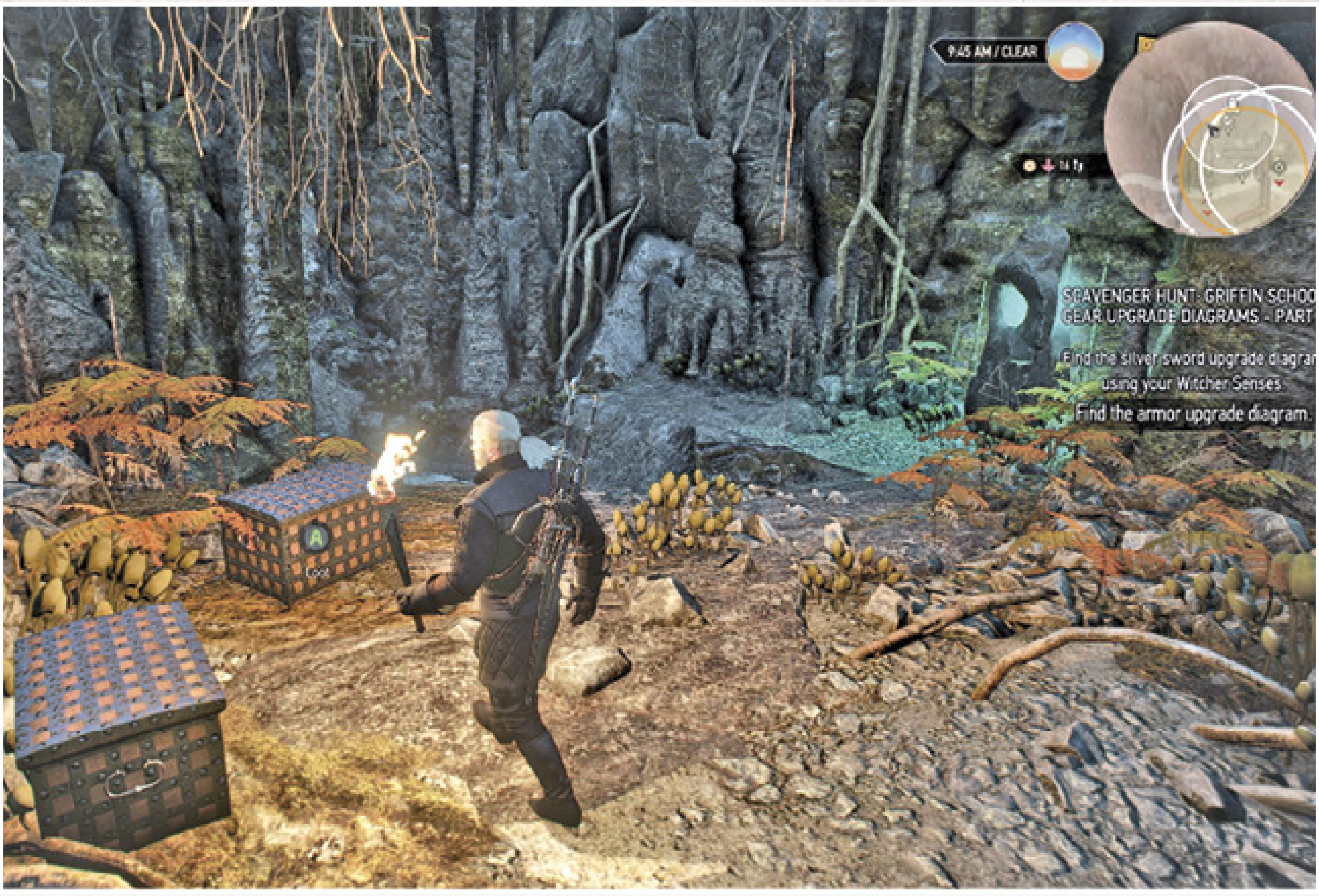
OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

Along the eastern shore north of Redgill is a treacherous lair; a set of cliffside ruins guarded by a harpies and fearsome Cyclops that can easily send you flying to your doom! Approach from the north (heading south) to avoid the cyclops (there are just harpies to deal with instead). On the north slope are a number of large boulders. Look for the wolf sign there and climb them.



Climb two of the boulders, and up onto the snow-covered ruins, then turn right and enter the cave where a Place of Power is located. There are two chests to discover nearby; loot them both as one has all the diagrams you need.


9:45 AM / CLEAR
SCAVENGER HUNT: GRIFFIN SCHOO
GEAR UPGRADE DIAGRAMS - PART
Find the silver sword upgrade diagra
using your Witcher Senses.
Find the armor upgrade diagram.

Items: Diagram: Griffin armor – mastercrafted, Diagram: Griffin boots – mastercrafted, Diagram: Griffin gauntlets – mastercrafted, Diagram: Griffin trousers – mastercrafted

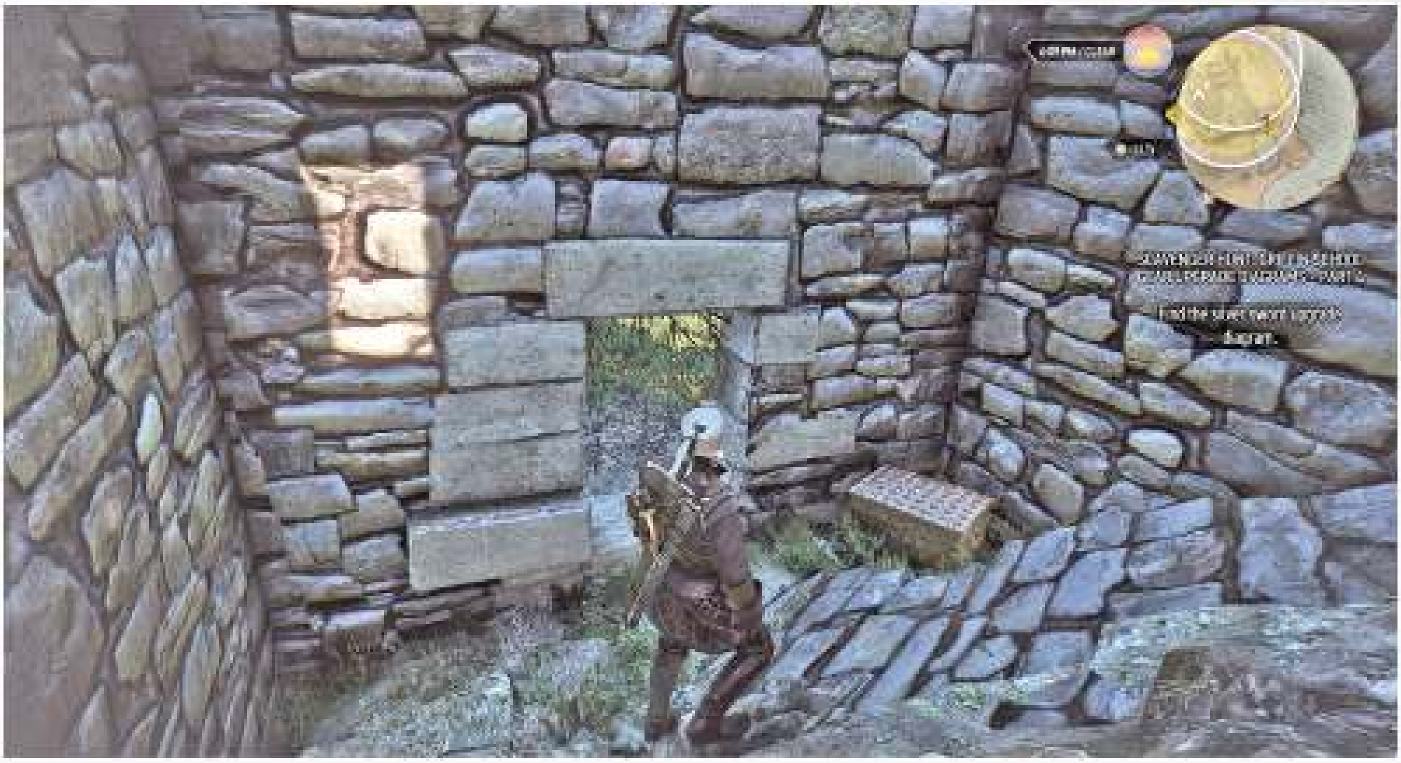
Griffin School Diagrams – Part 4 (Mastercrafted)

Silver Sword (Mastercrafted): Amid The Ruins Of Kaer Dhu

OBJECTIVES

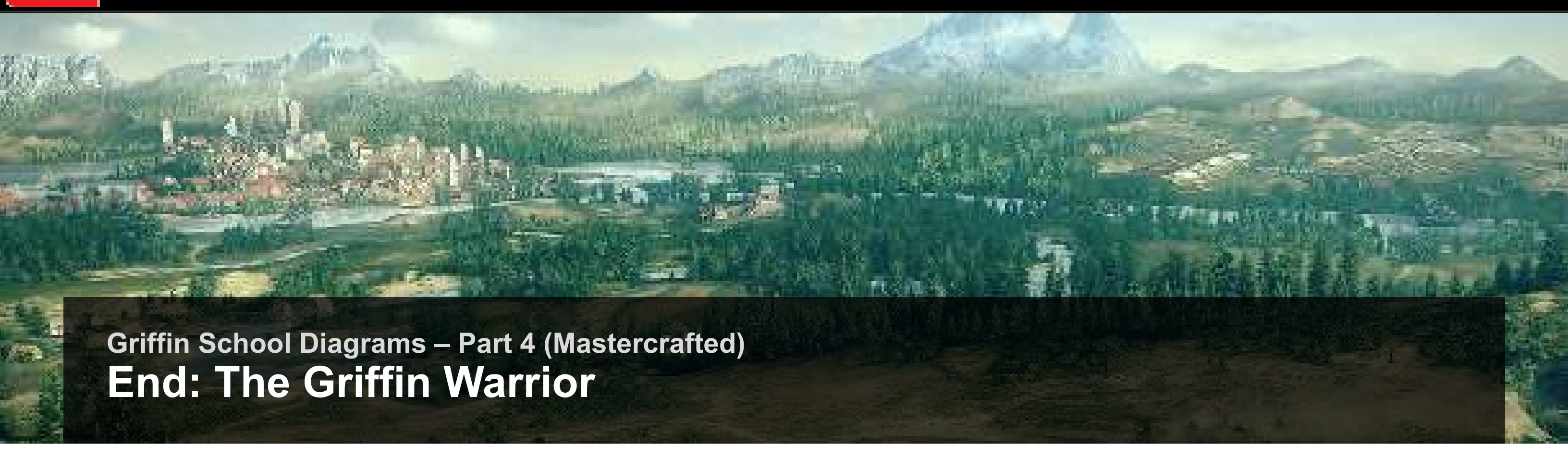
- Find the silver sword upgrade diagram using your Witcher Senses.

On the eastern shore of the marshy lake, and opposite the cursed village of Fornhala is a small fort known as Kaer Dhu. Get there by heading down from Fornhala, and crossing the swamp. Watch for an Archgriffin nesting on a large dead tree in the vicinity.



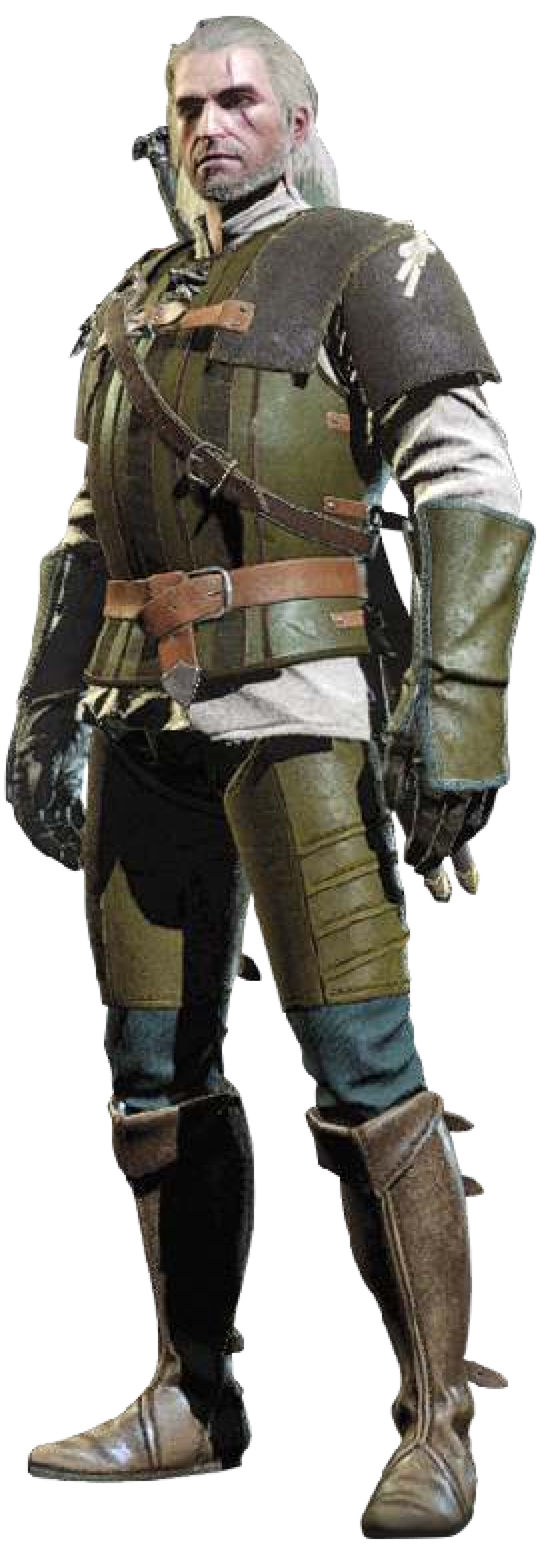
Very little of the fortification remains standing, but the tower holds the treasure you seek. Head inside the doorway opening, and check left for the chest.

Items: Diagram: Griffin silver sword – mastercrafted

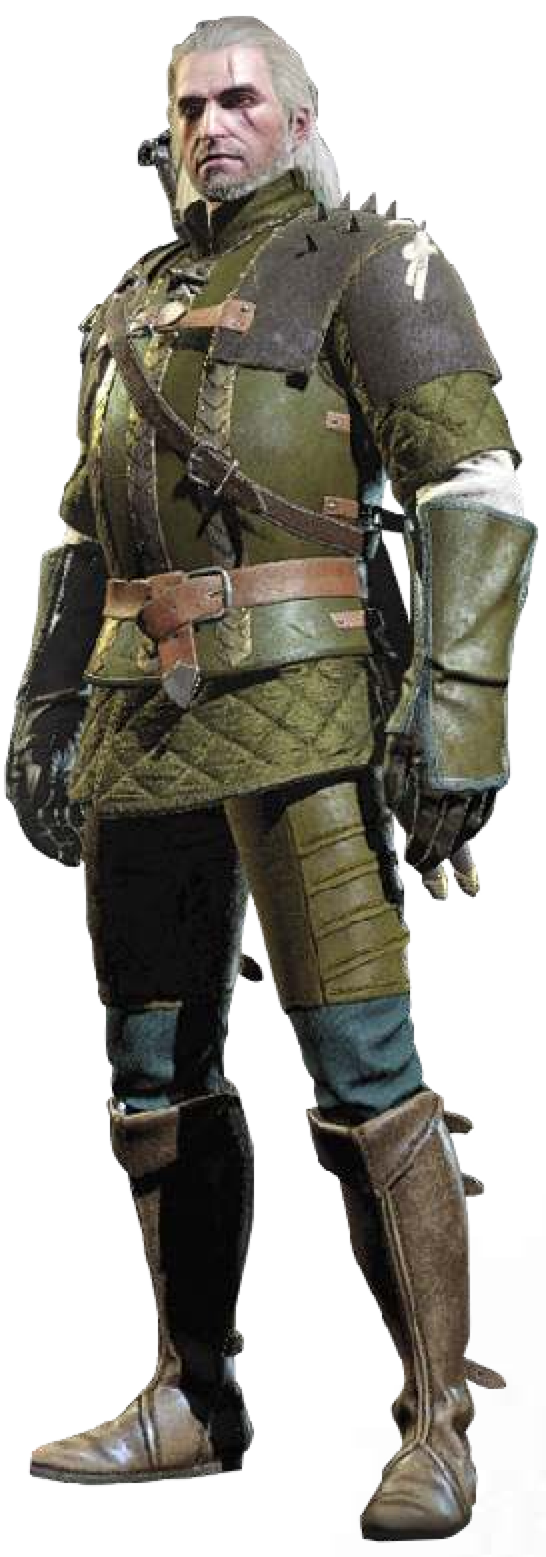


End: The Griffin Warrior

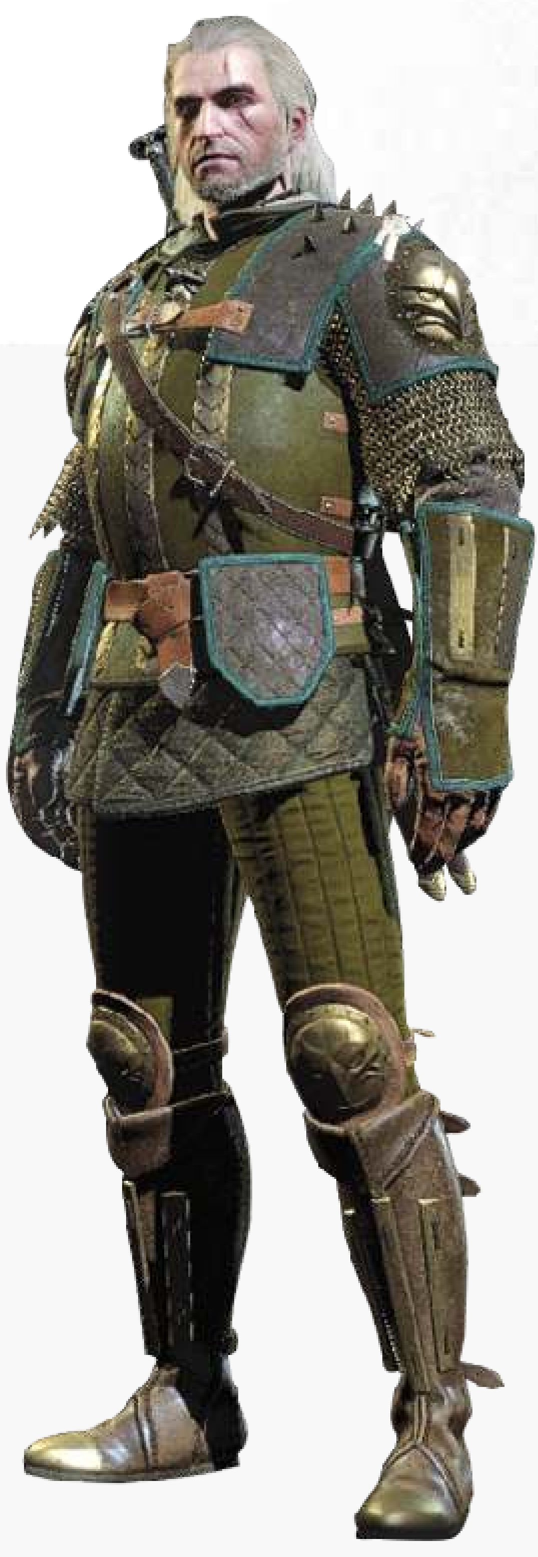
Those that wish to augment their already-potent Sign powers are wise to choose this armor while in combat, as Griffin gear gives bonuses to your Signs (usually the intensity), including the swords, as well as other bonuses.



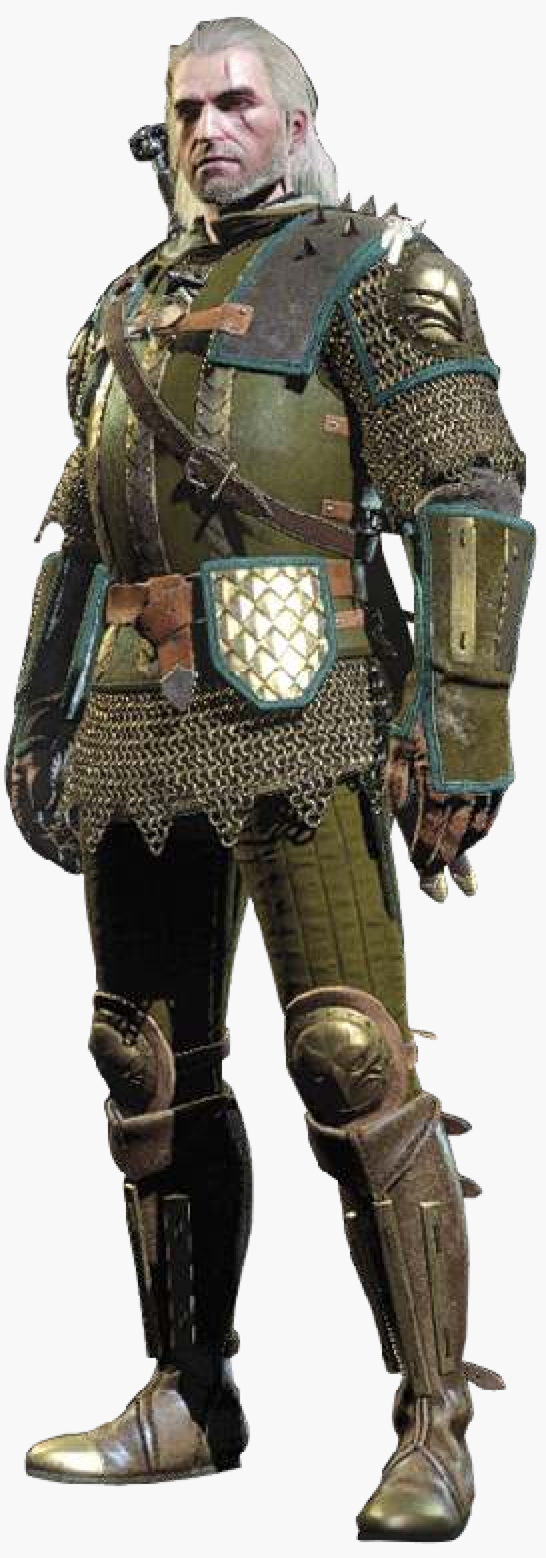
Griffin Gear (Basic); Level 11 required.



Griffin Gear (Enhanced):Level 18 required.



Griffin Gear (Superior): Level 26 required.



Griffin Gear (Mastercrafted): Level 34 required.

Cat School Gear

Preamble: Maps From The Adjunct Mapper Adalbert Kermith

DANGER ALERT SPOILER ALERT

CAT SCHOOL GEAR

LOCATIONS: Blackbough (Velen), Crow's Perch (Velen), Lindenvale (Velen)

CHARACTERS: Adalbert Kermith, Witcher Kiyan

Recommended Items: 240 Crowns

HOW TO START THIS QUEST

Searching for the Cat Witcher Gear diagrams is considerable task. It begins when you have finished one of the following options:

1. You explore Novigrad, and stumble across the location of the Cat Steel Sword, Cat Silver Sword, Cat Crossbow, or Cat Gear (Armor, Boots, Gauntlets, and Trousers).

2. You explore Velen, and visit one of the three following traders, and purchase a set of maps by the Adjunct in Natural History at Oxenfurt Academy, Adalbert Kermith, which details his notes into the Witcher Kiyan. Any Adalbert Kermith map starts this Scavenger Hunt. Specific maps detail upgraded diagrams (each offers locations of between three and six enhanced, superior, or mastercrafted Cat gear diagrams). There is no upgrade to the Feline Crossbow. There are a total of four Adalbert Kermith documents to find.

Remember! You don't need any of Adalbert Kermith's maps to find the basic Cat Gear, though any document starts this quest anyway. As usual, you need to find the gear in the following order: Basic, Enhanced, Superior, and finally Mastercrafted.

ADALBERT KERMITH'S MAP #1: THE MERCHANT OF BLACKBOUGH

While exploring Velen in the area to the west of Crow's Perch, drop in on the village of Blackbough, and locate the merchant standing in front of his hut, close to the signpost and crossroads. Check his meager wares and buy the first map (for around 15 crowns), and then read it in your Inventory (under Quest Items).

CAT GEAR: ON THE RIGHT PATH

The First Map allows you to find the Upgrade Diagrams: Part 1 (the boots, armor, and silver sword of the Enhanced Cat Gear Diagrams).

ADALBERT KERMITH'S MAP #2: THE AMATEUR BLACKSMITH OF BLACKBOUGH

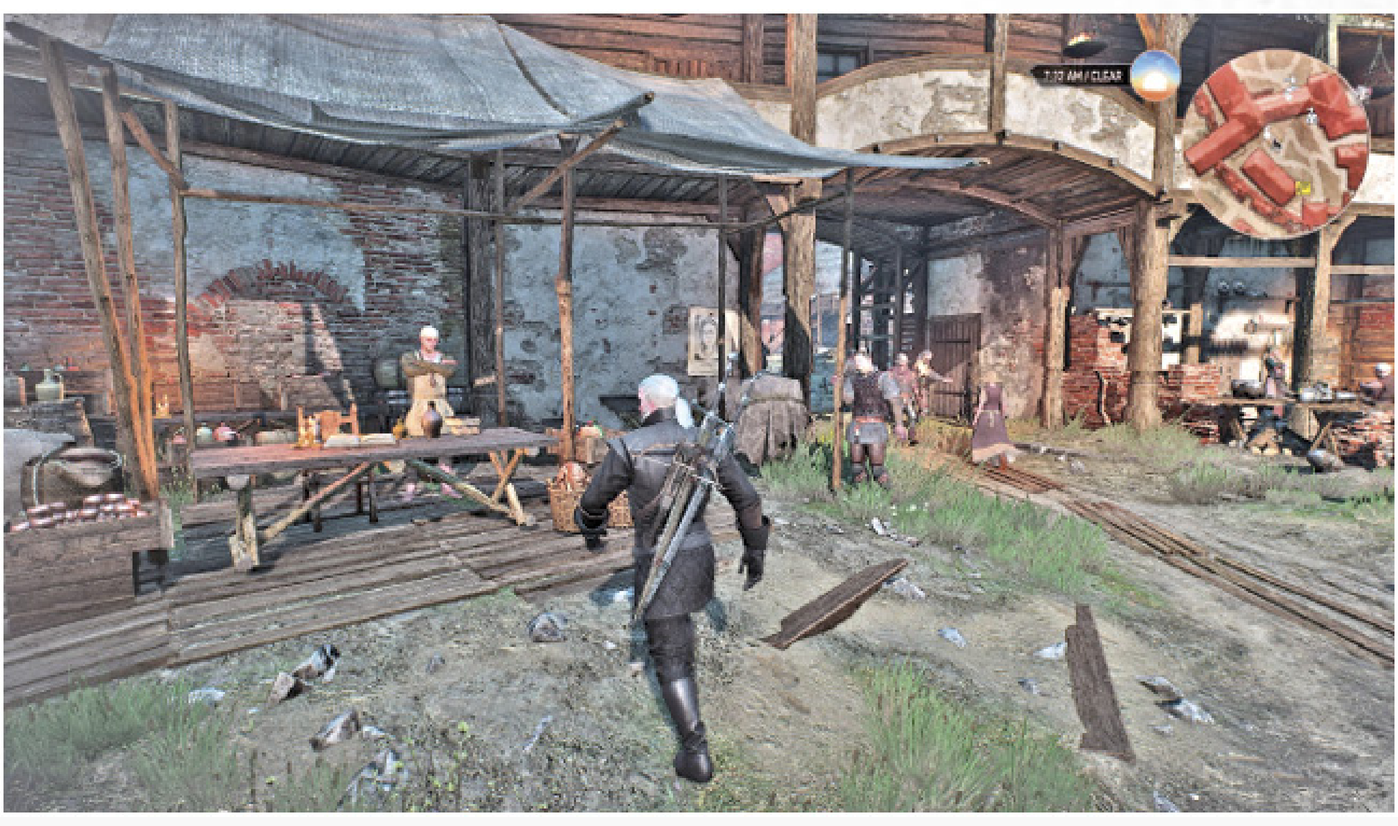
Don't depart the Velen village of Blackbough without additionally visiting the blacksmith banging away at his anvil. It isn't a quality breastplate you're after, but the second of Adalbert's maps. Purchase it for around 30 crowns, and open your Inventory (under Quest Items) to read it.

Items: Adalbert Kermith's Second Map

CAT GEAR: ON THE RIGHT PATH

The Second Map allows you to find the Upgrade Diagrams: Part 2 (the gauntlets, trousers, and steel sword of the Enhanced Cat Gear Diagrams).

ADALBERT KERMITH'S MAP #3: THE QUARTERMASTER OF CROW'S PERCH



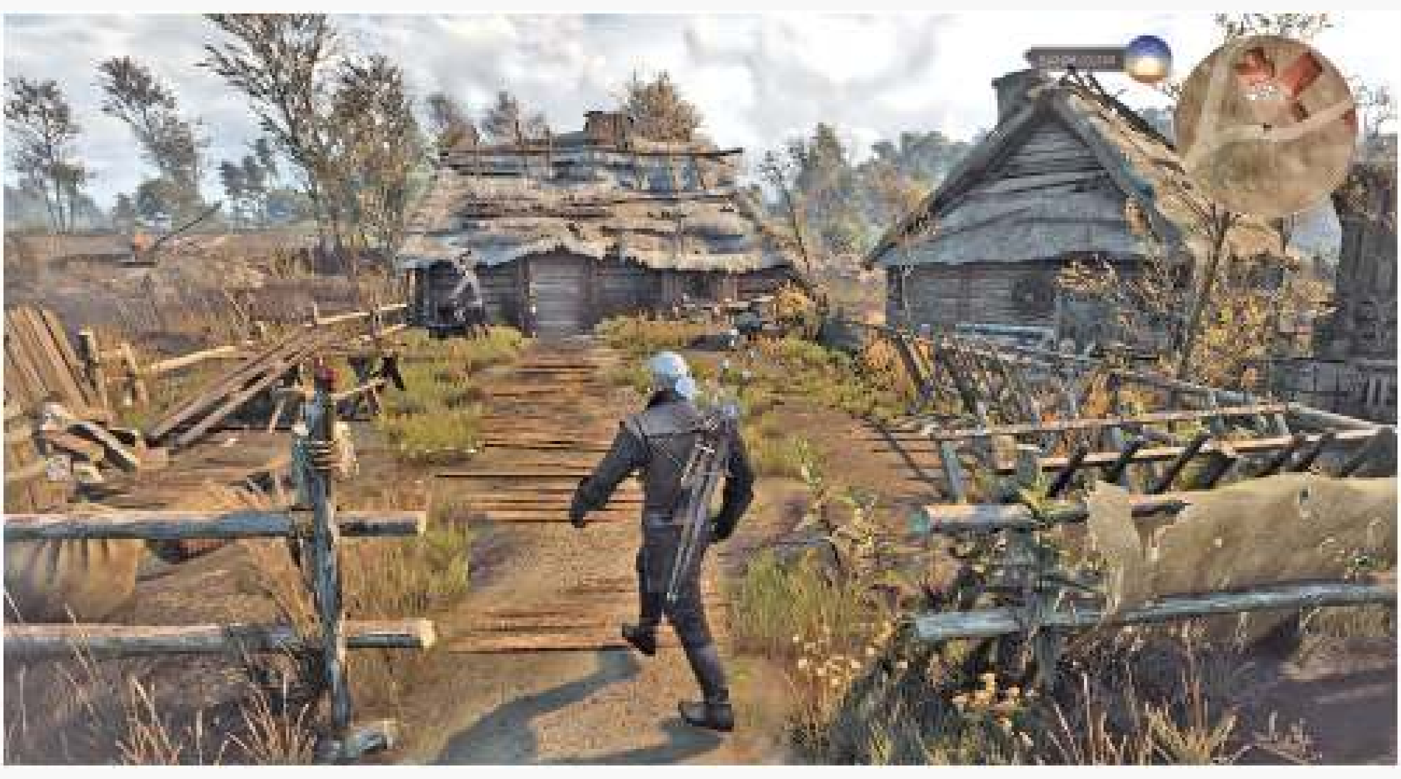
The Bloody Baron's residence in northwest Velen is a hive of activity, and behind the inner walls above the fortified village is a quartermaster's store. Among the weapons, Gwent cards, and other trinkets you'll find the third of Adalbert's maps. It costs no more than 65 crowns. Open your Inventory (Quest Items) to check it.

Items: Adalbert Kermith's Third Map

CAT GEAR: ON THE RIGHT PATH

The Third Map allows you to find the Upgrade Diagrams: Part 3 (the steel sword, gear (armor, gauntlets, trousers, and boots) and silver sword of the Superior Cat Gear Diagrams).

ADALBERT KERMITH'S MAP #4: THE AMATEUR BLACKSMITH OF LINDENVALE

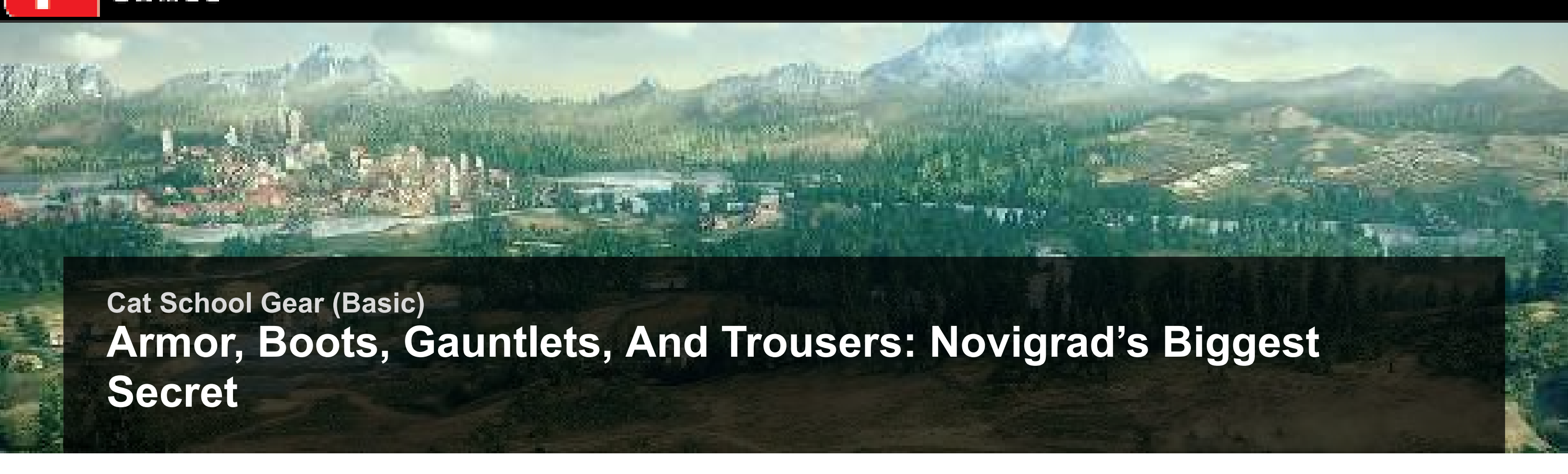


Due east of Crow's Perch, in the northern part of Velen, is another impoverished settlement, Lindenvale. Speak to the blacksmith on the north part of the village; he gladly sells you the last of Adalbert's maps for around 125 crowns. Open your Inventory (Quest Items) to check it.

Items: Adalbert Kermith's Fourth Map

CAT GEAR: ON THE RIGHT PATH

The Third Map allows you to find the Upgrade Diagrams: Part 4 (the steel sword, gear (armor, gauntlets, trousers, and boots) and silver sword of the Mastercrafted Cat Gear Diagrams).



Cat School Gear (Basic)

Armor, Boots, Gauntlets, And Trousers: Novigrad's Biggest Secret

CAT SCHOOL GEAR (BASIC)

LOCATIONS: Elector's Square (Novigrad), Temple Isle Passages (Unmarked), Lighthouse, Widow's Grotto, Flying Stag (Unmarked), Est Tayiar, Drahim Castle
CHARACTERS: Adalbert Kermith
ENEMIES: Golem, Wraiths, Drowners, Witcher Kiyan, Bandits, Witch Hunters

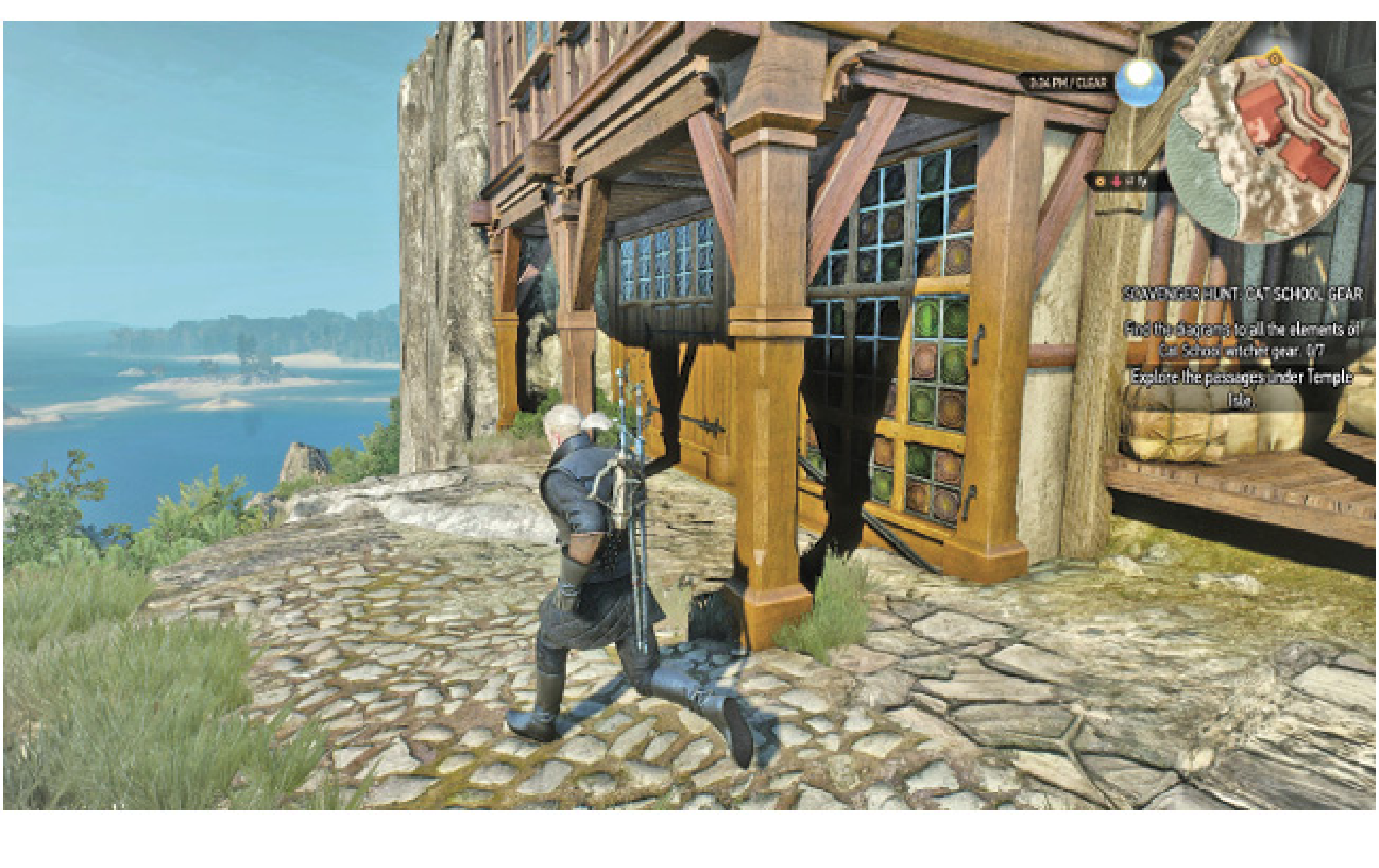
OBJECTIVES

- Find the diagrams to all the elements of Cat School Witcher gear (7)
- Explore the passages under Temple Isle.

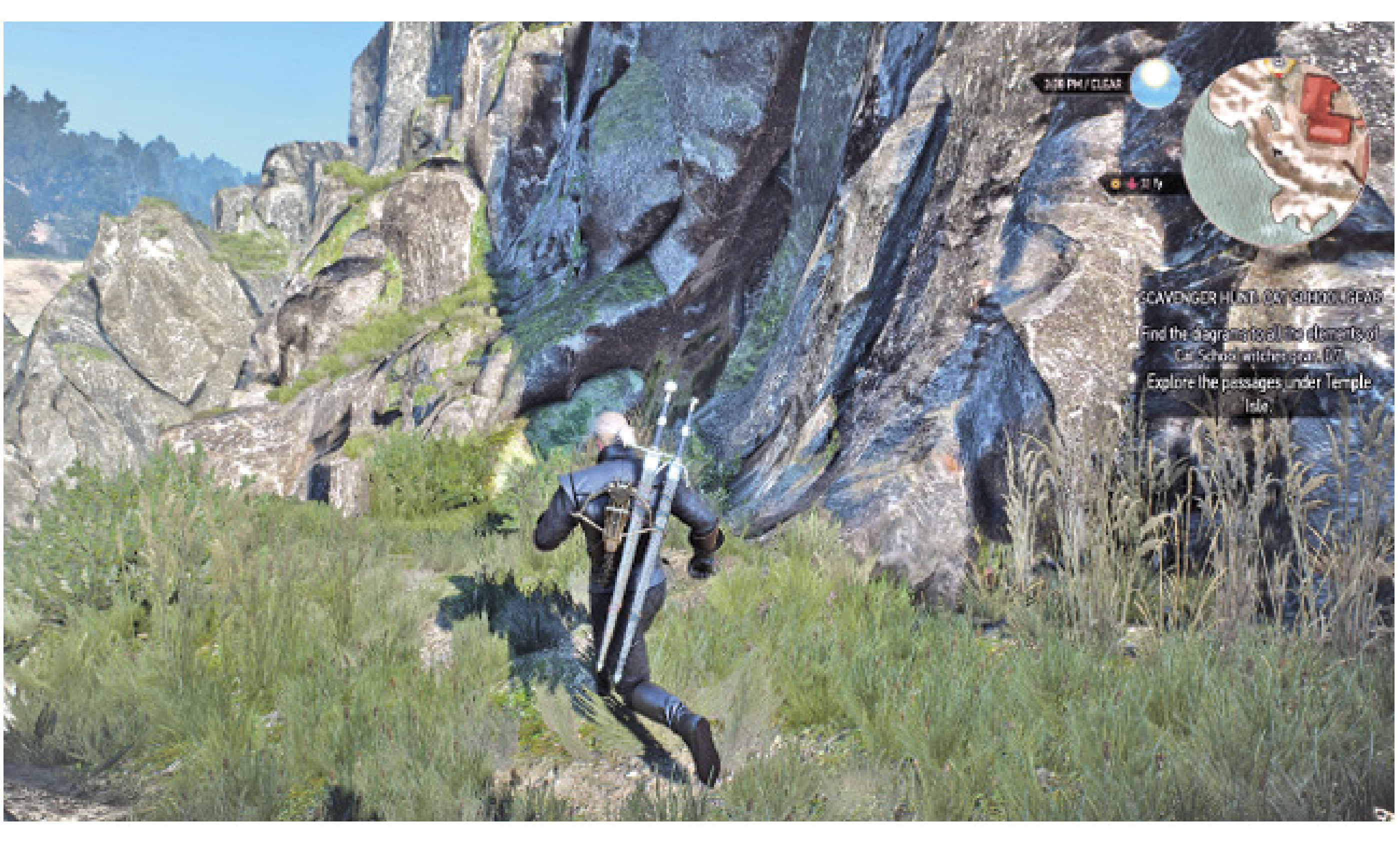
QUESTING DECISIONS

There are seven Diagrams to find in four separate locations. They can be found in any order, and whether or not you've come across any of Adalbert Kermith's maps on the Witcher Kiyan. They are presented as the objectives appear if you read one of Adalbert's maps first. All basic diagrams are found in Novigrad. This quest can be started at any time, but the optimal opportunity is any time during or after Act I: Main Quest: The Nilfgaardian Connection.

After viewing the first of Adalbert Kermith's annotated maps, it appears the City of Novigrad is hiding more than just sorcerers in its many subterranean hideaways. There's mention of special passages under Temple Isle, the hifalutin seat of government and location of the Eternal Fire's major place of worship.

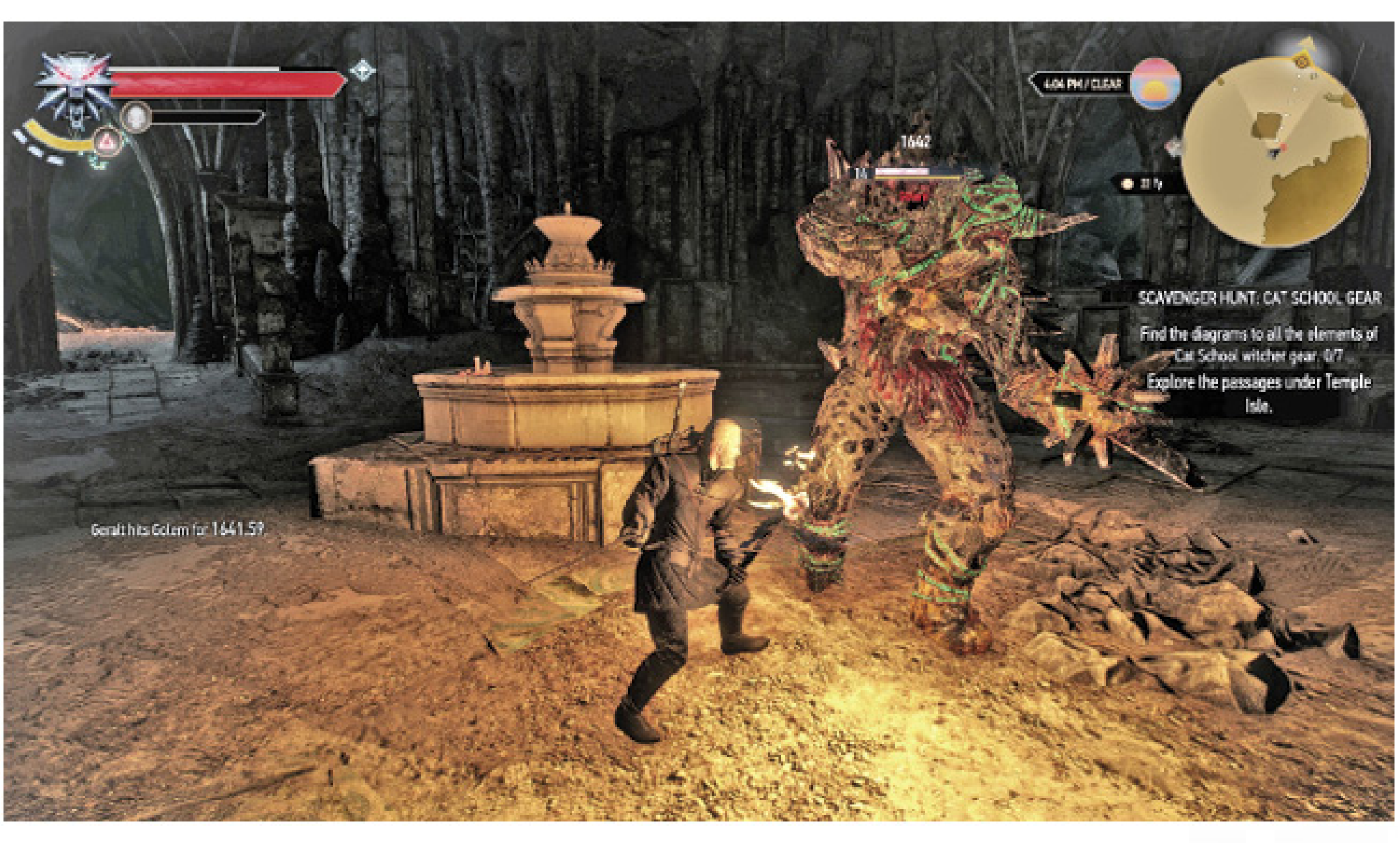

SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Explore the passages under Temple Isle.

Head to the Elector's Square signpost to start your exploration. Don't be tempted to explore the shoreline under this huge island rock, or you'll never find the entrance!


SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Explore the passages under Temple Isle.

From Elector's Square, head roughly west and northwest down the cobbled side streets, to the cliff edge. You're looking for a clifftop stone path that winds precariously around the dwellings that face the sea. Carefully climb down the rocks to a subsequent grassy path which takes you down and around to a large fissure, the cave passage entrance.

Enter the cave passage, continuing north and northeast until you're stopped by a rock wall. This is actually an illusion, so produce the Eye of Nehaleni (obtained during Main Quest: Wandering in the Dark), and interact with the rock; it dissolves away. You gain entry to a large subterranean cavern with elven arches around the perimeter. Beware of a golem up ahead, close to a fountain. Battle or avoid this summoned monster. Secure the main fountain chamber, ending (to the southeast) at two sets of steps with four cauldrons to light, with a firmly-locked laboratory door atop the steps.


1642
SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Explore the passages under Temple Isle.
Geralt hits Golem for 1641.59

INVESTIGATING THE MAD WITCHER'S LAIR

The going gets particularly tough from this point on, so prepare for dangerous combat. Feel free to use Igni or interact with any cauldrons, braziers, candles, or torches you spot (though watch for flammable gas down a side passage to the northwest), so you can keep track of where you've been. Or check the map out. It's a maze in here!

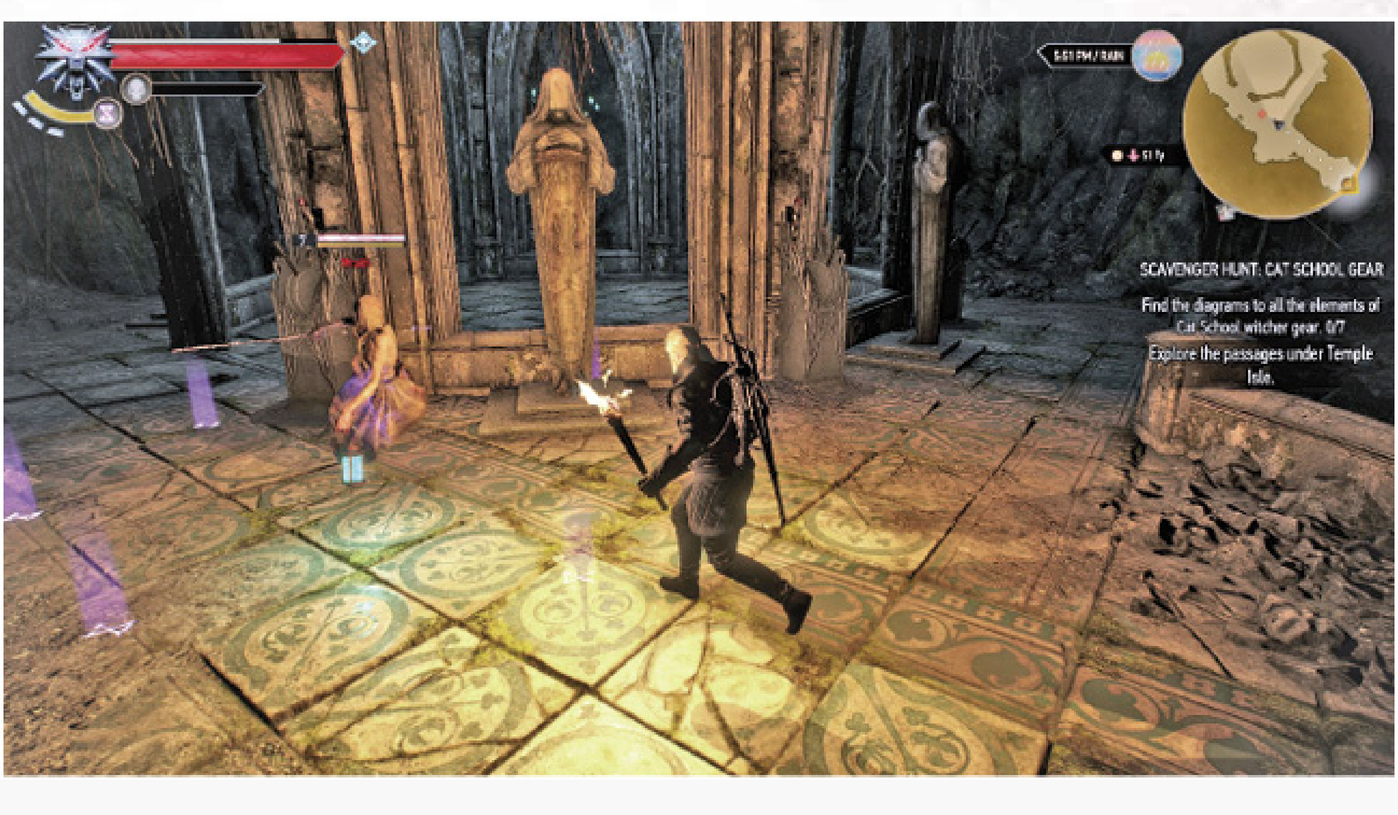
INVOICE FOR A GOLEM

Work your way in a counterclockwise direction around the perimeter of the fountain cavern from the starting entrance. At the first blocked archway on your right (along the south perimeter of the cavern), light the two cauldrons and break the walled section of the cracked arch opening using Aard. Continue down a few rock steps to a pool. Dive down, optionally loot a chest, and climb out the other side. Head into an eerily-illuminated chamber. Watch for a wraith guarding some paperwork and a chest. Read the invoice, revealing who purchased the golem (Irenues var Steingard).

Items: Invoice for a Golem

LOOK TO THE DEPTHS TO BE LIFTED UP

Return to the fountain cavern where you fought the golem, and journey east through an open arch, and southeast through a natural rock tunnel with some escaping fungi gas (refrain from using fire). Climb the rocks at the end of the tunnel, and search for a strange ceremonial stone chamber marked by a tablet inscription. Examine it, then explore the octagonal room with eerie cowled statues surrounding a central stone floor. Use your Witcher Senses and uncover some notes, strange markings, and a mysterious recipe. Slay the two waiting wraiths guarding this place.


SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Explore the passages under Temple Isle.

Items: Research notes, Mysterious recipe

Light the torches if you wish, then inspect the pillars around the chamber. All of them have levers you must pull. Each time you pull a lever, the statue to the right of it rotates clockwise 90 degrees. Continue moving these statues until every single one of them faces into the central stone floor. You'll know when this has happened as the central floor grinds back to reveal a plunge pool! Dive into the murky depths, fending off any Drowners with your crossbow, and locate (using Witcher Senses) the skeletal remains on the bottom of the pool. Extricate its key, ascend, and head back to the golem chamber.

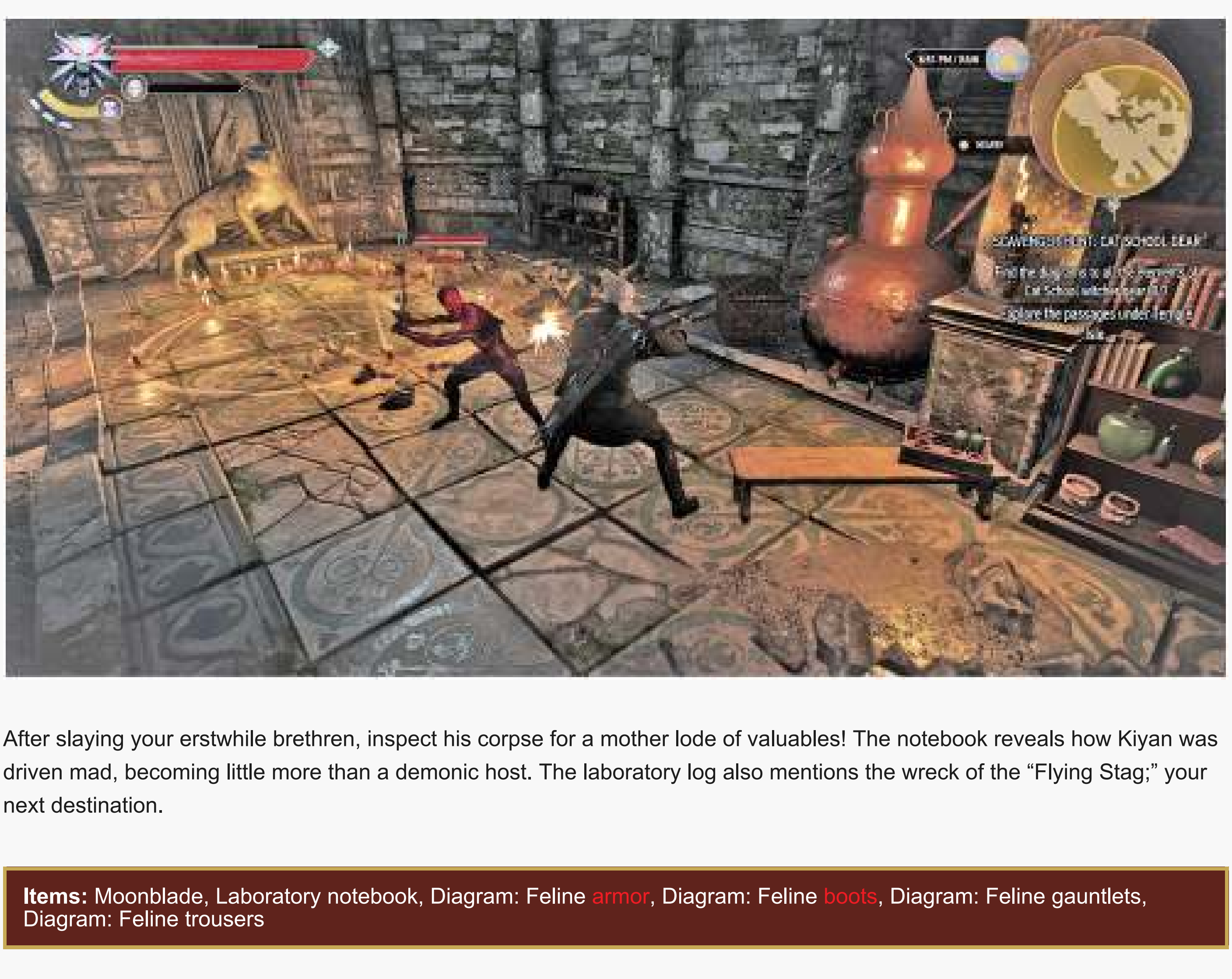
Items: Laboratory key

NO GOOD. NO EVIL. ONLY PAIN.

OBJECTIVES

- Read the laboratory log.

Unlock the door at the top of the two sets of steps, and enter the mage's laboratory. You may wish to Meditate and prepare for combat first. Light any braziers, and then look ahead at the deranged man sitting inside a pentangle. This is Kiyan, the Witcher driven mad and doomed to sit here for an eternity! Not any more…


SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Explore the passages under Temple Isle.

After slaying your erstwhile brethren, inspect his corpse for a mother lode of valuables! The notebook reveals how Kiyan was driven mad, becoming little more than a demonic host. The laboratory log also mentions the wreck of the "Flying Stag;" your next destination.

Items: Moonblade, Laboratory notebook, Diagram: Feline armor, Diagram: Feline boots, Diagram: Feline gauntlets, Diagram: Feline trousers

DEFEATING WITCHER KIYAN: THE BEST BATTLE TACTICS

The battle is likely to be short-lived, as although Kiyan can utilize Signs (Aard, Igni, and Quen) and sword attacks with the Moonblade he carries are quick and cause bleeding, you have a couple of cunning plans to try:

Death from Afar: Before combat even begins, before you walk down the laboratory steps, utilize as many Dancing Star, Dragon's Dream, and other bombs you have, lobbing them at the kneeling Kiyan to thoroughly soften him up. Should the fight get out of control, use the pillars and scenery to dart behind, and try further ranged attacks (bombs or crossbow bolts).

Death up Close: If you're fighting Kiyan at close quarters, which is the usual plan, try to play a defensive game. Wait for him to start an attack string, parry it (or dodge), and return the favor with some quick slices of your own. Quen is helpful to absorb damage and keep you from getting staggered. Whittle down Kiyan's health in this manner, until he yields.

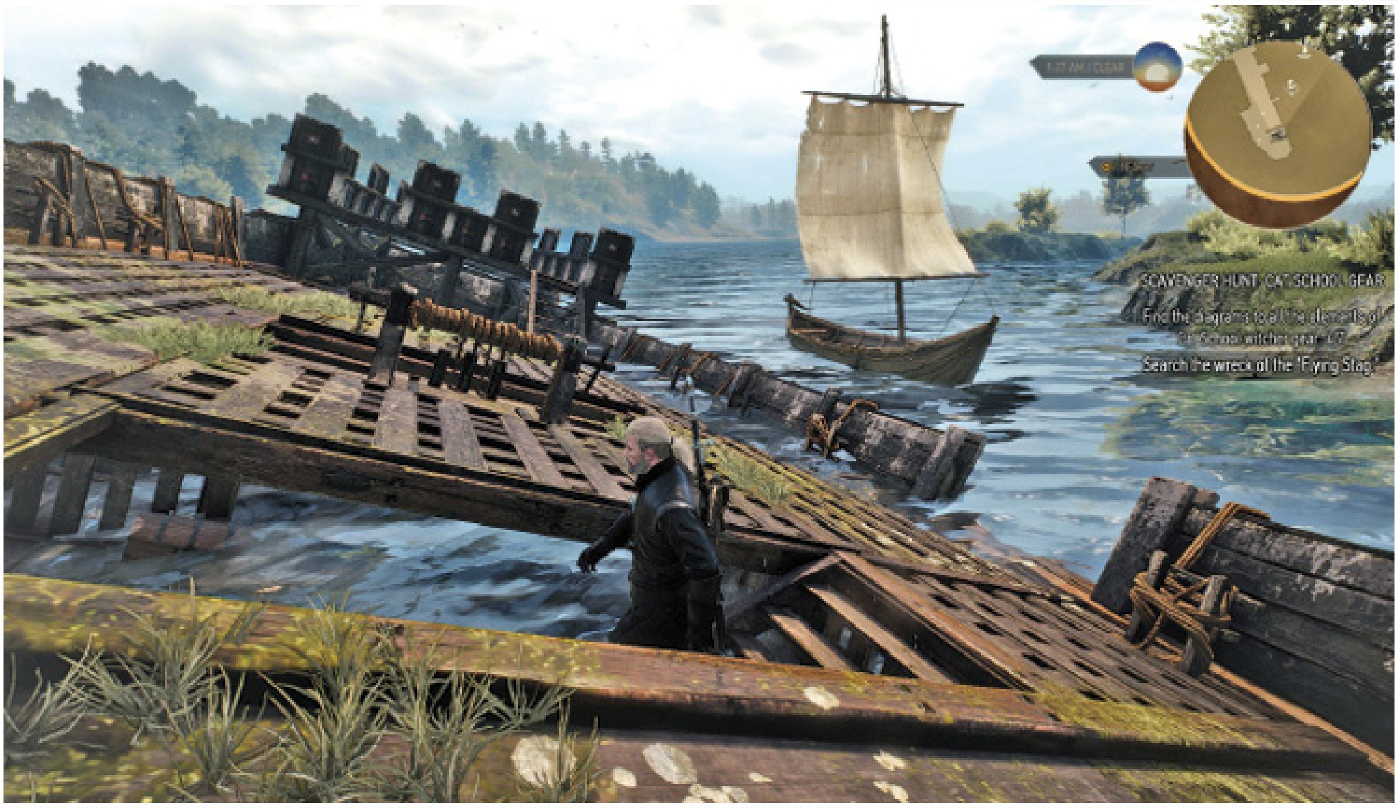
Cat School Gear (Basic)

Crossbow: The Resting Place Of The Flying Stag

OBJECTIVES

- Search the wreck of the “Flying Stag”.

Between the Lighthouse and Widow’s Grotto on the northwestern coast of the Grassy Knoll territory, are a cluster of small islands. Take a boat or swim across from the mainland, watching for any bandits, until you spot the rotting remains of the once-proud ship, the Flying Stag.


SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 0/7
Search the wreck of the "Flying Stag".

Climb aboard this barnacle-bottomed vessel, and then descend into the waterlogged hull to discover a small chest perched at the edge of the water. Pry it open to obtain the crossbow diagram, and some notes. Head to safety and read up on a sorcerer’s attempts to kidnap Witcher Kiyan. This further knowledge points to some ancient elvish ruins in Gustfields Territory.

Items: Mage’s notes, Diagram: Feline crossbow

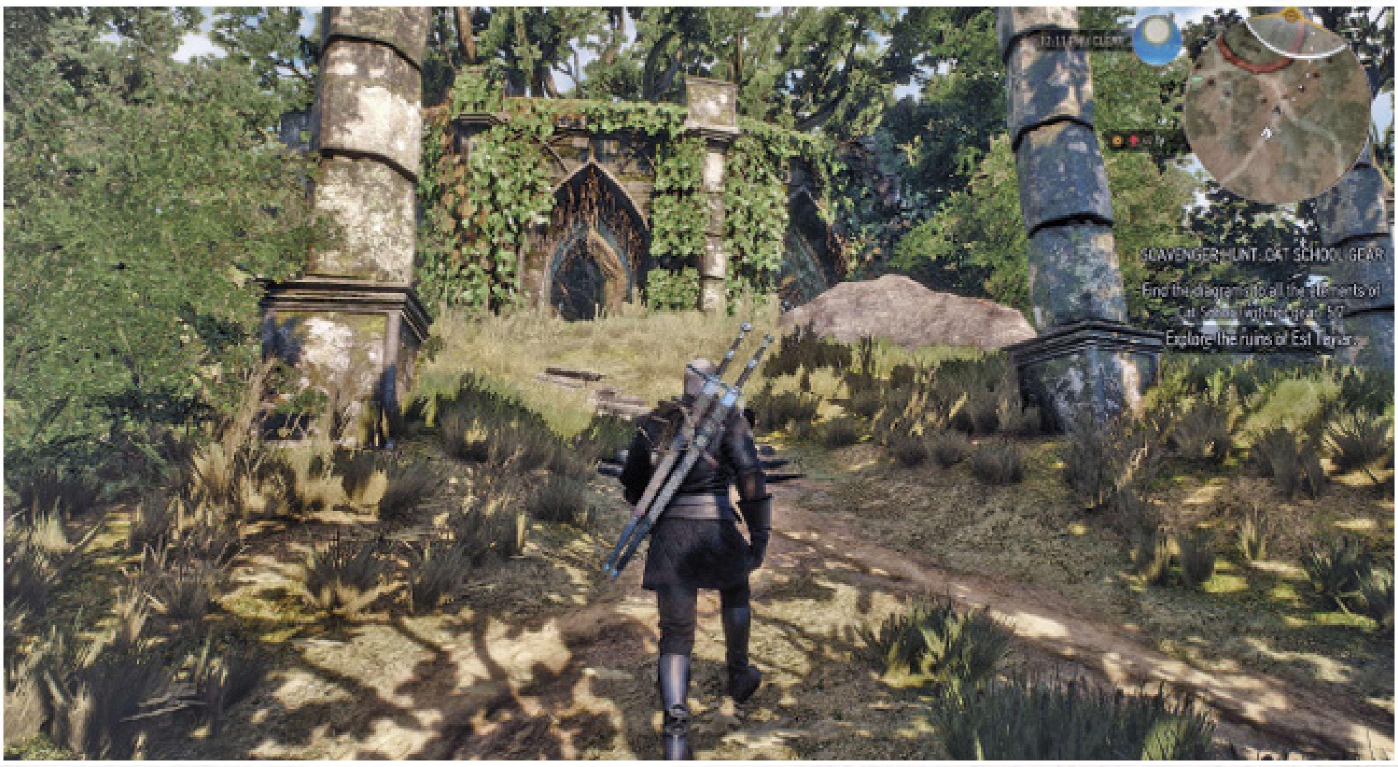
Cat School Gear (Basic)

Silver Sword: Walled Up Alive In Est Tayiar

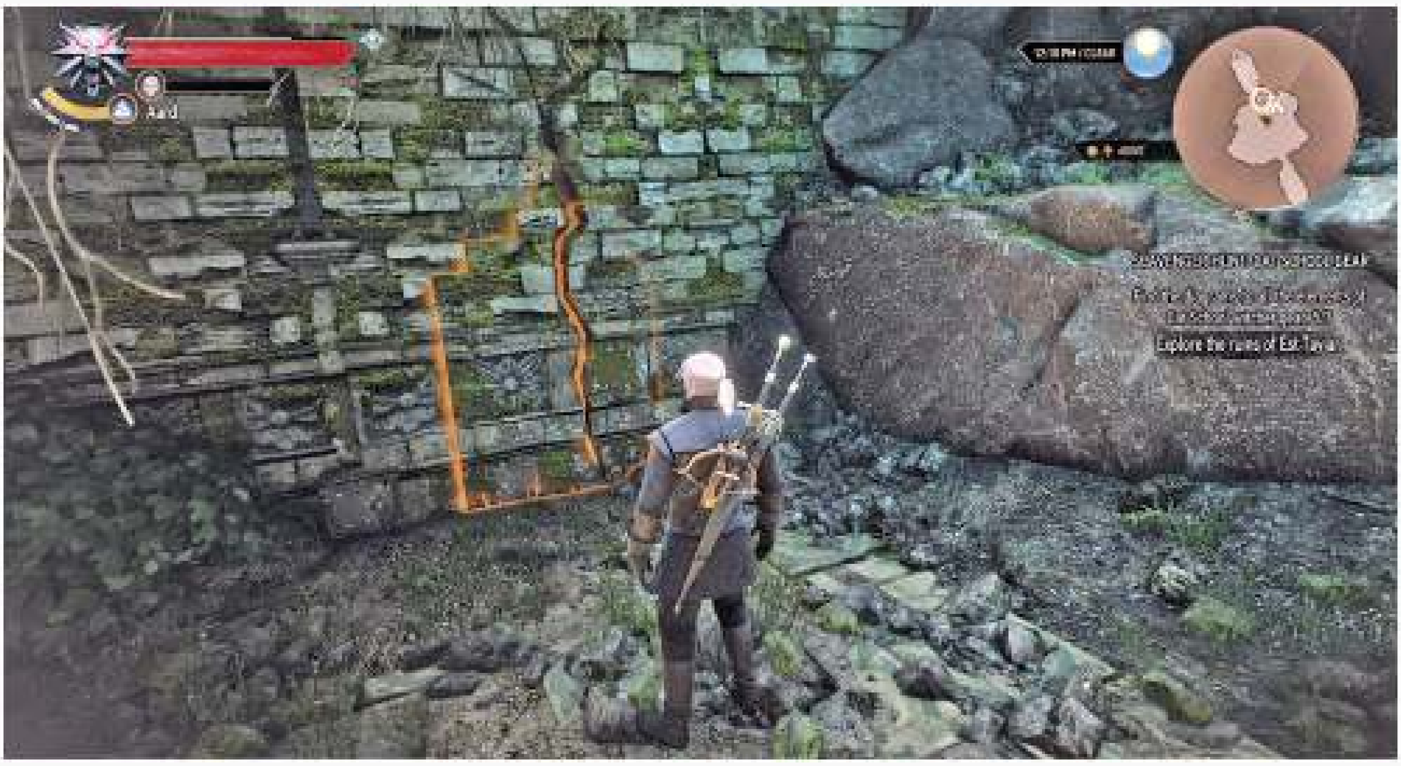
OBJECTIVES

- Explore the ruins of Est Tayiar

Search the northeastern part of Novigrad, and the Gustfields Territory in particular, to uncover the elven ruins of Est Tayiar. This ancient subterranean labyrinth is also said to be the hideout for Phillipa Eilhart. Visit the overgrown ruins, ignoring (or battling) any witch hunters on the surface. Descend down the slit of earth at the entrance.


SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear 0/7
Explore the ruins of Est Tayiar

Use Aard to break a loose wall to the southeast, when you're down below in an entrance chamber of elven tile floor. The wall reveals a small antechamber with a corpse to loot. Read the notes the professor left; it references Castle Drahim. The Witcher apparently murdered one of the professor's men and left the poor fellow to die in here.


Aard
SCAVENGER HUNT: CAT SCHOOL GEAR
Explore the ruins of Est Tayiar

Items: Professor Sigismund Gloger's notes, Diagram: Feline silver sword

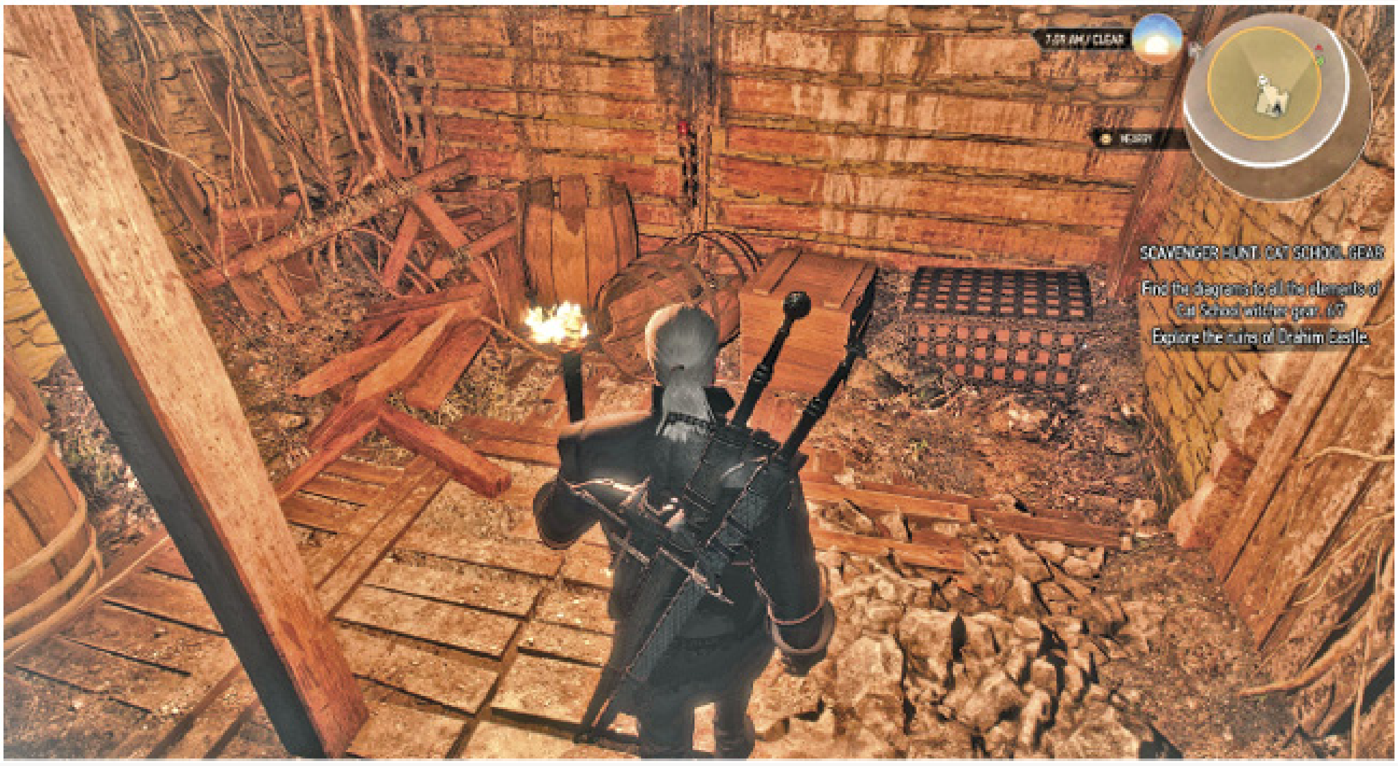
Cat School Gear (Basic)

Steel Sword: The Trial Of Witcher Kiyan Is Complete

OBJECTIVES

- Explore the ruins of Drahim Castle.

From Est Tayiar, you can journey almost due west to the territory of Grassy Knoll (south of Novigrad city). Find the small castle perched on a hill, and watch for some bothersome bandits, who may attack from horseback (but not if you push them off their steeds using Aard).


7:09 AM / CLEAR
NEARBY
SCAVENGER HUNT: CAT SCHOOL GEAR
Find the diagrams to all the elements of Cat School witcher gear. 6/7
Explore the ruins of Drahim Castle

Though there’s a blood trail leading to the cellar, and an unnaturally pale and cracked corpse at the bottom, this isn’t part of your quest (this is part of Contract: The White Lady). Instead, look for the wolf sign on the boulder to the left of the castle tower entrance. Enter the tower (burst through the door using Aard), and take the ladder down into the tower cellar. There are a few chests with valuables to loot, but the real prize is the “glittering” chest in the corner. Gather the diagram and journal, the latter of which tells you more about Witcher Kiyan’s work for Prince Adrien). This isn’t required reading, as you should now have all seven diagrams, and the quest concludes.

Items: Prince Adrien’s journal, Diagram: Feline steel sword

Cat School Diagrams – Part 1 (Enhanced)

Boots (Enhanced): Trespassing In The Wyvern's Den

DANGER ALERT SPOILER ALERT

CAT SCHOOL DIAGRAMS – PART 1 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Cat School Diagrams – Part 2

LOCATIONS: Royal Wyvern's Cave (Unmarked, Velen), Aeramas' Abandoned Manor (Novigrad), Southern Gate (Novigrad City), Poor Lodgings (Unmarked, The Bits, Novigrad City)

ENEMIES: Royal Wyvern, Wyverns

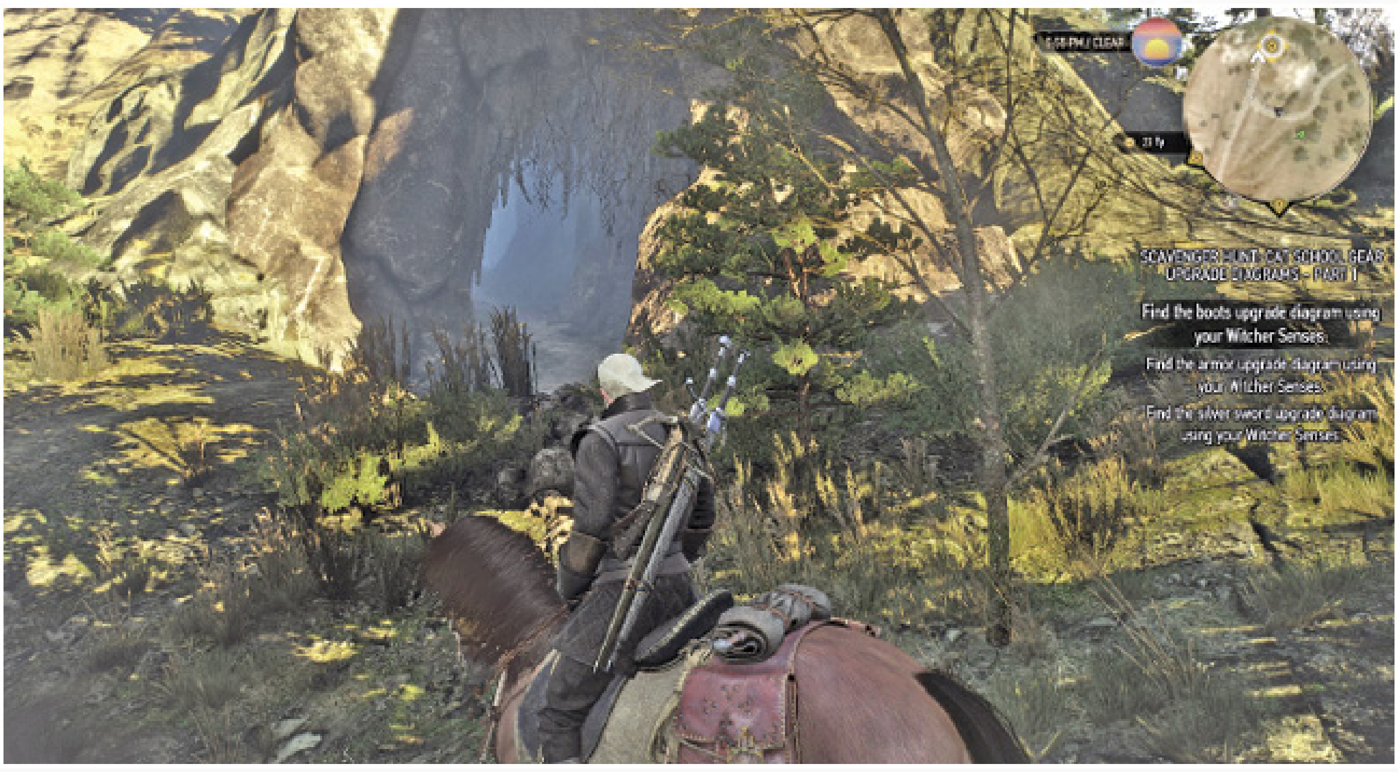
OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

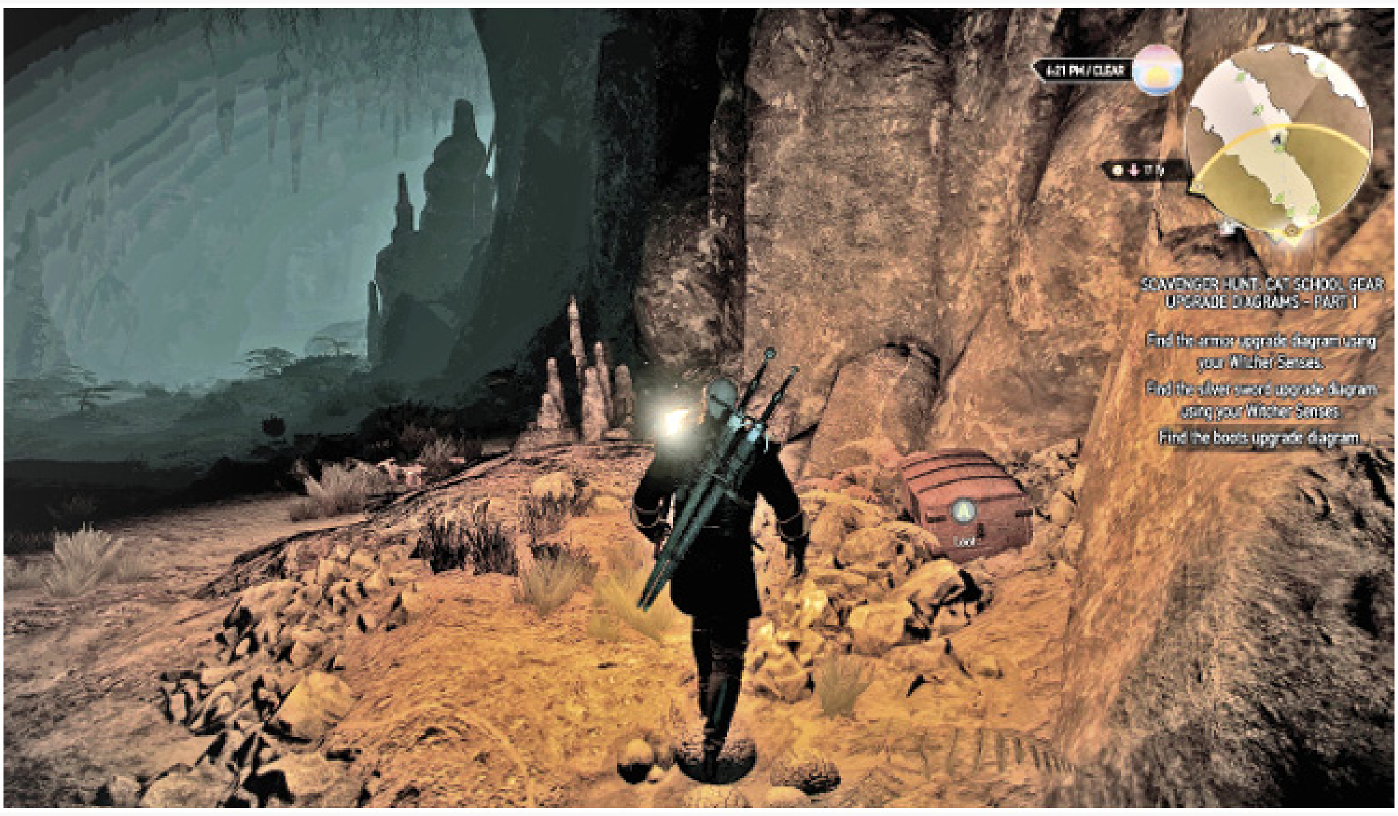
QUESTING DECISIONS

These are the first three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). One of the diagrams is found in Velen, and two are in Novigrad.

East of Toderas and south of the Grotto, and across the rough hillside north of Benek, is a hillside cave with two entrances. If you've completed Contract: Phantom of the Trade Route, you know this to be the nest of a Royal Wyvern, so take the lower, south entrance if you wish to avoid combat.


SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 1
Find the boots upgrade diagram using your Witcher Senses.
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

The wolf sign is at the south cave entrance, on the right rock wall. Venture north up the entrance tunnel (if you find some hiding villagers, you've ventured too far). Keep to the right, looking along the right wall for the chest among the rubble and ferns.


SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 1
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.
Find the boots upgrade diagram

Items: Diagram: Feline boots – enhanced

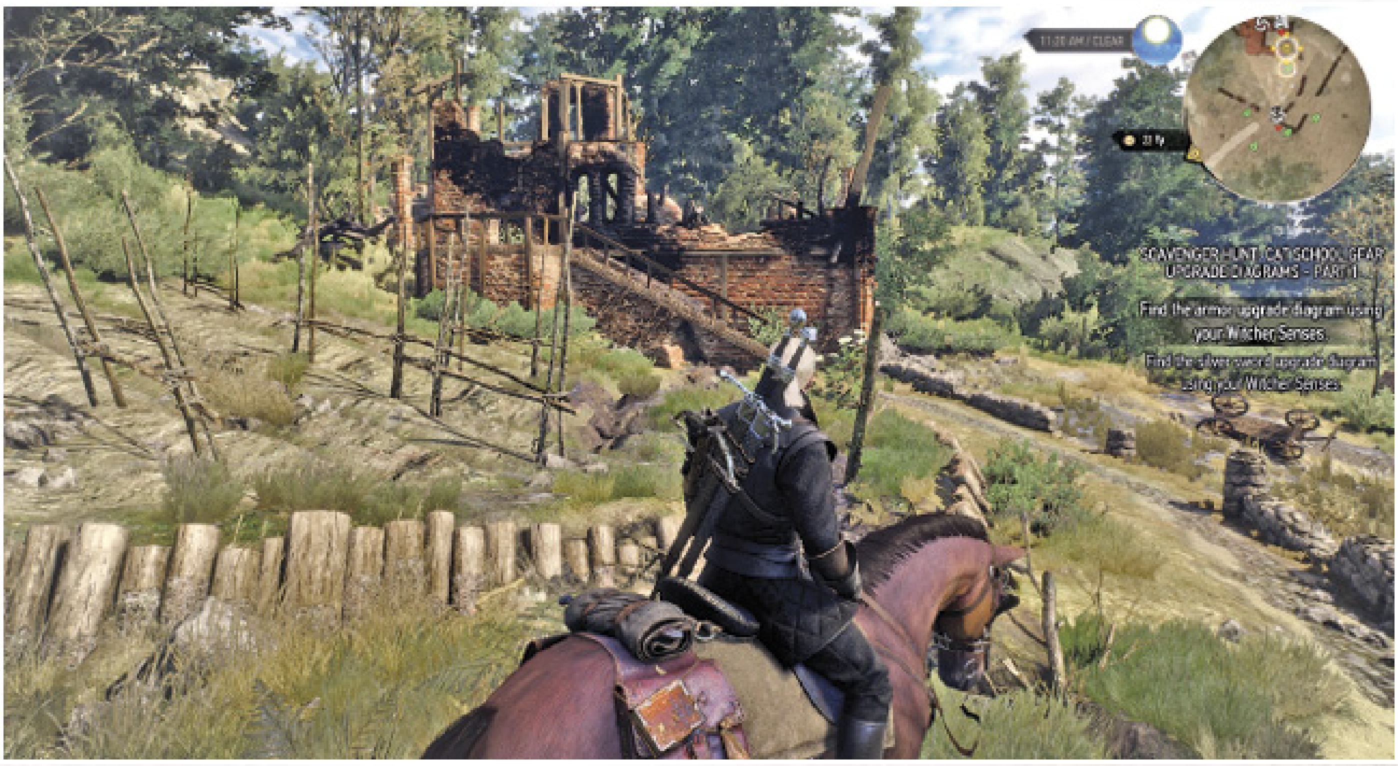
Cat School Diagrams – Part 1 (Enhanced)

Armor (Enhanced): Traversing The Abandoned Manor

OBJECTIVES

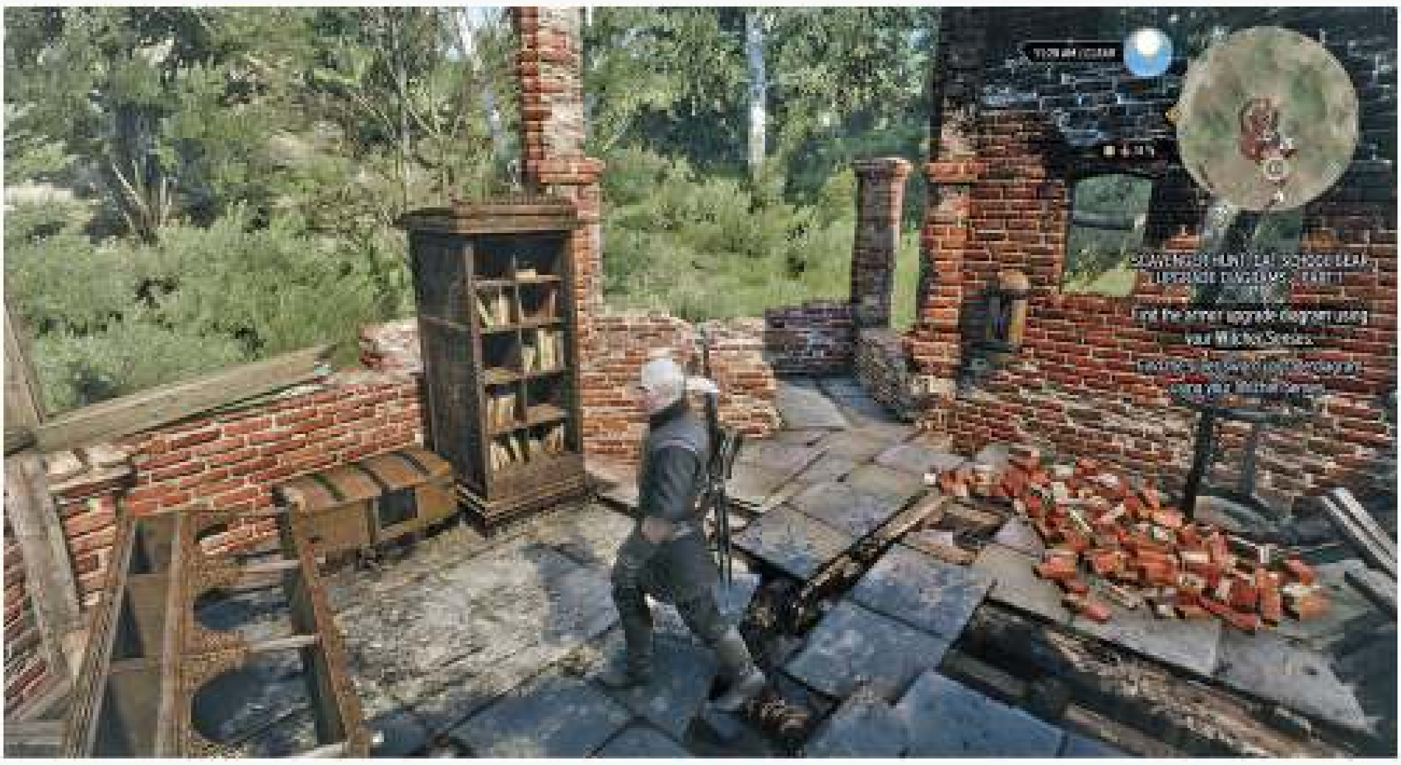
- Find the armor upgrade diagram using your Witcher Senses.

Due east of Oxenfurt in the large territory of Gustfields, is a minor trail to take through the woods, until you reach the remains of two brick gate columns indicating the threshold to the once-grand Aeramas' Estate.


11:20 AM / CLEAR
SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS - PART 1
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

There's a strange smell of cheese in the air, which becomes all the more apparent if you complete Secondary Quest: Of Dairy and Darkness at this location.

For now, climb the stairs and head up to the ruins of the upper floor, above the pentangle. Between an upturned sideboard and a bookcase on the octagonal upper area is the chest you require.



Items: Diagram: Feline armor – enhanced

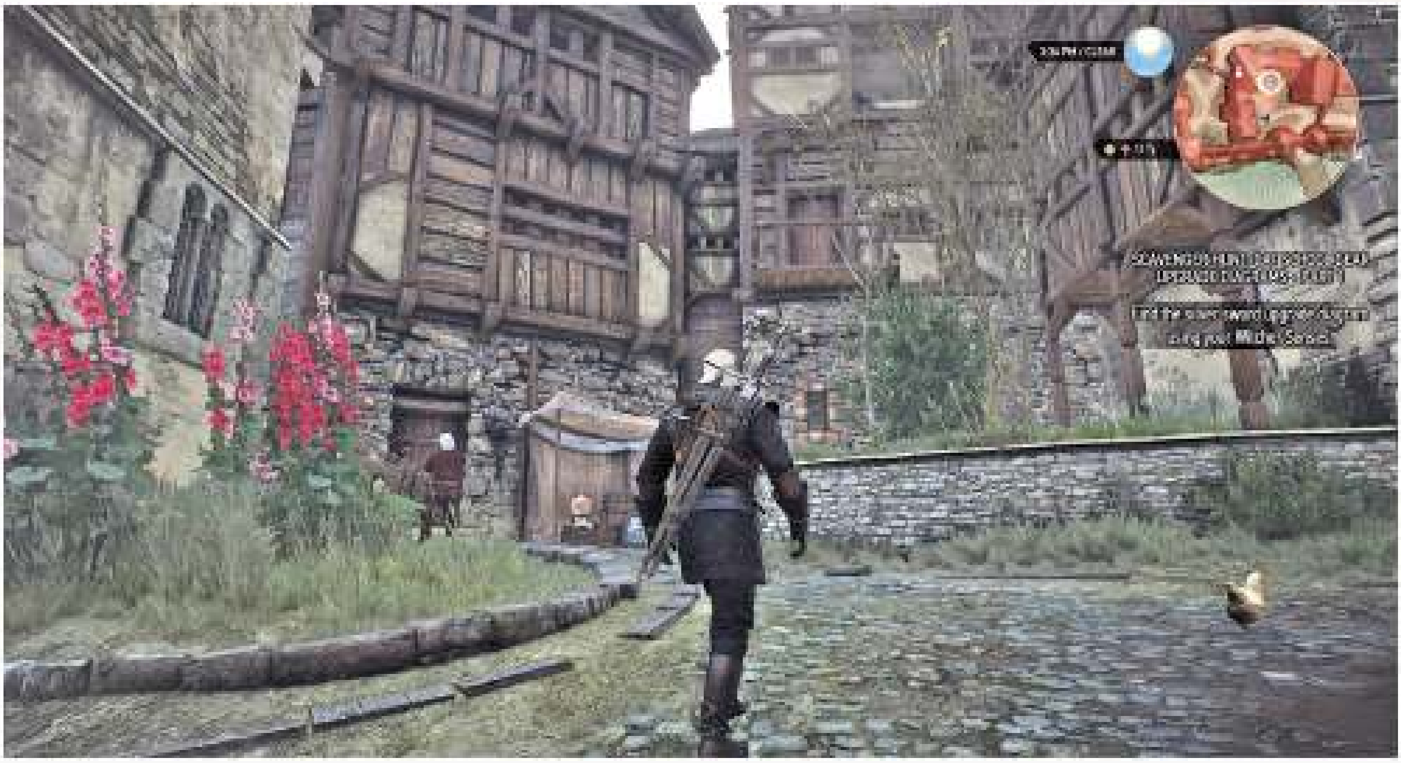
Cat School Diagrams – Part 1 (Enhanced)

Silver Sword (Enhanced): Up Into Squalor

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

Visit either the Oxenfurt Gate or Southern Gate on the east side of the City of Novigrad. From the Southern Gate, it's a straight shot into The Bits, northward across the cobblestones, through a small archway tunnel, to a grime-filled courtyard.



Behind the small hedge and dead trees on the upper grass area is a ladder. Climb it (from the correct direction!), and head inside a squalid lodging house. Take the stairs to your right immediately, to an upper floor and small bedroom. Loot the chest on the southern wattle-and-daub wall.

Items: Diagram: Feline silver sword – enhanced

Cat School Diagrams – Part 2 (Enhanced)

Gauntlets (Enhanced): Necrophages In The Quarry

DANGER ALERT SPOILER ALERT

CAT SCHOOL DIAGRAMS – PART 2 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Cat School Diagrams – Part 1, 3

LOCATIONS: Codgers' Quarry (Velen), Oxenfurt (Novigrad), Blacksmith's Shop (Unmarked, Oxenfurt), Toderas (Velen), Reardon Manor (Velen), Hog Hut (Unmarked, Velen)

ENEMIES: Alghouls, Bandits

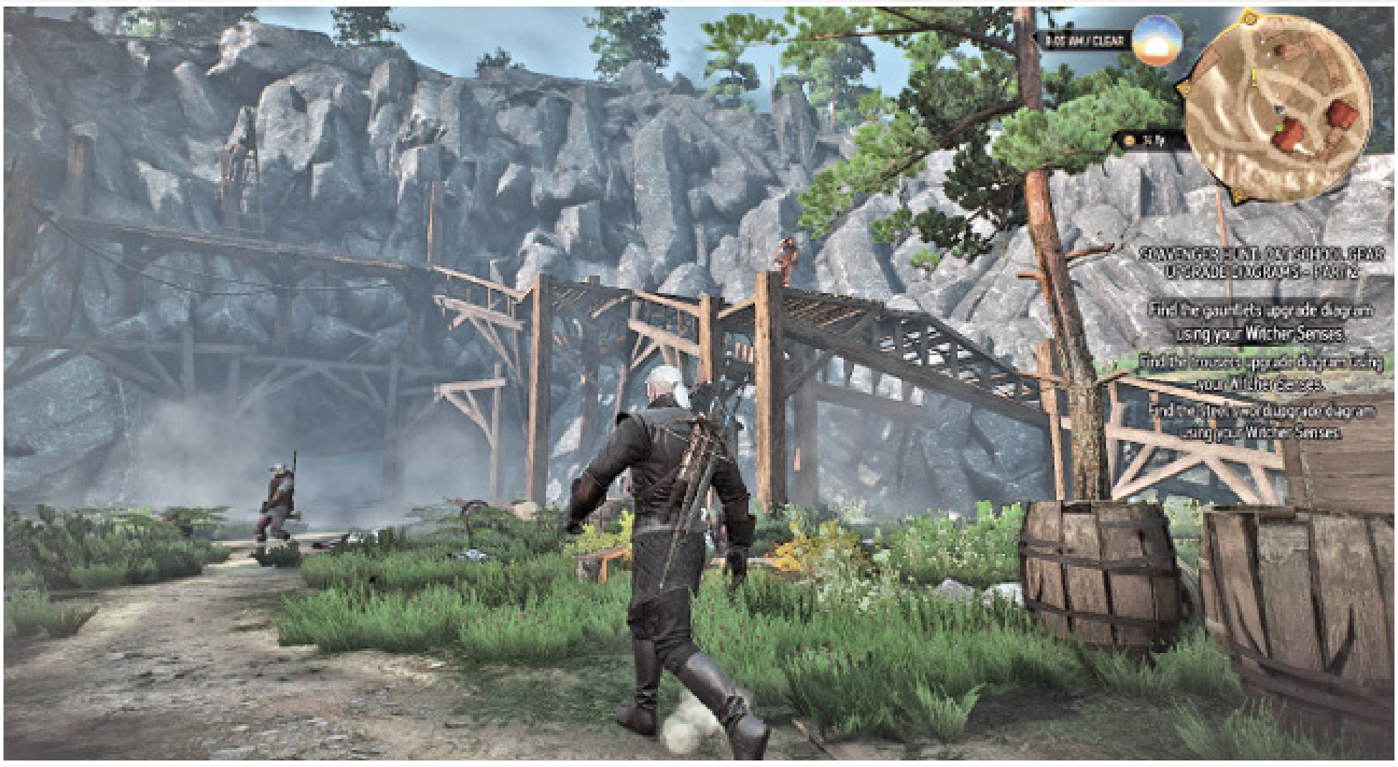
OBJECTIVES

- Find the gauntlets upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the second three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). Two of the diagrams are found in Velen, and one is in Novigrad (the city of Oxenfurt).

Time to do some digging around in Codgers' Quarry; head there and speak to the initially-unpleasant peasant looters (Secondary Quest: Looters (II)). Combat occurs, but not with the peasants; there are three prowling Ghouls to cut down before you're able to search.



Head southwest, into the dark quarried area where the necrophages came from. Check the right wall for the wolf sign, then head into the quarried area, moving to the fern-filled back of the large alcove where the chest is.

Items: Diagram: Feline gauntlets – enhanced

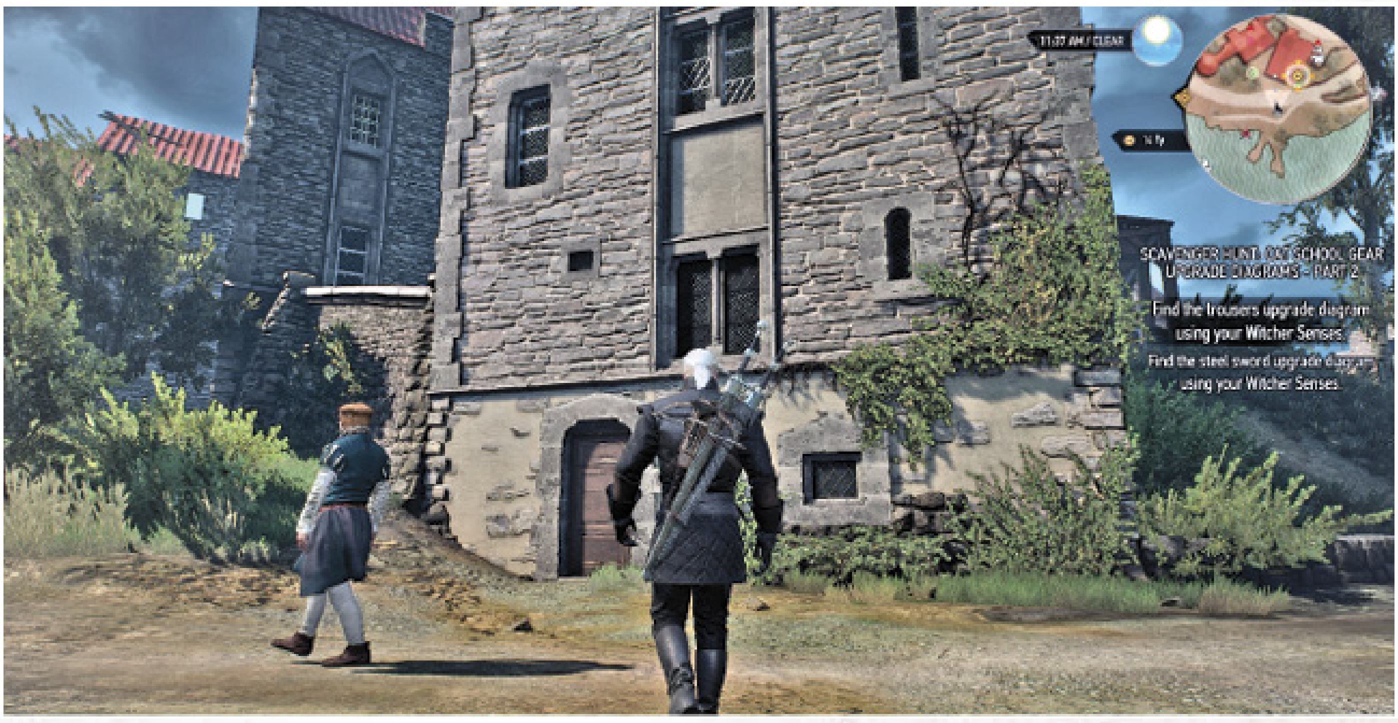
Cat School Diagrams – Part 2 (Enhanced)

Trousers (Enhanced): Hidden Alcoves In The Sewers

OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

Visit the second city of Oxenfurt, heading in via the Western Gate and moving eastward, toward the blacksmith's residence. Pass him by, heading around to the lower, rear entrance to his building, by the water. Enter the door shown in this picture.

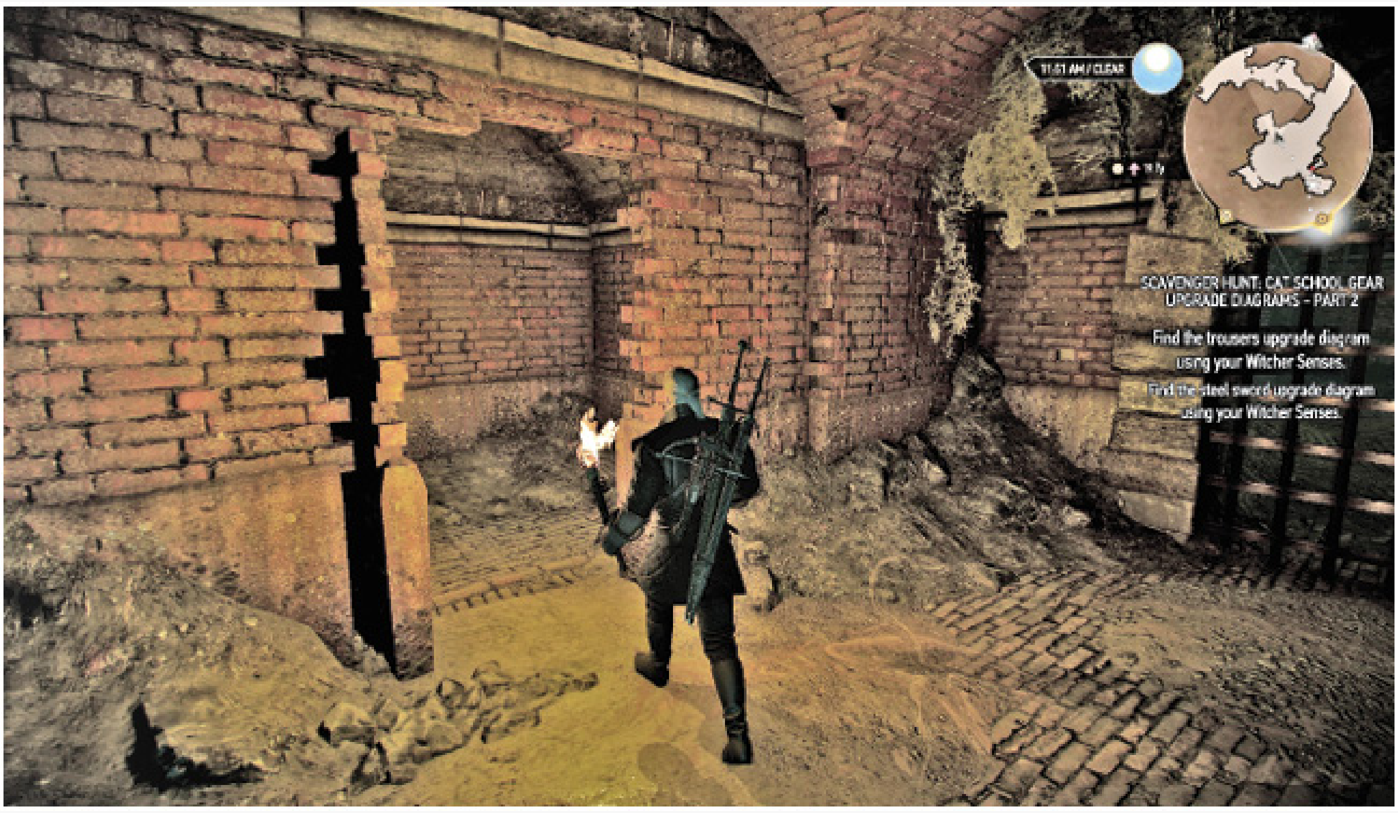


SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 2

Find the trousers upgrade diagram using your Witcher Senses.

Find the steel sword upgrade diagram using your Witcher Senses.

Turn immediately right once you enter, ignoring the stairs up. Instead, use the ladder to descend into a small cellar, with a broken wall leading into Oxenfurt's sewers. Step through the brick wall opening, and view a second brick wall opposite, to the west. Use your Witcher Senses to find a protruding brick to the right. Use it, opening the secret section of wall that leads to an alcove with the chest.



SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 2

Find the trousers upgrade diagram using your Witcher Senses.

Find the steel sword upgrade diagram using your Witcher Senses.

Items: Diagram: Feline trousers – enhanced

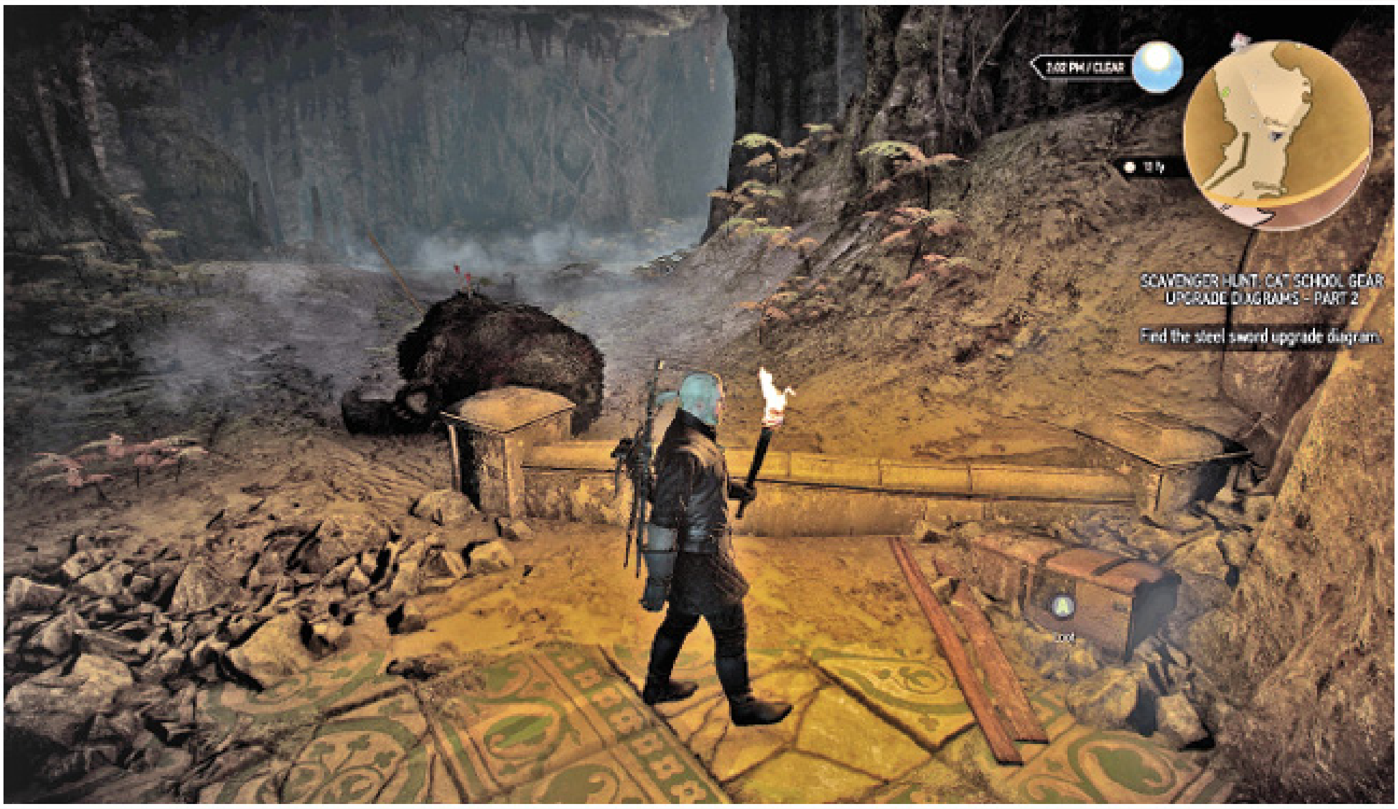
Cat School Diagrams – Part 2 (Enhanced)

Steel Sword (Enhanced): Hiding A Haul In The Hog Hut

OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

Back in Velen, mid-way between Toderas and Reardon Manor in the wooded hills and dales of this once-picturesque place, is a small cave opening. Check the left rock wall at the entrance to uncover the wolf sign.


2:02 PM / CLEAR
SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the steel sword upgrade diagram.
Loot

This place may be teeming with bandits attempting to enter an elven temple. The area is known locally as the “Hog Hut”, for reasons which become apparent during Secondary Quest: Fool’s Gold. For now, pass the dead bear and find the chest you seek along the left wall, at the start of the elven floor tiles.

Items: Diagram: Feline steel sword – enhanced

Cat School Diagrams – Part 3 (Superior)

Steel Sword (Superior): Assault In The Cavern

DANGER ALERT SPOILER ALERT

CAT SCHOOL DIAGRAMS – PART 3 (SUPERIOR)

RELATED QUESTS: Scavenger Hunt: Cat School Diagrams – Part 2, 4

LOCATIONS: Cavern (Novigrad), Earth Elemental Ruins (Unmarked, Velen), Ursten (Novigrad), Rock Troll Cavern (Unmarked, Velen)

ENEMIES: Drowners, Golem, Earth Elemental, Nekkers

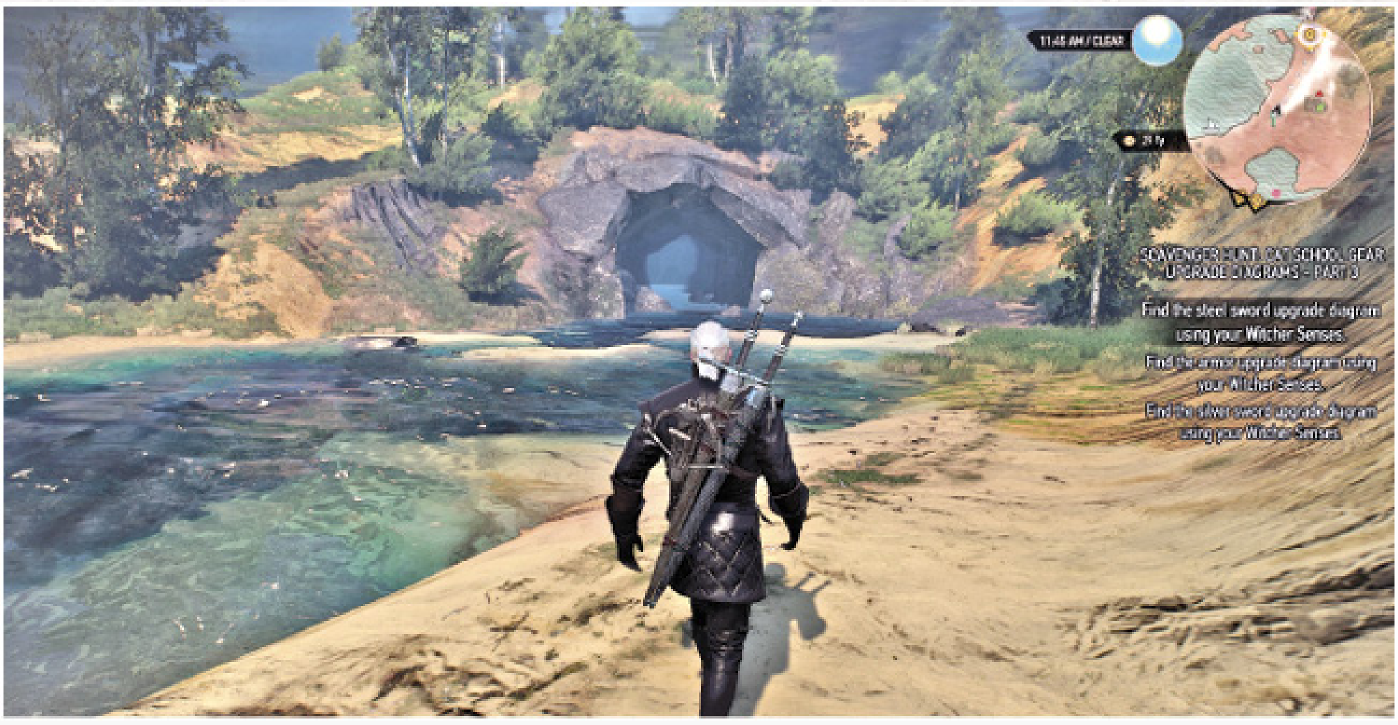
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the six Diagrams (Superior) to find in three separate locations (diagrams for the wearable items are grouped together). One of the diagrams is found in Velen, and two are in Novigrad.

Northeast of Temple Isle (Novigrad City) along the coast of Gustfields is the appropriately-named Cavern signpost. Battle any Drowners along the sands before wading into the cave mouth. The large boulder right of the cave has the wolf sign scrawled onto it.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SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the steel sword upgrade diagram using your Witcher Senses.
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

The cave is waterlogged, but the water level is low enough to allow full maneuverability. This is handy, as there's a terrifying Golem guarding a small wood platform at the back of the cave, which holds the chest you seek. Slay or avoid the Golem before gathering the loot.

Items: Diagram: Feline steel sword – superior

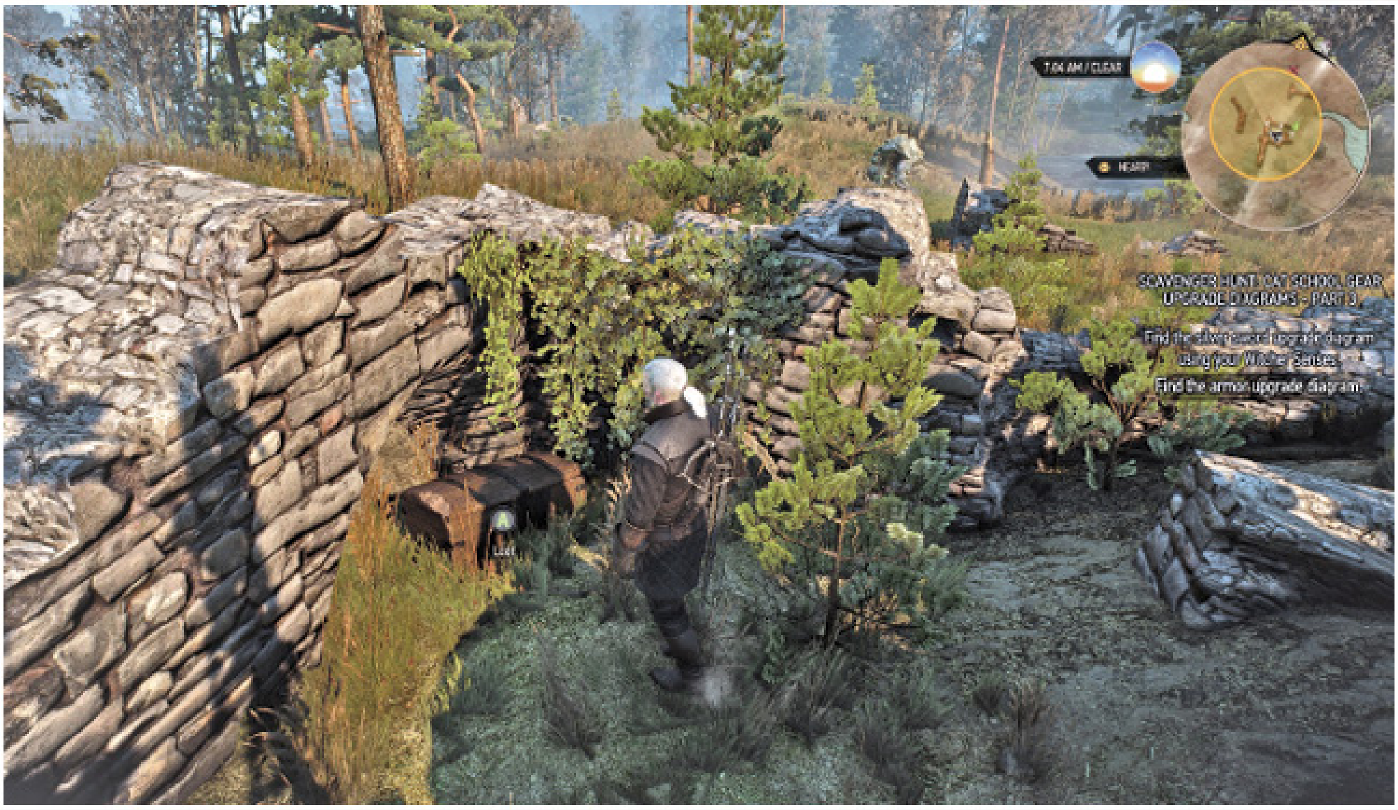
Cat School Diagrams – Part 3 (Superior)

Armor, Boots, Gauntlets, And Trousers (Superior): Attack At The Ruins

OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

Over in Crookback Bog, along the southwestern marsh shores relatively close to the Dragonslayer's Grotto, is a small set of stone ruins guarded by a frightening Earth Elemental.



SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS - PART 3

Find the silver sword upgrade diagram using your Witcher Senses.

Find the armor upgrade diagram.

Check a section of stone ruins on the north edge of this small unmarked location for the wolf sign, then avoid the Earth Elemental, or attack it, and discover the chest slightly south of the sign, nestled in a ruined corner of ivy and evergreen saplings.

Diagram: Feline armor – superior, Diagram: Feline boots – superior, Diagram: Feline gauntlets – superior, Diagram: Feline trousers – superior

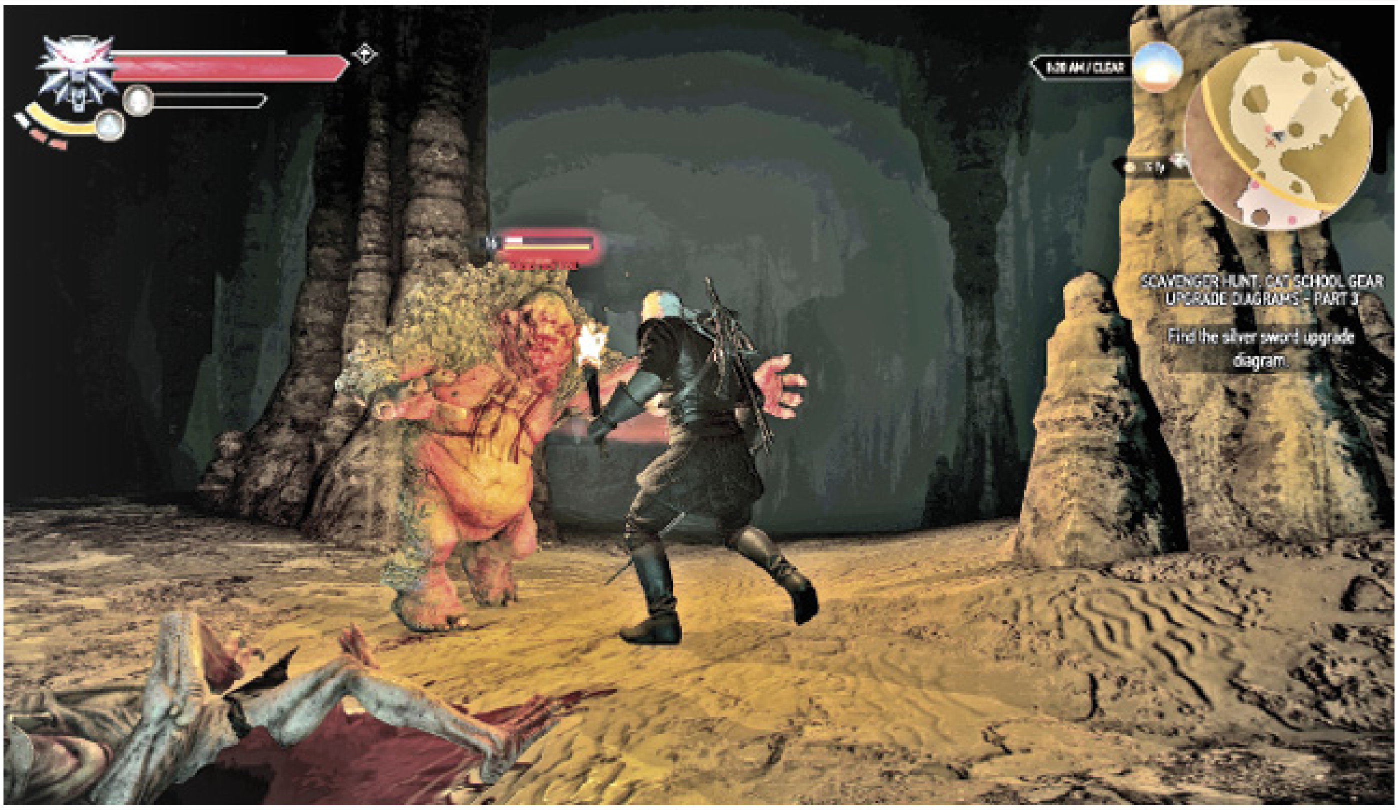
Cat School Diagrams – Part 3 (Superior)

Silver Sword (Superior): Carnage In The Cavern

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

Visit the village of Ursten, and take a small trek into the forest to the east of this settlement. Search out a small dell with a cave entrance, and remove the bothersome Nekker duo outside.


SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the silver sword upgrade diagram.

Venture into the cave (after checking the right entrance wall for the wolf sign), and a Nekker infestation attempts to swarm you. Stay in the entrance tunnel and make short work of around six more Nekkers. Then head into the larger cavern beyond, where you face a rabid rock troll. Only then can you search the cavern, checking the climbable ledges to the east, blasting through stalagmites with Aard, to reveal a chest alcove.

Items: Diagram: Feline silver sword – superior

Cat School Diagrams – Part 4 (Mastercrafted)

Steel Sword (Mastercrafted): Death From Within, Treasure Above

DANGER ALERT SPOILER ALERT

CAT SCHOOL DIAGRAMS – PART 4 (MASTERCRAFTED)

RELATED QUESTS: Scavenger Hunt: Cat School Diagrams – Part 3

LOCATIONS: Kaer Gelen (Ard Skellig), Trottheim (Faroe),

ENEMIES: Noonwraith, Wraiths, Harpies, Sirens

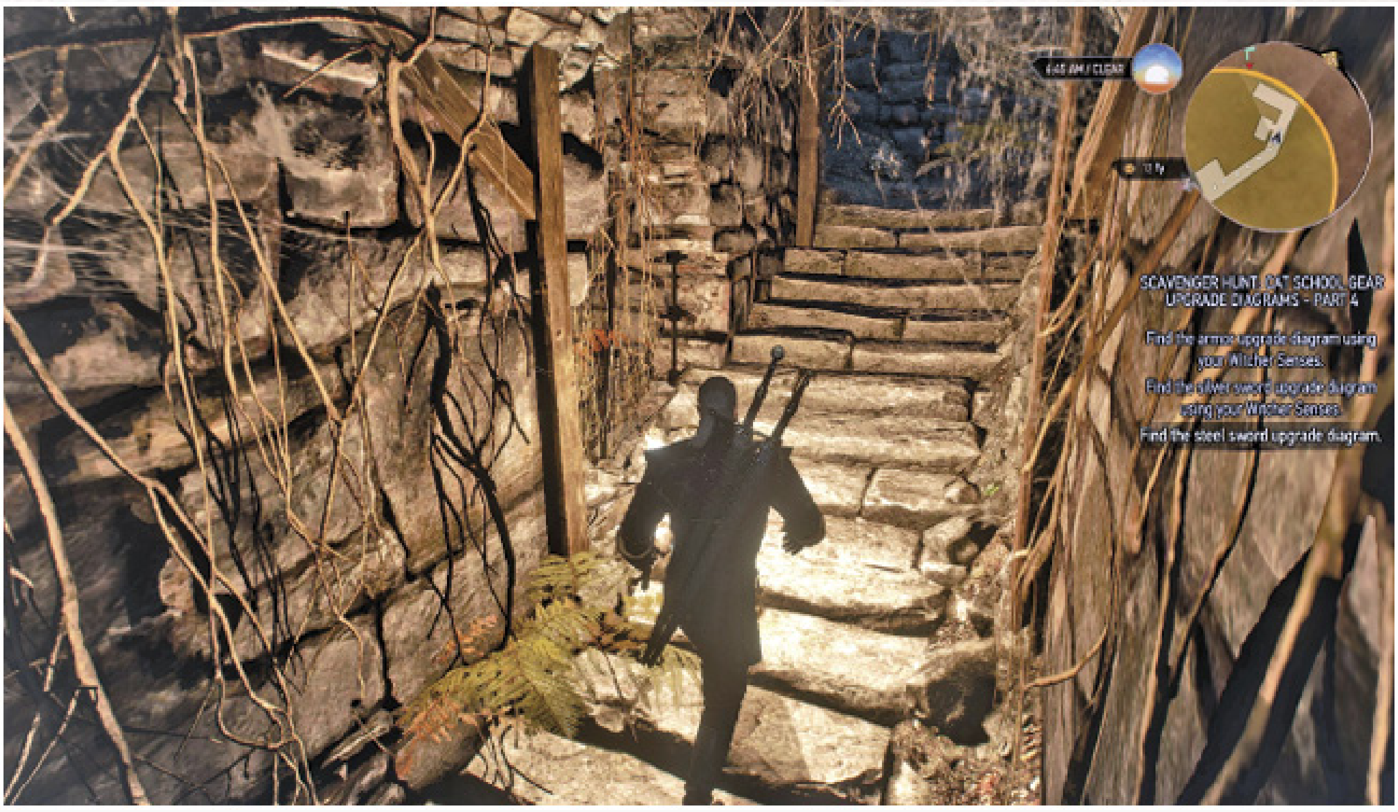
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the six Diagrams (Mastercrafted) to find in three separate locations (diagrams for the wearable items are grouped together). All six diagrams are found in Skellige.

The abandoned fortress of Kaer Gelen, east of the Miner's Camp and north of the Abandoned Sawmill in the northern climes of Ard Skellig, holds its fair share of secrets, including a Noonwraith at its threshold. Climb the steep slope to the main entrance and signpost, which is blocked. Then enter via the side portcullis arch, which is open.


4:45 AM / CLEAR
SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.
Find the steel sword upgrade diagram.

After being set upon by four wraiths, dismiss these spirits, and head south down the main corridor. The wolf sign is on the stone wall at the junction where there are cobwebbed stairs to the right (west). Take these stone steps up and check the left wall for a small alcove; step in to claim the loot from a chest.

Items: Diagram: Feline steel sword – mastercrafted

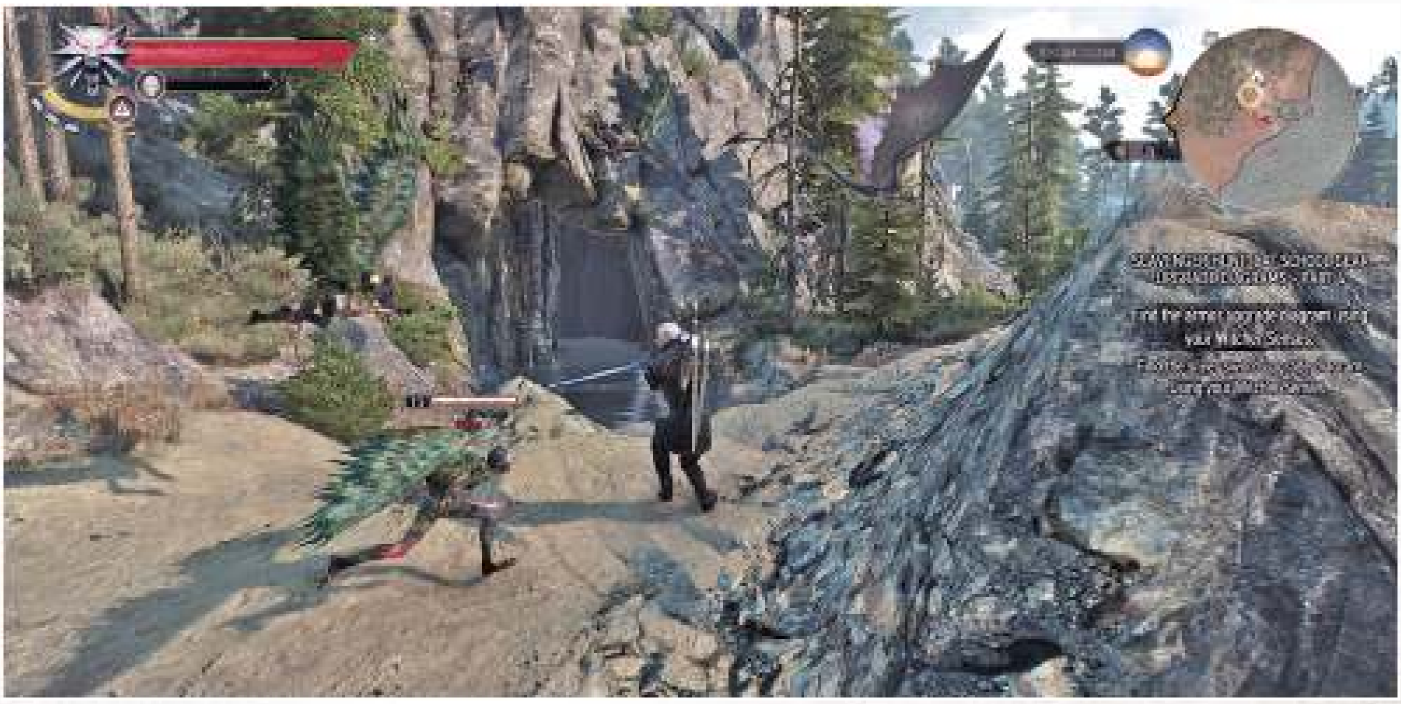
Cat School Diagrams – Part 4 (Mastercrafted)

Armor, Boots, Gauntlets, And Trousers (Mastercrafted): Death From Above, Treasure Within

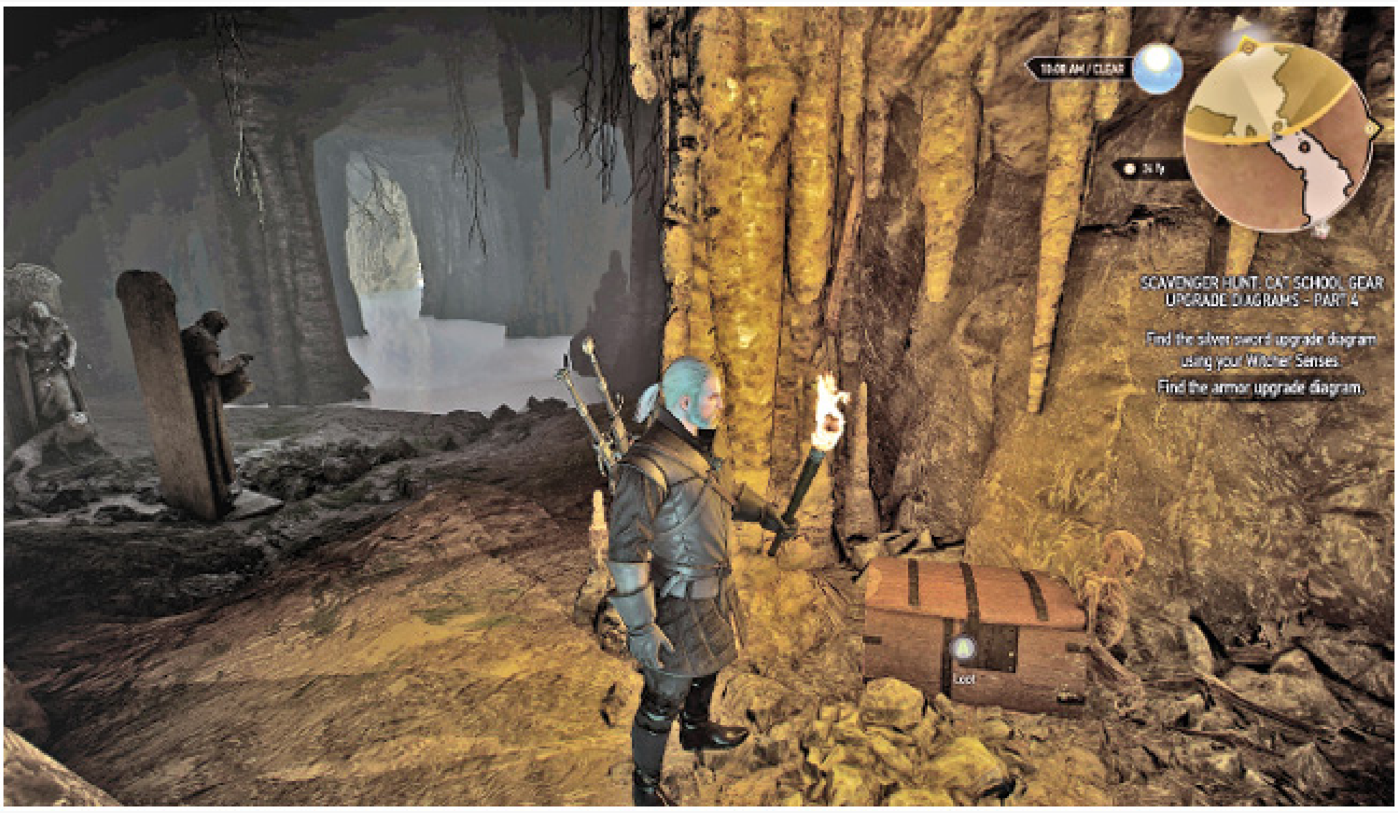
OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

Sail to the southeast isle of Faroe. Due south of Trottheim (which is full of slavers) is a rugged coastline filled with Sirens and Harpies. Expect a prolonged assault from the air. After the coast is (literally) clear, check the left wall of the cave mouth for the wolf sign, and wade inside.



This cave features three strange statues you can turn (until they become orange rather than red in your Witcher Senses) and unlock a door to more loot. But you're here for the four diagrams, so stay hugging the left wall as you enter, until you reach the chest behind a stalagmite column.


10:08 AM / CLEAR
SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the silver sword upgrade diagram using your Witcher Senses.
Find the armor upgrade diagram.
Loot

Items: Diagram: Feline armor – mastercrafted, Diagram: Feline boots – mastercrafted, Diagram: Feline gauntlets – mastercrafted, Diagram: Feline trousers – mastercrafted

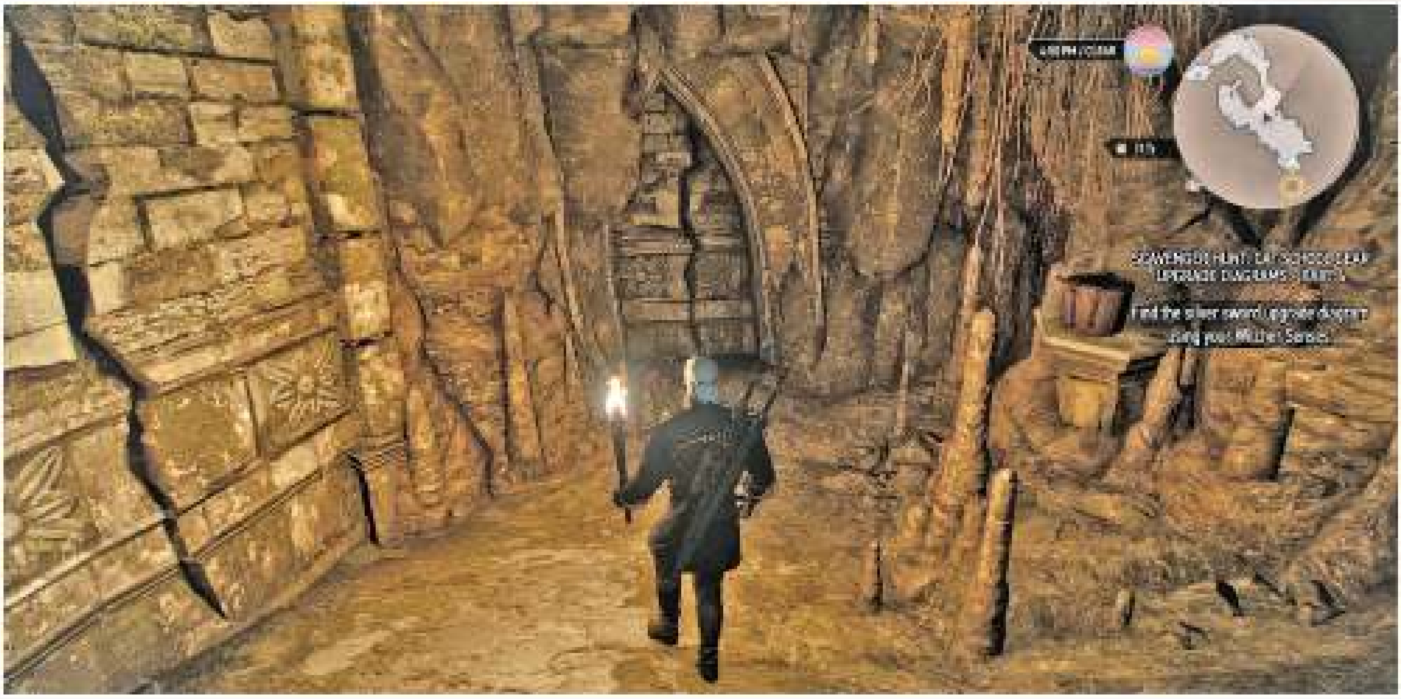
Cat School Diagrams – Part 4 (Mastercrafted)

Silver Sword (Mastercrafted): Treasure Above

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

Remain on Faroe for the last of the Cat School Gear; journey east from Harviken, up the hill trails and almost to the summit where the warrior's arena is located. Lower down the slope is a rocky promontory and cave.


SCAVENGER HUNT: CAT SCHOOL GEAR UPGRADE DIAGRAMS - PART 4
Find the silver sword upgrade diagram using your Witcher Senses.

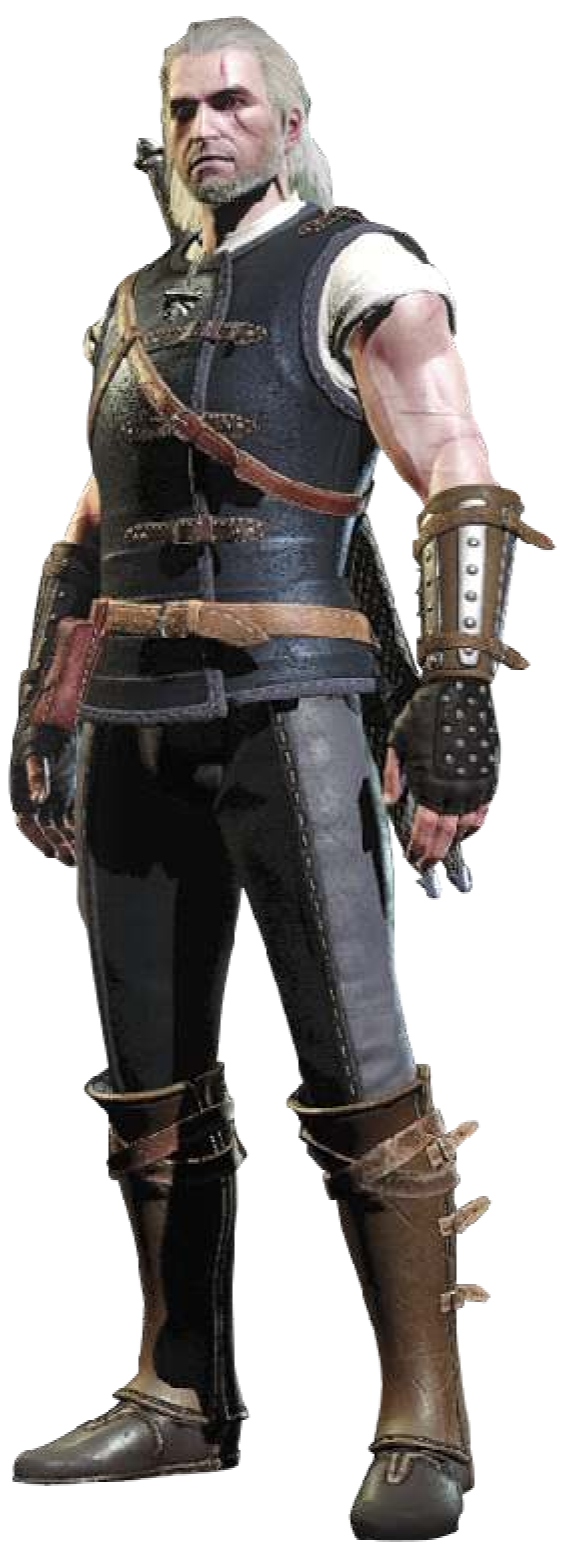
Inside are the remains of elven ruins. In front is a large cracked wall. To your right is a smaller cracked archway wall. Use Aard to break open both these walls, but the diagram is in a small tomb alcove behind the archway wall.

Items: Diagram: Feline silver sword – mastercrafted

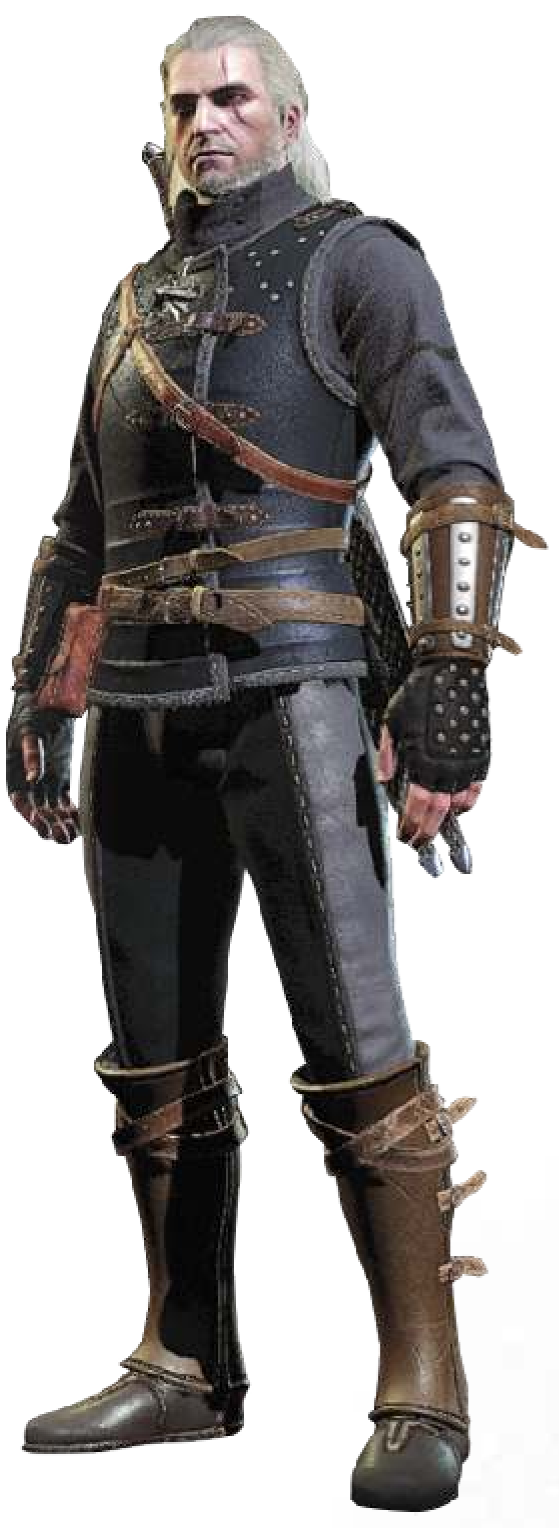
Cat School Diagrams – Part 4 (Mastercrafted)

End: The Taloned Talents Of Cat School Gear

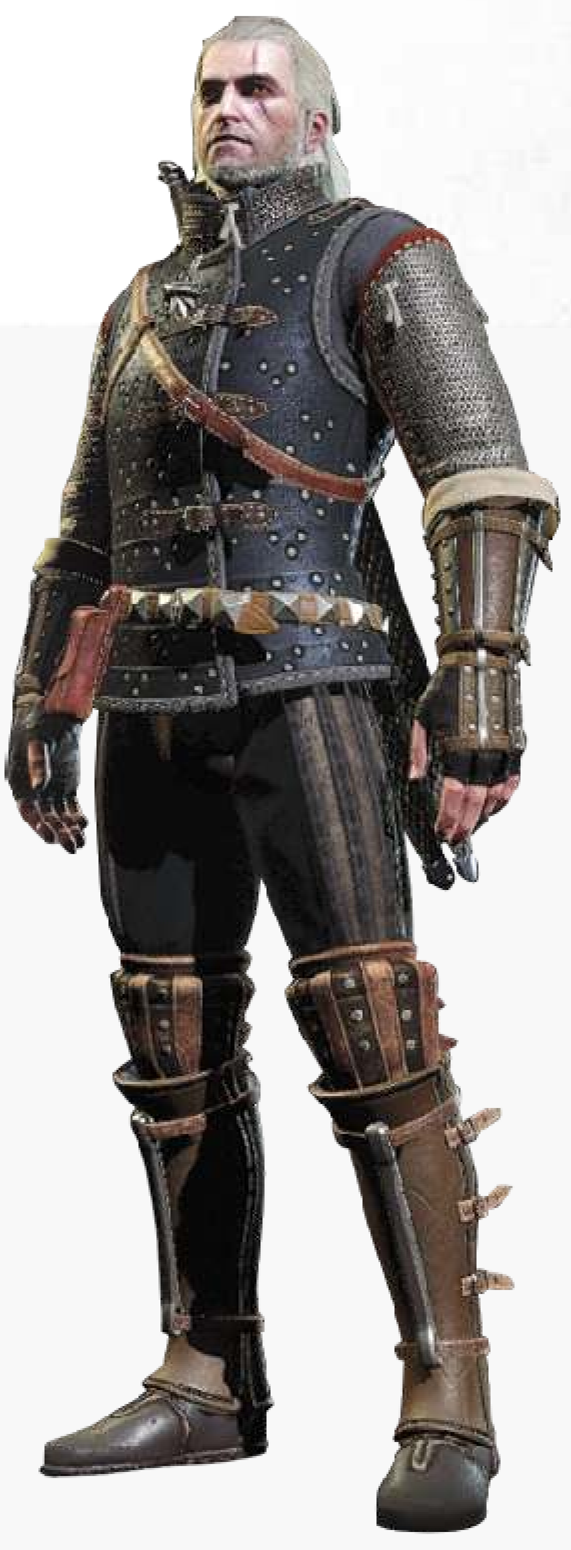
With bonuses to your Critical Hits and increased chances to cause bleeding from the swords (sometimes including dismemberments and other attack bonuses), and various resistances for the armor parts, the Feline Diagrams of the Cat School gear is a must for those Witchers intending to primarily use their swords over signs.



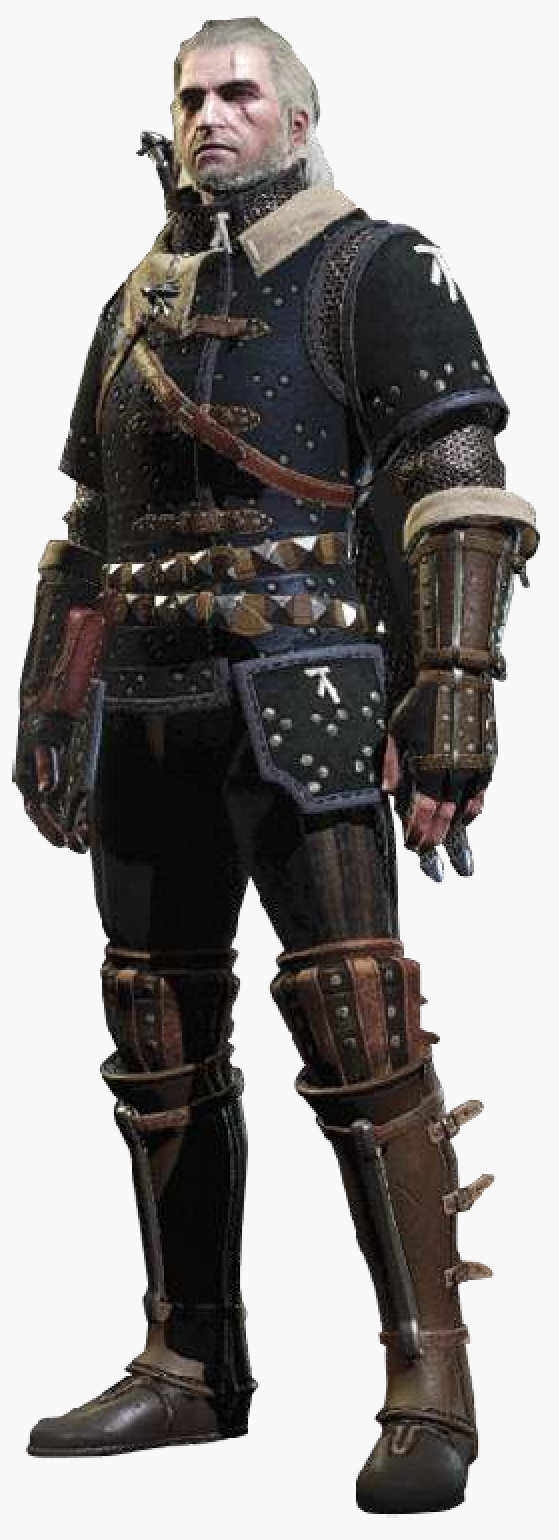
Feline Gear (Basic): Level 17 required.



Feline Gear (Enhanced): Level 23 required.



Feline Gear (Superior): Level 29 required.



Feline Gear (Mastercrafted): Level 34 required.

Bear School Gear

Preamble: Maps From The Adjunct Geographer Ibrahim Savi

DANGER ALERT SPOILER ALERT

BEAR SCHOOL GEAR

Location: Kaer Trolde (Ard Skellig)

CHARACTERS: Ibrahim Savi, Witcher Gerd

Recommended Items: 355 Crowns

HOW TO START THIS QUEST

Locating the Bear Witcher Gear diagrams is a task not well-suited to an amateur. It begins when you have concluded either of the following options:

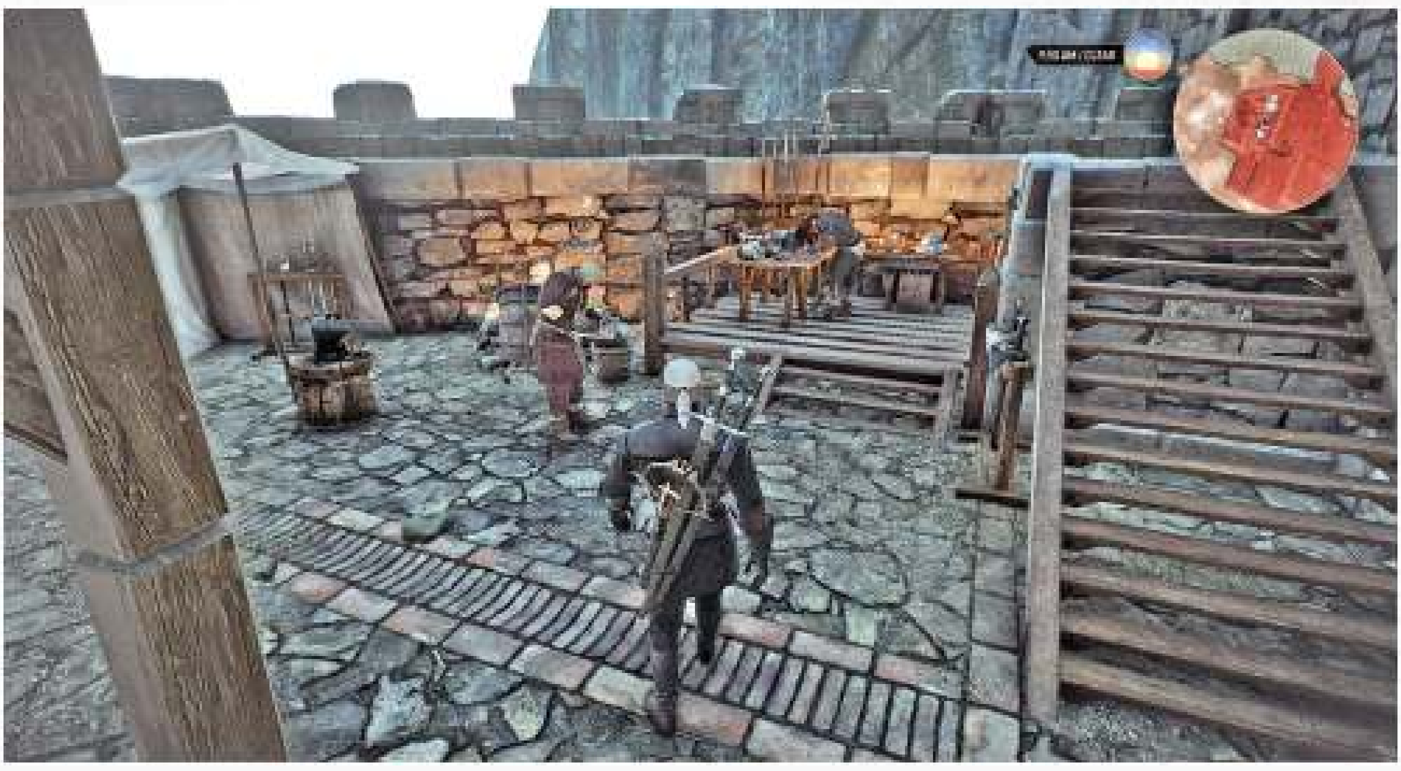
1. You explore Skellige, and stumble across the location of the Ursine Steel Sword, Ursine Silver Sword, Ursine Crossbow, or Ursine Gear (Armor, Boots, Gauntlets, and Trousers).

2. You explore Skellige and purchase a set of maps by the Adjunct in Natural History at Oxenfurt Academy, Ibrahim Savi, which details his notes into the Witcher Gerd. Any Ibrahim Savi map starts this Scavenger Hunt. Specific maps detail upgraded diagrams (each offers locations of between three and six enhanced, superior, or mastercrafted Bear gear diagrams). There is no upgrade to the Ursine Crossbow. There are a total of four Ibrahim Savi documents to buy.

Remember! You don't need any of Ibrahim Savi's maps to find the basic Bear Gear, though any document starts this quest anyway. As usual, you need to find the gear in the following order: Basic, Enhanced, Superior, and finally Mastercrafted.

IBRAHIM SAVI'S MAPS #1, #2, #3, AND #4: THE ARMORER OF KAER TROLDE

Travel to Ard Skellig, and visit the windswept armorer at Kaer Trolde. After checking his selection of goods, buy the all four of the maps (which should cost no more than 355 crowns for all of them). Then open and view them in your Inventory (under Quest Items).



Items: Ibrahim Savi's First Map, Ibrahim Savi's Second Map, Ibrahim Savi's Third Map, Ibrahim Savi's Fourth Map

BEAR GEAR: ON THE RIGHT PATH

The First Map allows you to find the Upgrade Diagrams: Part 1 (the silver sword, boots, and armor of the Enhanced Bear Gear Diagrams).

The Second Map allows you to find the Upgrade Diagrams: Part 2 (the gauntlets, steel sword, and trousers of the Enhanced Bear Gear Diagrams).

The Third Map allows you to find the Upgrade Diagrams: Part 3 (the gear (armor, gauntlets, trousers, and boots) steel sword, and silver sword of the Superior Bear Gear Diagrams).

The Fourth Map allows you to find the Upgrade Diagrams: Part 4 (the steel sword, gear (armor, gauntlets, trousers, and boots), and silver sword of the Mastercrafted Bear Gear Diagrams).

Bear School Gear (Basic)

Armor, Boots, Gauntlets, And Trousers: Scaling Yngvar's Fang

DANGER ALERT SPOILER ALERT

BEAR SCHOOL GEAR (BASIC)

LOCATIONS: Yngvar's Fang (An Skellig), Fort Tuirseach (Unmarked, An Skellig), Rogne (Ard Skellig), Fort Etnir (Unmarked, Ard Skellig), Old Watchtower (Spikeroog), Melusine's Cave (Unmarked, Spikeroog), Ruined Inn (Ard Skellig)

CHARACTERS: Ibrahim Savi

ENEMIES: Rock Troll, Sirens, Wraiths, Gargoyles, Ice Elemental, Bandits, Cyclops, Drowners, Sirens

OBJECTIVES

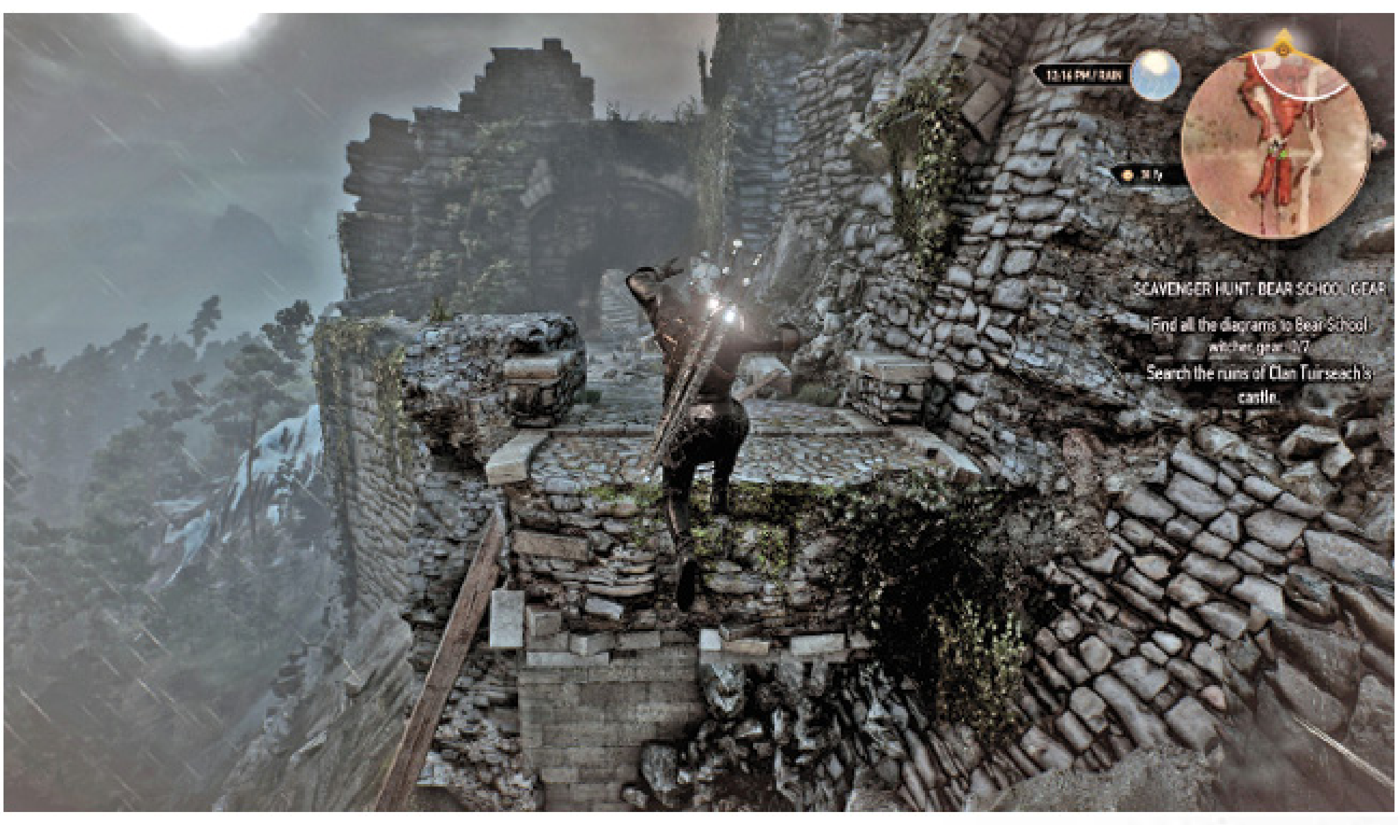
- Find all the diagrams to Bear School Witcher gear (7)
- Search the ruins of Clan Tuirseach's castle.

QUESTING DECISIONS

There are seven Diagrams to find in four separate locations. They can be found in any order, and whether or not you've come across Ibrahim Savi's maps on the Witcher Gerd. They are presented as the objectives appear if you read one of Ibrahim's maps first. All basic diagrams are found across Skellige. This quest can be started at any time, but the optimal opportunity is any time during or after Act I: Main Quest: Destination Skellige.

Fort Tuirseach is an unmarked (and dilapidated) location on An Skellig, which is a formidable ocean's distance away from the main island of Ard Skellig. Set sail heading to the port of Urialla Harbor. You'd be wise to speak to the women of this place, and begin the Secondary Quest: The Path of Warriors, since your journey requires you to undertake part of the aforementioned path. Now head northeast across the island until you reach the entrance to the Trail to Yngvar's Fang (the mountain). Beware of a rock troll guarding the entrance.

Run forward over the wooden bridge, and leap the gap before slaying a Siren. Wait for two more and defeat them as well. Coax them over with Axii or crossbow bolts. Then move right along the path, leap a gap, and make a tight left turn as you climb up and onto the natural rock bridge. Dash across the moss.


SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear 0/7
Search the ruins of Clan Tuirseach's castle.

MORE HASTE, LESS SPEED

Falling while maneuvering across this increasingly dangerous pathway, full of leaps and precise landing, requires you to keep a steady head, and a degree of patience. Save your progress before each new leap. Look for rocks stained with bird droppings to climb on as you continue onward and upward. If you fall, there's usually a period of backtracking. Or death spasms.

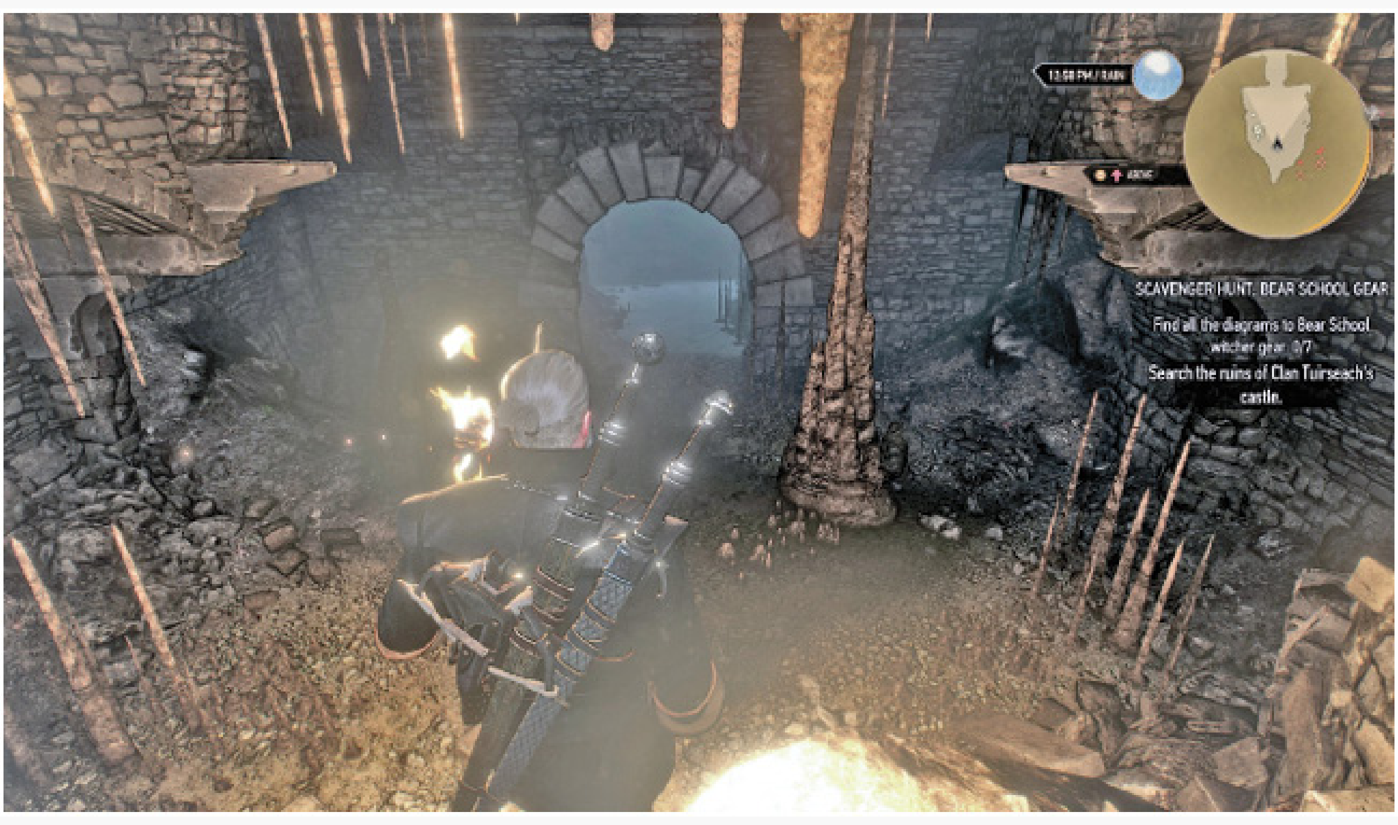
From the mossy bridge, leap and grab the ledge. Pull yourself up and make a series of sharp switchback turns as you zig-zag up the mountain trail. Leap the gaps and pass by two tattered flags showing your progress. Continue west along the trail which flattens out slightly, and leap the gaps along the slope after sliding down a little. When you can't continue any farther, look left and you see a series of ledges leading up into the mists to the peak of Yngvar's Fang. However, to the right is a wooden door. Push it open to enter the remains of Fort Tuirseach.

THE WAILING HORRORS OF FORT TUIRSEACH

Ignite the torches on your left and right of the barred throne room gate so you know where you've been. Head left, down the spiral steps to the lower dungeon level, lighting torches as you go. Ahead, wraiths are forming. Grab a scrap of paper (a ballad) and slay the first wraith. It guards a chest with treasure, close to a wall lever. Use the lever to open the cell gratings all along the walls.

Items: Ballad of Torgeir the Red

Two more wraiths appear. Slay them before heading through the open gratings, checking a number of cells. Three hold dead prisoners, but one offers a drop into a cave tunnel. Drop down to the south, turn right (west), and explore under the dungeon. These are stone catacombs, with another two wraiths to face. Find the stone steps up (north) to a ruined spiral staircase. Climb the rock ledges to a blockage, which is soon removed with Aard.


SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear 0/7
Search the ruins of Clan Tuirseach's castle.

OBJECTIVES

- Read the court chronicler's tome.

You finally arrive in the central throne room of the fort, which is otherwise inaccessible. Screeching in this chamber are three more wraiths, which appear as you approach the locked gate. First, ransack the glittering chest in the far corner. Loot it to gather the first four diagrams, and the chronicles of Clan Tuirseach, as well as the second ballad of Witcher Gerd. Ransack any other chests as your objective updates after reading the chronicler's book, before using the lever on the right pillar to unlock the gate allowing a quick exit.

Items: Ballad of Witcher Gerd, Chronicles of Clan Tuirseach, Diagram: Ursine armor, Diagram: Ursine boots, Diagram: Ursine gauntlets, Diagram: Ursine trousers

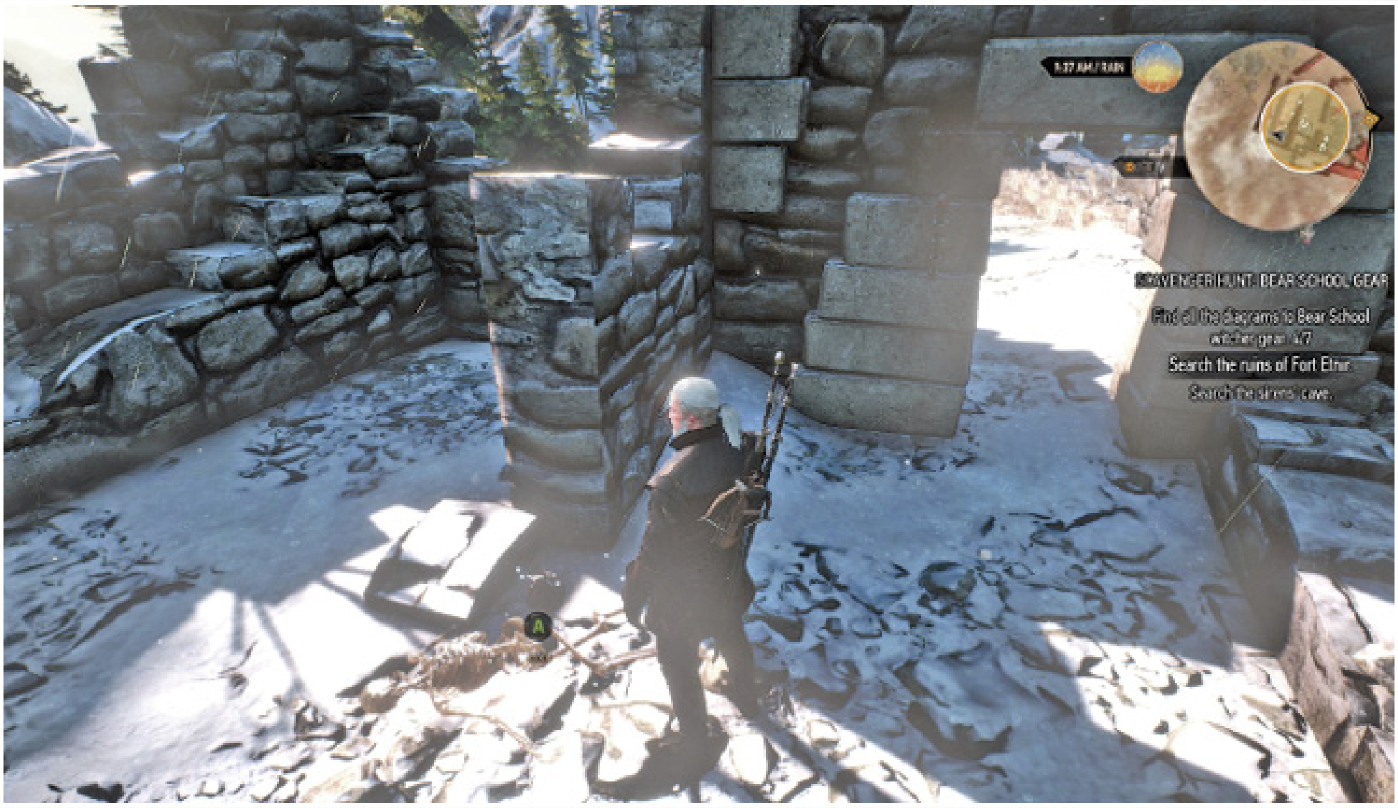
Bear School Gear (Basic)

Silver Sword: Terror At Fort Etnir

OBJECTIVES

- Search the ruins of Fort Etnir.

Journey back to Ard Skellig, and visit the settlement of Rogne, which is due east of Kaer Trolde in the northern part of the main island. Follow the winding trail from Rogne heading east (passing the lake), and then northwards, up the steep embankment towards the ruins of Fort Etnir itself.


9:37 AM / RAIN
SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear 4/7
Search the ruins of Fort Etnir
Search the sirens' cave.

You're in for a frightening battle when you finally arrive: A duo of Gargoyles, as well as an Ice Elemental are prowling the battlements! Stay away from both sets of foes so you're facing the Gargoyles first. Once these behemoths are destroyed, search the ruined watchtower behind them for chests, before checking the base of the tower for some skeletal remains clutching the following:

Items: Arrest warrant for Witcher Gerd, The knight Chalmir's letter, Diagram: Ursine silver sword

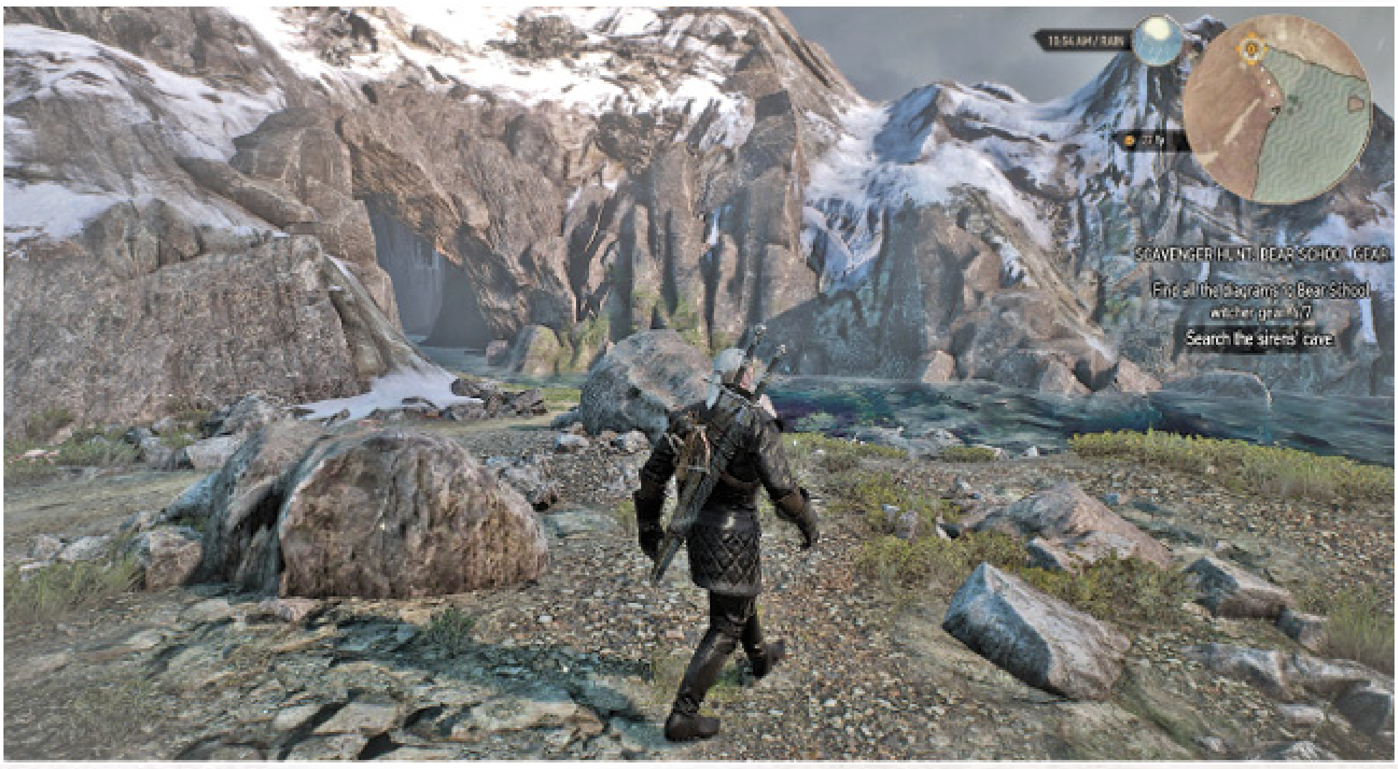
Bear School Gear (Basic)

Crossbow: In The Gloom Of Melusine’s Room

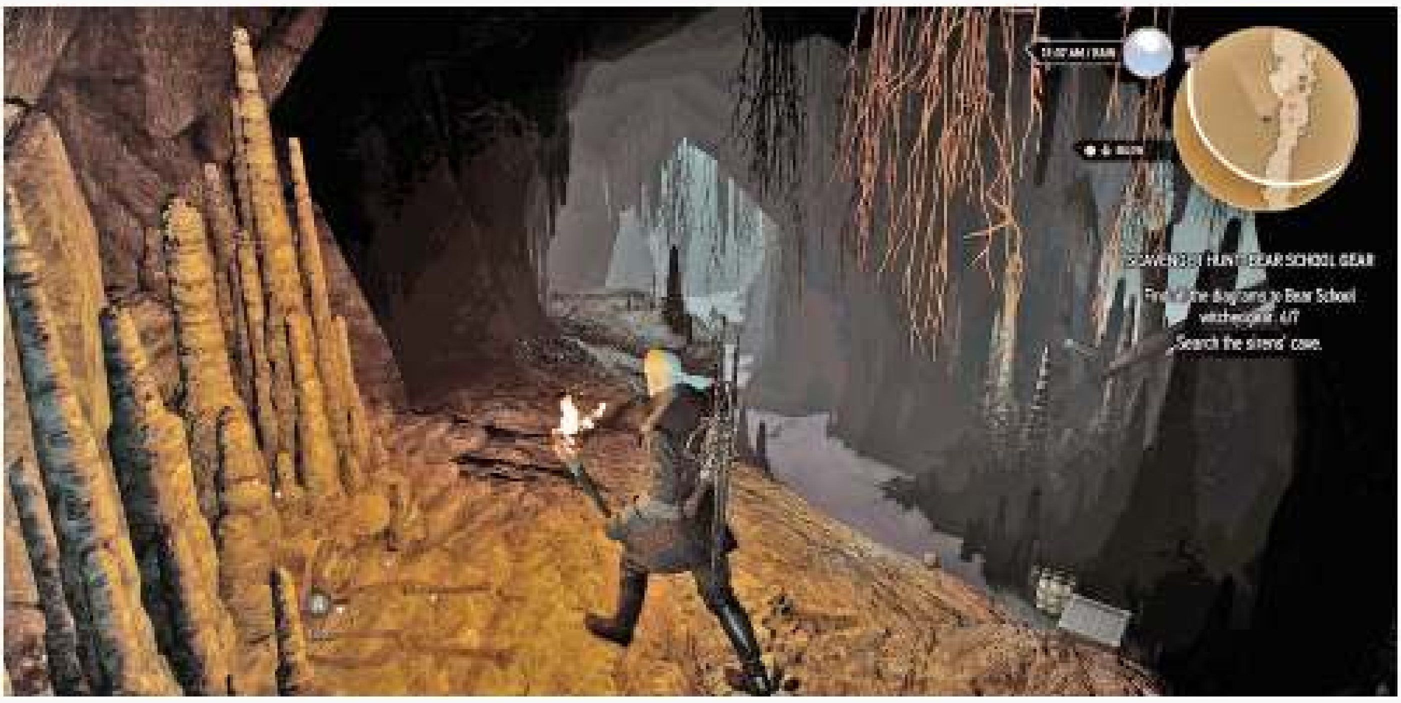
OBJECTIVES

- Search the sirens’ cave.

Journey across the ocean to Spikeroog, following the shoreline in a westerly direction from Svorlag until you spot a cave mouth by the ocean. Alternatively, locate the Old Watchtower and take the sloping trail down to the rocky beach (bandits and a roaming Cyclops may thwart your progress across land). At the rugged shore, enter a snow-covered cave. This is the same cave you must explore during Contract: Here Comes the Groom.


SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear 4/7
Search the sirens' cave

Enter the cave, slaughter any waiting Drowners, and climb the rock ledges in the tunnel immediately to the right. Follow them up, leap across the main tunnel, and land close to a skeleton on a ledge above the main watery cavern that overlooks a massive shrine to Melusine. This ledge can also be accessed via outcrops to the north, inside this cave. Gather the crossbow diagram and a letter from the dusty bones.


SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear 4/7
Search the sirens' cave.

Items: Letter to Ingeborga Kalebsdotter, Diagram: Ursine crossbow

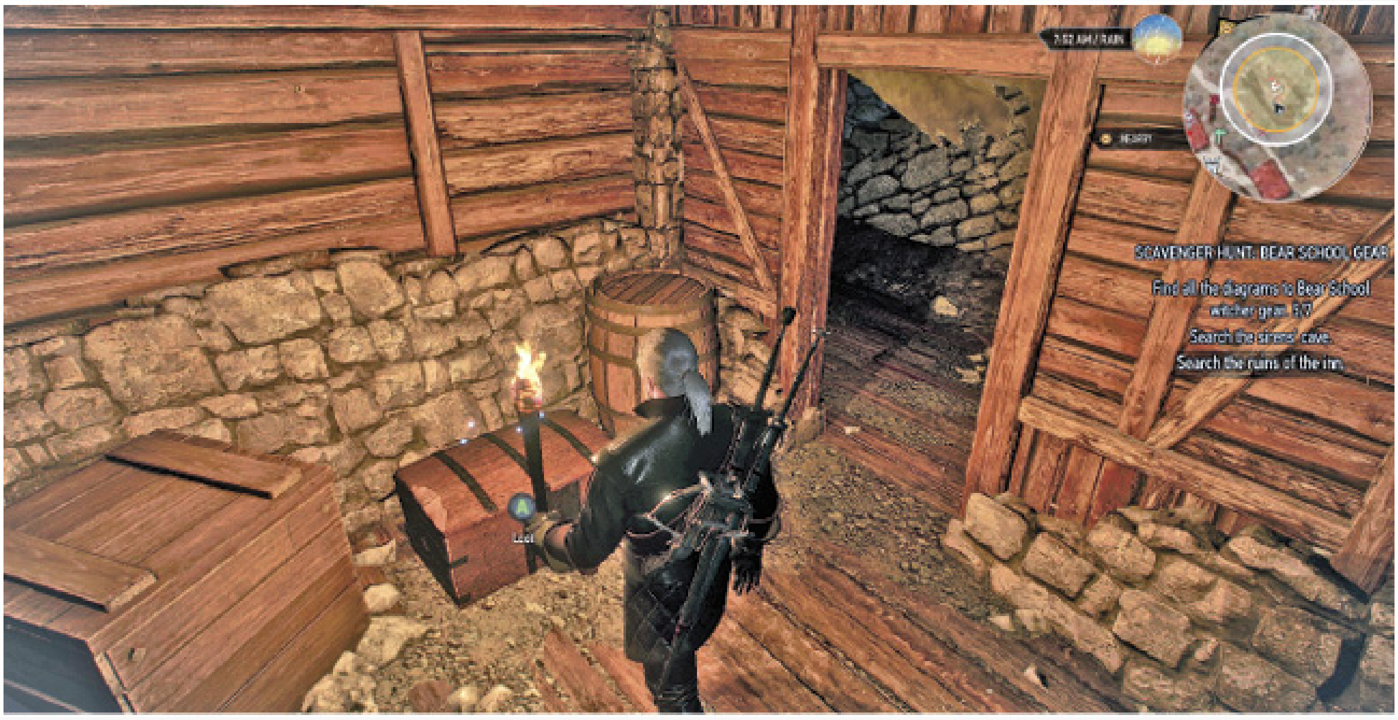
Bear School Gear (Basic)

Steel Sword: Hunting Witcher Gerd

OBJECTIVES

- Search the ruins of the inn.

Travel to the southern coast of Ard Skellig, close to the village of Fyresdal, and locate the settlement aptly entitled Ruined Inn to the southeast, either by trail or boat. Defeat the cluster of sirens swarming the inn, which appears to have sustained some major fire damage.


7:52 AM / RAIN
SCAVENGER HUNT: BEAR SCHOOL GEAR
Find all the diagrams to Bear School witcher gear. 6/7
Search the sirens' cave.
Search the ruins of the inn.
Loot

The charred remains of the inn should be investigated. Look for the stone steps leading down, obscured by some burned rafters, and push the wreckage aside using Aard. Descend the steps, battling a wraith or two in the cellar below, before finding a note pinned to a wall, an arrest warrant for the Witcher Gerd. Now check the small cellar bedroom; one has a “glittering” chest with more notes, and your final diagram!

Items: Innkeep’s notes, Diagram: Ursine steel sword

Bear School Diagrams – Part 1 (Enhanced)

Silver Sword (Enhanced): Into The Snow-Topped Fortress

DANGER ALERT SPOILER ALERT

BEAR SCHOOL DIAGRAMS – PART 1 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Bear School Diagrams – Part 2

LOCATIONS: Kaer Gelen (Ard Skellig), Fortress Ruins (Unmarked, Ard Skellig), Farting Trolls' Cave (Unmarked, Ard Skellig), Grotto (Ard Skellig)

ENEMIES: Harpies, Alghouls, Rock Trolls (Dodger, Jessie, Joe), Hegal Grossbart, Jesse Grossbart, Manfred Grossbart

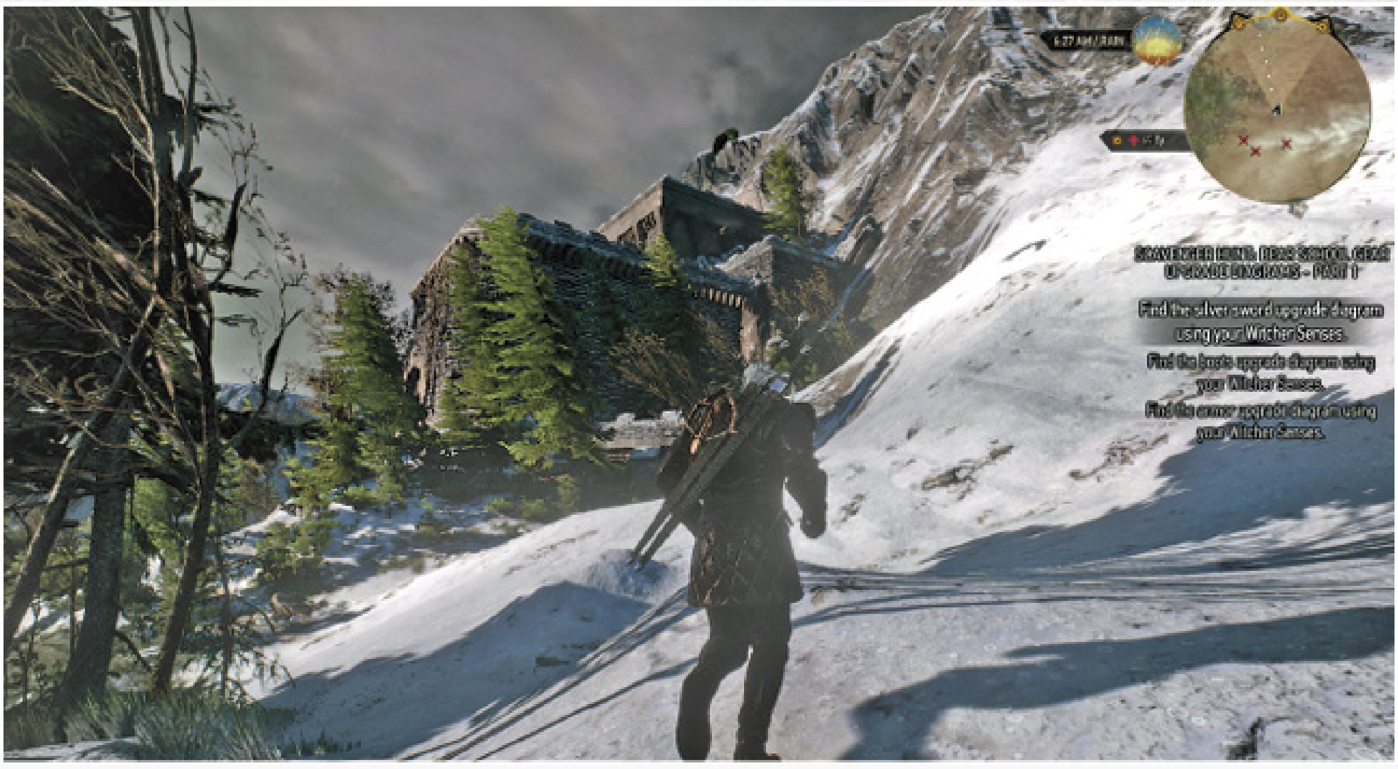
OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the first three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). All the diagrams are in Skellige.

Northeast of Kaer Gelen (accessed over the top of the mountain with a treacherous slide down to the fortress roof), and north along the coast (before cutting inland up the snow-topped mountains) from the Whale Graveyard are the remains of an ocean-facing fortress, now devoid of human life. Expect Harpies to attack as you reach the giant arch at the front of the structure.



SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 1

Find the silver sword upgrade diagram using your Witcher Senses.

Find the boots upgrade diagram using your Witcher Senses.

Find the armor upgrade diagram using your Witcher Senses.

Cross the fallen debris in the courtyard, check the right interior wall for a wolf sign, and prepare to repel a group of Necrophages once you enter the fortress. Once slain, head north to a hole down to a subterranean tunnel leading to two more Necrophages. Check the perimeter for chests, with the one you need to open at the opposite end to the tunnel entrance.

Items: Diagram: Ursine silver sword – enhanced

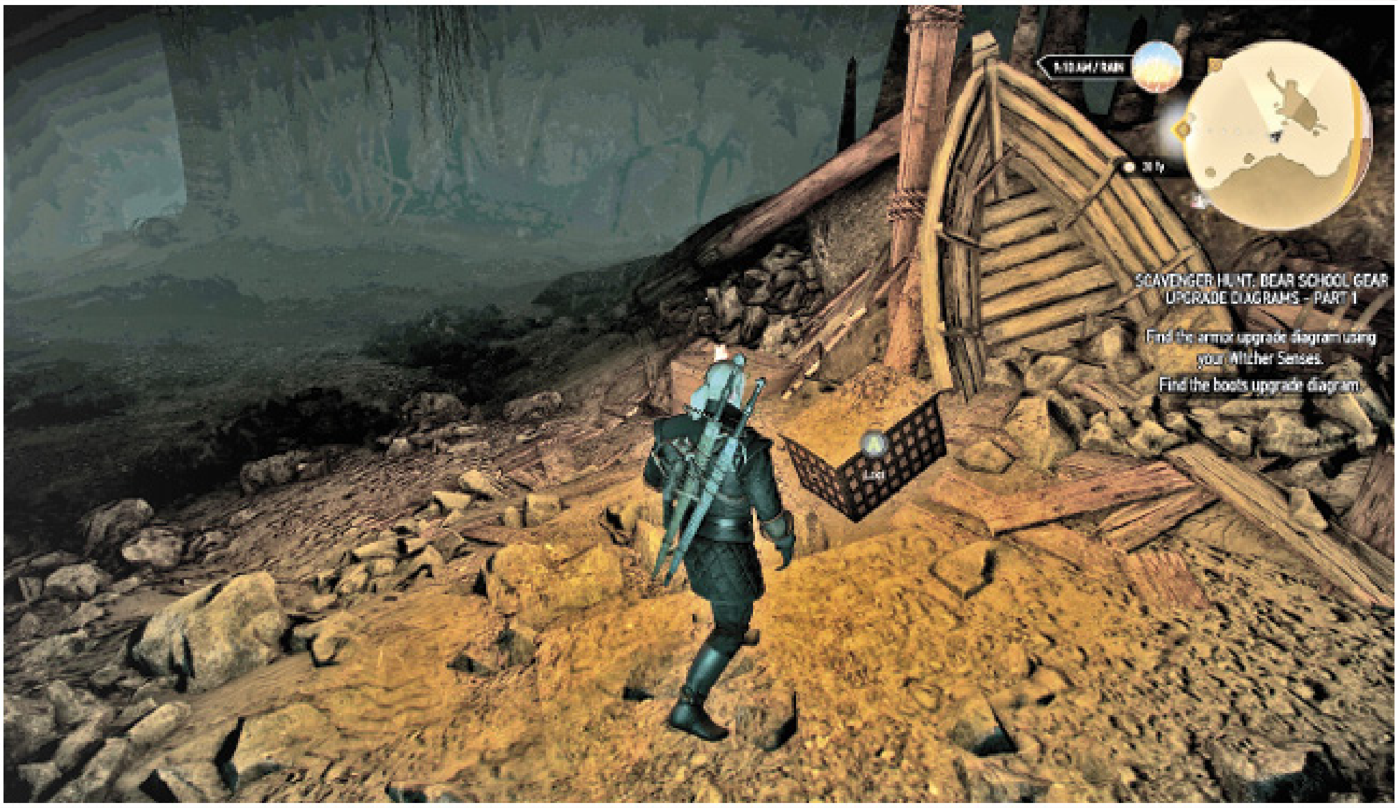
Bear School Diagrams – Part 1 (Enhanced)

Boots (Enhanced): Breaking Wind And Rocks

OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

North of Holmstein's Port along the southwestern slopes of Ard Skellig, is a cave mouth protruding from the snowy slopes. There's no real trail to get there, so look for the massive boulders scattered about. The wolf sign is on the left wall just inside the entrance.


9:10 AM / RAIN
30 ly
SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 1
Find the armor upgrade diagram using your Witcher Senses.
Find the boots upgrade diagram
Loot

This is the Flatulent Trolls' Cave, a name you'll understand when you venture into the larger cavern, where three windy rock trolls are making unpleasant noises (Secondary Quest: Farting Trolls). Ignore or attack them, then search for the chest along the western side of the main cavern, close to a pile of boating debris.

Items: Diagram: Ursine boots – enhancedw

Bear School Diagrams – Part 1 (Enhanced)

Armor (Enhanced): Banishing The Grossbart Brothers

OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

The Grotto on the far southeastern coat of Ard Skellig is difficult to reach via land, so chart a boat from Fyresdal and steer it along the coast until you spot the cave mouth. Check the left interior wall for a wolf sign, before climbing the ledges to the right, into the cave itself.

You may wish to start Secondary Quest: The Sad Tale of the Grossbart Brothers before heading into this cave, as the trio of ne’er-do-wells are hiding out here. Treat them like the common bandits they are and slay them. The chest is near some stalactites in the southeast part of the cave.

Items: Diagram: Ursine armor – enhanced

Bear School Diagrams – Part 2 (Enhanced)

Gauntlets (Enhanced): A Lack Of Terror Near Fort Etnir

DANGER ALERT SPOILER ALERT

BEAR SCHOOL DIAGRAMS – PART 2 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Bear School Diagrams – Part 1, 3

LOCATIONS: Rogne (Ard Skellig), Fort Etnir Gatehouse (Unmarked, Ard Skellig), Kaer Almhult, Marlin Coast (Undvik)

ENEMIES: Pirates, Guard Dogs

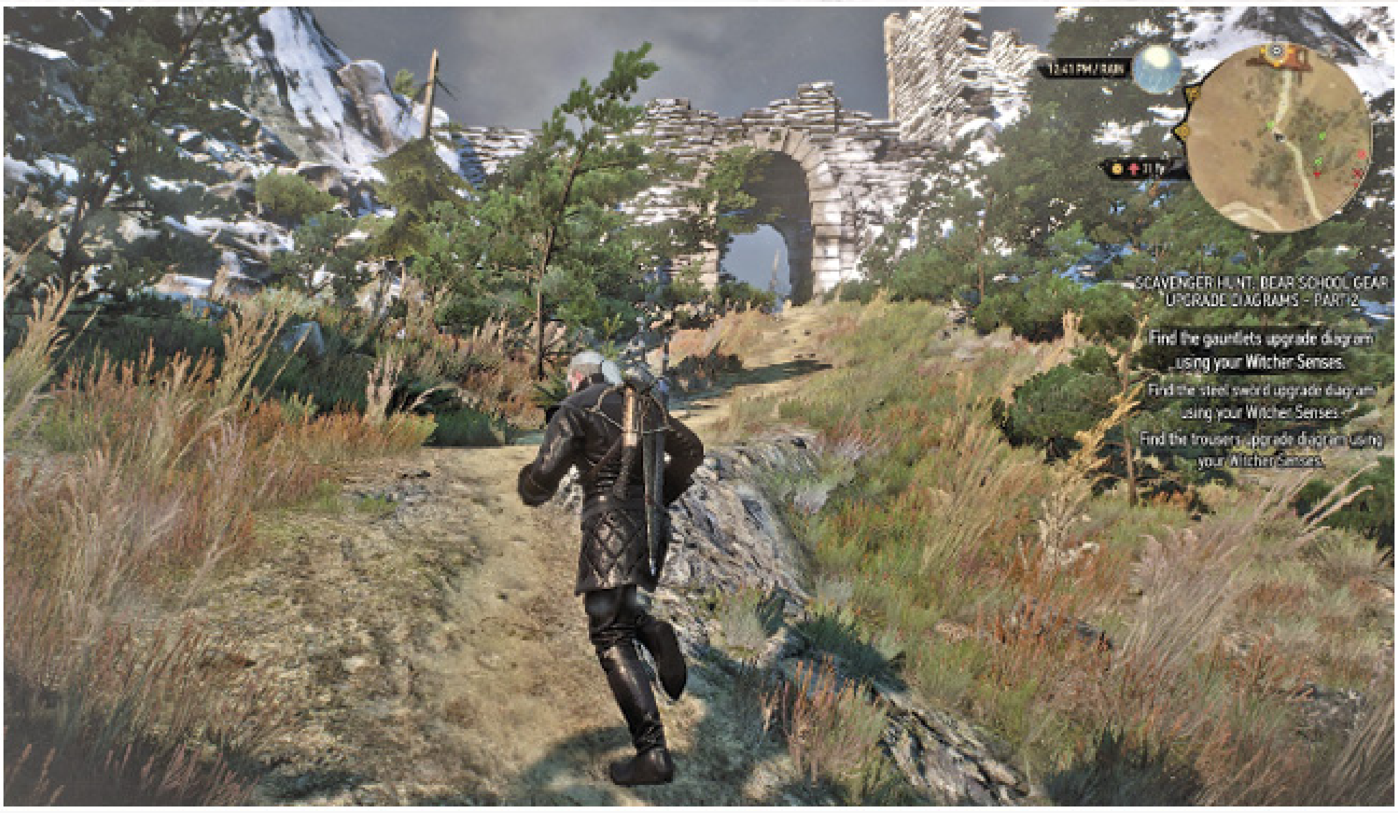
OBJECTIVES

- Find the gauntlets upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the second three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). All the diagrams are in Skellige.

Find your bearings by visiting the settlement of Rogne again, due east of Kaer Trolde on Ard Skellig. The journey you previously took to Fort Etnir should be partly retraced; head across the wooden platforms overlooking the lake, and make a left (north) turn at the trail junction.


12:41 PM / RAIN
SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the gauntlets upgrade diagram using your Witcher Senses.
Find the steel sword upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram using your Witcher Senses.

Head under the arch of the stone gatehouse, looking for the wolf sign under the arch on the left wall. Climb the curving trail to the right, leading up and onto the stone bridge of the gatehouse itself. The small stone ruin houses the chest.

Items: Diagram: Ursine gauntlets – enhanced

Bear School Diagrams – Part 2 (Enhanced)

Steel Sword (Enhanced): Triumph Over The Pirate Horde

OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

The crumbling ruin of Kaer Almhult is your next port of call; set sail from Kaer Trolde or the Eldberg Lighthouse (northwest Ard Skellig) and sail due west to reach this abandoned fortress. However, the place is now a haven for pirates and their guard dogs. Expect around twenty foes as you make your way from the signpost and shore on the east, along the path to the main fortification structure.

Continue a prolonged battle with the pirate horde, ensuring your survival by checking on the locations of archers and dealing with them as well as those armed with swords. The wolf sign is on a rock on the left (south) side of the fortress entrance arch. The chest itself is in the ruined battlements, up the stairs from the upturned wagon in the main courtyard.

Items: Diagram: Ursine steel sword – enhanced

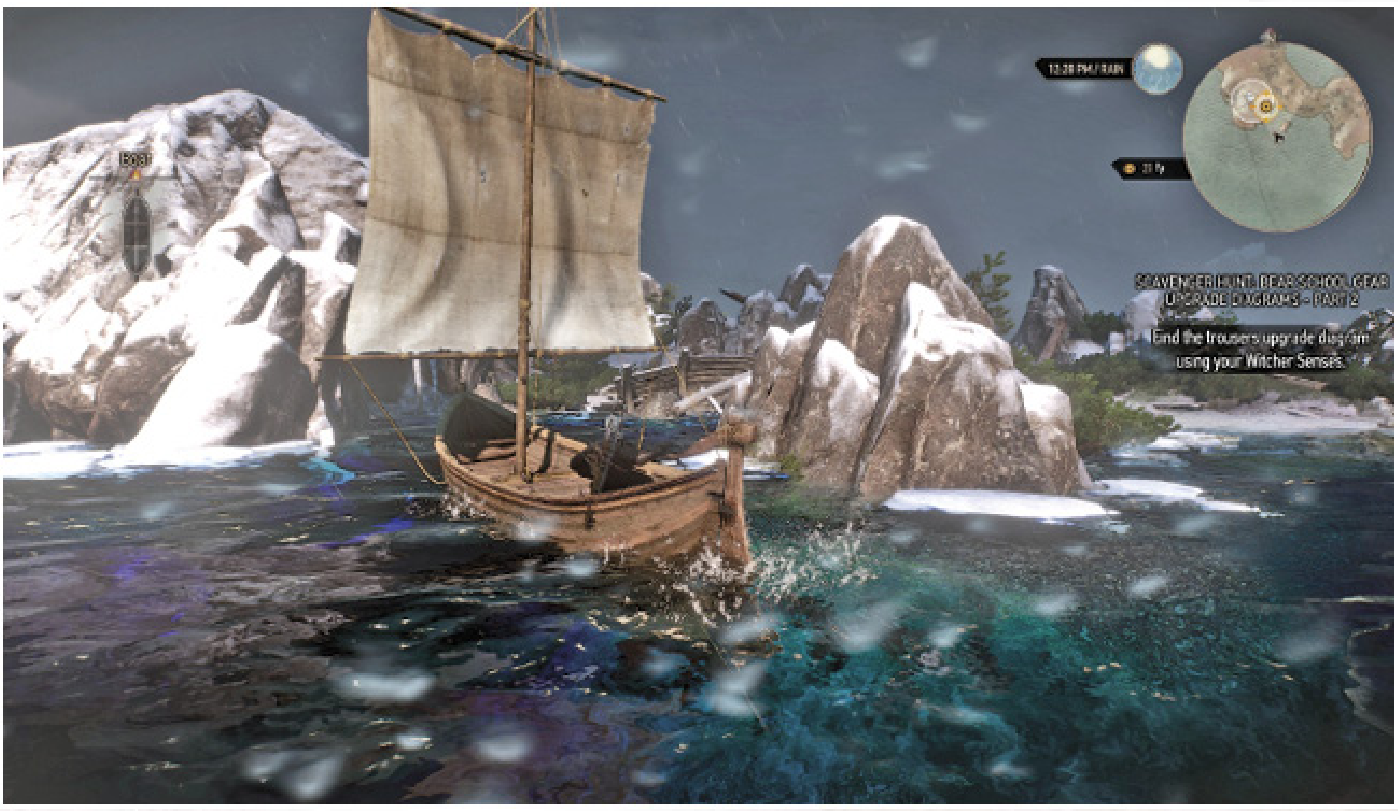
Bear School Diagrams – Part 2 (Enhanced)

Trousers (Enhanced): Inside A Smuggler’s Cove

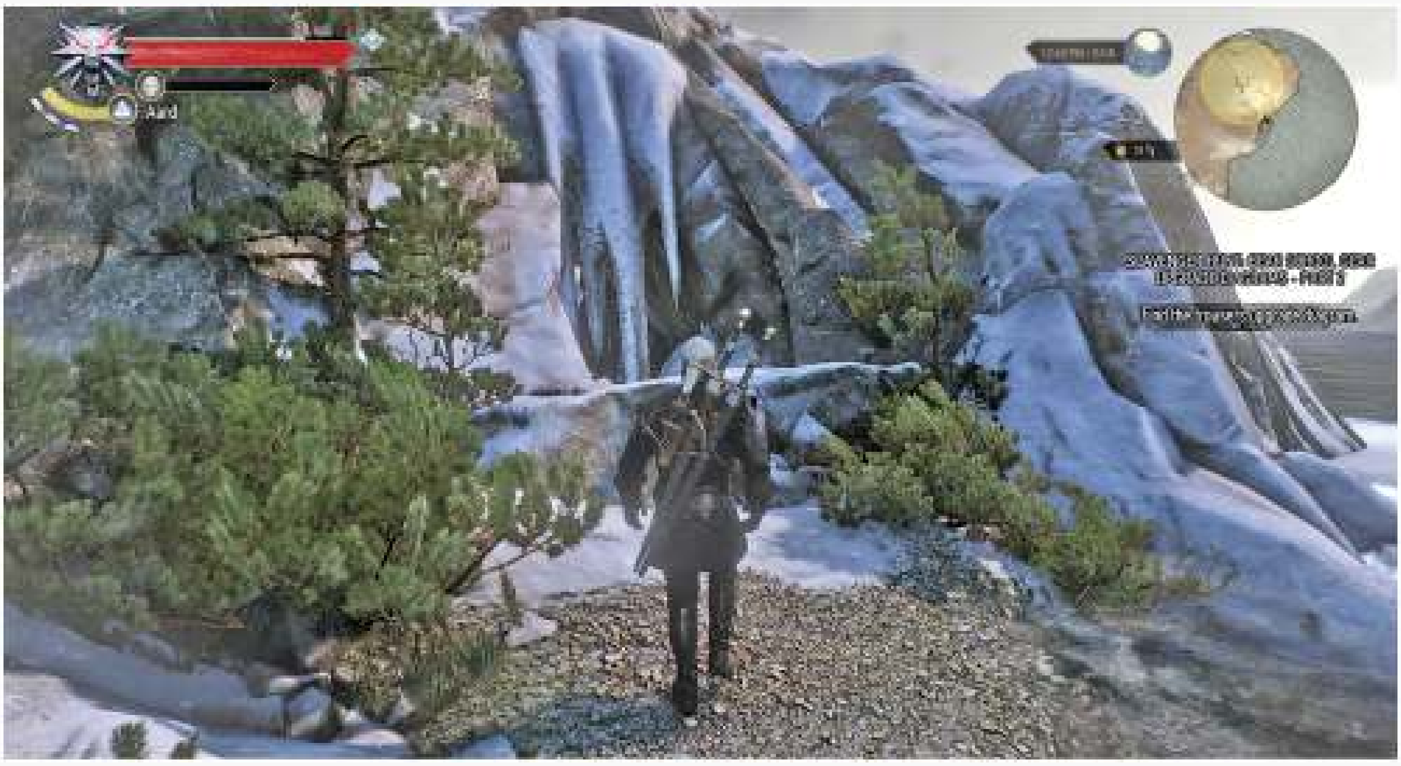
OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

Visit the Marlin Coast; a settlement in the northeast corner of the western isle of Undvik. Take a boat and steer it north and a little east to a small cluster of island. Disembark on the rocky shore near a splintered boat. The wolf sign is on part of the protruding rocks, half-covered with conifer bushes.


Boat
12:28 PM / RAIN
21
SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS - PART 2
Find the trousers upgrade diagram using your Witcher Senses.

The diagram is hidden inside a small cave, which has two ice-covered entrances just west of where you docked. Smash the ice out of the way with Aard, and locate a couple of chests in this smuggler’s cave. One holds the pantaloons diagram you crave.



Items: Diagram: Ursine trousers – enhanced

Bear School Diagrams – Part 3 (Superior)

Armor, Boots, Gauntlets, And Trousers (Superior): Quarry Exploration

DANGER ALERT SPOILER ALERT

BEAR SCHOOL DIAGRAMS – PART 3 (SUPERIOR)

RELATED QUESTS: Scavenger Hunt: Bear School Diagrams – Part 2, 4

LOCATIONS: Hanged Man's Tree, Quarry Workings (Unmarked), Ruined Tower, Cave of Ignius Fatuus (Unmarked)

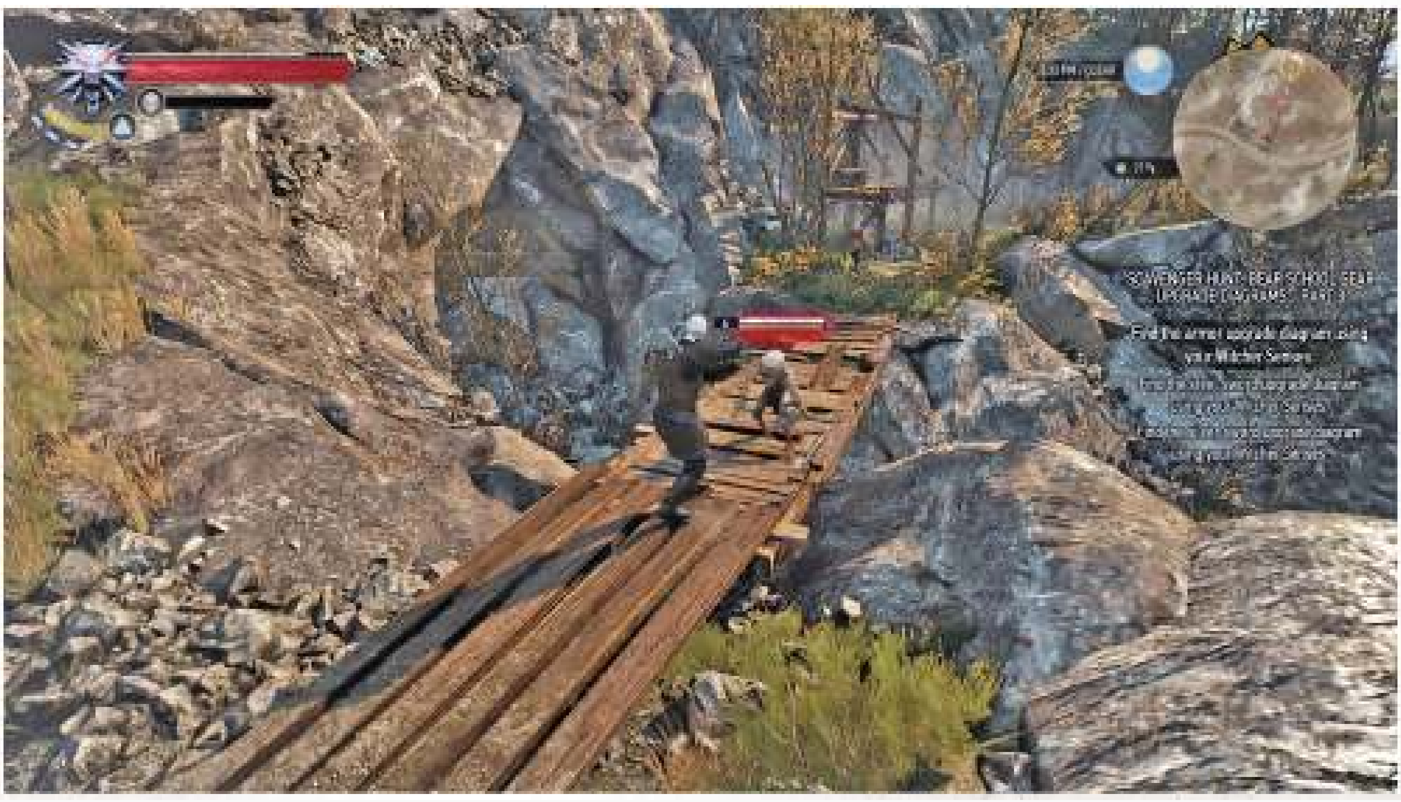
ENEMIES: Nekkers, Foglets, Ignius Fatuus (Foglet)

OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

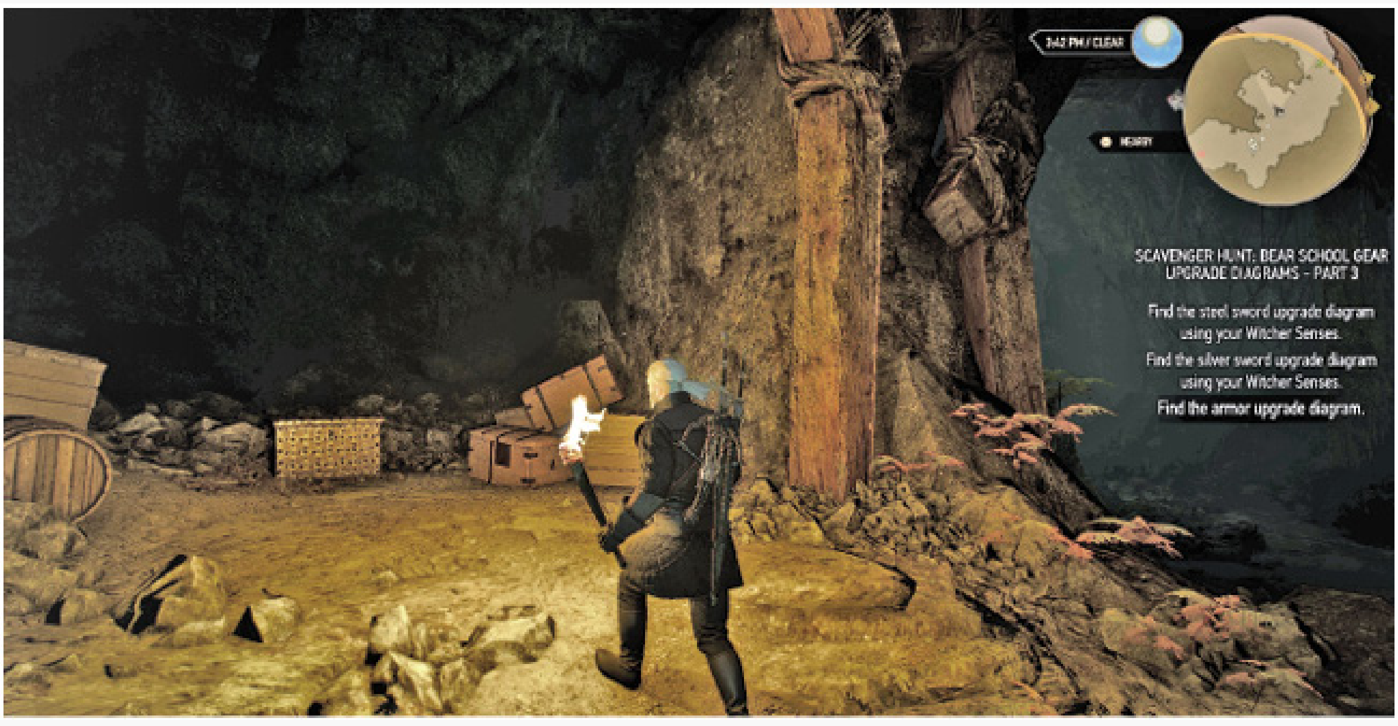
QUESTING DECISIONS

These are the six Diagrams (Superior) to find in three separate locations (diagrams for the wearable items are grouped together). All the diagrams are in Velen.



Travel back to Hanged Man's Tree in Grayrocks Territory (Velen), and journey into the rolling woods just northwest of here. Search out the remains of a rock quarry in the woods, and battle a group of Nekkers in the vicinity. Cross the rickety bridge and inspect the cave mouth. The wolf sign is on the left side of it.

Obtaining the treasure chest is suspiciously straightforward; enter the cave and look for the quarry workings and wooden support beams to the left, leading to a small alcove where the chest resides. Expect further Nekkers as you emerge back outside.


3:42 PM / CLEAR
NEARBY
SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS - PART 3
Find the steel sword upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.
Find the armor upgrade diagram.

Items: Diagram: Ursine armor – superior, Diagram: Ursine boots – superior, Diagram: Ursine gauntlets – superior, Diagram: Ursine trousers – superior

Bear School Diagrams – Part 3 (Superior)

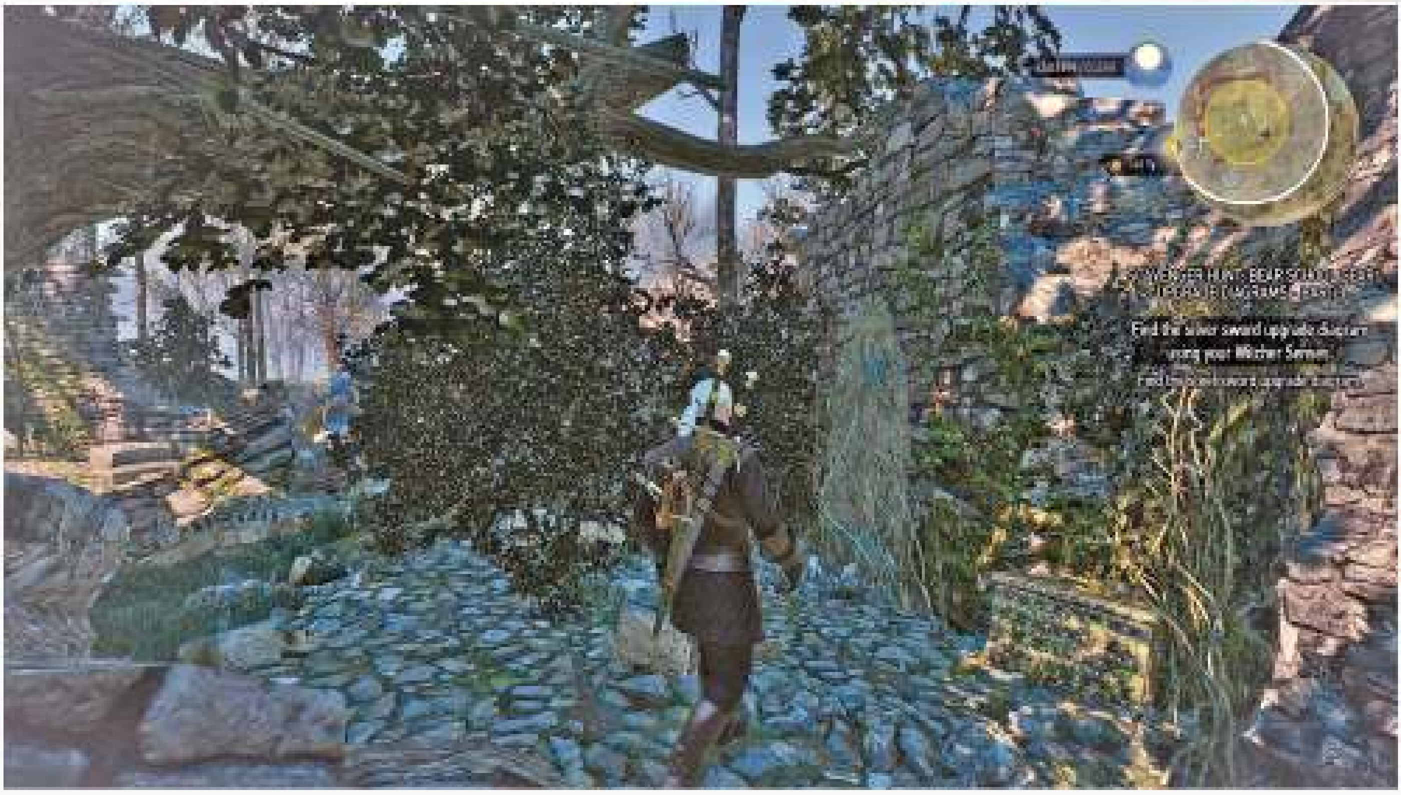
Steel Sword (Superior): Braving The Elements

OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

Deep in Crookback Bog, south and a little east of Downwarren, is a signpost for a Ruined Tower. Venture here with extreme care, as an Earth Elemental is lumbering about the sagging stone battlements. Check the outer stone wall on the west side for the wolf sign.

The chest with the diagram is nestled against an interior wall in the eastern corner of the ruins.



Items: Diagram: Ursine steel sword – superior

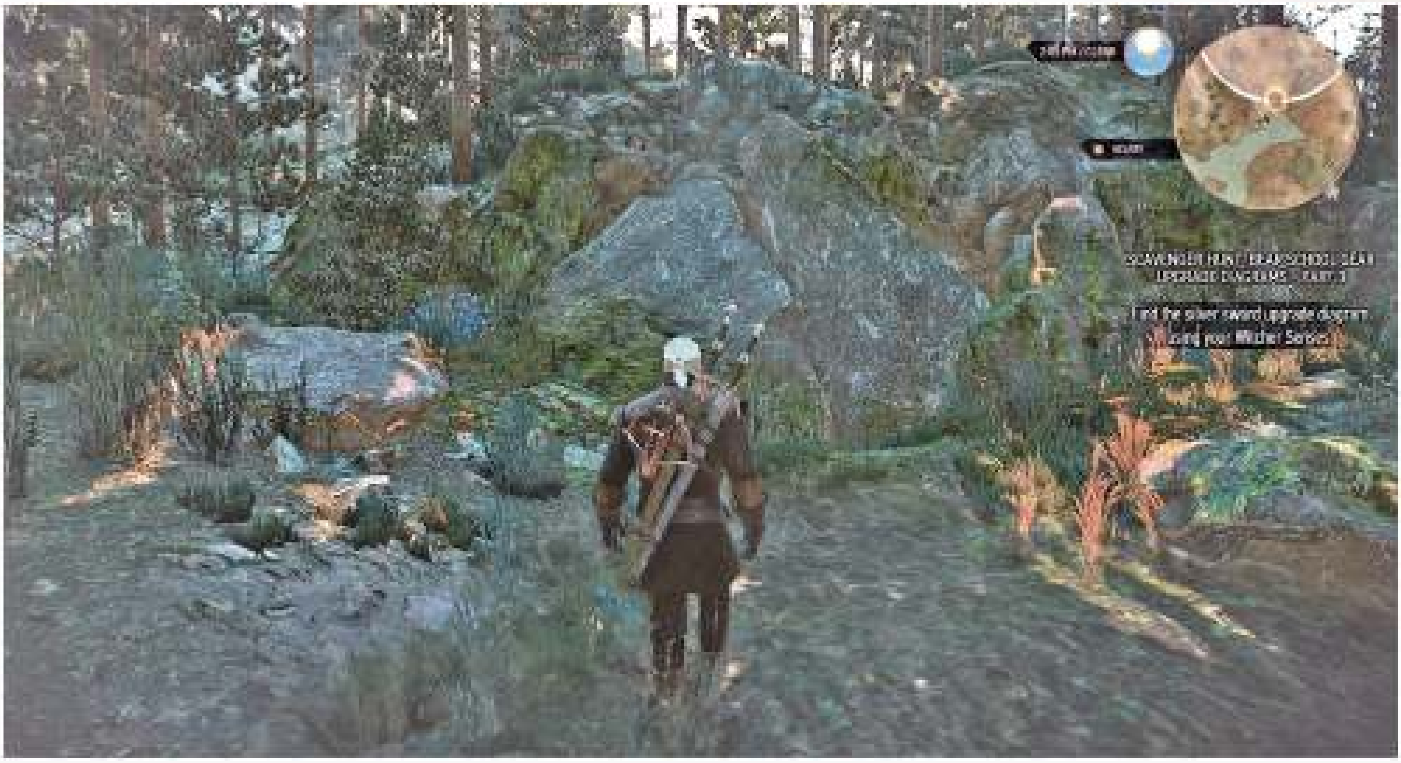
Bear School Diagrams – Part 3 (Superior)

Silver Sword (Superior): Illusions In The Fog

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

Southwest of The Orphans of Crookback Bog, across the treacherous marshlands and close to the water, is a rocky hillside with trees. Inspect the boulders here using the Eye of Nehaleni, and dismiss the illusion. Contract: Swamp Thing should start during this time.


SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the silver sword upgrade diagram using your Witcher Senses.

The wolf sign is right of the entrance. Enter the cave you discovered. Defeat the Foglet in the initial chamber. Venture too far, and the named Foglet, Ignis Fatuus, must be defeated. Instead, stay in the initial chamber with the two skeletons, and check the stalagmite alcove to the left (southeast) for the chest.

Items: Diagram: Ursine silver sword – superior

Bear School Diagrams – Part 4 (Mastercrafted)

Steel Sword (Mastercrafted): Into The Bear Cave

DANGER ALERT SPOILER ALERT

BEAR SCHOOL DIAGRAMS – PART 4 (MASTERCRAFTED)

RELATED QUESTS: Scavenger Hunt: Bear School Diagrams – Part 3

LOCATIONS: Blackbough, Bear Cave (Unmarked), Destroyed Bastion, Olena's Grove, Drowner Island (Unmarked)

ENEMIES: Nekkers, Wyvern, Cyclops, Drowners

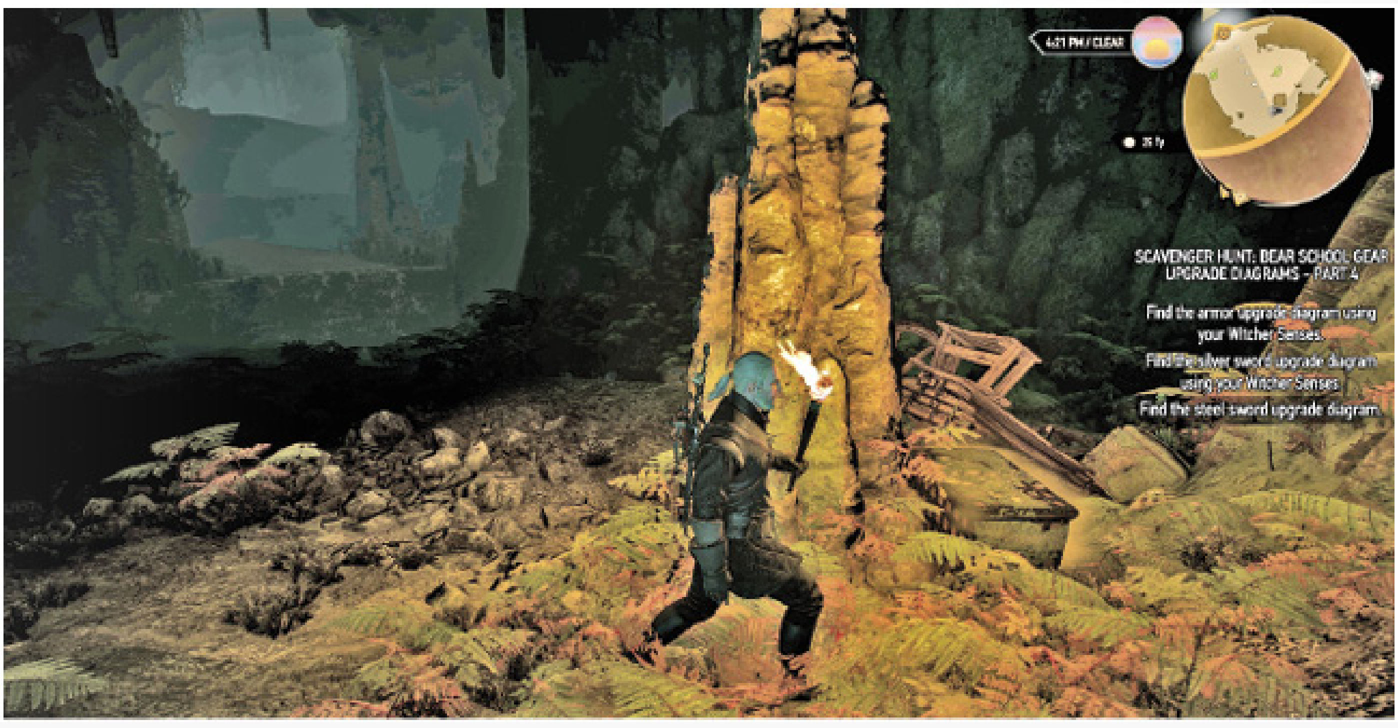
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the six Diagrams (Mastercrafted) to find in three separate locations (diagrams for the wearable items are grouped together). All the diagrams are in Velen.

In the grassy woods northwest of Blackbough, close to the Pellar's Hut (which you visit during Main Quest: A Princess in Distress), is a bear's cave. However, the place is currently overrun by Nekkers. Slay any you wish before entering the large cave entrance itself. There are two entrances; the wolf sign is on the left wall of the right (main) entrance.



SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the armor upgrade diagram using your Witcher Senses.

Find the silver sword upgrade diagram using your Witcher Senses.

Find the steel sword upgrade diagram.

Once inside, drop down into the main cavernous area and sift through the wagon wheels and other wreckage. Amid the animal corpses and bracken is a large stalagmite near a broken wagon. Behind the stalagmite is the chest, near the perimeter wall to the northeast.

SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the armor upgrade diagram using your Witcher Senses.

Find the silver sword upgrade diagram using your Witcher Senses.

Items: Diagram: Ursine steel sword – mastercrafted

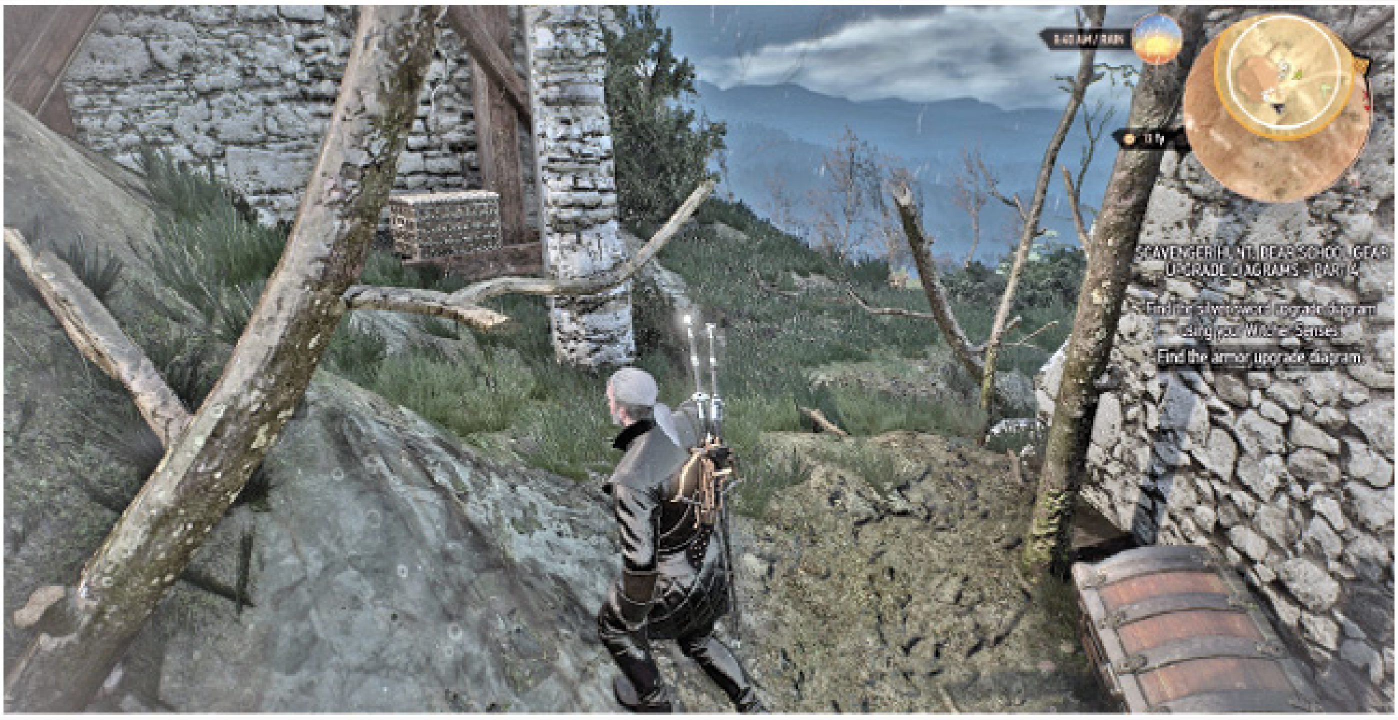
Bear School Diagrams – Part 4 (Mastercrafted)

Armor, Boots, Gauntlets, And Trousers (Mastercrafted): Battle At The Bastion

OBJECTIVES

- Find the armor upgrade diagram using your Witcher Senses.

Along the southern border of Velen itself, deep in Crookback Bog, is a Destroyed Bastion that holds its fair share of secrets. Journey south from the crossroads, winding through the hilly trail. At the outer crenellations, expect to be attacked by a Wyvern. Press on to the top of the hill, where you must face a mighty Cyclops.



Check the ruined wall with the metal rod archway north of the highest tower. The wolf sign is here. Then search the ruined walls for the chest tucked into a corner nearby, near a large pile of collapsed stone and dirt.

Items: Diagram: Ursine armor – mastercrafted, Diagram: Ursine boots – mastercrafted, Diagram: Ursine gauntlets – mastercrafted, Diagram: Ursine trousers – mastercrafted

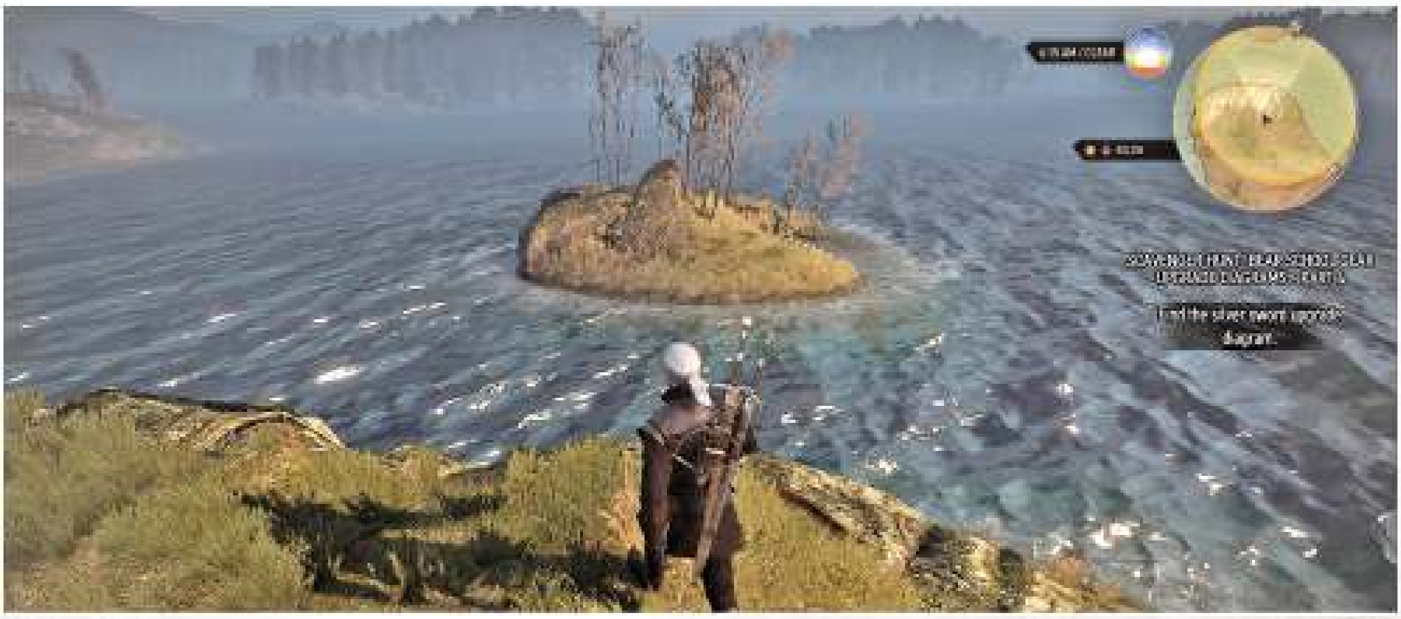
Bear School Diagrams – Part 4 (Mastercrafted)

Silver Sword (Mastercrafted): Mangling Drowners In The Mire

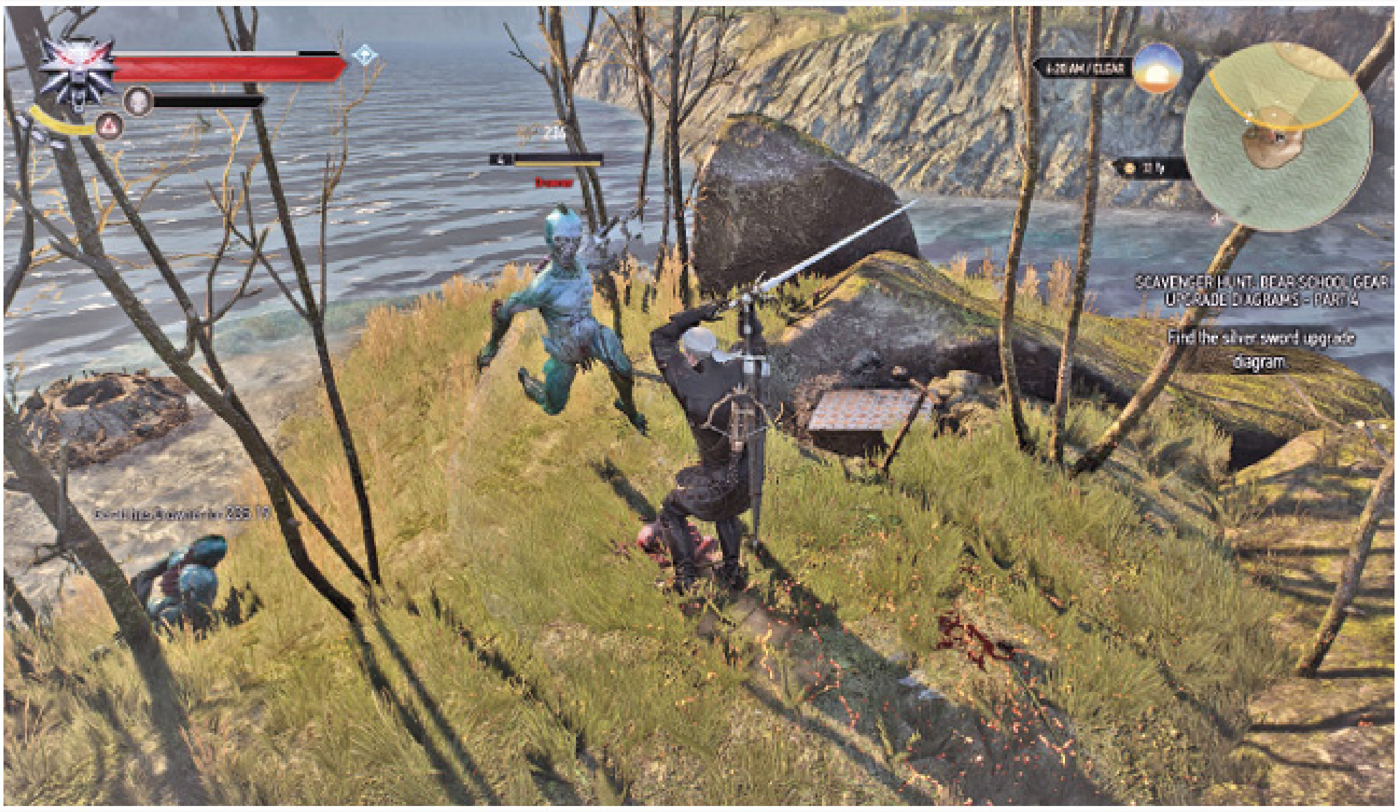
OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

Close to the border between The Mire and Crookback Bog, on the southeast shores of Lake Wyndamer, and northeast from Olena's Grove, is a promontory and remains of a campfire (and burned tent) with a wolf sign to locate. Head north to look out over the lake, and find a tiny island with a copse of trees.


SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the silver sword upgrade diagram.

Head down to Drowner Island and watch for the monster nest here. The island has a hump of earth to jog up; behind a rock is a half-dug mound of earth, with the treasure chest peeking out.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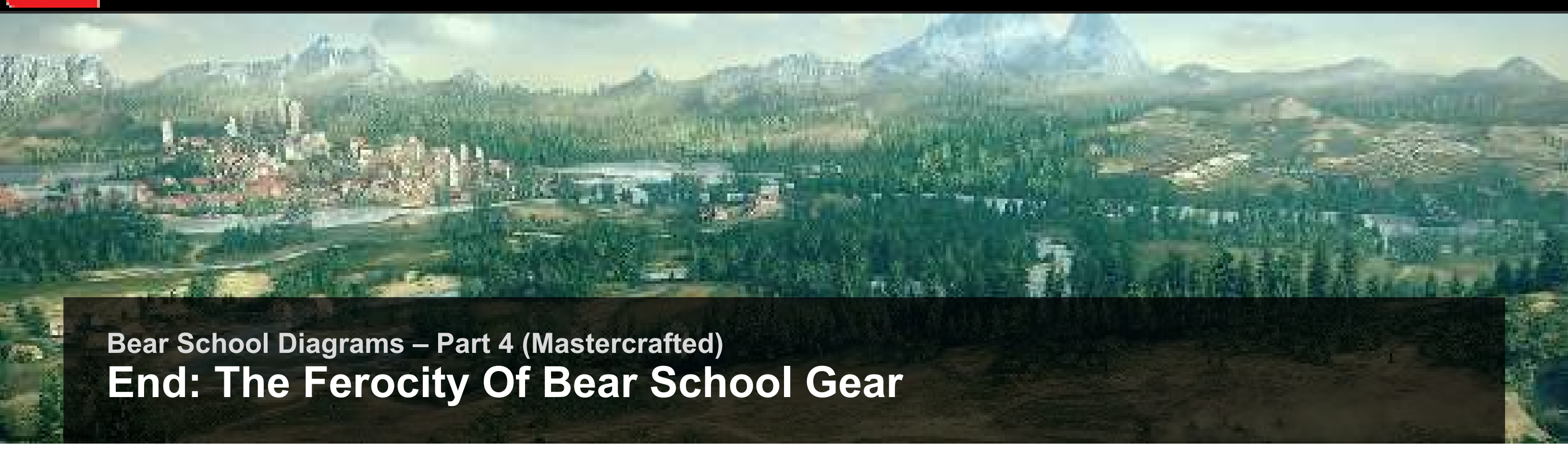
SCAVENGER HUNT: BEAR SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the silver sword upgrade diagram.

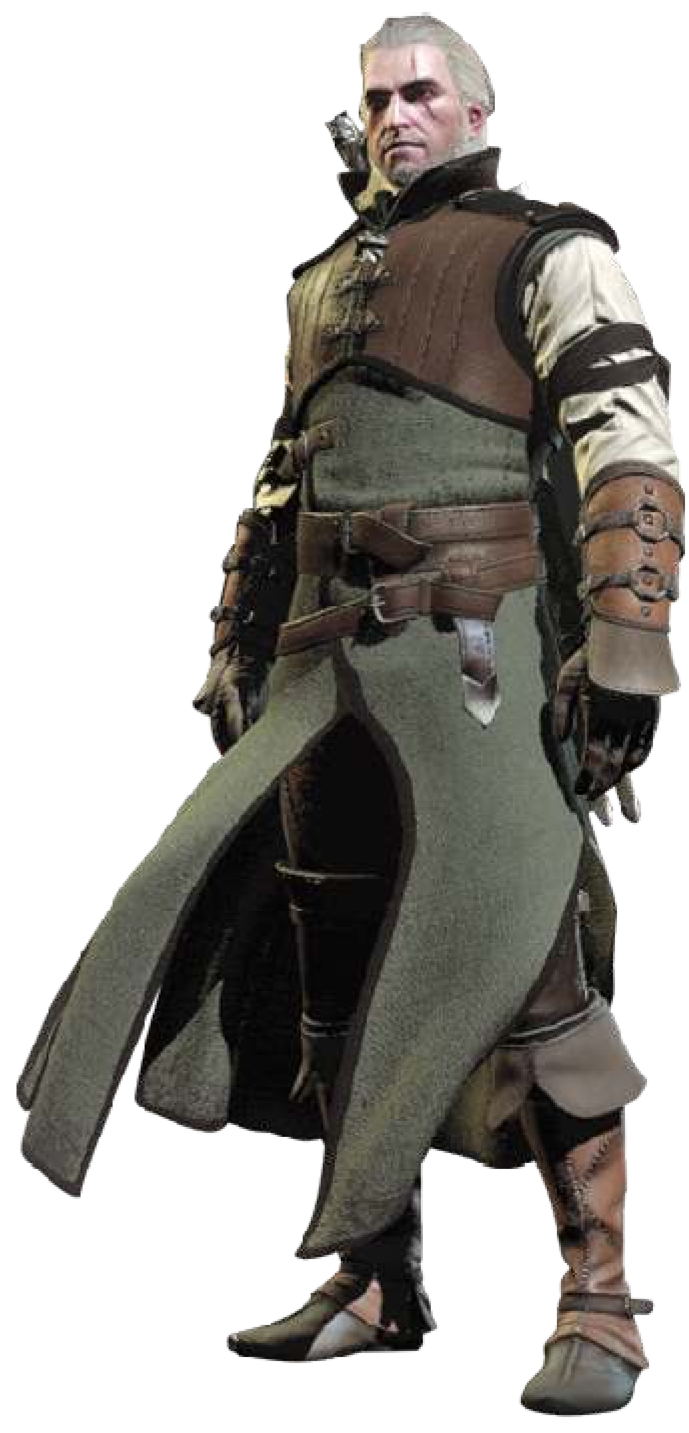
Items: Diagram: Ursine silver sword – mastercrafted



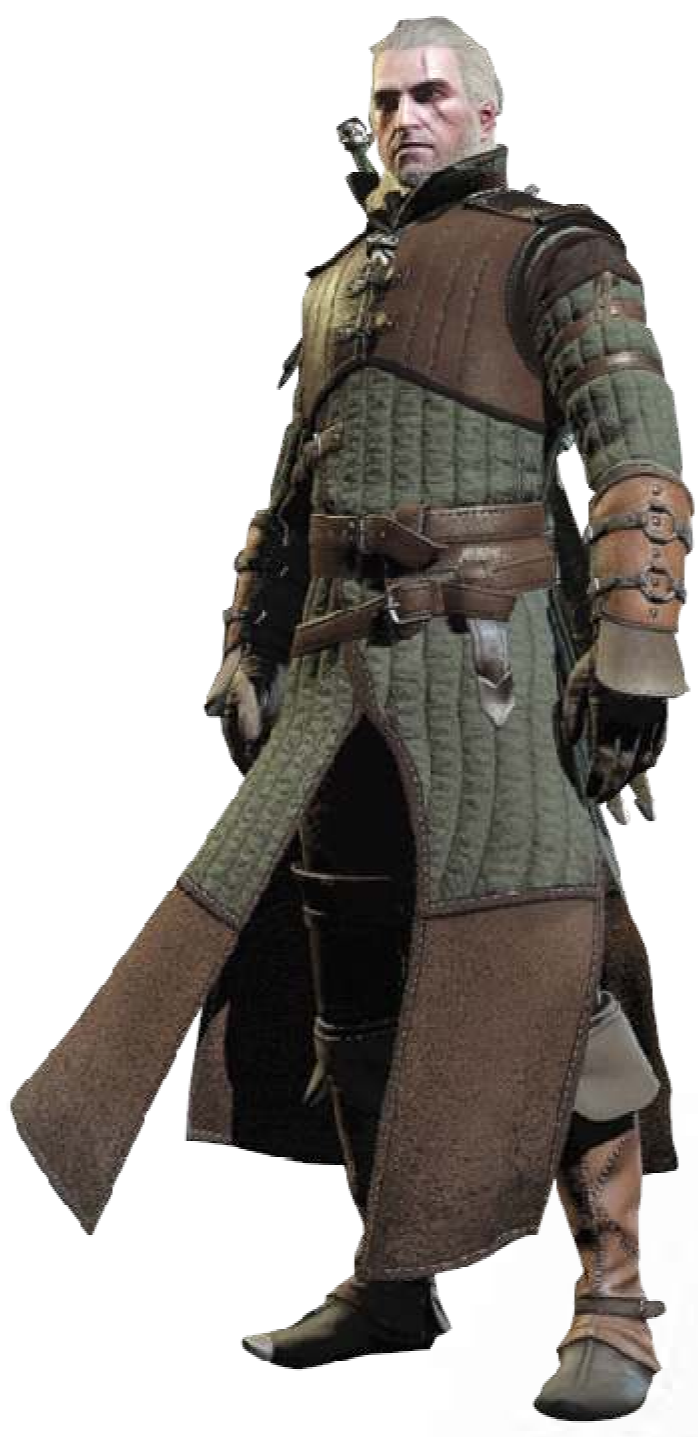
Bear School Diagrams – Part 4 (Mastercrafted)

End: The Ferocity Of Bear School Gear

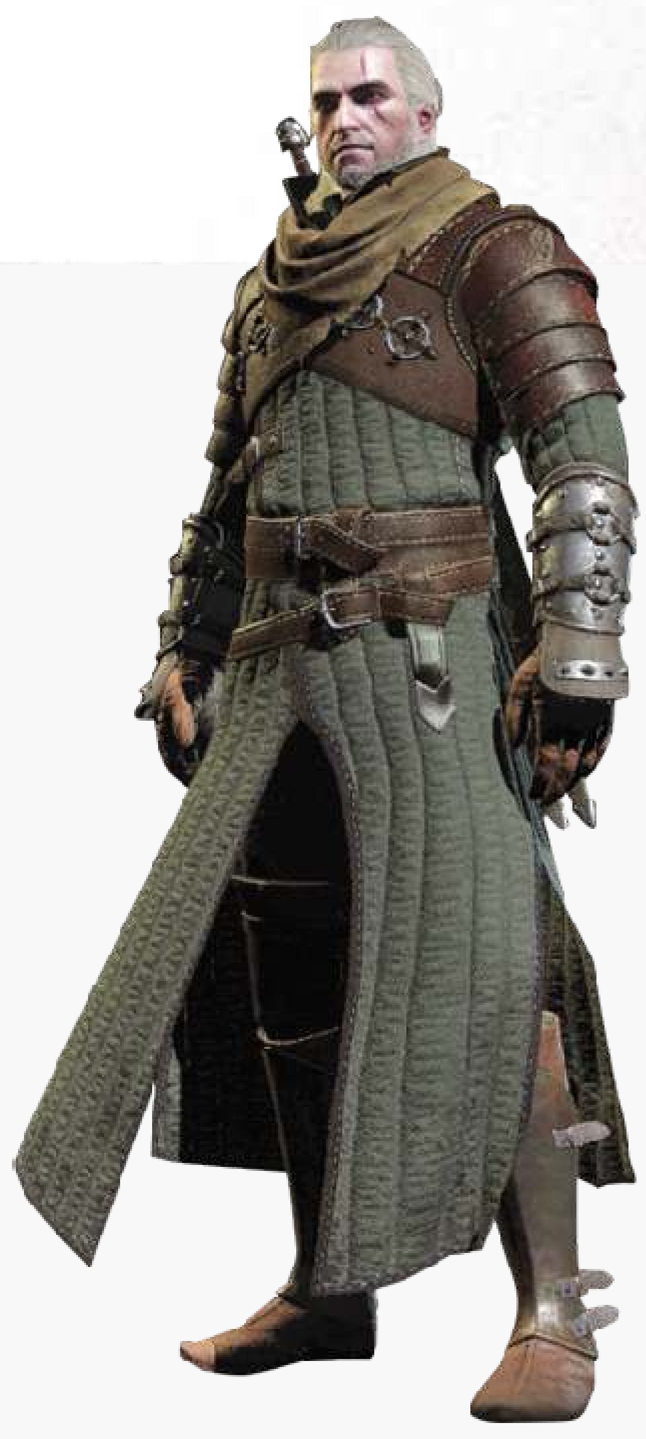
If you're intent on using Adrenaline Points during battle (to add additional damage to your attacks), then the heavyweight Bear gear is a particularly sound investment.



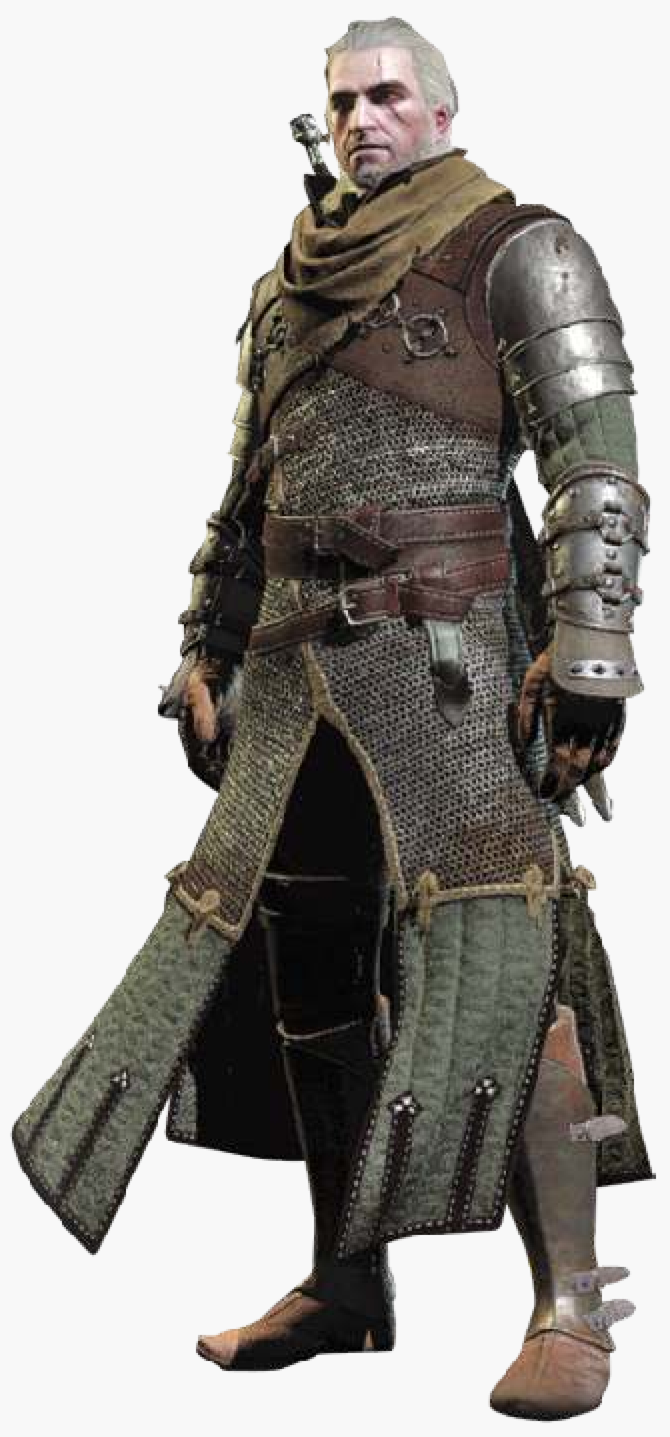
Ursine Gear (Basic); Level 20 required.



Ursine Gear (Enhanced): Level 25 required.



Ursine Gear (Superior): Level 30 required.



Ursine Gear (Mastercrafted): Level 34 required.

Wolf School Gear

Preamble: Notes From The Eponymous Hieronymus

DANGER ALERT SPOILER ALERT

DLC

WOLF SCHOOL GEAR

RELATED QUESTS: Secondary Quest (Novigrad): Of Swords and Dumplings

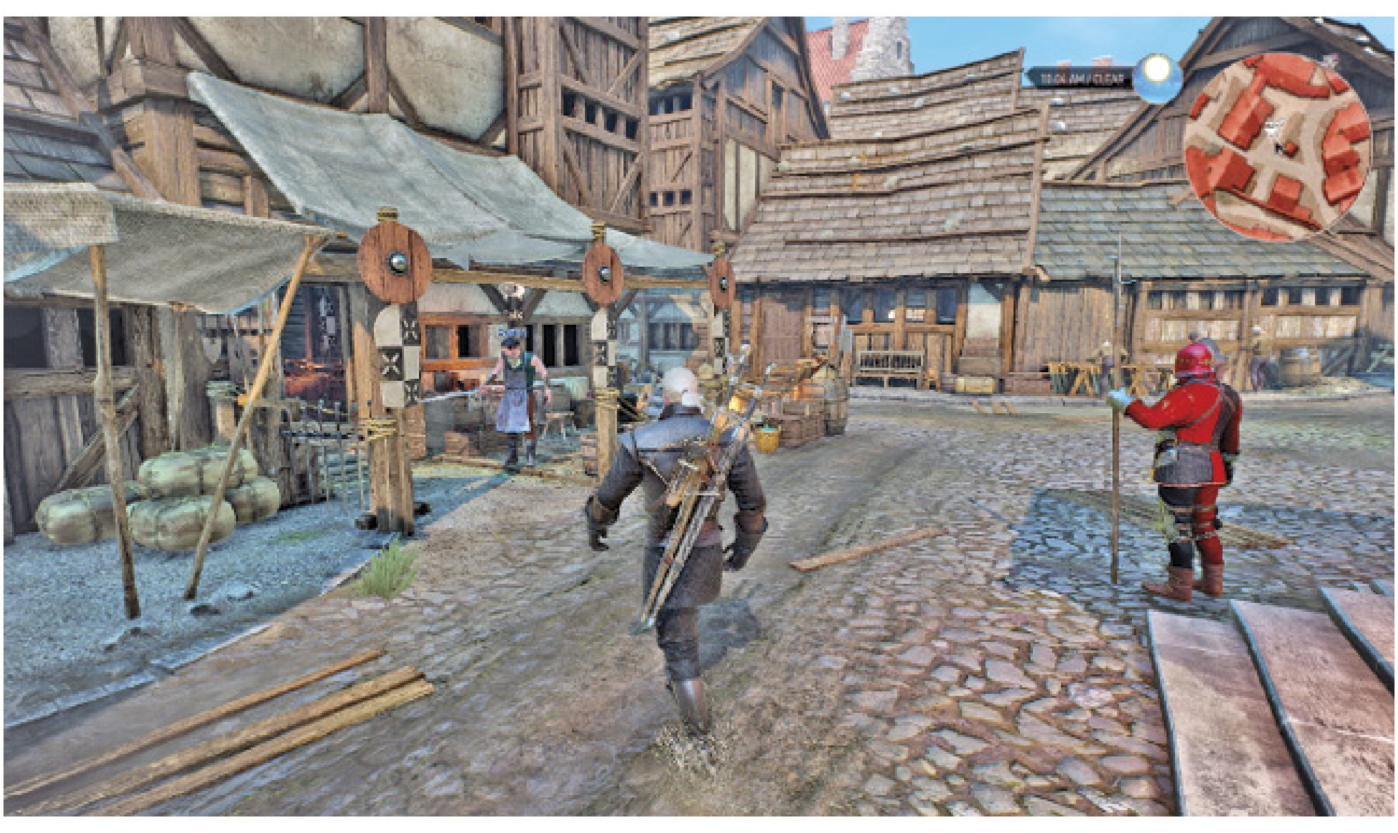
LOCATIONS: Hattori's Dumpling Shop and Armory (Glory Lane, Novigrad), Hierarch Square Armory (Novigrad), Lindenvale, Kaer Trolde

CHARACTERS: Hieronymus, Witcher Elgar, Eibhear Hattori

Recommended Items: 350+ Crowns

HIERONYMUS NOTES #1 AND #5: MASTER ARMORER OF NOVIGRAD CITY

After completing Secondary Quest: Of Swords and Dumplings, visit Hattori and browse his selection of goods.



Purchase the following parchment notes listed below (for around 110 Crowns total), and then read them in your Inventory (under Quest Items).

HOW TO START THIS QUEST

Searching for the Wolven Witcher Gear diagrams is a lengthy but rewarding task. It begins when you have completed one of the following options:

1. You visit Kaer Morhen, and discover the location of the Wolven Steel Sword, Wolven Silver Sword, or Wolven Gear (Armor, Boots, Gauntlets, and Trousers).

2. You visit one of the land's armorers, and gather a set of notes by the noted mage and historian Hieronymus, which details the Witcher Elgar and the diagrams he hid. Any Hieronymus note starts this Scavenger Hunt. Specific Hieronymus notes detail upgraded diagrams (each offers locations of three enhanced, superior, or mastercrafted Wolven gear diagrams). There are a total of six Hieronymus documents to find.

Remember! You don't need any of Hieronymus' documents to find the basic Wolven Gear, though any document starts this quest anyway. As usual, you need to find the gear in the following order: Basic, Enhanced, Superior, and finally Mastercrafted.

Items: Well-Preserved Notes by Hieronymus on the Witcher Elgar, Worn-Out and Faded Notes by Hieronymus on the Witcher Elgar

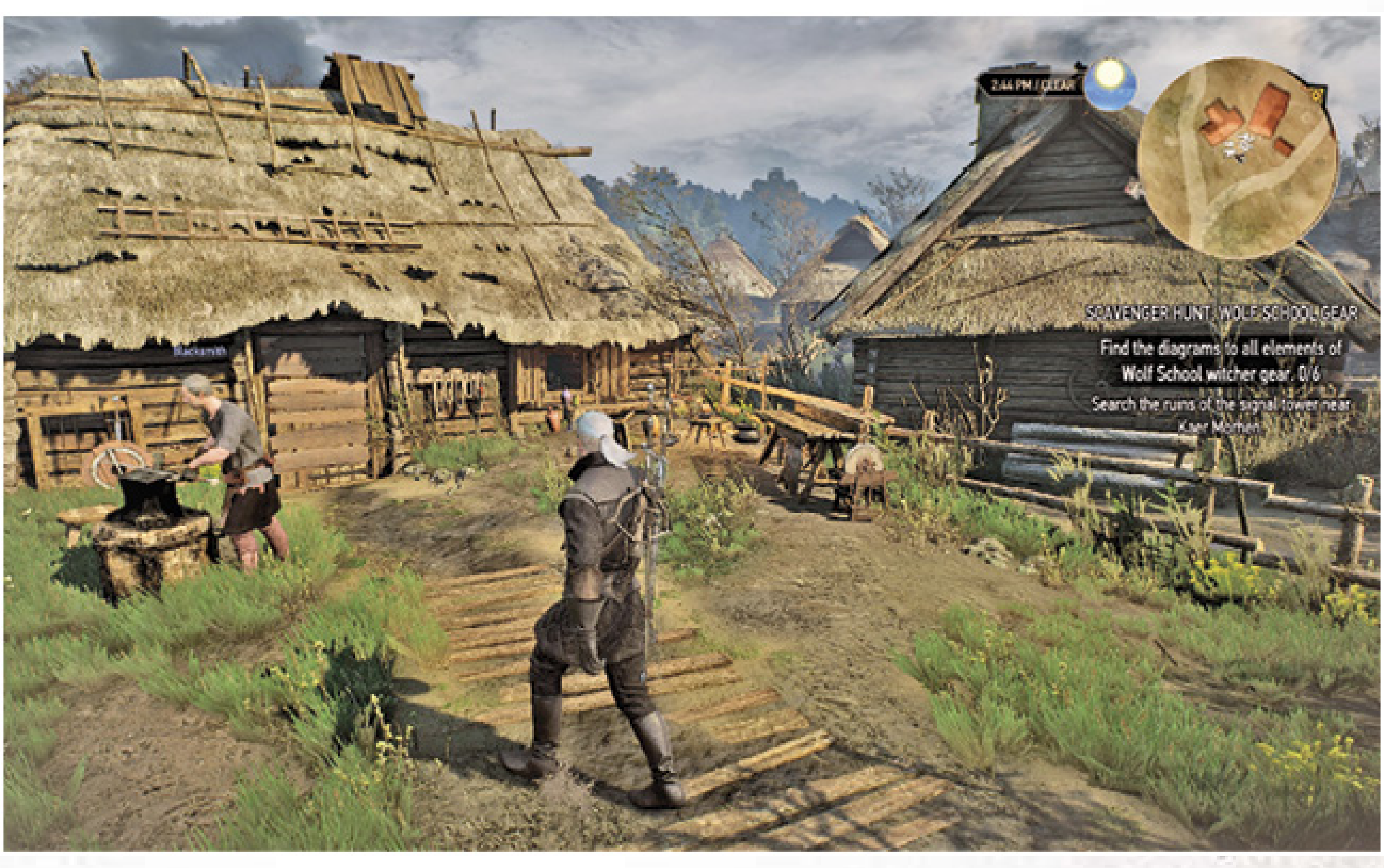
WOLVEN GEAR: ON THE RIGHT PATH

The Well-Preserved Notes allow you to find the Upgrade Diagrams: Part 1 (the first set of three pieces of Enhanced Wolven Gear Diagrams).

The Worn-Out Notes allow you to find the Upgrade Diagrams: Part 5 (the first set of three pieces of Mastercrafted Wolven Gear Diagrams).

HIERONYMUS NOTES #2: THE BLACKSMITH OF LINDENVALE

Visit the Velen village of Lindenvale, and locate the Blacksmith at the north end of the thoroughfare. Check the Blacksmith's wares and purchase the following set of notes (for around 40 Crowns). Remember to read it afterward!


SCAVENGER HUNT: WOLF SCHOOL GEAR
Find the diagrams to all elements of Wolf School witcher gear. 0/6
Search the ruins of the signal tower near Kaer Morhen.

Items: Slightly Torn Notes by Hieronymus on the Witcher Elgar

WOLVEN GEAR: ON THE RIGHT PATH

The Well-Preserved Notes allow you to find the Upgrade Diagrams: Part 2 (the second set of three pieces of Enhanced Wolven Gear Diagrams).

HIERONYMUS NOTES #3 AND #6: THE ARMORER OF KAER TROLDE

Travel to Ard Skellig, and visit the windswept armorer at Kaer Trolde. After checking his selection of goods, buy the two notes (which should cost no more than 140 crowns for both). Then open and view them in your Inventory (under Quest Items).

Items: Damp, Moldy Notes by Hieronymus on the Witcher Elgar, Notes on Parchment by Hieronymus on Elgar the Witcherd

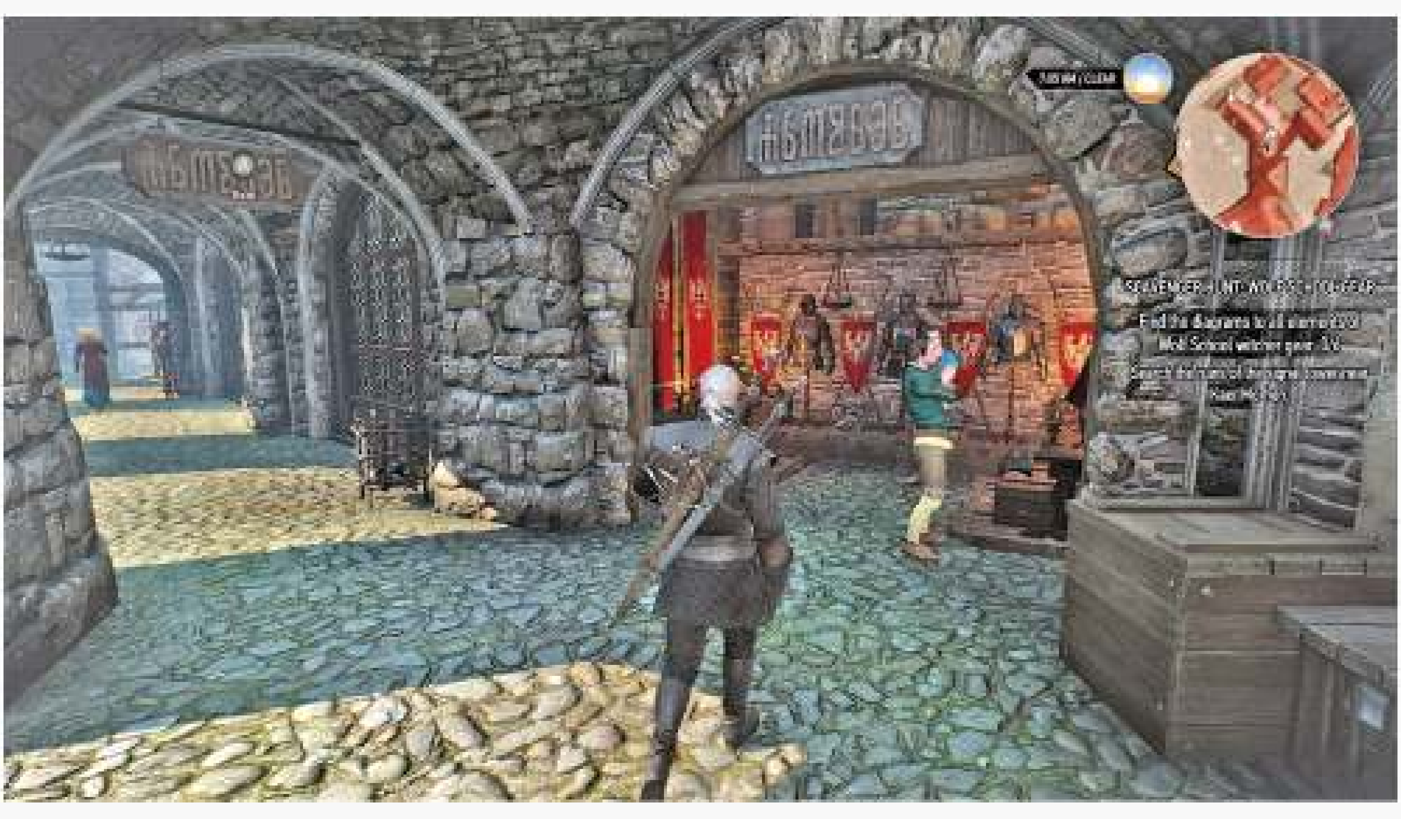
WOLVEN GEAR: ON THE RIGHT PATH

The Damp, Moldy Notes allow you to find the Upgrade Diagrams: Part 3 (the first set of three pieces of Superior Wolven Gear Diagrams).

The Notes on Parchment allow you to find the Upgrade Diagrams: Part 6 (the second set of three pieces of Mastercrafted Wolven Gear Diagrams).w

HIERONYMUS NOTES #4: THE ARMORER OF HIERARCH SQUARE

Stop off at Hierarch Square within Novigrad City, and locate the Journeyman Armorer under the arches to the northwest. Among his goods is another piece of Hieronymus' notes for sale (which is around 60 Crowns to buy). Gather it, and read it in your Inventory (under Quest Items).



Items: Heavily Faded Notes by Hieronymus on the Witcher Elgar

WOLVEN GEAR: ON THE RIGHT PATH

The Well-Preserved Notes allow you to find the Upgrade Diagrams: Part 4 (the second set of three pieces of Superior Wolven Gear Diagrams).

Wolf School Gear (Basic)

Armor, Boots, Gauntlets, And Trousers: The Last Signal

DANGER ALERT SPOILER ALERT

DLC

WOLF SCHOOL GEAR (BASIC)

RELATED QUESTS: Secondary Quest: The Bastion

LOCATIOSNS: Signal Tower (Kaer Morhen)

CHARACTERS: Hieronymus

ENEMIES: Harpies (Erynia), Wraiths

OBJECTIVES

- Find the diagrams to all elements of Wolf School Witcher gear (6)
- Search the ruins of the signal tower near Kaer Morhen.

QUESTING DECISIONS

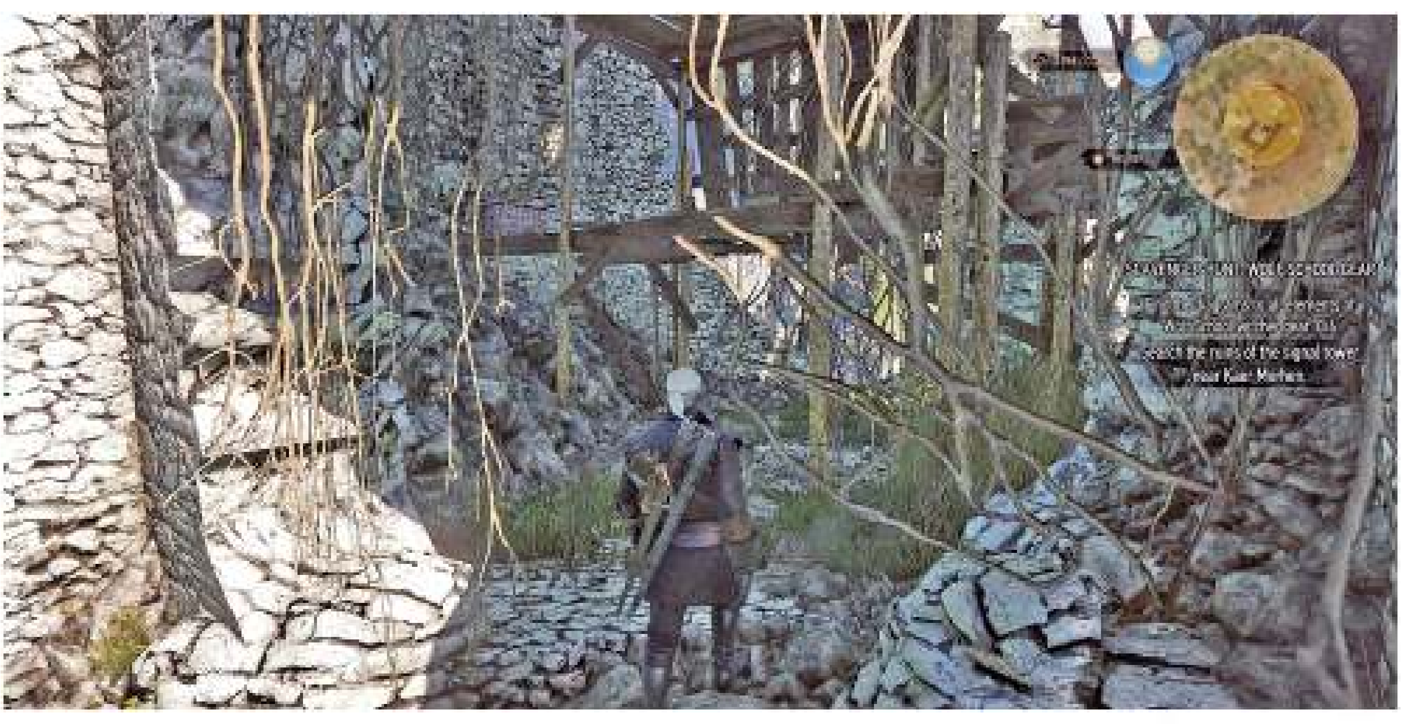
There are six Diagrams to find in three separate locations. They can be found whether or not you've come across any of Hieronymus' notes on the Witcher Elgar. All are found in Kaer Morhen.

From the signpost at Kaer Morhen, make a looping path around the mountain just south of the fortress. Your destination is an unmarked signal tower atop the treacherous cliff pathway. Watch for Harpies (Erynia) as you reach this tumbledown tower. Head through the archway, and into the main floor of the structure with the wooden scaffolding above you.

OBJECTIVES

- Read the mage Hieronymus' notes.

Climb the ladder up onto the scaffold, looking for any other chests to loot. As well as random items to take, you must also find the more ornate chest against the north wall, on the first scaffold level, which contains another of Hieronymus' notes. Once you read the notes, three additional objective become available (for locating the armor, boots, gloves, and trousers in one location, the steel sword in a second location, and the silver sword in a third location).

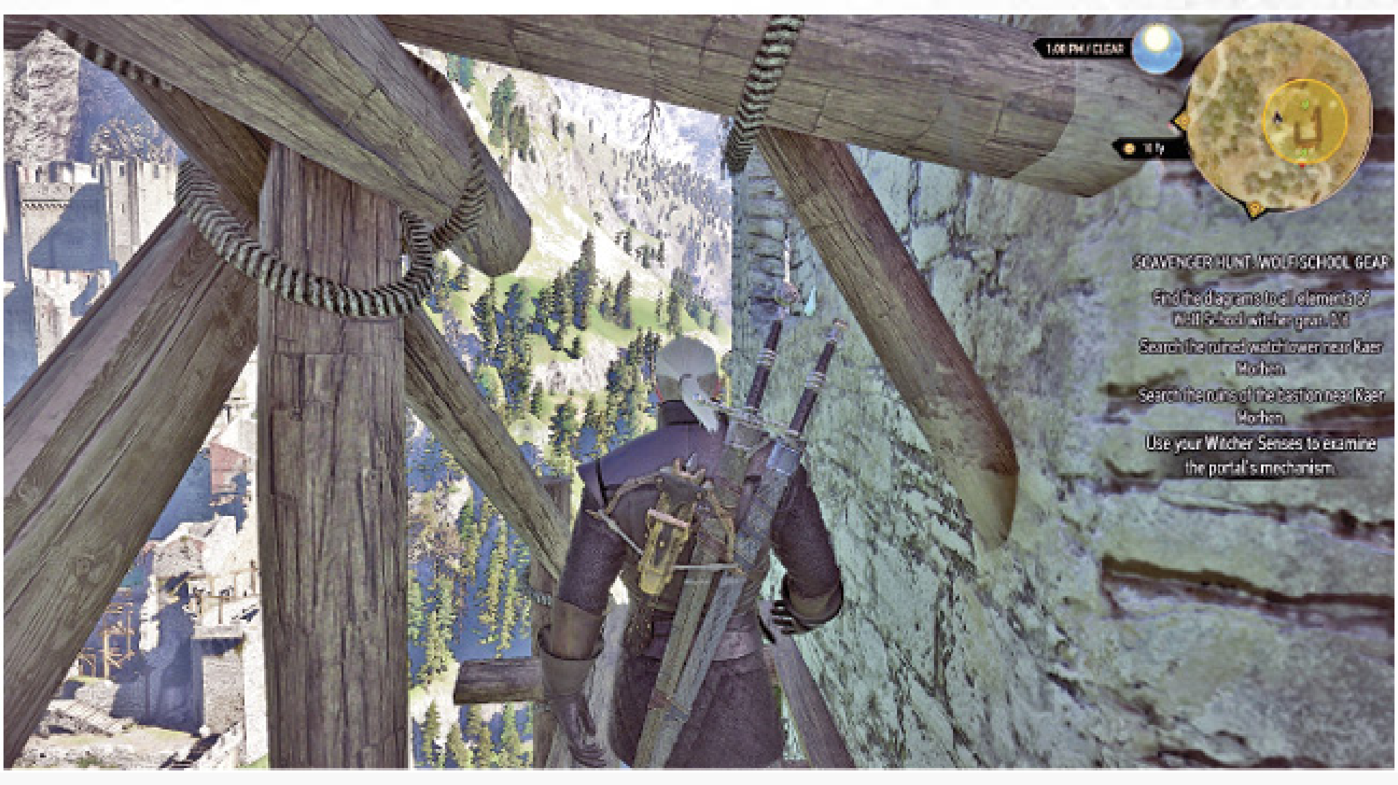


Items: Hieronymus' notes

OBJECTIVES

- Use your Witcher Senses to examine the portal's mechanism.

Just behind the ladder you used to reach the chest with Hieronymus' notes, is a curved contraption leaning against the wall. Examine it and you discover a portal generator. Look to the right for a second portal; this one containing a crystal within it. Find the missing crystal (for the left generator) by backtracking to the broken outer wall, just inside the archway entrance, but before the interior of the tower. Head over the broken wall section, and around to the right. A precarious drop and Kaer Morhen fortress should be visible to your left. Climb on the small section of wooden scaffolding, and procure a crystal from a narrow wall indent up and right of you.


SCAVENGER HUNT: WOLF SCHOOL GEAR
Use your Witcher Senses to examine the portal's mechanism.

Items: Polished Crystal

OBJECTIVES

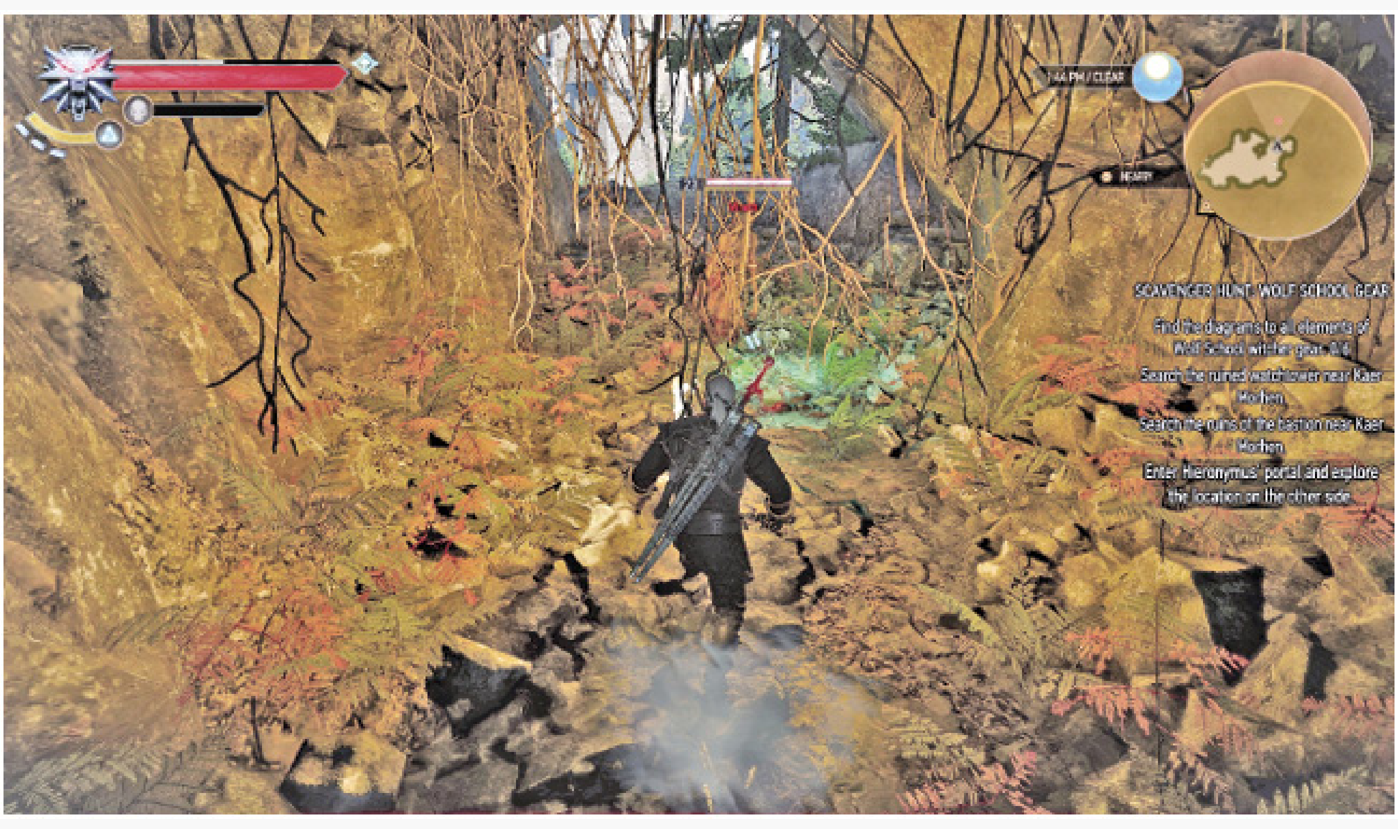
- Mount the crystal in the generator and charge it using a Sign.
- Enter Hieronymus' portal and explore the location on the other side.

Return to the portal generator and mount the crystal. Then utilize Aard to power up the crystal. A green maelstrom appears in the air just outside the signal tower. However, it isn't fully formed; you must first look to the right, to the second portal generator (which already has a crystal mounted to it), and activate that with Aard. The portal now stabilitizes. Run off the edge of the wooden scaffold, landing in the portal to avoid an embarrassing death.

OBJECTIVES

- Read Hieronymus' last words.

You appear inside a small cave with a view of Kaer Morhen out of the exit. A pile of bones (those of Hieronymus himself), and the wraith associated with them, stands between you and completing this objective. Defeat the wraith, then search the body and gather four diagrams as well as a note written in a shaky hand. Read the note, then continue to find the remaining two diagrams. Then finish your exploration by carefully dropping down a series of rocky outcrops to the path below.



Items: Diagram: Wolven armor, Diagram: Wolven boots, Diagram: Wolven gauntlets, Diagram: Wolven trousers, Notes written in a shaky hand

Wolf School Gear (Basic)

Steel Sword: The Last Bastion

OBJECTIVES

- Search the ruins of the bastion near Kaer Morhen.

Journey to the Baston ruins on the western side, and prepare to engage a quartet of angry wraiths near where you trained as a lad. After the spirits have been dismissed, look for the burned-out structure close to the perimeter stone steps.

Inspect the half-buried skeletal remains there. This is what's left of the Witcher Varin. He carries documentation for the steel sword, as well as a journal to optionally read.

Items: Diagram: Wolven steel sword, Varin's journal

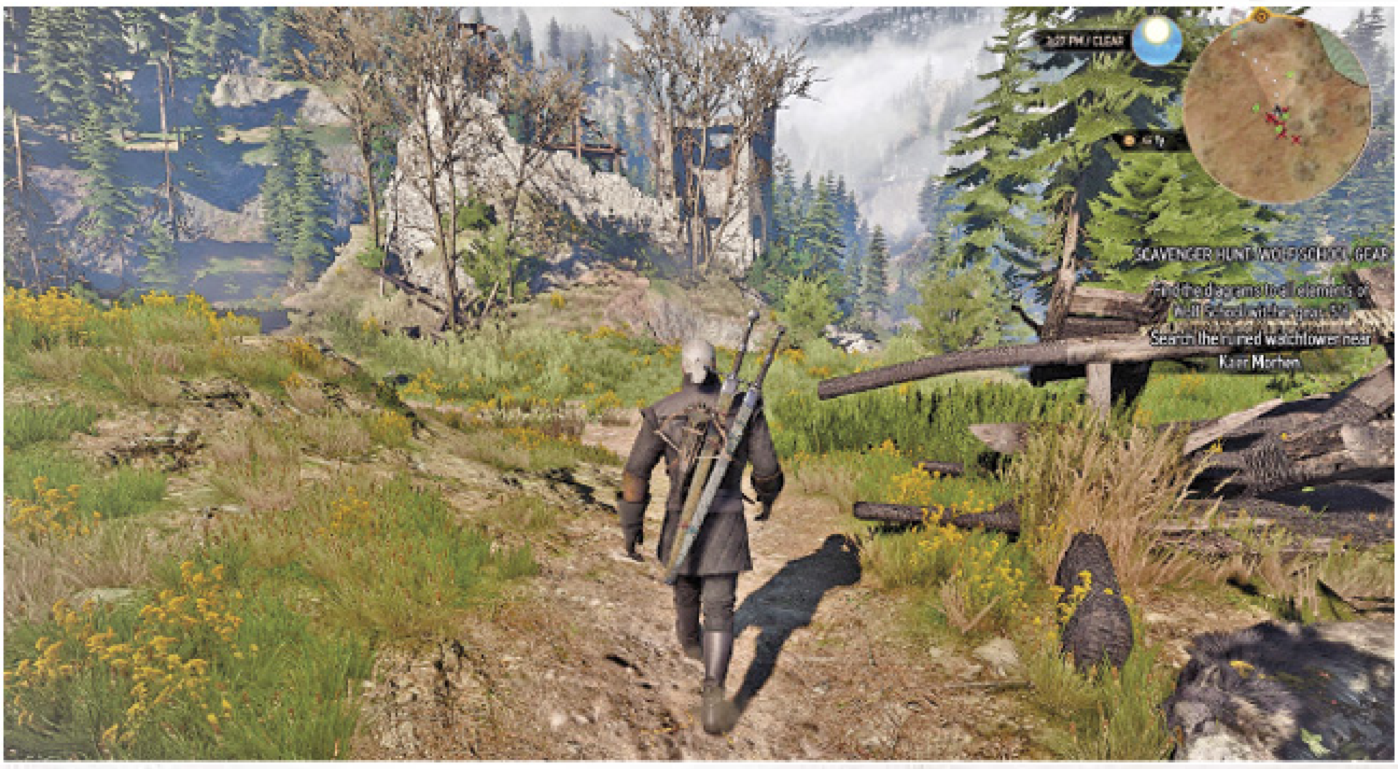
Wolf School Gear (Basic)

Silver Sword: The Last Watchtower

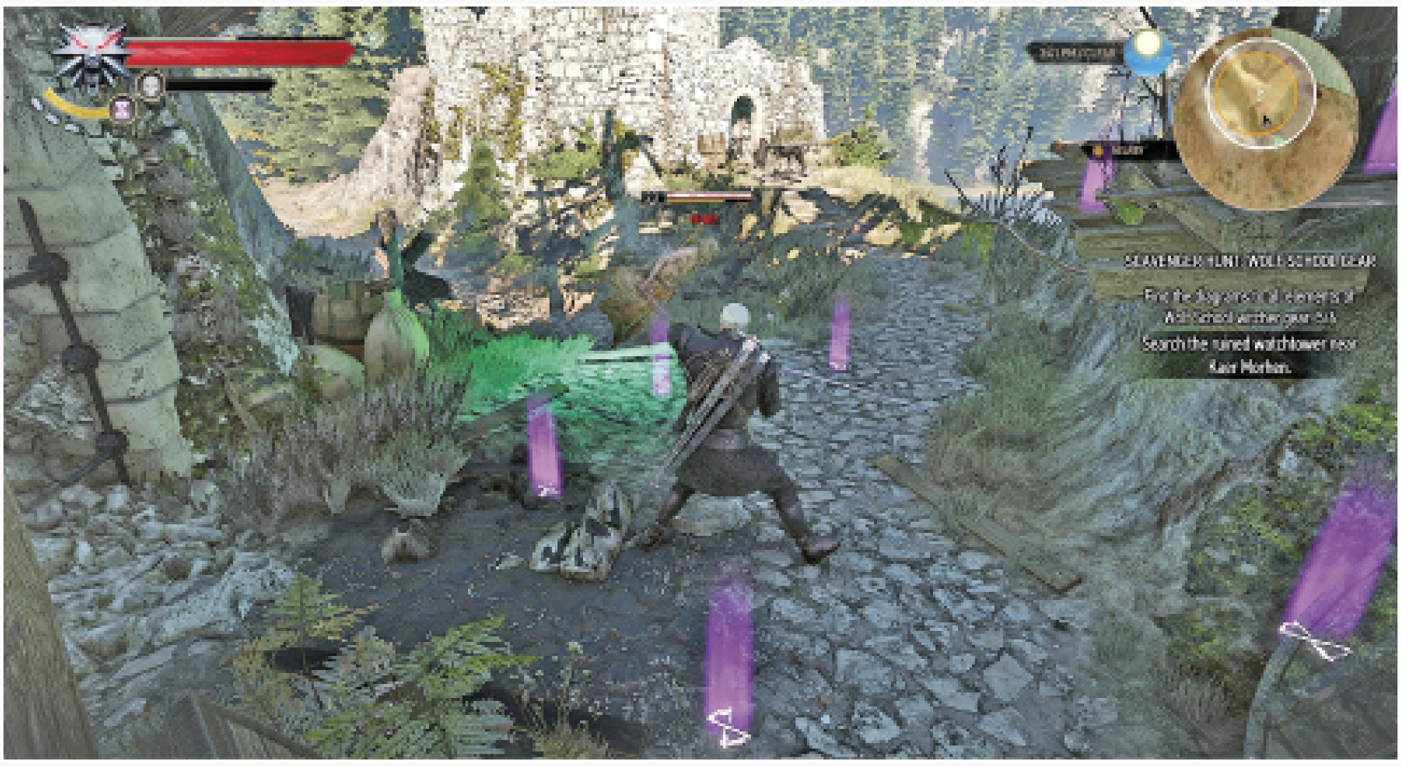
OBJECTIVES

- Search the ruined watchtower near Kaer Morhen.

Travel via a lengthy path through forested slopes, or descend to the lake and utilize a boat to reach the Ruined Watchtower toward the northwest of the expansive lake. Expect to battle wolves along the path close to the watchtower entrance, which (if you use your Witcher Senses) has a wolf marking by it, indicating a place of interest to Witchers.


SCAVENGER HUNT: WOLF SCHOOL GEAR
Search the ruined watchtower near Kaer Morhen

As you step through into the threshold, a wraith rises from a skeleton near a set of stone steps by the secondary tower itself. Remove this threat, and search the skeleton slumped here to conclude your search for the basic Wolven gear.


SCAVENGER HUNT: WOLF SCHOOL GEAR
Search the ruined watchtower near Kaer Morhen.

Items: Diagram: Wolven silver sword, Journal kept by Chird, the mage Hieronymus' assistant

Wolf School Gear Upgrade Diagrams – Part 1 (Enhanced)

Silver Sword (Enhanced): Deep Down The Baron's Well

DANGER ALERT

SPOILER ALERT

DLC WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 1 (ENHANCED)

RELATED QUESTS: Scavenger Hunt: Wolf School Gear Upgrade Diagrams – Part 2

LOCATIONS: Crow's Perch, Grotto, Wyndamer Lake Folly

ENEMIES: Drowners

OBJECTIVES

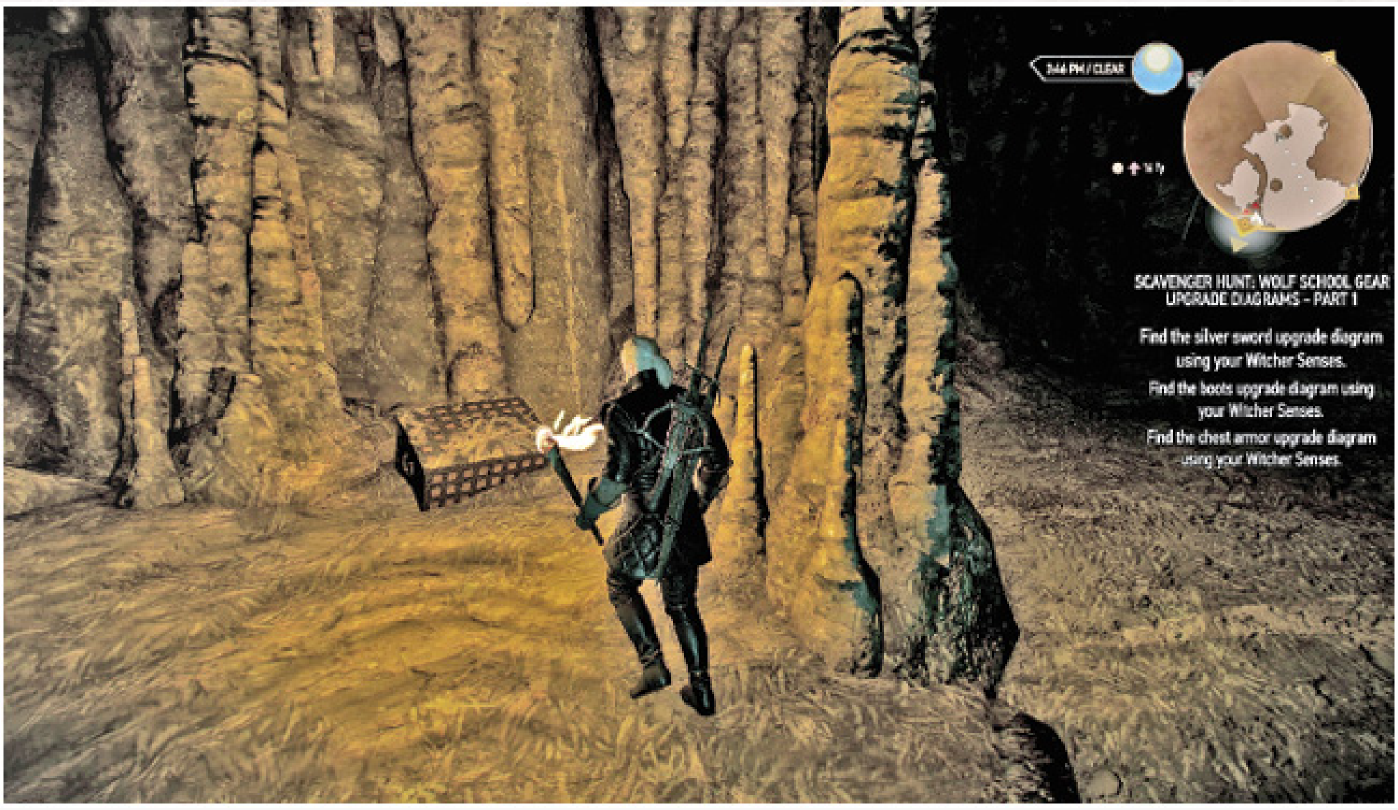
- Find the silver sword upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the first three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). All three diagrams are found in Velen.

Visit Crow's Perch and ascend to the baron's manor. Locate the garden and drop down the well (to the northwest).

Drop down into the cave and descend the stepped pathway until you have water directly in front of you. Walk along the rocky area with the water to your left, and find the chest close to some stalagmites.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 1

Find the silver sword upgrade diagram using your Witcher Senses.

Find the boots upgrade diagram using your Witcher Senses.

Find the chest armor upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven silver sword – enhanced

Wolf School Gear Upgrade Diagrams – Part 1 (Enhanced)

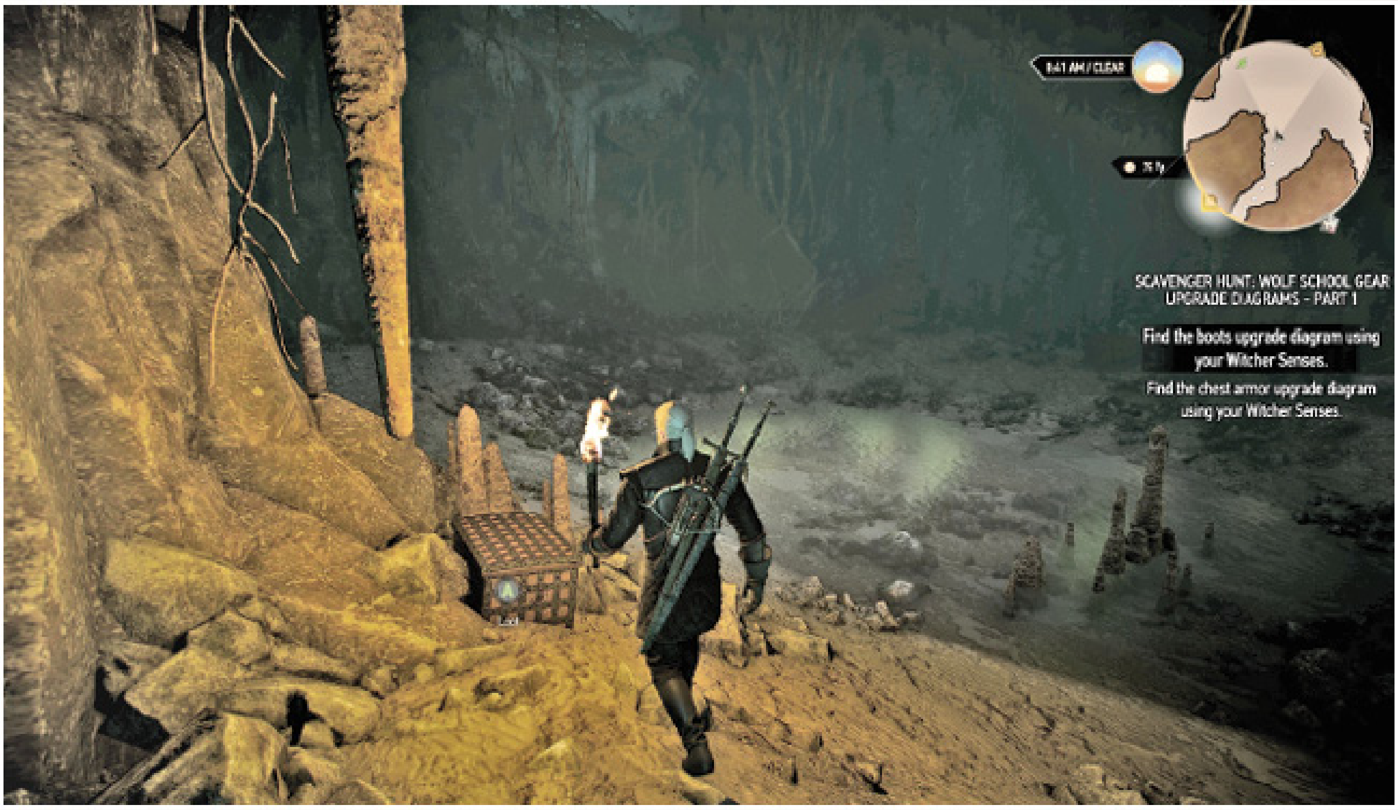
Boots (Enhanced): At The River’s Edge, Below The Marsh

OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

Almost due east of Marauders’ Bridge, and northeast of Toaderas in the northeastern corner of Crookback Bog territory is a Grotto guarded by a half dozen Drowners. Deal with them before entering the grotto; its entrance faces the Pontar River.

There are other chests within this small but confusing tunnel structure. Begin by slowly entering the cave, and taking the right fork at the first junction. When this tunnel widens out, keep to the left wall to spot the chest itself.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 1

Find the boots upgrade diagram using your Witcher Senses.

Find the chest armor upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven boots – enhanced

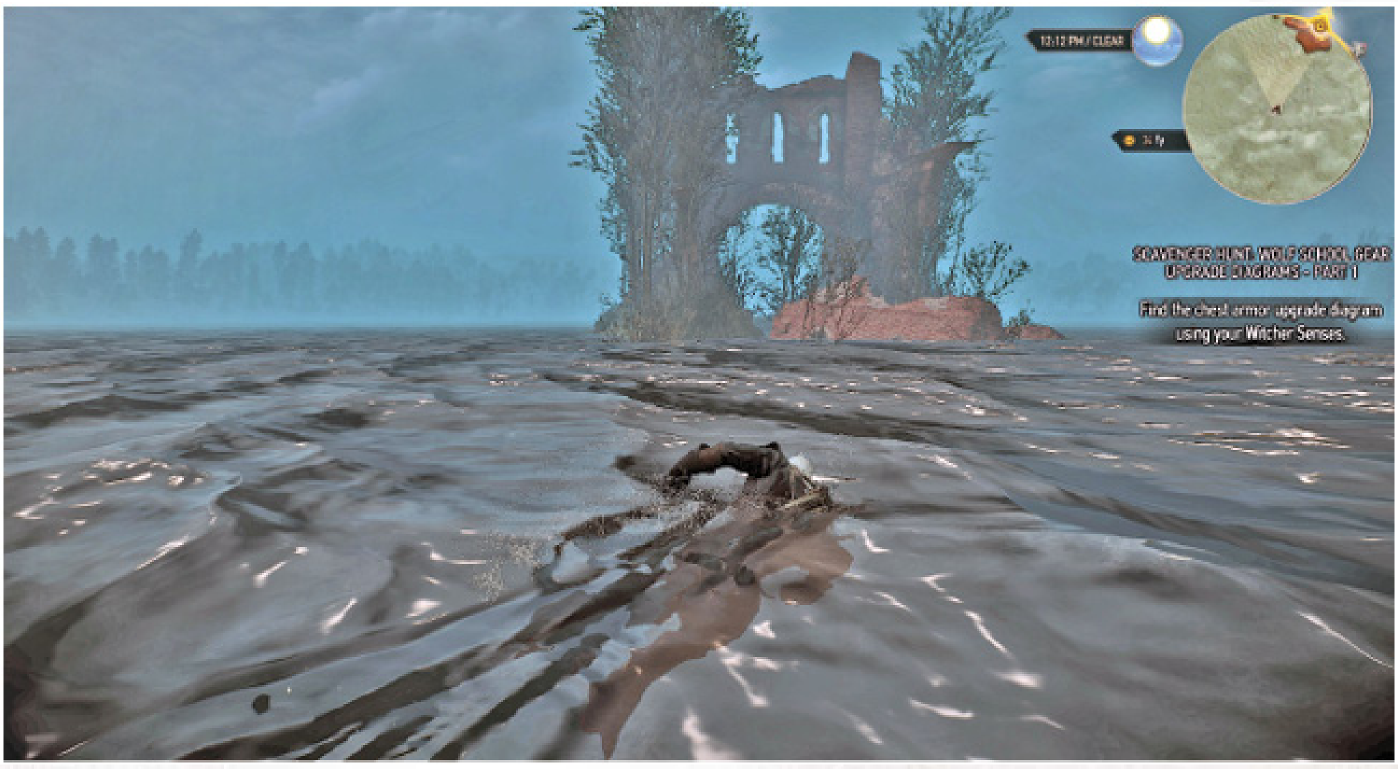
Wolf School Gear Upgrade Diagrams – Part 1 (Enhanced)

Armor (Enhanced): Below The Folly, Into The Lake

OBJECTIVES

- Find the chest armor upgrade diagram using your Witcher Senses.

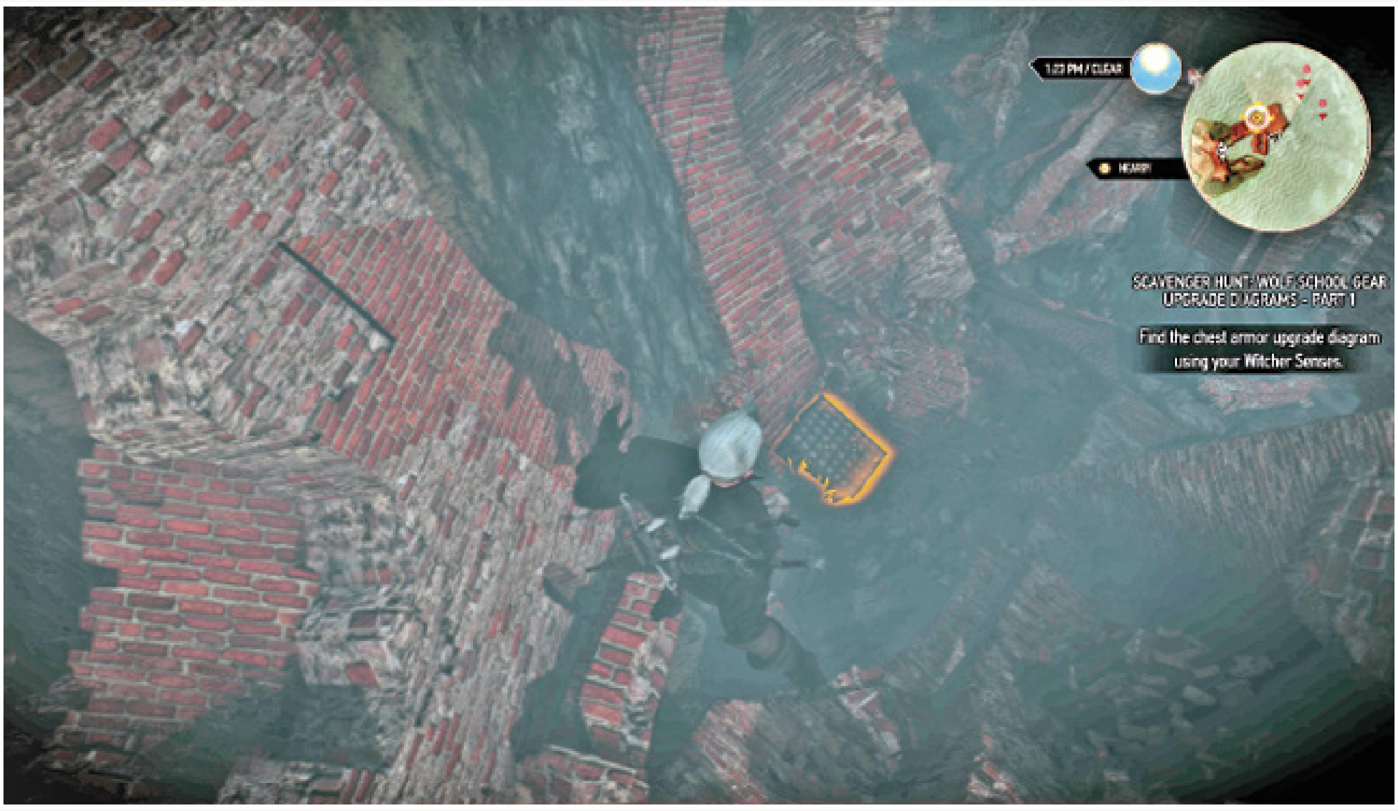
Between the village of Frischlow (to the south), and Fyke Isle in Lake Wyndamer (to the north) is a small island with the remains of a brick folly slowly sinking into the water. Beware of Drowners as you swim or take a boat there (if you find any underwater, introduce them to a crossbow bolt or two).



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 1

Find the chest armor upgrade diagram using your Witcher Senses.

Just off the southern tip of the island where the majority of the brick ruins are, use your Witcher Senses to check underwater for a number of chests. The one shown here, around 15-20 feet below the water but close to the shore, is the one to loot.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 1

Find the chest armor upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven armor – enhanced

Wolf School Gear Upgrade Diagrams – Part 2 (Enhanced)

Gauntlets (Advanced): Entering The Forktail's Lair

DANGER ALERT SPOILER ALERT

DLC WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2 (ENHANCED)

RELATED QUESTS: Main Quest: To Bait a Forktail…

LOCATIONS: Iron Mine, Forktail Lair, Lakeside Hut, Ruined Watchtower

ENEMIES: Bears, Drowners

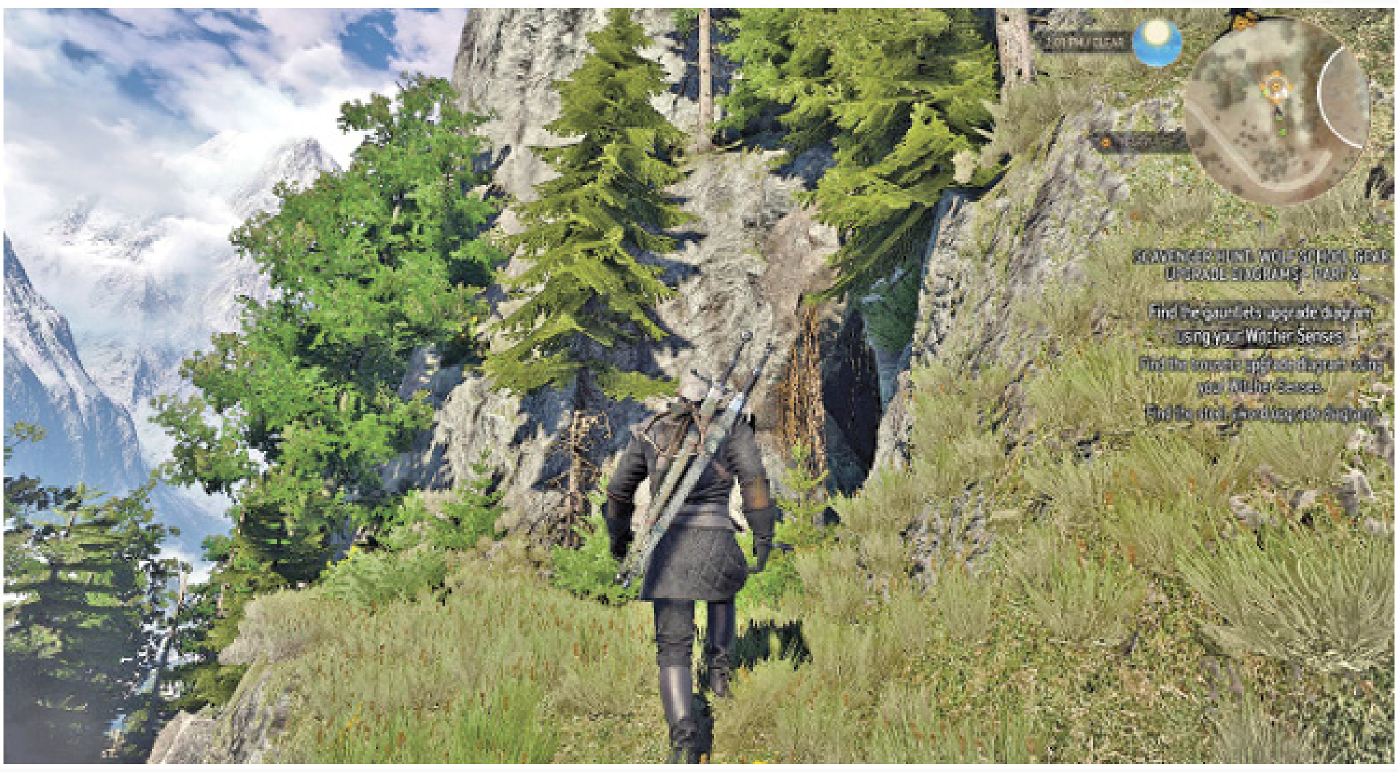
OBJECTIVES

- Find the gauntlets upgrade diagram using your Witcher Senses.

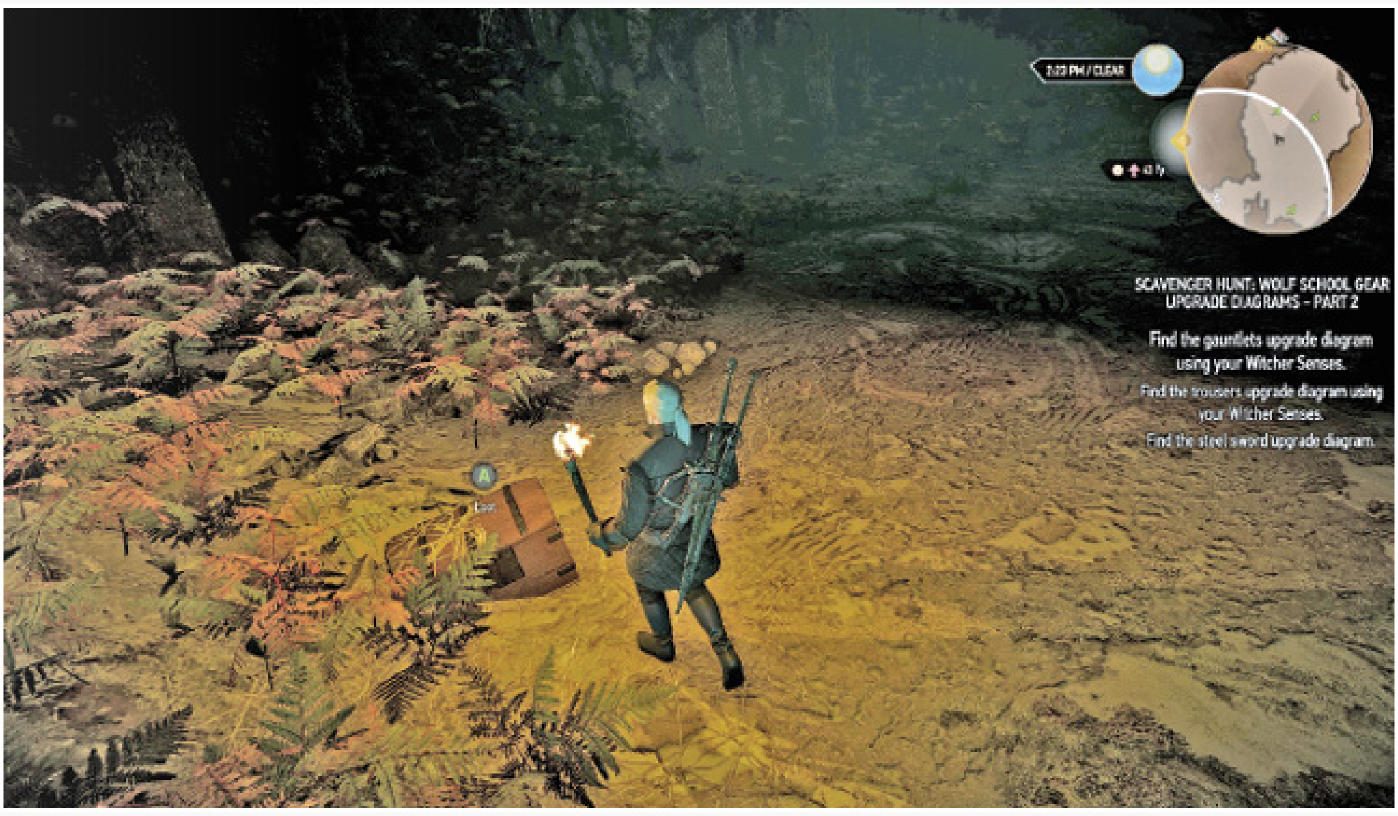
QUESTING DECISIONS

These are the second three Diagrams (Enhanced) to find in three separate locations (out of a total of six Enhanced Diagrams). All three diagrams are found in Kaer Morhen.

From the Iron Mire, head across the river in a roughly southeastern direction, avoiding Bears and climbing the steep pathway to an area of scree, wild heather and meadow. With the river to your left, look for a cave opening within the long, vertical rock cliff, where a Forktail once flew during Main Quest: To Bait a Forktail.


SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the gauntlets upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram using your Witcher Senses.
Find the steel sword upgrade diagram.

Once inside, follow the tunnel corridor until the walls widen out, and keep to the left wall. Ignore the chest on the lower ground, and move into the Forktail's lair; the large open cavern to the east. Search for a wooden chest among the bracken, in the middle-west area of this chamber.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SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the gauntlets upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram using your Witcher Senses.
Find the steel sword upgrade diagram.

Items: Diagram: Wolven gauntlets – enhanced

Wolf School Gear Upgrade Diagrams – Part 2 (Enhanced)

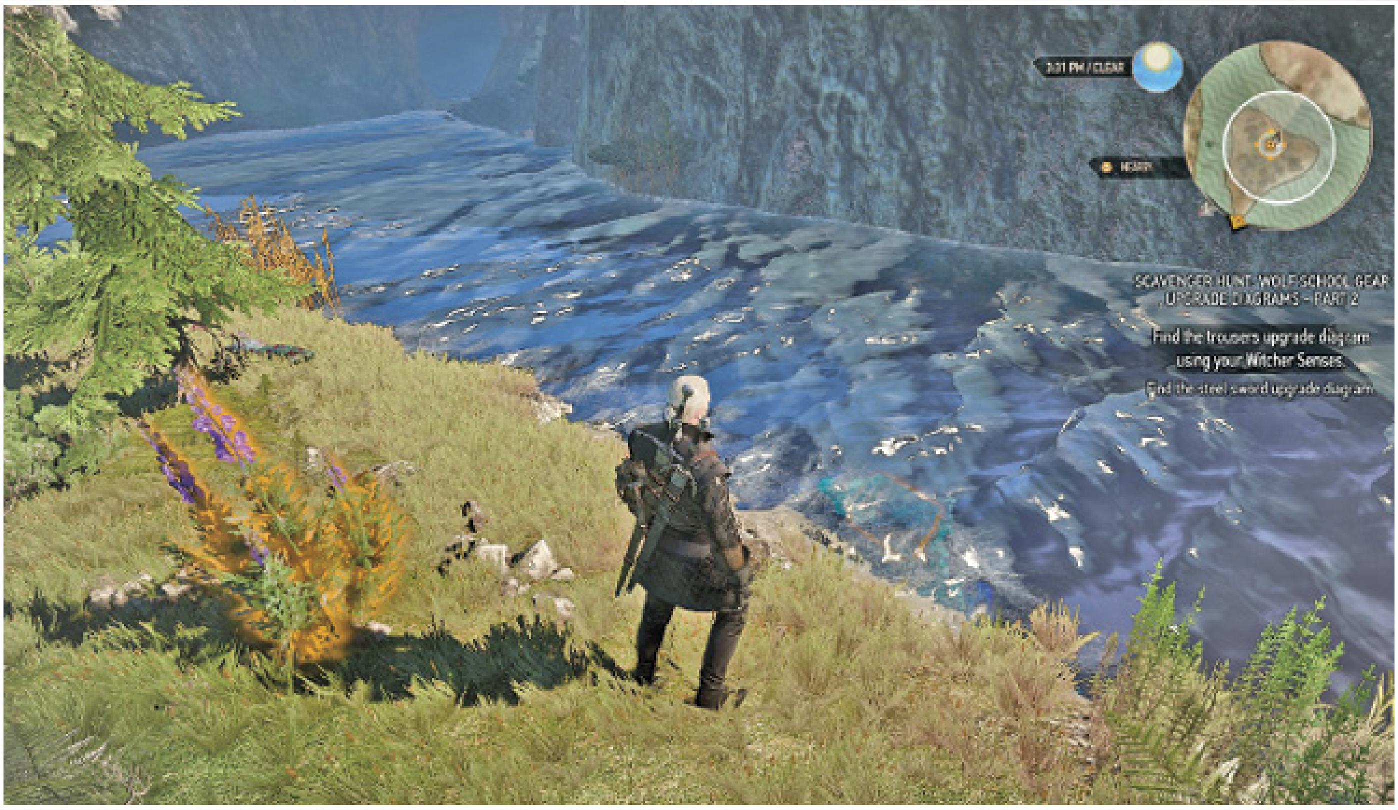
Trousers (Advanced): Below The Rippling Waters

OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

Head to the Lakeside Hut, and wade through the muddy waters to the southern part of the expansive lake, heading roughly northeast, toward the relatively small island just off the shore line.

Turn and face south once you're on the small island, and optionally use your Witcher Senses to find the orange glow of a chest just below the water's surface on the southern bank of the island.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2

Find the trousers upgrade diagram using your Witcher Senses.

Find the steel sword upgrade diagram

Items: Diagram: Wolven trousers – enhanced

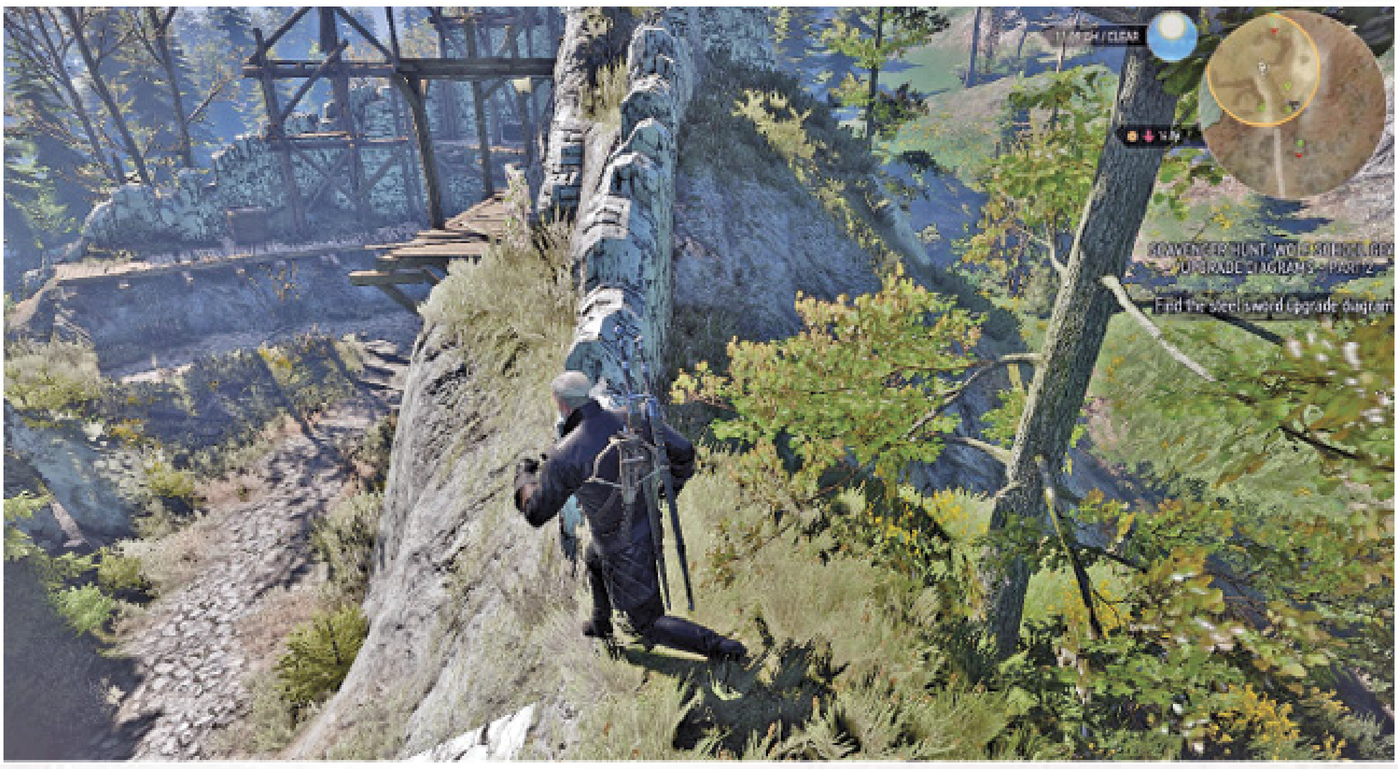
Wolf School Gear Upgrade Diagrams – Part 2 (Enhanced)

Steel Sword (Advanced): Return To The Watchtower

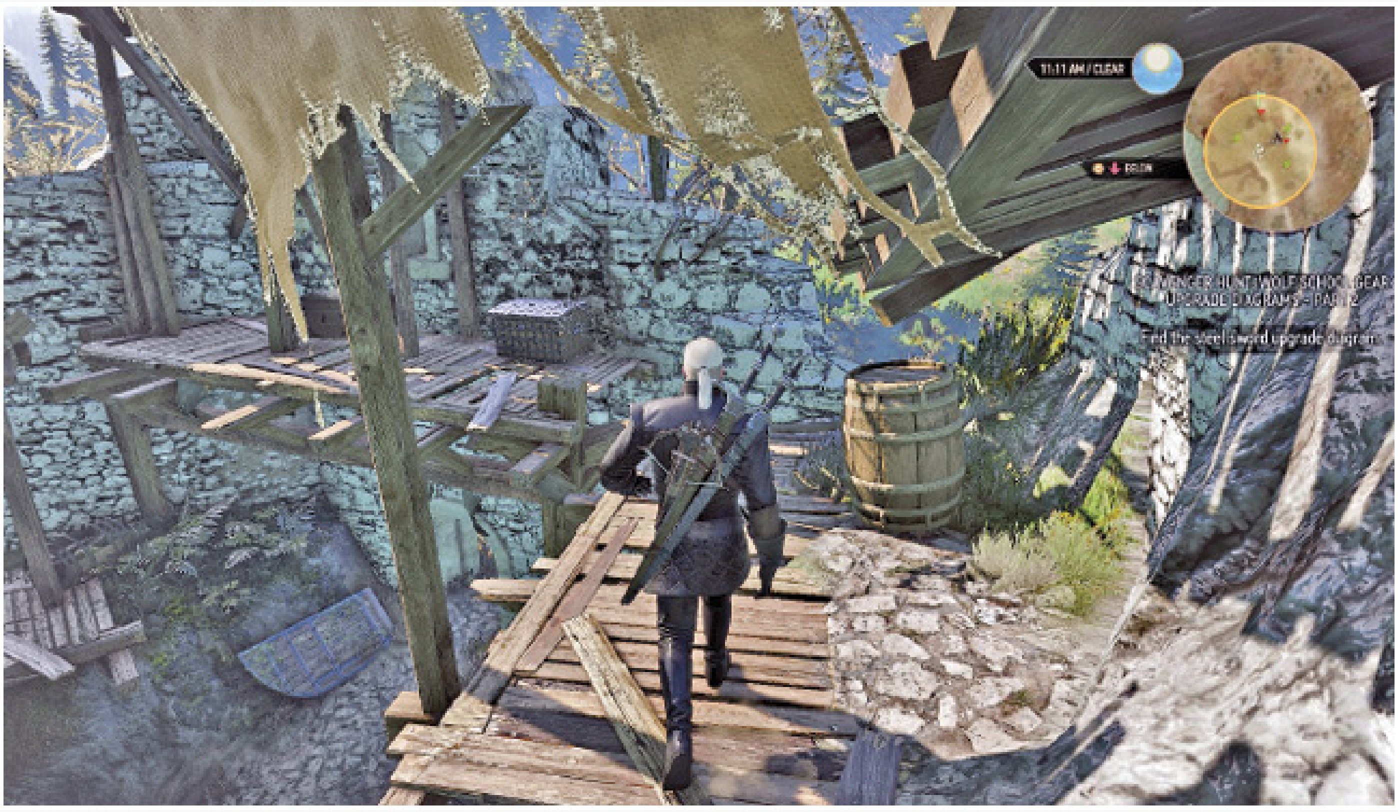
OBJECTIVES

- Find the steel sword upgrade diagram.

Head to the Ruined Watchtower at the northwestern end of the huge lake, where you found one of the original diagrams for the silver sword. On this occasion, you're after steel sword plans; enter via the main entrance, and climb this upper wall.


SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the steel sword upgrade diagram

Then it's simply a quick dash across the remains of the wooden platforms to the chest directly above the arched entrance. Pry it open and take the last enhanced diagram you need.


11:11 AM / CLEAR
SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 2
Find the steel sword upgrade diagram

Items: Diagram: Wolven steel sword – enhanced

Wolf School Gear Upgrade Diagrams – Part 3 (Superior)

Armor (Superior): Raiding The Harpies’ Nest

DANGER ALERT
SPOILER ALERT
DLC
WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 3 (SUPERIOR)

LOCATIONS: Fyresdal, Fort Grymmdjarr (Ard Skellig), Lofoten, Ice Troll Ruins (Hindersfjall), Arinbjorn, Arinbjorn Barrow (Ard Skellig)

ENEMIES: Harpies, Ice Troll, White Wolves

OBJECTIVES

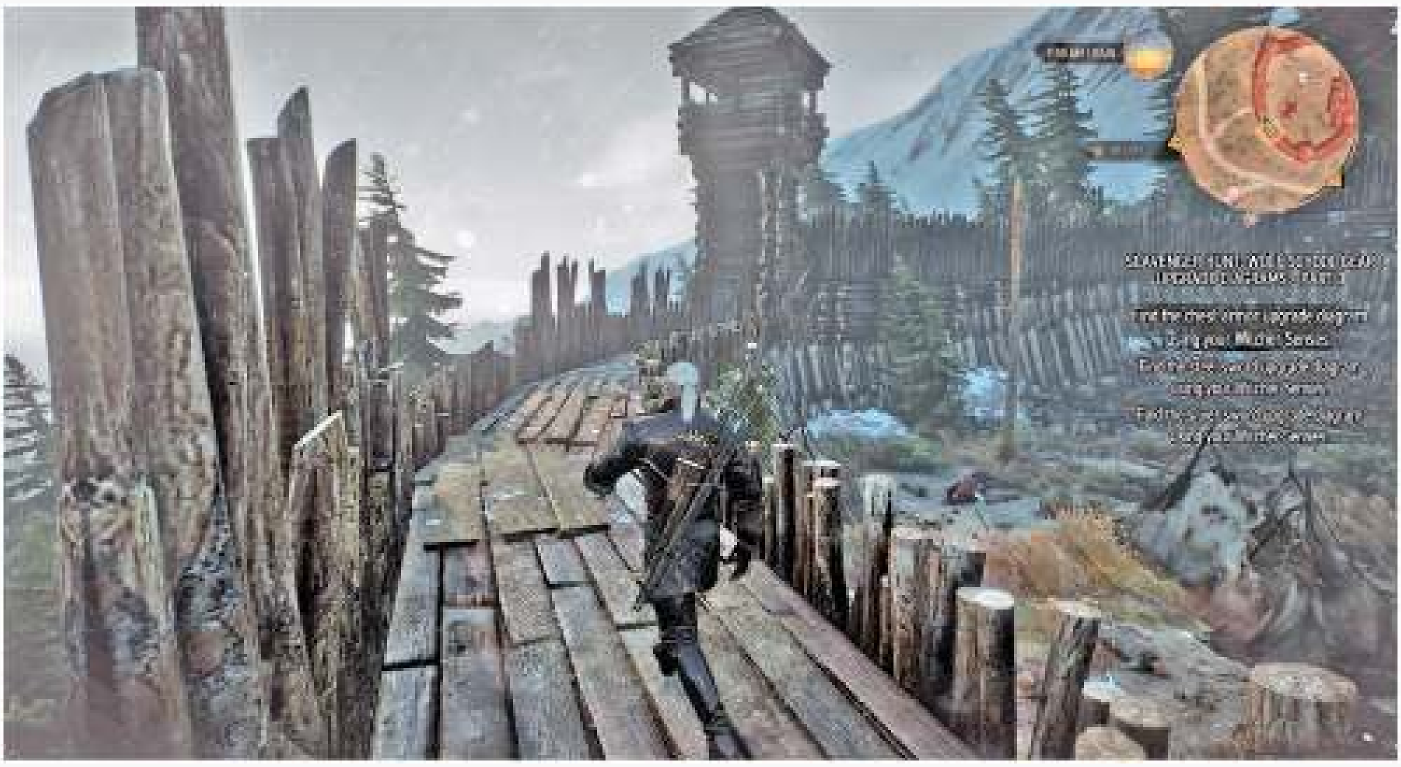
- Find the chest armor upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the first three Diagrams (Superior) to find in three separate locations (out of a total of six Superior Diagrams). All three diagrams are found in Skellige.

Begin by visiting the settlement of Fyresdal on the southern coast of Ard Skellig. It’s a short trot westwards and a little south, up some increasingly steep terrain, to reach the remains of Fort Grymmdjarr (unmarked).

Deliver some Igni and killing swipes to a flock of Harpies that usually reside here. Then make some leaps up the wooden perimeter wall to the eastern perimeter battlements, walking south to the foot of the wooden tower where the chest is located.



Items: Diagram: Wolven armor – superior

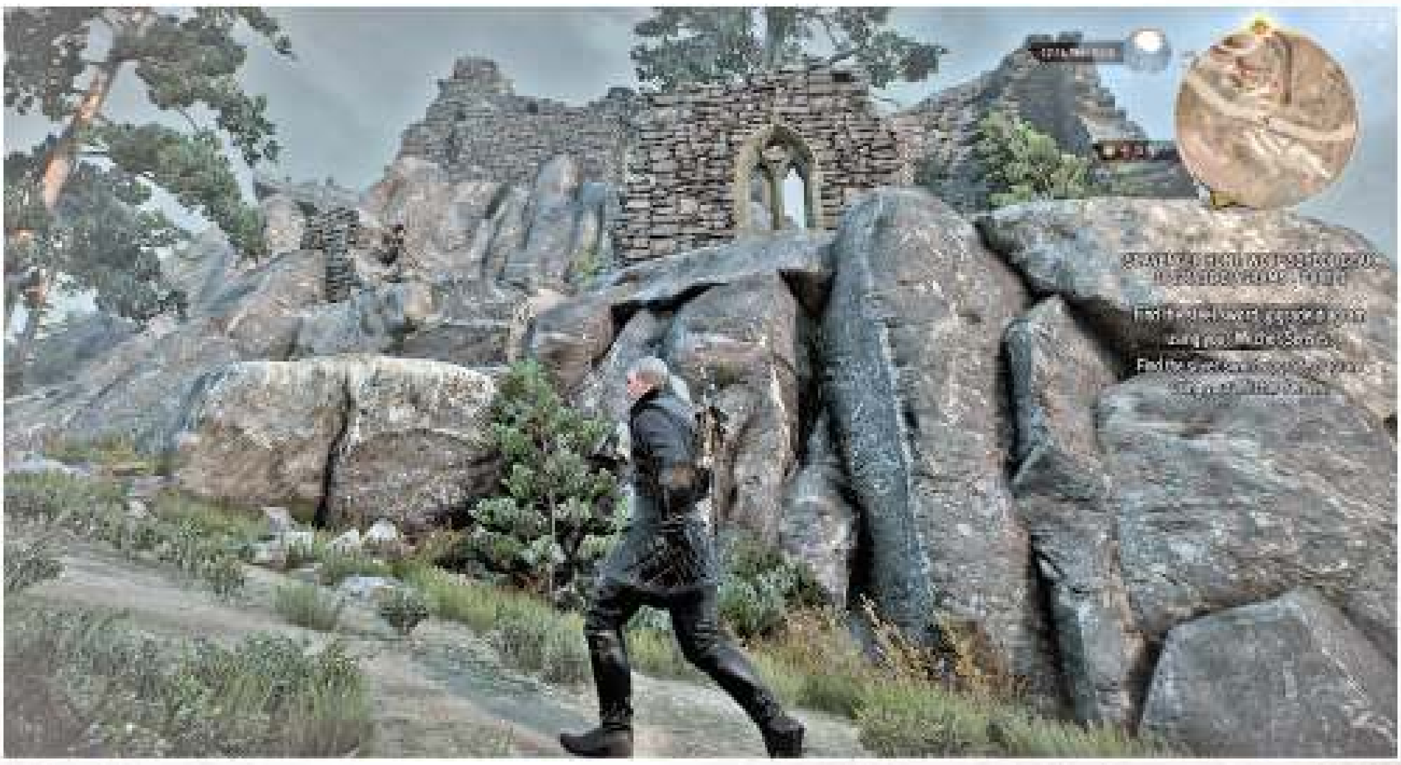
Wolf School Gear Upgrade Diagrams – Part 3 (Superior)

Steel Sword (Superior): Through The Fumes In The Ice Troll's Fort

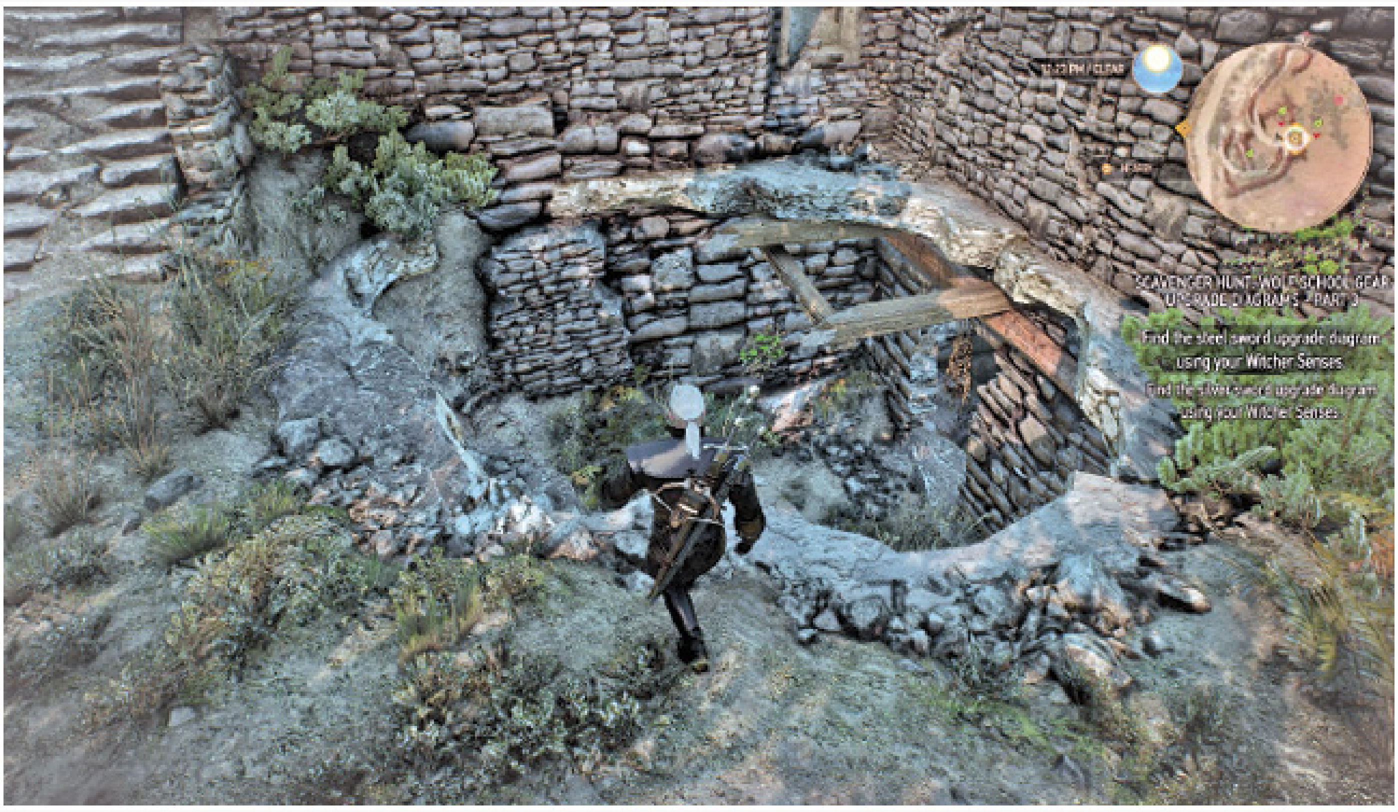
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

Travel to the eastern island of Hindersfjall, and make your way from the main village of Lofoten along the main road heading roughly westward. Continue as the path narrows, until you reach the top of the hill and an old set of stone ruins to investigate. Beware an Ice Troll lurks here!



Whether you defeat the troll or not, look for the large and roughly circular hole and drop down. Look for the opening to the northeast. It leads down to a chamber where escaping gas makes the going difficult. The toxic fumes can be tricky, so cast Quen for some protection. Igni lights the room up, but only temporarily. Best to dash directly forward, and look for the chest on the rear wall, to the left (on the rubble).



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 3
Find the steel sword upgrade diagram using your Witcher Senses
Find the silver sword upgrade diagram using your Witcher Senses

Items: Diagram: Wolven steel sword - superior

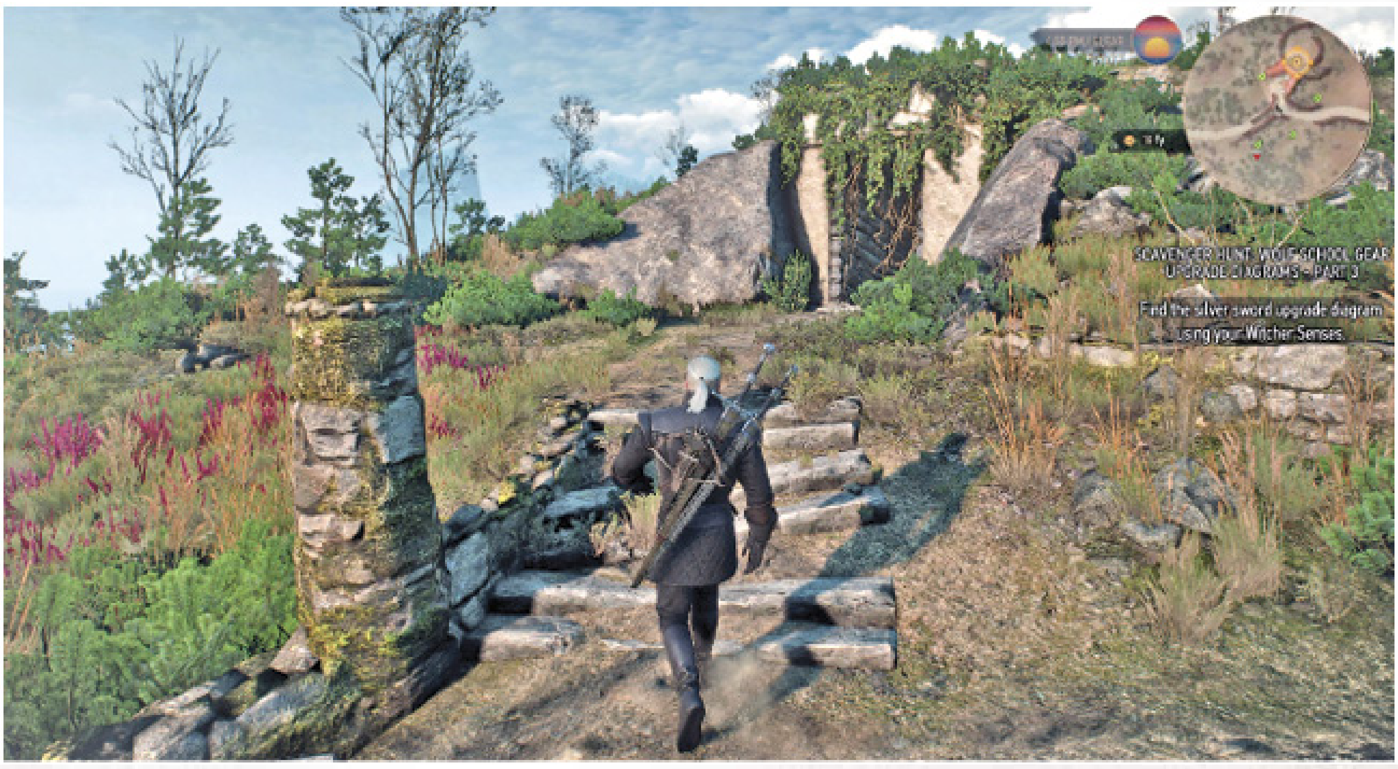
Wolf School Gear Upgrade Diagrams – Part 3 (Superior)

Silver Sword (Superior): Nestled In The Barrow's Alcove

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

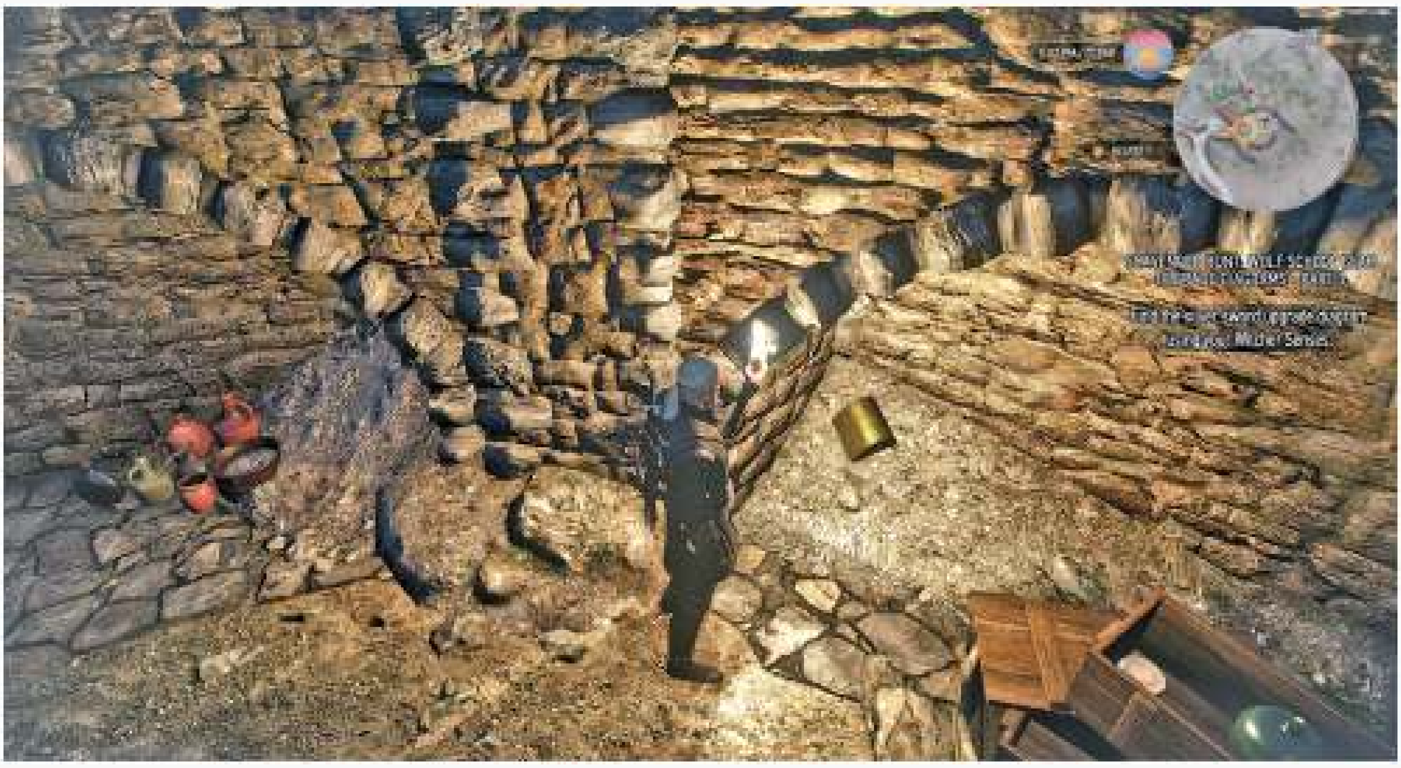
Take the road heading southeast from Arinbjorn, and climb the steep wooded slopes to the barrow, an ancient burial ground at the top of some winding stone steps and markers. Beware of White Wolves. The view up here is breathtaking.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 3

Find the silver sword upgrade diagram using your Witcher Senses.

Inside the barrow there's a scattering of pots and a small camp, but the real treasure is placed inside a tiny metal chest on the rubble pile in one of the alcoves, the second from the right if you're looking at the entrance steps.



Items: Diagram: Wolven silver sword – superior

Wolf School Gear Upgrade Diagrams – Part 4 (Superior)

Gauntlets (Superior): Wrath Of The Earth Elemental

DANGER ALERT SPOILER ALERT

DLC WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4 (SUPERIOR)

RELATED QUESTS: Secondary Quest: The Witcher's Forge, Secondary Quest: Berengar's Blade

LOCATIONS: Iron Mine, Berengar's Cave (Unmarked), Cave of the Trials of Grasses (Unmarked)

ENEMIES: Earth Elemental, Bears, Drowners, Endriaga, Chort, Harpies, Nekkers, Rotfiends

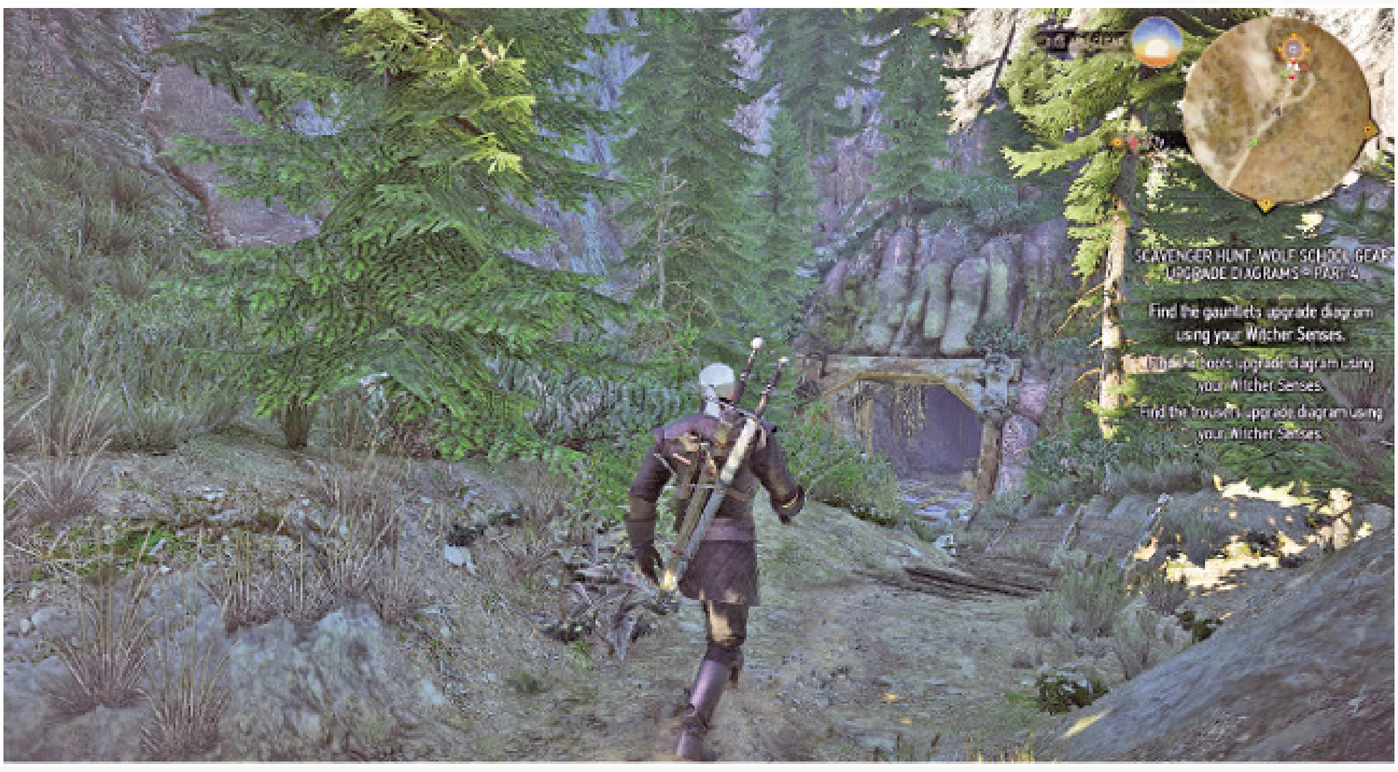
OBJECTIVES

- Find the gauntlets upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the second three Diagrams (Superior) to find in three separate locations (out of a total of six Superior Diagrams). They can only be found if you've located all six basic and enhanced Wolven gear elements, and you've purchased Hieronymus' map notes from the journeyman armorer in Hierarch Square (Novigrad City). All three diagrams are found in Kaer Morhen.

Journey southwest from Kaer Morhen to the Iron Mines entrance, and enter the old workings. After heading inside, prepare to face a mighty Earth Elemental summoned by a mage and left as a sentry (as part of Secondary Quest: The Witcher's Forge).



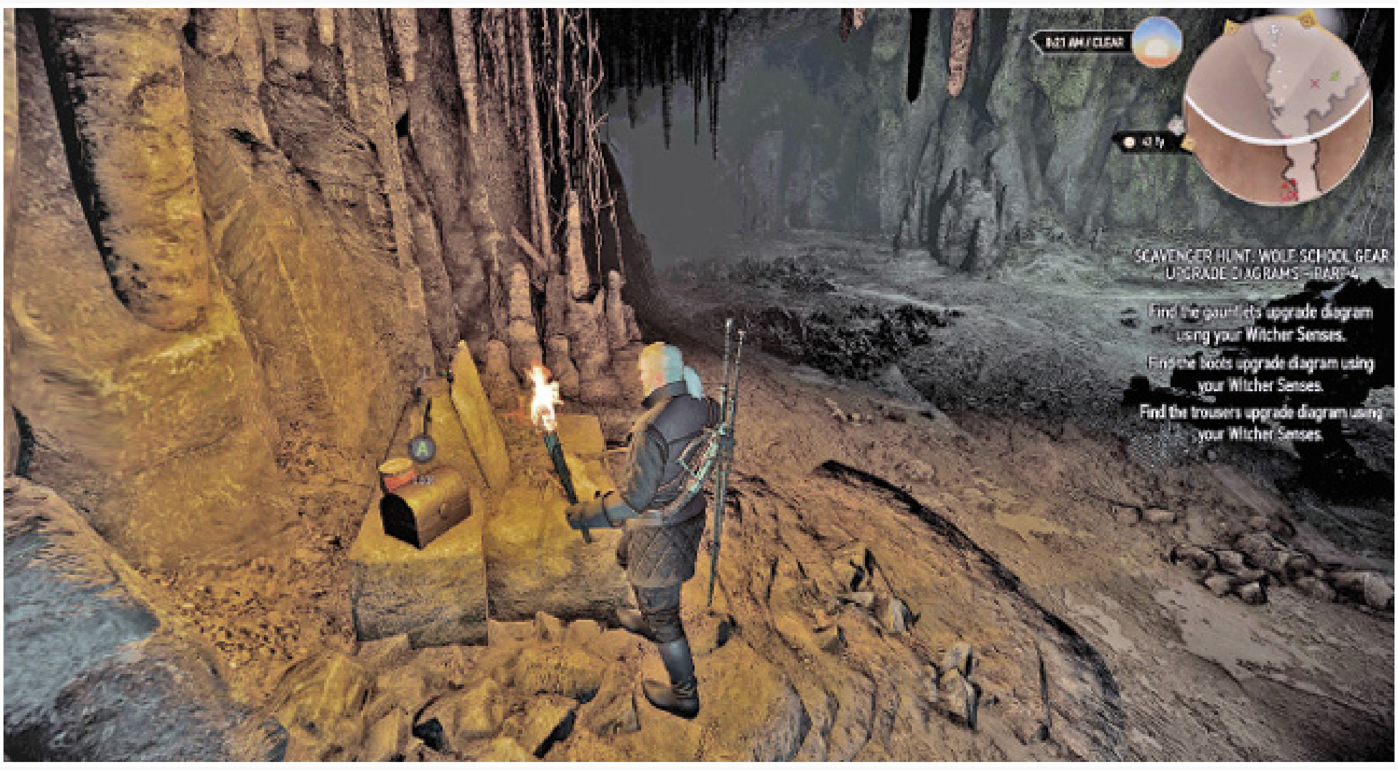
SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the gauntlets upgrade diagram using your Witcher Senses.

Find the boots upgrade diagram using your Witcher Senses.

Find the trousers upgrade diagram using your Witcher Senses.

After a ferocious battle, look for the stone altar on the northwestern edge of the chamber, and loot the tiny chest sitting on the side of the altar.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the gauntlets upgrade diagram using your Witcher Senses.

Find the boots upgrade diagram using your Witcher Senses.

Find the trousers upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven Gauntlets – superior

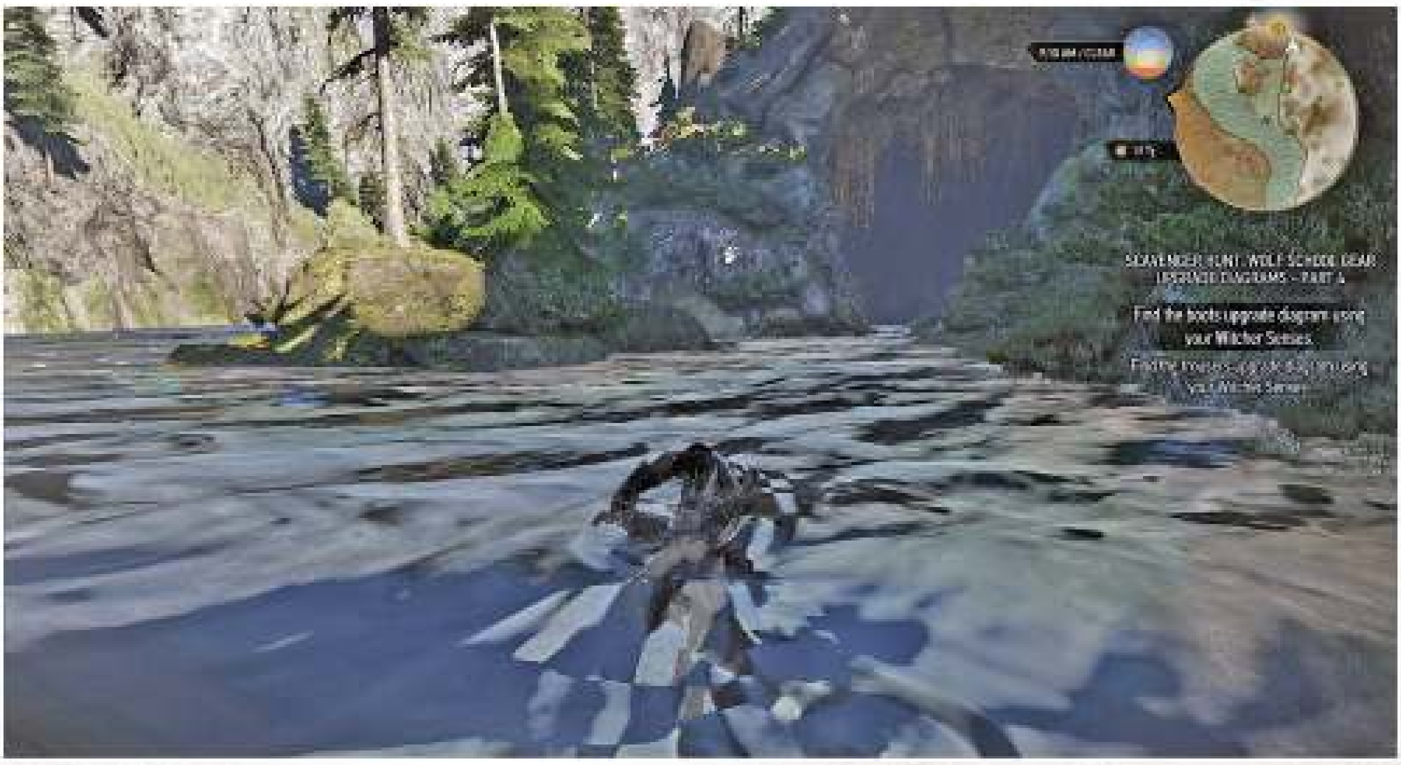
Wolf School Gear Upgrade Diagrams – Part 4 (Superior)

Boots (Superior): Exploring Berengar's Cave

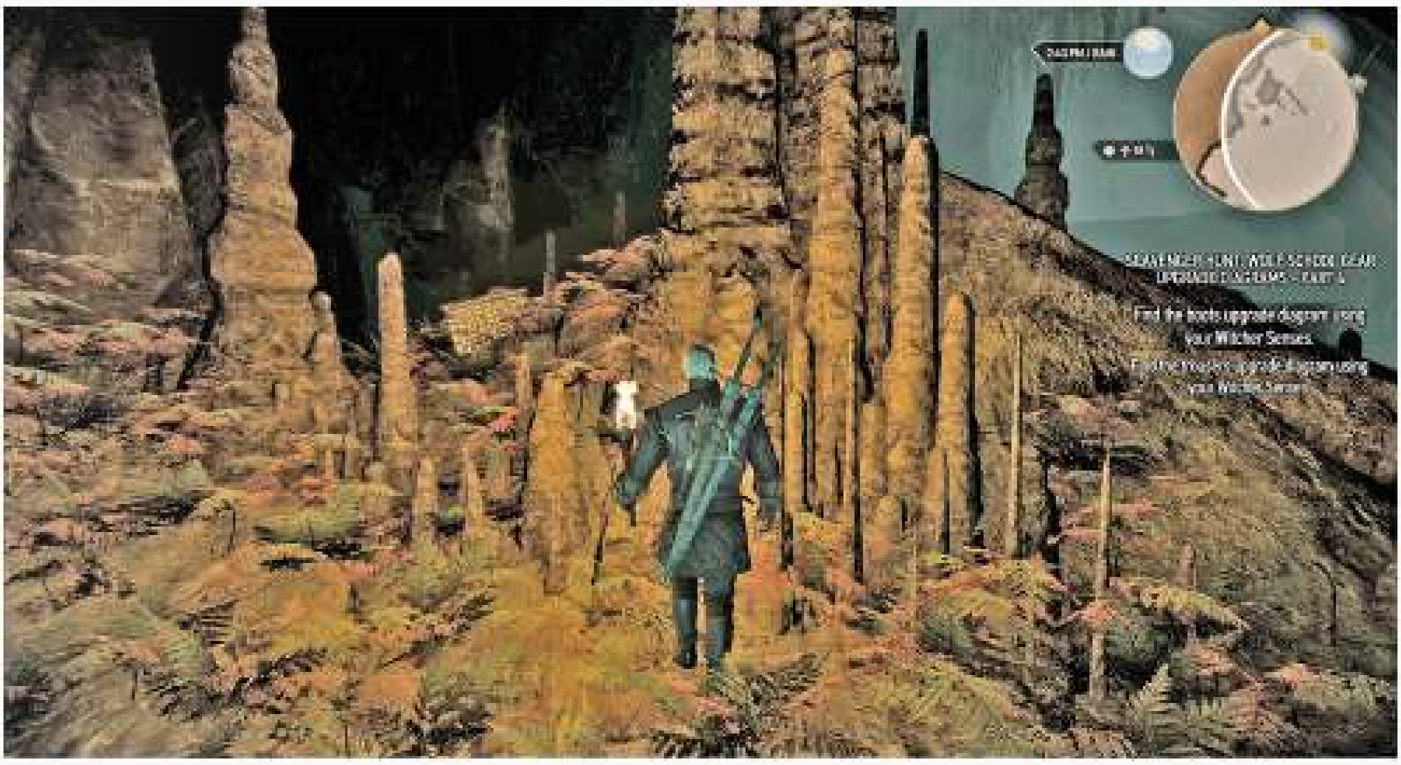
OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

From the Iron Mine signpost, turn and view the river and follow the banks of this river eastward until it bends to the north. Expect Drowners and Bears along the river's bank, and a mixture of swimming, wading, and evading. Look to the east and enter the large cave mouth, known colloquially as Berengar's Cave, as you access this area during that Secondary Quest.


SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the boots upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram using your Witcher Senses.

Turn right at the cave entrance to reach the huge interior cavern, and prepare for battle; there may be Endriaga, and even a bull Chort to face! The chest itself is along southwest part of the perimeter wall, behind a cluster of stalagmites. Use Aard to destroy millions of years of geology and claim the contents of the chest.


SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4
Find the boots upgrade diagram using your Witcher Senses.
Find the trousers upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven boots – superior

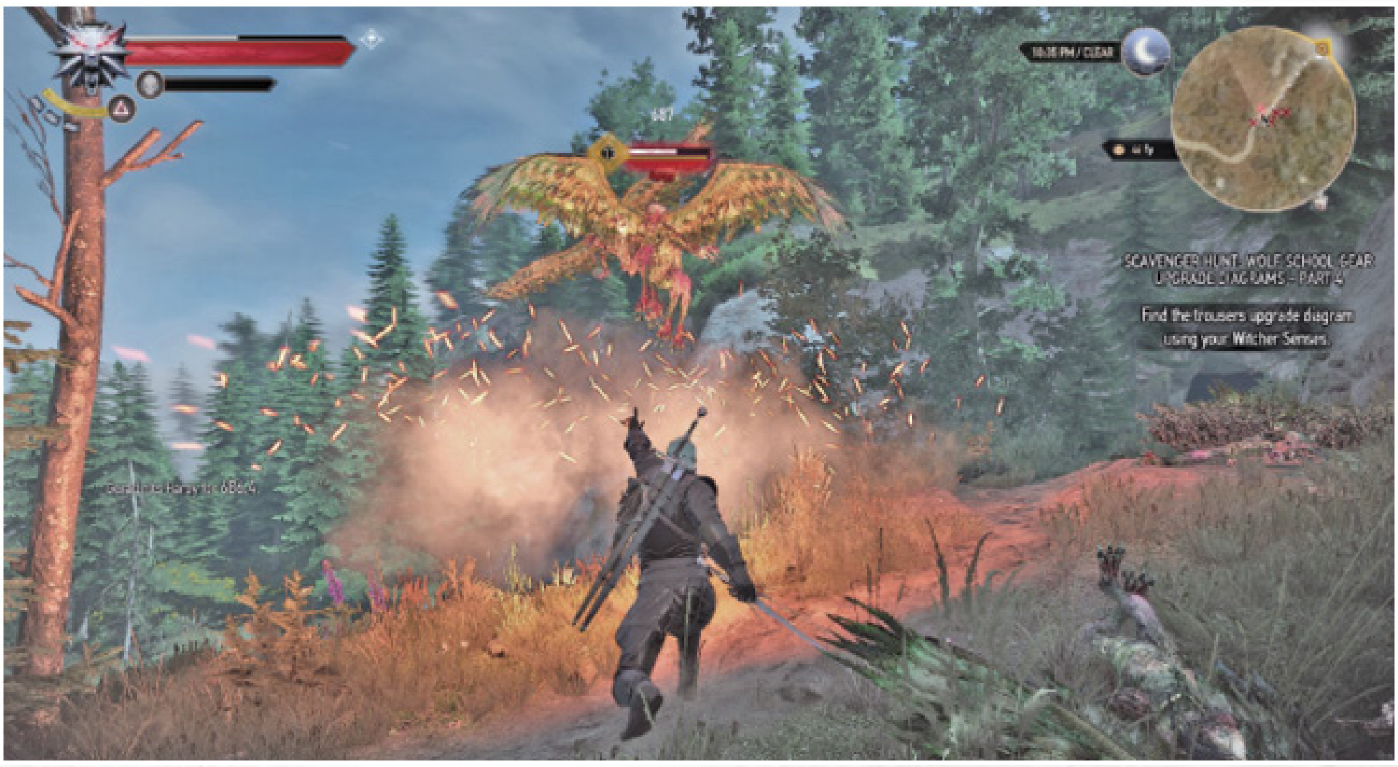
Wolf School Gear Upgrade Diagrams – Part 4 (Superior)

Trousers (Superior): Cave Of The Trials Of The Grasses

OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

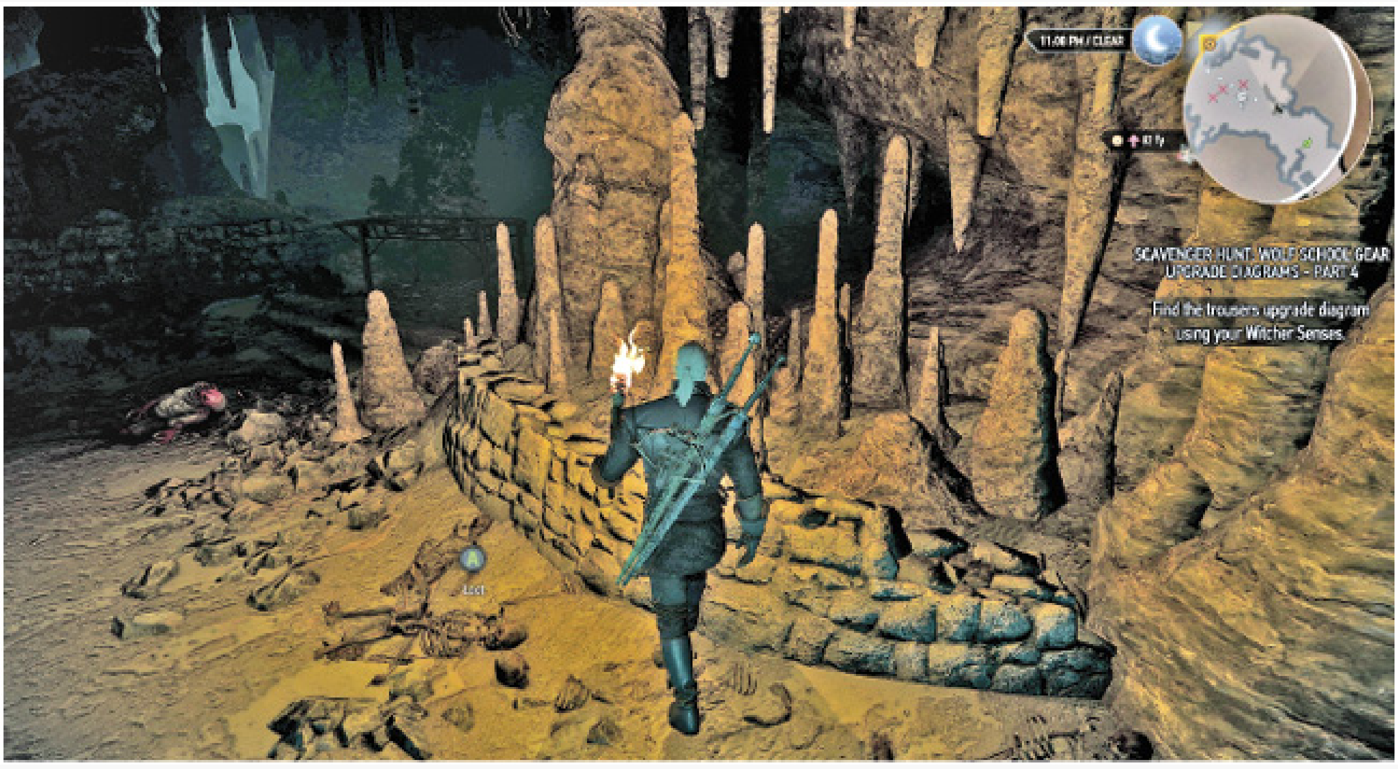
Start your next expedition from Kaer Morhen (signpost) itself, climbing the mountainous trail to the northwest until you reach the small cave entrance where you trained during your youth at the time of the Trials of the Grasses. Expect a sizable flock of Harpies along the way.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the trousers upgrade diagram using your Witcher Senses.

Head inside, and prepare to clear the tunnel of Nekkers and Rotfiends. Once the place is only holding bad memories and skeletons to loot, look for the low stone wall on the southern wall, relatively near the far end of the tunnel. A small chest is hidden behind the stalagmites here. Smash them to claim your fancy pants.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 4

Find the trousers upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven trousers – superior

Wolf School Gear Upgrade Diagrams – Part 5 (Mastercrafted)

Steel Sword (Mastercrafted): Shipwreck Of The Southern Peninsula

DANGER ALERT SPOILER ALERT

DLC WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 5 (MASTERCRAFTED)

LOCATIONS: Condyle, Byways, Elven Ruins (Unmarked), Kimbolt Way Den (Unmarked)

ENEMIES: Cannibals, Bandits, Drowners, Wraiths, Bandits, Fiend

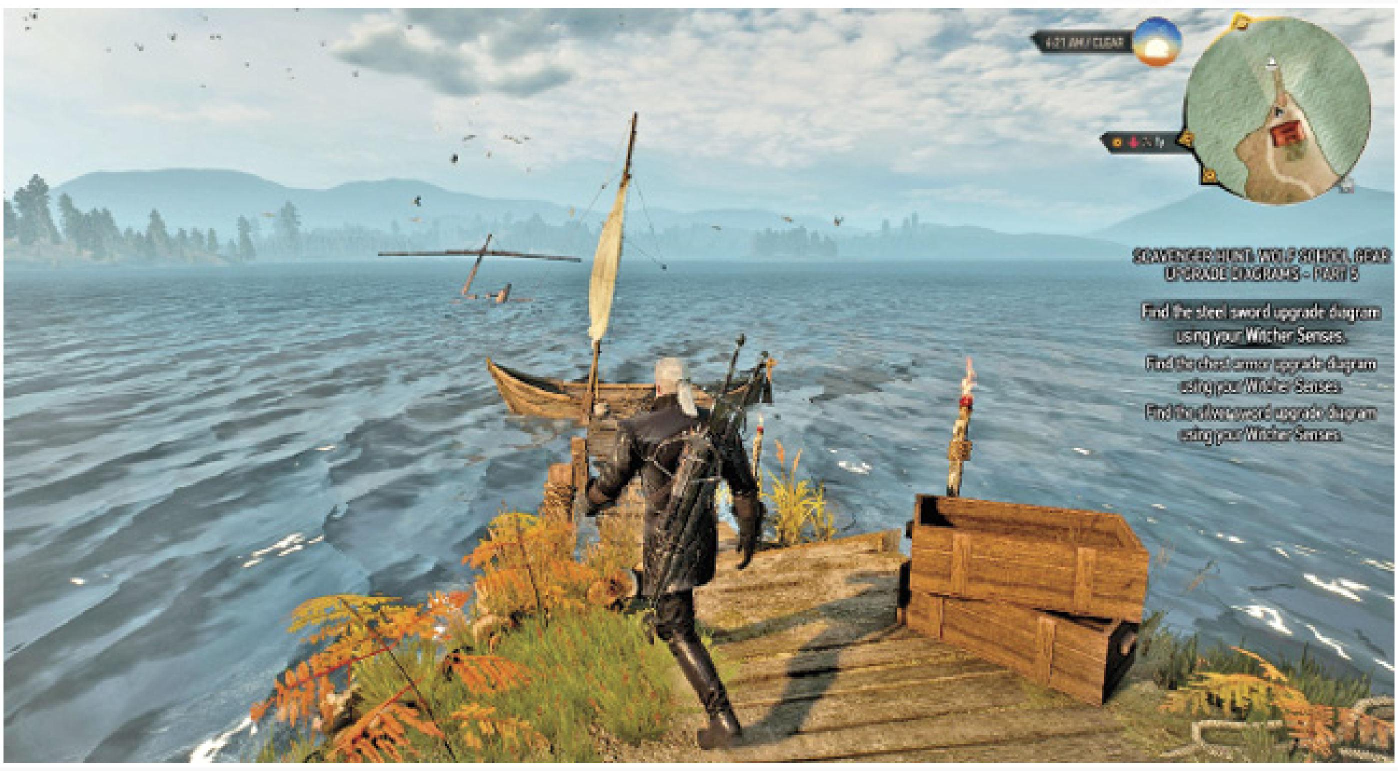
OBJECTIVES

- Find the steel sword upgrade diagram using your Witcher Senses.

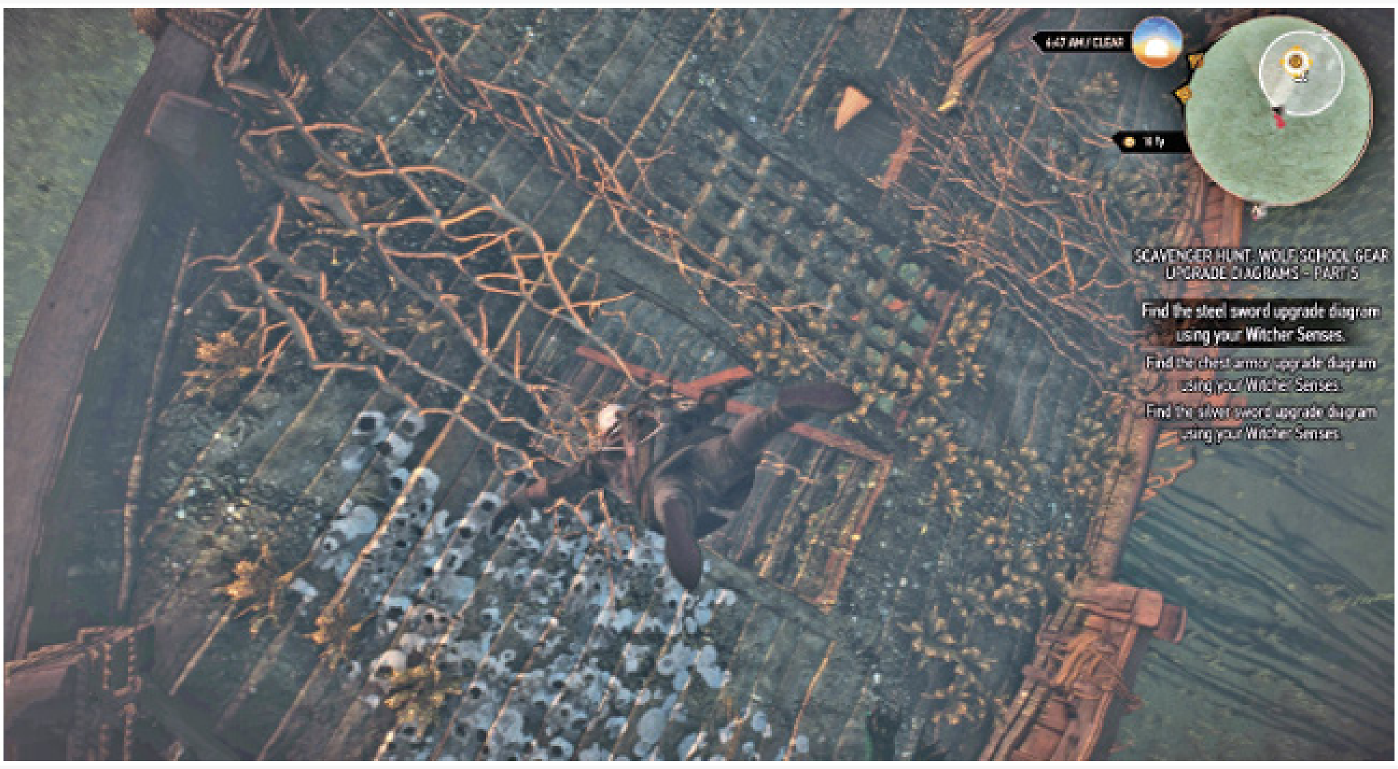
QUESTING DECISIONS

These are the first three Diagrams (Mastercrafted) to find in three separate locations (out of a total of six Mastercrafted Diagrams). All three diagrams are found in Velen.

Journey to the western side of The Mire territory in southwest Velen, and watch yourself as you head through the village of Condyle; it has been overrun by Cannibals! You're headed due south of Condyle, down the grassy (and increasingly swampy) river banks, and into the river to the south.


6:21 AM / CLEAR
SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 5
Find the steel sword upgrade diagram using your Witcher Senses.
Find the chest armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

Take a boat if you wish, or swim out to the sunken ship you can see the mast of. Use a crossbow if the Drowners are bothering you. Take a deep breath (or a Killer Whale potion) and swim directly down to the stairs leading into the hold. Though there are other chests to loot, the one you want is directly under the hold stairs. Grab the diagram and surface without drowning.


6:47 AM / CLEAR
SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 5
Find the steel sword upgrade diagram using your Witcher Senses.
Find the chest armor upgrade diagram using your Witcher Senses.
Find the silver sword upgrade diagram using your Witcher Senses.

Items: Diagram: Wolven steel sword – mastercrafted

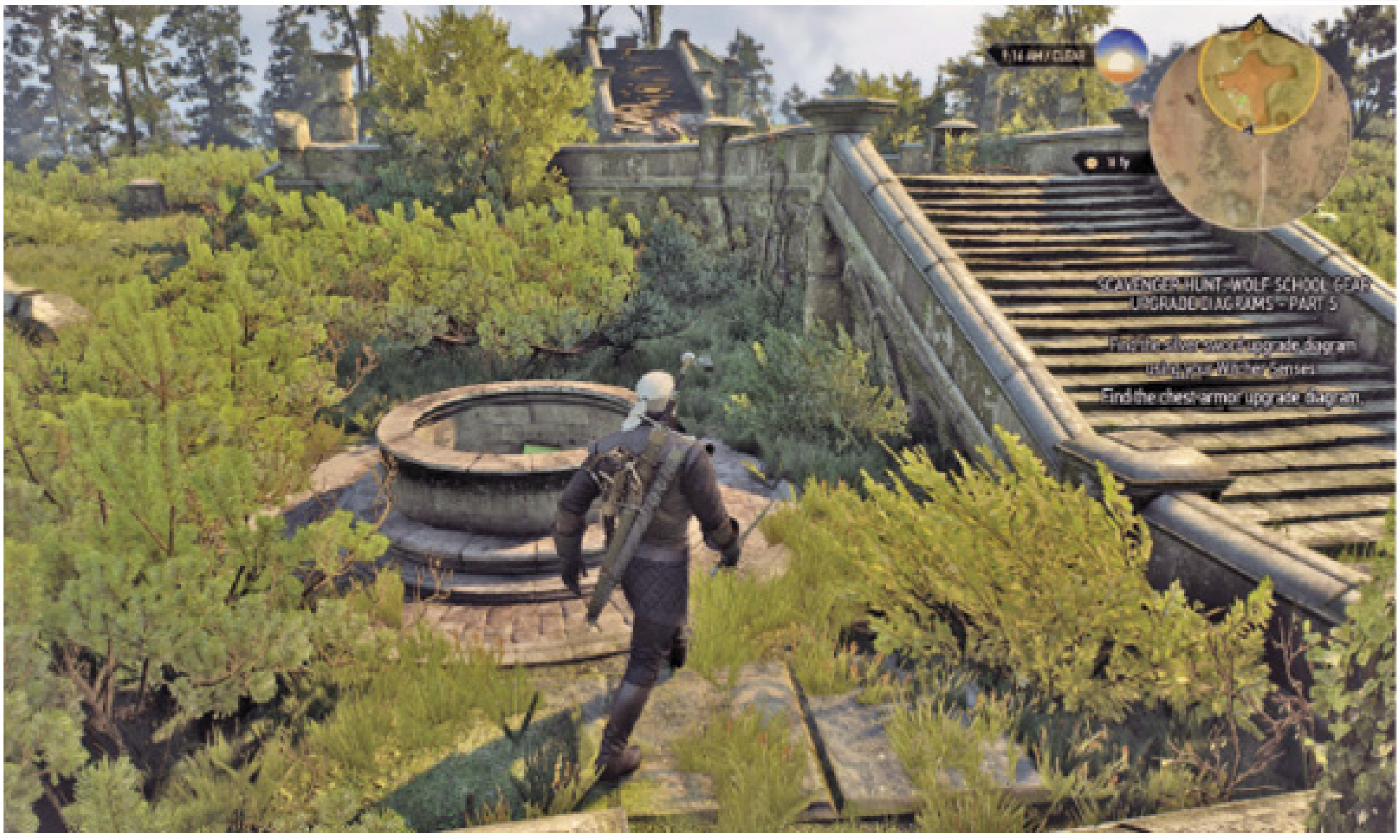
Wolf School Gear Upgrade Diagrams – Part 5 (Mastercrafted)

Armor (Mastercrafted): The Offering At The Elven Ruins

OBJECTIVES

- Find the chest armor upgrade diagram using your Witcher Senses.

While still in The Mire territory, look for the village of Byways on the land mass southwest of Fyke Isle. Take a trip through the long grass and conifers, heading roughly eastward, to an ancient elven ruin with a cat statue. Wraiths roam this sorrowful place.


SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 5
Find the silver sword upgrade diagram using your Witcher Senses
Find the chest armor upgrade diagram

You don't need to encounter the wraiths. You are here purely for the small chest hidden inside the medium-sized circular stone offering point, one of two at the entrance steps. Look in the left one.

Items: Diagram: Wolven armor – mastercrafted

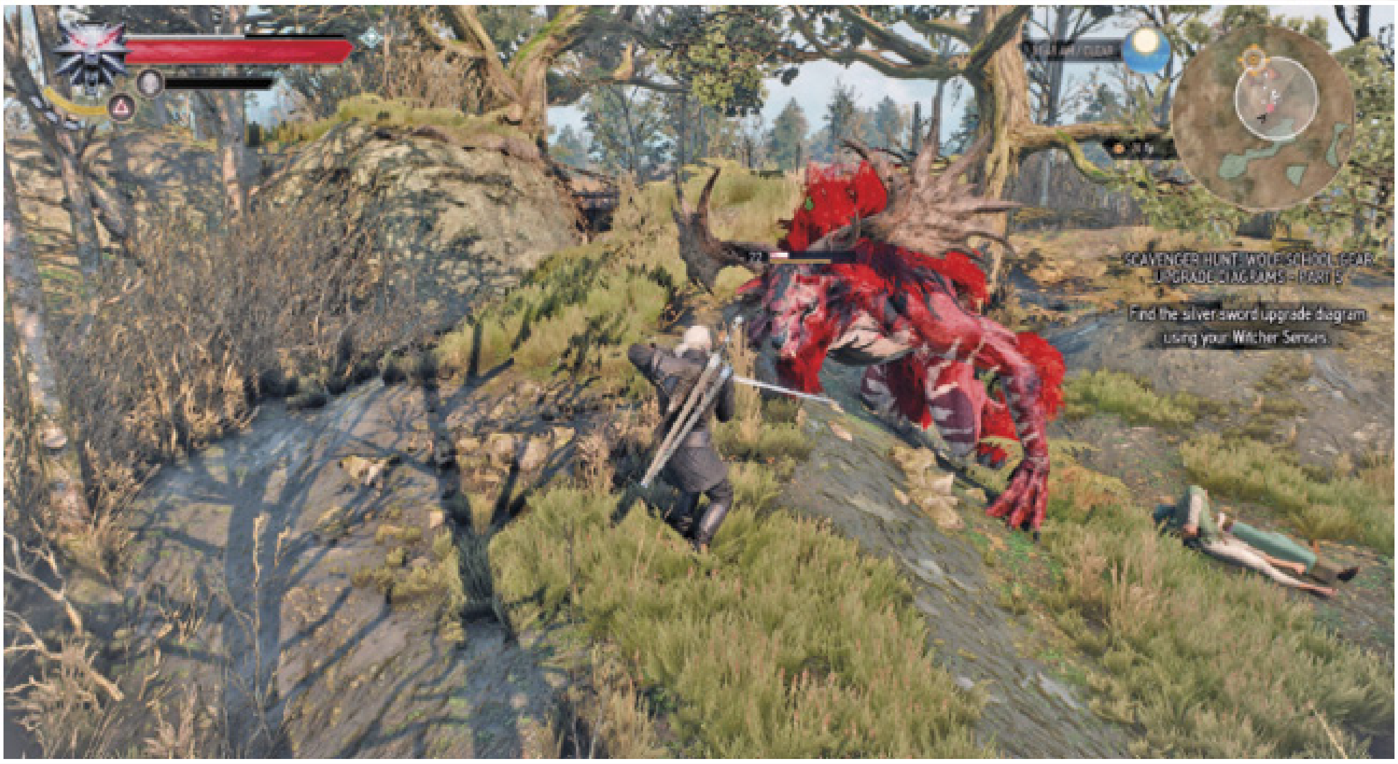
Wolf School Gear Upgrade Diagrams – Part 5 (Mastercrafted)

Silver Sword (Mastercrafted): The Fiend Of Kimbolt Way

OBJECTIVES

- Find the silver sword upgrade diagram using your Witcher Senses.

This diagram requires a journey to the southeastern part of Velen; deep within Crookback Bog territory. From the signpost of Kimbolt Way, run down through the hamlet (overrun by a few unruly bandits), and then into the marsh ground to the south. Look for the large oak tree where someone has built a rickety den. The place is guarded by a Fiend.



SCAVENGER HUNT: WOLF SCHOOL GEAR UPGRADE DIAGRAMS - PART 5

Find the silver sword upgrade diagram using your Witcher Senses.

With the Fiend defeated, you are free to look over the remains of two bandits who made the mistake of disturbing this beast. Loot the corpses in front of the locked den, so you may take the key that opens the wooden door. Read the notes if you want to be slightly depressed. Inside the den, raid the chest.

Items: Bandit's key, Bandit's notes, Diagram: Wolven silver sword – mastercrafted

Wolf School Gear Upgrade Diagrams – Part 6 (Mastercrafted)

Gauntlets (Mastercrafted): Derelict Castle, Deviant Fiend

DANGER ALERT SPOILER ALERT

DLC WOLF SCHOOL GEAR UPGRADE DIAGRAMS – PART 6 (MASTERCRAFTED)

RELATED QUESTS: Contract: Missing Son

LOCATIONS: Boxholm (Ard Skellig), Dorve Ruins (Undvik), Old Watchtower (Spikeroog)

ENEMIES: Morvudd (Fiend), Harpies, Bandits

OBJECTIVES

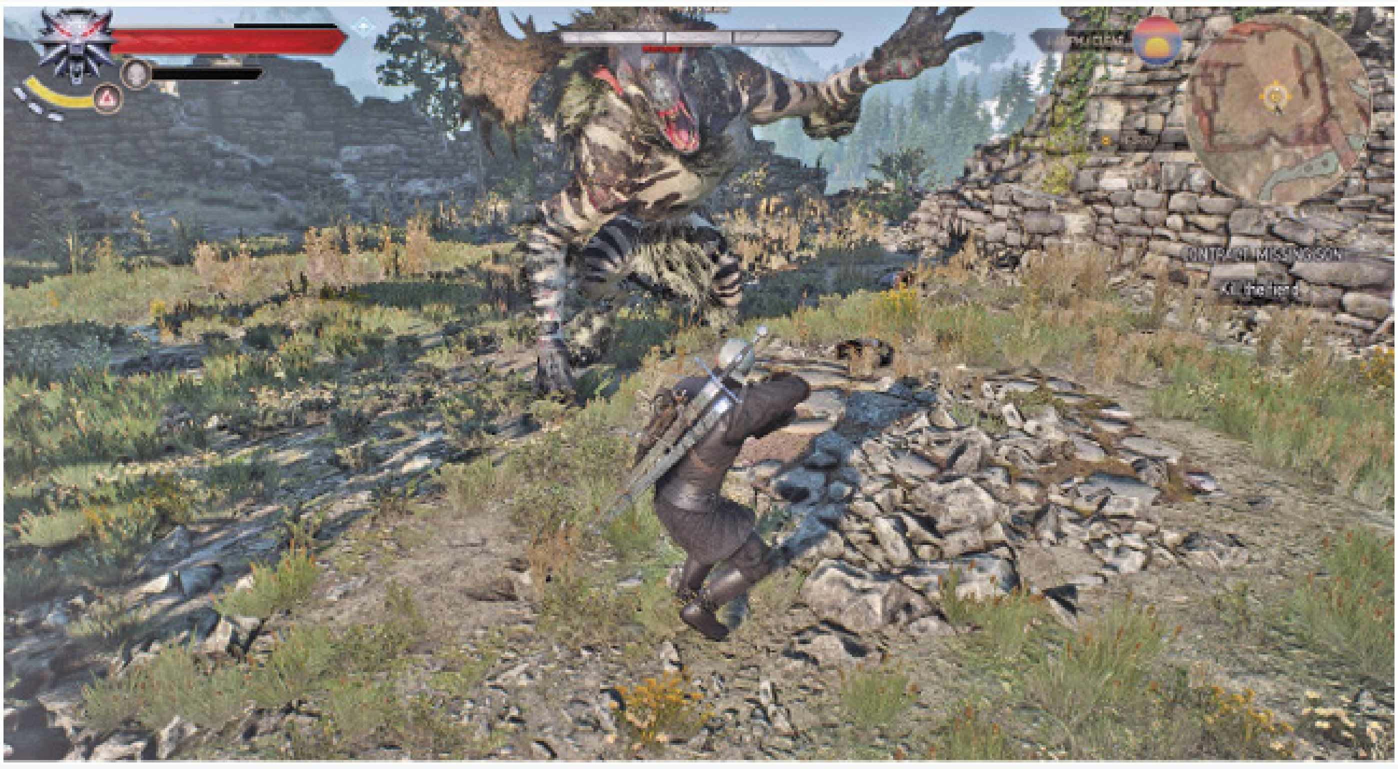
- Find the gauntlets upgrade diagram using your Witcher Senses.

QUESTING DECISIONS

These are the second three Diagrams (Mastercrafted) to find in three separate locations (out of a total of six Mastercrafted Diagrams). All three diagrams are found in Skellige.

On the main island of Ard Skellig, locate the settlement of Boxholm, which has been recently devastated by a powerful Fiend. The entity in question is Morvudd, found lurking on the health inside a small derelict castle above the settlement. Slaying him is part of Contract: Missing Son.

Whether you engage in a battle with Morvudd or not, the chest you seek is nestled on the top of the wall connected to the largest piece of the ruin, on the western side of the derelict castle.



Items: Diagram: Wolven gauntlets – mastercrafted

Wolf School Gear Upgrade Diagrams – Part 6 (Mastercrafted)

Boots (Mastercrafted): The Lost Village Of Undvik

OBJECTIVES

- Find the boots upgrade diagram using your Witcher Senses.

Set sail for the isle of Undvik, now deserted thanks to the Ice Giant's lumbering antics, and make haste to the ghost village of Dorve Ruins. Beware of Harpies as you explore the deserted hillside settlement.

Look for the ruined watchtower at the top of the settlement (on the highest ground), and maneuver around the base of the structure until you spot the chest, sitting on its side on an outer corner.

Items: Diagram: Wolven boots – mastercrafted

Wolf School Gear Upgrade Diagrams – Part 6 (Mastercrafted)

Trousers (Mastercrafted): On The Lookout At The Old Watchtower

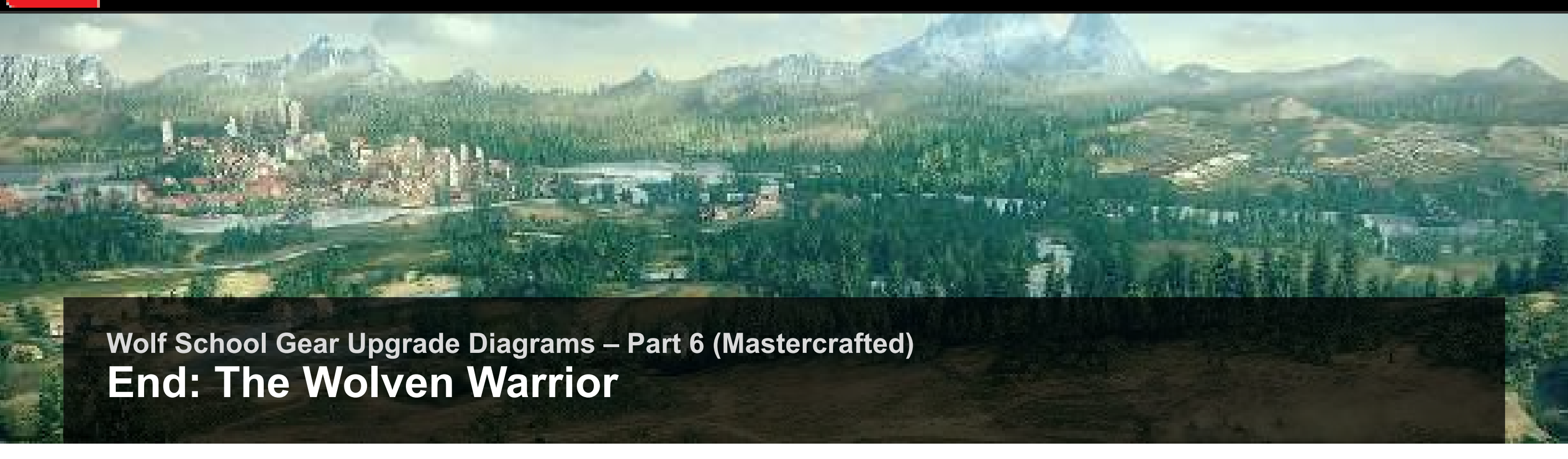
OBJECTIVES

- Find the trousers upgrade diagram using your Witcher Senses.

Another boating trip is called for; this time you're visiting the small isle of Spikeroog (north of Ard Skellig). Dock along the southern coast or the main village of Svorlag, and make your way to the Old Watchtower, guarded by a platoon of bandits.

The watchtower has around eight bandits to dish out a painful death to. As they succumb to your superior fighting prowess, look for a small chest placed cunningly atop the white stone wall, above one of the archways near the wooden vertical support.

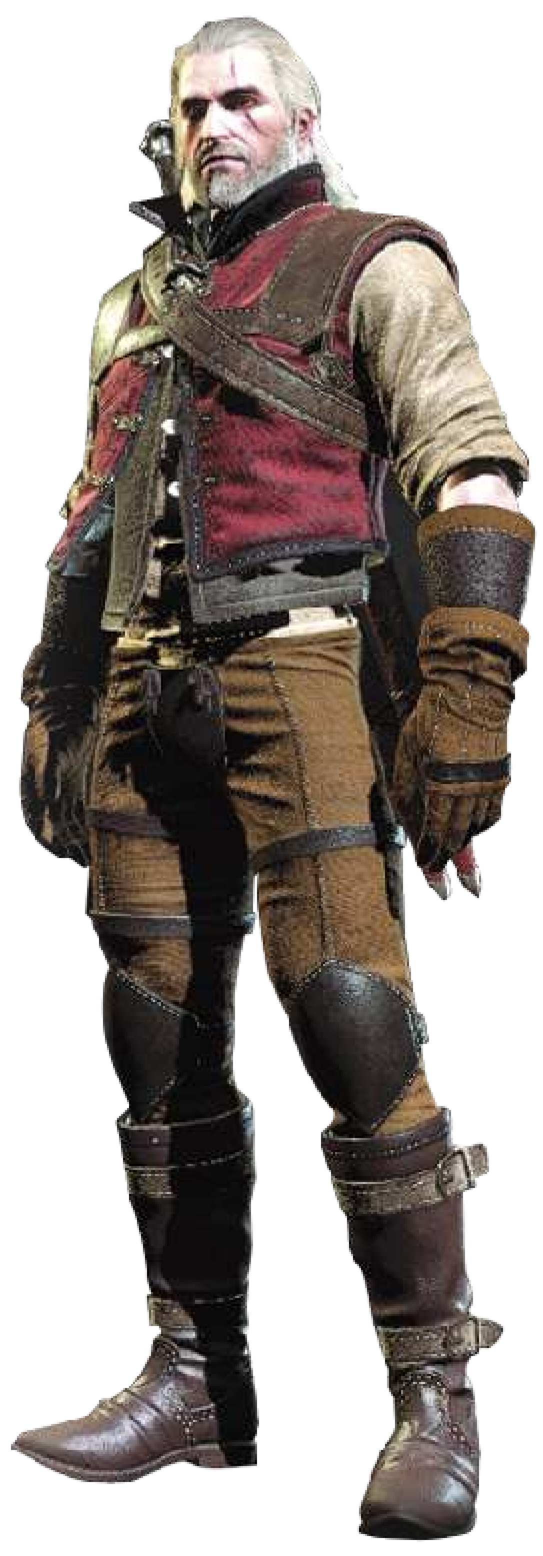
Items: Diagram: Wolven trousers – mastercrafted



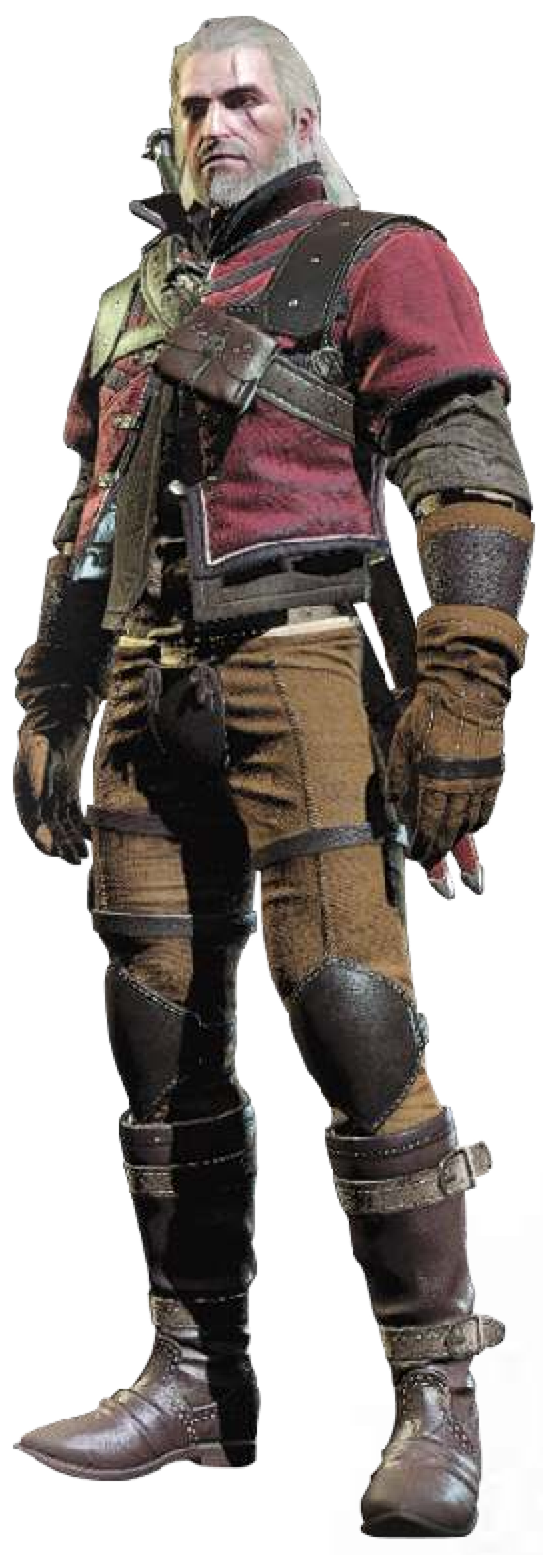
Wolf School Gear Upgrade Diagrams – Part 6 (Mastercrafted)

End: The Wolven Warrior

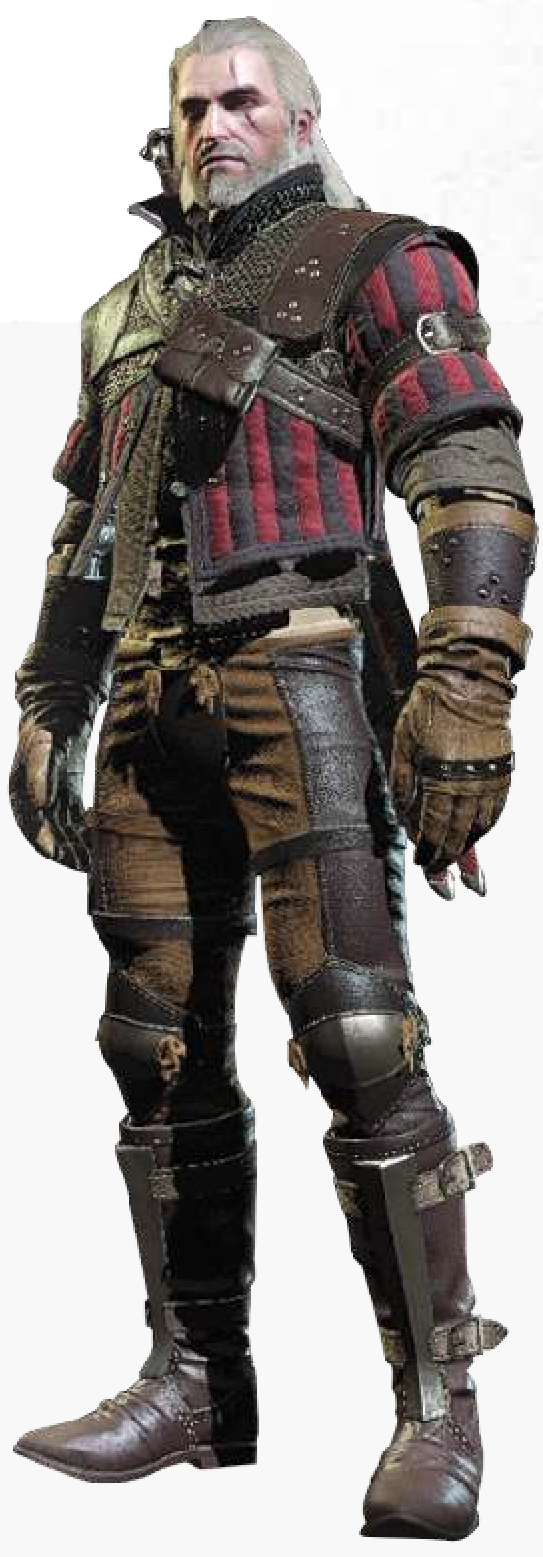
Now you have the Wolven armor you need, check to see the crafting materials needed, and then seek out an armorer or blacksmith to craft this armor.



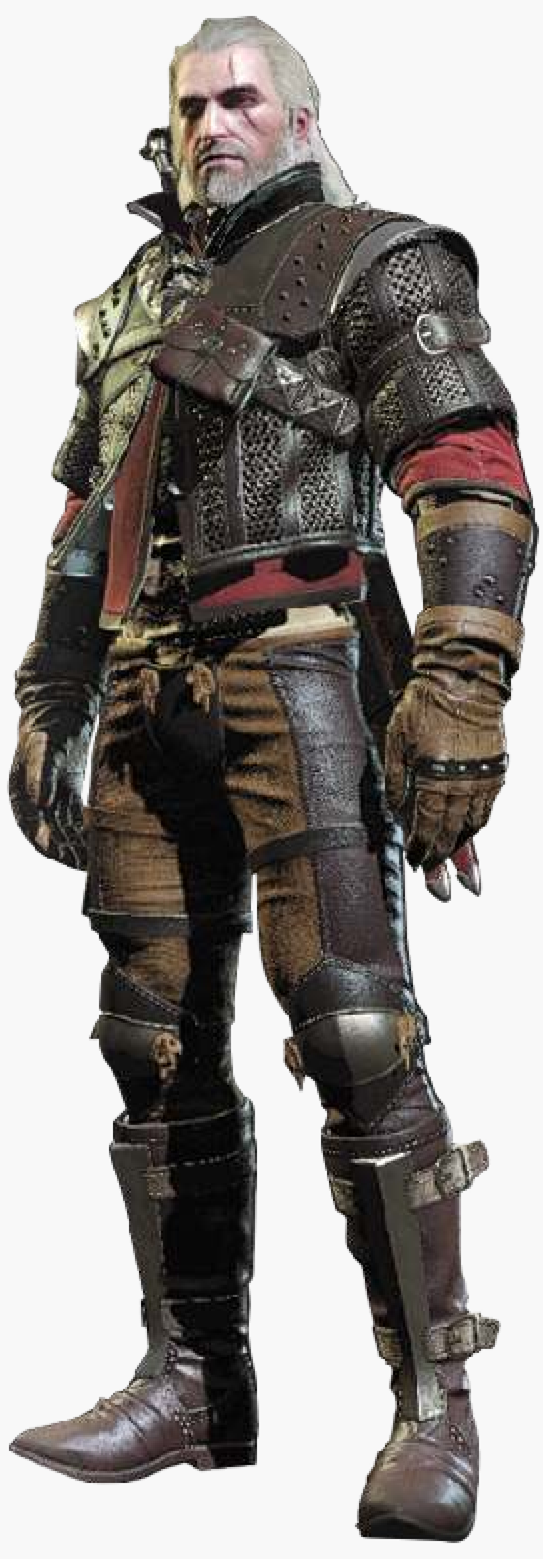
Wolven Gear (Basic): Level 14 required.



Wolven Gear (Enhanced): Level 21 required.



Wolven Gear (Superior): Level 29 required.



Wolven Gear (Mastercrafted): Level 34 required.

Master Master Master Master!

A Lazare Forge Attitude

DANGER ALERT
SPOILER ALERT
B&W
MASTER MASTER MASTER MASTER!

RELATED QUESTS: Scavenger Hunt: Griffin School Gear, Scavenger Hunt: Feline School Gear, Scavenger Hunt: Wolven School Gear, Scavenger Hunt: Ursine School Gear, Scavenger Hunt: Grandmaster Griffin Gear, Scavenger Hunt: Grandmaster Feline Gear, Scavenger Hunt: Grandmaster Wolven Gear, Scavenger Hunt: Grandmaster Ursine Gear, Scavenger Hunt: Grandmaster Manticore Gear

LOCATIONS: The Gran'Place, Lafargue Armory (Unmarked)

CHARACTERS: Lazare Lafargue

RECOMMENDED ITEMS: Mastercrafted Witcher Gear (Griffin, Feline, Wolven, Ursine)

OBJECTIVES

- Locate the Master armorer and take advantage of his services.

HOW TO START THIS QUEST

Additional lost diagrams of a most potent and incredible nature are said to exist within the vales and caves of Toussaint. Searching for five sets of Grand Master Witcher Gear diagrams is a lengthy but rewarding task. It commences when you've completed one of the following options:

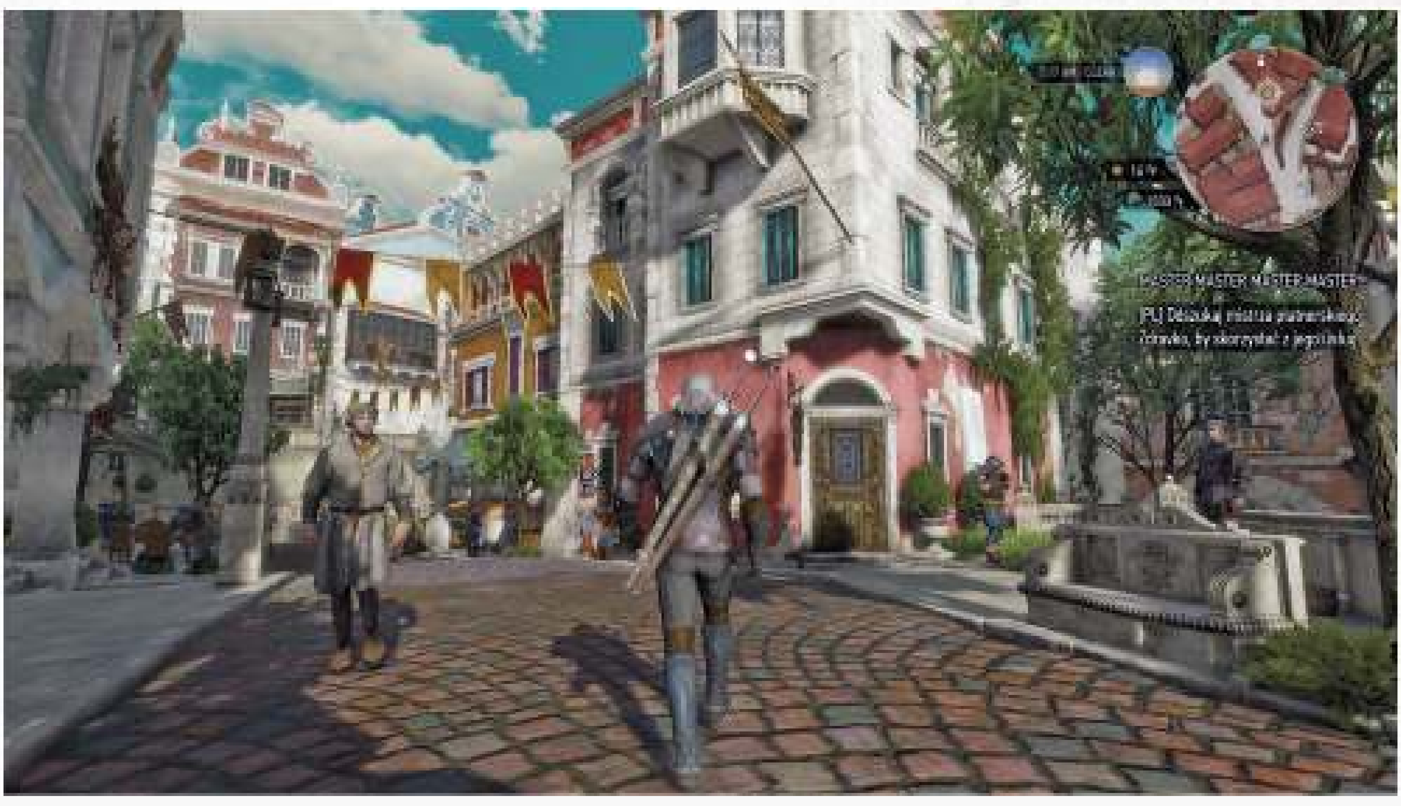
1. You explore Toussaint, and stumble upon the location of one or more of the diagrams. There are Feline, Griffin, Wolven, Ursine, and Manticore diagrams to find.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer".

3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and discuss the availability of such rare diagrams. This is the quest you are currently reading, and you are encouraged to complete this first, so you can start each of the five Scavenger Hunts all at once, and finish them at your leisure.

Remember! In order to create the Grandmaster gear of each Witcher School (with the exception of the Manticore gear), you require Mastercrafted gear of that school, which you can find by finishing the previous Scavenger Hunts. With four of the five gear diagrams, you can find the gear in any order you like (as all are Grandmaster diagrams). For Manticore equipment, you need only Grandmaster gear.

Beauclair's best armorer seeks a brave man to help recover some long-lost diagrams. Though the contract is highly dangerous (and isn't technically a "Witcher Contract"), the reward is said to be lucrative. More details are available at the armorer's shop, on the corner in Hauteville, one of the poshest parts of town. Step inside, and you're greeted by Lazare Lafargue, who immediately recognizes you're from the School of the Wolf.



He tells you that he's spent years seeking diagrams for Witcher armor of exceptional, grandmaster quality. Though you've heard of such equipment, you believed them all lost. Not quite! The holders of the diagrams came to Toussaint, but they perished, and you need to learn where and retrieve the diagrams. In return, Lafargue will forge whatever you fancy. Ask how the diagrams wound up in Toussaint, and Lafargue mentions the legendary elven master armorer Tyen'sail, who Lafargue learned his trade from. You can ask how he ended up apprenticed to an elf, before requesting more information on where to look for the diagrams.

Lafargue knows of five likely fallen Witchers, each from a different school: the Wolf, Griffin, Cat, Bear, and Manticore. Ask about the following School gear:

- The Wolf: Witcher Adon was hired as an escort on an archaeological expedition to the elven ruins at Termes.
- The Griffin: The Witcher took a contract at Fort Ussar and required better gear
- The Cat: Bartolomé de Launay, a ducal armorer, asked to confirm the authenticity of a Witcher diagram; a Witcher had offered it for sale in return for a full set of gear. Soon after, de Launay disappeared.
- The Bear: Lafargue remembers a towering Witcher who haggled with Tyen'Sail like a fishwife, and pledged to bring them coin after completing a contract at the Tufo vineyard.
- The Manticore: A century past, Witcher Merten visited Tyen'Sail and made a poor impression; stinking like a dwarf and quarreling fiercely. Folk say the Witcher brawled with the Ducal Guard and was arrested and sentenced to Bastoy Prison.

Now you have the five snippets of information, the five Grandmaster Witcher Gear Scavenger Hunts begin, and this quest stalls temporarily.

Master Master Master Master!

Grandmaster Lafargue And The Furious Forge

OBJECTIVES

- Find all the grandmaster diagrams of one Witcher school.
- Take the diagrams to Lafargue so he can become a grandmaster.

To complete this quest, all you need to do is finish one of the following five quests:

- Scavenger Hunt: Grandmaster Griffin Gear.
- Scavenger Hunt: Grandmaster Feline Gear.
- Scavenger Hunt: Grandmaster Wolven Gear.
- Scavenger Hunt: Grandmaster Ursine Gear.
- Scavenger Hunt: Grandmaster Manticore Gear.

When all diagrams of any of these five schools have been found, return to Lafargue, and speak to him, telling him you’ve found something. When a complete set of diagrams are in your possession, he can make a draft of them, and become the first Grand Master Armorer in all of Toussaint and the Northern Realms! At this point, you can have him craft whatever Grandmaster armor you wish (materials are available in his armory if you don’t have them, but you must bring the Mastercrafted equipment from previous Scavenger Hunts so this gear can be further augmented). The quest now concludes.

Grandmaster Griffin Gear

On The Trail Of Witcher Jerome

DANGER ALERT SPOILER ALERT

B&W

GRANDMASTER GRIFFIN GEAR

RELATED QUESTS: Secondary Quest: Turn and Face the Strange, Secondary Quest (Unmarked): Knight for Hire, Contract: Bovine Blues, Scavenger Hunt: Master Master Master Master!, Scavenger Hunt: Griffin School Gear

LOCATIONS: Lafargue Armory (Unmarked), Fort Ussar Ruins, Mont Crane Castle, Mont Crane Cave (Unmarked)

CHARACTERS: Lazare Lafargue, Captain Augustus Fierabras, Witcher Jerome, Professor Moreau

ENEMIES: Slyzards, Bandits, Hanse Dogs, Filibert Fourfingers, Golem, Fleders, Garkain

Recommended Items: Mastercrafted Witcher Gear (Griffin)

OBJECTIVES

- Find all the diagrams in the set (6).

HOW TO START THIS QUEST

This quest commences when you've completed one of the following options:

1. You explore Toussaint, and stumble upon the location of one or more of the Grandmaster Griffin diagrams.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer", and start Scavenger Hunt: Master Master Master Master!.

3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and start Scavenger Hunt: Master, Master, Master, Master!.

Remember! In order to create Griffin Grandmaster gear, you require Mastercrafted gear of that school, which it is recommended you find by finishing Scavenger Hunt: Griffin School Gear. You need to find the gear in the following order: Basic, Enhanced, Superior, Mastercrafted, and finally Grandmaster.

OBJECTIVES

- Go to the ruins of Fort Ussar.
- Read Captain Augustus Fierabras' report.

Lazare Lafargue mentioned that a Witcher from the Griffin school took on a Contract at Fort Ussar, and this is the best place to start searching. Trek to the eastern edge of Toussaint, deep in The Champs Désolés Territory, to the large, flat summit where the tumbledown ruins of Fort Ussar still stand. Remain on the summit surface, watching for two Slyzards at this monster nest (usually active if Contract: Bovine Blues has been started), and enter the ruined fort itself. The chest you require is tucked away under some stone steps. Loot it, and gather the following vital items:

Items: Captain Augustus Fierabras' report, Diagram: Grandmaster Griffin steel sword, Diagram: Grandmaster Griffin gauntlets, Diagram: Grandmaster Griffin boots

Read the report, concerning a Witcher named Jerome, who was initially a paragon of politeness regarding a contract at a castle on Mont Crane, until Fierabras mentioned payment would be from the coffers of a mage named Moreau, after which Jerome flew into a rage. How curious…

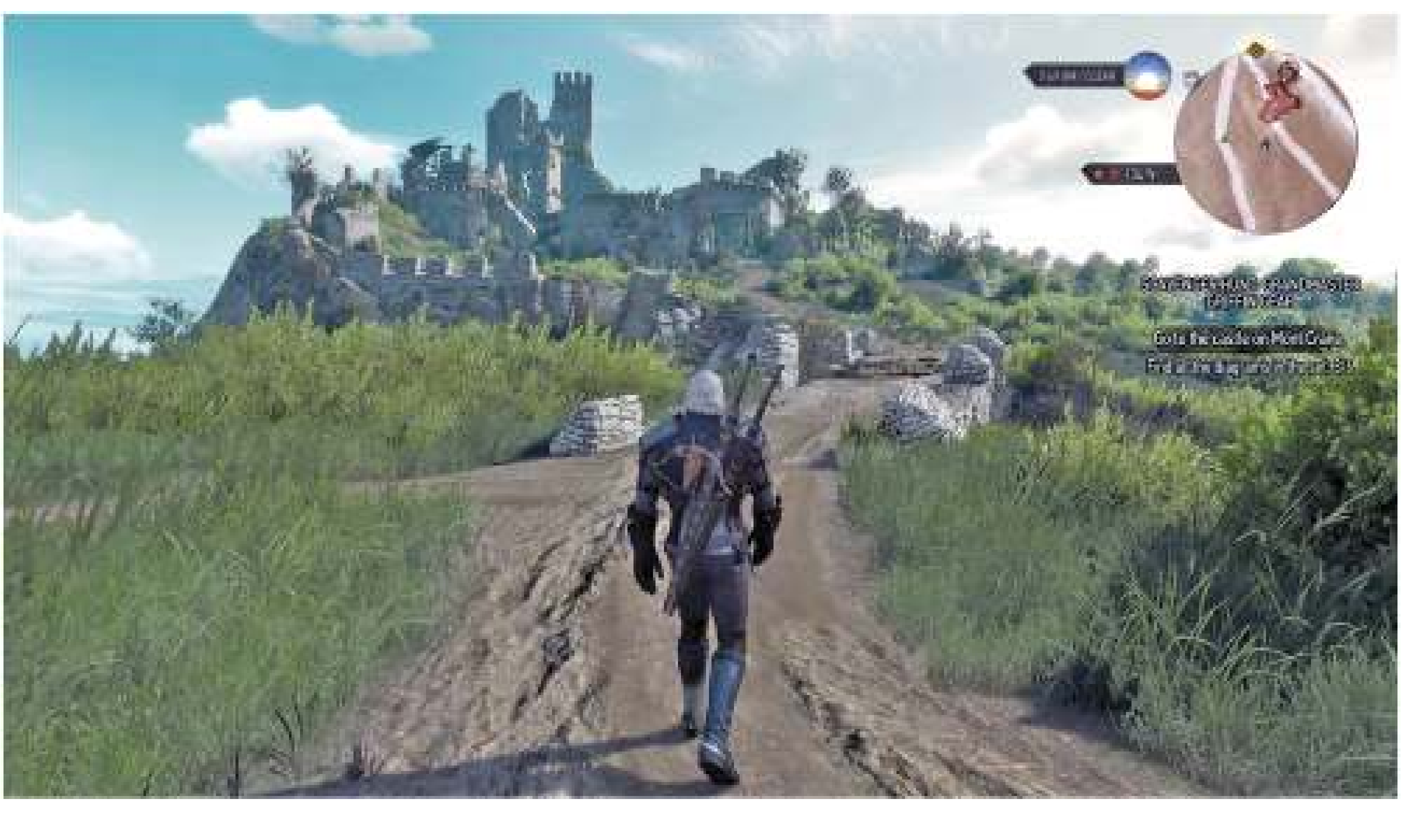
Grandmaster Griffin Gear

A Battle For The Ages At Mont Crane Castle

OBJECTIVES

- Go to the castle on Mont Crane.

Prepare for a protracted fight with a large number of bandits as you close in on this windswept castle at the summit of Mont Crane.



HANSE BASE: OUTLAWS RULE HERE!

Mont Crane is one of three bases of operations for an infamous outlaw gangs known as a Hanse. Be particularly wary and prepare for a tough fight. These bandits are well-organized and, when attacked, might call for help from neighboring camps. To prevent this, kill bandits running with torches (that show up on your mini-map) toward signal fires (also on your mini-map). Your goal is to kill the hanse's leader.

HANDLING A HANSE BASE: THE MONT CRANE CASTLE MASSACRE

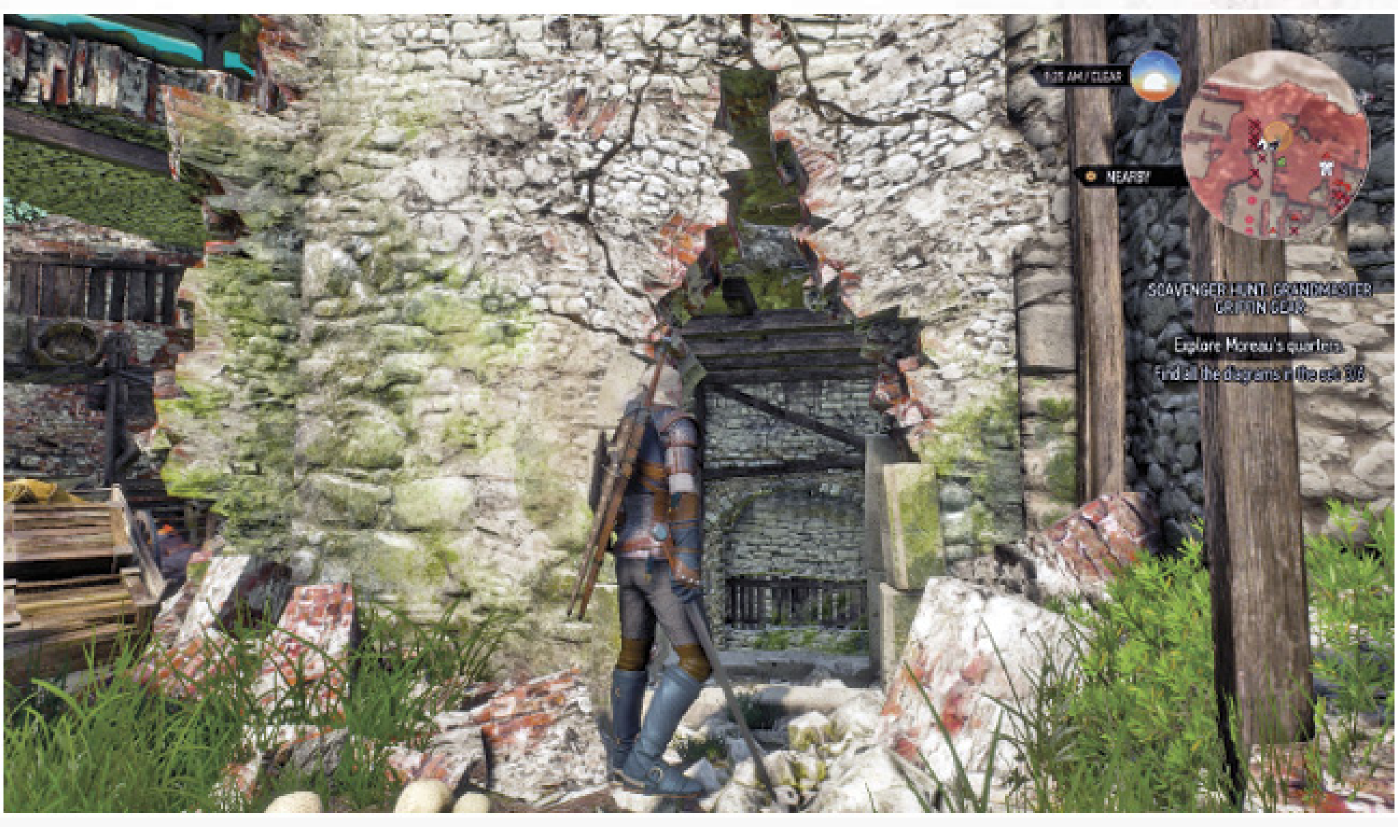
This base is particularly problematic as there is only one way in and out (from the south), and you're heading uphill to reach the bailey (inner courtyard atop the steps from the outer courtyard). Expect around 16 foes, and double that if the signal fire is lit.

It is fortunate then, that this guide has some tactics to ensure victory against these overwhelming forces, as part of Secondary Quest (Unmarked): Knight for Hire. Consult the section on Mont Crane Castle, and remember that you don't need to slay all foes to progress in this quest (so you can leave the enemies on the upper bailey alone, and especially the leader Filibert Fourfingers).

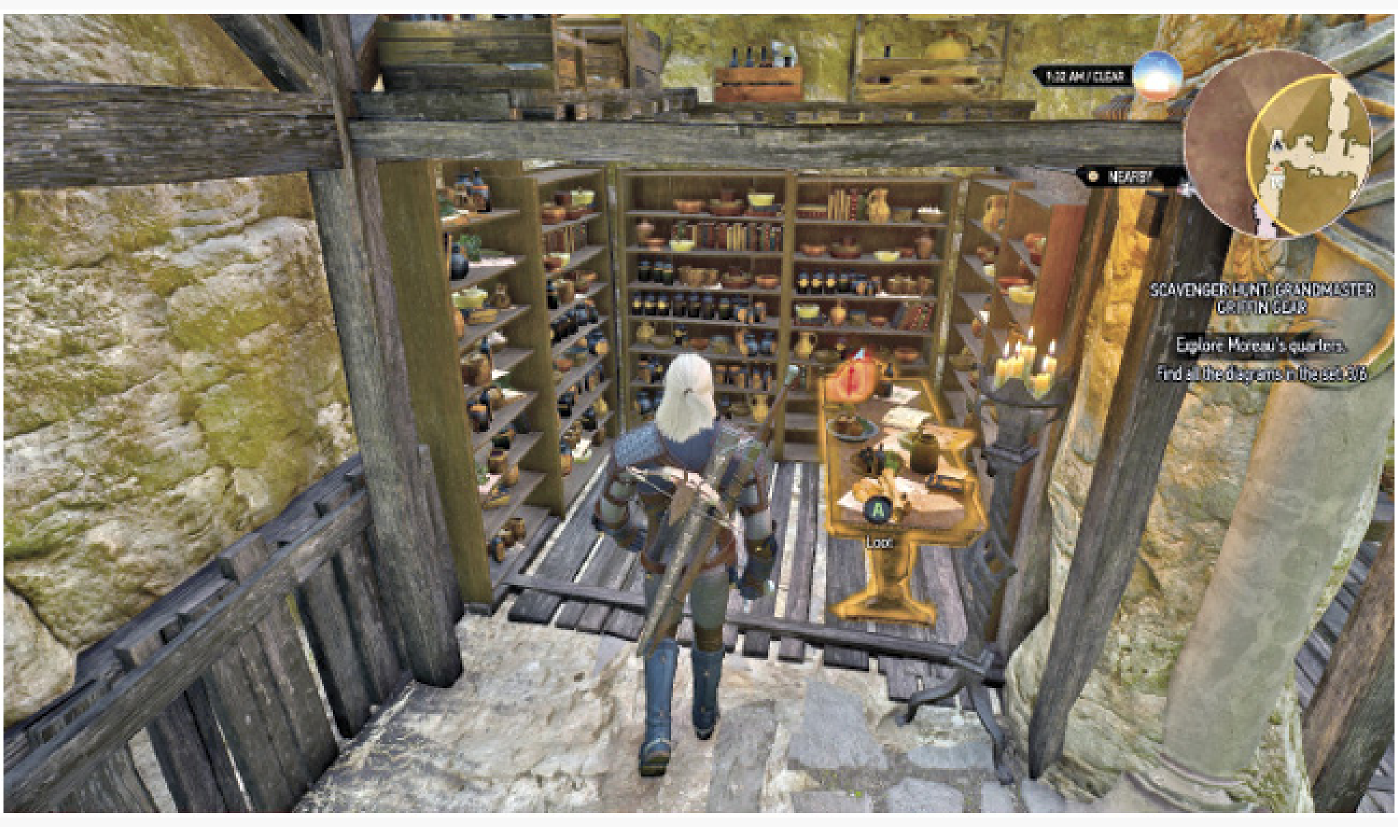
OBJECTIVES

- Explore Moreau's quarters.

Once you have the leisure time to inspect Mont Crane Castle a little more meticulously, after all bandits that pose an immediate threat to you are neutralized, look around the lower courtyard, to a section of ruined wall in the northwest corner. Use the Eye of Nehaleni to remove the illusion; this is actually a cracked entrance into the lower dungeon of the castle itself!



Descend down the stairs, turn right, and ignore the corridor immediately to your right (southeast). Instead, follow the perimeter passageway forward (northeast), and then turn right; just before the last right turn which is a dead-end. Continue southeast down the passage that ends in a bookcase alcove. Examine the table, which contains a useful Power crystal. Pick it up.



Items: Power crystal

OBJECTIVES

- Read Moreau's notes.
- Put the activating crystal in place.
- Power the activating crystal using the Aard Sign.

Head down the connecting corridor with evidence of Moreau's laboratory desks, stills, shelves of strange liquids and a row of barrels on an inaccessible loft above you. Turn left (southeast) to face a seemingly sealed stone archway wall relief. Use your Witcher Senses to pick out a button on the right side of the relief and press it. The stone arch slides back, revealing a secret passage!

Just beyond this secret door is a small passage leading to an open chest on your left. Gather some required reading, including Moreau's journal from here. Read the notes, which detail Moreau's son, the Witcher Jerome, arriving at Fort Ussar in readiness for some experimentation. The notes also mention an activation crystal, which you are fortunate to have already found. Slot it into the elven bracket on the wall, then summon a blast of Aard to power it. A portal appears to your right. Enter it!

Items: Moreau's journal, Book: Golem, or Man's most Faithful Servant, Book: Witchers: Not Quite the Devils You Thought, Book: Monstrum, or a Portrayal of Witchers, Volume 1

Grandmaster Griffin Gear

Jerome Moreau’s Prison

OBJECTIVES

- Defeat the golem.
- Explore Jerome’s prison.

You appear in Mont Crane Cave (an unmarked Monster Den north of the castle). As one of the books you just found is related to golems, it shouldn’t come as a surprise that Moreau’s lumbering familiar is still guarding this underground area. Fortunately, it is as slow-moving as it is strong. Defeat it in glorious combat (the Bestiary has some Golem-slaying plans), before pushing further up into the prison, away from the portal.

There’s much to discover here; a tiny chest on a shelf, close to the large stone fireplace and oven, contains a diagram. There’s another diagram just sitting out on a small table by two large copper brewing stills (there’s a note made by Jerome on the back of this diagram; a letter to his father Professor Moreau, that is distinctly the opposite of an affectionate missive). On a chair is a small sack containing a shirt and the final diagram.

Items: Diagram: Grandmaster Griffin armor, Diagram: Grandmaster Griffin silver sword, Diagram: Grandmaster Griffin trousers

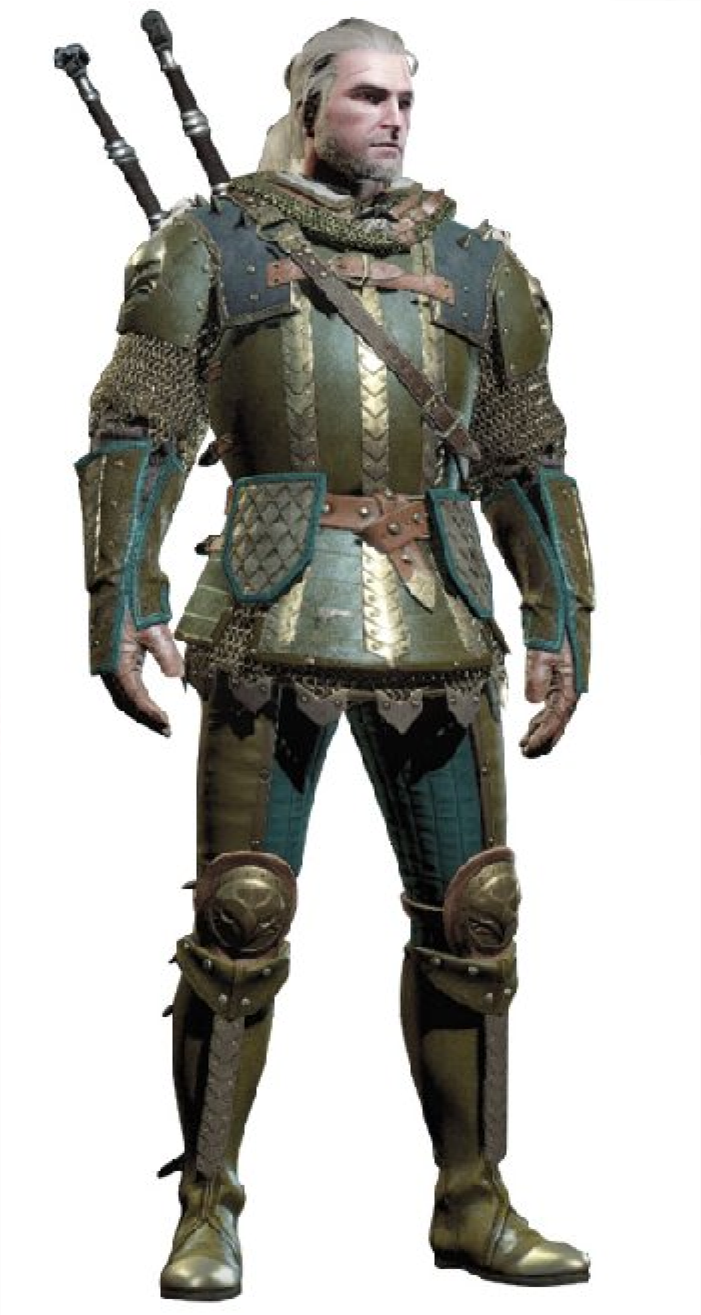
This concludes the quest for the Grandmaster diagrams, but you still need to leave this cave. Interact with the rock wall to the left of the fireplace; it is an illusion, allowing you to reveal a separate section of cave, where you can loot some choice chests, drop into a pool of water, and escape back into Toussaint via a cave mouth north of Mont Crane Castle, in an area east of Basane Farm. Beware of Fleders and a Garkain lurking in this Monster Den.

MASTER MASTER MASTER MASTER!

If this is the first set of Grandmaster Witcher diagrams you’ve collected, return to Lazare Lafargue to let him make copies, and finish Scavenger Hunt: Master Master Master Master! (which is technically a Secondary Quest if you’re looking for it in your Quest Panel menu).

Grandmaster Griffin Gear

End: The Grand Griffin Warrior



Behold the best possible Griffin armor ever created by man or elf! Check the crafting materials needed, and seek out Lazare Lafargue to craft this armor and weaponry.

Grandmaster Feline Gear

Out For The Count, Down For The Clerk

DANGER ALERT SPOILER ALERT

B&W

GRANDMASTER FELINE GEAR

RELATED QUESTS: Secondary Quest (Unmarked): Knight for Hire, Scavenger Hunt: Master Master Master Master!, Scavenger Hunt: Feline School Gear

LOCATIONS: Lafargue Armory (Unmarked), Trading Post, Villa Vedette (Unmarked), Arthach Palace Ruins, Pits of Brume (Umarked)

CHARACTERS: Lazare Lafargue, Bartolomé de Launay, Clerk, Antoine "Starling" Straggen, Witcher Lexandre

ENEMIES: Bandits, Hanse Dogs, Antoine "Starling" Straggen, Wild Dogs, Archespores

Recommended Items: Mastercrafted Witcher Gear (Feline)

OBJECTIVES

- Find all the diagrams in the set (6).

HOW TO START THIS QUEST

This quest commences when you've completed one of the following options:

1. You explore Toussaint, and stumble upon the location of one or more of the Grandmaster Feline diagrams.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer", and start Scavenger Hunt: Master Master Master Master!.

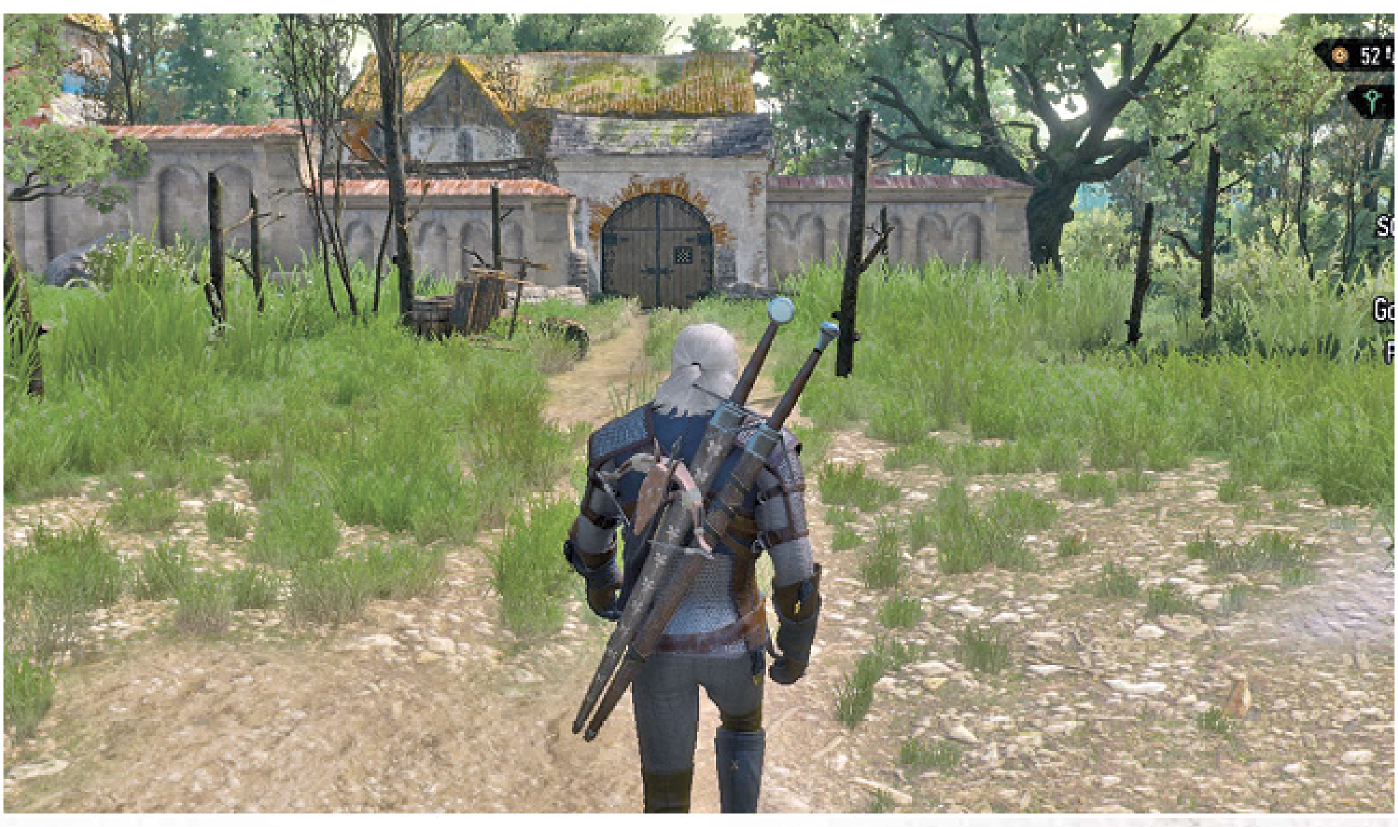
3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and start Scavenger Hunt: Master Master Master Master!.

Remember! In order to create Feline Grandmaster gear, you require Mastercrafted gear of that school, which it is recommended you find by finishing Scavenger Hunt: Feline School Gear. You need to find the gear in the following order: Basic, Enhanced, Superior, Mastercrafted, and finally Grandmaster.

OBJECTIVES

- Go to Bartolomé de Launay's house.

Previous conversations with Lazare Lafargue has lead you to learn that Bartolomé de Launay, a ducal armorer, was asked to confirm the authenticity of a Witcher diagram; a Witcher had offered it for sale. Soon after, de Launay disappeared. The home of de Launay is as good a place to start this investigation. Head north, deep into the Vedette Valley territory, continuing northward from the Trading Post along the road, before making a right (easterly) turn. Ahead is the faded grandeur of Bartolomé de Launay's residence, known as Villa Vedette. The front gate is firmly locked.



OBJECTIVES

- Find a way into the estate's grounds.

Head counterclockwise around the perimeter wall of the estate, passing a large tree, and locating some partly-ruined wooden scaffolding in the southeast corner of the wall. Leap and clamber up and on top of the perimeter wall, and drop down into the estate's grounds. You discover (and can attack with ranged projectiles from the perimeter wall before dropping down if you wish) a unit of seven bandits, busy figuring out what to do with a captured man. A swift and bloody combat later, you're the one doing the choosing.

This Clerk is a Person in Distress, and is much less anxious after a momentary loss of composure. You can buy from him, ask what he's doing here, and inquire about the Witcher diagrams. He hasn't made a thorough account of the items in this place, but you're welcome to ferret about for anything you require.

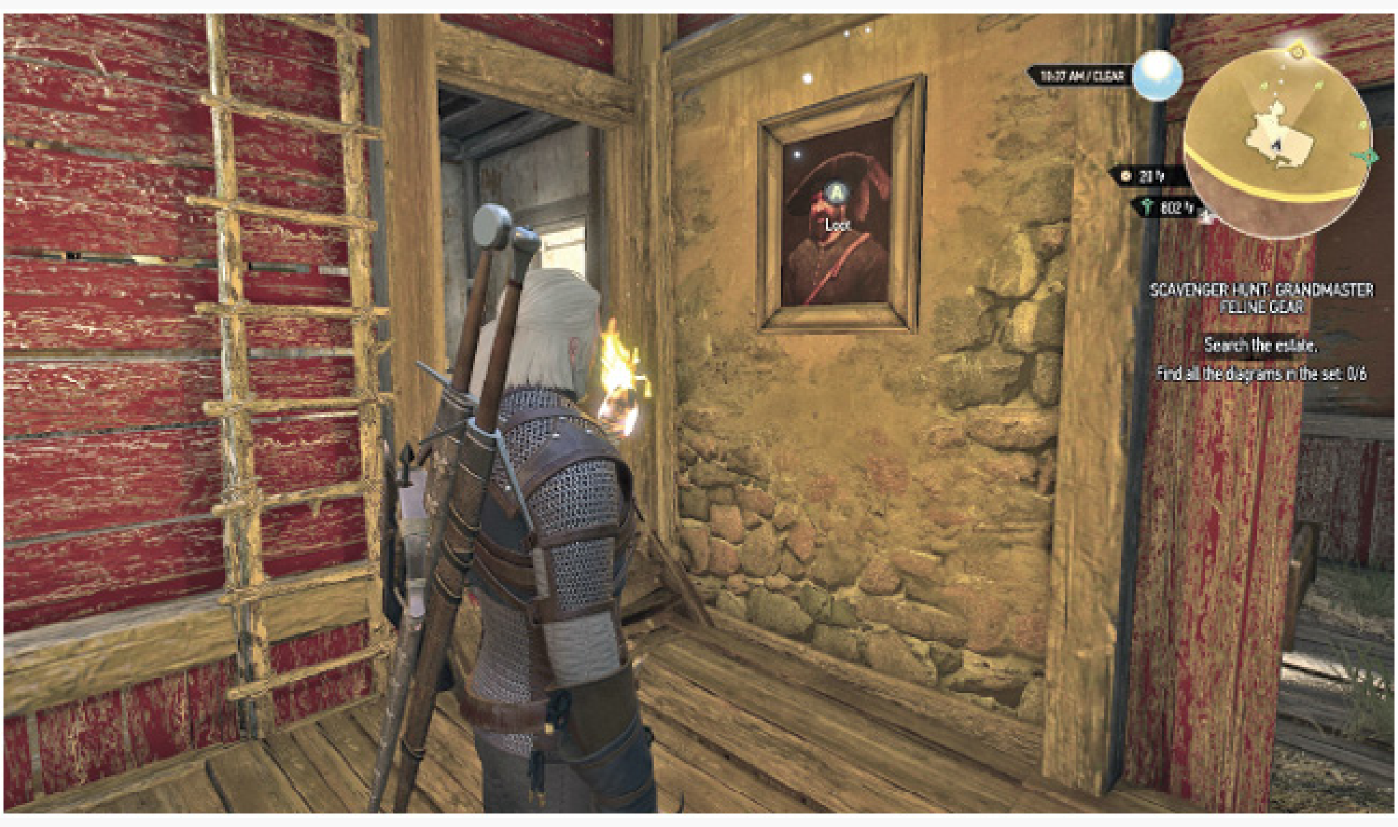
KNIGHT FOR HIRE

This heroic deed pays dividends; visit the ducal camerlengo, who can be found in his office in the Knights Dormant Square in Beauclair (close to the main bridge to the palace, and The Gran'Place Signpost). Consult the Unmarked Secondary Quest: Knight for Hire for further details.

OBJECTIVES

- Search the estate.
- Read the letter to Bartolomé de Launay.

The place is a mess, and among the detritus there's some minor loot to pocket if you wish. But the reason you're here is revealed once you find the unlocked door into the building in the northwest corner of the compound (with the red walls). Enter, turn left past the kitchen, into an old study area, and inspect the painting on the wall. Loot it to discover two pieces of parchment critical to your needs. Read the letter immediately; it appears Count de Launay was setting a trap for the Witcher who visited him, and went for protection to the bandits who dwell in the ruins of Arthach Palace.


Loot
10:37 AM / CLEAR
20 %
602 %
SCAVENGER HUNT: GRANDMASTER FELINE GEAR
Search the estate.
Find all the diagrams in the set: 0/6

Items: Letter to Bartolomé de Launay, Diagram: Grandmaster Feline armor

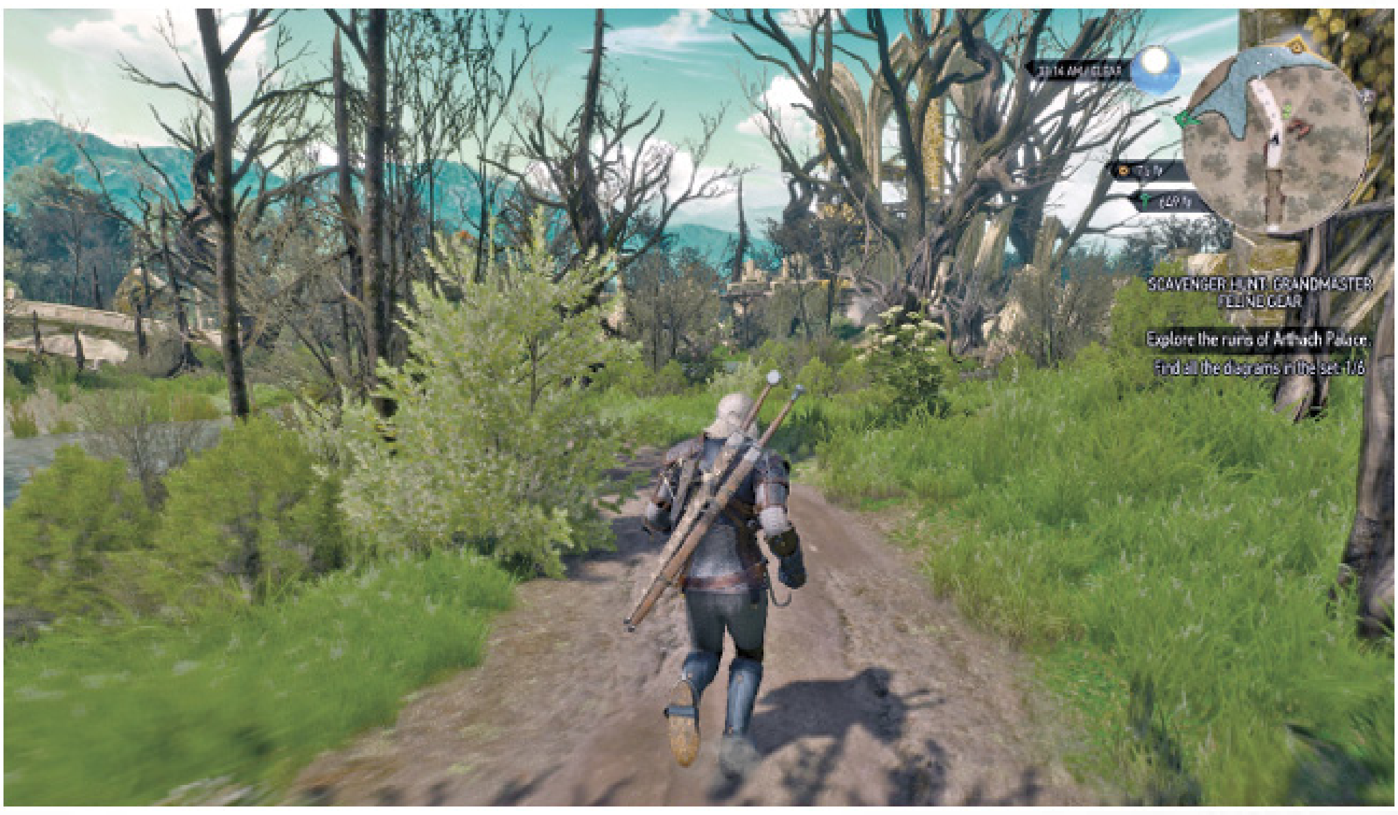
Grandmaster Feline Gear

Bandits' Lament At Arthach Palace

OBJECTIVES

- Explore the ruins of Arthach Palace.

Exit the Villa Vedette, and make your way roughly west, across the crossroads, toward the marshlands where the ruins of Arthach Palace still stand. Along the way, expect to encounter a mounted bandit, and around four infantry on the right (north) side of the track. This is but a taste of the carnage to come! Cross the remains of a small elven bridge, and the palace tower, with its tumbledown crenellations, looms out of the marsh ahead of you.


SCAVENGER HUNT: GRANDMASTER FELINE GEAR
Explore the ruins of Arthach Palace.
Find all the diagrams in the set 1/6

HANSE BASE: OUTLAWS RULE HERE!

Arthach Palace Ruins is one of three bases of operations for an infamous outlaw gang; a place known as a "Hanse." Be particularly wary and prepare for a tough fight. These bandits are well-organized and when attacked might call for help from neighboring camps. To prevent this, kill bandits running with torches (that show up on your mini-map) toward signal fires (also on your mini-map). Your goal is to kill the hanse's leader.

HANDLING A HANSE BASE: THE ARTHACH PALACE ANNIHILATION

Though the place has upward of 30 bandits, and at least a dozen more to call on if the signal fire is lit, you have the luxury of retreating and returning, and attacking from any direction you wish. The only time you may be surrounded is if you venture onto the battlements; so staying on the ground and using projectiles is favored. Despite this, bettering the Hanse forces of Antoine "Starling" Straggen is no walk in the park.

It is fortunate then, that this guide has some stratagems to ensure victory against these overwhelming forces, as part of Secondary Quest (Unmarked): Knight for Hire. Consult the section on Arthach Palace Ruins, and remember that you don't need to slay all foes to progress in this quest (so you can leave the leader Antoine "Starling" Straggen, who is up on the central tower).

OBJECTIVES

- Read the bandit leader's report.

Once the extreme bout of carnage has ended, whether or not you summon the Knights errant to commandeer this location or not, you can make off with the following parchments, found on the northern ruined ramparts, just in front and to the right of the signal fire. The leader's report makes worthwhile reading, as it tells the story of double-crossing the Count and torturing the Witcher to death, after learning the remaining diagrams were hidden in a place called the Pits of Brume.

Items: Hanse leader's notes, Diagram: Grandmaster Feline trousers, Diagram: Grandmaster Feline bootsl

Grandmaster Feline Gear

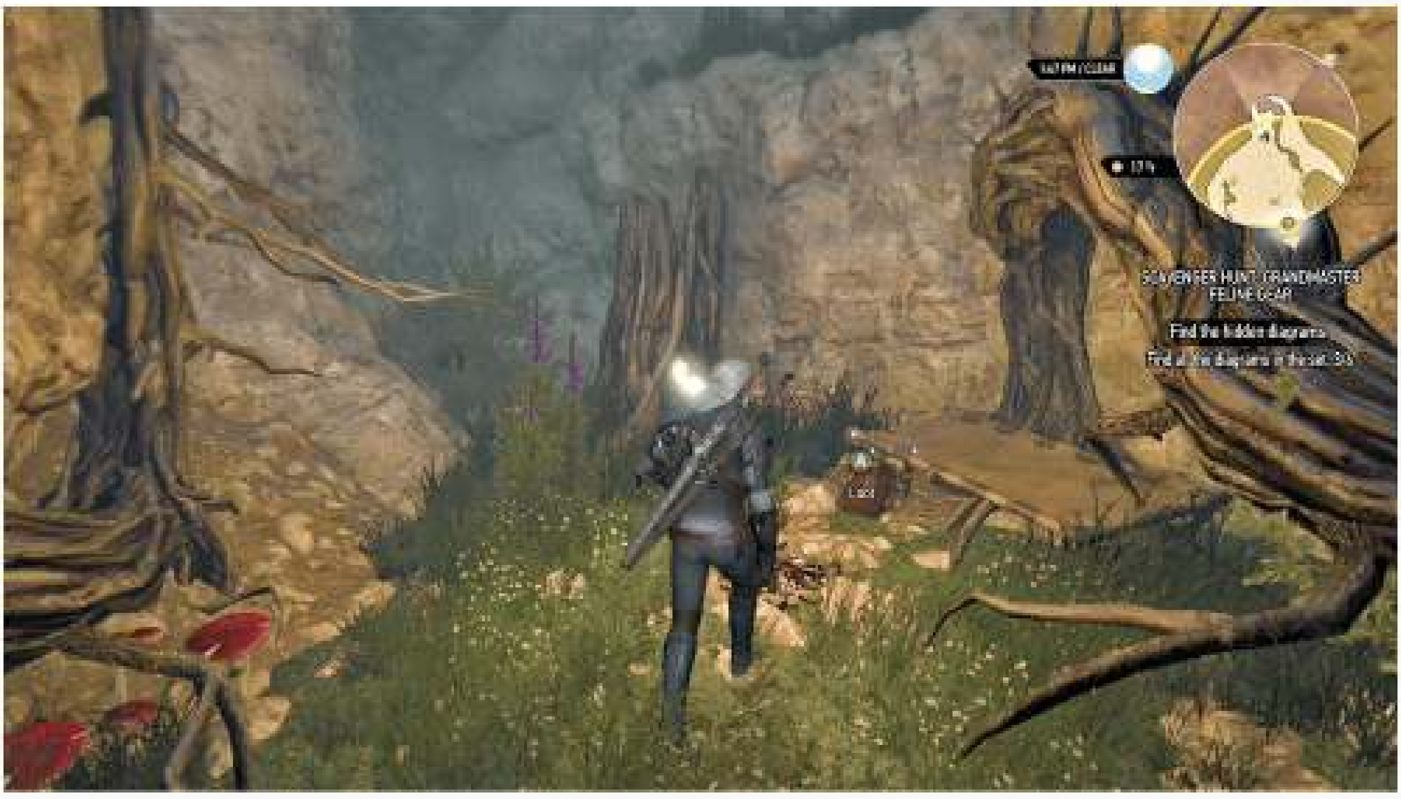
Forcing Back Foliage In The Pits Of Brume

OBJECTIVES

- Find the entrance to the Pits of Brume.
- Find the hidden diagrams.

A quick check of your map indicates the Pits of Brume aren't far away; a short jog through the bog in a roughly southeasterly direction. Along the way, you may encounter another Bandit Camp. This one has around four foes and a dog, and closer to the Pits entrance, a pack of Wild Dogs may cause some minimal panic. On the meadow grass just before you discover the Pits narrow cave entrance, expect an Archespore to need weeding.

Follow the narrow tunnel until it bends round to the left, and take the right (upper) fork at the junction. This way you can overlook the main pit cavern, and deal with two unruly Archespores. After the plant life is cut back, check the far (northwest) end of the pit, where the journal of Witcher Lexandre can be found near a small burlap cot. A vial, and more importantly, the remaining Witcher diagrams are found in the knapsack here.



Items: Lexandre's journal, Diagram: Grandmaster Feline steel sword, Diagram: Grandmaster Feline silver sword, Diagram: Grandmaster Feline gauntlets

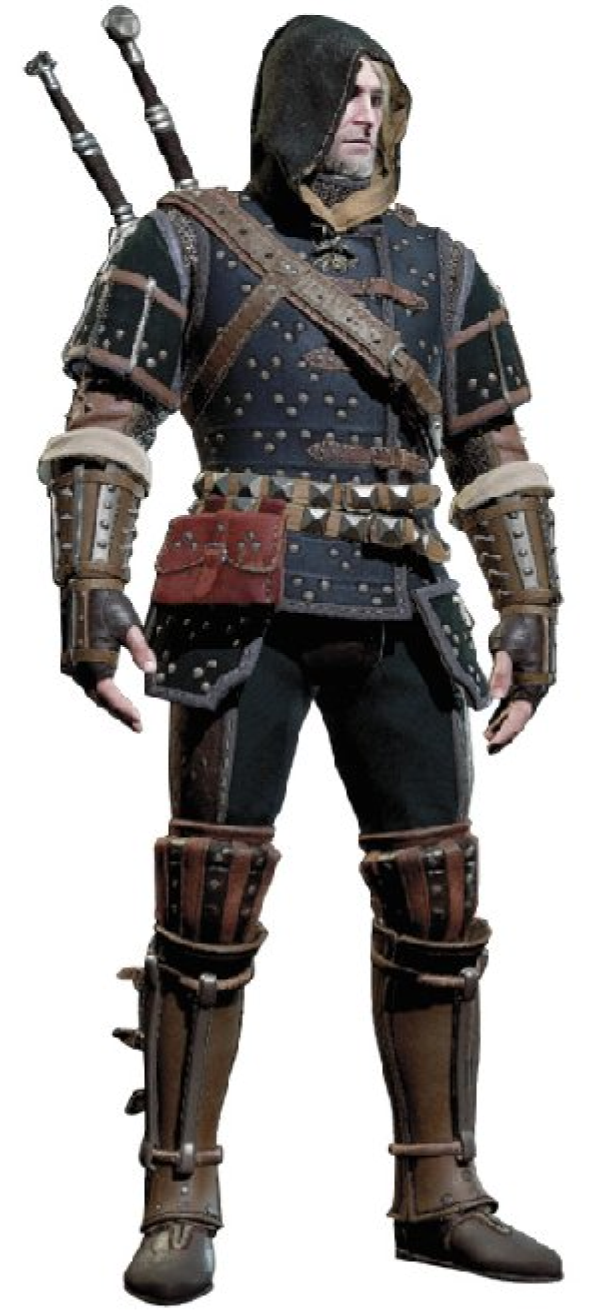
This concludes the quest for the Grandmaster diagrams, but you still need to leave this pit; simply return the way you came, or head further in to gather any remaining loot you wish.

MASTER MASTER MASTER MASTER!

If this is the first set of Grandmaster Witcher diagrams you've collected, return to Lazare Lafargue to let him make copies, and finish Scavenger Hunt: Master Master Master Master! (which is technically a Secondary Quest if you're looking for it in your Quest Panel menu).

Grandmaster Feline Gear

End: The Grand Feline Warrior



This is the finest quality Feline armor ever constructed! Check the crafting materials needed, and seek out Lazare Lafargue to craft this armor and weaponry. Consult A Witcher's Inventory in the eGuide for more details.

Grandmaster Wolven Gear

Here Lies Our Father. He Died So Others May Live.

DANGER ALERT

SPOILER ALERT

BAW

GRANDMASTER WOLVEN GEAR

RELATED QUESTS: Secondary Quest (Unmarked): Knight for Hire, Scavenger Hunt: Master Master Master Master!, Scavenger Hunt: Wolven School Gear

LOCATIONS: Lafargue Armory (Unmarked), Termes Palace Ruins

CHARACTERS: Lazare Lafargue, Witcher Adona of Carreras, Master Tyen'sail, Isabelle Duchamp, George Herbert

ENEMIES: Archespore, Boars

Recommended Items: Mastercrafted Witcher Gear (Wolven)

OBJECTIVES

- Find all the diagrams in the set (6).

HOW TO START THIS QUEST

This quest commences when you've completed one of the following options:

1. You explore Toussaint, and stumble upon the location of one or more of the Grandmaster Wolven diagrams.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer", and start Scavenger Hunt: Master Master Master Master!.

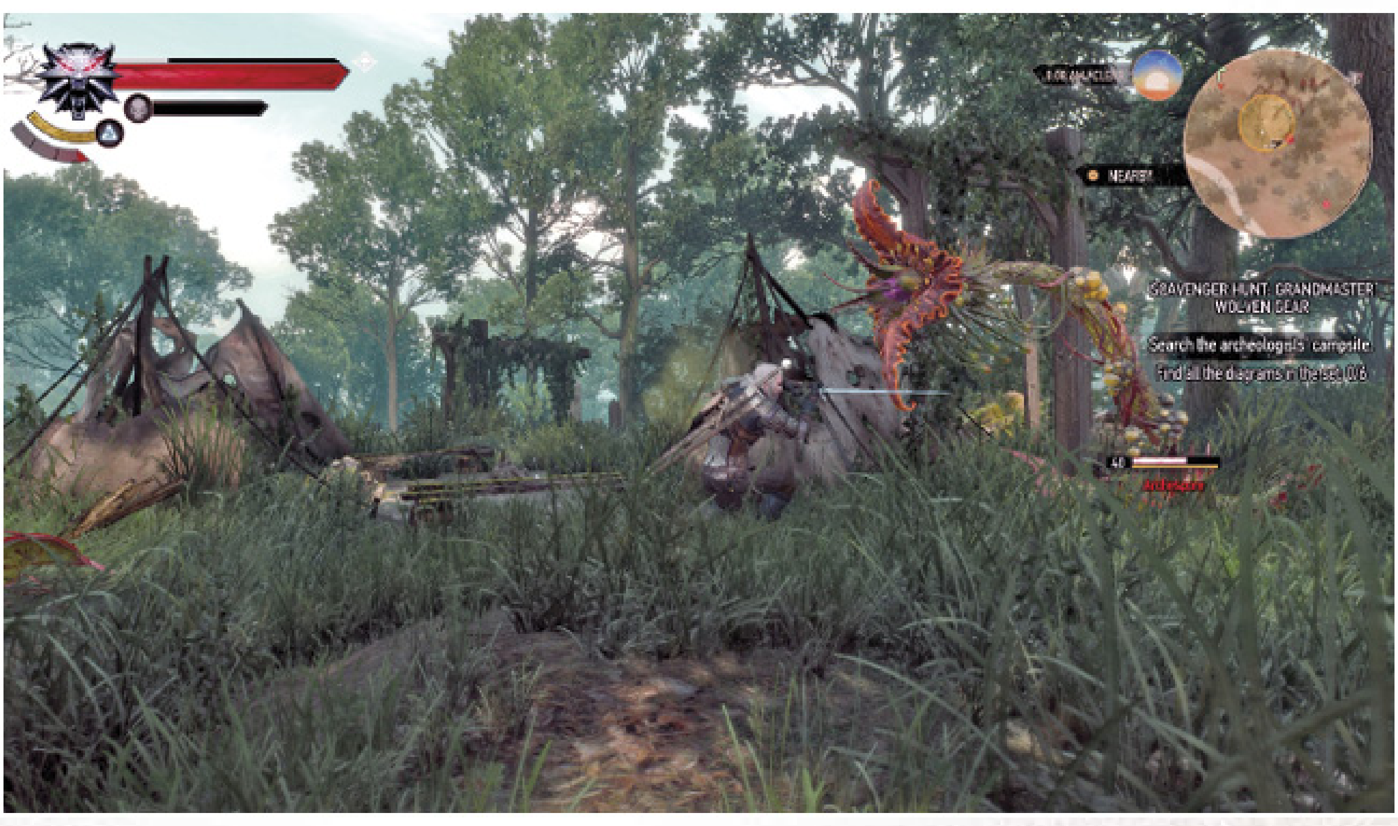
3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and start Scavenger Hunt: Master Master Master Master!.

Remember! In order to create Wolven Grandmaster gear, you require Mastercrafted gear of that school, which it is recommended you find by finishing Scavenger Hunt: Wolven School Gear. You need to find the gear in the following order: Basic, Enhanced, Superior, Mastercrafted, and finally Grandmaster.

OBJECTIVES

- Go to where the archeologists camped.
- Search the archeologists' campsite.
- Read the lead archeologist's journal.

During your chat with Lazare Lafargue, you learned that Witcher Adon was hired as an escort on an archaeological expedition to the elven ruins at Termes. Now seems as good time as any to head to the expedition site, which is over on the far eastern side of Toussaint, at the Termes Palace Ruins, in northeast Caroberta Woods Territory. As you arrive, the camp is just south of the elven ruins, and the rotting tents are still visible. Conduct a search of the camp, after dealing with the plant-life here; an Archespore needs to be de-headed. Then use your Witcher Senses to find a tiny chest under a bench between two tents.


NEARBY
SCAVENGER HUNT: GRANDMASTER WOLVEN GEAR
Search the archeologists' campsite.
Find all the diagrams in the set. 0/6
40
Archespore

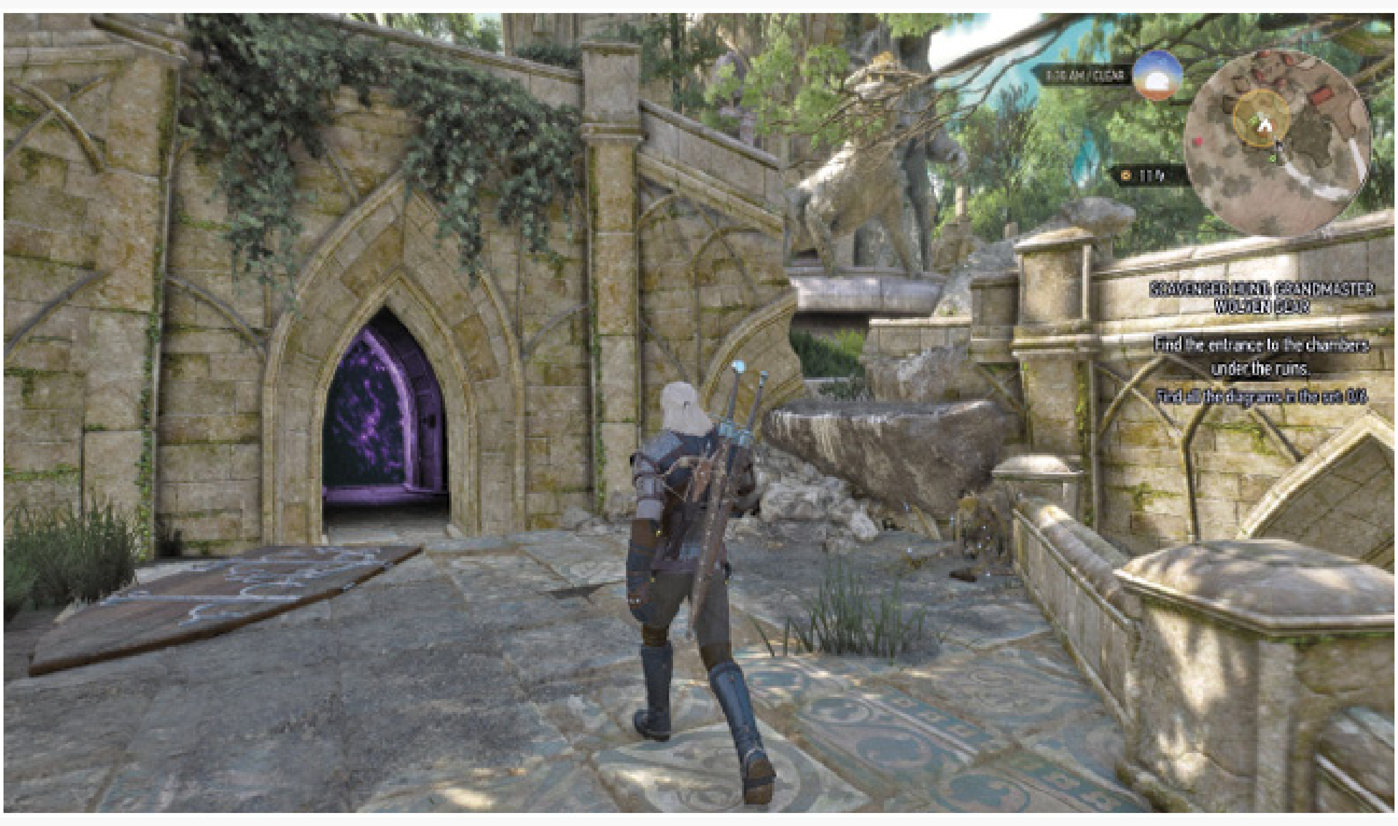
Items: Isabelle Duchamp's journal

The journal is a diary of an expedition to study the elven ruins here, gaining entry using something called the "Purple Ruby of Aed Gynvael".

OBJECTIVES

- Find the entrance to the chambers under the ruins.
- Find the key that opens the barrier in the passage to the underground chambers.

It seems the investigation is to take you into the elven ruins. Make a careful inspection of the entire area around the ancient arches. Beneath them, behind a small waterfall (and a cracked wall you use Aard to break it open), is a Place of Power to optionally locate. There are a few scattered sacks and chests of loot to open on the ruins themselves. Expect to be harried by the occasional forest Boar. But you're here to find the purple barrier pictured previously; an archway in the roughly northern part of the ruins. When you find it, you see there's a slot on the right side of the inner archway, which probably deactivates the barrier. But where is it?


SCAVENGER HUNT: GRANDMASTER WOLVEN GEAR
Find the entrance to the chambers under the ruins.
Find all the diagrams in the set. 0/6

OBJECTIVES

- Open the entrance to the chambers under the ruins.

Fortunately, it's extremely close by (and easily overlooked); it is on the right side of the tiled floor entrance you can see in the previous picture; at the foot of the fallen masonry step, and is found along with a letter. Read the letter, a haughty report about an overly-cautious Witcher in the service of "Duchamp" the lead archeologist. Now head to the purple barrier, slot in the ruby, and explore the chambers.

Items: Purple Ruby, George Herbert's letteral

Grandmaster Wolven Gear

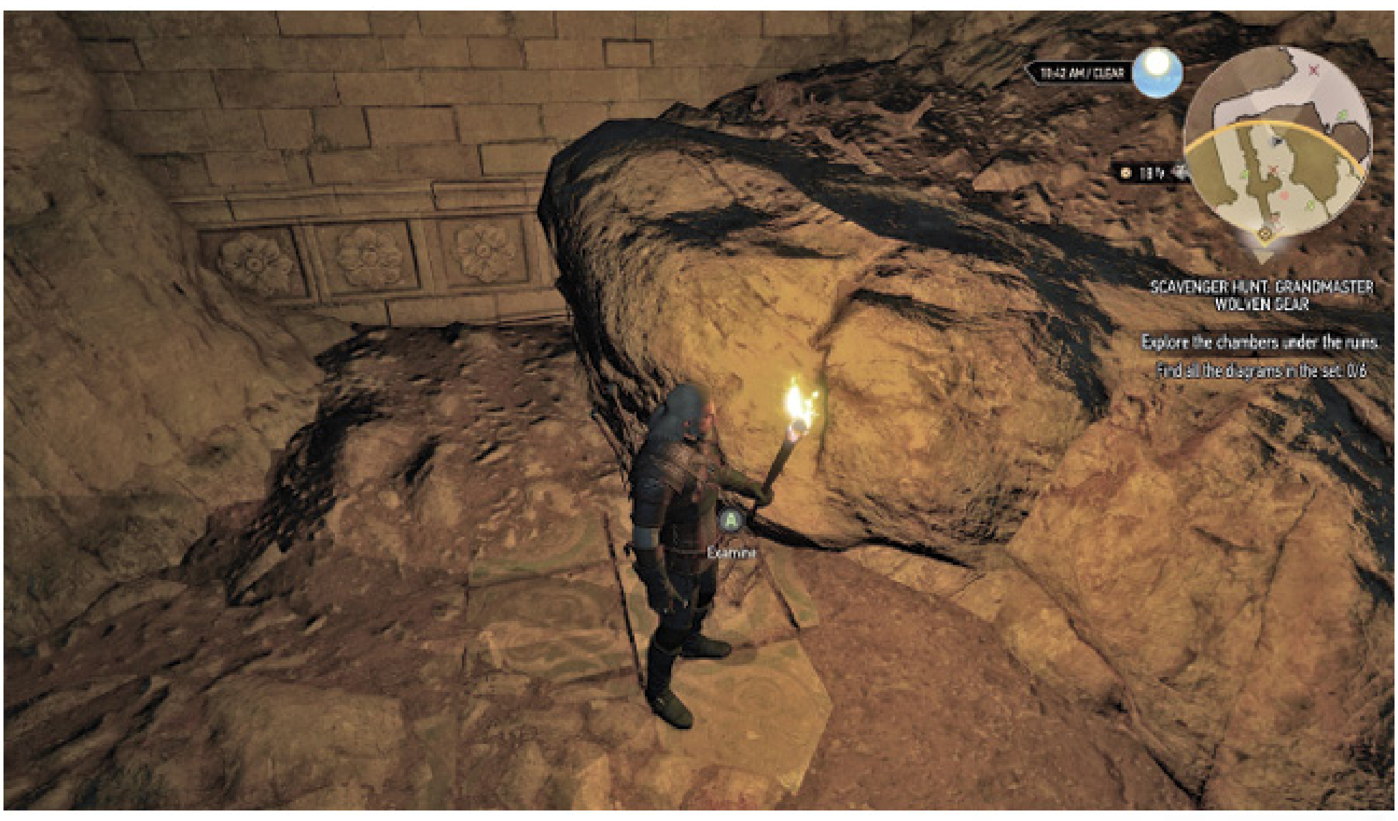
Here Lies Our Witcher. He Died When A Rock Fell On Him.

OBJECTIVES

- Explore the chambers under the ruins.

If you've been busy coating your sword in specter oil, you've correctly predicted this elven tomb holds a number of unquiet spirits! Slowly descend the steps, and engage two Barghests in combat. It's recommended you make slow and steady progress through these ruins, to avoid becoming overwhelmed by spectral forces. When both astral hounds are dispatched, use your Witcher Senses to look for the skeletal remains in the first chamber. They appear to have been running for the exit.

The sturdy arched door to your right (west) is firmly locked, meaning the only way is left (east) and down the steps. Use Aard on the cracked wall preventing further progress, and step through into a more rocky tunnel, turning right (south), moving into a larger cavern where a Giant Centipede must be slain. Afterward, feel free to search for a minor chest and loot, before locating a second weakened wall and blasting it open to reach the second part of the underground ruins.

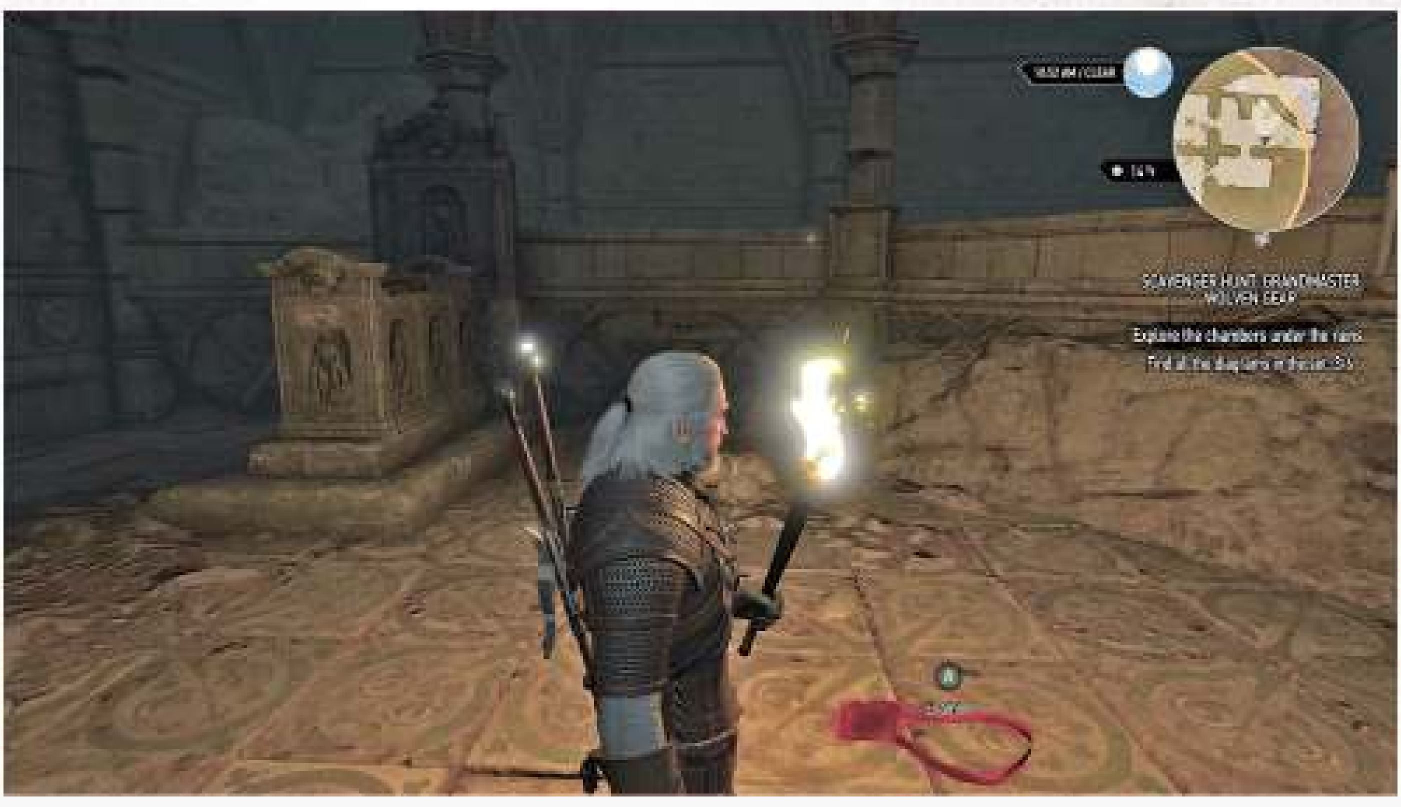

10:42 AM / CLEAR
SCAVENGER HUNT: GRANDMASTER WOLVEN GEAR
Explore the chambers under the ruins.
Find all the diagrams in the set. 0/6
Examine

You are immediately set upon by two Barghests and four Wraiths, so it is imperative you prepare for this combat! If you're feeling overwhelmed, retreat into the giant centipede cavern to regroup; rushing further into the ruins simply summons two more wraiths! It is worth remaining in this secondary chamber and fighting any remaining guardians of these depths.

After the wraiths are defeated, head right (east) to a room with a dead end, and a huge boulder brought down from above. The skeletal remains of Witcher Adon can be found partly under this massive rock; he brought this down to crush his foes, and ended up killing himself, too. He's carrying some of the diagrams you seek. Gather them before continuing.

Items: Diagram: Grandmaster Wolven steel sword, Diagram: Grandmaster Wolven silver sword, Diagram: Grandmaster Wolven gauntlets

Head west now, into a tomb where you make a spectacular discovery—the tomb of King Divethaf himself! Inspect the plaque, then a satchel strewn on the tile floor in this chamber. It looks like it belonged to a Witcher. It also contains the three remaining diagrams you seek! The journal also found in the satchel may cause a smile of melancholy; the Witcher came to Toussaint at Vesemir's request.


SCAVENGER HUNT: GRANDMASTER WOLVEN GEAR
Explore the chambers under the ruins.

Items: Adona of Carreras' journal, Diagram: Grandmaster Wolven armor, Diagram: Grandmaster Wolven trousers, Diagram: Grandmaster Wolven boots

This concludes the quest for the Grandmaster diagrams, but you still need to leave these ruins. Simply inspect the ruins for any further loot, before you head through the archway to the north, turn right (east), gather a key at the foot of the sturdy door you couldn't open previously, and unlock it. From here, ascend the steps back outside.

Items: Old elven key

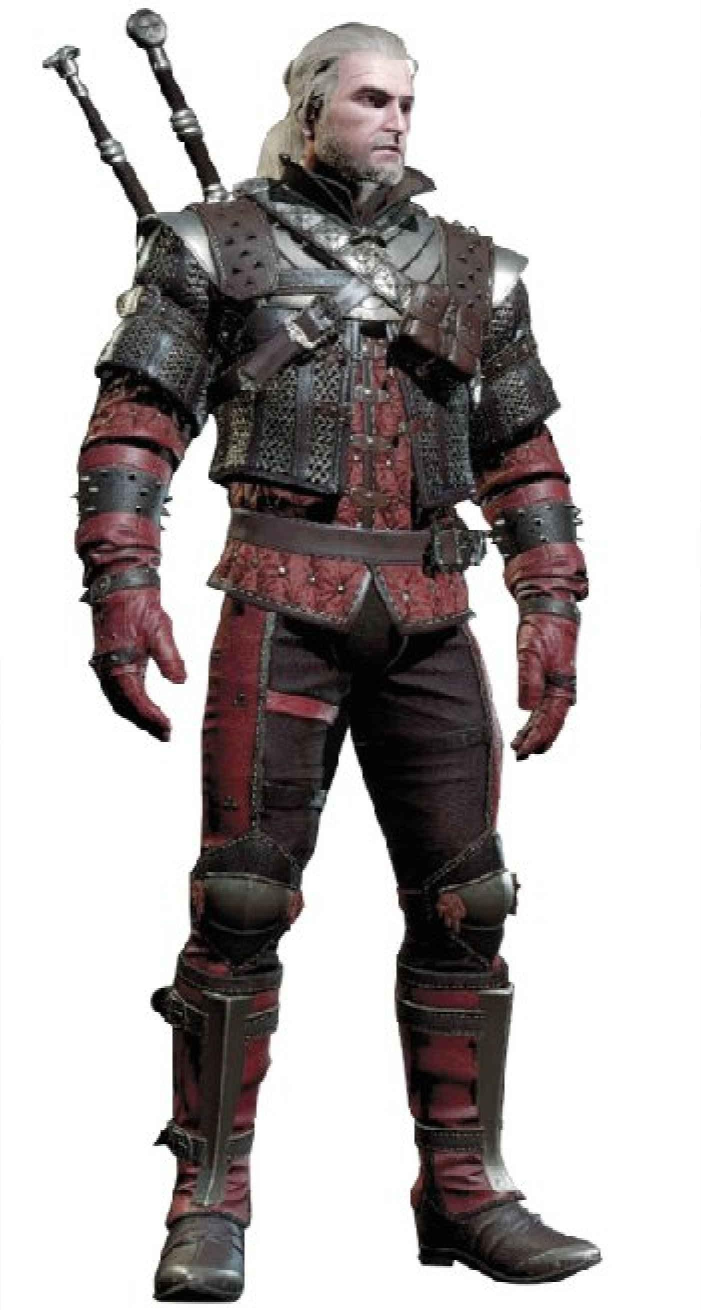
Upon exiting the ruins, the responsible thing to do is to remove the crystal to seal them back. They're sealed for a reason after all, and leaving them open just lets more Wraiths and Barghests out to roam the area.

MASTER MASTER MASTER MASTER!

If this is the first set of Grandmaster Witcher diagrams you've collected, return to Lazare Lafargue to let him make copies, and finish Scavenger Hunt: Master Master Master Master! (which is technically a Secondary Quest if you're looking for it in your Quest Panel menu).

Grandmaster Wolven Gear

End: The Grand Wolven Warrior



Behold the very best Wolven armor ever forged by elf or man! Check the crafting materials needed, and seek out Lazare Lafargue to craft this armor and weaponry.

Grandmaster Ursine Gear

Undermining The Peasants Of Flovive

DANGER ALERT SPOILER ALERT

BAW

GRANDMASTER URSINE GEAR

RELATED QUESTS: Scavenger Hunt: Master Master Master Master!, Scavenger Hunt: Bear School Gear, Contract: The Tufo Monster

LOCATIONS: Lafargue Armory (Unmarked), Flovive, Marcescent Forest, Filament Stream

CHARACTERS: Lazare Lafargue, Charite Gontran de Tufo, Witcher Junod of Belhaven

ENEMIES: Bears, Giant Centipedes, The Tufo Monster (Shaelmaar)

Recommended Items: Mastercrafted Witcher Gear (Ursine)

OBJECTIVES

- Find all the diagrams in the set (6).

HOW TO START THIS QUEST

This quest commences when you've completed one of the following options:

1. You explore Toussaint, and stumble upon the location of one or more of the Grandmaster Ursine (Bear) diagrams.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer", and start Scavenger Hunt: Master Master Master Master!.

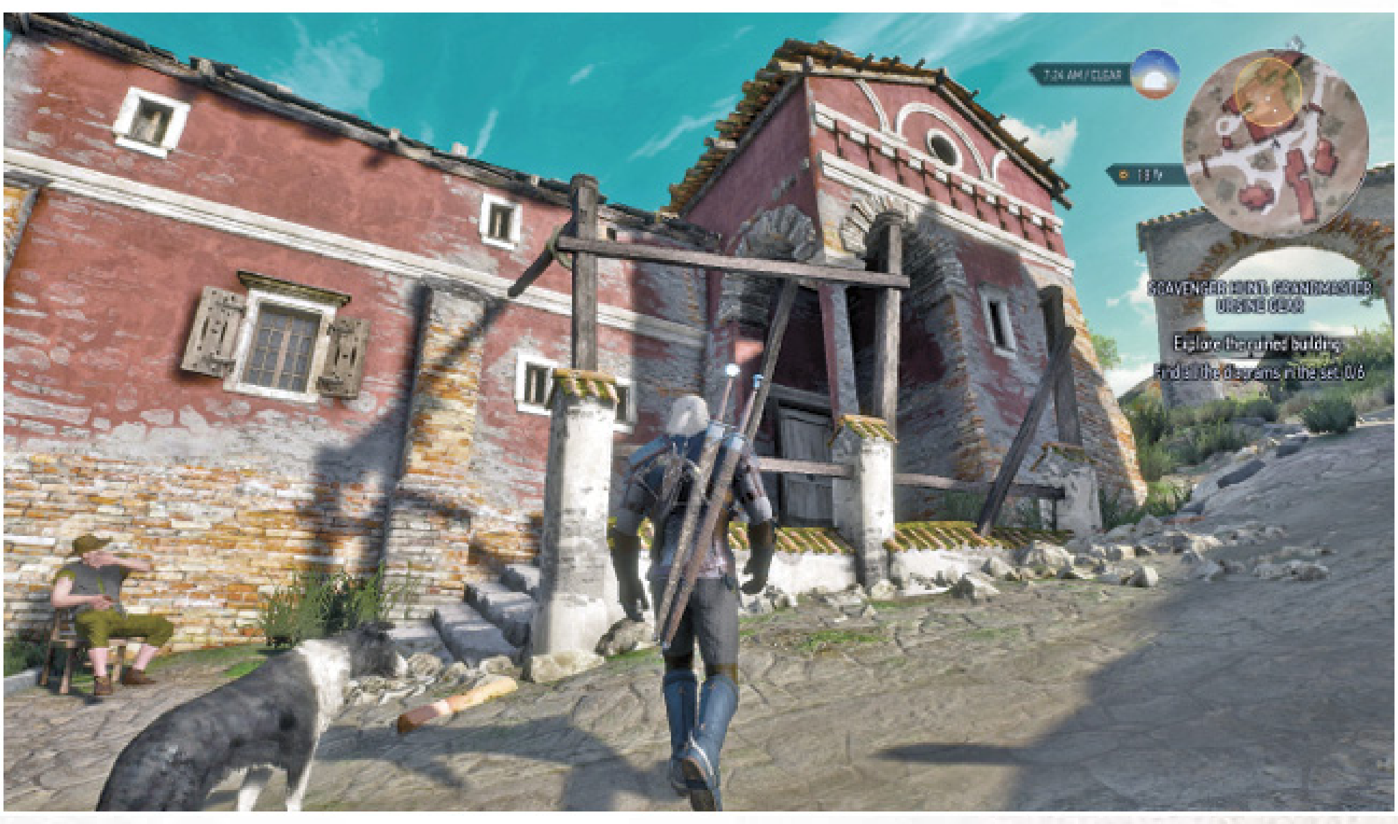
3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and start Scavenger Hunt: Master Master Master Master!.

Remember! In order to create Ursine Grandmaster gear, you require Mastercrafted gear of that school, which it is recommended you find by finishing Scavenger Hunt: Bear School Gear. You need to find the gear in the following order: Basic, Enhanced, Superior, Mastercrafted, and finally Grandmaster.

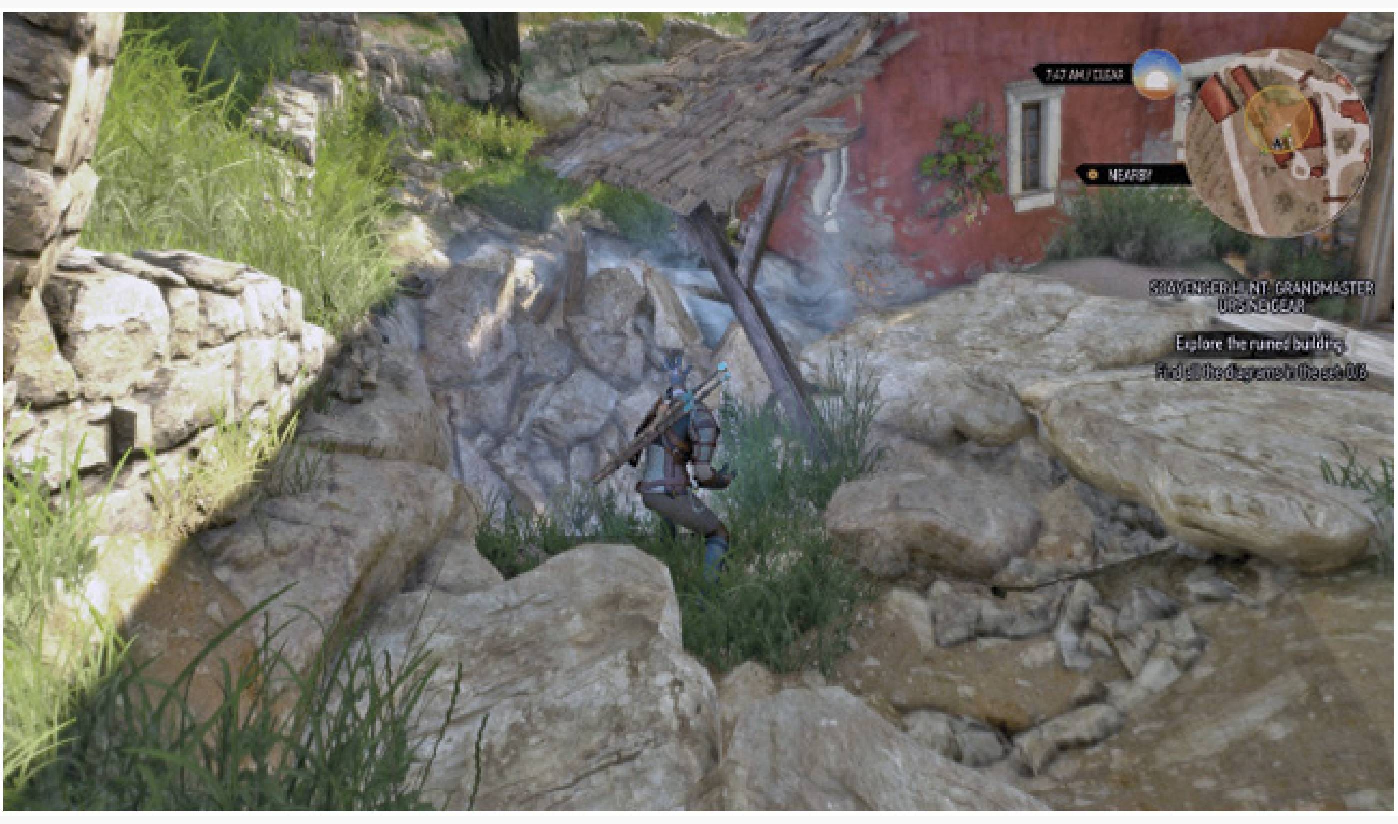
OBJECTIVES

- Find the place where the Witcher completed his contract.
- Explore the ruined building.
- Read the owner's notes.

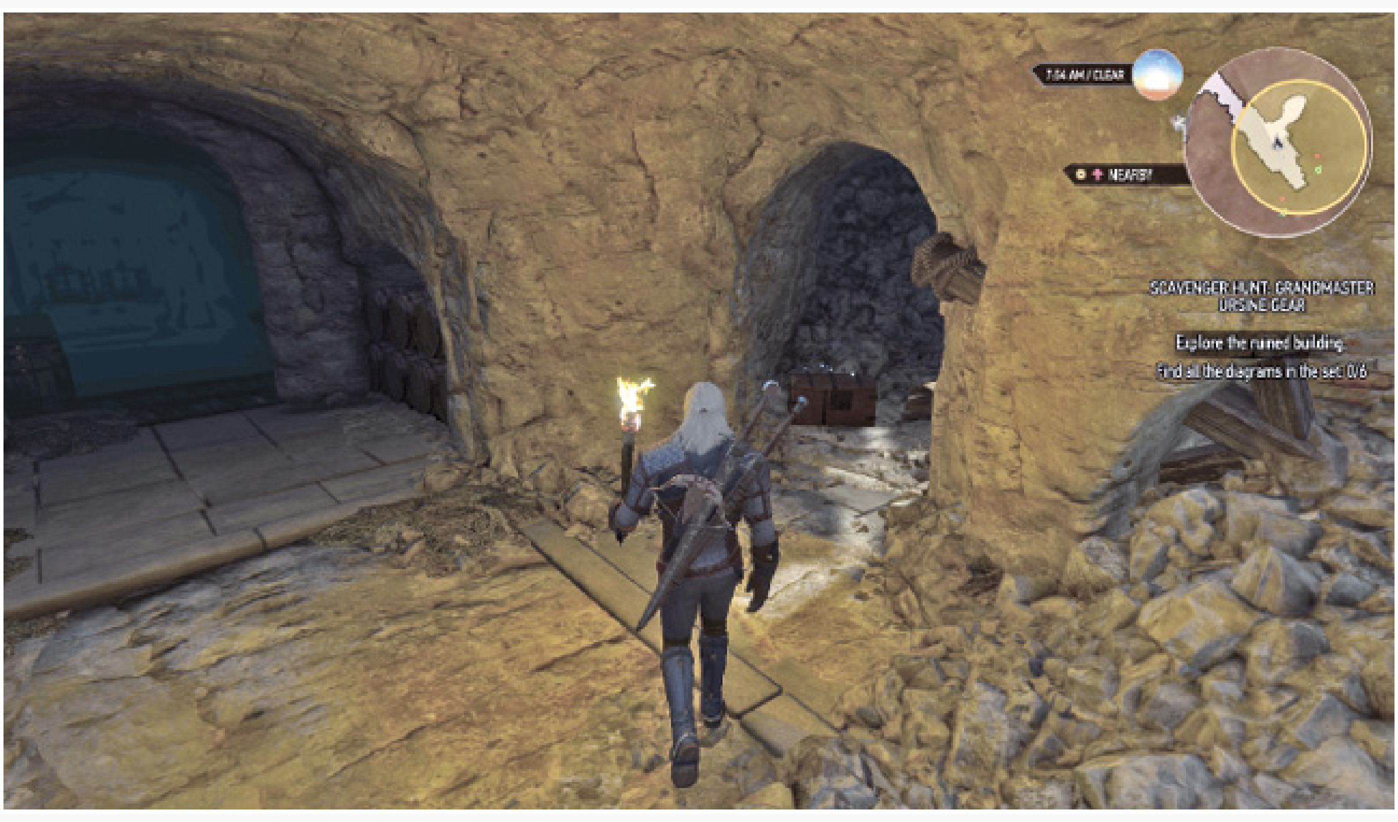
Previous conversation with Lazare Lafargue has him recall a towering Witcher who haggled with Tyen'Sail like a fishwife, and pledged to bring them coin after completing a contract at the Tufo vineyard. The Tufo estate is across the lake to the east, in Sansretour Marsh, but the exact location is slightly further southwest, in the village of Flovive. When you enter the north area of the village, one of the buildings looks particularly unstable, with caved-in foundations.


SCAVENGER HUNT: GRANDMASTER URSINE GEAR
Explore the ruined building
Find all the diagrams in the set 0/6

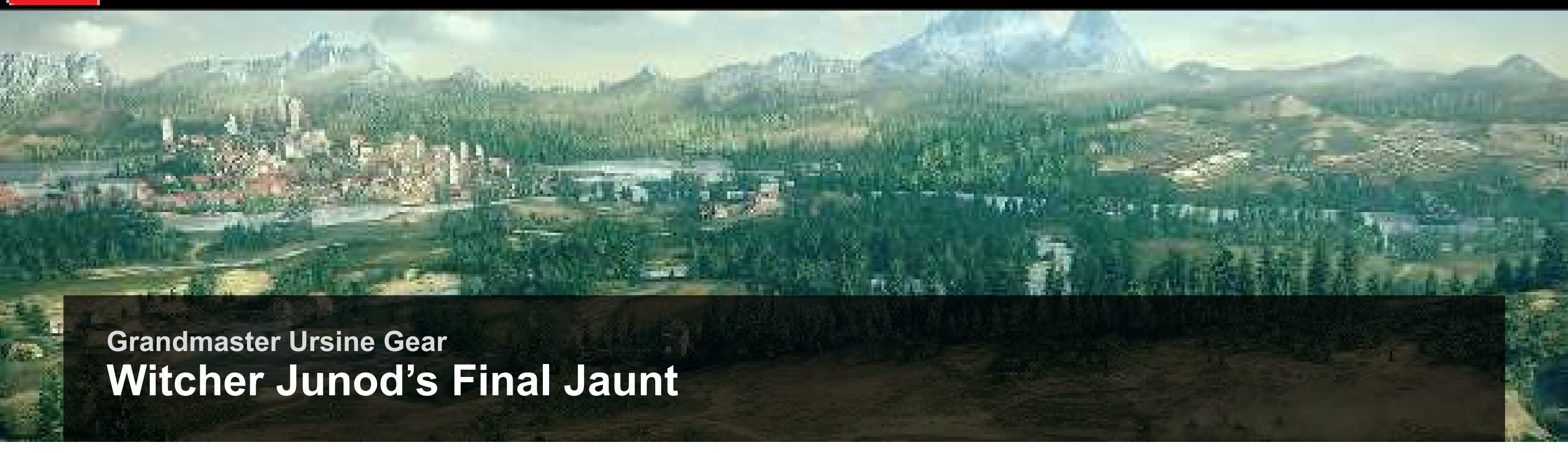
The building is unsafe for habitation, and there's little of note inside. But pass through or head around into the back yard, and there's a sizable dip in the earth; a sagging area where rocks and wood have fallen over a hole that used to lead to a wine cellar. Use Aard and clear the entrance.


NEARBY
SCAVENGER HUNT: GRANDMASTER URSINE GEAR
Explore the ruined building
Find all the diagrams in the set 0/6

This leads to an abandoned wine cellar, which is devoid of anything but the least desirable plonk. However, there's something glittering in the first alcove on your right, as you enter. It's a chest with three diagrams, and a journal of the building's owner regarding Tufo's contract with a Witcher "as big as a mountain and bearded as a dwarf." There's a claim of a subterranean monster near a stream; that's your next area of investigation.


NEARBY
SCAVENGER HUNT: GRANDMASTER URSINE GEAR
Explore the ruined building
Find all the diagrams in the set 0/6

Items: Charite Gontran de Tufo's journal, Diagram: Grandmaster Ursine silver sword, Diagram: Grandmaster Ursine armor, Diagram: Grandmaster Ursine gauntlets



Grandmaster Ursine Gear

Witcher Junod's Final Jaunt

OBJECTIVES

- Find the entrance to the underground cave.
- Explore the cave.

The supposed entrance to the underground lair of the tectonic terror the Witcher set off to search for is north and a little west of your current location in Flovive. Set off across the Tufo Vineyard, before descending into the lightly-wooded Marcescent Forest. You may have a couple of Bears (what else?) to contend with en route to an idyllic and shallow body of water known as Filament Stream. On the north side of this pond is a cave entrance. Time to see if the Witcher left any tracks.

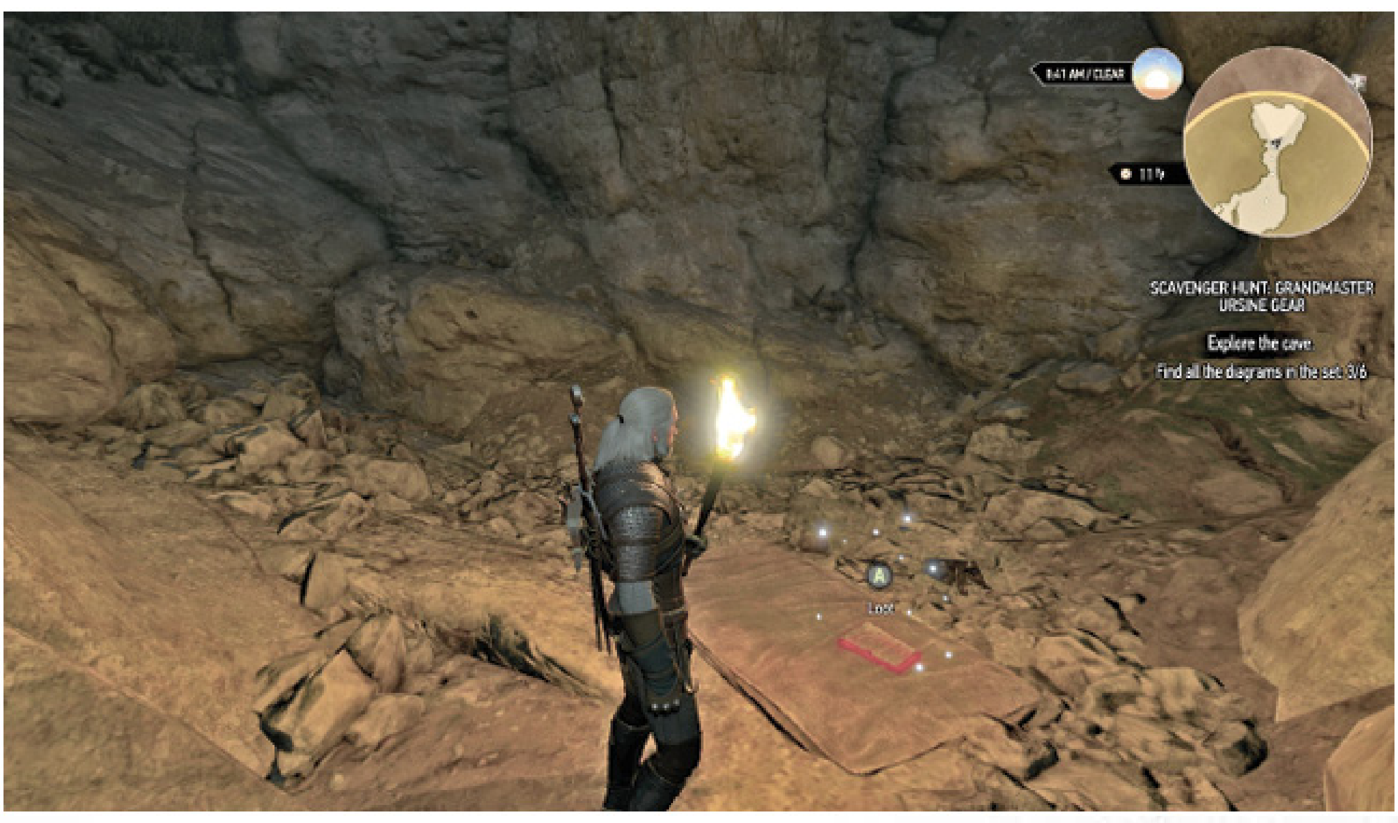
A TUFO-ONE QUEST DEAL: THE TUFO MONSTER

This cave is home to an exceptionally frightening monster; but one which you need not fight if you don't venture into the large, final chamber of this cave complex. If you wish to know what beast you're facing, consult Contract: The Tufo Monster. You also have a few scattered skeletons and other loot to optionally gather during your exploration here.

OBJECTIVES

- Read the warning the Witcher wrote.

Drop down the cave hole, and check the area to your left (northwest), unless the spittle from the Giant Centipede on your right (southeast) sends you into a blood-rage, and you need to slay this creature first. You'll face this insect anyway, so clear the area of foes.


8:41 AM / CLEAR
11 ft
SCAVENGER HUNT: GRANDMASTER URSINE GEAR
Explore the cave.
Find all the diagrams in the set: 3/6
Loot

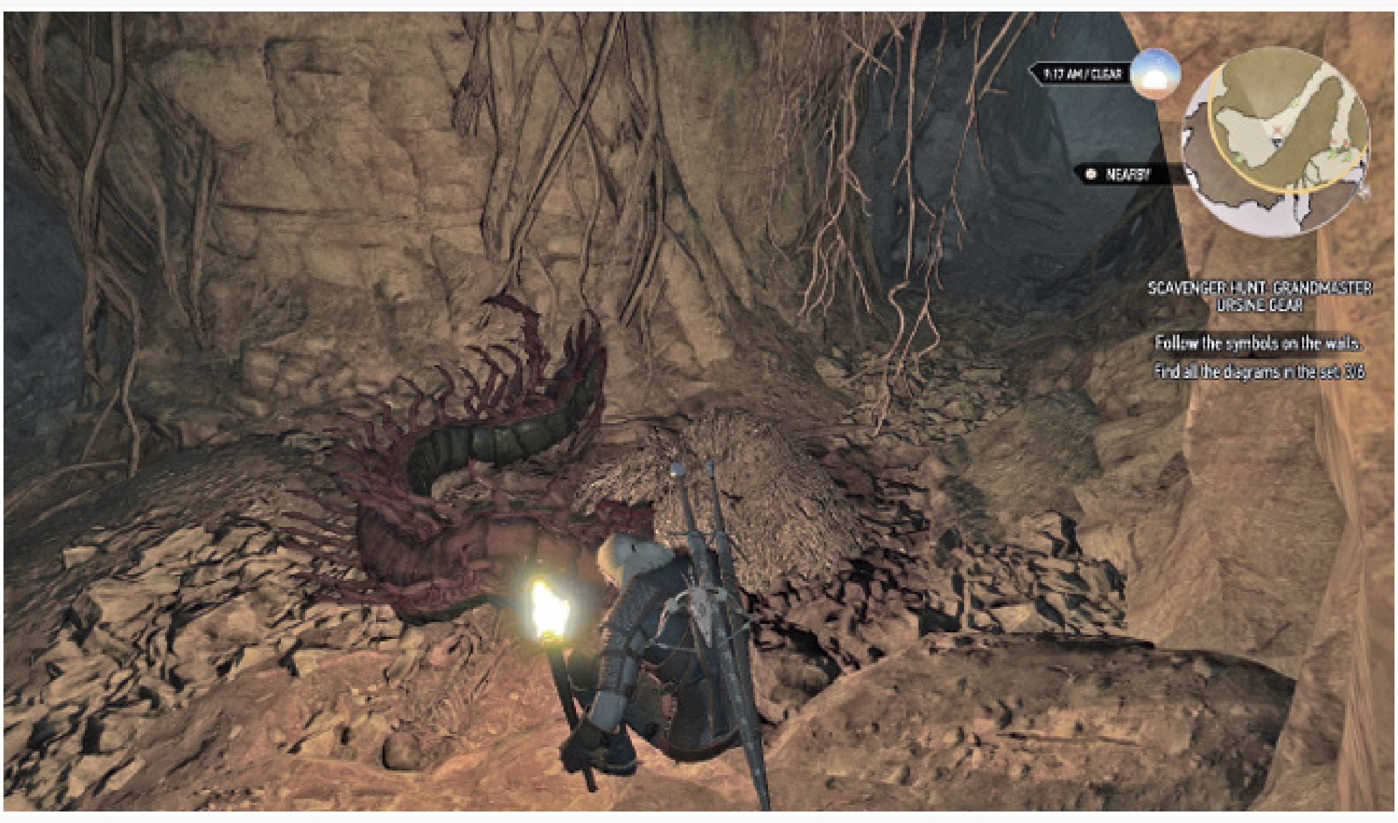
Backtrack to the northwest part of the tunnel, and blast apart a collection of rubble (or climb over it) to reach a dead-end. However, there's some bedding and a letter written by the Witcher himself. It tells of buildings around here collapsing, and that Witcher Junod has daubed symbols of his school on the interior cave walls so he can navigate his way through this cave complex.

Items: Warning

OBJECTIVES

- Follow the symbols on the walls.

Turn and head deeper into the cave system, passing the Giant Centipede-slaying chamber, and using your Witcher Senses to spot bear head symbols along the walls. It isn't necessary to find all of them (or any of them). Cross the cavern, into some narrow burrowing tunnels. The left fork leads to a short dead-end so head right, following the tunnel to a main junction (and bear symbol). There's a tunnel left of you, leading to a dead end. Drop down at the junction, as the tunnel continues left and right. Head left, into a Giant Centipede cave. Fight the disgusting beast, as it is burrowing around the remains of the Witcher, along with the remainder of the diagrams!


9:17 AM / CLEAR
NEARBY
SCAVENGER HUNT: GRANDMASTER URSINE GEAR
Follow the symbols on the walls.
Find all the diagrams in the set: 3/6

Items: Junod of Belhaven's journal, Diagram: Grandmaster Ursine trousers, Diagram: Grandmaster Ursine steel sword, Diagram: Grandmaster Ursine boots

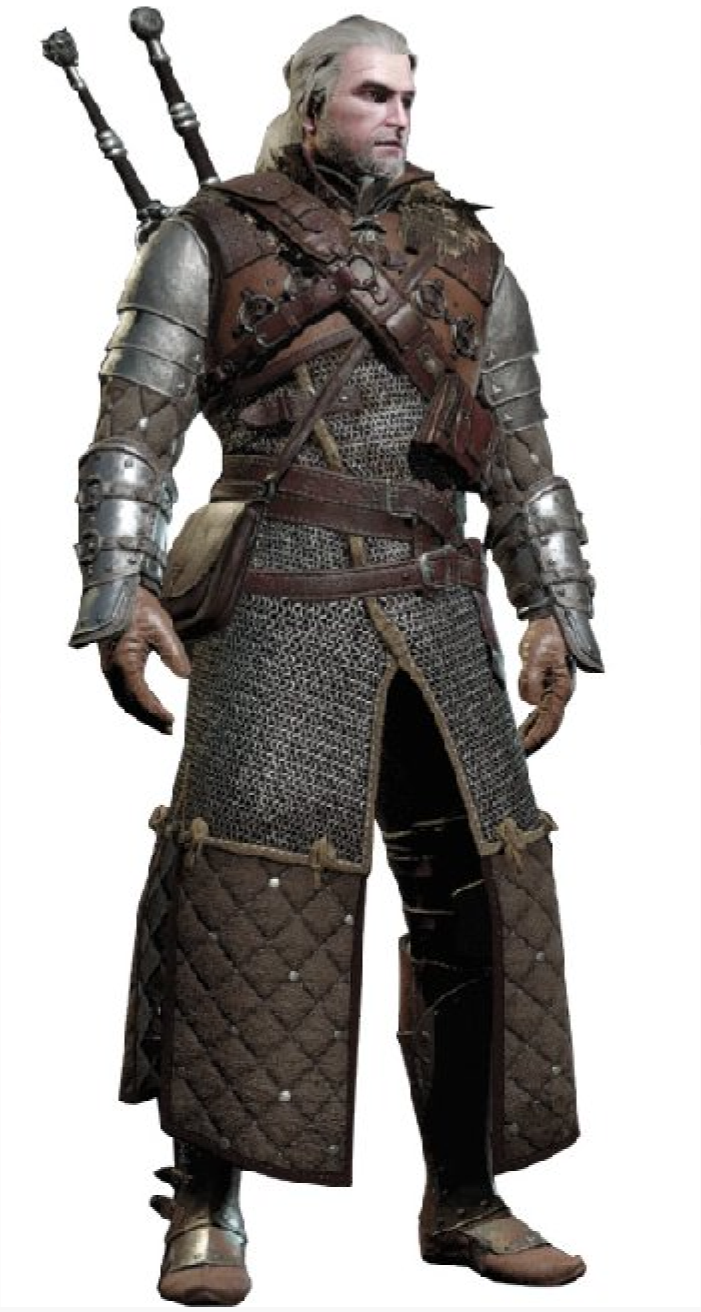
This concludes the quest for the Grandmaster diagrams. You can read more about Witcher Junod's final moments facing the great beast in this cave. Then retrace your steps, as the last tunnel (right at the main junction) leads to the massive lair of the Tufo Monster. Be sure the Contract of the same name is active if you wish to face this creature. Otherwise, retrace your steps back outside.

MASTER MASTER MASTER MASTER!

If this is the first set of Grandmaster Witcher diagrams you've collected, return to Lazare Lafargue to let him make copies, and finish Scavenger Hunt: Master Master Master Master! (which is technically a Secondary Quest if you're looking for it in your Quest Panel menu).

Grandmaster Ursine Gear

End: The Grand Ursine Warrior



Geralt is clad in the most spectacular Ursine armor ever created! Check the crafting materials needed, and seek out Lazare Lafargue to craft this armor and weaponry.

Grandmaster Manticore Gear

Pilgrimage At Bastoy Prison Ruins

DANGER ALERT — SPOILER ALERT — B&W

GRANDMASTER MANTICORE GEAR

RELATED QUESTS: Scavenger Hunt: Master Master Master Master!, Secondary Quest: Big Feet to Fill, Treasure Hunt: The Toussaint Prison Experiment

LOCATIONS: Lafargue Armory (Unmarked), Bastoy Prison Ruins (Unmarked), Lebioda's Prayer Cave (Unmarked), Prophet Lebioda's Statue, Murky Delve (Unmarked), Lake of Cleansing (Unmarked)

CHARACTERS: Lazare Lafargue, Witcher Merten, The Prophet Lebioda, Beggars, Peasant, Mystery Man

ENEMIES: Alp, Panthers, Spirit of the Great Beggar, Bruxae, Kikimores

OBJECTIVES

- Find all the diagrams in the set (6).

HOW TO START THIS QUEST

This quest commences when you've completed one of the following options:

1. You explore Toussaint, and stumble upon the location of one or more of the Grandmaster Manticore diagrams.

2. You visit a Notice Board, such as the one just south of The Gran'place in Beauclair, and read the notice marked "Contract: Grandmaster Armorer", and start Scavenger Hunt: Master Master Master Master!.

3. You visit Lazare Lafargue (without knowledge of his notice), a noted Grand Master armorer of Beauclair, and start Scavenger Hunt: Master Master Master Master!.

Remember! The fabled Manticore set of Witcher gear diagrams only come in one type of quality; Grandmaster. There are no previous Scavenger Hunts to complete when searching for this particular gear.

OBJECTIVES

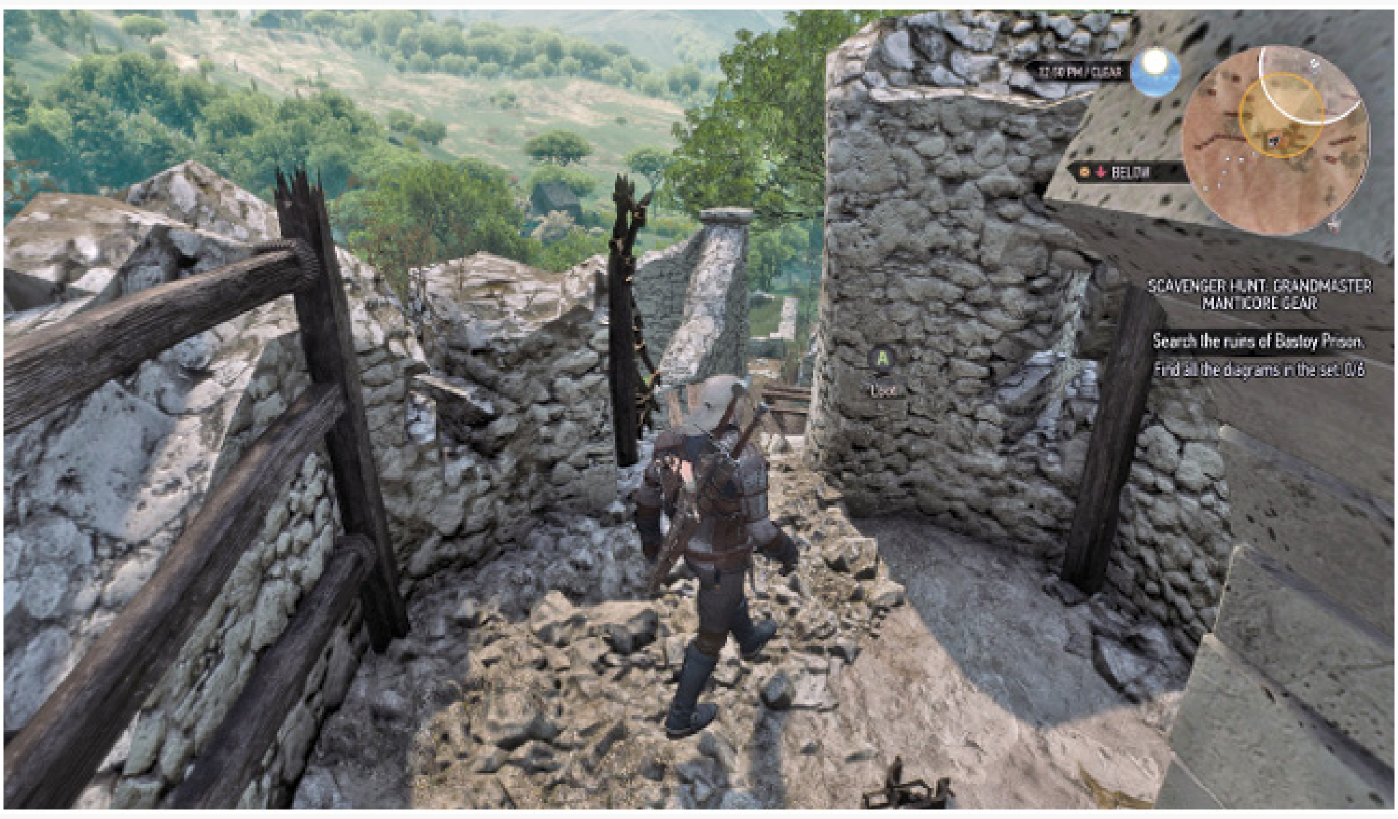
- Go to the ruins of Bastoy Prison.

According to the Beauclair armorer Lazare Lafargue, one century ago, Witcher Merten visited Tyen'Sail and made a poor impression; stinking like a dwarf and quarreling fiercely. Folk say the Witcher brawled with the Ducal Guard and was arrested and sentenced to Bastoy Prison. The ruins of the prison itself are deep in the Gorgon Foothills, on the western side of Toussaint. From the Chuchote Cave, take the road to the south across the footbridge, and head around Lac Celavy heading roughly southwest, until the Bastoy Prison Ruins loom up at you from atop a hill.

OBJECTIVES

- Search the ruins of Bastoy Prison.
- Read the prisoner's notes.

A thorough exploration may reveal a Treasure Hunt (and a tiny locked chest unrelated to this quest) and an Alp to face in battle; part of "The Toussaint Prison Experiment". However, you're here for some Manticore gear diagrams, so enter the investigation area and climb the wall to a wooden balcony leading to the ruins of a prison tower. Look for a loose stone on the wall near the gap to the balcony; it contains the first diagram you seek. Break open the book you find with the diagram; it charts the conversion of Witcher Merten to the cult of Lebioda. In fact, it suggests Merten went to a legendary cave frequented by the deity.



SCAVENGER HUNT: GRANDMASTER MANTICORE GEAR

Search the ruins of Bastoy Prison.

Find all the diagrams in the set 0/6

Items: Prisoner's journal, Diagram: Manticore steel sword

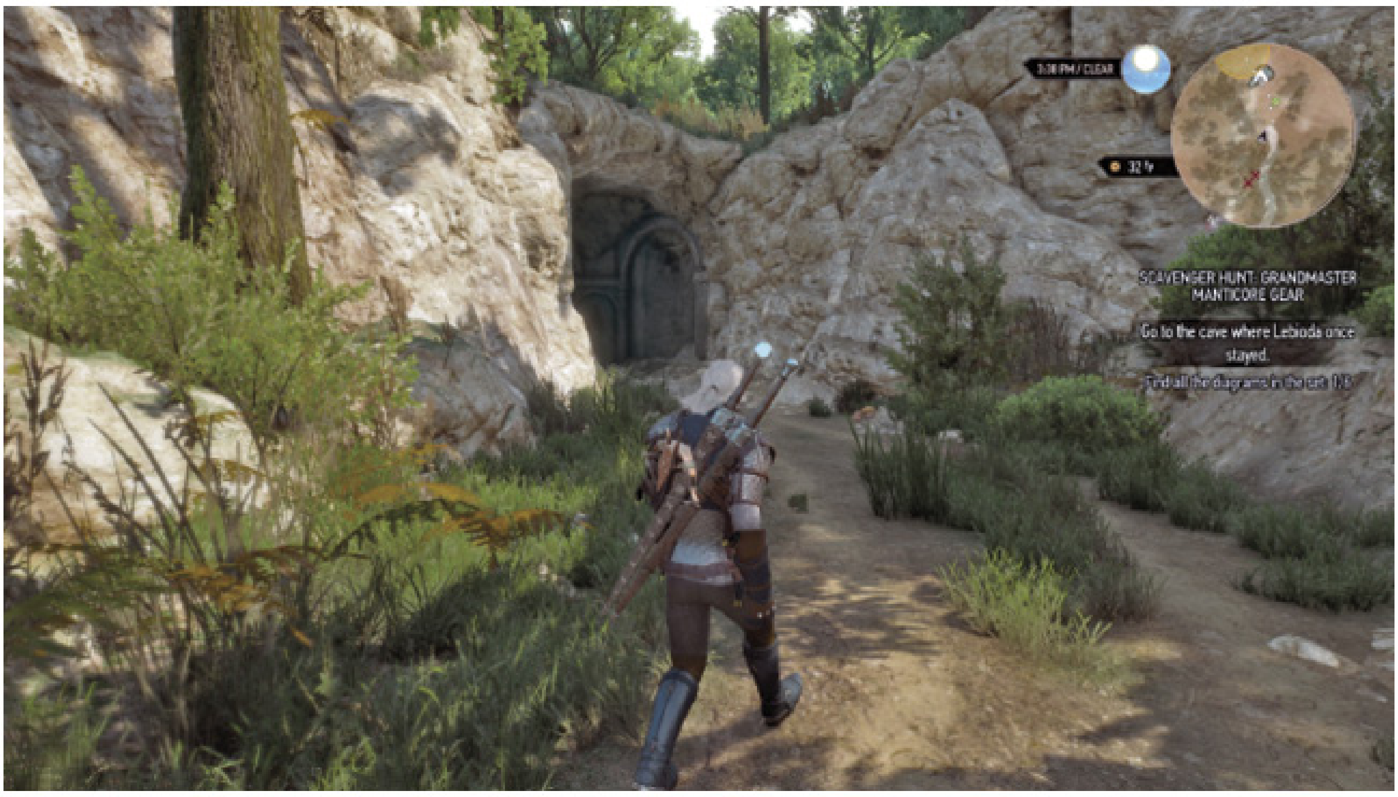
Grandmaster Manticore Gear

A Hope And A Prayer

OBJECTIVES

- Go to the cave where Lebioda once stayed.
- Search the chamber.
- Read Merten's prayer.

Lebioda's Prayer Cave is an unmarked location all the way across Toussaint, on the western side of the Duchy in the Caroberta Woods Territory, southeast of Gelenser Farm, and southwest of the Termese Palace Ruins. Head deep into the woods, following an overgrown path between a rocky dell, engaging a couple of Panthers in combat along the way. The cave entrance is unassuming, but once you enter, there's evidence of impressive carvings.



SCAVENGER HUNT: GRANDMASTER MANTICORE GEAR

Go to the cave where Lebioda once stayed.

Descend into the circular chamber, now a shrine to Lebioda, and adorned with his teachings carved into the walls. Read them at your leisure. You should also notice a number of slips of paper adhered to the walls, with a prayer on each one. Any of particular interest glow red when you employ your Witcher senses, but most are simple requests for loved ones to be well, or to forgive them for a misdeed. Look to the prayer notes on the southeast wall.

The one to the far right was written by Witcher Merten; written on the back of the second diagram! Read the parchment; Merten seeks to denounce his sins, and meet with someone called "The Great Beggar" at the Temple of Lebioda.

Items: Merten's prayer, Diagram: Manticore armor

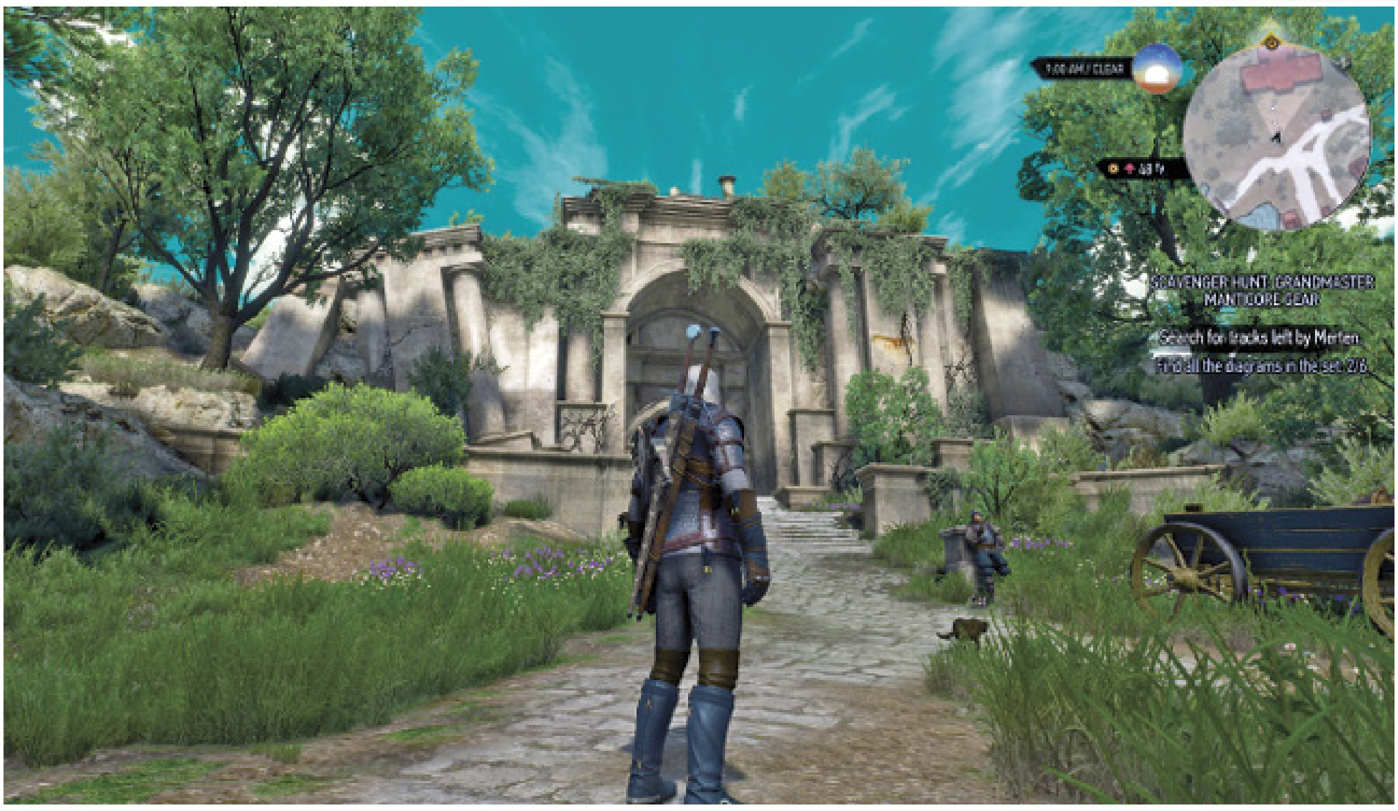
Grandmaster Manticore Gear

This Beggar's Belief

OBJECTIVES

- Go to Lebioda's temple.
- Search for tracks left by Merten.
- Defeat the wraith.
- Read the Great Beggar's journal.

The pilgrimage continues! The Temple of Lebioda is an impressive landmark that lies on the western banks of the Sansretour River, part of the Prophet Lebioda Statue complex, which may have been completed if you finished Secondary Quest: Big Feet to Fill. Venture west, and find the temple behind the monumental statue of Lebioda. Head through the grand (but crumbling) opening, into an entrance crypt. Ahead is a sealed archway; blast it apart with a sturdy Aard blow.


1:00 AM / CLEAR
SCAVENGER HUNT: GRANDMASTER MANTICORE GEAR
Search for tracks left by Merten
Find all the diagrams in the set 2/8

Beyond the bricked-up wall is a tormented wraith, the Spirit of the Great Beggar. It is a powerful specter with a forceful, Aard-like blast that can knock you back, and a staff that may be ethereal, but it still hurts when it strikes you! Use similar tactics to those you use when defeating wraiths and human ghosts. When you've slain the spirit, look about this chamber; the Bones of the Great Beggar lie scattered on the floor here. Gather them up.

Items: Bones of the Great Beggar

Continue your search of the Great Beggar's chamber; on a small table is a tiny chest to loot; it contains two more diagrams and a journal. Reading the journal reveals the locals had been angered by the Beggar's preaching about Lebioda, but that a man named Merten had raised his spirits. The Beggar recommended Merten visit the Hidden Chapel, a bleak place where a trial would await him. That appears to be your next location to find. Before you leave the temple, inter the bones you found in one of the entrance sarcophagi, so the Great Beggar may finally rest in peace.

Items: The Great Beggar's journal, Diagram: Manticore trousers, Diagram: Manticore boots

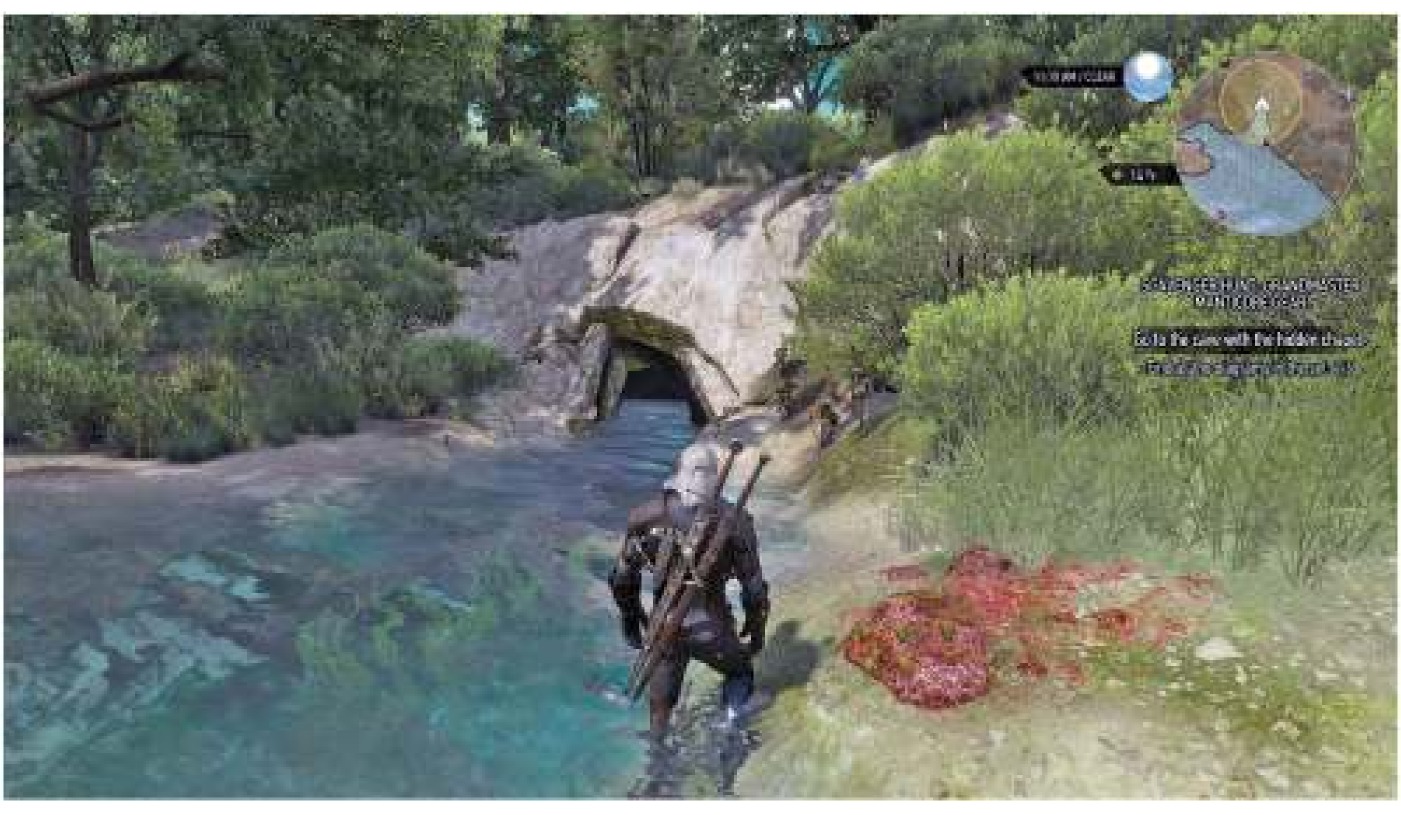
Grandmaster Manticore Gear

A Murky Delve: Trials At The Hidden Chapel

OBJECTIVES

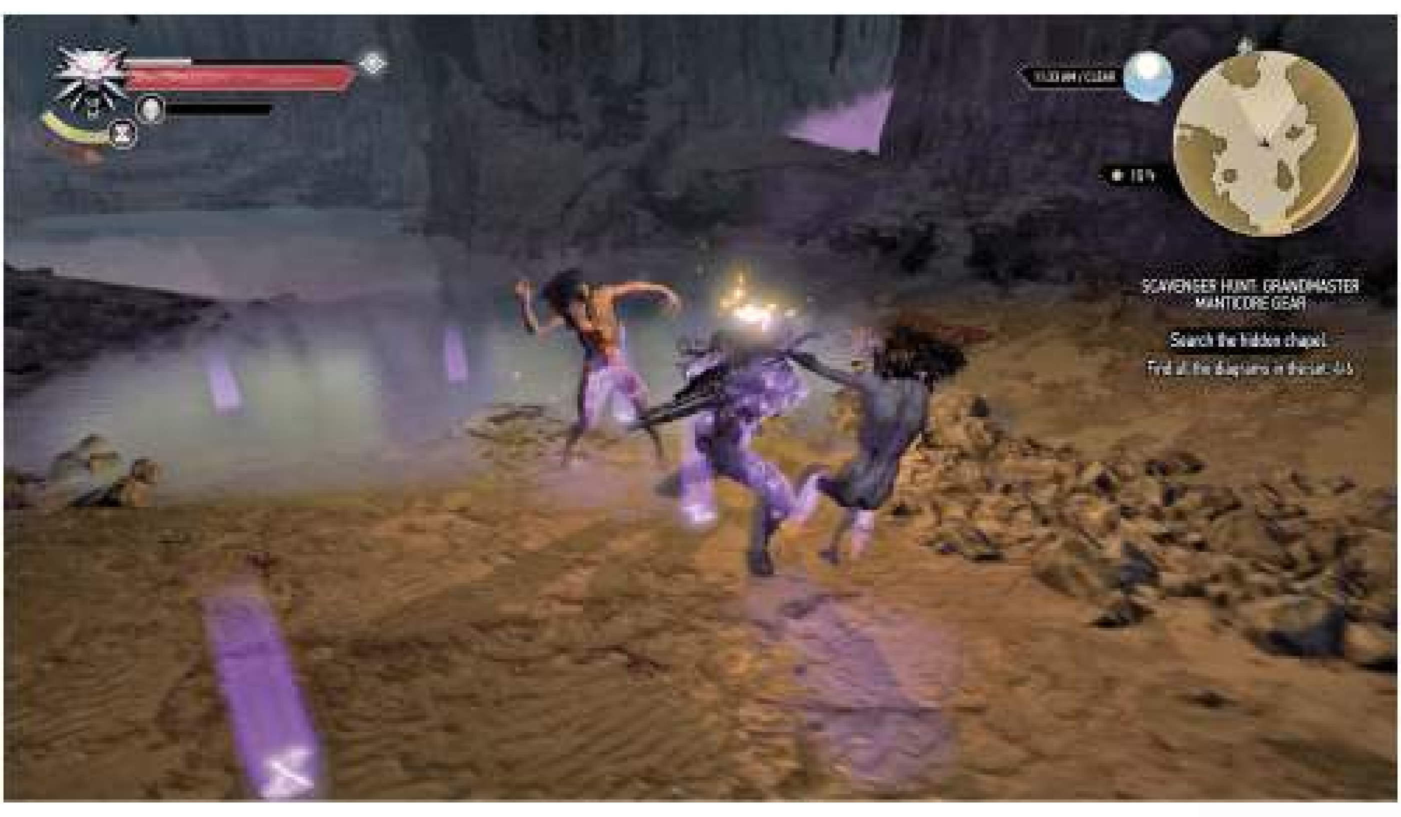
- Go to the cave within the hidden chapel.
- Search the hidden chapel.
- Read Merten's notes

Along the western shores of Lake Seidhe Llygad, in the Gorgon Foothills south of the Palace Gardens in Beauclair, and just north of the Seidhe Llygad Ampitheater, is an unassuming cave mouth, the Hidden Chapel the Beggar made reference to. The entrance to the Hidden Chapel has another name now, Murky Delve, but was once known as the Cave of Tribulations. Swim through the cave opening, and climb up onto more solid ground inside this cave tunnel. You surmise the chapel Merten visited must be in this cave.



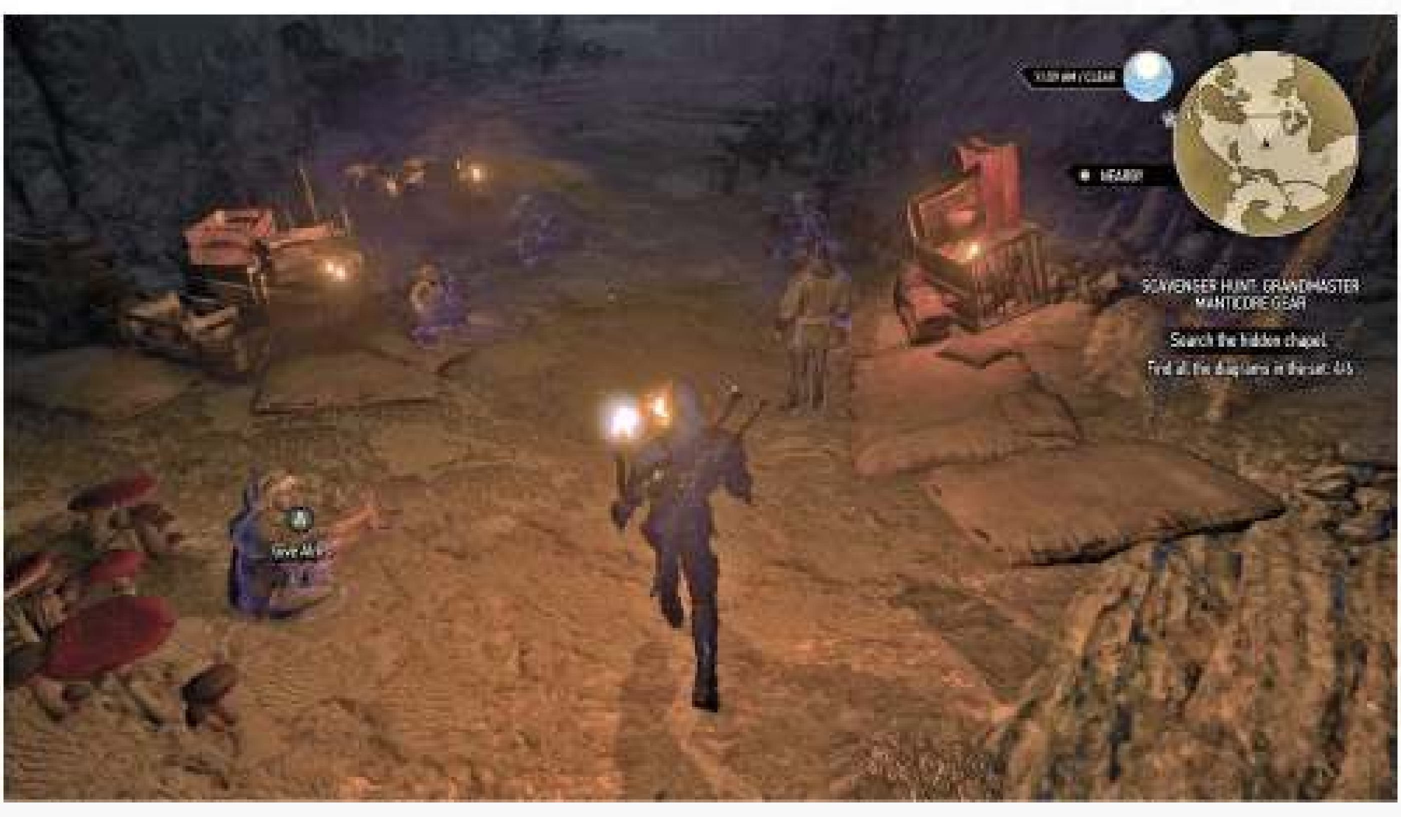
FIRST TRIAL: BATTLING TEMPTATION

As you walk further into the cave, you are almost overcome by a strange purple haze of mist. No potions seem to negate the coughing, though you recover immediately afterward. The mist seems to grant you strange hallucinations; venture forward to spy two naked women in a cave grotto ahead of you. If you approach them, they soon transform into screaming Bruxae, and must be fought in combat. If you keep your distance and go through the other tunnel, you won't have to fight them.



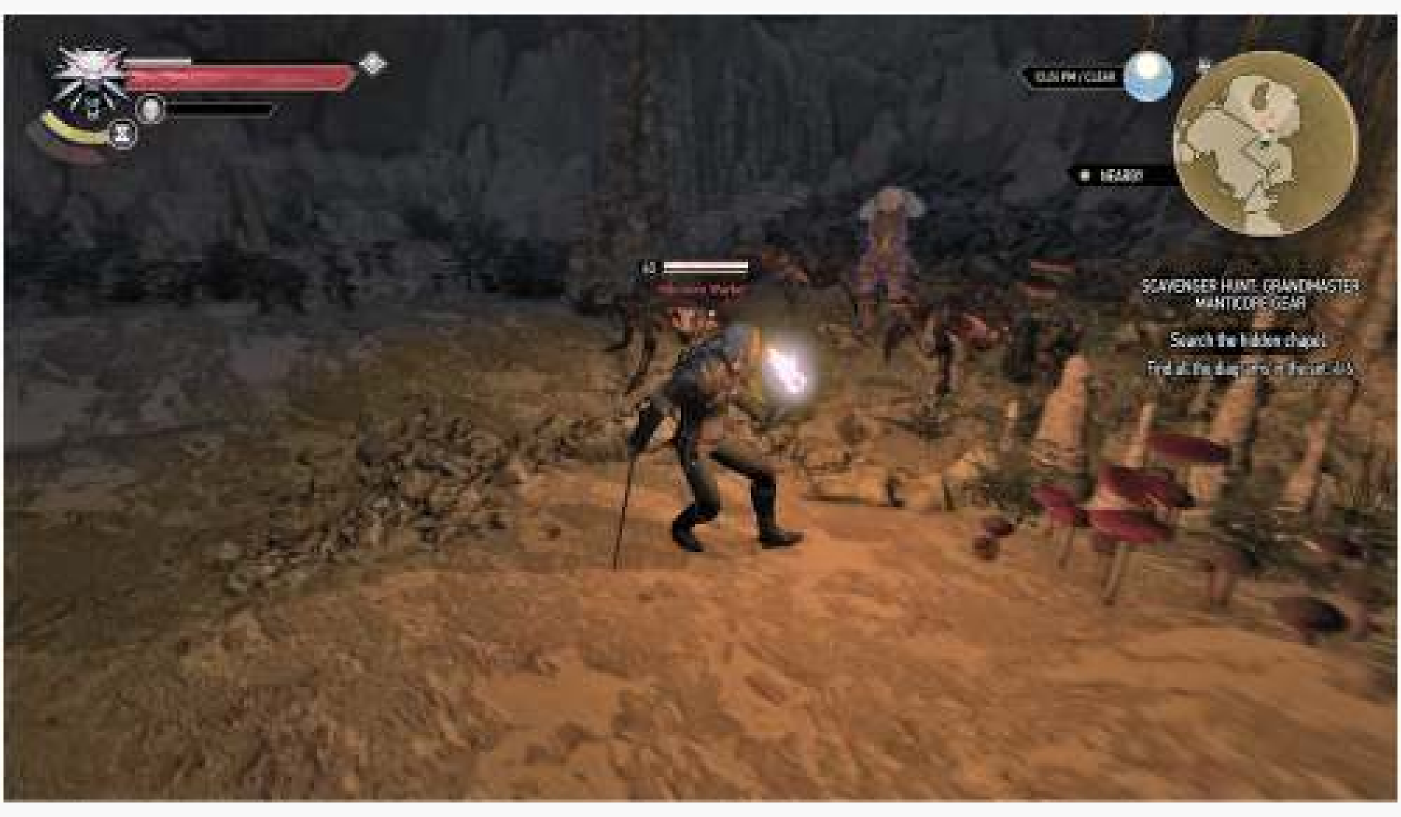
SECOND TRIAL: ALMS FOR THE POOR

After the fight, there are two possible tunnels to climb up and around, and both lead to a strange sight, a group of five beggars pleading for help. Step to each one, and drop some coin at their outstretched hands. After you give alms, the beggar disappears in a puff of purple mist. Progress continues further into the tunnel, heading slightly upward in a northeasterly direction. If you don't share the wealth, an Archespore attacks you, and in order to proceed you will have to kill it.



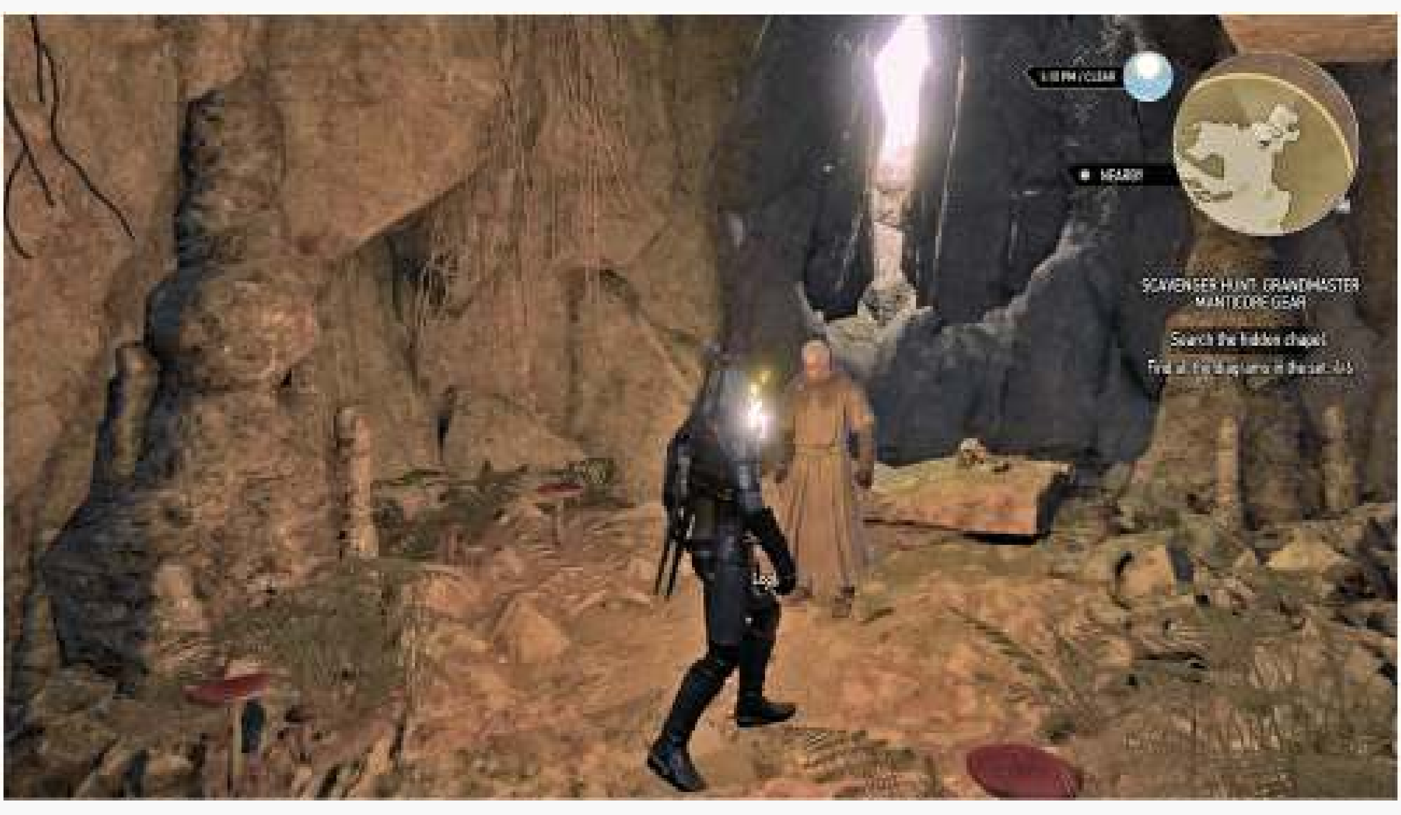
THIRD TRIAL: SELFLESS ACTS OF PROTECTION

You must venture through another purple mist, into a chamber where a man is being worried by a cluster of Kikimores. Slay all three of them, and the man disappears in a cloud of violet fog. Though you may be tempted to loot a sword sticking out of pile of gold, don't do it. Grabbing it will fail the test and the sword, gold pile, and man will disappear while you're attacked by a group of Kikimores. The tunnel continues with some natural steps up, to the northwest. Climb them to a collapsed tunnel, and remove the rubble with a blast of Aard.



FOURTH TRIAL: HONOR AT THE HIDDEN CHAPEL

Step through the hole you made, and peer down into a shallow pool of deep purple water. Ignore that, and make your way around the higher ledge, to an alcove with a fissure of light streaming down from behind it, and a strange Mystery Man who rises to his feet to greet you. He appears to look exactly like the Prophet Lebioda, and disappears a moment later. There must have been some powerful hallucinogens in that purple haze! The disappearing man leaves behind some bones to examine (are these the remains of Lebioda himself?) and a small chest to loot. Merten's notes, when read, reveal the last station on the ex-Witcher's pilgrimage.



Items: Merten's notes, Diagram: Manticore silver sword

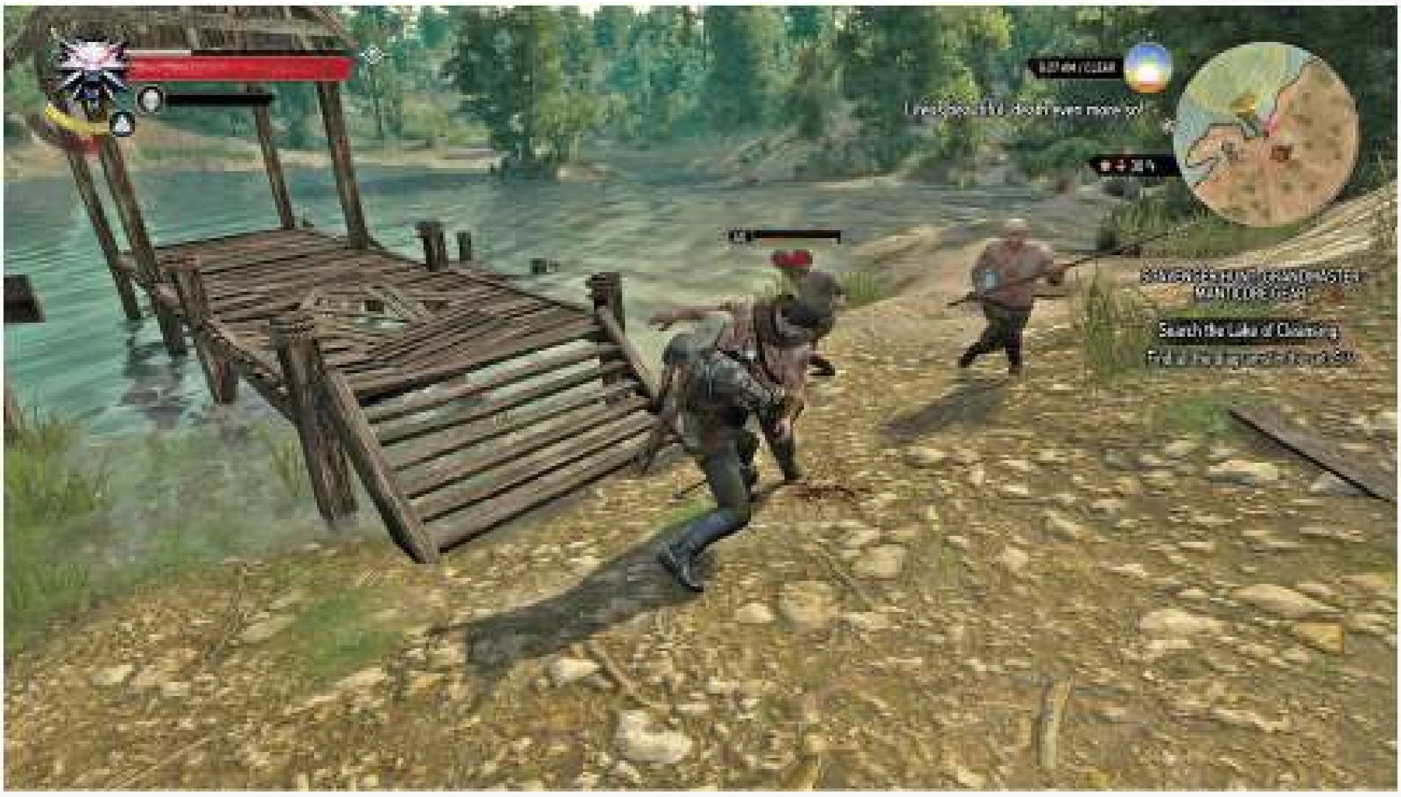
Grandmaster Manticore Gear

The Last Cleansing Of Witcher Merten

OBJECTIVES

- Go to the Lake of Cleansing.

The final stop on retracing the Pilgrimage of Merten is finding the Lake of Cleansing, which is far across Toussaint on the northeastern edge of the Duchy, just northeast of Basane Farm in Mar Aurbrebis Territory. Follow the road northeast from Basane Farm, crossing the two stone bridges before turning right (east), and following the stream to the lake itself. The dappled light and peace of the lake is disturbed somewhat by three motley bandits, who are easily defeated before a dive in the lake. Swim down from the jetty, locating some scattered jewelry, and a sack containing the last diagram and letter of Witcher Merten. This concludes the quest for the Manticore diagrams. You can read more about Witcher Merten if you wish.



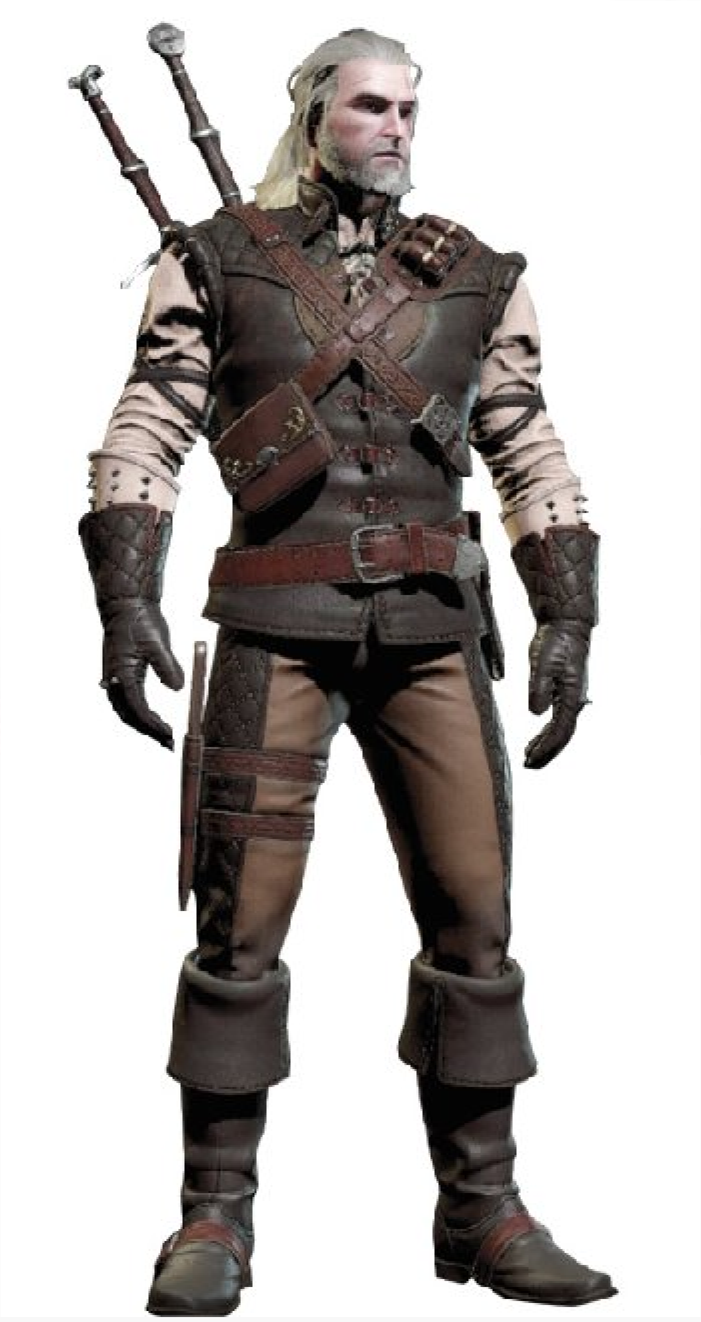
Items: Merten’s last letter, Diagram: Manticore gauntlets

MASTER MASTER MASTER MASTER!

If this is the first set of Grandmaster Witcher diagrams you’ve collected, return to Lazare Lafargue to let him make copies, and finish Scavenger Hunt: Master Master Master Master! (which is technically a Secondary Quest if you’re looking for it in your Quest Panel menu).

Grandmaster Manticore Gear

End: The Manticore Warrior



The fabled armor from the Manticore School is finally yours! Check the crafting materials needed, and seek out Lazare Lafargue to craft this armor and weaponry.

Appendices and Compendiums

Overview

In which a number of detailed tables are presented to aid your adventuring. Every Achievement and Trophy is listed. Locations of every Place of Power are shown. The times when Geralt can gain Carnal Knowledge are also detailed.

Bestiary

A Witcher's Guide To Killing Monsters

There are many dangers in the world that a Witcher should be prepared for, human-sized or otherwise. Being able to handle all threats that stand in your way requires maintaining your equipment properly, keeping up on your training through use of new abilities, and crafting the correct potions and oils for any encounter. More importantly, it comes down to basic observational skills. There are some foes that even a Witcher should steer clear of, unless properly prepared for combat. This chapter reveals every single aggressive entity you'll ever encounter in your travels, and more importantly, how to slay them.

Bestiary

Bestiary Legend

This section has a number of elements worth explaining, as follows:

Danger Alert: This shows a very general caution related to how dangerous a particular entity is likely to be, assuming you're facing it after properly preparing for combat, and it is around your own experience level:

Pushover: Should prove little or no challenge to cut down this entity, even if you're careless and unprepared.

Inconvenient: A relatively easy takedown, with or without the arsenal of swordplay, projectiles, or Signs.

Worthy Opponent: Keep your wits about you, use the tactics noted, and the enemy will yield after some impressive combat.

Highly Problematic: With little room for error, and a formidable opponent to face, combat may be protracted and difficult.

Terrifying: An exceptional entity with a prowess of a demi-god, and one bards will write songs about, should you vanquish it.

Frequency: This is how often you'd expect to see a particular entity, and is divided as follows:

Unique: There is likely only one of these entities to ever face in combat.

Very Rare: You'll find and fight these creatures only two to five times during your travels.

Uncommon: There are small clusters where this foe resides, but you'll need to seek them out to find them.

Common: Relatively easy to encounter throughout your travels.

Plentiful: A species so common it could be seen as an invasive pest. Very easy to find.

Loot: The type of items you can remove from the corpse of a particular entity, either carried by them, or cut out from their innards.

Sub-Species or Named Variants: Some creatures have secondary or "higher level" variants which are tougher, but usually exhibit the same attack patterns. These are listed here.

Environments: The general areas where a particular foe can be found.

Specific Encounter: Should you wish to find a specific entity, an example location is listed (nearest Signpost, and exact area, along with a quest name if applicable).

Vulnerabilities: This box shows the possible Bombs, Oils, Potions, and Signs the enemy is vulnerable against. It goes without saying that your steel or silver sword is usually the best way to slay each foe!

BATTLE-TESTED TACTICS

Unless otherwise stated, the tactics presented in this Bestiary have been battle-tested in all Difficulty levels (including Death March!) as well as all modes of play (including New Game +), and against the most fearsome of each monster type (including the named Monsters during Witcher Contracts). You are encouraged to face enemies that are within or under your Level range. If a foe has a skull above their vitality bar, avoid them.

OTHER TESTED TACTICS

Simply because a potion, bomb, or Sign isn't explicitly listed as a vulnerability for a particular enemy, doesn't mean you shouldn't use it! This is particularly true for decoctions; you are encouraged to read up on the effects of these enhanced potions, and swig them accordingly. Don't forget to swap out your Ability Slots in your Character Panel Menu too; you don't want to forget a key skill after combat begins, when it is too late to change!

VULNERABILITIES

OILS

Icon	Name
	Beast Oil
	Cursed Oil
	Draconid Oil
	Elements Oil
	Hanged Man's Venom
	Hybrid Oil
	Insectoid Oil
	Necrophage Oil
	Ogroid Oil
	Relict Oil
	Specter Oil
	Vampire Oil

BOMBS

Icon	Name
	Dancing Star
	Devil's Puffball
	Dimeritrium
	Dragon's Dream
	Grapeshot
	Moon Dust
	Northern Wind
	Samum

SIGNS

Icon	Name
	Aard
	Axii
	Igni
	Quen
	Yrden

POTIONS

Icon	Name
	Black Blood
	Blizzard
	Golden Oriole
	Leshen Decoction
	Thunderbolt

OTHER

Icon	Name
	Hornwall Horn

Bestiary

Humanoids

The Conjunction of Spheres brought humans, nonhumans, and monsters from different worlds together. This irreversible cataclysm continues to be felt over 1,500 years later. Witchers were born from this strife, seeking to protect humans and nonhumans from the creatures plaguing their fields. Commonly, a Witcher's role was to kill beasts while wielding blades of silver, but there are times when steel swords must be drawn. Humans and Nonhumans, either trained soldiers and assassins, or thugs and bandits who prey on the weak, will stand against you on the Path as often as any kind of monster.

Of greater concern, the Wild Hunt has been seen roaming the Continent, seeking something or someone. These are among the most skilled warriors a Witcher could be forced to face. They are as well-armed and armored as any soldier from the richest kingdoms of man, and they are relentless in combat. Each Wild Hunt warrior should be treated as a grave threat alone. And these huntsmen never ride alone.

HUMANS AND NONHUMANS

Danger Alert

●●○○○

Danger Alert (Groups)

●●●○○

Frequency

●●●●●

Beware fighting multiple humans, as they often fan out to cut off your escape routes.

Loot: Weapons, Equipment, Currency

Sub-Species or Named Variants: Baron's Men, Bandits, Guards, Thugs, Pirates, Order of the Flaming Rose, Scoia'tael, Bouncers, Whoreson's Men (and others)

Environments: Found across the known world.

Specific Encounter: Any Bandit Camp: Coast of Wrecks (Velen)

Specific Encounter (Groups): Any Outlaw Hanse: Arthach Palace Ruins (Toussaint)

Vulnerable Against

Enemy Attacks

Weapon Swings: The mainstay of a human-sized foe's attack varies depending on the weapon (expect attackers to use swords, maces, hammers, and other sharp instruments of pain), usually with a hefty swing, and sometimes two in succession. Either react and hit them first, parry and retaliate, counter, or dodge (or roll) and attack back.

Two-Handed Attacks: Some foes carry two-handed swords, long hammers, maces, or pikes. These foes are more dangerous, and have a greater reach. Dodging is the best plan here, reacting just as the foe starts to attack. Dodge or roll to their flank and then retaliate.

Shield-Bashing: A shielded foe is obviously more difficult to strike, and also pushes you back with a bash that can knock you off-balance, stunning you. Simply avoid such confrontations by dodging or bashing back with offensive Signs like Aard.

Armored Foes: The toughest foes are wearing more impressive armor, but aside from their gleaming metal, techniques for slaying them are the same as for those wearing less armor. You may wish to knock these foes off the feet and skewer them to avoid more protracted combat.

Archers: They usually back up, firing arrows (one every few seconds). Prevent this by stepping to them, after which they swap their ranged weapon (bow or crossbow) for a sword, and attack with that.

The Best Battle Tactics

Humans and Nonhumans carry a variety of weapons, and can wear various types of protection, from light peasant clothing to full sets of the heaviest armor.

Holding your block button is critical to your continued well-being; even if you're surrounded, remaining in this defensive posture means you'll block human-sized foes' attacks (that aren't two-handed or involve a shield) even if your back is to them. Also utilize blocking and dodging, stepping away from an incoming attack after blocking it, then stepping back with a light or strong strike afterward. Block after each Finisher you perform too, if there are more foes to face.

Your most common fighting technique is usually to start with light attacks after spotting an opening in your foe's stance, after they strike, or after dodging or rolling to their flank. Such techniques form the basis of the Training section of this guide, and should be studied. You cannot parry the attacks of a human or nonhuman who uses two-handed weapons. Dodge or roll away from these attacks, and strike while they recover from their swings.

Against shield-bearing opponents, avoid taking sword swings at them unless you have flanked them, or they have committed to an attack of their own and are not prepared to block. Hammering at a blocked shield is a waste of time. Be wary of shield-bearers using their shields offensively. Shield bashes can stun you, leaving you extremely vulnerable to any follow-up attacks. If you see the wind-up for such an attack, evade or roll to safety. Do not try parrying or countering!

Do not attack recklessly. Counter melee strikes from one-handed weapon-carrying assailants to throw them off-balance, then score a heavy strike as they reel from the counter.

Humanoids wielding bows and crossbows are serious nuisances. Prioritize these foes if possible, running them down if necessary. If you cannot find or remove a ranged foe, use the terrain for cover while engaging other enemies. Or utilize protective abilities (such as Arrow Deflection) or Signs (such as Quen) to minimize or nullify arrow attacks. At higher Ranks, abilities such as Arrow Deflection can actually allow you to return perfectly-parried arrows back to the sender!

Combat abilities such as Whirl (Light attacks) and Rend (Strong attack) are extremely effective at culling multiple foes, though it is usually better to face them one at a time.

The use of Aard is encouraged: Blast foes off their feet, allowing you to skewer them when they are prone on the ground, or concentrate on other threats. Knock shield-bearers with Aard and quickly attack the opening. The use of Igni is recommended: Roasting multiple foes, or single entities with a focused Firestream allows you to burn through enemies effectively, even those carrying shields. The use of Axii is a good choice: Though it flummoxes a single foe at lower ability ranks, stopping an enemy and essentially confusing it into being temporarily defenseless is a great way to keep crowds under control, or focus on more dangerous threats. Remember at higher ranks, Axii can turn foes against each other, allowing you to watch bandit camps start attacking each other! Quen and Yrden are both excellent defensive choices, especially if abilities relevant to these Signs are used, such as Magic Trap (Yrden), which causes damage as well as slowing your foes. Exploding Shield (Quen) causes damage too, pushing foes back and sometimes knocking them down.

Terrain is often a factor in combat; attacking from above or below (for example, on stairs) doesn't really make a difference, but using the terrain to your advantage (luring foes into cramped corridors so fewer of them can attack you) is always a good idea. Terrain should be constantly evaluated during combat, so you don't get surrounded or trapped. Though having your back against the wall prevents foes from swarming you, are you competent enough to keep from being overwhelmed if you're standing in front of an obstacle? Remember you can always flee (or "retreat") and return to finish the job!

Crossbow bolts are a good idea to soften up foes (especially if you have associated abilities to strengthen this attack). Special bolts (such as explosive ones) are great, too. Bombs are excellent when facing multiple foes at the same time; lobbing a Northern Wind (for example) can freeze a host of enemies allowing you to concentrate on fewer foes at once. Otherwise, bombs are best when used to wound enemies before your blades and Signs finish them off.

Knocking down a foe is always preferred; even the toughest opponent can be skewered with a single execution once they are down on the ground; quickening your fights considerably!

THE WILD HUNT

Danger Alert

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Danger Alert (Groups)

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Frequency

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The fundamentals of fighting other humanoids still applies to the Wild Hunt.

Loot: Weapons and Equipment

Sub-Species or Named Variants: Wild Hunt Warriors

Environments: The Wild Hunt can appear where they desire, thanks to their ability to manipulate space and time to their advantage.

Specific Encounter: Main Quest: The Battle for Kaer Morhen

Vulnerable Against

Enemy Attacks

Though the Wild Hunt Warriors are taller and wield more frightening weapons than a motley bandit, their attacks are very similar, and are countered or avoided in exactly the same way.

The Best Battle Tactics

Wild Hunt warriors wear heavy, intimidating sets of armor, are taller than almost all humanoid foes, and are very sturdy opponents in a melee. Many wield large two-handed weapons with great ferocity.

Remember that you're utilizing a silver sword against these otherworldly elves, not a steel one! With this in mind, be sure you have a good supply of Elementa Oil; it is useful when damaging both the Warriors and the Hounds of the Wild Hunt.

Igni Signs improved with abilities (Melt Armor, Firestream, Igni Intensity) can greatly reduce the effectiveness of their armor. Do not underestimate the speed of a Wild Hunt warrior. They are just as quick to flank and strike as lesser-equipped humanoids. Aside from the differences listed previously, tackle Wild Hunt Warriors using the same tactics recommended for Humans and Nonhumans.

Bestiary

Beasts

Not every danger that stalks the land is an otherworldly nightmare. Beasts still prowl the Northern Realm; these are usually animals from a time when Fiends or Royal Griffins weren't the apex predators. Beasts have carved out their own niche, and can still be a threat.

BEARS

Danger Alert

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Frequency

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Solitary and surprisingly fast when disturbed, facing a bear is suicide, but flanking a bear is effective.

Loot: Bear Fat, Bear Pelt, White Bear Pelt, Raw Meat

Sub-Species or Named Variants: Bear, Brown Bear, Black Bear, Polar Bear, Cave Bear

Environments: Found in every major wilderness region of the world, with some sub-species unique to certain regions. Polar Bears, for example, favor colder regions, and are found more commonly in Skellige.

Specific Encounter: Hunter's Cottage, in northern Gustfields (Novigrad).

Vulnerable Against

Enemy Attacks

Charge: When a bear first sees you, or when you're at far or medium distance, it may launch a charge directly at you, with both front paws swiping as it reaches you. Sidestep this or face a stun, a stagger, and possible knocking over.

Paw Swipes: These mauling swipes are attempted with either front paw, inflict some nasty damage, and are the bear's main aggressive attacks. Though they can be parried (usually while you walk backwards), a better plan is to dodge or roll around them.

Snarling Gnash: The bear also likes to launch a biting attack along with its paw strikes, and this is heavily damaging. Roll or dodge it.

Ground Smash: When a bear stands on its hind legs, it is preparing to smash the ground with its forepaws. They can do this with such force that even a veteran Witcher can be knocked prone and savaged.

The Best Battle Tactics

Bears of any kind are sturdy foes possessing great Vitality, and terrible strength. Do not try to exchange blows with a bear, or face it head-to-head in combat.

Instead, dodge a bear's claw swipes and try to cut at its flanks or rear. Perfecting your dodge (or roll) allows you to escape a mauling, nimbly maneuvering to the bear's sides, where the majority of damage should be dealt. Mix in rolling if your dodges aren't reaching the flank or rear of the bear in time. The plan is to circle the bear until its lack of dexterity exposes its flank or rear to you, then strike!

Igni and Yrden are not explicitly vulnerabilities for a bear, but both these Signs have their uses when employed against one: Igni can set a bear aflame, temporarily stunning it and allowing for flanking strikes. Use this to augment the flanking strikes mentioned previously, as part of the optimal method of culling this creature. Aard can push a bear back too, and Axii can cause it temporary confusion. Yrden slows these beasts down enough to make evading their paws much easier. Employ this technique if you're having trouble reaching a bear's flank to inflict damage on it.

When a bear's flank is exposed, a strong attack (even a Rend) is preferred over lighter strikes; make the most of a stunned or confused foe. If your weapons have a good chance of inflicting critical hits, this helps remove the sizable vitality a bear possesses.

Due to the high strength of a bear's attacks, another useful Sign to employ is Quen, to prevent you taking

sizable amounts of damage while you maneuver into position. Partner this with patience, as a well-timed retaliation is critical to striking this foe without being hit in return.

You can also elect to fight a bear from Roach, charging straight at the bear on your horse, swinging your blade into its hide, retreating to reduce the horse's fear, then turning and repeating this tactic.

Bears are territorial. Stepping into their domain can incite aggression, but it can be surprisingly easy to avoid a bear if you spot one early enough and move around it.

DOGS

Danger Alert

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Danger Alert (Groups)

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Frequency

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A wild dog is seldom alone. Packs of three or more are common.

Loot: Dog Tallow, Raw Meat

Sub-Species or Named Variants: Dogs, Wild Dogs, Hanse Dogs

Environments: Found across Velen, Novigrad, Skellige (both in abandoned villages and in wooded areas), and within Outlaw Hanses in Toussaint.

Specific Encounter (Groups): The western side of Marauder's Bridge (Velen).

Vulnerable Against

Enemy Attacks

Bite And Leaping Bite: After emitting a snarl, a dog will make a short leap and bite at you, or less of a leap and a simple bite if very close to you. Listen for this snarl, and simply dodge or roll (usually backward) to avoid the attack. Or parry the bite.

Circling: While one dog attacks with a bite, others may tend to circle around you, before leaping in afterward. Simply keep an eye on all your foes, and block if you're worried about being struck.

The Best Battle Tactics

Assuming you're able to quickly repair your blade afterward, every one of a dog's attacks can be blocked by holding the block button down. This allows you to pick and choose when to strike rather easily, at the expense of your blade's quality.

Dogs like to circle you, readying for an attack. Play this game too, waiting for a hound to leap your way, before jumping to the side (dodging or rolling) and letting a light or heavy strike hit the dog before it recovers from its attack.

Aard is good for pushing back a pack of dogs, compared to other beasts of the world, the dog is lightweight. A well-timed Aard strike can knock a dog on its side, allowing a quick kill. All other Signs are also useful (Axii can bewilder a dog easily, for example); use them as you would in any other normal fight.

Do not underestimate the speed of dogs. While not particularly strong, they are fast, and packs of dogs can easily pick apart a careless Witcher through sheer numbers, and constant attacks.

PANTHERS

Danger Alert

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Danger Alert (Groups)

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Frequency

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Stealthy and vicious, panthers leap and claw their foes after surprising them.

Loot: Mutagens, Monster Claw, Monster Eye, Raw Meat

Sub-Species or Named Variants: Panther, Guardian.

Environments: Woods and scrubland across Toussaint.

Specific Encounter (Groups): The woods southeast of Gelenser Farm (Caroberta Woods).

Vulnerable Against

Enemy Attacks

Prowling: When engaged in combat, and usually in areas of undergrowth (woodland or scrubland), a panther may start to prowl, hiding itself and its vitality bar as well as becoming invisible on your mini-map. Counteract this stealthy approach by maintaining a visual on your foe or employing your Witcher Senses to "see" the sounds the panther is making and ascertain where she is.

Leaping Attack: After shortening the distance from prowling range, a panther will usually attempt a running leap which cannot be blocked and ends in an attack. Expect fast-moving running and aggressive mauling until one of you succumbs.

Leaping Claws: The leaping attack can end with claws, either a single swipe or a combination attack that has a change to apply bleeding damage. Dodging early enough stops the leap from connecting.

Bleeding Claw Combos: After a leaping attack, a panther will usually rake you with fast strikes using its claws (usually one or two swipes), which inflicts heavy damage and can cause bleeding. This can be parried, but it is better to counter.

Dodging: Panthers can swiftly dodge your more measured or slow attacks, so don't expect them to simply sit there and take your blades. They also tend to retreat to set up for another leaping attack as combat progresses.

The Best Battle Tactics

Panthers are extremely nimble and quick. While on the prowl in their native habitat, they can be difficult to spot. When they attack, they become an incessant and furious flurry of leaps and clawing that can be difficult to block. This is a dangerous predator that is reckless in melee combat and won't stop until it or its prey dies.

Unlike other beasts, panthers rarely retreat from melee combat, except to sprint away and try for another leap. After coating your blade in Beast Oil, your best bet is to tackle panthers in the same way as you would a particularly dangerous wolf, in terms of using bombs, projectiles, and ranged Signs before combat becomes up-close and personal. Then dodge any leaps and clawing, and when the panther is pawing at you, dodge and strike back or counter.

WILD BOARS

Danger Alert

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Frequency

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Packs of tusked pigs act both erratically and aggressively, and prefer to harass and prod before devouring their meals.

Loot: Boar Pelt, Boar Tusk, Raw Meat

Sub-Species or Named Variants: Boar, Wild Boar

Environments:Environments: Found occasionally in Velen, across Novigrad (particularly Gustfields territory), and in wooded areas of Toussaint.

Specific Encounter: The woods north of Brunwich (Gustfields).

Vulnerable Against

Enemy Attacks

Boars are able to maintain their speed throughout an entire fight; can knock down, surround and harass lesser warriors; and act more erratically than other beasts.

Erratic Running: Boars won't usually make a direct line when charging toward you, but instead circle or weave around before charging with their tusks. They also like to "wing" you as they pass with their tusks, and continue to charge about, making them difficult to react to. Quen is useful protection under these circumstances.

Charging Gore: Expect Boars to charge you from time to time, especially if you're preoccupied with one of their pack and don't notice another approaching swiftly. The subsequent strong tusk attack can knock you down. A swift dodge is necessary here.

Hind Leg Stomp: If you're burning boars with Igni or projectiles, they tend to run in a circle in a highly-agitated manner, kicking their legs out. These hind-leg strikes also occur if you try and strike a boar from behind (after the beast usually rears up). Obviously, avoid bladed attacks to a boar's behind, and watch a squealing boar as it careens chaotically; dodge to avoid additional damage.

The Best Battle Tactics

Though they sometimes live alone, boars usually appear in small groups of three to five. This means you should treat them as a pack and prepare accordingly (by scanning your mini-map and the area using your Witcher Senses to ascertain where all the foes are). As they maintain their speed throughout an entire fight, and are difficult to predict (they run to and from you constantly), you must be cautious so you're not surprised by a charge and gore that knocks you down. Expect to be surrounded and harassed.

Boars are susceptible to all Signs, bombs, and bolts. For those lacking finesse, you can quite easily single out a boar and concentrate on killing it with hammering light attacks, before moving onto the next in the pack. But the best idea is to approach a boar pack defensively (blocking and with Quen active), locating and isolating one, and then stunning it (Aard or Axii is useful here) and/or attacking from the front or the side. If you're surrounded, utilize crowd-control tactics (stunning or slowing boars with your preferred Signs or bombs) before resuming the "isolate and slay" plan.

WOLVES

Danger Alert

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Danger Alert (Groups)

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Frequency

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Snarling furry beasts that hunt in packs of up to eight, and are more cunning than Dogs, Wolves can be worrisome in groups.

Loot: Wolf Pelt, White Wolf Pelt, Wolf Liver, Dog Tallow, Raw Meat

Sub-Species or Named Variants: Wargs, White Wolves, Wolves

Environments: Found across Skellige, Velen, and Toussaint

Specific Encounter (Groups): The hills northeast of Mill (White Orchard).

Vulnerable Against

Enemy Attacks

Bite And Leaping Bite: After emitting a snarl, a wolf will make a short leap and bite at you, or less of a leap and a simple bite if very close to you, just like a dog, though wolves tend to attack more frequently. Listen for this snarl, and simply dodge or roll (usually backward or to the side) to avoid the attack. Or parry the bite.

Dodging: Wolves are more nimble than dogs, and can sometimes dodge one of your attacks, so don't expect every strike to hit home (unlike offensive strikes against dogs, which usually hit home every time).

Circling: While one wolf launches biting attacks, others may tend to circle around you, before leaping in afterward. Simply keep an eye on all your foes, and block if you're worried about being struck. You can block even if the wolf's attack is to your side or rear.

A Pack Mentality: Packs of up to eight wolves have been known to tear lesser warriors apart, as they work much more as a team, one wolf biting before another, then another, keeping you on the defensive and attacking from all angles.

The Best Battle Tactics

Wolves are pack predators. They coordinate with each other to surround their chosen prey. Beyond the coordination, wolves are similar to dogs in how they attack. Search out wolves using your Witcher Senses and "see" their sounds. Then attack first, before the wolves start to act as a pack.

Pack leaders are typically the highest level wolf in a given pack, and are occasionally a warg as opposed to a regular wolf. It's worth targeting this foe first, so you aren't bitten by one while concentrating on other wolves, as the leader's attacks are more damaging. Other than inflicting more pain, wargs are no different to normal pack members.

If surrounded, Igni and Aard can drive off a pack, if just for a moment, allowing a Witcher some time to recover Stamina or regain control of a fight. Igni is usually preferable, as although both Signs can stun multiple wolves, Igni damages them with fire as well.

Another trick is to purposefully dodge and roll without using offense against multiple wolves, until they cluster together. Then quickly strike with Igni, setting all of them ablaze and stunning them; now mop up and deliver killing blows before they recover.

The real trick to slaughtering wolves is to keep continuously moving; dodging and rolling in different directions before stepping in with a swift light strike or two, and moving again.

Leshens are able to command wolf packs to aid them. Wolves summoned by leshens must still be fought with silver swords.

Bestiary

Cursed Ones

As befits the name, cursed ones are entities that have been transforms by magical means to take, by choice or not, an inhuman form. Their rarity compared to many other monsters (with the exception of the relatively common Archespores) may mean a Witcher is unprepared to face them. Do not make that mistake!

ARCHESPORES

Danger Alert

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Frequency

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A revolting, acid-spitting plant with root tendrils that do more than cause havoc to wineries.

Loot: Archespore Juice, Infused Dust, Monster Spore, Mutagen
Sub-Species or Named Variants: Archespore (yellow, green, black, all identically-named).
Environments: Vineyards, wooded areas.
Specific Encounter: The exterior of the Mere-Lachaiselongue Cemetery.

Vulnerable Against

Enemy Attacks

The Archespore is a stationary plant that can quickly submerge itself underground, before reappearing in one of its predetermined "bulb" positions. It utilizes a combination of melee and range attacks.

Archespore Varieties: Be aware of three variations of this plant monster: A yellow form with a single central stem that doesn't grow bulbs or move around, and remains stationary. A green form exists, which spawns up to three bulbs that it can maneuver between. A more dangerous black form has also been seen, which spawns up to five bulbs it can move between.

Constant Vigilance: An Archespore is more instinctual than clever; it constantly rotates its maw-like head toward you, so you're usually not able to slice it from the flank or rear.

Bulb Sprouting: The Archespore usually begins combat by sprouting up to five bulbs (depending on the variety), which should be seen as "escape options" it can maneuver to. Slash them and then quickly move away.

Bulb Maneuvering: Otherwise, the Archespore uses the bulbs to move between as combat continues, stopping you from slicing at the central stem, which is the only way to kill it.

Stalk Sweep (Melee): A wide arcing slash using the Archespore's whole body (two variations). Jump out of the way so you're not struck and possibly staggered.

Maw Attack (Melee): The plant's central maw is used to bite and strike you (three variations). This can be parried or dodged.

Acid Spit (Ranged): A medium to far-ranged attack, a stream of disgusting acidic spittle flies from the central maw. It can damage and poison you if it connects, so watch for the plant moving its head back before spitting and dodge.

Counterattack: If you succeed in striking the main stem of an Archespore three times, it quickly buries into the ground and the bulb it protruded from explodes, damaging you. Back off after three strikes to avoid this.

Suicide Bulb: The plant spawns between three and five bulbs around you which explode shortly afterward. Using Quen or rolling away from the bulbs lessens any damage you may receive.

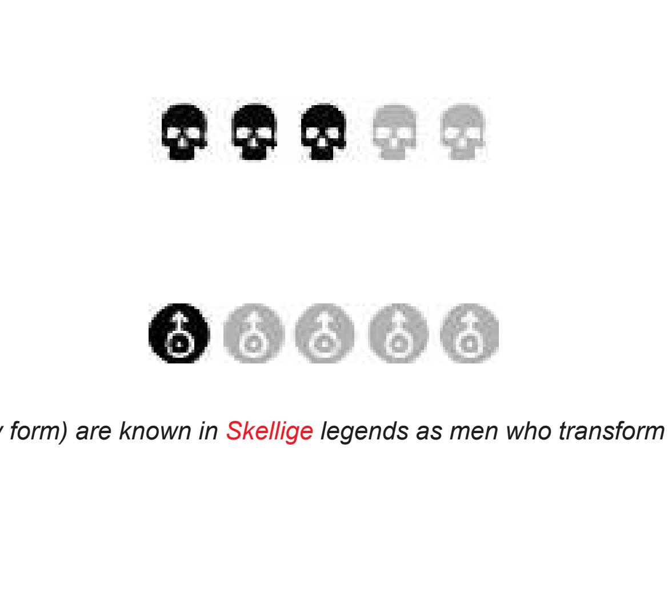
Hiding Underground: With the exception of Aard, if you strike it with any Sign it burrows underground for a few moments and cannot be hit. Then it appears from one of its bulbs and continues combat.

Resistances: The Archespore is resistant to both poison and bleeding damage.

The Best Battle Tactics

The Archespore is a large, mutated plant, able to inflict both melee (bud stem) and ranged (acid spit) attacks. Though unable to move over ground, it changes position by using bulb-like ground blossoms and moves between each of them. If necessary, the Archespore can grow bulbs to either increase its moving capabilities or to damage you.

The most competent way to rid the general area of this mouthy plant pest is to destroy the bulbs spawned around the main plant stalk. This limits the plant's movement possibilities so you can more easily finish it off. Signs are less powerful than you might think, as all but Aard cause it to burrow underground, preventing follow-up blade attacks. Therefore, it is useful to use Aard to stun it, then slice the stalk up.



BERSERKERS

Danger Alert (Groups)

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Frequency

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Berserkers (shown in their beastly form) are known in Skellige legends as men who transform into bears when overwhelmed by battle rage.

Vulnerable Against

Loot: Bear Fat, Berserker Pelt, Raw Meat
Sub-Species or Named Variants: Berserker.
Environments: Skellige, Vildaaris' Village (Fornhala).
Specific Encounter (Groups): During Main Quest: King's Gambit (see page 232).

Enemy Attacks

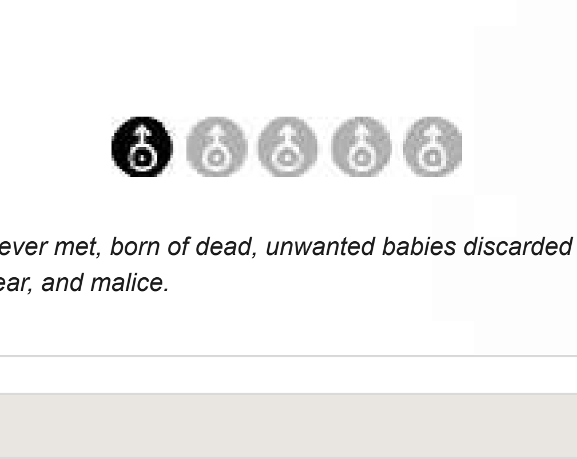
Human Form: Expect all the attacks and defensive postures that a cunning bandit leader would possess.

Berserker Bear Form: Prepare for a larger, and more ferocious bear combat once a Berserker has transformed. All bear attacks are the same.

The Best Battle Tactics

A berserker begins as a human. Consult the section of the Bestiary devoted to Humans and Nonhumans (page 717), view the weaponry the berserker is carrying, and employ any and all tactics for defeating these foes as if they were a toughened bandit leader. Steel swords and Hanged Man's Venom do well against them, and any tactics learned from fighting other humans will serve you well here.

It is when they change into their berserker bear form that a silver sword, tainted with cursed oil, will show its worth. Be certain you read up on Bear combat (see page 718), as outside of anatomical differences, a berserker's bear form can be treated like fighting a real bear, save that these beasts are much tougher and more relentless. If you've invested in improving your Igni Sign, this is where the Melt Armor ability can really show its value. Be sure to slot it into play before encountering a Berserker.



BOTCHLINGS

Danger Alert

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Frequency

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Perhaps the most repulsive creature ever met, born of dead, unwanted babies discarded without a proper burial, their unformed flesh is twisted with hate, fear, and malice.

Loot: Necrophage Skin, Rotting Meat
Sub-Species or Named Variants: Botchling, Lubberkin
Environments: The fortified settlement of Crow's Perch.
Specific Encounter: Crow's Perch (Velen) during Main Quest: Family Matters (see page 159)

Vulnerable Against

Enemy Attacks

Transformed Form: Assuming you choose to kill this creature, the Botchling transforms into a slavering beast not unlike a Ghoul or Alghoul. You would be wise to study the attack patterns of both these Necrophages, as these are the attacks the Botchling engages in.

Throughout the fight at Crow's Perch, wraiths also appear to complicate matters, and you are wise to prepare for this fight by reading up on their (quite different) combat tactics to ensure you're not overwhelmed.

The Best Battle Tactics

Your chance to fight this lamentable and gruesome creature comes while helping the Bloody Baron deal with his family matters. If saving the Botchling isn't what you deem appropriate, you have two courses of action: You can either attempt to kill the Botchling immediately (starting a fight), or you can use Aard to knock the Baron over while he carries the monster.

Should you choose to kill it and draw its blood, be prepared; it changes to a ghoulish appearance, and fights with similar ferocity. Watch it closely and be prepared to parry and counter any of its claw swipes (and utilize the Ghoul combat on page 739 of this Bestiary).

As you deal damage to it, the Botchling becomes enraged, growing spines similar to those of an Alghoul (see page 737 of this Bestiary). During this time, the Botching begins to regenerate at an alarming rate, and the spikes harm you should you attempt to strike with swords.

The Botchling is weak when Axii is cast: Use this weakness to pacify the monster, so its spines retract and it is kept in place while you circle around it to deliver punishing sword strikes (or Sign attacks if you wish). Axii also cuts off the rapid regeneration, enabling a reasonably straightforward takedown.

ULFHEDINN & WEREWOLVES

ULFHEDINN Danger Alert

Frequency

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Werewolves Danger Alert

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Frequency

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Creatures with both men and wolves inside of them, and taking the worst traits of each. Beware the full moon!

Loot: Werewolf Pelt, Werewolf Saliva, Werewolf Mutagen
Sub-Species or Named Variants: King of the Wolves, Werewolf, Ulfhedinn
Environments (Werewolves): Found in Velen and Skellige, typically in dark, secluded areas. Most active and dangerous at night during a full moon.
Specific Encounter (Ulfhedinn): During Secondary Quest: In Wolf's Clothing (see page 423).
Specific Encounter (Werewolves): Prowling near the Ancient Oak, near Crookback Bog (Velen).

Vulnerable Against

Enemy Attacks

These hairy, bipedal beasts have large claws, ferocious teeth, and extreme speed. Ulfhedinn are a breed of Werewolf found mainly in Skellige, and aside from being stronger than their continental brethren, an Ulfhedinn shares all combat traits of a normal Werewolf.

Lunging Claw Strike: Should the Werewolf wish to close the gap, it leaps from the ground in your general direction, landing with a huge and vicious clawing swipe. Dodge this to avoid being struck and possibly stunned; watch and dodge just as the Werewolf's feet leave the ground, or as soon after as possible. Dodging away, diagonally backward gives you the distance you need to avoid the landing and swipe.

Clawing And Double Clawing: At close and melee distances, the Werewolf tends to stand and swipe with his powerful claw. Or, he raises up both arms, and brings them down vertically with a double clawing move that is both highly-damaging and can stagger you, causing bleeding. Another timed dodge is required, usually when you see his arm (or both arms) raised up before the strike. There is a tiny opportunity to retaliate with your blades just after either claw attack, as the Werewolf recovers.

Bite Attack: After dropping to all-fours, the Werewolf launches a highly-damaging biting lunge. Look for the change in stance, then dodge as soon as you see all four claws on the ground to avoid being struck.

Regeneration: As combat continues, a Werewolf is able to regenerate vitality back, increasing the need to interrupt this and dish damage, so you aren't fighting a foe that continuously heals!

Near-Death Ferocity (Ulfhedinn): Near death, the Ulfhedinn becomes extremely dangerous, striking with increased strength.

Summoning Wolves: Werewolves also have the ability to summon Wolves, so prepare for combat with these beasts should you spot them arriving during a battle.

The Best Battle Tactics

These breeds of cursed ones are some of the fastest and most lethal. They can leap great distances at such speeds that it can be a challenge defending against them. Watch for the dual overhand claw swipe;

it cannot be parried and causes grievous wounds and bleeding. Counterattacks against a Werewolf or Ulfhedinn can be difficult to time. It is best to use dodging footwork and evade them instead of parrying.

Yrden is of great use in avoiding their attacks, though their speed sometimes means they miss your circle of slowdown. Instead, employ Quen to shrug off the first attack a Werewolf inflicts; they are fast enough that you may not be able to parry or time attacks without being struck. Another good tactic is to cast Quen, and as soon as a Werewolf claws at you and Quen pushes the beast back, retaliate with two or three fast attacks, possibly followed by an expertly timed Rend.

When possible, use Igni. Setting these foes aflame can force Werewolves to stay still long enough to score more vicious strikes (hopefully with critical hits), usually on their flanks. Fire, bleeding, and poison effects can be used to slow the regeneration of these creatures.

Avoid fighting Werewolves in tight spaces if at all possible, since the speed of their assault can quickly overwhelm even highly skilled warriors. Werewolves have incredible reach, and you want to have the room to work with while fighting them. Explosive bolts for a crossbow can be useful for inflicting fire damage at greater range, should the Werewolf be at a distance. He won't be for long, though!

Bestiary

Draconids

The very mention of a dragon is enough to send a shiver of fear through even the most experienced Witchers. True dragons, however, are rarely seen these days, driven off by wars or slain by the mass-hunts of the past. It does not stop villagers from claiming that every small draconid they see is a dragon, though. Additionally, the ferocity of a basilisk or Forktail are no less threatening to human lives, for there is a good reason why Witcher Contracts for these monsters' heads are written, and why Witchers are sought to claim them.

BASILISKS

Basilisk Danger Alert

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Frequency

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Silver Basilisk Danger Alert

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Frequency

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A Basilisk spits venom at its victim, weakening armor and causing damage over time. The Golden Oriole potion is essential.

Loot: Basilisk Plate, Basilisk Venom, Dragon Scales, Basilisk Mutagen

Sub-Species or Named Variants: Basilisk, Iocaste (Silver Basilisk)

Environments: Basilisks dwell within dark and damp locations – cellars, caves, and city sewers tend to be their preferred places.

Specific Encounter (Basilisk): The marshland north of White Eagle Fort (Treasure Hunt: Dowry, see page 555).

Specific Encounter (Silver Basilisk): The scrubland west of Trading Post, Toussaint (Secondary Quest: Mutual of Beauclairs Wild Kingdom, see page 536).

Vulnerable Against

Enemy Attacks

The Silver Basilisk (known as Iocaste), is a toughened variant of the usual Basilisk you encounter (though you have additional support from Crinfrid Reavers during this quest.

Flying Talon Grab: While airborne, or after leaping into the air, Basilisks may attempt to land devastating overhead blows with their claws. These can be parried or quickly dodged; rolling is preferable as you duck away from the outstretched claws.

A Rough Landing: The Basilisk drops down with a heavy thud onto the ground, which can stagger you. Rolling or dodging to the side, timing this so you can roll into the beast's flank to inflict sword damage afterward, is a good plan.

Wing Swipe (Left Or Right): Basilisks are skilled at using their wing and foot talons in a fashion similar to Cockatrices; sweeping them with hard-hitting claw attacks in either direction, which can cover a huge distance if necessary, and can stun you. Having Quen active to absorb such a strike, or rolling under the wings to the torso of the draconid to inflict damage is worth planning for. They have been observed to react to Witchers in combat by parrying sword strikes with their wings.

Spitball: A Basilisk can leap into the air, hover momentarily, and spit acid at their opponents from above. This action happens extremely quickly, and a Witcher should always watch for it, and dodge or roll to the side just as you see the Basilisk start to hover.

The Best Battle Tactics

Despite appearances, Basilisks are highly vulnerable to Igni, or other means of fire-starting, such as the Dancing Star bombs. A well-timed Dancing Star or Igni burst can not only bring down a Basilisk from the sky, but the beast will be so pre-occupied from being set ablaze that it has difficulty defending itself. This is usually better than aiming a crossbow at it, as (though effective) you run a greater risk of being struck by its poisonous projectile attack. An automatically-aimed crossbow bolt, just as the Basilisk swoops in toward you, is usually easier to hit with compared to manually aiming at greater distances.

Otherwise, using Quen (particularly Active Shield) to wound a Basilisk and cause it to land, and then performing a variety of quick rolling and slicing fast attacks to the beast's flanks, as well as stunning it temporarily with Aard, are all good choices.

COCKATRICES

Cockatrices Danger Alert

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Frequency

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Shrieker Danger Alert

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Frequency

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Of all the fearsome flying foes, none are as comfortable on the ground as the Cockatrice.

Loot: Cockatrice Maw, Cockatrice Egg, Raw Meat, Cockatrice Mutagen

Sub-Species or Named Variants: Cockatrice, Shrieker

Environments: Cockatrices prefer hiding in caves and abandoned structures to rest and recuperate, but are aggressive hunters, seeking prey caught in open fields.

Specific Encounter: The sheep pasture land east of Cavern, and west of Yantra, in Gustfields territory.

Specific Encounter (Shrieker): Secondary Quest: Shrieker (see page 515).

Vulnerable Against

Enemy Attacks

The named Cockatrice (known as Shrieker), is a toughened variant of the usual Cockatrice you encounter.

Flying Talon Grab: While airborne, or after leaping into the air, a Cockatrice may attempt to land devastating overhead blows with their claws. These can be parried or quickly dodged; rolling is preferable as you duck away from the outstretched claws.

A Rough Landing: The Cockatrice drops down with a heavy thud onto the ground, which can stagger you. Rolling or dodging to the side, timing this so you can roll into the beast's flank to inflict sword damage afterward, is a good plan.

Wing Swipe (Left Or Right): Unlike the Basilisk, the Cockatrice has no projectile spit, but does have more skill at using its wings and feet talons in a sweeping and hard-hitting claw attack in either direction, which can cover a huge distance if necessary, and can stun you. In fact, Cockatrices seem to favor ground combat over airborne attacks. Having Quen active to absorb such a strike, or rolling under the wings to the torso of the draconid to inflict damage is worth planning for. They have been observed to react to Witchers in combat by parrying sword strikes with their wings.

The Best Battle Tactics

Cockatrices fight aggressively once a battle has begun. Take advantage of this aggression and ground them with Aard or Grapeshot. A crossbow can also bring them down to earth should they attempt to fly, but unlike a Basilisk or Griffin, Cockatrices tend to favor fighting on land.

A Cockatrice strikes with talon on its wings and feet, and its razor-sharp beak and tail tip. These blows almost always target vital regions on a victim, causing massive bleeding. A Witcher should have the Swallow potion on hand to counteract any wounds sustained in this manner.

Always try to flank a Cockatrice. Being in front of it exposes you to its beak and talons. It is possible, with excellent timing, to counter-attack blows from the wing talons or even from the beak, but you put yourself in grave danger when attempting this, without proper defensive protection. Add Quen while attacking the flanks or rear (usually after rolling out of the way as it lands), and really hammer your sword into this beast as often as you can, stopping to cast Quen again and retreating once it wears off or the Cockatrice is struck by it.

When grounded, a Cockatrice will try to remain close to its prey. Should you try to escape on foot, a Cockatrice can leap astonishing distances to tackle you. Another combat option is to employ Roach, and fight Cockatrices on horseback. Providing Roach doesn't become too frightened and throw you off, you can gallop at a Cockatrice, swing at it, and speed off, before repeating the plan.

FORKTAILS

Forktails Danger Alert

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Frequency

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The Dragon Of Fyresdal Danger Alert

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Frequency

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As one might expect from the name, Forktails employ their large whipping tails to deadly effect in combat.

Loot: Forktail Mutagen, Forktail Plate, Dragon Scales, Raw Meat

Sub-Species or Named Variants: Forktail, Dragon of Fyresdal

Environments: The wilderness of Velen and Skellige provide adequate hunting grounds for these creature. Villagers fear the presence of Forktails as far inland as White Orchard. Their nests are found in secluded areas, overlooking their hunting territory, and resemble a bird's nest, though larger and accompanied by the occasional remains of humans or cattle.

Specific Encounter: The Guarded Treasure along the river, northeast of Boatmaker's Hut (Velen).

Specific Encounter (The Dragon of Fyresdal): Secondary Quest: Dragon (see page 527).

Vulnerable Against

Enemy Attacks

The named Forktail (known as The Dragon of Fyresdal), is a toughened variant of the usual Forktail you encounter.

A Rough Landing: The Forktail drops down with a heavy thud onto the ground, which can stagger you. Rolling or dodging to the side, timing this so you can roll into the beast's flank to inflict sword damage afterward, is a good plan.

Charging Headbutt: After landing, and at medium or close distances, the Forktail sometimes executes a quick charge, leading with its head. This can knock you back and sometimes off your feet. It is relatively easy to dodge around it.

Rearing Bite: While close or in melee range and on the ground, the Forktail rears up slightly, before clamping its mouth down and snapping at you. This can sometimes stagger, and parrying or dodging prevents you from being wounded.

Leaping Talons: While in the air, but also sometimes on the ground, the Forktail launches forward and rakes you with its terrible talons. Avoid or parry this.

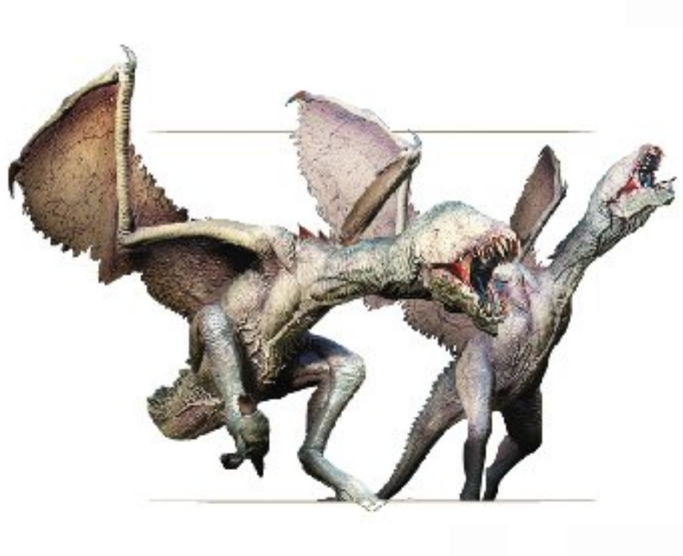
Tail Whip: Known for its prehensile tail, a Forktail can whip it around and batter you with it, which has a chance at poisoning you. Avoiding this by defending with Quen and fast dodging or rolls between sword strikes is the key to success here. The tail-tip stingers of a Forktail are highly poisonous, and as such, Golden Oriole is essential. Forktails will aggressively employ their tails in combat, and the only recourse is to simply evade these strikes.

The Best Battle Tactics

Like other draconids, the Forktail is a capable flyer. Bring it down to the ground with crossbow bolts or Grapeshot to start the real fight. Forktails are as aggressive as any Wyvern, making use of their foot talons to slash and kick at unfortunates they're hunting down.

As with many other draconid fights, judicious use of Quen before wading into attack a downed Forktail, and then attempting some deft dodging to the flank before slicing with quick attacks and retreating again, is the best way to whittle down a Forktail's vitality. The main difference between this and other draconid battles is the Forktail's namesake attack; the whipping tail strike usually allows you to reach its flank and rear more quickly than with other draconids, though the tail swipe is highly dangerous.

Proper dodging can not only evade a tail swipe, but place you in a perfect position to strike at a Forktail's vulnerable rear or flanks. But don't be so preoccupied with the tail of a Forktail that you neglect to attack its head. Bites from a Forktail come at near-lightning speeds, but they can be parried or even countered.



B&W SLYZARDS & MATRIARCHS

Danger Alert

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Frequency

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The toughest of all the draconids, face this fire-breathing draconid in its eyrie atop the ruins of Fort Ussar.

Loot: Greater Glyph of Igni, Monster Wing, Red Mutagens, Dragon Scale

Sub-Species or Named Variants: Slyzard, Female Slyzard

Environments: Only one nesting pair of Slyzards has been spotted, atop the Fort Ussar Ruins in eastern Toussaint.

Specific Encounter: Contract: Bovine Blues (see page 542)

Vulnerable Against

Enemy Attacks

Main Maneuvers And Charging Headbutt: The Slyzard mainly uses flight to close the distance between itself and you; expect most attacks to occur on the ground. When at middle range or close to you, the Slyzard sometimes executes a quick charge, leading with its head. This can knock you back and sometimes off your feet. It is relatively easy to dodge around it.

Fire Breath (Airborne): After its mouth lights up with heat that can melt metal, it flies to middle or close distances, lets forth a belching orb of flame, spitting this highly-damaging and flammable attack in your general direction. This ominous and dangerous projectile is shot while airborne; look for this, and time your dodge immediately afterward.

Flying Talon Grab (Airborne): Slyzards may attempt to land devastating overhead blows with their claws. These can be quickly dodged; rolling is preferable as you duck away from the outstretched claws.

Fire Breath (Ground): Look for fire in the mouth of the Slyzard when it lands; this can also occur at close range while engaging the beast in melee combat. It can severely roast you (with burning damage that hurts you after the initial fire), so once again, watch for the build-up of fire in the mouth of the Slyzard, and dodge around it so you're not caught in the blaze.

Scream Of Hot Air (Ground): While the Slyzard builds up its fire to breathe on you again, it can strike you with a screaming hot air attack. This can stagger you, after which it tends to bite or scrape at you with its talons or use its tail whip or headbutt, if you are farther away. Dodge or roll to the side to avoid this scream.

Rearing Bite (Ground): While close or in melee range and on the ground, the Slyzard rears up slightly, before clamping its mouth down and snapping at you. This can sometimes stagger, and parrying or dodging prevents you from being wounded.

Leaping Talons (Ground): While in the air, but also sometimes on the ground, the Slyzard launches forward and rakes you with its terrible talons. Avoid or parry this.

Tail Whip (Ground): Though not as deadly as a Forktail, the Slyzard has a tail whipping attack that cannot be parried, and this follows its Scream attack if you're close enough. Otherwise, the Scream is followed by a charge and rearing bite.

Resistances And Defense: Slyzards are resistance to both burning and freezing attacks. It also tends to take to the sky to avoid your melee attacks.

The Best Battle Tactics

An almost-white colored aggressive draconid, sometimes mistaken for a dragon, this beast favors close-range combat where it can unleash its powerful fire breath and screaming attacks that can stun you, creating an opening for its unstoppable tail attack. When it takes to the skies, it tends to swoop in and belch fireballs from above. Think of the Slyzard as a more potent Forktail or Wyvern, but quicker and more aggressive.

The most fearsome of draconids (and the fact you must defeat two of these foes at once) means extra caution is required when facing a Slyzard. Begin by employing Aard or Grapeshots to down the Slyzard, so you need not worry about being bombarded by fire from above. Aard is great for confusing a Slyzard long enough to roll in and strike; dodging and counter-attacking any bites and then flanking and striking before retreating again is the order of combat here. Apply an initial protective Quen shield about you to absorb the first attack of the beast and interrupt both the fire and scream-based attacks with Aard.

WYVERNS

WYVERNS Danger Alert

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Frequency

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Royal Wyvern Danger Alert

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Frequency

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With venomous spittle, and more swiftness than a Basilisk or Cockatrice, Wyverns are mean and vicious airborne predators.

Loot: Wyvern Egg, Wyvern Plate, Dragon Scales, Wyvern Mutagen

Sub-Species or Named Variants: Wyvern, Royal Wyvern

Environments: Nesting Wyverns have been spotted across Velen, though these beasts are highly adaptable, and have been sighted across the entire Continent, and the Skellige Isles.

Specific Encounter: The lighthouse at Lornruk, in northwest Velen.

Specific Encounter (Royal Wyvern): Secondary Quest: Phantom of the Trade Route (see page 514).

Vulnerable Against

Enemy Attacks

The larger specimen (known as The Royal Wyvern), is a toughened variant of the usual Wyvern you encounter, during Secondary Quest: Phantom of the Trade Route (see page 514). In addition, a regular Wyvern is hunted during Contract: Patrol Gone Missing (see page 513).

A Rough Landing: The Wyvern drops down with a heavy thud onto the ground, which can stagger you. Rolling or dodging to the side, timing this so you can roll into the beast's flank to inflict sword damage afterward, is a good plan.

Charging Headbutt: After landing, and at medium or close distances, the Wyvern sometimes executes a quick charge, leading with its head. This can knock you back and sometimes off your feet. It is relatively easy to dodge around it.

Rearing Bite: While close or in melee range and on the ground, the Wyvern rears up slightly, before clamping its mouth down and snapping at you. This can sometimes stagger, and parrying or dodging prevents you from being wounded.

Leaping Talons: While in the air, but also sometimes on the ground, the Wyvern launches forward and rakes you with its terrible talons. Avoid or parry this.

Spitball: A Wyvern can spit acid at their opponents from above, or usually from a distance while prowling on the ground. This action happens extremely quickly, and a Witcher should always watch for it, and dodge or roll to the side just as you see the Basilisk start to cough up this poisonous attack.

The Best Battle Tactics

Wyverns are especially venomous, able to spit poison at their prey, or directly inject it from their tails. Golden Oriole potions are a must. Wyverns fly around their prey, well outside of crossbow range, before swooping in at great speeds to attempt clawing their target. Even a Witcher cannot stand their ground against that. It is best to get out of the way, though bolder Witchers can actually score crossbow hits as the Wyvern draws near.

Aard and Grapeshot can bring an airborne Wyvern to the ground (use these attacks just as the Wyvern begins to swoop it to strike you). Wyverns are tough enough to resist bolts from a crossbow, but more lethal munitions can still force the beast from the sky. After downing a Wyvern, additional grapeshots can stun this foe, allowing you to pile on the damage as the beast recovers. Such attacks should obviously occur at range. If you find a

Wyvern is reeling from a bomb strike, you may find running in and casting Yrden to slow it down, before hammering home some sword slashes, is a good tactic.

On the ground, a Wyvern prefers to strike with the talons on its feet, its tooth-filled maw, and its tail. It is possible to parry and counter-attack bites, but the consequences for bad timing are high. A better plan is to cast Quen, and wade into melee range; as the Wyvern slashes or bites you and Quen protects you, staggering the beast, press home with additional slashes. Also try to roll to the flanks or tail area and slash one or two more times before retreating out of its attack range (employing similar tactics to those if attacking a bear). Strong attacks are best timed when the Wyvern is reeling from a bomb explosion, or after it finishes an attack and is recovering.

Bestiary

Elementa

Elementa can be described as representatives of the raw, mystical power of the elements, given purpose or sentience. Some of these beings may be better described as the mistakes of prideful men, with more power and knowledge than sense. Elementa are some of the rarest monsters a Witcher can be expected to face, and among the most deadly.

DJINNS

Danger Alert

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Frequency

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A fearsome spirit of the air, and one that grants wishes with a perverse nature about fulfilling these requests.

Loot: None

Sub-Species Or Named Variants: Djinn

Environments: On the icy vessel of Amos var Ypsis, during the quest.

Specific Encounter: Secondary Quest: The Last Wish (see page 225).

Vulnerable Against

Enemy Attacks

The Djinn is a powerful air spirit; a condensation of the power of that element endowed with consciousness and character; the latter usually nasty. Only one Djinn has been ever spotted in the Northern Realms.

Teleport: If you attempt to maneuver towards it, the Djinn enjoys teleporting around the ship's deck so you're further damaged as you try to reach it. Keep to the middle of the deck so the Djinn's teleport doesn't move as far, and use Active Quen (or calm the Djinn with Aard or Igni) as you approach.

Electrical Pulse: A swift burst of white energy, sometimes with a crackle of electrical discharge, sends you staggering backward. Push on regardless, or step behind the mast so you aren't struck by this.

Ice Shards: Sharp icy projectiles are conjured and thrown in your general direction. Dodge them or use active Quen to absorb them.

Lightning Bolts: A nasty blast of lightning crackles in one strong arc, or in multiple directions around the Djinn's orb. Use Quen to absorb the damage and quickly move in to strike, as the Djinn is temporarily prone after this attack.

The Best Battle Tactics

Fighting a Djinn is about working quickly, and not something you should attempt without good cause, or good pay. If you must face a Djinn, Dimeritium Bombs are too useful to go without, giving you the chance to close the distance without being frozen, burned, or electrocuted before you can get close.

Djinn can teleport short distances to escape harm, even after being affected by Dimeritium Bombs. You must be able to quickly react to this and continue to pressure the Djinn, using additional Dimeritium Bombs as necessary to continue suppressing spells.

The closer a Djinn is to death or capture, the more dangerous it becomes. The massive area of effect spells it can cast come faster, and it may teleport more often the more desperate it becomes. Aard and Igni signs empower a Djinn and greatly calm it down and make it easier to combat. Another excellent

plan is to withstand the attacks it conjures using Quen's active shield, before rolling in, usually behind the floating face of the Djinn, striking it three times, and retreating again. Attacking just after the electrical storm starts to dissipate is a good plan. Also use the ship's mast for cover, moving so the mast is between you and the Djinn so the ship absorbs some of the attacks.

ELEMENTALS, EARTH

Earth Elementals Danger Alert

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Frequency

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Therazane Danger Alert

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Frequency

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Though plodding and slow, the sheer immensity of an Earth Elemental, and the damage it causes with its fists of granite, make this monster a frightening prospect to face.

Loot: Mutagens, Elementa Essence, Glyphs, Infused Shard, Fifth Essence

Sub-Species Or Named Variants: Earth Elemental, Therazane

Environments: Usually in magical traps; places such as long abandoned ruins, or former research laboratories once home to powerful sorcerers.

Specific Encounter: Ruined Tower (Signpost) in Crookback Marsh.

Specific Encounter (Therazane): Secondary Quest: Doors Slamming Shut (see page 521).

Vulnerable Against

Enemy Attacks

The named Earth Elemental (known as Therazane), is a toughened variant of the usual Earth Elemental you encounter.

Earth Elementals are constructed from mud, clay, sand and rock fused together with magic. While seemingly slow and ponderous, these creatures are exceptionally dangerous, and can withstand tremendous punishment. Therazane is a toughened variant of the usual Earth Elemental you encounter, but is otherwise identical in terms of its attacks.

Bellow: If an Earth Elemental sees you, or you've done something particularly unpleasant to it, the behemoth bellows its lack of pleasure at your antics. This has no effect on combat, unless you're mentally unprepared for such a sound.

Ground Pound (Single Or Double Fist): If an Earth Elemental jumps off the ground, move away as quickly as possible. The resulting shockwave knocks down any nearby victims in a large circle around the behemoth. Retreat!

Ground Stomp (Shockwave): You should be alert for Elementals to raise a foot high off the ground. What follows is a powerful ground stomp that sends a wave of rock piercing through the earth in a line before the Elemental. Dodge or roll to avoid being caught in this shockwave.

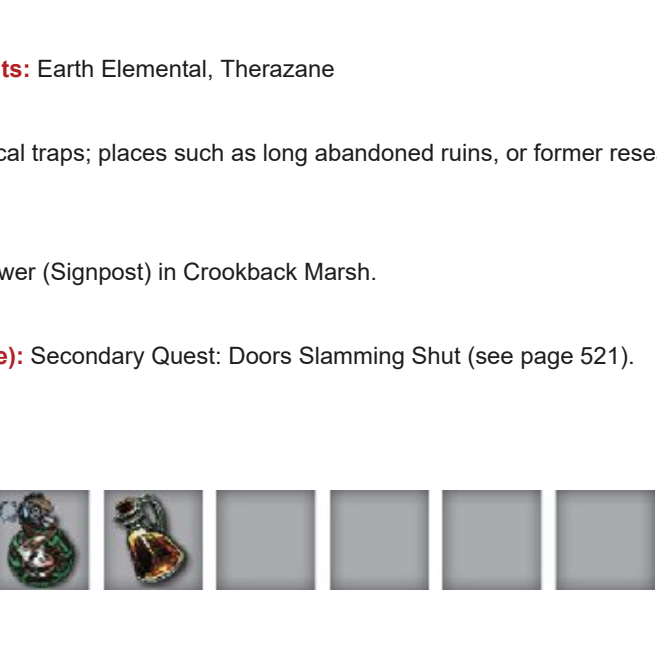
Rock Fist Swipes (Left And Right): Sometimes accompanied with a glowing yellow around each fist, the Earth Elemental loves to swing using either arm, hoping to connect. Dodging around or backing up avoids such a strike, which is seriously damaging if it connects.

Resistances: The Earth Elemental is resistant to poison and bleeding.

The Best Battle Tactics

Earth Elementals are a test of strength and endurance. Even with a silver sword coated in elementa oil, Earth Elementals can resist impressive amounts of punishment before crumbling, while being able to dish out frighteningly powerful blows with their fists. Dimeritium Bombs make these Elementals more susceptible to harm. They do not make them less dangerous. Strike once, twice if you judge it safe, then roll out of the way of an inevitable counterattack. Use heavy attacks for better damage output.

Though it is relatively easy to whittle down an Earth Elemental's vitality from a distance, increase your chances of success by employing Yrden. The hammer blows delivered by an Earth Elemental's fist can be avoided more easily using this Sign, and the Magic Trap ability allows you to damage this slow-moving foe as it is caught in your circular trap, and zapped by your ongoing magic. It is also possible to actually stagger an Earth Elemental with Aard, after which a dash in and strike before retreating is called for.



ELEMENTALS, FIRE

Danger Alert

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Frequency

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A form of fire and fury that reduces anything in its path to ashes in the blink of an eye. Poison does not touch it, and it does not bleed.

Loot: Golem heart, Elementa essence, Runestones, Infused shard
Sub-Species or Named Variants: Fire Elemental
Environments: Found in magical ruins. Mages have tried to create and control Fire Elementals, and often failed.
Specific Encounter: Within the ruins of Est Tayiar (Signpost) in Gustfields.

Vulnerable Against

Enemy Attacks

Fire is the most destructive of the elements, thus the aggressive lethality of the creature that embodies its essence should come as no surprise. Fire Elementals are forged in complicated magic rituals for one purpose—destruction. And they pursue this with murderous determination.

Ground Pound (Single Or Double): If a Fire Elemental jumps off the ground, move away as quickly as possible. The resulting circle of fire knocks down any nearby victims in a large wave around the behemoth. Retreat!

Fire Ball: During a particularly potent strike, a Fire Elemental sometimes lets loose a large ball of fire in your direction, which should be dodged or rolled away from.

Ground Stomp (Fire Wall): You should be alert for Elementals to raise a foot high off the ground. What follows is a powerful ground stomp that sends a wave of fire racing along the ground in a line before the Elemental. Dodge or roll to avoid being caught in this wall of fire.

Flame Fist Swipes (Left And Right): With a blaze of fire accompanying each swing, the Fire Elemental loves to swipe using either arm, hoping to connect. Dodging around or backing up avoids such a strike, which is seriously damaging (and inflicts additional ongoing fire damage) if it connects.

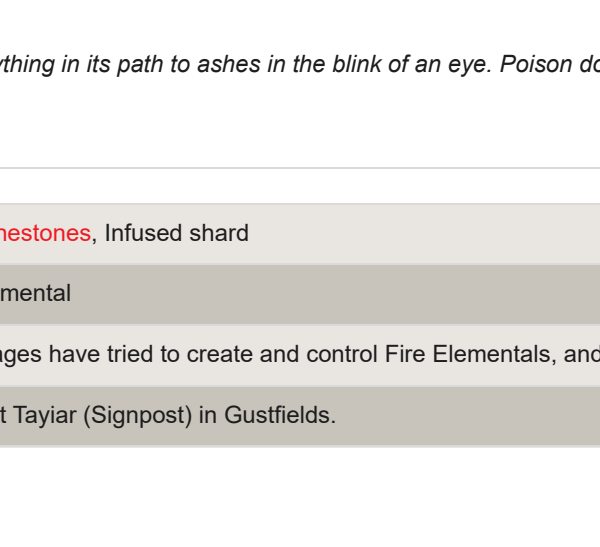
Resistances: The Fire Elemental is resistant to poison and bleeding, and in particular Igni and any fire attacks (from weapons, bombs or bolts); these should not be employed under any circumstances.

The Best Battle Tactics

Fire Elementals employ similar abilities to an Earth Elemental, with the key difference that fire enhances and empowers them. Being harmed by a Fire Elemental has effects beyond the immediate harm sustained, since they can light clothes and armor on fire.

Simply drawing close to a Fire Elemental is dangerous, due to the intense heat they constantly generate. The flames can be temporarily extinguished by Aard. Avoid Igni at all costs, this only empowers a Fire Elemental and re-ignites its flames.

Northern Wind bombs are highly effective, freezing the Elemental in place. Dimeritium Bombs are also excellent to employ as they can prevent it from using certain attacks. Otherwise, use heavy attacks to quicken the ultimate destruction of the Elemental.



ELEMENTALS, ICE

Danger Alert

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Frequency

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Hard as permafrost, deprived of sensitive organs, and gifted with incredible strength, these are mindless, bone-crushing automatons and cold as ice.

Loot: None
Sub-Species or Named Variants: Ice Elemental
Environments: Summoned by powerful sorcerers in combat, though some have been sighted in Skellige.
Specific Encounter: The watchtower northeast of Rogne (with Gargoyles), on Ard Skellig.

Vulnerable Against

Enemy Attacks

A mass of frozen water animated by magic. Deprived of consciousness or independent will, this is boundlessly obedient to the orders of the mage who created it. These orders usually contain but one syllable—kill.

Bellow: If an Ice Elemental sees you, or you've chipped away at its frozen exterior without its approval, the oversized ice cube bellows its lack of pleasure at your antics. This has no effect on combat, unless you're mentally unprepared for such a sound.

Ground Pound (Single Or Double Fist): If an Ice Elemental jumps off the ground, move away as quickly as possible. The resulting shockwave knocks down any nearby victims in a large circle around the behemoth. Retreat!

Ground Stomp (Shockwave): You should be alert for Elementals to raise a foot high off the ground. What follows is a powerful ground stomp that sends a wave of icy rock piercing through the earth in a line before the Elemental. Dodge or roll to avoid being caught in this shockwave.

Ice Fist Swipes (Left And Right): Sometimes accompanied with a white glow around each fist, the Earth Elemental loves to swing using either arm, hoping to connect. Dodging around or backing up avoids such a strike, which is seriously damaging if it connects.

Resistances: The Ice Elemental is resistant to poison and bleeding.

The Best Battle Tactics

Ice Elementals fight similarly to Earth Elementals. They can strike with their massive fists, stomp on the ground to knock over their targets, or send a ripple of ice carving through the terrain at their foes. As with other Elementals, avoid attacking the Elemental from the front if you can, dodge its attacks as they cannot be parried, and make extensive use of Yrden to slow it down (particularly Magic Trap). Cast Quen too, so that first strike they employ is absorbed, as this foe strikes infrequently, but hits hard. Don't forget a Witcher's best chance is to toss a Dimeritium bomb; shrapnel made of this metal interferes with the workings of the spell that gives this creature life.

GARGOYLES

Danger Alert

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Danger Alert (Groups)

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Frequency

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Those who do not take fright at the sight of these horned and winged monstrosities usually die shortly thereafter, torn to shreds by stony claws.

Loot: Gargoyle heart, Gargoyle dust, Elemental essence, runestones
Sub-Species or Named Variants: Gargoyles
Environments: Abandoned ruins and castles; beware of statues that allow you to move in close before they attack.
Specific Encounter: The watchtower northeast of Rogne (with Ice Elemental), on Ard Skellig.

Vulnerable Against

Enemy Attacks

Gargoyles are stone statues brought to life by magic in order to guard mages' laboratories and lairs from intruders. They are usually slow-moving on the ground, but take to the air and slam down onto the earth with amazing speed.

Flying Drop: The Gargoyle takes off into the skies, too quick to track, and slams down on the ground near you (or on top of you), stunning you as well as inflicting damage. An evasive roll as far from the position you were standing in before the monster took off enables you to dodge this potentially stunning strike.

Rock Throwing: Grabbing large, head-sized rocks and lobbing them with fast and accurate lobs, a Gargoyle can stun you with this projectile attack. Keep an eye on Gargoyles for just this reason (or keep constantly moving and dodging) so you aren't struck, wounded, and stunned.

Poison Breath: Do not linger in front of a Gargoyle for long, as they usually counter overly-aggressive Witchers with a belch from their mouths, a fetid cloud that can cause poison damage over time. Don't be greedy with your strikes, and back up or dodge when you see the Gargoyle's mouth open, ready to spew.

Ground Stomp (Shockwave): You should be alert for Gargoyles to raise a foot high off the ground. What follows is a powerful ground stomp that sends a wave of energy around the monster in a circle. Get caught in this and expect to be stunned. Dodge or roll to avoid being hit by this shockwave.

Fist Swipes (Left And Right): Gargoyles swing using either arm, hoping to connect, and sometimes throw a combination of up to four quick swipes in succession. Gargoyle melee attacks may not have the same reach as an Elemental's, but they cannot be parried. Dodging around or backing up avoids them.

Resistances: The Gargoyle is resistant to Aard and Igni Signs, as well as weapons inflicting poison and bleeding.

The Best Battle Tactics

A Gargoyle is nearly as sturdy as any Earth Elemental, but significantly faster, more versatile, and seemingly more intelligent. Aard and Igni are almost entirely useless. However, Yrden can slow a Gargoyle down, making it easy to evade their melee attacks, and allowing you to strike back.

But do not linger in front of the Gargoyle for long. They can counter overly aggressive Witchers by using their poisonous breath. The safety of range is fleeting versus a Gargoyle. They can not only throw rocks with a great degree of accuracy and power, but they can leap into the air and crash down atop or next to a Witcher with terrifying speed. Both attacks serve to harm and stun victims.

A Gargoyle can also stomp the ground with such force that they can stun and partially blind nearby threats. Dimeritium Bombs can weaken the defenses of a Gargoyle, but they do little to blunt their offense. Stay focused on limiting the damage they cause to you, while remaining mobile and ready to dodge the jumping attacks. Utilize Quen to protect you from their first, heavy-damaging strikes, then Yrden to limit a Gargoyle's more confusion leaping drop, and dash in with limited strikes before retreating.

H&W GOLEMS & MOREAU'S GOLEM

Golems Danger Alert

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Frequency

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Moreau's Golem Danger Alert

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Frequency

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Golems use no weapons. Their fists, weighing over a hundred pounds each, can crush solid granite with one hit. There is no sword that can parry it.

Loot: Golem Heart, Glyphs and Runestones, Infused Dust
Loot (Moreau's Golem): Powered monster tissue, Monster claw, Glyphs, Infused shard
Sub-Species or Named Variants: Golem, Moreau's Golem
Environments: Ruins, abandoned by those to created them.
Specific Encounter: Inside the Cavern (Signpost), east of Novigrad, in Gustfields.
Specific Encounter (Moreau's Golem): Scavenger Hunt: Grandmaster Griffin Gear (see page 605).

Vulnerable Against

Enemy Attacks

Moreau's Golem is a toughened variant of the usual Golem you encounter and exhibits a more powerful pounding move.

Golems are mindless matter brought to life by a spell. They obey their creator's orders without question. Once provoked, they will not tire of battle until they have either crushed their opponent or have crumbled into dust themselves.

Bellow And Fist Bump: Bellowing, or pounding both fists together, the Golem builds up energy before attacking. This doesn't affect you, but is worth watching for as it shows signs that the Golem is about to try a more devastating move.

Ground Pound (Single Fist): If a Golem jumps off the ground, move away as quickly as possible. The resulting shockwave knocks down any nearby victims in a large circle around the behemoth. Retreat!

Fist Swipes (Left And Right): Sometimes accompanied with a short jump beforehand, the Golem swings either arm, hoping to connect. Dodging around or backing up avoids such a strike, which is seriously damaging if it connects.

The Best Battle Tactics

Do not attempt to parry the punches delivered by a Golem. The sheer weight and power behind them reduces such thinking to suicidal tendencies. In addition, a charging Golem cannot be easily stopped, but a cunning fighter can use this lurching sprint to their advantage: Roll out of the path before striking in retaliation. As with the Elementals, a Golem can pound the ground with such ferocity, anyone standing near it is knocked prone.

Dimeritium Bombs are great to lob before you close in for more melee-ranged combat, as they block a Golem's magical abilities, reducing the potency of its attacks considerably. Ensure you keep the Golem within the radius of the exploded bomb.

Yrden is helpful when going toe-to-toe with a Golem, but remember that the Golem is merely slowed, not helpless. They can still fight despite Yrden's effects, and can interrupt your sword strikes with a single crushing blow. Prevent losing an inordinate amount of vitality by employing Quen (or Active Quen) so you can shrug off the first hit from a Golem. Since these foes strike slowly and with great damage, absorbing one of these strikes is extremely helpful, as it also allows you to continuously leap in, hit the Golem with multiple light attacks, and dodge or leap away again.

HOUNDS OF THE WILD HUNT

Hounds Of The Wild Hunt Danger Alert

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Frequency

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Apiarian Phantom Danger Alert

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Frequency

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Fear the Red Moon, or when fighting these atrocities during blizzards or in glacial regions; they gain strength at these times.

Loot: Rotten Meat, Sulfur
Sub-Species or Named Variants: Hound of the Wild Hunt, Apiarian Phantom
Environments: Whereever the Wild Hunt goes, expect its hounds to follow.
Specific Encounter (Groups): Main Quest: Wandering in the Dark (see page 165).
Specific Encounter (Apiarian Phantom): Contract: The Apiarian Phantom (see page 518).

Vulnerable Against

Enemy Attacks

The named Hound of the Wild Hunt (known as the Apiarian Phantom), is a toughened variant of the usual Hound you encounter.

Born, or so some experts believe, of magic ice crystal, the hounds of the Wild Hunt race alongside their spectral masters. Like ravenous, feral dogs they are capable only of mindlessly attacking whatever crosses their path.

Spikes Of Ice: A little like your casting of Yrden, the Hound stops and summons a circle of protruding icy boulders that damage you as they appear, and protect the beast for a couple of seconds. Wait until the spell is over before continuing the fight.

Leaping Claw: The main attack the Hound exhibits is a leaping front claw slash using either front paw. It can be blocked or dodged, and then retaliated against as the Hound recovers.

Defensive Leaps: These Hounds are nimble, and able to dart back and forth around you, making it difficult to pinpoint or strike accurately. Axii (or waiting until the Hound changes to an offensive attack) stops this from becoming an insurmountable problem.

The Best Battle Tactics

These otherworldly hounds fight as viciously as wolves or wild dogs. They can be momentarily weakened by Axii, but only for an instant. Nevertheless, this is the time to launch an offensive series of strikes (then, or after the Hound finishes a Leaping Claw attack).

Usually, these hounds hunt in packs, and can quickly overwhelm the unprepared. Don't let them surround you; utilize Yrden to slow any hounds too close for comfort, and break away if needed. If Yrden can catch multiple hounds in one circle, throwing in a Dragon's Dream bomb and igniting the gas cloud with Igni can seriously damage an entire group of hounds. Another option is the Dimeritium Bomb, which causes havoc and prevents them from inflicting quite as much damage, or attempting their spikes of ice.

Back off from the hounds if they start forming icy spikes. These barriers will pierce through you if you attempt to strike. Environment also plays a key factor too; cold climates empower them, so take great care in combats in the cold. The icy nature of the hounds makes them perfect targets for Igni; roast these otherworldly beasts with regular Igni, Firestream, and even Dancing Star bombs that inflict fire damage. Then follow up with your Elementa Oil-covered silver sword strikes.

B&W PIXIES

Pixies might look like gentle, harmless creatures, yet in their case, the saying about appearances being deceiving fits all too perfectly.

Loot: None
Sub-Species or Named Variants: Pixie
Environments: Pixies dwell within the Fablesphere, a magical realm created by Duchess Anna Henrietta's uncle, and accessed via a book of fairy tales.
Specific Encounter (Groups): Main Quest: Beyond Hill and Dale (see page 338).

Vulnerable Against

Danger Alert (Groups)

●●○○○

Frequency

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Enemy Attacks

The Pixies from the Land of a Thousand Fables were created to protect that magic place from intruders and ensure the ducal daughters, Sylvia Anna and Anna Henrietta, did not come to even the slightest harm. Thus whenever anyone else crossed the Pixies' path, it ended badly for them, for Pixies are aggressive, war-like creatures, created to kill, defend and fight until they can fight no more.

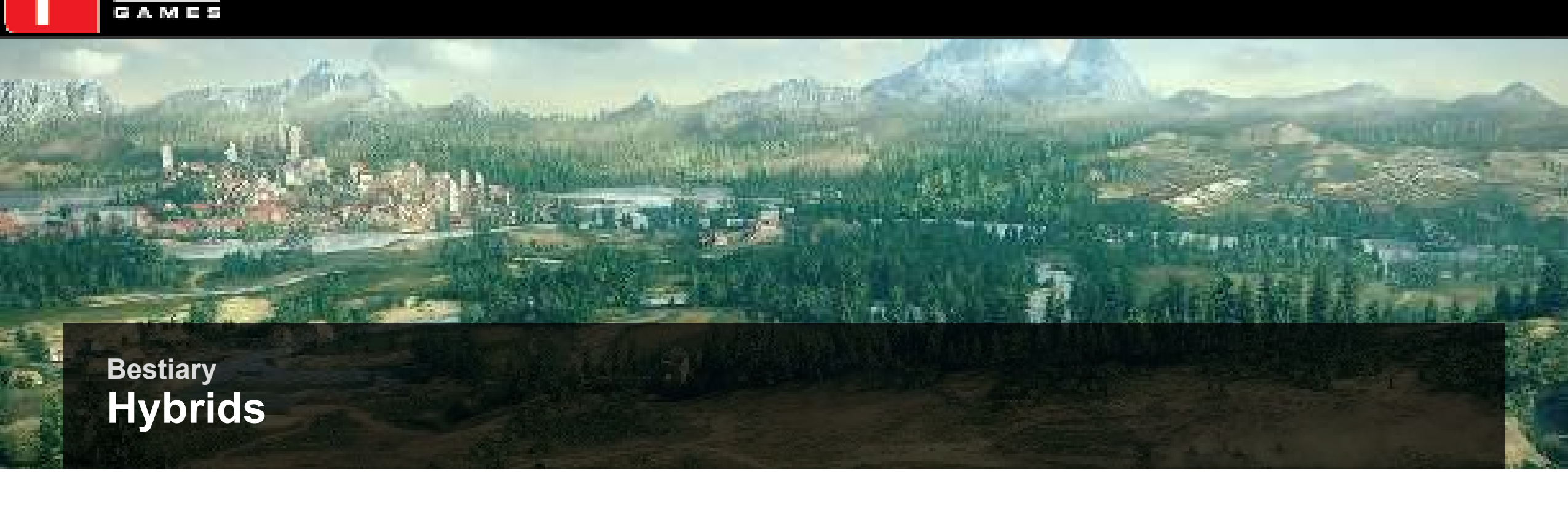
Jumping And Standing Swipes: A Pixie's main attack is to make a short leap, or simply step to melee range and make one or two quick slapping strikes with its ethereal, smoke-colored hands. This is damaging, but can be easily parried or countered.

A Group Mentality: Otherwise, Pixies cluster together in a group, taking turns to strike you and trying their best to swarm around you.

The Best Battle Tactics

Pixies only ever appear in a few specific spots throughout the Fablesphere, and when this crowd of around ten, pointy-hatted shadow gnomes spot you, they usually try to reach melee range and crowd around. React by raising your sword to block (much in the same way as you would react to a group of Wolves or Nekkers), and begin to systematically demolish them one after another. In-between, try constant dodging or rolling.

Your bladed attacks are good choices as Pixies don't tend to block; they are more of a nuisance than a fear-inducing foe. As they are magical, most Sign strikes work reasonably, but not spectacularly. Yrden isn't usually potent, but Igni can knock Pixies back and damage them while you maneuver so you aren't surrounded. Axii is good for stunning individuals, and bombs that cause blanket damage are reasonable, though Pixies swarm you, making projectiles difficult to throw and dodge.



Bestiary

Hybrids

Hybrids come in various shapes and sizes, but one of the key defining traits of these monsters is that they mix physical aspects of other creatures. A perverted merging of man and bird of prey could describe a Harpy, while a Griffin could be likened to an eagle mixed with a tomcat.

ERYNIAS & HARPIES

Erynia Danger Alert

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Frequency

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Harpies Danger Alert

●●○○○

Frequency

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It is hard to say what is most repulsive about Harpies and their cousins: their hideous appearance, the overwhelming stench of rot and bird excrement that clings to them, or their bloodcurdling screech.

Loot (Erynia): Erynia Eye, Infused Shard

Loot (Harpy): Harpy feathers, Harpy talon, Harpy egg, Raw meat

Sub-Species or Named Variants: Erynia, Harpy

Environments: Found throughout the main Continent and Skellige. Erynias are found within large groups of Harpies. Harpy nests have been seen in abandoned fortresses along the rivers of Velen.

Specific Encounter (Harpies): The Harpy nest at Hindhold (Velen).

Specific Encounter (Erynias): The coastal path north of Redgill (Ard Skellig), with a flock of Harpies.

Vulnerable Against

Enemy Attacks

Harpies hunt in flocks consisting of a handful to up to twenty individuals. Though cowardly and cautious, Harpies fiercely defend their nests and will not hesitate to attack when outnumbering their foes.

Hard as it is to imagine, the Erynias found in Skellige are even more repulsive (and dangerous) than Harpies, their close relatives. Though well-rotten carrion is their food of choice, they will not turn up their noses at fresh meat, man flesh included.

A Flocking Swarm: Harpies attack in flocks, swooping in from all directions, and attempting to confound you. Don't let this happen by targeting one Harpy at a time, knocking it out of the air, and slaying it on the ground using the tactics listed below.

Swooping Talon Strike: These beasts fly to your head level and attempt to claw at you with talons before either landing or flying off again. These attacks can be blocked and countered (if you aren't actively engaging the aggressor), or countered so the Harpy falls to the floor, ready for execution.

Ground Talon Strike: Once a Harpy is on the ground, it can get up again and fly about, or remain and leap forward, slashing with arms or legs. Parry these attacks, or knock the foe off their feet for a quick skewering.

Bleeding Strikes: The Erynia's talon strikes are the same as a Harpy's, but are more damaging and have a chance to inflict bleeding damage.

The Best Battle Tactics

Harpies, Erynias, and all their varied sub-species, favor flying and hunting in flocks. Approach known nesting grounds with extreme caution.

When provoked, Harpies and Erynias begin circling a victim from above, swooping alone or in groups of two or three. If they are clustered close enough during a dive, you can catch multiple Harpies with area-of-effect abilities or bombs. Another option is to blow into the Hornwall Horn, which drops these flying monsters from the skies; particularly helpful while boating, or while you're recovering stamina in readiness for Aard or Igni.

Igni is effective against Harpies, lighting them on fire and bringing them out of the air. Yrden is good for situations where you are surrounded by many Harpies in close proximity. Harpies and Erynias often come to a hover in front of humanoid victims before lashing out with their talons. Use that moment to prepare a counterattack, or Aard to bring them to the ground. Quen is also good to cast, so you aren't struck from behind by a flying foe while preoccupied killing its brethren.

Like many flying creatures, a bolt from a crossbow, or a good blast of Aard, can be enough to ground a Harpy or Erynias. They can also be knocked out of the air with a well timed counter-attack. If a Witcher is close to one of these grounded creatures, they should take advantage of this moment of weakness and execute them quickly with a skewer while they lie prone on the ground, before they recover. This has the added benefit of being a one-hit kill.

If many individuals in a flock are converging around you, attempt to use Aard to blast a path to freedom. Grapeshot can also be used, but one should be mindful of the blast radius. Erynias are more vicious than their Harpy cousins, able to cause bleeding wounds that can overwhelm even a Witcher.

GRIFFINS

Griffin Danger Alert

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Frequency

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Opinicus, ArchGriffin Danger Alert

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Frequency

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The embodiment of courage, loyalty, and fighting spirit. This last attribute no one would deny them. When provoked, they will not cease their attack until they have torn their opponent to shreds.

Loot (Griffin): Griffin egg, Griffin feathers, Griffin mutagen, Infused dust, Raw meat

Loot (ArchGriffin): ArchGriffin mutagen, Infused shard, Amber dust

Sub-Species or Named Variants: Griffin, Royal Griffin, ArchGriffin, Opinicus

Environments: Griffins have been sighted nesting in Skellige, Velen, the wilderness near Oxenfurt, and even terrorizing White Orchard.

Specific Encounter: An ArchGriffin lurks atop Snidhall Isle, due north of Ancient Crypt (Ard Skellig).

Specific Encounter (Opinicus, ArchGriffin): Contract: The Creature from Oxenfurt Forest (see page 519).

Vulnerable Against

Enemy Attacks

Royal Griffins are toughened variants of the usual Griffin you encounter. The named Griffin (known as Opinicus, an ArchGriffin), is a toughened variant of the usual Griffin you encounter, with an additional acidic projectile attack. There are additional ArchGriffins to face, too.

Though still wary of main roads and towns (where folk with the means to hire a Witcher are likely to dwell), these half-eagle, half-wildcat creatures have gone from rarities to oft-encountered pests known throughout the Northern Realms.

Pounce And Clawing (Airborne): While airborne, or after leaping into the air, this foe may attempt to land devastating overhead blows with its claws. These can be parried or quickly dodged; rolling is preferable as you duck away from the outstretched claws.

A Rough Landing: The Griffin drops down with a heavy thud onto the ground, which can stagger you. Rolling or dodging to the side, timing this so you can roll into the beast's flank to inflict sword damage afterward, is a good plan.

Acidic Spittle: Watch for an ArchGriffin to cough up a disgusting ball of acidic goo, before dodging or rolling to ensure it misses you, and you're not poisoned by it.

Ground Charge Tackle: You can be staggered by a Griffin's extremely quick charging tackle, which occurs when it is on the ground, at mid or long distance from you. Close the gap so this maneuver isn't attempted, or swiftly roll to the side to avoid it.

Wing Swipes (Ground): Griffins use their wing and foot talons in sweeping attacks occurring in either direction, which can cover a huge distance if necessary, and can stun you. Having Quen active to absorb such a strike, or rolling under the wings to the torso of the Griffin to inflict damage is worth planning for. Remain active, as standing at a Griffin's flank ensures you're struck by these swipes.

Staggering Roar: A mighty screeching roar echoes from the beast's maw, staggering you and opening you up to further attacks by this foe. Constant aggression on your part usually means the Griffin hasn't the time for this. Otherwise, roll away from the soundwaves so you aren't stunned by them.

Beak Bite (Ground): The Griffin quickly snaps its neck and full body forward a few feet and bites at you. This should be dodged, or Quen used earlier to absorb the hit, which can stagger you.

The Best Battle Tactics

Griffins enjoy toying with their prey, swooping in from the skies and raking victims with their talons. A

shot from your crossbow, or a well-timed Aard, can bring a Griffin to the ground, but this only means the fight truly begins.

Grounded Griffins make excellent targets for explosive crossbow bolts, just be sure to fire them from a safe distance. You can use Northern Wind bombs to freeze a Griffin in place, useful if you need a moment's respite. On the ground, a Griffin is still incredibly dangerous. They can roar at such a high pitch that even a Witcher can be put off balance, pounce from great distances claw and bite at prey.

From the sky, Griffins try to repeatedly claw at their targets as they sweep past, or attempt to dive onto their prey. ArchGriffins also spit highly corrosive acid at their targets, weakening armor and leaving the man under it exposed to its talons. Every slash or bite from a Griffin can cause serious bleeding. Counter this by casting Quen, or with Swallow potions to regenerate any wounds sustained throughout the battle.

When facing a Griffin on the ground, try to stay in and around the reach of your silver sword. If you are too far away, the Griffin may try to tackle you. This can be very difficult to avoid, and failing to do so could result in death. Watch the wings of a Griffin while fighting it on the ground. Each swipe from the wing talons is telegraphed by that wing being raised high. Try to evade to the flanks of the Griffin to score hits on its unprotected side for greater damage (using your swords as well as grapeshot bomb throws), with Quen absorbing the beast's first strike at you.

SUCCUBI

Succubi Danger Alert

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Frequency

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Salma Lilith Danger Alert

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Frequency

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One should not be fooled by their fair appearance. Under the velvety skin of their arms lie muscles of iron, and blows delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

Loot: Perfume, Flowers, Succubus mutagen

Sub-Species or Named Variants: Succubus, Salma Lilith

Environments: Succubi will try to live close to their 'prey', near towns and villages. Bolder Succubi have been known to inhabit cities.

Specific Encounter: Secondary Quest: Practicum in Advanced Alchemy (see page 416).

Specific Encounter (Salma Lilith): Contract: Deadly Delights (see page 520).

Vulnerable Against

Enemy Attacks

The named Succubus (known as Salma Lilith), is a toughened variant of the usual Succubus you encounter.

Succubi are motivated by an insatiable lust, engaging in sexual acts with any other humanoid species they encounter; their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Fire Ball: If you're at mid or long range, you may receive a conjured ball of fire to the face, which should be dodged or absorbed using Quen. As a Succubus plays with fire constantly in battle, interrupting these attacks is the order of the day.

Fire Burst: If you manage to land a few impressive strikes, or you're remaining at melee range, you may be pushed back with a large ball of fire emanating from a Succubus' ample chest region. A possible stagger and fire damage are inflicted on you. Roll around or out of the way after three hits and don't be greedy to avoid this.

Fire Swipe: The most frequent of her strikes, she casts a diagonal cutting slice of flame from her hand, which sets you ablaze. Quen helps remove the fire, but in compact environments, closing the distance, or attacking from cover helps overcome this fire damage. Cast Aard to interrupt the spells before you're fried.

The Best Battle Tactics

If you're attempting a more cunning plan than simple bludgeoning, you may be able to talk down a Succubus instead of attacking one, regaling it with stories of Witchers seducing Succubi and allowing them to flee a region—stories normally only whispered among commoners. Should you choose to slay a Succubus, you must act quickly. Succubi are known for their surprising constitution and spellcasting. They can command fire with natural aptitude.

The simple flashes of fire that a Succubus calls upon can disrupt any sword technique you're capable of, and there is no defense, save for Quen or frantic rolls away from the flames. Relentlessness is key. A Succubus cannot be allowed to control a battle. Dimeritium bombs, explosive bolts, or Aard can disrupt their spell-weaving; Northern Wind can freeze them in place. You succeed in slaying a Succubus if you can pin one down and unleash a flurry of sword strikes.

SIRENS

Sirens Danger Alert

Frequency

Melusine Danger Alert

Frequency

Like skilled hunters setting out wooden ducks to lure in drakes, Sirens lure men near, using their own bodies as decoys. Once a naïve sailor gets within arm's reach of these beautiful creatures, their fair faces suddenly turn fang-filled with fish-like maws, and lovely tails promising unknown delights become sharp, death-dealing talons.

Loot (Siren): Siren vocal chords, Water essence, Shell

Loot (Ekhidna): Lock of Ekhidna hair, Water essence, Mutagens, Shell

Sub-Species or Named Variants: Lamia, Ekhidna, Melusine

Environments: Sirens can be encountered in coastal regions throughout Velen and Novigrad, though Skellige has the most prolific breeding grounds.

Specific Encounter: Ruined Inn along the south coast of Ard Skellige.

Specific Encounter (Melusine): Contract: Here Comes the Groom (see page 528).

Vulnerable Against

Enemy Attacks

The named Siren (known as Melusine), is a toughened variant of the usual Siren you encounter.

Sirens and Ekhidnas (the Sirens' more dangerous cousins) usually hunt in flocks making use of their numbers as well as their ability to move effortlessly through water and air.

A Flocking Swarm: Sirens attack in flocks, swooping in from all directions, and attempting to confound you. Don't let this happen by targeting one Siren at a time, knocking it out of the air, and slaying it on the ground using the tactics indicated below.

Siren's Swoop: A diving swoop with a swipe or claw designed to infuriate or confuse you while others of the flock prepare their own attack. This is the best time to cast Aard, shoot a crossbow, blow your horn, or otherwise drop the Siren to the ground with a counter. Otherwise, parry the attack. Once a Siren is on the ground, it attempts to fly away again; knock the foe off their feet for a quick skewering.

Siren's Screech: Supposedly a frightening scream, this has limited effects during combat, though it tends to coincide with a swoop (which helps you time a downing strike or counter). Otherwise, ignore the sounds you hear, and concentrate on downing and delivering killing blows, or quick three-hit fast combinations on hovering Siren foes.

Bleeding Strikes: The Siren's talon strikes have a chance to inflict bleeding damage.

The Best Battle Tactics

Sirens work in flocks, akin to Harpies and their ilk. They can also move as quickly in water as they do in the sky. When sailing in Siren-infested waters, expect to see the monsters transition from the seas to the air as they surround their prey. Remove any Sirens from attacking your boat with the use of the Hornwall Horn, or Aard. If you're fighting Sirens underwater, it is preferable to return to shore where you have many more combat options. Otherwise, automatic crossbow shots are the only way to slay.

Aard, Grapeshot, the Hornwall Horn, and a Witcher's crossbow are enough to ground a flying Siren (time it so the Siren is swooping in toward you). Sirens of all types are especially vulnerable to Igni, as well as any bombs that can set victims on fire. It is possible to counterattack a Siren as they dive out of the air at their target. This grounds them and can severely wound them.

Sirens prefer swooping on their prey, slashing with their claws or tails as they sweep past their victims. They rarely stay still in the air, but are at their most vulnerable when they do so. As with the Harpy, a grounded Siren is a Siren that has all but presented themselves for execution. Witchers presented with this opportunity should not hesitate, especially as the skewer kills the Siren with a single sword plunge, quickening combat considerably.

Wounded Sirens can produce an ear-piercing screech that stun their attackers. Other Sirens can use this moment to rescue their sister, diving in on the enemy and allowing their injured to escape.

Bestiary

Insectoids

The varieties of insectoid described here are notorious for the terror they have wrought upon unsuspecting humans and nonhumans across the land. The Arachasae are regular contracts for Witchers, due to their propensity for blending into a forest and preying on travelers, farmers, and the animals they tend to. Arachnomorphs increase the fear those have for a simple spider, now one hundred times the size. Giant Centipedtes have mandibles that can crush a goose. Kikimores are armored cave-dwelling monsters whose eggs must be destroyed. Endrega are the worst of the lot, possessing massive size and strength, and worse yet, organization.

ARACHASAE

ARACHASAE, ARMORED

Arachase Danger Alert

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Frequency

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Arachase, Armored Danger Alert

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Frequency

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At first glance, a stationary Arachas often looks like a part of the forest undergrowth, a fact it uses to deadly advantage when hunting. An armored Arachas is a true behemoth, using its enormous mass to knock over and trample its victims, before devouring their crushed remains.

Loot: Arachas eyes, Arachas venom, Chitin scale,Arachas mutagen

Sub-Species or Named Variants: Arachas, Armored Arachas

Environments: Arachasae stalk the caves and forests throughout the known world. Velen in particular has seen dangerous nests of this species take up residence in recent years.

Specific Encounter (Armored Arachasae): Guarded Treasure just north of the Cavern, in Gustfields (northeast of Novigrad City).

Vulnerable Against

Enemy Attacks

Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins constitute the Arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on Arachasae in turn constitute an important source of Witcher coin.

An Arachas' only weakness is its soft, sensitive abdomen. Some Arachasae hide this under hollow tree stumps, while other, "armored" varieties exist which have grown a thick carapace that covers all the more delicate parts of their bodies. These usually protect the lesser Arachasae in their nests, and are tougher and larger than their otherwise identical Worker brethren.

(Jump And) Lashing Foreclaws: In close combat an Arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds, sometimes after it leaps to close the distance. Skilled Witchers can actually parry these strikes and temporarily stun them.

Rearing Bite: If both forelegs are raised and its mouth is exposed, the Arachas strikes with such force that no man, or Witcher, alive can hope to stop it. This happens with such speed that the attack may still strike true even if the victim knows it's coming. A dodge or roll is the safest option here.

Venomous Bite: Golden Oriole is a must against all insectoids. Bites from an Arachas are inherently poisonous.

The Best Battle Tactics

Once provoked, Arachasae of both varieties quickly attempt to close the gap between them and their prey, either by skittering across the ground, leaping at their victim, or by spitting a sticky secretion. Fortunately, Arachas Workers have minimal defenses to you just wading in with two or three quick attacks, and are usually of minimal threat (unless encountered in groups).

Yrden can slow Arachasae down just enough that melee combat is made simpler. Aard also causes the creature to drop for a second, allowing some follow-up strikes. Good bolts for a crossbow can be of great help against Arachasae, particularly when they open their mouths wide.

The armored variety of Arachasae can resist sword strikes even more than the other species. The carapace surrounding their abdomens are particularly problematic. Fortunately, all of the beast's attacks can be parried or countered, even if you're being attacked from the sides. Simply beware that their attacks are poisonous (so swigging down decoctions can quickly cause your toxicity levels to spike). Quicken your slaughter of any Arachas by employing weapons with armor-piercing capabilities.

ARACHASAE, VENOMOUS

ARACHASAE, VENOMOUS Danger Alert

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Harrasi Danger Alert

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hough all Arachasae are highly venomous, this breed produces an especially strong toxin.

Loot: Endrega chitin plates, Endrega heart, Glyphs, Endrega embryo, Mutagens, Venom extract, Chitin scale

Sub-Species or Named Variants: Venomous Arachas, Harrisi

Environments: Venomous Arachasae, like other members of the species, favor caves or forests.

Specific Encounter (Arachas, Venomous Arachas): Hermit's Cave, southwest of Harviken, on the isle of Faroe (Skellige)

Specific Encounter (Harrasi): Contract: Missing Brother (see page 509).

Vulnerable Against

Enemy Attacks

The named Arachasae (known as Harrasi), is a toughened variant of the usual Venomous Arachasae you encounter.

Venomous Arachasae produce colossal amounts of this toxin and deploy it during combat in many ways. Before striking, a venomous Arachas will cover its pincers and teeth with a thick coating of this deadly liquid. It will then squirt the venom at its to its opponent to weaken it, and once locked in direct combat, will continue spraying the noxious ooze all around itself, meaning every breath brings its victim closer to death.

(Jump To) Lashing Foreclaws: In close combat an Arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds (sometimes after a jumping charge to close the distance). Skilled Witchers can actually parry these strikes and temporarily stun them.

Rearing Bite: If both forelegs are raised and its mouth is exposed, the Arachas strikes with such force that no man, or Witcher, alive can hope to stop it. This happens with such speed that the attack may still strike true even if the victim knows it's coming. A dodge or roll is the safest option here.

Webbed Spittle: The Arachas, when it spots you from a distance, may unravel a large stringy ball of webbed spittle that coats you, and drags you to its mouth maw. A dodge or roll prevents this.

Poisonous Spittle: The Arachas can gob a large horizontal fan of poisonous spittle, this is highly dangerous if you aren't prepared to react to venom, though it can be rolled under if you're quick enough.

Poison Cloud: If you're attacking or close to the Venomous Arachas, it sometimes deflates the giant poison sac on its back, clouding the area around it in thick poison. This is obviously detrimental to your health, so utilize Golden Oriole, have a great toxicity constitution, and roll or dodge when you see the sac puff up before it deflates.

Poisonous Bite And Clouds: Bites from an Arachas are inherently poisonous, but the additional poisonous clouds and sprays make these variants very dangerous to the unprepared.

Venomous Arachasae usually have additional drones to help guard it, usually Arachasae but sometimes Endrega.

The Best Battle Tactics

Like other members of this species, venomous Arachasae use prehensile feelers to grab and immobilize their prey. When attempting to fight such a creature a Witcher should drink Golden Oriole, which will reduce his body's vulnerability to poison, and then attack from a safe distance with crossbow or bombs before dealing the finishing blows with a silver sword enhanced with a coating of insectoid oil.

The poison a venomous Arachas secretes during combat is so toxic, simply breathing the fumes around it is enough to kill the average man and threaten the life of a Witcher. Therefore, fighting this variety of Arachasae up close requires Golden Oriole.

Venomous Arachasae are best engaged from afar, leveraging bombs and the highest quality crossbow bolts to weaken the threat. Engage with a silver sword only when the gas sac on the back of the Arachas is emptied to avoid a spray of poison. They're also fond of spitting venom at distant targets. Otherwise, employ the same techniques utilized during Arachas and Armored Arachas combat, with Yrden to slow the beast down, and Igni to set it ablaze, which can cause it to struggle temporarily. Quicken your slaughter of any Arachas by employing weapons with armor-piercing capabilities.

ARACHNOMORPHS

ARACHNOMORPHS COLOSSI

ARACHNOMORPHS Danger Alert (Groups)

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ARACHNOMORPHS COLOSSI Danger Alert (Groups)

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Arachnomorphs, as distant, post-Conjunction cousins of common spiders, strongly prefer deep, dark caves and unfrequented sodden swamps.

Loot: Monster Blood; Monster Hair; Monster heart; Venom extract; Chitnous shell; Lesser Green Mutagen, Lesser Blue Mutagen; Lesser Glyph (Colossi only).

Sub-Species or Named Variants: Arachnomorph, Arachnomorph Colossi

Environments: Discovered in subterranean, and usually soggy cave systems underneath the farmlands, woods, and hills of Gustfields, in northeast Novigrad.

Specific Encounter (Arachnomorphs and Colossi): Bloodrot Pit (unmarked cave), southeast of Hunter's Cottage in Gustfields.

Vulnerable Against

Enemy Attacks (Arachnomorphs)

Arachnomorphs rely primarily on their speed and their superior numbers when encountered in a group. Arachnomorphs are almost impossible to catch up to. They usually attempt to surround you, and as soon as one Arachnomorph manages to entangle you with its web attack, the others quickly move in to cause you harm as you struggle.

Ranged Web Spittle (Ranged): Projectiles of disgusting, sticky web are spat from the central maw, and can entangle you, causing you to become temporarily immobilized. React with some swift dodging or rolling to prevent becoming incapacitated. While entangled, enemy attacks can still be parried; just hold down the parry button while caught in the web.

Bite And Pounce (Melee): Swift knocks with their front legs, or quick darting bites and butting are normally inflicted when you're entangled, or when this foe is out of your viewing range (if you're surrounded, expect these attacks from behind). Parry or dodge and roll to avoid these.

Retreat: An Arachnomorph can move more quickly than you and uses this to aggravate you into charging after it as it dashes backward, allowing others in the group to aim their sticky webs at you. Be patient and less aggressive so you don't fall for this trick more than once!

The Best Battle Tactics (Arachnomorphs)

When facing down these overgrown spiders, three types of attack should be at the forefront of your aggressive tendencies: Yrden, freezing attacks, and burning. An Arachnomorph affected by Yrden will be completely paralyzed, and applying freezing (via imbued weapons or bombs like Northern Wind) or burning (via Igni, bombs, or items) to a spider will slow or stop it long enough for you to reach it. Additionally, an Arachnomorph that has taken damage will be stunned long enough for you to continue attacking it.

Arachnomorphs will attempt to surround you, always keep their distance unless they are attacking, and are quick enough to keep out of your attack range when being chased. Use signs (Aard, Axii, or Igni) or bombs (that freeze or burn) to stun or stop the Arachnomorphs and allow them to be attacked. Once an Arachnomorph is attacked, press home the advantage; continue attacking it as foe is stunned. During this time other Arachnomorphs will continue to surround and attempt to entangle you.

Enemy Attacks (Arachnomorph Colossi)

Accompanied by regular sized Arachnomorphs, larger colonies of these creatures are ruled by an immense Colossi variant. Its lunging attack can cover large distances, it isn't as easily stunned, has a large vitality pool and increased damage. It is also much more aggressive; almost eager to scuttle and attack you! In addition to attacks that a regular Arachnomorph can attempt, a Colossi has the following:

Lunge (Ranged): An impressive lunge from mid-distance, usually attempted by this foe when you're entangled. It hits hard, and should be parried.

Quick Combo (Melee): Many swift biting or mauling attacks in a row at close range, which can knock you down. Parry these or dodge them.

The Best Battle Tactics (Arachnomorph Colossi)

After taking care of the smaller Arachnomorphs, you should focus on stunning then damaging the colossi. Focus on stunning this gigantic foe with Axii or Igni when you're close enough. Slow it down with Yrden beforehand. The stun won't last as long on this large specimen, so step in quickly, deal as much damage as you can before it counterattacks and skitters away. Forcing the Arachnomorph against a wall helps keep it close enough to more easily stun, then attack the monster. Always be ready to dodge out of the way of its lunging attack then quickly dart in to inflict some damage yourself before the Arachnomorph runs away again. It shall soon yield!

ENDREGA DRONES

Danger Alert (Groups)

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Endrega males (called 'drones') are gluttonous creatures whose only aim in life is to eat, fight and reproduce. Yet when venturing outside their nests, these aggressive hunters attack any and every creature they come across.

Loot: Endrega heart, Endrega chitin plates, Venom extract, Chitin scale

Sub-Species or Named Variants: Endrega Drone

Environments: Found in or around caves or abandoned structures across Velen and Skellige. Nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Specific Encounter (Drones): Hermit's Cave, southwest of Harviken, on the isle of Faroe (Skellige), with a Venomous Arachas.

Vulnerable Against

Enemy Attacks

Drones are easy to identify thanks to their distinctive, cone-shaped abdomens. Unlike other Endregas, they can attack from a distance, sending out volleys of poisoned quills. As with all of their kind, bleeding has no effect on them and insectoid oil does them great harm.

Poisoned Quills Volley (Ranged): A launch of poisoned dart-like quills that can damage as well as raise your toxicity to unsafe levels. Quen or dodging, or closing the gap so Drones are forced to attempt melee attacks, is the best course of action.

(Jump And) Lashing Pincers: Sharp mandibles lash out at incredible speeds, sometimes after it leaps to close the distance. Skilled Witchers can actually parry these strikes and temporarily stun them.

Rearing Bite: A dodge or roll is the safest option when an Endrega rises up and quickly launches forward with a pincer or biting maneuver.

Immunity To Bleeding: This creature ignores any additional bleeding damage your attacks may usually inflict.

The Best Battle Tactics

Endrega drones can shoot poisoned quills at distant targets from their abdomens, or attack with their pincers. Golden Oriole can neutralize the poison and prevent aggravated damage from the wounds. Drones are extremely aggressive and territorial. Once they get close, they try to stay close. If multiple drones are present, Northern Wind bombs can halt one or two of the beasts, giving you a moment to regain control of the situation. Yrden is also useful at containing drones.

Endrega do not bleed as profusely as men and Witchers do. It takes several good swings to crack their natural armor.

ENDREGA WARRIORS

Danger Alert (Groups)

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When confronting more dangerous foes, Endrega colonies unleash their larger, stronger members—the so-called Warriors. This caste lives only to fight, and gets ample opportunity to do so while defending the colony's borders or conquering new territory.

Loot: Endrega heart, Endrega chitin plates, Venom extract, Chitin scale

Sub-Species or Named Variants: Endrega Warrior

Environments: Found in or around caves or abandoned structures across Velen and Skellige. Nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Specific Encounter (Warriors): Faroe isle, southeast of Trottheim, in Skellige.

Vulnerable Against

Enemy Attacks

An Endrega Warrior's main weapon is its long tail, which is tipped with a club-like growth and spiked with venomous quills. Powerful abdominal muscles allow it to swing this tail with enough force to kill most lesser opponents in one blow. Endrega Warriors also use their mass and strength as a weapon by charging their opponents in an attempt to knock them over. As invertebrates with sectioned carapaces, Endrega Warriors do not bleed profusely, yet recoil in great pain when hit with a blade coated in insectoid oil.

Tail Lash: The Endrega Warrior spins around, whipping its tail into you; unless you quickly dodge or parry you face heavy damage and a chance to be poisoned.

(Charge And) Lashing Pincers: Sharp mandibles lash out at incredible speeds, sometimes after it leaps to close the distance. Skilled Witchers can actually parry these strikes and temporarily stun them.

Rearing Pincer Snap Or Bite: A dodge or roll is the safest option when an Endrega rises up and quickly launches forward with a pincer or biting maneuver.

Immunity To Bleeding: This creature ignores any additional bleeding damage your attacks may usually inflict.

The Best Battle Tactics

Warriors are as vicious as Endrega Drones, with the added danger in the form of their poison barbed tail. The tail can counter a Witcher's swordplay with ease, and Warriors are known to advance on an enemy with the tail first. As with other Endrega, the Warrior strain can strike quickly with its jaws and forelegs. It can also charge headlong into the enemy in an attempt to knock them off balance. Slow them down considerably using Yrden, then drop Northern Wind bombs or follow up with oil-coated swordplay.

ENDREGA WORKERS

Danger Alert (Groups)

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Workers are the most frequently encountered caste of Endrega. Within the colony their duty lies in building nests and cocoons, acquiring food and caring for eggs and larvae. When threatened they summon Warriors to aid them, yet if forced to defend themselves they will—and do so surprisingly well.

Loot: Endrega embryo, Endrega heart, Venom extract, Chitin scale

Sub-Species or Named Variants: Endrega Worker

Environments: Found in or around caves or abandoned structures across Velen and Skellige. Nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Specific Encounter (Workers): Two nests can be found in thee wooded Monster Nests northeast of Ursten (Novigrad).

Vulnerable Against

Enemy Attacks

Endrega Workers are most often found traveling in groups of half-dozen or more members. They move slowly, yet when attacking, they are capable of covering the distance to their victim in the blink of an eye. Like all of their kind, Endrega Workers are highly venomous. Their usual tactic is to surround their enemy and attack him from several sides at once. Like all insectoids they do not suffer particularly from bleeding, yet are caused great harm by insectoid oil.

Acid Spew: From a distance of several paces, a stream of revolting acidic bile is forced at the target, which is damaging and poisonous. A dodge or roll avoids this spittle.

(Charge And) Lashing Pincers: Sharp mandibles lash out at incredible speeds, sometimes after it leaps to close the distance. Skilled Witchers can actually parry these strikes and temporarily stun them.

Rearing Pincer Snap Or Bite (Poison): A dodge or roll is the safest option when an Endrega rises up and quickly launches forward with a pincer or biting maneuver. Any biting is toxic.

Immunity To Bleeding: This creature ignores any additional bleeding damage your attacks may usually inflict.

The Best Battle Tactics

The pincers and forearms of a Worker are venomous, but they can be parried to open the Worker up to further attacks. Workers can be surprisingly troublesome to inexperienced Witchers, thanks to the speed with which they can use their claws. Sidestep their initial attacks to bring their flanks within reach. Slow them with Yrden, or attempt Aard or Igni to stun and damage them and fend off groups at a time.

You may also find yourself close to an Endrega hive, with numerous egg sacks to destroy. Aard or Igni are your best methods here.

GIANT CENTIPEDES & PALE WIDOWS

Giant Centipedes Danger Alert

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Pale Widows Danger Alert

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Giant Centipedes are enormous, insect-like monsters which can be found in many places in the world, but are particularly common in the lands (or more precisely, under the lands) of Toussaint. There they often dwell in close comity with Shaelmaars; Giant Centipedes feed on the small creatures which eat Shaelmaar dung. A rare variety of Giant Centipede dwells in underground lairs and owes its name to its unusual, pale white coloring.

Loot: Chitinous shell, Monster blood, Monster tooth, Monster heart, Giant Centipede discharge, Giant Centipede mandible, mutagen, Monster carapace

Sub-Species or Named Variants: Giant Centipede, Pale Widow

Environments: Vineyards, wooded areas, and underground cavern complexes throughout Toussaint.

Specific Encounter (Giant Centipedes): Monster nests just southwest of Astre Castle Ruins (west Toussaint).

Specific Encounter (Pale Widows): Secondary Quest: Turn to Face the Strange (see page 476).

Vulnerable Against

Enemy Attacks

Giant Centipedes: These are dynamic and fast enemies, commonly occurring throughout the Duchy of Toussaint. Hard, chitinous armor covers nearly the entire body of a Giant Centipede. Sticking out from under this carapace are rows of hooked limbs. Giant Centipedes are able to bury into the ground with shocking speed, only to then appear back on the surface in another place. Once they select a target, they will circle it determinedly, trying to get close enough to deliver a blow. They attack primarily with their powerful mandibles, but they also possess glands allowing them to spew acid.

Pale Widows: Some scholars raise Pale Widow Giant Centipedes in laboratory conditions for the properties of their albumen, which makes an excellent base for the brewing of mutagenic potions. In all respects, they offer a similar, but slightly more challenging fight, as they are a little tougher than the more common Giant Centipede.

Sweep Attack (Melee): A wide arc slash with whole body; parry or dodge this, and expect to be staggered.

Mandible Attack (Melee): A basic biting attack performed directly at an opponent. Expect to be wounded and poisoned if struck by this. Parry or dodge to prevent it.

Burrowing And Emerging: After submerging, the Centipede emerges directly under you, dealing damage with a possible knockdown. Watch for the mound of dirt that precedes its emergence and stun it with Yrden when it appears. Aside from burrowing and emerging in different positions, this foe is stationary.

Toxic Spit (Ranged): At medium or far range, the Centipede spits toxic fluid at you, poisoning you and and dealing small amount of damage. If it misses, the toxin leaves a small poisonous cloud that disappears after a short time. Step into it, and your toxicity level rises.

Leaping Attack (Ranged): At medium range, this monster jumps from it's current position toward you, before hiding underground at your position, ready to emerge.

Defensive Posture: Try attacking its back, and it parries every physical sword attack due to its hardened armor. If struck two or more times, it coils up. After some time, it performs its unrolling attack.

Unrolling Attack (Counterattack): If you strike this foe after it has emerged and while it is in a coiled defensive position, it quickly unrolls with a wide arcing slash that deals damage and knocks you down. So don't attack it when you see it rolled up.

Resistances: This foe is resistant to poison and to physical attacks aimed at its back.

The Best Battle Tactics

Planning the slaying of these oversized worms takes patience, considering their ability to burrow and their toxic nature. The best tactic is to set up Yrden in the place where the Centipede is going to emerge from. When it bursts from the earth (usually where you were standing), it becomes paralyzed for a few seconds (within your Yrden spell), allowing you to inflict damage.

It also submerges after being struck by Igni, Aard, or Axil, allowing you to coax it into a burrowing maneuver, before setting an Yrden trap under your feet, before it emerges. You can also employ a more standard attack pattern of hitting the Centipede until it rolls up, before avoiding the counterattack, but it is hard and takes a long time, and the beast's counterattack has a wide and long attack range.

KIKIMORE WARRIORS

Danger Alert

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Kikimore Warriors defend their nests from trespassers. They attack somewhat slower than Kikimore Workers. They are able to spew streams of caustic venom a great distance and leap to attack.

Loot: Chitinous shell, Kikimore discharge, Monster carapace, Monster heart, Monster pincer, Green mutagens

Sub-Species or Named Variants: Kikimore Warrior

Environments: Warriors are only found in swamps or cave systems that support multiple Workers, which they control.

Specific Encounter (Workers and Warriors): The Monster Den south of Dun Tynne Castle, and southwest of Dun Tynne Hillside.

Vulnerable Against

Enemy Attacks

They are covered with thick, hard armor which easily deflects blows from even the sharpest sword. Kikimore Warriors are protected by swarms of Workers which obey their orders until they are themselves eradicated.

Attacking Movement And Defenses: Warriors are slower than their smaller Worker brethren, but have a high armor and vitality. They are herd creatures, and should be tackled in the same way as Endregas. They can sidestep, but mostly head straight for you and engage you with melee strikes. If you strike one a few times, it starts to attack with ferocity that usually forces you to retreat.

Jump And Melee Mandible Strike: Expect quick pincer attacks from the front mandibles of a Kikimore Warrior. This damages you (sometimes significantly compared to a Worker's pincers), and usually poisons you. Sometimes the Warrior leaps at you before extending pincers. Parry or dodge to avoid being struck (timing your counter or dodge just as the creature begins to jut forward), and back away from any residual poison.

Acid Vomit: An unpleasant frontal secretion coats you in poisonous bile, which increases your toxicity, and should be dodged or rolled away from.

Push Back (Counterattack): If struck multiple times, expect a Warrior to push you back with front pincers, countering your subsequent sword attacks, and allowing others in the group an easier time when striking you. Nimble stepping in and out of combat negates this.

Resistances: They are completely immune to the effects of the Axii Sign.

The Best Battle Tactics

When grouped with Workers, the smaller specimens tend to crowd and prevent you from attacking the Warriors, as well as attempting their burrowing tactics. Clear a path and slay the Warriors to prevent the Workers' more potent burrowing tactics from occurring. The strategies you used to slay Endrega come into play here. Obviously, crippling the Workers' main burrowing attack by slaughtering any Warriors first, using Igni and armor-piercing weaponry to get the job done. They are vulnerable to fire (from Igni as well as weapons, bombs, or bolts), as well as oils and bombs that harm all insectoids.

KIKIMORE WORKERS

Danger Alert (Groups)

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A single Kikimore Worker can be easily killed by even a child. It is rare indeed, however, to come across an isolated individual, for Kikimore Workers usual move in groups of a few to a dozen or so members. The only defense against a swarm of Kikimores available to a normal person is to flee. And not even that is guaranteed.

Loot: Kikimore discharge, Monster carapace, Monster heart, Monster pincer, Green mutagens

Sub-Species or Named Variants: Kikimore Worker

Environments: Workers can be found either in caves or occasionally infesting swamps and vineyards across Toussaint. Nests are also encountered, but very rarely, along with three or more of these scuttling creatures. Larger groups are controlled by Kikimore Warriors.

Specific Encounter (Workers and Nest): The Vineyard infestation south of Dun Tynne Castle.

Vulnerable Against

Enemy Attacks

Kikimores form colonies, making them similar to communal insects such as ants. Kikimore Workers take care of hunting food and bringing it back to the nest, while Kikimore Warriors defend the nest against attackers. Kikimore Workers listen to orders given by Kikimore Warriors. Eliminate the Warrior guiding a swarm, however, and the Workers will disperse and cease digging. Kikimore Workers are nimbler and quicker than Warriors, but far less hardy and vicious in battle.

Burrow And Jump Attack: When grouped with a Kikimore Warrior, the Workers constantly burrow under the terrain, impervious to Signs, and move toward you in a straight line before emerging with a jumping attack. Then they burrow again. Kill the Warrior, and the Workers do not perform this move, switching to melee attacks only.

Attacking Movement And Defenses: When on the ground, Kikimore Workers move in swarms, can sidestep, but mostly head straight for you and engage you with melee strikes. If you strike one a few times, it starts to attack with ferocity that usually forces you to retreat.

Mandible Strike: Expect quick snipping attacks from the front mandibles of a Kikimore Worker. This damages you (but not as significantly as a Warrior's pincers), and usually poisons you. Parry or dodge to avoid being struck, and back away from any residual poison.

Resistances: They show complete immunity to the Axii Sign, and when they dig tunnels, they are invulnerable to all the other Signs as well. Poison also does them no harm.

The Best Battle Tactics

Quicken your slaughter of either Kikimore variant by employing weapons with armor-piercing capabilities. A good method for fighting them is to use the Igni Sign to temporarily immolate and immobilize them, as well as oils and bombs meant to damage insectoids. The tactics you used to slay Endrega come into play here. Obviously, crippling the Workers' main burrowing attack by slaughtering any Warriors first is a sound tactic.

Bestiary

Necrophages

Local legends have painted NecropHages as the dead risen, cursing and hungering for the living, but this is far from the truth. Though it is correct that where war, death, and pestilence go, NecropHages inevitably follow. Defined by an insatiable lust for flesh (living or dead), the various species of NecropHage have seen a population explosion as wars have ravaged the Continent.

ALGHOULS

Danger Alert

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Frequency

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Ghouls seem to possess wits enough to at least know a brighter mind when they sense one, so let Alghouls lead their packs. When encountering such a group, the Alghoul should be eliminated as a first priority.

Loot: Alghoul bone marrow, Alghoul claw, Rotten meat

Sub-Species or Named Variants: Alghoul, Cemetaur

Environments: Battlefields and any location where a large number of corpses can be found in shallow graves or left out to rot.

Specific Encounter: The Calveit Watchtower, on the river delta just southeast of Ferry Station, in Velen (with Ghouls).

Vulnerable Against

Enemy Attacks

Alghouls differ from normal Ghouls in size, strength, coloring and, most importantly, intelligence. Whereas Ghouls and Graveirs are primitive creatures unfit to plan even the simplest ambush, Alghouls and their kindred (such as Cemetaurs) are capable of forethought, and are thus much more dangerous.

Leaping Claw (Ranged): Alghouls can leap at you from quite a distance. Be ready to dodge this attack, or have Quen refreshed to absorb the hit. Parrying it is possible, though you're sometimes staggered.

Clawing (Melee): A raking claw from either arm is one way an Alghoul tries to wound you. Parry these from any angle if you're close enough, or else dodge around and step in at the flank or rear while the Alghoul recovers from swiping the claw, and attack back.

Frenzy: Like a normal Ghoul, an injured Alghoul can fall into a frenzy and attack with blind fury. An experienced Witcher knows to get out of its way on such occasions and strike from behind, while for an inexperienced Witcher, such a turn of events often marks the end of his Path.

A Glowing Alghoul (Regeneration): If you're seeing an Alghoul glowing a red color, it is regenerating. Focusing on the slaying of individual pack members one at a time ensures you can concentrate all your magic and swordplay on a single creature, rather than letting multiple foes heal time and time again.

Back Spines: When enraged, an Alghoul grows spines on its back. This makes attacking it a very dangerous proposition, as the spines are harmful if you use melee attacks. Axii can force the spines on an Alghoul to retract, with the added benefit of temporarily stunning the creature.

Alghoul Scream: An Alghoul can emit a piercing scream to stun nearby victims, as well as send nearby Ghouls into a raging frenzy. The shockwave is easily seen, and should be retreated from.

Leaders Of The Pack: Alghouls can be found in command of higher level packs of Ghouls.

Drawn Power At Dusk: Fight Alghouls during the twilight or nighttime hours, and expect them to be slightly tougher combatants.

The Best Battle Tactics

During combat, Alghouls try risky maneuvers aimed at knocking their opponents to the ground so the others can finish the job by tearing them to shreds. Alghouls are smarter and more powerful than Ghouls, making them the greatest threat in a Ghoul pack. An otherwise coordinated pack becomes less so once the Alghoul has been dealt with. Focus your fury on an Alghoul first.

While Ghouls are great to practice countering with, Alghouls are much more of a problem due to their strength, larger vitality, and defensive spines and screaming. Sometimes in the heat of battle, successfully employing Axii is difficult (so target the Alghoul first, and use strong attacks to inflict greater damage while the Alghoul is stunned for a couple of seconds). Aard and Igni are other options, pushing some of the pack members on their back and clearing a path to the Alghoul.

A more subtle combat plan is also available to those not wishing to face an entire pack at once. Edge slowly into an Alghoul territory until one of the pack sees you. Back up, cast Axii, and kill it (bombs or crossbow bolts work as well as Signs and swordplay). Then repeat the process. This only works if you're patient, and haven't charged into the middle of an Alghoul territory.

DROWNERS

Danger Alert

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Frequency

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A Drowner resembles a corpse dredged from the bottom of a pond. It is sickly blue or green in color, with slime and sludge oozing out of every pore and the acrid stench of rot wafting off it. But their scaly skin, gills, and dorsal fins suggest Drowners are an entirely foreign species.

Loot: Drowner brain, Drowned Dead tongue, Water essence

Sub-Species or Named Variants: Drowner, Drowned Dead, Mucknixers, Vodnicks, Muire D'Yaeblen

Environments: Coastal shores or river banks, where the bloated remains of the battle-torn corpse have been left to rot. Drowners that congregate in large enough numbers create nests near sources of water and food.

Specific Encounter: The Guarded Treasure southwest of Kaer Trolde Harbor, on the western coast of Ard Skellig (Skellige).

Specific Encounter (Nest): The hidden treasure on the tiny island northeast of Olena's Grove, in Velen.

Vulnerable Against

Enemy Attacks

Drowners, Mucknixers, Vodniks, and drowned dead all live in putrid, rotting filth, and so have developed a high resistance to poison.

Leaping Swipe (Ranged): The usual attacking plan for a Drowner involves leaping in your general direction and swiping with their disgusting claws. It is simplicity itself to step out of the way with a quick dodge, before attacking while the Drowner recovers. This "dance" is one of the most proficient ways to cut down a group of Drowners quickly and effectively.

Claw Swipe (Melee): If you're going toe-to-webbed toe with a Drowner, they tend to flail with claw attacks when you're close to one. It's usually better to back up, or have one burning and helpless for a few seconds before being this close. Or, parry the claws (from any angle), watching for the possibility of being staggered.

Scream Of Anguish: Drowners react to the deaths of their fellows by screaming in pain. This show of mourning leaves them defenseless for several seconds.

Resistances: Drowners are resistant to poisoned attacks from bombs and blades that you may possess. Though humanoid in form, they are primitive creatures no more intelligent than carp or pike. That is why spells affecting the mind, the Axii Sign included, are ineffective against them.

The Best Battle Tactics

Drowners are particularly vulnerable to magic drawn from the element of fire, including the Igni Sign. Drowners are quite weak to Igni, susceptible to being lit aflame and stunned while they screech in agony. When attacked by multiple Drowners, it's possible to catch the pack in an Yrden trap, then blast the Drowners with Igni.

Drowners are predominantly pack creatures by nature, usually in groups of three or greater. You know they have spotted you if they occasionally burrow into the ground. This is a sure warning Sign that they're preparing to ambush if you encroach farther on their territory.

You can counterattack the claw swipes from a Drowner, causing a bit of extra damage to them. However, this can be quite difficult when multiple Drowners are attacking. They can interrupt your counterattacks with their own attacks. Drowners try to leap at a Witcher from beneath the ground. Watch for disturbances at your feet, and roll or dodge to safety. The usual tactic of applying Quen so the first time an enemy strikes you it is absorbed is a great plan; then sidestep (dodge) from the Drowner's leaping claw attack and step back in with a sword swipe, or Igni.

Drowners are the most frequent entity you'll fight underwater, though the options here are somewhat limited. If you cannot retreat to the land where you have a full complement of bombs, swords, and Signs to utilize, and must remain underwater, utilize the crossbow. Mix automatic and manual crossbow attacks to whittle down the vitality of these aquatic atrocities.

FOGLETS

Foglets Danger Alert

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Frequency

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Ignius Fatuus Danger Alert

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Frequency

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These creatures have powerful arms and claws like Zerrikanian kinjals, yet what makes them truly dangerous is their mastery of deception, beguilement and disorientation.

Loot: Foglet teeth Foglet mutagens, Fifth essence

Sub-Species or Named Variants: Foglet, Tangalore, Ignius Fatuus

Environments: Battlefields or any location where a large number of corpses can be found, as well as swamp-like locations, and low ground where fog can occur both naturally, and unnaturally.

Specific Encounter: The moorland near the murdered caravaneers, southeast of Devil's Pit (Velen).

Specific Encounter (Ignius Fatuus): Contract: Swamp Thing (see page 516).

Vulnerable Against

Enemy Attacks

Foglets may appear wherever thick fog can arise: swamplands, mountain passes or the shores of rivers and lakes. If no fog is forthcoming, they create or summon it themselves. Quickly thickening air undisturbed by the wind infallibly signals a Foglet is present—and preparing an attack.

The Fog: Rapidly thickening fog tends to be a sign that Foglets are close. Prepare Quen if the fog is accompanied by snarling. It's possible to visually follow a Foglet as he moves within the fog; simply look for this mist congealing in different areas to prepare for a Foglet's appearance. Foglets can also disappear at will, so track them from their last location using the appearing mist as evidence.

Dopplegangers: Foglets create ethereal illusions of themselves that can cause physical harm, while the real Foglet stalks the area. Damaging the illusions disrupts them, and can reveal the Foglet's location.

Raking Claws: One, two, or three clawing attacks as the Foglet pushes forwards. Blocking while moving allows you to ready yourself for a parry or counter, and Quen means any surprise attacks are negated (indeed, the Foglet is staggered for a moment, allowing you to press home the advantage with swordplay or Moon Dust bombs).

The Best Battle Tactics

When fighting Foglets, remain calm and keep your wits about you no matter what. Since Foglets can take on immaterial form, a slight shimmer of air or a rustle in the grass might be the only clue you have to their location. Casting the Aard Sign at these beings causes them to become tangible, giving purchase to blades and other weapons.

While Foglets can disappear, watching for moving patches of fog or grass swaying in a path leading directly to their victims is one way to identify their location. It is possible to counterattack a Foglet as they materialize to attack, a good way to begin your offense.

Yrden is particularly useful for buying you time to react to a Foglet ambush, slowing down the monsters and disabling their invisibility. Moon Dust bombs can keep Foglets from turning invisible and disrupt their illusions. Aard can knock both an ethereal and fully-formed Foglet on its back, ready to be skewered. Axii is another great choice, as you can (if you have the Stamina) befuddle a Foglet, jump in and attack it, then jump back and flummox it with Axii again.

GHOULS

Danger Alert

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Frequency

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Ghouls are driven by one thing and one thing only: an insatiable appetite for human flesh. Beware of them near nests, where four or more Ghouls may be encountered.

Loot: Ghoul blood, Venom extract

Sub-Species or Named Variants: Ghoul, Graveir

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Specific Encounter: The Ferry Station signpost in Velen.

Vulnerable Against

Enemy Attacks

In a one-on-one fight with a trained Witcher, a Ghoul poses little threat, but one must remember that wounded individuals can erupt in a mad frenzy.

Leaping Claw (Ranged): Ghouls can leap at you from quite a distance. Be ready to dodge this attack, or have Quen refreshed to absorb the hit.

Clawing (Melee): A raking claw from either arm is usually the way a Ghoul tries to wound you. Parry these from any angle if you're close enough, or else dodge around and step in at the flank or rear while the Ghoul recovers from swiping the claw, and attack back.

Frenzy: A wounded Ghoul sometimes turns and begins a series of viciously grotesque attacks (which can stun you), in a frenzy almost suicidal in nature. Listen for Ghouls shuddering and snarling in place after an injury. This is a sign that they are enraged. They aggressively leap at their victims, sprinting around them to confuse them. Enraged Ghouls also regenerate their wounds. Parrying these clawing attacks is expected, or dodging and slicing at the creature from the side, or stopping it with your preferred magic. Don't expect the Ghoul to retreat during this time.

A Glowing Ghoul (Regeneration): If you're seeing a Ghoul glowing a red color, it is regenerating. Focusing on the slaying of individual pack members one at a time ensures you can concentrate all your magic and swordplay on a single creature, rather than letting multiple foes heal time and time again.

Leaders Of The Pack: Alghouls can be found in command of higher level packs of Ghouls.

Drawn Power At Dusk: Fight Ghouls during the twilight or nighttime hours and expect them to be slightly tougher

Combatants.

The Best Battle Tactics

A lone Ghoul is a threat only to careless or unskilled Witchers. While not explicitly vulnerable to Yrden, this trap Sign slows Ghouls down for easy dispatching. Ghouls are rarely found alone. Packs of three or more often circle around you rapidly, attacking from the flanks while you are occupied by another. Setting Yrden down at your feet allows you to better react when the rush inevitably comes.

Do not attack a Ghoul too aggressively with your sword. They can counterattack through your own strikes, trading their blood with yours. A better plan is to strike a couple of times, back away, and attempt a more measured takedown.

HAGS, GRAVE

HAGS, GRAVE Danger Alert

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Frequency

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Mourntart Danger Alert

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Frequency

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Aged, deformed women who loiter near graveyards and battlefields, Grave Hags feed on human corpses, slurping the rotten marrow using long prehensile tongues. If at all possible, fight them during the day. At night, they grow bolder and stronger.

Loot: Grave Hag ear, Hag teeth, Venom extract, Runestones, Grave Hag mutagen

Sub-Species or Named Variants: Grave Hag, Mourntart

Environments: Battlefields, graveyards, or any location where corpses can be found in shallow graves, or rotting out in the open.

Specific Encounter: The Hidden Treasure by the burned hut on the peninsula, south of Condyle (Velen).

Specific Encounter (Mourntart): Contract: The Merry Widow (see page 508).

Vulnerable Against

Enemy Attacks

Grave Hags use their tongues in combat to grab or flog their victims. Claws built for digging up buried bodies serve just as well as weapons to rend flesh. Though clumsy in appearance, Grave Hags move and attack at great speed—sometimes even a Witcher's reflexes are too slow to avoid their blows.

Tongue Lash: The tongue of a Grave Hag can surprise even veteran Witchers with the speed and range it can lash out. Being struck by it can cause temporary blindness, leaving you unable to properly defend yourself. However, a well-timed counterattack can sever the tongue. Otherwise, step away from the tongue's range.

Warty Claw Attacks: Expect filthy claw-like attacks from both hands when facing a Grave Hag. These come with a variety of step-ins toward you, and are quick, difficult to counter, but can be parried. Or, you can dodge them and step in yourself with a quick bladed attack as she recovers.

Weaknesses: On rare occasions hunger-driven Grave Hags will hunt during the day. They are less dangerous at such times, for sunlight weakens them considerably. So, if you know where a Grave Hag makes her lair, meditate until the daytime before advancing on it.

The Best Battle Tactics

Grave Hags are territorial and aggressive when provoked, using their great speed to rapidly close on prey. You should always have Quen active, and Yrden prepared for use, in the event that a Hag is spotted before combat begins. This provides the best chance to defend yourself, as you can slow this she-beast down and instantly shrug off her first attack.

While not explicitly vulnerable to Igni, igniting a Grave Hag can give a Witcher a needed respite from their assault. Axii and Aard are also helpful in this respect, enabling you to follow up with attacks while the Grave Hag is stunned. Black Blood can be effective at stopping a Grave Hag that has gotten the best of you in the melee. This is another useful way to push back against her relentless assault.

The claws of a Grave Hag are sharp, but not enough that skilled swordplay cannot defend against them. A well-timed parry can stop a maddened Hag's claws. The follow-up counter-attack can then open the Grave Hag up to successive silver sword blows.

HAGS, WATER

Hags, Water Danger Alert

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Frequency

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Abaya Danger Alert

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Frequency

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Swamp bints may masquerade as lost old women to lure travelers back to their rickety wetland shacks. In truth, only a blind man or drunkard could mistake the rank sludge and rotting carrion of a Water Hag's den for a cozy cottage.

Loot: Water Hag teeth, Venom extract, Water essence, Ducal water, Ribleaf

Sub-Species or Named Variants: Water Hag, Bilge Hag, Abaya

Environments: Battlefields, locations where large numbers of corpses are left out to rot or in shallow graves, coastal marshes and caves.

Specific Encounter: The Guarded Treasure between Arette and Honeyfill Meadworks (Gustfields Territory).

Specific Encounter (Abaya): Contract: Muire D'Yaeblen (see page 531).

Vulnerable Against

Enemy Attacks

Their wrinkled, wart-covered bodies stand nearly two yards tall, colored a pinkish-green and stinking of muck and fish. Bony growths two spans long stick out from their backs, with hair like a tangle of seaweed and claws that would make a Werewolf proud completing the picture.

Sickle Claw Attacks: Expect filthy claw-like attacks from both hands when facing a Water Hag. These come with a variety of step-ins towards you, and are quick, difficult to counter, but can be parried. Or, you can dodge them and step in yourself with a quick bladed attack as she recovers.

Mud Ball: They are also able to form mud into balls, which they toss to temporarily blind opponents. Simply peer through the obscured view the best you can, or better yet, dodge the ball by watching the Hag lean back and start the throw, and react quickly.

Submerged Swim: Though bulky, they are excellent swimmers. They can even swim through thick mud with astonishing agility, surfacing behind or beside their victims to attack them with their sickle-shaped claws. Deft dodging and looking for movement in the water helps avoid these surprise attacks.

Strength In The Storm: Water Hags are particularly active and dangerous during rainstorms, conditions which furthermore hinder the use of the Igni Sign, usually the most effective weapon against all moisture-loving creatures.

The Best Battle Tactics

Water Hags can 'swim' through mud as swiftly as they can through water, and they can use this to ambush their prey. Slow the Water Hag down with Yrden. A clever Witcher can catch a Hag with Yrden just as it bursts from the ground, allowing plenty of time to savage it with their silver swords.

The brutal power of a Water Hag may be familiar to those who have faced a Grave Hag, but possibly more threatening is their ability to throw balls of mud at the faces of their opponents in order to blind them, and they do this with frightening accuracy. Keep your eyes focused on a Water Hag attempting this maneuver so you can evade it with time to spare.

Water Hags have been known to work alongside Drowners, making these ancient Hags some of the most dangerous monsters. In these situations, it may help to carry Dragon's Dream bombs. Combining them with a shot of Igni may set the Hag and the Drowners on fire.

Northern Wind bombs are another way to contain a Water Hag, freezing them and making them more susceptible to physical harm. Otherwise, expect a war of attrition when facing this Hag; try burning it with Igni so the Hag is incapacitated, and strike with strong attacks before backing off and trying again.

ROTFIENDS

B&W SCURVERS

Rotfiends Danger Alert

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Frequency

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Scurvers Danger Alert

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Frequency

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Once rarities, but in the present age of constant warfare, Rotfiends have become a veritable plague. They feed on carrion, usually in groups, and present a danger to lone travelers, especially considering their speed which is more than a match for a horse at full gallop.

While fighting a Scurver, one cannot afford to forget about their special boney spines, razor-sharp protuberances sticking out from their skeletons. When a Scurver is near death, the gasses and enzymes gathered within its body cause it to explode, flinging these spines out at great speed, turning them into one last deadly weapon in their arsenal.

Loot (Rotfiend and Scurver): Rotfiend blood, Greater Rotfiend blood, Necrophage hide

Sub-Species or Named Variants: Rotfiend, Devourer, Scurver

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot. Approaching Rotfiend nests is particularly dangerous, due to the explosive nature of the monsters themselves.

Specific Encounter (Rotfiends): The Monster nest just north of Codger's Quarry (Velen).

Specific Encounter (Scurvers): During the exploration of Tesham Mutna (Toussaint), during Main Quest: La Cage au Fou (see page 323).

Vulnerable Against

Enemy Attacks

Rotfiends resemble decomposing human bodies that have been stripped of their skin. Their presence is given away by the overwhelming stench of the rot which gives them their name. Devourers are a particularly dangerous kind of Rotfiend marked by an insatiable appetite for human flesh. In groups, expect them to try to surround you.

Close-Range Flailing (Melee): Expect close range swiping, melee attacks using both arms as the Rotfiend or Scurver advances. Parrying or dodging these moves stops you from being hit.

Mid-Range Melee Leap (Ranged): To close the gap, a Rotfiend or Scurver may leap at you and follow this up with some flailing. It also has a rudimentary dodging ability; jumping back to avoid sword strikes before following up with another leaping attack. As usual, parrying or dodging is a good plan, along with Quen to stop the first attack that gets through.

Burstable: When a Rotfiend's health is low, it goes into its death throes, ending in an explosion which damages anything close by.

Grotesque Spike Shower (Scurver Only): Similar to Rotfiends, the Scurver thrashes in agony when its health is low, collapsing to its knees and exploding upon death, shooting spikes in all directions. The attack range for this death explosion is much larger (around five meters or 16 feet!) than that of a Rotfiend. Use Quen to protect yourself, as retreating doesn't usually get you out of range in time.

Strength After Twilight: Rotfiends and Scurvers feed in the twilight hours and at night, when they become much more dangerous than during the day.

The Best Battle Tactics

Much like Ghouls and Alghouls, Rotfiends and Scurvers roam in packs. They are fast enough to run down horse riders, so be wary when traveling near known Rotfiend haunts.

The gasses building up within a Rotfiend's body are highly unstable and become even less stable as combat with them wears on. When a Rotfiend begins to spasm uncontrollably in place, it could be a sign that they're about to explode. It is not safe to stand near these creatures, nor is it wise to try slaying them with a silver sword in this state. They will more than likely explode, possibly ending a witless Witcher's career.

Igni can trigger Rotfiend explosions more quickly. This can be a useful attribute to exploit when confronted by multiple Rotfiends or Scurvers. Aard is another excellent choice, as it causes the knockdown of this enemy, so you can quickly skewer it without worrying about an explosion. Because of the dangerous nature of a Rotfiend's explosion, using Quen to protect yourself becomes an excellent idea, more so than under normal circumstances. Retreat from a thrashing Rotfiend prior to it bursting, for obvious reasons.

Remaining at distance is a great way to prevent yourself from being hit by one of these exploding atrocities. Any bombs or crossbow bolts help here. And don't forget the Necrophage oil!

WIGHTS

B&W WIGHT, SPOTTED

Wights Danger Alert

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Frequency

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Spotted Wight Danger Alert

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Frequency

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This species mainly lives in ancient burial sites, though they have been spotted near more recent cemeteries or wherever mass graves can be found. Wights spend the winter months in a state of lethargy very similar to human sleep. They live strictly solitary lives.

Loot: Green mutagens, Monster saliva, Wight ear, Wight hair

Sub-Species or Named Variants: Wight, Spotted Wight, Wight Spoon Collector

Environments: Caves, dusty and old burial sites, and abandoned manor houses.

Specific Encounter: Rosetree Hill Cave (unmarked), northeast of Tourney Grounds in Toussaint, during Secondary Quest: The Warble of a Smitten Knight (see page 443).

Specific Encounter (Groups): During Main Quest: La Cage au Fou (see page 323).

Vulnerable Against

Enemy Attacks

It is a certainty that if a Wight finds itself in danger, it immediately spews out an ectoplasmic solution which transforms into Barghests nearly instantaneously. These Barghests obey the Wight and attack anyone the Wight deems a foe. If one of them is killed, the Wight tries at once to replace it with another ally.

Barghest Summoning: At the beginning of combat, a Wight summons up to three Barghests, and tries to keep one guarding him at all times; summoning the Barghest again should you kill it. Therefore, it is worth ignoring the Barghest and concentrating all offensive power on the Wight itself. The unfortunate Spoon Collector does not have this ability.

Gaunt Claw Attacks: Expect raking claw-like attacks from both hands when facing a Wight. These come with a variety of step-ins towards you and are quick and difficult to counter, but can be parried. Or, you can dodge them and step in yourself with a quick bladed attack as your foe recovers. Don't be over-confident when striking a Wight, as it usually counters your sword strikes after you inflict a couple of hits.

Drunkard's Spittle: Just like a Water Hag can throw balls of muck, a Wight can launch a disgusting wad of spittle which staggers you and causes temporary drunkenness! When you see the Wight move its head in readiness, use Quen or dodge to avoid this dirty projectile.

Submerged In The Spoons (Spotted Wight Only): When fighting the spoon-collecting Wight, be aware that it has a defensive maneuver not unlike a Water Hag's, disappearing into the gigantic pile of spoons strewn throughout its cellar dwelling before pursuing you from underneath. When it begins to surface, you can be partially pulled under and immobilized before the Wight appears to inflict a couple of hits. Dodge away from the clattering spoons indicating where the Wight is, and wait for it to emerge before continuing combat.

Resistances: Wights are resistant to poison and bleeding attacks, but vulnerable to silver.

The Best Battle Tactics

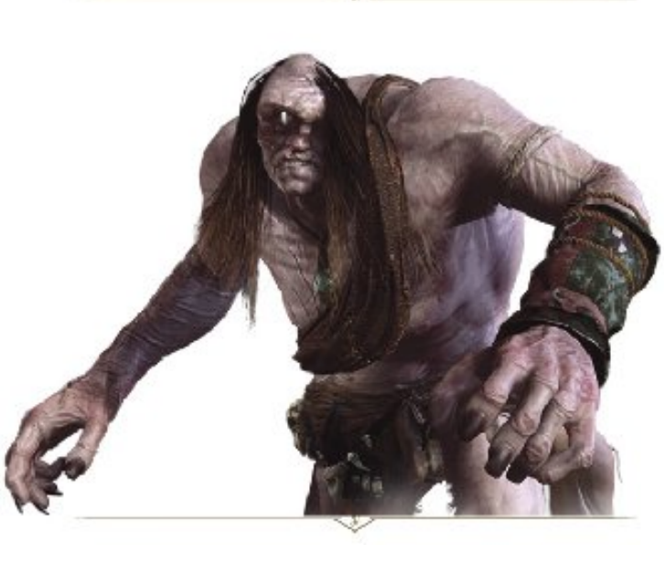
The best strategy when fighting them is to attack the Wight first, after temporarily stunning the Barghests guarding it with the Axii Sign. Confusing these spectral hounds allows you to focus all your attention on the Wight itself. With Quen active and Yrden at your disposal, slow down the foe and stop the first of its attacks from striking you.

Use Axii or Aard to confuse or knock back a Wight, allowing you to follow up while the Wight is indisposed. Time your parrying well to stop being clawed, and with a Necrophage oil-coated silver blade, use swordplay similar to that when attacking a Hag (of the grave or water variety) and the Wight will soon yield leaving only Barghests to deal with.

Bestiary

Ogroids

Ranging from massive Cyclopses and Giants to the deceptive Nekker, the ogroid family of monster is surprisingly diverse, requiring a variety of tactics and approaches to fighting them. One aspect that ultimately defines the ogroids is their propensity for brute strength: Even the diminutive Nekkers can become terrifying forces of nature.



CYCLOPSES

Danger Alert

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Frequency

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Easily recognized by the single eye in the center of their foreheads, other tell-tale signs of a Cyclops are its enormous size, incredible strength, and a seething hatred for all humans.

Loot: Cyclops eye, Old bear skin, Infused shard, Orens

Sub-Species or Named Variants: Cyclops, Speartip

Environments: Caves and mountainous regions. Kaer Morhen's Witcher trainees have long been tested by a Cyclops named Speartip, who lurks in the lake cave north of the aging castle.

Specific Encounter: The Destroyed Bastion in far south Velen (Bald Mountain territory).

Specific Encounter (Speartip): During Main Quest: The Final Trial (see page 240).

Vulnerable Against

Enemy Attacks

As in the case of Giants, one can only guess at the strong and weak points of a Cyclops. Its heft alone precludes effective use of the Aard Sign, while its enormous physical strength would make its blows particularly deadly. Cyclopses are most likely vulnerable to ogroid oil. As monsters with relatively well-developed minds, they might also fall under the influence of the Axii Sign.

Charge: Expect this colossus to charge forward at you, when it focuses on your presence. It usually attempts a subsequent attack afterward, from the list mentioned below. Take this time to survey the combat ground, and prepare to maneuver around this behemoth, rather than stand in front of it.

Ground Pound: If a Cyclops raises both hands in the air, avoid being anywhere close to the front of it. The resulting ground-pound flattens even the toughest warriors. If you don't fancy being prone and open to a bludgeoning from the ogroid's fists, retreat immediately. Rolling away (which covers more distance than dodging) is the safest method.

A Rough Landing: Cyclopses can also leap into the air, knocking over anyone or anything too close to where they land. React in the same way as you would when backing up from a ground pound.

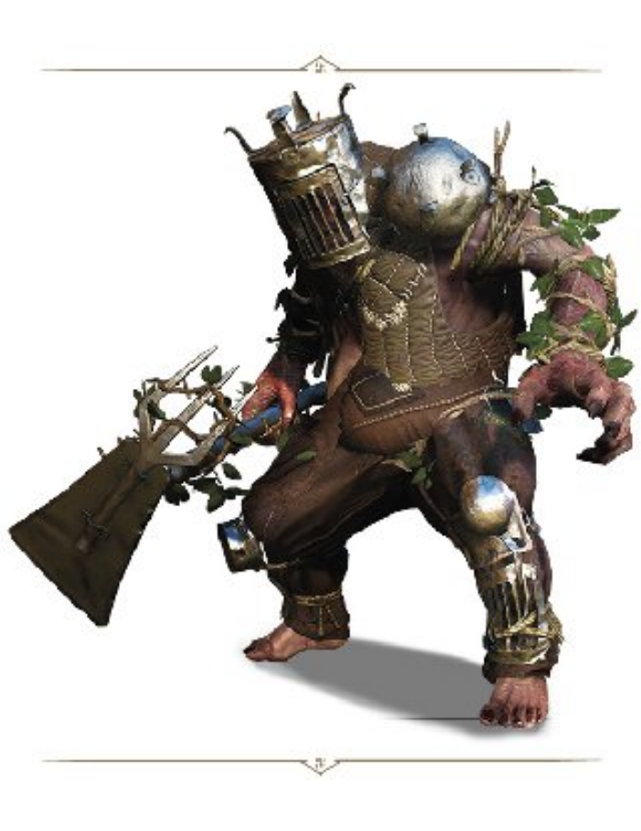
Lumbering Swipes: The usual attacks to dart from, when this gigantic ogroid heads into your personal space, are swatting swipes from each hand, usually horizontally, that can easily stagger, stun, knock you over, and damage you severely. As parrying or blocking isn't possible, nimble dodging maneuvers (to get around the flanks of the foe for retaliation) is the best course of action.

Strengths: The strongest Witchers cannot parry or block any punch or slap delivered by a Cyclops, and a mere hop backward may not be enough to stay out of reach. Roll to the side or behind a Cyclops to evade their attacks and reach their vulnerable flanks.

The Best Battle Tactics

Cyclopses go where they want; even a Witcher should move to the side if a Cyclops is charging forward. Do not stand in one place when fighting a Cyclops. They rarely flinch from anything you inflict on them, so they keep trying to fight no matter how many cuts from a silver blade they take. However, getting close to a Cyclops is dangerous, but still a necessity for slaying one. The Yrden Sign can help you do more work every time you get within sword range of these monsters. To protect yourself from the first swinging fist of a Cyclops, use Quen.

Axii can temporarily confuse a Cyclops, giving you time to recuperate while the creature rages at something else. You may also wish to begin your bout lobbing some bombs that have a high-damage strike (like grapeshot), as well as peppering the beast with crossbow bolts; if you can wound one of these creatures before it gets too dangerously close to you, so much the better. Another action is to lob Northern Wind bombs to freeze the foe, then attempt a single, devastating Rend strong attack before the Cyclops thaws. This effectively nullifies all the Cyclops' melee attacks, providing you have enough bombs, and inflict enough damage with your sword.



B&W GIANT, CLOUD

Danger Alert

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Frequency

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The Cloud Giant is a degenerated illusory being and an inhabitant of the castle in the sky in the Land of a Thousand Fables. After Jack stole his goose that laid golden eggs, the Cloud Giant decided in the future anyone who climbed onto his cloud would be tossed off, without a word of warning.

Loot: Relic Sword: Geshelft (if you follow the willow-the-wisp afterward)

Sub-Species or Named Variants: Cloud Giant

Environments: In the cloud castle, at the top of the Giant beanstalk.

Specific Encounter: During Main Quest: Beyond Hill and Dale… (see page 338).

Vulnerable Against

Enemy Attacks

The Cloud Giant resembles a clumsy, overgrown human and appears to be capable of reason, though he says nothing and does not seem too interested in any other form of communication. He has learned to use his natural surroundings, meaning the cloud on which he lives, to aid him while fighting; he will jump inside the cloud and pop out in an entirely different place, surprising his opponent.

Weapon Swing: A medium-range weapon swing. Dodge or leap to the side, or back away to avoid being struck.

Weapon Overhead Smash: A medium-range weapon smash, dropping vertically. Highly damaging, so avoid it using dodges and retreating.

Kick, Stomp, And Swipe: The Cloud Giant sometimes kicks, stomps, or swipes with his left arm; both push you back, increasing the distance between you, allowing the Giant to be more effective with his weapon swings. Simply avoid these by dodging.

Charge Attack: If you're at long range, the Cloud Giant occasionally attempts a charge to close the distance. If you're caught, expect to be pushed back, and possibly sent tumbling over. Recover and retreat, or simply roll or dodge to the side to avoid it.

Whirlwind Attack: Occurring at both short and long distances, this is the Cloud Giant's most severe series of strikes, so watch for him raising his weapon up to the side of the head before he spins around. If he connects, the damage is significant, and you'll be sent flying. Parrying is not an option, but dodging (or letting Quen bear the brunt of this) is.

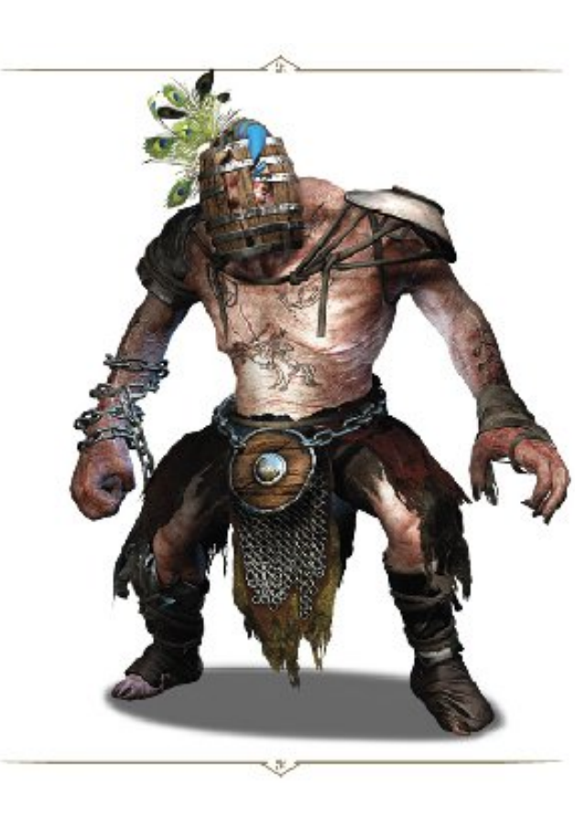
Cloud Teleport: Using his lair to the best of his advantage, he drops into a cloud, and a moment later, leaps back out and brings his mighty weapon slamming down with an overhead smash. React by dodging, while keeping an eye on where he leaps up from so you aren't caught.

Resistances: The Cloud Giant is immune to most signs aside from Igni, and is particularly resistant to Axii.

The Best Battle Tactics

Engage this behemoth in combat amid the clouds. Syanna helps, but it still takes skill and cunning to vanquish this tough son of a wench, which hits pretty hard for an illusion. Use the techniques you attempted when you slew the Giant named Golyat while first adventuring in Toussaint (the next Bestiary entry), or employ similar techniques to those when facing a Cyclops or the Ice Giant in Undvik.

To shorten combat considerably, stay within the three piles of metal objects. As this battle takes place on a cloud, during a thunderstorm, these objects are frequently struck by lightning. The objects remain electrified afterward, so lure the Cloud Giant close to one of the metal piles still writhing with energy, and wait for the foe to make a giant swing, and a giant mistake! The Giant's weapon strikes the metal, electrocuting the fool and allowing you to attack him for a few moments. Keep this up!



B&W GIANT, GOLYAT

Danger Alert

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Frequency

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According to legend, Golyat had once been a knight who violated his vows, for which he was punished by the Lady of the Lake. Transformed into a Giant, he fled into the mountains and would only descend into the inhabited lowlands when hunger forced him to it.

Loot: Crowns and Golyat's Trophy

Sub-Species or Named Variants: Golyat

Environments: Dulcinea Windmill, Toussaint.

Specific Encounter: During Main Quest: The Beast of Toussaint (see page 317).

Vulnerable Against

Enemy Attacks

Though he came across as a wild, unthinking beast, Golyat used simple tools and any item could turn into a deadly weapon in his powerful hands. When fighting Golyat wields a millstone, making his every blow truly crushing. This lumbering behemoth has the following attacks and maneuvers to be wary of:

Golyat uses a Giant mill wheel on a tree trunk to deliver massive bludgeoning damage in vertical pounds or massive horizontal sweeps. He loves to swing this weapon, smashing things all around. His attacks are far-reaching; he's extremely aggressive and tends to keep moving toward you, mostly ignoring the three knights.

Weapon Swing: A medium-range weapon swing. Dodge or leap to the side, or back away to avoid being struck.

Weapon Overhead Smash: A medium-range weapon smash, dropping vertically. Highly damaging, so avoid by using dodges and retreating.

Kick, Stomp, And Swipe: Golyat sometimes kicks, stomps, or swipes with his left arm; both push you back, increasing the distance between you, allowing the Giant to be more effective with his weapon swings. Simply avoid these by dodging.

Charge Attack: If you're at long range, Golyat occasionally attempts a charge to close the distance. If you're caught, expect to be pushed back, and possibly sent tumbling over. Recover and retreat, or simply roll or dodge to the side to avoid it.

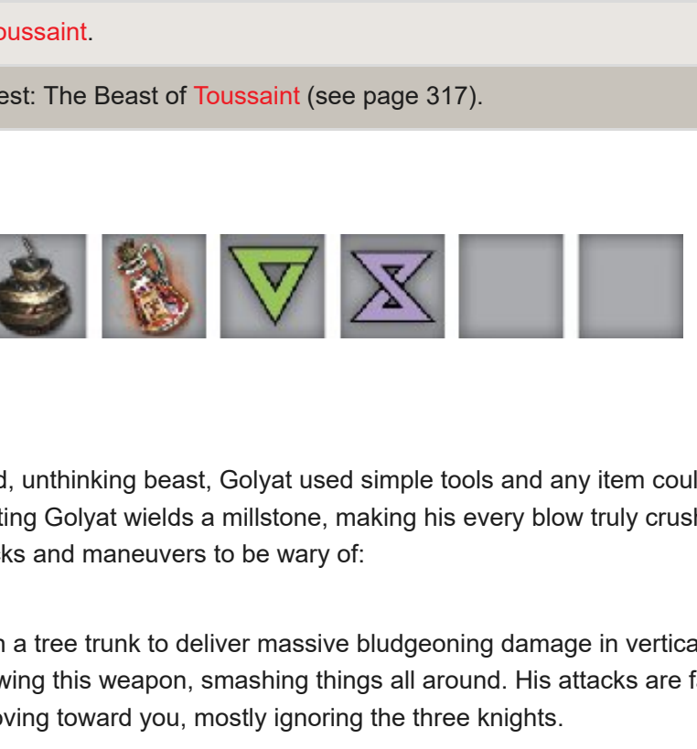
Whirlwind Attack: Occurring at both short and long distances, this is Golyat's most severe series of strikes, so watch for him raising his weapon up to the side of the head before his spins around. Damage is significant, and you're sent flying. Parrying is not an option, but dodging (or letting Quen bear the brunt of this) is.

The Best Battle Tactics

Golyat moves like his Cyclops brethren, refraining from running or strafing, and utilizes lumbering strides in your general direction. He is also incredibly tough, requiring a lot of damage in order to topple over. Exhibit patience, and work with your new knight friends. Occasionally they prove most worthy at distracting Golyat, allowing you to get in strikes when he's pre-occupied.

Otherwise, dart in with a strike once Golyat finishes one of his troublesome, and damaging swings, and is recovering in readiness for his next attack. Darting in, damaging, and retreating is the key. You need not worry about the knights' health, so let them bear the brunt of this enemy.

Or just shoot Golyat in the head with a crossbow; aim for the eye and unlock a hidden Achievement.



GIANT, ICE

Danger Alert

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Frequency

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This powerful, primeval monster is possibly the last of its race. Resembling a man, but blue as frost and taller than a tree, all attempts to communicate with it have ended in the same way: a quick and painful death.

Loot: Elemental essence, White bear pelt, White wolf pelt, Glyphs, Runestones, Infused crystal

Sub-Species or Named Variants: Ice Giant

Environments: An Ice Giant has been observed in the Skellige island of Undvik. If any exist on the Continent (outside Toussaint), they've yet to be discovered.

Specific Encounter: Main Quest: The Lord of Undvik (see page 228).

Vulnerable Against

Enemy Attacks

This powerful primeval monster draws strength from frosts, and can bind Sirens to its will. It treats victims cruelly, and is particularly fond of human flesh. It uses simple but devastating weapons made from items looted from the bodies (and ships) of those it has slaughtered. On the occasion you face this behemoth, it has a ship's anchor attached to a huge rusty chain, which it uses for bludgeoning during the latter part of the fight.

Charge: Expect this frozen foe to charge at you when it focuses on your presence. It usually attempts a subsequent attack afterward, from the list mentioned below. Take this time to survey the combat ground, and prepare to distract it while your friends attack, lob bombs before getting out of the way, or shoot crossbow bolts until it is too dangerously close to you.

Ground Pound: If the Ice Giant raises both hands in the air, avoid being anywhere close to the front of it. The resulting ground-pound flattens even the toughest warriors. If you don't fancy being prone and open to a bludgeoning from the ogroid's fists, retreat immediately; rolling away (which covers more distance than dodging) is the safest method.

A Rough Landing: The Ice Giant can also leap into the air, knocking over anyone or anything too close to where it lands. React the same way as you would when backing up from a ground pound.

Lumbering Swipes: The usual attacks to dart from, when this gigantic ogroid heads into melee range, are protracted swipes from each hand, usually horizontally, that can easily stagger, stun, knock you over, and damage you severely. As parrying or blocking isn't possible, nimble dodging maneuvers (to get around the flanks of the foe for retaliation) are the best course of action. Activate Quen so the first of these swats is shrugged off.

Anchors Away: A long-range weapon swing. Dodge or leap to the side (rolling is another fine option), or back away to avoid being struck. Employ Quen before the battle so the damage from the crushing anchor, if it hits you, is absorbed.

Strengths: The strongest Witchers cannot parry or block any punch or slap delivered by this Ice Giant, and a mere hop backward may not be enough to stay out of reach. Roll to the side or behind him to evade his attacks, and help your fellow Skelligers by constantly maneuvering so the beast has no single victim to crush.

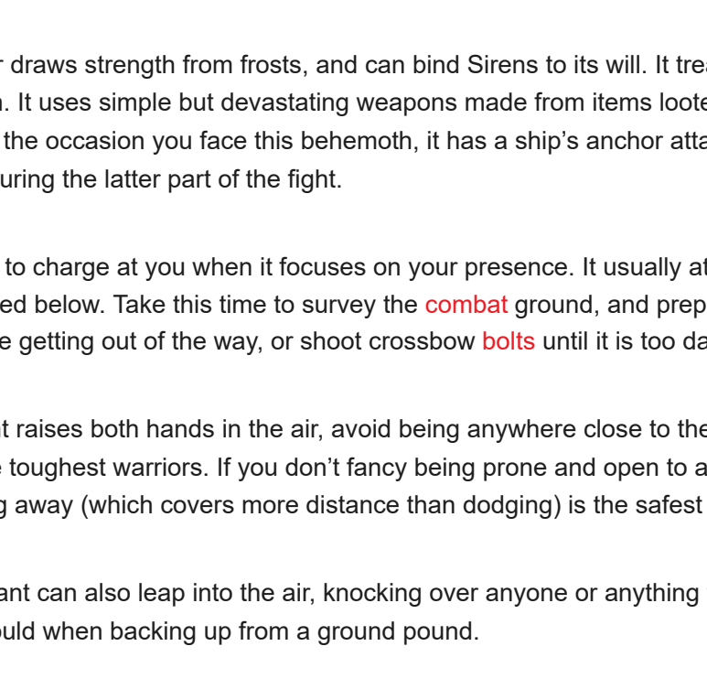
The Best Battle Tactics

Though similar to the Cyclops in terms of combat ability, there is one aspect of the Ice Giant that must be cautioned; reportedly the monster draws its strength from cold weather with blizzards allowing them to reach their physical peak.

Creatures such as the Siren can be bound to the will of an Ice Giant. Witchers should coat their silver swords in oil that affect any potential allies to the Ice Giant to help eliminate them more quickly. A Hornwall Horn was once crafted to help repel Sirens attacking Skelligers, knocking them out of the sky with a single blast of noise. Having the horn is of great use against an Ice Giant, directing them to attack its enemies.

As with a Cyclops, evasiveness and footwork are your best defenses against an Ice Giant. Use Yrden to improve your chances of avoiding any attacks! The initial battle is similar to that of a Cyclops; use bombs or crossbow attacks to soften up the Ice Giant, then use Quen to protect yourself and make consistent and rapid dodges and rolls to avoid those swiping hands.

When the huge anchor is used by the Ice Giant, it becomes slightly less mobile, allowing you to launch sword strikes, or bombs like dancing star, or Igni that can damage this ice-loving foe. You can cunningly step forward, in front of the collision spot where the anchor hits the ground, and launch Igni (or Yrden), or lob bombs while the Giant struggles to haul the anchor back in for another swing. Repeat these plans until the terror of Undvik is no more.



NEKKERS

Nekkers Danger Alert

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Frequency

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Hagumban Danger Alert

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Frequency

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A lone Nekker is harmless. Five are dangerous. Ten can kill even a veteran monster slayer.

Loot: Nekker blood, Nekker claw, Nekker eye, Nekker heart, Nekker Warrior liver, Nekker Warrior mutagen

Sub-Species or Named Variants: Nekker, Nekker Warrior, Hagumban

Environments: Found in numbers across the known world, though they prefer locations near roads, where 'food' regularly passes by. Nekker nests can be defended by large numbers of these creatures, with the occasional Nekker Warrior to maintain rule; all must be defeated.

Specific Encounter: The Monster Den (cave) just northwest of Hanged Man's Tree in Velen.

Specific Encounter (Hagumban): Contract: Waylaid Transport (see page 535).

Vulnerable Against

Enemy Attacks

Nekkers live in the dark woods that grow in damp, mist-filled valleys, in colonies of one to several dozen individuals. They dig deep burrows for lairs and connect them with a network of narrow tunnels. They always attack in groups and by surprise, trying to surround their prey as quickly as possible, cutting off all escape routes. Luckily their attack is for the most part disorganized.

Charging Leap And Swipe: The Nekker leaps forward from mid-range with a leaping swipe. Well-timed sword slashes can interrupt this leap if it occurs just before the Nekker takes off.

Jumping Swipe: While hissing and baying at melee range, one or more Nekkers attempt to slice at your hide with thick-nailed clawing attacks. Parrying these is straightforward. Try employing Quen in case an attack gets through your defenses when you're trying to parry or counter. After parrying, press home the advantage with a flurry of sword strikes.

Burrowing: Occasionally, Nekkers attempt to burrow to flee from your rage, or to maneuver behind you for a surprise attack. Yrden slows this down considerably (either before they burrow, or as they are appearing), and simple blocking or parrying stops this surprise attack.

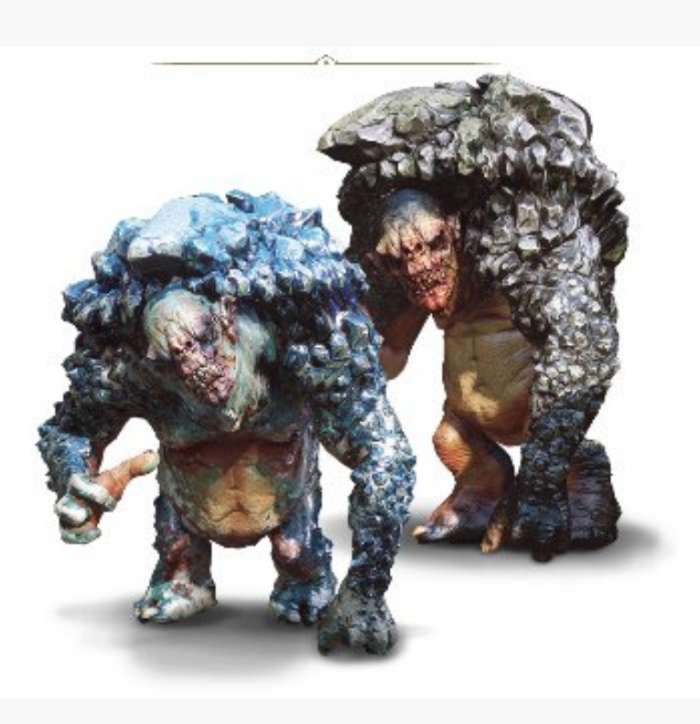
Warriors: Tougher Nekkers usually have skull-shaped helmets and are fiercer opponents than the swarm of usual, bony foes. Feel free to target them first, though every single Nekker needs to die!

The Best Battle Tactics

Individual Nekkers are weak, easy marks compared to other monsters; Nekkers do not tend to fight as individuals. If you see one, expect anywhere from 2-10 more. Nekkers overwhelm their targets through sheer numbers, surrounding them, then pummeling and clawing victims to death. Even veteran Witchers can fall prey to this.

Initially approach Nekker combat with a similar plan to dealing with a crowd of bandits: long-range weaponry that controls groups of foes, such as Aard, or bombs such as Dancing Star or Northern Wind (the latter is excellent at freezing multiple Nekkers bunched together, followed up by rapid slicing and dicing before the effects of the freeze wear off). This helps thin out a Nekker herd before close combat becomes necessary. Aard can knock a Nekker to its back, allowing for swift execution. Aard can also knock over several Nekkers at once, a good way to break through large groups of attackers.

For singling out Nekkers (such as Hagumban or Warriors), Axii can cause them to pause in a stupor (so you can cut down other foes or wound the tougher enemy with sword strikes). Igni is also a good choice for roasting groups, or individuals if you use Firestream. After incapacitating a tougher Nekker, follow up with Rend to deal a single, devastating strong attack. For waltzing through multiple Nekkers, parrying is great (countering is always possible), and Whirl (fast attack) is fantastic for demolishing a pack.



TROLLS, ICE

TROLLS, ROCK

Ice Trolls Danger Alert

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Frequency

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Rock Trolls Danger Alert

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Frequency

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Wham-A-Wham Danger Alert

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Frequency

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Trolls live atop high mountain ridges so inaccessible they rarely encounter humans, while others hide away in caves. Some suppose this is why they have not mastered the basics of common speech. Others claim their harsh lairs have stripped them of an ability they once possessed, for in a land of never-ending cold or darkness there is no room for mercy or understanding.

Loot (Ice Trolls): Monster blood, Monster brain, Mosnter ear, Monster tooth, Troll skin, Cave Troll liver, Infused shard, Troll mutagen

Loot (Rock Trolls): Troll skin, Infused dust, Troll mutagen

Sub-Species or Named Variants: Ice Troll, Rabid Rock Troll, Rock Troll, Cave Troll, Wham-a-Wham

Environments: Ice and Rock Trolls prefer rocky and mountainous terrain. They have been known to claim bridges, though many hide away in caves.

Specific Encounter (Ice Troll): In the cave north of Abandoned Village on the isle of Undvik (Skellige).

Specific Encounter (Rock Troll): The stone bridge southwest of Crossroads (south Velen) once the bandit camp is cleared.

[[DLC ICON]] Specific Encounter (Wham-a-Wham): Contract: Missing Miners (see page 529).

Vulnerable Against

Enemy Attacks

Ice Trolls are crueler than their rocky kin. Though they use similar tactics in battle (tossing stones and swinging with their mighty fists) they are heartier and stronger than Rock Trolls and thus more dangerous. Rock Trolls, on the other hand, are quick to pummel and lob heavy rocks your way, but have been known to appreciate a conversation over bloodshed, and even help humans on occasion.

Rock Throwing (Ranged): Running away from a Troll does not guarantee safety, as they can throw stones with alarming speed and accuracy. Fortunately, you can easily spot the Troll picking up a projectile. Simply dodge or roll to the side so you're not struck (and possibly stunned) by it. There's around a second of recovery time after a Troll throws, so if you can roll in and attack, this is a great time to do it.

Headbutt (Melee): With a quick backstep before a launch forward, the Troll butts anyone standing in front of it with a staggering headbutt. Be sure you've employed Quen or sidestepped to avoid this.

Leaping Ground-Pound (Melee): To close the distance, a Troll usually leaps in and pounds the ground with its pair of massive fists, which can stagger anyone in the area of effect. Dart backward, then step into melee range as the Troll recovers from completing this (missed) attack.

Pummeling Punches (Melee): The power and weight behind every punch thrown by a Troll means that they cannot be parried. Expect single swings and sometimes a series of three punches in a combo. A Witcher must be adept at evasion, striking when the opportunities appear, then dodging the inevitable counter-attack. Another option is to retreat and avoid the swiping, then stepping in at the end of the attack to inflict damage of your own.

Defenses: Both Troll types have backs covered in thick protective armor, meaning one should never strike them from the rear. Meanwhile their mass means that the Aard Sign cannot move them. Lastly, never think of attacking Ice Trolls during a blizzard; they draw power from the surrounding cold and fight with increased strength.

The Best Battle Tactics

Trolls of both varieties are vicious fighters, and unfortunately must be fought head on. The armor of stone or ice on their backs protects them too well for flanking tactics. Axii stuns them, but only for a brief second (and is only really useful for interrupting their rock throwing), and Yrden slows an already-sluggish foe, though you're still within the range of its massive fists and head.

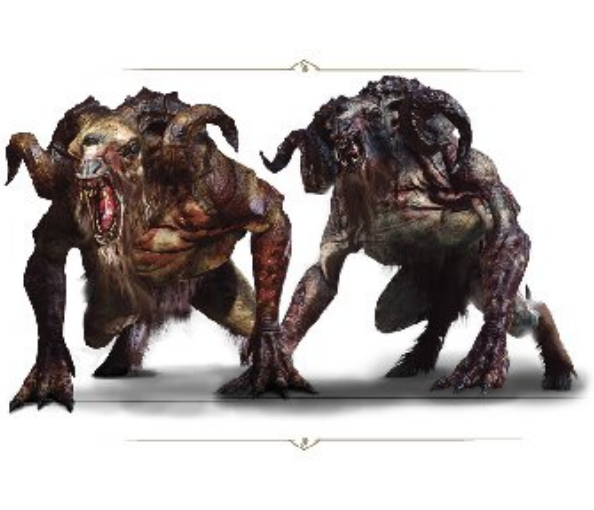
Tactics for slaying Trolls are as simple as the beasts themselves. It is important to cast Quen and protect yourself from a Troll's fists as you're fighting them head-on. Time your (strong) attacks just after each of the Troll's swipes, stepping (or rolling) in and hitting the Troll before backing up again. Igni can cause more constant damage while this occurs. Quen is there so you're not stunned and pummeled after a misstep. If you're attacking from range, a Samum or Dancing Star bomb can soften these lumbering idiots up a bit.

Bestiary

Relicts

These are beasts that are truly unlike any other found on the Continent. From the brutish Fiends and Chorts to the tree-like Leshens, and the deceptive Sylvans to the stone-skinned Shaelmaars of Toussaint, all Relicts could be given another name: Demon. Relicts are among the rarest monsters a Witcher can face, and are arguably the most dangerous. If the Path leads to a Contract on one of these foes, prepare as thoroughly as possible.

CHORTS



Chorts Danger Alert

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Frequency

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Howler Danger Alert

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Frequency

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Chorts are the somewhat smaller kin of Fiends and Bumbakvetches. Yet any Witcher who thinks their diminutive stature means they present no danger commits a grave error.

Loot: Chort hide, Raw meat, Chort mutagen

Sub-Species or Named Variants: Bovine Defense, Force, Chort, Howler

Environments: Usually in the wilds away from villages in dense woodland, with periodic rampages, especially if local cattle are threatened by predators.

Specific Encounter: The cave due east of Kaer Morhen (during Secondary Quest: Berengar's Blade, see page 434).

Specific Encounter (Howler): Contract: Mysterious Tracks (see page 510).

Vulnerable Against

Enemy Attacks

Legends often mistake Chorts for other rabid Relicts, ascribing to them the ability to speak, stand on two legs, gobble up cabbage, play pranks and work mischief around the household.

Charging Headbutt (Ranged): Chorts fight with little finesse, running straight toward their opponent and trying to knock them to the ground with the force of their charge. A rapid sidestep or roll prevents you becoming stunned and heavily damaged.

Clawing Swipes And Butting (Melee): After charging and downing their foe, they butt with their great horns, very occasionally kick, and usually strike with their claw-tipped paws. These can be blocked but not countered, or avoided by dodging or rolling.

Resistances: Due to their bulk and four-legged posture, they are mostly unperturbed by the force of the Aard Sign, and the regenerative powers of their body allow any wounds they receive to heal at a rapid pace.

The Best Battle Tactics

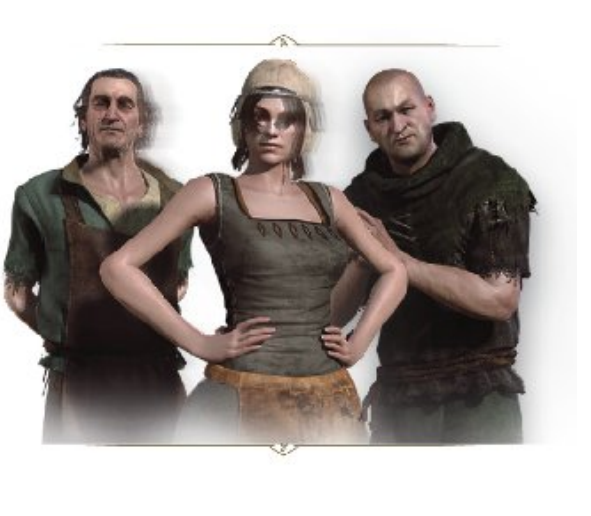
Chorts are speed and brute strength personified, rivaled only by Fiends among Relicts. They use their arms to pummel, claw, and smash their prey. They also charge with such speed they can barely control themselves as they smash headfirst into their unfortunate victims.

A stand-up fight against a Chort is not an option, even for a Witcher. Use their size and speed against them: bait them to charge, roll aside, and hope they run headlong into something they can't just charge through. While they recover from this mishap, you can freely cut into their flanks. Slow down a Chort with Yrden, then maneuver around to its flank and try roasting it with Igni. It helps to think of this as a bear-like foe you can move to the side of, dart in with sword strikes, and retreat; usually beginning these bladed attacks just after the Chort makes a melee attack. Bolster yourself with Quen so any mistimed melee strikes don't leave you vulnerable.

A less direct tactic involves using Devil's Puffball bombs to poison the Chort. If you can drag it through the toxic fumes, it will breath in the poison, and ideally help resolve the fight sooner.

(: Only one Chort is found during your adventure, unless you begin to murder cows in a location; after slaying three or four, a Bovine Defense Force – a Chort – appears to defend these cows)*

DOPPLERS



Danger Alert

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Frequency

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Also known as vexlings or changelings, these are beings able to take on the form of any humanoid or animal they please. This transformation is no mere illusion, but an authentic and complete metamorphosis.

Loot: Doppler mutagen, Assorted items and equipment

Sub-Species or Named Variants: Doppler, Janne

Environments: One may never rightly know where a Doppler is, due to their ability to wander disguised in any environment with inhabitants they can mimic. But Novigrad is the best starting point. The only Doppler (that you know of) you'll ever face in combat is Janne.

Specific Encounter (Janne): Contract: An Elusive Thief (see page 523).

Vulnerable Against

Enemy Attacks

When backed into a corner, Dopplers can present a grave danger by taking on the form of their assailant (and along with it his strengths and abilities). The sum result is to force the assailant to battle against himself—a battle few can win. It doesn't have any of its own attacks, but instead relies on the aggressive tactics of the human or creature it is mimicking.

Relict Oil, not Hanged Man's Venom: Remember that coating your sword in Hanged Man's Venom, when fighting a human-form of a Doppler, is useless: Your blades must be painted in Relict oil!

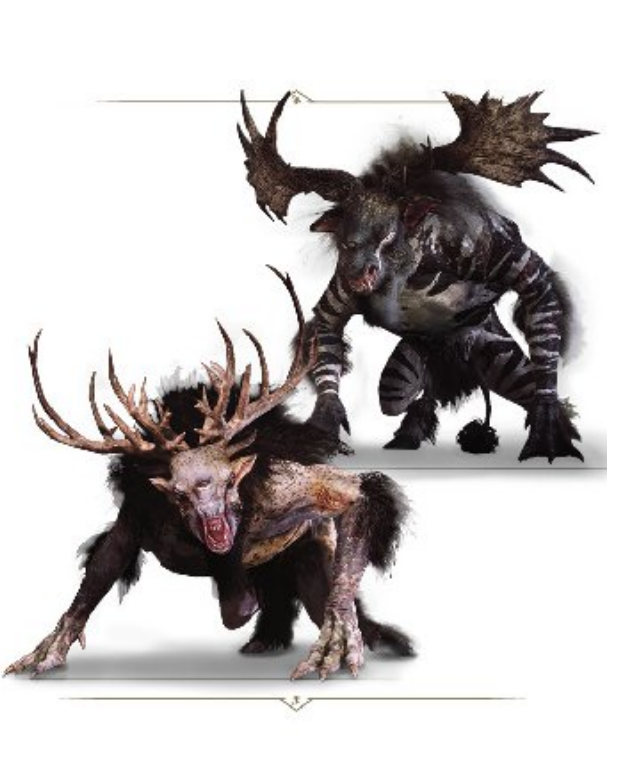
The Best Battle Tactics

Like other Relicts, Dopplers are extremely vulnerable to silver, and so a silver sword should be used when fighting them. Silver has the additional useful property of forcing a Doppler to change form on contact. When a Doppler assumes the form of its attacker, it gains some of its skills. In the case of the Doppler hunted by Geralt, he gains the ability to use the Active Shield mode for Quen, and can even use blasts of Igni. Additionally, the Doppler's swordplay is nearly on par with yours; he can parry and strike just as swiftly.

Be patient when fighting the Doppler. Do not attack when his Active Shield is clearly visible, as the resulting detonation can knock you to the ground. Focus on counter-attacks and parrying. A proper counter creates the best opportunity to land an attack or two of your own. Yrden and Axii both provide openings to exploit against the Doppler. Axii is slightly less useful in that a single strike breaks the effect on the Doppler, while Yrden can be used to effectively corral the monster and allow for multiple strikes to land.

After defeating the Doppler in Geralt's form, you are given a choice to spare it or finish the fight. If you choose the latter, the Doppler drops the Geralt disguise and assumes the previous form it tried to fool you with when it was fleeing from you. The subsequent fight actually becomes simpler, as the Doppler loses the ability to use magic Signs, and its swordplay is significantly less aggressive. Stay patient and remember your defense, exploit openings to the fullest, and you can win.

FIENDS



Fiends Danger Alert

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Frequency

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Morvudd Danger Alert

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Frequency

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Walking mountains of muscle capped with horned, tooth-filled heads. Like their rarer cousins, Bumbakvetches, they live in thick forests, swamps and bogs.

Loot: Fiend eye, Fiend mutagen, Fifth essence, Fiend dung

Sub-Species or Named Variants: Fiend, Morvudd

Environments: Fiends roam where they want, but are extremely rare to ever encounter. Caves and forests are their preferred hunting grounds, as well as the wilderness around Bald Mountain (in south Velen).

Specific Encounter: The hidden treasure area just southwest of Kimbolt Way in south Velen (Crookback Bog).

Specific Encounter (Morvudd): Contract: Missing Son (see page 530).

Vulnerable Against

Enemy Attacks

Their size alone makes Fiends extremely dangerous; one blow from their powerful paws can kill a horse along with its fully-armored mount. Their enormous heft also makes them invulnerable to Aard; even Witchers specializing in the power of Signs could not move one even an inch. Furthermore, any wounds they receive heal at lightning speed.

Charging Antlers (Ranged): Fiends favor brutal, head-long charges into their opponents, attempting to knock them to the ground with the force of their charge. A rapid sidestep or roll prevents you becoming stunned and heavily damaged.

Clawing Swipes And Butting (Melee): After charging and downing their foe, they butt with their great antlers, very occasionally kick, and usually strike with their claw-tipped paws. These can be blocked but not countered, or avoided by dodging or rolling.

Burning Third Eye: They can also call on a more refined weapon: the third eye located in the center of their forehead, which they use to draw their prey into a state of hypnosis. During these times their victim does not see anything beyond this single burning eye—the last thing they see before their death. Interrupt this with a Sign attack or bomb before you're transfixed.

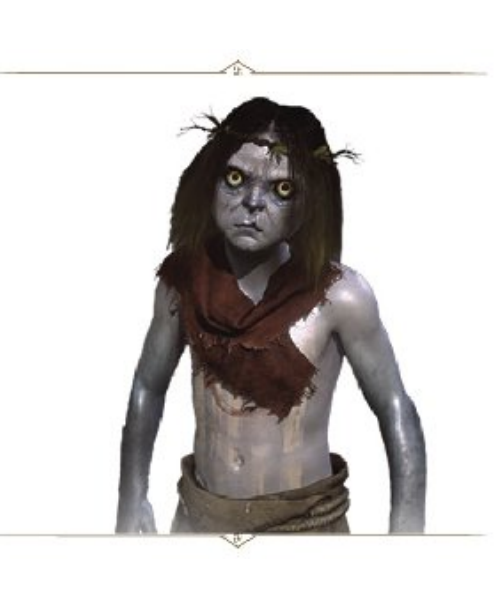
Resistances: Due to their bulk and four-legged posture, they are mostly unperturbed by the force of the Aard Sign, and the regenerative powers of their body allow any wounds they receive to heal at a rapid pace.

The Best Battle Tactics

A Fiend's only weakness is its fear of loud noises. Bombs such as Samum or Devil's Puffball are thus quite effective when fighting this monster. Furthermore, a blade covered in Relict oil can increase a Witcher's chances of victory, or at least of walking away from the fight. Consider Fiends as one would a Chort: incredible speed, strength, and a single-minded desire to kill—only more ferocious, larger, and angrier. They fight very much the same, and can be taken advantage of in similar ways.

The Fiend's third eye defines this monster as a force with which to be reckoned. It can lure victims into a state of hypnosis, where all they see is the third eye glowing in the darkness. Inexperienced hunters will die in the seconds that follow. Witchers know to follow that burning eye, and understand to use that to judge precisely when to evade: A Fiend attempting its hypnosis can be interrupted by Signs. A well timed Samum bomb can permanently disable the Fiend's third eye and prevent any use of hypnosis.

Fiends are not particularly vulnerable to fire, but it can help to use Igni or other fire-setting bombs to maintain the pressure on the monster. Otherwise, a plan of conjuring Quen (so your first enemy attack is automatically guarded), utilizing Yrden if you need to slow the Fiend down, and raking the Fiend's flanks is the best way to eventually drop this massive foe.



GODLINGS

Danger Alert

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Frequency

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Godlings (sometimes mistaken for Lutin) are similar to children in behavior and appearance and, like children, delight in mischief.

Loot: None

Sub-Species or Named Variants: Johnny, Sarah, Godling

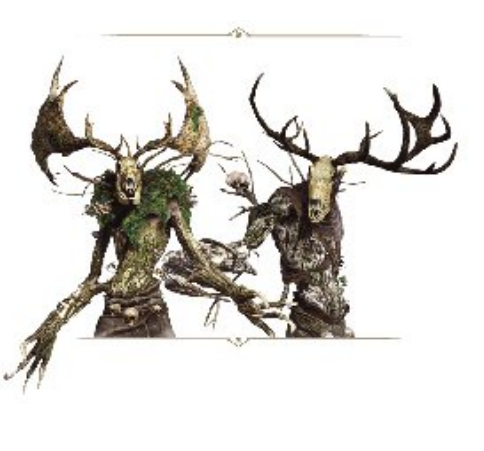
Environments: These are woodland creatures dwelling in burrows and moss-covered hollow stumps on the outskirts of human settlements.

Vulnerable Against

The Best Battle Tactics

Godlings are deeply rooted in their home territory and perform acts of care and guardianship to those dwelling near their burrows. They watch over people as well as animals, but, shy creatures by nature, try to do so while remaining unseen.

These hard-working and clever creatures gladly perform small services for those in their care, asking only for respect and payment in the form of food or cast-off tools in return. They are easily offended by churlish, ungrateful, or simply rude behavior. Godlings also treasure their peace and quiet. When the village a Godling watches over becomes too populated or its inhabitants forget the old ways, it will abandon its burrow for good and wander off to destinations unknown. Godlings do not possess offensive capabilities, and are never challenged in combat.



LESHENS

Danger Alert

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Frequency

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Danger Alert

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Frequency

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In some areas of the world these creatures form the center of local cults. Peasants living near their woods make offerings to them, usually of hares and birds, though human blood is not unheard of.

Loot: Leshen resin, Ancient Leshen mutagen, Fiber, Timber, Leshen mutagen, Infused shard, Hardened timber

Sub-Species or Named Variants: Leshen, Ancient Leshen, Kernun

Environments: Leshens make the forests their home, and rarely stray from their territory.

Specific Encounter: In the dell below Arnskrone Castle Ruins, in Gustfields territory.

Specific Encounter (Kernun): Contract: Lord of the Wood (see page 524).

Vulnerable Against

Enemy Attacks

Leshens dwell in dense, primeval woods. Fiercely territorial creatures, they hunt with stealth and cunning as their only companions. They use their inborn magic to control the plants and animals within in their territory. When stalking them, half the battle is merely getting near enough to strike. Leshens old enough to earn the appellation "ancient" are particularly toughened from centuries of existence that make them particularly dangerous.

Forest Totems: Some Leshens create magic totems that increase their strength: In such cases these totems should be destroyed before or while fighting them.

Leshen Allies (The Raven): In combat Leshens use not only their long claws but also their many allies, including ravens, which harass and distract the Leshen's opponent. Roll to avoid being pecked as the swarm of these birds converges on your location, and you'll likely survive this ranged swarm attack unscathed.

Leshen Allies (The Wolf): Wolves also unfailingly answer the call of a Leshen, and these can number up to six, and be grey or white in nature. You may wish to retreat from the main site of battle and deal with the wolves individually (or as a pack) using the Bestiary tactics on page 720, before returning to slay the Leshen itself. Wolves must be slain whether or not the Leshen is defeated.

Root Tendrils (Ranged): Leshens are also able to bend plant life to their will and make it aid them in battle. Cracking up and snaking through the ground are massive tree roots that can stun and heavily damage you. Watch for a Leshen digging their root like arms into the ground. This is a sign that they are commanding the roots to strike. This attack has surprising range, and can only be rolled away from.

Black Smoke Teleport: After receiving a barrage of strikes from you, back up if you see the Leshen form a thick cloud of smoke around its form; it temporarily blinks out of existence into a flock of ravens, and maneuvers to a close location nearby. Break off the attack, readjust to the new position, and continue the battle.

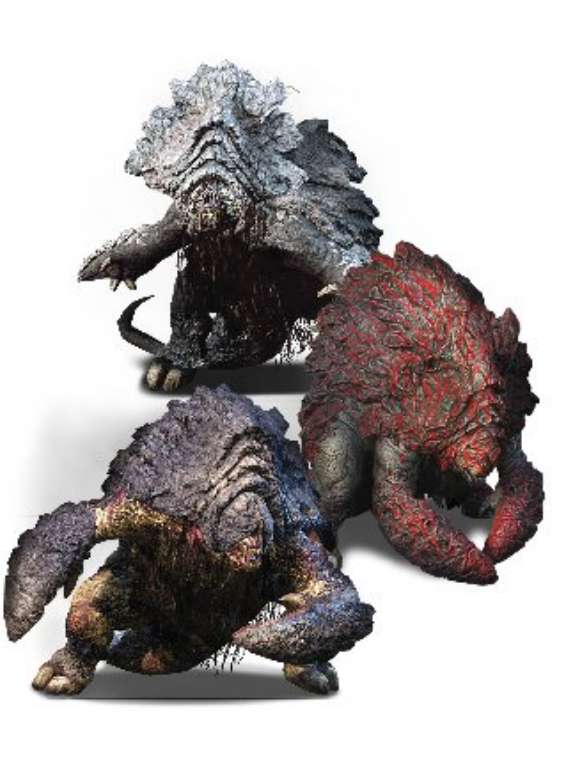
Claw Slicing (Melee): Leshens are slow, but powerful melee fighters, and can cause serious injury if allowed. Dodge or roll away from the swipes of their claws, which cannot be parried.

Weaknesses: It is a Witcher's good fortune that Leshens do have one weakness; they are extremely vulnerable to the Igni Sign.

The Best Battle Tactics

Igni, and any bombs that can potentially cause fire damage, such as Dragon's Dream, are the keys to success when going against Leshens. While a Leshen burns, it will be unable to defend itself. So lob in a dragon's dream, ideally just in front of a Leshen walking towards you at long or mid-range. Then light up the particles of the bomb with an explosive crossbow bolt, or better yet, Igni. Firestream provides a constant, focused burn so damage is continuous. If your sword is imbued with runestones that inflict fire damage, so much the better.

When close to a Leshen, press home with constant light attacks, chipping away at this Relict and have Quen active to resist the first enemy strike. Leshens have more types of attack (including wolves which can seriously impede your chances at higher difficulties) when at range, so close the distance to avoid having to deal with root tendrils and animal summoning. Instead, constant pressure and hack at the Leshen with sword and Igni attacks, rushing the Leshen as it reforms after the smoke condenses.



B&W SHAELMAARS

Shaelmaars Danger Alert

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Frequency

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Emperor Of Nilfgaard's Shaelmaar Danger Alert

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Frequency

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Monster Of Tufo Danger Alert

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Frequency

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Shaelmaars spend most of their lives deep underground, having no contact with the world up above. At times, however, a Shaelmaar will dig its way to the surface and devour any men within its reach. Some Shaelmaars also burrow tunnels close to the surface, collapsing buildings and causing tremors in the process.

Loot: Powdered monster tissue, Monster hide, Monster carapace, Shaelmaar hair, Shaelmaar dust, Blue mutagen

Sub-Species or Named Variants: Shaelmaar, Emperor of Nilfgaard's Shaelmaar, Monster of Tufo

Environments: Unless you're fighting one of these rocky behemoths in an arena, expect to find them deep underground in expansive cave systems.

Specific Encounter: The cave southeast of Rioux-Cannes Outpost (Vintner's Contract).

Specific Encounter (Emperor of Nilfgaard's Shaelmaar): Main Quest: The Beast of Touissant (see page 317).

Specific Encounter (Monster of Tufo): Contract: The Tufo Monster (see page 544).

Vulnerable Against

Enemy Attacks

Since Shaelmaars are blind, they find their way by sensing vibrations and listening for sounds. Thus the best tactic when fighting such a monster is to hurl something heavy or noisy against a nearby boulder or wall. Then pray silently that the beast will roll toward the sound and knock itself out upon striking into the obstacle. Note that when you're actively searching for a Shaelmaar, you're likely to hear the ground-tremoring burrowing and moves it makes before you actually see one.

Blind As A Bat: Shaelmaars are blind and rely on sounds to find their prey. This makes combat much easier. Coax the Shaelmaar away from third parties by simply moving, lobbing bombs, or creating noises (with Signs, or your Crossbow, for example).

One-Hit Attacks: The Shaelmaar has three types of attacks that strike once: a left arm swing, a right arm swing, and a vertical swing ("uppercut"). Each deals heavy damage, and should be parried, dodged, or met with Quen to absorb the attack.

Head Smash: With its bulk and heavy armor plating, the beast lurches forward, leading with its head and neck. This can stagger you, and does a great deal of damage. Only by dodging (or otherwise ensuring you are somewhere else when the attack strikes) can you escape unharmed.

Counterattack: If struck too many times, the Shaelmaar tends to roll up into an invulnerable ball. You need to exercise patience and wait for it to unroll itself before attacking. Try to strike the beast while it is rolled up, and it can quickly counterattack with a swift and heavily-damaging swipe.

Charge: When it finds itself at a moderate or long distance from you, or after you have struck it a few times, the beast will curl into a ball and roll forward at great speed, knocking down anything in its path. If it hits you, expect to fall on your back and be stunned for a few seconds (while being vulnerable to additional attacks). The Shaelmaar will stop its roll after it strikes you or runs into an obstacle.You're best off getting well out of the way of this attack, though you can also roll or dodge to the side, then damage the beast with a well-timed strike to its flank or, after its charge fails, to its exposed underbelly.

Ground Pummel: The Shaelmaar can use its large, shovel-like arms to throw copious amounts of rock and soil in a wave of destruction. It usually does so as an opening attack. Dodge to the side to prevent being damaged by the assorted projectiles.

Tremor: If you're fighting a Shaelmaar in a cave, it can burrow into the ground, shaking its back plates and creating tremors that cause rocks to fall from the ceiling. It reappears shortly after, so keep your wits about you and watch the mini-map to track the foe.

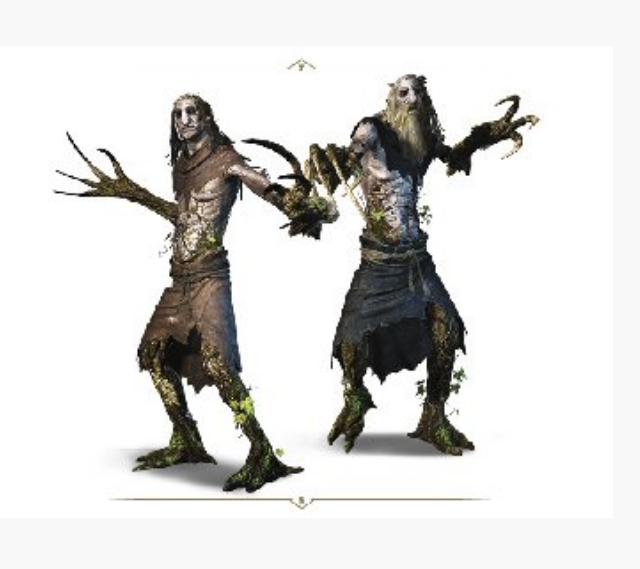
Echo Location: If you stand still for long enough, the Shaelmaar sends sound waves to locate you, which can cause discomfort to your ears, though it isn't debilitating.

However, Your Position Is Discovered, Meaning You Need To Attack Or Retreat.

The Best Battle Tactics

The good news is that the Shaelmaar has limited ability to dodge any of your attacks. The bad news is that it turns and defends its vulnerable front by showing its back to you, a back that is heavily armored and difficult to penetrate. This also occurs if you attempt to use Igni. Expect it to violently roll around the arena if you attack it repeatedly and use its meaty paws to swipe if struck from behind.

Aside from well-timed strikes as the Shaelmaar finishes a combat move and deft dodging to avoid the pulverizing nature of its attacks, your best plans are to disorientate it using Aard and follow that up with Samum bombs that generate a large amount of noise and confuse the Shaelmaar (allowing you to strike with swords, crossbow, more bombs, or Signs). The number one best tactic against Shaelmaars is to throw a bomb at a wall, allowing the monster to charge that wall causing it to crash and fall on its back. It is most vulnerable when laying on the ground as it loses its armor buff for the duration of the knockdown.



B&W SPRIGGANS

Leshen: Spriggans Danger Alert

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Frequency

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Grottore Danger Alert

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Frequency

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Spriggans are a subspecies of the monsters known as Leshens. Their appetite is such that they can devour more flesh than an army at a wedding. Each Spriggan has mastery over plants and is inextricably tied to them. Thus if someone destroys greenery in its domain, it immediately comes to punish the disturber.

Loot: Leshen resin, Ancient Leshen mutagen, Fiber, Timber, Leshen mutagen, Infused shard, Hardened timber

Sub-Species or Named Variants: Spriggan, Grottore

Environments: The woodlands and caves of Toussaint.

Specific Encounter: The undergrowth midway between Fox Hollow (to the west) and Plegmund's Bridge (to the east), close to a Prophet Lebioda's Footsteps marker. Have Secondary Quest: Big Feet to Fill active (see page 457).

Specific Encounter (Groups): Contract: Feet Cold as Ice (see page 546).

Vulnerable Against

Enemy Attacks

In combat a Spriggan makes skilled use of its powerful limbs. When riled it attacks swiftly and forcefully, which, given its considerable mass, can prove highly problematic. Its calloused hide can deflect even strong blows from a sword, and there can be no thought of parrying the Spriggan's attacks. One must keep an eye out for roots, which the Spriggan attempts to use to entangle its foe.

Root Tendril Barrage (Ranged): Spriggans can command the roots of nearby trees: Cracking up and snaking through the ground are a massive tangle of tree roots that can stun and heavily damage you. Watch for a Spriggan digging its root-like arms into the ground. This is a sign that they are commanding the roots to strike. This attack has surprising range, appears in a random spot, and can only be rolled away from.

Root Tendril Lance (Ranged): A tendril is launched from the Spriggan's arm directly at you, which can damage you as well as stun you. You're wise to watch the Spriggan point its arm outward in preparation for this attack, so you can dodge it.

Root Teleport (Defensive And Offensive): A Spriggan can also teleport. This is usually employed when you've stood up to the Spriggan and sliced at it repeatedly with your swords; it counters by temporarily blinking out of existence after being swallowed by columns of roots, and maneuvering to a close location nearby (defensive) or directly in front of you to attack (offensive). Break off the attack, readjust to the new position, and continue the battle.

Claw Slicing (Melee): Spriggans aren't quick by any means, but are powerful melee fighters and can cause serious injury if allowed. Dodge or roll away from the swipes of their claws, which cannot be parried.

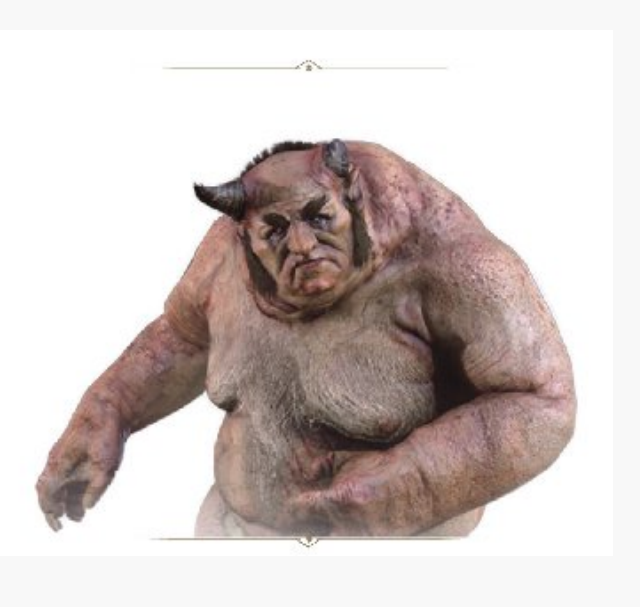
Weaknesses: Like their Northern cousins, Spriggans do have one weakness: they are extremely vulnerable to the Igni Sign.

Resistances: The Aard Sign does not work against it, for no force on earth can knock it over.

The Best Battle Tactics

The tactics you perfected when battling Leshens across the Northern Realms are ideally suited to cutting down the Leshen's forest brethren in Toussaint. Coat your blade in Relict oil, and when a Spriggan first appears, attempt to lob Dimeritium bombs at it to prevent its more potent root attacks. Launch a variety of Igni attacks and fire-based projectiles (dancing star, explosive bolts, and ability-based Igni attacks) before rushing the Spriggan with bladed slicing (if your swords inflict fire damage, so much the better).

Don't dilly-dally! Close the gap by donning a protective coat of Quen and start hammering away at close range, remaining at less than a sword's length until the Spriggan tries to teleport. Quickly roll or dodge the Spriggan as it tries to teleport in front of you, before continuing the barrage of swords strikes until one of you yields. Make constant use of Igni and Quen, and it is highly likely it will be the Spriggan who falls first..



SYLVANS

Danger Alert

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Frequency

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Sylvans are extremely rare woodland creatures whose appearance combines traits of goats and rotund men. Lazy by nature, they would gladly spend every day in idleness, puffing on pipes, gorging on rich foods and downing strong drinks.

Loot: Leather, Orens

Sub-Species or Named Variants: Sylvan, Allgod, Fugas

Environments: Closer to farms and larders where they can feed. A Sylvan known as Fugas has been seen at Bald Mountain.

Specific Encounter: The brick ruins south of Wastrel Manor in Velen (Secondary Quest: A Greedy God, see page 383).

Vulnerable Against

Enemy Attacks

Sylvans, despite their corpulent frames, are astonishingly strong and agile. They also emit a powerful and extremely unpleasant scent which can cause even a Witcher, whose line of work accustoms him to foul stenches, to gag and feel faint.

Roaring Flatulence (Ranged): Stretching out both arms and producing a cloud of extremely unpleasant vapors, the Sylvan pollutes the combat area with a foul stench that increases your toxicity. Keep an eye on how much poisoning you can take, and react as you would when toxicity levels are approaching dangerous levels.

Fireball (Ranged): A quick conjure and fling of fire in your general direction is surprisingly quick and the attack the Sylvan uses most when at range. Dodge or roll to avoid it, watching for the Sylvan to place its hand behind its back before lobbing the fire so you know when to avoid it.

Fire Breath: A gout of fire is belched from a Sylvan's mouth, causing fire damage that continues as it coats your armor. Roll around quickly to avoid it, or use Quen to absorb it.

Ground Stomp: When the Sylvan raises its foot up, step away from the area of effect when the stomp connects, lest you be staggered by the immense force of this attack. Blocking eases the staggering, as does backing out of the radius, which is usually easy (especially if you roll).

Swiping Claws (Melee): Up to three lumbering (but heavy) swiping attacks are possible in quick succession, with the Sylvan pushing forward as each strike connects. These can be blocked but not countered. A step to the side and retaliation is always acceptable in these circumstances.

The Best Battle Tactics

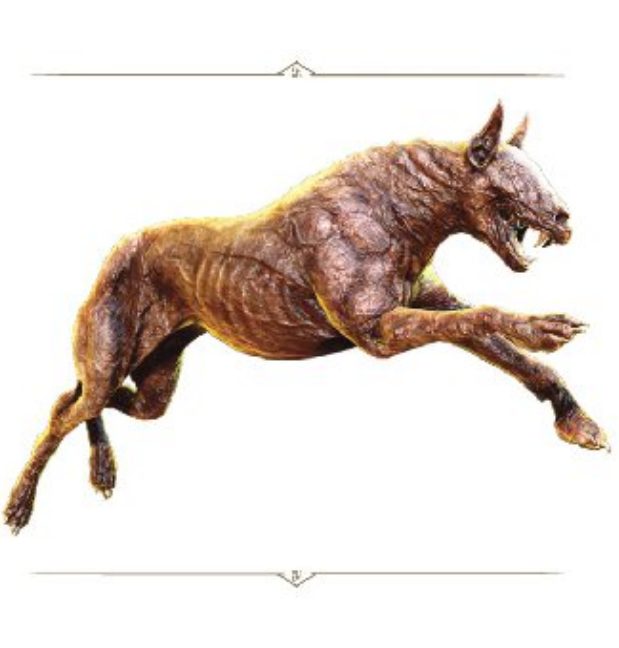
Sylvans (such as Fugas, the guardian of the Bald Mountain caves) are deceptive in appearance. That they are fat, and look clumsy, hides almost absurd amounts of physical strength. Melee combat against a Sylvan is difficult, even for a Witcher. Evade the physical strikes from a Sylvan, do not attempt to parry or counterattack. Yrden can allow you time to bring a silver sword into play, but a Sylvan can counter this by breathing intense flames that melt through the best armor.

Sylvans are slow, which is something you can use to your advantage, providing you've spent attribute points. Yrden's magic trap is excellent at both slowing the Sylvan down and zapping it continuously (follow up with sword strikes). Devil's Puffball and Igni, or just fire-based attacks on their own (Firestream in particular), can cause consistent damage, which is helpful as sword strikes can't be maintained as this foe likes to swat at you with toughened, piglety hands.

If close-quarters combat is not going well, you should be prepared to make use of long-ranged options. A powerful crossbow loaded with good bolts can keep you relatively safe, while still effective at slaying this beast.

Bestiary
Specters

Those who have died under horrible circumstances, who were not laid to rest in proper graves, or who felt abandoned or betrayed by those they called lover or friend, or those who simply have regrets over their life, all can potentially return to the world of the living as vengeful spirits. Dealing with these partly-ethereal entities is a common contract for the Witcher.



BARGHESTS

Danger Alert

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Frequency

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Simpletons claim committing particularly rotten acts will bring down the wrath of the gods in the form of phantom dogs known as "Barghests" that stalk the roads at night. Even if this is their origin, Barghests are a threat to saints and sinners alike, for they attack both with equal ferocity.

Loot: Barghest essence, Emerald dust, Sapphire dust, blue mutagen

Sub-Species or Named Variants: Barghest

Environments: Wherever a sequence of tragic events has occurred in the past, usually abandoned places like camps or caves that have seen past bloodshed. They are also summoned by Wights.

Specific Encounter: The hidden treasure by the river, north and a little west of Castel Ravello Vineyard (Toussaint).

Vulnerable Against

Enemy Attacks

Barghests, like wolves, are stronger in packs. Together they surround their prey, leaping at it and tearing it apart with their teeth. If their prey defends itself too determinedly, they strike it with a blast of phantom fire. Since they are fast and agile, they can easily evade attacks directed at them.

Bite And Leaping Bite: After emitting a snarl, a Barghest will make a short leap and bite at you, or less of a leap and a simple bite if very close to you, just like a wolf. Listen for this snarl, and simply dodge or roll (usually backward or to the side) to avoid the attack. Or parry the bite.

Circling: While one Barghest launches biting attacks, others may circle around you, before leaping in afterward. Simply keep an eye on all your foes, and block if you're worried about being struck. You can block even if the Barghest's attack is to your side or rear.

A Pack Mentality: Packs of up to eight Barghests have been known to tear lesser warriors apart, as they work much better as a team: one Barghest will bite, followed by another, then another, keeping you on the defensive and attacking from all angles.

Ethereal Leap (Ranged): In addition to attacking like a wolf with its teeth and claws, a Barghest can assume ethereal form and take a long, spectral leap at or near you, then return to its material state.This covers ground quickly and can knock you back.

Ectoplasmic Fire (Close): A close-range fire breath attack is used on you as a last resort, if you're already surrounded or the Barghest is too close to leap at you. Expect to receive fire damage; dodge to avoid it. If you are using the alternate Quen shield, expect this to quickly destroy your defenses.

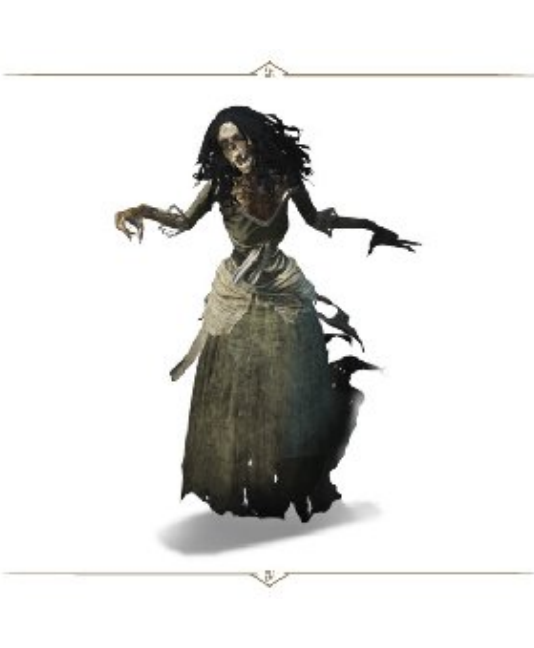
Dodging: After attacking, a Barghest continues moving away from you and back into attack position while another from the pack launches at you. Barghests have perfected quick dodges that take them out of your attacks' range. So step back yourself and engage with ranged ordnance, or wait for a Barghest to leap in and engage in melee while the beast recovers from its attack.

Resistances: They cannot be burned, but fire hurts them as if they were of flesh and blood, so utilize Igni or offensive capabilities using fire, but don't expect a prolonged effect.

The Best Battle Tactics

Encountered in small packs, Barghests use their speed and ethereal attacks to constantly keep their opponent on the defensive. The best tactics to defeat a pack of Barghests is quick and nimble movement, constantly dodging and rolling to avoid becoming surrounded. Crowd-control tactics are encouraged, such as area-of-effect bombs (especially Moon Dust which stops Barghests from launching their ethereal leaps or breathing fire). If surrounded, Igni and Aard can drive off a pack, if just for a moment, allowing you some time to recover Stamina.

Barghests usually try to keep you at medium distance, so they can launch running and leaping attacks, snapping and clawing you before retreating again, and letting the pack attack once or twice at a time. Retaliate by purposefully dodging and rolling without using offense against multiple Barghests, until they cluster together. Then quickly strike with Aard, before charging in and delivering killing blows before they recover. Keep continuously moving: dodging and rolling in different directions before stepping in with a swift light strike or two, and moving again. Wights are able to command Barghests to aid them.



BEANN'SHIES

Danger Alert

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Frequency

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Beann'shies are Wraiths which use their piercing cries to wake the dead to fight their foes. Their cries can additionally stun enemies, making them easy targets for direct attacks.

Loot: Wraith essence, Specter dust, Amethyst dust, Emerald dust, Sapphire dust, Infused shard

Sub-Species or Named Variants: Beann'shie, Daphne, Longlocks

Environments: In a place of torment, which could be where the spirit of a woman was sealed, stuck between life and death.

Specific Encounter: Seidhe Llygad Amphitheater, during Treasure Hunt: But Other Than That, How Did You Enjoy the Play? (see page 573).

Vulnerable Against

Enemy Attacks

Old gossips claim Beann'shies are the spirits of women stuck between life and death due to traumatic experiences. Their wails and howls are considered ill omens of imminent, inevitable death, though they are said not to attack the living themselves. Most often they appear in the form of pale, tear-streaked women with shriveled faces and wrinkled, corpse-like bodies.

Banshee Wail: After taking damage from your attacks, a Beann'shie will rise to her place of death and let out a scream that could wake the dead--literally. This summons a group of five or more skeletal foes (and she is invulnerable for a few moments during and after the wail). The Beann'shie then heals while you're preoccupied with the skeletons (who are easily dispatched like Bandits, or blown backward with Aard and stabbed while prone).

Banshee Scream: Beann'shies have a second scream that's just as ear-piercing, but is used to stun you instead of summon skeletons. Beware of this and dodge or roll away from the sound wave.

Dash Attack: If you're stunned, the Beann'shie bursts forward with great speed and performs a powerful melee attack; don't let this happen by avoiding the scream in the first place!

Melee Combo: Expect some nasty clawing, which can strike you up to four times (usually three or four hits). These are quick and light, and can therefore be parried. She quickly floats backward after each successful attack or counter that she performs.

Counter: If you're successful with two or more melee attacks, the Beann'shie attempts a counter attack: a very quick spin that causes heavy damage and pushes you (and her) away from each other. You're encouraged to strike twice before adjusting and striking again in order to avoid this.

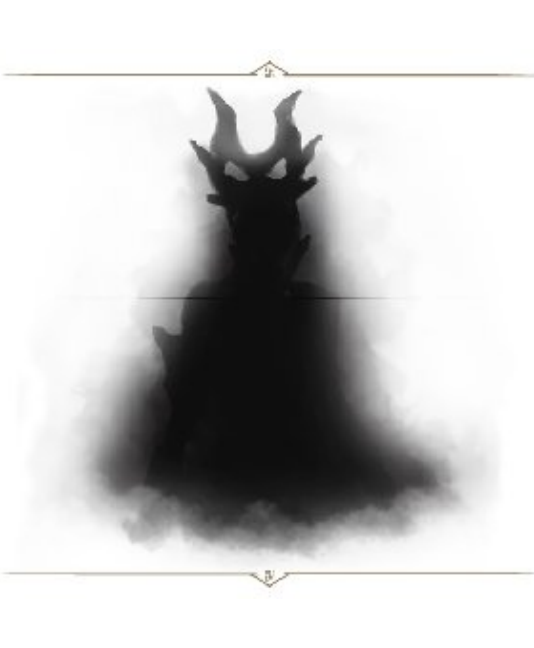
Regeneration: Beann'shies can regenerate, but this does not mean they cannot be defeated; just ensure you know what to do during each part of the fight, which is more segmented than most other battles.

Resistances: The critical effects of Signs, Bombs, and bolts do not affect a Beann'shie. She is slow, attempting to stay at medium range and away from your attacks, only approaching when attempting a dash or melee combo strike. When fighting a Beann'shie, there is no point using bombs or bolts, for they will do the Wraith no damage.

The Best Battle Tactics

Use tactics previously reserved for Wraiths: Yrden to slow a Beann'shie down enough to dart in with a couple of hard-hitting, specter-oil-coated attacks, then whittle down her health until she starts her infamous wail. As soon as the skeletal foes appear, defeat them as quickly as possible using fast attacks and knocking them over with Aard; this means the Beann'shie has fewer opportunity to heal herself, and you can continue this combat of attrition.

A Beann'shie strafes, tries a melee attack, dashes away, tries the scream to stun you, then uses her dash attack if successful; then she begins this attack pattern again. If wounded, she stops this pattern and summons her bony brethren. When she does, remove the skeletal threats quickly, before attacking her with well-timed sword strikes once again.



HYMS

Danger Alert

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Frequency

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These Wraiths only latch onto particularly despicable individuals who have committed some unspeakable crime. To all others, they remain completely invisible. When they do show themselves to the one they torment, they appear as a tall, shadow-clad, humanoid silhouette with long, sharp claws.

Loot: Wraith essence, Specter dust, Amethyst dust, Emerald dust, Sapphire dust, Infused shard

Sub-Species or Named Variants: Hym

Environments: Hyms can take possession of humans, though they prefer targets who have committed grave crimes, or are emotional and easier to manipulate

Specific Encounter: During Secondary Quest: Possession

Vulnerable Against

Enemy Attacks

Those tormented by a Hym are incapable of restful sleep, for they are tormented by ever-more-frequent, incredibly-realistic nightmares. At times the victim will become extremely on edge, yelling pleas or threats at invisible phantoms or confessing his guilt out loud in the hope this will end his torment. This act does not, however, bring any relief, for the Hym will not leave until it has addled its victim's wits completely or driven him to suicide.

Ethereal Claws: Hyms do not move quickly, compared to other Spectres. Their ethereal claws have great reach, and they can sap the life out of their victims with a mere brush, which makes up for their slowness. Evade or roll past the claws and try to strike the Hym before it can react.

Into Darkness: Be aware that after several strikes, the Hym will teleport to another corner of its room, so change your view to ensure you see the Hym before it strikes you. The cover of darkness makes this spirit difficult to see, which it uses to its advantage.

The Best Battle Tactics

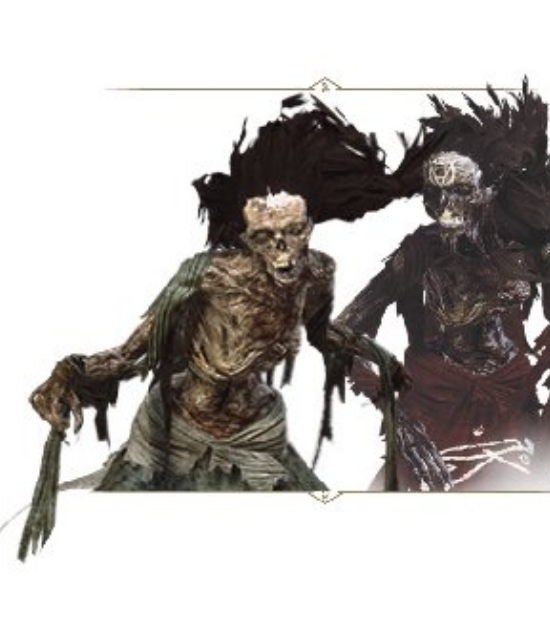
Once a Hym is exposed possessing a victim, the Witcher way of exorcism comes into effect. Moon Dust keeps this Specter corporeal, while a silver sword coated with Specter oil finishes the task.

The battle against Udalryk's Hym takes place in two phases, one in the main chamber of his old home, and one in the cellar. During the first phase, damage the Hym whenever possible, using Moon Dust bombs to keep it physically present. This is a long fight, and unless you are significantly stronger than the Hym, you will be at this for a while. It helps to cast Quen and have this magical shield to absorb the first raking strike a Hym attempts, so you can be more carefree with your sword flailing.

When Udalryk begins to succumb to the Hym's madness, immediately use Axii on him to force him to remain calm. Igni and Yrden are both great help at keeping the pressure on the Hym. Being lit on fire doesn't have particularly dramatic effect on the Hym, but it helps keep it more visible. Yrden slows down the already slow Specter, making it easier to deal damage.

When the Hym retreats to the cellar, pursue it quickly before it can regenerate. The cellar has candles you must light with Igni to help keep the Hym corporeal. Continue fighting defensively, evading its claws and striking as openings present themselves until the Hym succumbs.

A similar plan is necessary if you encounter a Hym during your battle through the Realm of Rumination, during Hearts of Stone Main Quest: Whatever a Man Soweth… (see page 309), though it is better to ignore any Hyms here as time is of the essence.



NIGHTWRAITHS

Nightwraiths Danger Alert

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Frequency

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Jenny O' The Woods Danger Alert

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Frequency

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One might ask, how much harm could a pale, withered woman in a tattered dress do? The answer: quite a bit. Instead of finding this out the hard way, avoid crossing fields and meadows at night at all costs.

Loot: Nightwraith mutagen, Nightwraith dark essence, Nightwraith's hair, Wraith essence, Specter dust, Infused shard, Lunar shards

Sub-Species or Named Variants: Nightwraith, Jenny O' the Woods

Environments: Velen has been the site of many battles and unjust deaths. The growing presence of Nightwraiths surprises no one here.

Specific Encounter: The field of dead grass north of Cunny of the Goose (Novigrad).

Specific Encounter (Jenny O' the Woods): Contract: Jenny O' the Woods (see page 507).

Vulnerable Against

Enemy Attacks

When they attack, Nightwraiths remain immaterial for most of the time, meaning physical blows pass right through them. They only take on more tangible form for the brief moments in which they strike.

Floating Swipes: The Wraith floats with some degree of finesse and speed, swiping at you once (and occasionally twice) as she passes through or by you. Expect to take damage if Quen isn't active. The attacks can be parried but not countered.

Ethereal Doppelgängers: When weakened, Nightwraiths create several projections of themselves which cannot attack directly, but act as transmitters of sorts through which the Nightwraith can sap her victim's vital energy. Dismiss each projection with a swift sword swipe in order to find the Nightwraith herself. If dashing about isn't to your liking, employ bombs or crossbow bolts to quickly destroy Nightwraith projections.

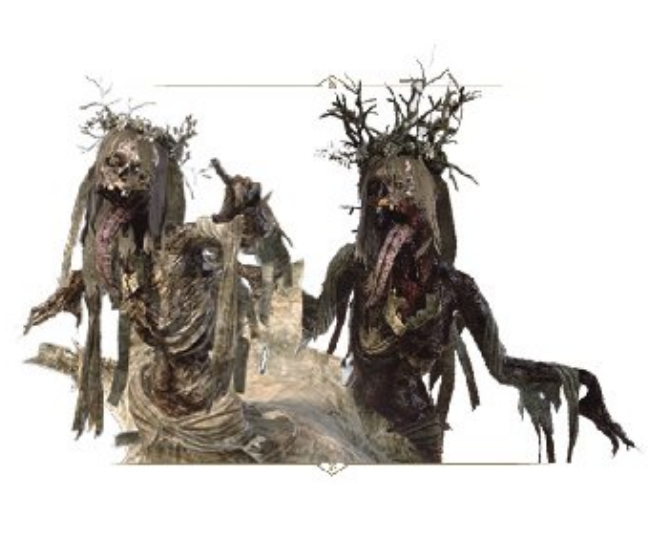
Ethereal Form: Nightwraiths can turn immaterial and are at such times very difficult to wound. In order to force one to take on corporeal form, trap it with the Yrden Sign or hit it with the blast of a Moon Dust bomb.

Day Or Night, Time To Fight: Do not believe the old wives' tales and think yourself completely safe from Nightwraiths during the day. They appear under the light of the sun as well, but are much weaker then than after dusk.

The Best Battle Tactics

Nightwraiths favor the dark. If you seek to claim a bounty on a Nightwraith, you have to meditate until the moon hangs in the sky. Unfortunately, this is also when the Nightwraith is at its strongest. If you are patient, you can find a Nightwraith during the day, when it is at its weakest.

Mostly incorporeal, a Nightwraith must be made corporeal, either through Yrden, or Moon Dust bombs. Particularly troublesome to a Nightwraith is the Yrden Magic Trap ability; zapping this Specter while slowing it down is most effective! Employ Quen during the offensive parts of battle. When forced to become corporeal, silver swords can be employed to finish the Wraith off. When weakened, a Nightwraith can split into three copies of itself. Destroy these with all haste (using swords, bombs, or crossbow bolts), during this state the Nightwraith saps vital energy from nearby sources. Destroying the copies forces the real Nightwraith to reveal itself. Cast Quen during this time, in preparation for the next round of combat.



NOONWRAITHS

Danger Alert

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Frequency

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Danger Alert

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Frequency

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On particularly searing summer days, when the sun reaches its zenith, Wraiths will at times appear, resembling sun-scorched women dressed in long, white robes. These are Noonwraiths, the spirits of young women and girls who died violent deaths right before their weddings.

Loot: Noonwraith light essence, Specter dust, Wraith essence, Noonwraith mutagen, Infused dust, Amethyst dust, Emerald dust

Sub-Species or Named Variants: Noonwraith, The White Lady

Environments: Velen and White Orchard have seen an increase in Noonwraiths wandering the land, as war continues to ravage these lands.

Specific Encounter: Just south of the Firschlow village signpost, south Velen.

Specific Encounter (Noonwraith): Contract: Devil by the Well (see page 505).

Specific Encounter (Luzi the White Lady): Contract: The White Lady (see page 526).

Vulnerable Against

Enemy Attacks

Noonwraiths do not bleed and are for the most part immune to the effects of Witcher Signs. They can create mirror images of themselves which circle their victims in a kind of morbid parody of a dance. This Ghastly ritual drains their victims' life energy while adding to their own strength. Noonwraiths are also able to manipulate the physical world to a limited degree, kicking up clouds of dust which temporarily blind and disorient their opponents.

Floating Swipes: The Wraith floats at you, swiping at you once (and occasionally twice) as she passes through or by you. Expect to take damage if Quen isn't active. The attacks can be parried but not countered, and are more damaging than those of a Nightwraith.

Ethereal Doppelgangers: When weakened, Noonwraiths create several projections of themselves which cannot attack directly, but act as transmitters of sorts through which the Noonwraith can sap her victim's vital energy. Dismiss each projection with a swift sword swipe in order to find the Noonwraith herself. If dashing about isn't to your liking, employ bombs or crossbow bolts to quickly destroy Noonwraith projections.

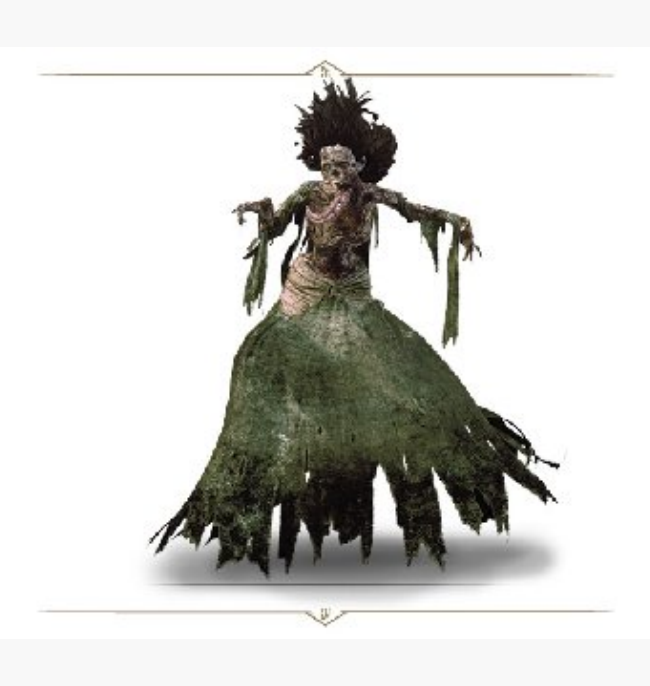
Dust Cloud: Kicking up a blinding cloud of dust can cause slight disorientation, so dodge or roll and avoid becoming staggered by this attack.

Ethereal Form: Noonwraiths can turn immaterial and are at such times very difficult to wound. In order to force a Noonwraith to take corporeal form, one must first trap it with the Yrden Sign or strike it with a Moon Dust bomb. Once the monster has regained physical presence, one can mount a fast attack with a silver blade, preferably one coated in Specter oil.

Night Or Day, Time To Pay: Contrary to popular belief, Noonwraiths can also be encountered at night, but are much weaker then than during the day.

The Best Battle Tactics

Noonwraiths are similar in nature to Nightwraiths, save for their preference of the sunlight, and a greater mastery of physical attacks. They can blind foes with dust they kick up. Noonwraiths can also create copies of themselves when threatened, consuming the lifeforce of their victims until they are destroyed. Bombs and crossbow bolts can destroy Noonwraith Doppelgängers. Yrden forces a Noonwraith to become corporeal and vulnerable. In all other respects, combat should be the same as if encountering a Nightwraith.



PLAGUE MAIDENS

Danger Alert

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Frequency

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When plague ravages a region, a spirit will sometimes walk its lands, a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats. No one knows whether this spirit brings the pox with her or is merely drawn to it like a moth to a light.

Loot: Wraith mutagen, Wraith essence, Specter dust, Infused shard, Glyphs

Sub-Species or Named Variants: Plague Maiden, Pesta, Annabelle

Environments: These foul Ghasts appear in the wake of sickness taking the lives of many. In the aftermath of armies trampling through Velen on the march to Novigrad, the disease that follows death in war should alert you to these monsters.

Specific Encounter: During Secondary Quest (Keira Metz): A Towerful of Mice (see page 171).

Vulnerable Against

Enemy Attacks

As the name "Plague Maiden" suggests, these Wraiths take the appearance of females, though exactly why that is remains a mystery. Some speculate they, like other such Specters, arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness.

Floating Swipes: The Wraith floats at you, swiping at you once (and occasionally twice) as she passes through or by you. Expect to take damage if Quen isn't active. The attacks can be parried but not countered, and can inflict poison damage.

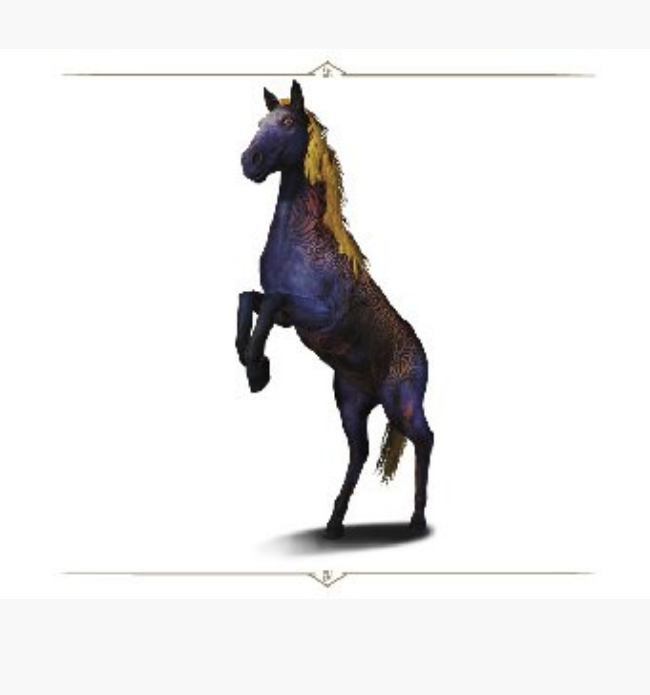
Plague Cloud: A swarm of revolting insects can cause slight disorientation and poisoning, so dodge or roll and avoid becoming staggered by this attack.

Ethereal Form: Plague Maidens can turn immaterial and are at such times very difficult to wound. Force a Pesta to take on a corporeal form by trapping it with the Yrden Sign or strike it with a Moon Dust bomb. Once the monster has regained physical presence, mount a fast attack with a silver blade, preferably one coated in Specter oil.

Poisoning Aplenty: Plague Maidens are immune to poison attacks, and also have a chance to inflict poison if any of the previously-listed aggression strikes you.

The Best Battle Tactics

Also known as Pesta, a Plague Maiden is one of the more insidious Wraiths a Witcher can come across. When provoked, Pesta call forth clouds of plague-ridden insects that seek out their foes. The insect clouds can be destroyed with Igni or a slice of a silver sword. Aard can push the clouds back. Plague Maidens have fewer overt weaknesses compared to other Wraiths, but are still vulnerable to Yrden. This can help keep the maiden both corporeal and still while you strike with a silver sword, but it also means you will be swarmed by the plague clouds. Otherwise, the stratagems learned when fighting Nightwraiths and Noonwraiths come into play here.



UMBRA

Danger Alert

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Frequency

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According to some philosophers, everything we do in life leaves a permanent trace in the delicate matter which makes up our souls. Evil deeds, especially harm done to innocent creatures, can torment the soul of a sinner and cause it to remain restless, even after death. The spirit causing that torment is known as an Umbra.

Loot: Not applicable

Sub-Species or Named Variants: Umbra

Environments: Usually haunting the mind or the graves of the mad or the recently-departed souls of those who have committed evil deeds during their life.

Specific Encounter: During Secondary Quest: Equine Phantoms (see page 540).

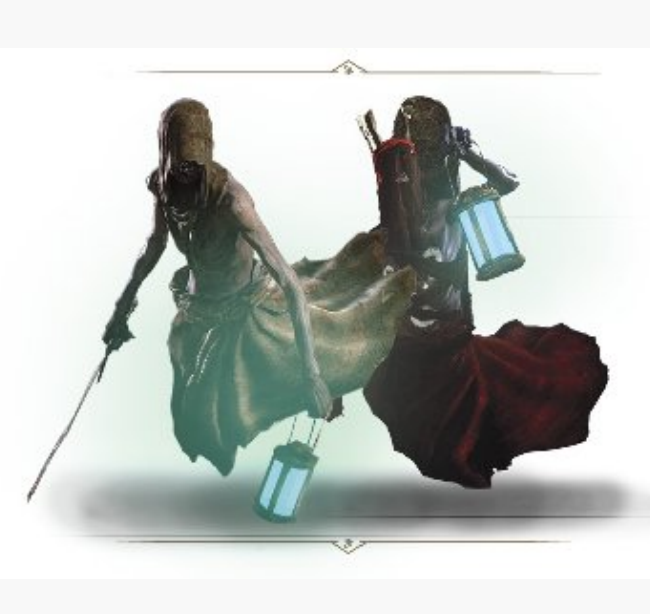
Vulnerable Against

Enemy Attacks

According to some moralizing village gossips, an Umbra is merely an unclean conscience, one tormented by guilt and unforgiven wrongs. They claim stories of plague-ridden clouds of Umbrae arise when a man wallows in sin with loose women and can't sleep at night, then invents hokey about some Umbra or phantom and blabbers about it at the tavern. Witchers, though, know these phantoms are real. And dangerous.

The Best Battle Tactics

An Umbra takes the form of a spectral horse, said to be visible only to those who are cursed by the spirit. Those who have ingested certain rare herbs brewed into a hallucinatory concoction have also witnessed this black, wild-eyed filly. Should an Umbra turn violent, it takes on other forms (specifically panthers and the spirit of a cursed knight), with attack patterns and combat strategies based on battling the living version of each threat, with the one exception that Specter oil must coat your blade.



WRAITHS

Wraiths Danger Alert

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Frequency

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Penitent Danger Alert

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Frequency

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Clerics and scholars agree on what happens to spirits who, for one reason or another, remain in our world after their body breathes its last: they transform into Wraiths. To hear their mournful howls, one can surmise this is not a fate to be envied.

Loot: Wraith essence, Wraith mutagen, Specter dust, Amethyst dust, Emerald dust, Infused dust

Sub-Species or Named Variants: Wraith, Penitent

Environments: Wraiths can appear near cemeteries, or haunt recent battlefields or other scenes of violent death or protracted suffering. With Nilfgaard and Redania at war, Wraiths are far more common.

Specific Encounter: The cursed village of Frischlow in south Velen.

Specific Encounter (Penitent): Contract: The Phantom of Eldberg (see page 533).

Vulnerable Against

Enemy Attacks

Wraiths suffer endless, indescribable pain. Filled with anger and a sense of having been wronged, they both envy the living and brim with overwhelming hatred for them.

Sword Strikes: A Wraith attacks victims with sword in one hand, and a lantern in the other. Like other Wraiths, these Spectres can turn incorporeal at any time, so Yrden and Moon Dust are useful tools. Skilled Witchers have been able to counter a Wraith's sword with their own silver blades (at least the first couple of strikes), even while they are incorporeal. Otherwise, dodging, rolling, or slowing down these strikes with Yrden is advisable.

Ethereal Form: Wraiths can turn immaterial and are at such times very difficult to wound. They also have a predilection to warp out of existence, appearing at your sides or back, and attacking (especially if you're engaged with another of their ilk). One can, however, force them to reassume a physical presence by trapping them with the Yrden Sign or by hitting them with slivers from a Moon Dust bomb.

Resistances: Like other Specters, they are immaterial, meaning they are not harmed by fire, poison, or weapons designed to provoke bleeding.

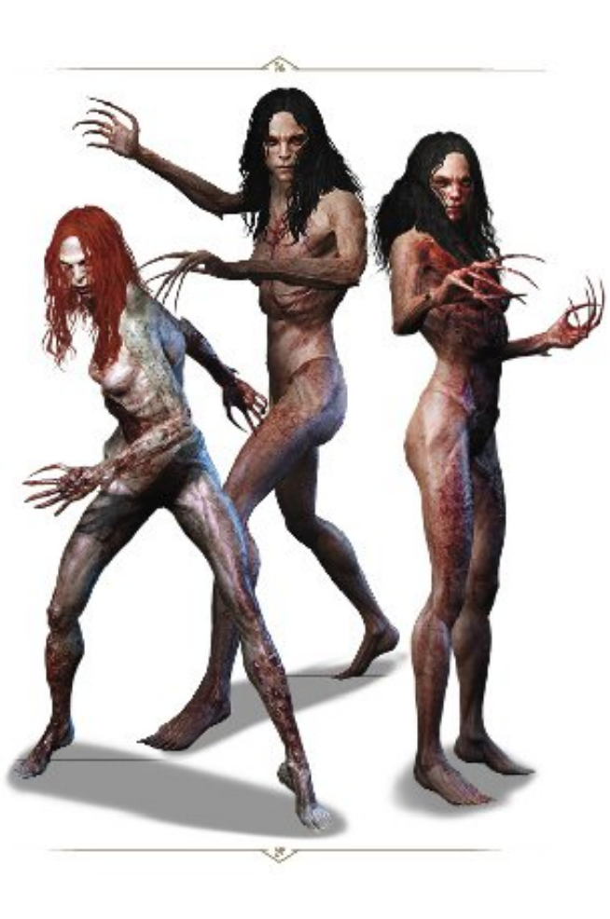
The Best Battle Tactics

As with any such ghostly being, one should fight them using silver swords, preferably ones smeared with a thick coat of Specter oil. Note as well that Wraiths are particularly dangerous on moonless nights, so fight at dusk, with cloud cover, or during the day to minimize these threats. Remember that you're likely to be fighting a group of between three and six Wraiths at once, so proper preparation (and casting Quen just before engagement in case your sword parrying isn't up to par, or a disappearing and reappearing Wraith attacks your flank) is a must.

Yrden is the best way to slow down a Wraith, providing you cast it as it reaches the area of effect for this spell. Magic Trap can zap a Wraith while you concern yourself with other spirits. Continuously move with nimble aplomb, so you're not surrounded, and focus on one Wraith at a time. Another lesser-known tactic is to bolster your Axii sign and then cast it to command a Wraith to attack its other brethren. This isn't as helpful as placing Yrden in a Wraith's path and revealing its corporeal form, but it's a tactic to try nevertheless.

Vampires

The classic tale of the Vampire involves an eternally-living creature disguised as an individual of refined breeding—one that seeks out its victims with the interest one would expect from a person of culture. They seduce their prey, drink their blood, and can transform into a bat. Effectively immortal, a Vampire can live for decades or centuries before they are detected, much less slain. For one type of Vampire all this holds true. For all others, they are monsters like any other.



ALPS, BRUXAE, THE BRUXA OF CORVO BIANCO

Alps Danger Alert

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Frequency

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Bruxae Danger Alert

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Frequency

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The Bruxa Of Corvo Bianco Danger Alert

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Frequency

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Alps are Vampires that resemble Bruxae in appearance. They are called phantoms by some, a name which fits well enough, for like phantoms they haunt and torment men.

Bruxae could almost be mistaken for humans swathed in hoods and capes, yet subtle details give them away: their close ties to birds, their piercing voices and the breathtaking speed of their movements. Bruxae are far swifter and stronger than men, but their greatest asset is their ability to turn invisible.

Loot: Blue mutagen, Monster heart, Monster liver, Vampire blood, Vampire saliva, Vampire fang

Sub-Species or Named Variants: Alp, Bruxa, The Bruxa of Corvo Bianco

Environments: Alps and Bruxae exist everywhere in Toussaint, but rarely show themselves. They reveal themselves in the city of Beauclair, when called upon by the Higher Vampire Dettlaff.

Specific Encounter (Alps and Bruxae): During Main Quest: The Night of Long Fangs, in Beauclair (see page 334).

Specific Encounter (The Bruxa of Corvo Bianco): During Main Quest: The Beast of Toussaint (see page 317).

Vulnerable Against

Enemy Attacks

Their greatest asset of an Alps and Bruxae is their agility: their leaps can appear to defy the laws of gravity. When in human form, they easily blend in with the surrounding community, which makes them very dangerous indeed.

The Difference: Alps differ from Bruxae in that they do not emit a shrieking noise whose shock wave can incapacitate.

Supernatural Swiftness: In combat, Alps and Bruxae display supernatural speed and incredible (even by Vampire standards) stamina. One must aim one's sword with great precision, for Alps and Bruxae have mastered the art of dodging. Alps and Bruxae can also move and jump as if defying gravity. After this dashing hither and yon, expect the Alp or Bruxa to end with an attack. Swift reactions are needed to parry or counter this. Otherwise, dodge or roll.

Misty Teleport (Ranged): The Alp or Bruxa quickly repositions herself, with only a small stripe of rippling air giving her position away. Continuously move until she makes an appearance, or risk being struck.

Jump Attack (Ranged): As if defying gravity, the Alp or Bruxa launches forward, leaping quickly to melee range and sometimes ending with a strike or one of her two melee-based attacks. This can occur from any distance, so prepare to go from range to melee confrontations in the blink of an eye!

Claw Attack (Melee): Three regular melee attacks with claws raking your armor and skin, these can be parried and countered; indeed, this is the only way you'll cause a strike on an Alp or Bruxa under most circumstances.

Flurry Attack (Melee): A sequence of five melee attacks, which occur in all directions. Difficult to parry and very difficult to counter, though try the latter if you wish to deal damage. Otherwise, dive away with a dodge or roll, or stand fast and parry.

Blood Drain: The Alp or Bruxa leaps on you, and tears at your throat. You're helpless for a few moments before you throw off the assailant. This is the time when Black Blood potion proves useful, poisoning the Alp or Bruxa in return for her draining your blood. Otherwise, watch for her leap at mid to close range, and dodge it. After one of these foes is poisoned with Black Blood, expect combat to slow down considerably.

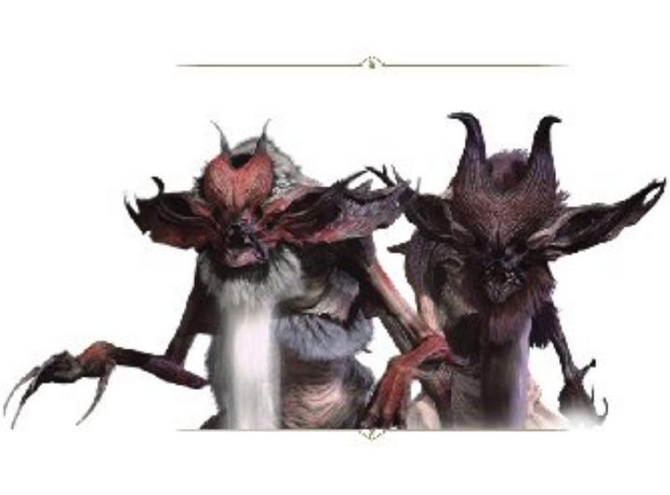
Guttural Scream (Bruxae Only): A terrible shriek with a power to split open barrels and loose scenery (like an Aard spell), as well as staggering and knocking you down with the blast if you're caught in it. This attack is also used to break your guard if you're constantly blocking. Listen and watch for the shockwave, rolling away before you're caught.

Strengths: An Alp or Bruxa hits heavily and can stagger you. She also blocks attacks with both hands, including flank attacks, and is masterful at dodging and jumping.

The Best Battle Tactics

Think of combat with an Alp or Bruxa as you would a duel with a skilled human, gaunt and monstrous in appearance, with superhuman speed and strength. Alps and Bruxae are exceptional at defending themselves with dodging, parrying, or quick repositioning. Under most normal circumstances, you can only succeed in wounding an Alp or Bruxa after counterattacking. Perfect this to ensure you aren't overwhelmed.

The Yrden Sign is recommended, Also makes her visible and disables their ability to teleport. Another strategy is to drink the Black Blood potion. Alps and Bruxae are vulnerable to the Moon Dust bomb, which does not make them completely visible, as it does in the case of other vampiric monsters, but does make them far easier to track visually. Otherwise, you must rely primarily on countering an Alp's or Bruxa's attacks; she must be the aggressor, while you defend and slice when she claws at you. For this reason, Quen is an obvious help in absorbing one of her strikes, and can act as a counter, too.



EKIMMARAS

Ekimmaras Danger Alert

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Frequency

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Sarasti Danger Alert

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Frequency

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Like other Vampires, Ekimmaras are not, despite what village gossips might say, undead humans. They are instead post-Conjunction monsters who have no particular feelings about garlic, holy water, or religio us symbols.

Loot: Ekimmara epidermis, Vampire saliva, Ekimmara mutagen, Vampire fang

Sub-Species or Named Variants: Ekimmara, Sarasti

Environments: Ekimmara are intelligent enough to hunt in cities despite the number of potential threats, or stalk remote villages, as well as lurking in caves and shadowy places.

Specific Encounter: Within the Dragonslayer's Grotto, in Velen (Crookback Bog).

Specific Encounter (Sarasti): Contract: The Mystery of the Byways Murders (see page 511).

Vulnerable Against

Enemy Attacks

Unlike their portrayals in ballads and legends, Ekimmaras look nothing like handsome, pale aristocrats with charming eastern accents, though, like Katakans or Nekurats, they do bear a strong resemblance to overgrown bats. They also do not suck blood from the necks of virgins with a delicate, kiss-like bite; they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground.

Ethereal Plane: Blinking out of existence, turning invisible and becoming shadow-like, before heading to your location and raking you with talon attacks, is a plan the Ekimmara is keen on. Use of magic to dissuade an Ekimmara from remaining unseen (such as Quen and Yrden's magic trap) is a key benefit to preventing a battle turning to favor the enemy. You cannot strike the beast with swords until it is congealed.

Razor-Rip Talons: Ekimmaras are unusually cruel and exceptionally swift. They are able to quickly land blow after blow capable of smashing even the best Mahakaman-made armor into tiny shards. They should be fought with a silver sword, and these talon attacks (which can ignore armor) cannot be parried.

Regeneration: Remember that Ekimmaras can regenerate health over time. One should thus never attempt to tire them out or, gods forbid, wait for them to bleed to death. Instead, cut them down as quickly as possible and, if possible, burn the body to ash and scatter it to the four winds.

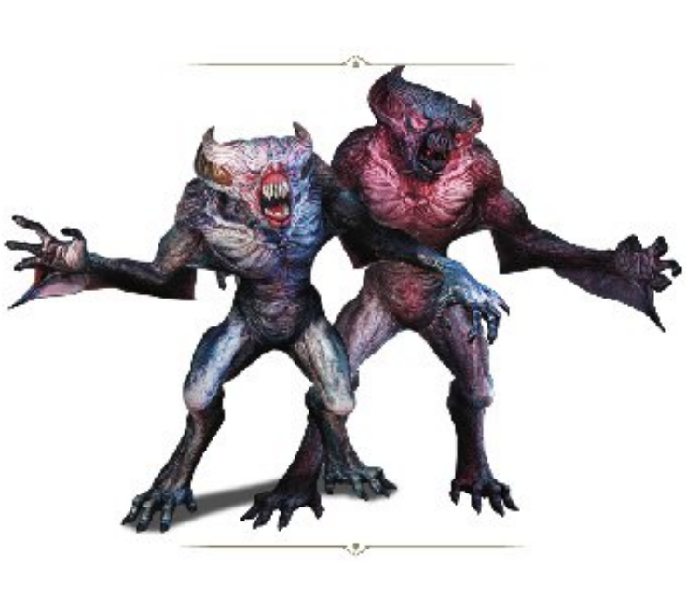
Strengths: Ekimmara claws cause bleeding and can pierce armor. It is imperative your defenses are strong when facing this creature.

The Best Battle Tactics

Ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast the effects of your finest potions. Black Blood potions are an effective way to weaken an Ekimmara. If you are stricken by their claws, you bleed profusely. That blood can harm the Ekimmara and knock it back, allowing you a brief respite from its assault.

Dodging is essential when fighting Ekimmaras. Their claws cannot be parried, and even if Black Blood is an available Witcher brew, it is best to avoid being wounded altogether, if you can help it. Utilize the area in which you are fighting to your advantage, employing scenery and undulations in height to gain some distance between you and the relentless slaughter the Ekimmara is capable of.

More capable Witchers ensure that their defenses are strong before an Ekimmara fight: Choose Yrden (and in particular, the Magic Trap attribute) and lay these between you and the creature, forcing the Yrden glyphs to crackle their magic and whittle down the Ekimmara's health. Employ Devil's Puffball bombs to inflict poison damage; anything to continuously chip away the Vampire's health, so it cannot regenerate as quickly. Prevent damage to yourself by using Quen, and step in with a flurry of your own attacks as the beast reels from the electrical magic. Igni is also a key benefit; especially Firestream which you can focus all fire damage in a single spot (the Ekimmara's hide, preferably).



FLEDERS

FLEDERS: PROTOFLEDERS

Fleders Danger Alert

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Frequency

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Fleders: Protofleders Danger Alert

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Frequency

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Fleders cannot be mistaken for any other creature, with their wide, toothy jaws, flat, unpleasant faces and completely hairless, often warty bodies. These Vampires mainly fight with their teeth and claws, flailing them blindly and not stopping even when their victim is already dead.

Protofleders are relatives of Fleders which came from the world of the higher Vampires to our own during the Conjunction of the Spheres. The members of this species are characterized by their considerable strength and agility as well as the strange glow they emit, a trait most likely tied to their otherworldly nature.

Loot: Monster ear, Monster eye, Monster hair, Vampire blood, Vampire fang, Vampire saliva

Sub-Species or Named Variants: Fleder, Protofleder

Environments: The city of Beauclair, when called upon by the Higher Vampire Dettlaff.

Specific Encounter (Fleders): During Main Quest: The Night of Long Fangs, in Beauclair (see page 334).

Specific Encounter (Protofleders): During Main Quest: What Lies Unseen (see page 346).

Vulnerable Against

Enemy Attacks

Fleders: These are classified as lesser Vampires. Though weaker than the rest of their ilk in every aspect from the physiomagic to the physiognomic, they should not be underestimated, for they are very, very dangerous. Compared to other Vampires, Fleders display meager intelligence, seen most clearly in the mindless rage which causes them to try with

All Their Might To Attack And Tear To Shreds Any Weaker Being.

Protofleders: These glowing Fleders (that, aside from their hue, have the same taste for blood and attack patterns as their overworld counterparts) have never had significant contact with the outside world, having spent their entire time on our planet in the Unseen Elder's cave, whose atmosphere is very similar to that of their home world.

No Running. Only Jumping: Think of the Fleder as a variation of the Katakan, bred to physically destroy its opponent. When engaging these foes, understand that unlike Bruxae (or Katakans), Fleders (and Garkains) run; instead, they close distance by jumping at their victims. Their attacks are strong enough to stagger or knock down human sized enemies. Fleders are fully capable of fighting one on one with you, but are truly potent when part of a group of Fleders, or other Vampires.

Savage Claw Swipes (Melee): Impossible to parry, delivering some nasty damage, and knocking you back, these swiping claws are simple, but savage. You are better to weave around the front of such a foe, attacking the flank. Retreating and darting in after a swipe is also possible. Otherwise, let the beast hit you, after supping on Black Blood, so your own bleeding causes the Vampire severe pain.

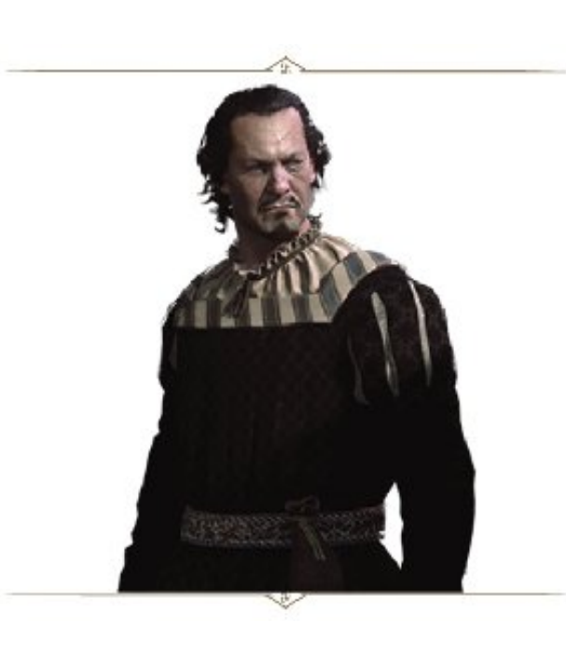
Charge: A quick darting scamper and dodging means the Fleder can see your bladed attacks and react to them; and this extremely quick charge can stagger you if it connects. Rolling and dodging prevents this.

Savage Pound And Pounce: A high leap into the air, and two claws pounding the ground as it connects near your vicinity, the shockwave of this pounce can knock you down. Watching the Fleder launching from the ground is the key to detecting this attack early enough so you can dodge it or absorb it with Quen.

Back And Forth (Counter): Don't expect an easy fight, as the Fleder is adept at countering your blades, jumping back, and then leaping forward again and starting claw swipes. Therefore, your attacks must be minimal before retreating. Simply hammering blow after blow into a Fleder isn't possible.

The Best Battle Tactics

When fighting Fleders, it is best to take advantage of their particular method of movement. These creatures do not run, but they do try to catch their prey and knock it over by leaping. Knowing this behavior, you can plan the fight appropriately and not let yourself be caught by surprise. Such planning involves dropping Yrden when the Fleder lands, so it is slowed (and zapped if Magic Trap is employed), and bombs or crossbows poised to whittle down the Vampire's vitality. Otherwise, treat a Fleder fight like that of a Katakan or Ekimmara, roasting the beast with Igni (Firestream), and dropping bombs that can cause continuous damage over time. One final option is Axii, stunning the Fleder for long enough to deliver some vicious blows of your own.



HIGHER VAMPIRES

Danger Alert

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Frequency

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Only a mutual thirst for blood links higher Vampires to their distant and much more primitive cousins: Ekimmaras, Alps, Katakans, and the like. Higher Vampires are, in fact, much more similar to humans than to those bat-like blood slurpers.

Loot: Orens, Deargdeith, Sapphire dust, Rubedo

Sub-Species or Named Variants: Higher Vampire, Hubert Rejk

Environments: Found living among humans in cities. The problem is finding them in the first place. Some Vampires have lived for centuries, and cannot be easily discovered or caught.

Specific Encounter: Secondary Quest: Carnal Sins (see page 203), Secondary Quest: A Tome Entombed (see page 397).

Vulnerable Against

TALES FROM THE CRYPT

This entry is related to general information regarding Higher Vampires, rather than the potency and combat prowess of named Higher Vampires; to whit, Dettlaff (whose aggressive behavior is studied on page 796 of this Bestiary).

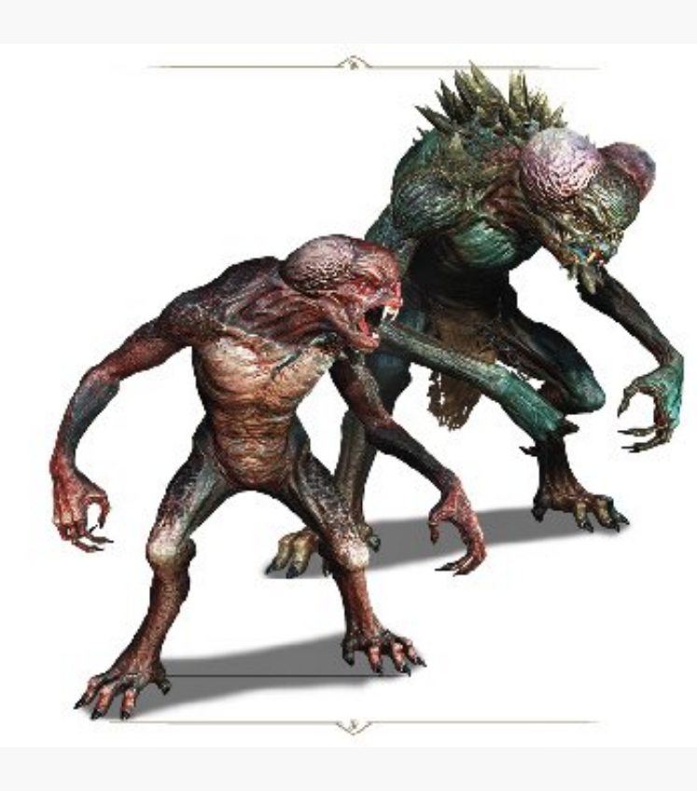
The Best Battle Tactics

They not only resemble us in appearance, but also share our intelligence and behavioral patterns. This means they do not squat in distant forests or hide in the shadows. On the contrary, they are particularly fond of cities, where they live out deceivingly normal lives. An exceedingly rare opponent for a Witcher, higher Vampires possess nearly unmatched strength and intelligence among all foes one could face. When they are transformed into their bestial state, evasion is key to surviving the encounter, but this is made difficult due to their speed.

When transformed, Higher Vampires also favor striking while invisible, appearing only when they are an eyeblink away from sinking their claws into a victim. This makes Yrden absolutely vital both for revealing the Vampire, but also for keep it in place long enough to cut it down with a silver sword, ideally coated in Vampire oil. Igni is one of the few real weaknesses a higher Vampire possesses. Use it if you can, if it catches on fire it will be stunned for a brief moment.

Black Blood is useful—but comes with the obvious risk of allowing the Vampire to draw blood in the first place. Do not rely on it to save you. It is best to have Quen prepared to absorb a blow, then cast Yrden to keep the monster in place for your silver sword. Drink a Tawny Owl potion for faster Sign usage.

Once a higher Vampire transforms, all combat techniques you developed when fighting Katakans (see page 758) should be employed.



GARKAINS

GARKAIN: ALPHA

Garkains Danger Alert

●●●●○

Frequency

●●○○○

Alpha Garkain Danger Alert

●●●●○

Frequency

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Garkains, like Fleders, belong to the class of particularly dangerous Vampires whose strength exceeds even that of fiends. An encounter with one of their number almost always ends in death, which is why there are not many eye-witness accounts of them.

Loot: Monster ear, Monster eye, Monster hair, Vampire blood, Vampire fang, Vampire saliva

Sub-Species or Named Variants: Garkain, Alpha Garkain

Environments: The city of Beauclair, when called upon by the Higher Vampire Dettlaff.

Specific Encounter: During Main Quest: The Night of Long Fangs, in Beauclair (see page 334).

Specific Encounter (Alpha Garkain): Secondary Quest: Blood Simple (see page 336).

Vulnerable Against

Enemy Attacks

The Alpha Garkain is a particularly strong variant of the Garkain, but is otherwise identical to fight.

Garkains belong to the group of creatures known as Lesser Vampires. They often gather around themselves members of other subspecies of Lesser Vampires, acting in such situations as leaders of the pack. They are by and large unable to run, but can jump a great distance and often attack their prey in that way.

No Running. Only Jumping: Think of the Garkain as a variation of the Katakan, bred to physically destroy its opponent. When engaging these foes, understand that unlike Bruxae, Fleders (and Garkains) don't run, instead they close distance by jumping at their victims. Their attacks are strong enough to stagger or knock down human sized enemies. Garkains are fully capable of fighting one on one with you, but are truly potent when part of a group of Garkains, or other Vampires.

Savage Claw Swipes (Melee): Impossible to parry, delivering some nasty damage, and knocking you back, these swiping claws are simple, but savage. You are better to weave around the front of such a foe, attacking the flank. Retreating and darting in after a swipe is also possible. Otherwise, let the beast hit you, after supping on Black Blood, so your own bleeding causes the Vampire severe pain.

Charge: A quick darting scamper and dodging means the Garkain can see your bladed attacks and react to them and this extremely quick charge can stagger you if it connects. Rolling and dodging prevents this.

Savage Pound And Pounce: A high leap into the air, and two claws pounding the ground as it connects near your vicinity, the shockwave of this pounce can knock you down. Watching the Garkain launching from the ground is the key to detecting this attack early enough so you can dodge it, or absorb it with Quen.

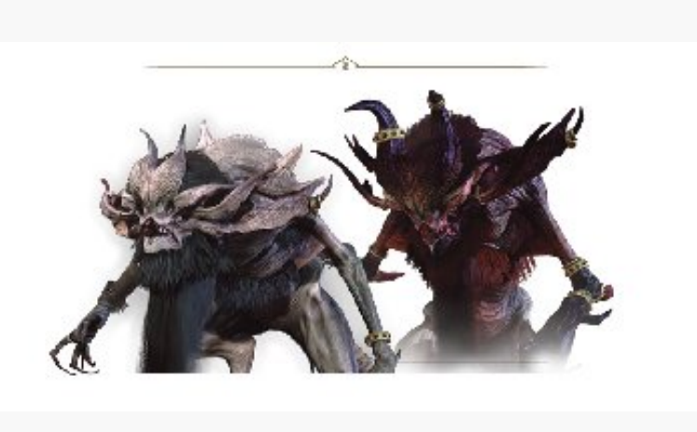
Back And Forth (Counter): Don't expect an easy fight, as the Garkain is adept at countering your blades, jumping back, and then leaping forward again and starting claw swipes. Therefore, your attacks must be minimal before retreating. Simply hammering blow after blow into a Garkain isn't possible.

Psychic Incapacitation: During combat, they usually keep their distance from their foes, trying to incapacitate them using a blast of mental energy provoking visions that beguile and disorient. If you're struck by this psychic attack, expect confusion and distorted vision. Confusion prevents using Signs, using items, running, parrying and sword attacks. It should also be remembered that the Samum and Moon Dust

Bombs Are Always Effective Weapons Against Any Mental Attacks. Otherwise, Retreat Swiftly So You Are Not Incapacitated.

The Best Battle Tactics

When coupled with Fleders, Garkains keep their distance and assault victims with psychic attacks while Fleders attack from close range. These brainwaves can cause you to be stunned, opening you up to attacks from the Garkain, or other Vampires in the vicinity. The area of effect attack has a large radius and long anticipation (allowing you to see the attack coming and react accordingly). In all other respects, treat combat against a Garkain in the same way, and using the same techniques, that you used when fighting a Fleder (see that Bestiary entry, previously).



KATAKANS

Katanas

●●●●○

Frequency

●●○○○

Gael

●●●●○

Frequency

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They feed on blood. They resemble enormous bats, though with long fangs and even longer talons. And, as if that weren't terror enough, Katakans may turn invisible, waiting unseen while dread of their unpreventable attack overwhelms their victim.

Loot: Vampire fang, Vampire saliva, Katakan mutagen

Sub-Species or Named Variants: Katakan, Gael

Environments: Like their Ekimmara cousins, Katakans hunt just as easily in a city, or in dark caves somewhere in the wilderness, throughout the world.

Specific Encounter: Kaer Gelen (upper battlements interior) on Ard Skellig, with wraiths in the vicinty.

Specific Encounter (Gael): Contract: The Oxenfurt Drunk (see page 525).

Vulnerable Against

Enemy Attacks

Katakans are invulnerable to steel, regenerate quickly, and demonstrate acute hearing.

Ethereal Plane: Blinking out of existence, turning invisible and becoming shadow-like, before heading to your location and raking you with talon attacks, is a plan the Katakan is keen on. Use of magic to dissuade a Katakan from remaining unseen (such as Quen and Yrden's magic trap) is a key benefit to preventing a battle turning to favor the enemy. You cannot strike the beast with swords until it is congealed.

Razor-Rip Talons: Katakans are able to quickly land blow after blow. They should be fought with a silver sword, and these talon attacks (which have armor-piercing tendencies) cannot be parried.

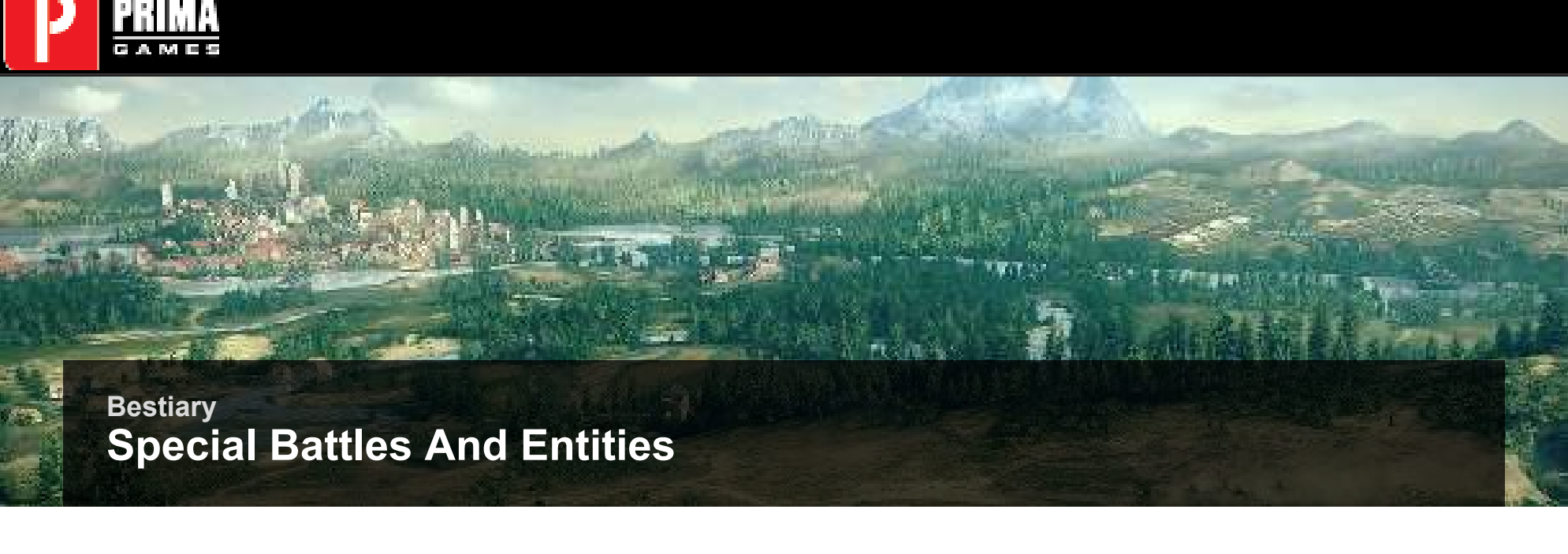
Regeneration: Remember that Katakans are able to regenerate health over time. One should thus never attempt to tire them out. Instead, cut them down as quickly as possible, and employ projectiles and sword play that can deal damage even after you break away from combat.

Strengths: Katakan claws cause bleeding and can pierce armor. It is imperative your defenses are strong when facing this creature.

The Best Battle Tactics

When fighting a Katakan one must pay particular attention to its shadow—often the only way to know its location. To even the odds one can temporarily immobilize Katakans using the Yrden sign, then seize that moment to attack with all one's might, for there might not be another chance. Unfortunately, the legends are wrong and the sun's rays do not turn Katakans to ash. They are vulnerable to sunlight, however, and when the sun stands at its zenith their regeneration is considerably slowed.

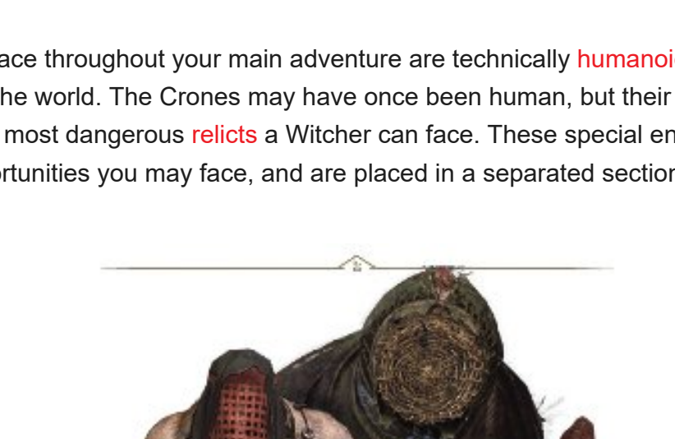
Katakans are notably smarter and more powerful than Ekimmaras. Their power only increases at night, and you should take additional precautions if you're hunting one at those late hours. Alternatively, wait for daylight, so the Katakan's natural regeneration is impaired. Yrden is one of the most valuable tools when hunting a Katakan, undoing its invisibility, allowing a Witcher to feed them a silver sword. Another way to draw out a Katakan from invisibility is through the use of Igni, and the bombs the beast is vulnerable to. In general, the tactics employed when facing an Ekimmara work well against these more imposing and quicker foes.



Bestiary

Special Battles And Entities

The Wild Hunt commanders you face throughout your main adventure are technically humanoids, but they are nothing like the foes you normally face out in the world. The Crones may have once been human, but their twisted rituals and magic in turn mangled their bodies into the most dangerous relicts a Witcher can face. These special encounters have specific tactics that differ from other combat opportunities you may face, and are placed in a separated section of this Bestiary.



THE CRONES: BREWESS, WEAVESS, AND WHISPESS (RELICTS)

Danger Alert (Groups)

Frequency

The isolated corners of our world harbor creatures older than humans, older than academies and mages, older even than elves and dwarves. The Crones of Crookback Bog are such creatures. No one knows their true names, nor what breed of monstrosity they in fact are.

Loot: Not applicable

Sub-Species or Named Variants: Brewess, Weavess, Whispess

Environments: The blood lake beneath Bald Mountain, as well as The Orphans of Crookback Bog.

Specific Encounter (Ciri Versus the Crones): Main Quest: Bald Mountain (see page 254).

Specific Encounter (Geralt Versus Weavess): Epilogue: Something Ends, Something Begins (I) (see page 276).

Vulnerable Against

Enemy Attacks

Common folk have given these three sisters the names Weavess, Brewess, and Whispess, and call the whole threesome “The Ladies of the Wood,” or simply “The Good Ladies.” The Crones act as the true sovereigns of Velen, whose inhabitants they help survive through harsh times in return for unquestioning obedience. They wield powerful magic, but one different from that of mages. They draw power from water and earth and are bound to the land in which they live. The Crones can hear everything that happens in their woods, predict the future, twist the threads of human lives and bring blessings as well as curses.

The Crones seem for all intents and purposes to be immortal. Magic elixirs keep them from aging and allow them to take the appearance of young women. These elixirs and their mystical ties to the swamps in which they live also give them supernatural strength and Vitality.

The Crones are the true rulers of Velen, and are as powerful as they are wicked, warty, and hideous. In the aftermath of the assault on Kaer Mohren, Ciri and Geralt strike at the Crones in hopes of also reaching one of the Wild Hunt’s commanders, Imlerith.

The Best Battle Tactics: Ciri Versus The Crones

The Fighting the three “Good Ladies” at once would be a tall order for Geralt. For Ciri, newly awakened to a portion of the powers she possesses, this is a good fight. Which is not to say that you can afford to be lax in your defenses.

Brewess, the large rotund Crone, should be Ciri’s first target. She’s the easiest target due to her size, and Ciri can easily evade her melee attacks while attacking relentlessly. You can also use Ciri’s teleport slashes to wreck havoc on all three Crones at once, but you will defeat them faster by focusing your melee attacks on one at a time, using a mix of fast and heavy attacks.

Whispess, the Crone with the red hood hanging over her face, will reach into the bloody water at her feet to throw the limbs of her unfortunate victims at Ciri. Watch out for this and teleport out of the way. Keep your eyes out of disturbances in the water, and avoid standing in them. They can also seemingly explode into a flock of crows that distract Ciri and interrupt her attacks, typically in response to damage they sustain.

For all their bluster, the greatest threat when dealing with the three Crones is overconfidence. They do hit fairly hard, if they are allowed to hit. Ciri’s speed and ability to teleport can make her safe from anything the Crones can throw at her. Stay on the offense, but not to such an extent that defense is neglected.

The Best Battle Tactics: Geralt Versus Weavess

This optional battle occurs only during Epilogue: Something Ends, Something Begins (I) (see page 276) leading into slaying the last Crone.

Weavess is far from alone in this battle. Drowners are an almost constant presence, and will continue to arrive in support of Weavess. The fight also begins with a Grave Hag in the mix. Focus on slaying the other monsters before focusing on Weavess. It helps to come into the fight with Necrophage oil already applied to your silver sword, if only to facilitate the prompt removal of Weavess’ allies.

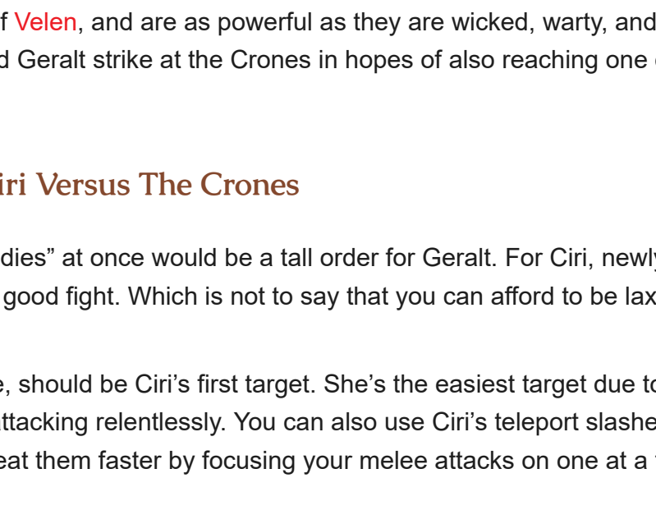
Surprisingly fast on her feet, Weavess can quickly escape Geralt without resorting to teleportation. This also makes her a serious threat while Geralt fights off her Necrophage allies; she can and will use that distraction to flank the Witcher with powerful melee strikes. She can still use her teleport after taking damage, as she did during the battle against Ciri.

This fight can get chaotic very quickly if you do not eliminate the initial wave of Necrophages early. Use Yrden to slow down the mob, and blast them with Igni to set them aflame. The time they spend burning is time they spend not moving or attacking Geralt. Tawny Owl is an excellent potion to use throughout this fight, as you will want to make as much use of Signs to keep things under control. Black Blood is a way to weaken the Drowners and hags that come to the Crone’s aid.

Igni is also useful against Weavess, even if she is not explicitly weak to its effects. Weavess will transform into a flock of crows to distract Geralt and escape his melee range. Use Moon Dust bombs on her to prevent this. Like the Drowners and Grave Hag that assist her, when on fire Weavess is temporarily disabled and you can score several free hits before she recovers.

Use bombs like Dancing Star or Grapeshot to clear the field of lesser creatures. Try to make sure you strike groups of targets with the bombs, rather than wasting one bomb for one monster. The key to fighting Weavess in melee is to make good use of the dodge roll, rolling away from her attacks while still staying in range to exploit opportunities for strong attacks. If you have any strong, explosive crossbow bolts to spare, now is an excellent time to make use of them.

So long as you remain calm, focus on preventing taking damage while maintaining pressure on Weavess, without losing control of the number of enemies that come to support her, vengeance will be yours. It’s a tall order to juggle all these factors at once.



NITHRAL (NONHUMAN)

Danger Alert

Frequency

Nithral is a Wild Hunt commander and a very dangerous opponent early in the adventure. Try going into this fight with Elementa oil coating your silv er sword.

Loot: Weapons and equipment

Sub-Species or Named Variants: Nithral

Environments: Velen Elven Ruins

Specific Encounter: Main Quest: Wandering in the Dark (see page 165).

Vulnerable Against

Enemy Attacks

Aside from the differences mentioned below, treat Nithral as you would a particularly tough Wild Hunt Warrior (detailed previously in this Bestiary on page 718).

The Best Battle Tactics

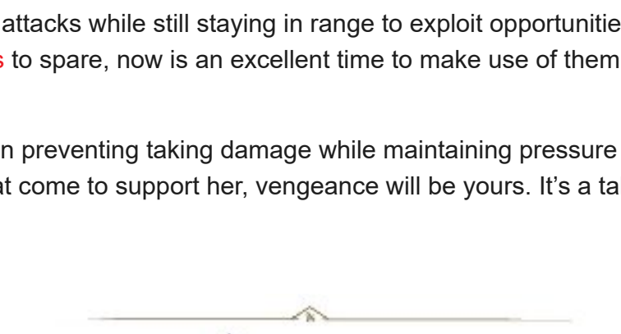
At first, Nithral takes on Geralt and Keira alone. His two-handed axe cannot be parried or countered; dodges and evasive rolls will keep you in one piece. The trick to beating Nithral is to bait him into attacking, dodging away from the attack, and striking with your sword. There is a rhythm to the fight, and if you get it right, between your sword and Keira’s magic, Nithral should not be able to touch you.

After sustaining enough damage, Nithral falls to his knees, summoning a protective shield, and calling forth a portal that summons hounds of the Wild Hunt. This is why it is important to apply the Elementa oil! Quickly smash the hounds, the longer your take, the more Vitality Nithral restores while behind the shield!

Once the first wave of reinforcements is defeated, Nithral drops his protective energy shield to face you once again. Unfortunately for him, he hasn’t learned how not to fall prey to the previous strategy while behind the shield. Once you whittle down his Vitality once more, he summons the shield again, as well as another portal that sends more hounds after you.

This part of the fight can get difficult if you are reckless. Use Samum to blind the warriors, then flank and kill them. Be especially careful around the spear wielding foes, they have a reach advantage on Geralt. Throughout this fight, the Melt Armor ability that enhances Igni is invaluable. All Wild Hunt warriors and their commanders wear thick armor, and being able to cut down their protection permanently can do wonders.

After the second wave of reinforcements is brought down, Nithral stands alone. Finish him off!



IMLERITH (NONHUMAN)

Danger Alert

Frequency

This powerful and brutal warrior has fought in the countless battles and campaigns for conquest waged by the Aen Elle in other worlds. He prizes physical confrontation above all else, seeking out direct, bloody skirmishes where opponents pit their strength, agility and training against each other in a contest to the death.

Loot: Magic acorn

Sub-Species or Named Variants: Imlerith

Environments: The summit of Bald Mountain

Specific Encounter: During Main Quest: Bald Mountain (see page 254).

Vulnerable Against

Enemy Attacks

Imlerith attacks with the following:

The Mace: Imlerith is a big and brutal warrior, relying on his physical strength and using magic only for short-range teleporting. His mace and shield give him a deadly combination of offensive and defensive prowess.

Heavy And Quick Combos: Despite his size, he can perform fast attacks chained into combos, often preceded by a teleport behind your back.

Ice Armor: Every time he teleports, ice armor coats his form, offering extra protection from you.

After Damage: Once he receives major damage, he changes his battle style, with vivid and rapid strikes; at this point dueling is impossible.

Weaknesses: Imlerith’s biggest shortfall is his vanity; he concentrates much more on impressive flourishes to his strikes than effectiveness. Many of his attacks leave him unguarded, or can be easily dodged. Though his shield gives him good protection, flank him from the left to reach his right arm and back, and push your attack through.

Signs: Use quick Igni to melt his ice armor, or channel Igni to allow you to better position yourself when Imlerith hides behind his shield. Yrden, Aard, and Axii aren’t very effective; use mostly Igni and Quen. Channel and also use quick Quen to increase your defense.

Bombs: Blind him for a moment with Samum bombs, giving you extra time for positioning. Well-timed (and aimed) Dancing Stars or Grapeshots also work well to break a combo and deal damage.

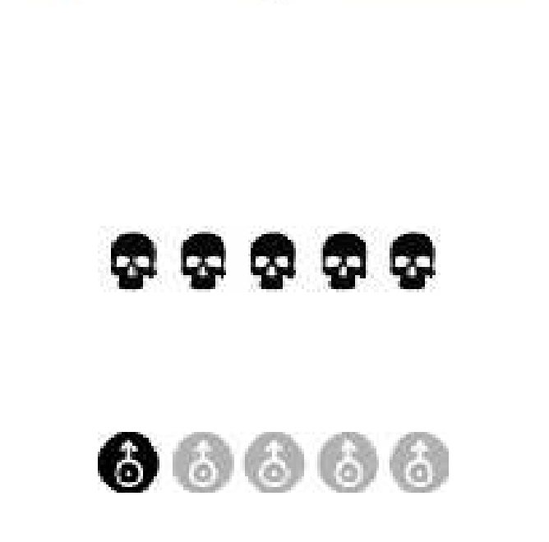
Without A Shield: When he drops his shield, concentrate on defending yourself. After a few charges, Imlerith gets exhausted, and this is the only time you are able to perform a counter-strike.

The Best Battle Tactics

A reliance on specific abilities can help win this fight. For example, Fleet Footed skill mitigates damage if you’re struck while dodging. As usual, healing your wounds with Swallow or White Raffard’s Decoction is critical, as the attacks employed are especially damaging if they strike you.

A more advanced tactic, aside from employing Quen and darting in and out with sword strikes as the opportunities arise, is to use Thunderbolt and Tawny Oil interchangeably to maximize your effectiveness; you can cast Quen more often, and therefore have more occasions to utilize heavy attacks enhanced with Thunderbolt.

Samum bombs are also a great combo starter. When Imlerith is blinded, go behind and attack his back, channel Axii, and you have a few extra seconds before he can block your spell again. Also try to reduce the effectiveness of Imlerith’s teleportation by trying to jump into his direction, just as he begins to conjure the rift.



CARANTHIR (NONHUMAN)

Danger Alert

Frequency

This Aen Elle elf was one of Eredin’s advisors and also, on account of his extraordinary abilities, an important officer of the Wild Hunt. Calling on arcane magic Caranthir would guide the Riders of the Wild Hunt along mystic pathways through time and space in order to reach other worlds.

Loot: None

Sub-Species or Named Variants: Caranthir

Environments: Marlin Coast, near the Naglfar Ship

Specific Encounter: During Main Quest: On Thin Ice (see page 272).

Vulnerable Against

Enemy Attacks

Caranthir attacks with the following:

Ice Lance (Ranged): Caranthir fires singular bolts of powerful ice magic in fairly quick succession at you. Roll to evade these targeted spells.

Ice Lance Barrage (Ranged): These are conjured from a long distance. A few shards cast all at once, or a number one after another. When five lances of light are over his head, and after a short delay he fires them en masse at you. If you’re struck by this barrage, you’re partially frozen, slowing you down and making it harder to avoid other attacks.

Ice Armor: At close quarters, he casts a spell to toughen his armor with ice. Melt it with Igni.

Teleportation: He also teleports to gain a better position on you, and after sustaining damage from you. After teleporting, he will use either version of his ice bolts. Work your way to Caranthir as quickly as possible to attack him, lest he teleports again. Striking him as he is preparing his ice bolts will cancel his attacks.

Ice Elementals: At around half his vitality, he summons Ice Elementals to act as bodyguards. He is vulnerable during the summoning, so take that opportunity to hit him as much as possible before switching your focus to the Ice Elementals. Use Dimeritium Bombs on the elementals to help weaken them (as well as specific tactics detailed in the Ice Elemental section of this Bestiary), but don’t forget that Caranthir is still firing his magic at you. You’ll have to be mindful of his attacks, while also dealing with the ice elementals own abilities. Try to get rid of the Elementals first before returning your attention to Caranthir (alternatively, keep away from them, and use them as cover so they absorb any ice shards). However, if you allow multiple Elementals to be summoned, it will be that much harder to address the sorcerer.

The Best Battle Tactics: Ciri versus Caranthir

You are Ciri. There are two parts to this fight, beginning with Ciri. Caranthir attempts to engage in melee combat against the swordswoman, but as you are by now very familiar with, she is incredibly skilled and powerful. Rush him down and slash away with her sword.

He teleports when he takes enough damage, usually far enough away from Ciri that she cannot reach him during her lunging sword strikes. You can either sprint over to him to continue the offensive, or use Ciri’s teleport slash to reach him even faster. Beware that Caranthir can also teleport directly behind Ciri for a surprise attack, but this can easily be countered with a fast attack or the teleport slash.

Once you deal enough damage to Caranthir as Ciri, she ends the spell Caranthir has been maintaining. After more drama unfolds, Geralt arrives to finish off the Wild Hunt sorcerer.

The Best Battle Tactics: Geralt versus Caranthir

You are Geralt. At long range, dodge the ice shards Caranthir fires at you with easily sidesteps or rolls. Then close the gap between you and Caranthir by dashing forwards between his spells, rolling to the sides to avoid his quintet of icy orbs, or his single projectile thrusts. Use Fleet Footed Ability to avoid incoming damage. Time your rolls to occur just prior to the projectiles striking you. Make brief checks of your mini-map when Caranthir teleports, so you can quickly turn to face him.

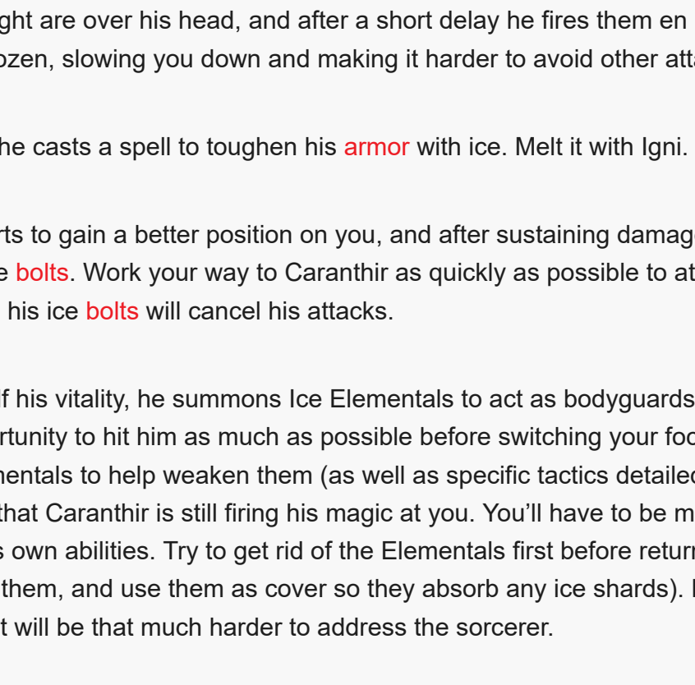
Use Quen to ignore the multiple shards, and active Quen to absorb incoming shards (if they are coming one after another). Caranthir’s ice armor can be melted with Igni; save your Stamina (or Adrenaline) so you can cast it.

When he reaches around half his health, he summons a great slab of ice, which transform into an Ice Elemental. With Igni, talent, good dodge timing, and positioning yourself away from Caranthir so his projectiles actually strike this golem (protecting you in the process!), you’re able to remove these threats. These Elementals can be kept alive, and used as cover from Caranthir’s ice shards. These foes are slow, so slash at them to increase your Adrenaline points.

Caranthir’s projectiles are supplemented by a trio of orbs, one after the other. Roll and dodge them, and when slicing at your foe, make only three or four strikes before backing off, or you may be caught after he teleports and launches projectiles at you.

At around 5-10 percent of his health, Caranthir likely summons another Ice Elemental. You may be tempted to ignore this foe and concentrate on killing Caranthir, which is a worthwhile plan, as long as you avoid the Elemental’s attacks, and a second elemental summoned shortly afterward.

This can be a punishing and long fight to deal with, so stay focused on limiting the amount of harm you can endure. Caranthir teleports as soon as you begin to deal damage, so use Thunderbolt and heavy attacks to maximize your effectiveness. Once you do manage to defeat Caranthir, he attempts one last suicidal attack on the Witcher, teleporting both of you into the waters beneath the ice. Swim for the surface as fast as you can to avoid drowning!



EREDIN (NONHUMAN)

Danger Alert

Frequency

The Wild Hunt is an elite cavalry brigade from the world of the Aen Elle, the Alder Folk, and is commanded by their ambitious and ruthless king, Eredin Bréacc Glas. He travels through the cold emptiness between worlds to capture victims and take them back to his homeland as slaves.

Loot: None

Sub-Species or Named Variants: Eredin Breac Glas

Environments: Marlin Coast, on the Naglfar Ship, and atop the bluffs overlooking the Marlin Coast.

Specific Encounter: During Main Quest: On Thin Ice (see page 272).

Vulnerable Against

Enemy Attacks

Eredin attacks with the following:

Sword Combinations (Melee): He is adept at swordplay, enhanced by the Wild Hunt’s magic. He can perform long combos, block your attacks and Signs, and can easily counter you and strike back viciously afterwards. These long combos are deadly, so hold your guard and wait for a good opportunity to strike.

Ice Armor: At close quarters, he casts a spell to toughen his armor with ice. Melt it with Igni. Eredin can block your channeled Igni, but cannot perform any other action during this time, buying you some time to replenish your health with food or potions. Use Yrden to weaken Eredin’s mobility.

Spells: On the cliff top arena, he uses three spells to defeat you: a single slashing wave of power, a multiple slash wave of power, and a rain of ice shards. Dodge Eredin’s spells with swift movement, retreating, and Quen. The rain of shards is both chaotic and dangerous, so look for shadows of incoming shards and move away from them.

Teleports: He uses a short teleport to overpower your mobility. He gains ice armor every time he employs this technique. Once damaged, he drags you through a portal to a large arena. When Eredin is low on health, he desperately casts rain of ice shards and escapes through the portal; waste no time following him, and dodging any last shards.

The Best Battle Tactics

The battle against the Wild Hunt overlord begins with him taunting you. Take that time to duck into your items menu and use potions that will help you stay in the fight. Tawny Oil, Swallow, and Full Moon are all good choices if you’ve made the higher quality brews. Blizzard is also a good potion for the fight. Eredin’s swordplay can be difficult to parry or counter-attack. Samum bombs are a low risk, high reward strategy; a well-timed throw lets you utilize a few extra attacks as Eredin staggers from the explosion.

The first phase of the fight can be very short, depending on your skill and your gear. Eredin hits quite hard even against a well-armored Witcher. Eredin’s defenses are quite stiff. Reckless attacking will only serve to get you killed when he inevitably counterattacks one of your swings. When he has his sword up in a defensive stance, he will block your attacks unless you manage to flank him.

Like Ciri, Eredin can teleport. He appears behind Geralt to try and score a fatal series of sword strikes. Roll away from him in those circumstances, it’s possible a simple dodge will not get you out of range.

Facing Eredin head on is a dangerous proposition. Not only is he a skilled defender with his sword, he is more than a match on the offense. His strikes come fast enough that it is almost completely unsafe to attempt heavy strikes unless it is after a counter-attack and he is temporarily off balance. If you cannot perform counters, parry or roll out of the way.

Look for him to raise his sword overhead with both hands. This attack cannot be parried or countered, only evaded. The attack comes quickly, and can be done in the middle of his sword combos, after a teleport, or after he counters Geralt.

The key to fighting Eredin, at any point in the battle, is to dodge or parry any melee attacks, while remaining close enough to score a heavy strike when the opening presents itself. This is a fight won by inches, blow by blow. Getting greedy can be extremely painful for you.

Watch out for him to try backhanding or kicking Geralt. These attacks cannot be parried or countered, and if they land will stun the Witcher long enough that he may not be able to roll or dodge the follow-up sword slashes.

After losing roughly a quarter of his Vitality, Eredin creates a portal and sends Geralt and himself to a clifftop arena. This marks the beginning of the second, and most difficult phase of the battle.

In addition to his melee prowess, Eredin gains several new attacks in this arena. The first is the ability to fire shockwaves from his sword. This is often telegraphed by him teleporting to a far point in the area, and holding his sword overhead. He fires one shockwave first, then three waves in a fan pattern, followed by five. It’s a simple matter of running around Eredin to evade the attack, but if you are too far away, the last set of shockwaves can be hard to evade. Use the delay between each attack to close in and score a hit.

After a teleport, Eredin can also call down a storm of ice-laden meteors. Stay on the move, and avoid the projected impact zones, appearing as a patch of ground glowing brighter that the rest. If you get hit, you will be partially frozen and move much slower, making it more likely that you suffer multiple hits. You can run up to Eredin while he channels this spell, and get him to hurt himself with the meteors for a good amount of damage. This immediately cancels the spell, and leaves him open for an attack.

His final new attack is the ability to summon magical spheres at Geralt’s feet, which explode after a short delay. As with the meteors, getting harmed by this will partially freeze Geralt and make him much slower on his feet. Keep moving, ideally towards Eredin, and land a heavy strike to cancel the spell.

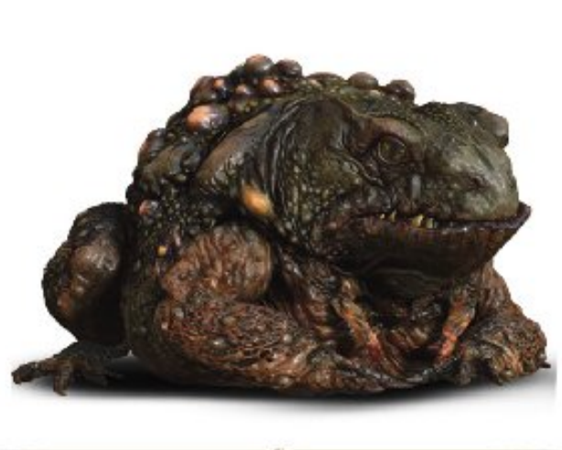
After Eredin falls below a third of his total Vitality, he taunts Geralt again, and he becomes significantly more aggressive. Remain calm, and continue to concentrate on minimizing how much he hits you, while scoring hits whenever he presents the opportunity.

Just before defeat, Eredin will open a portal back to the ship the fight began on, presumably to try and leave Geralt stranded on the cliff top above the shores of the Marlin Coast. Follow the elf back through the portal, and finish him off!

Bestiary

Special Battles And Entities: Hearts Of Stone

Strange and ferocious foes you may only face one single time in your adventuring through Gustfields, as part of Hearts of Stone, involve placating a gigantic Toad, fending off an impressive magic user from far-off shores, dealing with a rapscallion named Olgierd, and demolishing the three forlorn (but ferocious) creatures born of torment within the walls of the von Everec Manor. These special encounters have specific tactics that differ from other combat opportunities you may face, and are placed in a separated section of this Bestiary.



THE TOAD PRINCE (CURSED ONE)

Danger Alert

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Frequency

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The legend of the frog prince has a grain of truth to it, or at least that's what the folk of Oxenfurt wished to believe. However, the beast they encountered was no small, sweet frog, but a bloodthirsty beast.

Loot: None
Sub-Species or Named Variants: The Toad Prince
Environments: The sewers under Oxenfurt.
Specific Encounter: During Main Quest: Evil's Soft First Touches (see page 286).

Vulnerable Against

Enemy Attacks

The Toad Prince has the following attacks and maneuvers to be aware of:

Jump: Expect a leaping maneuver whenever the Toad jumps to face you, jumps forward to change position, or leaps back when you're too close. It likes to leap and land behind or to the side of you, forcing you to change view. Simply lock onto the beast when this happens so you don't lose sight of it, and roll or dodge so you aren't a sitting duck.

Jump And Squash: Closer in, the Toad Prince's leap sometimes ends with it trying to land on top of you, staggering you. Make sure you rapidly react with a well-timed roll or dodge.

Vomit: This disgusting projectile is usually vomited out at closer ranges, obscures your vision like a Water Hag's attack, hits in a wide arc, and is poisonous. It is also easily dodged.

Spit: Another revolting offensive technique, the Toad launches a blob of spit at you, inflicting poison damage if it connects, and turning into a poison cloud at the point of impact if it doesn't. Dodge it!

Tongue Lash: When you're at long-range, expect a darting lash straight at you. At mid-range, the lash is at a wider, horizontal angle. A roll or block, or retreat when you see the monster's maw open helps minimize damage. A riskier plan is to roll directly at the Toad, slicing at it (usually at the side) while the tongue attack finishes.

Gaseous Emissions: Poison sacs on the Toad's back throw up large poison globules that explode and cause a small puddle and poison cloud to appear when they impact (which are three random points in the arena). Avoid the puddle and cloud; backing up is a good plan here. Then light the gas clouds with Igni (assuming you're not inside them!).

General Toad Tactics: As soon as the battle begins, the Toad utilizes ranged attacks to dominate the arena. Get in close, and the Toad jumps, landing and attempting to strike you to inflict tremendous damage and knocking you down. Stay too far away and remain defensive, and expect poison clouds (both via spit and gas attacks). The Toad's large health and powerful attacks means you need to keep moving, and looking for an opening to inflict as much damage as possible.

The Best Battle Tactics

As the battle begins, cast Quen to add an extra layer of protection (following up with sword strikes). Even

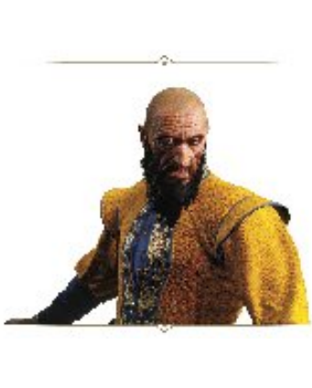
better is the Golden Oriole potion, which nullifies the Toad's poisonous attacks and allows you to heal yourself using the Toad's previously deadly gas clouds!

Keep yourself moving at all times, ideally circling left or right of the Toad and moving toward it; this usually allows you to more easily evade any of the Toad's attacks, or at least have a greater chance to react to them.

Cast Yrden at mid-range and retreat so the Toad follows you, enters your magic circle, and slows down considerably. Coat your sword in Cursed Oil, then make up to three strong strikes before retreating. Without Yrden, dodge or roll to the side (as you would attack a Bear), inflict two regular slashes and retreat.

Despite Shani mentioning the Toad's lack of fearing fire, this foe can be damaged with Igni, though this isn't as significantly damaging, and is mainly used to clear any poison clouds in your vicinity. At long range, lob in as many Northern Wind bombs as you have to weaken this foe. Throwing Superior Dancing Star from the chamber's edge is another option, to stun the Toad before following up with sword violence.

Never stay in the same spot for long: the Toad's spit attacks leave poison clouds on the ground and his various other ranged attacks can damage you no matter where you try to hide. Approach the Toad and provoke it to jump up and slam down until it is facing you (dodge in close then dodge away as soon as the Toad jumps up; this keeps you out of its attack range but keeps you close enough to start attacking as soon as its safe). When close enough, cast Yrden on the ground to trap the Toad, then attack it with your sword; the Toad becomes untrapped after three hits or five seconds. Northern wind bombs will also freeze and trap the Toad preventing it from attacking, allowing you to get close and attack. The Golden Oriole potion causes the Toad's poison to heal you instead of damaging you; using this potion during the fight as you're almost guaranteed to be able to walk into a poison cloud. Using Igni forces the Toad to jump away, useful to interrupt the Toad's maneuvers and force it to jump to a new location within the arena.



OFIERI MAGE (HUMAN)

Danger Alert

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Frequency

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Crawling from the wreckage of the Phakbarthojl (or "Albatross" in the common tongue), torn apart by a mighty storm on the beaches northwest of Novigrad, an impressively-skilled Ofieri Mage must be faced.

Loot: None
Sub-Species or Named Variants: Ofieri Mage
Environments: Close to the ship wreckage, on the beach just east of Crane Cape.
Specific Encounter: During Main Quest: Evil's Soft First Touches (see page 286).

Vulnerable Against

Enemy Attacks

The Ofieri Mage is quick to strike with a variety of impressive spells and moves:

Sand Cage: A number of small clouds of sand appear around you, before quickly closing in to damage and knock you down. Simply roll or dodge out of this maelstrom (the Mage's most damaging attack), and close the distance. The Mage doesn't tend to attempt this when he's facing you in melee combat. If you're fighting warriors too, back away from the Mage completely and coax the warriors into fighting first.

Sand Tornado (Long Range): A fast-moving whirl of sand whips towards you in a straight line. This gust causes damage and slows you considerably, but is only cast directly ahead of the Mage, the tornado is signaled by the Mage whirling his staff around him, and he remains within the tornado itself. As the tornado is relatively slow-moving, multiple dodge or rolls can quickly avoid this.

Sand Tornado (Close Range): At closer range, he casts a similar attack, which doesn't cause as much damage, but staggers you; this is his way of exiting close combat after you strike him repeatedly. So don't be greedy when tackling him; roll in with a couple of strikes and then back up so you aren't struck by this and staggered.

Sand Coil Attack: The Mage points his staff in your direction and starts to spin it in a circle; sands shoots out of the staff (like a sideways tornado), causing damage and temporarily stunning you. Dodge to the side!

Staff Attack: At close combat range, the Mage uses his magic staff as a physical weapon (striking multiple times); simply parry and counter or dodge the attack as you would any other.

A Vanishing Act (Defensive): Expect him to disengage or avoid combat by simply vanishing, only to appear a few moments later with a whipping sand gust around him that damages those nearby. He can also dispel Yrden, reflect most bombs and bolts back at you, and tends not to burn or freeze for nearly as long as a normal human. Simply re-acquire the target once he vanishes (by locking onto the foe again) and roll out of his way until his attack concludes.

A Vanishing Act (Offensive): The Mage randomly teleports close to you, while simultaneously causing a large sand blast that damages and staggers you.

Weaknesses: Sword Damage: The Mage is very susceptible to sword strikes. If you manage to get in close (after stunning the Mage), it is possible to hit him

Three Times Before He Counters. This Is The Foundation Of Your Attack Plan.

The Best Battle Tactics

Begin by equipping the armor you're carrying, as it's not wise to fight the Ofieri bare-chested (despite what many a Skelliger might tell you).

Back up away from the Mage and save him for last. Then battle the warriors in the same way you would tackle a group of bandits or other human soldiers. All the usual tactics apply here.

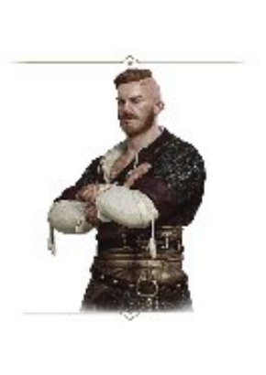
Be advised that as long as more than one soldier is alive, the Mage only uses his teleports to stay away from you and any solders in the vicinity. When one soldier is left, the Mage begins using some ranged attacks. When only the Mage remains (or you're more than 30 meters away from him), expect him to utilize all his attacks. Expect him to teleport when you get too close. He also always counters if struck three times, using a force blast that knocks you down. So don't get greedy while hitting him; instead, try a well-timed roll to get behind the Mage without being hit by the counter.

The Ofieri Mage is extremely dangerous at long range, and attacks from this distance that you might attempt are almost always dodged or reflected back at you. So close the distance as quickly as possible, using dodging and rolls to avoid any magical attacks along the way.

Once you're within sword-clipping distance, use Aard or Axii to stagger the Mage, and quickly follow up with two or three fast strikes. Then roll or dodge away, avoiding any sand he whips up.

Continue with this "attrition" based tactic; staggering him with Aard (or Igni, which is another option) and rolling in to inflict two or three nasty sword strikes without being too greedy, before retreating back again, until the Mage yields.

Other Advice: After re-equipping your missing armor pieces, focus on the solders first. Dodge any area-of-effect attacks from the Mage, and once he's the only enemy left, quickly use Axii to stun him for long enough to reach him and inflict sword damage. Igni and Aard can also keep the Mage occupied, allowing you to reach him.



OLGIERD VON EVEREC (HUMAN)

Danger Alert

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Frequency

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From their very first encounter, Geralt knew Olgierd was a unique character. He led an informal band who worshipped the ground he walked on. Yet Geralt also perceived something indefinable within the man, a "void crying out to be filled."

Loot: Crowns, Von Everec's Blood
Sub-Species or Named Variants: Olgierd von Everec
Environments: In front of the Garin Estate (Gustfields).
Specific Encounter: During Main Quest: Evil's Soft First Touches (see page 286).

Vulnerable Against

Enemy Attacks

Should you challenge Olgierd to a duel in front of his lackeys, be ready to perform more than adequately. He certainly has a full complement of maneuvers:

Advanced Swordplay: Olgierd is most adept at flurries of swordplay. He has incredible speed and power. Not only does he use quick combo attacks, but he can take on a shadow form and quickly dash towards you, launching powerful special attacks. Dashes and combo attacks end with special attacks that knock you down and inflict serious damage.

Using His Noggin: If you try to cast Signs on him, Olgierd dashes away. He's also immune to mind-control spells (so no Axii for you!).

Poison Cloud: If you strike him with swords, or after hitting him thrice when he is stunned, Olgierd points his sword at you, and a mass of black poison clouds his form. Remove yourself from the vicinity and employ poison-reducing potions. He has a brief rest period after this, which you can exploit with sword strikes, though this isn't always an option (as he may be too far to reach).

Zig-Zag Charge: A series of dashes with Olgierd's sword glowing red and his form in shadow usually ends in you being struck and knocked back or over. Dodge or roll to avoid this. With skill, try parrying the end of the technique and fight back with sword strikes.

Straight-Line Charge: An almost-instant dash forward and a mighty swipe; this looks like an impressively devastating technique, but if you time a parry, you can counter and fight back; usually using this plan to win the fight.

The Best Battle Tactics

Expect Olgierd to immediately launch a relentless series of attacks. The type depends on your location: if you're very close, he uses sword combo strikes ending with a very powerful attack. If you're further away, expect various dashing attacks so he can get in close and whittle you down.

Olgierd's special attacks stand out thanks to the red energy surrounding them (and his sabre), as well as a brief period of slow motion right before the attack. Let's hope you can react in time!

Are you a master of countering? Then you can complete this fight without ever being hit!

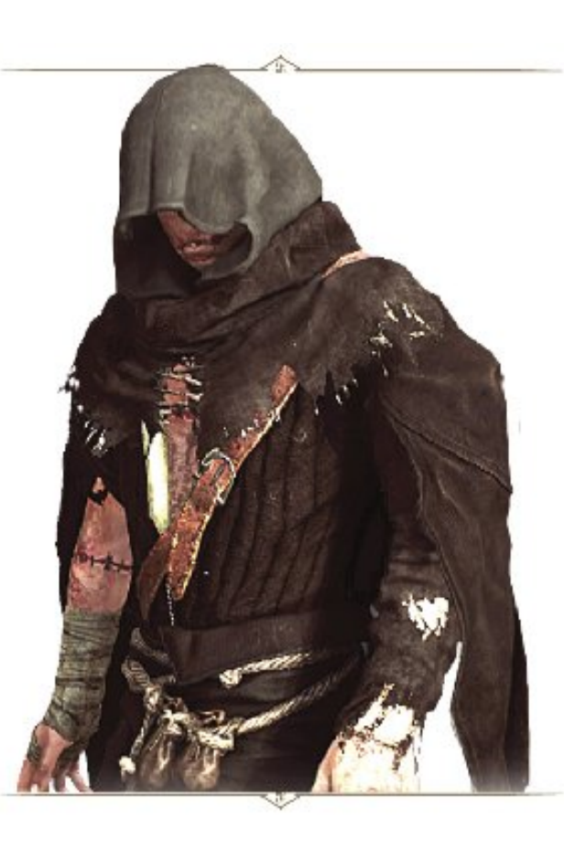
As you might not be expecting this fight, it's worth meditating first, and coating your weapon in Hanged Man's Venom. Next, cast Quen so you're protected from his impressively-damaging sword swings. Certain decoctions (the Leshen, for example) that reflect damage are also helpful.

The dashing and swordplay Olgierd employs is as impressive as it is dangerous, so fancy footwork is always a good option; dodge (or roll) around him and make a trio of sword swings just after he finishes a technique (ideally followed by a dodge to the side). Yrden is also an option after his strikes, too, to slow him down.

If other techniques aren't working, feel free to back away from Olgierd, until he's prompted to try a straight-line charge at you with his red sword a-glowing; the weakness after the charge is key to winning this fight:

Waltzing in and slashing isn't wise. Though you can parry during his sword flurries (when he's in shadow), you're usually not able to parry them all. Instead, wait until Olgierd makes his charge attack, and then parry it. Follow up with some damaging strikes. Repeat this process to wear him down and eventually he loses his head.

When the fight starts, roll away from Olgierd, forcing him to be on the offensive, thus leaving him open to your counter attacks. If you keep your distance, he always tries dashing, and these maneuvers have a large window of opportunity for countering right before Olgierd tries his special attack (easily seen by the red glow). Attack when his sabre glows red, and time slows, Tap the parry button and counter: the energy from the blade is reflected back on Olgierd, stunning him. Then follow up with three sword attacks before Olgierd counters. As he starts to counter, roll backward and right so you're not hit. Then repeat this plan.



THE CARETAKER (RELICT)

Danger Alert

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Summoned from another realm, making "demon" its most accurate designation, the Caretaker had been forced into servitude by magic, performing its tasks pedantically, and murdering all intruders.

Loot: The Caretaker's Spade
Sub-Species or Named Variants: The Caretaker
Environments: In the grounds of the Von Everec Estate.
Specific Encounter: During Main Quest: Scenes from a Marriage (see page 302).

Vulnerable Against

Enemy Attacks

The Caretaker has the following attacks and maneuvers to be aware of:

Regeneration Strikes: Whenever he strikes you with his spade successfully, he can regenerate a small amount of health. Simply avoid being struck to avoid this, (and for the usual reasons).

Summoning Ghosts: After around three or more attacks, or when he suffers substantial damage, he can invoke ghosts that shuffle towards him, allowing themselves to be destroyed and absorbed by the Caretaker, and in turn regenerating his health considerably. Stop this quickly by special positioning (see "Coaxing the Caretaker", below), or by reaching the ghosts first and simply striking them with a single hit to dismiss them. As more ghosts are summoned (continuously for around 30 seconds), continue to look for ghosts (especially on your map) and race to prevent the Caretaker reaching them as quickly as possible while dismissing each with your sword.

Combination Attack (Spade): This is a powerful series of spade attacks the Caretaker can string together to form a devastating combo. If you're caught in this, you can be killed easily. Do not try to attempt to parry or block; step out and away from this attack.

Special Attacks (General): These cause a large amount of damage and cover a large area around

And In Front Of Him. They Are As Follows:

Special Attack: Shovel Slam: The Caretaker raises his spade above his head and then slams it down into the ground, causing a wide, cone-shaped area to be bathed in attack energy; this causes massive damage to you, and knocks you down. Look for the Caretaker to raise his spade, and back away from the area. As the shovel becomes temporarily stuck in the ground after the energy dissipates, venture in to attack afterward. Then leap away as soon as you see more energy starting to appear around him.

Special Attack: Charging Shovel: The Caretaker barges forward with his spade outstretched, racing forward around eight meters and causing massive damage and a knockdown if he strikes you during this time. Afterward, there is a brief recovery time, during which you can strike back. Simply step to the side, or roll into or around the attack so the Caretaker runs past you. Then target and attack the foe during his recovery.

Impressive Immunity: The Caretaker is immune to most Sign, Bomb, and crossbow bolt effects. He also immediately destroys any Yrden traps you place making them especially ineffective.

The Best Battle Tactics

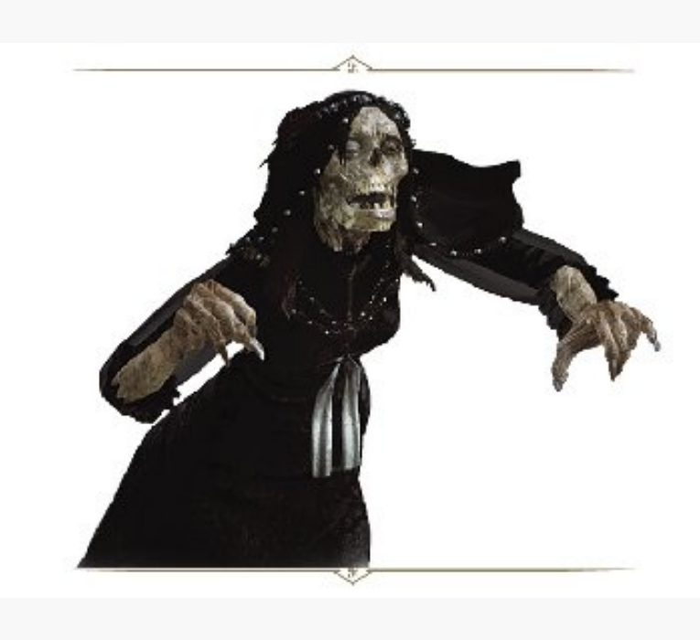
The Caretaker makes a slow but constant approach towards you, attempting his combo attack when close. These usually end with a Shovel Slam, in an attempt to knock you over.

When you manage to reduce the Caretaker's health to the first of its three segments, and again when two-thirds of his health is lost, the Caretaker breaks away from the fight and summons ghosts from their graves within the garden. He slays and absorbs the ghosts' energy, and this can easily bolster his health back up to maximum. These invoking phases last 30 seconds, so it is imperative you clear the ghosts away from the Caretaker to avoid prolonged combat. Afterwards, the Caretaker begins attacking again. At two-thirds health, the Caretaker summons ghosts, then starts to employ the Charging Shovel attack exclusively. At one-thirds health, the Caretaker summons ghosts for a second time, then uses both the Shovel Slam and Charging Shovel attacks.

As the ghosts are summoned within the low stone walled section of the back garden, if you back away from the Caretaker during the combat phase, forcing the Caretaker to follow you up the steps and to the pathway where you met the Black Cat (or where the thief's body is at the opposite end of the garden), you can quickly leave the Caretaker when he starts to summon ghosts, race into the garden, and mow down ghosts quickly before the Caretaker can reach them; at least until he follows you back into the garden. Area-of-effect attacks, like Igni, are particularly helpful in ridding an area of multiple ghosts. Then concentrate on any ghosts within the Caretaker's path, preventing more health being sucked up by this foe. Don't engage the Caretaker during this time; focus on the ghosts.

As the fight begins, approach but do not engage the Caretaker; stay directly outside the range of his combination attack. Then watch for the start of the Shovel Slam; as energy arcs out of his weapon, you can easily spot this; at this point, roll behind the Caretaker, and as the Caretaker tries to remove the shovel from the ground, batter him with sword attacks coated in Relict Oil.

Once the Caretaker performs his Charging Shovel attack, a simple sidestep, followed by sword attacks during his recovery time, is the key to success. Then repeat the previous tactics mentioned until the conclusion of this battle.



THE WRAITH FROM THE PAINTING (SPECTER)

Danger Alert

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Frequency

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This restless spirit had mastery over the house's furnishings, moving freely between the canvases of the many paintings adorning the walls of the Von Everec manor: a strong emotional tie from which the Wraith drew strength.

Loot: None
Sub-Species or Named Variants: The Wraith From the Painting
Environments: Inside the Von Everec Estate manor house.
Specific Encounter: During Main Quest: Scenes From a Marriage (see page 302).

Vulnerable Against

Enemy Attacks

This Wraith attacks in a similar manner to any other floating specter you may have encountered before. before, though it has a few characteristics that make it more problematic than other lost souls:

Relentless And Immunities: It is relentless, fast, and aggressive. It is also immune to Signs that cause damage and special effects from Bombs and crossbow bolts.

Close Attack Clawing: A barrage of close-range clawing attacks can keep you stunned due to being constantly struck. It can also pass through you during this attack, usually used as a counter if you attempt to defend.

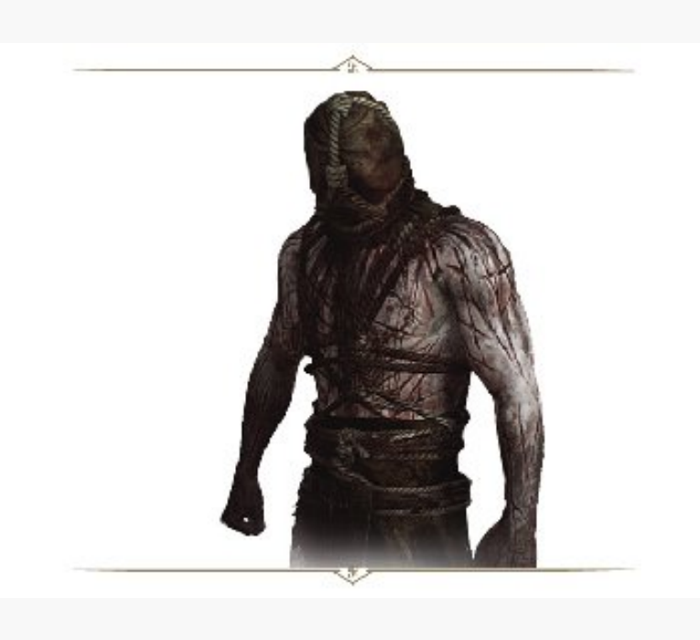
Painting Regeneration: Any lost health is regenerated as the Wraith flies higher into the air (to escape your attacks), and opens a portal into one of the paintings found in the long gallery. Attacks resume after the portal opens, until it floats and enters the painting portal. If it enters, she disappears for a few moments, then returns via a different painting portal, regenerated with health.

The Best Battle Tactics

Quen, not Yrden: Unlike the Wraiths you may have faced before, Yrden isn't a recommended tactic to use. Come to this fight with a boosted Quen augmented by Abilities and utilize these defenses (such as Active Quen) frequently. In this situation, Quen isn't a passive defense, but is instead the key to victory: you're absorbing this Wraith's damage rather than attempting to prevent it. For this reason, it's also worthwhile to carry a supply of Tawny Owl potions to boost the stamina regeneration you need to cast Signs.

Now Quen is allowing you to fight back more frequently, you'll damage the Wraith (especially if your sword is coated with Specter Oil), causing her to float up and open one of the painting portals. As soon as this occurs, look for the beginnings of the (green) portal and focus every attack on the location of the painting portal. You can use sword attacks, or bombs, crossbow bolts, or offensive signs (Igni for example offers a quick closing of the portal).

Without a portal to enter, the Wraith starts to attack you again, but without the boost in health she craves. Use Quen, counter and wound her again, and prevent any subsequent portals from opening. Continue this tactic until the Wraith is slain.



ETHEREAL (IRIS' GREATEST FEAR) (SPECTER)

Danger Alert

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The painted world of Iris von Everec was home to dangerous, predatory creatures; the embodiments of her fears. The most dangerous of these, the Ethereal, invoked her greater fear—and wore the face of h er husband.

Loot: None
Sub-Species or Named Variants: Ethereal
Environments: Inside the Von Everec Estate.
Specific Encounter: During Main Quest: Scenes from a Marriage (see page 302).

Vulnerable Against

Six Olgierds to Fight: Enemy Attacks

This nightmarish form of Olgierd is split into six separate beings. They have all the strengths, weaknesses, and attacks as Olgierd, so you should read up on how to defeat Olgierd when you were presented with this option at the end of Main Quest: Evil's Soft First Touches (page 286), or access similar information earlier in this Bestiary. The same tactics apply here.

Remember there is an Achievement/Trophy which is only unlocked if you coax all six separate beings into attacking you at the same time!

Strengths: Essentially clones of Olgierd, these demons are as fast and relentless as he is. Initially motionless, they wake when you attack to each one, so if all the enemies are awoken at the same time they will all attack together. The main difference is that these enemies gain Olgierd's skills as they die (in other words at the beginning of the fight the enemies only have basic sword attacks, when one dies the remaining foes all gain another of Olgierd's skills like a shadow dash. Then, as each additional enemy is killed, the rest gain another skill until the last one left has every skill that Olgierd had when you had the option to fight him at the Garin Estate).

Weaknesses: These are the same as Olgierd's original shortfalls: you can counter and stun the enemies when they are attempting a special attack. The first three clones have so few skills, they are reasonably easy to defeat.

The Best Battle Tactics

As all their attacks are the same as Olgierd's, you should have some familiarity coming into this fight. When battle commences, there are six opponents, but only one is active. Killing that enemy causes another to wake up and attack, and this process repeats until the last wakes and is beaten. However, any idling foe can be awoken at any time if you accidentally attack them. Need more of a challenge? Then wake everyone up and slay them all at once!

One At A Time: The easier plan is to keep away from the idling foes, moving to the far end of the arena, and slay each form of Olgierd one at a time, using tried and trusted tactics from the first time you faced him.

All At Once: Throw caution to the wind and slay all six foes in a crowd by preparing yourself accordingly. You require maximum damage inflicted in the shortest amount of time. Use damage-enhancing potions and decoctions, and use the Whirl Combat skill to great effect here.

Since these enemies only gain skills as they die, when they are all woken up, they are all relatively weak. Use this to your advantage by corralling them in one place and unleash as much damage as quickly as possible. A solid whirl attack can take up to four of them out at once. Once fewer of these enemies are in the arena, treat them as single foes and employ original Olgierd-slaying tactics.

PRIMA GAMES

Bestiary

Special Battles And Entities: Blood And Wine

Ah, Toussaint! Where the wine (and the blood) runs free! Throughout the many quests in this Duchy, you may be called upon to face some truly impressive adversaries, usually only for a single bout. These include a man-mountain clad in heavy armor, a strange Hermit with a supreme command of the water, a host of fairy-tale folk, and the second-most powerful Vampire you've ever met. These special encounters have specific tactics that differ from other combat opportunities you may face, and are placed in a separate section of this Bestiary.

SIR GREGOIRE DE GORGON: CHAMPION OF THE ARENA (HUMAN)

Danger Alert

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Frequency

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This lumbering mountain of a man is a giant knight with a mysterious past who has taken a vow of silence; he lets his sword do the talking.

Loot: Sir Geralt of Rivia's Sword OR Ravix of Fourhorn's Sword

Sub-Species or Named Variants: Gregoire de Gorgon

Environments: Tourney Grounds (Arena)

Specific Encounter: Secondary Quest: The Warble of the Smitten Knight (see page 443).

Vulnerable Against

Enemy Attacks

Gregoire de Gorgon has the following attacks and maneuvers to be aware of:

No Vulnerabilities: As you cannot use Signs, bombs, projectiles, or oils, this opponent has no vulnerabilities to exploit, aside from those inflicted by your steel sword, and the tactics you learn about while fighting him in sword combat. Remember that healing potions are accessible, however.

No Parrying, No Countering: This plate-metal monster has attacks that inflict such damage and are swung with such force, that they cannot be parried or countered. This means you have ever fewer combat options than for any other battle fought previously!

Punch And/Or Kick: He occasionally employs a gauntlet punch or boot kick if you're close to him, and usually at his side, to knock you back so he can regroup and begin his sword swinging.

Quick Horizontal Slice: A rapid slice through the air in front of him, offering damage to those caught in the arc of his large sword.

Quick Vertical Uppercut: A step forward and a swing upward that can knock you back and deal nasty damage (like all his attacks).

Quick Overhead Strike: A vertical (and sometimes slightly diagonal) strike down in front of him, with a small window of opportunity to hit him as he recovers and pulls his sword back afterward. This sometimes occurs with a step forward.

Heavy Overhead Strike: A step forward and a more pronounced strike down in front of him, and a second or two afterwards where he pulls his sword back to his chest afterwards. This is an excellent visual clue to retaliate at this point.

The Best Battle Tactics

Tackle this prolonged battle as the ultimate test of your sword skill and maneuvering! Though this towering knight has some truly grotesquely damaging attacks, he has one overall weakness to exploit; a lack of speed. He isn't slow by any means, as his attacks are reasonably rapid, but he lacks extreme dexterity and quickness, and hasn't bothered to learn the fine art of dodging around a foe.

Whittle down his vitality by reacting to his recovery time; it is far safer than timing slashing attacks between his sword swings. Wait for an attack, dodge around to his flank, and retaliate with one or two light strikes or a heavy attack. Then retreat so you aren't caught by a punch or wild slash of his sword.

Of particular merit is the recovery time after his Heavy Overhead Strike, which is the very best time to lay into him. While a flurry of light attacks is reasonable, this is the perfect opportunity to hit with a strong attack (covering any ground from retreating). Better yet, try a Rend Strong attack with quick timing to punish this move. Continue with these tactics until the battle is over. Remember parrying and countering are out, but dodging (backward and around) are in! You may also wish to bring your very best steel sword with you into this combat; one that ignores armor and causes criticals is a fine choice.

THE BEAST OF BEAUCLAIR (BEAST)

Danger Alert

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Frequency

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Higher Vampires are superhumanly strong and fast. They can turn completely invisible, and each comes with its own personalized set of talents. When Geralt realized he was dealing with such a creature, he swore foully and realized the rumors about the Beast had not been exaggerated in the slightest.

Loot: None

Environments: Dockside Warehouse (Beauclair)

Specific Encounter: Main Quest: Blood Run

Vulnerable Against

Enemy Attacks

The Beast of Beauclair has the following attacks and maneuvers to be aware of: Dettlaff is inhumanely fast, and you should remain extremely cautious when fighting this Higher Vampire. With super-human speed and strength, he uses fog to literally disappear into and dash out of to claw with almost unmatched ferocity. This mist is also how he quickly changes position, almost faster than you can blink!

Light Attack (Melee): Expect a light attack with his talons; there are three variations of this, and all are best parried.

Strong Attack (Melee): Watch for a slightly slower, more pronounced strike with his talons. There are three variations of this, and all should be parried, or better yet, countered so you can quickly deal damage back to him.

Combination Attack (Melee): Expect a combination of three to five connected strikes, with two variations, usually from the flank, from behind, and appearing from the mist. You have little time to react, so continuously parry. Failing that, roll or dodge just before the first strike connects.

Short Dash Attack (Special): Watch for a fast dash attack, a brief transformation into mist, finishing with a second fast dash attack. Don't be coaxed into attacking after the first hit; you'll slice through mist and miss him. Remain on the defensive.

Dash Attack (Special): A variation on the short dash finishes with a short stop before a strong slashing attack. This is a good place to retaliate; countering the strong final strike with one (or two) of your own. But don't get greedy; he flees from your strikes with ease!

Strong Uppercut Attack (Melee): Expect a strong attack with a flourish that can stagger you, leaving him moments to regenerate, thus increasing this battle and leaving you vulnerable. Blocking the strong attack is good; countering is preferable.

Resistances: Dettlaff is resistant to poison, bleeding, and Yrden, so employing any of these in battle is simply a waste of time.

The Best Battle Tactics

Staying patient and cool under the extreme speed and savagery exhibited by the Beast of Beauclair is key to surviving this fight. Counter any of Dettlaff's attacks, and wait until he attempts his stronger strikes. If you can counter them, you have a tiny window of opportunity to land a couple of strikes before the Beast vanishes or warps behind you to strike.

Judicious use of Quen helps, not only to shield you but to shrug off any attacks you aren't quick enough to parry while you learn the timing to thwart this foe. Swig Black Blood to ensure any damage Dettlaff causes is partly reflected back at him, coat your silver sword in Vampire Oil to ensure each strike damages him as much as possible, and then fight back only after he finishes his strong attack. The battle may take a while, but it's the best way to remain in one piece and stop this higher Vampire, if only for a temporary moment….

THE HERMIT OF LAC CELAVY (HUMAN)

Danger Alert

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Frequency

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Step by step, in trial after trial, Geralt demonstrated that he was indeed in possession of the Five Chivalric Virtues. The test culminated in a last secret trial; to defeat the Hermit sat upon the lake.

Loot: Aerondight (Silver sword)

Environments: The island on Lac Celavy

Specific Encounter: At the end of Secondary Quest: There Can Be Only One (see page 460).

Vulnerable Against

Enemy Attacks

Blue Staff Attack: At close combat range, the Hermit employs his wooden staff with glowing blue gem as a physical weapon. He employs quick single strikes to the left and right, single heavy overhead strikes, as well as multiple rapid strikes. Simply parry and counter or dodge these close range attempts to hit you, as you would a

Normal Opponent's Strikes.

Vanish In The Mist (Defensive): He may avoid combat, or move to another part of the lake by simply vanishing in a column of water, only to appear a few moments later, usually to begin conjuring a water tornado. Simply scan the area until you see him again, rolling or dodging away if you're in the path of a large-scale attack.

Vanish In The Mist (Offensive): Sometimes after vanishing the Hermit appears extremely close to you, conjures a water spout or uses his staff, and can stagger you, so be prepared for this.

Invisibility: Occasionally, (and usually if you've struck him a few times), the Hermit simply blinks out of existence, with only his blue glowing staff orb showing. Simply look for that, and launch a ranged attack to coax him back to show himself.

Water Bolt: With his left hand outstretched, he pushes a bolt of water forward to strike you almost instantly, like a snowball. This projectile doesn't deal heavy damage, but it is fast. It can be parried or dodged. After the bolt, he sometimes summons one or two ground waves that splash in a circular target; dodge both of them.

Water Vortex (Horizontal): A more pronounced version of the bolt, the Hermit launches a twisting column of water directly out from his staff, in a long cylindrical attack that can knock you back or stagger you. Dodge left or right of it. If cast at close range, this pushes you back and staggers you.

Tornado Storm: The Hermit's most impressive attack is when he whips up the water surrounding him into a maelstrom of vapor and slowly walks toward you inside this raging storm. There's little to do except get out of the way here (dodging is better than

Running As The Storm Sucks You In And Heavily Damages You), And Follow Up With A Ranged Attack (Or Igni) After The Storm Dissipates And The Hermit Is Recovering.

The Best Battle Tactics

This fellow, much like the Ofieri Mage you may have encountered during Hearts of Stone Main Quest: Evil's First Soft Touches (page 286) is an extremely dangerous and competent foe, and becomes more potent at longer distances. Close the distance between you both, so fewer large-scale attacks can be launched by him.

When you can easily leap in with a sword strike, employ Aard or Axii to temporarily stagger and incapacitate him, and immediately strike with two or three fast attacks, or a single, nasty strong attack (like Rend). Then retreat (roll or dodge) before you're caught by him reacting.

Axii and Aard are also excellent for interrupting the Hermit at range, before he launches one of his spectacularly-brutal water conjuring attacks. Axii is better, as it flummoxes the Hermit no matter what the range.

You can repeat this technique for as long as you can cast Aard or Axii (before needing to rest your Signs), and catch him in a continual "stagger loop" where you cast Aard or Axii, leap in and strike with your sword, then cast again. Igni also works to a lesser extent. Continue with this "attrition" plan, and don't get too greedy with the sword strikes!

WITCH (RELICT)

Danger Alert

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Frequency

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Not only did the Witch in fact eat men, but had mastered the cooking of humans to a fine art. They are said to be particularly fond of children's liver fried in butter and served in a saffron sauce, balsamic vinegar-marinated fingers roasted to a golden crisp and, yes, even freshly-squeezed corpse juice.

Loot: None

Sub-Species or Named Variants: Wicked Witch

Environments: Wicked Witch's House

Specific Encounter: During Main Quest: Beyond Hill and Dale… (see page 338).

Vulnerable Against

Enemy Attacks

The Wicked Witch has the following attacks and maneuvers to be aware of:

Phase 1: Monster Summoning: The Witch takes to her broomstick, and flies about the combat area, summoning Archespores and Panthers from her bubbling cauldron, and letting them spit their disgusting projectiles at you. During her flight, she is completely impervious to attacks while encased in her magical bubble. Concentrate your attacks on the Archespores and Panthers.

Phase 2: Airborne Projectiles and Divebombing: Once her summoned plant life has been cut down, she tries harming you with revolting liquids from her cauldron, in a long, airborne attack. She also tries to knock you over by swooping down in a divebomb, while riding her broomstick. Dodge out of the way during either of these attacks, and refrain from striking her during the time she is encased in her bubble, for then she is invulnerable. However, when her bubble disappears (usually just before not after. The bubble dissapears as she starts divebombing the divebomb), she can be struck.

Phase 3: Cauldron Broth Projectiles and Melee Strikes: When she is on the ground, she will throw large, unpleasant globs of cauldron contents at you, which act like Archespore spittle, and should be dodged. She can bring down the cauldron with both hands, creating a large explosion that damages and staggers (so back up or interrupt this attack). She also has claw attacks (left or right) at melee range which can be dodged or parried. Spend too long neglecting her broomstick, and she flies off again, and Phase 2 begins anew.

Resistances: The Wicked Witch is resistant to Axii, and usually counters you successfully if you manage to strike her three times in succession.

The Best Battle Tactics

Phase 1: Produce your silver sword, and watch the flight path of the Witch, but don't attempt to strike her. She lobs projectiles that spawn into Archespores and Panthers. Face and cut these down continuously, until she starts Phase 2 of her attacks.

Phase 2: Avoid her cauldron-spilling airborne attacks, and watch for her impenetrable bubble to disappear during these divebombs; as soon as the bubble has gone, hit her hard with Igni, Aard, your crossbow, or a bomb. She tumbles to the ground and separates from the broom. She now begins Phase 3 attacks. However, the broom seems sentient, and hops around, finally rejoining the Witch as she takes off again, forcing you to strike her from the air just like before. Combat this problem by concentrating all your attacks on the broom, as soon as it becomes separated from the Witch. Destroy the broom, so the Witch is left on the ground. It is worth noting (stressing) that the player should avoid the Witches heavy cauldron attacks. This attack staggers the player and the witch will use this time to get back on her broom.

Phase 3: Once she is on the ground permanently, combat is both swift and unrelenting; dodge the revolting projectiles the Witch lobs, dodging around to slash at the stout foe when she waddles quickly towards you. Usual combat planning is necessary, but the fight is straightforward. Though there's no oven to shove this Witch into, Relict Oil (as offense) and Quen are useful (as defense), as well as a quick burst of Igni to put an end to her.

LONGLOCKS (SPECTER)

Danger Alert

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Danger Alert (Skeletons)

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Frequency

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After the duke's daughters grew up and the Land of a Thousand Fables went feral, Longlocks, whose prince never came and who suffered greatly from her loneliness, decided to hang herself by her own braid. After she died, her ghost stayed to haunt the castle in which she had awaited her suitor.

Loot: Yellow Bean

Sub-Species or Named Variants: Longlocks (Banshee)

Environments: Longlocks' Tower, in the Fablesphere

Specific Encounter: During Main Quest: Beyond Hill and Dale… (see page 338).

Vulnerable Against

Enemy Attacks

Longlocks Has The Following Attacks And Maneuvers To Be Aware Of:

Banshee Wail: After taking damage from your attacks, Longlocks will rise to her place of death (the light in the center of the tower ceiling) and let out a scream that could wake the dead—literally. This summons a group of five or more skeletal foes (and she is invulnerable for a few moments during and after the wail). Longlocks then heals while you're preoccupied with the skeletons (who are easily dispatched like Bandits, or blown backward with Aard and stabbed while prone).

Banshee Scream: Longlocks has a second scream that's just as ear-piercing, but is used to stun you instead of summon skeletons. Beware of this and dodge or roll away from the sound wave.

Dash Attack: If you're stunned, Longlocks bursts forward with great speed and performs a powerful melee attack; don't let this happen by avoiding the scream in the first place!

Melee Combo: Expect some nasty clawing, which can strike you up to four times (usually three or four hits). These are quick and light, and can therefore be parried. She quickly floats backwards after each successful attack or counter that she performs.

Counter: If you're successful with two or more melee attacks, Longlocks attempts a counter attack; a very quick spin that causes heavy damage, and pushes you (and her) away from each other. You're encouraged to strike twice before adjusting and striking again, so this is avoided.

Resistances: The critical effects of Signs, Bombs, and bolts do not affect Longlocks. She is slow, attempting to stay at medium range and away from your attacks and only approaching when attempting a dash or melee combo strike.

The Best Battle Tactics

Use Yrden to slow Longlocks down enough to dart in with a couple of hard-hitting, specter-oil-coated attacks, and whittle down her health until she starts her infamous Wail. As soon as the skeletal foes appear, defeat them as quickly as possible using fast attacks and knocking them over with Aard; this means Longlocks has fewer opportunity to heal herself, and you can continue this combat of attrition.

Longlocks strafes, tries a melee attack, dashes away, tries the scream to stun you, then uses her dash attack if successful; then she begins this attack pattern again. If wounded, she stops this pattern and summons her bony brethren. When she does, remove the skeletal threats quickly, before attacking her with well-timed sword strikes once again.

THREE LITTLE PIGS (BEASTS)

Danger Alert

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Frequency

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The three little pigs from the Land of a Thousand Fables were left for years without Artorius Vigo's supervision. During this time, they went completely feral, transforming into three wild boars which attacked anyone who dared approach their rui ned home.

Loot: Blue Bean

Sub-Species or Named Variants: Three Little Pigs

Environments: The Fablesphere (Land of a Thousand Fables).

Specific Encounter: During Main Quest: Beyond Hill and Dale… (see page 338).

Vulnerable Against

Enemy Attacks

Leave even a kind-hearted, warm, naively benign creature to fend for itself, and it won't remain so benign for long. Treat this battle with the Three Little Pigs in exactly the same manner as you would when facing Wild Boars:

These piggies are able to maintain their speed throughout an entire fight, can knock you down, surround and harass lesser warriors, and act more erratically than other beasts.

Erratic Running: These piggies won't usually make a direct line when charging towards you, but instead can circle or weave around before charging with their tusks. They also like to "wing" you as they pass with their tusks, and continue to charge about, making them difficult to react to. Quen is useful protection under these circumstances.

Charging Gore: Expect these piggies to charge you from time-to-time, especially if you're preoccupied with one of their pack and don't notice another approaching swiftly. The subsequent strong tusk attack can knock you down. A swift dodge is necessary here.

Hind Leg Stomp: If you're burning these piggies with Igni or projectiles, they tend to run in a circle in a highly-agitated manner, kicking their legs out. These hind-leg strikes also occur if you try and strike a pig from behind (after the beast usually rears up). Obviously, avoid bladed attacks to a piggy's behind, and watch a squealing boar as it careens chaotically; dodge to avoid additional damage.

The Best Battle Tactics

As they maintain their speed throughout an entire fight, and are difficult to predict (they run to and from you constantly), you must be cautious so you're not surprised by a charge and gore that knocks you down. Expect to be surrounded and harassed.

These piggies are susceptible to all Signs, bombs, and bolts. For those lacking finesse, you can quite easily single out a piggy, concentrate on killing it with hammering light attacks, before moving onto the next one. But the best idea is to approach them defensively (blocking and with Quen active), locating and isolating one, and then stunning it (Aard or Axii is useful here) and/or attacking from the front or the side. If you're surrounded, utilize crowd-control tactics (stunning or slowing these piggies with your preferred Signs or bombs) before resuming the "isolate and slay" plan.

BIG BAD WOLF (BEAST)

Danger Alert

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Frequency

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The Big Bad Wolf once served as a playmate to the duke's daughters, acting out scenes with a certain red-hooded girl and her grandmother, but as the fable land slowly degenerated, so did he.

Loot: Red Bean

Sub-Species or Named Variants: Big Bad Wolf

Environments: Grandmother's house, in the Fablesphere.

Specific Encounter: During Main Quest: Beyond Hill and Dale… (see page 338).

Vulnerable Against

Enemy Attacks

Geralt and Syanna met the Big Bad Wolf while he was nursing a nasty hangover and was not eager to cooperate. Yet since our heroes needed a bean which the wolf had, they forced him to act out his tale. And act out he did, performing a series of aggressive maneuvers akin to a Werewolf:

Lunging Claw Strike: Should the Big Bad Wolf wish to close the gap, it leaps from the ground in your general direction, landing with a huge and vicious clawing swipe. Dodge this to avoid being struck and possibly stunned; watch and dodge just as the Big Bad Wolf's feet leave the ground, or as soon after as possible. Dodging away, diagonally backward, gives you the distance you need to avoid the landing and swipe.

Clawing And Double Clawing: At close and melee distances, the Big Bad Wolf tends to stand and swipe with his powerful claw. Or, he raises up both arms, and brings them down vertically with a double clawing move that is both highly-damaging and can stagger you, causing bleeding. Another timed dodge is required, usually when you see his arm (or both arms) raised up before the strike. There is a tiny opportunity to retaliate with your blades just after either claw attack, as the Big Bad Wolf recovers.

Bite Attack: After dropping to all-fours, the Big Bad Wolf launches a highly-damaging biting lunge. Look for the change in stance, then dodge as soon as you see all four claws on the ground to avoid being struck.

Regeneration: As combat continues, the Big Bad Wolf is able to regenerate vitality back, increasing the need to interrupt this and dish damage, so you aren't fighting a foe that continuously heals!

No Summoning Wolves: The Big Bad Wolf has no ability to summon wolves. Unless you talk to Joss. Then he'll tell you otherwise.

The Best Battle Tactics

Yrden is of great use in avoiding the Big Bad Wolf's attacks, though his speed sometimes means he misses your circle of slowdown. Instead, employ Quen to shrug off the first attack the Big Bad Wolf inflicts; they are fast enough that you may not be able to parry or time attacks without being struck. Another good tactic is to cast Quen, and as soon as he claws at you and Quen pushes the beast back, retaliate with two or three fast attacks, possibly followed by an expertly timed Rend.

When possible, use Igni. Setting the Big Bad Wolf aflame can force him to stay still long enough to score more vicious strikes (hopefully with critical hits), usually on his flanks. Fire, bleeding, and poison effects can be used to slow his regeneration.

Explosive bolts for a crossbow can be useful for inflicting fire damage at greater range, should the Big Bad Wolf be at a distance. My, what muscular haunches he has! He won't for long, though!

DETTLAFF VAN DER ERETEIN (VAMPIRE)

Danger Alert

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Frequency

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Dettlaff is a higher Vampire and one of the most terrifying creatures the world has ever known. Some Vampires of his sort live among men easily and inconspicuously. Yet even the most civilized Vampire can be incredibly dangerous if provoked, and Dettlaff…Dettlaff is far from civilized.

Loot: None

Sub-Species or Named Variants: Dettlaff, Blood Construct

Environments: Tesham Mutna, in southern Toussaint.

Specific Encounter: During Main Quest: Tesham Mutna (see page 348).

Vulnerable Against

Stage 1: Vampire Form: Enemy Attacks

Dettlaff exhibits the same level of initial ferocity that he did during your first encounter with him, during Main Quest: Blood Run. Therefore, similar tactics apply:

Dettlaff is inhumanely fast, and you should remain extremely cautious when fighting this Higher Vampire. With super-human speed and strength, he uses fog to literally disappear, and dash out of to claw with almost unmatched ferocity. This mist is also how he quickly changes position, almost faster than you can blink!

Light Attack (Melee): Expect a light attack with his talons; there are three variations of this, and all are best parried.

Strong Attack (Melee): Watch for a slightly slower, more pronounced strike with his talons. There are three variations of this, and all should be parried, or better yet, countered so you can quickly deal damage back to him.

Combination Attack (Melee): Expect a combination of three to five connected strikes, with two variations, usually from the flank, from behind, and appearing from the mist. You have little time to react, so continuously parry. Failing that, roll or dodge just before the first strike connects.

Short Dash Attack (Special): Watch for a fast dash attack, a brief transformation into mist, finishing with a second fast dash attack. Don't be coaxed into attacking after the first hit; you'll slice through mist and miss him. Remain on the defensive.

Dash Attack (Special): A variation on the short dash finishes with a short stop before a strong slashing attack. This is a good place to retaliate, countering the strong final strike with one (or two) of your own. But don't get greedy: he flees from your strikes with ease!

Strong Uppercut Attack (Melee): Expect a strong attack with a flourish that can stagger you, leaving him moments to regenerate, thus increasing this battle and leaving you vulnerable. Blocking the strong attack is good; countering is preferable.

Resistances: Dettlaff is resistant to poison, bleeding, and Yrden, so employing any of these in battle is simply a waste of time.

Stage 1: The Best Battle Tactics

Staying patient and cool under the extreme speed and savagery exhibited by Dettlaff's Vampire Form is key to surviving this fight. Counter any of Dettlaff's attacks and wait until he attempts his stronger strikes. If you can counter them, you have a tiny window of opportunity to land a couple of strikes before the Beast vanishes or warps behind you to strike.

Dettlaff is adept at parrying; he blocks all attacks from the front, and after three parries (or hits), he usually teleports behind you and counters. If you manage to strike him in the back, he dashes away, so as not to receive further punishment from you. Not only that, but he can regenerate up to 30 percent of his essence, usually while standing at range.

Judicious use of Quen helps, not only to shield you but to shrug off any attacks you aren't quick enough to parry while you learn the timing to thwart this foe. Swig Black Blood to ensure any damage Dettlaff causes is partly reflected back at him, coat your silver sword in Vampire Oil to ensure each strike

damages him as much as possible, and then fight back only after he finishes his strong attack. The battle may take a while, but it's the best way to remain in one piece and stop this higher Vampire, if only for a moment.

Stage 2: True Form: Enemy Attacks

When you've removed around a quarter of Dettlaff's vitality, a grotesque transformation takes place, as Dettlaff reveal his true form! This fearsome flying enemy is essentially immortal, and so fights with no regard to his personal safety, and with a ferocity not previous encountered! When in the air, he is impervious to any attack. In addition, watch for the following offensive maneuvers:

Flight And Flying Dash: While airborne, he isn't able to be harmed, though he sometimes executes a Flying Dash, striking you before he flies away again. It is during this attack that you can make a well-timed sword strike or aard, igni, bolt, or bomb. Actually Igni and aard are best for bringing him down as they require the least perfect timing of all available options interrupting the dash and bring Dettlaff to the ground, one of only two opportunities to strike him.

Teleport: He is able to teleport short distances; keep an eye on where he is at all times so you aren't slaughtered from the flanks or rear.

Dive Attack: Using his massive wings to raise himself up and out of your reach, he flaps up, then brings himself down with a mighty pummeling ground strike that can hit hard and possibly stagger. However, he requires some time to recover from this dive and is vulnerable on the ground.

Swarm Attack: A massive swarm of bats is conjured and thrust towards you, damaging and staggering you. Just roll, dodging is not sufficient for this attack. to avoid this.

Traps: After Dettlaff recovers from an attack, he conjures a revolting, oil-like trap that can severely impede your movement. He uses a special Dive Attack to hammer you while you're prone, so avoid the Traps whenever possible by remaining mobile, and don't get too greedy when striking Dettlaff during his recovery.

Resistances: Dettlaff's True Form is immune to burning (Igni and weapons), stuns, blinding, and Axii. If he's flying, he dodges or reflects any bombs or crossbow bolts you may try to strike him with. When he's recovering from a strike, he can send you flying backward, knocking you over, so get in with strikes and retreat quickly.

Stage 2: The Best Battle Tactics

Put your projectiles away when Dettlaff is airborne, as you cannot harm him when he's flying. The only times he is susceptible to harm is at the end of his Dive Attack (he lands on the ground, and is vulnerable for a moment), and during the Flying Dash (where this attack can be interrupted, and Dettlaff brought to the ground). Signs are best employed here, though bombs work too. Then whittle Dettlaff's health down with two or three strikes before backing away, out of the range of the trap he conjures, and let him fly away. Then begin the tactic anew.

Stage 3: Blood Construct (Final Form): Enemy Attacks

At around one third vitality, after you've successfully clipped Dettlaff's wings, this horror wraps himself up completely in a revolting cocoon of blood. Quickly sculpting an encased arena from gore and flesh, supported by three vein columns that pump blood into the cocoon hanging from the middle of this atrocity. A doppelgänger of Dettlaff is also conjured, made from the blood and sent to fight in Dettlaff's stead.

An Idiot Construct: The Blood Construct is a magical being formed from the blood and willpower of Dettlaff. It does not possess any intelligence of its own, and exists only to kill you. Expect a constant barrage of attacks with little time to rest.

Melee Strike (One Hit, Six Variations): A quick single attack that is damaging, and can be parried or dodged. You can retaliate afterward, but as the construct shouldn't be the focus of your fighting (aside from getting rid of it momentarily), think of all these attacks as a hindrance to your main goal.

Combo Strike (Four Variations): A series of attacks, inflicting damage up to four times in a single combination. These can be parried or dodged.

Dash Attack: A sliding strike that can be interrupted or countered, allowing you to stun the construct for a few moments; only of the best ways to quickly remove yourself from its clutches to deal with the real solution to your problem.

Flying Attack: Once you dispel the Construct with your attacks, it reappears near Geralt, applying a knockdown. Dodge away from its landing spot, or take a chance at hitting it to remove a small amount of its health.

Resistances: The construct is immune to any critical attacks, and can easily parry your sword strikes. It also revives itself each time you kill it, making it effectively immortal.

Stage 3: The Best Battle Tactics

The three columns resembling veins, which pump blood into Dettlaff's cocoon, are the main focus of your attacks: Make sure you are slicing, blasting, or bombing these stationary targets as quickly and as often as possible. Waylay the Blood Construct by using Yrden, quickly maneuvering around the flesh arena, and use ranged attacks at the flesh columns so you don't need to physically move to each one. Treat the Blood Construct as you would Dettlaff in Phase One of this battle, but know that you can never defeat this golem; though removing it temporarily before it reforms allows a few seconds of uninterrupted flesh-column removal! When all three flesh columns are removed, Dettlaff finally yields.

Places Of Power

Overview

Places of Power are stone monuments marked with one of the Signs used by Witchers to combat men and monsters. Drawing magic from these places grants a boost to your Ability Points (increasing by 1) the first time you interact with each monolith. If you come back to a Place of Power and draw from it again, you receive a temporary enhancement to the Sign that is marked on the monument.

The real boon to Places of Power is that they grant this additional Ability Point, which can be spent on new or existing rankings of Abilities (also known as “Skills”) immediately. So it’s worth going out of your way to find all 30 Places of Power across the Northern Realms as early as you can, just to have an advantage earlier in your adventuring.

THE RIGHT PLACE AT THE RIGHT TIME

The Places of Power are dotted throughout five realms (and one off-world location). Be warned though; some Places of Power are only accessible during specific quests, and cannot be accessed before or afterward!

Places Of Power

Places Of Power

PLACES OF POWER

Location	Yrden	Quen	Igni	Axii	Aard	Total
White Orchard	1	2	1	1	1	6
Velen (No Man's Land)	2	2	1	0	1	6
Novigrad	0	0	1	1	0	2
Skellige	2	2	2	2	1	9
Kaer Morhen	0	0	1	0	0	1
Other World (Dark Valley)	0	0	0	0	1	1
Toussaint	1	1	1	1	1	5
Grand Total	6	7	7	5	5	30

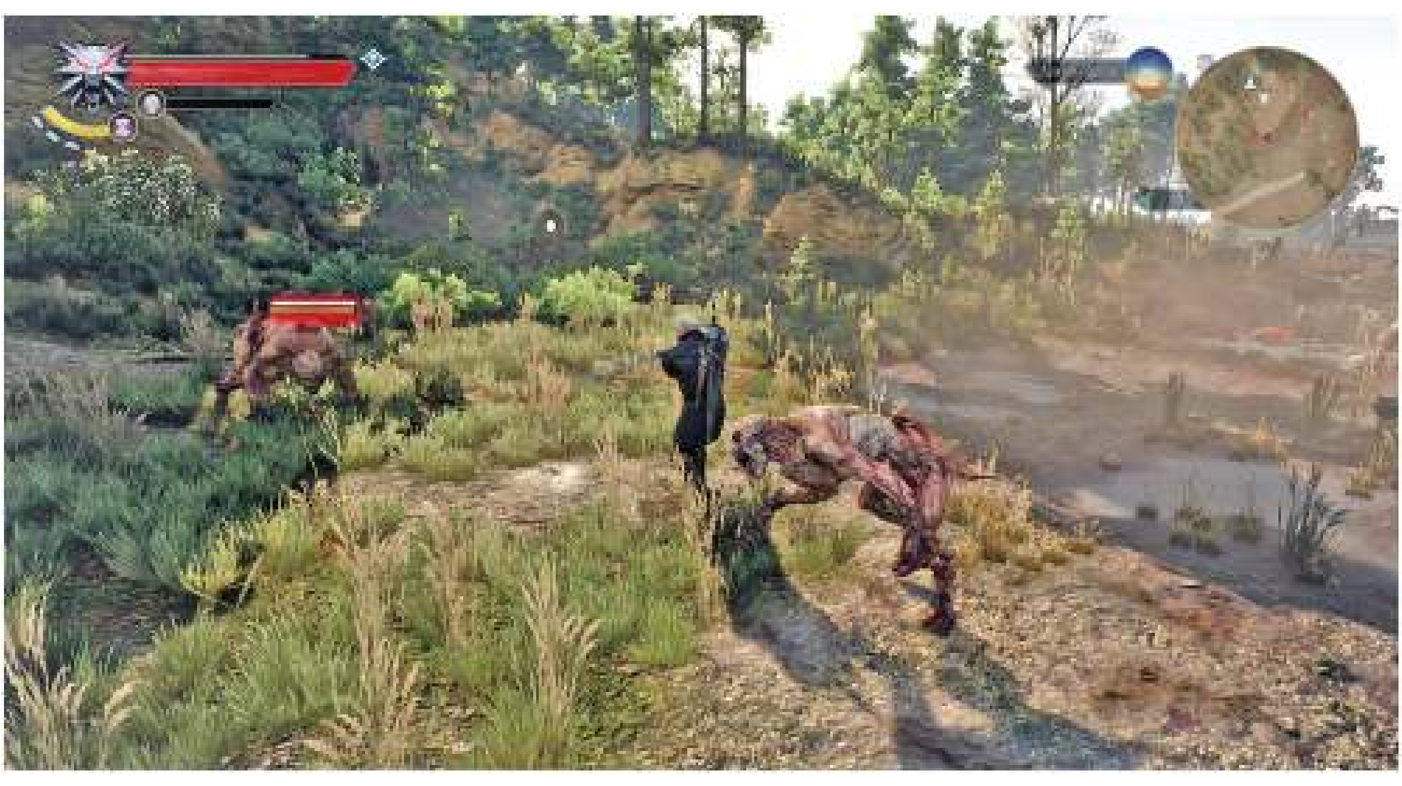
Places Of Power

White Orchard

1. CACKLER BRIDGE (QUEN)

Quest Specific? No

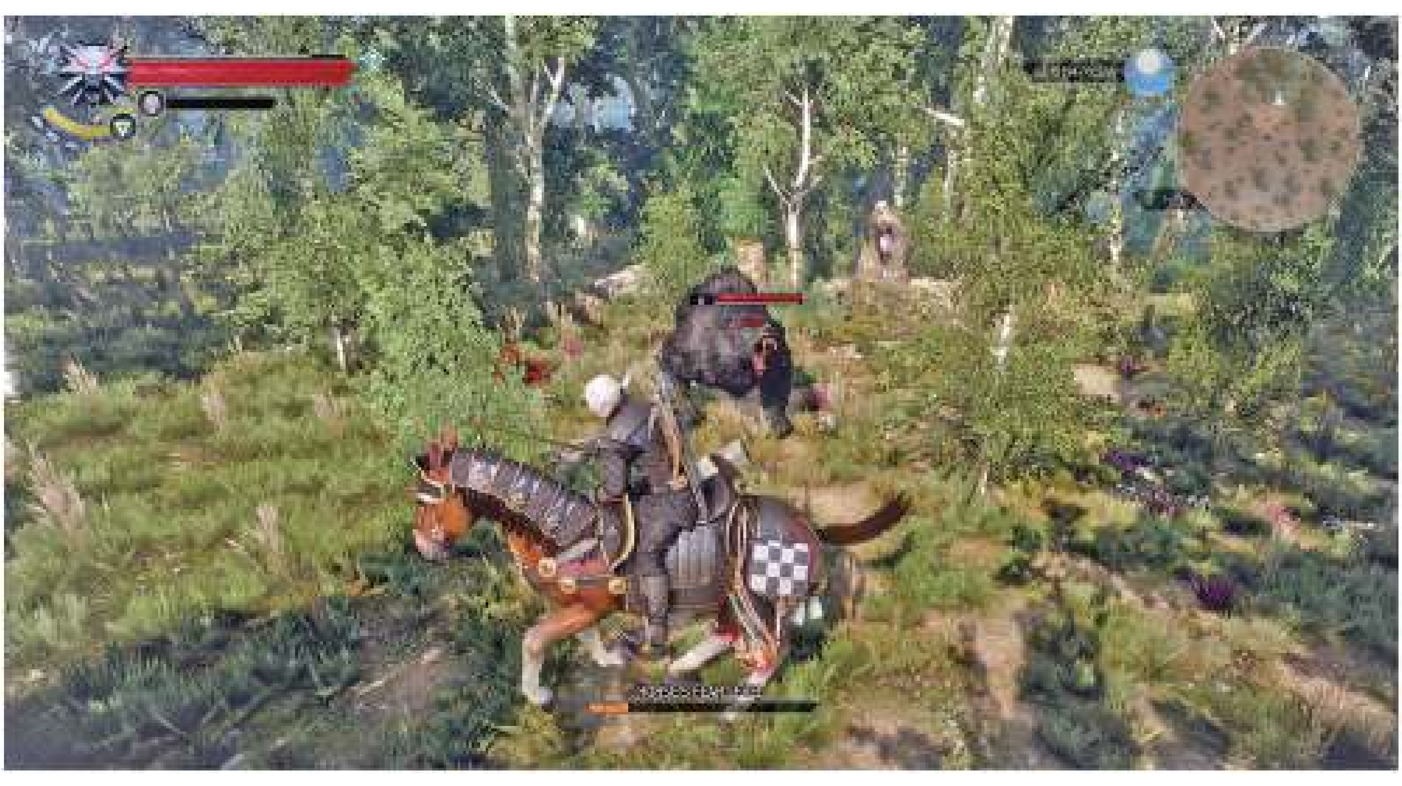
A pack of Ghouls have gathered near this monolith, which is east and a little north from Cackler Bridge. Their Monster Nest is nearby, though it isn't necessary to destroy it to access the monolith.



2. ABANDONED BRIDGE

Quest Specific? No

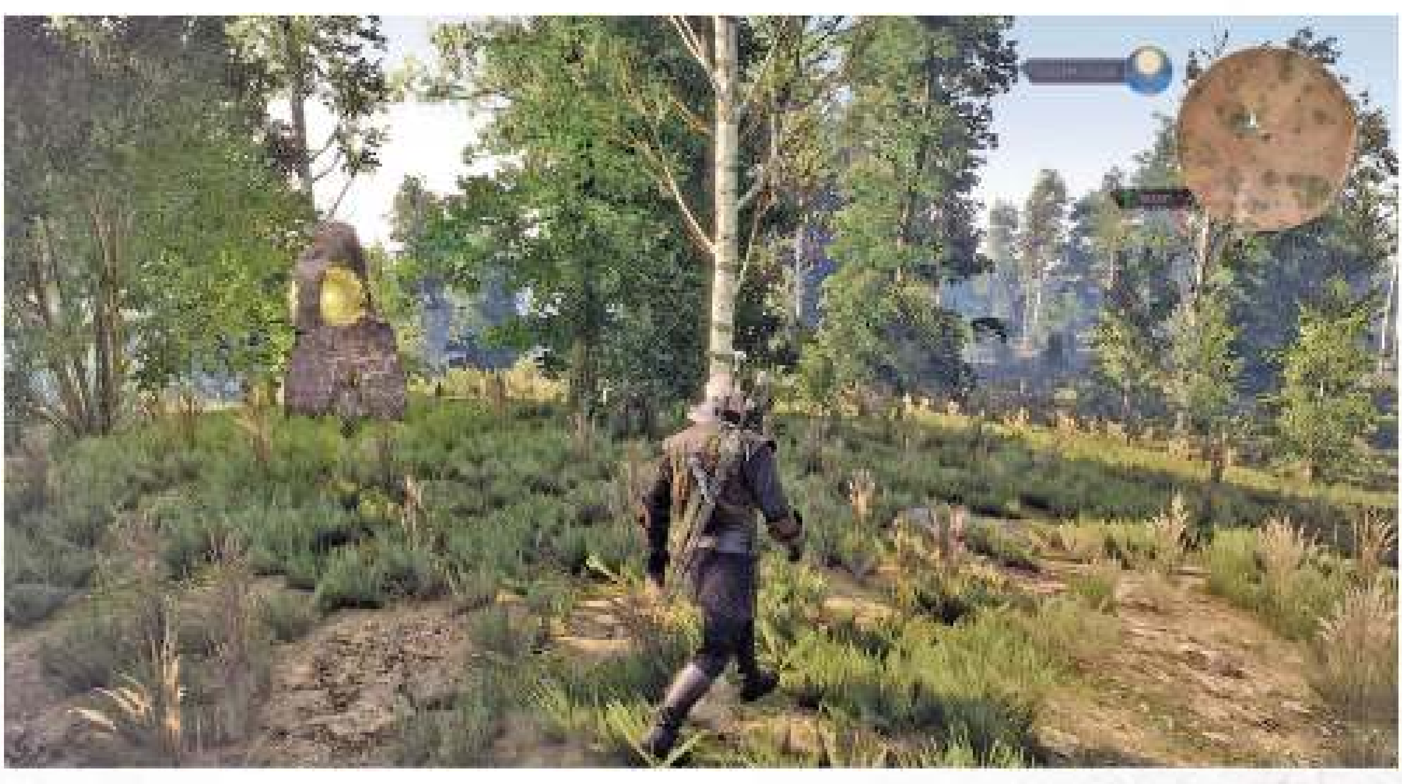
Cross the bridge heading southwest from the Ransacked Village, or head east from the Abandoned Village to a wooded area where a Bear is prowling. It's wise to slay this beast before drawing power.



3. BROKEN BRIDGE (QUEN)

Quest Specific? No

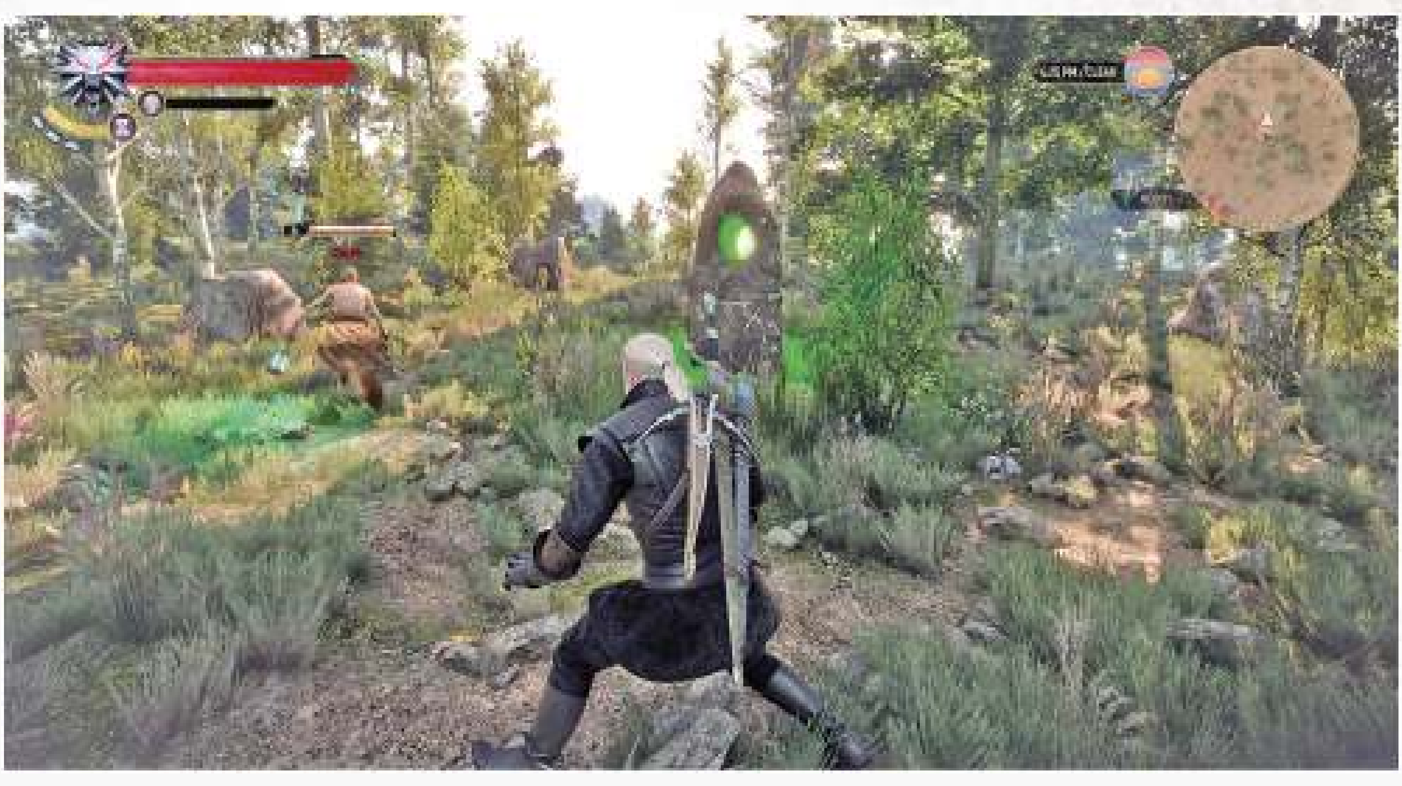
Due south of the Broken Bridge is the trail to the Griffin's nest you uncover during Main Quest: The Beast of White Orchard. Find the nest, continue south, and find the monolith among the beech trees.



4. SAWMILL (AXII)

Quest Specific? No

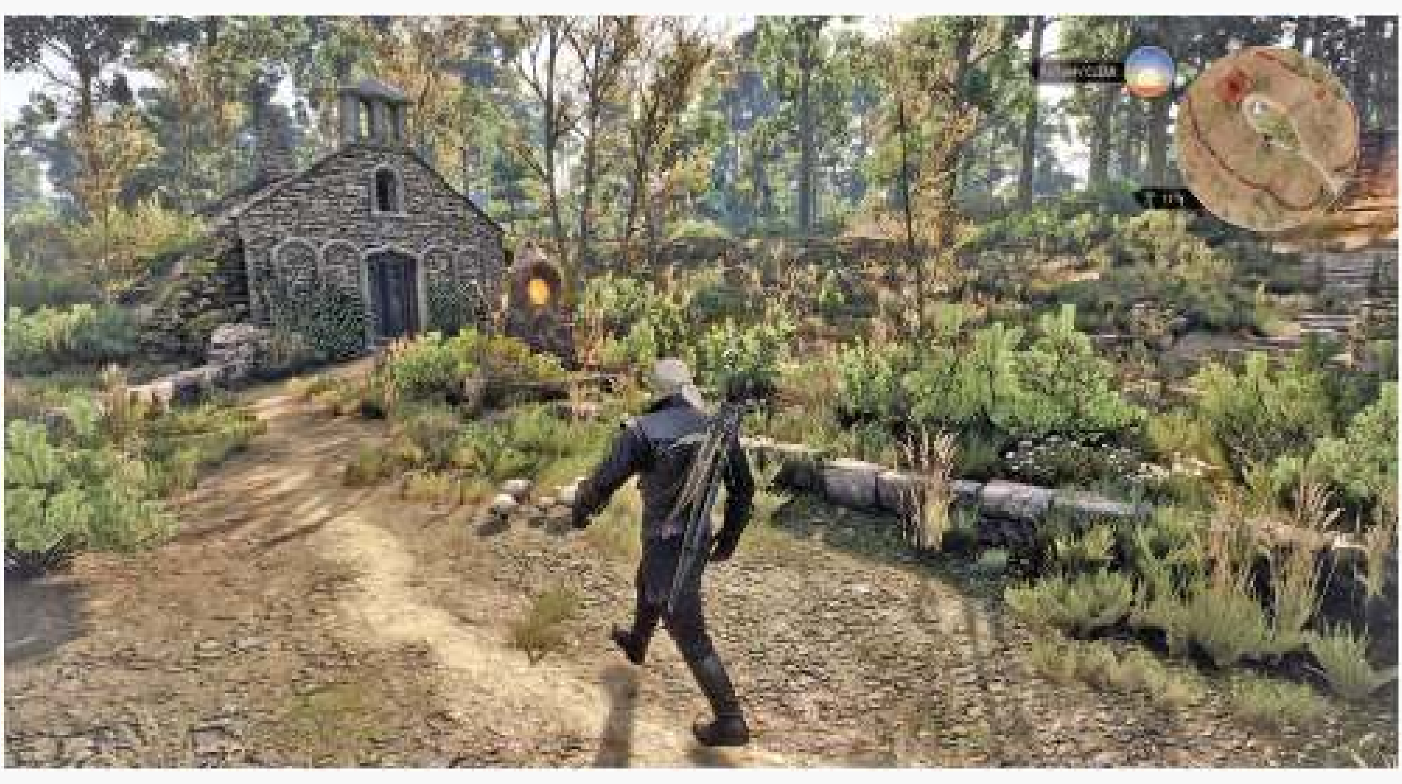
From the Sawmill, journey northwards along the road before veering off into the low scrub and bushes to an area of standing stones guarded by a Wraith. Defeat this specter before drawing power.



5. WHITE ORCHARD CEMETERY (IGNI)

Quest Specific? No

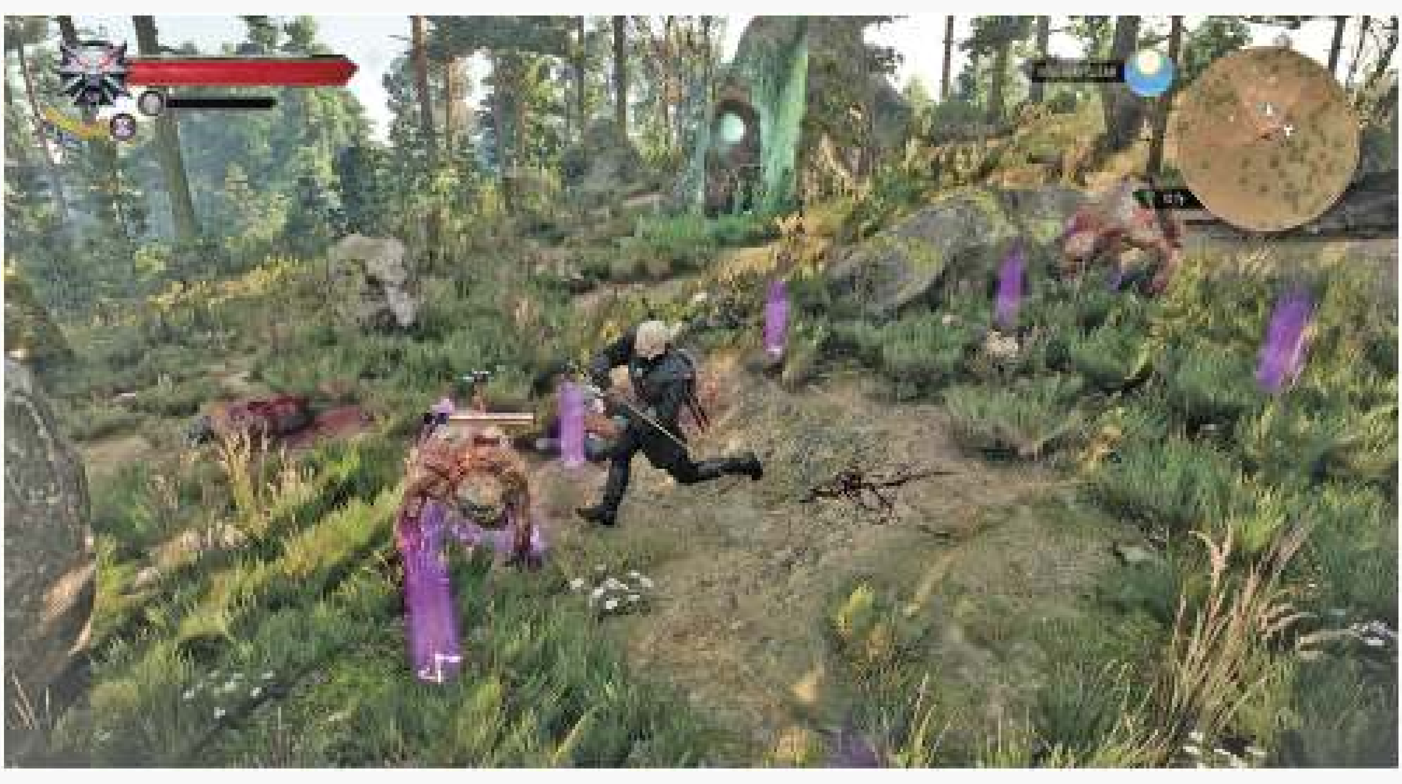
From the Mill, across the river and north of Woesong Bridge, head north to the small chapel and White Orchard Cemetery. A Wraith awaits you here. Dispatch it before drawing the power from the monolith.



6. WHITE ORCHARD CEMETERY (NORTH) (AARD)

Quest Specific? No

From the Mill, head north to White Orchard Cemetery, then continue north through the forest and up a slope to a wooded shrine of standing stones. Beware of a Ghoul nest nearby.

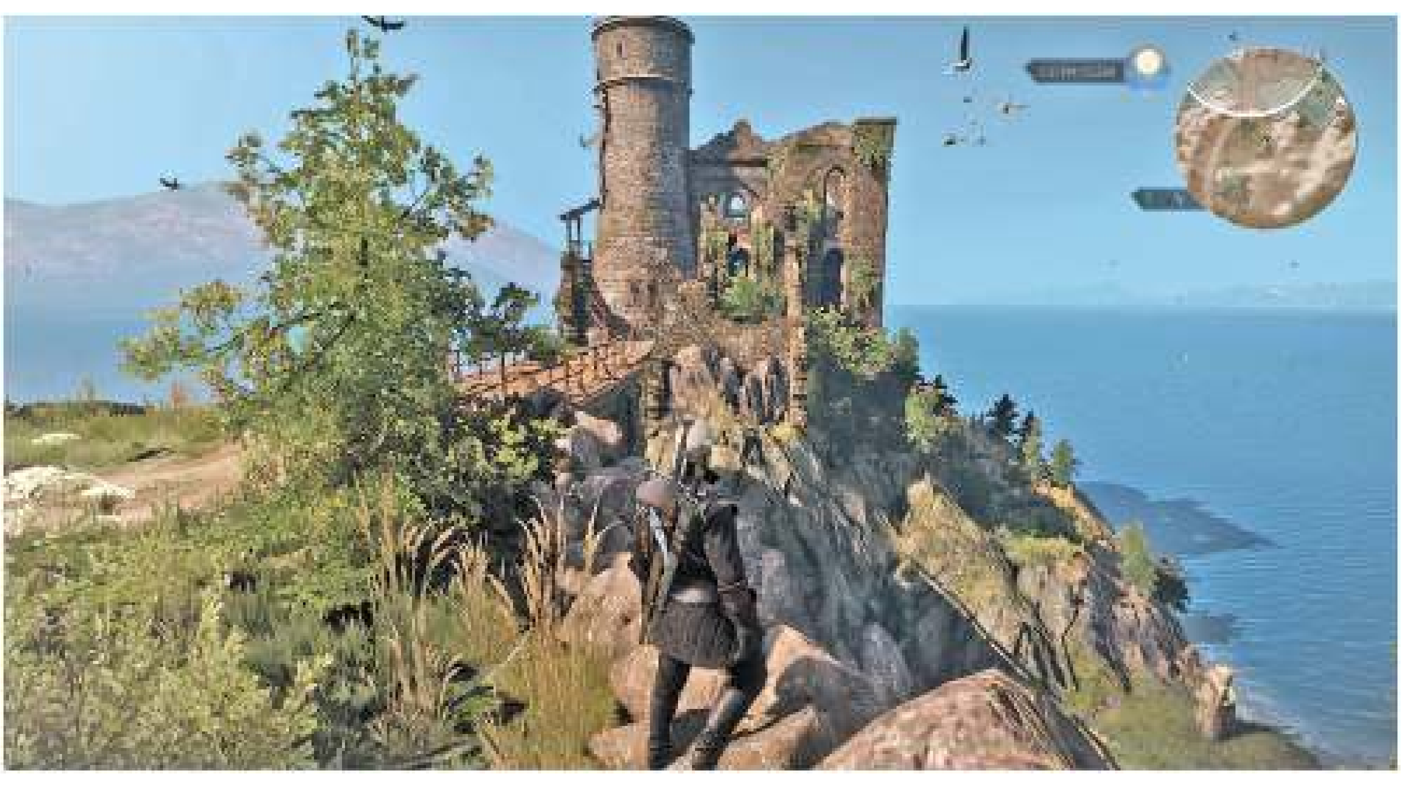


Velen (No Man's Land)

7. LORNRUK (QUEN)

Quest Specific? No

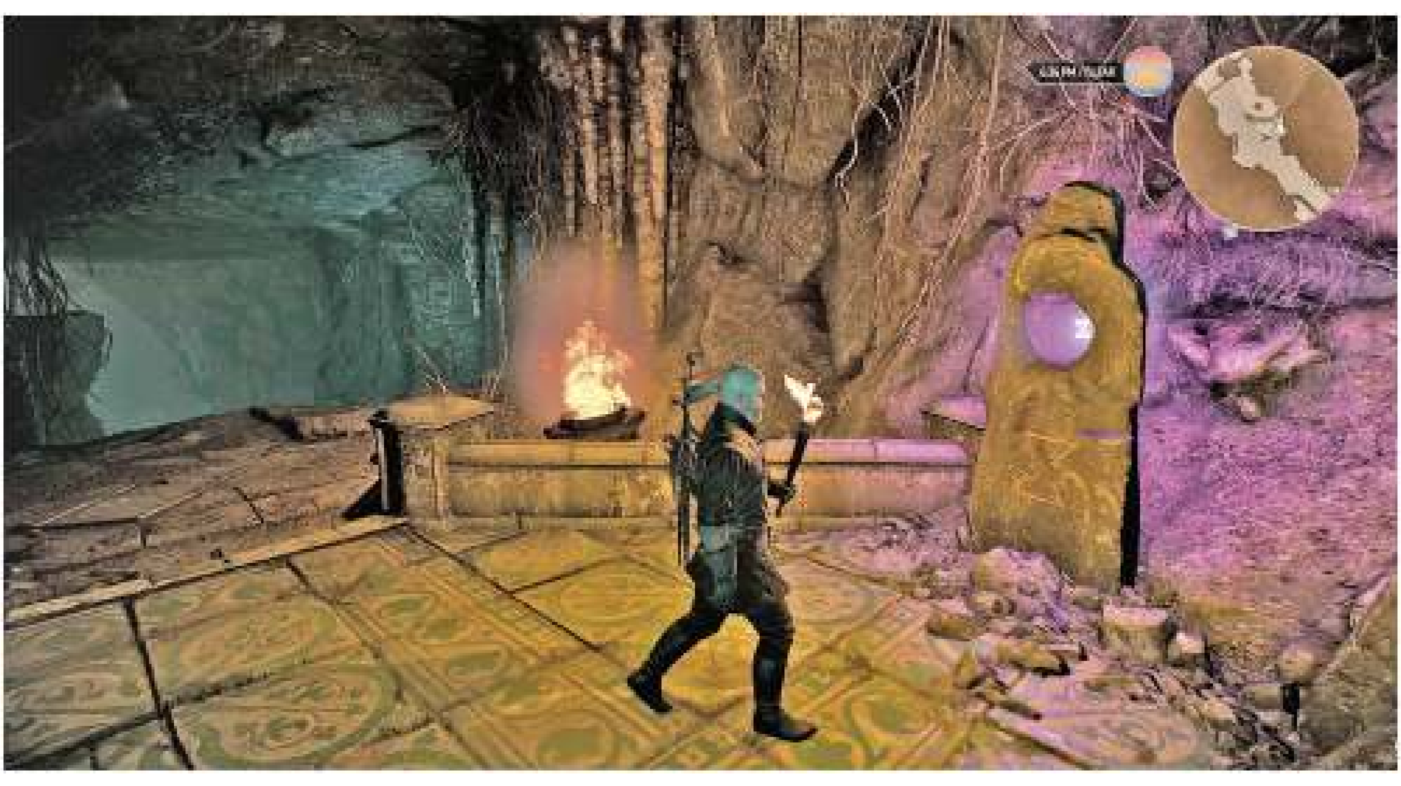
At the northwest tip of Velen by the Lornruk lighthouse, take the steep slope by the signpost down to the water's edge, watching for Drowners. The monolith stands above a secret cave entrance into the lighthouse.



8. DUEN HEN (ELVEN RUINS) (YRDEN)

Quest Specific? Yes

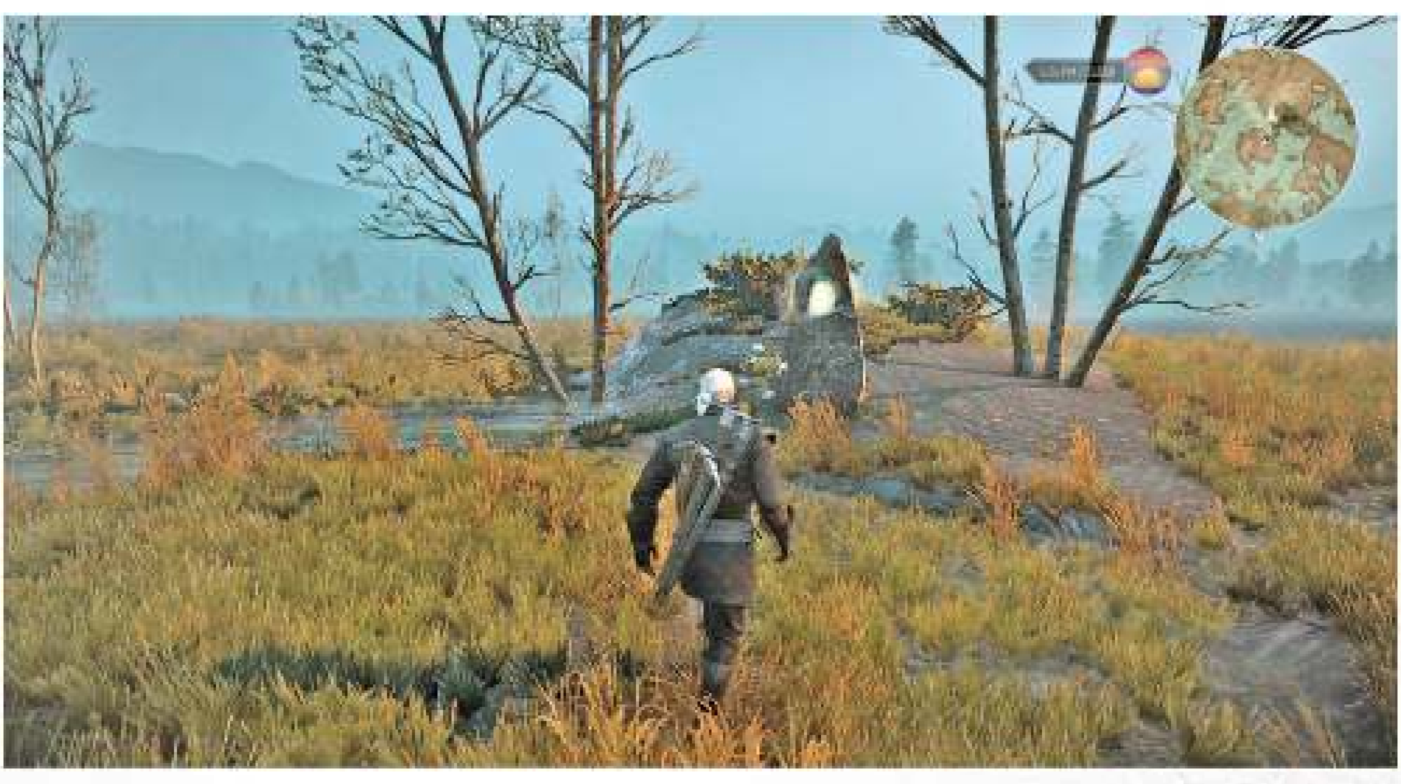
During Main Quest: Wandering the Dark, once you're about to leave the Elven Ruins and Secondary Quest: Magic Lamp is active, climb to the passage left of the hidden elven sanctuary, between there and the Golem chamber.



9. FRISCHLOW (AARD)

Quest Specific? No

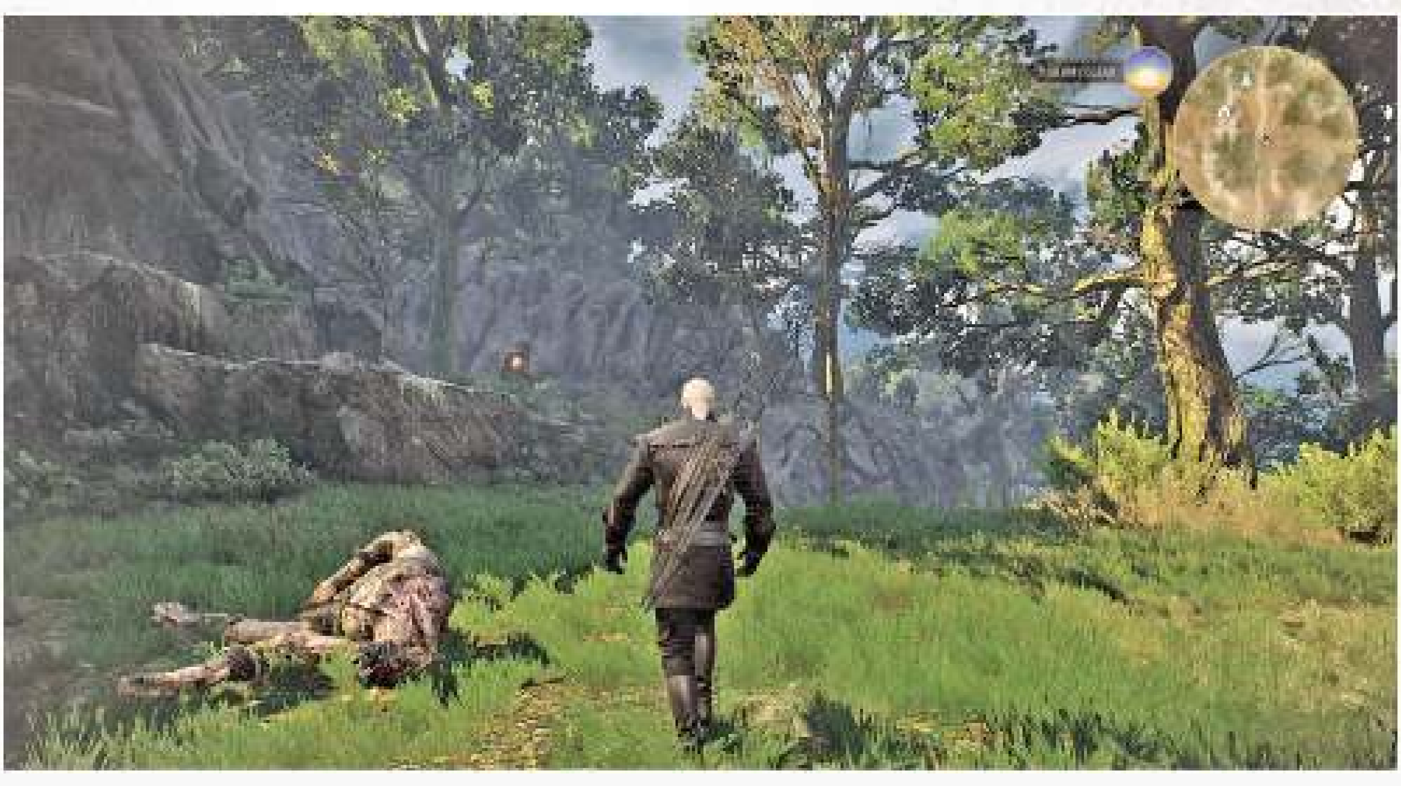
South of Lake Wyndamer in The Mire is the haunted village of Frischlow. Head south from here, into the flat floodplan on the edge of this territory, to a lonely monolith in the marsh.



10. ANCIENT OAK (IGNI)

Quest Specific? No

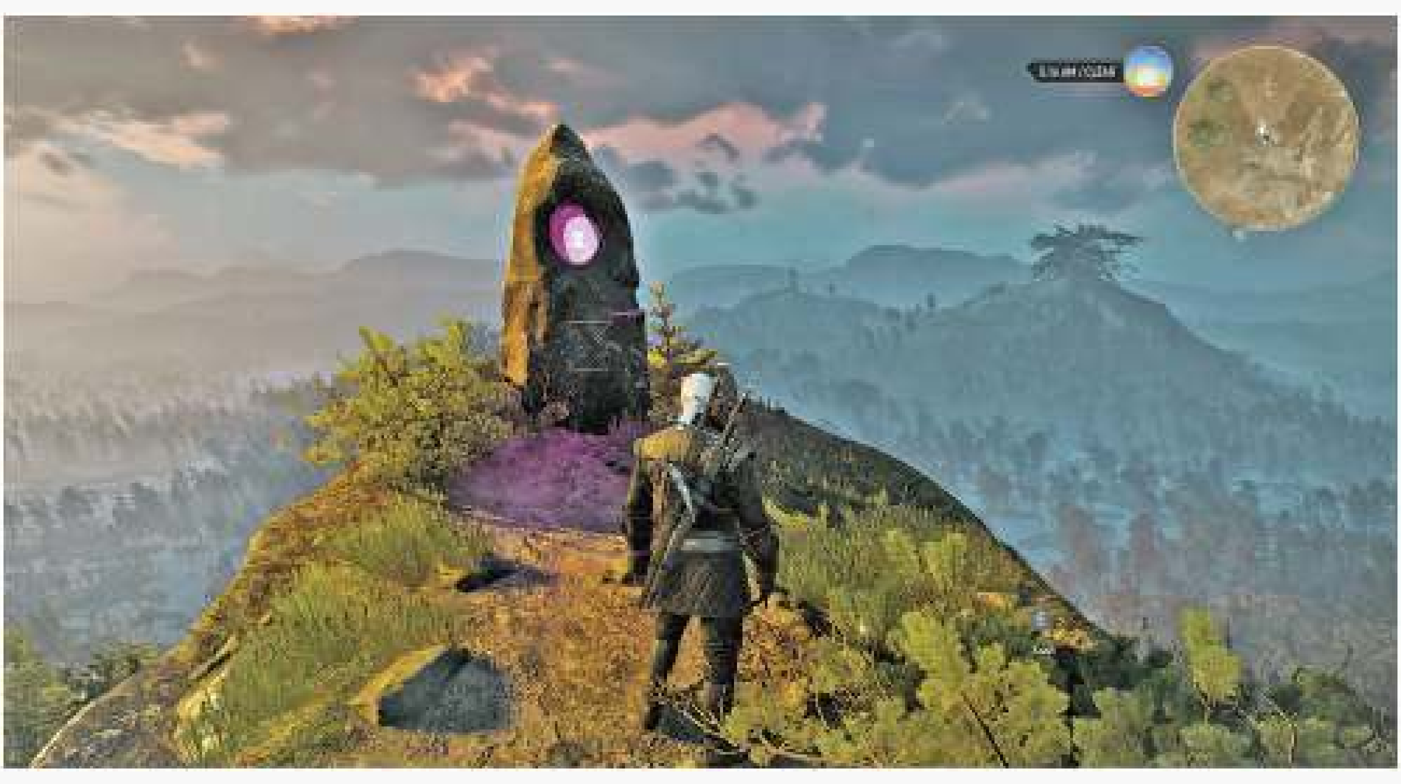
The most prominent landmark in Crookback Bog is the Ancient Oak southeast of The Orphans of Crookback Bog. Just west of the Ancient Oak signpost is the monolith itself, on the rocks below the great tree.



11. DRAGONSLAYER'S GROTTO (YRDEN)

Quest Specific? No

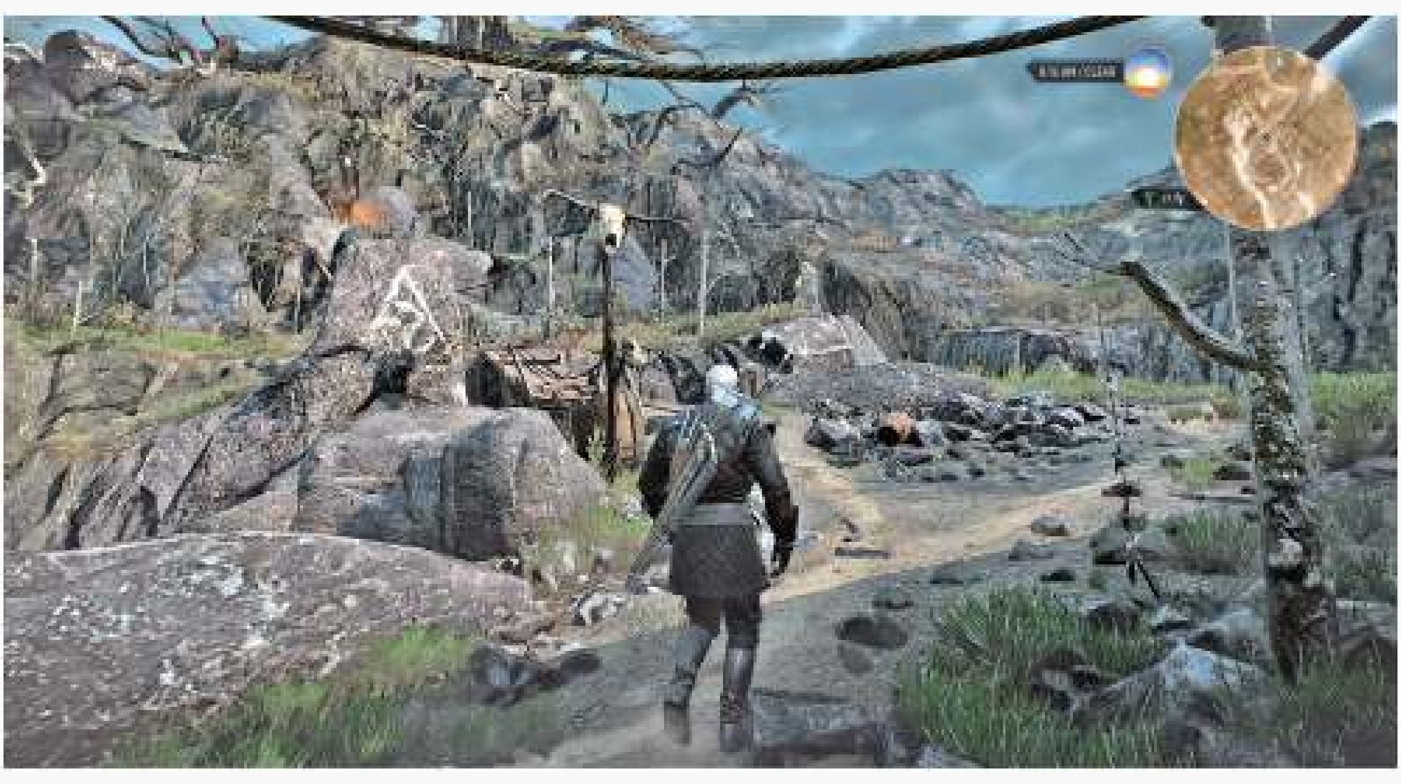
Head up the steep rock hillside east of the Grotto, or take the winding path (with jumping and grabbing required) northwest of Downwarren to the monolith perched atop the rocky promontory. What a view!



12. ROAD TO BALD MOUNTAIN (QUEN)

Quest Specific? Yes

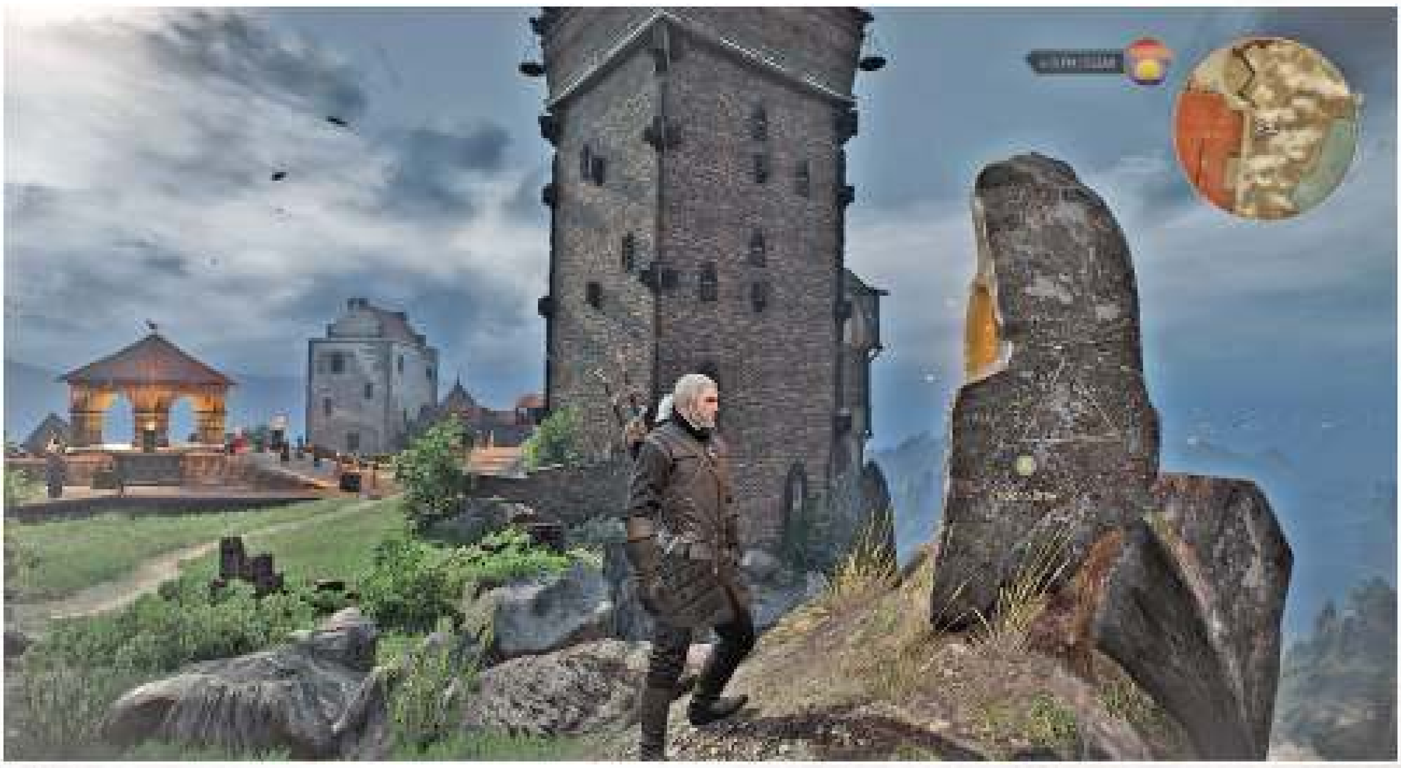
During Main Quest: Bald Mountain, after scaling the mountain itself and defeating the mighty Imerith of the Wild Hunt in combat, this monolith is visible during your ascent, just before (or after) facing this foe.



13. ELECTOR SQUARE (IGNI)

Quest Specific? No

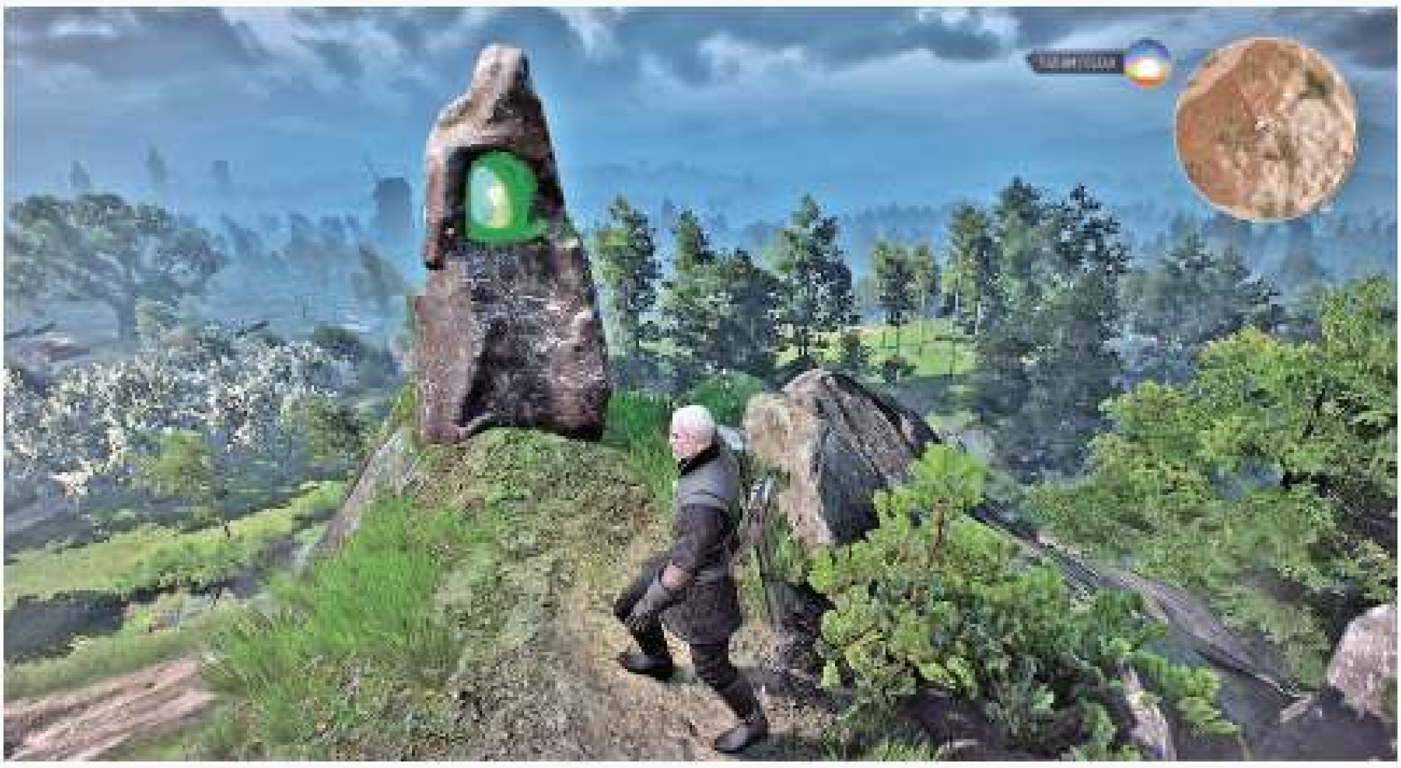
On Temple Isle in Novigrad City, head northeast from Elector Square signpost, heading through battlements of the watertowers to the square itself, moving around the edge of the Temple of Eternal Fire to this promontory.



14. ALNESS (AXII)

Quest Specific? No

Southeast of Alness, or north of the Vegelbud Residence is a trail up to a large rocky hill with a number of protruding boulders. Leap the gap as you reach the summit of this hill, with the monolith perched at the edge of it.



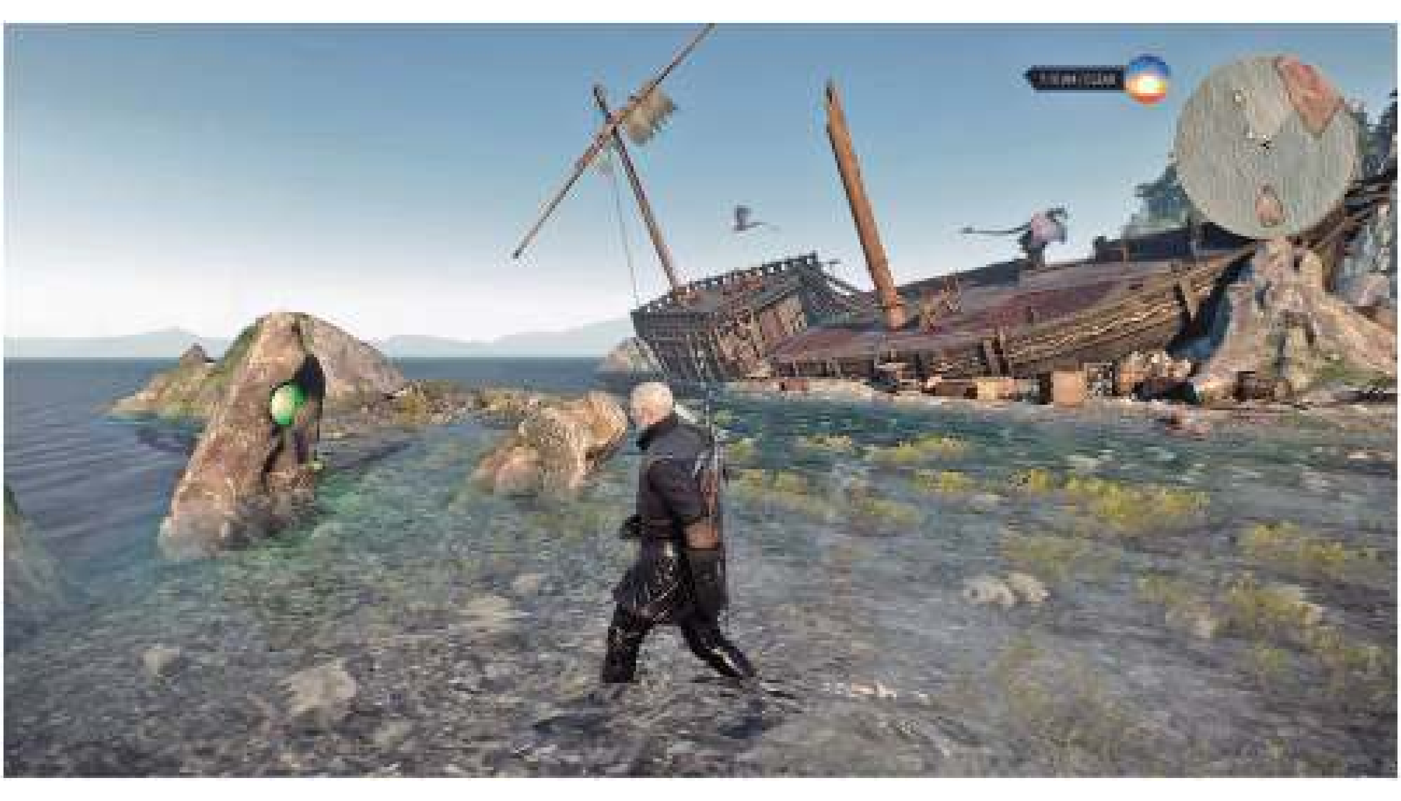
Places Of Power

Skellige

15. ARD SKELLIG: WRECK OF THE ATROPOS (AXII)

Quest Specific? No

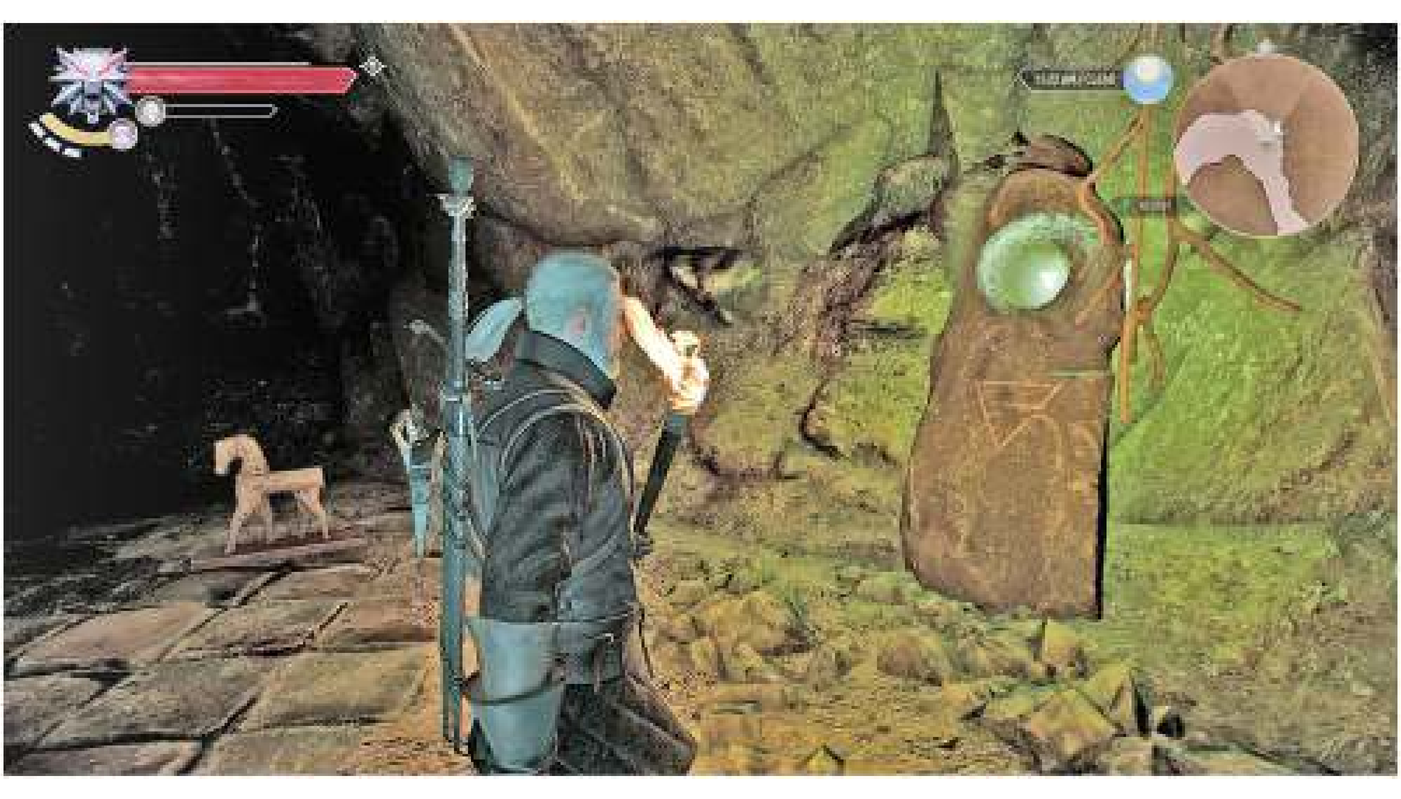
When you first land on Skellige after the rough sea crossing, check the initial beach for the remains of the Atropos (the ship you traveled on before the pirate attack). Watch for Sirens if you return here (the nearest Signposts are Crossroads and Rannvaig).



16. ARD SKELLIG: KAER TROLDE KEEP (QUEN)

Quest Specific? Yes

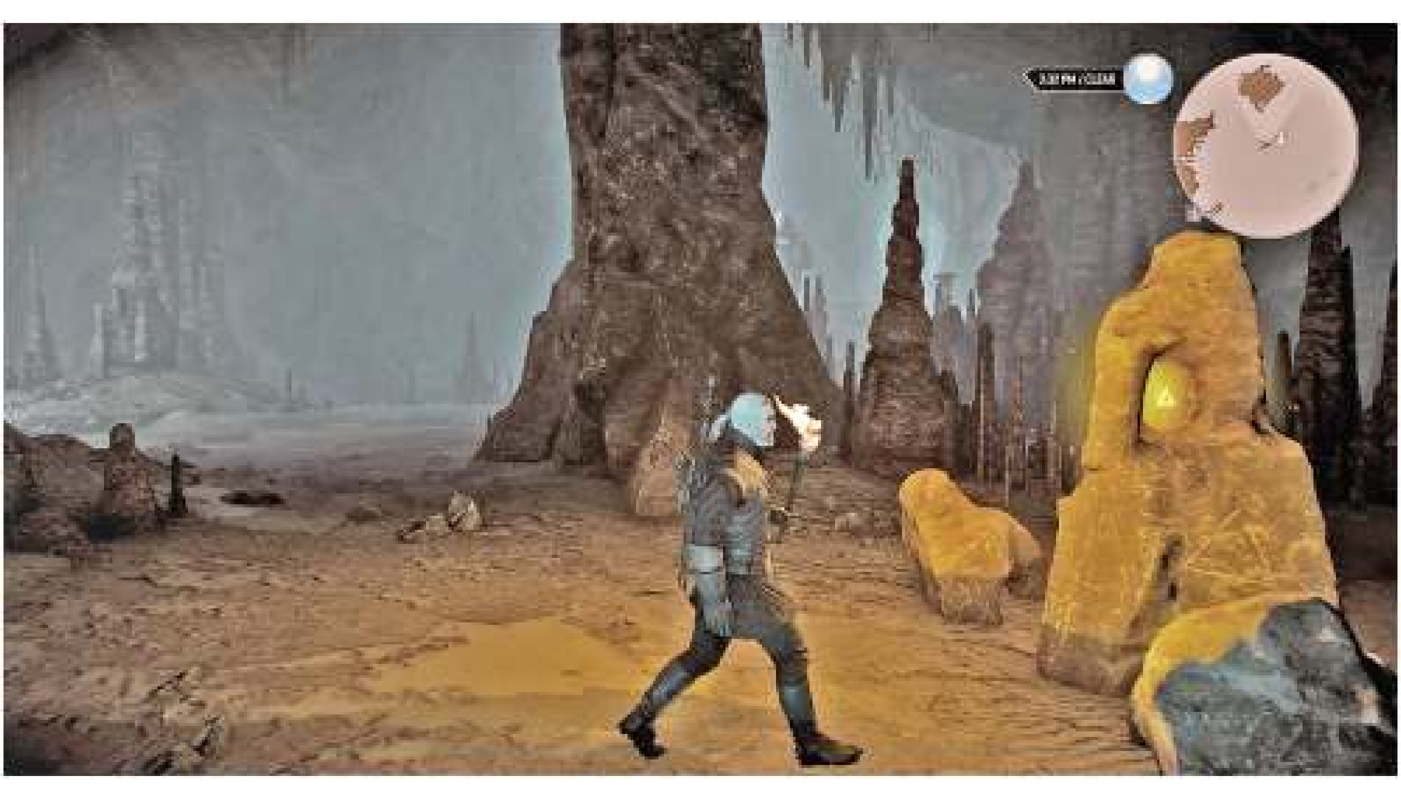
Deep within the keep atop the mountain at Kaer Trolde is a secret underground escape tunnel, which is accessed during Secondary Quest: King's Gambit. Find it just after the wine cellar catches fire, and you escape with Cerys.



17. ARD SKELLIG: ANCIENT CRYPT (IGNI)

Quest Specific? Yes

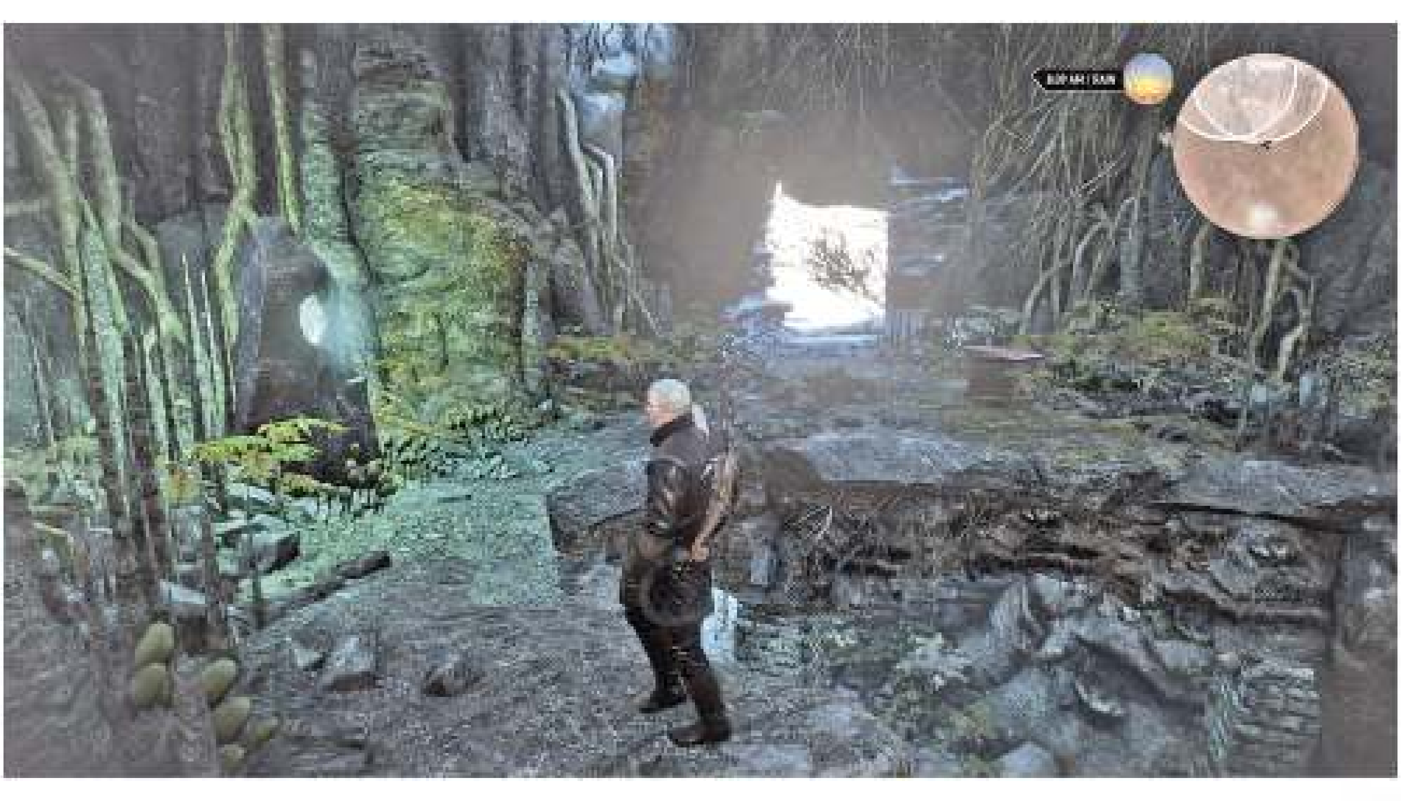
Enter the Ancient Crypt along the north coast of Ard Skellig during Main Quest: The Sunstone with Philippa Eilhart. The monolith is in these Elven catacombs, close to the first huge elven statue in the initial large cavern. It can be accessed after the quest, too.



18. ARD SKELLIG: NORTH OF REDGILL (AARD)

Quest Specific? No

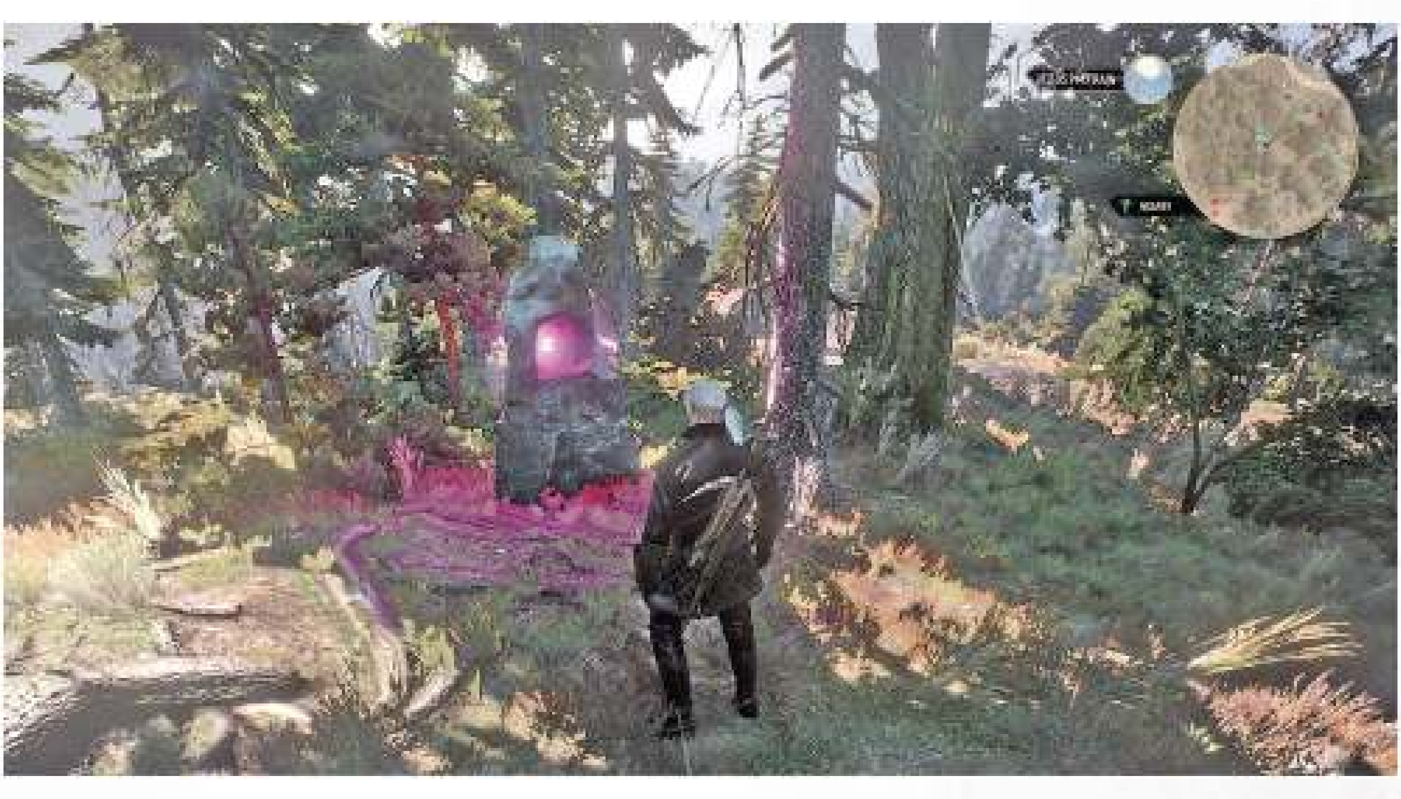
Head north up the coastal path from Redgill, along the western edge of Ard Skellig. Fight Harpies, and watch for a terrifying Cyclops lurking in the clifftop ruins. Explore the ruins, climbing up to an interior grotto and monolith.



19. ARD SKELLIG: DRUIDS' CAMP (YRDEN)

Quest Specific? No

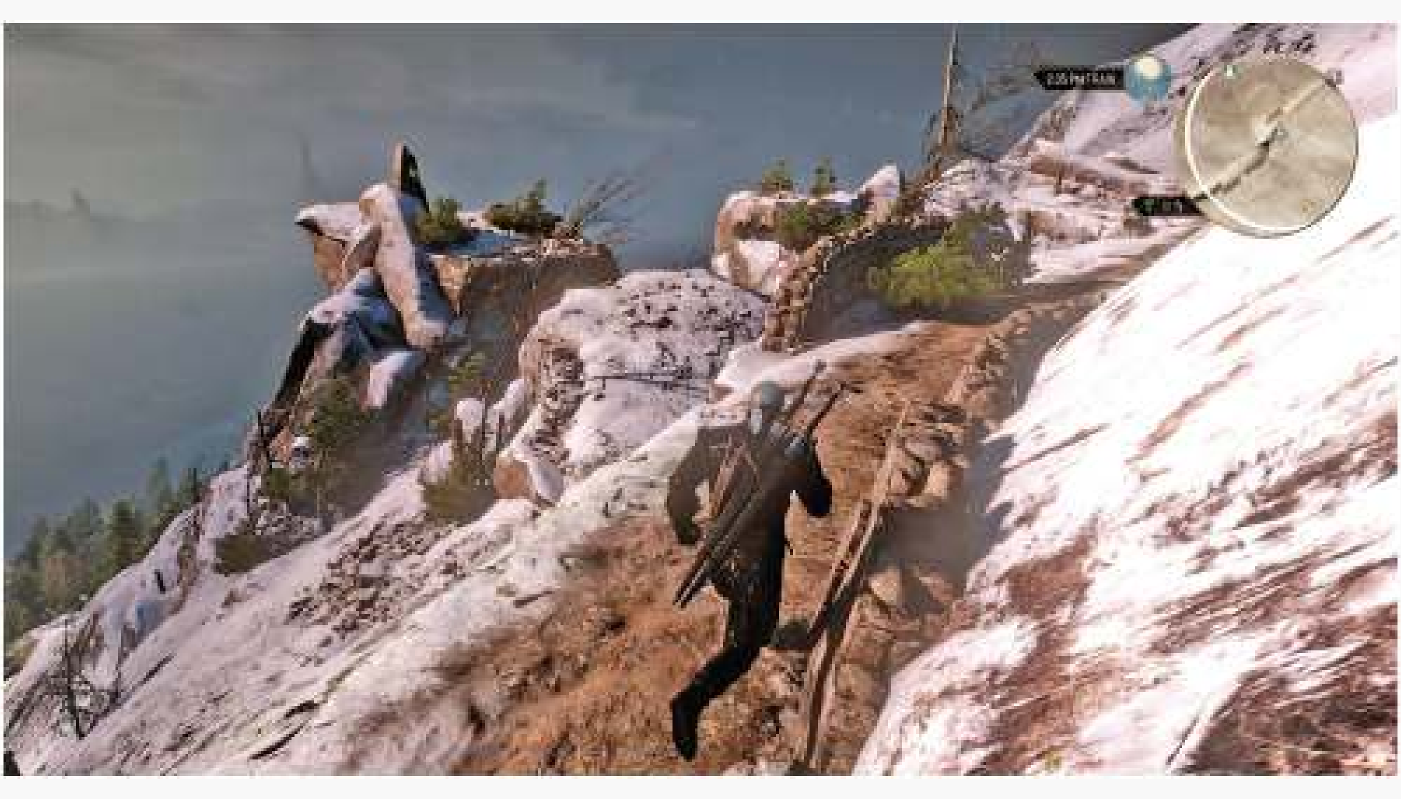
In the woods just above the Druids' Camp (over on the western side of Ard Skellig) is an easy-to-spot monolith. Gather the power from it, ideally during Main Quest: Echoes of the Past.



20. ARD SKELLIG: HOLMSTEIN PORT (AXII)

Quest Specific? No

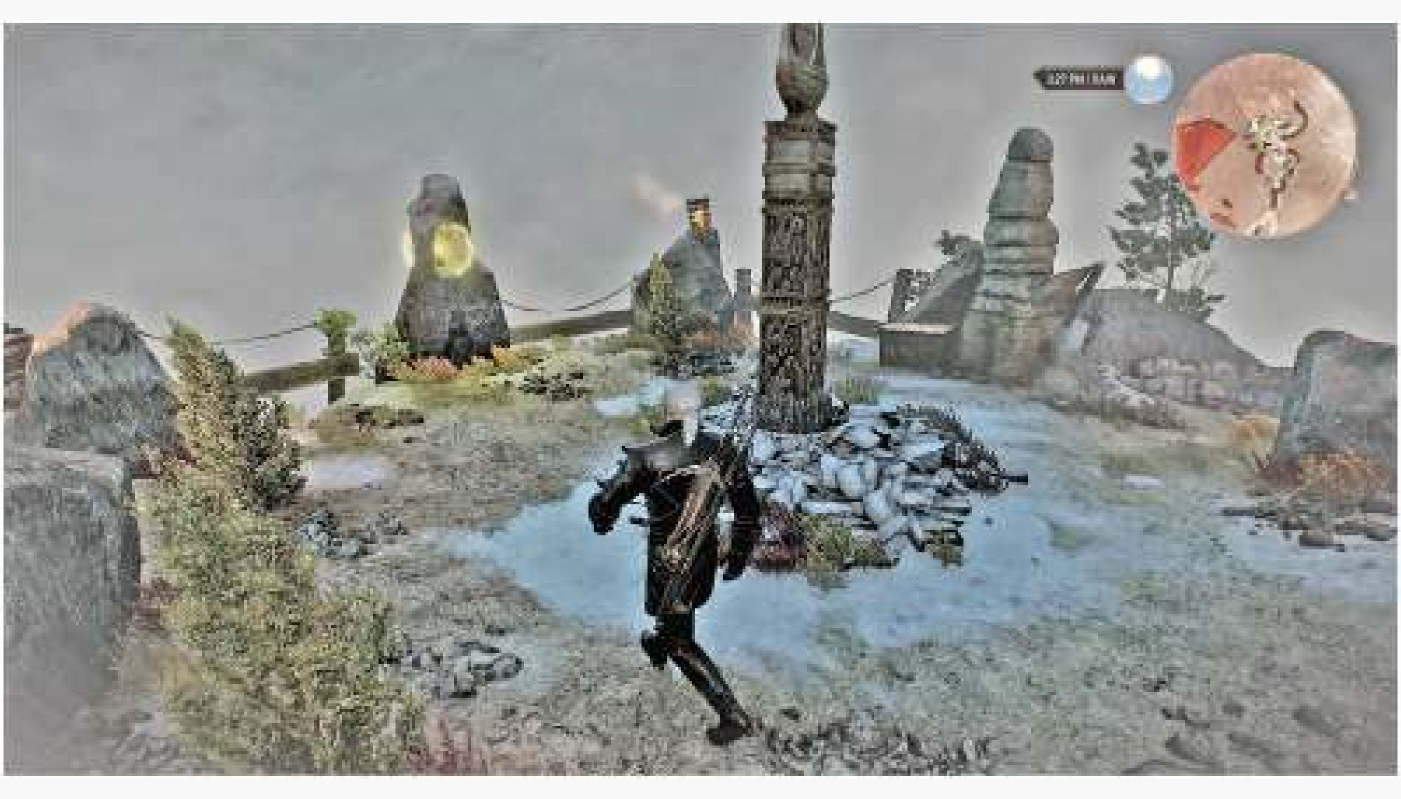
Along the southwestern shoreline, southeast of Wild Shore itself, and north of Holmstein Port, is a large boulder and rubble scree (and cave with farting trolls within). Take the trail across the mountains from Holstein Port for easy access.



21. AN SKELLIG: YNGVAR'S FANG (QUEN)

Quest Specific? No

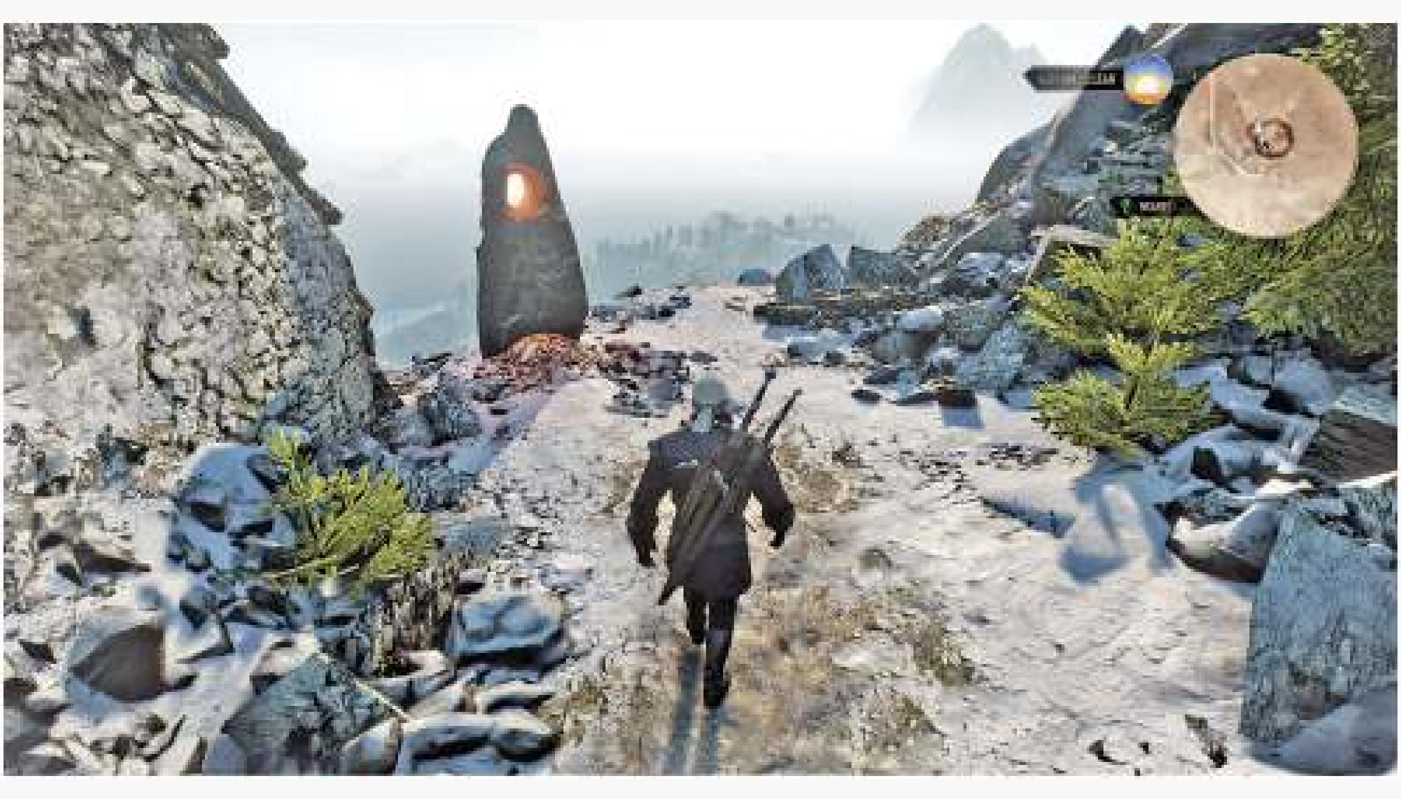
Though it's wise to start Secondary Quest: The Path of Warriors first, you can visit the Trail to Yngvar's Fang, and carefully ascend the insanely treacherous path (detailed in the quest) all the way to the misty summit of Yngvar's Fang itself, where the monolith hums.



22. SPIKEROOG: SVORLAG (IGNI)

Quest Specific? No

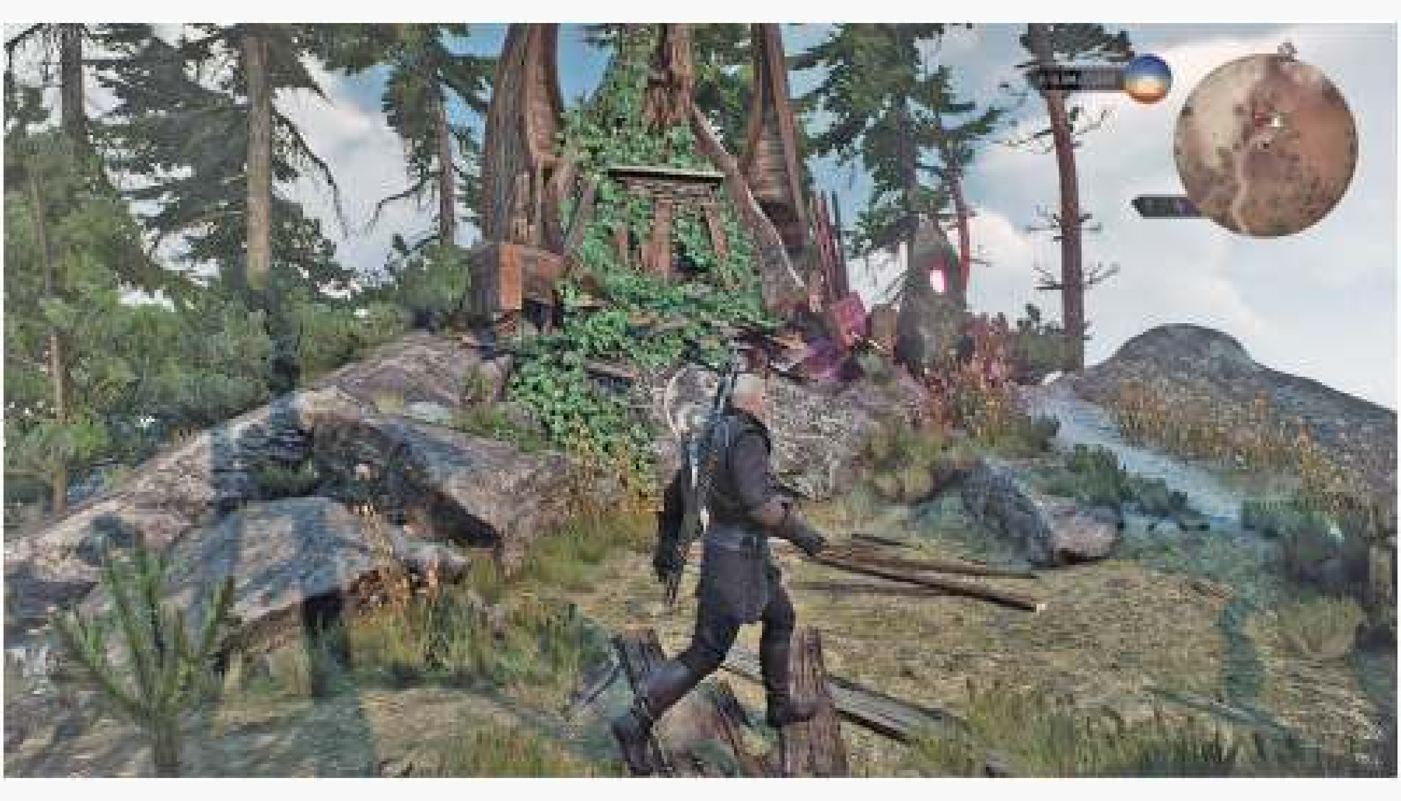
It's recommended (but not mandatory) you start Secondary Quest: Possession, and visit Spikeroog to help out Cerys. Take the uphill path northwest of Svorlag, past the Abandoned House, to a high mountain plateau where the monolith stands.



23. FAROE: HARVIKEN (YRDEN)

Quest Specific? No

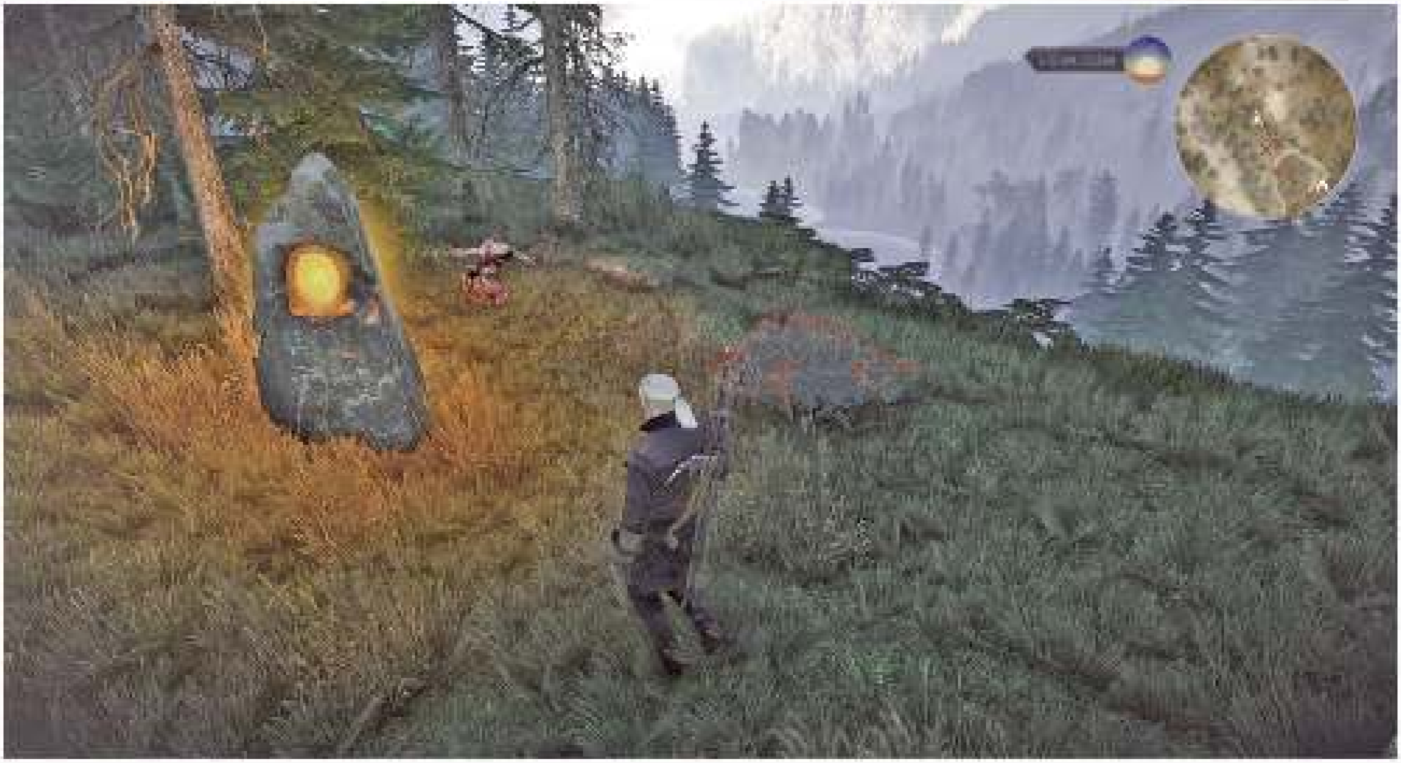
Visit the isle of Faroe, take the trail heading west from Harviken, and at the initial junction, take the left path. It winds up a forest trail to a shrine to Hemdall. The monolith is just right of the shrine.



24. RUINED WATCHTOWER (IGNI)

Quest Specific? Yes

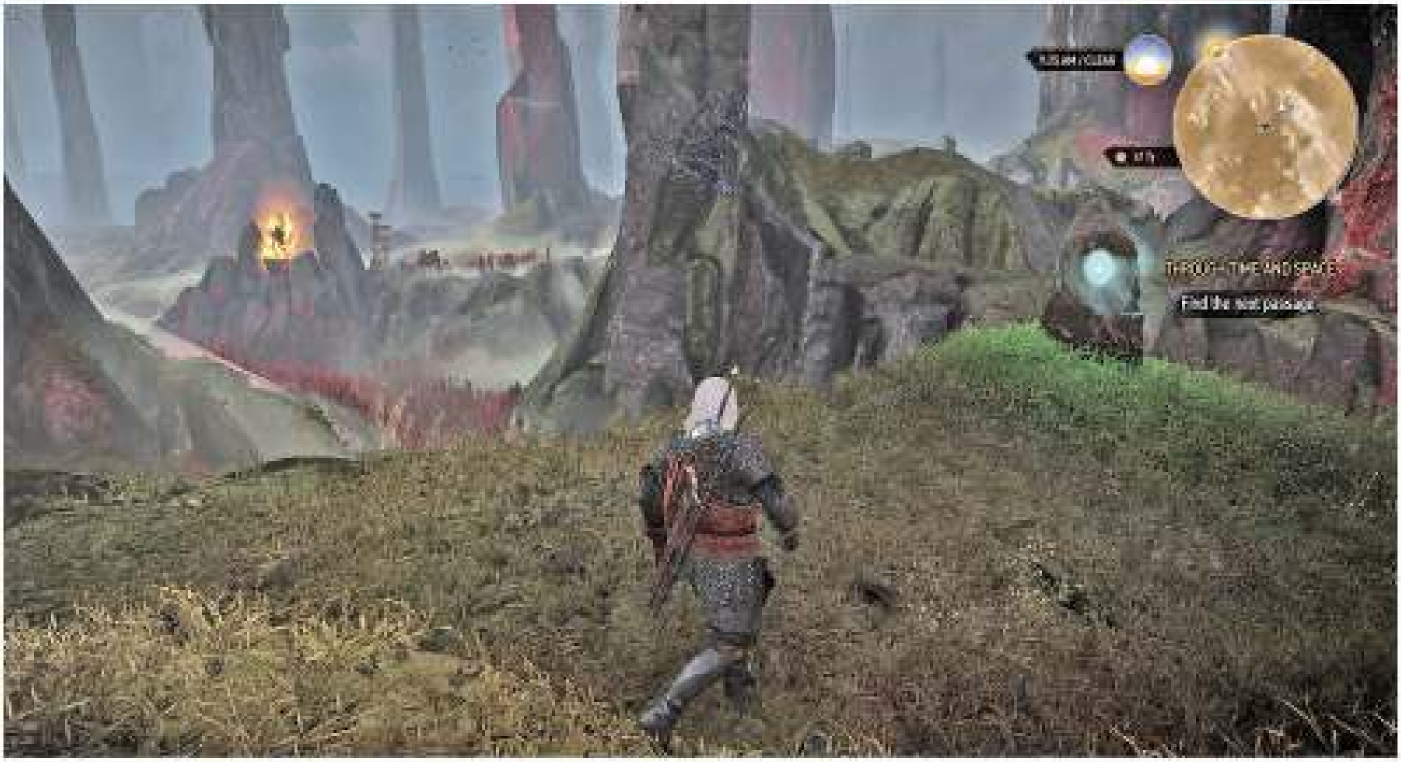
During Main Quest: The Final Trial, as you and Lambert explore the northern edge of Kaer Morhen, after successfully navigating the troll cave (with the three rock trolls), stop at this monolith before reaching the Circle of Elements.



25. DARK VALLEY (AARD)

Quest Specific? Yes

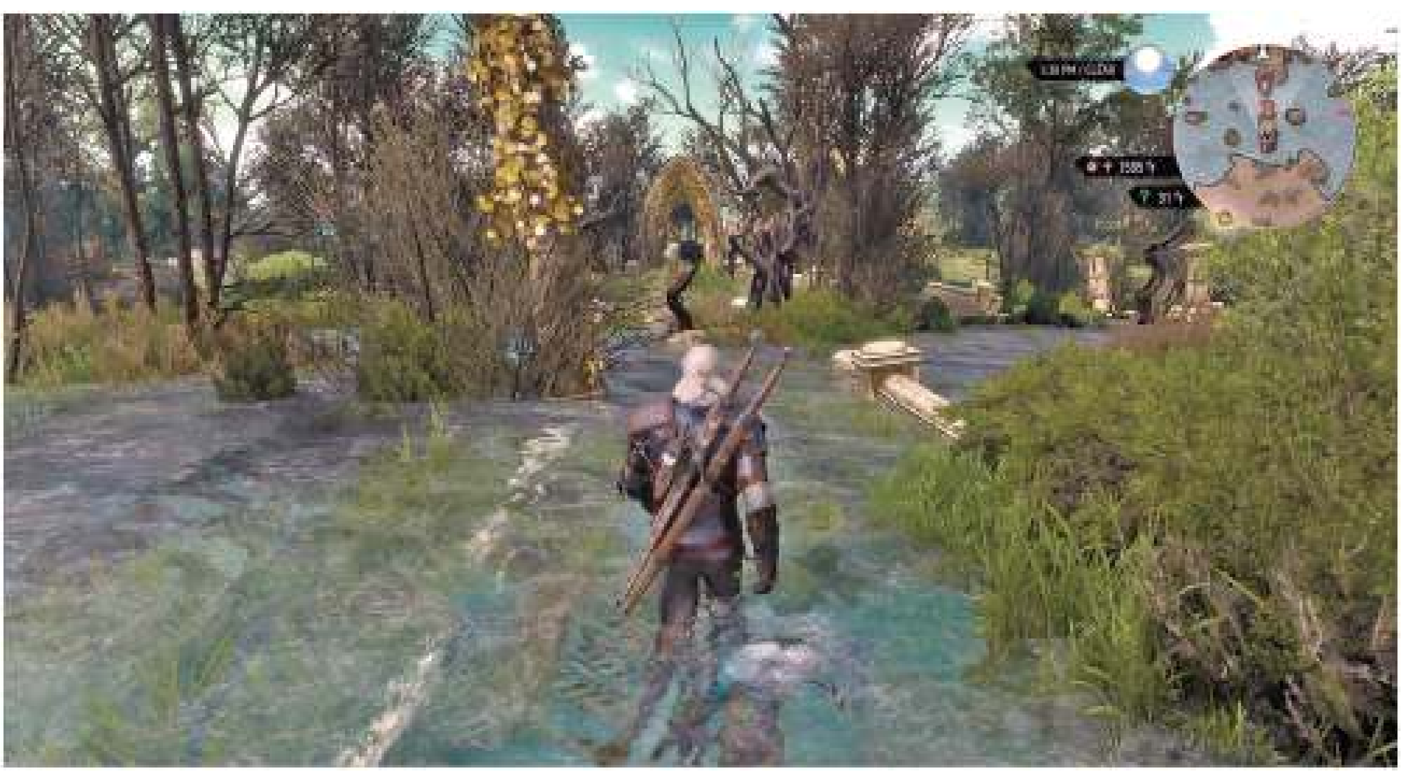
Locate this most lonely of monoliths during Main Quest: Through Time and Space. After being separated from Avallac'h, explore the Dark Valley; the promontory just after you start to hold your breath hold this stone.


THROUGH TIME AND SPACE
Find the next passage

26. ARTHACH PALACE RUINS (YRDEN)

Quest Specific? No

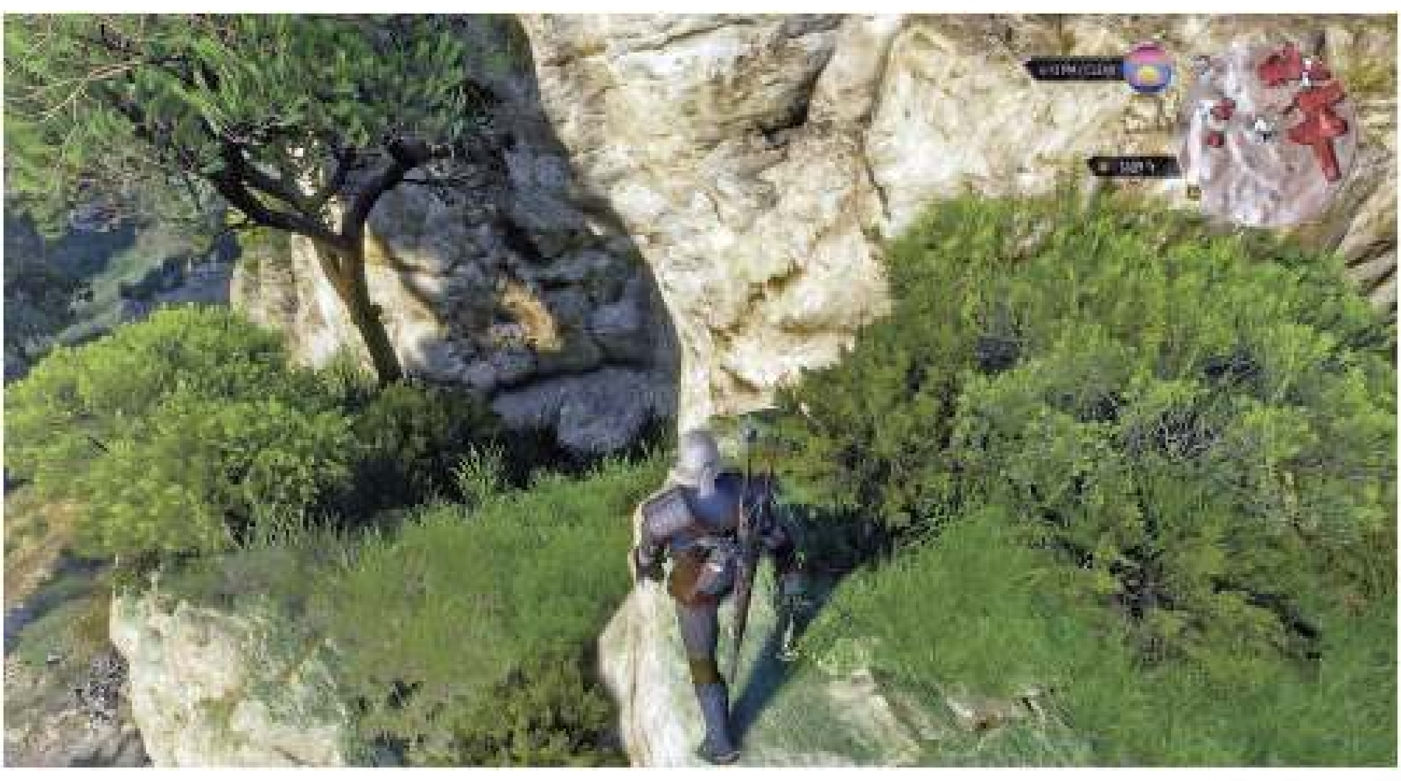
Trek to the Hanse at the northern-most point of Toussaint in the Vedette Valley. The massive outlaw stronghold doesn't need to be visited; skirt to the east, to a secondary elven ruins in the swamp, and a plant-covered stone.



27. FORT USSAR RUINS (IGNI)

Quest Specific? No

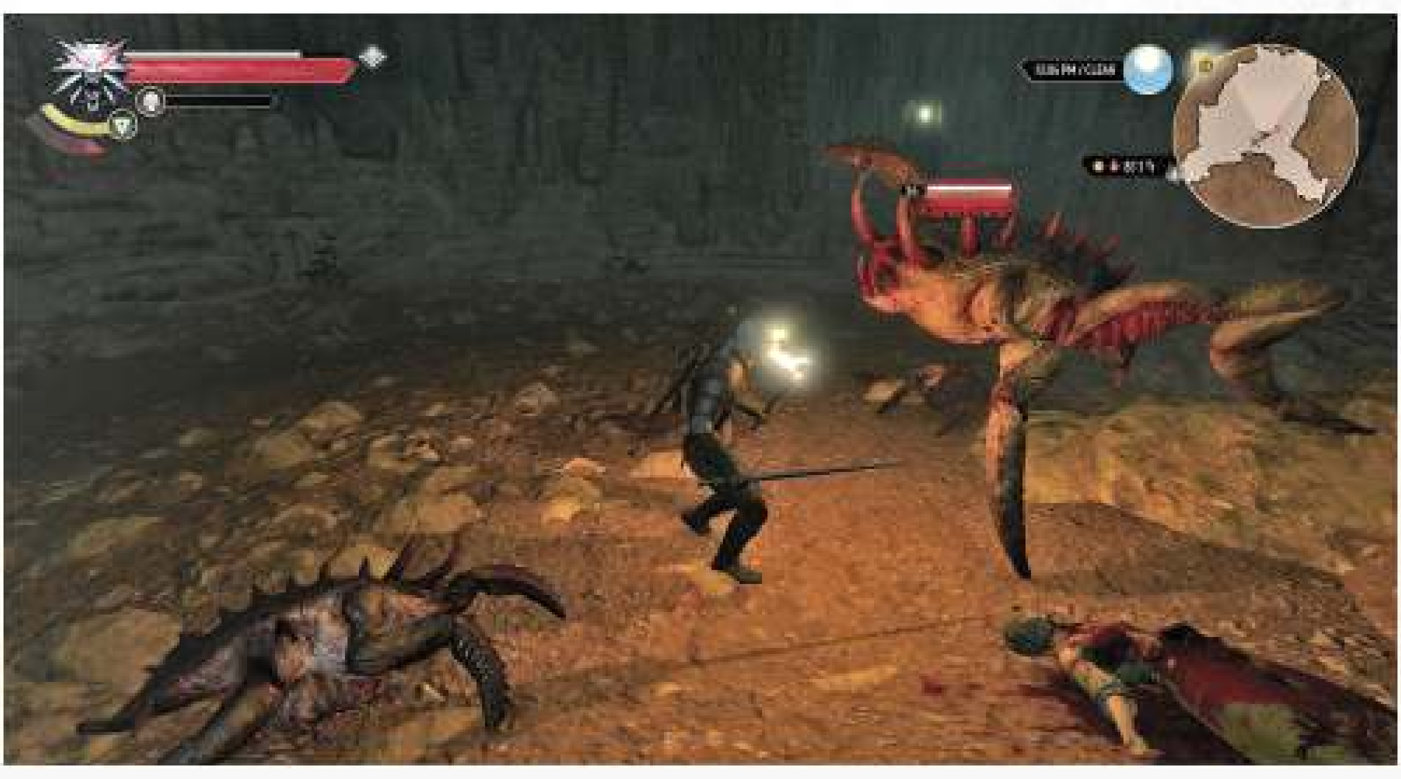
Over on the far eastern side of Toussaint in The Champs Desoles Territory is a Slyzard eyrie. However, you don't need to slaughter these fire-breathing foes; simply drop to a small cave entrance below their nest to find the stone.



28. ALBERTUS GROTTO (AXII)

Quest Specific? No

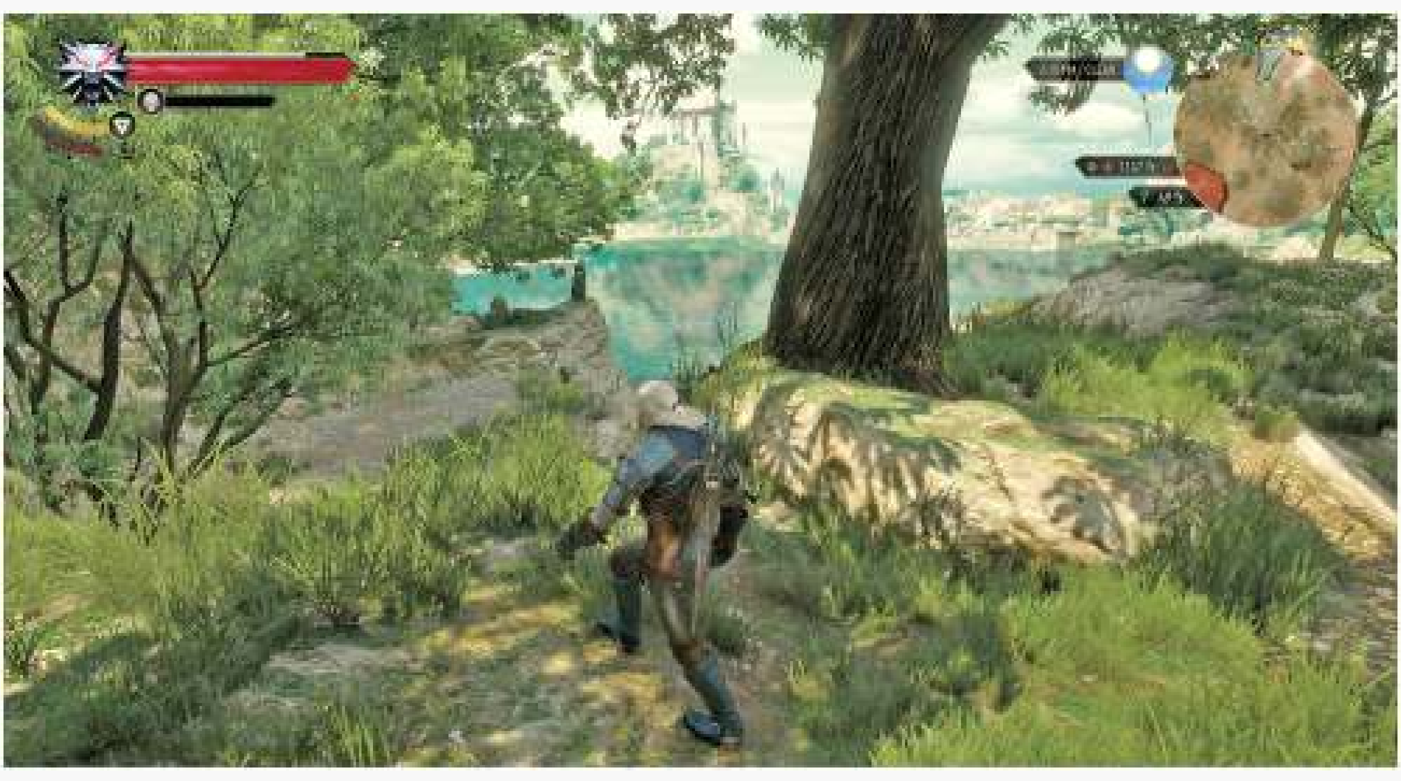
North of the Rioux-Cannes Outpost, west of Beauclair in the Gorgon Foothills territory is an unmarked cave entrance (and Monster Den) below Duchaton Crest, called Albertus Grotto. Fight Kikimore Workers and Warriors inside this cave, where the stone is.



29. HEN GÀIDH LAKE PROMONTORY (AARD)

Quest Specific? No

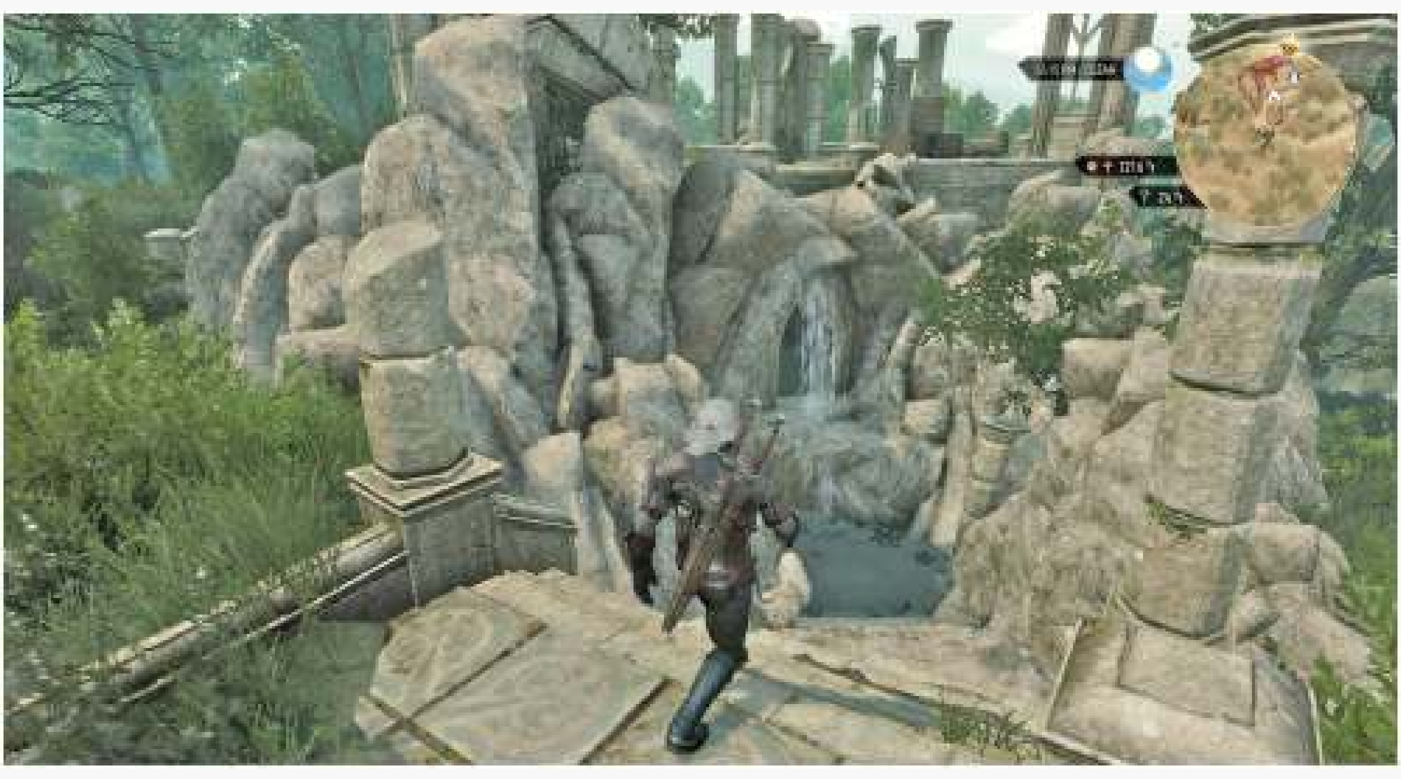
Southeast of the Seidh Llygad Amphitheater, and west of the Hortense Estate in Caroberta Woods Territory, at the far southern shore of the lake, is a stone on a promontory, close to the hidden entrance to the Unseen Elder Vampire's lair.



30. TERMES PALACE RUINS (QUEN)

Quest Specific? No

In southeast Toussaint, in the Caroberta Woods Territory, is an old elven ruins known as Termes Palace. Locate the steps shown, climb through the waterfall, turn right and smash a loose wall with Aard to reach a hidden room with the monolith.



PRIMA GAMES

Carnal Knowledge

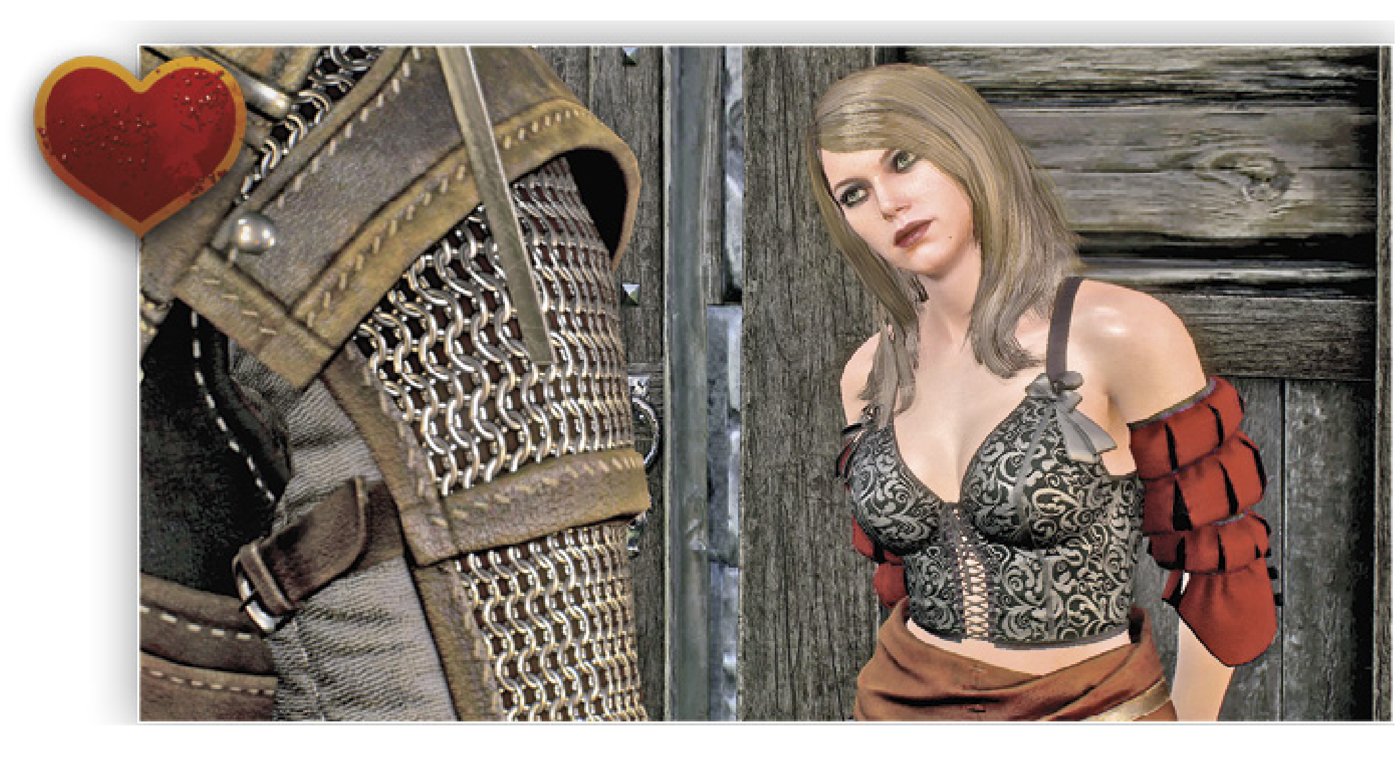
Locations

No, it has a different name.... A bit indecent, actually. Lean closer and I'll whisper it in your ear.

While adventuring, Geralt of Rivia has a number of opportunities to polish more than his steel sword of an evening. There are a number of women that can be wooed into a night of passion. But how many? Who? And where? Glad you asked: The following are the times, quests (where appropriate), and ladies you can spend a romantic evening, or a rutting session, with. They are listed in the order you can “access” them. Any stipulations are listed in their appropriate quests.

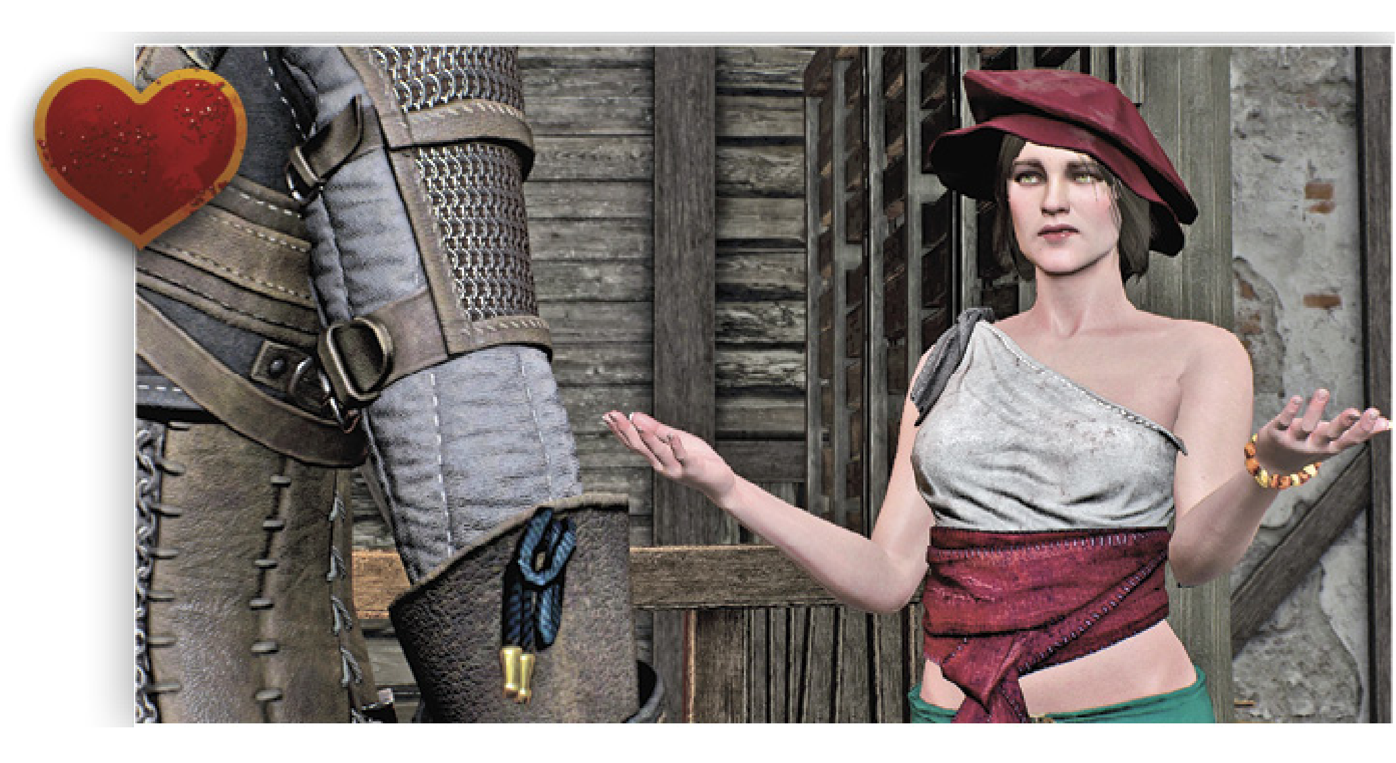
#1: BERTHA OF CRIPPLED KATE’S

Visit Crippled Kate’s brothel in Novigrad and tell the Madame you want to spend time with one of her girls (marked on your mini-map with hearts). Pick the buxom Bertha and pay her 20 crowns. With any luck, you might try riding below the crupper.



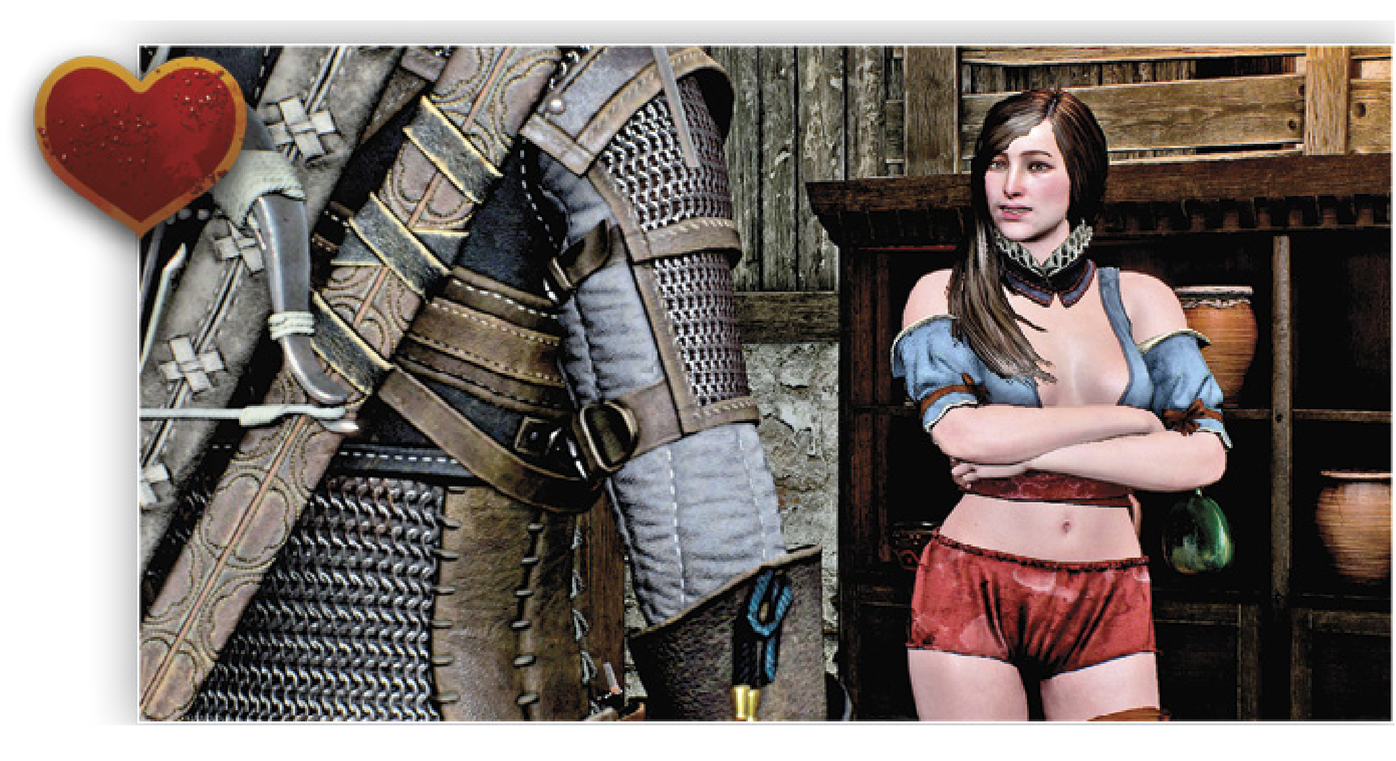
#2: MERCIA OF CRIPPLED KATE’S

Visit Crippled Kate’s brothel in Novigrad and tell the Madame you want to spend time with one of her girls (marked on your mini-map with hearts). Choose the veteran lady of the night Mercia to pet your white wolf.



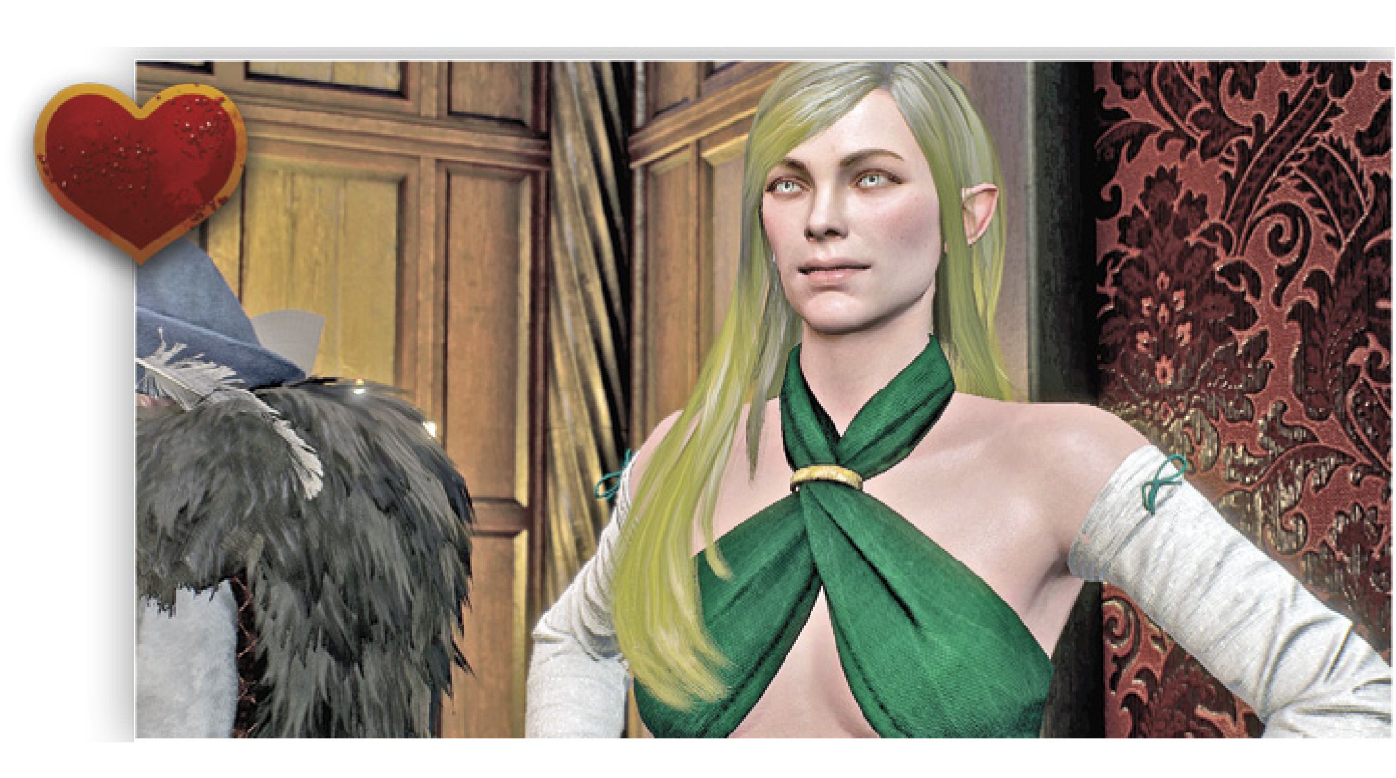
#3: SUZY OF CRIPPLED KATE’S

Visit Crippled Kate’s brothel in Novigrad and tell the Madame you want to spend time with one of her girls (marked on your mini-map with hearts). Choose the slightly standoffish Suzy to help massage “little Geralt.”



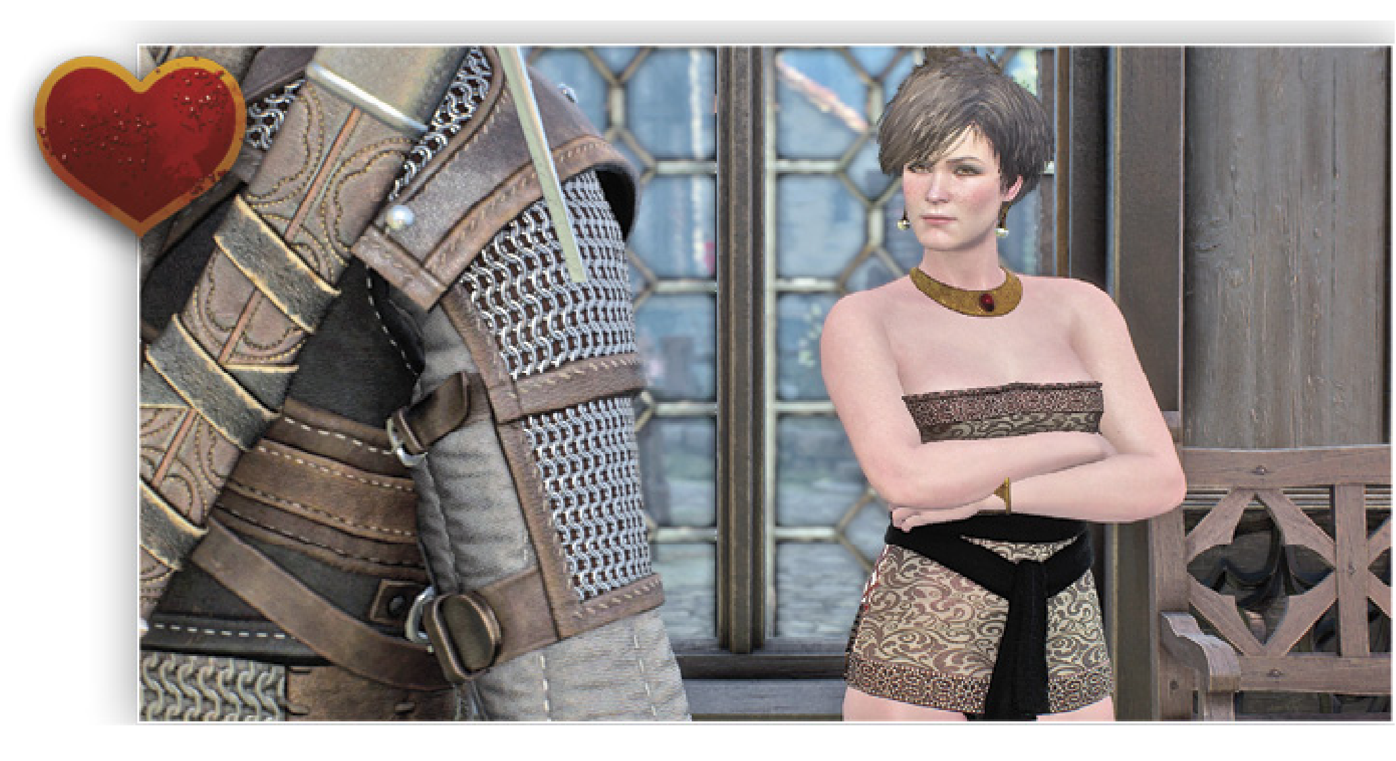
#4: AMRYNN OF PASSIFLORA

Visit the Passiflora in Novigrad and tell Marquise Serenity you want to spend time with one of the girls (marked on your mini-map with hearts). Choose the elven Amrynn and hand her 40 crowns to spend a few hours exploring a different kind of white orchard.



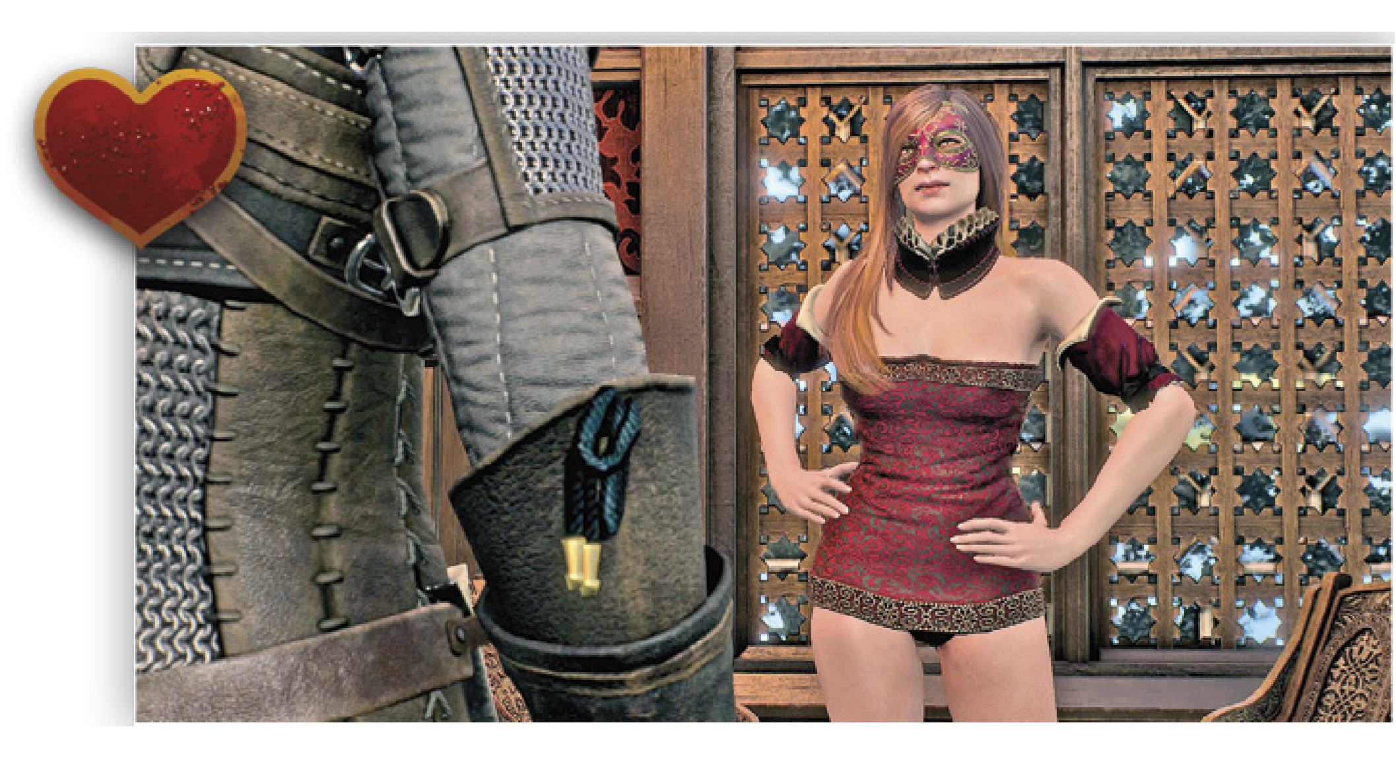
#5: NARCISSA OF PASSIFLORA

Visit the Passiflora in Novigrad and tell Marquise Serenity you want to spend time with one of the girls (marked on your mini-map with hearts). Pick the saucy Narcissa and pay her 40 crowns, before trying to grope for trout in a peculiar river.



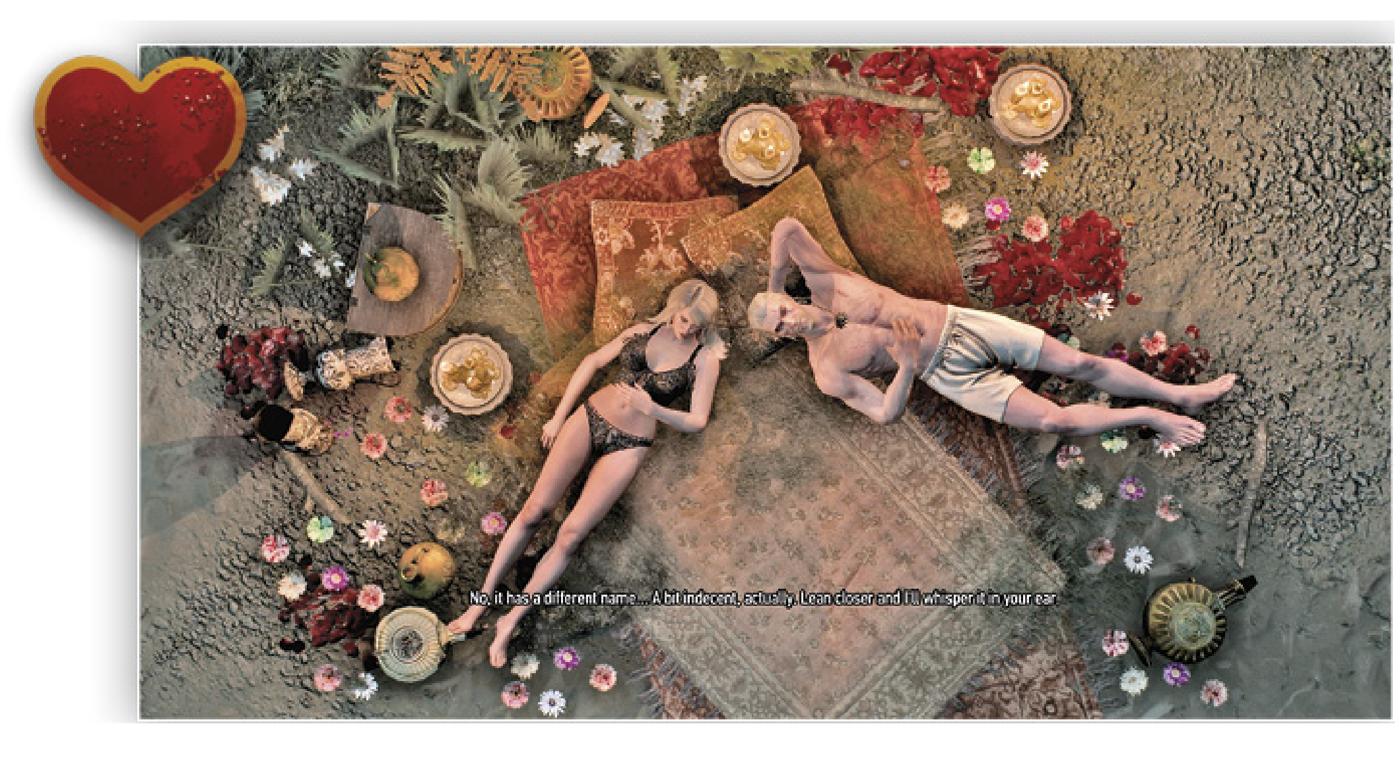
#6: VIOLA OF PASSIFLORA

Visit the Passiflora in Novigrad and tell Marquise Serenity you want to spend time with one of the girls (marked on your mini-map with hearts). Locate the vivacious Viola and pay her 40 crowns to take a turn among the cabbages.



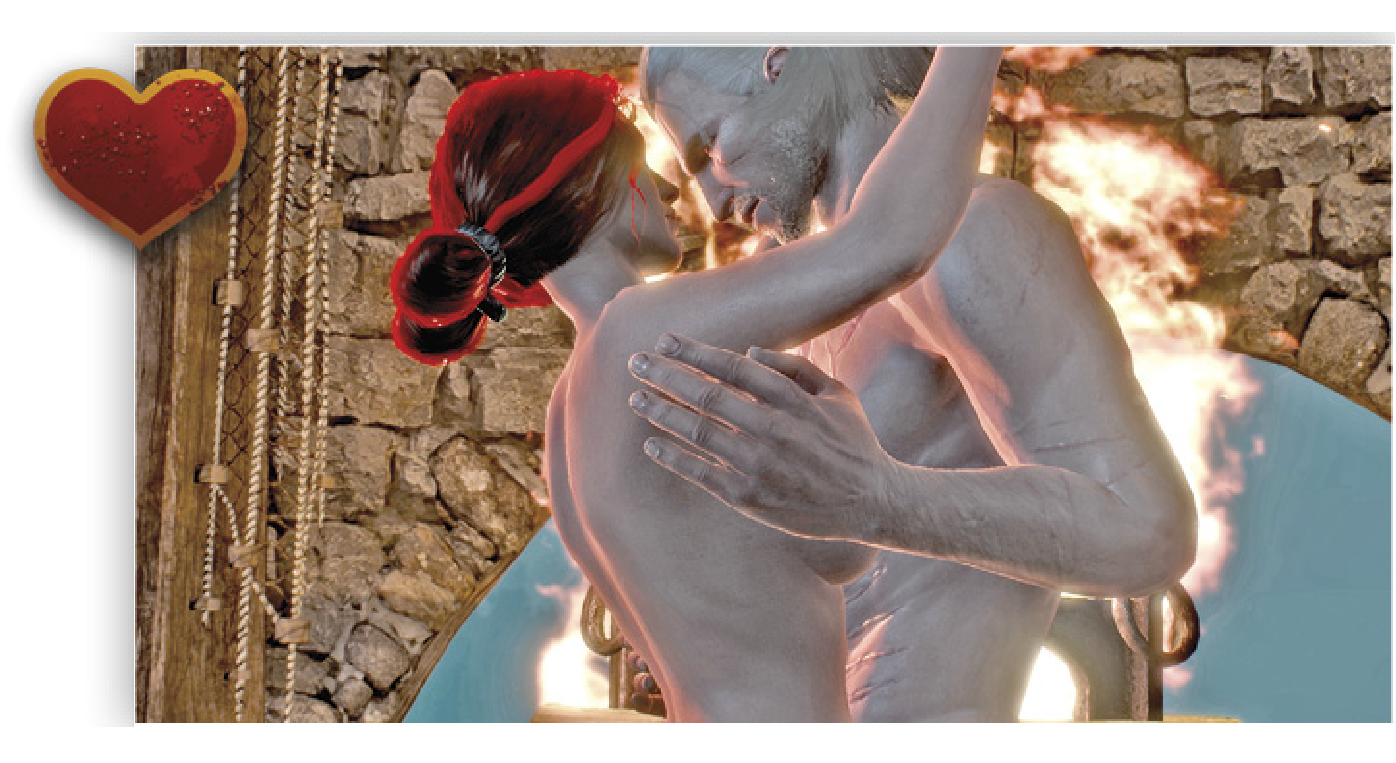
#7: KEIRA METZ

At the end of Secondary Quest: A Favor for a Friend.


No, it has a different name.... A bit indecent, actually. Lean closer and I'll whisper it in your ear.

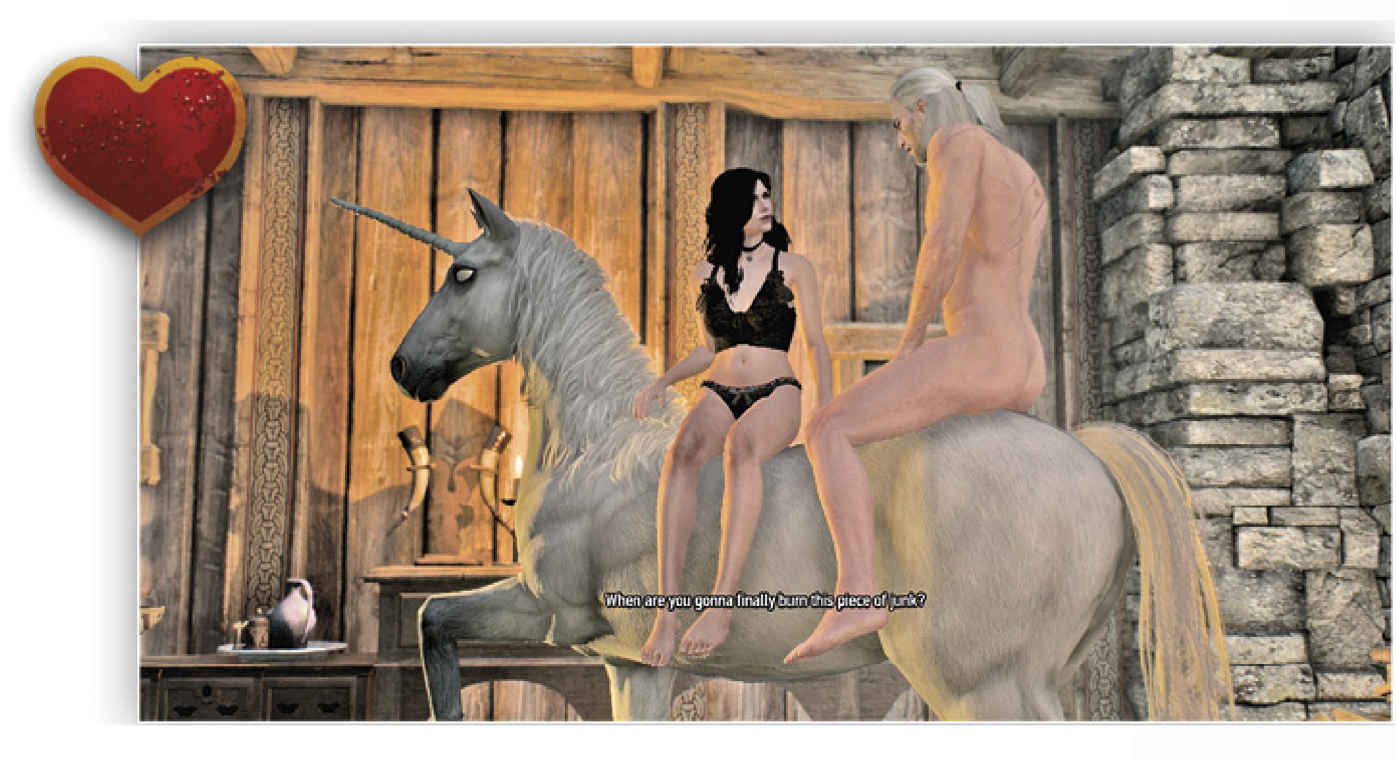
#8: TRISS MERIGOLD

At the conclusion of Secondary Quest: Now or Never.



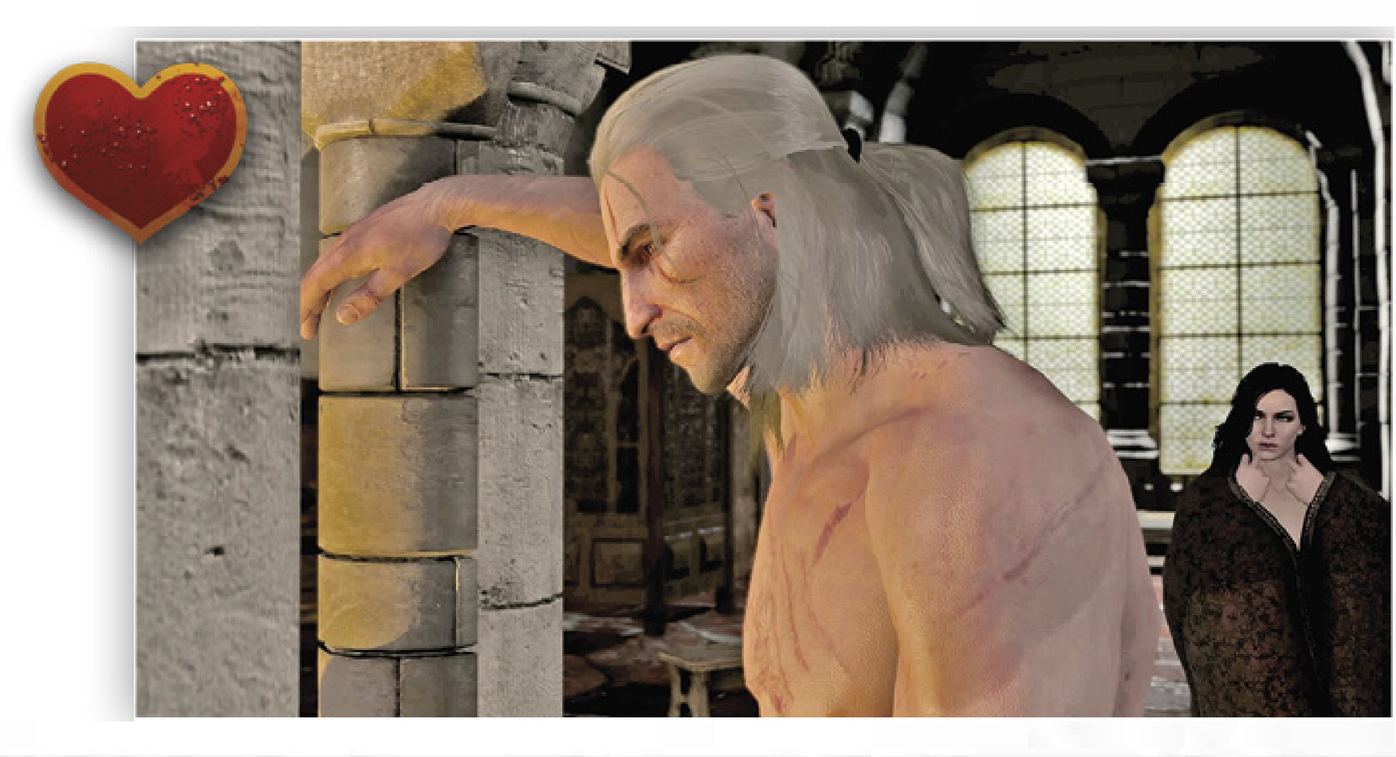
#9: YENNEFER OF VENGERBERG (FIRST ENCOUNTER)

At the end of Main Quest: The King is Dead – Long Live the King, on a unicorn.



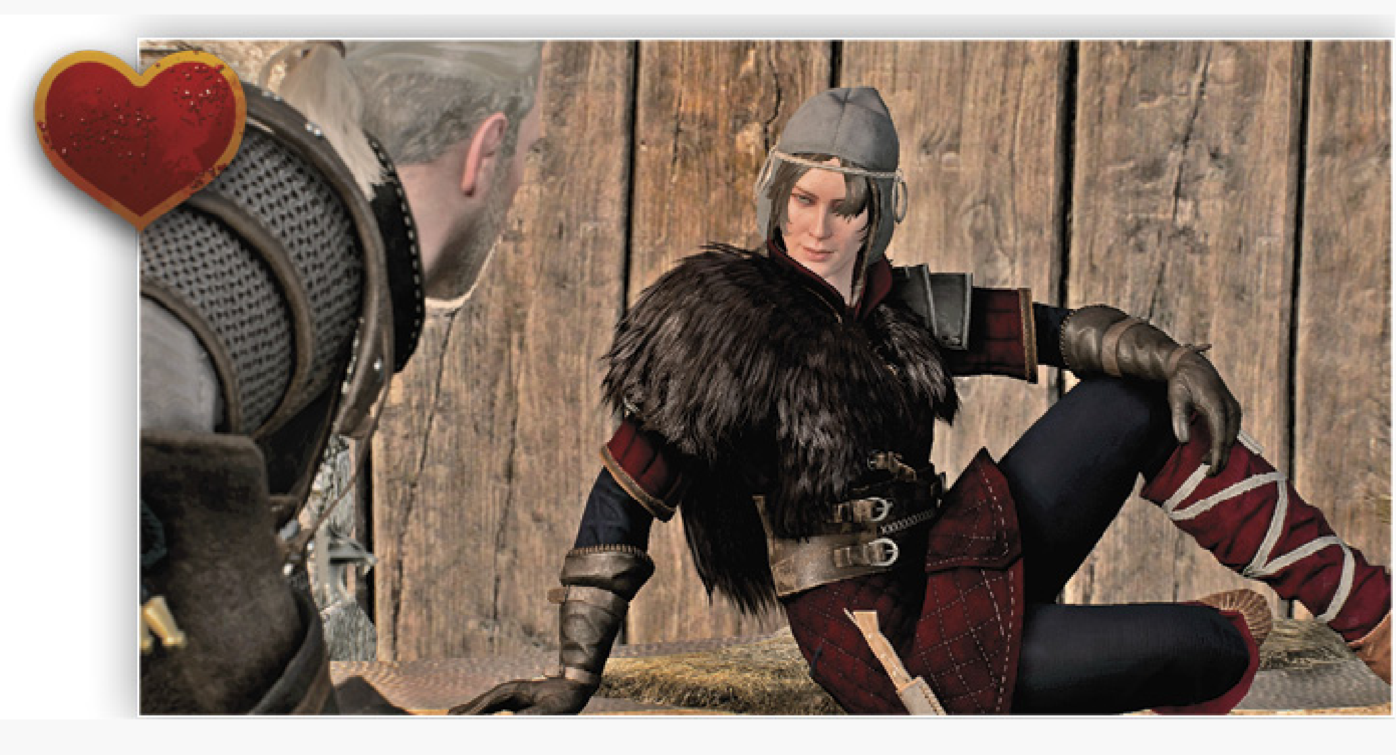
#10: YENNEFER OF VENGERBERG (SECOND ENCOUNTER)

During Main Quest: No Place Like Home



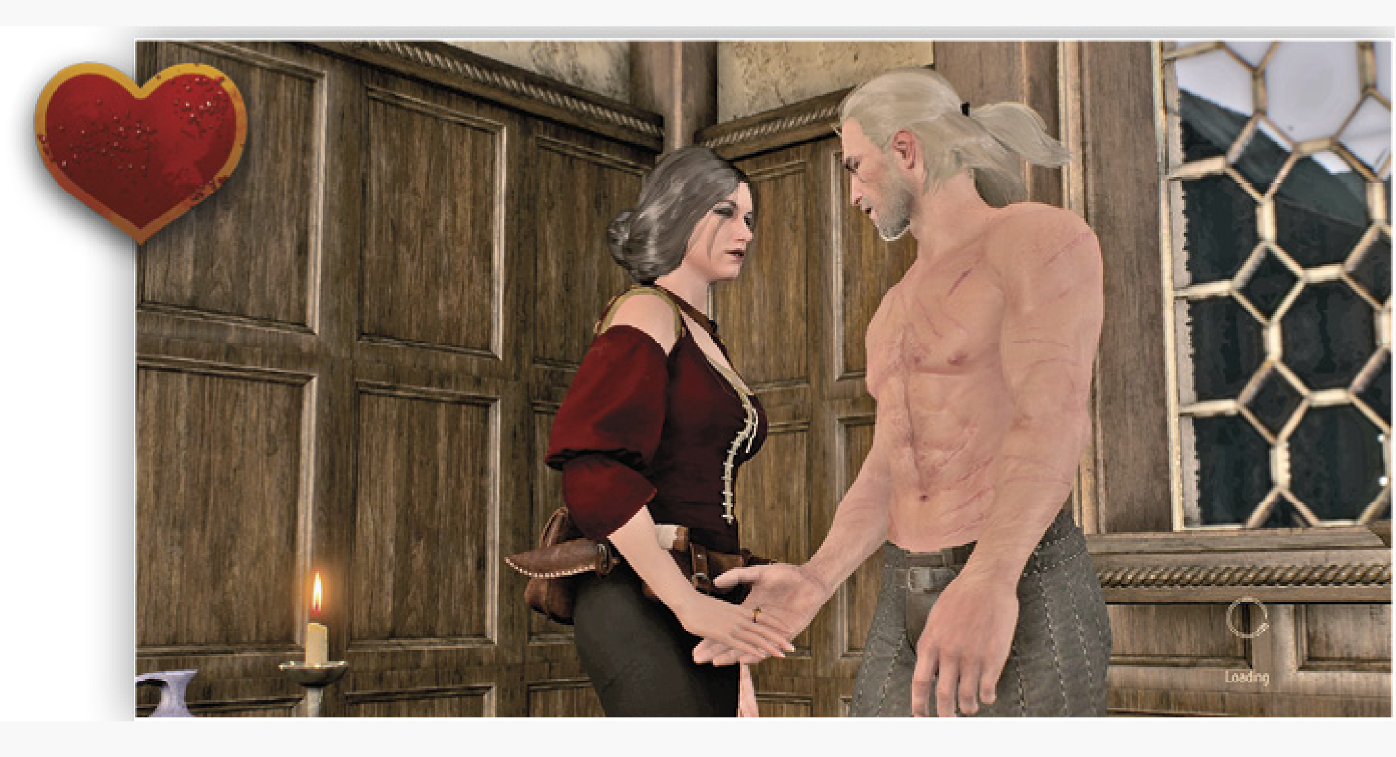
#11: JUTTA AN DIMUN

At the end of Secondary Quest: Iron Maiden.



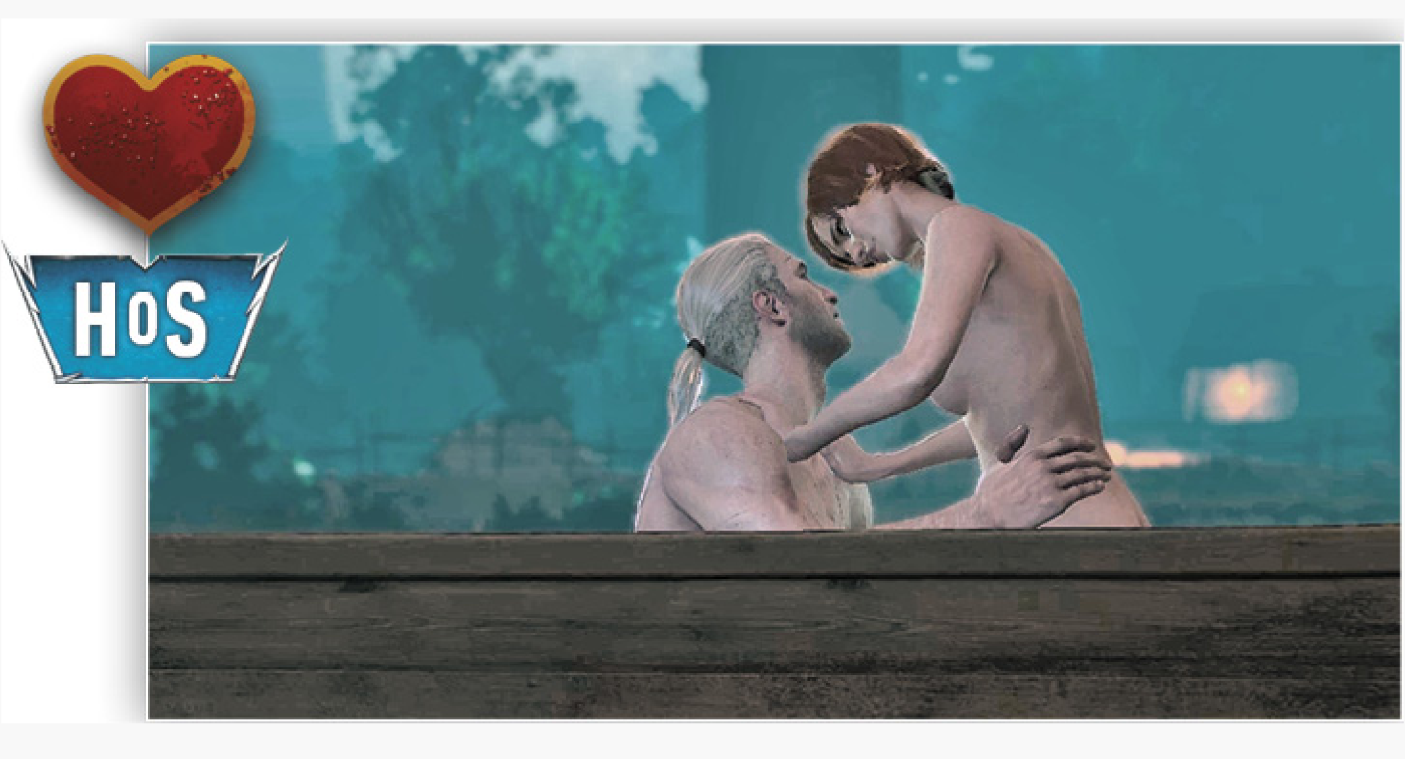
#12: MADAME SASHA

At the conclusion of Secondary Quest: Gwent: High Stakes, though Gwent cards are lost in the process.



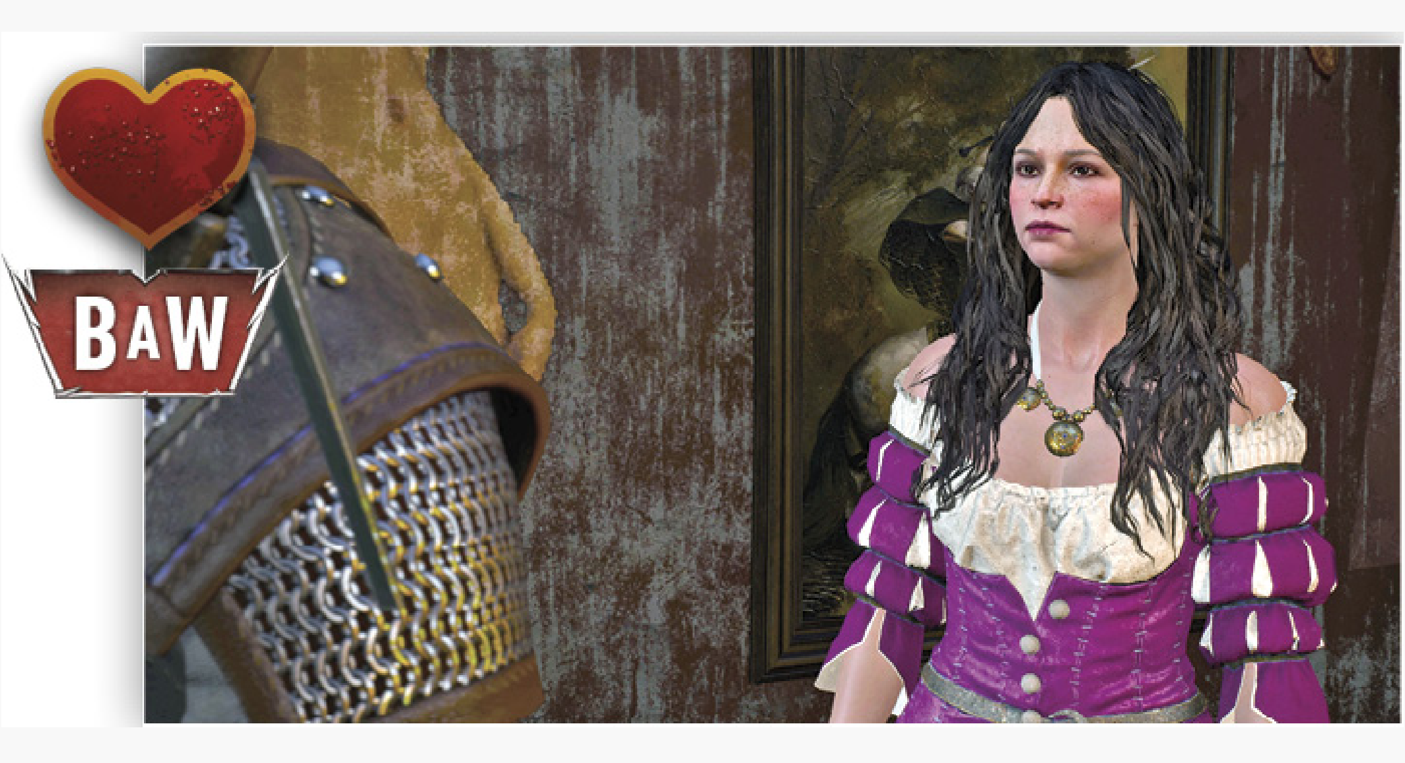
#13: SHANI

At the conclusion of Hearts of Stone: Secondary Quest: A Midnight Clear, after some wooing on Miller’s Lake.



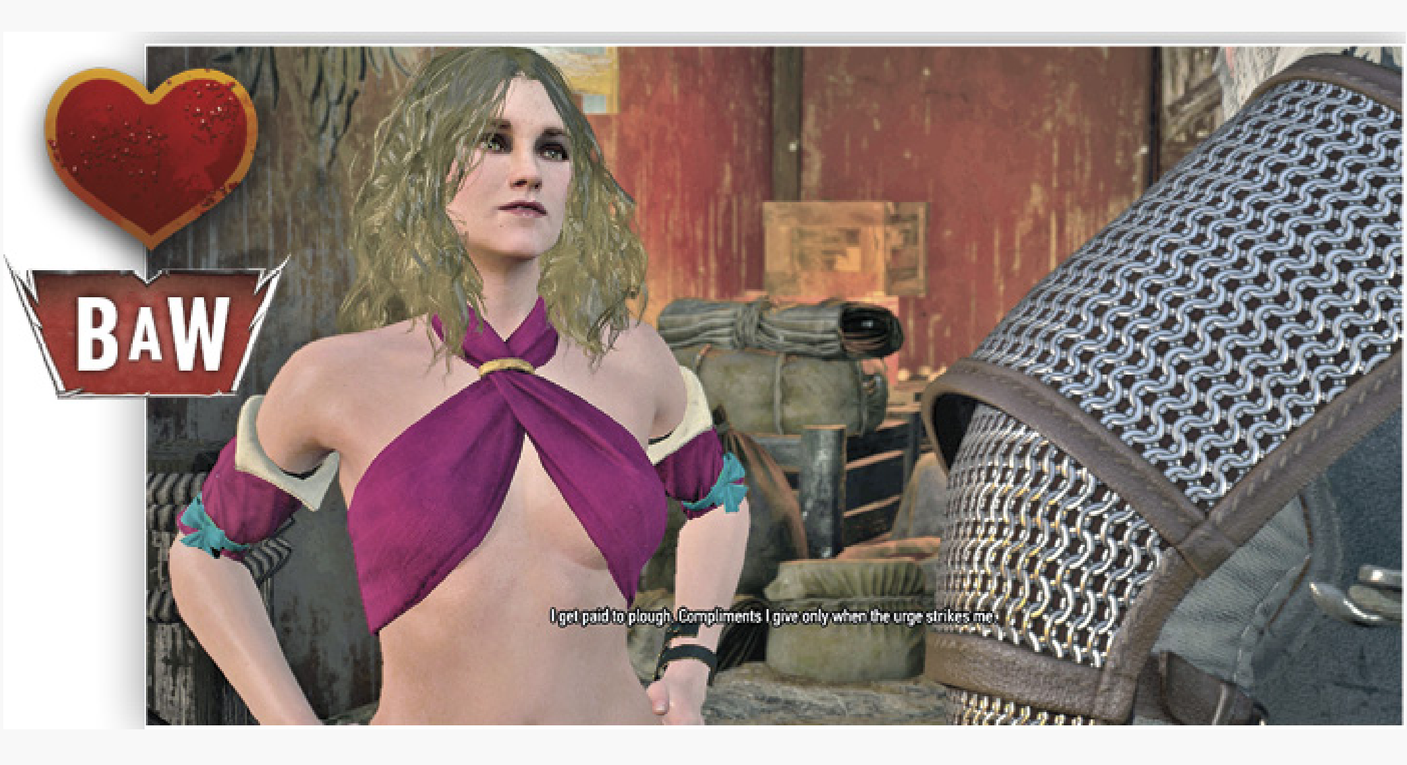
#14: COURTESAN #1 OF THE BELLES OF BEAUCLAIR

Visit this House of Pleasure in Beauclair Docks and tell the Madame you want to spend time with one of the girls (marked on your mini-map with hearts). Seek out this lady who’s tired of all the Witcher role-play. However, you’re here to bulge the back of the old onion bag; pay her 20 crowns for the opportunity.



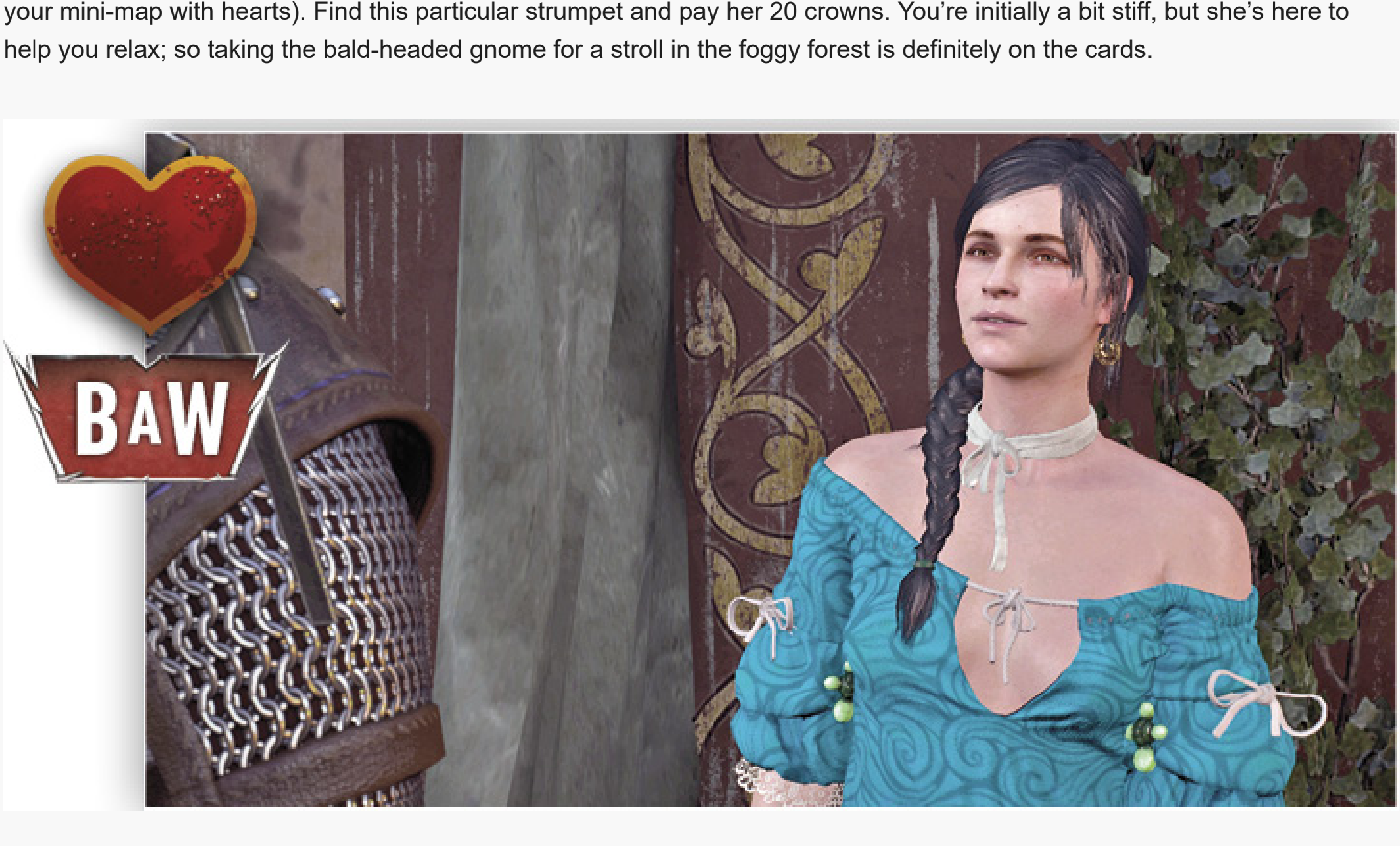
#15: COURTESAN #2 OF THE BELLES OF BEAUCLAIR

Visit this House of Pleasure in Beauclair Docks and tell the Madame you want to spend time with one of the girls (marked on your mini-map with hearts). Head upstairs to this rather direct woman (though she’s paid to say it). Give her 20 crowns and she’ll have you fishing for kippers in no time.


BaW
I get paid to plough. Compliments I give only when the urge strikes me.

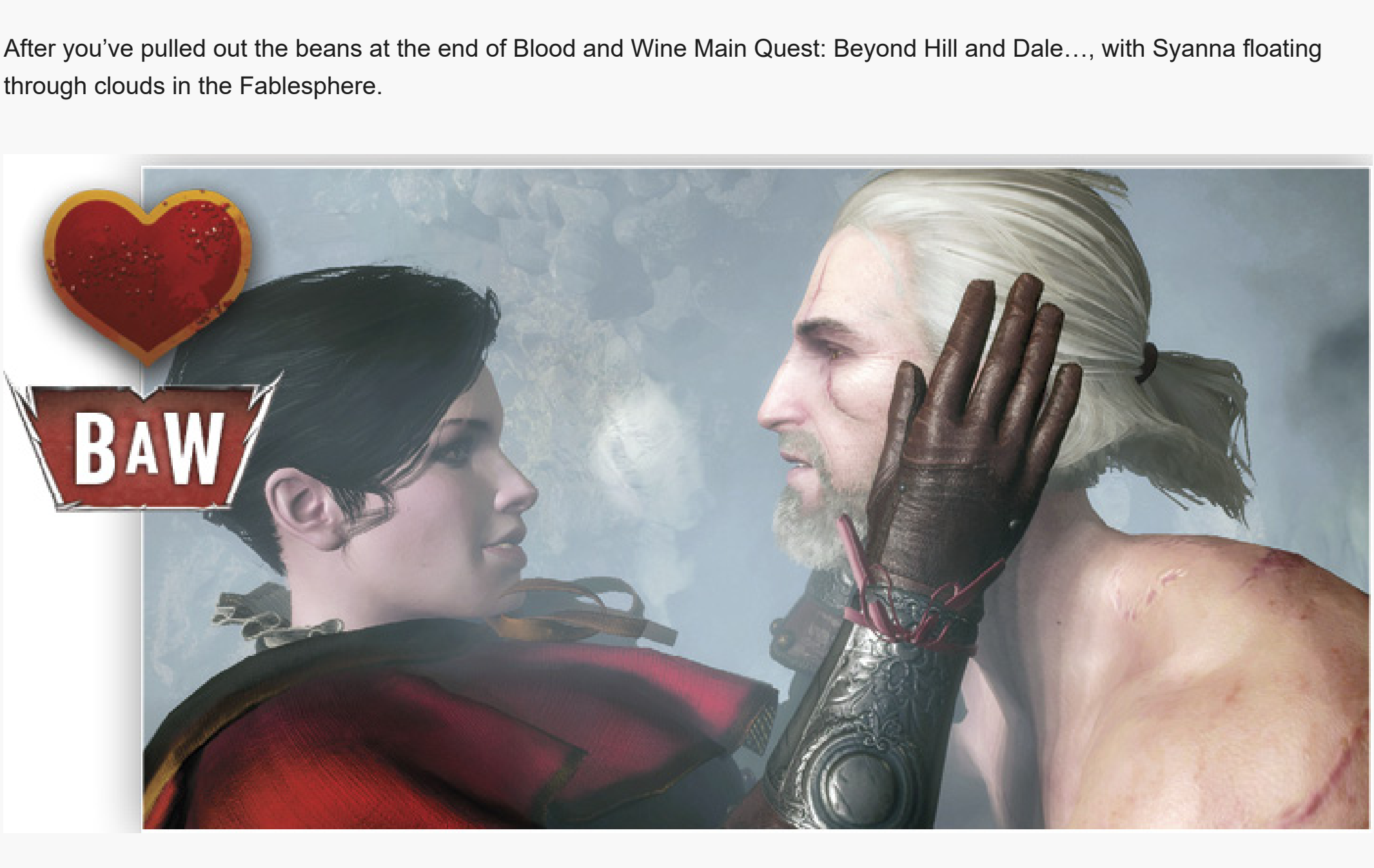
#16: COURTESAN #3 OF THE BELLES OF BEAUCLAIR

Visit this House of Pleasure in Beauclair Docks and tell the Madame you want to spend time with one of the girls (marked on your mini-map with hearts). Find this particular strumpet and pay her 20 crowns. You’re initially a bit stiff, but she’s here to help you relax; so taking the bald-headed gnome for a stroll in the foggy forest is definitely on the cards.



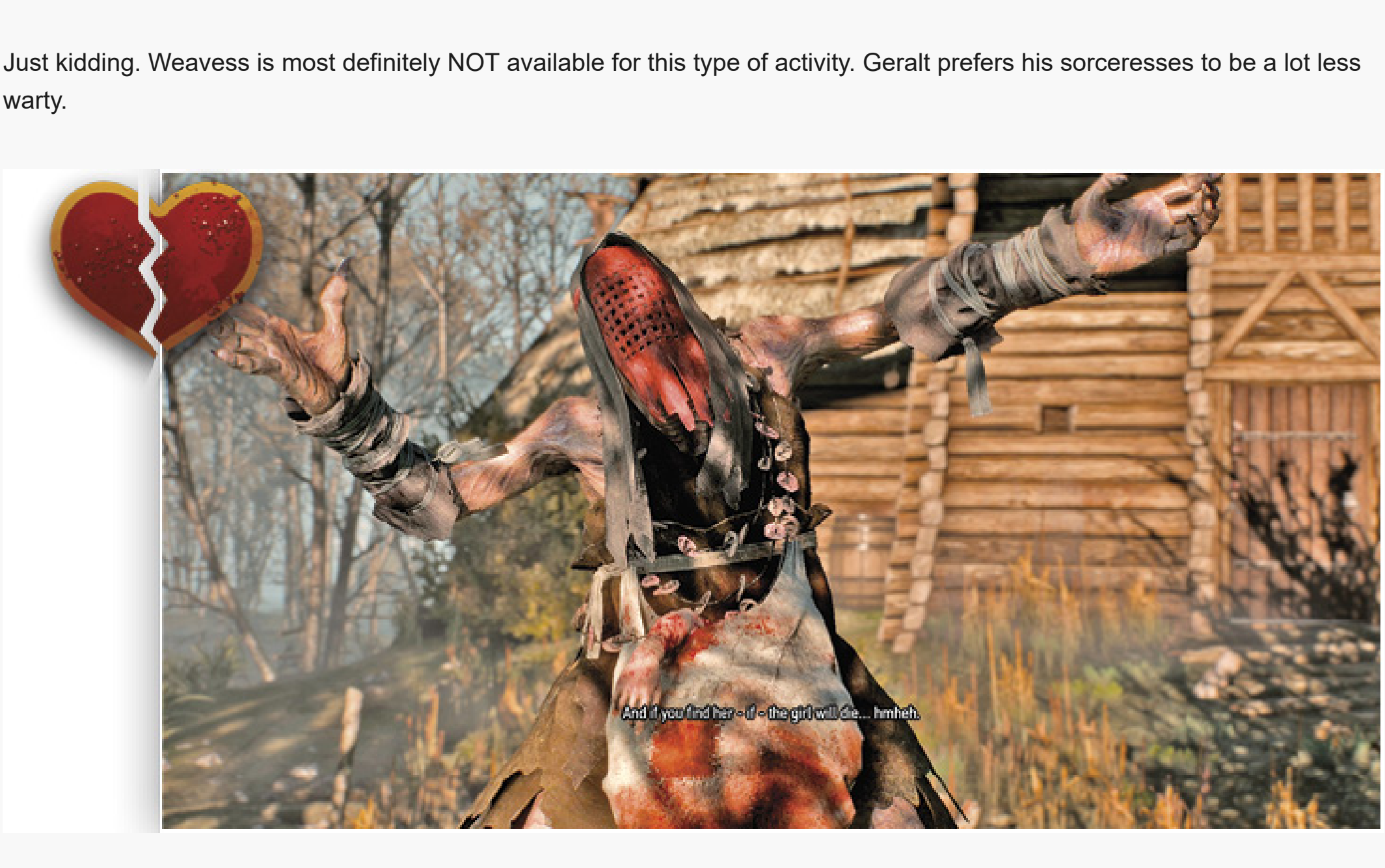
#17: SYANNA

After you’ve pulled out the beans at the end of Blood and Wine Main Quest: Beyond Hill and Dale…, with Syanna floating through clouds in the Fablesphere.



#18: WEAVESS

Just kidding. Weavess is most definitely NOT available for this type of activity. Geralt prefers his sorceresses to be a lot less warty.

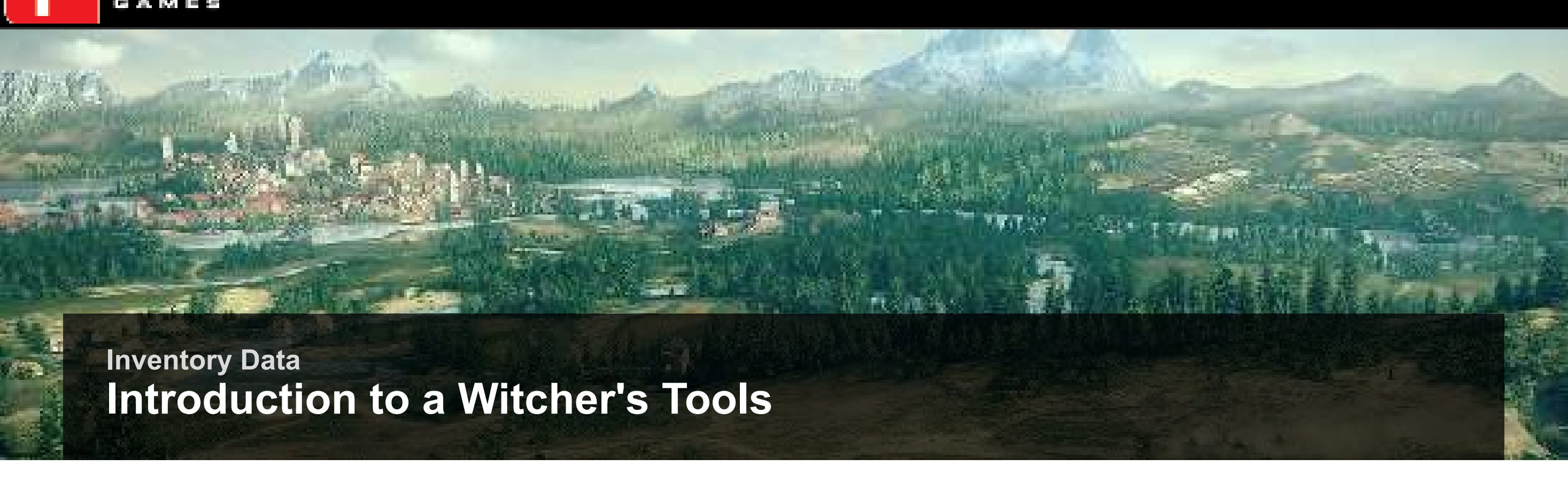


Achievements And Trophies

List of Achievements and Trophies

The following table details all the available Achievements (Xbox One and PC) and Trophies (PS4) that are available, including both Expansions, and the best course of action for completing them.

Name	Description	How to complete	Secret (YES/NO)	PS4	XBox One/PC
MAIN ADVENTURE					
QUEST-RELATED (15)					
Lilac and Gooseberries	Find Yennefer of Vengerberg.	Complete Main Quest: Lilac and Gooseberries.	YES	Bronze	15
A Friend in Need	Find and free Dandelion.	Complete Main Quest: A Poet Under Pressure.	YES	Bronze	15
Necromancer	Help Yennefer extract information from a dead man's body.	Complete Main Quest: Nameless.	YES	Bronze	15
Family Counselor	Find the Baron's family (complete the storyline of Velen in Act I).	Complete Main Quest: Family Matters.	YES	Bronze	15
Something More	Find Ciri.	Complete Main Quest: The Isle of Mists.	YES	Bronze	15
Xenonaut	Visit Tir ná Lia and convince Ge'els to betray Eredin.	Complete Main Quest: Through Time and Space.	YES	Bronze	15
The King is Dead	Defeat Eredin.	Complete Main Quest: On Thin Ice.	YES	Silver	30
Passed the Trial	Finish the game on any difficulty.	Finish the game on Easy (Just the Story!) difficulty or higher.	NO	Bronze	15
Ran the Gauntlet	Finish the game on the "Blood and Broken Bones!" or "Death March!" difficulty levels.	Finish the game on Normal (Blood and Broken Bones!) difficulty or higher.	NO	Silver	30
Walked the Path	Finish the game on the "Death March!" difficulty level.	Finish the game on Hard (Death March!) difficulty.	NO	Gold	65
Geralt: The Professional	Complete all Witcher Contracts.	Complete all the Contracts in Velen, Novigrad, and Skellige, beginning on page 504.	NO	Bronze	15
Kingmaker	Complete the subplot about choosing Skellige's new ruler.	Complete the Clan an Craite Quests, beginning on page 226. This reward occurs after Secondary Quest: Coronation is completed.	YES	Bronze	15
Assassin of Kings	Take part in the assassination of King Radovid.	Complete Secondary Quest: Reason of State.	YES	Bronze	15
Friends With Benefits	Complete Keira Metz storyline (optional storyline).	Complete all of Keira Metz's Quests, beginning on page 171. This reward occurs after Secondary Quest: For the Advancement of Learning is completed.	YES	Bronze	15
Full Crew	Bring all possible allies to Kaer Morhen for the battle against the Wild Hunt.	Consult Secondary Quest: Brothers in Arms.	YES	Bronze	15
GAMEPLAY-RELATED (15)					
The Enemy of My Enemy	Use the Axii Sign to force one opponent to kill another. Do this 20 times.	Use the Axii Puppet ability (Sign) to force one opponent to kill another. Do this 20 times. This obviously occurs during fights with groups of enemies, such as Drowners, Nekkers, Ghouls, or humans. When left with two enemies, bring one of their Vitality down to a low level, then use the Axii Puppet on another foe; he'll quickly dispose of the weakened enemy.	NO	Bronze	15
Humpty Dumpty	Kill 10 opponents by knocking them off somewhere high with the Aard Sign.	Kill 10 opponents by knocking them off somewhere high with the Aard Sign. Coax enemies to fight by cliffs, beckoning them up, and then pushing them to their doom!	NO	Bronze	15
Environmentally Unfriendly	Kill 50 opponents using the environment (examples include swamp gas, insects, or objects).	Kill 50 opponents using the environment: Ignite swamp gas. Blow up explosive barrels. Use Aard on wild bee-hives when a foe is near. Remember to badly wound the foe first, so the environmental attack kills them. It's easiest to return to areas where environmental effects appear frequently, such as Crookback Bog swamp.	NO	Bronze	15
Kaer Morhen Trained	Make 10 successful counterattacks in a row without getting hit or parrying.	Perform 10 effective counterattacks in a row without getting hit or parrying. Choose foes that are easy to parry, such as human Bandits.	NO	Bronze	15
Can't Touch This!	Kill 5 opponents during one combat encounter without taking any damage (except toxicity) and without using Quen sign.	Weaker group fights with Nekkers, Ghouls, humans, or Drowners is encouraged. Learn how to use dodge/roll/counter techniques to aid you. Select slower enemies (or slow them down with Yrden). Also, throwing bombs may help to reduce enemy count quickly, as you close from a distance.	NO	Bronze	15
That Is the Evilest Thing…	Ignite the gas produced by a Dragon's Dream bomb using a burning opponent. Do this 10 times.	This is achieved using Igni. Apply burning to the enemy with any Igni Sign attack, and once they are on fire, throw Dragon's Dream at them.	NO	Bronze	15
Mutant	Fill all mutagen slots.	Get to character Level 28 to unlock all the Mutagen slots in the Character Menu, then place any Mutagen in each of the four Mutagen slots.	NO	Bronze	15
Dendrologist	Acquire all the Abilities in one tree.	Choose your favorite Ability Tree from the Character Menu, and unlock all 20 abilities in it. Check the Training chapter for more information on abilities; you should be creating a Character Archetype focused on Combat, Signs, or Alchemy. Or, you can use a Potion of Clearance, then quickly obtain all 20 abilities to Level 1, and "reset" afterwards with a second Potion of Clearance.	NO	Bronze	15
Butcher of Blaviken	Kill 5 enemies in under 10 seconds.	Choose weaker foes and gradually decrease their Vitality, but don't kill them. Then finish all of them off quickly, and ideally all at once; using area-effect attacks like bombs, or marsh gas and Igni.	NO	Silver	30
Triple Threat	Kill 3 opponents in one fight using 3 different methods (examples include swords, bombs, crossbow, Signs).	Firstly, find a group of enemies to slay, such as those found in a Bandit Camp. Try to leave three badly-wounded foes remaining; then drop one with a crossbow bolt, one with Igni, and the last with your sword. Or a combination of any of those strikes, or others you deem easier to pull off.	YES	Bronze	15
Brawler	Defeat Olaf, the Skellige champion of unarmed combat.	Defeat Olaf, the Skellige champion of unarmed combat. This is the last fight of Fists of Fury: Skellige.	NO	Silver	30
Overkill	Make an opponent suffer from bleeding, poisoning, and burning simultaneously. Do this 10 times.	This involves coating your sword with any poison, then attacking and quickly using Igni. A good choice of weapon is the Feline sword as it already has a chance to cause bleeding. Up your chances by purchasing Crippling Strikes (adds to the bleeding chance), Pyromaniac (adds to the burning chance), and Poisoned Blades (adds to the poisoning chance).	NO	Silver	30
Master Marksman	Kill 50 human and nonhuman opponents by striking them in the head with a crossbow bolt.	Remember you can aim automatically or manually. Humans, elves, dwarves, and halflings are all fair game! Try to whittle down their health using other combat techniques first, then finish them off with the crossbow. Use bombs, Axii, or Yrden to slow or stop foes in their tracks, so your aiming is easier.	NO	Bronze	15
What Was That?	Attack, counter, cast a Sign, and throw a bomb (in any order) in under 4 seconds.	Attack, counter, cast a Sign and throw a bomb (in any order) in under 4 seconds. Practice, ideally on human or low-level monster opponents.	YES	Bronze	15
Even Odds	Kill 2 monsters you have a Contract on without using Signs, potions, Mutagens, oils, or bombs.	Read through the Contract quests section of this guide, and choose the foes that seem weakest to you (Contract: The Merry Widow; a Grave Hag, and Contract: Muire D'yaeblen; a Water Hag). Remember you can use more than just your swords on enemies guarding the Contract beast you must slay).	NO	Silver	30
EXPLORATION-RELATED (10)					
Card Collector	Acquire all Gwent cards available in the base version of the game.	Complete Gwent Quest: Collect 'em All!.	NO	Bronze	15
Gwent Master	Defeat Tybalt and win the Gwent tournament held at the Passiflora.	Complete Secondary Quest: High Stakes.	NO	Bronze	15
Let's Cook!	Learn 12 potion formulae.	Collect 12 potion formulae (from merchants or by looting random chests).	NO	Bronze	15
Bombardier	Collect the formulae for 6 different bomb types.	Collect six bomb formulae (from merchants or by looting random chests).	NO	Bronze	15
Bookworm	Read 30 books, journals, or other documents.	Simply gather these as you search locations throughout your adventure, and check them in your inventory! Visit Marcus T.K. Hodgson to start your book collecting (the Books and Scrolls merchant in Hierarch Square, Novigrad).	NO	Bronze	15
Armed and Dangerous	Find and equip all the elements of one set of Witcher Gear.	Complete one of the Scavenger Hunts (Viper, Griffin, Cat, and Bear Schools), which are detailed starting on page 577.	NO	Silver	30
Power Overwhelming	Have all possible Place of Power bonuses active at the same time.	Each Place of Power is related to one of the five Signs (Aard, Igni, Yrden, Quen, and Axii). You need all five active at once; attempt this in White Orchard, where five Places of Power are close together, and you can quickly Fast-Travel to nearby Signposts to speed this up. Check the Places of Power Appendix on page 744.	NO	Bronze	15
Brawl Master	Complete all fistfighting quests in Velen, Skellige, and Novigrad.	Complete Fists of Fury: Velen (page 496): Fists of Fury: Novigrad (page 497). Fists of Fury: Skellige (page 498): Fists of Fury: Champion of Champions (page 499).	NO	Bronze	15
Fast and Furious	Win all horse and boat races in the game.	Complete Races: Crow's Perch (page 500): Race: The Great Erasmus Vegelbud Memorial Derby (page 501): The Heroes' Pursuits: Fayrlund, Fyresdal, Kaer Trolde, and For the Goddess' Glory! (page 503).	NO	Bronze	15
Globetrotter	Discover 100 Fast-Travel points.	This is self-explanatory; consult this guide's Atlas for locations of every Signpot, and discover each so they appear in your in-game map. This does not include Harbors (water Fast-Travel points).	NO	Bronze	15
CHARACTER-RELATED (5)					
Munchkin	Reach character development Level 35.	Simply continue to accrue experience points by completing quests and other activities. Consult the Level chart on page 60 of the Training for the amount of experience points needed.	NO	Gold	65
Fire in the Hole	Destroy 10 Monster Nests with bombs.	Every Monster Nest is pinpointed throughout this guide's Atlas. Simply look for any Monster Nest icon near you, and bring a good selection of bombs!	NO	Bronze	15
Fist of the South Star	Beat an opponent in fist fighting without taking damage (excluding toxicity damage).	Fists of Fury Quest information begins on page 496. Choose the least-competent opponent (in Velen) so the fight goes your way most easily.	NO	Bronze	15
Geralt and Friends	Win a round of Gwent using only Neutral cards.	You don't need to win the match to receive this reward; only the round in which you play only Neutral cards. So use all your Neutral cards so you can win the round, even if that means lowering the chances of winning the match. Remember your opponent is more likely to let you win the second round if they already won the first round. Take advantage of this!	NO	Bronze	15
All-In	Play three hero cards in one round of Gwent and win the match.	Be sure to forfeit if you begin with fewer than three heroes in your hand, so you have the tools to accomplish this reward. To up the chances of receiving Heroes in your deck, build a deck with all the Hero cards you have. Avoid putting special cards into your deck, and only place enough non-hero creature cards to make your deck valid.	NO	Bronze	15
COMBAT-RELATED (7)					
Shrieker	Complete the Contract on the Shrieker.	Complete Contract: Shrieker.	YES	Bronze	15
Fearless Vampire Slayer	Complete the Contract on Sarasti.	Complete Contract: The Mystery of the Byway Murders.	YES	Bronze	15
Woodland Spirit	Complete the Contract on the Woodland Spirit.	Complete Secondary Quest: In the Heart of the Woods.	YES	Bronze	15
Fiend or Foe?	Complete the Contract on Morvudd.	Complete Contract: Missing Son.	YES	Bronze	15
Ashes to Ashes	Complete the Contract on Therazane.	Complete Contract: Doors Slamming Shut.	YES	Bronze	15
The Doppler Effect	Solve the Doppler problem in Novigrad.	Complete Contract: An Elusive Thief.	YES	Bronze	15
Pest Control	Destroy all Monster Nests in the Velen/Novigrad region, or in Skellige.	Check the guide Atlas for the location of all Nests, and don't forget to bring bombs! Skellige has fewer Nests (four on Ard Skellig, one on An Skellig), but they are harder to find and reach.	NO	Bronze	30
TOTAL (52)			19 YES/ 33 NO	43 Bronze/ 7 Silver/ 2 Gold	1000
HEARTS OF STONE (13)					
QUEST-RELATED (6)					
I'm Not Kissing That	Kill the prince cursed into a toad.	Kill the Toad Prince during Hearts of Stone: Main Quest: Evil's Soft First Touches.	YES	Bronze	35
Let the Good Times Roll!	Participate in all the activities at the wedding.	There are ten activities to participate in, and all are referenced during Hearts of Stone: Main Quest: Dead Man's Party.	YES	Bronze	35
Shopaholic	Buy all the items put on the block at the Borsodi's Auction House.	There are three items in question, and are all referenced during Hearts of Stone: Main Quest: Open Sesame (Part 1).	YES	Bronze	35
Curator of Nightmares	Recreate all of Iris' nightmares in the Painted World.	There are eight nightmares to recreate, and all are referenced during Hearts of Stone: Main Quest: Scenes from a Marriage.	YES	Bronze	35
When It's Many Against One…	Provoke all Iris von Everec's Nightmares into fighting you at the same time and defeat them.	Complete Hearts of Stone: Main Quest: Scenes from a Marriage.	YES	Bronze	50
Pacta Sunt Servanda	Finish the "Hearts of Stone" expansion.	Complete Hearts of Stone: Main Quest: Whatever a Man Soweth….	YES	Bronze	35
OTHER (7)					
Can Quit Anytime I Want	Be under the influence of seven potions or decoctions at the same time.	Purchase the Acquired Tolerance ability in the Alchemy Tree.	NO	Bronze	35
Return to Sender	Kill 3 opponents with their own arrows.	Purchase the Arrow Deflection ability in the Combat Tree.	NO	Bronze	35
Wild Rose Dethorned	Defeat all the fallen knights and loot their campsites.	Consult the Atlas chapter, Gustfields territory.	NO	Bronze	35
I Wore Ofieri Before It Was Cool	Collect all available Ofieri armor and horse gear, and at least one Ofieri sword.	Visit the Ofieri merchant at Upper Mill (Gustfields). Complete Race: Swift as the Western Winds (page 503) for the horse saddle. Complete Secondary Quest: From Ofier's Distant Shores (page 562) for the four armor diagrams. Purchase the horse blinders, saddlebags, sword (or the sword diagram) and crossbow diagram from this Ofieri merchant. Have the Master Armorer and Master Blacksmith (Yoana and Hattori, or the Runewright) craft any diagrams.	NO	Bronze	50
Killed it	Win a round of Gwent with a total strength of at least 187.	Consult the Gwent chapter (starting on page 92) for tactics. Use Spies to gain additional cards. Use cards with multipliers, such as Tight Bond cards, Commander's Horn, and Muster cards. Focus delivering all your high-value cards in one round (you only need win the round, not the match). Be sure to keep adding cards even if your opponent passes.	NO	Bronze	50
Moo-rderer	Kill 20 cows.	The village of Blandare (Ard Skellig) or Martin Feuille's Farmstead (Gustfields) has a good number of cows to slaughter. Beware of the Bovine Defense Force (a Chort that appears if you slay too many cows at once).	YES	Bronze	35
Rad Steez, Bro!	Slide downhill uninterrupted for at least 10 seconds.	The mountain slope below Distillery (Ard Skellig), or the hill slope close to the Temple of Lilvani (northeast of Benek) are both good choices.	YES	Bronze	35
TOTAL (13)			8 YES/ 5 NO	10 Bronze/ 3 Silver	500
BLOOD AND WINE (13)					
QUEST-RELATED (9)					
The Witcher'sGone South	Travel to the Duchy of Toussaint.	No quest needs to be active, though Main Quest: Envoys, Wineboys.	NO	Bronze	35
Last Action Hero	Be decorated with the Order of Vitis Vinifera.	Complete Main Quest: Pomp and Strange Circumstance.	NO	Bronze	35
Kling of the Clink	Serve time in Toussaint.	Complete Main Quest: Burlap is the New Stripe.	NO	Bronze	35
A Knight to Remember	Obtain a flawless victory in all the competitions during the knights' tourney.	Finish all three tournament trials (marksmanship, racing, combat, battle with Sir Gregoire) with perfect scores. Consult Secondary Quest: The Warble of the Smitten Knight for more information.	NO	Bronze	35
Embodiment of the Five Virtues	Be given Aerondight by the Lady of the Lake.	Complete Secondary Quest: There Can Be Only One.	NO	Bronze	35
Playing House	Use all available options for developing Corvo Bianco.	Complete Secondary Quest: No Place Like Home, and completely develop and upgrade Corvo Bianco.	NO	Bronze	35
Turned Every Stone	Find all grandmaster diagrams for each Witcher school.	Complete all five Scavenger Hunts: Grandmaster Feline.	NO	Bronze	50
I Have a Gwent Problem	Collect all the cards in the Skellige deck.	Complete Gwent Quest: Never Fear, Skellige's Here.	NO	Bronze	50
The Grapes of Wrath Stomped	Help unite the warring vineyards and have a wine named in your honor.	Complete Secondary Quest: Wine Wars.	YES	Bronze	35
OTHER (4)					
Dressed to Kill	Unlock the bonus for equipping all the Witcher Gear elements from one School.	Wear a complete set of Grandmaster Witcher gear from the Feline, Griffin, Wolven, Ursine, or Manticore schools; consult the Blood and Wine Scavenger Hunts (starting on page 604) for more details.	NO	Bronze	35
Weapon "W"	Develop a mutation.	Complete Secondary Quest: Turn and Face the Strange.	NO	Bronze	35
Hasta la Vista™	Kill a frozen opponent with a crossbow bolt.	This is easily achieved by Using a Northern Wind bomb (preferably against a human foe), then shooting any that are frozen, using a crossbow.	YES	Bronze	50
David and Golyat	Kill Golyat with a crossbow bolt to his eye.	During Main Quest: Envoys, Wineboys.	YES	Bronze	35
TOTAL (13)			3 YES / 10 NO	13 Bronze	500
GRAND TOTAL: 78			37 YES/ 41 NO	66 Bronze/ 10 Silver/ 2 Gold	2000



Inventory Data

Introduction to a Witcher's Tools

The following inventory charts and tables provide a deeper look into the thousands of potions, enchantments, swords, armor sets and items you can craft and acquire during your adventure. If you're interested in the properties of an item you haven't found yet, want to compare similar items or simply want to research the best items to be found, you'll find the information here.

There are a few general rules you should be aware of before digging in:

STAT ACCURACY

As described in the skills section of Training, the use of different oils, runestones, glyphs, mutagens and other preparation, will affect an item's base statistics. This may increase the damage dealt by a sword, the type of resistances provided by an armor and the power of your Sign abilities. To account for this, the game automatically calculates those effects and applies them to the spells and items you see in game. The values listed in the following pages represent the base values for a specific item and may vary considerably from what you experience based on the choices you make during your campaign. Still, these values represent the relative strength of each item and represent an accurate measure for comparison.

LEVELED STATS

Basic properties of steel and silver swords are increased as you progress through the game; you will always receive a variant that is most appropriate to your current level. As a result, higher-level versions may have better statistics than the examples listed here.

STACKING

Item upgrades like oils, glyphs and runestones can be combined to create a number of conditions. This means that the benefits of each effect are cumulative and can be stacked to strengthen your build. Additionally, some effects are multipliers and may scale your overall ability up quickly.

OVERVIEW

As the sheer number of items you can find (or create) on your travels numbers into the thousands, this streamlined section delves into each individual item type, and (where appropriate) plucks out the very finest, or recommended variants, so you can aim to equip it to bolster both your prowess and progress.

For those requiring an exhaustive, overwhelming, and utterly complete list of every single inventory element you can interact with, utilize the searchable online eGuide component of this book (free with purchase). It provides updated statistical knowledge of every single item available to you. It allows you to view every type of weapon, diagram, crafting material, and all other items you may come across on your travels. It is useful for comparing statistics between multiple weapons of the same type (for example), and includes all items from the Hearts of Stone and Blood and Wine Expansions.

The online Inventory chapter provide copious additional information: Examples include the disassembled components each weapon can be broken down into, the number of upgrade slots, the usual prices you can sell items for, and a host of other helpful data, including a hint from the venerable Witcher Vesemir! You are encouraged to view all the Inventory tables as part of your free eGuide. The following charts and tables are available whenever you wish to access them:

ITEM DATA

There are over 2,500 individual “base” items that you can find during your explorations. These are divided into Type (for example, masks, miscellaneous items, Gwent cards, crafting schematics, recipes, junk, armor, oil, or edibles). The online chart lists them all, along with statistical data. Unless otherwise stated, these items are randomly found or purchased, and some items (such as masks worn by party-goers) may not be accessible to you.

SHOPS: AVAILABLE ITEMS

Are you wanting to know exactly what each merchant, armorer, blacksmith, or other trader has in stock? Then consult this chart, which details every single item a merchant is likely to have on hand. The chances of a merchant having an item is also listed.

SHOPS: ITEM LOCATIONS

This chart lists all items merchants carry, and the individual merchants you can visit to buy each item from. All told, and including duplicate or similar items, there are over 3,000 items you can purchase from vendors across these lands.

ALCHEMY

There are over 120 alchemic components you can find or break down, and all are used in the making of oils, bombs, and potions. The online chart provides a price, weight, rarity rating, as well as recipe requirements for every single component: Minerals, Alcohols, Monster Remains, Substances, and Mutagen Color Changes.

ARMOR

There are over 250 different pieces of non-crafted armor you can find during your adventure (though some armor pieces are craftable, armor in this table can be found already complete). The online chart for Armor shows the approximate price, the weight and quality, durability, number of sockets (for Glyphs), and a host of possible bonuses. Not only that, but every disassembled component is also shown, so you can see what recycled items each armor piece breaks down into. These are subdivided into the following sections: Armor Casual, Armor Light, Armor Medium, Armor Heavy, Relic Armor, and pieces for chest, gloves, pants, and boots.

ARMOR (CRAFTED)

There are almost 150 different pieces of craftable armor, which are acquired after finding a diagram with the same name as the listed armor. These diagrams are then taken to an Armorer who, if competent enough, creates the armor from base components. The most common (and potent) armor of this type is the different “Witcher School” gear, which form the basis of the Scavenger Hunt quests.

The statistical data of this online chart reflects the same information as that contained in the Armor (non crafted) chart. These are subdivided into the following sections: Light, Medium, Heavy, Witcher Sets, Human Armor from Hearts of Stone, and pieces for chest, gloves, pants, and boots.

Recommended Armor: New Moon, Witcher Feline, Witcher Ursine gear.

BOLTS

Aside from the regular bolts for your trusty crossbow, there are 14 specialized bolt types you can equip. This chart allows you to compare the damage (both normal and special) they inflict, and any bonuses they give.

Recommended Bolts: Harpoon bolt, Precision Bolt, Exploding bolt

BOMBS

There are eight types of bombs, and three versions of each (giving you 24 different bomb types in total), and this chart gives a description of each effect (both damage and passive) as well as the recipe requirements for each.

Recommended Bombs: Grapeshot, Dragon’s Dream, Northern Wind

BOOKS

There are approximately 280 books to acquire on your travels. As many are found randomly, you are encouraged to search every location, and purchase books from vendors listed as having books for sale. Books are subdivided into Monster Tomes, Functional Books, Common Books, and Notes and Journals.

CROSSBOWS

Including variants, expect to find 15 different crossbows on your adventures. This chart lists them all, along with the attack power, normal and special damage caused, and what items you receive if you recycle (dismantle) them.

Recommended Crossbows: Feline, Elven, Ofir crossbows

CRAFTING ELEMENTS

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well. These are subdivided into the following sections: Common Materials, Crafting Materials, Metals and Alloys, Monster Remains, Other Items, Clutter, Leather and Hides, Pelts, Chitin Scale, Precious Gems, and Jewelry.

DIAGRAMS

There are well over 400 different diagrams you can collect and all have a general use; they allow you to create a crafted item from a variety of base components. This online chart reveals every single diagram schematic, along with the item created, its value, cost to create, and crafting requirements. These are subdivided into the following sections: General Diagrams, Repair Kits, Ranged, Steel Weapons, Relic Steel Weapons, Silver Weapons, Relic Silver Weapons, Armor (including gloves, pants, and boots), Runestones and Glyphs, and Runewords.

DECOCTIONS

Like Runstones or Glyphs, Decoctions directly enhance your stats, are drunk like potions, removed by sipping on White Honey, refilled during Meditation with Alcohols, and can only be crafted. There are 28 to concoct, and this chart provides descriptions of each decoction’s effects, toxicity rating, duration, and most importantly, the recipe requirements.

DYE

Should you wish to make your Witcher Gear more colorful, there are a dozen different Dyes you can create, as well as a removal should you wish to change colors. This chart details the recipe requirements to concoct each dye.

FOOD

Edibles supply you with a small amount of vitality regeneration; wheats and fruits are less potent than vegetables, dairy, meat, or fish. Drinks are quickly consumed to regain stamina, and juices or milk provides the most hydration. Some edibles can be used in Alchemy and to replenish potions. Collectible foods can be sold for an additional price at herbalist or alchemy shops. Certain alcoholic beverages add to your toxicity rating and may result in temporary blurred vision. All are listed here. These are subdivided into the following sections: Alcohols, Dairy Products (milk, yogurt, and cheese), Protein (including meat, poultry, fish, beans, and eggs), Fruits, Nuts, and Vegetables, and Bread and Cereal.

GLYPHS

Place a Glyph into a piece of armor you own that has a socket in it, and a passive bonus is granted. Lesser Glyphs give weak bonuses, but these can be combined (or “stacked”), or Greater Glyphs inserted for more significant boosts. For this enchantment to occur, a Glyph of Infusion must be prepared first; which are found by looting containers and corpses, or bought from Armorers or Blacksmiths. There are nine different Glyph types, and three variations of each (27 in total). The online chart shows them all, along with the bonuses you receive, and the components you receive if you dismantle a Glyph.

GLYPHWORDS

Once the Ofieri Runewright makes an appearance, you have the ability to imbue your armor with a variety of powerful Glyph and Runewords. A chart revealing both Glyphwords and Runewords, their Tier, crafting component requirements, descriptions, and additional explanations and tips on their use, is available online.

HERBS

Acting as crafting ingredients, and occurring in all regions of the world (aside from the Toussaint-only herbs), this chart lists all 38 available herbs that can be picked from a bush, or plucked from the ground.

HORSE ITEMS

Your faithful steed Roach has three enhancing items you can equip her with, and these are detailed in this chart. These don’t include Trophies (which are also affixed to Roach, but don’t augment your horse’s statistics). These are subdivided into the following sections: Blinders, Saddles, and Saddlebags.

Recommended Blinders: Zerrikanian, Undvik, or any Toussaint Blinder

Recommended Saddles: Any Toussaint Saddle

Recommended Saddlebags: Toussaint Horsebag

MONSTERS

Know your foe. The Bestiary is your best friend. All of the critical information on the items that work against the hordes of creatures you’ll face are at your personal disposal. Also, learn the creature categories (Necrophages, Relics, Elementals, etc.). The online chart’s statistics represent the base level of ability for each entity. While these values may be modified as you progress through the adventure, they make an excellent reference regarding the threat level of each entity and the types of damage it may deal.

Additionally, unique variants of some creatures may be encountered during quests. Specific damage values may vary but each attack is based on the base type as described in the online table. Watch out for Monster Nests to clear them out and make use of the ingredients they carry. This is also serves as a source of ingredients for the Witcher gear armor and weapons for crafting those items at Blacksmiths. When you have the chance to spot an enemy at a distance and you know what you’re up against, you can pull up your inventory to apply the oils, down the potions, and slot the bombs that will help you quickly dispatch the dark denizens before you. If it’s not a specific monster you’ve encountered before, but you think you know what type it is. Apply the oil for that enemy type and you’ll conquer them in a flash. The monsters are separated into the following sections (each listing the enemy’s attack power, damage, items they drop, specific items, and specific remains): Common Animals, Wild Animals, Monster Nests and Bosses, Monsters.

MUTAGENS

Mutagens are rare organic ingredients that can be obtained by boiling the mashed remains of defeated monsters with other alchemical components to extract the oils and volatile organic compounds used to create decoctions. Decoctions can used to increase your prowess in combat or to increase character stats. See Decoctions for further information. Mutagens are also used to bolster Character Abilities by selecting the desired mutagen slot in the Character Panel.

Mutagens also form the basis of the Mutations Menu, where the most powerful mutations of all are available.

You can reslot mutagens as needed making it possible to always keep the strongest mutagens you posses where they will have the greatest effect. Lesser mutagens are ideally sold to alchemists and herbalists or used as alchemical ingredients for mutagen potions you will craft. Great mutagens, should always be used whenever they enhance your build.

There are two types of mutagens, Lesser and Greater. Each type is obtained randomly and can be found by looting the corpses of monsters you’ve defeated. Greater mutagens can only be recovered from the corpse of unique monsters, generally those found when completing Monster Hunt objectives.

While mutagens can be used to craft decoctions, they can also be used to increase player statistics. When used in the character menu, mutagens will appear using one of three different colors; Red, Green and Blue. The Mutagens chart lists all of them, including their weight, toxicity, and attack power, sign intensity, or vitality bonuses.

OILS

Including enhanced and superior variants, there are 36 oils available to you. Oils can be applied to a Witcher’s steel or silver blade to grant a temporary bonus. This bonus will either increase critical effects or increase damage dealt against a specific type of enemy while the effect lasts.

Oils must be prepared from alchemical formulas using the substances listed in the online Oils chart, under Recipe Requirements. This is by far the most economical way to enhance your items and allows for a great deal of flexibility when preparing for multiple types of targets. You can oil your blade from the inventory menu, so you can apply a bonus during the middle of a fight as desired.

If you know you’re going to be facing large groups of humans, slap some Hang Man’s Venom on your Steel Sword. These are the most common enemies you’ll face during quests inside the city walls of Novigrad, so it’s a safe bet to keep this oil active as often as possible when you’re not roaming the wilderness.

POTIONS

There are 42 different potions available to you, assuming you count enhanced and superior variants of most potions. Drink potions to temporarily alter your stats, providing mild boosts to performance with little or no drawbacks (aside from toxicity). Enhanced and Superior potions are more potent, and are usually more toxic. You can drink up to three potions, but only tolerate up to 100 toxicity points before you’re poisoned. While potions cannot be purchased, shops are a great source for finding new recipes. By learning new recipes, you will be able to increase the strength of existing potions and unlock new effects to diversify your abilities. While it is very economical to brew potions from formulas. Most potions require alchemical substances, which are obtained from common components found in the environment and monster loot. Only a handful of high-end potions, like Tawny Owl, require any sort of rare alchemical substance like Sewant Mushrooms.

Certain potions are designed to be used in conjunction with other potions. This is particularly true of potions that offer powerful buffs countered by inherent flaws. In these cases, a second potion can be used to compensate any negative effects or eliminate them entirely.

This chart describes the effect of each potion, the price you trade it, along with its toxicity, duration, number of doses, and the recipe requirements for each.

RUNESTONES

These are used to enhance a socketed steel or silver sword with a permanent enchantment that increases weapon damage, adds persistent conditions to enemies, and augments spell power. Remember that once a Runestone is embedded, it cannot be removed without destroying the weapon. Runestones are crafted from diagrams or purchased from merchants. The Runestones chart details every single Runestone, revealing the statistical differences between lesser, regular, and greater Runestones, and what additional conditions (burning damage, for example) or abilities are augmented for each one.

RUNEWORDS

Once the Ofieri Runewright makes an appearance, you have the ability to imbue your armor with a variety of powerful Glyphwords and Runewords. A chart revealing both Glyphwords and Runewords, their Tier, crafting component requirements, descriptions, and additional explanations and tips on their use, is available in this section online.

TROPHIES

After completing Witcher Contracts, and slicing off a major appendage (usually the head) of a vanquished monster, you are imbued with a bonus if you affix the trophy to Roach’s saddle. This chart details the different bonuses you can expect to have.

WEAPONS

The mainstay of your non-magical offensive capabilities, the weapons chart details over 120 different blades to skewer, rend, and tear at your foes with. The name of the sword is shown, along with the price, weight, quality, upgrade sockets (for Runestones or Runewords), and the various damage ratings each has (from usual slashing damage to chances to inflict bleeding, and the like). The origin is also noted, so you can cross-reference with the merchant chart on page 816 of this guide. The component parts of each weapon are also listed. Weapons are subdivided into the following sections: Human Steel, Nonhuman Steel, Human Silver, Nonhuman Silver, Relic Steel, and Relic Silver.

WEAPONS (CRAFTED)

There over 100 crafted weapons you can secure diagrams of, and then bring to a competent Blacksmith to build. This online chart shows them all, and comes complete with all the statistical knowledge mentioned in the Weapons chart (previously). Crafted Weapons are subdivided into the following sections: Human Steel, Nonhuman Steel, Relic, Witcher Steel, Human Silver, Nonhuman Silver, Relic, Witcher Silver

Recommended Weapons: Feline, Grffin and Ursine Witcher Steel and Silver blades.

Inventory Data

Item Data

ITEMS

ITEM	ITEM NAME	DESCRIPTION	DETAILS
Alchemy Ingredient	Allspice	Alchemy Ingredient	
Alchemy Ingredient	Arenaria	Alchemy Ingredient	
Alchemy Ingredient	Balisse fruit	Alchemy Ingredient	
Alchemy Ingredient	Beggartick blossoms	Alchemy Ingredient	
Alchemy Ingredient	Berbercane fruit	Alchemy Ingredient	
Alchemy Ingredient	Bison grass	Alchemy Ingredient	
Alchemy Ingredient	Bloodmoss	Alchemy Ingredient	
Alchemy Ingredient	Blowball	Alchemy Ingredient	
Alchemy Ingredient	Bryonia	Alchemy Ingredient	
Alchemy Ingredient	Celandine	Alchemy Ingredient	
Alchemy Ingredient	Cortinarius	Alchemy Ingredient	
Alchemy Ingredient	Crow's eye	Alchemy Ingredient	
Alchemy Ingredient	Ergot seeds	Alchemy Ingredient	
Alchemy Ingredient	Fool's parsley leaves	Alchemy Ingredient	
Alchemy Ingredient	Ginatia petals	Alchemy Ingredient	
Alchemy Ingredient	Green mold	Alchemy Ingredient	
Alchemy Ingredient	Han fiber	Alchemy Ingredient	

Alchemy Ingredient	Hellebore petals	Alchemy Ingredient
Alchemy Ingredient	Honeysuckle	Alchemy Ingredient
Alchemy Ingredient	Hop umbels	Alchemy Ingredient
Alchemy Ingredient	Hornwort	Alchemy Ingredient
Alchemy Ingredient	Longrube	Alchemy Ingredient
Alchemy Ingredient	Mandrake root	Alchemy Ingredient
Alchemy Ingredient	Mistletoe	Alchemy Ingredient
Alchemy Ingredient	Moleyarrow	Alchemy Ingredient
Alchemy Ingredient	Nostrix	Alchemy Ingredient
Alchemy Ingredient	Puffball	Alchemy Ingredient
Alchemy Ingredient	Pringrape	Alchemy Ingredient
Alchemy Ingredient	Ranogrin	Alchemy Ingredient
Alchemy Ingredient	Ribleaf	Alchemy Ingredient
Alchemy Ingredient	Sewant mushrooms	Alchemy Ingredient
Alchemy Ingredient	Verbena	Alchemy Ingredient
Alchemy Ingredient	White myrtle petals	Alchemy Ingredient
Alchemy Ingredient	Wolfsbane	Alchemy Ingredient
Alchemy Ingredient	Buckthorn	Alchemy Ingredient
Alchemy Ingredient	Empty bottle	Alchemy Ingredient
Alchemy Ingredient	Alcohest	Alchemy Ingredient
Alchemy Ingredient	Cherry cordial	Alchemy Ingredient
Alchemy Ingredient	Dwarven spirit	Alchemy Ingredient
Alchemy Ingredient	Mahakaman spirit	Alchemy Ingredient
Alchemy Ingredient	Mandrake cordial	Alchemy Ingredient
Alchemy Ingredient	Nilfgaardian lemon	Alchemy Ingredient
Alchemy Ingredient	Homemade pepper vodka	Alchemy Ingredient

Alchemy Ingredient	Redanian herbal	Alchemy Ingredient
Alchemy Ingredient	Temerian rye	Alchemy Ingredient
Alchemy Ingredient	White Gull	Alchemy Ingredient
Alchemy Ingredient	Nilfgaardian lemon	Alchemy Ingredient
Alchemy Ingredient	Aether	Alchemy Ingredient
Alchemy Ingredient	Alchemy paste	Alchemy Ingredient
Alchemy Ingredient	Alchemists' powder	Alchemy Ingredient
Alchemy Ingredient	Albedo	Alchemy Ingredient
Alchemy Ingredient	Bear fat	Alchemy Ingredient
Alchemy Ingredient	Calcium equum	Alchemy Ingredient
Alchemy Ingredient	Dog tallow	Alchemy Ingredient
Alchemy Ingredient	Ducal Water	Alchemy Ingredient
Alchemy Ingredient	Fifth Essence	Alchemy Ingredient
Alchemy Ingredient	Hydragenum	Alchemy Ingredient
Alchemy Ingredient	Lunar shards	Alchemy Ingredient
Alchemy Ingredient	Nigredo	Alchemy Ingredient
Alchemy Ingredient	Optima mater	Alchemy Ingredient
Alchemy Ingredient	Phosphorus	Alchemy Ingredient
Alchemy Ingredient	Quebrith	Alchemy Ingredient
Alchemy Ingredient	Quicksilver solution	Alchemy Ingredient
Alchemy Ingredient	Rebis	Alchemy Ingredient
Alchemy Ingredient	Rubedo	Alchemy Ingredient
Alchemy Ingredient	Saltpeter	Alchemy Ingredient
Alchemy Ingredient	Stammelford's Dust	Alchemy Ingredient
Alchemy Ingredient	Sulfur	Alchemy Ingredient
Alchemy Ingredient	Vermilion	Alchemy Ingredient

Alchemy Ingredient	Vitriol	Alchemy Ingredient
Alchemy Ingredient	Wine Stone	Alchemy Ingredient
Alchemy Ingredient	Drowner brain	Alchemy Ingredient
Alchemy Ingredient	Ghoul's blood	Alchemy Ingredient
Alchemy Ingredient	Nekker blood	Alchemy Ingredient
Alchemy Ingredient	Rotfiend blood	Alchemy Ingredient
Alchemy Ingredient	Leshen resin	Alchemy Ingredient
Alchemy Ingredient	Devourer's blood	Alchemy Ingredient
Alchemy Ingredient	Alghoul bone marrow	Alchemy Ingredient
Alchemy Ingredient	Nekker claw	Alchemy Ingredient
Alchemy Ingredient	Harpy talons	Alchemy Ingredient
Alchemy Ingredient	Alghoul claw	Alchemy Ingredient
Alchemy Ingredient	Specter Dust	Alchemy Ingredient
Alchemy Ingredient	Gargoyle dust	Alchemy Ingredient
Alchemy Ingredient	Grave hag's ear	Alchemy Ingredient
Alchemy Ingredient	Harpy eggs	Alchemy Ingredient
Alchemy Ingredient	Endrega embryo	Alchemy Ingredient
Alchemy Ingredient	Cockatrice egg	Alchemy Ingredient
Alchemy Ingredient	Griffin's egg	Alchemy Ingredient
Alchemy Ingredient	Wyvern egg	Alchemy Ingredient
Alchemy Ingredient	Crystalized essence	Alchemy Ingredient
Alchemy Ingredient	Elemental essence	Alchemy Ingredient
Alchemy Ingredient	Dark Essence	Alchemy Ingredient
Alchemy Ingredient	Light Essence	Alchemy Ingredient
Alchemy Ingredient	Water essence	Alchemy Ingredient
Alchemy Ingredient	Essence of wraith	Alchemy Ingredient

Alchemy Ingredient	Nekker eye	Alchemy Ingredient
Alchemy Ingredient	Arachas eyes	Alchemy Ingredient
Alchemy Ingredient	Erynia eye	Alchemy Ingredient
Alchemy Ingredient	Cyclops' eye	Alchemy Ingredient
Alchemy Ingredient	Fiend's eye	Alchemy Ingredient
Alchemy Ingredient	Harpy feathers	Alchemy Ingredient
Alchemy Ingredient	Griffin feathers	Alchemy Ingredient
Alchemy Ingredient	Lock of lamia hair	Alchemy Ingredient
Alchemy Ingredient	Nightwraith hair	Alchemy Ingredient
Alchemy Ingredient	Nekker heart	Alchemy Ingredient
Alchemy Ingredient	Endrega heart	Alchemy Ingredient
Alchemy Ingredient	Gargoyle heart	Alchemy Ingredient
Alchemy Ingredient	Golem's heart	Alchemy Ingredient
Alchemy Ingredient	Necrophage hide	Alchemy Ingredient
Alchemy Ingredient	Troll hide	Alchemy Ingredient
Alchemy Ingredient	Werewolf hide	Alchemy Ingredient
Alchemy Ingredient	Ekimmara hide	Alchemy Ingredient
Alchemy Ingredient	Berserker hide	Alchemy Ingredient
Alchemy Ingredient	Chort hide	Alchemy Ingredient
Alchemy Ingredient	Cave troll liver	Alchemy Ingredient
Alchemy Ingredient	Nekker warrior's liver	Alchemy Ingredient
Alchemy Ingredient	Basilisk hide	Alchemy Ingredient
Alchemy Ingredient	Forktail hide	Alchemy Ingredient
Alchemy Ingredient	Wyvern hide	Alchemy Ingredient
Alchemy Ingredient	Vampire saliva	Alchemy Ingredient

Alchemy Ingredient	Werewolf saliva	Alchemy Ingredient
Alchemy Ingredient	Drowner tongue	Alchemy Ingredient
Alchemy Ingredient	Cockatrice stomach	Alchemy Ingredient
Alchemy Ingredient	Foglet teeth	Alchemy Ingredient
Alchemy Ingredient	Monstrous fang	Alchemy Ingredient
Alchemy Ingredient	Water hag tooth	Alchemy Ingredient
Alchemy Ingredient	Vampire fang	Alchemy Ingredient
Alchemy Ingredient	Arachas venom	Alchemy Ingredient
Alchemy Ingredient	Basilisk venom	Alchemy Ingredient
Alchemy Ingredient	Lesser red mutagen	Alchemy Ingredient
Alchemy Ingredient	Lesser green mutagen	Alchemy Ingredient
Alchemy Ingredient	Lesser blue mutagen	Alchemy Ingredient
Alchemy Ingredient	Katakan mutagen	Alchemy Ingredient
Alchemy Ingredient	Arachas mutagen	Alchemy Ingredient
Alchemy Ingredient	Cockatrice mutagen	Alchemy Ingredient
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Alchemy Ingredient	Griffin mutagen	Alchemy Ingredient
Alchemy Ingredient	Water hag mutagen	Alchemy Ingredient
Alchemy Ingredient	Nightwraith mutagen	Alchemy Ingredient
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Alchemy Ingredient	Chort mutagen	Alchemy Ingredient
Alchemy Ingredient	Foglet mutagen	Alchemy Ingredient
Alchemy Ingredient	Wyvern mutagen	Alchemy Ingredient
Alchemy Ingredient	Doppler mutagen	Alchemy Ingredient
Alchemy Ingredient	Troll claw	Alchemy Ingredient
Alchemy Ingredient	Noonwraith mutagen	Alchemy Ingredient

Alchemy Ingredient	Succubus mutagen	Alchemy Ingredient
Alchemy Ingredient	Greater foglet mutagen	Alchemy Ingredient
Alchemy Ingredient	Fiend mutagen	Alchemy Ingredient
Alchemy Ingredient	Forktail mutagen	Alchemy Ingredient
Alchemy Ingredient	Grave hag mutagen	Alchemy Ingredient
Alchemy Ingredient	Wraith mutagen	Alchemy Ingredient
Alchemy Ingredient	Earth elemental mutagen	Alchemy Ingredient
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Alchemy Ingredient	Ancient leshen mutagen	Alchemy Ingredient
Alchemy Ingredient	Basilisk mutagen	Alchemy Ingredient
Alchemy Ingredient	Werewolf mutagen	Alchemy Ingredient
Alchemy Ingredient	Nekker warrior mutagen	Alchemy Ingredient
Alchemy Ingredient	Leshen mutagen	Alchemy Ingredient
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Alchemy Recipe	Manuscript page: Superior beast Oil	Alchemy Recipe
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Alchemy Recipe	Manuscript page: Superior Hanged Man's Venom	Alchemy Recipe
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Alchemy Recipe	Manuscript page: Superior hybrid Oil	Alchemy Recipe

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Alchemy Recipe	Manuscript page: Superior relict Oil	Alchemy Recipe
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Alchemy Recipe	Manuscript page: Superior Devil's Puffball	Alchemy Recipe
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Alchemy Recipe	Manuscript page: Superior dimeritium bomb	Alchemy Recipe
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Alchemy Recipe	Manuscript page: Superior Northern Wind	Alchemy Recipe
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Alchemy Recipe	Torn-out page: Foglet decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Wyvern decoction	Alchemy Recipe
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Alchemy Recipe	Torn-out page: Noonwraith decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Succubus decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Alghoul decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Fiend decoction	Alchemy Recipe

Alchemy Recipe	Torn-out page: Forktail decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Grave hag decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Wraith decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Earth elemental decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Ekhidna decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Ancient leshen decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Basilisk decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Werewolf decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Nekker warrior decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Leshen decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Griffin decoction	Alchemy Recipe
Alchemy Recipe	Torn-out page: Reliever's decoction	Alchemy Recipe
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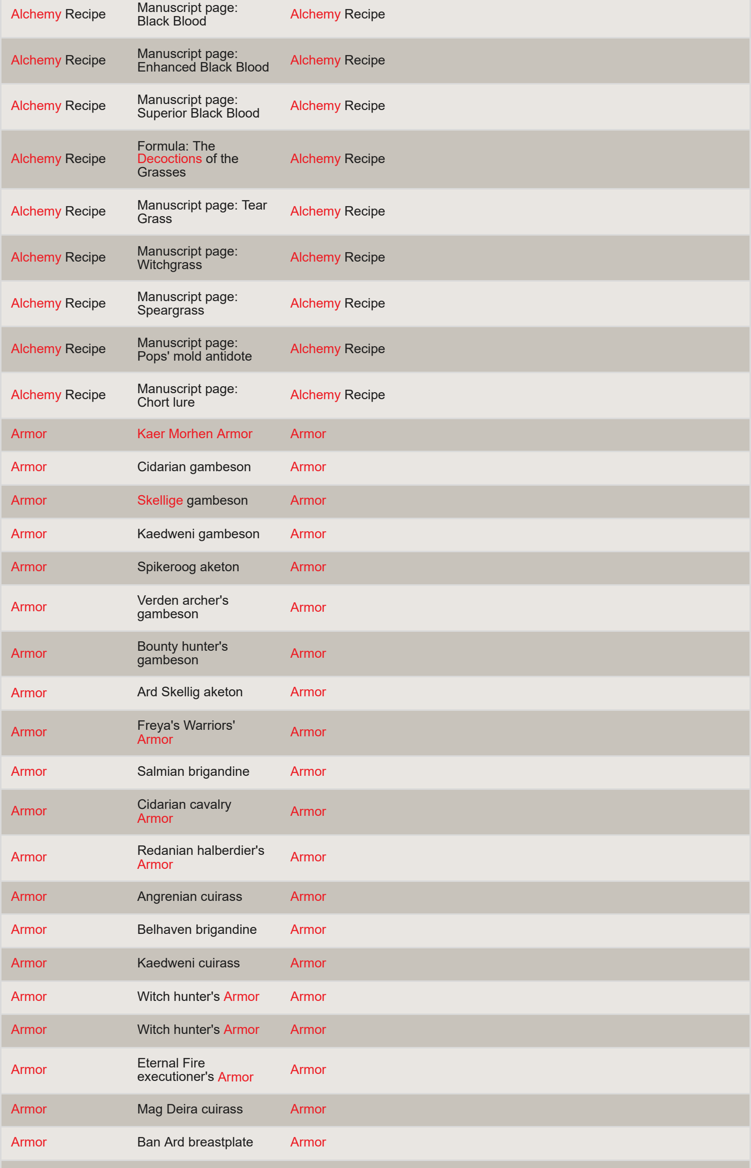
Alchemy Recipe	Manuscript page: Enhanced Cat	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Cat	Alchemy Recipe
Alchemy Recipe	Manuscript page: Full Moon	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Full Moon	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Full Moon	Alchemy Recipe
Alchemy Recipe	Manuscript page: Golden Oriole	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Golden Oriole	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Golden Oriole	Alchemy Recipe
Alchemy Recipe	Manuscript page: Killer Whale	Alchemy Recipe
Alchemy Recipe	Manuscript page: Maribor Forest	Alchemy Recipe

Alchemy Recipe	Manuscript page: Enhanced Maribor Forest	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Maribor Forest	Alchemy Recipe
Alchemy Recipe	Manuscript page: Petri's Philter	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Petri's Philter	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Petri's Philter	Alchemy Recipe
Alchemy Recipe	Manuscript page: Swallow	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Swallow	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Swallow	Alchemy Recipe
Alchemy Recipe	Manuscript page: Tawny Owl	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Tawny Owl	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Tawny Owl	Alchemy Recipe
Alchemy Recipe	Manuscript page: ThunderBolt	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced ThunderBolt	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior ThunderBolt	Alchemy Recipe
Alchemy Recipe	Manuscript page: White Honey	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced White Honey	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior White Honey	Alchemy Recipe
Alchemy Recipe	Manuscript page: White Raffard's Decoction	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced White Raffard's Decoction	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior White Raffard's Decoction	Alchemy Recipe
Alchemy Recipe	Manuscript page: Bear pheromones	Alchemy Recipe
Alchemy Recipe	Manuscript page: Drowner pheromones	Alchemy Recipe
Alchemy Recipe	Manuscript page: Nekker pheromones	Alchemy Recipe



Alchemy Recipe	Manuscript page: Black Blood	Alchemy Recipe
Alchemy Recipe	Manuscript page: Enhanced Black Blood	Alchemy Recipe
Alchemy Recipe	Manuscript page: Superior Black Blood	Alchemy Recipe
Alchemy Recipe	Formula: The Decoctions of the Grasses	Alchemy Recipe
Alchemy Recipe	Manuscript page: Tear Grass	Alchemy Recipe
Alchemy Recipe	Manuscript page: Witchgrass	Alchemy Recipe
Alchemy Recipe	Manuscript page: Speargrass	Alchemy Recipe
Alchemy Recipe	Manuscript page: Pops' mold antidote	Alchemy Recipe
Alchemy Recipe	Manuscript page: Chort lure	Alchemy Recipe
Armor	Kaer Morhen Armor	Armor
Armor	Cidarian gambeson	Armor
Armor	Skellige gambeson	Armor
Armor	Kaedweni gambeson	Armor
Armor	Spikeroog aketon	Armor
Armor	Verden archer's gambeson	Armor
Armor	Bounty hunter's gambeson	Armor
Armor	Ard Skellig aketon	Armor
Armor	Freya's Warriors' Armor	Armor
Armor	Salmian brigandine	Armor
Armor	Cidarian cavalry Armor	Armor
Armor	Redanian halberdier's Armor	Armor
Armor	Angrenian cuirass	Armor
Armor	Belhaven brigandine	Armor
Armor	Kaedweni cuirass	Armor
Armor	Witch hunter's Armor	Armor
Armor	Witch hunter's Armor	Armor
Armor	Eternal Fire executioner's Armor	Armor
Armor	Mag Deira cuirass	Armor
Armor	Ban Ard breastplate	Armor

Armor	Nilfgaardian guardsman Armor	Armor
Armor	Hindarsfjall heavy Armor	Armor
Armor	Mahakaman heavy Armor	Armor
Armor	Ciri's Armor	Armor
Armor	Shirt	Armor
Armor	Shirt	Armor
Armor	Elegant courtier's doublet	Armor
Armor	Elegant courtier's doublet	Armor
Armor	Elegant courtier's doublet	Armor
Armor	Elegant Skellige shirt	Armor
Armor	Skellige tunic	Armor
Armor	Nilfgaardian guardsman Armor	Armor
Armor	Wild Hunt warrior's Armor	Armor
Armor	Warrior's leather jacket	Armor
Armor	Cidarian gambeson	Armor
Armor	Skellige gambeson	Armor
Armor	Kaedweni gambeson	Armor
Armor	Spikeroog aketon	Armor
Armor	Shiadhal's Armor	Armor
Armor	Verden archer's gambeson	Armor
Armor	Bounty hunter's gambeson	Armor
Armor	Ard Skellig aketon	Armor
Armor	Salmian brigandine	Armor
Armor	Cidarian cavalry Armor	Armor
Armor	Redanian halberdier's Armor	Armor
Armor	Angrenian cuirass	Armor
Armor	Mag Deira cuirass	Armor
Armor	Ban Ard breastplate	Armor
Armor	Nilfgaardian guardsman Armor	Armor
Armor	Hindarsfjall heavy Armor	Armor

Armor	Thyssen Armor	Armor
Armor	Impera Brigade Armor	Armor
Armor	Kaer Morhen Armor	Armor
Armor	Shiadhal's Armor	Armor
Armor	Thyssen Armor	Armor
Armor	Oathbreaker Armor	Armor
Armor	Impera Brigade Armor	Armor
Armor	Zireael Armor	Armor
Armor	Great Sun Armor	Armor
Armor	Cidarian gambeson	Armor
Armor	Skellige gambeson	Armor
Armor	Kaedweni gambeson	Armor
Armor	Spikeroog aketon	Armor
Armor	Verden archer's gambeson	Armor
Armor	Bounty hunter's gambeson	Armor
Armor	Ard Skellig aketon	Armor
Armor	Freya's Warriors' Armor	Armor
Armor	Salmian brigandine	Armor
Armor	Cidarian cavalry Armor	Armor
Armor	Redanian halberdier's Armor	Armor
Armor	Angrenian cuirass	Armor
Armor	Belhaven brigandine	Armor
Armor	Kaedweni cuirass	Armor
Armor	Witch hunter's Armor	Armor
Armor	Eternal Fire executioner's Armor	Armor
Armor	Mag Deira cuirass	Armor
Armor	Ban Ard breastplate	Armor
Armor	Nilfgaardian guardsman Armor	Armor
Armor	Hindarsfjall heavy Armor	Armor
Armor	Mahakaman heavy Armor	Armor
Armor	Elegant courtier's doublet	Armor
Armor	Elegant courtier's doublet	Armor

Armor	Elegant courtier's doublet	Armor
Armor	Elegant Skellige shirt	Armor
Armor	Skellige tunic	Armor
Armor	Feline Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Enhanced Feline Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Superior Feline Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Mastercrafted Feline Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Griffin Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Enhanced Griffin Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Superior Griffin Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Mastercrafted Griffin Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Ursine Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Enhanced Ursine Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Superior Ursine Armor	Armor (Scavenger Hunt: Witcher Gear)
Armor	Mastercrafted Ursine Armor	Armor (Scavenger Hunt: Witcher Gear)
Bolt	Bolts	Crossbow Bolt
Bolt	Bolts	Crossbow Bolt
Bolt	Tracking Bolt	Crossbow Bolt
Bolt	Bolt with bait	Crossbow Bolt
Bolt	Blunt crossbow Bolt	Crossbow Bolt
Bolt	Broadhead Bolt	Crossbow Bolt
Bolt	Precision Bolt	Crossbow Bolt
Bolt	Split Bolt	Crossbow Bolt
Bolt	Exploding Bolt	Crossbow Bolt
Bolt	Blunt crossbow Bolt	Crossbow Bolt
Bolt	Broadhead Bolt	Crossbow Bolt
Bolt	Precision Bolt	Crossbow Bolt
Bolt	Split Bolt	Crossbow Bolt
Bolt	Exploding Bolt	Crossbow Bolt
Bomb	Dimeritium bomb	Bomb

Bomb	Enhanced Dimeritium bomb	Bomb	
Bomb	Superior Dimeritium bomb	Bomb	
Bomb	Dancing Star	Bomb	
Bomb	Enhanced Dancing Star	Bomb	
Bomb	Superior Dancing Star	Bomb	
Bomb	Devil's Puffball	Bomb	
Bomb	Enhanced Devil's Puffball	Bomb	
Bomb	Superior Devil's Puffball	Bomb	
Bomb	Dragon's Dream	Bomb	
Bomb	Enhanced Dragon's Dream	Bomb	
Bomb	Superior Dragon's Dream	Bomb	
Bomb	Grapeshot	Bomb	
Bomb	Enhanced Grapeshot	Bomb	
Bomb	Superior Grapeshot	Bomb	
Bomb	Samum	Bomb	
Bomb	Enhanced Samum	Bomb	
Bomb	Superior Samum	Bomb	
Bomb	Moon Dust	Bomb	
Bomb	Enhanced Moon Dust	Bomb	
Bomb	Superior Moon Dust	Bomb	
Bomb	Northern Wind	Bomb	
Bomb	Enhanced Northern Wind	Bomb	
Bomb	Superior Northern Wind	Bomb	
Bomb	Snowball	Bomb	
Bomb	Training bomb	Bomb	
Bomb	Pheromone bomb	Bomb	
Book	Fauna of the Northern Realms, Volume 1	Book or Note	What a wolf is, every man knows. Who hasn't heard them howling at nights or seen their tracks in the snow come morning? Who hasn't felt a cold chill run down his spine when he catches sight of a pack of five of twenty of them hunting in the woods? These beautiful animals are treated by men as enemies - and not without reason, for they attack our flocks and will even kill our horses during times of deep frost. Yet they are noble beasts, endowed with great intelligence and displaying a strength and independence that no man can help but admire.

Book	Fauna of the Northern Realms, Volume 2	Book or Note	Bears dwell in the wildernesses of the North, in its high-mountain regions and in areas gripped with eternal frost. These animals can even be found where the human eye sees nothing but ice and snow - for they are skilled omnivorous hunters and gatherers always able to find nourishment of some sort, even in the most hostile conditions. Bears are best avoided. While they are not usually aggressive, it is always a good policy to stay out of the way of any massive and fast-moving animals, in particular ones equipped with sharp claws and teeth.
Book	In Beast's Clothing	Book or Note	They entered his hut and began to search. First they tore through his bed. Dried twigs covered the sheet - that was the first proof, for werewolves return at dawn after a night of hunting, their bare feet covered in the forest's droppings. They found the second proof under his bed: a wolf's hide. The werewolf surely dressed himself in it when transforming with the setting sun, and shed it again when he turned to man the next day. Having found these powerful proofs they ceased deliberation and began the hunt, vowing to find the lycanthrope and bind him in silver chains.
Book	The Bear Legend	Book or Note	The berserkers do not constitute a separate clan in terms of blood or lineage. They are instead a family forged by warriors who have heard the "call of the bear" and answered it by abandoning their loved ones and joining the community of mountain dwellers. Not every man who seeks to join it is accepted into the brotherhood: the candidates must first pass difficult trials which usually end in their death. The last trial is the hardest. It is called the "Trial of the Bear's Triumph," but few outside the brotherhood have ever witnessed it and none know what those who undergo it must endure. Quite curiously, the inhabitants of Skellige themselves know very little about the berserkers, or "vildkaarls," as they call them. They do not like to talk about these man-bears, not with outsiders and not even amongst themselves.
Book	A Few Remarks on Basilisks and Cockatrices	Book or Note	Why've you got such big eyes, Grandmum? asked the little girl with worry. "Shriek! Shriek!" replied the basilisk. "Grandmum, why do you say 'Shriek, shriek!'?" asked the little girl with surprise. The basilisk didn't reply, but instead clamped its toothy, venomous maw over the curious little girl and swallowed her up. Luckily, a witcher by the name of Eskel was wandering these lands in search of a zeugl. The witcher was experienced and so knew basilisks only turn people to stone in fairy tales. He also knew it is best to avoid their venom. Eskel noticed the monster had recently eaten, and before anyone could say, "Ready, steady, go!" he threw himself at the beast and cut it open with his silver sword. The basilisk's stomach opened up and the witcher saw the half-digested foolish little girl inside.
Book	Death From Above	Book or Note	Forktails, like wyverns, are often mistaken for dragons. This is not at all surprising, given that the witnesses to these monsters' appearances are usually simple shepherds frightened witless by the monstrous winged creature shrieking above them. Yet that does not make it any less of a colossal and profound error. Both forktails and wyverns are much, much smaller than dragons. True, they hunt animals in open fields, cattle in particular, just like those nobler beasts, but their behaviors and methods for dealing with potential prey could not be more different.

Book	Journey to the End of the World	Book or Note	Sirens, the harpies' distant relatives, are winged monsters found in the Skellige Archipelago, most frequently on unpopulated isles or in the inaccessible coastal areas of populated ones. According to legend they are daughters of the mythical winged giant Hräsvelg, who lives on the edge of the world and births gales with the waving of his wings. Hräsvelg's daughters seek out the company of giants and often make their nests near their lairs. These creatures attack boats and ships from the air, tearing sails and rigging to shreds and rendering the vessels immobile. At times they will snatch men or cattle from the deck and drop them from great heights to their death. They also attack travelers trekking across isolated beaches.
Book	Heraldic Animals	Book or Note	Of all the heraldic beasts, lions and griffins are the most noble and pure. Let us speak first of griffins, for the creatures from which the Armorialists draw inspiration combine elements of both eagles and lions, and thus contain within them both rulers of the Animal Kingdom. Griffins are brave hunters and the most chivalrous of creatures known to man. Before they snap down from the heavens upon their prey like a divine whip, they let out a long, piercing shriek in warning, so that the victim may prepare itself for the imminent attack. Griffins do not fear to attack armed men - in fact, they prefer such prey, for defeating a knight flatters their pride. They even attack fiends, the terror of the Velen wilderness, so honorable is their nature.
Book	Wondrous World of Insectoids	Book or Note	One is hard-pressed to think of a creature more hard-working and better organized than the endrega. Ants, bees and termites are no match for them in this regard. Endregas best even humans when it comes to foresightedness and industry. In fact, the human race could benefit a great deal from following their example, resigning from the primitive and obsolete social structures of feudalism and adopting instead a form of arachnocommunism. In arachnocommunism, every individual has a specific place and performs a specific labor for the common good. The roles are as follows: worker, soldier and queen. Each comrade contributes to the necessary daily tOil according to his special abilities, and takes from the common fund of wealth according to his special needs.
Book	The Illustrated Atlas of Insectoids	Book or Note	**Arachas**. Monst. of the –> *Brachyoarachnidae*subg., subtype –>*viperhexapoda*. Lives mainly in boggy terrain, but also in caves and abandoned mines. Hierarchical caste struct., w/ highly spec. members. master of –>mimicry, many specimens highly poisonous. Invasive species, immigrated from the south. Must be fought with silver, ideally freshly coated with insectoid –>Oil.
			Despite what you might have heard, the first golem was created not by a powerful mage or an elven Sage, but by a simple dwarf from Maribor named Bonaventura Sesto - a brickmaker. The fateful act of creation took place over a century ago, when the persecution of nonhumans was in full swing in Maribor. Elves and dwarves had been accused of bringing an epidemic to the city - though it was later discovered the outbreak had been caused by a man named Mattheo, a barkeep's dogsbody at the Golden Goose Inn. This Mattheo was charged with both serving meals and cleaning the latrines, and would only wash his hands once a month, and then not very thoroughly. The rest, as they say, is history.

Book	Golem, or Man's Most Faithful Servant	Book or Note	The persecution of nonhumans was limited at first to robbing their shops, arson and the occasional beating, but the violence soon escalated into a bloody pogrom. As the city guard looked on without lifting a finger, humans murdered elves and dwarves during three days and three nights of slaughter, killing over three hundred individuals, including the aforementioned Bonaventura Sesto's entire family. Driven mad with grief and thirsting for vengeance, Bonaventura molded a ten-foot-tall humanoid out of clay, and then carved the names of the slain nonhumans onto it, along with a smattering of dwarven curses. Once finished, he slit his own throat - and when his blood splattered his gigantic statue, it came alive and started walking towards the city. Bonaventura had his sweet revenge on his persecutors - his creation killed almost five hundred humans, including the mayor and the entire city council, before the soldiers from the city garrison could take it out using their ballista. The Conclave's later investigation found that Bonaventura had possessed hidden magic talent. Though he had never had any training, the torrent of powerful emotions running through him at the time of his death flushed out his latent powers and created from them a new spell. After numerous alterations and improvements, one can now cast this spell without sacrificing one's life - and golems guard laboratories, libraries and palaces across the Continent.
Book	Of Fire and Stone	Book or Note	Sphera Mundi is divided into four Elemental Planes: the Plane of Earth, the Plane of Water, the Plane of Air and the Plane of Fire. Earth and Water together form our Planet, around which circulates Air. Above Air stretches the Aether - Fiery Air, or in short, Fire. Past Fire lie the Subtle Sidereal Heavens known collectively as Firmamentum, which are of a spherical nature. That is where the Erratica Sydera, drifting stars, and Fixa Sydera, fixed stars, reside. The Elemental Planes are inhabited by creatures which can be summoned by use of magic. They are: gnomes, sylphs, salamanders, and ondynates, all of which belong to the category commonly known as elementa ("elementum" in the singular).
Book	Ghouls and Alghouls	Book or Note	As for the genesis of ghouls, there are hypotheses aplenty. Some scholars claim these monstrosities arose from scoundrels who indulged in a taste for human flesh and for this misdeed drew the wrath of the heavens down upon themselves. The gods punished them by taking away their souls, their minds and their human forms. My experiments have shown, however, that ghoul anatomy displays far too little in common with that of humans for this thesis to seem at all probable. Any and all similarity in appearance between ghouls and men, such as their somewhat kindred shapes and the measures of their physiognomies, are pure matters of incidental circumstance. It thus follows that ghouls, like their vile cousins the alghouls, are post-Conjunction creatures – that is to say, such beings as came to our universe in an abrupt cataclysm disrupting the normal laws of nature.
Book	Of Water and Fog	Book or Note	The bogs where no men dwell have other, more vile and loathsome inhabitants - water and grave hags, foglets and will o' the wisps. For their staff of life they devour the worm meat of beasts, yet their true favored delicacy is human flesh. Woe to any lone traveler led of the beaten path by a faint light in the distance! 'Tis not the glow of a pleasant fire in a cozy hut, but a lure used by foul swamp creatures to attract their prey. So gird your loins against the temptation of the supposed comforts awaiting you by a warm fire, and instead pray through the night to the merciful gods, for only they will let you tell the false from the true and only they can save you from evil in your hour of peril.

Book	Beasts of the Tukaj Foothills	Book or Note	The peasants of the Tukaj Foothills say fiends are born of magic. For at times witches cast spells on bears causing them to mount boars, and the resultant offspring is neither boar nor bear, but has the makings of a fiend. Usually such boar piglets die of hunger, but they are at times found and taken in by witches. Raised on enchanted milk, they grow in strength, and soon enough the milk is no longer enough for them. Now fiends, they start hunting and kill their victims with the ferocity of a boar and the strength of a bear. Yet they remain ever true to their mothers, meaning the witches. The witches protect them from danger, answer their every summons and aid them in all things.
Book	The Heart of the Wilds	Book or Note	Leshens dwell in dense, primeval woods. Fiercely territorial creatures, they hunt with stealth and cunning as their only companions. They use their inborn magic to control the plants and animals within in their territory – and so when stalking them, half the battle is merely getting near enough to strike. Leshens old enough to earn the appellation “ancient” wield advanced skills and tactics that make them particularly dangerous. Some leshens create magic totems that increase their strength – in such cases these totems should be destroyed before or while fighting them. Furthermore, some leshens can create for themselves a kind of immortality in the following way: the leshen wounds a lost traveler passing through its woods with its claws and casts a black magic curse on him. For as long as the individual marked in this way stays near its territory, the leshen will be reborn every time it dies. Such leshens can only be defeated by driving away or killing the person they have marked. In combat leshens use not only their long claws but also their many allies: wolves, who unfailingly answer their call, or ravens, which harass and distract the leshen’s opponent. Leshens are also able to bend plant life to their will and make it aid them in battle. It is a witcher’s good fortune that leshens do have one weakness - they are extremely vulnerable to the Igni Sign.
Book	Of Sweat and Blood	Book or Note	A Veil hangs between the world men see and the one they cannot. This Veil blocks the dead from the view of the living, and the living from the view of the dead. Some mages can break through this Veil and communicate with the dead, or else summon them to the World of the Sun for short periods of time. This is the art known as necromancy. The dead can also break through the Veil and enter the world of the living on their own. Yet unlike the necromancers, in doing so they are not driven by reason and will, but by a thoughtless, irrational need. This need arises from powerful emotions such as regret, longing or wrath. Very often these emotions gain their power by being invested in a material object by the dead individual while he or she still knew life. The objects most frequently so endowed? Wedding rings, favorite toys - or the instrument used for the crime which sent the returned individual to the other world in the first place.
Book	Behind the Great Veil	Book or Note	Of the many demons which reside in the outer spheres, hyms are among the most dangerous. Other demons usually must take on concrete living form - be it of man or beast. Hyms, on the other hand, appear in our world in their own immaterial form, which is invisible to all save their chosen victim. Hyms feed on fear, regret, a sense of guilt - in a word, on negative emotions, and since they are eternally hungry, they provoke these emotions in the humans they torment. These demons cannot be exorcized. A man a hym takes as a victim is lost and will inevitably succumb to madness, and then death.

Book	The World Underground	Book or Note	We hunkered down for the night in a cave so enormous the light from our torches faded into the murky black without revealing any upper bound to it. For most of the night, all we could hear was the rushing of water somewhere behind the wall of the cave. Yet after some time (it is hard to say how much, for we had lost all sense of where day ended and night began) we heard a sort of scraping noise, and then the sound of boulders shifting. The scraping turned to a roar, but by that time we were already on our feet and running towards the tunnel through which we had entered the cave. We did so none too soon, for the shifting had opened up a new passage in the cavern, which began to spew out hordes of small, misshapen humanoids. Without breaking stride I looked over my shoulder, and in the midst of the mass of midgets I spied the outline of a large, black troll. Thus began our run for our lives.
Book	An Ancient Ballad	Book or Note	They say 'neath the arms, of the giant of ice Grew man-child and maid together And foot with foot, did the wise one fashion A son that six heads bore. Eighth answer me well, if wise thou art called, If thou knowest it, Vafthruthnir, now: What farthest back, dost thou bear in mind? For wide is thy wisdom, giant! Winters unmeasured, ere earth was made Was the birth of Bergelmir This first knew I well, when the giant wise In a boat of old was borne. Ninth answer me well, if wise thou art called If thou knowest it, Vafthruthnir, now: Whence comes the wind, that fares o'er the waves Yet never itself is seen? In an eagle's guise, at the end of heaven Hraesvelg sits, they say And from his wings, does the wind come forth To move o'er the world of men.
			You will no doubt call me a liar, a cheat and a madman. You will shake your head in pity and snort in disbelief. But I promise you, I swear on all the gods: everything which you shall read in the pages to follow is the truth, the whole truth and nothing but the truth. I met the vampire of which I write years ago, in an inn in Beauclair. He introduced himself to me as Regis and said he was a barber and a medic. Since he looked in every aspect like a mortal man, I might never have even suspected his true nature - had not a fire broken out shortly thereafter in the establishment in which we were residing. This Regis, if that truly was his name, stood completely untouched by the flames, whereas my own clothing quickly caught fire. The vampire carried me out of the burning inn, saving my life from certain death, then treated my numerous wounds.

Book	My Evening with a Vampire	Book or Note	At first Regis refused to answer my query as to how he had miraculously survived the furnace-like temperatures inside the burning inn without so much as a scratch on his body or a hair singed on his head. Eventually, however, he must have sensed I was a man of the world, one who would not jump to hasty judgments based on appearance or species, and revealed his identity - along with a great number of highly interesting facts. According to Regis, not all vampires are alike. This vast family contains both mindless katakans, fleders and ekimmaras, who in form resemble overgrown bats far more than humans, as well as alps and bruxae, who look remarkably like comely maids. In addition to these, there are the even more powerful higher vampires, to which genus belonged my unexpected acquaintance. Not even a witcher can discern a higher vampire from a mortal man. Contrary to popular belief, they cannot be killed by pounding aspen stakes into their chests nor by cutting off their heads, nor, as I can vouch for based on personal experience, by fire. They do not fear running water, garlic or the symbols of any creed. It might be some consolation to learn a vampire's bite does not turn a human into one of their number, and they do not in any way need our blood in order to survive - to them, it is merely a delicacy in which they indulge from time to time, like men do with fine wine. Regis asked me to keep his tale to myself. But now, as I lay on my death bed, I feel that I must share this secret knowledge, even if it means breaking my word to this most noble individual...
Book	Katakans: A Monograph	Book or Note	Before we sink our teeth, so to speak, into our analysis of the katakan, the creature to whom the present work is dedicated, by way of introduction let me present to our less-experienced readers what exactly vampires are - and what they are not. To our great displeasure, a great many myths concerning these creatures have arisen over the years, and the popular tales about them have served only to make popular superstitions and falsehoods. In the common folk's imagination, vampires are dead men and women arisen from their graves, wraiths driven by an unquenchable thirst for warm blood. Yet nothing could be further from the truth! These creatures first came to be on another world, arrived in ours centuries ago and have since learned to live among men and have evolved at our side. The widespread belief that vampires must drink human blood in order to survive is flat-out wrong, though they do in fact often partake of our vital fluid, for human blood affects their physiology as alcohol does ours. A vampire's bite does not turn its victim into a vampire, a state of affairs which would in fact be counter to logic, for it would mean the world would soon fill with vampires as they multiply at an exponential rate. Running water presents no barrier to vampires, not even if it is cold, for vampires are immune to the forces of both heat and cold. Now for the most important matter: vampires have learned to live in the light of our sun, which is not harmful to them in the least, though they absolutely never shimmer or glisten when struck with the sun's rays.
Book	The Wild Hunt	Book or Note	A frail ribbon flickers across the sky, the Riders' spectral silhouettes barely discernible within it. Then the cavalcade contorts closer and closer, revealing more and more of their ghastly form. Now the buffalo horns atop their helms penetrate one's view, now the crest betwixt them, and now the skull-like face exposed beneath their visors. The Riders sit astride skeletal mounts, bits of barding stuck to their sides like bOils. A furious gale howls through the willows. Their blades now glisten like unfailing stars in the black sky. The wind howls louder and louder. No. That is no wind. That is ghoulsong. Suddenly the nightmarish cavalcade twists once more, the hooves of its ghostly mounts churning the light of will o' the wisps hanging above the bog.

			At the head of the cavalcade rides the King of the Hunt. A rust-eaten bascinet sways above a skull-like Mask. Gaping eye sockets burn with a pale blue fire. Around him whirls a tattered cloak. A necklace rattles atop his rust-covered breastplate. Holes empty as the abyss stare out from it - once they were filled with precious stones, but these fell out during his race across the skies and became stars. The King of the Hunt laughs, his teeth, rotten as the grave, snapping above the rusted collar of his breastplate. The blue flames in the eye sockets of his skeletal Mask roar.
Book	The Horse Whistler	Book or Note	Breaking in a horse's psyche is a simple matter of instilling your will as the rider into your mount, acquiring its trust and training its obedience. Horses are intelligent, noble beasts, so they should be treated with tenderness and a decisive and firm energy. Mayer, the unquestioned authority in this area, emphasizes that when training one's mount a rider must eternally on the lookout for errors in the training itself. Every time the taming process ends in failure, the rider must look for the blocking error first of all in the his own actions, secondly in the horse's anatomy and only in a last resort by concluding the horse has a naturally difficult temperament. Adhering to this principle protects one from undue punishments, which destroy the possibility of reaching an understanding between rider and mount and make it impossible to gain the animal's trust.
Book	Gnomish Prankings	Book or Note	Scrub the greasings from a dog's ear, soak into cotton twine, place in a new lamp of greenish hue and set said lamp betwixt an eager crowd - forsooth shall they swear that a dog's head they behold, and this shall be no sorcery, but good betidings. For the prince of Ellander's nuptials, a paltry gnome armed with a miniature cutlass behid himself in a pie. When guests partook of the princely banquet, anon jumped out the besabred gnome, giving a terrible fright to all at first, then causing much merriment once the jest was figured. A cynocephalus, or a doghead, in our tongue, a beast that in the wastes of Zanguebar dwells, has the corpus of a man but the head of a dog. The Prince of Ellander did receive such a specimen from those far-off lands. The cynocephalus lets stream its urine with the tolling of every hour, both day and night, and this is why the Zanguebarians engrave its likeness on timepieces and compasses.
Book	How to Avoid Colossal Vessels	Book or Note	On the rolling deep, when there's nothing to rest your eyes upon save the horizon, you get lulled into a false sense of security which can easily spell your doom. For no man knows the day or the hour, nor does any sailor know when a small dot at the edge of his vision will turn into a Nilfgaardian dromond racing towards him, its sails puffed full and its prow ready to cleave his hull like an axe. Prevention is the first and best way to avoid such collisions: you must keep your eyes pried wide open, even when the waters are smooth as a newborn's hinterquarters and there's not a speck of land nor a hint of foreign flag to be seen. When vision fails in dark or murk, one must keep an ear cocked, especially in the waters near Skellige, for the oarsmen of the Archipelago add muster to their rowing with song and their thunderous voices carry far, so they can often be heard before they are seen. And it's a powerful boon that they thus reveal themselves, for a collision with a Skellige longship damns one doubly, for the vessel itself is Armored prow to stern, while inside are ferocious, battle-hardened warriors.

Book	Opposition in Nilfgaard	Book or Note	While the Emperor of Nilfgaard wields absolute power and harshly punishes the slightest sign of disobedience, opposing forces continue to exist within the Empire. By this I do not have in mind the disgruntled leaders of conquered provinces, but the magnates within the City of a Thousand Towers who are unhappy with their current leadership. This conflict between the Emperor and the aristocratic houses of the Nilfgaardian capital dates back many years. All the princes of the blood and the magnates expected the ruler to wed one of their daughters, to sire an heir with one of their own. The Emperor, however, had other plans. This was a slap in the face for the great families from which he refused to choose a bride. The Nilfgaardian opposition patiently waits for the Emperor to slip up, for some event to occur which will weaken his authority, be it an economic crisis or a defeat in battle. A secret conspiracy lies ready to seize such a moment to incite the disaffected, assassinate the Emperor and carry out a coup d'état whose culmination will place one of their number on the throne. For obvious reasons, only a limited few know about this conspiracy, but any shrewd observer of Nilfgaardian politics can read the signs of its workings. So long as men are men and the world is as it is, certain dynamics will never change, and the discontented will always form subversive societies replete with secret signs and hidden agendas.
Book	Do It Yourself	Book or Note	How many times have you cursed a tailor for sewing a shirt more crooked than that infamous home in Novigrad? How many times have you argued with a smith who proved unable to forge a simple horseshoe in a month? How many times will you steal food from your children's mouths because some Armorer demands a Koviri fortune for a ho-hum helmet? Enough! Basta, I say - and so should you! Empowered by the tome you hold in your hands and a few simple tools, you shall be able to perform basic repairs all by yourself, and perhaps even create something from scratch. So show those extortioners from the crafting guilds who shall make the fool of whom, roll up your sleeves and get to work!
Book	Care for Your Sword, Soldier!	Book or Note	A soldier can wear a dirty jerkin, rank footcloths and stained greaves. A soldier can walk around unshaven, can stink to high heaven or even have the mange. But his sword must always shine as if straight from the forge! For in a battle neat clothing and an eye-pleasing appearance will not save anyone's life, but a sword will, as long as its well-cared for and the man at the dull end knows what he's doing. So how should you care for your blade? Simple. After every battle, wipe all the blood and guts off of it, take an Oil-soaked linen rag and give it a good rub down. If you're fighting in swamplands or in heavy rain, it's worth your while to coat the blade in beeswax. You should sharpen its edges regularly, using a good whetstone. It's important to take your time in doing this - each movement should be steady and delicate, like you're stroking a virgin on your first night together. If your sword develops rust, it means you're slovenly and lazy oaf. Take some sand in your hand at once and scour the blade till the stains disappear. Take heed, though, not to cut your fingers in the doing, for then you won't be any good to anyone.
			Litany of the Eternal Fire

Book	Prayers to the Eternal Fire	Book or Note	O Fire Which lighteth us, protect us from Evil. O Purest Fire, heal our Hearts. Fire Most Holy, drive all Monstrosities far from us. O Fire Which Turneth All to ash, incinerate the hearts of our Foes. O Fire Which Danceth, show us the Path which most pleasest thee. Red Flame which Burneth Brightly, spare us from Suffering. Fire which Burneth Eternally, guide us after Death. Heating Fire, guide us while we yet Live. Eternal Fire, to Thee we raise our Prayers. Eternal Fire, in Thee we trust. Eternal Fire, we have no other gods before Thee.
Book	Naransen, son of Gunnestad	Book or Note	When he awoke, he saw before him an endless swath of blue. On the horizon the sky merged with the glassy sea. The storm had passed. So had the longship and all its crew. He never learned how long he had lain unconscious in the lifeboat. The sun had scorched his skin a purplish red and turned his lips to brittle parchment. He was overcome by a great thirst, but there was nothing on the boat with which to quench it. Had he been spared from so much only to die now? No... Naransen was the son of the great Gunnestad and he would never give up. He had had twenty springs under his belt when he embarked on this voyage. When was that? Long ago... very long ago. Back when his friends still lived. When he still had his left hand, not this stiff stump. When his beard was still red and not streaked with silver. The drive for glory which had driven him from his family home had demanded a high price. Naransen had never given that a second thought, but now, alone in a lifeboat in the middle of an endless ocean, he felt tired. He wanted to once again set eyes on the farm on which he had been raised. To see the eyes of his mother, who had lulled him to sleep with tales of the deeds of the legendary heroes. Now he had become one of them. Now mothers would tell their sons about him. His greatest dream had become reality. He should have been happy, but he wasn't. Perhaps if he had known then what travails and hardship awaited him...? Yet no man can know his future. One thing is sure, however: even if Naransen had known what horrors this life had in store for him, he never would have chosen another. He was the son of the great Gunnestad and he had walked the path of Glory, from which one can never stray. No matter the cost.
			Winter was on its way and the lord once again started to think about what to do to oppress his people even more. One morning, at the crack of the cockerel's crow, he rode out into the village in a carriage pulled by two black horses, with his trusted page at his side to act as his scribe. The earth was sodden and a cruel mud covered the road, so the lord, not wanting to dirty his shiny new Boots, stayed in his carriage and sent his page to do his bidding. When they arrived at the village, the page dismounted from the carriage, a paper covered in thick ink clutched in his hands. He nailed the paper to the first hut he saw, and since he did it with a hammer, a peasant boy named Reuben soon opened the door up to see what was the matter. The boy was twelve years of age and had a straw-colored shock of cow-licked hair and a freckled-face with ruddy cheeks. "Well? What do you want?" grumbled the page, looking at Reuben's shirt, which was covered in the same filth as everything else in the village. "Well, uh, nuthin', rightly," Reuben shrugged, "Thing is, sir, this here's me home." "Then get inside it." The boy wasn't scared, and instead stood on his doorstep looking at the piece of paper. "S'what's this, sir? A letter?" the boy asked.

Book	The Little Peasant Who Confounded His Lord	Book or Note	"Read it and find out for yourself," the scribe said, growing angrier, though Reuben didn't seem to notice. "Afear'd I can't, sir. Don't know how." "What the devil's taking you, scribe?!" the lord hollered. He was still sitting in his carriage and hadn't heard the conversation. Clearly, he was growing bored. "The whelp says he doesn't know how to read!" "Aye, 'cause he don't," Reuben confirmed and took two steps toward the carriage, his bare feet sinking into the muddy gray muck. "And the ones inside, do they?" questioned the lord. "Where d'ye reckon they'd learn a thing like that, m'lord?" the peasant asked, perplexed, for he had always thought great lords like that must surely know everything. "So who in your village does know how to read?" asked the lord, growing ever more irritated. "Not no one, m'lord." "Scribe," the lord said, leaning far out while leaning on his carriage door, "Could you explain to me how I am to enforce my declaration on people who do not know how to read and write?" "I don't know, my lord," the scribe said, taking a step back, as if he expected the lord to jump out of the carriage and assault him. The fault was not his, but the lord was in the habit of beating his scribe when he grew angry, no matter the cause.
Book	The Ways and Manners of Skellige Folk	Book or Note	One's attention immediately is drawn to the fact that their seemingly impoverished huts shine with cleanliness. The walls of their homes are usually made from pine and covered with a substance derived from sap which keeps out all manner of vermin. I believe it scares off insects as well, for I did not see a single one indoors during my entire stay in Skellige. The interiors of their huts are quite spacious and usually divided into two rooms. The first is used by the members of the household during the day and is separated by a doorway from the second, which acts as a bedroom and contains only simple wooden beds covered with linens that resemble sacks more than Continental bedding. In the middle of each main chamber stands a large round table around which the members of the household gather to eat only once a day. This usually happens just after dusk, the time for their main meal. This supper is a hallowed event and is carried out in a nearly ritualistic manner. At its start, before the family members have even taken their seats around the table, the eldest of the family tears off a piece of bread and places it on something of a household altar, which occupies a place of honor in each Skellige home. This serves as a symbol of respect for deceased ancestors. At the end of this ceremony for the departed, the entire family sits down to eat. The eldest woman places a steaming bowl in the middle of the table. Everyone has their own spoon, which they dip, one by one, into the basin of food. They most often eat porridge, over which they pour a gravy made from meat or fish. Curiously, immediately upon the supper's conclusion the eldest takes the piece of bread set aside at the start of the meal and places it in a large amphora. As I later learned, when an amphora becomes full, it is filled with bOiling water and a beverage is brewed which in taste somewhat resembles beer, though it is much weaker.
			The Wolven Storm

Book	Ballads and Hymns	Book or Note	1. These scars long have yearned for your tender caress To bind our fortunes, damn what the stars own Rend my heart open, then your love profess A winding, weaving fate to which we both atone Chorus You flee my dream come the morning Your scent – berries tart, lilac sweet To dream of raven locks entwisted, stormy Of violet eyes, glistening as you weep 2. The wolf I will follow into the storm To find your heart, its passion displaced By ire ever growing, hardening into stone Amidst the cold to hold you in a heated embrace Chorus You flee my dream come the morning Your scent – berries tart, lilac sweet To dream of raven locks entwisted, stormy Of violet eyes, glistening as you weep 3. I know not if fate would have us live as one Or if by love’s blind chance we’ve been bound The wish I whispered when it all began Did it forge a love you might never have found? Chorus You flee my dream come the morning Your scent – berries tart, lilac sweet To dream of raven locks entwisted, stormy Of violet eyes, glistening as you weep
Book	The Slaughter of Cintra	Book or Note	(…) The cavalcade of riders pounded across the blood-soaked courtyard. They looked at no one and asked no questions - they knew exactly where they were going and why. To kill the old queen and capture the Cintran princess. As to what would become of her after that - no one would say. Calanthe and a group of her most loyal subjects had barricaded themselves inside the castle. They were protected by stone walls and a gate sealed by a spell - but they all realized neither would last long against a concentrated assault by the Nilfgaardian army and the mages supporting it. After four days, enemy soldiers forced their way inside (…)
Book	The Chronicles of Redania	Book or Note	Vridank the Elf Despite what one might conclude from his moniker, not one drop of elven blood flowed in King Vridank's veins. They called him the Elf because of his exceptional beauty, and for the great admiration he felt for the Aen Seidhe. This fascination, seemingly harmless, would have horrible long-term consequences. King Vridank, spitting in the face of all laws and customs, chose as his wife a half-elf - and one of low status at that - known as Beatrix of Kovir. The fruit of this regrettable and short-lived mésalliance was Falka, who later fomented bloody revolt against her own father. Though this uprising was ultimately extinguished and Falka herself burned at the stake, the young state was thereafter thrown into chaos for years to come.
Book	The Collected Verse of Gonzal de Verceo	Book or Note	*Love* To love is to build a house of cards, or play a game of chess But one wrong word or ill-thought move And you must start it all afresh. *Tide* Whenever I watch the tide recede Cold cOils of fear grip round my heart. Will the seas sneak back, calm and sure In the dark of night, as they have before? Or will they stay on distant shores Leaving crushed shells and washed-up dreams As memory of surfs of yore?

Book	Illustrated Atlas of Insectoids - From Arachas to Zerrikanian Xanthogramma	Book or Note	
Book	Temerian Dynasty	Book or Note	
Book	Letter from an ambassador	Book or Note	
Book	Journey into the Mind	Book or Note	
Book	Necronomicon	Book or Note	To think that man appeared on an empty world and gained mastery over it unchallenged is as foolish as thinking the world will cease to exist after man's passing. Before the first human set foot on our world, it was inhabited by beings superior to men in terms of wisdom, strength and every other virtue. The beings I have in mind still exist in our present time, though they do not exist in a sphere available to human understanding. They occupy no dimension known to us - where they live can best be described as a space between worlds. At times one can sense their presence through a sudden, unknown scent or a strange feeling of anxiety with no apparent cause. A wind which blows in several directions at once is another example of their subtle manifestation in our realm. There exist various imaginings of what these creatures might look like, yet these have nothing to do with reality, for man is incapable of conceiving something which he has not seen, even in his wildest nightmares. The greatest horror these beings bring comes precisely from their indefiniteness and lack of concrete form. Yet it would be a mistake to think that a formless creature is necessarily harmless. The power they possess is sufficient to lay waste to a forest, level a city or whip an entire sea into froth and waves. Today man is master of the world, but only for a short while. They await patiently and will soon arise and regain their one-time glory. This is as certain as dawn follows dusk, and dusk then follows again soon after, to drown everything once more in darkness.
Book	Witcher experimentations - cont.	Book or Note	5/20/1271 My Dear Gaspar, We cannot rest on our laurels. True, we managed to convince the witcher to drink the concoction we had brewed without much difficulty, but now we must gather information. Somehow I doubt this Gerard, or whatever his name was, truly will truly keep an experiment diary, even if by some miracle he is literate. And without hard data, the Academy's governors will never renew our grant - believe me, I've been down that road before! To keep one step ahead of events, I've already taken appropriate action. To be precise, while in Flotsam I hired a spy who will follow our witcher's every move and observe his deeds, especially those performed in the alcove. If our calculations are correct, within a year's time his sterility will be reversed - proof of which fact should come quickly in the form of expanding female bellies, if the rumors about him contain even a grain of truth. The spy's wage is costly, true, but I'm convinced this investment will yield dividends. I believe a Potion which restores the ability to reproduce to those who have lost it due to magic or alchemic experiments will be in high demand - and earn us a fortune. *Vivat Academia,* –Farid P.S. Just remember - not a peep about this around the department, or the ethics committee will flay us alive.

			P.P.S. I've received the spy's first report. The witcher is headed to Loc Muinne. Perhaps it's a good time to visit?
Book	Imperial Edict Number 283	Book or Note	Let it hereby be known that any person suspected of aiding or abetting Temerian rebels will answer before a summary military tribunal. Taking down the bodies of rebels executed by hanging is considered aid to the rebellion. By imperial decree, bandits thus punished are to serve as a warning to other rabble-rousers, and so their bodies are to hang on the roadside until they fall down on their own and fertilize the once Temerian and now Nilfgaardian sOil for the glory of the emperor.
Book	Imperial Decree Number 296	Book or Note	
Book	Emhyr Var Emreis: A Biography	Book or Note	*Childhood and Early Manhood* Though the Nilfgaardian throne was his by right of birth, it would be many long years before Emhyr var Emreis sat upon it. When he was thirteen, an uprising broke out in the empire’s capital. Emhyr’s father was overthrown and a usurper seized power in his stead. Emhyr's father, Fergus var Emreis, refused to grant legitimacy to this coup, and so the usurper tried to break him by having mages torture Emhyr, his son and heir. This plan failed - the usurper was forced to kill Fergus and Emhyr escaped, presumably to somewhere outside the Empire's territory. No reliable accounts of the emperor's actions during his time of exile and wandering exist. Some claim he fell into the company of a knight errant, acting as his squire. This seems plausible enough, though the tales about this eccentric knight's proclivity to charge windmills are surely storytellers' exaggerations. A few unreliable reports claim a connection between Emhyr and the fabled Urcheon of Erlenwald who saved the life of King Roegner of Cintra. This seems far less likely, for it is public record that when the witcher Geralt of Rivia lifted the Urcheon's curse, he was revealed to be a prince named Duny, who later wed King Roegner's granddaughter, Pavetta, and died at her side during a tragic shipwreck. What is known for certain is that around this time of great tragedy for the kingdom of Cintra Emhyr reappeared within the Empire and led a rebellion which overthrew the usurper and restored him his birthright. Soon afterwards he led the Empire's armies in their successful conquest of Cintra, setting a tone of determined military expansion that would last throughout the rest of his reign.
Book	His Imperial Highness, Emhyr var Emreis	Book or Note	Emhyr var Emreis rules to expand. He trains his strategic brilliance on a singular vision - conquering the world, though he (rightly) calls this not conquest, but salvation. Yes. The emperor of Nilfgaard sets the world alight with the torch of civilization. Climbing over his fathers' usurpers’ still-warm bodies, the emperor seized the throne and began assimilating the Northern Realms, one after another. Terror engulfed the north. Only the Battle of Brenna slowed the imperial armies’ victory march. Then a temporary peace took hold, though none believed that mirage. Emhyr’s aim, to make the entire North a Nilfgaardian vassal, remained unchanged. Emhyr used the cover of peace to intensify his political operations. Now all can see their results - chaos and disorder devour the Nordlings’ states. Ridden with internal bickering and backstabbing, they near collapse. Only a strong ruler can grapple this dysfunction into function. Only a wise ruler can give vision to their blindness. Only Emhyr var Emreis can save the North. That is why our armies have crossed the Yaruga - for the third and final time…

Book	The Lodge of Sorceresses	Book or Note	Just as warty, slime-slathered toads croak out into the fetid swamp in search of kindred company, so too do sorceresses seek their own kind, driven to gather and scheme against all that is good and worthy. The coven gathering the worst of them - the knab of those utterly depraved and swollen thick with the pus of magic - was the Lodge of Sorceresses. The first fiends of this Lodge were Philippa Eilhart, Lady of Montecalvo, Triss Merigold of Maribor, Keira Metz of Carreras, Margarita Laux-Antille, Síle de Tansarville of Creyden, Sabrina Glevissig of Ard Carraigh, Fringilla Vigo of Beauclair, Francesca Findabair and Ida Emean, elven women, Assire var Anahid and Yennefer of Vengerberg. On the summit of Bald Mountain they gathered, witches all, to swear fealty to their devils and demons, their masters and lovers, and to promise to bring doom upon those living in peace in the Northern Realms. ‘Twas they who stood behind the murders of Demavend, King of Aedirn, Foltest, King of Temeria and many other noble men besides. ‘Twas they who brought about the outbreak of yet another war with Nilfgaard. ‘Twas they who sent plague and pox against decent, gods-fearing folk. Yet take comfort, dear reader, for their deeds shall not go unpunished. Our gracious leader Radovid, fifth of his name, saw through their lies and swore their deaths, deaths as inevitable as they shall be painful.
Book	The Nilfgaard Wars, or a History of Our Time	Book or Note	It came as a great surprise to many when, a mere three years after the Second Nilfgaardian War - the war which, it was said, “would put an end to all wars” - the empire’s forces once again invaded the North. To the perceptive student of history, however, this course of events came as no surprise - Nilfgaard’s economy and political system has for years been reliant on expansion and conquest for continued survival. Attentive analysis shows that Nilfgaard never abandoned its plans for the subjugation of the North. Contrary to popular belief, imperial diplomats, and not sorceresses, were behind the death of King Foltest. They also brought about the crisis during the summit at Loc Muinne. The current conflict is thus the result of cold calculation and long-term planning. Before the wax even had time to dry on the Peace of Cintra, Emhyr var Emreis was already preparing for the next war, which ultimately broke out in the spring of 1270. The first portion of the war went exactly as the emperor had planned. In a matter of mere months Lyria, Aedirn and Temeria found themselves under the shadow of the black banner. If not for the early frosts of December 1270 and the daring of Radovid - who, instead of concentrating his forces on the Pontar, invaded Kaedwen and in this way doubled his territory and strength - all the North would surely now be but another province in the vast Nilfgaardian Empire.
Book	The Nilfgaard Wars	Book or Note	
			No one can claim to have traveled the Northern Realms who has not been to Novigrad. If I were forced to list what during my many meanderings has made the greatest impression on me, it would be precisely this great, and yet at the same time free, city. A metropolis worthy of the Empire, its only flaw is that the civilization Nilfgaard carries within her has not yet enlightened it. That is why hordes of reactionary cultists of the Eternal Fire dwell in the midst of its excellent buildings and superb commercial infrastructure. One feels as though superstition is how the local Hierarch and his temple guard cement their power over the city dwellers. And many they are to control, for the city counts no less than thirty thousands of inhabitants.

Book	Pearls of the North - Novigrad	Book or Note	While strolling through its fabulous port, surrounded by marvels of architecture, it is hard to imagine that centuries ago Novigrad was a mere minor elven townstead. When the city fell into the hands of the Nordlings, its problems grew exponentially, for as is well known the people of the North can do a great many things, but peaceful and orderly cohabitation is not one of them. And so Novigrad first belonged to Redania, and then fell under Temerian rule, until finally, after endless compromises and bargains, it at last became a Free City. But is the city truly free? I dare to doubt it. Redanian influence makes itself felt too strongly on every street corner, and the fact that the city is located within Radovid’s territory speaks for itself... While wandering the city’s streets I came across four water mills, eight banks and nearly nineteen pawn shops. There are also a great many houses of simple pleasures such as taverns and brothels, and Novigrad’s commitment to matters of faith is borne witness to by the fact that the city contains no less than - I kid you not - nineteen temples to the Eternal Fire! What more can be said… I think Novigrad has all the makings of the capital of the world, and perhaps that is what it will one day become. First, however, someone needs to bring order to within her walls.
Book	Skellige: Its History and Geography	Book or Note	Skellige the political entity encompasses the archipelago of the same name, composed of twenty individual isles. The largest of them are Ard Skellig, An Skellig, Undvik, Faroe, Spikeroog and Hindarsfjall. Originally these isles were inhabited by independent clans, but these later united to face the growing threat from barbarians as well as the rising powers of the Continent. Skellige then became an elective monarchy, ruled by a king chosen from among the jarls (clan chieftains). The present leader of the Skelligers is Bran of Clan Tuirseach. It is worth noting that, in contrast to the situation in the kingdoms on the Continent, in Skellige each inhabitant is a citizen and enjoys equal rights, regardless of birth, trade or the property they possess. On account of the rocky and often barren terrain and inhospitable climate, the inhabitants of Skellige gain their sustenance primarily from fishing, maritime trade and armed raiding. Though this last is primarily the work of men, female warriors are not unheard of, and they equal their fathers and brothers in courage and skill. For Skelligers believe that each is master of his or her own fate, and when Freya determines a man's or woman’s destiny, she looks only to inner predispositions, and cares not for outward traits of status or sex.
Book	Heroes of Skellige: Sove	Book or Note	Legend states that Clan Brokvar, based on the isle of Spikeroog, was founded by Sove. This hero took as his wife the lovely yet extremely quarrelsome Ulula. He tried countless ways to tame her, but no matter what lengths he went to, he could not get along with her. Finally he sailed to Hindarsfjall to meditate in Hindar, the sacred grove. Hemdall and Freya took pity on him and gave him the formula for a Potion that would grant him Understanding. They also instructed him to take a new approach, do something he had never done before, to resolve his conflicts with his wife. In order to gather the required ingredients, Sove had to kill a monster, climb the highest mountain in the isles and dive into the deepest undersea chasm. Then he prepared the Potion, quaffed it and, searching for another approach to the conflict, began meditating while hanging from the tree*Irminsul*by one leg. In this manner he achieved enlightenment, and returned to Spikeroog to live with Ulula in peace and harmony to the end of their days.

Book	Heroes of Skellige: Tyr	Book or Note	Clan Tuirseach, master of An Skellig, was founded by a hero named Tyr. Legend has it that to take possession of the land promised him by Hemdall, his father, Tyr first had to defeat a great and powerful bear named Yngvar. It was well known that no mortal had ever survived an encounter with Yngvar, so Tyr decided to prepare properly for the fight. He ventured into the deepest cave in Skellige and with the fire of the bowels of the earth as his furnace, he forged a blade so fine it could slice a hair lengthwise and so strong it could fell a hundred-year-old tree in one blow and not be dulled. Heulyn, his mother, engraved protective runes upon the sword by the first light of dawn so that it would protect Tyr from the bear’s attacks. Yngvar was defeated, Tyr became master of An Skellig, and his descendants are one of the wealthiest and most powerful clans in the Isles to this day.
Book	Heroes of Skellige: Otkell	Book or Note	Legend states that when Otkell, son of Hemdall, was sailing to Hindarsfjall, a terrible storm broke. Otkell called for his father’s help, but his father could not hear, for powerful thunder drowned out Otkell's voice. In despair Otkell began yelling for anyone who heard his cries to come to his aid. In reply, Freya descended and gave Otkell a set of pipes. When the hero blew on them, the waves calmed, the storm passed and Otkell could safely reach the shore. When Hemdall learned of the help the goddess had given Otkell, he ordered him to raise a temple to her on the isle. Ever since that day, Skelligers have worshipped Freya, and the women of Otkell’s line have often chosen to become her priestesses.
Book	Heroes of Skellige: Modolf	Book or Note	Modolf, progenitor of Clan Drummond, who was granted mastery over the isle of Undvik, unlike his brothers displayed no extraordinary abilities: he was neither wise nor especially brave, nor did he possess any particular gift which would make him a great individual. He resented Hemdall for not bestowing greater talent upon him. Hemdall, however, insisted he had blessed each of his sons with equal gifts, but not all revealed themselves at once - Modolf would have to wait for the right moment for his gifts to step forward. Yet the hero was impatient and could not wait for this moment. Instead, again and again he sought out trouble of the worst sort, hoping each time his hidden talent would shine. Hemdall grew angry with his son and decided to bury his gift even deeper. Modolf died after a long and unruly life filled with incredible adventures, but a life during which he never discovered his talent. His descendants decided to continue his search elsewhere. They abandoned Undvik and invaded Ard Skellig, eventually taking half of that isle for themselves. They now seek to take the other half, but whether doing so would finally reveal their line's unique gift - no one knows.
Book	Heroes of Skellige: Broddr	Book or Note	Broddr, founder of Clan Dimun, whose members dwell on the Isle of Faroe, was an extraordinarily good and fair man, giving advice and help to all who came to him. He loathed looting and deception and never told a lie - in short, he was a paragon of virtue. He ruled his people wisely and lived to a venerable age. At the dusk of his life he was summoned before Hemdall, but a whale devoured his longship and he never reached his journey's end. Ever since, descendants of his line have hunted whales in search of the bones of their great and beloved ancestor.
Book	Heroes of Skellige: Grymmdjarr	Book or Note	Grymmdjarr, first lord of Ard Skellig and founder of Clan an Craite, was famed for his incredible strength. When he traversed the isle for the first time and found no place worthy of making his seat, he asked Hemdall to give him the thickest chain he could forge. Once he received the chain, Grymmdjarr dove into the depths of the sea and used it to drag an enormous rock to the surface, placing it on Ard Skellig's north-eastern shore. Then he carved Kaer Trolde out of this rock with his bare hands, and there it stands to this day, the pride and glory of his clan.

Book	Pearls of the North - Oxenfurt	Book or Note	Oxenfurt - a gem snuggling into the bosom of the Pontar to the east of Novigrad. A cradle erected upon Redanian sOil, nurturing the greatest minds not only of that kingdom, but of all the North. To walk its hallowed Academy's halls is to embark on a journey through learning, from the finest points of Philosophy to the grandest strokes of Art, with stops made to admire Architecture and dissect Medicine along the way. Peer to either side, and you will spy fellow travelers in your pilgrimage of learning - the students. They throng Oxenfurt's streets, lending it an indelible imprint of youth that can be felt the moment you pass through its gates. Dormitories stand cheek by jowl, Booksellers hawk used tomes on every corner, and under every tree fresh faces debate poetry with passion. Yet youth is not all slate and compass, and the young here shirk none of its other typical pastimes. Raucous and merry are the city streets, both by day and, even more so, by night. Though the city councilors have forbidden the sale of alcohol after dusk, no one seems eager to enforce this with stricture - and wisely so, for any loss of sleep is more than made up for by the gains: profits to fatten its innkeepers' pockets, and the late-night crooning of troubadours to enrich its soul. As for its architecture, of particular note are the recently renovated elven aqueducts used to clean the city sewers. They stand as witness to the city's innovative spirit - you will not find their like in all the civilized world. Yet dominating the town's architectural visage like a glistening crown is the complex of buildings that comprises the Oxenfurt Academy. Few today remember that these edifices, constructed by the elves, predate the city itself - it is the institution that named the city, and not vice-versa. Today Oxenfurt Academy enjoys a reputation matched only by the Imperial Academy in Nilfgaard. Of greatest renown - the departments of Alchemy, Natural History, Minstrelsy and Poetry, Medicine and Herbology, Engineering and, last but certainly not least, Philosophy.
Book	Lands of the North: Velen	Book or Note	The land of Velen, located in western Temeria with its capital in Gors Velen, is one of the poorest provinces in the kingdom. Its territory encompasses the isle of Thanedd, home to the famous magic academy, which, along with Gors Velen, constitutes the commercial and developmental mainspring of the entire province. Velen is a stop on the Novigrad trade route running through Cidaris, Vergen, Brugge, Cintra and other such southerly realms. Veleners subside primarily on agriculture, crafting and animal husbandry. The province is practically deprived of all natural resources. It contains a great deal of forests, wetlands and cultivated woods, though the greatest part of it is covered in swamps and bogs (…).
Book	What shall become of Temeria?	Book or Note	Temeria… a land where milk and honey once flowed. In what did she wrong the Gods, for them to treat her so cruelly? The Pearl of the North, to some, and a galloping range for Nilfgaardian cavalry to others. A country that withstood two wars against the empire. It was here their bloodiest battles took place. It was in Temeria where their most bestial deeds were wrought. It was the Temerian civilian population that had to bear the full brunt of the war's horrors. And bear it we did, bravely and steadfastly, until the death of our great protector - King Foltest. Then providence turned its fickle face from Temeria. Murdered most treacherously, Foltest did not leave Temeria a worthy successor. And so all manner of cur soon fell on her, tearing her apart like so much carrion. She had no more allies, then. None remembered that we had once been the Armor protecting the North from the designs of the mad Dancer, he who had the gravestones of his enemies pounded into a ballroom floor.

			Now there is no more free and independent Temeria. A dark-faced sun looms over her every rampart. Yet there are still Temerians. And there always will be. As long as people still believe, the usurper who took our beloved capital, Vizima, and treated it as his own property will always have to peer over his shoulder in fear. For in the shadows lurks not one dagger, but the power of a nation of daggers, waiting to deal justice's blow.
Book	The Fall of Vizima	Book or Note	
Book	Diary of a Fire Swallower	Book or Note	I was at Loc Muinne - that's right, the summit of summits itself. We'd gone there, my troupe mates and I, knowing there'd be a meeting of the mighty in the ruins. You see, whenever big shots gather to chew some particularly gristly fat, there's coin to be had for performing men like us - tired jaws need to relax with some laughing and indulging in other sorts of simple delights. I learned this as a lad from my old man, who'd drag me around to juggle outside courts and conventions all over the Continent. And so now, plying my own trade as a fire swallower, I told the lads up soon as I caught word of what was brewing in Loc Muinne and we turned our wagons thataway at once. I'm not much one for politics, but I couldn't help but listen to some of it this time - you see, we Temerians had just lost our king, and our future was to be decided at that very summit, with John Natalis representing our side of the matter. Radovid was there, too, a young pup then, though emanating strength like a grey-haired alpha wolf. It seemed this wolf was licking his chops over Temeria like it was a ripe bit of carrion… The rest was dull - a lot of talk about the uprising in Aedirn and its leader, Saskia, who they called the Virgin - though I never got the chance to check personally whether that was accurate. The Nilfgaardians had a delegate, some Shilard fellow, and mages were there, talking about restoring the Conclave and Supreme Council of Sorcerers. I didn't listen to much of that - my eyes were glued to the unusually large number of armed troops present at these "peaceful" talks. Steel-plated grunts clenched pointy weapons and paced the ruins' courtyards everywhere you looked. Radovid had even brought the knightly Order of the Flaming Rose, those arrogant pricks ready to bash anyone who doesn't think the same as them. Though the coin was coming in amply, we didn't wait around to see how things would develop, just loaded our stuff onto our wagon and left at a trot. As we mounted the pass, we looked back to see pillars of smoke, black as pitch, rising above Loc Muinne…
Book	Redania: A Power on the Rise	Book or Note	Redania is a kingdom belonging to the so-called League of Northern States. It is located between the Buina and Pontar rivers, bordered by Temeria to the south and Kovir and Caingorn to the north. To its east lies Kaedwen, and to its southeast - Aedirn. Its capital is Tretogor, yet the land's most famous settlements are Oxenfurt, home to the enclave of culture and learning that is the Oxenfurt Academy, and Novigrad, which, while a Free City, stands on Redanian sOil. The cult of the nobility runs strong in Redania. That social stratum possesses more privileges here than in any nearby realm. Great differences in wealth exist among the gentry, but Redanian law cares for birth not property, making a well-born beggar the legal equal to the richest magnate. Those of high birth and great wealth draw the latter primarily from the grain trade and pedigreed horse husbandry. This last the Redanians excel in above all other peoples - Redanian steeds are unsurpassed, making the Redanian cavalry among the best in the world, and the nobility which fills its ranks the heart of the Redanian armed forces. As a consequence of the nobility's privileged position, the peasantry is treated worse here than in neighboring kingdoms, and only the king's iron fist keeps them from rebelling.

			The Redanian army consists of thirty-five thousand armed men, in which number is counted a core of four thousand elite knights. After the outbreak of the Third Nilfgaardian War, Redania's forces were further supplemented with Temerian and Kaedweni regiments, as well as with mercenary troops from Poviss and Kovir. Indeed, one can now accurately speak of a united Northern army under the leadership of King Radovid V. The Redanian treasury relies on the profitable trade with Novigrad to fill its coffers, with wheat being the chief staple crop. Redania has this in abundance - it is often called the granary of the north, for its landscape consists almost entirely of rolling fields of wheat. Yet despite its lands natural bounty, Redania's economy has been in a state of crisis ever since the outbreak of war with Nilfgaard. The tumult and desperation has led, in recent days, to the cult of the Eternal Fire has been gaining more and more adherents.
Book	Radovid V the Stern - The Hard Slog to Greatness	Book or Note	(…) Which brings us to the current ruler of Redania's epithet - "the Stern." Allow us to diagnose the causes and consequences of this appellation. Firstly, the seeds of Radovid's Sternness were surely planted in his childhood. When Radovid was born to King Vizimir and Queen Hedwig in 1255, his care was immediately entrusted to Philippa Eilhart, the court sorceress. While none would question her fitness for the role of tutor, few can envisage her as a warm caregiver for a young child - and whatever harsh lessons she gave Radovid clearly left a lasting mark. The next step on Radovid's path to becoming Stern? The death of his father at the age of 13. Although rumor has it father and son barely knew each other, the mere fact of being thrust into one's inheritance at such an early age and in such murky circumstances must have had a hardening effect. Finally, the regency finished Radovid's schooling in the Stern. Led by Dijkstra of Tretogor, the Regency Council imparted upon Radovid a style of politics seeped in that man's aggressive, no-holds-barred, reason-of-state-first principles. Such are the causes of Radovid's temperament - now on to the consequences. Most manifestations of his fierce manner are well known: his summoning of the Order of the Flaming Rose to be his armed enforcers, his later support for the witch hunters in their zealous cause and the massacre at Loc Muinne are but a few examples. Yet it is in the fight against Nilfgaard that Radovid has proven himself truly Stern. While the forces of other realms have disintegrated in the face of the Empire's onslaught, he has strengthened his kingdom and taken command of the Northern forces. Whatever their opinion of him before, all clear-eyed observers in the North now agree: Radovid V the Stern is the North's last bulwark against Emhyr's expanding power.
			Which Northern Realm's special forces are the greatest of them all? Once upon a time, the answer was clear: Redania. Its network of spies and informers was so vast that Tretogor knew which route the Nilfgaardian armies would take before they even left their barracks. No ruler kept any weakness or comprising secret from these astute spooks. Redanian intelligence had vast resources at its disposal, including the use of great sorceresses like Philippa Eilhart and shining stars from the world of culture. With their innovative interrogation techniques perfected in Drakenborg Fortress, its agents could extract vital information from even the tightest-lipped Scoia'tael guerilla, allowing them to reduce that organization on their sOil to a hounded, desperate few.

Book	The Redanian Special Forces	Book or Note	The golden days of the Redanian spy service ended, however, along with the disappearance of its head, Sigismund Dijkstra. His fate still remains unknown to this day. According to some, he departed for voluntary exile after falling out with King Radovid. According to others, he was captured by enemy agents. Still others hold that Dijkstra was murdered by sorceresses, and his body disintegrated into a fine dust. After Dijkstra's disappearance, the royal council ordered a thoroughgoing audit of the spy corps. Radovid appointed a commission with a remit to search for abuses of power, root out double agents and suggest remedial measures. As usual, however, inserting civilians into the affairs of spies had the opposite of the desired effect. Shortly after the work began a list of agents and their sources leaked. Many on it were subsequently murdered or fell off the face of the earth. A few days sufficed to reduce to ashes an organization built over long years of hard work.
Book	Kovir and Poviss	Book or Note	Kovir and Poviss are without a doubt the richest realms in the North. Few today remember that this was not always the case, yet their poverty was once literally on everyone's lips, in the form of now-antiquated common sayings. In the days of Heribert the Quarrelsome one spoke of a particularly impoverished person as being "poorer than a mouse from Poviss," called bone broth "Koviri delight" and referred to beggars as "praxedes," after the bay on which these kingdoms are located. Similarly few remember that a mere handful of generations ago Kovir and Poviss were still a part of Redania. King Radovid I, known as Radovid the Great, handed dominion over them to his hated brother, Troyden, with one stipulation - that he never leave his newly-acquired demesne and not interfere in state matters. Handing over this rocky scrap of far northern ground (where, the saying went, the year had two seasons - August and winter) was naturally meant as a cruel joke, a slap in over-ambitious Troyden's face. Yet time soon proved that Radovid the Great had made a grave error. Not long afterwards it was discovered that the bare rocks of Kovir hid priceless treasure in the form of enormous deposits of precious metals and rock salt. This discovery in turn led to a tremendous growth in productive industry. Mills, forges and workshops soon sprouted up like mushrooms after a hearty rain. Radovid III decided to correct his famous forefather's mistake and take back control over the northern frontiers of his kingdom. He was convinced the combined armies of Redania and its then-ally, Kaedwen, would quickly bring this ever more audacious vassal in line. History took a different path, however, and Kovir won a resounding, crushing victory. Radovid III was forced to sign the First Treaty of Lan Exeter, granting Kovir independence while binding it to eternal neutrality - a promise Troyden's successors have kept with great diligence. Until recently Kovir was ruled by Esterad Thyssen, a king as wise as he was greedy. Yet his untimely demise did not stop his lands from continuing to develop and blossom. Koviri metallurgists proudly compete with the best Mahakam can offer, and, according to some, the University of Lan Exeter has long ago surpassed the famous Oxenfurt Academy as the seat of Northern learning. And so it has come to pass that, over the course of a few generations, the inhabitants of Kovir and Poviss have turned from paupers to princes, from beggars to bankers.

Book	Introduction to Applied Magic	Book or Note	Magic is the science of harnessing, subduing and making use of the power of the elements. It is also an incarnation of Chaos, which is why no one without proper training should ever dabble in any of its domains. Expert mages make of magic an art, but the road to virtuosity leads through years of practice, study, and hard work - and requires a considerable amount of required inborn talent. Magic was implanted in our world through the Conjunction of the Spheres, and was discovered to be a living, changeable and controllable being shortly thereafter. The name of the first mage, the one who first discovered this talent within himself and grappled with its power, is unknown. We do know, however, that in a relatively short period of time after the discovery of magic groups began to form in which talented beings could work together on developing their abilities. This period is usually considered the beginning of magic as a science, and these groups – the prototypes of magic schools. The fundamental planes from which one might draw magic power are: earth, water, air and fire. In the tome which you currently hold, each of these will have a separate chapter dedicated to it, ordered according to the level of difficulty and danger associated with the element discussed (…).
Book	Holy Tome of the Eternal Fire	Book or Note	The Fire protects. Whosever shall in Its light stand, him no Evil shall ever harm. The Fire cleanses. Like a wound puffed up with dirt and pus, so, too, must a soul inflamed with sin and vile deeds be burnt clean. The Fire cannot be contained. Whatsoever shall lie in its path, it shall be burnt. Whosoever shall raise a hand against it, he shall be reduced to ashes. The Fire illuminates the darkness. The Evil that in shadows lurks will be revealed in the Fire's harsh light and perish in its smoldering embers. Whosever shall seek to hide his guilt and lecherous works in darkness shall stand naked before the devouring flames. Let us pray, brothers and sisters. The Fire enlightens, burns and cleanses. The Fire protects, warms and lights the path. The Fire exposes, incinerates and destroys Evil.
Book	Beliefs of Skellige: Freya	Book or Note	As is true of most realms, the predominant religion in the Skellige Isles has its roots in the prehistoric cult of the Great Mother, Mother Nature. On the Continent, such worship has taken as its object and namesake Melitele. In Skellige, her counterpart is Freya. Like Melitele, Freya is represented in three aspects - virgin, mother and old crone. That of mother is most common, and sculptors chose to depict her thus in her greatest sanctuary in the Isles. There she stands, a pregnant woman draped in loose robes, her face partially revealed, her head bent and her hands folded across her breast. A golden necklace hangs around her neck, and on it a large, pure diamond (*Brisingamen*) shines like a clear summer sky. Freyja Modron, or Freya the Great Mother, is the goddess of fertility, love, beauty and abundance. She is also the patron of oracles, soothsayers and telepaths. Warriors pray to her before setting out on sea raids, and the wives they leave behind pray to her for their husbands' safe return. Only priestesses serve the goddess – men may worship Freya, but only women may do her work. Freya's priestesses, like the clerics of other cults, treat mages and sorceresses with great reserve. The center of Freya's worship is her temple on the isle of Hindarsfjall, in the sacred grove called Hindar. Worshippers place offerings to the goddess before her statue, on an altar that incorporates a great stone basin surrounded by figurines of cats and falcons - her sacred animals. In addition to this temple, sprinkled throughout the isles are other, smaller places where one can worship the goddess and make offerings to her (...).

Book	Beliefs of Skellige: Hemdall	Book or Note	Belief in the mythical snake Uroboros is widespread throughout all of Skellige. Winding itself up into a figure eight, the snake took its own tail between its teeth and in so doing created time. The circle of time will be complete when Uroboros once again bites its tail and closes the loop. This will commence the so-called*Final Age*, *Tedd Deireadh*, also called the *Time of the White Frost* or the *Wolven Blizzard*. It is thought many signs will foretell its coming - sources mention a wolf eating the sun and an eclipse of the moon. Next there will be a battle known as*Ragh nar Roog - the Last Battle, the Battle of Light and Dark*. It will begin with the appearance of a longship made of the claws of dead men and carrying an army of wraiths and demons. Standing watch for the coming of the longship in his hunting blind is a hero named Hemdall. The golden cockerel, Kambi, will warn of the longship's arrival, and then Hemdall will mount the Rainbow Bridge, the Bifrost, to stop the invading powers of darkness. As he goes to fight, Hemdall will sound his horn, and for Skelligers this will be the call to take up arms and join the Last Battle. This final conflict will decide whether eternal night will fall upon the world or a new dawn will rise. A local legend recounts how all clans in Skellige can trace their lineage back to Hemdall. Supposedly one summer solstice he left his hunting blind and spied Heulyn, a goddess. They fell hopelessly in love and spent the entire summer together, yet when autumn came, Heulyn had to depart. That is why the summer months, when Heulyn stays with Hemdall in Skellige, are the most fortunate days in the Isles. Six sons were born of Hemdall and Heulyn’s love, giving rise to the six clans of Skellige. Their father let them take one isle each, but before they did so, they had to prove their manliness in a fight for living space, by rooting out the aboriginal inhabitants or coming to an understanding with them. That is how the sons of Hemdall and Heulyn first gained renown, and the memory of their deeds is honored by their descendants, the members of the clans they founded.
Book	Beliefs of Skellige: Druids	Book or Note	The disciples of the Isles' local pantheon are not the sole spiritual devotees in Skellige, for some druids also call the archipelago home. Yet this is no cause for conflict, for Freya's adherents and the Druids' Circle coexist and treat each other with great respect. What welds these two faiths together? A common worship of the divinity found in the earth, fertility, love and birth. To the druids, men form a part of nature and should treat the world around them with the utmost respect. They hold that since nature gave life, her most precious gift, to humans and the other civilized races, they should live in harmony with her, yielding their will to hers. Druids are seen as wise men and priests and are held in high esteem by society. They act as spiritual guides, herbalists and alchemists. Skelligers seek their counsel in times of trouble, summon them when ill and ask them to settle thorny conflicts. Like their continental brethren, the druids of Skellige have a Circle - an area set aside in their holy grove where they assemble, meditate and study sacred tomes. Many druids are capable of wielding magic.
			A conviction has arisen amongst both mages and the hoi polloi that witchers barely rise a hair's breadth above animals, that they are deformed and bloodthirsty mutants, and that in slaking this thirst they do not limit themselves to the fluids of monsters. Meanwhile the research and observations of Virgil of Ban Ard paint an entirely different picture of the caste.

Book	Witchers: Not Quite the Devils You Thought	Book or Note	Of course, it is an indisputable fact that the mutations witchers undergo influence their temperament, immune system, strength and endurance, yet one cannot consider them unthinking beings forged only for killing as a result. In fact, witchers cultivate a unique culture, a specialized body of knowledge, an effective training system and even a code of honor. They know an incredible amount about the effects of ingesting various organic and inorganic substances, and also a small amount, but nevertheless something, about the fundamentals of magic (by which I mean the simple spells they call "Signs"). On the surface the witchers appear to be a homogeneous social entity, but in truth their fighting styles, training regimens and world views differ significantly depending upon the school to which they adhere. The best-known witcher schools on the Continent are the School of the Wolf, the School of the Bear, the School of the Griffin, the School of the Viper, and the School of the Cat.
Book	Monstrum, or a Portrayal of Witchers. Volume 1	Book or Note	In truth, there is naught more repulsive than these monsters that defy nature and are known by the name of witcher. They are the offspring of foul sorcery and witchcraft. They are veritable scoundrels without conscience and virtue, unscrupulous creatures of hell able only to take lives. They have no place amongst decent and honest folk. And this keep, this Kaer Morhen where these villains nest and practice their foul rituals must be wiped from the earth, all traces of it treated with salt and saltpeter to complete the deed.
Book	Radovid V - Defender of the North	Book or Note	(...) and so the emperor's brutes crossed the Yaruga's waters. Yet this splashing was but a foretaste of the ocean of Temerian blood they would later spill. Black has swarmed over our sweet Temerian sOil, like ants swarming a drop of honey fallen in their path. Emhyr's cutthroats adore their master and long to emulate his desecrations. The Nilfgaardian onslaught will spare no one. Under its sunny banners hide dark hordes, cackling with anticipation, gleefully practicing how they will prance on the graves of our elders, women and children alike… People of the North! The time has come to unite! Forget our past feuds and quarrels! There is but one enemy, one despicable to us all! Let us spare no blood, for each drop spilled might save the life of our brothers. Yet is there any man who will not yield before that frightful charge, before the mass clad in plate black as pitch and stinking of the blood of the raped and murdered…? I tell you there is, brothers and sisters. There is a man whom the loathsome foe does not frighten. A man who, armed with wisdom, courage and cunning, can give fight to the southern plague. That man is called Radovid V. The Stern, they call him, and in this we are blessed - for only such a man can turn back the deluge of iron and steel and send it rushing to whence it came. Mothers, weep not for your sons! Death for a noble cause is an honor every man should embrace. Let your menfolk gather round the banners of the Redanian ruler, for he is no longer just the ruler of Redania - he is the proud commander of the united forces of the Northern Realms!
			Report no. 1527 Agent DQ4

Book	Report Number 1527	Book or Note	Who is Who in the Novigrad Underworld Order reigns in the city’s criminal underworld and has for some time. One suspects no unauthorized thievery, banditry or hucksterism of any sort takes place here. Perhaps this is a testament to the City Council’s effective reinvigoration of the Temple Guard, but it is my opinion that the true cause lies in the rise of organized criminal groups. Our agents’ mission is to identify their leader (or leaders) and bring about their collapse from the inside. Tasks: Investigate gambling dens. Inspect houses of ill repute. Infiltrate shopkeepers’ circles and determine if they are paying protection or tribute. Interrogate apprehended criminals and determine in whose employ they remain. Additional remarks: Agent "Gisel" has observed mysterious meetings taking place in the city bathhouse from time to time, during which the building is closed to the citizenry of Novigrad.
Book	The Wild Hunt	Book or Note	From farmers and herdsmen, milkmaids to midwives - all the common folk of the Continent whisper, sharing tales of a wraithly procession pounding across the sky. The Wild Hunt, they call it. Winds and gales, storms and blizzards arise when it is sighted, and all grows cold, though the sun shone bright moments before. Some remember only the cold from the shock of the encounter, and claim the Riders come always in winter. But nay, this is not so - the Hunt brings its own ice. Death and war gallop in its wake, or so the superstition goes. Yet evil enough is the Hunt itself. It takes folk captive, youths, most often, in the prime of their wilding years, with ten to twenty summers behind them. The Hunt rushes in and they disappear, only to return long years later with no memory of what passed in the time between. (...)
Book	A Portrayal of the Elder Races	Book or Note	What is a nonhuman? The answer is simple. As the very name suggests, it is something which resembles, and yet nevertheless is not, a human. Though it walks on two legs, speaks a tongue similar to our own and dresses in similar attire, it all the same has more in common with base beast than noble man. Dwarves are like moles. They feel best underground and avoid direct sunlight. They like to live in filth, forever smudging themselves in mud and slime. They love everything that can be found within the earth - rocks, metal, minerals of all shape and color. It is also said that, like their kindred moles, they feed most readily on worms, roaches and other nightcrawlers. Halflings, for their part, are more reminiscent of gophers. Fat, lazy and loud in that typical rodent way, their minds are filled only with thoughts of food and drink, which they steal from other, nobler beasts and greedily squirrel away in their hovels. They are marked by a cruel craftiness. You could be dying of hunger and they would not share a meal with you. You could be howling from poverty, and they could be swimming in gold, and yet they would still fleece you to the last crown. You could do nothing but good to them, and they would still stab a knife in your back. Elves, in turn, seem related to the birds of prey that dwell in far-off Zerrikania. They care most for colored feathers. They would most readily spend all day staring at their reflections in the water and singing their own praises. They are so awash in self-love that they no longer feel any desire towards members of the opposite sex of their own species. Their appearance, unquestionably pleasant to the eye, is highly misleading, for they are extraordinarily cruel and any who judge them by looks alone they first dupe and then kill in cold blood. The best proof of this? The so-called Scoia'tael, bandits that claim to fight for freedom, but in truth only long to kill humans.

			All these vile so-called "elder" races are, to our great fortune, slowly dying out. Joy fills the heart of every right-thinking man at the thought that his great-grandchildren will never know them, that in their day dwarves, halflings and elves will be mere fairy-tale characters used to scare young, impressionable children.
Book	Ithlinne's Prophecy	Book or Note	Behold! For nigh is the Time of the Sword and Axe, the Age of the Wolven Blizzard. Nigh is the Time of the White Frost and White Light, the Time of Madness and Disdain, Tedd Deireádh - the Final Age. The world shall perish amidst ice and be reborn with the new sun. Reborn of the Elder Blood, of Hen Ichaer, of a planted seed. A seed that will not sprout but burst into flames! Ess'tuath esse! So shall it be! Watch for the signs! And I say unto you what signs they shall be: first the earth will run with the blood of the Aen Seidhe, the Blood of the Elves…
Book	The Conjunction of the Spheres	Book or Note	Scholars have many vices. Possibly the worst among them is a tendency to describe the simple in unnecessarily complex terms, to dress the plain in the garb of false learning. “The Conjunction of the Spheres” might serve as an excellent example of this. This name, so mysterious to a commoner's ear, could be replaced with a much simpler alternative: When the Worlds Collided. The phenomenon itself can also be explained in terms simple enough for a child to understand. Imagine, dear reader, that our world is a ship sailing on a great sea. From its deck we can see other, distant vessels - those are the stars. These vessels each bear their own goods and their own crews. They usually pass us at some distance, barely visible specks, even viewed through a spyglass. Once every few thousand years, however, a storm breaks above this cosmic sea, a storm so strong it tosses the ships towards one another, making them sail cheek by jowl. Part of the crew of one ship can, at such times, move to another, and some of the cargo from one ship’s hold can spill onto a neighboring vessel. When the weather calms, the ships separate once again and sail their separate, invariably different ways. The so-called “post-Conjunction beings,” namely monsters such as ghouls and basilisks, are precisely such passengers from another vessel. And we humans are castaways, flung against our will from somewhere far away onto a world previously inhabited by the Elder Races. Once here, we learned the arcane mysteries of magic, unbeknownst to us before. Could the worlds collide once more? Perhaps. Can this cataclysm be avoided, or the opposite - hastened? Some scholars believe there are beings who have mastered this skill, who possess rare genes allow which some to seize the helm of our vessel and steer us… to safer waters, or to our doom.
			Running through many folk tales is a common motif of travel between worlds. By way of example, think of Orphelius, who ventured into the nether realms to save his beloved, Theodor, who, fleeing a hurricane, found himself in the drab and monotonous world of Zo, or Ecila, who tumbled down a ferret hole into a land that had never heard of wonder. Also of this ilk are the many rural legends about people captured by the Wild Hunt, only to return to their homelands after years riding the sky with the spectral cavalcade. Academia has, for the most part, dismissed these tales as mere epiphenomena of human irrationality. I, on the other hand, always operate on the assumption that a grain of truth lies in every tale - and so have decided to make it my goal to find it. After years of research, I have ascertained with great certainty that travel between worlds was once indeed possible - though only to a select few.

Book	Travel Between Worlds	Book or Note	The Key is the so-called “Elder Blood” - or rather, to use the scholarly term, the gene of Lara Dorren, the powerful elven sorceress. By comparing her genealogical tables against all known folk tales I have been able to determine that she and her descendants were the archetype of the worlds-traveling heroes of many legends. The bearers of Lara’s gene possessed an extraordinary talent which allowed them to move through time and space and to reach realms beyond the borders of the known world. The overwhelming majority of them, however, did not know how to control this. It would only manifest itself in extreme situations, pushed out by sudden bursts of emotion or when the bearer’s life was at risk. That is how the above-mentioned Orphelius, in shock after the death of his wife, could in fact journey to another world, which he foolishly mistook for the afterlife. The hurricane provided the pressure needed for Theodor, terrorized at home by his zany Uncle En, to unleash his talent and teleport to a world free from madcap antics. And if we read between the lines, we clearly see Ecila was a prostitute and a fisstech addict - the “ferret hole” represents how, when she had reached rock bottom, she whisked herself away to another universe to get sober. Unfortunately for any future Ecilases, the sad conclusion of my research is this: Lara Dorren’s line has been irrevocably cut off. The last bearer of her gene, Cirilla Fiona Ellen Riannon, heiress to the throne of Cintra, died childless many years ago.
Book	The Elder Blood	Book or Note	What exactly is the Elder Blood? According to some, it is a powerful elven curse passed from generation to generation. Those in whose veins the infamous *Hen Ichaer* flows are said to carry death and destruction within them, to sow hatred and disdain in the hearts of men. It was from this contaminated blood that Ithlinne prophesied an avenger would be born, a destroyer of nations and worlds. Others claim the Elder Blood is an extremely rare inherited talent, granting control over time and space to a degree unattainable even to elven Sages. Sadly, few bearers of this gift have been able to control it in full. This merely partial mastery inevitably leads to sudden outbursts of the Power that take the form of unpredictable, uncontrollable and thus extremely dangerous explosions. Behind the dark legends about the Curse of the Elder Blood lies the truth of these tragic cases. For obvious reason the bearers of the Elder Blood were always subjects of great interest to the world's mighty and to mages alike. The former counted on the truth of Ithlinne’s prophecy, on an avenger being born who could destroy worlds, and who they could thus use for their purposes. As for the latter, they hoped to harness the magic of *Hen Ichaer* to broaden their own knowledge and powers. Ultimately, however, all these plans were for naught - the Elder Blood line broke off with the disappearance of the heiress to the Nilfgaardian crown, Cirilla Fiona Ellen Riannon…
			Sad as it is, to many in our time the word "elf" is a synonym for pauper, bandit or layabout. "She-elf" is used in many circles to denote a prostitute or woman of loose morals. The adjective "elven," in turn, describes damaged, needlessly complicated or useless goods. Statistics, for their part, show that one in three elves living in Redanian has spent time in prison, and a full one half of them have been fined at least once. The average lifespan of elves, though still thrice that of humans, grows shorter each year.

Book	The Aen Seidhe and the Aen Elle	Book or Note	Given the above it is easy to forget that elves - or Aen Seidhe, as they fashion themselves - were once a proud race that ruled the lands stretching from the banks of the Great Sea in the west to the Blue Mountains in the east, and from the Dragon Mountains in the North to the Mahakam range in the south. The ruins of their cities scattered throughout the known world bear witness to their former might (cp. “Monumenta Elforum” by Istredd of Aedd Gynvael). Many of the most outstanding mages, artists and poets of recorded history have been of this race. And we have elves to thank for dozens of ingenuous items we rely on each day, from screw pumps to cosmetics. Those elves who dwell amongst men have largely forgotten their history and culture - the sole sliver of elven identity left in them being a burning hatred for men, the so-called*dh’oine*. The elves of Dol Blathanna, that puppet vassal of Nilfgaard, and of the wild highlands of the Blue Mountains have retained much of the old knowledge and culture, though they, too, are condemned to perish. This death sentence was handed to them by biology - for men, though short-lived, are several times more fertile than elves. Thus, while the Aen Seidhe's numbers continue to dwindle, ours grow at an alarming and ever-increasing rate. Some elves believe that the tide of events can be turned, that they can put a stop to human exapnsion and oppression. They look to their mythical cousins for salvation - to the Aen Elle, the Alder Folk. The Aen Elle are said to dwell in another world or possibly in another plane to which they traveled during the mythic Age of Migration, and from which they at times journey to visit our world. Legend claims a gate between the worlds could be opened, allowing the Aen Elle to ride to their downtrodden brethren's rescue. These are, however, mere fables, naïve fairy tales this race condemned to extinction uses to provide itself small comfort in these, their last, sad moments.
Book	Royal Lineages of the North	Book or Note	Cirilla Fiona Elen Riannon, born in 1251, heiress to the throne of Cintra, Princess of Brugge and Duchess of Sodden, heiress to Inis Ard Skellig and Inis An Skellig and Suzerain of Attre and Abb Yarra. Daughter of Pavetta (see Pavetta Fiona Elen) and the Urcheon of Erlenwald (see Emhyr var Emreis). Granddaughter of the famous Lioness of Cintra, Queen Calanthe (see Calanthe Fiona Riannon). A shipwreck occurred during a journey from Cintra to Skellige which took the lives of the Urcheon and Pavetta. Cirilla's further upbringing was then entrusted to her grandmother. In 1260, afraid of the looming Nilfgaardian threat, Queen Calanthe sent Cirilla to the court of King Ervyll (see Ervyll of Verden), where the heiress of Cintra was to marry the heir to the throne of Verden, Prince Kistrin (see Kistrin of Verden). Though allying with Verden and gaining the aid of that realm’s army was at the time Calanthe's top priority, no marriage ever occurred, and Cirilla returned to her grandmother's court. In 1262, during the so-called Cintra Massacre, Cirilla went missing (…).
Book	Elven Sages	Book or Note	Many think “Aen Saevherne“ - meaning Sage - is simply the Elder Speech term for sorcerer. Yet to equate a Sage with a common practitioner of magic is akin to considering a newly-drafted private, hay sticking out of his breeches, a witcher's equal simply because both wield swords. A Sage wields magic, true, and does so with greater skill than even the most accomplished of human mages. The great renown and regard in which they are held, however, comes not from this skill but from the other, truly rare abilities they possess. Nothing is secret for an elven Sage. They see both past and future as easily as the present. They have mastery over all the arcana of magic as well as every domain of scholarship. They are the only ones who understand the nature and operation of the so-called Elder Blood and the gene of Lara Dorren - and they guard this knowledge jealously.

			How numerous are the elven Sages? In all my life I have met only one, Ida Emean of the Blue Mountains. She might possibly be the last representative of this mysterious caste. It is true I have encountered mention a male elf who might also belong to it, but as of this writing I have been unable to confirm this.
Book	Monumenta Elforum	Book or Note	*To my beloved Y. I still await your kestrel.* Istredd of Aedd Gynvael Let us begin, dear reader, with a riddle. What links a town like Vizima, the proud capital of Temeria, or Oxenfurt, a center of learning for all the North, with Aedd Gynvael, a provincial settlement at the end of the known world? Nothing, it would seem… After all, each of these places looks, sounds and even smells different. Their origins, however, are identical – all were founded atop ancient elven cities. The ruins sprawling beneath their streets bear witnesss to this fact. A tour of elven monuments is best begun in Vizima - in the city sewers, to be precise. A dangerous place, to be sure, so it is worth bringing along a well-armed guide. A branch of the sewers leads to the remains of an Aen Seidhe city. One can still admire its masterfully carved plafonds, peer into its immaculately polished marble facings, find artifacts discarded by the Elder Race and hold ancient tomes that disintegrate in one's hands. Equally impressive monuments of elven culture can be found only in Oxenfurt – as well as somewhere in the wilds of Velen, though I have been unable to verify this information personally. What caused elven civilization to collapse? Plague? Cataclysm? No, dear reader. Their destruction was caused by us, by humans. We drove the elves from their cities and, instead of occupying their marvelous palaces, we dismantled them to build our meager and crooked huts. All that remains is that which we covered in debris and sludge, and then wiped from our memories for centuries.
Book	Lara Dorren and Cregennan of Lod	Book or Note	Love knows no bounds, the saying claims. History knows no better proof of this adage than the romance between Lara Dorren and Cregennan of Lod. She – a powerful elven Sage, bearer of the Elder Blood, promised to the great Avallac'h. He – a human mage of great talent and humble birth. She – able to live centuries, if not millennia. He – likely to live no more than three score years and ten, like each of us. They should have hated each other, scorned each other. Instead, they burned for one another with powerful love. Heedless to the war raging around them, to the condemnations and curses raining down on them from all sides, they led a humble and happy life. Soon Lara was with child. A babe born of Lara and Cregennan might have joined the best of both races, united them at long last. Alas, this was not to be. Humans considered Cregennan a traitor and a renegade. They demanded he abandon Lara - and when he refused, they decided to murder them both. Cregennan died, while Lara, still heavy with child, escaped with her life. She ran to Tretogor, to beg succor and support from Cerro, Queen of Redania. What then came to pass? Here elven and human sources diverge, presenting two irreconcilable versions. According to the chroniclers of the Aen Seidhe, "…Her pleas did not soften the stony dh'oine hearts, the hearts of merciless and cruel humans. When Lara, pleading for mercy, if not for her, then at least for her child, clutched on to the door of the royal carriage, the queen ordered her maimer to strike with his sword and cut off her

			fingers. That night, crushed by a fierce frost, Lara breathed her last sigh, on a hill, in the woods, giving birth to a daughter whom she protected with the fading embers of her own warmth.” Human legends, however, have Cerro saying, ”Ask not me for grace, ask instead those whom you have harmed with your magic. Brave you were when you wrought those foul deeds, brave be you now, when the pursuit of justice nears. Your sins are not in my power to forgive.” In reply, Lara said, "My doom is at hand, but yours, queen, is also nigh. Remember Lara Dorren in that terrible hour, queen, remember her death and her curse. And know that my curse will hound you and your seed, to the tenth generation will it damn your line.” Wherein lies the truth cannot be said. Both versions are surely false, for both seek to blacken their enemy. Sad is Lara’s end - the hate between races which Cregennan wished so badly to end is now so strong that its darkness has forever obscured the truth of her fate.
Book	A Sword for Witches	Book or Note	Who are the hunters, you ask? Folk like you and yours, I reply. The decent kind, haters of lies, doers of good. The kind who live according to the gods' laws, and nature's laws, too. Ones disgusted by the machinations of witches, magickers and nonhumans. All that separates us from the people is that we've the courage to take up arms, to defend our lands from evil, to slice out the gangrene eating us from within. We haven't any leader. We haven't forts or land. Though god-fearing Radovid supports us with his gold at times, we've not sworn him nor any other ruler any oath. We serve only the Eternal Fire, and we listen only to our own consciences. Who can join us? Any person who's right of soul and sound of body. You can find us in every larger city in the North. We will give you room, lodging and a weapon. We'll explain how to spot the tell-tale signs of evil - birthmarks in strange and arcane shapes, smooth skin on a matron aged more than thirty springs, and black cats kept in the yard - to name but a few. We'll show you how to defend yourself from witchcraft, how to tame and snuff out magic elements with dimeritium. We'll instruct you how to chase out a sinner's darkest secrets with a hot iron, and how to grant them cleansing death with the help of sacred fire.
Book	Goetia	Book or Note	
Book	Folk Magic and Superstitions Of Our Time	Book or Note	(...) A further manifestation of the stupidity born of superstition is faith in the supposedly supernatural abilities of dreaming hags, who proudly style themselves oneiromancers. These mendacious persons convince the unwashed rabble they are able not only to dream the unknown past, but also to see the future yet to come as they sleep. Why, the very audacity of this talk inspires one to be ever more unyielding in our efforts to weed out this vermin. The City of Novigrad will soon be free of all sort of black magic, that worked by dreamers included.
Book	Hydromancy, or The Art of Water Magic	Book or Note	
			It is commonly said that magic is neither good nor evil, that it transcends the moral criteria of men, that it depends on the mage whether it will be used for worthy goals or for shameful and immoral deeds. There is, however, one Key exception to this principle - necromancy. Proponents of this branch of magic once supposed that one can also do good by reviving corpses. Dead men can, after all, hide secrets which may save the living. It is better to send an army of reanimated corpses into battle than to squander the life of those in whose veins hot blood still flows. Moreover, a revived soldier may be reused many times, until such members are chopped off so as to make his flesh unusable.

Book	Necromancy, the Forbidden Magic	Book or Note	Though it is hard to refute the logic of these arguments, the practice of necromancy is still forbidden. This is not at all based on the rabble’s superstitions about the living dead, nor the resistance of the powerful afraid those they have murdered could be forced to confess against them, nor the moral scruples of the older members of the Conclave, who were, in fact, laughed down as reactionaries when it was discussed. The fate of necromancy was sealed by the observation of Hen Gedymdeith, which was later confirmed by manifold experiences proving the revived dead are always unpredictable and reviving them always involves entirely negative side effects. In other words, no matter how noble a mage’s motives might be, necromancy will always lead to evil. It seems that in this way the gods let us know that we should not transgress the laws they have given us. And even the Conclave must respect the will of the gods.
Book	Pungent Passion: A Life in Tyromancy	Book or Note	Chapter 1. More than curds! Contrary to popular belief, tyromancy does not only consist of cutting cheese and examining the result. Adherents of this ancient but now forgotten and unfairly disregarded branch of the divining arts know that the slice and peek, as we call it, is only the beginning. Once a student has mastered the fundamentals of first degree tyromancy, he should be encouraged to better his olfactory capabilities, with the aid of magic, if needs be. Once he has made satisfactory progress in this regard, he should be confronted with a well-aged and thoroughly-ripe blue cheese, preferably in an enclosed space. The first days of this training might prove stormy. Discipline is especially vital at this stage - by no means should you respond to the student’s pleas and open the larder doors. Chapter 2. On the superiority of tyromancy Though tyromancy’s advantages vis a vis the other forms of divining are self-evident to me, I have gone to the trouble of a thorough comparison of its results and can with great certitude say that cheese-induced visions are much more reliable than, say, those brought about by chiromancy, aleuromancy or the current craze, rumpology (those interested in that may refer to "Rumpology – the Art of Divining from Buttocks. With Illustrations!" by Artorius Viggo).
Book	Polymorphy	Book or Note	To change form - to shape one’s matter as clay - this is no novice’s trick, no flickering glowlight or rat-killing blue Bolt. Only those with bowels soaked in oceans of magic arcana - and few are born with bowels so absorbent - can hope to master it. There are exceptions, of course. Dragons, as is well known, possess such a talent innately. With no need for study they can, guided by some otherworldly intuition, change between humanoid and reptilian form. As for the other races, higher vampires (e.g.. bruxae) are known to flicker between states, yet given the understandable difficulties of conducting research in this area, we do not know if this transition constitutes an act of polymorphy. The human race is, obviously, much more accessible to scholars of polymorphy. Their years of study have borne fruit in the form of a set of methods and guidelines for the identification, nurture and deployment of this talent. The most accomplished result of the careful application of these methods - Philippa Eilhart.
			In a plane not unlike our own there once lived a ruler named Azgaryk. When he was an old man, he fell ill. He felt that he would soon die, so he summoned an evil spirit - Marbas - and made a deal with him. Azgaryk would live until his son came of age and ascended to the throne.

Book	Between Worlds	Book or Note	10 years passed. Azgaryk died, and next to his body Marbas appeared and turned to the heir to the throne: "Your father promised me something. Now you must pay his debt." "And just what did my father receive from you in return?" asked the heir. "And what do I owe?" "Your life," said Marbas, and cut the heir's throat with his claw. The boy had not yet died when Marbas opened a gate to another plane. Out of it came a mercenary army, with the evil spirit Berith marching at its head. Marbas sat on Azgaryk's throne. Ill times had come to the land. The people rebelled against the demon's rule. Marbas sent Berith and his army after them. Berith slaughtered all the rebels. His Armor glistened with blood. People began to call Berith the Crimson Sovereign. Marbas' appetite was not sated, so he sent the Crimson Sovereign to conquer neighboring countries. And so it went on, for hundreds of years the Sovereign continued his march, losing soldiers as he went. But Marbas was never sated. Finally, there came a time when the people of all the continents were united under Marbas' rule, and the Crimson Sovereign was left alone, without an army. He knelt before Marbas and said: "You hired me and I have carried out my task. You promised me a weapon from which no shield can provide protection." "You shall receive it," Marbas said, flashing his teeth. He reached into his garment and drew out a vial filled with plague bile. He flung it at the Crimson Sovereign. Yet the Sovereign knew Marbas well enough to expect treachery. He opened a passage to another world and fled before the vial full of plague could hit the floor. Yet ill luck would have it that while he was fleeing, a gale came flying out of his open portal. It opened the window to Marbas' throne room and spread the plague bile out over the entire world. Ever since Marbas has dwelled in a tower standing above a continent of dead bodies and beasts transformed by the plague. And Berith, still calling himself the Crimson Sovereign, wanders from world to world as a mercenary. Searching for vengeance.
Book	Witcher Signs	Book or Note	As a mule is neither ass nor horse though it has traits of both, so are witchers neither mages nor common men. Witchers are able to cast simple spells they call Signs, drawing on the basics of telekinesis (Aard), pyrokinesis (Igni), hypnosis (Axii) and so on. They are not, however, capable of utilizing more complex spells - indeed, they treat real magic with reserve and distrust. Widespread in their ranks is an irrational, nigh onto superstitious fear of teleportation (let me remind you that deadly accidents during translocational travel occur only once per one hundred instances of such travel!). This aversion surely stems from the fact that witchers do not possess inborn magic talents, but instead gain them during their infamous Trial of the Grasses. It can thus be said that their casting spells is an affront to nature - as is, in fact, everything witchers do.

Book	The Last Wish	Book or Note	Three things are required for human life to be sustained - food, drink, and gossip. It is thus no wonder that no matter where I travel, be it ice-bound Poviss or ever green Toussaint, everyone asks me about the passions that bind Geralt and the sorceress Yennefer of Vengerberg. As a man both cautious and discreet in nature, I refuse to betray their secrets - with one important exception. The history of their first encounter is so extraordinary, so romantic and moving, that it would be a veritable crime to hide its light under a bushel. Indeed, had I not witnessed these events personally, I would never believe that that was room in our grim and dark world for such fantastic marvels. It all began when Geralt and I were feeling a bit peckish and, unburdened by heavy coin pouches, decided to fish our supper out of a lake. No bites were to be had, but we did not leave empty-handed - my hook snagged quite a lovely little pot. Oblivious to my friend's warnings, I opened it - and in doing so freed a powerful djinn. Without giving it much thought I set about proclaiming my wishes. Before I could get to three, however, the djinn - irritated, I now see in hindsight, at being issued demands so soon after waking - started to throttle me. Geralt was able to drive him off, but I was left in a sorry state. I acted, the witcher told me later, as though under the influence of some curse. Clearly, the help of an expert in magic arcana would be needed. It was our good fortune that Yennefer of Vengerberg happened to be staying in a nearby village. Geralt went to her to ask that she heal his best friend, who happened also to be the brightest star in the North's poetic firmament. Yennefer, however, was more interested in the djinn (which she wanted to trap into magic servitude) than in its victim, and, it should be said, played the witcher like a well-strung mandolin. Yet rather than grow angry at being used in such a calculating manner, he fell white head over muddy Boots in love with her. What happened then… well, I won't go into details, suffice to say that Yennefer's plans hardly delighted the djinn, and without its cooperation she proved unable to tame it. The sorceress would surely have met a tragic end - and taken all of Rinde along with her - had Geralt not rushed to her rescue. For once, he did not need to draw either of his blades: to send the djinn packing, he had but to pronounce his third and final wish. He could have asked for anything: wealth, fame, power… but instead he asked the djinn to bind his fate to that of the arrogant yet intriguing sorceress from Vengerberg. Julian Alfred Pankratz, Viscount of Lettenhove, born 1232. Award-winning poet, playwright and troubadour. Frequent performer at the courts of Niedamir, Vizimir, Venzlav and many other nobles and notables. Alumnus of Oxenfurt Academy.
Book	Toussaint, a Duchy Out Of Tales of Fantasy and Wonder	Book or Note	When a traveler from the Northern Realms first crosses the border into Toussaint, he feels at once as though he has stepped into a land ripped straight from the pages of a fantastic fairy tale. He will know no inclement weather there, for even the winters in Toussaint are mild and sunny, with only gentle, calming breezes and not a hint of gale. He will know no hunger, for the trees and bushes of that land burst with ripe and juicy fruits all the year long. He will know no loneliness, for each and every soul he encounters will treat him like a long-lost friend. He will not find a single backwater of dullness, boredom or inquietude in this overflowing stream of marvel. In Toussaint the wine rages in torrents, music plays ceaselessly and everywhere the air is filled with the sound of birdsong and the twittering of beautiful maids, who are never stingy with their ample charms when a handsome knight comes a-calling. The capital of the duchy, Beauclair, is an

			architectural gem, full of glorious elven monuments: delicately soaring towers, masterfully carved reliefs and atmospherically mysterious ruins. Only the rare sun in a field of black, the odd gold and dark stain on an otherwise pristine edifice, reminds one that this land, this fable incarnate, is a vassal of Nilfgaard…
Book	The Wonders of Zerrikania	Book or Note	During my many travels I have seen countless extraordinary places - the primeval wilds of Brokilon, with trees so high their tips disappear in the clouds, dwarven chambers carved into the guts of the Mahakam Mountains, with walls plated in pure gold, the ice palace of Pont Vanis, adorned with stained-frost windows - yet none of these made such an impression on me as did the rightly-famed Zerrikania. Yet while I was traversing the Fiery Mountains, I feared disappointment awaited me on the other side. I had heard many a fantastic tale about Zerrikania - about its trackless sands, burnt white by the sun, its golden-scaled dragons, weaving their nests amidst the dunes, its hunch-backed horses able to survive weeks without even a swallow of water - yet none seemed to me at all plausible. I was sure all these sensations were but the figments of some bard’s overactive imagination. I know this will be as hard for you to believe, dear reader, as it once was for me - but all of the unbelievable tales are true. Not only that - during my many months of travel I came across wonders far surpassing those any prior travelogues mentioned. I saw temples dedicated to the worship of dragons. I heard their voice, almost human, but reverberating with a thousand echoes. I met warrior maids clad in leopard skins, tattooed from head to foot and giving no ground to witchers in mastery of the blade. I saw mages who channeled Power from fire. I saw seemingly harmless flies whose solitary bite would make a man fall into a deep slumber, never to awake save to die. In short, Zerrikania is a land where the fantastic is normal, and the impossible occurs daily…
Book	Naglfar: the Longship Made of Deadmen's Claws	Book or Note	
Book	The Final Age	Book or Note	
Book	The White Frost	Book or Note	One can hear Ithlinne's Prophecy whispered at every market, garbled and reused by every village witch, delved into in any treatise touching on sooths and diviners and in general saturating our common culture. We all know that "the time of the Wolf's Blizzard approaches, the Time of the White Frost" and that "the world will perish amidst ice." But few truly understand the meaning of these words. The self-proclaimed prophets who shout out Ithlinne's words mistake stars reflected in a still pond for the sky. For the White Frost is no legend or mythical apocalypse. It is a natural phenomenon that can be described in the dry yet precise language of scholarship. The renowned scholar of Thorn's studies have clearly shown that our world is not the center of the universe, but one of a thousand such globes spinning in the endless darkness of space. This space is usually described as a vacuum - yet to do so is grossly misleading, for through this "vacuum" swims, invisible to the naked eye, the White Frost. We do not know exactly what the White Frost is - perhaps a microscopic dust that blocks the incoming light of the sun? Perhaps infinitesimal particles of the sort postulated by Democritus of Ban Ard, with the unusual property of sucking up warmth as a sponge does water?

			We know for a certainty however, that, thanks to the telescopic observations of elven astronomers, the White Frost, whatever it is, has already destroyed a great many worlds. The star systems in which it appears perish into lifeless hunks of ice over the course of a few decades. Furthermore, each scholar is agreed that the White Frost will one day come to our world. Ithlinne's Prophecy, though based on magic intuition and not scientific observation, thus appears to foretell the truth. Many mages are skeptical about the theses presented here. I recommend they carry out the same experiment I have conducted in my own laboratory. Using the spell*Portus Asterum*, open a microscopic portal for three and a half seconds to the coordinates 03 31 48 90, 89 27 09 34. Yet before you do, dress in your warmest furs and ready an axe for breaking through thick ice.
Book	Notes from Undvik	Book or Note	Spring was late in coming this year. Snows stuck around till after the first apple blossoms. And not just high up the hills. Won't be a bumper crop, that's for sure. Summer was short, and fall's just started and already we've had the first frosts. Got men digging in hardened ground. They plant millet or barley, but they won't harvest much of either. Panic's setting in on Undvik. "Winter's coming," or so say the old timers huddled around their fires. Everyone avoids saying "Ragh nar Roog," as if the words themselves could bring disaster. But everyone senses the last battle's leaping ever closer towards us. To my mind, long as the giants still sleep, we've hope yet. Aye.... we've hope yet...
Book	Journal	Book or Note	More and more movement around Undvik. Port's chock full of longships and smaller vessels. News about the forge has spread over all the isles like grubs on a dead bear. Folk're coming here with their mounts. That's good for our isle. Perhaps good times are on their way.
Book	Memoirs	Book or Note	Crach an Craite invited our jarl on a hunt. Folk were afraid at first, thinking this meant the Ard Skelligers were plotting something. But Tordarrochs don't get scared without damn good reason. Rightly so - this was no ambush. The jarls killed two bears, half a dozen moose and a smattering of lesser game. During the after-hunt feast Crach announced he wanted to patch things up between Clans an Craite and Tordarroch. To seal this new brotherhood, they've planned a joint raid on Nilfgaard. This is a good sign for Undvik. This friendship will help us through tough times. And they say tough times are on their way.
Book	Guard captain's notes	Book or Note	Another scout's gone missing. Worry's not grown into fear yet, but if it goes on like this it sure will. Folk on Undvik live simple lives, but ones full of bravery. They don't scare easy. But those strange signs that've appeared near the old elven tower - they're ill omens, that's for certain. First to disappear were these two fishermen who tied off to the coast in a storm and decided to wait out the squall near the tower. Next a scouting patrol, five warriors strong, disappeared right around there. Jarl Tordarroch sent his strongest men out to look for them. And they never returned either. They say it's all the fault of Tor Gvalch'ca. And I think they might be right.
Book	Notes	Book or Note	Recently a lamb with two heads was born at Kodvig Sorensson's place. Even our eldest don't remember ever seeing as strange a thing as that. Is it two beasts or one? Where's a thing's essence lie, its brain or its heart? Don't rightly know, personally. But I do know this - when nature takes to spitting out oddities like that, it means trouble for the lives of men sooner rather than later. The freakish lamb (lambs?) didn't live long. Let out a last howl at dawn, then the old sheephand burned the body till it was fine ash, and scattered it into the sea.

Book	Warrior's notes	Book or Note	Ill news has come in from the south. Hambald One-Eye's expedition was ambushed in Adaria Bay, off the northwestern coast of Nilfgaard. Admiral Shirac's fleet surrounded two longships. But he took no prisoners. They all died. No one surrendered or asked for mercy. Witnesses claim it all went down in absolute silence. Only sound the clanging of weapons and whistling of arrows. Didn't even scream as they died. I'm sure you're thinking, "If no one survived, you couldn't know all that." Aye, I can. Last week a patrol of our lads came across the Black One's ship. They couldn't attack, but at night they snuck aboard and loosened some tongues. Turned out the sailor they pushed up against the fire had taken part in the battle in the bay. Told them everything. Thanks to him the skalds will sing praises of Undvik's warriors' heroic deeds till the end of time.
Book	Notes	Book or Note	That crazed fool Madman Lugos' men have raided a village on Undvik's eastern shore. Hit them by surprise, then hid, the cowardly dogs. Must not have wanted Clan Torrdaroch's jarl to discover the truth, because they covered their tartans with soot. Didn't expect our guard to be on the look out and for our folk to put up resistance. Four of ours died, two of theirs. Clearly Lugos has gotten bored of raiding the Continent and is looking for loot closer to home. One thing's certain: if it's war he wants, it's war he's gonna get.
Book	Nilfgaardian orders	Book or Note	
Book	Yennefer's diary	Book or Note	
Book	Intelligence report about Ciri	Book or Note	Vale, Our man in Velen says time is short. Someone's on his trail. Soon he will have to wipe all his tracks and change covers. Which would mean no contact from him for quite some time. His intel on our person of interest is highly worrisome. Despite our best efforts, we've no new information about said person's stay in Novigrad. Contacting Triss Merigold must be priority number one. The mood in the city is tense - we must tread carefully. The site of the catastrophe in Skellige cannot be examined any more closely. The locals do not let anyone near it. Clan an Craite controls those lands. Your Humble Servant, Vattier
Book	Unfinished war chronicle	Book or Note	
Book	The mage Alexander's notes	Book or Note	
Book	Vserad's journal	Book or Note	
Book	She Who Knows	Book or Note	Folk say they were four at first. The Mother, She-Who-Knows, the Lady of the Wood, came here from a faraway land and since she suffered terribly from loneliness, she made three daughters out of dirt and water. A long, long time ago the Mother was sole ruler of all of Velen. Her daughters brought her the people's requests and served as her voice. Each spring, sacrifices of grain, animals and men were made to the Lady of the Wood on her special night. Yet as the years passed, the Lady of the Wood slipped deeper and deeper into madness. Her madness eventually spread over the land - men took to abandoning their homes and setting out into the bog, where they became food for beasts. Before long, Velen was drowning in blood.

			The daughters saw their land nearing destruction and took it upon themselves to save it. When spring came once more, and with it the night of sacrifices, they killed their mother and buried her in the bog. Her blood watered the oak atop Ard Cerbin, and from then on the tree grew wholesome and hearty fruit for the people. As for the Lady's immortal soul, it refused to leave its beloved land and so the sisters imprisoned it. To this day it lies trapped beneath the Whispering Hillock, where it thrashes about in powerless rage.
Book	Brother Adalbert's bestiary	Book or Note	Each beast herein described in two manners ye may hunt. Either seek ye tracks, follow and strike the foulness wherever in its wild ye find it, or lure it to a chosen place and engage it there in advantageous battle. The latter poses less risk, for the hunter exposes no chance for an unexpected fight. Note, however, that to lure a beast into a trap, first its tastes and behaviors ye must know. As for forktails, bait them thusly: pound a stake in the sOil, bind a goat to it, then hide ye in nearto shrubbery posthaste. The beast, lured by the caprine odor, will without fail soon come. If it is a griffin ye seek to slay, take ye buckthorn from deep water. The mighty stench of this herb is to griffins like fresh-roasted meat of the primest sort, and so come they will forthwith, though faraway they might be. Turning to drowners and water hags, it is known to all and sundry that fish and rotting mollusks are their loves, and as for trolls, common hooch is their weakness.
Book	Angrily scrawled notes	Book or Note	What am I supposed to fucking die for? Temeria? Da died for that, so did my three brothers, and what'd that get them? Fuck all, that's what. Not even a decent burial. Da always said a wise man learns from others' mistakes, so here I am, learning from his - and instead of dying for Temeria, I'm going to rob those who killed Temeria's sons. We've pitched a camp, got us a great spot, middle of the woods, near that old mill. Now we're all set to go out on our first raid.
Book	Spy's notes	Book or Note	15th day of observation (23rd of Birke) Back in the camp. Brought in heaps of plunder, mostly Armor and weapons, but this time a sealed chest, too. Towards dusk a man delivered rations of food. And drink. 16th day of observation (24th of Birke) Messenger arrived in the camp before dawn. Caused quite a stir. They immediately organized a group to transport the chest. After dusk I'll try to track down where they carried it to. 17th day of observation (25th of Birke) Didn't move the case that far away, just to the abandoned hut near the old mill. Set up a watch, so I wasn't able to get closer. 18th day of observation (26th of Birke) Every man in the camp has been drinking since yesterday afternoon. If we attacked now, we'd obliterate them. Too bad the commander only sent one man (me) to this outpost. I'll try to sneak in tonight. If fortune smiles on me, perhaps one man will be enough.
Book	Soaked letter	Book or Note	To His Excellency Velerad, Lord Mayor of Vizima, Your Excellency, we can wait no longer - the scouts say the Black Ones are already readying their siege equipment. If you wish to escape with your life, please present yourself at the Vizima Temple Quarter sewer entrance tomorrow at the crack of dawn. There is not much room on the boat, so take with you only your closest family and most valued treasures. I shall provide a few men to act as a guard, but not too many, for I do not wish to attract unwanted attention. We shall sail through Blacksol, Stoonwar, White Orchard and Charske. From there we shall continue on horseback.

			-Yannick Delen P.S. Do not tell anyone about your flight. We do not wish to arouse panic.
Book	Inexpertly written letter	Book or Note	You gotta give up this madness, Morgen. Mum's beside herself, saying that's not becoming of a Temerian, stealing from innocent folk. Bad enough you deserting the army like that, but to take to robbing... And how're you even sure you aren't hurting our own by accident? What happens if you and your mates make a mistake? You ever think about that? No, you didn't, ever since you were a lad you always acted first, thought later - or never. But you ain't a lad no more, so put an end to this reckless adventure and head home.
Book	Scrawled notes	Book or Note	Things are going better and better for us. We've pitched camp in the heart of the forest, near the old mill, and have already done quite nice for ourselves. Folk are poor, so they say, but squeeze them and something always pops out - sack of grain here, a few crowns there. Not bad for easy work, certainly better than the army. At least we've got something to fill our bellies, and the risk that we'll pay for this all with our lives, well, it's still less than when we were charging the Nilfs at Natalis' orders.
Book	Cultist's notes - part 1	Book or Note	The road to purification leads through pain. Whosoever shall read my notes, know that we have found liberation. The Prophet teaches that the pox was sent by demons, and the gods have turned from us. The only way to cleanse the disease is to placate the demons. To conciliate them, by doing what they ask of us. The gods have turned from us. May our new lords be praised through all eternity.
Book	Cultist's notes - part 2	Book or Note	The road to purification leads through wailing. Who will mourn beggars? They are bOils on the world's backside. Who will weep for the rich, puffed fat on blood sucked from the poor and depraved by their coin? The pain of my wounds is unbearable. Thick pus pours when I scratch my scabs. May it thus be so: I shall inflict pain for the pain given me, and take life for the life taken from me. My lords smile on throaty howls, so I shall level rich with poor - they will all scream alike.
Book	Dead soldier's letter	Book or Note	Gustav, I’ve got something to ask of you. I've come into the possession of quite the stash of valuables. Don't ask how - modesty prevents me from trumpeting the heroic deeds I performed in the fight for our beloved fatherland. At any rate there's so damned much of it that there's no way in any hell I'll carry it back on my own, so I’ve put everything in a chest and buried it on the beach, at the base of the cliff with the two burned-out huts on it. You know, we'd go crayfish hunting there, remember? So here's what you’ve got to do: grab a wheelbarrow, throw a shovel in it and take it to the beach - but make sure no one sees you. We'll load the treasure and sell it all in Vizima - and split the earnings fifty-fifty, like family should. See you later. And remember - not a word to anyone! Johenn
Book	Recipe	Book or Note	Cut open belly. Pull out offal and wash. If the liver's wrinkled, toss it. Cut everything into small bits. Toss in bOiling water. Break the bones, extract the marrow. Add. Simmer. Throw in onion, carrot, beans, marjoram. Eat. Eat. Eat.

Book	Fridebjorg the Bloody	Book or Note	Jarl Bodvar took the lovely Fridebjorg for his wife. They lived many long years together - but when Bodvar's hair turned gray and his skin became covered with wrinkles, Fridebjorg still looked the same she did the day they got married. Only her eyes, which were black as coal, revealed her true age. At first everyone took Friedbjorg's ageless beauty to be a sign of the goddess Freya's favor. Yet nothing could be further from the truth. One day Jarl Bodvar returned early from a raid and discovered his wife had been kidnapping and murdering young girls, then bathing in their blood. The blood of the innocent maids washed away all signs of aging, changing when it touched her body into a thick, black fluid that smelled like rotting innards. When the jarl saw all those girls hanging from their legs, their throats slit, he flew into a rage and set fire to the castle. He stayed inside as he was burned alive - along with his cruel wife, all his retinue and his servants. But to this day you can still hear cries coming from the castle's ruins - as if Fridebjorg had never stopped her murders...
Book	Message	Book or Note	Njall, We hid the treasure, and hid it good - no one's gonna find it, not in a million years. Writing exactly where and how would be plain foolish. So let's just say it's high time you return to our old puffin hunting grounds. Soon as you join us, we sail to the Continent. We gotta to hurry. They say Jorre swore to the gods he wouldn't rest tell he's found us, flayed us and took back his treasure. Hypocrite bastard. He could have split it evenly, like we first agreed. But no. He wanted to cheat us. And then got what was coming to him. Fucking weasel. -Vrogg P.S. When you get there, keep your sword at the ready. Those are dangerous waters.
Book	Bandit's notes	Book or Note	What's that, dear papa? You're kicking us off the family plot? Your younger sons are good-for-nothings who deserve a mess of porridge at most, you're gonna give Joefler everything, and we're to go make our own sorry way in the world? Well, we went, papa, we went - and now we've our own plot. Sure, might be a hill barely sticking out of the bog, a few trees and some rushes. No crops will take here, but we don't mind. There was no room for us in the fields, so now, well, guess we'll just never touch rake nor hoe ever again. What's that you ask, papa? How we plan to live? I'll tell you. We've never met with much good from our fellow men, so we've decided to repay the favor. Either they'll give us what we want, or they'll end like you, papa, you and your dear Joefler. With a knife between their ribs.
Book	Letter	Book or Note	Baby Brother, I got your letter. The children are healthy, thank you. Little Racleath's not so little any more - he's almost tall as my shoulder. Kit's sweet as ever. But enough small talk. I'm so glad you were able to return to your own home! I'm worried, though - are you sure those pirates have gone away for good? Best have eyes in the back of your head and don't burn any lights at night, so that no one cruising the coast can spy you. -Your Lessica
Book	Unsent letter	Book or Note	Boss, we've looked and looked for that Queen Zuleyka's treasure, and what've we found? Fuck, beg your pardon, all. Though we have mighty enjoyed eating our fill of the oysters we fish off of the bottom. You sure that map's the real deal, boss? Not some counterfeit? Cause it seems to me that sailor cheated us. But we'll keep looking around, till something eats us, or till you give us other orders.

Book	Pirate's notes	Book or Note	Yesterday we found a silver basin and a ruby brooch on the bottom. Means Queen Zuleyka's treasure really is somewhere around here. Maybe in the hold of one of the wrecked ships off the west coast - but we can't check them at the moment, waves are too high. We'll have to wait till the seas calm. We're pitching camp.
Book	Pirate's notes	Book or Note	What a beaute of a ship we're gonna have! She's going to be as yar as they come. True, that masthead the shipwright carved looks more like a sea cow than a buxom siren, but that's a minor detail. Question is, will the lads be eager to set back out to sea? Some have made a nice little home in a hut nearby. I half expect to turn around and see them planting turnips and milking goats. Each according to his own, I guess - but it's a pirate's life for me.
Book	Unsent letter	Book or Note	Boss, send us a few more hands, will you? We're awful short of help. Yesterday Dante and Marik went into the woods and never came back. Don't know if they legged it or if something jumped them... But if even half of what I've heard about Velen is true, chances of the latter are mighty high. No doubt you don't believe those tales... But we found human bones in a firepit. Cut lengthwise, as if to take the marrow out. Cut with a knife, and not a claw, you understand? Connect the dots yourself. To my reckoning, we should get the blazes out of here soon as possible. I know we're waiting for a new ship, that there's this ploughing treasure... But I'd rather sail out on a barn door and live in poverty than sit in this accursed bog one day longer.
Book	Unsent letter	Book or Note	Ahoy, Gregor! Did you hear they chased the pirates off? It's true! Not a trace of pirate left, save for a few fresh graves and some bloodstains. The shipyard's more or less in the same state we left it in - meaning everything's about to collapse, but holding up for the time being, and the tools are all rusty, but get the job done. In a word, you can return - just for the gods' sake, don't go south, for some other bandits have pitched camp there. Nature's a whore for vacuums, or however that saying goes. It'll be just like the good old days, mate - the crashing of waves, singing of seabirds and the stink of pitch smeared over hulls. So whaddaya say? Will you come back? -Simon
Book	Smuggler's notes	Book or Note	Those were the days. You'd smuggle a few bottles of hooch into Oxenfurt, hang out near the dormitories selling it to students, you'd come away with a hefty sack of coin and they'd have their spirits fortified for study. Then along came Radovid, shut down the university, chased the students off and put up ballistae on the riverbank to shoot everything floating the Pontar, swans included. But there hasn't been a dark-cloud yet that didn't have a silver lining. Yesterday I saw our brave soldiers sink a merchant vessel. Went straight to the bottom along with its entire crew - and its cargo. A shame about the men - but it would also be a shame if all those goods went to waste. So me and Martin will fish them out, dry them off and then sell them - and maybe at last I'll have something to put in my pot.
			Nothing quite like war! The Redanians and Nilfgaardians are at each other's throats, and no one pays a whit of attention to us. We can rob, raid and kill till we get bored of it - which'll never happen.

Book	Pirate leader's notes	Book or Note	Usually I never set ashore near populated places, but this time we had no choice. Our boat started taking on water after the last storm, we had to drag her onto dry land for some repairs. We were ready for a fight when we stepped onto the beach, but no one even tried to chase us off. Sometimes one the baron's blowhards come to us, but taking care of them's no trouble. Since we're not in any particular hurry, I've decided to build us a new vessel instead of patching up the old dinghy. Why not? Best take advantage of the turmOil while it lasts. I hear there's a boatyard nearby - that'll do just fine. And while we wait for a new ship, I'll send men out to look around for Queen Zuleyka's famous treasure. If it's worth a tenth of what I've heard, we'll all be rich. Well, I will, at least.
Book	Pirate's notes	Book or Note	I know it ain't normal for a pirate to complain about violence and plundering... but for fuck's sake! There's no stopping these soldiers! Baron must've tossed them out of his castle because they were too much, even for him. Not a day goes by they don't rob or beat somebody. We've cut down three of them already, but that hasn't discouraged the rest one jot. Gonna have to wipe them out or change hideouts, because frankly I didn't become a pirate to be the one getting assaulted!
Book	Bandit's notes	Book or Note	Nilf bastards must have coin coming out of their arses. They buy every peasant I capture, no matter if he's lame, cross-eyed or dumb as a rotten stump. Never haggle, neither. They need folk for the silver mine, they say, and no one ever lasts more than two months there anyway, so every hand helps. Fine by me. Business is good. Only thing worrying me is that soon I'll have caught all the peasants around, and then who'll I sell?
Book	Sodden note	Book or Note	Dear Vessy, We couldn't afford to pay for ourselves and Patrick, so we've sent the young lad to you. I know things're tough your way, too, that you've three tykes of your own - so know that if I didn't have to, I'd not ask this of you. But here in Velen... well, you wouldn't believe it if I told you. Please care for Patrick like your own son. We'll come back for him soon as the war's over. A thousand thanks. Hanna P.S. Patrick's got a sack of coin in his bags - enough to pay his guide what we agreed on. You shouldn't have to add anything of your own. P.P.S. Patrick's afraid of the dark. If you can, leave a candle burning by his bed.
Book	Unsent letter	Book or Note	Dear Ainslee, Sure, we lost our house cause of this war, aye, we've done some wandering, and yes, we almost died of hunger a time or two, but it seems the gods haven't abandoned us after all! I thought we were done for, that we'd die in those swamps - and here we've run into a camp. I walked up real careful-like - folk've chased us outta more than one village already - but this one was empty as can be! Tents, barrels, but not a trace of people. So Macros and I decided we'd stay here, for a while, at least, wait till the war ends. Perhaps Velen's not as bad as they say? Your Borias
			Melitele bless ye, Nittel!

Book	Unsent letter	Book or Note	Listen, Nittel, that little case you gave me to transport... was there anything of value inside? Because thing is, I had a bit of an unfortunate work accident and... well, the blasted case fell in the water and I couldn't spy it for the life of me. I tried to fish it out, but some devil must live on the bottom there, cause every time I tossed my net, I'd catch a snare. Maybe there's, I don't know, some way I can repay you? A discount on your next shipment, maybe? Sincerely, Willich
Book	Unsent letter	Book or Note	To The Most Great And Honorable Sergeant Cahwry var Llechyn, Esquire, You asked me, My Good Sir, to reckon how many lads I could drum up to work for the Empire's glory. So here's my reckoning. First off, Your Esquire's gotta know that I can scrummage up a few hayseeds from Claywich whenever you want, but that's what I'd call second-rate goods - geezers and squirts, mainly. But if Your Excellency thinks he can find use for even dregs like that, send us a messenger and within a week's time you'll get a transport full of them, trussed up like coneys. I've also had a word or two with some soldiers who quit the baron's service after he got soused one night and jammed a hot poker in one of them's eyes. They've pitched two camps, one right next to the castle, the other near Velen's southern border - and as I'm sure Your Wondrousness has guessed, they're looking to make some quick coin. So if Your Most Reverend Sir can send us a few crowns as a deposit, why, we'll get to work on the double-quick and send you the prettiest dames and hardiest lads in all of Velen, maybe even in all the North - a hundred, two hundred, how ever many of them The Great Sergeant wants. Your Humble Servant, Dalegor.
Book	Trader's notes	Book or Note	I'd always thought myself a simple trader, a man who buys here and sells there, and makes a bit of coin for himself in the doing. But yesterday I learned I constitute what's called a "strategic risk," and so cannot cross the bridge the Redanians control. Who knows what I have in my wagon, the sergeant said, maybe I'm smuggling weapons, maybe I'm carrying spies' reports? When I said they'd nothing to fear from my bundles of cloth and lace, and that the only letters I'm carrying are from my dear wife, the sergeant slapped me across the face with his glove and ordered me to, and I quote, "fuck off," or else I would soon "be seeing more stars than many an astronomer." As you can see, eloquence and good manners do not seem to be subjects of much importance at the Redanian officers' academy, though one must admit the soldier did display a certain amount of linguistic creativity. Well, life goes on. I've hired a few mercenaries and a guide to help me ford across the river near the bridge. Once across, I'll blow that sergeant a kiss and continue on my way.
			Read close, mate. Lady Caroline's hanged herself. Tragic love affair, something like that. Some gallant gent stole her virtue and then split, her belly started swelling and, well, tragic results. But enough about that. Let's get to the meat of the matter. I helped prepare her for her funeral - and I'm telling you, the shite they stuck in her coffin! More riches than in a Koviri vault! I'm telling you, you couldn't even see the body for the glare coming off all that silver and gold!

Book	Soaked letter	Book or Note	So I'm thinking all those baubles won't be one prick's lick of good to our dearly-departed lady in the afterlife, whereas you and I, why, we could put it to fine use in the here and now. So perhaps we should lighten her coffin a little bit, so as nothing goes to waste? Thing is, I can't go anywhere, but you, you're a free man. So grab a shovel and head out to the swamp graveyard. Start digging where folk have laid out fresh flowers. Then we'll meet up and split everything fair and square... half for you, half for me. Deal? --Pauli
Book	Highwayman's notes	Book or Note	The baron said we'd die of hunger in a week if we left his service. That he'd already looted all the peasants in Velen bare, and there weren't nothing left for us to steal. Well, he might've been right about that... but there's still the peasants themselves, and in Nilfgaard they're fungible goods. We've already broken bread with a fellow who rounds up men for the Black Ones. We threw him a few hayseeds we'd found wandering the woods - he paid top coin for each and told us to keep them coming. So we're preparing a manhunt the likes of which Velen's never seen. Like any proper hunting party, we've split into two groups. We're camping out here, while the rest are west of Crow's Perch. We'll go at the same time, from two sides, so none can run away. Funny, aren't they - life's surprises. When we were with the baron, we thought the peasants worthless dung. And here it turns out each one's a bill of exchange, just waiting to be turned in for gold.
Book	Unsent letter	Book or Note	Dear Elke, Thank the gods fools believe in them! We've made good use of that fact twice now. Firstly, when we stole that load of silver from the temple. No one was watching it - because who would be brave enough to risk the gods' wrath by desecrating such a holy place? And then we hid it all in ruins said to have been cursed by the elven gods. No one goes near there, no one even looks at them too closely - so we didn't even really have to hide it, as treasure's safer there than in the Vivaldi Bank. We'll spend the night in the woods, then I'll ride to Novigrad, find a buyer for the whole stash. We're going to be rich, Elke, rich! And maybe then I'll throw something in the plate, a token of my gratitude to superstition and stupidity! -Your Edgar
Book	Dirt-smeared letter	Book or Note	Son, I'm telling you for the last time, give up that diving nonsense, or one of these times a sea devil's gonna drag you to the bottom and that'll be the end of that. Besides, you could dive down into that water day and night and you'd never find any wrecks - the battle against the pirates was long ago, and the current's strong near the shore, so their ships have been swept far out to sea by now. You wanna get rich? Go raiding like the other lads, and cut out this tomfoolery. -Elsa
Book	Mysterious note	Book or Note	Keep an eye out for castaways. Lone travelers. Drunk warriors. Bring them to me, to the cellar. The Ancient One craves blood. Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.
			Gunnar, You don't go climbing to the top of that tower, you hear? Don't try to be a hero, no one's gonna sing about a bunch of bandits anyhow.

Book	Highwayman's letter	Book or Note	I heard there's a witcher snooping around the isles. I'll try to get him to take care of it. We'll figure out how to settle his bill once he's done. A dagger between the ribs, that sounds like fair pay. Till then - sit on your arse and wait. And if the howling gets to you at night - stick something in your ears. --Kvegg.
Book	Itinerant merchant's notes	Book or Note	Praise be to Freya, Our Great Mother! They said the road was fraught with danger, that sea devils awaited any who traveled it, that a bandit lurked behind every tree. But I sacrificed a lamb to Freya and donned an amulet made of falcon feathers - and lo and behold, I traversed the entire isle without so much as drawing my sword! And did some damned fine trading along the way - packed my chest so full of silver and other treasures that my back near snapped setting it on the wagon. If everything goes as planned, I'll be home by tomorrow around sunset. I owe the goddess mightily for the tender care she's taken of me!
Book	Letter from an alchemist	Book or Note	Dearest Sir Robert de Mere, Thank you for sending a bill of exchange in advance, and for your understanding - if I gave out advice for free, I'd very quickly run myself out of business. You wrote that your son went missing while on a voyage - and that near the place where he was last seen there now lurks a nekker who wears a tattered shirt with your son's monogram sewed on it. You asked if it is possible that this nekker was your son, transformed by some spell. After consulting the relevant literature, it pains me to inform you that your hypothesis is highly improbable, and there exists a much simpler and more likely explanation. Contrary to popular belief, nekkers are a sapient species. Like forest trolls, they will at times decorate themselves with pigment or scraps of human garments. One can with some confidence surmise that this nekker killed your son, tore up his shirt, and then put on it or some fragment thereof. While that is most likely the case, one cannot be certain. Though I have not heard of any curse capable of turning a man into a nekker, I cannot rule out the possibility of its existence. In order to find out if the above-mentioned nekker truly is a creature born of a curse, the tattered shirt it wears must be taken from it, cut into shreds and burned. The shirt's ashes can then be mixed with dimeritium dust. If the resulting substance changes color, it will confirm your hypothesis. If the experiment I described returns a positive result, please write me. I would gladly undertake further examinations meant to find a way to lift this curse - for additional payment, of course. Greetings, Klaus Kellerman, *Magister Artibus Oxoniensis*
Book	Crumpled letter	Book or Note	Dear Sir, You were kind enough to share with me your doubts concerning the contract. You made it clear you believe it impossible for a man to turn into a nekker. You even drove the point home with a humorous comparison, saying, I believe, "same as a pig won't turn into a horse, not even if you strap a saddle on it and call it Black Beauty." It is entirely possible that you are right. But if there exists even the shadow of a chance that my son has been imprisoned in the body of that monster, that some spell or curse has done this to him, then I will not rest until I try every possible way of helping him.

			That is why I would ask you to refrain from further attempts at humor and keep your doubts to yourself. Instead, channel those energies towards doing the job for which you shall be paid. Catch the nekker, and collect your gold. The rest should not interest you. Respectfully yours, -Robert de Mere
Book	Orders	Book or Note	Corporal, I do not care whether you think your position is defensible or not. Nor should you. Your orders are clear: hold the port. Now carry them out. Let me remind your that your opponents are neither soldiers nor partisans, but starving peasants with raised pitchforks looking to pillage a bit of grain. Their numerical advantage means nothing. Maintain discipline, do not break formation, and victory shall be yours. May the Great Sun guide you, -Lieutenant Mwawr Dyffrin
Book	Blood-covered letter	Book or Note	Dearest Sweetiekins, It's horrible, what you wrote me. How are you and a few others supposed to hold off an enraged mob? They should either send more men or let you retreat. Tell that to those brilliant generals of yours! High time someone talked some sense into them. You might only be a Corporal Treasurer, but if you lay it all out to them calmly, I'm sure they'll listen to reason. Be careful out there, sweetie. Always wear a helmet to battle and put on those thick socks I sent when you go to bed. From what I've heard, it's always cold and rainy in the North, so remember to look after your health! -Your Dweffren P.S. Darling, do you think you'll win the war by Midinváerne? My mum wants to come visit.
Book	Map fragment	Book or Note	
Book	Map fragment	Book or Note	
Book	Letter from a pirate leader	Book or Note	Barnim, We've taken the shipyard. Shipwright didn't want to cooperate at first, but I knocked a few of his teeth out and he changed his mind. But I could break his ribs and put a torch to his feet, and he still wouldn't be able to build us a boat out of sand and reeds, so you'll have to go south and bring back the following: --a yew for the mast, forty feet, straight as an arrow --five thick oaks to cut into boards --three barrels of pitch --a hundred feet of thick rope. I want to sail out on another raid as soon as possible, so don't bitch and moan, just grab your axes and get to work. Or else I'll try my some of my methods of persuasion on you, too.
Book	Slavers' notes	Book or Note	

Book	Highwayman's notes	Book or Note	And they say crime doesn't pay! Ha, never heard greater fucking rubbish in my life. It pays like fucking mad! We took so much loot from that old sod that we won't drink it all up in a year's time, not even if we down Mahakaman spirit like it's water and chase it with dry white from Beauclair! Some might blather nonsense about the gods punishing us and whatnot, but I'm to old to believe in fairy tales. Well, next stop - Novigrad! We'll sell what we took and live like kings!
Book	Alchemist's notes	Book or Note	Jester had one task. ONE. To write incantations on the ribbons used in creating the golem. And what did he do? Made a dog's dinner of it, of course - and as a result, instead of a guard we have a murderer walking our lab. And I asked, "Did you double check the incantations?" "Oh, aye, yessiree.""Are you sure?" "Sure as shooting, aye." And yet the results prove otherwise. To think that I could have had one of my students do it instead of that imbecile... We've barricaded ourselves in, but he'll get us, it's only a matter of time. At least I can dull the horror of my last minutes with fisstech - prime quality stuff, at that. We would have garnered top coin for it... had Jester not been a complete, and probably illiterate, idiot. Well, guess I didn't have many years left in me anyways, and better to go out with a bang than to die slowly in a hospital. So I suppose it's *va faill*, cruel world!
Book	Blood-smeared notes	Book or Note	Note to self: Small isle with ruins or a bridge built of red brick - that's the spot. Traces of a camp left on the isle. Will need to dive down among the submerged ruins. Chest visible among them.
Book	Unsent letter	Book or Note	My Dear Helke! Remember when you said, "Izbor, don't you go robbing folk, the gods don't like it, and besides, only refugees on the roads these days, and they're even poorer than us"? How you were cross that I shirked working in the fields and didn't bring a scrap home to put in the pot? Well, you are gonna have to eat those words, my dear! Gobble them all up, with a hearty slice of humble pie and some baked crow on the side! Yesterday we cornered this merchant. And not a Gors Velen or Brenna man, but from Nilfgaard itself, you see? From the City of Golden Towers! Didn't speak much Common, but enough so's we could understand each other. He said he was carrying some goods to the Black One's camp. We took everything he had, and I'm telling you, Helke darest, you've never seen so many crowns in your life, nor could you ever hope to count that high! Now we're going to rough him up a bit more to make sure he hasn't hid some of his gold or goods. Once we cut off his thumbs he'll spill the beans about any extra treats stashed in the soles of his Boots, and once Mirko scalds him a bit he'll tell us about the precious stones he's got sewn in the feedbag. Might tell us a great many such things of interest, in fact. You never know just what till you try. Tell the young'uns Da's gonna be home soon. That he'll bring them toys and treats and they'll eat so many honeycakes their tummies're gonna burst. For you, Helke, I'll bring a silver necklace and brooch. Because while you can be awful cruel atimes, I still love you, you naughty bint. -Izbor P.S. Throw on that nightshirt with the lace and red beads for my arrival. And color up your kisser somewhat.
			They say you can't catch an elf in the woods. Oh, you can, in fact. You just gotta try real hard. We've got living proof in our camp - a Scoia'tael archer. I thought we'd eliminated all those vermin after the last Nilfgaard war, but it seems we missed some.

Book	Bandit's notes	Book or Note	I'd rather hang the long-ears right off. Well, maybe after a couple days of torture, but still, hanging's what he needs. Thing is, Cula says as long as we have him alive and in our camp, the other Squirrels won't attack us, outta fear we'll kill him before they can stop us. I listened to his advice - and so far I don't regret it. Used to be an arrow'd come flying towards your arse every two steps, now it's dead quiet. That elf stays calm, doesn't eat much, and when you get some vodka in him, he even sings in that language of theirs, pretty good, too. "Bl’oede dh’oine, aespere evellienn,” or something like that. Must be about flowers, sunshine - they love that shite.
Book	Scoia'tael note	Book or Note	Dh’oine have captured Cerbin. They keep him on a leash, like a dog. Two bandits guard him constantly, so I cannot attack, or else they might hurt him... And I have no intention of negotiating with dh'oine. But Cerbin has a good head on his shoulders. The dh'oine force him to drink alcohol, make him sing. He then insults them or calls out to us in Elder Speech. His voice carries over the swamps, so we hear every word. We know these humans' routine. We know when they change watches. What weapons they have. I take note of it all. When I know enough, I shall strike. Quickly. When they are not expecting - and where it will hurt the most.
Book	Crumpled letter	Book or Note	Janne, Come back to me, I'm begging you. Each day's more dangerous than the last. There's strange men lurking outside the house. Watching me. Carrying weapons. I'm afraid they know something about our stash of valuables and are waiting for a chance to rob us - or worse. I remember what you wrote earlier. That you can't abandon your post now, that they owe you back pay, that if you don't wait, the coin's gone for good. But what would you rather be - a rich widower, or a poor husband? Your Halley
Book	Bloodstained document	Book or Note	I've stopped the bleeding. I need to collect my thoughts. I could go for help. There's a village not far, I can hear dogs barking. But people would see what uniform I wear. They'd ask what I was doing in the swamps. They'd figure it out. They'd take everything, maybe kill me. This is Velen, after all. I've lost a quart of blood. Maybe more. If the wound is still clean come dawn, I should pull through. I'll leave at daylight, maybe then the drowners won't attack. I'll bury the treasure and head to Novigrad. Should be able to find a decent man there to patch me up. Someone who won't ask questions. Who doesn't care if you're a deserter. All that's left to me now is to pray that no one sees the tracks I left. That they don't follow the blood trail and find the treasure. But no one will come through here. I hope. Everything will be fine.
			My dear papa, The wedding's over. It's done. It didn't all go exactly like I'd imagined as a little girl, but, well, you always taught me to make the most of what I've got. We're traveling now, so I'll send this letter as soon as we arrive. I'll start with what I'm sure interests you the most - financial matters. As I'm sure you've noticed, a few crowns have gone missing from your lockbox, the cupboard's a couple silver plates lighter, and your jewelry box isn't near as full as it once was. I took it. As my dowry. No doubt much less than you'd have given, had I but found myself a "worthy partner," but, tough, that's life.

Book	Unsent letter	Book or Note	Kurt – or, as you like to call him, "that good-for-nothing bare-arsed lazybones" - is now my husband. And your daughter's precious purity, which you cared about more than her feelings, tears or pleadings - well, it's only a memory now. We'll soon arrive at our destination. Naturally, I won't tell you where exactly that is - just in case you get it in your head to come visit. Wherever it is, know your silver will be enough to set up a nice home. That's important - because I'm expecting a child. Are you glad? I doubt it. You always said poor matches only produce mutts and scoundrels. So it's a good thing you'll never have to see this one. Your little girl, -Jeanette
Book	Crumpled notes	Book or Note	I always said Musky was a clever pup! He understands more words than quite a few men. He can do all sorts of tricks - sit, roll over, and if you give him a scrap of bacon, he'll even shake your hand. But today, why, he's outdone himself today. I look, and there's Musky, running in from the field carrying something in his mouth. I think, "Maybe it's a hare, and I'll be able to whip up a stew, sell the fur?" But no, it was a sack. All covered in blood, so no wonder he sniffed it out. I look inside... and inside there's a Key. A little one, all engraved and ornamented, like it fits some fancy chest or box. So I think, "Maybe there's treasure hidden hereabouts, and that's what this Key's for?" So I think I'll go for a walk, see what I can see. If I find it, I swear to Melitele, Musky's going to eat nothing but veal for the rest of his days! That blood on the sack's got me a bit worried, though... But I'll take a thick club with me, so if anything pops out of the bushes, it'll get a thumping. You don't live but once, so you might as well take some risks, I always say!
Book	Marauder's notes	Book or Note	Last week the three of us grabbed this traveler. Looked like the kind of cowardly fuck starts shitting his breeches at the first sight of you. But seems looks can be deceiving. Bastard started waving a sword, cut my ear off and sliced Olaf's arse so deep he's got an extra crack, except the new one's horizontal. Then he smacked Ivar in the forehead with the hilt. Poor sod's still dizzy. We snuffed him in the end, of course - every fellow's doomed when he's outnumbered. But it turned out he had a handful of coins in his pouch, a copper ring on his finger - and that's it. We lost out on that robbery - paid more to the herbalist for patching up than we took from the whoreson. So afterwards Olaf said, "Why the devil risk our necks waiting around for travelers, when gold's literally sitting right under our feet - buried with the dead?" A corpse can't defend itself, so the risk of injury's nil. No need to wait around all day till someone walks by - there's already a couple dozen someone's waiting for us, lying in their graves, each one marked out like veg at a grocer's. So I gave it a good think and concluded Olaf's talking sense. So starting tomorrow we're going to stay off the roads and do our looting in the graveyard instead.
			Soldiers have come. Whether ours or there's - don't know. Don't really matter anymore. I heard them riding down the road. Hid. Nailed the door shut. Maybe they won't get in. They spent the whole night killing and raping. I saw it all through the cracks in the wall. Bit my finger to the bone trying to keep from screaming. Don't know if anyone else managed to hide. Maybe not. I saw them drag Antosh out. He had hid in the fields, next to the haystack where he'd stashed his things. They flailed him.

Book	Crumpled notes	Book or Note	They've heard me. Know I'm in here. I didn't open up when they pounded. I thought they'd burn me out, just like they did those who hid in the granary. Then they got on their horses, rode off. Quiet, now. All I can hear's the flies circling the bodies. I tried to knock open the door. Open the window. Dig myself out. Make a hole in the wall or the roof. Nothing doing. I heard people who came to rob corpses. Don't know of what, all's left is sOiled shirts and foot wrappings. I called for help. They didn't answer. Only ones who'll come now are the ghouls.
Book	Crumpled note	Book or Note	Who gets rich off war? That's easy - mercenaries. Those whoresons fatten themselves on the misfortune of others. And do they ever think to share these spOils? Or even buy a round at the inn? Or toss a fellow a crown? Naye, sir, why, of course not! A cow'd milk itself before that would happen! Or a pig would cut off a slice of its own hocks and slap it on the griddle. But as for me, I'm not the type to wait around for alms. I slipped into their camp yesternight, took whatever caught my eye and split. They'll never get me here. First of all, because I wiped all my tracks. Second, word is a griffin's hereabouts somewhere, so they'll most like be too scared to venture close. Of course, in truth there's no griffin nor any other beast more dangerous than a rat in these parts. It's all just the sort of rubbish old hags babble about to waste time while drawing water.
Book	Letter	Book or Note	Villard, you old bastard! I ken where you can drub up the coin to pay off your many debts - Velen. Now, blatherheads say those bogs ain't worth a muffled fart from a saggy sow, but don't ye believe them, mate, they dinnae ken shite from sugar! A man can make a killing there - and a dwarf can do twice as good, I'm sure. So here's the craik. While crossing Velen a week or so past, I spied a few well-dressed stiffs laying about the forest, travel bags untouched. Refugees, see, fleeing the war - and whoever flies up to them first gets all their worldly belongings. You ken what I'm saying, mate? Grab a chest, head off cross the Pontar posthaste and strip those stiffs of rings, necklaces and everything else afore some nimbler prick does! Oh, but keep a sharp axe round your belt all the while, for Velen's pure heevin with monsters. But hey, it's all in the name of a good cause - filling your pockets! Your ever-loving Gruggen
Book	Letter	Book or Note	Drabik, Listen up, you stupid git. Go on keeping the treasure out for all to see like that, we won't keep it very long at all. What, you think we're the only bandits around? Well, knowing what a fool y'are, perhaps you do, so here's me telling you - no. We ain't. So be a good little dunce and hide it somewhere where only you and me will know how to find it again. Otherwise I'll tan your arse till it's red as a watermelon. -Mettky
Book	Letter	Book or Note	Collect the goods from the same crate as usual. If you get it to the drop-off on time, you'll get the full sum we agreed to. If you get it there no later than a week after we agreed, you'll get half. If you're later than a week, you're dead. -Hugo. P.S. Don't want any witnesses. If someone notices you - kill them first, ask questions later.
			Molke,

Book	Water-damaged letter	Book or Note	I know you don't smuggle no more. That you've set aside plenty of coin and ain't interested in the risk, just wanna enjoy time with your wife and kiddies. But I gotta ask you for a favor. We gotta move one more load - and it's the last, I promise. It's a simple job, couple of chests, risk's minimal and the reward's substantial. Please, do it - if not for the gold, then at least for old time's sake. -Bert
Book	A frustrated warrior's notes	Book or Note	Just my ploughing luck! I buy myself a horse - turns out to be lame! I take a wench for my wife - turns out she's a nasty bitch. I build a house - not a year goes by and lightning strikes, burns the whole thing down. And the one time, ONE time fortune smiles on me and I return from a raid with some prime loot... A griffin flies down and makes its nest right on the summit of the mountain, right where I hid the treasure! Guess I should be happy it's not a gold fucking dragon, for fuck's sake! But so be it. Not the first wind to blow in my eyes. I'll chase it off. Even if I die trying!
Book	Short letter	Book or Note	My Dearest Master Sigvard, I have received your letter. I thus now know that you have a great many doubts regarding the contract I have offered you - and that you clearly suffer from gross Misconceptions regarding the nature of a mercenary's trade, something which, given that this is a trade you yourself profess to practice, constitutes a highly puzzling paradox. So let me inform you that a mercenary is not paid for asking questions or listing reservations, but for performing a concrete task. This task was described in simple, unambiguous words: you are to capture a siren - *alive* - and bring her to me. If you will not perform this task, you are of no interest to me. As to why I need this siren, or what I intend to do with her, that should not be of any interest to you. If these conditions do not suit you, I am sure I will find another man who will not refuse my coin. -Count de Botton
Book	Old, yellowed letter	Book or Note	Janne, As I write these words, you are six years old. I am thirty. I am in my prime, but I know already I'll never teach you how to shoot a bow, nor how to ride a horse or care for a sword. I'll never take you on a raid nor out fishing. I took a wound to my knee during the last raid. It's taken a turn for the worse. It shouldn't have taken more than a few days to heal over... but something got in my blood. Wound's full of pus, stinks. I'm losing feeling. The druids say it's beyond their help, and that I'll bleed to death if they cut off my leg. So I'm preparing for death. You're in for some tough years, lad. Our family's got a great many enemies. I've defended you against them, but now you'll be on your own. Perhaps someone will help you - and perhaps not. That's why I've had part of our goods hidden - in Old Ule's house, under the floorboards. That way no one can take it from you, no one can steal it - and you can dig it up once you're all grown. I've asked your mother to give you this letter when you start your eighteenth spring. You take that silver, son. Buy yourself a fine blade, some Armor, a horse. Raid the Continent. Exact revenge on the men who did you wrong after my death. Make me proud. I never told you this, but I've always felt it: I love you, Janne. I hope one day we'll meet in the halls of Freya's eternal green garden and you'll tell me about your life. The life I was not able to see. You have my blessings, son.
Book	Note	Book or Note	The crooked mast marks the spot - but not just any fool can find the treasure.

Book	Cargo list	Book or Note	Four barrels of salted herring -8 barrels of drinking water -3 barrels of vodka -5 barrels of whale blubber -4 bails of fur and rabbit pelts -1 chest of various treasures, worth a sum total of one thousand Nilfgaardian florens. The chest is sealed. If the seal is found to be broken upon delivery, no payment shall be issued.
Book	Notes about treasure	Book or Note	I've had enough. My father and brother think I'm nothing. All they do's laugh at me, they're always laughing. Saying my face is fair as a maid's, and I'm only fit for lying in bed with maids and certainly not for battling with men. And one day one of those cuckolded husbands is going to break my neck... True, never have had much problem securing ladies' affections, but that's not something I asked for... Marie wouldn't let me leave her bedchamber, so we dallied on till her husband, Noorhis Ironsides, and his mates came back with their lootings. I jumped into a wardrobe and stayed to listen, though it was uncomfortable as all get out. They said they'd sunk some great treasure ship by the rocks between Faroe and Ard Skellig, and that come morning they intended to go fish it out. Once they'd drunk themselves to sleep, I slipped out of the wardrobe and told Marie we should slit all their throats, get that treasure ourselves and leave these horrible isles, go somewhere better - Kovir, or even Novigrad! Marie didn't take long to convince, because her husband was a true whoreson and beat her terribly, so Noorhis and his mates are bits in a fish's guts by now, and I'm off to find my fortune. Who cares that I'm not too skilled a sailor and a storm's coming? I'll be done and gone before hit hits!
Book	Nilfgaardian's notes	Book or Note	Join the army, they said. You'll kill Nordlings, they said, you'll carry the Great Sun banner to the Dragon Mountains, you'll make the emperor proud! So I enlisted. And they sent me to Velen. If this is what the whole North is like, then I swear on all the gods, I don't have a clue why we're even bothering. Nothing but filth, clap and graves. I've been sitting here for two months. Haven't seen a single Redanian yet. Instead of fighting, they got us running errands, each stupider than the last. Now the sergeant's sent us to find some chest. Baubles robbed from the Nordlings, seems. Fell off a wagon as the transport was heading south. We've been wandering this swamp for three days now. Only thing we've found was a hole-riddled boot and a cow's skull. What a waste... but if we come back without the chest, they'll send us to the hole and deduct three weeks' wages, so we're going to keep searching. For the glory of the fatherland.
			...and then the old druid said, "If it really is wisdom and knowledge you seek, take your most valuable possession and put it in a chest. Then sail to Undvik, climb the mountain and walk the ridge. Bow once to each of the four winds, commend yourself to the gods and toss the chest into the sea."

Book	Torn piece of paper	Book or Note	Holvarg did as the druid counseled, then returned to the Sacred Grove. "I tossed the chest in the sea," Holvarg said. "But I don't feel one bit wiser." The druid replied, "That is because there are no shortcuts on the road to wisdom. Neither saying prayers nor making offerings nor listening to the words of wisemen will grant it to you. That is your lesson.” Hearing this, Holvarg flew into a rage and strangled the druid with his bare hands, then stuck his head on a pike and set it out in front of his house, so everyone would know that, while he might not be wise, he was nobody's fool.
Book	Unsent letter	Book or Note	Leif, Go round up a few pearl divers and bring them here. But good ones this time - those turds we brought in from Spikeroog drowned before they could be any use to us. I don't know, maybe that ship really has sunk too deep for any man to pull anything out of it... but it's worth a try. From what the survivors said, it was carrying a mighty hefty load of silver. -Ove.
Book	Letter	Book or Note	Fjale, I've got bad news for you. Your father's ship sank off the southern coast of Ard Skellig. Far as I know, there were no survivors. Only a few bodies were recovered. They were already blue and bloated. I could only recognize Jovik by his tattoo. I'll do what I can to prepare the body for the funeral, but brace yourself. It won't be a pretty sight. I know what was on that ship. Everything you had. So if you need to borrow some coin, don't hesitate to write. Your father and I were bound by blood - I'll never refuse you help. --Varlind
Book	Letter	Book or Note	Juenner, Of course you can stay with us! What kind of question's that?! Come, bring the whole family. War hasn't struck here yet, we've got plenty of food - my belly's even grown a bit in recent weeks. So if you take a bit of beer and bacon out of my mouth, you'll actually be doing me a favor. We're already preparing a bed for you. You'll stay in the attic - it's comfortable there, long as you don't forget to duck when you go up the stairs. Happy trails, Juenner. See you soon. --Matsk
Book	Blood-soaked military orders	Book or Note	To Whom It May Concern, By Order of the Legion Commander: The men bearing this missive are to be escorted north, to the border post near Oxenfurt, where they will find a Redanian division waiting for them. As noble-born Temerians, they are under special protection and not a hair on their heads is to be harmed. Everything they carry is their own private property and is to remain in their possession. Any failure to heed this order will be punished in an accelerated military tribunal. Randal Vittgenberg
			Himmy,

Book	Scribbled document	Book or Note	No wonder we're losing this war, with cowardly cunts for soldiers! All it took were a few arrows and a wallop of the mace for seasoning, and that was that - battle was over and the whole convoy was ours for the picking. Maybe they were having such a hard time of it because of all that vodka they were carrying. Our brave warriors must've taken a sip from time to time, with obvious results - when you're seeing double, it's damned hard to hit your target. Take everything we gathered to the cubby, then fence it quick as you can. Except that showy parade shite - you'll have to bury or burn that. I reckon someone might recognize the insignia and then there'd be trouble. -Caius
Book	Strange note	Book or Note	Road to hell's paved with curiosity, pricklicker.
Book	Old Letter	Book or Note	Dear Sir Roderick de Wett, Please forgive me for my tardy response - I was waiting for Golan Vivaldi to confirm sufficient funds were available to redeem the bill of exchange you provided. Not that I don't trust you, but the gods help those who help themselves, as the Kaedweni saying goes. Getting straight to your question: Princess Adda's curse could indeed be caused to return. The witcher from Rivia had only a rudimentary knowledge of magic arcana, and so was not able to fully remove the spell, and instead only temporarily disrupted its workings. For Adda to become a striga once more, one would have to sprinkle her food with three drops of blood from her father, King Foltest, three drops of blood from a wolf and three drops of bile from a freshly-buried woman, one who died having finished one hundred years but not yet having started her hundred and first. Then one must cast the Incepted Triangle over the meal thus prepared. That should do the trick - yet please consider carefully whether you truly wish to carry out such an ignoble deed. Hoping to do business again with you in the future, -Alyssandra Deviel
Book	Witch Hunter's notes	Book or Note	Triss Merigold - red hair, light brown eyes, freckles. Distinguishing marks: beauty spot under mouth. Yennefer of Vengerberg – long black hair, violet eyes. Distinguishing marks: beauty spot under mouth, on cheek. Keira Metz – long blond hair. Green eyes. Distinguishing marks: unknown.
Book	Traveler's notes	Book or Note	I swear, not in my whole life have I ever seen such waves. Ten, twelve, fourteen feet! And the wind - why, it shook the mast and battered the sails so they were near about to fly off. Rocks everywhere, currents treacherous... Helmsman said we'd pull through, that he'd seen worse and come out all right. Me, I'm not so sure. If the storm don't calm soon, this tub's going to break in two.
Book	Poem	Book or Note	When the sun peaks in the skies, Seek where shadow's end lies. Where light into darkness folds, You'll find treasures untold.
Book	Quartermaster's Orders	Book or Note: Contract: Patrol Gone Missing	From the quartermaster's office of the Imperial Central Army camp Order No. 22 I. I hereby order the solution to the Redanian prisoners-of-war problem be administered immediately. II. The extermination shall be carried out in keeping with established guidelines.

			III. Within two day's time a report must be delivered verifying the completion of this order. Quartermaster Tavar Eggebracht
Boots	Hunting Boots	Armor	
Boots	Hunting Boots	Armor	
Boots	Hunting Boots	Armor	
Boots	Cavalry Boots	Armor	
Boots	Tracker's Boots	Armor	
Boots	Hunting Boots	Armor	
Boots	Cavalry Boots	Armor	
Boots	Tracker's Boots	Armor	
Boots	Assassin's Boots	Armor	
Boots	Trapper's Boots	Armor	
Boots	Swordsman's Boots	Armor	
Boots	Mountain Folk Boots	Armor	
Boots	Axeman's Boots	Armor	
Boots	Guardsman's Boots	Armor	
Boots	Reaver's Boots	Armor	
Boots	Executioner's Boots	Armor	
Boots	Campaigner's Boots	Armor	
Boots	Captain's Boots	Armor	
Boots	Condottiere's Boots	Armor	
Boots	Alder Folk Boots	Armor	
Boots	Elegant Nilfgaardian shoes	Armor	
Boots	Skellige festive slippers	Armor	
Boots	Radovid's slippers	Armor	
Boots	Hunting Boots	Armor	
Boots	Cavalry Boots	Armor	
Boots	Tracker's Boots	Armor	
Boots	Assassin's Boots	Armor	
Boots	Mountain Folk Boots	Armor	
Boots	Axeman's Boots	Armor	
Boots	Guardsman's Boots	Armor	
Boots	Reaver's Boots	Armor	
Boots	Executioner's Boots	Armor	
Boots	Condottiere's Boots	Armor	

Boots	Alder Folk Boots	Armor
Boots	Hunting Boots	Armor
Boots	Elegant Nilfgaardian shoes	Armor
Boots	Skellige festive slippers	Armor
Boots	Feline Boots	Armor (Scavenger Hunt: Witcher Gear)
Boots	Enhanced Feline Boots	Armor (Scavenger Hunt: Witcher Gear)
Boots	Griffin Boots	Armor (Scavenger Hunt: Witcher Gear)
Boots	Enhanced Griffin Boots	Armor (Scavenger Hunt: Witcher Gear)
Boots	Ursine Boots	Armor (Scavenger Hunt: Witcher Gear)
Boots	Enhanced Ursine Boots	Armor (Scavenger Hunt: Witcher Gear)
Bow	Damaged bow	Weapon (Secondary)
Bow	Damaged bow	Weapon (Secondary)
Bow	Damaged bow	Weapon (Secondary)
Crafting Diagram	Diagram: Warrior's leather jacket	Armor
Crafting Diagram	Diagram: Cidarian gambeson	Armor
Crafting Diagram	Diagram: Skellige gambeson	Armor
Crafting Diagram	Diagram: Kaedweni gambeson	Armor
Crafting Diagram	Diagram: Spikeroog aketon	Armor
Crafting Diagram	Diagram: Shiadhal's Armor	Armor
Crafting Diagram	Diagram: Verden archer's gambeson	Armor
Crafting Diagram	Diagram: Bounty hunter's gambeson	Armor
Crafting Diagram	Diagram: Ard Skellig aketon	Armor
Crafting Diagram	Diagram: Salmian brigandine	Armor
Crafting Diagram	Diagram: Cidarian cavalry Armor	Armor
Crafting Diagram	Diagram: Redanian halberdier's Armor	Armor
Crafting Diagram	Diagram: Angrenian cuirass	Armor
Crafting Diagram	Diagram: Mag Deira cuirass	Armor

Crafting Diagram	Diagram: Ban Ard breastplate	Armor
Crafting Diagram	Diagram: Nilfgaardian guardsman Armor	Armor
Crafting Diagram	Diagram: Hindarsfjall heavy Armor	Armor
Crafting Diagram	Diagram: Thyssen Armor	Armor
Crafting Diagram	Diagram: Impera Brigade Armor	Armor
Crafting Diagram	Diagram: Hunter's gauntlets	Armor
Crafting Diagram	Diagram: Cavalry gauntlets	Armor
Crafting Diagram	Diagram: Tracker's gauntlets	Armor
Crafting Diagram	Diagram: Assassin's gauntlets	Armor
Crafting Diagram	Diagram: Axeman's gauntlets	Armor
Crafting Diagram	Diagram: Knight's gauntlets	Armor
Crafting Diagram	Diagram: Assault gauntlets	Armor
Crafting Diagram	Diagram: Nilfgaardian guardsman's gauntlets	Armor
Crafting Diagram	Diagram: Hunter's trousers	Armor
Crafting Diagram	Diagram: Cavalry trousers	Armor
Crafting Diagram	Diagram: Tracker's trousers	Armor
Crafting Diagram	Diagram: Assassin's trousers	Armor
Crafting Diagram	Diagram: Axeman's trousers	Armor
Crafting Diagram	Diagram: Sapper's trousers	Armor
Crafting Diagram	Diagram: Lyrian hardened leather trousers	Armor
Crafting Diagram	Diagram: Mahakaman trousers	Armor
Crafting Diagram	Diagram: Hunter's Boots	Armor
Crafting Diagram	Diagram: Cavalry Boots	Armor
Crafting Diagram	Diagram: Tracker's Boots	Armor
Crafting Diagram	Diagram: Assassin's Boots	Armor
Crafting Diagram	Diagram: Mountain Folk Boots	Armor

Crafting Diagram	Diagram: Axeman's Boots	Armor
Crafting Diagram	Diagram: Guardsman's Boots	Armor
Crafting Diagram	Diagram: Reaver's Boots	Armor
Crafting Diagram	Diagram: Executioner's Boots	Armor
Crafting Diagram	Diagram: Condottiere's Boots	Armor
Crafting Diagram	Diagram: Alder Folk Boots	Armor
Crafting Diagram	Diagram: Feline Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Feline Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Superior Feline Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Mastercrafted Feline Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Feline gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Feline trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline Boots	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Feline Boots	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Griffin Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Superior Griffin Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Mastercrafted Griffin Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Griffin gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Griffin trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin Boots	Armor: Scavenger Hunt (Witcher Gear)

Crafting Diagram	Diagram: Enhanced Griffin Boots	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Ursine Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Superior Ursine Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Mastercrafted Ursine Armor	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Ursine gauntlets	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Ursine trousers	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine Boots	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Enhanced Ursine Boots	Armor: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Thread	Craftable Item
Crafting Diagram	Diagram: String	Craftable Item
Crafting Diagram	Diagram: Linen	Craftable Item
Crafting Diagram	Diagram: Resin	Craftable Item
Crafting Diagram	Diagram: Hardened timber	Craftable Item
Crafting Diagram	Diagram: Haft	Craftable Item
Crafting Diagram	Diagram: Leather scraps	Craftable Item
Crafting Diagram	Diagram: Leather cured using the Rivian method	Craftable Item
Crafting Diagram	Diagram: Hardened leather	Craftable Item
Crafting Diagram	Diagram: Draconid leather	Craftable Item
Crafting Diagram	Diagram: Zerrikanian powder	Craftable Item
Crafting Diagram	Diagram: Iron ingot	Craftable Item
Crafting Diagram	Diagram: Steel ingot	Craftable Item
Crafting Diagram	Diagram: Tretogor-style steel ingot	Craftable Item
Crafting Diagram	Diagram: Steel plate	Craftable Item
Crafting Diagram	Diagram: Dark iron ingot	Craftable Item

Crafting Diagram	Diagram: Dark steel ingot	Craftable Item
Crafting Diagram	Diagram: Mahakam-style dark steel ingot	Craftable Item
Crafting Diagram	Diagram: Dark steel plate	Craftable Item
Crafting Diagram	Diagram: Refined silver ore	Craftable Item
Crafting Diagram	Diagram: Silver ingot	Craftable Item
Crafting Diagram	Diagram: Maribor-style silver ingot	Craftable Item
Crafting Diagram	Diagram: Silver plate	Craftable Item
Crafting Diagram	Diagram: Meteorite ingot	Craftable Item
Crafting Diagram	Diagram: Meteorite silver ingot	Craftable Item
Crafting Diagram	Diagram: Meteorite silver plate	Craftable Item
Crafting Diagram	Diagram: Glowing ore ingot	Craftable Item
Crafting Diagram	Diagram: Refined dimeritium ore	Craftable Item
Crafting Diagram	Diagram: Dimeritium ingot	Craftable Item
Crafting Diagram	Diagram: Mahakam-style Dimeritium ingot	Craftable Item
Crafting Diagram	Diagram: Dimeritium plate	Craftable Item
Crafting Diagram	Diagram: Infused dust	Craftable Item
Crafting Diagram	Diagram: Infused shard	Craftable Item
Crafting Diagram	Diagram: Infused crystal	Craftable Item
Crafting Diagram	Diagram: Feline crossbow	Crossbow
Crafting Diagram	Diagram: Ursine crossbow	Crossbow
Crafting Diagram	Diagram: Bodkin Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Blunt crossbow Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Broadhead Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Precision Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Split Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Exploding Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Bait Bolt	Crossbow Bolt
Crafting Diagram	Diagram: Tracking Bolt	Crossbow Bolt

Crafting Diagram	Diagram: Lesser Glyph of Infusion	Glyph
Crafting Diagram	Diagram: Greater Glyph of Infusion	Glyph
Crafting Diagram	Diagram: Lesser Glyph of Aard	Glyph
Crafting Diagram	Diagram: Glyph of Aard	Glyph
Crafting Diagram	Diagram: Greater Glyph of Aard	Glyph
Crafting Diagram	Diagram: Lesser Glyph of Aard	Glyph
Crafting Diagram	Diagram: Glyph of Aard	Glyph
Crafting Diagram	Diagram: Greater Glyph of Aard	Glyph
Crafting Diagram	Diagram: Lesser Glyph of Igni	Glyph
Crafting Diagram	Diagram: Glyph of Igni	Glyph
Crafting Diagram	Diagram: Greater Glyph of Igni	Glyph
Crafting Diagram	Diagram: Lesser Glyph of Quen	Glyph
Crafting Diagram	Diagram: Glyph of Quen	Glyph
Crafting Diagram	Diagram: Greater Glyph of Quen	Glyph
Crafting Diagram	Diagram: Lesser Glyph of Yrden	Glyph
Crafting Diagram	Diagram: Glyph of Yrden	Glyph
Crafting Diagram	Diagram: Greater Glyph of Yrden	Glyph
Crafting Diagram	Diagram: Amateur's weapon repair kit	Repair Kit
Crafting Diagram	Diagram: Journeyman's weapon repair kit	Repair Kit
Crafting Diagram	Diagram: Master's weapon repair kit	Repair Kit
Crafting Diagram	Diagram: Amateur's Armor repair kit	Repair Kit
Crafting Diagram	Diagram: Journeyman's Armor repair kit	Repair Kit
Crafting Diagram	Diagram: Master's Armor repair kit	Repair Kit
Crafting Diagram	Diagram: Lesser runestone	Runestone
Crafting Diagram	Diagram: Greater runestone	Runestone

Crafting Diagram	Diagram: Lesser Stribog runestone	Runestone
Crafting Diagram	Diagram: Stribog runestone	Runestone
Crafting Diagram	Diagram: Greater Stribog runestone	Runestone
Crafting Diagram	Diagram: Lesser Dazhbog runestone	Runestone
Crafting Diagram	Diagram: Dazhbog runestone	Runestone
Crafting Diagram	Diagram: Greater Dazhbog runestone	Runestone
Crafting Diagram	Diagram: Lesser Devana runestone	Runestone
Crafting Diagram	Diagram: Devana runestone	Runestone
Crafting Diagram	Diagram: Greater Devana runestone	Runestone
Crafting Diagram	Diagram: Lesser Zoria runestone	Runestone
Crafting Diagram	Diagram: Zoria runestone	Runestone
Crafting Diagram	Diagram: Greater Zoria runestone	Runestone
Crafting Diagram	Diagram: Lesser Morana runestone	Runestone
Crafting Diagram	Diagram: Morana runestone	Runestone
Crafting Diagram	Diagram: Greater Morana runestone	Runestone
Crafting Diagram	Diagram: Lesser Triglav runestone	Runestone
Crafting Diagram	Diagram: Triglav runestone	Runestone
Crafting Diagram	Diagram: Greater Triglav runestone	Runestone
Crafting Diagram	Diagram: Lesser Svarog runestone	Runestone
Crafting Diagram	Diagram: Svarog runestone	Runestone
Crafting Diagram	Diagram: Greater Svarog runestone	Runestone
Crafting Diagram	Diagram: Lesser Veles runestone	Runestone
Crafting Diagram	Diagram: Veles runestone	Runestone
Crafting Diagram	Diagram: Greater Veles runestone	Runestone
Crafting Diagram	Diagram: Lesser Perun runestone	Runestone
Crafting Diagram	Diagram: Perun runestone	Runestone

Crafting Diagram	Diagram: Greater Perun runestone	Runestone
Crafting Diagram	Diagram: Lesser Chernobog runestone	Runestone
Crafting Diagram	Diagram: Chernobog runestone	Runestone
Crafting Diagram	Diagram: Greater Chernobog runestone	Runestone
Crafting Diagram	Diagram: Koviri cutlass	Weapon
Crafting Diagram	Diagram: Temerian poniard	Weapon
Crafting Diagram	Diagram: Velen longsword	Weapon
Crafting Diagram	Diagram: Dorian sword	Weapon
Crafting Diagram	Diagram: Maribor sword	Weapon
Crafting Diagram	Diagram: Bremervoord blade	Weapon
Crafting Diagram	Diagram: Nilfgaardian longsword	Weapon
Crafting Diagram	Diagram: Gemmerian steel sword	Weapon
Crafting Diagram	Diagram: Novigrad longsword	Weapon
Crafting Diagram	Diagram: Blade from the Bits	Weapon
Crafting Diagram	Diagram: Witch hunter's sword	Weapon
Crafting Diagram	Diagram: Witch Slayer	Weapon
Crafting Diagram	Diagram: Skellige longsword	Weapon
Crafting Diagram	Diagram: Spikeroog longsword	Weapon
Crafting Diagram	Diagram: Scoia'tael sword	Weapon
Crafting Diagram	Diagram: Elven steel sword	Weapon
Crafting Diagram	Diagram: Mahakaman steel sword	Weapon
Crafting Diagram	Diagram: Dwarven blade	Weapon
Crafting Diagram	Diagram: Gnomish Gwyhyr	Weapon
Crafting Diagram	Diagram: Tir Tochair blade	Weapon
Crafting Diagram	Diagram: Arbitrator	Weapon
Crafting Diagram	Diagram: Longclaw	Weapon
Crafting Diagram	Diagram: Beann'shie	Weapon

Crafting Diagram	Diagram: Black Unicorn	Weapon
Crafting Diagram	Diagram: Disglair	Weapon
Crafting Diagram	Diagram: Gven'nel	Weapon
Crafting Diagram	Diagram: Mastercrafted silver sword	Weapon
Crafting Diagram	Diagram: Eirlithrad	Weapon
Crafting Diagram	Diagram: Tor'haerne	Weapon
Crafting Diagram	Diagram: An'ferthe	Weapon
Crafting Diagram	Diagram: Torlunn	Weapon
Crafting Diagram	Diagram: Melltith	Weapon
Crafting Diagram	Diagram: The Tamer	Weapon
Crafting Diagram	Diagram: Steiger	Weapon
Crafting Diagram	Diagram: The Digger	Weapon
Crafting Diagram	Diagram: Faustino	Weapon
Crafting Diagram	Diagram: Harpy	Weapon
Crafting Diagram	Diagram: Negotiator	Weapon
Crafting Diagram	Diagram: Weeper	Weapon
Crafting Diagram	Diagram: Serpentine steel sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline steel sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline steel sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline steel sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline steel sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin steel sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin steel sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin steel sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin steel sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine steel sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine steel sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine steel sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine steel sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)

Crafting Diagram	Diagram: Serpentine silver sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline silver sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline silver sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline silver sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Feline silver sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin silver sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin silver sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin silver sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Griffin silver sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine silver sword	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine silver sword - enhanced	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine silver sword - superior	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Diagram	Diagram: Ursine silver sword - mastercrafted	Weapon: Scavenger Hunt (Witcher Gear)
Crafting Ingredient	Cotton	Crafting Ingredient
Crafting Ingredient	Thread	Crafting Ingredient
Crafting Ingredient	String	Crafting Ingredient
Crafting Ingredient	Linen	Crafting Ingredient
Crafting Ingredient	Silk	Crafting Ingredient
Crafting Ingredient	Lesser Glyph of Infusion	Crafting Ingredient
Crafting Ingredient	Greater Glyph of Infusion	Crafting Ingredient
Crafting Ingredient	Fiber	Crafting Ingredient
Crafting Ingredient	Twine	Crafting Ingredient
Crafting Ingredient	Rope	Crafting Ingredient
Crafting Ingredient	Dye	Crafting Ingredient
Crafting Ingredient	Sap	Crafting Ingredient
Crafting Ingredient	Resin	Crafting Ingredient

Crafting Ingredient	Timber	Crafting Ingredient
Crafting Ingredient	Hardened timber	Crafting Ingredient
Crafting Ingredient	Feather	Crafting Ingredient
Crafting Ingredient	Oil	Crafting Ingredient
Crafting Ingredient	Leather straps	Crafting Ingredient
Crafting Ingredient	Leather scraps	Crafting Ingredient
Crafting Ingredient	Fur scrap	Crafting Ingredient
Crafting Ingredient	Cured leather	Crafting Ingredient
Crafting Ingredient	Hardened leather	Crafting Ingredient
Crafting Ingredient	Chitinous shell	Crafting Ingredient
Crafting Ingredient	Endrega Armor plates	Crafting Ingredient
Crafting Ingredient	Dragon scales	Crafting Ingredient
Crafting Ingredient	Cured draconid leather	Crafting Ingredient
Crafting Ingredient	Wax	Crafting Ingredient
Crafting Ingredient	Zerrikanian powder	Crafting Ingredient
Crafting Ingredient	Coal	Crafting Ingredient
Crafting Ingredient	Powdered pearl	Crafting Ingredient
Crafting Ingredient	Pearl	Crafting Ingredient
Crafting Ingredient	Black pearl dust	Crafting Ingredient
Crafting Ingredient	Black pearl	Crafting Ingredient
Crafting Ingredient	Amber dust	Crafting Ingredient
Crafting Ingredient	Amber fragment	Crafting Ingredient
Crafting Ingredient	Amber	Crafting Ingredient
Crafting Ingredient	Flawless amber	Crafting Ingredient
Crafting Ingredient	Amethyst dust	Crafting Ingredient
Crafting Ingredient	Amethyst	Crafting Ingredient

Crafting Ingredient	Flawless amethyst	Crafting Ingredient
Crafting Ingredient	Diamond dust	Crafting Ingredient
Crafting Ingredient	Diamond	Crafting Ingredient
Crafting Ingredient	Flawless diamond	Crafting Ingredient
Crafting Ingredient	Emerald dust	Crafting Ingredient
Crafting Ingredient	Emerald	Crafting Ingredient
Crafting Ingredient	Flawless emerald	Crafting Ingredient
Crafting Ingredient	Ruby dust	Crafting Ingredient
Crafting Ingredient	Ruby	Crafting Ingredient
Crafting Ingredient	Flawless ruby	Crafting Ingredient
Crafting Ingredient	Sapphire dust	Crafting Ingredient
Crafting Ingredient	Sapphire	Crafting Ingredient
Crafting Ingredient	Flawless sapphire	Crafting Ingredient
Crafting Ingredient	Infused dust	Crafting Ingredient
Crafting Ingredient	Infused shard	Crafting Ingredient
Crafting Ingredient	Infused crystal	Crafting Ingredient
Crafting Ingredient	Gold nugget	Crafting Ingredient
Crafting Ingredient	Gold ore	Crafting Ingredient
Crafting Ingredient	Iron ore	Crafting Ingredient
Crafting Ingredient	Nails	Crafting Ingredient
Crafting Ingredient	Iron ingot	Crafting Ingredient
Crafting Ingredient	Steel ingot	Crafting Ingredient
Crafting Ingredient	Lesser runestone	Crafting Ingredient
Crafting Ingredient	Greater runestone	Crafting Ingredient
Crafting Ingredient	Elven Armorer's tools	Crafting Ingredient
Crafting Ingredient	Dwarven Armorer's tools	Crafting Ingredient

Crafting Ingredient	Gnomish Armorer's tools	Crafting Ingredient
Crafting Ingredient	Steel plates	Crafting Ingredient
Crafting Ingredient	Dark iron ore	Crafting Ingredient
Crafting Ingredient	Dark iron ingot	Crafting Ingredient
Crafting Ingredient	Dark iron plate	Crafting Ingredient
Crafting Ingredient	Dark steel ingot	Crafting Ingredient
Crafting Ingredient	Dark steel plate	Crafting Ingredient
Crafting Ingredient	Silver	Crafting Ingredient
Crafting Ingredient	Silver ore	Crafting Ingredient
Crafting Ingredient	Silver ingot	Crafting Ingredient
Crafting Ingredient	Silver plate	Crafting Ingredient
Crafting Ingredient	Meteorite ore	Crafting Ingredient
Crafting Ingredient	Meteorite ingot	Crafting Ingredient
Crafting Ingredient	Meteorite plate	Crafting Ingredient
Crafting Ingredient	Meteorite silver ingot	Crafting Ingredient
Crafting Ingredient	Meteorite silver plate	Crafting Ingredient
Crafting Ingredient	Glowing ore	Crafting Ingredient
Crafting Ingredient	Glowing ore ingot	Crafting Ingredient
Crafting Ingredient	Dimeritium ore	Crafting Ingredient
Crafting Ingredient	Dimeritium ingot	Crafting Ingredient
Crafting Ingredient	Dimeritium plate	Crafting Ingredient
Crafting Ingredient	Elven whetstone	Crafting Ingredient
Crafting Ingredient	Dwarven whetstone	Crafting Ingredient
Crafting Ingredient	Gnomish whetstone	Crafting Ingredient
Crafting Ingredient	Monster brain	Crafting Ingredient

Crafting Ingredient	Monster blood	Crafting Ingredient	
Crafting Ingredient	Monster bone	Crafting Ingredient	
Crafting Ingredient	Monster claw	Crafting Ingredient	
Crafting Ingredient	Powdered monster tissue	Crafting Ingredient	
Crafting Ingredient	Monster ear	Crafting Ingredient	
Crafting Ingredient	Monster egg	Crafting Ingredient	
Crafting Ingredient	Monster essence	Crafting Ingredient	
Crafting Ingredient	Monster eye	Crafting Ingredient	
Crafting Ingredient	Monster feather	Crafting Ingredient	
Crafting Ingredient	Monster hair	Crafting Ingredient	
Crafting Ingredient	Monster heart	Crafting Ingredient	
Crafting Ingredient	Monster hide	Crafting Ingredient	
Crafting Ingredient	Monster liver	Crafting Ingredient	
Crafting Ingredient	Monster carapace	Crafting Ingredient	
Crafting Ingredient	Monster saliva	Crafting Ingredient	
Crafting Ingredient	Monster tongue	Crafting Ingredient	
Crafting Ingredient	Monster tooth	Crafting Ingredient	
Crafting Ingredient	Venom extract	Crafting Ingredient	
Crafting Ingredient	Siren vocal cords	Crafting Ingredient	
Crossbow	Crossbow	Crossbow	
Crossbow	Death From Above	Crossbow	Forktails, like wyverns, are often mistaken for dragons. This is not at all surprising, given that the witnesses to these monsters' appearances are usually simple shepherds frightened witless by the monstrous winged creature shrieking above them. Yet that does not make it any less of a colossal and profound error. Both forktails and wyverns are much, much smaller than dragons. True, they hunt animals in open fields, cattle in particular, just like those nobler beasts, but their behaviors and methods for dealing with potential prey could not be more different.
Crossbow	Crossbow	Crossbow	
Crossbow	Crossbow	Crossbow	
Crossbow	Crossbow	Crossbow	

Crossbow	Crossbow	Crossbow
Crossbow	Crossbow	Crossbow
Crossbow	Crossbow	Crossbow
Crossbow	Crossbow	Crossbow
Crossbow	Feline crossbow	Crossbow
Crossbow	Ursine Crossbow	Crossbow
Edibles	Honeycomb	Food or Drink
Edibles	Beauclair white	Food or Drink
Edibles	Dijkstra dry	Food or Drink
Edibles	Erveluce	Food or Drink
Edibles	Est Est	Food or Drink
Edibles	Kaedweni stout	Food or Drink
Edibles	Mettina rosé	Food or Drink
Edibles	Redanian lager	Food or Drink
Edibles	Rivian kriek	Food or Drink
Edibles	Viziman Champion	Food or Drink
Edibles	Potion from Tir ná Lia	Food or Drink
Edibles	Apple	Food or Drink
Edibles	Baked apple	Food or Drink
Edibles	Banana	Food or Drink
Edibles	Pepper	Food or Drink
Edibles	Blueberries	Food or Drink
Edibles	Bread	Food or Drink
Edibles	Burnt bread	Food or Drink
Edibles	Sweet bun	Food or Drink
Edibles	Burned sweet bun	Food or Drink
Edibles	Butter	Food or Drink
Edibles	Candy	Food or Drink
Edibles	Cheese	Food or Drink
Edibles	Chicken	Food or Drink
Edibles	Chicken leg	Food or Drink
Edibles	Roasted chicken	Food or Drink
Edibles	Roasted chicken leg	Food or Drink
Edibles	Chicken sandwich	Food or Drink
Edibles	Grilled chicken sandwich	Food or Drink

Edibles	Cucumber	Food or Drink
Edibles	Dried fruit	Food or Drink
Edibles	Dried fruit and nuts	Food or Drink
Edibles	Egg	Food or Drink
Edibles	Fish	Food or Drink
Edibles	Dried fish	Food or Drink
Edibles	Gutted fish	Food or Drink
Edibles	Fondue	Food or Drink
Edibles	Grapes	Food or Drink
Edibles	Ham sandwich	Food or Drink
Edibles	Exquisite honey	Food or Drink
Edibles	Honeycomb	Food or Drink
Edibles	Fried meat	Food or Drink
Edibles	Raw meat	Food or Drink
Edibles	Cow's milk	Food or Drink
Edibles	Goat's milk	Food or Drink
Edibles	Mushroom	Food or Drink
Edibles	Mutton stew	Food or Drink
Edibles	Mutton leg	Food or Drink
Edibles	Olive	Food or Drink
Edibles	Onion	Food or Drink
Edibles	Pear	Food or Drink
Edibles	Pepper	Food or Drink
Edibles	Plum	Food or Drink
Edibles	Pork	Food or Drink
Edibles	Grilled pork	Food or Drink
Edibles	Potatoes	Food or Drink
Edibles	Baked potato	Food or Drink
Edibles	Potato wedges	Food or Drink
Edibles	Raspberries	Food or Drink
Edibles	Raspberry juice	Food or Drink
Edibles	Strawberries	Food or Drink
Edibles	Toffi	Food or Drink
Edibles	Vinegar	Food or Drink
Edibles	Apple juice	Food or Drink
Edibles	Water	Food or Drink

Edibles	Wolf's liver	Food or Drink
Edibles	Roasted chicken leg	Food or Drink
Edibles	Bottle of wine	Food or Drink: Main Quest: Count Reuven's Treasure
Edibles	Potion of Clearance	Potion
Gloves	Hunting gauntlets	Armor
Gloves	Cavalry gauntlets	Armor
Gloves	Tracker's gauntlets	Armor
Gloves	Assassin's gauntlets	Armor
Gloves	Axeman's gauntlets	Armor
Gloves	Knight's gauntlets	Armor
Gloves	Assault gauntlets	Armor
Gloves	Nilfgaardian guardsman's gauntlets	Armor
Gloves	Hunting gauntlets	Armor
Gloves	Hunting gauntlets	Armor
Gloves	Hunting gauntlets	Armor
Gloves	Cavalry gauntlets	Armor
Gloves	Tracker's gauntlets	Armor
Gloves	Assassin's gauntlets	Armor
Gloves	Axeman's gauntlets	Armor
Gloves	Knight's gauntlets	Armor
Gloves	Assault gauntlets	Armor
Gloves	Nilfgaardian guardsman's gauntlets	Armor
Gloves	Ciri's gauntlets	Armor
Gloves	Wild Hunt warrior's gauntlets	Armor
Gloves	Hunting gauntlets	Armor
Gloves	Feline gauntlets	Armor (Scavenger Hunt: Witcher Gear)
Gloves	Enhanced Feline gauntlets	Armor (Scavenger Hunt: Witcher Gear)
Gloves	Griffin gauntlets	Armor (Scavenger Hunt: Witcher Gear)
Gloves	Enhanced Griffin gauntlets	Armor (Scavenger Hunt: Witcher Gear)
Gloves	Ursine gauntlets	Armor (Scavenger Hunt: Witcher Gear)
Gloves	Enhanced Ursine gauntlets	Armor (Scavenger Hunt: Witcher Gear)

Gwent Card	Emhyr var Emreis	Gwent card
Gwent Card	Emhyr var Emreis	Gwent card
Gwent Card	Emhyr var Emreis	Gwent card
Gwent Card	Foltest	Gwent card
Gwent Card	Foltest	Gwent card
Gwent Card	Foltest	Gwent card
Gwent Card	Francesca Findabair	Gwent card
Gwent Card	Francesca Findabair	Gwent card
Gwent Card	Francesca Findabair	Gwent card
Gwent Card	Eredin Bréacc Glas	Gwent card
Gwent Card	Eredin Bréacc Glas	Gwent card
Gwent Card	Eredin Bréacc Glas	Gwent card
Gwent Card	Impera Brigade Guard	Gwent card
Gwent Card	Impera Brigade Guard	Gwent card
Gwent Card	Impera Brigade Guard	Gwent card
Gwent Card	Impera Brigade Guard	Gwent card
Gwent Card	Cynthia	Gwent card
Gwent Card	Letho of Gulet	Gwent card
Gwent Card	Etolian Auxiliary Archers	Gwent card
Gwent Card	Etolian Auxiliary Archers	Gwent card
Gwent Card	Assire var Anahid	Gwent card
Gwent Card	Fringilla Vigo	Gwent card
Gwent Card	Nausicaa Cavalry Rider	Gwent card
Gwent Card	Nausicaa Cavalry Rider	Gwent card
Gwent Card	Nausicaa Cavalry Rider	Gwent card
Gwent Card	Stefan Skellen	Gwent card
Gwent Card	Black Infantry Archer	Gwent card
Gwent Card	Siege Technician	Gwent card
Gwent Card	Menno Coehoorn	Gwent card
Gwent Card	Morvran Voorhis	Gwent card
Gwent Card	Tibor Eggebracht	Gwent card
Gwent Card	Albrich	Gwent card
Gwent Card	Morteisen	Gwent card
Gwent Card	Rainfarn	Gwent card

Gwent Card	Renuald aep Matsen	Gwent card
Gwent Card	Rotten Mangonel	Gwent card
Gwent Card	Shilard Fitz-Oesterlen	Gwent card
Gwent Card	Sweers	Gwent card
Gwent Card	Vanhemar	Gwent card
Gwent Card	Vattier de Rideaux	Gwent card
Gwent Card	Vreemde	Gwent card
Gwent Card	Cahir Mawr Dyffryn aep Ceallach	Gwent card
Gwent Card	Puttkammer	Gwent card
Gwent Card	Black Infantry Archer	Gwent card
Gwent Card	Heavy Zerrikanian Fire Scorpion	Gwent card
Gwent Card	Zerrikanian Fire Scorpion	Gwent card
Gwent Card	Siege Engineer	Gwent card
Gwent Card	Young Emissary	Gwent card
Gwent Card	Young Emissary	Gwent card
Gwent Card	John Natalis	Gwent card
Gwent Card	Esterad Thyssen	Gwent card
Gwent Card	Catapult	Gwent card
Gwent Card	Catapult	Gwent card
Gwent Card	Siege Tower	Gwent card
Gwent Card	Siegfried of Denesle	Gwent card
Gwent Card	Blue Stripes Commando	Gwent card
Gwent Card	Blue Stripes Commando	Gwent card
Gwent Card	Blue Stripes Commando	Gwent card
Gwent Card	Crinfrid Reavers Dragon Hunter	Gwent card
Gwent Card	Crinfrid Reavers Dragon Hunter	Gwent card
Gwent Card	Crinfrid Reavers Dragon Hunter	Gwent card
Gwent Card	Prince Stennis	Gwent card
Gwent Card	Poor Fucking Infantry	Gwent card
Gwent Card	Poor Fucking Infantry	Gwent card
Gwent Card	Poor Fucking Infantry	Gwent card
Gwent Card	Philippa Eilhart	Gwent card

Gwent Card	Vernon Roche	Gwent card
Gwent Card	Dun Banner Medic	Gwent card
Gwent Card	Thaler	Gwent card
Gwent Card	Sigismund Dijkstra	Gwent card
Gwent Card	Eithné	Gwent card
Gwent Card	Iorveth	Gwent card
Gwent Card	Barclay Els	Gwent card
Gwent Card	Dennis Cranmer	Gwent card
Gwent Card	Milva	Gwent card
Gwent Card	Ida Emean aep Sivney	Gwent card
Gwent Card	Filavandrel aén Fidháil	Gwent card
Gwent Card	Yaevinn	Gwent card
Gwent Card	Toruviel	Gwent card
Gwent Card	Riordain	Gwent card
Gwent Card	Ciaran aep Easnillien	Gwent card
Gwent Card	Mahakaman Defender	Gwent card
Gwent Card	Mahakaman Defender	Gwent card
Gwent Card	Mahakaman Defender	Gwent card
Gwent Card	Mahakaman Defender	Gwent card
Gwent Card	Mahakaman Defender	Gwent card
Gwent Card	Vrihedd Brigade Veteran	Gwent card
Gwent Card	Vrihedd Brigade Veteran	Gwent card
Gwent Card	Havekar Smuggler	Gwent card
Gwent Card	Havekar Smuggler	Gwent card
Gwent Card	Havekar Smuggler	Gwent card
Gwent Card	Dol Blathanna Scout	Gwent card
Gwent Card	Dol Blathanna Scout	Gwent card
Gwent Card	Dol Blathanna Scout	Gwent card
Gwent Card	Dwarven Skirmisher	Gwent card
Gwent Card	Dwarven Skirmisher	Gwent card
Gwent Card	Dwarven Skirmisher	Gwent card
Gwent Card	Elven Skirmisher	Gwent card
Gwent Card	Elven Skirmisher	Gwent card
Gwent Card	Elven Skirmisher	Gwent card
Gwent Card	Vrihedd Brigade Recruit	Gwent card

Gwent Card	Dol Blathanna Archer	Gwent card
Gwent Card	Havekar Healer	Gwent card
Gwent Card	Havekar Healer	Gwent card
Gwent Card	Havekar Healer	Gwent card
Gwent Card	Saesenthessis	Gwent card
Gwent Card	Isengrim Faolitarna	Gwent card
Gwent Card	Draug	Gwent card
Gwent Card	Kayran	Gwent card
Gwent Card	Imlerith	Gwent card
Gwent Card	Leshen	Gwent card
Gwent Card	Forktail	Gwent card
Gwent Card	Earth Elemental	Gwent card
Gwent Card	Fiend	Gwent card
Gwent Card	Griffin	Gwent card
Gwent Card	Plague Maiden	Gwent card
Gwent Card	Werewolf	Gwent card
Gwent Card	Botchling	Gwent card
Gwent Card	Frightener	Gwent card
Gwent Card	Ice Giant	Gwent card
Gwent Card	Endrega	Gwent card
Gwent Card	Harpy	Gwent card
Gwent Card	Gargoyle	Gwent card
Gwent Card	Celaeno Harpy	Gwent card
Gwent Card	Fire Elemental	Gwent card
Gwent Card	Arachas Behemoth	Gwent card
Gwent Card	Nekker	Gwent card
Gwent Card	Nekker	Gwent card
Gwent Card	Nekker	Gwent card
Gwent Card	Vampire: Ekimmara	Gwent card
Gwent Card	Crone: Whispess	Gwent card
Gwent Card	Crone: Weavess	Gwent card
Gwent Card	Vampire: Katakan	Gwent card
Gwent Card	Vampire: Bruxa	Gwent card
Gwent Card	Grave Hag	Gwent card
Gwent Card	Vampire: Garkain	Gwent card

Gwent Card	Vampire: Fleder	Gwent card
Gwent Card	Arachas	Gwent card
Gwent Card	Arachas	Gwent card
Gwent Card	Arachas	Gwent card
Gwent Card	Foglet	Gwent card
Gwent Card	Wyvern	Gwent card
Gwent Card	Ghoul	Gwent card
Gwent Card	Ghoul	Gwent card
Gwent Card	Ghoul	Gwent card
Gwent Card	Crone: Brewess	Gwent card
Gwent Card	Cockatrice	Gwent card
Gwent Card	Geralt of Rivia	Gwent card
Gwent Card	Yennefer of Vengerberg	Gwent card
Gwent Card	Vesemir	Gwent card
Gwent Card	Cirilla Fiona Elen Riannon	Gwent card
Gwent Card	Triss Merigold	Gwent card
Gwent Card	Dandelion	Gwent card
Gwent Card	Zoltan Chivay	Gwent card
Gwent Card	Emiel Regis Rohellec Terzieff	Gwent card
Gwent Card	Villentretenmerth	Gwent card
Gwent Card	Avallac'h	Gwent card
Gwent Card	Scorch	Gwent card
Gwent Card	Commander's Horn	Gwent card
Gwent Card	Decoy	Gwent card
Gwent Card	Biting Frost	Gwent card
Gwent Card	Impenetrable Fog	Gwent card
Gwent Card	Torrential Rain	Gwent card
Gwent Card	Clear Weather	Gwent card
Horse Item	Saddlebags	Horse Item
Horse Item	Rugged saddlebags	Horse Item
Horse Item	Zerrikanian saddlebags	Horse Item
Horse Item	Horse blinders	Horse Item
Horse Item	Racing horse blinders	Horse Item
Horse Item	Zerrikanian blinders	Horse Item

Horse Item	Zerrikanian saddle	Horse Item
Horse Item	Zerrikanian saddle	Horse Item
Horse Item	Saddle	Horse Item
Horse Item	Enhanced saddle	Horse Item
Horse Item	Superior saddle	Horse Item
Horse Item	Mastercrafted saddle	Horse Item
Horse Item	Racing saddle	Horse Item
Horse Item	Enhanced racing saddle	Horse Item
Horse Item	Superior racing saddle	Horse Item
Horse Item	Mastercrafted racing saddle	Horse Item
Horse Item	Zerrikanian saddle	Horse Item
Horse Item	Enhanced cavalry saddle	Horse Item
Horse Item	Superior cavalry saddle	Horse Item
Horse Item	Mastercrafted cavalry saddle	Horse Item
Horse Item	Cavalry saddle	Horse Item
Junk	Jar of honey	Junk: Contract: The Apiarian Phantom
Junk	Elf head	Junk Secondary Quest: Harassing the Troll
Junk	Rotting flesh	Junk: Secondary Quest: In Wolf's Clothing
Junk	Tableware	Junk: Secondary Quest: Last Wish
Junk	Vattier de Rideaux's dagger	Junk: Secondary Quest: A Dangerous Game
Junk	Assire var Anahid's necklace	Junk: Secondary Quest: A Dangerous Game
Junk	Bards' belongings	Junk: Secondary Quest: Novigrad Hospitality
Junk	Rose of Remembrance	Junk
Junk	Ancient monster bone	Junk
Junk	Doll	Junk
Junk	Bag of grain	Junk
Junk	Patched up vest	Junk
Junk	Note	Junk
Junk	Flowers	Junk

Junk	Black magic doll	Junk
Junk	Jump rope	Junk
Junk	Fishing net	Junk
Junk	Bag of weed	Junk
Junk	Flute	Junk
Junk	Mug	Junk
Junk	Ladle	Junk
Junk	Smoking pipe	Junk
Junk	Platter	Junk
Junk	Fishing rod	Junk
Junk	Casket	Junk
Junk	Drum	Junk
Junk	Haft	Junk
Junk	Broken oar	Junk
Junk	Broken rake	Junk
Junk	Rope ladder	Junk
Junk	Ashes	Junk
Junk	Skull	Junk
Junk	Valuable fossil	Junk
Junk	Nilfgaardian Special Forces insignia	Junk
Junk	Redanian special forces insignia	Junk
Junk	Temerian Special Forces insignia	Junk
Junk	Worn leather pelt	Junk
Junk	Old goat hide	Junk
Junk	Old sheepskin	Junk
Junk	Squirrel tail	Junk
Junk	Rabbit pelt	Junk
Junk	Fox hide	Junk
Junk	Parchment	Junk
Junk	Book	Junk
Junk	Goat hide	Junk
Junk	Pig hide	Junk
Junk	Deer hide	Junk
Junk	Wolf hide	Junk

Junk	White wolf hide	Junk
Junk	Old bear hide	Junk
Junk	Bear hide	Junk
Junk	White bear hide	Junk
Junk	Horse hide	Junk
Junk	Cow hide	Junk
Junk	Candle	Junk
Junk	Shell	Junk
Junk	Sea shell	Junk
Junk	Glass	Junk
Junk	Vial	Junk
Junk	Inkwell	Junk
Junk	Perfume	Junk
Junk	Jar	Junk
Junk	Flask	Junk
Junk	Bottle	Junk
Junk	Jug	Junk
Junk	Fisstech	Junk
Junk	Glamour	Junk
Junk	Lead	Junk
Junk	Melitele figurine	Junk
Junk	Gold ring	Junk
Junk	Gold ruby ring	Junk
Junk	Gold pearl necklace	Junk
Junk	Gold sapphire ring	Junk
Junk	Gold sapphire necklace	Junk
Junk	Gold diamond ring	Junk
Junk	Gold diamond necklace	Junk
Junk	Gold candelabrum	Junk
Junk	Gold mug	Junk
Junk	Gold plate	Junk
Junk	Gold casket	Junk
Junk	Butter knife	Junk
Junk	Goblet	Junk
Junk	Rusty breadknife	Junk

Junk	Saltpeter	Junk
Junk	Razor	Junk
Junk	Candelabrum	Junk
Junk	Wire	Junk
Junk	Lute	Junk
Junk	Steel line	Junk
Junk	Axe head	Junk
Junk	Pickaxe head	Junk
Junk	Rusty hammer head	Junk
Junk	Blunt axe	Junk
Junk	Blunt pickaxe	Junk
Junk	Chain	Junk
Junk	Silver pantaloons	Junk
Junk	Silver amber ring	Junk
Junk	Silver sapphire ring	Junk
Junk	Silver emerald ring	Junk
Junk	Silver emerald necklace	Junk
Junk	Silver amber necklace	Junk
Junk	Silver ruby necklace	Junk
Junk	Silverware	Junk
Junk	Silver teapot	Junk
Junk	Silver mug	Junk
Junk	Silver platter	Junk
Junk	Silver casket	Junk
Junk	Pure silver	Junk
Junk	Silver candelabrum	Junk
Junk	Ornate sword	Junk
Junk	Ornate shield	Junk
Junk	Dimeritium shackles	Junk
Junk	Dimeritium chains	Junk
Junk	Painting of Hierarch Hemmelfart	Junk: Main Quest: The Play's the Thing
Key	Key to hut in Byways	Key: Contract: The Mystery of the Byways Murders
Key	Lighthouse Key	Key: Contract: The Phantom of Eldberg

Key	Key to house in Novigrad	Key: Contract: Deadly Delights
Key	Key to katakan lair	Key: Contract: The Oxenfurt Drunk
Key	Key to Oxenfurt morgue	Key: Contract: The Oxenfurt Drunk
Key	Key to an abandoned house	Key: Contract: Doors Slamming Shut
Key	Key to treasure chamber	Key: Secondary Quest: Peace Disturbed
Key	Key to pirate leader's house	Key: Secondary Quest: Flesh for Sale
Key	Key to slave cells	Key: Secondary Quest: Flesh for Sale
Key	Ornamented chest Key	Key: Secondary Quest: Hidden Messages of the Nilfgaardian Kind
Key	Rusty Key	Key: Main Quest: Family Matters
Key	Key to elven necropolis	Key: Main Quest: Hunting a Witch
Key	Key to pellar's basement	Key: Secondary Quest: Return to Crookback Bog
Key	Key to Yennefer's room	Key: Main Quest: Destination Skellige
Key	Key to Vigi's cage	Key: Secondary Quest: The Lord of Undvik
Key	Key to Freya's Garden	Key: Secondary Quest: Nameless
Key	Key to Arnvald's chest	Key: Secondary Quest: King's Gambit
Key	Arnvald's Key	Key: Secondary Quest: King's Gambit
Key	Key to grate in sewers	Key: Main Quest: Pyres of Novigrad
Key	Lockbox Key	Key: Epilogue: Something Ends, Something Begins
Key	Key to library	Key: Secondary Quest: The Tower Outta Nowheres
Key	Key to Philippa Eilhart's hideout	Key: Secondary Quest: Redania's Most Wanted
Key	Triangular Key	Key: Secondary Quest: A Dangerous Game
Key	Key to Zed's pawnshop	Key: Secondary Quest: A Dangerous Game
Key	Scratched Key	Key

Key	Temerian lily Key	Key
Key	Bandit's Key	Key
Key	Bandits' Key	Key
Key	Key to a chest	Key
Key	Slavers' Key	Key
Key	Scratched Key	Key
Key	Key to prison	Key
Key	Delicate Key	Key
Key	Key to prisoners' cage	Key
Key	Cage Key	Key
Key	Simple cage Key	Key
Key	Key to treasure chest	Key
Key	Cage Key	Key
Key	Bloodstained Key	Key
Key	Key to burned down house	Key
Key	Slightly bent Key	Key
Key	Key attached to a crumpled note	Key
Key	Common Key	Key
Key	Treasure Key	Key
Key	Small chest Key	Key
Key	Alchemist's Key	Key
Key	Scratched Key	Key
Key	Skullhead Key	Key
Key	Silver-plated Key	Key
Key	Key with ring attached	Key
Key	Elven-made Key	Key
Key	Chest Key	Key
Key	Slightly bent Key	Key
Key	Cage Key	Key
Key	Cage Key	Key
Key	Small Key	Key
Key	Aged Key	Key
Key	Plain Key	Key
Key	Menge's Key	Key: Main Quest: Count Reuven's Treasure

Key	Key to Dijkstra's treasury	Key: Main Quest: Count Reuven's Treasure
Key	Key to the halflings' secret passage	Key: Main Quest: The Play's the Thing
Key	Key to Polly's home	Key: Secondary Quest: Caberet
Key	Sturdy barn Key	Key: Secondary Quest: The Fall of House Reardon
Key	Lockbox Key	Key: Secondary Quest: The Fall of House Reardon
Mask	Silver monocle	Mask: Secondary Quest: A Frying Pan, Spick and Span
Mask	Wolf Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Harlequin Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Bird Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Dijkstra's Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	General Voorhis Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Ingrid Vegelbud's Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Louisa la Valette's Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Witch hunter's Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Albert Vegelbud's Mask	Mask: Secondary Quest: A Matter of Life and Death
Mask	Guest's Mask	Mask: Secondary Quest: A Matter of Life and Death
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Mask	Guest's Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Guest's Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Guest's Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Wolf Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Harlequin Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Bird Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Albert Vegelbud's Mask	Mask: Secondary Quest: A Matter of Life and Death	
Mask	Street ruffian Mask	Mask: Secondary Quest: Cabaret	
Misc	Gwent: Looking for New Players	Miscellaneous: Notice	The Sharpers, a gwent playing society based at Crow's Perch, is looking for new members – and opponents. Experience preferred, but we will also school newcomers to the game (but not return any coin lost during training matches). For more information see the club's chairman, Phillip Strenger, known as the Bloody Baron.
Misc	Gwent Lessons	Miscellaneous: Notice	I am currently taking on pupils for lessons in the playing of gwent. I shall only teach those who display discipline, a logical mindset and the will to learn. Those with special aptitude are particularly welcome. Pupils must acquire and supply their own decks. I also am seeking more experienced players as partners to provide a challenge and a chance for the mutual improvement of our skills.

			-Ermion, druid
Misc	High Stakes Gwent Tournament!	Miscellaneous: Notice	Gwent lovers! Count Tybalt invites you to come to the Passiflora, where he shall proudly host a high stakes gwent tournament! On offer will be not only riveting play against superb opponents, but also fabulous prizes for the victors. Only ladies and gentlemen with fortunes vast enough to cover the entry fee are invited to join. We also require all entrants be in possession of an above-average deck, one fitted with a good measure of neutral cards. Decks shall be checked before entry is permitted. Hope to see you at the Passiflora!
Misc	Gwent: Play a Round with Stjepan	Miscellaneous: Notice	Beat everyone you've ever played in gwent? Consider yourself a prime player ready to face the best of the best? Then try your hand against Stjepan - a man so good it seems the cards play themselves! To learn more, come to the Alchemy Inn in Oxenfurt. – Stjepan, barkeep
Misc	Gwent: Vimme Vivaldi Cheats!	Miscellaneous: Notice	To all gwent players! The dwarven banker Vimme Vivaldi is a villain and a cheat! Using typical nonhuman trickery, he conned his way to victory over me, then forthwith demanded I surrender my cards, without the slightest consolation or giving me the chance for a rematch! Anyone tempted to play with him - resist or regret! – A well-wisher
Misc	The baron's notes	Miscellaneous: Gwent Quest: Velen Players	Oreton boat builder went all-in and got arse-ploughed by Lady Luck. Send men to collect - if he don't have the coin, take his cards. - Never play with that crazy old bugger from Benkelham again. Maybe he really can see the future - sure saw through my every ruse.
Misc	Roche's notes	Miscellaneous: Gwent Quest: Old Pals	Draw up a bill of exchange for Lambert. Give him the card. - Remind the cobbler to pay up. That's three times he's lost. Taught me some creative new profanities but gave no coin.
Misc	Fist Fights	Miscellaneous: Notice (Fists of Fury: Velen)	Any man who wants to test his manliness by slugging it out in the ring, come see us and you'll get to fight the best brawlers around: Smithy, Stan Fishgulper, Jonah and the Sergeant.
Misc	Fist Fights	Miscellaneous: Notice (Fists of Fury: Novigrad)	Strong as a sea lion, slippery as an eel and ready to fight against the best? Join our tournament and face the mightiest fists in the Isles: Valrad of Kaer Trolde, Ainar of Faroe and Grim in Arinbjorn! Don't delay! Glory and honor are just a fistfight away!
Misc	Fist Fights	Miscellaneous: Notice (Fists of Fury: Skelligen)	Anyone looking to bash some heads will find plenty of worthy ones in our fair city. Those interested in joining the fun, sign up for our tournament. You'll face these most highly honorable gents: Georgius Georg, known as the Piledriver, Archibald O'Neil, Captain Iron Mortimer and Durden, known as the Tailor.
Misc	Horse Races	Miscellaneous: Heroes' Pursuits	If you haven't heard, we race horses around here. Anyone wants to join, come talk to me, I'll fill you in on how it works. But I'll tell you right now, you gotta pay an entry fee to race, so if you're skint, fuck off. – Radko

Misc	Race for Modron Freya's Glory	Miscellaneous: Heroes' Pursuits	Looking to worship Freya and prove your courage at the same time? Join the annual Heroes' Pursuits! The priestesses and our goddess herself will shower you with gold and blessings. Let it be known that not everyone who takes part in our race will reach the finish line in one piece. So if you've a pregnant wife, unfinished business or debts you're honor-bound to repay, think twice before straddling your mount. – Sister Svana
Misc	Fisherman's notes	Miscellaneous	Fish soup for breakfast. Salted herring for dinner. Sprats and onions for supper. Day in, day out. For twenty years. I know others got hunger to deal with, that it's a sin to complain... But what can I do. I'm sick to death of fish, had too damn much of pulling their bones out from between my teeth, of shitting out their scales. But instead of sitting and complaining about life, it's better to change it. And it so happens Sobiemir saw a pirate ship sink to the bottom not far off the coast. We're both good swimmers, so if the sea stays calm, we'll dive down and see what sort of treasure's lying in its hold. And then, I swear to Melitele - I'll never eat another fish as long as I live.
Misc	Temerian officer's journal	Miscellaneous	The 15th day of Yule It's confirmed - we will be escorting a portion of the royal treasures. Quite a large portion, in fact. Orders from the very top, they say... On the one hand it's an honor, on the other... it’s frightening. The 17th day of Yule Everything's ready. Tylar, head of special forces, has prepared the travel documents and other required papers. Let's hope that's enough. Tomorrow they'll hand it over and we're off. The 20th day of Yule Everything went well - at first. But after two days we spotted them - Black Ones, hot on our trail. We had to hide the treasure. We stopped one night by the old mill, and at dawn everyone but me and Yorga went east. The Nilfs bought it - they followed the others, and we were able to bury the treasure undisturbed. Let's hope it stays there till the end of the war - or at least until the Nilfs stop hounding our patrol.
Misc	Contract: Jenny o' the Woods	Miscellaneous: Contract: Jenny O' the Woods	Hark! Some devilry's taken hold of our fields, something neither spirit nor phantom. Old Wil swears on his mother's grave it's like to be Jenny o' the Woods. Whether it is or it ain't, be careful and don't go out in the fields alone, and most certainly not without scythe or rake in hand. But if you've the courage to drive the foul thing off, you'll receive a handsome reward. – Bolko, ealdorman of Midcopse
Misc	Letter found in a grave	Miscellaneous: Contract: Jenny O' the Woods	... even though I told him I don't want to know him. I know you're not afraid of Bokhai, but I am. He says he loves me, but it's not the kind of love I have with you. It's a fierce, frightening kind. Bokhai won't leave us alone, ever. We have to run. Leave your reply in the usual spot. Your Zula.
Misc	Assassin's knife	Miscellaneous: Contract: Jenny O' the Woods	

Misc	Contract: Missing Soldiers	Miscellaneous: Contract: The Mystery of the Byways Murders	Let it be known that the Imperial Army is in need of a man who knows the area - a hunter or a scout, for example - to help us find a missing patrol. It is possible the soldiers fell prey to a monster. If this suspicion is confirmed, anyone delivering the beast's head will be paid a reward by the undersigned. Address any and all questions to the same individual. Glory to the Emperor! -Milan Noran, commander of the division stationed in Oreton
Misc	Contract: Monster in the Cemetery	Miscellaneous: Contract: The Merry Widow	People of Lindenvale and thereabouts! If you've got any notion of wandering over to the graveyard, rid yourself of it at once, for some evil's taken it over, digging up graves and doing other such damage. Lately it's begun preying on any who enter, and has even kidnapped the miller's lad. So if you've an ounce of sense, stay far from it, and if you've the courage and skill, slay the monster for us, and your efforts will surely be rewarded.
Misc	Grave hag skull	Miscellaneous: Contract: The Merry Widow	
Misc	Contract on... Gods Know What On!	Miscellaneous: Contract: Mysterious Tracks	Good Folk! Walking the woods recently I spied some odd tracks and couldn't for the life of me figure out what left them, even though I've many a hunt under my belt. You know me, I'm not one to make a fuss, but I can't help but reckon they bode ill and we all should be on guard. And if anyone's seen something or figures he can identify the tracks, come see me. There's a reward. -Huntsman of Lindenvale
Misc	Fiend dung	Miscellaneous: Contract: Mysterious Tracks	
Misc	Contract: Monster from the Swamp	Miscellaneous: Contract: Swamp Thing	Anyone knows how to read, read this, and read it careful, so that it's known far and wide, or at least throughout the whole village. Out in the bog, by where we dig peat, there's a beast what feeds on men and spurts out deadly mists all around itself. If you're good with a sword and looking for coin, know that I'll pay and pay well for that beast's head. And to everyone else, stay out of that accursed bog if you value your lives. Don't say I didn't warn you. -Leslav
Misc	Contract: Missing Miners	Miscellaneous: Contract: Missing Miners	It'll not come as news to most, but let me repeat for the ignorant: a few of our lads went looking for ore in the mountains and never returned. They must've run into trouble, and since those brave warriors couldn't handle it themselves, it must've been serious trouble indeed. That's why I'm looking for a brave man to go up and suss out what's become of them. Whoever does so will get gold to match his glory. -Gjarr, village elder of Svorlag
Misc	Contract: Monster on the High Road	Miscellaneous: Contract: Waylaid Transport	I need a hero. A man favored by the gods. Or a witcher. Anyone, really, who's not afraid to stand up to the ghastly creature what's been attacking folk walking the main road to Larvik. A reward's been set aside. If you don't fear death and long for fame in ballads, come see the village elder. -Thorleif, son of Bear Haugs

			P.S. Sverre, you stay home. You've done enough as it is.
Misc	Contract: Muire D'yaeblen	Miscellaneous: Contract: Muire D'Yaeblen	Craving glory and gold? Got a sharp blade and not afeared of death? Then come see Bjorg the master boatbuilder, for he's got work for you. It's the muire d'yaeblen in the Kaer Trolde bay - they need to be killed, for they've multiplied and grown so fierce you run into them every time you leave the harbor. Kill the beasts, and you'll become famed throughout all the isles, and your purse'll be heavy with gold.
Misc	Contract: Missing Son	Miscellaneous: Contract: Missing Son	Be ye Skelliger or Continent man, read attentively and to the very end. My son, Olve, he went off to seek adventure and never returned. So I'm asking all travelers to keep their eyes out for him - and if you bring him back or find out what's happened to him, I'll pay a generous reward and keep you in my prayers to Freya. -Odhen of Rannvaig
Misc	Letter to lighthouse keeper	Miscellaneous: Contract: The Phantom of Eldberg	Got work for you, Mikkjal. A ship's going to sail from Faroe to Arinbjorn with a load of hides on board. At midnight you're to put out the light in the lighthouse and keep it dark until we give the sign with our torch. We'll split the loot same as always - you'll get a tenth of what the sea tosses ashore. Till we meet again.
Misc	Contract: Nils' Disappearance	Miscellaneous: Contract: Here Comes the Groom	To anyone who might know anything! Nils from our village - he's disappeared! It's been many a day now and he's still nowheres to be seen. So if you know what's become of him, don't keep it to yourself, come see me and let me know, even if the truth's grim and dark, for my sister, Britt, who was his betrothed, she's going out of her mind with worry, crying seas of tears and such. I swear to Hemdall, whoever brings me news will get an honorable reward. -Kevan
Misc	Contract: Beast in the Oxenfurt Forest	Miscellaneous: Contract: The Creature from Oxenfurt Forest	If you know no fear and seek work, read this notice, for the call contained therein will be of great interest to you. Hans of Cidaris, soldier of fortune and veteran of many wars, hereby makes known the following: Being greatly concerned about the fate of the local peasantry, which suffers horribly from the attacks of some monster nesting in the forest near Oxenfurt, I have decided to grant a purse of Novigrad crowns to the man who slays this beast. Yet may it be known that any man who comes to me without a Trophy shall receive no gold, but instead shall be tossed out on his arse so hard he shan't sit again till the end of his days. Hans of Cidaris, World-famous soldier of fortune, veteran of numerous wars, Honored member of the Order of the Lily
Misc	Mercenary contract	Miscellaneous: Contract: The Creature from Oxenfurt Forest	Dear Master Hans of Cidaris, I have decided to accept your condition that the fee for the beast's demise be paid in advance. The reward you demand, however - six full purses of crowns - continues to seem quite excessive to me. The three I have included with this missive should be more than suffice for you and your crew. Note that I expect a quick and final resolution to this monster problem. Should you determine that you are not up to the task, I expect you to return every last copper of the advance I enclose - under penalty of flogging and imprisonment - and to immediately leave the area. On behalf of the City Council of Oxenfurt,

			Klaus van Trontke
Misc	Contract: Devil in the Woods	Miscellaneous: Contract: Lord of the Wood	Dear witcher, sir (if any be present hereabouts, that is) I've a hunch - eh, what am I saying - I'm dead certain that the woods I was lucky enough to gain possession of - or at least, I felt lucky about that till recently - that these woods are home to a cruel evil, a devil of some kind. I hired a gang of dwarven loggers not long back to harvest lumber. Strapping lads, every last one having cut down many a mighty tree in his life. So you can imagine my surprise when said loggers disappeared, all save one, and he claimed to have seen a monster. I've marked out a bounty for freeing my stretch of woods from all foul creatures, and dearly hope that soon I will have the pleasure of giving it to someone. Sincerely, -Brean Hotsch
Misc	Contract Issued by the Temple Guard of the City of Novigrad	Miscellaneous: Contract: Deadly Delights	Fellow Followers of the Flame, In recent days several officers of the Temple Guard have been ravaged to death in a most bestial manner. An investigation has been launched to look into the matter, so the perpetrator shall soon feel the iron grip of justice closing around his throat. Anyone able to help the guardsmen track down and punish this murderer - or murderers, as the case may be - is asked to report to the nearest guardpost at once. A reward is foreseen. It is likewise hereby announced that any man aiding or abetting these bandits or withholding evidence regarding these crimes shall be punished by torture, imprisonment or even death. -Sergeant Gilbert Witschke
Misc	Contract: Monster in Oxenfurt	Miscellaneous: Contract: The Oxenfurt Drunk	By orders of our most magnanimous ruler, King Radovid V, any itinerant monster slayer reading this notice is obliged to abandon any currently-unresolved contracts immediately and devote himself to tracking and slaying this monster. The beast in question has befouled the cradle of human intellect, the city within whose territory lies the oldest of academies of learning, namely: Oxenfurt. The swordsman who puts an end to its criminal doings will be rewarded with the King's full generosity. -Commander of the Oxenfurt City Regiment
Misc	Short letter	Miscellaneous: Contract: An Elusive Thief	Janne, please - cut out this nonsense at once. This might come to you as a surprise, but a giant cat will tend to stick in people's memory. Why don't you pick some other, safer form, like I did? I've been walking around as a beggar for three years now and no one's batted an eye. And such earnings! You wouldn't need to steal anymore. So, how'll it be? If you decide on it, I'll put in a word for you with the King of Beggars. Till our next writing, Louis P.S. Burn this letter once you've read it, all right? P.P.S. Yes, yes, I know - I'm paranoid. But humor me and burn it. P.P.P.S. If find this letter next time I come see you, you owe me a beer.
Misc	Contract: Haunted House	Miscellaneous: Contract: Doors Slamming Shut	I seek a witcher of unsullied reputation (documentation regarding prior achievements and written references preferred) who will undertake the task of combing the residence on the outskirts of the city recently acquired by the undersigned, Count Kurt Dysart, in order to find and drive off or kill the creature which is haunting it. A sizable reward is guaranteed.

			Sincerely, -Kurt Dysart, Count of Anchor by writ of King Foltest (temporarily in residence at the Kingfisher)
Misc	Amaverick of Sorano's journal	Miscellaneous: Contract: Doors Slamming Shut	When dealing with Beings of this Nature, it is most vital to achieve Equilibrium between giving free rein to its Will and obstructing it with the Fetters of Servitude. The sagacious Elementalist who has tamed a magic Minion should not heed the sweet yet pernicious Urge to unbind the Being, for only Harm will come of it, Wailing and Gnashing of Teeth will be the only result. Likewise he who tightens his Servant's yoke overmuch will gain nothing from it, for his enchained Being will be to him dumb and dull as a Lump of Earth. The Key is to prepare a proper magic Barrier, one whose effectiveness shall be backed by a crystal of power. This crystal is of the utmost importance: if it should break, the barrier shall fail, yet worry not overmuch, for neither axe nor blade can harm it. A barrier thus secured shall serve as the Minion's Prison without unduly hindering its Power. The Ability to erect it properly, however, demands a high level of Proficiency, the kind no mere superficial Study or Practice can provide. The Bunglers and Ne'er-do-wells of our Profession need not apply! Right. Sounds suitably pompous. Must have Dukas make a clean copy of this first draft, prepare it for publication. Wonder where that clod is, I sent him out for cheese and ink ages ago…
Misc	Journal from the Moldavie Residence	Miscellaneous: Contract: Doors Slamming Shut	What a lovely home! I cannot believe we were able to buy it so cheaply. Valeria always had a keen mind for business – she haggled so fiercely the broker dropped his price by a third. Incredible! Valeria says the room layout is exceptionally well-conceived. Tomorrow we will move all our things in. It will be good to have our own place. Finally, some peace and quiet. Once we had arranged all the furniture, Valera decided we needed to paint the walls yellow. Perhaps that is for the best, it will make it more cozy. Valeria's mother visited us. Tomorrow I shall paint the walls green. Valeria heard some noises during the night. She woke me several times, but I did not hear a thing. This night I heard them. The walls shook. Valeria has learned from the neighbors that previously a powerful mage resided in this home. They all say he would summon demons, and his spirit still haunts its rooms. People will believe the most outlandish nonsense. Valeria has decided to move back in with her mother for some time. Until I do something about the walls. I joked that perhaps I could simply repaint them, but I don't think she found that amusing. The plaster has begun to fall off. It seems to me that I heard a noise last night, something like a muffled roar. Valeria has returned. She found a buyer for the home. Avoided any suspicion by claiming to be the mage's widow, selling off the estate after her husband's unfortunate death at the stake. Fool count must think he has found himself an incredible bargain.
Misc	Contract: The Apiarian Phantom	Miscellaneous: Contract: The Apiarian Phantom	Calling all bounty-hunters, trackers and witchers! Misfortune has fallen on Honeyfill and the apiary which for five generations has provided a livelihood for the entire Meiersdorf family! The apiarian phantom has descended upon us and has begun to destroy our hives, slay our bees and wreak general havoc all around! I shall be grateful for any help you can provide and guarantee a reward awaits you for work well done.

			-Holoferens Meiersdorf & Sons
Misc	Cellar Key	Miscellaneous: Contract: The Apiarian Phantom	
Misc	Contract: The White Lady	Miscellaneous: Contract: The White Lady	Good People, Take pity on the poor lot of us peasants. The fields outside of town are haunted by a wraith somewhat like a maid in appearance, though her visage is ghastly and sullied. You cannot walk within ten spans of the evil and hope to escape alive. It's thus keeping us from harvesting our crops, meaning famine and misery await us if nothing changes. So we plan to hand all our remaining gold to whoever drives this White Lady off or kills her. -Helma, Ignatius' widow. P.S. Since I've got many an inquiry into the matter already, I'll let it be known right here: I'm not interested in remarrying.
Misc	Silver dagger	Miscellaneous: Contract: The White Lady	
Misc	Brother Missing	Miscellaneous: Secondary Quest: Missing in Action	Bastien, my brother, went off to fight the Black Ones. I've reason to think he stood in the great battle nearby. He's not returned to this day. Like many others, you'll say, and you'll be in the right. But if he fell, and I know it's like he did, I'd give him up to the ground the least, like our fathers have done always. I'd bury him 'neath the barrow where our parents lie, not leave his corpse to be ate by the corpsers prowling the battleground. So I seek a man brave, able with a sword, and willing to venture out with me to find Bastien. I won't pay much, for I've not much to give, but I'm not stingy with gratitude and sure to show it aplenty. Any man willing to help - look for a razed hut along the road to White Orchard, just near the bridge. I've made camp there. Dune Vildenvert
Misc	Locked strongbox	Miscellaneous: Secondary Quest: Precious Cargo	
Misc	Burned papers	Miscellaneous: Secondary Quest: A Frying Pan, Spick and Span	(...) and when you arrange to meet, you fucking show up! I did, risking my life and the entire blasted operation, and ended up standing there with my ploughing cock in my hands, waiting for nothing. (...) I thought the Nilfgaardian army was better organized than that, but you [illegible]... Tell that blessed Lord General of yours that me and my companions don't hold grudges, so we won't break off negotiations. But since our old plan's gone tits-up, this time we'll choose the time and place for the next meeting (...)
Misc	Frying pan	Miscellaneous: Secondary Quest: A Frying Pan, Spick and Span	
Misc	Silver monocle	Miscellaneous: Secondary Quest: A Frying Pan, Spick and Span	
Misc	Dog collar	Miscellaneous: Secondary Quest: A Dog's Life	
			For years and years I succeeded in living a quiet life, far from the stink and cry of the big city.

Misc	Druzus the hermit's notes	Miscellaneous: Secondary Quest: A Dog's Life	When I entered this voluntary exile, I left the whole world behind and hoped it would do the same to me. Yet lately I have noticed someone observing me. Times are unsettled. War turns men into wild beasts. I suspect it is not a friendly neighbor keeping an eye on me. Barylka, the only companion in my solitude, stands by the door at night and barks. What has happened to Alexis, Hector, Gizmo, Dex? Hunger drives men to do the worst – perhaps bandits now prowl the area? Fools. They know I have nothing. Tomorrow I will attempt to explain everything to them.
Misc	Key	Miscellaneous: Secondary Quest: A Dog's Life	
Misc	Aeramas' Shop: the Best Goods Around!	Miscellaneous: Secondary Quest: Of Dairy and Darkness	Come to Aeramas'! We deal in goods both regional and exotic, in rare tomes and precious stones, and in a wide assortment of other unique items recently confiscated from mages - the scourge of our fair city - by our brave and honorable witch hunters (with whose gracious permission these goods are now available for purchase). Don't be shy - step right in and jettison some excess ballast from your coin pouch!
Misc	Aeramas' notes	Miscellaneous: Secondary Quest: Of Dairy and Darkness	The vision stabilized and, lo and behold, I saw as if through a moonlit haze the Four Princes, each clad in Armor and astride a horse. The first rode a steed the color of fog, the second of sulfur, the third black as the abyss, and the fourth – a pony. And then I beheld a fountain, a clear spring, but the Princes did not drink of it, for it was forbidden. And then a Bird of Paradise, shining in ruby and gold, flew above them and alit upon the branch of a tree. And the tree had arms numbering a thousand and forty. "Draw from the source," said the Bird, but they pointed to the Sun's bloody tears and did not draw. And then a pure Virgin appeared with bared breast, exposing her modest bosoms, ruddy and firm like ripe linden berries. Then my nose became accustomed to the aroma and the vision passed. Tomorrow I shall try to unseal that well-aged sample from Genno Myvort. It is said to have a refined, deep scent with slightly nutty aftertastes. Well. We shall see.
Misc	The mage Aeramas' last journal entry	Miscellaneous: Secondary Quest: Of Dairy and Darkness	Hunters have stalked my house for days. I knew they would come eventually, of course – that pungent limburger's vision was all too clear – but I must risk it and stay a few more days. The cheeses have entered an intensely fascinating stage of maturity and transporting them is entirely out of the question. I have worked on this recipe for forty years and I would rather die than abandon it now. In the event that I am unable to divine the time and nature of the hunters' attack, I bequeath my most valuable treasure to whatever brave adventurer will be able to find it. May this reward inspire him to continue my work and stand on the shoulders of the giants of tyromancy – Joffrey Munster, Aven Vieux-Boulogne and, last but not least, the Baron of Blue, Eric Stilton.
Misc	Lizard figurine	Miscellaneous: Secondary Quest: Of Dairy and Darkness	
Misc	Bull figurine	Miscellaneous: Secondary Quest: Of Dairy and Darkness	

Misc	Snake figurine	Miscellaneous: Secondary Quest: Of Dairy and Darkness	
Misc	Beware of Trolls!	Miscellaneous: Secondary Quest: Harassing the Troll	Fellow countrymen! Travelers and locals! If any of you get to feeling like wandering around these parts, pay extra care near the northern edge of our isle, for a troll's known to lurk thereabouts. He doesn't seem threatening, just growls from time to time. He knows a bit of human speech and says his name's Borys, but we all know how it is with trolls - you never can tell what thoughts are brewing in those thick skulls. So be careful! -Innkeep
Misc	Wedding ring	Miscellaneous: Secondary Quest: Last Rites	
Misc	Notice! Delay affecting orders placed with Anselm!	Miscellaneous: Secondary Quest: Caravan Attack	To everyone who has put in an order with Anselm recently and knows how to read: We kindly inform you that orders placed before the last full moon will be delivered with a slight delay. The delay is due to factors beyond the control of the merchant Anselm (the ongoing hostilities have made hiring an escort for the journey to Oxenfurt a nigh unto impossible feat), and therefore no discounts or refunds will be given. -Anselm
Misc	Stoneworker's notes	Miscellaneous: Secondary Quest: Looters	13 VII 1271 Vimme Vivaldi’s order: twenty blocks measuring 40 x 70 x 30, three 55 x 60 x 40. Note: uniform stone, no inclusions, to be used for bank counters. Order for the Vegelbuds’ residence: five slabs measuring 120 x 80 x 5. Note: polished surface. For decorative purposes. 14 VII 1271 Order fulfilled. Collection arranged for 18 VIII 1271. Payment to be delivered in species. To purchase: tracer x 3, wooden hammer x 5, leveler x 2, chisel x 4. 18 VIII 1271 Nilfgaard has crossed the border. Jorge did not come to retrieve his order. I’ve nothing with which to pay the boys for their work. They say they’re gathering their tools and going to Novigrad. 20 VIII 1271 The road to Novigrad is closed. Blockades along the Pontar. Redanians on one side, Nilfgaard on the other. The horizon burns at night. Pillars of smoke can be seen during the day. We’ll barricade ourselves inside. Others want to join us, but we haven’t enough food so we must send them away. 21 VIII 1271 The Redanians are ordering us to open the gates. They want to station a garrison in the quarry. No mention of what will become of us, and war rages all around. They say a major battle is brewing. We’re staying put. The Redanian division’s small, no siege equipment, and our palisade’s strong. Perhaps they will give up and leave.
			Dilvyn,

Misc	Letter from Nilfgaardian's wife	Miscellaneous: Secondary Quest: Lynch Mob	I lost my father and brother in the last Nordling war. Please, come back to me, for I'm afraid I'll lose my husband, too, and our little Beatrys will lose her father. I know the punishment for desertion. But I also know some men have made it home unscathed. We'll hide at Iffan's farm, you'll wait out the war in peace there. I pray for you every day. Alveen
Misc	Save my chickens!	Miscellaneous: Secondary Quest: Funeral Pyres	I need me a hunter or a tracker - blast it, even a smith or a baker, long as he knows a thing or two about wolves. And if he knows how to kill them - that's even better, for the furry devils have infested the woods near my garden and the Honeyfill Meadswork and won't give me a moment's peace. If you're keen on the job and willing to help, come look for Yanina.
Misc	Holy Oil	Miscellaneous: Secondary Quest: Funeral Pyres	
Misc	Beware of Trolls!	Miscellaneous: Secondary Quest: The Volunteer	CAUTION! A troll's been seen (and heard) to the east of Oxenfurt, on the left bank of the Pontar. Said troll has been known to sing Redanian marching tunes. It is suspected this is part of some Nilfgaardian diversion tactic. It is recommended that this area be avoided until the appropriate branch of His Majesty's services can take care of the problem. In the event of an encounter with the troll, it is recommended one remain immobile, preferably low to the ground and while covering one's head with one's arms. There exists a chance that the beast will not then attack, for it will mistake the potential victim thus situated for a rock. Berto Bertolomiu, Captain of the Garrison
Misc	Paint	Miscellaneous: Secondary Quest: The Volunteer	
Misc	Transit pass	Miscellaneous: Secondary Quest: Fake Papers	Know ye that these present writings do give and grant the right of passage across the Pontar and its subsidiaries, unobstructed by any blockade or other such obstacle, to the bearer thereof. Whoever doth hinder this right must desist in his unlawful skullduggery or sorely regret it forthwith. Thus speaketh I, King Radovid V, called the Stern by some, a man too busy to go about applying my royal seal to trivialities such as this.
Misc	Title to property	Miscellaneous: Secondary Quest: The Dwarven Document Dilemma	
Misc	To the Most Beautiful Woman in the World	Miscellaneous: Secondary Quest: Face Me if you Dare	Such is my quest - to wander the villages of this fair land of Velen singing the praises of Maid Bilberry. I shall bring due fame to her unequalled beauty and unparalleled charms. Maid Bilberry is without a doubt the most intelligent, most understanding and most compassionate of all creatures to walk this our imperfect world. I shall immediately and with full prejudice correct any man who dares to claim otherwise. The most stubborn and foolhardy of these ignorami shall taste of my family blade. Indeed, just the other day I came across a certain gentleman fondling some tart and having the cheek to call her "my most beautiful little flower." This enraged me so egregiously that I decided to explain to the fool the magnitude of his error, but he refused to listen, and when I insisted further, he fled. This truly is a land of cowards. I shall not rest until I've convinced all the locals that they should direct their compliments to Maid Bilberry - and only Maid Bilberry.

Misc	Letter from Toben	Miscellaneous: Secondary Quest: At the Mercy of Strangers	Dear Mother, Everything has gone very well so far. I still have a considerable ways to go to the city, but as soon as I get there I will dispatch this letter and set about writing another. I miss you and Father horribly. I am being extremely careful with the coin you gave me. I have not spent hardly a thing. Once I find employment, I will set aside an amount every week, and send you my savings regularly. Tell Yolanda I love her greatly and will send for her soon. To come and be my wife, of course. I spoke with a certain Temerian who told me there are more merchants in the city than ants in the woods, and that scribes are always wanted. I believe he spoke the truth. Your Toben. Give Fido a good belly rub from me.
Misc	Bandits on the Bridge!	Miscellaneous: Secondary Quest: Highwayman's Cache	To travelers and native folk, to women, children and elders, to men in their prime and those barely starting to get fuzz under their beaks, to anyone who might be passing by and knows how to read - read closely and tell those who don't! A band of scoundrels and thieves has waylaid the bridge south of Lindenvale and won't let anyone passed who doesn't pay them a toll! So be on the lookout if you're planning on passing through there, and if you can, wend your road over another bridge!
Misc	Dragonsroot	Miscellaneous: Secondary Quest: The Truth is in the Stars	
Misc	Careful! There's a Swindler About!	Miscellaneous: Secondary Quest: The Truth is in the Stars	Attention, countrymen! Don't get taken in by the platitudes and false prophecies dealt in by a certain so-called 'soothsayer' dwelling in Benkelham! This man calls himself a Sage, but knows as much about divining the future as any toothless village hag, and all he truly cares about is extracting coin from the unwary! Don't let him cheat you, it'll only encourage him! -Felippe Cannalia, fifth-year student in the Faculty of Medicine and Herbology at Oxenfurt Academy
Misc	Unsent letter	Miscellaneous: Secondary Quest: Blood Ties	Dear Mother, This might be my last letter. My head hangs low as a I write, for I have brought great shame on our family. I have failed my brothers at arms. In the hour of truth, my courage failed me. I ask no forgiveness, for I deserve none. I ask only that you pray for me. May you live in health, H
Misc	Holger Blackhand's horn	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	
Misc	Thief's journal	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	Brynold! Fat as a seal 'fore winter y'are, with a maw that reeks like a cesspit, but your head - brilliant! Making a mold of the Key with a lump of clay - damned clever, can't believe I didn't think of it meself! I strolled right into the Armory after dark, Kuliu was lying there right where you said, in a case, wrapped in Oilcloth. What a blade! Fits your hand like a toothsome lass's tit, point's sharp as a needle, hilt's set with gems… Stared so hard I didn't hear that fool Olaf coming. He would've caught me had he not tripped and smacked his gob into the ground. Seems the gods are lookin' after us! So now we've got to sell the blade - and that won't be easy. Not many got that kind of coin, and them who do don't want to cross Crach. Luckily, my

			brother Yrjan knows a merchant, fellow named Gimre, who always finds willing buyers for "second hand" goods. They're going to meet in the old fortress near Fyresdal. Maybe they'll make a deal with Lugos? He's got heaps of gold - and not a drop of fear for an Craite. Cheers to you, old goat! Sveinar
Misc	Thief's journal	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	Sveinar - I got good news and bad. I'll start with the bad… Me and Gimre went to Lugos. Gave us the welcome custom demands, mead and meat aplenty. But as soon as we unwrapped Kuliu from its leather and asked how much he'd give us for it, he ripped the blade from our hands and knocked us both on our arses, calling us thieves. He then sent us running from his house, hounds at our heels. Gimre runs slow, so they got him. That's fine - only means a bigger cut for us. Now here's the good news - we still got the sword, and now I know how to get rid of it. I talked to Steinfinn, me brother in law, and he'll sell Kuliu in Novigrad and split the coin with us after. I know, I know, but I swear, you can trust him. I'll give him the sword on the beach by the whale cemetery on Ard Skellig. I'll go alone, so as not to attract attention. Watch out, Lugos might have sent a messenger to Kaer Trolde to inform them of the theft. Just in case, hole up somewhere - maybe with Aunt Hilde? She's not right in the head, but you can rely on her anyway. Cheers, -Yrjan
Misc	Thief's journal	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	Sveinar, I've been sitting with these damned whale carcasses for ages, and still no sign of Steinfinn. Either he's wrecked against the rocks or he's left me high and dry. I told Anke not to bring that bastard into this! Now I don't know what to do – who else would be willing to buy this sword? Maybe we ought to take it back to Kaer Trolde? Maybe Crach will laugh and let it all slide? Remember how it stank in the hut when that rat died behind Ma's and Da's bed? Well, it stinks even worse here. And it's cold. Write back soon. Or even better – come. - Yrjan
Misc	Journal of a Thief, Part I	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	Holger Blackhand… Good one! They should call him Holger Hole-in-the-Head, Holger Two-Left-Hands, or even better, Holger the Cretin. We turned chicken? What's he got in his head where his brains should be – whale blubber? Outnumbered ten to one, we were! And up to our knees in mud, whilst they charged down at us from the hill! I understand it's an honor to die in battle – but that weren't no battle. 'Twas a a slaughter! He exiled us, the bloated walrus, the siren and troll-spawned Miscreant… And so off we went, but not empty-handed. Since he weren't using his ancestral horn to sound no retreat anyways, not even when his shield bearers were dying like flies, well, we took it off his hands. Kjarre took the horn with him and went north, into the fjords, where pirates and smugglers cast anchor atimes – says maybe they'll buy it off us… and then Mathios will never find it. Good. He didn't say a word in our defense when Holger was driving us off, so let him go out in a blaze of shame and disgrace.

Misc	Journal of a Thief, Part II	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	I, Kjarre, son of Knut, have twice disgraced myself. First by running from the field of battle out of fear of dying. The shield I abandoned then rests on the bottom of that marsh, and there it will stay until Ragh nar Roog, as testimony of my cowardice. The second time was when Orn Two Heads convinced me to help him steal Holger Blackhand's horn. Orn thought I'd sell the horn to smugglers, but I won't. If I'm to live like a thief and a bandit, I prefer not to live at all. The one thing I can do to regain my honor is to return the horn to where it belongs, to its ancestral home. Mathios, who Holger charged with getting the horn back, has family near these cliffs. I hope he'll come here for the equinox festival. Then I'll be able to give him back the stolen horn and ask for him to vouch for me with the jarl. That's all the hope I have left.
Misc	Kuliu	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	
Misc	Contract: Stolen Horn	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	I, Holger Blackhand, do hereby announce the following: The warriors who brought shame on themselves and their line at the Battle of the Sodden Fields have shown that the punishment I meted out to them was far too lenient! Before departing An Skellig, they stole the horn of my ancestors from my hall. I've entrusted the task of retrieving it to my steward, Mathios. Whoever brings him the horn will taste of my generosity. Whoever helps the cowards and thieves who took it will taste my wrath.
Misc	Contract: Stolen Sword	Miscellaneous: Secondary Quest: A Family Blade / A Hallowed Horn	Olaf, lead guard at Kaer Trolde, would like to make the following known: Someone's snuck into the an Craite Armory and stolen the sword known as Kuliu. The yellow-bellied scoundrel who did the deed was seen leaving the village via the southern gate, heading towards the old fort. Whoever helps recover the sword will receive a reward worthy of his efforts, and whoever helps the thieves - a death worthy of his treachery.
Misc	Solid Skellige sword	Miscellaneous: Secondary Quest: Finders Keepers	
Misc	Highwaymen's journal	Miscellaneous: Secondary Quest: Peace Disturbed	elven ruins elven ruins! fucking bollocks. treasure! gold! magic cocksucking wild vipers! fuckface sold me that map musta come here first & took it all the ploughing thief. fucking blighters don't respect nothing no thought for others just me me me all the fucklong day. brought more blasted gold in me pockets for spending coin thans here to be looted. least this caves warm & dry & someot fit for wintering.
Misc	Old Key	Miscellaneous: Treasure Hunt: X Marks the Spot	
Misc	Old Key	Miscellaneous: Treasure Hunt: X Marks the Spot	
Misc	Mysterious map	Miscellaneous: Treasure Hunt: X Marks the Spot	undefined <<tresure_map_waterfall>>
Misc	Mysterious map	Miscellaneous: Treasure Hunt: X Marks the Spot	undefined <<tresure_map_tower>>

Misc	Sawmill owner's notes	Miscellaneous: Secondary Quest: Abandoned Sawmill	The druids are on the warpath. Moved from words to deeds. Every morn we come to the mill to find our equipment damaged, destroyed. Last night someone tossed an axe into Vill’s door. Folk are scared. I’ll talk to the druids one last time. This must end.
Misc	Lumberjack's letter to his wife	Miscellaneous: Secondary Quest: Abandoned Sawmill	Don't know how long I'll stay here. Till now the work was tough, sure, but we earned a decent living. Lately, though, I fear for my life. Something haunts the place at night. It roars and wails, we can't stand it no more. And the wolves, they're always howling. Yesterday Seamund went to the privy during the night and never returned. Didn't find no body nor tracks. Who knows, maybe he ran off? I'd rather that than something worse to have happened. Truth be told, I think about leaving here more and more lately, about going back to you and the young one. I'm no fool, maybe I could learn another trade and we'd get by somehow.
Misc	Letter from a druid	Miscellaneous: Secondary Quest: Abandoned Sawmill	You have gone mad if you think that these attacks and accidents are our doing. Not a single druid has taken action against you and none of us wish you harm. Our calling is to care for nature, but not at the price of human lives. In fact, man is also a part of nature and we are not allowed to do him any deliberate harm. Note, however, that nature is ruled by her own laws and if she has let you know you are not welcome here, it would be wise to consider a halt to your woodcutting. For your good, and for the good of the forest.
Misc	Letter to Yanne	Miscellaneous: Secondary Quest: Bad News	Yanne, my dearest son! Ill is our lot of late. Singa's husband's ship crashed in a storm during its last expedition. Bjorn survived, thank the Gods, but weeks will pass afore his captain builds another and meanwhile life must go on. He weren't taken on for the building, so he's earning no coin. We're eating our winter stocks now, and I fear to think what we'll do when they run out. That's why I'm sending Singa to you and asking for your help on behalf of us all. If you can, find work for Singa, and then Bjorn and I will come to Kaer Trolde to stay with you. Perhaps there's some work for Bjorn with you at the forge? And if work is scarce round Kaer Trolde as well, lend Singa a few coppers, at least, and I'll give it all back with interest once we're out of this plight. With belief in your good heart and thanks in advance, Your loving mother
Misc	Notes of a pirate	Miscellaneous: Secondary Quest: Taken as a Lass	Hauled in a mighty fine catch this time. Seven women and ten men, each healthy and strong. Top-quality goods. Captain doesn't know yet where we'll sell them, but for merchandise like this, we're sure to get a good price anywhere. Perhaps we'll sail to [illegible] There's this one we've got who's damned pretty - but a damned pain the arse, too. If not for that, I'd keep her for myself. But when she's not bawling her eyes out, she's yelling threats at us. Demands we let her go or drop her off at Freya's temple. And that if we don't, her brother will sail after her and slaughter us all. Now that'd be the day, when [illegible] First three days at sea were quiet, but now a storm's blowing in. Blasted Skellige weather. Why couldn't it just wait till we left these waters [text ends abruptly]
			Arnor,

Misc	Lugos' letter	Miscellaneous: Secondary Quest: Armed Assault	Ingvar, son of Ulmar - he cheated us, I'm dead certain. Tricked us all, the whoreson - me and you lot both. All this hating on me you've been doing is pointless. I swore a hundred times that we'd split the booty from this raid as we've split the others - evenly. And I meant it. Thing is, two chests of jewels, a silver dagger and some gold cups and plates have gone missing. I summoned all from the clan who were on the raid - and all swore on the blood of their fathers, and their father's fathers before them, that they'd not taken more than their share. That leaves Ingvar. I might have known better than to take an An Craite aboard. It were my error, but one we can correct. One you can correct. Take a handful of men and go find him. Then take from him what's ours. You have me blessing. Lugos, the one they call Madman
Misc	Nithing	Miscellaneous: Secondary Quest: Nithing	I'm asking for help from any who can give it. Someone has cast a cruel and treacherous curse on my line for which I cannot find a remedy. If you've skill in undoing such charms, or even if you have heard of a worthy cunning man or pellar who has such a gift, seek me out in my house near Rannveig and rescue me from this misfortune. I shan't spare the coin in recompense. -Lotar
Misc	Skellige shawl	Miscellaneous: Secondary Quest: Nithing	
Misc	Letter from Agda's father to Timmon	Miscellaneous: Secondary Quest: The Price of Honor	Timmon of Clan Dimun! I am delighted my Agda will wed as virile a warrior as yourself. Pride fills my heart to think your marriage will unite our two families. I trust you will forgive my absence, but with my many years and many more injuries, travel is no longer possible. I thank you for sending your brothers to escort Agda – my own lads are all drinking mead with our ancestors, so if not for Ulf and Mikkel, Agda would have no worthy company on her journey to her wedding ceremony. To start you on your path together properly, I will entrust Agda's dowry to your brothers, on behalf of myself and all our clan. I also convey to you both my sincerest blessings. Respect each other and live in harmony. May you thrive and prosper. Yorgen of Clan Heymaey
Misc	Chest Key	Miscellaneous: Secondary Quest: The Price of Honor	
Misc	Trial of Dexterity completion token	Miscellaneous: Secondary Quest: The Path of Warriors	
Misc	Path of Warriors completion token	Miscellaneous: Secondary Quest: The Path of Warriors	
			Five weeks have now passed since I was hired by that "Prince Valgridovt of a far-off land" to help guide his family safely to Beauclair. At first I merely suspected it, but now I am certain: our ship is being followed. We've charted a course for shore. The captain wants to replenish supplies in a small village called Ursten, and then sail up the Pontar. The masts of the ship which sails after us are constantly visible on the horizon.

Misc	Journal	Miscellaneous: Secondary Quest: From a Land Far Away	The worst is upon us. We shall drown. The shore was within our reach when a horrible wind blew us back. The gale tossed our ship against the rocks. We're taking on water. The yard fell and crushed my legs. I don't know what will come to pass now. I have failed them, have failed the heirs to the royal dynasty whom I was charged to escort safely to Beauclair... The sealed letters were in the chest which the sailors tossed overboard when the ship began to sink. If they ever wash ashore, if anyone ever finds them and this journal, know that they need to be given to a woman answering to the name Viki. She does not know the local tongue, but if you read the words "Viedhog latrut alame hoir," she will know what to do. I hope she has survived - luckily, she and the child sail in another ship. The elder insisted we travel separately. He was right. I don't know who chases us... I only know that I shall soon die...
Misc	Captain's log	Miscellaneous: Secondary Quest: From a Land Far Away	Captain's log for the Amuanda Day 69, Elinud Hatred has set in for the guide and the foreign royal family he was hired to escort. I should never have agreed to give them passage. They've meant endless trouble from the moment we pulled out of Val, and all indications are that plenty more awaits ahead. The foreign royals' bizarre behavior does nothing to help - the crew calls them barbarians behind their backs and mutters about the expedition being cursed. The guide said he had been hired to take them to Beauclair - perhaps such strange customs will accord with those at Anna Henrietta's court, but first we must reach the Continent safely. Yet ever since we lost sight of our sister ship, I've had a bad feeling about our chances of doing so. Day 73, Elinud I might have known there would be trouble when the guide explained these royals were fleeing a coup that knocked them off their throne on their home island. I hear the woman speak to the child in that strange tongue of theirs. She spits out words whose very sound is so filled with hatred and contempt I need not guess at their exact meaning, for they are sure to be curses aimed at the usurper. She scans the horizon constantly, the dread plain on her face, no doubt fearing assassins have been sent after her. Day 78, Elinud My worries have been confirmed - our passengers will be our doom. The ship will soon sink. May our gods and theirs watch over us.
Misc	Stone medallion	Miscellaneous: Secondary Quest: From a Land Far Away	
Misc	Letter sealed with impermeable wax	Miscellaneous: Secondary Quest: From a Land Far Away	Maen vire fi mode in llaid unaddan en. Nidyn vir bodi plaentin aer vid. Ir wifin diniwaed purfel blaedin mode. Dilai unrhiv unsin dwidfel araell, maehynin slande fiaid. Cypress
Misc	Tristianna and Isador	Miscellaneous: Secondary Quest: Free Spirit	Tristianna did not care a whit for her stepmother's admonitions. She would toss off her ragged foot wrappings and walk barefoot instead. She would wear Koviri lace and batik knickers under her rough hairshirt. And when dusk fell and the other novices dutifully went to offer their evening prayers, she would slip off quietly and run down to the bay, where Isador awaited her. This merry devil was thick as a barn and had hooves instead of feet – but Tristianna like him all the same, more than anyone else in the world. For him, she broke off her betrothal and defied her family's will. She knew that if their bond was ever discovered both she and Isador would be burned at the stake, and so in the dark hours of night she planned their escape.

Misc	Religion and Life	Miscellaneous: Secondary Quest: Free Spirit	And should we thus submit our life to religion, or should we interpret religion so that it serves our lives instead? There are as many schools as there are philosophers, as many stories as there are human beings (and let us not forget elven beings, nor dwarven, halfling, gnomish ones, nor any other such sapient creature familiar with the quandaries of the soul). I, for my part, having survived now more than one hundred and twenty years (vodka and radishes work wonders, lend no creedence to anyone who claims differently), can swear with all certainty that there is no way to reconcile everyone at once, and what pleases one will provoke whingeing and sulking in another, and will undoubtedly cause a third to reach for his knife if it dares depart from his known, narrow world by so much as a hair. What then are we to do? How should we live? Why, as we like, as our soul urges, disregarding all the brayings of philosophers and ethicists, those contained in this tome included - disregard them as we would fairy tales or old wives' legends.
Misc	The Curious Cases of Virtuous Vegga	Miscellaneous: Secondary Quest: Free Spirit	"Can there be such a thing as a virtuous whore?" – Vegga asked herself this question each and every morning, and each morning swore she would prove to the world that practicing the world's oldest profession does not preclude virtue. This determination augmented not only to her own troubles, but also those of Gaspard de Bruelle, her mother's longtime friend who, as a personal favor, had hired Vegga to work in his establishment, The Golden Garter. Poor Gaspard had to listen to the constant complaints of customers who would charge into his office in a huff about Vegga's behavior. Yet the girl clung firm to her principles and her ironclad drive to see them through. She would never perform with any lights lit and would avert her gaze with a powerful blush upon catching sight of the male member. Gaspard's greatest headache, however, was the fact that virtuous Vegga never, ever accepted any payment for her services (…)
Misc	The Cult of Freya	Miscellaneous: Secondary Quest: Free Spirit	Freya Modron, the Great Mother, teaches us to put our faith in her no matter what life brings. Thus warriors pray to her before setting off for battle, and the women they leave behind pray for their menfolk's safe return. Freya, as a mother and a goddess, understands all the trials of mankind, she sooths our pains and provides comfort. Yet woe to him who acts against her and violates her eternal laws, handed down for the good of men and the world. Condemnation awaits such men – they will be cut off from the life-giving source of motherly love, and if they repair not their ways and, renouncing evil, return to the mother-goddess' bosom, they shall be cursed for all eternity – they and all their line (...)
Misc	Change your life! A HandBook	Miscellaneous: Secondary Quest: Free Spirit	And so, I, Jacob the Rebel, once well-known as a libertine and brawler extraordinaire from Nazair with its myriad taverns to the wilds of Zerrikania, used what strength I had left to pull my craft ashore. The raft I had strapped together out of an old boot, bits of strap and a burst barrel had taken on so much water that two ells more and I'd have sunk to the bottom. Instead, I stood on dry land, and that was all that mattered. With not a living soul in sight and my stomach growling something mighty, I began to explore. The isle was bereft of game, but offered fruit in great abundance. I ate so heartily the juice nearly poured out my ears, and then I began to gather wood with which to build my shelter for the night and fuel the fire that would warm me. It was then I came upon the strange plant that would change my life till the end of my days. Ignorant of its value at this time, I frivolously used it for kindling. Yet as soon as it began to smolder and its sweet scent filled my nostrils, I felt light and the coastal breeze whisked all my troubles away. I devoted the subsequent years of my life to researching this miraculous weed and its properties. As a result, I was able to develop a method that is likely to transform the life of any who puts it into practice. Here is how to begin… (…)

Misc	Note left by spy	Miscellaneous: Secondary Quest: Hidden Messages of the Nilfgaardian Kind	Negotiations with the Trade Corporation continue. The merchants have agreed to almost all of the emperor's conditions. Outlook positive. Rumor is Radovid's found a way to get his hands on Novigrad. The Key to Novigrad's the Eternal Fire - control the hierarch, you control the city. A plan's in the works. Next message - the stash at Crippled Kate's.
Misc	Note left by spy	Miscellaneous: Secondary Quest: Hidden Messages of the Nilfgaardian Kind	The Trade Corporation is haggling about the price of its support for the emperor - the merchants want more influence in the east and south. Unsure how that will end. We know Hemmelfart's weakness. You get our girl into the Vegelbuds' bash. I'll put the kit and the coin in the stash in the Gildorf sewers. Here's the Key.
Misc	Note left by spy	Miscellaneous: Secondary Quest: Hidden Messages of the Nilfgaardian Kind	The Trade Corporation has broken off negotiations! Inform the emperor immediately - he cannot count on its support! Operation Hemmelfart remains unchanged. All good to go on our side. Your girl better not let us down. Given the merchants' treachery, the outcome of the war might depend on it.
Misc	Jade figurine	Miscellaneous: Secondary Quest: The Noble Statuette	
Misc	Jade figurine	Miscellaneous: Secondary Quest: The Soldier Statuette	
Misc	A mother's letter	Miscellaneous: Secondary Quest: Little Red	Dearest Lilly, If you are reading this, that means both your father and I are dead. I have asked Egward to give you this letter only when it is certain neither of us will return. A great deal happened while you were away at the Academy. One of your father’s ships sank and we fell into debt. I did not write you then because I did not want to worry you, did not want you to return – your education and future are what matters most to us. Our creditors began to call in our loans and refused to accept payment in installments. When we were forced to admit we could not return the entire sum, they swore to destroy us. Some thugs began following our every step, never letting us out of their sight. It was only a matter of time before the family secret was discovered. They directed the witch hunters to us and we were thrown in the dungeon. I heard the guards gossiping about how we are to have a show trial – and a show execution. I gave one my wedding ring and he agreed to allow Egward to visit us. Your father wishes to give him some final instructions and I want to give him this letter - our last, unexpected farewell. Be strong, my sweet, for in your veins flows the blood of men and wolves, and with that comes responsibility. I forbid you to avenge us. That will not bring us life, and will only bring you the executioner’s axe. You cannot die, not in that way. You must prove with your life and conduct that men and lycanthropes can live together in harmony. Leave town as soon as possible. Take only what is necessary, say farewell to no one, do not show yourself in public. Journey to where we used to hunt when you were a young girl and brace for the worst. The people there surely do not remember us, but they are good, simple villagers – they will treat you with kindness. Let us hope the madness of this persecution will soon end and you will be able to return home. In the meantime, take care of yourself and do not let them provoke you. Remember who you are and do not let anyone convince you that is something evil – this is how you were born and you should be proud of it. Live for us. We love you. Mother
			Take Heed, One and All!

Misc	An invitation to the Memorial Derby	Miscellaneous: Race: The Great Erasmus Vegelbud Memorial Derby (Heroes' Pursuits)	Citizens of the Free City of Novigrad and foreigners alike! The venerable Vegelbud family has the honor of inviting you to the annual Great Erasmus Vegelbud Memorial Derby. We welcome both spectators and contestants wishing to take part in the races. As it is every year, the Derby will be held on the grounds of the Vegelbuds’ residence. Seek out the Master of the Races with any and all questions.
Misc	Message from Carlo Varese	Miscellaneous: Race: The Great Erasmus Vegelbud Memorial Derby (Heroes' Pursuits)	Witcher I've heard about your victory in the Vegelbuds' Derby. Such talent shouldn't go to waste - in fact, it needs to develop, and to make sure it develops, it needs to be generously rewarded. If you're interested in either development or the reward, come visit me at my usual headquarters. Varese.
Misc	Moribundia: The Vampire's Last Likeness	Miscellaneous: Secondary Quest: Message from an Old Friend	Thereupon Isabella took Edward's glistening visage in her hand and embraced his icy lips, which were twisted into a cynical grin. "Forgive me, my love," she whispered, stifling the sobs heaving her bosom. "But my heart doth long with fiercer passion for yon werewolf, whom thou hatest with all thy vampiric thouness." "'Tis for the best," spoke Edward, shifting his pale face towards the equally pale moon. "With me thy life was ever endangered. With yon werewolf thou shalt know peace and happiness." Edward turned around and took a step towards the exit, but Isabella grabbed his wrist and bade he stop. The touch of her hand was so tender, his heart newly began to beat anew after centuries of deathly stillness. "There is more," spoke she, averting his penetrating gaze. "I am with child."
Misc	Tyromancy, or the Noble Art of Cheese Divination	Miscellaneous: Secondary Quest: Message from an Old Friend	What splendid diversity reigns in the kingdom of cheese! The ripened curd can be white or blue, hard or soft, fresh or aged, from the milk of cows, sheep or goats, brined, pickled or untouched... This list could go on till the end of time! And each of them, every last slice, every morsel and crumb, not only brings with it an unmatched rush of sensory experience, but in the right hands can be made to reveal the universe's most closely-guarded secrets. For cheese, like the innards of sacrificed animals, the flight of a swallow or vivid dreams, can be used for divination. The depth and size of a cheese's holes reveal when rains will fall in the coming year, while the color of mold veins tells who shall love whom, and the scent of a hard grana padano predicts which army will vanquish its foes and which shall perish. The best divination, however, is done using the ancient method of fondue. One must simply melt two different kinds of cheese, preferably emmental and gruyere, in white wine or, in a pinch, in a dry apple cider. Then one must use a long stick to immerse a morsel of bread in the resultant thick soupy mixture, all the while keeping in mind the question, "What shall my child be like when he (or she, as the case may be) grows?" Then bring the cheese-covered morsel of bread up to a candle, so that it casts a shadow on the wall: the shape will provide a sure and easily understood answer to your query.

Misc	The Merry Adventures of Muriel the Lovely Harlot, Adorned with Humorous Engravings	Miscellaneous: Secondary Quest: Message from an Old Friend	On one occasion Muriel went on a journey to see her auntie in Maribor accompanied by her nursemaid. Their path took them through a forest, and in this forest lived a raucous troupe of bandits. This infamous group was led by Flynn Selms, and all the king's men had been unable to bring them to justice. Alas, such was Muriel's great misfortune that these bandits chose to attack her carriage. Muriel's nursemaid was old, blind and deaf. She did not wake when a tree fell in front of their carriage with a loud thud, nor when the bandits fought a fierce battle against their guardsmen. When Flynn ripped open the carriage door with his muscular arms and stepped inside, Muriel had to deal with the danger herself. "Make our guest comfortable, young lady," the old nursemaid muttered in her sleep. Muriel obediently carried out her instructions.
Misc	The Treatment of Furuncles Through Cauterization: A Study	Miscellaneous: Secondary Quest: Message from an Old Friend	Everyone's seen a bOil, usually more than they'd care to. These deformities don't just mar your beauty - they can be signs of disease, or even the disease's cause and epicenter. If your lungs wheeze and your heart flutters, or if you're just sick of pustules, you can carve them off and be free of this ill for good. When you go to carve off a bOil, use a sharp knife which you've had a dog lick thoroughly beforehand, for a dog's tongue works wonders in healing wounds. You got to be brave as you go about it, slicing as confidently and steadily as if carving off a hunk of cheese. Then quickly cauterize the resultant wound using a red-hot poker. Don't pay any mind to screams or tears. Pus, bile and any other humors need to be gathered in a basin, then dumped in a pit and the pit covered, else the illness might return.
Misc	Letter from "A"	Miscellaneous: Secondary Quest: Message from an Old Friend	Witcher, In the ocean of possibility, some events are more likely, and some less. It is not easy to fish out the first, not even when one's intellect stretches through all time and space. I left this letter for you in the hope that, despite all odds, you will come across it one day, for I must warn you. Mankind is threatened. The prophesied destruction by the White Frost is not just the babbling of some mad she-elf. Perhaps I will have the opportunity to convince you of this in person. If not, I must rely on this letter, which you will read many years from now, at a time when you know more than you did when we first met. Know that nothing will save the world except preparing its entire population for this catastrophe. The old tales say a Child of the Elder Blood can stave off the danger, but I tried and failed. Ever since I have been haunted by a hideous vision, a crowned wraith. The specter of my failure. I was the chosen one, and the chosen one failed. You and your brotherhood are our only hope. When the time of the wolf's blizzard comes, men shall perish and only the ubermen will survive. Your duty is to give the world ubermen. Whatever you think of me, do not fail as I have failed. -A
			The reasons for choosing Jacques de Aldersberg as Grandmaster remain a mystery. The Order of the White Rose had gone through a crisis in those times and was on the verge of collapse, so one might guess that the brethren wished to have someone decisive as their leaders, someone with a clear vision. De Aldersberg was precisely such a man. One of his first decisions was to change the brotherhood's name to the Order of the Flaming Rose.

Misc	My Manifesto - The Life of Jacques de Aldersberg	Miscellaneous: Secondary Quest: Message from an Old Friend	The most puzzling aspect, however, is that the order and the king himself decided to trust a man who, for all intents and purposes, had appeared out of nowhere. They say he was a wanderer, an itinerant priest who moved crowds with his speeches declaiming nonhumans. They say he worked miracles and showed his flock visions of a world destroyed by the White Frost. He was undoubtedly a man of great charisma, one instilled with unshakeable principles which he in turn tried to instill in others. Was he truly a Source? Was he indeed gifted with raw magic talent? That we will never know for certain.
Misc	Black pearl	Miscellaneous: Secondary Quest: Black Pearl	
Misc	Companion Wanted!	Miscellaneous: Secondary Quest: Black Pearl	Veteran seeks companion for a last mission! Required: willing to travel overseas, has own gear, experience fighting and tracking. Preferred: Sense of humor and a strong head. Pay: sizable, deliverable at the mission's end. Those interested need not send any papers, for I won't read them. Come talk to me man-to-man instead. -Nidas
Misc	Vizimir II's ring	Miscellaneous: Secondary Quest: Reason of State	
Misc	Key	Miscellaneous: Secondary Quest: A Feast for Crows	
Misc	Trial of the Grasses registry tome	Miscellaneous: Secondary Quest: Trail of Echoes	Bartel of Hengfors, age 9 – died after administering Witchgrass. Heart failure. Diederik of Ghelibol, age 10 – survived the trial, died shortly afterwards. Multiple organ failure. Jaap of Ban Glean, age 8 – survived the trial, but damage to brain was too extensive. Had to be euthanized. Aleid of Roggeven, age 10 – died after administering Speargrass. Cerebral hemorrhage. Koenrad of Rinbe, age 9 – survived. Convalescing. May begin training next month.
Misc	Letter from the resident mage	Miscellaneous: Secondary Quest: Greenhouse Effect	Lesbeth, I'm very flattered by your interest in my humble greenhouse and naturally will describe to you how it works. Believe me – I've nothing better to do here. The witchers, being witchers, are tight-lipped, and even when they do finally say something it's rarely anything very interesting. But enough of my complaints, let's return to the greenhouse. “Greenhouse” is, of course, merely a term of convenience, for this construction does not require any structure that could be called a house – it consists of three monoliths made of magic-absorbent stone (basalt is best, or porphyry, but granite will do in a pinch). The monoliths must be arranged in a triangle, and then charged with energy from the elements of fire and water. Since a triangle has three vertices, there is no way to lay out the powers symmetrically – and that is precisely the point. The unstable arrangement will strive towards equilibrium according to the principle of the conservation of magic energy. Heat is a side effect of this process – and so, as they say in Beauclair,*vOila!*, within the triangle conditions become like those of a greenhouse, favorable to the cultivation of exotic plants.

			Two last remarks. First, charging all three monoliths with the same element will accomplish nothing – the arrangement will be stable and there will be no flow of energy. Second, the arrangement will naturally lose its charge over time and thus must be checked up on regularly – especially bearing in mind that once equilibrium is achieved, the temperature will fall and heavy precipitation will result, following the ancient principle*quod magia facit, natura laxit.* That will have to do for now. Your Hieronymus. PS. Perhaps by way of thanks you could come visit me? True, the witchers have made me swear on all that is holy not to reveal where Kaer Morhen lies, but you, my dear, dear Lesbeth, can be trusted.
Misc	Massive ring	Miscellaneous: Secondary Quest: Monster Slayer	
Misc	Old letter	Miscellaneous: Secondary Quest: Monster Slayer	All those chosen by the Professor should be present outside the keep at the designated time. Tardiness, failure to bring the proper equipment or insubordination will be punished with death. We shall mount our principle attack on Kaer Morhen with our frightener. Gaining mastery of the keep should not present much of a problem, for we have heard only a handful of witchers remain in residence there. Therefore you must make haste: a 50 orens reward awaits you for every mutant head you sever. Once we have taken the witchers' secrets, we must separate, in order not to attract attention. Every one of you will then be left to find your own way back to Vizima, where we will reunite. -Azar Javed
Misc	Silver seaweed ring	Miscellaneous: Secondary Quest: Monster Slayer	
Misc	Boy's remains	Miscellaneous: Secondary Quest: Bastion	
Misc	Berengar's notes	Miscellaneous: Secondary Quest: Berengar's Blade	Damn hunk of metal. A week sweating with bellows and forge and, what do you know, there's Tor'haerne, shining in my hands… and then there it goes, cracking into shards with the first practice strike. Must've botched something in the alloy composition or cooled it too fast after forging. Hard to say. Just gotta try again, I guess, but not here, because Vesemir's already badgering me with his blasted words of wisdom. Should've known asking his advice was opening a bottomless can of worms… Don't know how Geralt puts up with that without going the rest of the way crazy.
Misc	Monstrum, or A Portrayal of Witchers: Volume 2	Miscellaneous: Secondary Quest: The Witchers' Forge	For it is well known that when a witcher inflicts torment, suffering and death, he experiences a semblance of pleasure and delight, the kind a normal and righteous man only feels when performing his marital duties with his spouse, *ibidem cum eiaculatio*. From this it clearly follows that the witcher is, in the very matter of his being, a defiler of nature, an immoral and loathsome degenerate, born from the darkest and rankest depths of hell, for only one such as the devil himself can derive pleasure from suffering and torment. [note in margin] The Book is a Key. The mines near Kaer Morhen.
Misc	Letter to pellar	Miscellaneous: Main Quest: Family Matters	I asked, I threatened, and yet you did nothing. Now I can only beg – hold Forefathers' Eve. The situation is treacherous, I know. The witch hunters prey on human poverty and pay informants well, but it is not fitting to condemn our dead to eternal wandering. If needs be, I will take it all on myself. Claim responsibility. I'd rather die than carry on my conscience dead souls who will never know comfort.

			Bolko, Ealdorman of Midcopse
Misc	Baron's dagger	Miscellaneous: Main Quest: Family Matters	
Misc	The Natural Obscurity of Curses	Miscellaneous: Main Quest: Family Matters	To my dear friends, Phillip and Anna - from Count la Guevre, Minister of Culture for the Kingdom of Temeria. Vizima, 1265 Whoever thinks curses are only ever manifestations of one being's ill will towards another is sorely mistaken. Shockingly commonplace are reports of curses cast unwittingly on oneself or on objects in one's immediate environment. The consequences of doing so can be difficult to predict. In many cases they lead to harm or even the death of the person afflicted by the curse, or of the people spending time with the object or being on which the curse fell. That is why it is so essential to take preventative measures to safeguard oneself as thoroughly as possible against the casting of curses. As an absolute minimum Madame Amelia Veracruz-Leon recommends: cleansing oneself of all negative thoughts, striving to be at one with the world and achieving harmony between body and mind.
Misc	Letter to Tamara	Miscellaneous: Main Quest: Family Matters	(…) We are more like a family. We support each other and help each other survive tough moments, grapple with the past. For each of us has a past. So you needn't worry about anyone digging into yours. We've got a rule – never ask more than someone offers on their own. The past doesn't matter to us, only the future does, that and our common fight against evil and depravity, against perverse and loathsome practices of all kinds (…)
Misc	Mysterious letter	Miscellaneous: Main Quest: Family Matters	All is prepared. We await only your arrival. When I told the commander of your commitment and zeal, he agreed to welcome you into our ranks at once. At first, you will be put through preliminary training, but you already know how to ride and wield a blade and thus have already mastered the essentials. The rest will not take much time. As soon as you don our colors, we will set out in search of your mother. And we will find her – I promise. Even if we have to comb every inch of Velen.
Misc	Love letter	Miscellaneous: Main Quest: Family Matters	My dearest husband, I breathed a sigh of relief after reading your last letter. I am so glad you are on the mend after your injury. I know how upset you must be at having to spend the next few weeks in a field hospital, but my heart rejoices that you will not be risking your life on the battlefield. Tamara grows and grows and grows. She can even stand up now, if she holds on to something, though she's still quite unsteady on those chubby little legs. She needs constant minding, for every time I turn my back she's climbing onto the table and grabbing whatever her little hands can find. Yesterday she almost poured a bowl of hot soup all over herself! I think I will take on that miller girl as help, because I'm afraid one day I won't catch Tamara in time. Especially now, when you are gone and I must look after all our household affairs myself. Dear Phillip, I miss you dreadfully and eagerly await your return. Every day I pray to Melitele for your health, and our daughter's, and for our family to be whole once more. I hope this horrible war will end soon. I love you. Yours forever, Anna
Misc	Nilfgaardian demands	Miscellaneous: Main Quest: Family Matters	Phillip Strenger, Your supply problems do not interest us. The pact we signed was clear and the Empire of Nilfgaard demands you fulfill its terms. If you do not, our mutual obligations will be rendered null and void and your privileges will be revoked.

			Sincerely, Havart var Moehoen Field Marshal Central Army Command
Misc	Letter of safe conduct	Miscellaneous: Main Quest: Family Matters	In the name of His Majesty Radovid V, King of Redania, the bearer of the present document is entitled to the right of unfettered passage across all blockades on the Pontar River.
Misc	Letter of safe conduct	Miscellaneous: Main Quest: Family Matters	In the name of His Majesty Radovid V, King of Redania, the bearer of the present document is entitled to the right of unfettered passage across all blockades on the Pontar River.
Misc	A prayer	Miscellaneous: Main Quest: Family Matters	Eternal Fire, which lighteth our hearts and giveth us light, Heat us with Thy warmth, Dry our tears, Burn our enemies, Embrace our friends in Thy care. Give my mother health, Punish my father, Help me fulfill my destiny
Misc	Letter to Alexander	Miscellaneous: Main Quest: Hunting a Witch	Darling, I'm writing because you must be worried that I'm still angry. Silly man, you know full well I never hold a grudge long. I forgive you. It's all because of that secretiveness of yours. Is it so strange for me to take an interest in your plague research? I adore watching you at work in your tower - please, if you still refuse to discuss the results of your experiments with me, at least don't deny me that small pleasure. If Vserad doesn't need you tomorrow evening, come see me. We'll clear everything up over a glass of wine - or two, or more… Your K
Misc	Sage's notes	Miscellaneous: Main Quest: Hunting a Witch	Day 3275. Final conclusions regarding the lamp. My experiences with the magic lamp unequivocally confirm that by using it active centers of condensed spiritual energy can be coaxed into contact and can communicate a limited set of the being's last memories. Lara Dorren's remains, however, emit entirely inert spiritual energy despite the violent conditions of her death, which should have strengthened the desired tendency. Lara remains silent. At this point further research on lamps enabling contact with the dead seem entirely useless for my purposes.
Misc	After the White Frost	Miscellaneous: Main Quest: Hunting a Witch	Spiring ash down dreamy hills past sparkling waters, Tir ná Lia drifts slowly, softly, silently into oblivion. Sage lips blacken, frosted bones quiver. Before an ice-bound eye can blink in distant skies I will watch your descent.
Misc	Formula for a pain-relieving heat rub	Miscellaneous: Main Quest: Hunting a Witch	For lumbago, rheumatism of the back or witchshot. Grind two handfuls of *Harpagophytum procumbens*, called devil’s claw by peasants, with feline suet. Add dried and crushed arnica, mint and camphor. Heat resultant mixture before application. Use three times a day. After treatment, scrub back with fresh water, lest it reek.

Misc	Recipe for black eyeliner	Miscellaneous: Main Quest: Hunting a Witch	Black eyeliner in a pinch When deprived of professional products, one can mix up black eyeliner from crushed medicinal charcoal mixed with (fresh!) egg yolk and a drop of lavender Oil (to keep contaminants at bay). Store the eyeliner in a cool place for at most three days, then make a new batch, because the old one has surely rotted. Ingest the remaining medicinal charcoal, for it can only do you good.
Misc	The Ladies of the Wood	Miscellaneous: Main Quest: The Ladies of the Wood	The gods have abandoned us. The mighty of this earth care not for our fate. Only the Ladies of the Wood watch over Velen. In foul times, when plague and famine reap their harvest, we must beg the Ladies for help. If they see fit, they will hear our pleas and knock back fortune's foul blows. This is how one begs help from the Ladies: Find a child, young and innocent, and take it to Crookback Bog. Seek out the Ladies' shrine - 'tis where the Trail of Treats begins. Set the child off on the trail and it shall follow the sweet track and find the Good Ladies. The child will never want for anything again, for the Ladies are kind and generous. Stand before their shrine, pronounce your supplication and the Good Ladies will hear, for they see and hear all that takes place in their demesne. If you made the offering as it must be done, your plea shall be heard.
Misc	New admissions to Miss Marabella's shelter	Miscellaneous: Main Quest: The Ladies of the Wood	Recent admissions: - Aynara - Mikula - Travik - Yagna - Genny All most likely of Temerian origin. They were left on the shelter's doorstep during the night and were asleep when found. We have not been able to determine how they came to be in Novigrad.
Misc	The mage Alexander's log, part 1	Miscellaneous: Secondary Quest: An Invitation from Keira Metz	Day 237 My experiments continue to return results I must consider unreliable. Methodological errors are not at fault. The problem lies in the shoddy and fallible research material I am forced to work with. Despite his prior assurance, Vserad is unable to provide me with enough moderately healthy specimens for my tests. Most of the material is starved and terrified, having been dragged here straight from the dungeon. I waste a great deal of time daily washing and delousing them before I will so much as let them step foot into my laboratory. Sterility first. As Marti Sodergren managed to prove in her little-known work, the attitude of a patient undergoing treatment can have a significant impact on the battle against the disease. Unfortunately the volunteers with which I am supplied do not show sufficient comprehension - let alone enthusiasm - for the noble work in which they are taking part. In fact, it seems they consider the research part of their punishment. I have tried a few times (though I am but a poor speaker) to convince them that they are contributing to the eradication of one of the greatest plagues tormenting mankind. I had the distinct impression they understood little, but perhaps their stupor was merely the result of the early stages of the illness. Of course, it is impossible to achieve success without significant sacrifices. The overwhelming majority of them will have to lay down their trifling lives on the altar of learning. But that is a sacrifice I am willing to make.
			Day 346

Misc	The mage Alexander's log, part 2	Miscellaneous: Secondary Quest: An Invitation from Keira Metz	I never did like rats. Not because of their obscene tails, but rather on account of their lively, disturbing intelligence. They are always listening when a man believes he is talking only to himself. And, what's worse, they seem to understand. A few days ago, I caught myself talking to one of them - to a particularly large, black male with a torn-off ear. At first I was overcome by panic. Was this a first manifestation of the illness? Of course, that was impossible, for I had fortified my immunity with powerful spells. Upon further consideration, I concluded it was an altogether natural reflex, one even the most learned among us find hard to restrain. We mages like to be listened to. I placed the black rat in a separate cage. The time will come for it to play a part in the tests. Meanwhile, it can "keep me company." And observe. I've noticed it looks with great concentration at the cages of its infected brethren, particularly those in the last stages of illness. Fascinating. Speaking of company - I have none, besides the black rat, and cannot hope for better. Vserad avoids the laboratory and has expressed his desire for his daughter to steer clear of me as well. At first I thought he feared a moral scandal - which would be risible in the extreme - but he explained the true reason in due course. It seems Anabelle has always possessed a fragile psychic constitution. Observing the ill might throw her into foul humors. The peasants taking part in the study have stopped speaking to me. I don't know what they believe this little act of defiance will serve. It does me no harm - they made for lousy conversation partners. There remains, of course, The Woman, but as for her, I try to limit my contact. Day 362 My black rat has died - today I found him curled up in his cage. I suspected he had become infected on accident, but during the autopsy I did not uncover any signs of illness. He was also perfectly well-fed. Strange. From a medical point of view his death remains unexplained, something which, I must admit, irritates the scholar in me. But, as mentioned previously, I'm not particularly fond of rats.
Misc	Letter from Keira	Miscellaneous: Secondary Quest: An Invitation from Keira Metz	Geralt, remember where our last expedition began? Look for me on the other side of the lake.
Misc	Bill of exchange	Miscellaneous: Main Quest: Bald Mountain	I, the undersigned, do hereby solemnly swear that, after the Nilfgaardian Empire's inevitable victory in its current war against the Northern Realms, the witcher Geralt of Rivia, *alias* the White Wolf, *alias* Gwynbleidd, *alias* the Butcher of Blaviken, shall receive payment in the amount of 100,000 Novigrad crowns by way of recompense for services rendered to our Empire and its Emperor. The war shall be deemed over once all belligerent parties have signed a peace treaty or the Empire's enemies have all been annihilated and their lands occupied *in totum*. Emhyr var Emreis, Deithwen Addan yn Carn aep Morvudd.
			Alexander Hoe walked down the long corridor, delighted that the sounds of debauchery pouring out of the rooms drowned out the sound of his footsteps. The long-neglected brothel floor creaked and moaned, as though the wood regretted being witness to the lecherous scenes fed to it by this house of ill-repute standing in the very center of the pride of the Northern cities. Hoe had been generously remunerated for this visit by the wife of a silk merchant. She had long suspected her husband of dabbling with loose women during his working hours. The case had seemed simple enough, banal, even. A cheating husband. How many similar affairs had he unraveled?

Misc	The Corpse of Novigrad	Miscellaneous: Main Quest: Destination Skellige	The worst was that his employers never truly wanted him to bring irrefutable proof of their husbands' guilt. On the contrary, in their heart of hearts they always hoped his investigations would prove their husbands model citizens, and their suspicions wholly unfounded. This time, it truly did turn out that the woman's husband was no whoremonger, despite the fact that his trail led Alexander to a place in which fleshly pleasures were bought and sold. The door in front of which he stopped, following the instructions he had received from the gnome at the entrance, had a small plaque with the number sixteen on it. Unlike the other rooms, this one was enveloped in an unsettling calm. Hoe turned the door knob and pushed the door open - and what he saw behind it far exceeded his worst expectations…
Misc	Ermion's correspondence	Miscellaneous: Main Quest: Destination Skellige	Brother druids, Be forewarned that a sorceress has arrived on Ard Skellig. Her name is Yennefer and she hails from Vengerberg. I know you are immune to feminine wiles and will not let a well-draped skirt muddle your reasoning. Nevertheless, I warn you not to be taken in by her intelligence and refinement. I know who Yennefer is – I do not, however, know the true goal of her stay in Skellige. I see no point in asking her this question directly, for Yennefer is known for her cunning and eloquence. She says not what she thinks, but what she wishes you to hear. You must remember this is no second-rate sorceress. This is a person who breaks bread with the rulers of the North and who most recently has been working with the Nilfgaardian emperor himself. Familiar with courts the world over, she possesses an ability to manipulate that even the wiliest diplomat would envy. Yennefer has displayed an unhealthy interest in the site of the cataclysm we are striving to study. I have not given her permission to go near it, but I caution you to keep your eyes and ears open all the same. The sorceress from Vengerberg is a stubborn and effective manipulator. I know that in the past her and Crach's paths crossed. I suspect that she will wish to use this old friendship for some ulterior purpose. What that is, exactly… I will try to determine. Once I do, I will inform you in a separate letter. May the Power be with you, Brothers Ermion
Misc	The Poisoned Source	Miscellaneous: Main Quest: Destination Skellige	No one is born a mage. We still know too little about genetics and the mechanisms of heredity. We devote too little time and resources to this research. Sadly, we still conduct trials in the inheritance of magic ability using, let us say, natural methods. The results of these pseudo-experiments far too often can be seen in the gutters of our cities and begging outside our temple walls. Far too often we see and encounter brain-dead and moronic women, women covered in their own spittle and passing themselves as prophetesses, seers, village diviners and miracle workers – cretins with brains degenerated by the uncontrolled Power they inherited. These simpletons and fools can themselves breed, can pass on their “abilities” and continue the degeneration. Is anyone capable of foreseeing or defining what the last link in such a chain will look like? Most of us mages lose the ability to procreate as a result of changes and disruptions to the functioning of our pituitary glands. Others – sorceresses, most often – mature into their magic powers with gonads intact. They can conceive and give birth – and have the audacity to consider that good fortune, a blessing. Yet I repeat: no one is born a mage. And no one should be! Aware of the gravity of what I write, I provide an answer to the question posed at the Summit in Cidaris. I answer with every certitude: each of us must decide what she wants to be – a sorceress or a mother.

Misc	Tales of the Wild Hunt	Miscellaneous: Main Quest: Destination Skellige	(…) The island folk of Skellige, like many nations of the North, hold a series of beliefs about the Wild Hunt as recorded in legends, myths and fables. This horrifying phenomenon is said to herald the coming of war and misfortune. Characteristic of their tales, and distinguishing them from their continental versions, is that the islanders imagine the Wild Hunt not as a cavalcade of wraiths galloping across the night sky, but as a ghostly longship. The vessel, called the Naglfar, is said to be built of "the claws of dead men." For this very reason, superstitious Skelligers remove the nails of their dead, expressly to prevent them from being used to fortify this ghastly ship. In many legends the Naglfar sails out of Morhogg - the land of chaos (…)
Misc	Yennefer's journal	Miscellaneous: Main Quest: Destination Skellige	My thoughts turn with increasing frequency to the idea of capturing a djinn. If I could just harness its power… there is much I would gain. Amos var Ypsis' tome confirms what I have long suspected - that, despite my failure to do so previously, taming a djinn is, in fact, possible. According to var Ypsis, the difficulties involved in bending such a being to one's will can be overcome. He managed to do so, at the least. Alas, this does not mean his methods will necessarily be useful to me - each djinn is different, each case requires a singular approach. I've more experience unraveling such magic riddles than almost anyone else alive, and if Geralt, with his talent for wrestling unruly magic beings, agrees to help, we just might find a way to do it. The problem is we must first find a djinn, a daunting task unto itself…
Misc	Letter to the druid Artis	Miscellaneous: Secondary Quest: King's Gambit	Artis, I know I'm asking a great deal of you. I know using the Vildkaarls sounds like treason and perfidy. But I also know in your heart you understand this must be done. This is the only way to heal our isles. If Skellige is to survive, it has to change. And for that we need a strong leader and an end to the eternal quarreling between the jarls. The only way that will happen is if someone shakes our countrymen, and hard, so that they wake from their slumber of foolish and destructive traditions. The feast at Kaer Trolde is our chance to deliver this shake. Convince the Vildkaarls to ride to an Craite's castle, but don't tell them what fate has in store for them. No doubt many of their number would see the justice of our cause and willingly give their lives for Skellige – but the fewer who know about our plan, the better. We can't risk someone warning Crach. Let them be unwitting tools with which we will forge a better future for out isle. Do as I ask, and my gratitude will know no limits. You will sit by my throne as my advisor. I will expel Ermion from the Druids' Circle and make you hierophant. I will drive off Freya's priestesses and make you lord of their temple and land. I'm counting on you. Glory to Skellige, The Future King
Misc	Letter to Arnvald	Miscellaneous: Secondary Quest: King's Gambit	Arnvald, The great moment is nigh. Do not let me down, and I will shower gold and gratitude upon you. You are to do the following. Before the feast, you will put the maerdrome mushrooms included in this letter into one of the barrels of mead, and then pour a measure of human blood in after them. You will give the drink thus seasoned to the Vildkaarls - it will cause them to transform. Note that they are not aware of our plan - that should remain the case to the very end. Think of the Vildkaarls not as allies, but as tools. Once the deed is done, leave Kaer Trolde as quickly as possible. My men will await you on the beach as promised, and will hide you until matters calm. Some will call you a traitor. A disgrace. Do not listen to those fools. You have shown great courage by standing on the right side of history. Glory to Skellige, The Future King
			Your Imperial Majesty,

Misc	Letter from Yennefer to Emhyr var Emreis	Miscellaneous: Main Quest: Battle Preparations	Allow me to remind you that our arrangement encompassed all the sorceresses wishing to take part in the risky endeavor whose success is so vital to us. I find it hard to believe that in the current situation, when I have already succeeded in gathering so many members of the Lodge, you would refuse to allow Fringilla Vigo to join our company. I understand there are personal factors that make you reluctant to part with your subject, but I assure you our interests are aligned in those matters as well. I promise that I will uphold the conditions of our arrangement, despite the fact that they will demand sacrifices of me and will leave me in an unfortunate situation. I therefore request, politely yet with great insistence, that you release Fringilla. With all due respect, Yennefer
Misc	Drawing of a crib	Miscellaneous: Main Quest: Pyres of Novigrad	Paper on which a crib has been hastily drawn. By a child, it seems. undefined <<q301_drawing_crib>>
Misc	Drawing of an oven	Miscellaneous: Main Quest: Pyres of Novigrad	Drawing of a bread hearth
Misc	Beware! Haunted House & Cheating Merchant!	Miscellaneous: Main Quest: Pyres of Novigrad	To all upstanding residents of Novigrad! Hark the words and warning of a loyal fellow townsman - do no business with that blackguard de Jonkheer! Though his line is held in high esteem and considered honorable, he himself is a swine and a cheat. He sold me a residence at a most attractive price - knowing all the while the house was haunted! There can be no thought of inhabiting it, for an evil spirit torments all who set foot therein! For now the ghost contents itself with rattlings and prankings, but who knows what foul deeds it will turn to in time! Let then anyone with half a bit of wit about them stay far away from said home, and never make a deal of any sorts with this defrauding de Jonkheer!
Misc	Income and outlays	Miscellaneous: Main Quest: Get Junior	Gaming salon no. 1. Current month. Outlays – 38,756 crowns Overhead – 5,294 crowns Organizational taxes 3,875 crown Debtors Count Tybalt – 1,285 crowns – payment deadline – end of the month – non-negotiable Sasha - 956 crowns – payment deadline – middle of next month – two week extension possible with a rate increase of 35 percent. Finneas – 5,148 crown – payment late – last warning. Bernard Tulle – debt repaid. Patrick Hazelnut – warning issued – collections procedures initiated.
Misc	Balton Dubis' notes	Miscellaneous: Main Quest: Get Junior	Advice to my fellow tradesman: NEVER take on a phylactery repair job. Unless, that is, you don't mind sleepless nights. Don't be fooled by the infernal contraptions' uncomplicated appearance. I have been struggling with this blasted phylactery for two weeks now. I have used every tool I own, every trick I have ever learned - and I am no pink-cheeked novice, having practiced this trade for a good thirty years. I will next try applying a concentration of chestnut, but I have little hope it will do anything.
			Lesson Summary

Misc	Information from SD	Miscellaneous: Main Quest: Get Junior	The little bastard washes his golden goose. Plucked almost half her feathers in the last month alone. The sharp lad met with the little bastard in private for a chat on some unknown matter. Afterwards Sharpie retired to a fluffed coop, where he ripped up two cages and killed three hens. Chicken wrangler didn't raise a fuss. White haired witcher by the name of Geralt has appeared in town. Sniffing around. Careful - the Fireminder-in-Chief's got his eye on him. Our old pal Little Boy Blue's raised a new tent outside town. Trying to train farm pups and street strays the tricks his old striped hounds used to do. Next week we'll know for sure where he gets his doggy snacks, but it's clear that the strict man's eagles could have use for such tricks. City broom masters intend to sweep up any and all sparklers, bubblers and stick wavers. The holy tooter received a secret shopping list. Don't know from whom. We suspect the Fireminders and the Wartseekers are involved.
Misc	Message from Igor	Miscellaneous: Main Quest: Get Junior	Since there's been some misunderstanding lately about the valuables, and a bit of blood's been spilt for no ploughing reason whatsoever, I'd like to reassure you - all the coin is safe and sound in the lock box. The blind arsehole who thought it was missing was looking in the wrong place - walk down the corridor leading from the upper level towards the arena, turn so your back's to the grating and look to the wall opposite you. If you've eyes to see, you'll find what you're looking for. Let me emphasize that Whoreson Junior's crowns have not been touched, not a single copper's missing. I swear on my own handsome head that they're secure and waiting to be picked up. Igor
Misc	List of debtors	Miscellaneous: Main Quest: Get Junior	~~Adalbert Zimmer~~ ~~Gwyn Hooys~~ ~~Letice Billayce~~ ~~Segemor Prokop~~ **Rico!** ~~Mortimer Schvindel~~ ~~Stan de Gries~~ ~~Ardvark van der Boltimor~~
Misc	Mysterious letter	Miscellaneous: Main Quest: Get Junior	To Whoreson Junior King Radovid's not happy with your performance. You were to get rid of the other members of the so-called "Big Four," yet they still live and know of your role in the attempted assassination. That was not our arrangement. For the time being, hide in the place which the messenger delivering this letter indicates and stay out of sight. The king hopes the mutual animosity between the members of the Big Four will finish the job which you attempted, yet flubbed so badly. M.
Misc	Report	Miscellaneous: Main Quest: Get Junior	Subject seen in a cabin aboard the Tretogor. I have observed that he is a fervent chess player. To this end he makes frequent incognito visits to a certain building. Yesterday I tried to eavesdrop on a conversation. I have the impression someone is onto me. I was followed, but managed to lose my tail...
Misc	Whoreson Junior's letter to Radovid	Miscellaneous: Main Quest: Get Junior	Your Royal Highness It’s my pleasure to report that I’ve completed the plan we decided on at our last meeting. I can state with pride and not a speck of exaggeration that the Big Four no longer exists. I hope Your Majesty is pleased. Now I will move on to the next stage of my plan. I trust our arrangement still holds and Redanian soldiers won’t cause any trouble…

			Your Majesty’s Humble Servant, C.W.
Misc	Certificate	Miscellaneous: Main Quest: Get Junior	Let it hereby be known that the Bearer of this document is entitled to fight in the ring under the name of Zdenek.
Misc	Diplomatic report	Miscellaneous: Main Quest: Broken Flowers	To: His Imperial Highness Emhyr var Emreis, Emperor of Nilfgaard Since the time of my last report, remarkably swift progress has been made and sentiment in the city has crystallized. If previously anyone believed the ongoing war did not concern the Free City, now not a single resident doubts the course of the conflict will be determined within its walls. Our agents have confirmed earlier reports stating King Radovid has important plans for Novigrad, and lately we have observed an increase in his agents' activity and the spread of his propaganda. His prime objective seems to be the seizure of the wealth held by the Church of the Eternal Fire. Yet though Hierarch Hemmelfart officially rules the city, true power is in the hands of local crime bosses. I recommend the emperor's agents focus further activity in that direction. Henry var Attre by decree of His Imperial Highness Ambassador of the Nilfgaardian Empire in the Free City of Novigrad
Misc	Ballads	Miscellaneous: Main Quest: Broken Flowers	Winter The first scents of autumn can be smelt, The sense of words is gone in a blink. No changes in view - it is what they felt Tears of diamonds on your lashes sink. Your home all surrounded by snow, Glassy frost covers rivers and lakes, That's the way it must be, please don't show, This yearning and grief on your face. When the spring comes along with the rain, The sun will warm up us both, That's the way it must be for we burn, With fire eternal like hope…
Misc	Dandelion's Planner	Miscellaneous: Main Quest: Broken Flowers	Rosa var Attre Like a rose abashed of its crimson hue, fair Rosa would sink into humors blue. She shunned her lessons in civility to swing her Dwarf with agility. ~ a charming garden-enclosed villa in Gildorf Molly Though well she knows the touch of silk and lace, she shuns not straw when gripped in lust's embrace. ~ Gildorf, villa next to the morgue Vespula Though timid in looks, no adventure did skip her. My heart melts when she asks, "Ever had a Big Dipper?" ~ Farcorners, laundry near the mouth of the Pontar Marabella Though her cries are divine when behind closed doors, Standing on stage, her squawks are drowned by snores.

			~ The Bits, near Pauper's Square Elihal A figure most rare, her nature dual. Look deep in her eyes, or be made a fool. ~ Tailor's shop across from the tannery
Misc	Letter from a female admirer	Miscellaneous: Main Quest: Broken Flowers	The thrust of your hypnotic gaze left my visage red and hot. The whole world suddenly set to spinning in a whirlwind of oblivion and I plunged into purest ecstasy, imbibing its nectar – the music, the singing, you. For that one brief moment I felt as if I were the lute you so skillfully strummed and wanted nothing more than for you to put your dexterous digits on my soul's yearning chords.
Misc	Letter from Frann	Miscellaneous: Main Quest: Broken Flowers	When will you return to Cidaris? I hope it will be soon – for I miss you terribly. Waiting to see you again literally pains me. If you are to come, send me a message beforehand. I'll ask my mistress for a day off.
Misc	Letter from Bohmil de Rabbe	Miscellaneous: Main Quest: Broken Flowers	Dear Viscount, Once more I would like to convey my thanks for agreeing to grace my son's wedding ceremony with your song. Your presence warmed our hearts, and the sweet notes with which you serenaded us so touched my wife's mother, the Baroness Deuvlett (called in some circles a cold and heartless bitch), that tears of tender emotion appeared in her eyes. Bohmil de Rabbe
Misc	Letter to Dandelion	Miscellaneous: Main Quest: Broken Flowers	My Dearest Dandelion! Since you told me of your plan to rob the city's kings of crime, I can think of nothing else. Several times I have wished to talk to you, to drive this mad notion from your head, but you are never at the Rosemary and Thyme when I visit. I hope the lesser evil is true and you are busy preparing for the heist – and not avoiding me… I believe, I want to believe, that this entire matter is about something more than mere gold and mid-life hunger for adventure, but either way I would much prefer you abandoned it. Surely you can find another way to solve your old friend's problem. We both know quite a few folk in Novigrad, many of whom owe us favors. Perhaps it's time to call them in? Think it over - before you get in too deep…
Misc	Love letter	Miscellaneous: Main Quest: Broken Flowers	My Darling Rosa! From the first moment I set eyes upon you that fateful evening at the Vegelbuds', my heart has only beaten for you. I can't eat or sleep, my master threatens to terminate my apprenticeship - and I don't even know if you remember me! Albert Vegelbud introduced us near the roasted capon table - I happened to be eating one when I saw you, it stuck in my throat and I started to choke - and you laughed, oh, how sweetly, how brightly you laughed! That marvelous sound still fills my ears to this day and I live in the hope that I will be given a chance to hear it once more. I beg you, meet with me, even if just for a moment, just for a second. I will wait by the well in Gildorf every day at dusk. If you care for the life of a poor lad fallen hopelessly in love with you, take pity and come - do not torture me with eternal waiting. Your truly devoted admirer, Ghilbert Blith
Misc	Murderer's note	Miscellaneous: Secondary Quest: Carnal Sins	Sweet Nettie, "Crippled Kate's" - Concerned Citizen
			Witcher,

Misc	Message from Hubert Rejk	Miscellaneous: Secondary Quest: Carnal Sins	They have just brought in the corpse of another victim. Quite fresh, rigor mortis has yet to set in. I won't begin the autopsy until you arrive. My regards, Hubert Rejk, coroner. P.S. This time you may come in through the main entrance. Nathaniel has left, the guard will be expecting you.
Misc	Letter found on a murder victim's body	Miscellaneous: Secondary Quest: Carnal Sins	You were looking for a servant of the Eternal Fire. But its flames blinded you. - Concerned Citizen
Misc	Nathaniel's sermon	Miscellaneous: Secondary Quest: Carnal Sins	What worries me most, brothers and sisters, is our moral decay. Townsmen disdain their marital beds and instead seek out loose women to fulfill their manly desires. Their wives return the favor and look for any opportunity to cuckold them. Their children are either born bastards or dispatched with the help of witches. There is more traffic to the so-called pleasure houses than to our temple, despite the fact that one is more likely to find rot within their walls than any pleasure. Men sleep with men, women with women, human with nonhuman. What next, I ask? What will our depravity bring us next? Will man marry goat? Will premarital intercourse become a commonplace affair? No, brothers and sisters! The Eternal Fire must burn away these sins! The Fire - and only the Fire - can cleanse us!
Misc	Letter found on the woodcarver's body	Miscellaneous: Secondary Quest: Carnal Sins	Priscilla, the trobairitz. - Concerned Citizen
Misc	Letter from Hubert Rejk	Miscellaneous: Secondary Quest: Carnal Sins	Witcher, Since you are reading this letter, you have finally guessed who the murderer was. Only after finding my subtle hints, undoubtedly, but still. I congratulate you - and at the same time inform you that you will never have the pleasure of meeting me again. I long deluded myself into thinking I could wake the citizens of Novigrad from their slumber, make them aware of their corruption and point them on the right path - that which leads to the Eternal Fire and the cleansing it provides. Yet even though - as you well know - I stopped at nothing in my efforts, it appears they will not bring about the desired results. Novigrad's moral pox has spread too far and too deep - it is now incurable and fatal. Though many consider me a fanatic, even I realize further shock therapy of the kind I have been administering will do no good. I will thus depart for another, smaller settlement, where the process of moral decay has just begun and where my intervention may yet stand a chance of stopping it. Forgive me for not giving you the details of my itinerary, but I fear you would try to hinder my mission. My regards, Hubert Rejk, alias Concerned Citizen
Misc	Concerned Citizen's sermon	Miscellaneous: Secondary Quest: Carnal Sins	Remember, dear people, that a fire once lit cannot be stopped, that it consumes everything in its path and only ceases to rage once all has been turned to ash. Men cannot flee this element, and if they bow before it, if they let it into their hearts, they too turn to ash. Search then your consciences and live in accordance with the Church's dictates - before the time for penance has passed. - Concerned Citizen

Misc	Concerned Citizen's sermon	Miscellaneous: Secondary Quest: Carnal Sins	Remember, good people, that fire can be both a blessing and a curse. Fire can warm with its flames, fire can prepare our nourishment, fire can drive off the horrors of the dark. Yet fire can also scorch, burn and incinerate. That is why we must live in harmony with Eternal Fire and its commandments. Whoever fails to heed its lessons, whoever lives in ignorance of it, whoever mocks it, the same shall lose his life in its flames. Take my counsel to heart, good people, or you will reap the consequences of your deeds. - Concerned Citizen
Misc	Concerned Citizen's sermon	Miscellaneous: Secondary Quest: Carnal Sins	Remember, good people, the light cast by the Fire dispels every darkness, reveals each lie, exposes every unworthy and debauched soul. Not even shape-shifting dopplers can hide from its light, not even witches and sorceresses, so adept at fooling the common folk, not the loose women who walk the street and fog men’s minds with their charms. Abandon then the treacherous and immoral magic arcane, cover your bodies in modesty and provoke no unclean thoughts, and the Eternal Fire will expose for you all monsters and sinners – or else burn you too in its flames. - Concerned Citizen
Misc	Concerned Citizen's sermon	Miscellaneous: Secondary Quest: Carnal Sins	Remember, good people, that the Fire devours everything in its path, sparing no one and stopping for nothing. The Fire burns all sinners alike, be they paupers or princes, men or nonhumans, weak or powerful. Whoever breaks its commandments, whoever does not heed the Church's counsel, whoever worships false gods, the same shall be turned to ash in its flame. Live then in the truth of the Eternal Fire, listen to its holy men - for they are your shepherd. - Concerned Citizen
Misc	Concerned Citizen's sermon	Miscellaneous: Secondary Quest: Carnal Sins	What Fire has turned to ash, no man can restore. Thus we too, having surrendered our souls to its Church, can never abandon our holy faith. He who once knows the warmth of its holy flame and then renounces it commits a sin a thousand times worse than the ignorant man who spits on our faith without ever knowing it. Such an apostate will surely suffer a long and painful death, and then eternal torture in the afterlife. - Concerned Citizen
Misc	Letter found on Joris Aquinus' body	Miscellaneous: Secondary Quest: Carnal Sins	Patricia Vegelbud - Concerned Citizen
Misc	Eternal Fire letter of safe conduct	Miscellaneous: Secondary Quest: Novigrad Closed City	To whom it may concern, Let it be known that the bearer of the present document may enter and leave the Free City of Novigrad at will, both during the day and at night, and shall for no reason be perturbed, harmed, harassed or molested in any way. His Holiness, Hierarch Hemmelfart
Misc	Letter about treasure	Miscellaneous: Secondary Quest: Novigrad Closed City	Mates, Way things are now, ain't a snowball's chance in summer we're gonna move the goods at a decent price. Too many finks, too few buyers. We gotta hide it and wait for better times to come, assuming they ever do. I know what you're thinking. That I'm trying to fuck you over. That I'll hoof it along with the treasure. Not that I hold that against you - don't trust you one whit either. So in order for us all to sleep soundly, let's do the following.

			We'll hide the loot at my place - behind a door with three locks, which, as you geniuses surely guessed, can only be opened with three Keys, one held by each of us. That way we'll be sure no one'll plough the others and we'll split the gold evenly once it's all blown over. Deal? Fritz
Misc	Warrant	Miscellaneous: Secondary Quest: Novigrad Closed City	WANTED: Three bandits in possession of magic contraband. Objects are dangerous, banned, to be destroyed immediately. Lussi, known as the Fox. Hiding on Temple Isle, near the bridge. Fritz, hiding near the Crooked House. Wallter, last seen in the Lacehalls, near the Putrid Grove. Bandits are to be apprehended or, if they resist, killed where they stand.
Misc	Hasty note	Miscellaneous: Secondary Quest: Novigrad Closed City	We need to talk as soon as possible. It's important. TM
Misc	Crumpled letter	Miscellaneous: Secondary Quest: Novigrad Closed City	Jouke, Master Varese's asked after his coin. For the first and last time. Either you repay it all with interest tomorrow, or you'll see why Master Varese's called "The Cleaver." Olle
Misc	Witch hunter's orders	Miscellaneous: Secondary Quest: Novigrad Closed City	Hans, I've orders from the top. You're to go down into the sewers near the port, clear the area and wait. Full gear, full alert. Don't ask what it's about, because I don't know either. Good luck, Molker
Misc	Discarded letter	Miscellaneous: Main Quest: Final Preparations	To whomever finds this letter! My name is Grimmer Toug and I am a treasure hunter. I am trapped in the caves underneath Oxenfurt - I entered through one of the city wells, but the cord broke and I cannot go out that way. I placed this letter in the current of the underground river, banking on the hope that it joins the Pontar at some point. I beg anyone who finds this plea to come to my aid! Grimmer Toug
Misc	Trapped mage's notes	Miscellaneous: Main Quest: Final Preparations	Dear Lizzy! I will be leaving here soon. I bought off a guard with a few Potions and the promise of a reward once I am secure in my freedom. Prepare yourself, we will have to flee - pack only what is absolutely necessary. Take bandages and ointment - they have not treated me too kindly. But do not fear, another day or two and we will be together. The guard swore on his mother's grave that he will get me out of here. Wait for me. Your Bernard
Misc	List of prisoners	Miscellaneous: Main Quest: Final Preparations	Page 258 Blaix de Villmon Incarcerated the 3rd of Birke for use of magic. Despite exhaustive interrogation did not admit guilt. Died during interrogation on the 7th of Blathe. Artur de Vleester Incarcerated the 5th of Birke for use of magic. Admitted guilt the 10th of Birke.

			Sentenced to death by burning at the stake. Sentence carried out the 11th of Birke. Margarita Laux-Antille Incarcerated the 6th of Birke for use of magic. Has not admitted guilt. Recommendation: enhanced interrogation.
Misc	Magic trinket from Yennefer	Miscellaneous: Main Quest: Final Preparations	
Misc	Report	Miscellaneous: Main Quest: Through Time and Space	Despite the significant measures already undertaken, the situation in the outer regions of Tilath na Viell, Tilath na Lia and Tilath na Crob've provinces has not improved. The Sages sent to handle the matter in the field have merely succeeded in delaying the advance of the White Frost, which slowly yet surely engulfs more and more territory. We must accept that Tilath na Buhne is now completely lost - the Sages did not reach it in time. I recommend the swift evacuation of the endangered provinces and a strengthening and radicalization of measures intended to seize Aen Seidhe territory. Otherwise I must ask to be freed of responsibility for the provinces under my jurisdiction. Inglor Helyanwë, Viceroy of the Western Shore
Misc	Ervyl's diary	Miscellaneous: Main Quest: Through Time and Space	The 30th of Birke This time of year the flowers should be in full bloom, but instead snow covers all. Spring's clearly going to be late. Food will be dear soon, that's certain. The 12th of Blathe It's colder and colder. Snow has been falling non-stop for 37 days now. Folk don't even bother clearing it anymore. There are no more streets, only tunnels dug through the snow. The 21st of Feainn The snow never stops falling. Our larder is bare. At least we can melt snow to slake our thirst - though I don't know how long our wood will last. For now, we're alive.
Misc	City secretary's diary	Miscellaneous: Main Quest: Through Time and Space	The 27th of Blathe We have tried everything. Magic rituals do not work, the gods cannot be moved by sacrifices, nor do the methods of scholars show results. All we have done was for naught. The cold is more and more overwhelming, and snow falls constantly. We no longer know what to do. The 17th of Feainn At the mayor's request I went to the mages of Tor Gleavi'ch to ask how to arrest the changes to our climate. Sadly, they, too, are powerless. They claim the frost comes from some opening between the worlds, though I do not know if I understand them properly. One way or another, the snows do not relent. The 35th of Feainn It grows worse every day. The mayor has ordered everyone who can to gather in the lighthouse. We are to bring warm clothing, supplies and fuel. He hopes together we will find survival easier. People walk there slowly, bundles of wood scavenged from furniture strapped to their backs. In this weather even a meager fire is sweeter than honey. The 6th of Lammas

			Most who once lived in this city are now dead. The few who might live still cannot be reached - snow has buried every home. Only a few chimneys stick out in the whiteness. We are almost out of fuel and food. I feel that we will not make it much longer.
Misc	Anna's notes	Miscellaneous: Main Quest: Through Time and Space	I know not what we will do. Our food stocks ran out long ago, save for one sack of onions. For a week we have each eaten a few bites of onion a day, and nothing else. The children once detested onions, but now gobble their morsel greedily and suck on the skins. Soon our bag will be empty. We have no wood or fuel, and the snows keep falling. The mayor has been sending men door to door to hand out modest rations and a bit of wood from the lighthouse storeroom, but no one has come for days. I am not surprised. The snow is piled nearly to the top of our windows - no one could get to our door. I am afraid, so horribly afraid, that we will not outlast this winter...
Misc	Traveler's notes	Miscellaneous: Main Quest: Through Time and Space	The worst part? The all-encompassing quiet. It seems there is not a living soul around - only snow, snow, everywhere snow, as far as the eye can see. Though sometimes we find people still alive in their homes. Everyone is hungry, everyone is frozen to the bone, but no one refuses help. They let us warm ourselves by their fire and regain some strength before we move on, towards the lighthouse. They say food supplies there have not yet run out.
Misc	Yennefer's notes	Miscellaneous: Main Quest: Ugly Baby	Speargrass, witchgrass, tear grass. Order doesn't matter? Forktail spinal fluid, 3-4 tablespoons, room temperature. Sad Albert - repair? Ida - curse. Remind G. to behave.
Misc	The Wars of the North: Myths, Lies and Half-Truths	Miscellaneous: Main Quest: The Battle of Kaer Morhen	Most historians ascribe the trial, sentencing and execution of Joachim de Wett to the violent, cruel and tyrannical nature of Emperor Emhyr, although many authors with a predilection for sensational prose propose loaded hypotheses about vengeance and the settling of thoroughly private scores. It is high time to tell the truth – the truth that is and has long been more than clear to every scholar. Duke de Wett led the Verden Group in a manner for which the description “incompetent” would be far too delicate. Facing a force twice as weak as his own, he delayed the northern offensive, turning all his attention to the fight against Verden guerillas. The Verden Group brought unheard of cruelties to bear against the civilian population. The result was as easy to predict as it was inevitable: whereas in the winter the insurgents numbered a mere half a thousand, by spring nearly the entire country was up in arms against us. King Ervyll, who was loyal to the Empire, was killed, and his son, Crown Prince Kistrin, who sympathized with the Nordlings, was made king. With Skellige pirates at his flanks, the Nordling’s offensive from Cidaris in front of him and the rebellion to his rear, de Wett became bogged down in a chaotic struggle, suffering defeat after defeat. This in turn delayed the Central Army Group’s offensive – instead of tying the Nordling’s wings like it was supposed to, the Verden Group tied down Menno Coehoorn. The Nordlings immediately took advantage of the situation and went on the counterstrike, breaking through in a ring around Mayena and Maribor, thwarting any chance for a quick recapture of these important fortresses. De Wett’s ineptitude and stupidity also had importance for morale. The myth of Nilfgaardian invincibility was shattered. Hundreds of new recruits began to pour into the Northern armies…

Misc	Nilfgaardian's journal	Miscellaneous: Epilogue: Something Ends, Something Begins	Maintaining discipline in the ranks grows harder by the day – hunger, pestilence, dysentery and word of the Redanians' approach has wreaked havoc. Second Lieutenant von Dubb put eight soldiers into confinement for subversive activities and spreading enemy propaganda. This raised morale at once, because it meant an immediate increase in biscuit rations. Vague stories of Redanian cruelty towards prisoners of war circulate around camp. Supposedly they flay men alive as skillfully as if they were removing peas from a pod. Compared to these tales Second Lieutenant von Dubb's morning motivational talks seem pale indeed. It is in just such situations that imperial officers must shine as examples and categorically deny such idiotic rumors. I believe, however, that this is having the exact opposite effect of the one desired.
Misc	Nilfgaardian report	Miscellaneous: Epilogue: Something Ends, Something Begins	To Lieutenant General van Obreer. Redanian troops seen three days' march to the east of Rustfield. Their numbers exceed previous estimates fourfold. Two men lost during reconnaissance. Private du Bois was captured by the enemy, while Private Hogenbirk was executed for attempted desertion in accordance with Article 22, Item XII of the Hoertogensbosch Codex.
Misc	Nilfgaardian's journal	Miscellaneous: Epilogue: Something Ends, Something Begins	The last muster before marching out lasted three hours. Second Lieutenant von Dubb once again told us of the Sun Empire's great triumph and the intricate politics of victory that required leaving Temeria to the Temerians. He made it clear that abandoning the occupied lands was essential to maintaining the empire's territorial integrity, explaining it all in great detail, as if wanting to quell any doubts right from the start. Of course, no one intends to ask any questions. Even the densest man in the camp can see through that twaddle.
Misc	Orders from Hammond	Miscellaneous: Secondary Quest: Following the Thread	Next time I gotta make sure to visit the shrine on the hill and make an offering before setting out. The gods' favor - that's what matters most. So if any customers come, tell them to wait till I get back. They'll understand - they know I'm liable to get ornery when someone interrupts my prayers. Keep your eyes peeled. Hammond
Misc	Letter written on elegant stationery	Miscellaneous: Secondary Quest: Following the Thread	Hammond, Thought I made it clear during our last face-to-face talk. I don't want to keep in touch with you, and I especially don't want to do any business with you. I've no doubt the enterprise you proposed would be profitable. Nevertheless, to speak colloquially: count me out. There are plenty of other potential buyers in Novigrad: goldsmiths, jewelers and merchants dealing in luxury goods, for starters. I don't want to get involved. Whatever you decide, I wish you well in it. Treat this letter as our final farewell. Karadin
Misc	Key to the Hog Hut	Miscellaneous: Secondary Quest: Fool's Gold	
Misc	Archgriffin acid gland	Miscellaneous: Secondary Quest: Master Armorers	
			Read close if you want to earn good coin and help your fellow men!

Misc	Griffin in the Highlands	Miscellaneous: Secondary Quest: Master Armorers	In the hills north of Crow's Perch, there's some sort of beast lurking about, a griffin, it would seem. If you kill it, bring the Trophy to the quartermaster of Crow's Perch and you'll get a fitting reward. And if you don't give a whit about your fellow men and don't have the bollocks to face a griffin, stay far away from that place, or else you'll end up as the beast's dinner. Which I suppose means if you're feeling suicidal, you can go right ahead, waltz up to the monster and end your sorry life. -Quartermaster of Crow's Perch
Misc	High-quality smithing tools	Miscellaneous: Secondary Quest: Master Armorers	
Misc	Temple Key	Miscellaneous: Secondary Quest: In Wolf's Clothing	
Misc	Cursed fang	Miscellaneous: Secondary Quest: In Wolf's Clothing	
Misc	Padlock Key	Miscellaneous: Secondary Quest: In Wolf's Clothing	
Misc	Rotting flesh	Miscellaneous: Secondary Quest: In Wolf's Clothing	
Misc	Morkvarg's journal	Miscellaneous: Secondary Quest: In Wolf's Clothing	Day 24 Tjostar the Wise has proven unworthy of his moniker. He paid me not to attack his village and then, pleased at his own cleverness, called off the watch. Never had easier work in my life - we slit the men's throats in their sleep and ploughed the women till dawn. Not much loot, but primo entertainment. Day 26 When we were sailing from Rannvaig, we heard owls hooting. An ill omen, so I ordered us to turn back to shore. Pukke laughed about how I'm supposed to be so brave, yet I'm afeard of the gods. I tossed him overboard with a knife between his ribs, but I could tell I'd lost a bit of respect in the lads' eyes. Will have to do something to prove I've still got the biggest prick on board, keep them from getting any stupid ideas. Day 33 Our visit to Hindarsfjall was a success. Priestesses dead, monument smashed, holy tomes burned, mead barrels drained. We divvied up the silver - I took the votives, Norulf son of Oddleik took the basins and spoons, Mons son of Gudvar took the candlesticks and jewelry, while Einar son of Toradar forfeited his share out of fear for Freya's wrath. Fine, all the more for us. Tomorrow we'll sail to Spikeroog, see what the merchant wenches have brought to market.
Misc	Contract: Morkvarg	Miscellaneous: Secondary Quest: In Wolf's Clothing	Sons and daughters of Freya, Another year has passed in which Morkvarg plagues our goddess' gardens. Whoever musters the courage to eliminate this evil will gain fame amongst mortals and the favor of the immortals, as well as a prize from the temple's vault. -Sister Josta
Misc	Werewolf meat	Miscellaneous: Secondary Quest: In Wolf's Clothing	

Misc	Elemental Empires	Miscellaneous: Secondary Quest: Last Wish	None of the four Planes or Dimensions - those of Fire, Water, Earth, and Air - is accessible to mere mortals. They are inhabited, however, by creatures known as genies. There are four types, each corresponding to one of the four Elements which comprise their respective essences. Each type of genie also counts its antithesis among the others. Thus, the marides, aligned with the Element of Water, are opposed by the fiery ifrits. The Plane of Earth is inhabited by the d'ao genies, and the Dimension of Air which opposes it is home for d'jinni - whose name, incidentally, is the root of the word genie. This last term is often used by simple folk to refer to all creatures that inhabit the Elemental Planes, which is an obvious blunder… Unusually powerful sorcerers can sometimes bind such beings and bend them to their will, thus acquiring tremendous might to the point of near omnipotence. For a genie, being the living personification of an Element's energies, is akin to an almost boundless reservoir of the Power. Thus, its master can draw energy from the genie for spell casting, without the tiresome need to channel from traditional sources. However, those who are able to bind a genie are few and far between, for the strength of the inhabitants of the four Planes is matched only by the cunning which they employ to avoid such a fate.
Misc	Mystery of Mysteries	Miscellaneous: Secondary Quest: Last Wish	Among the many creatures of our world there are but two that are able to draw and absorb the Power, and these are cats and dragons. Both species instinctively sense the presence of magic intersections and often choose them as resting places, which is strange, for other animals avoid these same spots. Numerous theories attempt to explain this behavior, but none do so with thorough success. Some scholars claim dragons use the Power they imbibe to fly - for as the natural philosophers have proven, no creature of their size and mass should be capable of lifting itself into the air using such meager wings. As for cats, there is a theory stating the Power is behind their gift for seeing things in complete darkness. Others claim this ability is theirs by nature, and they use the Power of the intersections for other, unknown purposes. Indeed, that all members of the felidae genus are able to see beings from other planes, invisible persons and emanations of the Power has been proven beyond any doubt on numerous occasions.
Misc	Broken seal	Miscellaneous: Secondary Quest: Last Wish	
Misc	Contract: Woodland Spirit	Miscellaneous: Secondary Quest: In the Heart of the Woods	Warriors of Skellige! If there's man of ye brave enough to face the Woodland Spirit, the cruel oppressor of the inhabitants of Fayrlund, he'll get a reward that'll keep him in mead for a long while. We're not rich, but we've gathered a fair bit of coin between us. Come to Fayrlund and ask for Sven
Misc	Leshen's amulet	Miscellaneous: Secondary Quest: In the Heart of the Woods	
Misc	Wolf heart	Miscellaneous: Secondary Quest: In the Heart of the Woods	
			Tjalfe, I'm giving you one last chance. Either do everything properly, or your apprenticeship is over and you can start packing your bags.

Misc	Distiller's letter	Miscellaneous: Secondary Quest: Practicum in Advanced Alchemy	Here are your instructions. Read them twice to make sure they make it into that watery brain of yours. - Put the mash in the evaporator. - Light the fire under the evaporator - Cool the condenser. FIRST turn the right lever, then the left. NOT the other way around. Now, is that hard? No. The answer's no. So get to work. Dagfin P.S. Don't toss rotten malt out behind the distillery - dump it in the stream. Otherwise someone will catch a whiff of something and come investigate.
Misc	Distiller's Log	Miscellaneous: Secondary Quest: Practicum in Advanced Alchemy	Damn. Beast's come round again. Refused to go till I poured some spirit in the basin. Till I filled it to the brim. It drank it all in one slurp and left. Not a week's passed and it's come again. I threw stones to chase it off. Then it threw stones back and broke three of my ribs. Howled and screamed till I poured some more. I've gone through my ledger. That ploughing beast's drank half my supply. I shan't give it another drop, no matter what. Think it's time I called for a witcher.
Misc	Pimpernel	Miscellaneous: Secondary Quest: Practicum in Advanced Alchemy	
Misc	Skellige spirit	Miscellaneous: Secondary Quest: Practicum in Advanced Alchemy	
Misc	Mash	Miscellaneous: Secondary Quest: Practicum in Advanced Alchemy	
Misc	Gottfried's Omni-opening Grimoire	Miscellaneous: Secondary Quest: The Tower Outta Nowheres	The Defensive Regulatory Magicon (or DRM for short) belongs to the above-mentioned group of the longest-lasting, most effective and hardest to break defensive mechanisms. In order to recognize the individual administering it, it makes use of a portal mounted at the entrance of the area it is to defend. This portal passes streams of magical energy through the body of the person entering and can, in the blink of an eye, determine if this person has the corporeal signature (eyeball structure included) of the entitled administrator. As a result, the only unauthorized individuals that can possibly hope to enter are mimics. DRM thus makes for an extremely effective and near-unbreakable security measure - but you are in luck, for you hold in your hands the Key to bypassing it, namely the present tome, Gottfried's Omni-opening Grimoire, or GOG for short. In the pages to follow you will find innumerable methods for deactivating DRM, or, even better, bypassing it altogether (…)
Misc	Notice about mysterious tower	Miscellaneous: Secondary Quest: The Tower Outta Nowheres	Fair folk! If you happen to be heading to An Skellig, pay careful heed round the village of Urialla and its nearby coasts. Some time ago a tower appeared near the village - that's right, appeared, out of nowheres, and along with it came a terrible storm which lasts to this day. And if you happen to know where it came from and how to get rid of it, then make use of your knowledge, for us folk in Urialla are damned sick of this blasted rain and this nasty neighbor.
Misc	Agate	Miscellaneous: Secondary Quest: Redania's Most Wanted	

Misc	Polished crystal	Miscellaneous: Secondary Quest: Redania's Most Wanted	
Misc	Damaged eyes	Miscellaneous: Secondary Quest: Redania's Most Wanted	
Misc	Power cell	Miscellaneous: Secondary Quest: Redania's Most Wanted	
Misc	Power cell	Miscellaneous: Secondary Quest: Redania's Most Wanted	
Misc	Letter to Philippa	Miscellaneous: Secondary Quest: Redania's Most Wanted	Dear Philippa, As I write this I am sipping your favorite cocktail on the terrace of my father's Metinna estate and wondering... what the devil are you thinking?! I'd understand if you'd simply grown bored with me, I'd accept it if it had turned out that the pair we made was not to your liking or you had found yourself a younger, prettier model, but for the love of the bleeding gods - Dijkstra?! That (with all due disrespect) pot-bellied swine?! Over me?! I do not know if you have been testing new concoctions that have addled your mind or if perhaps this is another one of your games... yet even if you must seek intimacy with that primitive for political reasons, I do not see why this should mean the end of our relationship. After all, it would not be the first time we would hide our love (...)
Misc	Ledger	Miscellaneous: Secondary Quest: Of Swords and Dumplings	9:00 - 11:00, Warehouse A 12:00-14:00, Warehouse B 15:00-17:00, Home
Misc	Contract: Woodland Beast	Miscellaneous: Contract: Woodland Beast	Let the following be known far and wide! There's some monster in the woods outside Novigrad doing great damage to our war effort. Anyone who tracks it down and kills it will not only fulfill a patriotic duty and bring the inevitable victory of the united northern forces under the leadership of our brave King Radovid one step closer, but will also get a sizable coin reward as recompense for his trouble. Together, onward, to victory! -Captain Felix Grubb. [addendum]Note! The reward has not yet been claimed. [addendum]Attention! If the monster is not killed by the end of the present month, taxes for the entire region will be raised by one-fifth.
Misc	Letter from Cantarella	Miscellaneous: Gwent Quest: High Stakes	Geralt, forgive me for leaving without saying farewell, but you were sleeping so peacefully... Almost made me want to nick your cards and coin, or at least read all those letters you carry around in your pockets. Old habits die hard. Till our next meeting, then. Perhaps one day soon I'll see to it that we bump into each other completely by accident. Cantarella
Misc	Ledger of Income and Outlays	Miscellaneous: Secondary Quest: A Dangerous Game	Outlay: Steel sword, new - Fabian Olivier Moth-eaten coat of gold cloth - Duke Isengrim FaOiltiarna, card - Ravik Fringilla Vigo, card - Caesar Bilzen Three polished peacock opals - Vixen

Misc	Interrogation report	Miscellaneous: Treasure Hunt	Location: Amavet fortress Persons taking part: Sir Ignatius Verrieres, Bart., the bailiff Andreas Blume, Sir Ignatius' underlings: Carmy, Gardy and Bellsy. Suspect: Kolgrim, witcher of the Viper School. The witcher Kolgrim stands accused of kidnapping Vitty, son of Paul, a beekeeper residing in White Orchard. Suspect was detained pending trial. Upon detention he was searched and a diagram for the forging of a steel sword was found on his person. It is suspected this sword was used to intimidate or possibly kill the kidnapped child. It is likewise suspected that the accused possesses other such diagrams for the forging of death-dealing implements, though none have been found to date. Sir Ignatius has requested the witcher undergo preliminary interrogation with the application of torture. This will take place once a torturer with the proper qualifications has been found. Addendum: It was later discovered drowners were responsible for the boy's disappearance. Unfortunately Kolgrim died before this information reached the investigators, for rather than face the baronet's judgment, he chose trial by ordeal. Sir Ignatius agreed and ordered he cleanse the Verrieres family crypt of specters. Kolgrim never emerged from said crypt. It is highly likely the motley wraiths, specters and evil powers residing therein proved too much for him.
Misc	Letter from witcher Kolgrim of the Viper School	Miscellaneous: Treasure Hunt	To: Ivar Evil-Eye, master witcher of the Viper School. I have now found all the legendary diagrams once belonging to our order. Certain complications have arisen, however. On the way back to our keep, I stopped to rest the night in a village in the Temerian borderlands. The blasted peasants decided to make me into their scapegoat and accused me of kidnapping some beekeeper's brat. They took me in to the local lordling's castle for interrogation, during which they found and confiscated one of the diagrams. But do not fear, I will get it back. They did not find the others. I have invoked Temerian common law and demanded a trial by ordeal instead of submitting to the whims of this baronet. My request was granted and tomorrow I am to cleanse the baronet's family crypt of wraiths. I expect this will prove little trouble. Perhaps I will already have returned to our keep by the time you receive this letter. Light the furnaces - we'll have some forging to do. Kolgrim
Misc	Laboratory Key	Miscellaneous: Treasure Hunt	
Misc	Julia Kenyon's diary	Miscellaneous: Treasure Hunt	We sold the artifacts we acquired during our last expedition at the Hraki Bazaar in Cidaris. Made only a modest profit, but a profit all the same. Dicker has came across information about a purported elven treasure hoard said to be hidden in the sewers beneath Temple Isle. To my thinking these rumors might very well be true. After all human cities, Novigrad included, were built on elven foundations. So why should we not search for elven treasure beneath its streets? If but a tenth of what the tales say is true, this hoard contains enough riches to last us to the end of our days. Today is the first of Feainn. We are setting out. Our party consists of Rian, Dicker, Maxi, Miko and me. The entrance to the underground passages was protected by an illusion. Luckily Miko was able to dispel it. There truly must be something of value down here. We shall descend deeper. This does not look like a treasury. It is rather some sort of hospital. Or a laboratory.

			[after this point the entries are chaotic, with many blots and incomplete words] A massacre, I... Only I... Could do nothing - the others... Dead, all! The elves, that was their laboratory, and... What we saw... It... He... I cannot sleep for the umpteenth night in a row. I see them all whenever I close my eyes - Rian, Dicker, Maxi, Miko... This insomnia is killing me. And that symbol... That cat... It stares at me... Here kitty kitty kitty! Meow.
Misc	Professor Sigismund Gloger's notes	Miscellaneous: Treasure Hunt	Excavations to be carried out by Gottfried Oss, Michelle Sabina Ruxer and Marco Gedl, under the supervision of Professor Sigismund Gloger. We have begun excavation work under the aegis of the Oxenfurt Academy and with kind sponsorship from Prince Adrien of the Sea Cats. Our goal is to find the legendary treasure of King Maeglor of Est Tayiar. 8th of Blathe, 1st day of excavations I am deeply worried about the witcher present among our company. I had a bad feeling about him at the very start, during the first meeting at Castle Drahim. Now, as we trek dark underground caverns, his presence gives me shivers. Are we entirely sure his task is to protect our expedition? Furthermore, Castle Drahim is too close to Oxenfurt for us not to have heard those unsettling rumors about Prince Adrien… (illegible fragment). 11th of Blathe, 3rd day of excavations Kiyan demanded we surrender all notes found in the ruins of the elven Armory. I refused. 13th of Blathe, 5th day of excavations We pitched camp in a vast and dry cavern in the easterly portion of the complex. There are a few active portals here. I am afraid they are very likely unstable and unidirectional. 14th of Blathe, 6th day of excavations The witcher murdered Marco! He was deciphering one of the priceless elven sketches when suddenly, as I watched on aghast, the witcher slit his throat and grabbed his incunabulum! I panicked and jumped into one of the portals. It deposited me in some chamber which has no exit. Unless an echo of the portal appears, I am stuck here for good. I hope Michelle and Gottfried managed to escape. [remainder of the notes difficult to decipher and no dates are indicated] I must conclude the witcher had from the very start been operating on Prince Adrien's orders. I would not be surprised if they were toasting their scheme's success Drahim Castle at this very moment. Blast it, perhaps I should have given those elven diagrams to Kiyan after all? What good are they to me here, if I am to rot in this crypt? I have finished the last drops of my water. There is nothing to eat. No echo from the portal has appeared. Gods... I don't believe in you... But if you do in fact exist... If you exist, save me!
			Kiyan performed wonderfully! It's a shame, of course, that Professor Gloger disappeared somewhere in the ruins of Est Tayiar along with the rest of the elven diagrams, but those sketches for a steel sword alone are worth as much as a village in southern Redania!

Misc	Prince Adrien's journal	Miscellaneous: Treasure Hunt	We split the takings equally, as per our agreement: I kept the diagram for the silver sword, while Kiyan took the crossbow diagram. I must admit, I didn't exactly need every member of the expedition's head preserved in vinegar, but they do constitute impressive proof of Kiyan's conscientiousness and professionalism. The witcher swore none of the archaeologists would leave Est Tayiar alive - and none did. All the more shame, then, that Kiyan didn't accept my offer. As my personal bodyguard, he would never have wanted for a thing. Steady pay, caviar and strawberries for breakfast, lobster for lunch, daily baths, a court surgeon and courtesans of both sexes for all his needs… and if he still lacked for anything, he had but to knock on my chamber door. He must very much love all that trudging around the world, because I do not believe Jacob of Dembich could have dangled a better offer than I did! Really now - Jacob of Dembich?! A second-rate captain transporting whores to dockside Novigrad pimps for a fistful of crowns? With any luck, sooner or later a storm will sink that leaky tub of his and Kiyan will return to me, tail between his legs! [illegible scribbling] scrubbed [illegible] waxing [illegible] [illegible] blade Oil [illegible] Devil's Puffball [illegible] contortions (…) [ink visibly fresher than previous entries, many years must have passed] I have heard the Flying Deer, the vessel on which Kiyan was sailing, wrecked off the coast of Grassy Knoll. Was it my curse? Hm. Not bad, for a beginner. Perhaps I should think about enrolling at Ban Ard?
Misc	Mage's notes	Miscellaneous: Treasure Hunt	Kiyan has enlisted with the Flying Stag as a guard of sorts. A hefty sack of Novigrad crowns convinced the captain to lodge me in his cabin. All is going according to plan. I'm actually finding this expedition amusing. I'm glad I didn't contract the kidnapping out to some bulgy armed halfwit. I'll do it more gracefully myself. He's cautious. I won't be able to put him down with a casually placed poison apple. Guess I'll have to zonk him out with a spell and whisk him away via teleport. I just hope it won't plop us down somewhere in the middle of Temple Isle instead of in my quarters below it. The power pulsating from my laboratory tends to throw off a good portion of my attempts to teleport home. Very high level resistance to psionic spells. Time needed for full penetration of his nervous system – a half an hour at least. A few more moments and the witcher will be ready for transport. Now I just need to wipe our tracks. Perhaps a little change in the weather? While waiting for more favorable atmospheric conditions, I looked through his things. Some very intriguing documents. A map of Est Tayiar, crafting diagrams of elven provenance (margin note: highly interesting sketch for a one-handed crossbow, most likely used to hunt draconids or ornithosaurs, must ask about this during interrogation. Confirms my theory that the witchers of the Cat School use elven weapons.) and, wait for it…. Professor Sigismund Gloger's notes. It's clear the witcher had something to do with the famous professor's disappearance. Think I might have overdone it a bit with those cumulonimbi… No point in tarrying, time to evacuate.
			Day 1. Luckily the teleport deposited us directly in my laboratory. It's good to be home. I had grown sick to the gills of that leaky tub. I hope that storm I summoned smashed it into those craggy rocks off the Grassy Knoll shore.

Misc	Laboratory noteBook	Miscellaneous: Treasure Hunt	The experiments which my students conducted on drowners in my absence did not yield the expected results. As usual, I must do everything myself. I will administer a brew of medicinal opium to the subject. This “milk of the poppy” will keep the witcher in a state of half-consciousness, and thus incapable of any resistance. Commencing studies. Note: I must hold off on my planned experiments while I clear up the demolished portion of my laboratory. I have set the bones in the forearm of one of my assistants. I will now administer a quadruple does of “milk of the poppy” to the witcher. Day 4. Subject shows incredible resistance to physical torture. Only broke after the second day of intense labor. Moderately satisfactory results from the interrogation. Garnered information about witcher training and the Cat School of witchers in general. As I suspected, the Cat School witchers are for the most part of elven stock. This school must have some tie to the Elder Races (addendum: perhaps its founder was a member of the Aen Seidhe? Subject unfit for further study. I have discontinued his doses of poppy. Day 7. Administered extract of cowbane and hemlock. In typical representatives of the human and Aen Seidhe species such a mixture provokes paralysis of the peripheral nervous system, and eventually of the nerve endings as well. This results in muscular, skeletal, pulmonary and cardiac paralysis, and ultimately death through suffocation. The witcher is not, however, a typical representative of any species. Though the poison did seem to cause some mild irritation (sic!) in his nervous system, his mutated body quickly managed to neutralize the harmful alkaloids. In a matter of hours all symptoms of the poison I administered have vanished. Day 15. Stinging him with sea wasp toxin did not provoke the expected results. In order to strengthen the toxin’s effect I have poured ethyl alcohol into his wounds. His nervous system seems to be immune. Day 26. The subject has been tortured, poisoned, burnt, frozen, starved and dehydrated, and despite it all his body continues to function. He eats and drinks by himself, moves about his cell on his own and is able to articulate simple words (“please”, “drink”, “don’t hurt”, “stop”). Conclusion: as I suspected the witcher is a superb energumen! A demon trapped in such an excellently prepared body will become death incarnate, vengeful wrath made flesh – and placed at my command. No one has succeeded in creating a being of such power since the times of Malaspin and Alzur. This is a great day for science! Time to begin the incantations.
			Left Novigrad. Heading south, to Bremevoord. All’s calm. Arrived in Bremevoord. Port’s full. Four hulks, six cogs, one carrack and nigh on a dozen longships. Strange. Near half the longships carry privateers in the Empire’s employ. Now what’s old Nilfgaard want a pirate fleet for? And why’s she anchored in Bremevoord? Done loading. All passengers on board. We’re leaving Bremevoord, course set for Novigrad. Strange. A mage paid through the nose to share a cabin with the witcher. Freaks are drawn to each other, it seems.

Misc	Captain's Log	Miscellaneous: Treasure Hunt	That witcher's a real treasure. It's not just about monsters – even customs officers are more civil with Kiyan around. And they aren't as annoyingly scrupulous as usual. Seems the legends surrounding our witcher have curtailed their zeal. Pressure's falling rapidly. Wind's changed directions. Could use that mage now, one that followed the witcher like a shadow, but the two of them are nowhere to be found. Cowards. Boatswain says he heard a terrible ruckus in the witcher's cabin this morning, with bright flashes coming out from under the door. Been quiet since. Must investigate. Their cabin's empty. Can't search the ship now, need to reef the sails. Won't make it to port, must stay out at sea. We'll raise the staysails and hope the gods watch over us from there.
Misc	Invoice for a golem	Miscellaneous: Treasure Hunt	Issued by: Jehuda Löw. Purchaser: Irenues var Steingard Goods purchased: Guardian golem, clay (porcelain) Warranty: In the event of damage to the ceramic, please report immediately to the nearest branch of Jehuda Löw and Apprentices. The golem can only be serviced by qualified company personnel.
Misc	Research notes	Miscellaneous: Treasure Hunt	As per the instructions of our supervisor, Ireneus var Steingard, we have conducted a series of studies on the genotype of the creatures commonly known as drowners. Sadly, administering a poison made of fugu fish induced a coma in all the specimens in the study. After 24 hours the vital functions of all above-mentioned specimens ceased, prohibiting us from continuing with the study. Matteo Sykula
Misc	Mysterious recipe	Miscellaneous: Treasure Hunt	Dear Pascal & Timo, I've got a bit of time between these treatments I have to administer to these stinking drowners, so as promised, I'm writing you the recipe for my famous spiced chicken and pumpkin stew: Pumpkin Chicken thighs (or alternatively chicken breast) Mix of exotic spices Milk of the Cocos Nucifera (hard to get, but there's a ship from the Opiekenberg and Sons import company that arrives in the Novigrad port first Wednesday of every month, and those guys sell everything, striped horse included!) [remainder of the list is illegible] I'm sure you'll figure out the process on your own. Good luck! M. T. P.S. You owe me now.
Misc	Adalbert Kermith's first map	Miscellaneous: Treasure Hunt	While conducting studies under the guidance of Professor Slavko Atimstein, I happened across four places where carved engravings portraying the sign of the Cat School of witchers could be found. All these pictograms are identical to that which we discovered in the caverns beneath the Temple Isle in Novigrad. I have marked them on this map. Adalbert Kermith. Adjunct in Natural History at the Oxenfurt Academy.
Misc	Adalbert Kermith's second map	Miscellaneous: Treasure Hunt	There are more locations marked with the cat's head pictogram than we had suspected. Yet each remains identical to the one we found in the caverns under Temple Isle in Novigrad. I have marked their locations on this map. Adalbert Kermith. Adjunct in Natural History at the Oxenfurt Academy.

Misc	Adalbert Kermith's third map	Miscellaneous: Treasure Hunt	As per Professor Atimstein's instructions, I will not be conducting further explorations of the sites where I discovered pictograms relating to the Cat School of witchers. These pictograms are identical to the one which the Professor found in the caverns underneath Temple Isle. Adalbert Kermith. Adjunct in Natural History at the Oxenfurt Academy.
Misc	Adalbert Kermith's fourth map	Miscellaneous: Treasure Hunt	The trail of symbols relating to the Cat School of witchers led me to four additional locations marked with the same sign. I was not surprised to see that the pictograms found in each do not differ from the one Professor Atimstein discovered in the caverns beneath Temple Isle. As instructed, I have marked these locations on this map. Adalbert Kermith. Adjunct in Natural History at the Oxenfurt Academy.
Misc	Witcher George's confession	Miscellaneous: Treasure Hunt	I, the undersigned George of Kagen, a witcher by trade, testify the following. While traveling through Velen I received a summons to provide professional testimony in the matter of the accused Bartoslav of Luvfield. This Bartoslav stands accused of causing several shipwrecks near the lighthouse which it is his duty to keep. Ships led astray by errant signals from his lighthouse have repeatedly smashed against rocks near the shore, and the lighthouse keeper is held to be responsible for this state of affairs. During the trial Bartoslav testified that he was diligent in the fulfilment of his duties and that the accidents were caused by nightwraiths deceiving sailors with their false glow. Having investigated the area, I can testify that I found no trace of nightwraith activity. There are likewise no signs of noonwraiths, mamunes, errnymphs or any other specters in the habit of misleading weary travelers journeying by foot, sea or horse. I did, however, find the catastrophes' true cause. They were not the fault of the nightwraiths blamed by the accused, but neither were they the fault of the lighthouse keeper himself. The accidents were caused by local hooligans who have taken to lighting fires on the hill at night and then robing the ships that subsequently wreck upon the shore. I was put on their trail by Bartoslav's son, who showed me the ashes from their misleading fires. My testimony shows that the lighthouse keeper Bartoslav of Luvfield is not guilty of the crimes of which he is accused and should be let free. I also humbly ask for the bailiff to put the lighthouse keeper and his family under his protection, for in light of the revelations Bartoslav's son led me to discover, there will surely be certain parties with cause for vengeance. I cannot undertake the task of protecting the family myself, for I have accepted a contract to kill a dragon said to be lurking atop the Crookback Hills and so must return there posthaste to kill the beast and complete my task. signed: George of Kagen, witcher. transcribed by Vicenzo Stock, marshal to the royal prefecture in Gors Velen
			Having heard rumors of a dragon, I raced at full speed to Velen. Sadly, I was dragged away from my hunt by the prefects of Gors Velen. They summoned me as an expert to solve the riddle of a string of shipwrecks suspected to be the work of nightwraiths. Hmph. Seems a dragon ravaging the countryside is a lower priority than blocked trade routes. Luckily I was able to solve the riddle of the lone lighthouse quickly and raced off after the dragon.

Misc	Witcher George's journal	Miscellaneous: Treasure Hunt	I learned that the peasants from the ravaged villages had taken shelter in the elven catacombs under Lake Wyndamer. Wise. Yet they were not wise enough to bring firewood… and so warmed themselves by burning elven manuscripts! It aches my heart to think what knowledge about the Alder Folk went up in those flames… At least a few of the manuscripts survived (including some highly interesting sketches of Armor). Yet enough about that. Eye witnesses have reported: ashen scales, height at haunches – 2 fathoms, length – 5 fathoms (addendum: estimated weight – approx. 14 quintals), able to maintain a high temperature in its bellows (dragon lungs) for longer than a quarter hour. Conclusion: we are dealing with a green dragon. Commencing hunt.
Misc	Balstick's letter	Miscellaneous: Treasure Hunt	May the gods smile on you and me sis. Now I'm asking you to read this careful, for what I got to say's important. Soon as you set hands on this writing, gallop off to that fence Kramer what's based in Maribor. Tell him we've got some first-class gear and witcher sword diagrams to sell. Aye, I can see you now, scratching your head, or more likely your arse, and asking, "Did I hear that right?" You sure did - 'twas my luck to come to care for a witcher what got one foot in the grave and t'other hovering right above. I was sat there looking at the poor man suffer in agony, and thought to meself, "He don't need this kit and these papers where he's going, while for us, that's the fixings we need to get us started in the world of business, if we sell them for the right price, that is." Aye, I hear you fretting, so stop. I didn't take everything, in fact, nobody'll even realize ought of his shite's missing. Sad, though, ain't it - this witcher's a good man. First he helped the baronet solve the riddle of that lighthouse what was sending ships into the rocks, then he killed that dragon ate all the peasants. Problem is, a dragon's no easy pickings, and our valiant hero got quite the licking taking it out. He's done for, that's certain, so soon as they bury him in the tomb on Crookback Hills, I'll head straight to your place. Come to think of it, I'm curious how they'll put him in that crypt at all, for word is a vampeer's made it his lair. P.S. I also lifted a few flasks off the witcher, but since they're like not to survive the journey, reckon I'll sample them myself, see how witcher hooch goes down - maybe we'll make a business out of that, too! Your brother-in-law, A. Balstick
Misc	Aen N'og Mab Taedh'morc	Miscellaneous: Treasure Hunt	(Book is burned, only a few pages still intact) Yviss, Yviss, m'evelienn vente caelm en tell Elaine Ettariel, Aep cor me lode deith ess'viell Yn blath que me darienn Aen minne vain tegen a me Yn toin av muireann que dis eveigh e aep llea... L'eassan Lamm faeinne renn, ess'ell, Elaine Ettariel, Aep cor aen tedd teviel e gwen Yn blath que me darienn Ess yn e evellien a me Que shaent te caelm a'vean minne me striscea...

Misc	Dobromir's journal	Miscellaneous: Treasure Hunt	(...) Da’s chewing my head off about going to the lighthouse, about the fire needing tending. Thing is, don't give a ploughin’ rat’s arse, frankly! What am I, some golem, fit for naught but climbing up there four times a day to drop off wood and pour Oil? I’d much rather learn how to work a forge in town or at some gnomish foundry. Grandpa Amzvary was a smith, weren't he? Even forged witcher blades, so who's to say none o' his talent trickled down to me? (...)
Misc	Crafting notes	Miscellaneous: Treasure Hunt	(...) now there's a commission I haven't seen the likes of in ages. Got a visit from that witcher the baronet summoned about them evil powers took over the lighthouse and were crashing ships against the rocks. He stood there in the doorway to my forge, looking noble as a prince or duke or something, and said his silver sword got damaged during his last job. Blade was chipped bad, almost broken in two spots. I asked how he expected me to know how to fix a weapon like that, and he gave me a diagram and said I was to forge him a new one, and promised quite the sum in return. ...damn near tuckered myself out making that thing! Aye, I did my apprenticeship with Master Barnaby of Novigrad and I've made a witcher blade or two in my life, but it's been over three years since I last touched anything of the sort. In the end didn't matter, though - afore I could finish, the witcher figured out what was going on with the lighthouse and had to make haste to the baronet's castle, for... [rest illegible]
Misc	Edwin Greloff's first map	Miscellaneous: Treasure Hunt	After being recruited by Professor Slavko Atimstein to join his research group, I began a study of the Griffin School of witchers. My base of operations was the tomb under the Crookback Hills. The professor claimed this was the final resting place for one of the "griffins" and wished to find a way inside it. I quickly discovered a range of places of interest, each marked with a pictogram in the shape of a Griffin School witcher medallion. I've marked these points on this map. Edwin Greloff. Adjunct in Natural History at Oxenfurt Academy
Misc	Edwin Greloff's second map	Miscellaneous: Treasure Hunt	Ploughing syphilitic son of a poxy whore. I lost the first map I prepared for Professor Atimstein in a game of gwent. I must now return to my base camp near the tomb under Crookback Hills and start anew. Meanwhile, I will mark further points of interest on this map. Edwin Greloff. Adjunct in Natural History at Oxenfurt Academy
Misc	Edwin Greloff's third map	Miscellaneous: Treasure Hunt	Beautiful. Professor Slavko Atimstein will be furious. I lost the first map in a game of gwent, and then the second was stolen from me while I was slightly indisposed after a hard night in the casino. I cannot arrive empty-handed at the station near the tomb under Crookback Hills or the professor will vivisect me on the spot. The four new locations I have marked on this map might be enough to protect me from his wrath. Edwin Greloff. Adjunct in Natural History at Oxenfurt Academy
Misc	Edwin Greloff's fourth map	Miscellaneous: Treasure Hunt	[the writing on the map is smeared with dried blood, cannot be read] [addendum] Map ain't worth shit. Only thing I found were some griffin symbols scratched on the walls. Can see we're not going to get anything worth near enough to pay back the debts that dandy doctor wracked up with us. Good thing he's worm food now. But maybe it would be worthwhile to loot that tomb under Crookback Hills? I doubt our doctor friend would've wasted his time just running around looking for primitive drawings - there's gotta be some treasure about.

Misc	The knight Chalimir's letter	Miscellaneous: Treasure Hunt	Your Most Honored Grace, the Duchess of Arcsea! [illegible fragment]… The witcher Gerd feared Your Grace's wrath, feared Your Grace's righteous fury, so off he fled to Skellige, to that hive of pirates, thieves and other such bandits. In sooth, the gods must have smiled on our quest, for quickly did we catch his foul scent and track him to a public house near the village of Fyresdal, where he was banqueting with the locals. Some sought to protect him, treating the traitorous man as a companion in arms. We therefore showed them no mercy and burned the inn to the ground. Alas and alack, the witcher escaped us once again, but we tracked him to the ruins of the old fortress called Etnir, where he went to hide or else perchance lay in wait by some monster... [illegible] We made haste to assault his position with all our strength, but still the treacherous foe slew five of my men, wounded me most severely and brought the ruins' roof collapsing down on us with some witchcraft. Never fear, we shall surely free ourselves from here soon. Meanwhile I have ordered the vile witcher's campsite searched and have found a diagram for some highly curious weapon. It is enclosed with this writing, entrusted to Your Grace's safekeeping. Another day, perhaps two, and we shall dig ourselves out of this rubble and catch the witcher. If fate is kind, perhaps I shall next send Your Grace not a missive, but the witcher's scalp... [illegible] ...yet it must be said that from the very start he slighted Your Grace with his most rude and brusque manners, though it is beyond the reasoning of a simple knight such as I to comprehend how a base worm like that could dare refuse Your Duchessness anything! Why, serving Your Most Graciousness is an honor, and anyone who shuns such service reveals himself as a simpleton and a knave. Thank all the heavens the gods watch over Your Graceful Being, and the merciless usurper, that twisted wretch who deems himself your father, could be ripped off his stolen throne without the need for that mutant's help. Yet it is a witcher's swiving employ, Your Grace, if you will pardon my Temerian, to kill monsters, and Your Good Grace's father, why, what was he, if not a beast, a murderous monster lapping up the blood of innocents? And since he was such a monster - though draped in human skin, revealing his monstrous form only through deeds and not demeanor - the witcher ought to have killed him, as Your Grace asked of him. Therefore, it is just that said freak shall pay with his neck for violating the dictates of honor and witcher law alike. Your Grace's humble servant Chalimir of Black Frydland, of the Brant banner
Misc	Innkeep's notes	Miscellaneous: Treasure Hunt	...that was right before dusk. Then a witcher showed, dirty and unshaven and stinking worse than a fisherman from Faroe. Asked for a room and a bucket of water so's he could freshen up some. First I didn't want to let him in, on account of the bloody sack he was carrying, but then it came out he had arranged to meet Jorgen Iron Hand here - and a friend of Jorgen's a friend of mine...[illegible] Sun had long set by the time Jorgen showed. Witcher handed him that sack and we all learned why it stank so bad - inside was the head of a siren. Jorgen had contracted the witcher to take it down after it attacked some folk in a cave in the northwestern part of Spikeroog. Seeing it dead cheered folk awful fast, and Jorgen, happy as a clam, started buying everybody rounds. The witcher refrained at first, saying he was off to take care of a striga that'd infested the ruins of a fortress on the northern edge of the isle, but in the end he gave in - after all, there's no refusing Jorgen...[illegible]

			...made a lovely heap of coin that day, for the sun started rising and not a man had gone home. The witcher got drunk with Jorgen and started telling us tales, then we sat down for some gwent. That Gerd, he might be a first-class warrior, but he's one lousy card player. Lost half his reward for that siren to me (and drank the other half), then, wanting to win it back, he wagered a diagram for some kind of steel sword. To my eye it was a scrap of rubbish, but fuck it, some things you gotta do for the sake of sportsmanship and camaraderie, so I accepted the wager...[illegible].
Misc	The Ballad of Witcher Gerd	Miscellaneous: Treasure Hunt	Righteous and brave, of death never scared, Such a man had we in the witcher Gerd. Pursued by foul foes with intentions most vile, He made a last stand on Ard Skellig’s fair isle. Fighting, all the while. He arrived on her shores ‘midst sobs and bawls, "Help! A dragon yon elven ruins crawls!" Hefting his sword in an expert grasp, He set off at once and slew the winged asp. Smiling, as it drew its last gasp. But fierce as fiends his foes followed in his path, Hounding his footsteps, hearts brim full of wrath. At night they attacked, using darkness as shield, To no avail – soon their own lives they did yield. By witcher’s hand was much blood spilled. ‘Tis a witcher’s right nature to guard men from beasts, And so Gerd’s silver sword did not rust in its sheath. Instead, to Clan Tuirseach from sirens defend He forthwith to the Caverns of Melusine did mend And took the first step towards his end. [fragment missing] Jarl Torgeir returned and exclaimed with pride: Fortunate he who has friends at his side. Proud is the jarl who can quit his home keep And find in his absence no dangers did creep And witcher saved all from death’s deadly sleep. [fragment missing]
Misc	Letter to Ingeborga Kalebsdotter	Miscellaneous: Treasure Hunt	My dearest Ingerborga, [illegible fragment] … arrived at Fort Tuirseach on summer’s first day. He tarried there a while, draining more than one barrel of mead with the jarl. Soon both were fast friends. Then one day Jarl Torgeir summoned me and ordered me to sail to Spikeroog with him, to show him to where the sirens were the thickest. It’s no exaggeration, my little mountain goat, to say I’ve never met a warrior like him in my life. He’s lithe as an eel and strong as a bear! When the sirens came at us, I hadn’t even time to seize my axe before he’d gutted them all. And his weapon, why, I’ve never seen its like – a crossbow, but so small he wields it with one hand. I know he has a sketch of it in his saddlebags, for I spied it when he was packing up. Once he's asleep, I'll try to sketch a copy to take to our smith on An Skellig, so he can make others. So we can protect ourselves from the sirens, case they return. [illegible fragment]… soon as dawn breaks, we’re off, sirens are swarming thicker and thicker, my hands are numb from so much sword-swinging and my breath’s ragged, but thinking of you gives me strength… [rest of letter illegible]
			Let it hereby be known that the witcher known as Gerd has committed foul crimes against the Ducal Tiara, namely: insulting Her Grace’s majesty, resisting Her Grace’s guards, collaborating with the usurper and other such deeds bringing harm to Ducal Tiara.

Misc	Arrest warrant for the witcher Gerd	Miscellaneous: Treasure Hunt	Any persons providing him shelter will be considered complicit in his crimes. It is the duty of each and every one of Ducal Tiara's subjects to provide any and all possible help to the agencies of the law who seek to capture the bandit. For the apprehension of Witcher Gerd, dead or alive, we have set a reward in the amount of 300 arcsea denars… in the name of Her Grace Helena Lange-Haare, heiress to the duchy of Arcsea, souzeraine of Gelibol Hieronymus Ussar, castellan
Misc	Ballad of Torgeir the Red	Miscellaneous: Treasure Hunt	Hark! … I shall sing you a tale Of a jarl, brave and true, a warrior bold Friend to his people, and to his foes wrath unrolled. Like a sturdy ship, his courage never leaked. Mighty was Jarl Torgeir of Clan Tuirseach. For a man so grand, the Isles held plunder too few So up Alba's shining waters he sailed with his crew. Arriving at the City of Golden Towers' walls He razed, ravaged and roared and shook the emperor's halls. But Nilfgaard knows to suture strife with coin And so out cutthroats crept, the jarl in battle to join Lured by the fattened Nilfgaardian purse To Skellige sailed bandits, villains and worse. Girded for battle, the jarl stood in his fort Yet Nilfs know no more honor than demon or chort. A catapult they brought 'gainst the jarl's mighty keep. The walls crumbled, burying his warriors deep. An ocean of rubble swallowed men a great many, Here we name but few of that noble company: The pilgrim Tore, Stig of Dovre born, Slumbering Sigvard And the witcher Gerd, to the last the jarl's faithful guard. [rest of ballad illegible]
Misc	Chronicles of Clan Tuirseach	Miscellaneous: Treasure Hunt	... and so there was much rejoicing in the castle at the appearance of an itinerant monster slayer in the person of the witcher Gerd. Jarl Torgeir, whose face in the months since the death of his battle brother, Ingmar, had worn a listless and saddened frown, came alive with renewed strength. Jarl and witcher fast found common tongue, and soon were venturing on hunts together and hosting feasts at which there was no end to laughter nor bluster... [illegible] ...then Jarl Torgeir told Gerd of the hideous striga which prowled the ruins of Etnir, desecrating that once-proud fortress, which in happier times had stood a steadfast guardian of the northern expanses of Ard Skellig. The jarl's lament moved the witcher, who announced he would slay said beast. Yet witcher Gerd was a craftsman ever diligent and true, and so explained he first had to complete a prior contract and rid a cave on Spikeroog of sirens... [illegible] And so the jarl gave Gerd a full pouch of coin and the services of Olven, Org's son, as a guide to take him safely to Spikeroog and, if the danger grew fierce, to fight the sirens at the witcher's side. His heart filled with gratitude, Gerd entrusted an Armor diagram to the jarl, one he had long carried and held most dear, as a token of his sincere intent to return as soon as he had finished his allotted task...

Misc	Ibrahim Savi's first map	Miscellaneous: Treasure Hunt	After the discovery of marks relating to the Bear School of witchers in the ruins of castle Tuirseach, Professor Atimstein sent me to prepare a map similar to the one prepared by A. Kermith indicating the various locations in the archipelago where these symbols occur. Professor Atimstein was of course correct in his suspicions - I quickly found such locations and have marked them on this map. Ibrahim Savi. Adjunct in Natural History at Oxenfurt Academy.
Misc	Ibrahim Savi's second map	Miscellaneous: Treasure Hunt	Following Professor Atimstein's instruction, I am studying remnants of the presence of witchers from the Bear School. I have discovered more and more locations marked with their bear symbol. Naturally, I have marked each on this map. I have noticed something disturbing - for some time, a certain strange gentleman appears to have been following me. He stays at the same inns and road houses as I, sticking close to me like a shadow... I have decided to return at once to the place where I began my research, namely the ruins of Castle Tuirseach, to meet with the other members of the expedition. Ibrahim Savi. Adjunct in Natural History at Oxenfurt Academy.
Misc	Ibrahim Savi's third map	Miscellaneous: Treasure Hunt	I am charting a direct course for the spot where we commenced our study, the ruins of Castle Tuirseach. As I travel I have been marking the additional locations with the bear symbol which I have discovered. [written in an unsteady hand] He's still following me! Ibrahim Savi. Adjunct in Natural History at Oxenfurt Academy.
Misc	Ibrahim Savi's fourth map	Miscellaneous: Treasure Hunt	[the map is damaged and covered in blood, hard to decipher which locations are marked and only a portion of the text is legible] ...in the ruins of Castle Tuirseach. That is where we made our first findings. I shall be safe there...[blood stains] [this portion covered in blood] Ibrahim Savi. Adjunct in Natural History at Oxenfurt Academy.
Misc	Bill of exchange	Miscellaneous	
Misc	Contract: Monster in the Bits	Miscellaneous: Secondary Quest: Following the Thread	By order of the City Council number 1408/DZ/185, a reward has been set aside for the killing of the monster which torments and murders residents of the Bits after dark. The only acceptable proof of having performed this deed shall be a Trophy taken from the monster's body. Yes, this means your mother's or cousin's or aunt's eyewitness testimony will not suffice, nor will the sworn word of any other person, regardless of his or her claimed relationship to you, the Hierarch or anyone else, and also without caring one whit for his or her alleged trustworthiness, which supposedly can be attested to by anyone at your favorite drinking hall. For more information and/or to collect the reward, see the District Superintendent for the Bits. -Lund By writ of the City Council Superintendent of the Bits

Misc	The Lonesome World Guide to An Skellig	Map	An Skellig is a weary travelers paradise. Those seeking respite from the hustle and bustle of urban life need look no further. Those yearning for peace, quiet and transcendental views - the kind that leave one short of breath and renewed in spirit - will find satiation on this isle. Here one may enjoy long walks along the most charming beaches in the isles, ones whose beauty far outshines that of the decidedly overrated coasts of Kovir. Yet the true jewel of An Skellig is its port, which is famed for its skilled craftsmen, considered by many to be the best in the isles. An Skellig's shipbuilders have passed down the secrets of their trade from generation to generation for centuries, perfecting it into something which can proudly and with no exaggeration be called an art. Naturally, as a result one must wait twice as long for a vessel ordered from the local shipwrights than when ordering from lesser workmen. Lastly, it would be a crime to discuss An Skellig without mentioning the superb (and surprisingly sophisticated!) local cuisine. Its specialty: sturgeon roasted to golden perfection in a sea-salt crust and served with carrot shavings and a sprinkling of mint. Sadly, this dish, once a mainstay of every tavern and seaside fish-fry, now has become a rarity due to the overfishing that caused a dramatic decline in the population of that most delicious of fish.
Misc	The Lonesome World Guide to Ard Skellig	Map	What time of year is the best for visiting Ard Skellig? Any time. To whom is such a sojourn recommended? To anyone who seeks adventure, craves miraculous views and adores charming villages. These last Ard Skellig has in spades: it is the most densely-inhabited isle in the archipelago, though this does not mean it lacks virgin forests or untrammeled landscapes. Particularly worthy of a visit are the villages of Rannvaig, Arinbjorn and, last but not least, Holmstein, one of the most important ports in all the Isles. Anyone lucky enough to enjoy the sea voyage to Arinbjorn will surely notice the majestic lighthouse guiding ships to its harbor. Built at the behest of the famed Jarl Skjordal, it constitutes one of the most fascinating spots on the isle and offers breathtaking views of the entire region. The most spectacular vista on Ard Skellig, however, must certainly be that of Kaer Trolde, a fortress cut out of the mountain overlooking the bay and serving as home seat to the powerful an Craite clan. According to legend, Grymmdjarr, mythical Skellige hero and founder of Clan an Craite, carved the fortress with his bare hands (for more on this, see the "History" and "Culture" sections).
Misc	The Lonesome World Guide to Faroe	Map	The most southerly-thrusting outcrop of the Skellige Archipelago is the wild and untamed isle of Faroe. Visiting here is a must for experienced travelers undeterred by unexplored wilderness and nature at its reddest in tooth and claw. Which is not to say that Faroe is uninhabited - just that its vibrant, primeval landscapes, not its human settlements, constitute its primary attraction. Acting as sole exception to this, and providing a wonderful treat to adventure-seeking travelers, is the port of Harviken, the home village to Clan Dimun. With a bit of luck one might find oneself there when the clan's warriors return from their overseas raids and divide their plunder. A days-long feast is thrown in the warriors' honor afterwards - providing an excellent opportunity to sample local delicacies and observe local customs. For more on this, see the "Feasts and Festivals" chapter.

Misc	The Lonesome World Guide to Hindarsfjall	Map	The smallest of the Skellige Isles is also the birthplace of the islander's culture. Skelligers believe themselves direct descendants of Otkell, a legendary hero who was the first practitioner of the cult of Freya in the isles. He erected a beautiful temple in honor of the goddess on Hindarsfjall (sadly the temple has been closed to visitors in recent years due to concerns about the possible theft of the famous diamond, Brisingamen, ornamenting the goddess' statue). Otkell also constructed a fantastic garden near the temple - this can still be visited upon making prior arrangements with the priestesses' mother superior. An enticing option for those wishing to visit Hindarsfjall is the package excursion offered by the congregation of Freya worshippers in Poviss. Thanks to a longstanding agreement with the isle's priestesses, they can offer tours of all the local highlights at a very reasonable price. This is by far the best option for families with children or the elderly.
Misc	The Lonesome World Guide to Undvik	Map	Once-prospering Undvik was the second (after Ard Skellig) most-frequently visited isle in the archipelago. Among its ample charms are a prime location, picturesque scenery and a sublime local cuisine. Sadly the isle was recently devastated when some monstrous frosty giant awoke from his long slumber and began murdering and destroying whatever lay at hand. After this occurrence many realms issued an official edict of warning cautioning their residents to avoid travel to Undvik. Nevertheless, the isle still attracts many travelers. They are no longer primarily lovers of carefree relaxation, however. Instead they are adventure seekers and mercenaries hoping to earn the bounty put on the giant's head, or, barring that, at least get a glimpse of this fantastic creature with their own eyes. Though this is indeed a once-in-a-lifetime opportunity to witness such a sight, we are duty-bound to advise anyone thinking of visiting Undvik to postpone their trip until conditions improve, or, even better, alter their plans and visit one of Skellige's many other attractive isles, where the risk of being disemboweled by a colossal man-beast is significantly lower.
Misc	The Lonesome World Guide to Spikeroog	Map	Though Spikeroog is not the most frequently-visited of the Skellige Isles, one cannot deny it has a certain inescapable charm. Particularly bewitching are the snow-capped peaks towering over its southern and western shores. Spikeroog will surely please lovers of the martial arts. The northern portion of the isle is home to a famed arena where local warriors test their strength in no-holds-barred bouts. South of the arena lies the village of Svorlag, home to Clan Brokvar. Located on a picturesque bay, Svorlag is particularly lovely to visit in the summer and around the feasts of Belleteyn. South of Svorlag sprawls a primeval wilderness that serves as Clan Brokvar's chief hunting grounds. Visiting the southern portions of the isle should be reserved only for extremely experienced travelers, for they are completely wild, inhospitable and deprived of all human settlements. The area is crawling with dangerous creatures of all kinds (described in more detail in the "Fauna and Flora" section). One should also show particular caution when traveling near the caves along the isle's coast.
Misc	Triss' fox Mask	Mask: Secondary Quest: A Matter of Life and Death	
Misc	Missing: Mikel	Misc: Contract: Missing Brother	My true-born brother, Mikel, is missing. Anyone who finds him or at least finds out what fate has met him will be generously rewarded - and I'll slip a good word to the baron about you as well. You'll find me at the Inn at the Crossroads.

			-Bruno
Misc	Contract: Shrieker	Misc: Contract: Shrieker	To Whom It May Concern: Let it hereby be known that whoever kills the shrieker, the monster that's wove its nest near Crow's Perch and has taken to killing both men and beasts, will be given a sizable reward. Take heed that she's a dreadful dangerous creature and killing it'll take a trained fighter, not just a pack of peasants with pitchforks. -Chet of Crow's Perch
Misc	Bread	Miscellaneous	
Misc	Cheese	Miscellaneous	
Misc	Omelet for Yennefer	Miscellaneous	
Misc	Omelet à la Geralt of Rivia	Miscellaneous	
Misc	Scrambled eggs	Miscellaneous	
Misc	Squirrel tail	Miscellaneous	
Misc	Note	Miscellaneous	Lulke, Whatever you loot, hide it with the rest, under the hut near the mill. We'll divvy it up later. -Jackme P.S. Watch out, talk at the inn has it two witchers have rode into town. And they mean business.
Misc	The Eye of Nehaleni	Miscellaneous	
Misc	Grindstone	Miscellaneous	
Misc	Grindstone	Miscellaneous	
Misc	Grindstone	Miscellaneous	
Misc	Basic Armorer's equipment	Miscellaneous	
Misc	Advanced Armorer's equipment	Miscellaneous	
Misc	Professional Armorer's equipment	Miscellaneous	
Misc	Ornate bracelet	Miscellaneous: Contract: Devil by the Well	
			27 III 1250 It's happened. Volker sent a petition of our grievances against the lord to the court at Vizima. Listed all the harm he's done us. How he killed Johann for not taking off his cap quick enough. How he trampled our fields when drunk with nary a thought of repayment. How he barged in during Pieter's wedding and demanded his right of the first night. Now we've finally got what we begged Melitele for in our prayers for so long - the judge recognized our grievances and waived all our bonds and duties to the lord. We can finally strike out on our own. At last, we can live as free men! 12 IV 1250

Misc	Yellowed diary	Miscellaneous: Contract: Devil by the Well	The first day of our freedom. Hovel's not much of a village yet, but to my mind it's better than the most fantastic palace. Volker fumed our home with hazel wood smoke to drive out evil, buried a marten under the gate, to make sure no thieves cross our threshold. And then he gave me a bracelet - loveliest I've ever seen. Mother said it's foolish to spend so much on a bauble when we haven't ploughs nor hoes and that we ought return it to the merchant. Over my dead body! I'll never take it off. It'll always be there to remind me of Volker - of how happy we were that day. 23 IV 1250 They say the lord is coming to see us. That he wants to make a deal, to beg us to return to the village. They say he's calmed since his son died, that he's not as quick to anger about small slights. Well, we'll see. One way or another, I've no intention to move one inch from here.
Misc	Contract: Devil by the Well	Miscellaneous: Contract: Devil by the Well	Good folk, I know there's a war on and every man's got trouble enough of his own, but perhaps there's one of you who could help a father in need. You all surely know the well in the ruined village, and the devil that guards it with a jealous fury - and if you don't know, well, come ask and I'll tell you all about it. Whoever drives that monster away from the well will get a fat purse full of gold. Just don't tarry, for it's an urgent matter. – Odolan
Misc	Spyglass	Miscellaneous: Contract: Patrol Gone Missing	
Misc	Patrol Gone Missing - Reward	Miscellaneous: Contract: Patrol Gone Missing	Announcement: Soldiers in the service of His Imperial Majesty, Emhyr var Emreis, went missing while carrying out their duties. A reward shall be paid for any help in finding them. For more information, see the Central Army Camp quartermaster.
Misc	Dead fish	Miscellaneous: Epilogue: Something Ends, Something Begins	
Misc	Jewel case	Miscellaneous: Epilogue: Something Ends, Something Begins	
Misc	Bald Mountain Key	Miscellaneous: Main Quest: Bald Mountain	
Misc	Defier's Oren	Miscellaneous: Main Quest: Bald Mountain	
Misc	Magic acorn	Miscellaneous: Main Quest: Bald Mountain	

Misc	Remarks Concerning the Death of Auberon	Miscellaneous: Main Quest: Battle Preparations	When Auberon Muircetach died, we lost not only our finest Sage and leader, but also our best chance to renew the gene of the Elder Blood. Prior to his, success seemed possible, even imminent. I had interpreted Cirilla's willingness to attempt to beget his child - despite her earlier resistance - as a personal triumph and a sign there was more of Lara in her than I had ever imagined possible. Now, with all my designs shattered and the benefit of hindsight, I have concluded that putting pressure on here then in Tir ná Lia had a very negative effect on our relationship. Yet I could not have predicted that Muircetach had so little time remaining, and would squander it so foolishly, even though Cirilla was his for the taking. Now my only hope lies in trying to regain her confidence and trust at any cost.
Misc	Caranthir's Progress	Miscellaneous: Main Quest: Battle Preparations	Caranthir is undoubtedly the most skilled navigator I have ever had the chance to train. Yet his rash temper and his tendency to take foolish risks has called into question the possibility of ever using him for our purposes. I know Eredin is ready to put him through the trials now, which Caranthir in his pride would surely take as a sign of trust, and not indifference. The fate of his predecessor clearly was not warning enough for him, or perhaps he truly does have that much faith in his own powers. In light of the time I have devoted to him, I would like Caranthir to succeed.
Misc	Tales and Legends About Humans	Miscellaneous: Main Quest: Battle Preparations	Talaith and the Evil Witch No one in all of Tir ná Lia knew how to help Talaith remove the evil spell cast upon her brother. Overwhelming despair clouded her judgment and she went to see an old witch. She forgot the Sages' warning that the old woman's heart was black as pitch and foul as carrion crawling with maggots. The old witch lived in a cage in the wastes surrounded by poisonous vapors and venomous vipers and toads. Talaith went there, even though her pure heart cried out for her to turn back. As she approached the cave, she smelled an odor so terrible she almost fainted. She had no idea what it was - for she had never been near a human before. She overcame her disgust, thinking all the while about her brave brother, and asked the witch for help. "And what will you give me in return, my dear elf?" screeched the witch. "Anything you ask." "Give me your voice, my dear elf, and I'll lift Leod's curse." Talaith thought about how she used to sing lullabies to her little brother and began to cry, but she gave the witch her beautiful voice all the same. The old woman grabbed it in her crooked talons like a small silver fish and tossed it to her cat. "Now give me your hair, my dear elf! Only then will I lift your brother's curse." Talaith sobbed, but agreed, and the witch wove a thick net from her hair and hung it from the trees in order to catch birds. "Now give me your eyes, my dear elf, or I'll never lift Leod's curse." Talaith loved her brother very much and so gave the witch her green eyes, and the witch sewed them onto her dirty dress like precious stones for ornament. And she started to laugh. Only then did Talaith understand that the witch would never lift Leod's curse and all her sacrifices had been for nothing. But she could no longer cry. Oh, how she regretted not having listened to the Sages, who tell so many tales of human treachery! Talaith was petrified with regret, but her pure heart continued beating. When the old woman bent over her Book of spells, Talaith's green eyes read along with her and in this way Talaith learned it was the witch who had put the curse on her brother Leod. She read along with the witch further until she learned how to lift curse. And so she caught fat robins with the net the witch had woven from her hair and fed them to the witch's cat. Purring with delight, the cat agreed to follow her back to Tir ná Lia. There it told the Sages the whole story about Talaith's stolen voice, and they recognized that it

			was true. The evil spells cast on Leod and Talaith were reversed, and the evil witch was drawn and quartered.
Misc	Sunstone	Miscellaneous: Main Quest: Battle Preparations	
Misc	Fragment of a silver cylinder	Miscellaneous: Main Quest: Count Reuven's Treasure	
Misc	Silver lid	Miscellaneous: Main Quest: Count Reuven's Treasure	
Misc	Mysterious note	Miscellaneous: Main Quest: Count Reuven's Treasure	The wine from your birth year - it's simply brilliant. Startling bouquet. You absolutely must try it. But afterwards, please place the bottle back where you found it. With love from D
Misc	Letter from Dudu	Miscellaneous: Main Quest: Count Reuven's Treasure	Ciri, If you're reading these words, that means you have solved my riddle, for which you have my congratulations. It also means you have not yet been caught and are still in Novigrad - which worries me greatly. I do not know exactly what you did on Temple Isle, but Menge is furious and will not rest until he captures you, skins you alive and burns you at the stake. And now that he's got his sanctimonious paws on Dijkstra's treasure, he can hire enough men to search every home in the city thrice over. I am a doppler, so I will be able to hide… But you, you must flee. While you still can. Your Dudu P.S. Don't even think about trying to break Dandelion free from Menge's clutches - it's impossible. But knowing our friend, he'll wriggle his way out somehow. Or at least I hope he will. P.P.S. Forgive me for not writing how to contact me, but a) you are to flee, remember? b) Melitele guards those who guard themselves.
Misc	Letter to Caleb Menge	Miscellaneous: Main Quest: Count Reuven's Treasure	Caleb, I have new instructions regarding the organization of the next execution. When you are ready to meet, place your Holy Tome in the drop box located in the column of the Eternal Fire altar in the southwest corner of the Bits. We will meet at the usual spot. Do not tell anyone where you are going and bring no one with you. Burn this letter after reading. Yamurlak
Misc	Menge's Holy Tome	Miscellaneous: Main Quest: Count Reuven's Treasure	Property of Caleb Menge. May Thy Flames cleanse my thoughts May They temper my heart May all that is evil burn and vanish into smoke May all that is good be warmed by Thy Fire May the righteous flock to Thy Light like moths May the wicked flee from it like beasts from a burning wood.
Misc	Mead	Miscellaneous: Main Quest: Destination Skellige	
Misc	Cone	Miscellaneous: Main Quest: Destination Skellige	

Misc	Skull	Miscellaneous: Main Quest: Destination Skellige	
Misc	Talisman	Miscellaneous: Main Quest: Family Matters	
Misc	Botchling blood	Miscellaneous: Main Quest: Family Matters	
Misc	Cloth doll	Miscellaneous: Main Quest: Family Matters	
Misc	Wooden amulet	Miscellaneous: Main Quest: Family Matters	
Misc	Top	Miscellaneous: Main Quest: Family Matters	
Misc	Incense	Miscellaneous: Main Quest: Family Matters	
Misc	Old wine from Toussaint	Miscellaneous: Main Quest: Final Preparations	
Misc	Lever	Miscellaneous: Main Quest: Final Preparations	
Misc	Sewer Key	Miscellaneous: Main Quest: Final Preparations	
Misc	Cell Key	Miscellaneous: Main Quest: Final Preparations	
Misc	Stable Key	Miscellaneous: Main Quest: Final Preparations	
Misc	Key to Whoreson Junior's estate	Miscellaneous: Main Quest: Get Junior	
Misc	Igor's Key	Miscellaneous: Main Quest: Get Junior	
Misc	Eye of Nehaleni	Miscellaneous: Main Quest: Hunting a Witch	
Misc	Crystal skull	Miscellaneous: Main Quest: Lilac and Gooseberries	
Misc	Bedroom Key	Miscellaneous: Main Quest: Lilac and Gooseberries	
Misc	Yennefer's letter	Miscellaneous: Main Quest: Lilac and Gooseberries	Dear friend, Forgive me for not asking about your health or how you have been these last years. Time is very short. I have important news. We must meet, and soon. Ride to Willoughby, near Vizima, and don't spare the horses - while I do eagerly await our reunion, I won't be able to wait, eagerly or otherwise, very long. Your dear friend, Yennefer.

			P.S. I still have the unicorn.
Misc	Unfinished Book	Miscellaneous: Main Quest: Lilac and Gooseberries	It is widely known that "historia magistra vitae est," or in the Common Tongue, "history is life's teacher." Her students, however, have heretofore preferred to partake of her lectures from afar, namely amidst the quiet stacks of university libraries. They knew her teachings solely from the accounts of third parties, accounts inevitably colored by these individual prejudices or imperfect memories. I, by contrast, have decided the time has come to break with this convenient yet harmful practice and begin to draw knowledge from the source, writing history where it is made, on the front lines of conflict. Many will say this way madness lies, and that my venture will indubitably end in my untimely death. To them I say with pride, "audentes fortuna iuvat!" - or in the Commo (The writing ends abruptly.)
Misc	Rather unappetizing meal	Miscellaneous: Main Quest: No Place Like Home (Kaer Morhen)	
Misc	Magic firefly	Miscellaneous: Main Quest: No Place Like Home (Kaer Morhen)	
Misc	Rose of Remembrance	Miscellaneous: Main Quest: Pyres of Novigrad	
Misc	Leather sack	Miscellaneous: Main Quest: Pyres of Novigrad	
Misc	Magic incense	Miscellaneous: Main Quest: Pyres of Novigrad	
Misc	Rag doll	Miscellaneous: Main Quest: Pyres of Novigrad	
Misc	Bundle of burdock	Miscellaneous: Main Quest: Pyres of Novigrad	
Misc	Letter to Yennefer	Miscellaneous: Main Quest: The Beast of White Orchard	Yennefer, my dear friend, Thank you for your letter. Forgive me for not answering your earlier attempt to reach me via megascope. I am trying to limit my magic communication to the absolute minimum. One never knows who's listening, don't you agree? I am delighted you have found a position at our gracious emperor's court and wish you the best of luck in the search for his daughter. It is good to know that Emhyr's intentions for her have become more, how shall I put it, mundane. Perhaps in these circumstances an agreement regarding the Lodge will prove possible after all? In response to your first question, I can state beyond all doubt that Ciri has not appeared anywhere south of the Yaruga. Believe me, I could recognize her magic signature in my sleep. I have not had any contact with Triss for a long time. I only know that things in Novigrad have taken an ill turn. She mentioned something earlier about fleeing to Kovir, but I am afraid that in the current political climate that amounts to an impossible daydream. I hope I will soon be able to join you in Vizima. First, however, I must take care of some unfortunate yet urgent matters in Beauclair. With my fondest regards, Fringilla Vigo

			P.S. Thank you for the news about Geralt. He always seems to land on his feet, doesn't he?
Misc	Sealed bottle	Miscellaneous: Main Quest: The Ladies of the Wood	
Misc	Raven's feather	Miscellaneous: Main Quest: The Ladies of the Wood	
Misc	Crones' dagger	Miscellaneous: Main Quest: The Ladies of the Wood	
Misc	Ealdorman of Downwarren's ear	Miscellaneous: Main Quest: The Ladies of the Wood	
Misc	Woman's remains	Miscellaneous: Main Quest: The Ladies of the Wood	
Misc	Hendrik's Key	Miscellaneous: Main Quest: The Nilfgaardian Connection	
Misc	Hendrik's notes	Miscellaneous: Main Quest: The Nilfgaardian Connection	Ledger Payment for a sack of grain - 35 NC Invoice for charcoal - 24 NC "Missing and Wanted" Subject sought in Skellige and Novigrad. Appearance unchanged. Ashen hair. Scar on her face. Avoids contact with others. "Drunken Swine" So-called baron hosted subject at his castle, or should I say, illegally appropriated fort. Reason - unknown. Talk to baron at Crow Perch "Clashed with a Witch" Subject landed in swamp, encountered a witch. Conflict ensued. Cause unknown. Find the witch. Talk to the peasantry - village of Midcopse. "Caution Advised" I'm being observed. Don't know by whom or why. Unsettling signs… Dog ran off. Water in bucket froze solid. Strange glow observed in the sky. Ill omen, peasants say.
Misc	Notes	Miscellaneous: Main Quest: The Nilfgaardian Connection	Every wanderer must know the points of the compass. Every man who longs to reach a destination must first find the route. The fire can only be lit by facing north, then flicking your eyes first to the west, then to the east, and finally glancing westward twice more. May the gods watch over your journey's path…
Misc	Pegasus signet	Miscellaneous: Main Quest: The Play's the Thing	
			WITCHER: "To slay beasts most foul - 'twas for this I was made, I kill as my calling, not just to get paid." - threatening

Misc	A Changeling Rescued	Miscellaneous: Main Quest: The Play's the Thing	WITCHER: "Perhaps 'midst the guests he hides, in fear?" - suspicious WITCHER: "Seems men's hearts can love for changelings foster!" - astonished WITCHER: "But a heart that is base, such as in this knave aches!" - disgusted WITCHER: "No monster is he whose shape can shift." - ceremonial
Misc	The Doppler's Salvation	Miscellaneous: Main Quest: The Play's the Thing	WITCHER: "To slay beasts most foul - 'twas for this I was made, I kill as my calling, not just to get paid." - threatening WITCHER: "Perhaps 'midst the guests he hides, in fear?" - suspicious WITCHER: "Seems men's hearts can love for changelings foster!" - astonished WITCHER: "But a heart that is base, such as in this knave aches!" - disgusted WITCHER: "No monster is he whose shape can shift." - ceremonial
Misc	A Changeling Rescued	Miscellaneous: Main Quest: The Play's the Thing	WITCHER: "To slay beasts most foul - 'twas for this I was made, I kill as my calling, not just to get paid." - cheerful, bold WITCHER: "Perhaps 'midst the guests he hides, in fear?" - intense, lively WITCHER: "Seems men's hearts can love for changelings foster!" - joyful WITCHER: "But a heart that is base, such as in this knave aches!" - disgusted WITCHER: "No monster is he whose shape can shift." - ceremonial
Misc	The Doppler's Salvation	Miscellaneous: Main Quest: The Play's the Thing	WITCHER: "To slay beasts most foul - 'twas for this I was made, I kill as my calling, not just to get paid." - cheerful, bold WITCHER: "Perhaps 'midst the guests he hides, in fear?" - intense, lively WITCHER: "Seems men's hearts can love for changelings foster!" - joyful WITCHER: "But a heart that is base, such as in this knave aches!" - disgusted WITCHER: "No monster is he whose shape can shift." - ceremonial
Misc	Irina's copy of the play	Miscellaneous: Main Quest: The Play's the Thing	
Misc	Forktail Spinal Fluid	Miscellaneous: Main Quest: Ugly Baby	
Misc	Triss' earring	Miscellaneous: Main Quest: Ugly Baby	
Misc	Sausages	Miscellaneous: Main Quest: Ugly Baby	
Misc	Forktail spinal fluid	Miscellaneous: Main Quest: Va Fail, Elaine	
Misc	Manticore poison gland	Miscellaneous: Main Quest: Va Fail, Elaine	
Misc	Albino bruxa tongue	Miscellaneous: Main Quest: Va Fail, Elaine	

Misc	Bucket and rag	Miscellaneous: Main Quest: Va Fail, Elaine	
Misc	Package for Keira	Miscellaneous: Secondary Quest: A Favor for a Friend	
Misc	Missing merchant's letter	Miscellaneous: Secondary Quest: A Favor for a Friend	Volker, We've hit gold, old friend. Not only have we sold all of our stock - we have sold it for three times its cost! Our customer wants it all - wine from Beauclair (everything from Beaujolais Nouveau to the oldest vintages, white, red, rosé… you name it), catoblepas meat, pickled beef, pepper, cinnamon, cloves… I'm telling you, old friend, everything! There's one catch, however: we must deliver the goods to Velen, to a village called Midcopse. I know, I know - dangerous, what with the war and all, but think of the coin! I've managed to secure a pass that will get you across the Pontar. Then it's just a hop, skip and a jump and you're there. You'll be fine! Klaus P.S. We'll split the proceeds 50/50.
Misc	Xenovox	Miscellaneous: Secondary Quest: An Invitation From Keira Metz	
Misc	Anabelle's remains	Miscellaneous: Secondary Quest: An Invitation From Keira Metz	
Misc	Potion vial	Miscellaneous: Secondary Quest: An Invitation From Keira Metz	
Misc	Script	Miscellaneous: Secondary Quest: Caberet	BANDIT (with feeling, threatening) Tremble, flaxen haired wench!! Bow before the prince of thieves! CRIMSON AVENGER (threatening) Not so fast! Drop your sword, scoundrel! This is your first and last warning. *Moment of improvisation - Sophronia will undoubtedly reply with something.* CRIMSON AVENGER (threatening) 'Tis I, the Crimson Avenger! BANDIT (terrified) No! Not the Crimson Avenger! CRIMSON AVENGER (threatening) Silence, vermin! You shall regret the day you were born!

Misc	Alexander's notes	Miscellaneous: Secondary Quest: For the Advancement of Learning	Conclusions: -One droplet from a colony of plague bacteria diluted in one hundred quarts of pure water is sufficient to induce infection, -In the absence of medical care, the illness terminates in death in 93% of cases, -When medical care is provided, the illness terminates in death in 89% of cases, -Individuals who survive develop complete immunity to the disease and never succumb to it again. There are two interesting directions in which further research can proceed. -Firstly, increasing the time during which the bacteria colony remains active after dilution (currently less than 12 hours) would allow for its use as a weapon, one ideal for diversions or sabotage behind enemy lines. -Second, the development of immunity in survivors suggests a vaccine may be possible. Undertaking either of these would require an enormous dedication of time and means, neither of which, sad to say, I possess at the moment.
Misc	Old necklace	Miscellaneous: Secondary Quest: Forefather's Eve	
Misc	Leftover mead	Miscellaneous: Secondary Quest: King's Gambit	
Misc	Hjort's herbs	Miscellaneous: Secondary Quest: King's Gambit	
Misc	Key	Miscellaneous: Secondary Quest: Novigrad Closed City	
Misc	Key	Miscellaneous: Secondary Quest: Novigrad Closed City	
Misc	Key	Miscellaneous: Secondary Quest: Novigrad Closed City	
Misc	Key	Miscellaneous: Secondary Quest: Novigrad Closed City	
Misc	Broken Mask of Uroboros	Miscellaneous: Secondary Quest: Possession	
Misc	Key to cellar	Miscellaneous: Secondary Quest: Possession	
Misc	Brokvar	Miscellaneous: Secondary Quest: Possession	
Misc	Crones' doll	Miscellaneous: Secondary Quest: Return to Crookback Bog	
Misc	Crones' doll	Miscellaneous: Secondary Quest: Return to Crookback Bog	
Misc	Crones' doll	Miscellaneous: Secondary Quest: Return to Crookback Bog	
		Miscellaneous:	

Misc	Crones' doll	Secondary Quest: Return to Crookback Bog	
Misc	Crones' doll	Miscellaneous: Secondary Quest: Return to Crookback Bog	
Misc	Crones' doll	Miscellaneous: Secondary Quest: Return to Crookback Bog	
Misc	Dolores Reardon's diary	Miscellaneous: Secondary Quest: The Fall of House Reardon	The 3rd of Feainn Hot summer days have come earlier than usual this year. Humbert has grown unbearable. He gets angry whenever I accompany the milkmaids to the river. He says I’m not to fraternize with the help. But what makes him truly furious is when I converse with Yan and Fred. He claims a well-born lady should not mix with men of lower rank. That doing so undermines his rightful authority over them. Perhaps once the summer swelter begins to fade he’ll become more tolerable. The 20th of Feainn The boredom weighs heavier and heavier upon me. I love my brother and am glad we did not sell the estate after our parents died, but at times I daydream of what it would be like to live somewhere else, with other people… The 43rd of Feainn We’ve a guest. He’s the son of a lord from somewhere near Gors Velen. A hunt took him across our land and he asked for lodging. Oh, what joy! Finally, something is happening! The 15th of Lammas The time has come to admit it – I love Roderick. And I feel he loves me too. I hope Humbert will be pleased! The 18th of Lammas I told Humbert about Roderick and me. He flew into a rage. He said that match was out of the question. Perhaps I can convince him otherwise. The 21st of Lammas Humbert remains implacable, but I shan’t abandon the love of my life for him. If I’m left with no other choice, I will run away with Roderick.
Misc	Humbert Reardon's diary	Miscellaneous: Secondary Quest: The Fall of House Reardon	The 2nd of Feainn My blood bOils whenever I see Dolores talking to that shepherd and that gardener. The way they leer at her, devouring her with their eyes… is she blind?! How can she not see that?! The 5th of Feainn Had a talk with Fred and Yan. They go near Dolores once more, I’ll throw them out on their arses. Their families, too. If they’ve got a craving for noblewomen, they’ll have to satisfy it elsewhere. I won’t let anyone touch my dear sister. The 21st of Feainn Finally, some peace and quiet. Dolores has been in a melancholic mood, but at least those damned laborers aren’t hovering around her all the time. She’ll get over it soon. The 25th of Feainn Dolores spends less and less time sulking. We go for frequent walks around the woods and meadows. She’s taken on some color, and looks more beautiful by the day.

			The 43rd of Feainn Some traveler has paid us a visit. The son of a lesser lord from Gors Velen. He asked for lodging and Dolores insisted, so I agreed. I hope he won't stay long. The 13th of Lammas I'm growing extremely tired of that dandy Roderick. He's worn out his welcome a hundred times over. And he's far too fond of Dolores. We must be rid of him. The 18th of Lammas Inconceivable! Simply inconceivable! Dolores told me she loves Roderick! What am I, some rag, some worm whose opinion matters not at all?!
Misc	Loose scraps of paper	Miscellaneous: Secondary Quest: The Fall of House Reardon	And so the time has come for me to die. Of starvation, in the dark, alone, in my own manor, while my servants bring in a fresh harvest just beyond these walls. My cries are in vain. No sound escapes from this stony grave, from the tomb that fiend Roderick sealed me in. Yet that is not the worst wrong he has done me. He stole my Dolores… and so I curse him, a thousand curses I call upon Roderick of Gors Velen! Not for taking my life, but for taking from me the one who gave my life meaning. If anyone ever finds my remains and this letter, please, seek out my sister, Dolores Reardon, and tell her the truth – that I was killed by the man who seduced her, the man she left me for, the scoundrel Roderick of Gors Velen. He struck me from behind, dragged me here and then walled me in while I lay unconscious. He did not even have the courage to slit my throat. Yet, despite it all… I hope he brings her happiness – if so, I will rest in peace… But if he fails her, my ghost will haunt him to the end of his miserable life, and he will die as I have – alone and forgotten.
Misc	Monster in my Manor!	Miscellaneous: Secondary Quest: The Fall of House Reardon	Good people! My ancestral farmstead, Reardon Estate, is infested with monsters. The manor house and all the surroundings have been occupied, leaving one most dreadfully afraid to even take a peek, let alone live therein. That manor is all that I have left to cherish in this life, so I plead for mercy - whoever can find the charity in their soul to help an old woman in need, come see me, and in return you shall receive my eternal gratitude. -Dolores Reardon
Misc	Shackles	Miscellaneous: Secondary Quest: The Lord of Undvik	
Misc	Sail	Miscellaneous: Secondary Quest: The Lord of Undvik	
Misc	Nails	Miscellaneous: Secondary Quest: The Lord of Undvik	
Misc	Niellen's Key	Miscellaneous: Secondary Quest: Wild at Heart	

Misc	Mysterious notes	Miscellaneous: Secondary Quest: Wild at Heart	I am who I am. I can't change that. Shirts woven of parsley and Potions made of virgin's tears might work in old wives' tales, but not for me. It is time to come to terms with it. With Hanna's love and iron discipline I have found a way to manage. But I must remember to hide in the woods before the full moon rises. To go somewhere far from others. Far from Hanna. The attack comes and then passes. I wake up with wounds on my hands and the taste of blood in my mouth. Perhaps it is for the best that I don't remember. Killing prey with bow and arrow is one thing – to tear it apart with fang and claw… At least here, deep in the woods, I won't hurt any people. Merciful Melitele, watch over any who stray too close...
Misc	Missing Wife	Miscellaneous: Secondary Quest: Wild at Heart	Good people, take pity and hear my plea. My wife, Hanna, she's missing. A few days ago she went into the woods and hasn't yet returned. I'm near out of my wits with worry and will pay any price to the man who brings her back to me, or at least tells me where to look for her. Niellen, hunter from Blackbough
Misc	Witcher wanted!	Miscellaneous: Secondary Quest: Witcher Wannabe	Witcher wanted to root out and exterminate the monsters rampaging around these parts. During the time it takes to complete the contract, said witcher'll will have to right to room and board in the ealdorman's hut (costs deducted from final pay). Message from the ealdorman of Lindenvale
Miscellaneous	False witcher medallion	Miscellaneous: Secondary Quest: Witcher Wannabe	
Oil	Beast Oil	Oil	
Oil	Enhanced beast Oil	Oil	
Oil	Superior beast Oil	Oil	
Oil	Cursed Oil	Oil	
Oil	Enhanced cursed Oil	Oil	
Oil	Superior cursed Oil	Oil	
Oil	Hanged Man's Venom	Oil	
Oil	Enhanced Hanged Man's Venom	Oil	
Oil	Superior Hanged Man's Venom	Oil	
Oil	Hybrid Oil	Oil	
Oil	Enhanced hybrid Oil	Oil	
Oil	Superior hybrid Oil	Oil	
Oil	Insectoid Oil	Oil	
Oil	Enhanced insectoid Oil	Oil	
Oil	Superior insectoid Oil	Oil	
Oil	Elementa Oil	Oil	
Oil	Enhanced elementa Oil	Oil	

Oil	Superior elementa Oil	Oil
Oil	Necrophage Oil	Oil
Oil	Enhanced necrophage Oil	Oil
Oil	Superior necrophage Oil	Oil
Oil	Specter Oil	Oil
Oil	Enhanced specter Oil	Oil
Oil	Superior specter Oil	Oil
Oil	Vampire Oil	Oil
Oil	Enhanced vampire Oil	Oil
Oil	Superior vampire Oil	Oil
Oil	Draconid Oil	Oil
Oil	Enhanced draconid Oil	Oil
Oil	Superior draconid Oil	Oil
Oil	Ogroid Oil	Oil
Oil	Enhanced ogroid Oil	Oil
Oil	Superior ogroid Oil	Oil
Oil	Relict Oil	Oil
Oil	Enhanced relict Oil	Oil
Oil	Superior relict Oil	Oil
other	Crowns	Money
other	Florens	Money
other	Orens	Money
other	Painting of Hierarch Hemmelfart	Painting
Pants	Hunting trousers	Armor
Pants	Hunting trousers	Armor
Pants	Hunting trousers	Armor
Pants	Cavalry trousers	Armor
Pants	Tracker's trousers	Armor
Pants	Assassin's trousers	Armor
Pants	Axeman's trousers	Armor
Pants	Sapper's trousers	Armor
Pants	Lyrian hardened leather trousers	Armor
Pants	Mahakaman trousers	Armor
Pants	Nilfgaardian trousers	Armor

Pants	Skellige breeches	Armor
Pants	Skellige breeches	Armor
Pants	Bath towel	Armor
Pants	Yennefer's dress	Armor
Pants	Ciri's trousers	Armor
Pants	Wild Hunt warrior's trousers	Armor
Pants	Hunting trousers	Armor
Pants	Cavalry trousers	Armor
Pants	Tracker's trousers	Armor
Pants	Assassin's trousers	Armor
Pants	Axeman's trousers	Armor
Pants	Sapper's trousers	Armor
Pants	Lyrian hardened leather trousers	Armor
Pants	Mahakaman trousers	Armor
Pants	Hunting trousers	Armor
Pants	Nilfgaardian trousers	Armor
Pants	Skellige breeches	Armor
Pants	Skellige breeches	Armor
Pants	Feline trousers	Armor (Scavenger Hunt: Witcher Gear)
Pants	Enhanced Feline trousers	Armor (Scavenger Hunt: Witcher Gear)
Pants	Griffin trousers	Armor (Scavenger Hunt: Witcher Gear)
Pants	Enhanced Griffin trousers	Armor (Scavenger Hunt: Witcher Gear)
Pants	Ursine trousers	Armor (Scavenger Hunt: Witcher Gear)
Pants	Enhanced Ursine trousers	Armor (Scavenger Hunt: Witcher Gear)
Potion	Black Blood	Potion
Potion	Enhanced Black Blood	Potion
Potion	Superior Black Blood	Potion
Potion	Blizzard	Potion
Potion	Enhanced Blizzard	Potion
Potion	Superior Blizzard	Potion
Potion	Cat	Potion
Potion	Enhanced Cat	Potion
Potion	Superior Cat	Potion

Potion	Full Moon	Potion
Potion	Enhanced Full Moon	Potion
Potion	Superior Full Moon	Potion
Potion	Golden Oriole	Potion
Potion	Enhanced Golden Oriole	Potion
Potion	Superior Golden Oriole	Potion
Potion	Killer Whale	Potion
Potion	Maribor Forest	Potion
Potion	Enhanced Maribor Forest	Potion
Potion	Superior Maribor Forest	Potion
Potion	Petri's Philter	Potion
Potion	Enhanced Petri's Philter	Potion
Potion	Superior Petri's Philter	Potion
Potion	Swallow	Potion
Potion	Enhanced Swallow	Potion
Potion	Superior Swallow	Potion
Potion	Tawny Owl	Potion
Potion	Enhanced Tawny Owl	Potion
Potion	Superior Tawny Owl	Potion
Potion	ThunderBolt	Potion
Potion	Enhanced ThunderBolt	Potion
Potion	Superior ThunderBolt	Potion
Potion	White Honey	Potion
Potion	Enhanced White Honey	Potion
Potion	Superior White Honey	Potion
Potion	White Raffard's Decoction	Potion
Potion	Enhanced White Raffard's Decoction	Potion
Potion	Superior White Raffard's Decoction	Potion
Potion	Nekker pheromones	Potion
Potion	Drowner pheromones	Potion
Potion	Bear pheromones	Potion

Potion	The Decoctions of the Grasses	Potion
Potion	Soured milk	Potion
Potion	Pops' mold antidote	Potion
Potion	Reliever's decoction	Potion
Potion	Katakan decoction	Potion (Decoction)
Potion	Arachas decoction	Potion (Decoction)
Potion	Cockatrice decoction	Potion (Decoction)
Potion	Archgriffin decoction	Potion (Decoction)
Potion	Water hag decoction	Potion (Decoction)
Potion	Nightwraith decoction	Potion (Decoction)
Potion	Ekimmara decoction	Potion (Decoction)
Potion	Chort decoction	Potion (Decoction)
Potion	Foglet decoction	Potion (Decoction)
Potion	Wyvern decoction	Potion (Decoction)
Potion	Doppler decoction	Potion (Decoction)
Potion	Troll decoction	Potion (Decoction)
Potion	Noonwraith decoction	Potion (Decoction)
Potion	Succubus decoction	Potion (Decoction)
Potion	Alghoul decoction	Potion (Decoction)
Potion	Fiend decoction	Potion (Decoction)
Potion	Forktail decoction	Potion (Decoction)
Potion	Grave hag decoction	Potion (Decoction)
Potion	Wraith decoction	Potion (Decoction)
Potion	Earth elemental decoction	Potion (Decoction)
Potion	Ekhidna decoction	Potion (Decoction)
Potion	Ancient leshen decoction	Potion (Decoction)
Potion	Basilisk decoction	Potion (Decoction)
Potion	Werewolf decoction	Potion (Decoction)
Potion	Nekker warrior decoction	Potion (Decoction)
Potion	Leshen decoction	Potion (Decoction)
Potion	Griffin decoction	Potion (Decoction)
Recipe	Recipe: Omelet	Food
Recipe	Recipe: Scrambled eggs	Food
Silver Sword	Bleidd	Weapon

Silver Sword	Addan Deith	Weapon
Silver Sword	Moonblade	Weapon
Silver Sword	Maugrim	Weapon
Silver Sword	Bloodsword	Weapon
Silver Sword	Deithwen	Weapon
Silver Sword	Fate	Weapon
Silver Sword	Gynvael Aedd	Weapon
Silver Sword	Naevde Seidhe	Weapon
Silver Sword	Blade of Ys	Weapon
Silver Sword	Zerrikanterment	Weapon
Silver Sword	Anathema	Weapon
Silver Sword	Rose of Shaerrawed	Weapon
Silver Sword	Reach of the Damned	Weapon
Silver Sword	Azure Wrath	Weapon
Silver Sword	Deargdeith	Weapon
Silver Sword	Arainne	Weapon
Silver Sword	Hav'caaren	Weapon
Silver Sword	Loathen	Weapon
Silver Sword	Gynvael	Weapon
Silver Sword	Anth	Weapon
Silver Sword	Weeper	Weapon
Silver Sword	The Bride	Weapon
Silver Sword	Negotiator	Weapon
Silver Sword	Harpy	Weapon
Silver Sword	Tlareg	Weapon
Silver Sword	Breath of the North	Weapon
Silver Sword	Tor Zireael	Weapon
Silver Sword	Witcher's silver sword	Weapon
Silver Sword	Witcher's silver sword	Weapon
Silver Sword	Witcher's silver sword	Weapon
Silver Sword	Witcher's silver sword	Weapon
Silver Sword	Witcher's silver sword	Weapon
Silver Sword	Disglair	Weapon
Silver Sword	Gven'nel	Weapon
Silver Sword	Mastercrafted silver sword	Weapon

Silver Sword	Eirlithrad	Weapon
Silver Sword	The Adversary	Weapon
Silver Sword	Tor'haerne	Weapon
Silver Sword	An'ferthe	Weapon
Silver Sword	The Striga	Weapon
Silver Sword	Torlunn	Weapon
Silver Sword	Melltith	Weapon
Silver Sword	The Tamer	Weapon
Silver Sword	Steiger	Weapon
Silver Sword	The Digger	Weapon
Silver Sword	Faustino	Weapon
Silver Sword	Disglair	Weapon
Silver Sword	Disglair	Weapon
Silver Sword	Gven'nel	Weapon
Silver Sword	Mastercrafted silver sword	Weapon
Silver Sword	Eirlithrad	Weapon
Silver Sword	The Adversary	Weapon
Silver Sword	Tor'haerne	Weapon
Silver Sword	An'ferthe	Weapon
Silver Sword	Torlunn	Weapon
Silver Sword	Melltith	Weapon
Silver Sword	The Tamer	Weapon
Silver Sword	Steiger	Weapon
Silver Sword	The Digger	Weapon
Silver Sword	Faustino	Weapon
Silver Sword	Harpy	Weapon
Silver Sword	Negotiator	Weapon
Silver Sword	Weeper	Weapon
Silver Sword	Viper silver sword	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Feline silver sword	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Feline silver sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Feline silver sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Feline silver sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)

Silver Sword	Griffin silver sword	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Griffin silver sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Griffin silver sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Griffin silver sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Ursine silver sword	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Ursine silver sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Ursine silver sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Ursine silver sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)
Silver Sword	Zireael	Weapon: Epilogue: Something Ends, Something Begins
Steel Sword	Dwarven crossbow	Crossbow
Steel Sword	Nilfgaardian crossbow	Crossbow
Steel Sword	Angivare	Weapon
Steel Sword	Abritrator	Weapon
Steel Sword	Ard'aenye	Weapon
Steel Sword	Barber-Surgeon	Weapon
Steel Sword	Beann'shie	Weapon
Steel Sword	Black Unicorn	Weapon
Steel Sword	Caerme	Weapon
Steel Sword	The Emmentaler	Weapon
Steel Sword	D'yaebl	Weapon
Steel Sword	Deireadh	Weapon
Steel Sword	Hope	Weapon
Steel Sword	Gwyhyr	Weapon
Steel Sword	Forgotten Vran Sword	Weapon
Steel Sword	Harvall	Weapon
Steel Sword	Hjalmar's steel sword	Weapon
Steel Sword	Carabella	Weapon
Steel Sword	Princess Xenthia's sword	Weapon
Steel Sword	Superior Dol Blathanna sword	Weapon
Steel Sword	Ashrune	Weapon
Steel Sword	Longclaw	Weapon

Steel Sword	Daystar	Weapon
Steel Sword	Devine	Weapon
Steel Sword	Bloed Aedd	Weapon
Steel Sword	Inis	Weapon
Steel Sword	Gwestog	Weapon
Steel Sword	Winter Blade	Weapon
Steel Sword	Wolf	Weapon
Steel Sword	Cleaver hood	Weapon
Steel Sword	Dancer	Weapon
Steel Sword	Headhunter	Weapon
Steel Sword	Mourner	Weapon
Steel Sword	Ultimatum	Weapon
Steel Sword	Caroline	Weapon
Steel Sword	Lune	Weapon
Steel Sword	Glory of the North	Weapon
Steel Sword	Tor Lara	Weapon
Steel Sword	Wild Hunt warrior's sword - enhanced	Weapon
Steel Sword	Blunt axe	Weapon
Steel Sword	Hatchet	Weapon
Steel Sword	Battle axe	Weapon
Steel Sword	Velen axe	Weapon
Steel Sword	Dwarven axe	Weapon
Steel Sword	Wild Hunt warrior axe	Weapon
Steel Sword	Small blackjack	Weapon
Steel Sword	Mace	Weapon
Steel Sword	Heavy mace	Weapon
Steel Sword	Pickaxe	Weapon
Steel Sword	Poker	Weapon
Steel Sword	Wooden sword	Weapon
Steel Sword	Steel shortsword	Weapon
Steel Sword	Hjalmar's steel sword	Weapon
Steel Sword	Steel shortsword	Weapon
Steel Sword	Rusty Velen sword	Weapon
Steel Sword	Rusty Skellige sword	Weapon
Steel Sword	Rusty Nilfgaardian sword	Weapon

Steel Sword	Rusty Novigrad sword	Weapon
Steel Sword	Koviri cutlass	Weapon
Steel Sword	Temerian poniard	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Dorian sword	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Nilfgaardian longsword	Weapon
Steel Sword	Mettina blade	Weapon
Steel Sword	Novigrad longsword	Weapon
Steel Sword	Maribor sword	Weapon
Steel Sword	Spikeroog longsword	Weapon
Steel Sword	Gildorf sword	Weapon
Steel Sword	Vrihedd Brigade sword	Weapon
Steel Sword	Gildorf sword	Weapon
Steel Sword	Clan Hindar sword	Weapon
Steel Sword	Clan Hindar sword	Weapon
Steel Sword	Bremervoord blade	Weapon
Steel Sword	Silverton sword	Weapon
Steel Sword	Faroe blade	Weapon
Steel Sword	Vicovaro blade	Weapon
Steel Sword	Scoia'tael sword	Weapon
Steel Sword	Blade from the Bits	Weapon
Steel Sword	Gemmerian steel sword	Weapon
Steel Sword	Elven steel sword	Weapon
Steel Sword	Red meteorite steel sword	Weapon
Steel Sword	Witch hunter's sword	Weapon
Steel Sword	Gemmerian steel sword	Weapon
Steel Sword	Zireael	Weapon
Steel Sword	Zireael	Weapon
Steel Sword	Witcher's steel sword	Weapon
Steel Sword	Witcher's steel sword	Weapon
Steel Sword	Wild Hunt warrior's sword - enhanced	Weapon
Steel Sword	Mace	Weapon

Steel Sword	Witcher's steel sword	Weapon
Steel Sword	Wooden sword	Weapon
Steel Sword	Koviri cutlass	Weapon
Steel Sword	Temerian poniard	Weapon
Steel Sword	Steel shortsword	Weapon
Steel Sword	Witcher's steel sword	Weapon
Steel Sword	Rusty Velen sword	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Dorian sword	Weapon
Steel Sword	Maribor sword	Weapon
Steel Sword	Bremervoord blade	Weapon
Steel Sword	Rusty Nilfgaardian sword	Weapon
Steel Sword	Nilfgaardian longsword	Weapon
Steel Sword	Mettina blade	Weapon
Steel Sword	Vicovaro blade	Weapon
Steel Sword	Gemmerian steel sword	Weapon
Steel Sword	Rusty Novigrad sword	Weapon
Steel Sword	Novigrad longsword	Weapon
Steel Sword	Gildorf sword	Weapon
Steel Sword	Silverton sword	Weapon
Steel Sword	Blade from the Bits	Weapon
Steel Sword	Blade from the Bits	Weapon
Steel Sword	Witch hunter's sword	Weapon
Steel Sword	Witch Slayer	Weapon
Steel Sword	Rusty Skellige sword	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Spikeroog longsword	Weapon
Steel Sword	Faroe blade	Weapon
Steel Sword	Vrihedd Brigade sword	Weapon
Steel Sword	Scoia'tael sword	Weapon
Steel Sword	Elven steel sword	Weapon
Steel Sword	Red meteorite steel sword	Weapon

Steel Sword	Mahakaman steel sword	Weapon
Steel Sword	Dwarven blade	Weapon
Steel Sword	Gnomish Gwyhyr	Weapon
Steel Sword	Tir Tochair blade	Weapon
Steel Sword	Wild Hunt warrior's sword	Weapon
Steel Sword	Wild Hunt warrior's sword - enhanced	Weapon
Steel Sword	Wild Hunt warrior's sword - superior	Weapon
Steel Sword	Wild Hunt warrior's sword - mastercrafted	Weapon
Steel Sword	Gildorf sword	Weapon
Steel Sword	Temerian poniard	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Dorian sword	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Poker	Weapon
Steel Sword	Rusty Velen sword	Weapon
Steel Sword	Koviri cutlass	Weapon
Steel Sword	Temerian poniard	Weapon
Steel Sword	Velen longsword	Weapon
Steel Sword	Dorian sword	Weapon
Steel Sword	Maribor sword	Weapon
Steel Sword	Bremervoord blade	Weapon
Steel Sword	Nilfgaardian longsword	Weapon
Steel Sword	Gemmerian steel sword	Weapon
Steel Sword	Novigrad longsword	Weapon
Steel Sword	Gildorf sword	Weapon
Steel Sword	Silverton sword	Weapon
Steel Sword	Blade from the Bits	Weapon
Steel Sword	Witch hunter's sword	Weapon
Steel Sword	Witch Slayer	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Spikeroog longsword	Weapon
Steel Sword	Clan Hindar sword	Weapon
Steel Sword	Faroe blade	Weapon

Steel Sword	Vrihedd Brigade sword	Weapon
Steel Sword	Scoia'tael sword	Weapon
Steel Sword	Elven steel sword	Weapon
Steel Sword	Red meteorite steel sword	Weapon
Steel Sword	Mahakaman steel sword	Weapon
Steel Sword	Dwarven blade	Weapon
Steel Sword	Gnomish Gwyhyr	Weapon
Steel Sword	Tir Tochair blade	Weapon
Steel Sword	Abritrator	Weapon
Steel Sword	Longclaw	Weapon
Steel Sword	Beann'shie	Weapon
Steel Sword	Black Unicorn	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Skellige longsword	Weapon
Steel Sword	Viper steel sword	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Feline steel sword	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Feline steel sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Feline steel sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Feline steel sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Griffin steel sword	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Griffin steel sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Griffin steel sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Griffin steel sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Ursine steel sword	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Ursine steel sword - enhanced	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Ursine steel sword - superior	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Ursine steel sword - mastercrafted	Weapon (Scavenger Hunt: Witcher Gear)
Steel Sword	Bow	Weapon (Secondary)
Steel Sword	Hunter's bow	Weapon (Secondary)
Steel Sword	Longbow	Weapon (Secondary)

Steel Sword	Hunter's longbow	Weapon (Secondary)
Steel Sword	Elven bow	Weapon (Secondary)
Steel Sword	Poker	Weapon (Secondary)
Steel Sword	Winter's Blade	Weapon: Main Quest: Brothers in Arms
Steel Sword	Blunt sword	Weapon: Secondary Quest: Caberet
Steel Sword	Horned Hoskuld's sword	Weapon: Secondary Quest: Iron Maiden
Tool	Amateur's weapon repair kit	Repair kit
Tool	Journeyman's weapon repair kit	Repair kit
Tool	Master's weapon repair kit	Repair kit
Tool	Amateur's Armor repair kit	Repair kit
Tool	Journeyman's Armor repair kit	Repair kit
Tool	Master's Armor repair kit	Repair kit
Trophy	Nightwraith Trophy	Trophy: Contract: Jenny O' the Woods
Trophy	Ekimmara Trophy	Trophy: Contract: The Mystery of the Byways Murders
Trophy	Wyvern Trophy	Trophy: Contract: Phantom of the Trade Route
Trophy	Grave hag Trophy	Trophy: Contract: The Merry Widow
Trophy	Chort Trophy	Trophy: Contract: Mysterious Tracks
Trophy	Foglet Trophy	Trophy: Contract: Swamp Thing
Trophy	Cave troll Trophy	Trophy: Contract: Missing Miners
Trophy	Nekker warrior Trophy	Trophy: Contract: Waylaid Transport
Trophy	Water hag Trophy	Trophy: Contract: Muire D'Yaeblen
Trophy	Leshen Trophy	Trophy: Secondary Quest: In the Heart of the Woods
Trophy	Fiend Trophy	Trophy: Contract: Missing Son
Trophy	Wraith Trophy	Trophy: Contract: The Phantom of Eldberg
Trophy	Forktail Trophy	Trophy: Contract: Dragon

Trophy	Ekhidna Trophy	Trophy: Contract: Here Comes the Groom
Trophy	Griffin Trophy	Trophy: Contract: The Creature from Oxenfurt Forest
Trophy	Leshen Trophy	Trophy: Contract: Lord of the Wood
Trophy	Succubus Trophy	Trophy" Contract: Deadly Delights
Trophy	Katakan Trophy	Trophy: Contract: The Oxenfurt Drunk
Trophy	Doppler Trophy	Trophy: Contract: An Elusive Thief
Trophy	Earth elemental Trophy	Trophy: Contract: Doors Slamming Shut
Trophy	Wild Hunt hound Trophy	Trophy: Contract: The Apiarian Phantom
Trophy	Noonwraith Trophy	Trophy: Contract: The White Lady
Trophy	Archgriffin Trophy	Trophy Secondary Quest: Master Armorers
Trophy	Noonwraith Trophy	Trophy: Contract: Devil by the Well
Trophy	Arachas Trophy	Trophy: Contract: Missing Brother
Trophy	Wyvern Trophy	Trophy: Contract: Patrol Gone Missing
Trophy	Cockatrice Trophy	Trophy: Contract: Shrieker
Trophy	Griffin Trophy	Trophy: Main Quest: The Beast of White Orchard
Upgrade	Lesser Glyph of Aard	Glyph
Upgrade	Glyph of Aard	Glyph
Upgrade	Greater Glyph of Aard	Glyph
Upgrade	Lesser Glyph of Axii	Glyph
Upgrade	Glyph of Axii	Glyph
Upgrade	Greater Glyph of Axii	Glyph
Upgrade	Lesser Glyph of Igni	Glyph
Upgrade	Glyph of Igni	Glyph
Upgrade	Greater Glyph of Igni	Glyph
Upgrade	Lesser Glyph of Quen	Glyph
Upgrade	Glyph of Quen	Glyph
Upgrade	Greater Glyph of Quen	Glyph
Upgrade	Lesser Glyph of Yrden	Glyph

Upgrade	Glyph of Yrden	Glyph
Upgrade	Greater Glyph of Yrden	Glyph
Upgrade	Lesser Glyph of Aard	Glyph
Upgrade	Greater Glyph of Aard	Glyph
Upgrade	Lesser Glyph of Axii	Glyph
Upgrade	Greater Glyph of Axii	Glyph
Upgrade	Lesser Glyph of Quen	Glyph
Upgrade	Greater Glyph of Quen	Glyph
Upgrade	Lesser Glyph of Igni	Glyph
Upgrade	Greater Glyph of Igni	Glyph
Upgrade	Lesser Stribog runestone	Runestone
Upgrade	Stribog runestone	Runestone
Upgrade	Greater Stribog runestone	Runestone
Upgrade	Lesser Dazhbog runestone	Runestone
Upgrade	Dazhbog runestone	Runestone
Upgrade	Greater Dazhbog runestone	Runestone
Upgrade	Lesser Devana runestone	Runestone
Upgrade	Devana runestone	Runestone
Upgrade	Greater Devana runestone	Runestone
Upgrade	Lesser Zoria runestone	Runestone
Upgrade	Zoria runestone	Runestone
Upgrade	Greater Zoria runestone	Runestone
Upgrade	Lesser Morana runestone	Runestone
Upgrade	Morana runestone	Runestone
Upgrade	Greater Morana runestone	Runestone
Upgrade	Lesser Triglav runestone	Runestone
Upgrade	Triglav runestone	Runestone
Upgrade	Greater Triglav runestone	Runestone
Upgrade	Lesser Svarog runestone	Runestone
Upgrade	Svarog runestone	Runestone

Upgrade	Greater Svarog runestone	Runestone
Upgrade	Lesser Veles runestone	Runestone
Upgrade	Veles runestone	Runestone
Upgrade	Greater Veles runestone	Runestone
Upgrade	Lesser Perun runestone	Runestone
Upgrade	Perun runestone	Runestone
Upgrade	Greater Perun runestone	Runestone
Upgrade	Lesser Chernobog runestone	Runestone
Upgrade	Chernobog runestone	Runestone
Upgrade	Greater Chernobog runestone	Runestone
Upgrade	Lesser Stribog runestone	Runestone
Upgrade	Greater Stribog runestone	Runestone
Upgrade	Lesser Dazhbog runestone	Runestone
Upgrade	Greater Dazhbog runestone	Runestone
Upgrade	Lesser Devana runestone	Runestone
Upgrade	Greater Devana runestone	Runestone
Upgrade	Lesser Zoria runestone	Runestone
Upgrade	Greater Zoria runestone	Runestone
Upgrade	Lesser Morana runestone	Runestone
Upgrade	Greater Morana runestone	Runestone
Upgrade	Lesser Triglav runestone	Runestone
Upgrade	Greater Triglav runestone	Runestone
Upgrade	Lesser Svarog runestone	Runestone
Upgrade	Greater Svarog runestone	Runestone
Upgrade	Lesser Veles runestone	Runestone
Upgrade	Greater Veles runestone	Runestone
Upgrade	Lesser Perun runestone	Runestone

Upgrade	Greater Perun runestone	Runestone
Upgrade	Lesser Chernobog runestone	Runestone
Upgrade	Greater Chernobog runestone	Runestone
Usable	Chort lure	Usable: Contract: Mysterious Tracks
Usable	Pellar's bell	Usable: Main Quest: Family Matters
Usable	Magic lamp	Usable: Secondary Quest: An Invitation from Keira Metz
Usable	Hornwall horn	Usable: Secondary Quest: The Lord of Undvik
Usable	Mask of Uroboros	Usable: Secondary Quest: Possession
Usable	Activator from Triss	Usable: Main Quest: The Battle of Kaer Morhen
Usable	Torch	Usable Item
Usable	Candle lantern	Usable Item
Usable	Potestaquisitor	Usable Item
Usable	Phylactery	Usable Item
Weapon (Secondary)	Pickaxe	Weapon (Secondary)
Weapon (Secondary)	Two-handed hammer	Weapon (Secondary)
Weapon (Secondary)	Two-handed hammer	Weapon (Secondary)
Weapon (Secondary)	Two-handed hammer	Weapon (Secondary)
Weapon (Secondary)	Two-handed hammer	Weapon (Secondary)
Weapon (Secondary)	Halberd	Weapon (Secondary)
Weapon (Secondary)	Spear	Weapon (Secondary)
Weapon (Secondary)	Solid spear	Weapon (Secondary)
Weapon (Secondary)	Halberd	Weapon (Secondary)
Weapon (Secondary)	Guardsman's halberd	Weapon (Secondary)
Weapon (Secondary)	Guisarme	Weapon (Secondary)
Weapon (Secondary)	Heavy guisarme	Weapon (Secondary)
Weapon (Secondary)	Long metal pole	Weapon (Secondary)

Weapon (Secondary)	Mace	Weapon (Secondary)
Weapon (Secondary)	Heavy mace	Weapon (Secondary)
Weapon (Secondary)	Axe	Weapon (Secondary)
Weapon (Secondary)	Battle axe	Weapon (Secondary)
Weapon (Secondary)	Two-handed axe	Weapon (Secondary)
Weapon (Secondary)	Solid two-handed axe	Weapon (Secondary)
Weapon (Secondary)	Dwarven axe	Weapon (Secondary)
Weapon (Secondary)	Mahakaman steel axe	Weapon (Secondary)
Weapon (Secondary)	Battle hammer	Weapon (Secondary)
Weapon (Secondary)	Heavy battle hammer	Weapon (Secondary)
Weapon (Secondary)	Hatchet	Weapon (Secondary)
Weapon (Secondary)	Small blackjack	Weapon (Secondary)
Weapon (Secondary)	Club	Weapon (Secondary)
Weapon (Secondary)	Blackjack	Weapon (Secondary)
Weapon (Secondary)	Poker	Weapon (Secondary)
Weapon (Secondary)	Staff	Weapon (Secondary)
Weapon (Secondary)	Lucerne battle hammer	Weapon (Secondary)
Weapon (Secondary)	Wand	Weapon (Secondary)
Weapon (Secondary)	Oar	Weapon (Secondary)
Weapon (Secondary)	Pickaxe	Weapon (Secondary)
Weapon (Secondary)	Shovel	Weapon (Secondary)
Weapon (Secondary)	Broom	Weapon (Secondary)
Weapon (Secondary)	Scoop	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)

Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Weak shield	Weapon (Secondary)
Weapon (Secondary)	Halberd	Weapon (Secondary)

Inventory Data

Shop Items

Included is a list of all shop definitions and the items sold at each.

CRAFTING

All Crafting Components are defined in one list at the top. It includes minimum level requirements, Quantity Range and Spawn Chance which uses -1 to indicate that an item should *always be listed. Values above zero indicate the % Chance an Item will be listed.*

BLACKSMITH

Blacksmiths use the shop definition based on the region they are located; White Orchard, Velen (No Man's Land), Novigrad and Skellige. For specific item placement, each Merchant also references a custom shop definition listed below the common includes.

ARMORER

Armorers use the shop definition based on the region they are located; White Orchard, Velen (No Man's Land), Novigrad and Skellige. For specific item placement, each Merchant also references a custom shop definition listed below the common includes.

MERCHANTS

All other Merchants types including Herbalists, Alchemists, Tailors, Wandering Merchants, etc. all reference a custom shop definition.

PLEASE NOTE! Certain items may not have the exact name as it appears in the merchant's shop menu, so you are wise to search by Merchant, as well as item, to pinpoint an item you're after.

SHOPS GLOBAL CRAFTING

ITEM NAME	LEVEL	Q n	Q x	%
Cotton	0	3	7	-1
Thread	0	4	6	-1
String	0	2	5	-1
Linen	0	4	6	-1
Silk	0	2	4	-1
Fiber	0	3	6	-1
Timber	0	2	4	-1
Hardened timber	10	2	4	-1
Coal	0	3	6	-1
Dye	0	1	3	-1
Oil	0	1	3	-1
Sap	0	1	4	-1
Resin	0	2	5	-1
Wax	0	3	7	-1
Leather straps	0	4	9	-1
Leather squares	0	3	5	-1
Fur square	0	1	4	-1
Leather	0	2	5	-1
Hardened leather	10	3	4	-1
Chitin scale	20	3	4	-1
Draconide leather	20	1	3	-1
Parchment	10	2	4	-1
Powdered pearl	0	2	4	-1
Pearl	10	1	2	-1
Black pearl dust	0	2	3	-1
Black pearl	10	1	2	-1
Amber dust	0	2	3	-1
Amber	10	1	3	-1
Amber fossil	10	0	1	-1
Amber flawless	20	1	2	-1
Amethyst dust	0	2	4	-1
Amethyst	10	1	3	-1
Amethyst flawless	20	1	2	-1
Diamond dust	0	1	3	-1
Diamond	10	1	3	-1
Diamond flawless	20	1	2	-1
Emerald dust	0	2	3	-1
Emerald	10	1	3	-1
Emerald flawless	20	1	2	-1
Ruby dust	0	2	3	-1
Ruby	10	1	3	-1
Ruby flawless	20	1	2	-1
Sapphire dust	0	2	3	-1
Sapphire	10	1	3	-1
Sapphire flawless	20	1	2	-1
Infused dust	20	2	3	-1
Infused shard	25	0	3	-1
Infused crystal	30	0	2	-1
Lead ore	0	1	4	-1
Gold mineral	0	1	3	-1
Gold ore	10	1	2	-1
Iron ore	0	3	6	-1
Nails	0	2	5	-1
Iron ingot	0	3	6	-1
Wire	0	2	4	-1
Wire rope	10	1	3	-1
Steel ingot	0	2	5	-1
Steel plate	0	2	3	-1
Dark iron ore	15	2	4	-1
Dark iron ingot	15	2	3	-1
Dark steel ingot	20	1	4	-1
Dark steel plate	20	1	3	-1
Silver mineral	0	3	5	-1
Silver ore	10	2	4	-1
Silver plate	10	1	3	-1
Meteorite ore	15	2	4	-1
Meteorite ingot	15	2	3	-1
Meteorite silver ingot	20	1	4	-1
Meteorite silver plate	20	1	3	-1
Glowing ore	30	1	3	-1
Dwimeryte ore	40	1	2	-1

Inventory Data

Shop Locations

SHOP LOCATIONS

SHOP	ITEM NAME	LEVEL	Q n	Q x	%
Alchemist (chapel near Arette, in Gustfields)	Alchemical paste	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Alchemists powder	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Amethyst dust	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Calcium equum	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Crystalized essence	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Diamond dust	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Ducal water	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Emerald dust	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Fifth essence	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Glowing ore	30	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Glyph aard lesser	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Glyph axii lesser	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Glyph yrden lesser	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Lunar shards	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Optima mater	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Phosphorus	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Powdered pearl	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Quicksilver solution	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Saltpetre	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Sapphire dust	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Skull	0	1	3	-1
Alchemist (chapel near Arette, in Gustfields)	Stammelfords dust	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Sulfur	0	1	1	-1
Alchemist (chapel near Arette, in Gustfields)	Venom extract	0	1	1	-1

Alchemist (Electors' Square, Temple Isle, Novigrad City)	Alchemists powder	0	1	5	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Recipe for Albedo	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Recipe for Beast Oil 2	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Recipe for Hydragenum	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Stammelfords dust	0	1	5	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Alchemical paste	0	1	5	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Book: The Cult of Freya	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Recipe for Beast Oil 1	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Recipe for Dancing Star 2	0	1	1	-1
Alchemist (Electors' Square, Temple Isle, Novigrad City)	Saltpetre	0	1	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Alchemical paste	0	5	15	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Alchemists powder	0	5	15	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Alcohest	0	5	10	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Calcium equum	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Crystalized essence	0	1	1	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Ducal water	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Fifth essence	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Glyph aard lesser	0	1	1	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Lore Book: Theory of Spheres	0	1	1	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Lore: Book: Cult of Freya	0	1	1	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Lunar shards	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Optima mater	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Phosphorus	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Powdered pearl	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Quicksilver solution	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Stammelfords dust	0	5	15	-1

Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Sulfur	0	2	5	-1
Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	Wine stone	0	2	5	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Alchemical paste	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Alchemists powder	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Alcohest	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Allspice root	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Arenaria	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Balisse fruit	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Bear fat	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Bear pelt	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Beggartick blossoms	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Berbercane fruit	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Bloodmoss	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Blowbill	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Bryonia	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Calcium equum	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Celandine	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Cortinarius	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Crows eye	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Dog tallow	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Dried fruit	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Ducal water	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Dwarven spirit	0	15	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Dwarven spirit	0	5	5	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Elemental essence	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Empty bottle	0	10	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Ergot seeds	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Fifth essence	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Fools parsley leaves	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Ginatia petals	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Glyph quen lesser	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Han	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Hellebore petals	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Honeysuckle	0	5	20	-1

Alchemist (Henna, Rannvaig, Ard Skellig)	Hop umbels	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Hornwort	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Longrube	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Lunar shards	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Mandrake root	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Mistletoe	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Moleyarrow	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Mushroom	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Nostrix	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Optima mater	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Phosphorus	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Pigskin puffball	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Powdered pearl	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Pringrape	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Quicksilver solution	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Ranogrin	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Alcohest 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Beast Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Cursed Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Dwarven spirit 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Hanged Man Venom 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Hybrid Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Insectoid Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Magicals Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Mutagen 17	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Mutagen 18	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Necrophage Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Ogre Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Relic Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Specter Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for Vampire Oil 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Recipe for White Gull 1	0	1	1	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Ribleaf	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Saltpetre	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Sewant mushrooms	0	5	20	-1

Alchemist (Henna, Rannvaig, Ard Skellig)	Stammelfords dust	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Sulfur	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Verbena	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Water essence	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	White myrtle	0	5	20	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Wine stone	0	5	10	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Wolf liver	0	1	5	-1
Alchemist (Henna, Rannvaig, Ard Skellig)	Wolfsbane	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Alchemical paste	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Alchemists powder	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Allspice root	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Arenaria	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Balisse fruit	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Bear fat	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Beggartick blossoms	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Beggartick blossoms	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Berbercane fruit	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Berbercane fruit	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Bloodmoss	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Blowbill	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Bryonia	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Calcium equum	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Celandine	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Clearing Potion	0	5	5	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Cortinarius	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Crows eye	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Crows eye	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Dog tallow	0	5	20	-1

Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ducal water	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Dwarven spirit	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Dwarven spirit	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ergot seeds	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ergot seeds	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Fifth essence	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Fools parsley leaves	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ginatia petals	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Green mold	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Han	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Han	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Hellebore petals	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Hellebore petals	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Honeysuckle	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Hop umbels	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Hop umbels	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Hornwort	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Longrube	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Lunar shards	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Mandrake root	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Mistletoe	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Moleyarrow	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Moleyarrow	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Mushroom	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Nostrix	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Nostrix	0	5	20	-1

Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Optima mater	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Phosphorus	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Pigskin puffball	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Powdered pearl	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Pringrape	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Pringrape	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Quicksilver solution	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ranogrin	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ranogrin	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Aether	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Albedo	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Alcohest 1	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Beast Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Black Blood 3	10	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Blizzard 1	5	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Blizzard 2	12	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Blizzard 3	16	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Cat 3	14	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Cursed Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Dancing Star 3	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Devils Puffball 3	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Dragons Dream 3	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Dwarven spirit 1	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Dwimeritium Bomb 3	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Full Moon 3	10	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Golden Oriole 3	5	1	1	-1

Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Grapeshot 3	5	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Hanged Man Venom 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Hybrid Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Hydragenum	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Insectoid Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Magicals Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Maribor Forest 3	2	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Mutagen 1	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Necrophage Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Nigredo	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Ogre Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Petris Philtre 3	2	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Quebrith	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Rebis	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Relic Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Rubedo	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Samum 3	5	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Silver Dust Bomb 3	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Specter Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Swallow 3	10	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Tawny Owl 3	10	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Thunderbolt 3	3	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Vampire Oil 2	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Vermilion	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for Vitriol	0	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for White Gull 1	0	1	1	-1

Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Recipe for White Honey 3	15	1	1	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ribleaf	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Ribleaf	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Saltpetre	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Sewant mushrooms	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Stammelfords dust	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Sulfur	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Verbena	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Verbena	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	White myrtle	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Wine stone	0	5	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Wolfsbane	0	1	20	-1
Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	Wolfsbane	0	5	20	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Elemental essence	0	5	5	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Glyph axii lesser	0	1	3	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Glyph quen lesser	0	5	6	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Glyph yrden lesser	0	1	3	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Optima mater	0	5	5	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Pure silver	0	1	2	-1
Armorer (Amateur, Larvik, Hindarsfjall)	Sulfur	0	5	5	-1
Armorer (Amateur, Urialla Harbor, An Skellig)	Fifth essence	0	5	5	-1
Armorer (Amateur, Urialla Harbor, An Skellig)	Pure silver	0	1	10	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Bait Bolt	0	10	40	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Blunt Bolt	0	10	40	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Broadhead Bolt	0	10	40	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Explosive Bolt	0	10	40	-1

Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Fifth essence	0	5	5	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Pure silver	0	1	10	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Split Bolt	0	10	40	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Target Point Bolt	0	10	40	-1
Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	Tracking Bolt	0	10	40	-1
Armorer (any Master-level)	Crystalized essence	0	1	1	-1
Armorer (any Master-level)	Fifth essence	0	5	5	-1
Armorer (any Master-level)	Glyph aard lesser	0	1	1	-1
Armorer (any Master-level)	Glyph axii lesser	0	1	1	-1
Armorer (any Master-level)	Glyph yrden lesser	0	1	1	-1
Armorer (any Master-level)	Horse Bag 2	0	1	1	-1
Armorer (any Master-level)	Horse Saddle 2v2	0	1	1	-1
Armorer (any Master-level)	Horse Saddle 3v2	0	1	1	-1
Armorer (any Master-level)	Specter dust	0	5	5	-1
Armorer (any, Novigrad)	Elemental essence	0	5	5	-1
Armorer (any, Novigrad)	Glyph aard lesser Diagram	13	1	1	-1
Armorer (any, Novigrad)	Glyph igni lesser Diagram	13	1	1	-1
Armorer (any, Novigrad)	Glyph infusion lesser	13	1	1	-1
Armorer (any, Novigrad)	Glyph quen lesser Diagram	13	1	1	-1
Armorer (any, Novigrad)	Horse Bag 1	6	1	1	-1
Armorer (any, Novigrad)	Horse Blinder 1	5	1	1	-1
Armorer (any, Novigrad)	Horse Saddle 2v3	14	1	1	-1
Armorer (any, Novigrad)	Optima mater	0	5	5	-1
Armorer (any, Novigrad)	Pure silver	0	5	5	-1
Armorer (any, Novigrad)	Specter dust	0	5	5	-1
Armorer (any, Novigrad)	Sulfur	0	5	5	-1
Armorer (any, Skellige)	Fifth essence	0	5	5	-1
Armorer (any, Skellige)	Horse Blinder 2	15	1	1	-1
Armorer (any, Skellige)	Horse Saddle 3v2	20	1	1	-1
Armorer (any, Skellige)	Pure silver	0	1	5	-1
Armorer (any, Skellige)	Rune dazhbog lesser	0	1	1	-1
Armorer (any, Skellige)	Rune stribog lesser	0	1	1	-1

Armorer (any, Velen - No Man's Land)	Fifth essence	0	5	5	-1
Armorer (any, Velen - No Man's Land)	Glyph axii lesser Diagram	13	1	1	3
Armorer (any, Velen - No Man's Land)	Glyph infusion lesser	13	1	1	3
Armorer (any, Velen - No Man's Land)	Glyph quen lesser Diagram	13	1	1	3
Armorer (any, Velen - No Man's Land)	Glyph yrden lesser Diagram	13	1	1	3
Armorer (any, Velen - No Man's Land)	Pure silver	0	1	5	-1
Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	Gear improvement	0	1	1	-1
Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	Pure silver	0	1	10	-1
Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	Weapon maintenance	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Chitin scale	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Elemental essence	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Fifth essence	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Glyph quen lesser	0	5	6	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Optima mater	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Powdered pearl	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Pure silver	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Skellige Casual Pants 01	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Skellige Casual Pants 02	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Skellige Casual Suit 01	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Skellige Casual Suit 02	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Sulfur	0	5	5	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Ibrahim Savi's Maps: Ursine Witcher Gear	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Ibrahim Savi's Maps: Ursine Witcher Gear	0	1	1	-1
Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Ibrahim Savi's Maps: Ursine Witcher Gear	0	1	1	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Blunt Bolt Diagram	0	1	1	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Broadhead Bolt Diagram	0	1	1	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Chitin scale	0	5	5	-1

Armorer (Journeyman, Hierarch Square, Novigrad City)	Elemental essence	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Fifth essence	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Glyph quen lesser	0	5	6	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Horse Bag 2	0	1	1	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Optima mater	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Powdered pearl	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Pure silver	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Sulfur	0	5	5	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Target Point Bolt Diagram	0	1	1	-1
Armorer (Journeyman, Hierarch Square, Novigrad City)	Edwin Greloff's Notes and Maps: Griffin Witcher Gear	0	1	1	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Elemental essence	0	5	5	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Fifth essence	0	5	5	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Glyph quen lesser	0	5	6	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Optima mater	0	5	5	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Pure silver	0	5	5	-1
Armorer (Journeyman, Kaer Muire, Ard Skellig)	Sulfur	0	5	5	-1
Armorer (Journeyman, near Oxenfurt Harbor, Oxenfurt)	Elemental essence	0	5	5	-1
Armorer (Journeyman, near Oxenfurt Harbor, Oxenfurt)	Ibrahim Savi's Maps: Ursine Witcher Gear	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Crystalized essence	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Fifth essence	0	5	5	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Glyph aard lesser	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Glyph axii lesser	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Glyph yrden lesser	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Horse Bag 2	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Horse Blinder 1	0	1	1	-1
Armorer (Master, Yoana, Crow's Perch, Velen)	Specter dust	0	5	5	-1
Armorer (Midcopse, Velen)	Armor Repair Kit (Diagram, Amateur)	13	1	1	-1
Armorer (Midcopse, Velen)	Chitin scale	0	5	5	-1
Armorer (Midcopse, Velen)	Elemental essence	0	5	5	-1
Armorer (Midcopse, Velen)	Fifth essence	0	5	5	-1
Armorer (Midcopse, Velen)	Glyph quen lesser	0	5	6	-1

Armorer (Midcopse, Velen)	Optima mater	0	5	5	-1
Armorer (Midcopse, Velen)	Powdered pearl	0	5	5	-1
Armorer (Midcopse, Velen)	Pure silver	0	5	5	-1
Armorer (Midcopse, Velen)	Rusty hammer head	0	1	1	-1
Armorer (Midcopse, Velen)	Sulfur	0	5	5	-1
Armorer (Midcopse, Velen)	Edwin Greloff's Notes and Maps: Griffin Witcher Gear	0	1	1	-1
Armorer (Midcopse, Velen)	Edwin Greloff's Notes and Maps: Griffin Witcher Gear	0	1	1	-1
Armorer (Mulbrydale Village)	Elemental essence	0	5	5	-1
Armorer (Mulbrydale Village)	Glyph quen lesser	0	5	6	-1
Armorer (Mulbrydale Village)	Horse Bag 1	0	1	1	-1
Armorer (Mulbrydale Village)	Horse Saddle 1v2	0	1	1	-1
Armorers (Novigrad)	Armor Repair Kit (Amateur)	0	1	3	-1
Armorers (Novigrad)	Armor Repair Kit (Diagram, Amateur)	13	1	1	-1
Armorers (Novigrad)	Armor Repair Kit (Diagram, Journeyman)	18	1	1	-1
Armorers (Novigrad)	Armor Repair Kit (Diagram, Master)	23	1	1	-1
Armorers (Novigrad)	Armor Repair Kit (Journeyman)	10	1	3	-1
Armorers (Novigrad)	Armor Repair Kit (Master)	15	1	3	-1
Armorers (Novigrad)	Boots 01	2	1	1	1
Armorers (Novigrad)	Boots 01 q2	5	1	1	1
Armorers (Novigrad)	Boots 02	7	1	1	1
Armorers (Novigrad)	Boots 03	9	1	1	1
Armorers (Novigrad)	Boots 04	11	1	1	2
Armorers (Novigrad)	Boots 05	13	1	1	2
Armorers (Novigrad)	Boots 06	15	1	1	2
Armorers (Novigrad)	Boots 1 Diagram	0	1	1	1
Armorers (Novigrad)	Boots 2 Diagram	5	1	1	1
Armorers (Novigrad)	Boots 3 Diagram	7	1	1	1
Armorers (Novigrad)	Boots 4 Diagram	9	1	1	2
Armorers (Novigrad)	Geralt Shirt	0	1	1	1
Armorers (Novigrad)	Gloves 01	2	1	1	1
Armorers (Novigrad)	Gloves 02	7	1	1	1
Armorers (Novigrad)	Gloves 03	10	1	1	1
Armorers (Novigrad)	Gloves 04	13	1	1	2

Armorers (Novigrad)	Gloves 1 Diagram	0	1	1	1
Armorers (Novigrad)	Gloves 2 Diagram	5	1	1	1
Armorers (Novigrad)	Gloves 3 Diagram	8	1	1	1
Armorers (Novigrad)	Gloves 4 Diagram	11	1	1	2
Armorers (Novigrad)	Glyph aard greater	15	1	1	2
Armorers (Novigrad)	Glyph aard lesser	13	1	1	1
Armorers (Novigrad)	Glyph aard lesser Diagram	18	1	1	2
Armorers (Novigrad)	Glyph axii greater	15	1	1	2
Armorers (Novigrad)	Glyph axii lesser	13	1	1	1
Armorers (Novigrad)	Glyph axii lesser Diagram	18	1	1	2
Armorers (Novigrad)	Glyph igni greater	15	1	1	2
Armorers (Novigrad)	Glyph igni lesser	13	1	1	1
Armorers (Novigrad)	Glyph igni lesser Diagram	18	1	1	2
Armorers (Novigrad)	Glyph infusion lesser	15	1	1	1
Armorers (Novigrad)	Glyph infusion lesser Diagram	20	1	1	2
Armorers (Novigrad)	Glyph quen greater	15	1	1	2
Armorers (Novigrad)	Glyph quen lesser	13	1	1	1
Armorers (Novigrad)	Glyph quen lesser Diagram	18	1	1	2
Armorers (Novigrad)	Glyph yrden greater	15	1	1	2
Armorers (Novigrad)	Glyph yrden lesser	13	1	1	1
Armorers (Novigrad)	Glyph yrden lesser Diagram	18	1	1	2
Armorers (Novigrad)	Heavy pants 01	16	1	1	2
Armorers (Novigrad)	Heavy Pants 1 Diagram	14	1	1	2
Armorers (Novigrad)	Light armor 01	2	1	1	1
Armorers (Novigrad)	Light armor 02	3	1	1	1
Armorers (Novigrad)	Light armor 03	4	1	1	1
Armorers (Novigrad)	Light armor 04	6	1	1	1
Armorers (Novigrad)	Light armor 06	8	1	1	1
Armorers (Novigrad)	Light armor 07	9	1	1	1
Armorers (Novigrad)	Light armor 08	11	1	1	2
Armorers (Novigrad)	Light armor 09	12	1	1	2
Armorers (Novigrad)	Light Armor 1 Diagram	0	1	1	1
Armorers (Novigrad)	Light Armor 2 Diagram	1	1	1	1
Armorers (Novigrad)	Light Armor 3 Diagram	2	1	1	1
Armorers (Novigrad)	Light Armor 4 Diagram	4	1	1	1
Armorers (Novigrad)	Light Armor 5 Diagram	5	1	1	1

Armorers (Novigrad)	Light Armor 6 Diagram	6	1	1	1
Armorers (Novigrad)	Light Armor 7 Diagram	7	1	1	1
Armorers (Novigrad)	Light Armor 8 Diagram	9	1	1	2
Armorers (Novigrad)	Medium armor 01	14	1	1	2
Armorers (Novigrad)	Medium armor 02	15	1	1	2
Armorers (Novigrad)	Medium armor 03	16	1	1	2
Armorers (Novigrad)	Medium Armor 1 Diagram	12	1	1	2
Armorers (Novigrad)	Medium Armor 2 Diagram	13	1	1	2
Armorers (Novigrad)	Medium Armor 3 Diagram	14	1	1	2
Armorers (Novigrad)	Pants 01	2	1	1	1
Armorers (Novigrad)	Pants 02	7	1	1	1
Armorers (Novigrad)	Pants 03	10	1	1	1
Armorers (Novigrad)	Pants 04	13	1	1	2
Armorers (Novigrad)	Pants 1 Diagram	0	1	1	1
Armorers (Novigrad)	Pants 2 Diagram	5	1	1	1
Armorers (Novigrad)	Pants 3 Diagram	8	1	1	1
Armorers (Novigrad)	Pants 4 Diagram	11	1	1	2
Armorers (Novigrad)	Smithing tools dwarven	18	2	4	-1
Armorers (Novigrad)	Smithing tools elven	13	3	5	-1
Armorers (Novigrad)	Smithing tools gnomish	23	2	4	-1
Armorers (Skellige)	Armor Repair Kit (Amateur)	0	1	3	-1
Armorers (Skellige)	Armor Repair Kit (Diagram, Amateur)	13	1	1	-1
Armorers (Skellige)	Armor Repair Kit (Diagram, Journeyman)	18	1	1	-1
Armorers (Skellige)	Armor Repair Kit (Diagram, Master)	23	1	1	-1
Armorers (Skellige)	Armor Repair Kit (Journeyman)	10	1	3	-1
Armorers (Skellige)	Armor Repair Kit (Master)	15	1	3	-1
Armorers (Skellige)	Boots 01 q2	5	1	1	1
Armorers (Skellige)	Boots 02	7	1	1	1
Armorers (Skellige)	Boots 03	9	1	1	1
Armorers (Skellige)	Boots 04	11	1	1	1
Armorers (Skellige)	Boots 05	13	1	1	1
Armorers (Skellige)	Boots 06	15	1	1	1
Armorers (Skellige)	Boots 07	17	1	1	2
Armorers (Skellige)	Boots 2 Diagram	5	1	1	1

Armorers (Skellige)	Boots 3 Diagram	7	1	1	1
Armorers (Skellige)	Boots 4 Diagram	9	1	1	1
Armorers (Skellige)	Boots 7 Diagram	15	1	1	2
Armorers (Skellige)	Gloves 02	7	1	1	1
Armorers (Skellige)	Gloves 03	10	1	1	1
Armorers (Skellige)	Gloves 04	13	1	1	1
Armorers (Skellige)	Gloves 2 Diagram	5	1	1	1
Armorers (Skellige)	Gloves 3 Diagram	8	1	1	1
Armorers (Skellige)	Gloves 4 Diagram	11	1	1	1
Armorers (Skellige)	Glyph aard greater	15	1	1	1
Armorers (Skellige)	Glyph aard greater Diagram	23	1	1	2
Armorers (Skellige)	Glyph aard lesser	13	1	1	1
Armorers (Skellige)	Glyph aard lesser Diagram	18	1	1	1
Armorers (Skellige)	Glyph axii greater	15	1	1	1
Armorers (Skellige)	Glyph axii greater Diagram	23	1	1	2
Armorers (Skellige)	Glyph axii lesser	13	1	1	1
Armorers (Skellige)	Glyph axii lesser Diagram	18	1	1	1
Armorers (Skellige)	Glyph igni greater	15	1	1	1
Armorers (Skellige)	Glyph igni greater Diagram	23	1	1	2
Armorers (Skellige)	Glyph igni lesser	13	1	1	1
Armorers (Skellige)	Glyph igni lesser Diagram	18	1	1	1
Armorers (Skellige)	Glyph infusion lesser	15	1	1	1
Armorers (Skellige)	Glyph infusion lesser Diagram	20	1	1	1
Armorers (Skellige)	Glyph quen greater	15	1	1	1
Armorers (Skellige)	Glyph quen greater Diagram	23	1	1	2
Armorers (Skellige)	Glyph quen lesser	13	1	1	1
Armorers (Skellige)	Glyph quen lesser Diagram	18	1	1	1
Armorers (Skellige)	Glyph yrden greater	15	1	1	1
Armorers (Skellige)	Glyph yrden greater Diagram	23	1	1	2
Armorers (Skellige)	Glyph yrden lesser	13	1	1	1
Armorers (Skellige)	Glyph yrden lesser Diagram	18	1	1	1
Armorers (Skellige)	Heavy armor 01	27	1	1	2
Armorers (Skellige)	Heavy armor 02	28	1	1	2
Armorers (Skellige)	Heavy armor 03	29	1	1	2
Armorers (Skellige)	Heavy armor 04	31	1	1	2
Armorers (Skellige)	Heavy armor 05	34	1	1	2

Armorers (Skellige)	Heavy Armor 1 Diagram	25	1	1	2
Armorers (Skellige)	Heavy Armor 2 Diagram	26	1	1	2
Armorers (Skellige)	Heavy Armor 3 Diagram	27	1	1	2
Armorers (Skellige)	Heavy Armor 4 Diagram	29	1	1	2
Armorers (Skellige)	Heavy boots 01	19	1	1	2
Armorers (Skellige)	Heavy boots 02	21	1	1	2
Armorers (Skellige)	Heavy boots 03	23	1	1	2
Armorers (Skellige)	Heavy boots 04	25	1	1	2
Armorers (Skellige)	Heavy boots 05	27	1	1	2
Armorers (Skellige)	Heavy boots 06	29	1	1	2
Armorers (Skellige)	Heavy boots 07	31	1	1	2
Armorers (Skellige)	Heavy boots 08	34	1	1	2
Armorers (Skellige)	Heavy Boots 1 Diagram	17	1	1	2
Armorers (Skellige)	Heavy Boots 2 Diagram	19	1	1	2
Armorers (Skellige)	Heavy Boots 3 Diagram	21	1	1	2
Armorers (Skellige)	Heavy Boots 4 Diagram	23	1	1	2
Armorers (Skellige)	Heavy Boots 7 Diagram	29	1	1	2
Armorers (Skellige)	Heavy Boots 8 Diagram	32	1	1	2
Armorers (Skellige)	Heavy gloves 01	17	1	1	2
Armorers (Skellige)	Heavy gloves 02	22	1	1	2
Armorers (Skellige)	Heavy gloves 03	27	1	1	2
Armorers (Skellige)	Heavy gloves 04	31	1	1	2
Armorers (Skellige)	Heavy Gloves 1 Diagram	15	1	1	2
Armorers (Skellige)	Heavy Gloves 2 Diagram	20	1	1	2
Armorers (Skellige)	Heavy Gloves 3 Diagram	25	1	1	2
Armorers (Skellige)	Heavy Gloves 4 Diagram	29	1	1	2
Armorers (Skellige)	Heavy pants 01	16	1	1	1
Armorers (Skellige)	Heavy pants 02	20	1	1	2
Armorers (Skellige)	Heavy pants 03	29	1	1	2
Armorers (Skellige)	Heavy pants 04	31	1	1	2
Armorers (Skellige)	Heavy Pants 1 Diagram	14	1	1	1
Armorers (Skellige)	Heavy Pants 2 Diagram	18	1	1	2
Armorers (Skellige)	Heavy Pants 3 Diagram	27	1	1	2
Armorers (Skellige)	Heavy Pants 4 Diagram	29	1	1	2
Armorers (Skellige)	Light armor 04	6	1	1	1

Armorers (Skellige)	Light armor 06	8	1	1	1
Armorers (Skellige)	Light armor 07	9	1	1	1
Armorers (Skellige)	Light armor 08	11	1	1	1
Armorers (Skellige)	Light armor 09	12	1	1	1
Armorers (Skellige)	Light Armor 4 Diagram	4	1	1	1
Armorers (Skellige)	Light Armor 5 Diagram	5	1	1	1
Armorers (Skellige)	Light Armor 6 Diagram	6	1	1	1
Armorers (Skellige)	Light Armor 7 Diagram	7	1	1	1
Armorers (Skellige)	Light Armor 8 Diagram	9	1	1	1
Armorers (Skellige)	Medium armor 01	14	1	1	1
Armorers (Skellige)	Medium armor 02	15	1	1	1
Armorers (Skellige)	Medium armor 03	16	1	1	1
Armorers (Skellige)	Medium armor 04	17	1	1	2
Armorers (Skellige)	Medium armor 05	18	1	1	2
Armorers (Skellige)	Medium armor 07	20	1	1	2
Armorers (Skellige)	Medium Armor 1 Diagram	12	1	1	1
Armorers (Skellige)	Medium armor 10	24	1	1	2
Armorers (Skellige)	Medium armor 11	25	1	1	2
Armorers (Skellige)	Medium Armor 2 Diagram	13	1	1	1
Armorers (Skellige)	Medium Armor 3 Diagram	14	1	1	1
Armorers (Skellige)	Medium Armor 4 Diagram	15	1	1	2
Armorers (Skellige)	Pants 02	7	1	1	1
Armorers (Skellige)	Pants 03	10	1	1	1
Armorers (Skellige)	Pants 04	13	1	1	1
Armorers (Skellige)	Pants 2 Diagram	5	1	1	1
Armorers (Skellige)	Pants 3 Diagram	8	1	1	1
Armorers (Skellige)	Pants 4 Diagram	11	1	1	1
Armorers (Skellige)	Relic Heavy 3 Diagram	28	1	1	2
Armorers (Skellige)	Smithing tools dwarven	18	2	4	-1
Armorers (Skellige)	Smithing tools elven	13	3	5	-1
Armorers (Skellige)	Smithing tools gnomish	23	2	4	-1
Armorers (Skellige)	Thyssen Armor Diagram	30	1	1	2
Armorers (Velen - No Man's Land)	Armor Repair Kit (Amateur)	0	1	3	-1
Armorers (Velen - No Man's Land)	Armor Repair Kit (Diagram, Amateur)	13	1	1	-1
Armorers (Velen - No Man's Land)	Armor Repair Kit (Diagram, Journeyman)	18	1	1	-1

Armorers (Velen - No Man's Land)	Armor Repair Kit (Journeyman)	10	1	3	-1
Armorers (Velen - No Man's Land)	Boots 01	2	1	1	2
Armorers (Velen - No Man's Land)	Boots 01 q2	5	1	1	4
Armorers (Velen - No Man's Land)	Boots 02	7	1	1	4
Armorers (Velen - No Man's Land)	Boots 03	9	1	1	4
Armorers (Velen - No Man's Land)	Boots 1 Diagram	0	1	1	2
Armorers (Velen - No Man's Land)	Boots 2 Diagram	5	1	1	4
Armorers (Velen - No Man's Land)	Boots 3 Diagram	7	1	1	4
Armorers (Velen - No Man's Land)	Geralt Shirt	0	1	1	2
Armorers (Velen - No Man's Land)	Gloves 01	2	1	1	2
Armorers (Velen - No Man's Land)	Gloves 02	7	1	1	4
Armorers (Velen - No Man's Land)	Gloves 03	10	1	1	4
Armorers (Velen - No Man's Land)	Gloves 1 Diagram	0	1	1	2
Armorers (Velen - No Man's Land)	Gloves 2 Diagram	5	1	1	4
Armorers (Velen - No Man's Land)	Gloves 3 Diagram	8	1	1	4
Armorers (Velen - No Man's Land)	Glyph aard lesser	13	1	1	1
Armorers (Velen - No Man's Land)	Glyph axii lesser	13	1	1	1
Armorers (Velen - No Man's Land)	Glyph igni lesser	13	1	1	1
Armorers (Velen - No Man's Land)	Glyph infusion lesser	15	1	1	1
Armorers (Velen - No Man's Land)	Glyph quen lesser	13	1	1	1
Armorers (Velen - No Man's Land)	Glyph yrden lesser	13	1	1	1
Armorers (Velen - No Man's Land)	Light armor 01	2	1	1	2
Armorers (Velen - No Man's Land)	Light armor 02	3	1	1	2
Armorers (Velen - No Man's Land)	Light armor 03	4	1	1	2
Armorers (Velen - No Man's Land)	Light armor 04	6	1	1	4
Armorers (Velen - No Man's Land)	Light armor 06	8	1	1	4
Armorers (Velen - No Man's Land)	Light armor 07	9	1	1	4
Armorers (Velen - No Man's Land)	Light Armor 1 Diagram	0	1	1	2
Armorers (Velen - No Man's Land)	Light Armor 2 Diagram	1	1	1	2
Armorers (Velen - No Man's Land)	Light Armor 3 Diagram	2	1	1	2
Armorers (Velen - No Man's Land)	Light Armor 4 Diagram	4	1	1	4
Armorers (Velen - No Man's Land)	Light Armor 5 Diagram	5	1	1	4
Armorers (Velen - No Man's Land)	Light Armor 6 Diagram	6	1	1	4
Armorers (Velen - No Man's Land)	Light Armor 7 Diagram	7	1	1	4
Armorers (Velen - No Man's Land)	Pants 01	2	1	1	2

Armorers (Velen - No Man's Land)	Pants 02	7	1	1	4
Armorers (Velen - No Man's Land)	Pants 03	10	1	1	4
Armorers (Velen - No Man's Land)	Pants 1 Diagram	0	1	1	2
Armorers (Velen - No Man's Land)	Pants 2 Diagram	5	1	1	4
Armorers (Velen - No Man's Land)	Pants 3 Diagram	8	1	1	4
Armorers (Velen - No Man's Land)	Smithing tools dwarven	18	2	4	-1
Armorers (Velen - No Man's Land)	Smithing tools elven	13	3	5	-1
Armorers (White Orchard)	Armor Repair Kit (Amateur)	0	1	3	-1
Armorers (White Orchard)	Armor Repair Kit (Journeyman)	10	1	3	-1
Armorers (White Orchard)	Boots 01	2	1	1	7
Armorers (White Orchard)	Boots 1 Diagram	0	1	1	9
Armorers (White Orchard)	Geralt Shirt	0	1	1	7
Armorers (White Orchard)	Gloves 01	2	1	1	7
Armorers (White Orchard)	Gloves 1 Diagram	0	1	1	9
Armorers (White Orchard)	Light armor 01	2	1	1	7
Armorers (White Orchard)	Light armor 02	3	1	1	7
Armorers (White Orchard)	Light armor 03	4	1	1	7
Armorers (White Orchard)	Light Armor 1 Diagram	0	1	1	9
Armorers (White Orchard)	Light Armor 2 Diagram	1	1	1	9
Armorers (White Orchard)	Light Armor 3 Diagram	2	1	1	9
Armorers (White Orchard)	Pants 01	2	1	1	7
Armorers (White Orchard)	Pants 1 Diagram	0	1	1	9
Armorers (White Orchard)	Smithing tools dwarven	18	2	4	-1
Armorers (White Orchard)	Smithing tools elven	13	3	5	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Blunt Bolt Legendary	6	40	100	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Broadhead Bolt	10	40	100	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Crossbow 2	2	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Crossbow 3	4	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Explosive Bolt	25	40	100	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Explosive Bolt Diagram	0	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Pure silver	0	1	5	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Rune dazhbog lesser	13	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Rune morana lesser	13	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Rune stribog lesser	13	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Split Bolt	20	40	100	-1

Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Split Bolt Diagram	0	1	1	-1
Blacksmith (Amateur, Arinbjorn, Ard Skellig)	Target Point Bolt	15	40	100	-1
Blacksmith (Amateur, Fayrlund, Ard Skellig)	Broadhead Bolt Legendary	0	10	20	-1
Blacksmith (Amateur, Fayrlund, Ard Skellig)	Crossbow 2	2	1	1	-1
Blacksmith (Amateur, Fayrlund, Ard Skellig)	Crossbow 3	4	1	1	-1
Blacksmith (Amateur, Fayrlund, Ard Skellig)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Fayrlund, Ard Skellig)	Pure silver	0	1	5	-1
Blacksmith (Amateur, Fyresdal, Ard Skellig)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Fyresdal, Ard Skellig)	Pure silver	0	1	10	-1
Blacksmith (Amateur, Harviken, Faroe)	Crossbow 4	2	1	1	-1
Blacksmith (Amateur, Harviken, Faroe)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Harviken, Faroe)	Pure silver	0	1	10	-1
Blacksmith (Amateur, Harviken, Faroe)	Rune morana lesser	13	1	1	-1
Blacksmith (Amateur, Harviken, Faroe)	Rune veles lesser	13	1	1	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Elemental essence	0	5	5	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Optima mater	0	5	5	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Pure silver	0	1	10	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Rune morana lesser	13	1	1	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Rune triglav lesser	13	1	1	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Rune zoria lesser	13	1	1	-1
Blacksmith (Amateur, Larvik, Hindarsfjall)	Sulfur	0	5	5	-1
Blacksmith (Amateur, Svorlag, Spikeroog)	Crossbow 2	2	1	1	-1
Blacksmith (Amateur, Svorlag, Spikeroog)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Svorlag, Spikeroog)	Pure silver	0	1	10	-1
Blacksmith (Amateur, Svorlag, Spikeroog)	Rune dazhbog lesser	13	1	1	-1
Blacksmith (Amateur, Svorlag, Spikeroog)	Rune stribog lesser	13	1	1	-1
Blacksmith (Amateur, Urialla Harbor, An Skellig)	Fifth essence	0	5	5	-1
Blacksmith (Amateur, Urialla Harbor, An Skellig)	Pure silver	0	1	10	-1
Blacksmith (Amateur, Urialla Harbor, An Skellig)	Rune devana lesser	13	1	1	-1
Blacksmith (Amateur, Urialla Harbor, An Skellig)	Rune svarog lesser	13	1	1	-1
Blacksmith (any Master-level)	Arbitrator Diagram	0	1	1	-1
Blacksmith (any Master-level)	Blunt Bolt Legendary	6	40	100	-1
Blacksmith (any Master-level)	Broadhead Bolt Legendary	10	40	100	-1
Blacksmith (any Master-level)	Crossbow 3	4	1	1	-1
Blacksmith (any Master-level)	Crossbow 4	8	1	1	-1

Blacksmith (any Master-level)	Explosive Bolt Diagram	0	1	1	-1
Blacksmith (any Master-level)	Fifth essence	0	5	5	-1
Blacksmith (any Master-level)	Pure silver	0	5	10	-1
Blacksmith (any Master-level)	Recipe for Grapeshot 1	0	1	1	-1
Blacksmith (any Master-level)	Recipe for Grapeshot 1	0	1	1	-1
Blacksmith (any Master-level)	Recipe for Grapeshot 2	4	1	1	-1
Blacksmith (any Master-level)	Recipe for Samum 1	0	1	1	-1
Blacksmith (any Master-level)	Recipe for Samum 1	0	1	1	-1
Blacksmith (any Master-level)	Recipe for Samum 2	4	1	1	-1
Blacksmith (any Master-level)	Split Bolt Diagram	0	1	1	-1
Blacksmith (any Master-level)	Target Point Bolt Legendary	15	40	100	-1
Blacksmith (any, Novigrad)	Elemental essence	0	5	5	-1
Blacksmith (any, Novigrad)	Optima mater	0	5	5	-1
Blacksmith (any, Novigrad)	Pure silver	0	1	5	-1
Blacksmith (any, Novigrad)	Rune devana lesser	13	1	1	-1
Blacksmith (any, Novigrad)	Rune svarog lesser	13	1	1	-1
Blacksmith (any, Novigrad)	Rune veles lesser	13	1	1	-1
Blacksmith (any, Novigrad)	Specter dust	0	5	5	-1
Blacksmith (any, Novigrad)	Sulfur	0	5	5	-1
Blacksmith (any, Skellige)	Bait Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Blunt Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Broadhead Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Crystalized essence	0	1	1	-1
Blacksmith (any, Skellige)	Explosive Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Fifth essence	0	5	5	-1
Blacksmith (any, Skellige)	Rune devana lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune morana lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune perun lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune svarog lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune triglav lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune veles lesser	13	1	1	-1
Blacksmith (any, Skellige)	Rune zoria lesser	13	1	1	-1
Blacksmith (any, Skellige)	Split Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Target Point Bolt Diagram	0	1	1	-1
Blacksmith (any, Skellige)	Tracking Bolt Diagram	0	1	1	-1
Blacksmith (any, Velen - No Man's Land)	Fifth essence	0	5	5	-1

Blacksmith (any, Velen - No Man's Land)	Geralt Shirt	0	1	1	-1
Blacksmith (any, Velen - No Man's Land)	Pure silver	0	1	5	-1
Blacksmith (any, Velen - No Man's Land)	Rune dazhbog lesser	13	1	1	-1
Blacksmith (any, Velen - No Man's Land)	Rune morana lesser	13	1	1	-1
Blacksmith (any, Velen - No Man's Land)	Rune stribog lesser	13	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Blunt Bolt Legendary	6	40	100	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Broadhead Bolt Legendary	10	40	100	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 2	2	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 3	4	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 4	8	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 5	14	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 6	20	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Crossbow 7	25	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Explosive Bolt Diagram	0	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Explosive Bolt Legendary	25	40	100	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Fifth essence	0	5	5	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Pure silver	0	1	10	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Split Bolt Diagram	0	1	1	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Split Bolt Legendary	20	40	100	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Target Point Bolt Legendary	15	40	100	-1
Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	Edwin Greloff's Notes and Maps: Griffin Witcher Gear	0	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Blunt Bolt Legendary	6	40	100	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Broadhead Bolt Legendary	10	40	100	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Crossbow 4	8	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Crossbow 5	14	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Explosive Bolt Legendary	25	40	100	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Fifth essence	0	5	5	-1

Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Horse Bag 3	0	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Horse Blinder 2	0	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Horse Saddle 3v3	0	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Rune perun lesser	13	1	1	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Split Bolt Legendary	20	40	100	-1
Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	Target Point Bolt Legendary	15	40	100	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Crossbow 3	4	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Fifth essence	0	5	5	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Pure silver	0	1	10	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune dazhbog lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune devana lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune morana lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune perun lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune stribog lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune svarog lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune triglav lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune veles lesser	13	1	1	-1
Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	Rune zoria lesser	13	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Broadhead Bolt Diagram	0	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Crossbow 2	2	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Explosive Bolt Diagram	0	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Fifth essence	0	5	5	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Horse Bag 2	0	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Recipe for Dragons Dream 1	0	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Recipe for Dwimeritium Bomb 1	0	1	1	-1
Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Split Bolt Diagram	0	1	1	-1

Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	Target Point Bolt Diagram	0	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Bait Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Blunt Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Blunt Bolt Legendary	6	10	20	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Broadhead Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Crossbow 2	2	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Crossbow 3	4	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Explosive Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Fifth essence	0	5	5	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Gear improvement	0	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Pure silver	0	1	4	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Recipe for Dancing Star 1	2	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Recipe for Devils Puffball 1	2	1	1	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Split Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Target Point Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Tracking Bolt	0	20	40	-1
Blacksmith (Journeyman, near Western Gate, Oxenfurt)	Weapon maintenance	0	1	1	-1
Blacksmith (Oreton)	Blunt Bolt Legendary	6	40	100	-1
Blacksmith (Oreton)	Crossbow 2	2	1	1	-1
Blacksmith (Oreton)	Crossbow 3	4	1	1	-1
Blacksmith (Oreton)	Fifth essence	0	5	5	-1
Blacksmith (Oreton)	Recipe for Grapeshot 1	0	1	1	-1
Blacksmith (Oreton)	Recipe for Samum 1	0	1	1	-1
Blacksmith (Quartermaster), Nilfgaardian Garrison	Fifth essence	0	5	5	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Bait Bolt	0	10	40	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Blunt Bolt	0	10	40	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Broadhead Bolt	0	10	40	-1

Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Explosive Bolt	0	10	40	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Fifth essence	0	5	5	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Glyph igni lesser	0	1	3	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Glyph quen lesser	0	1	3	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Pure silver	0	1	10	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Split Bolt	0	10	40	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Target Point Bolt	0	10	40	-1
Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	Tracking Bolt	0	10	40	-1
Blacksmith of Blackbough (Velen)	Fifth essence	0	3	4	-1
Blacksmith of Blackbough (Velen)	Adalbert Kermith's Notes: Feline Witcher Gear	0	1	1	-1
Blacksmith of Blackbough (Velen)	Torch	0	4	10	-1
Blacksmith of Midcopse (Velen)	Chitin scale	0	5	5	-1
Blacksmith of Midcopse (Velen)	Crystalized essence	0	1	1	-1
Blacksmith of Midcopse (Velen)	Elemental essence	0	5	5	-1
Blacksmith of Midcopse (Velen)	Glyph aard lesser	0	1	1	-1
Blacksmith of Midcopse (Velen)	Glyph quen lesser	0	5	6	-1
Blacksmith of Midcopse (Velen)	Horse Saddle 1v4	0	1	1	-1
Blacksmith of Midcopse (Velen)	Optima mater	0	5	5	-1
Blacksmith of Midcopse (Velen)	Powdered pearl	0	5	5	-1
Blacksmith of Midcopse (Velen)	Pure silver	0	5	5	-1
Blacksmith of Midcopse (Velen)	Recipe for Grapeshot 1	0	1	1	-1
Blacksmith of Midcopse (Velen)	Recipe for Samum 1	0	1	1	-1
Blacksmith of Midcopse (Velen)	Sulfur	0	5	5	-1
Blacksmith of Midcopse (Velen)	Adalbert Kermith's Notes: Feline Witcher Gear	0	1	1	-1
Blacksmith of Midcopse (Velen)	Torch	0	1	5	-1
Blacksmiths (Novigrad City)	Bait Bolt Diagram	0	1	1	-1
Blacksmiths (Novigrad City)	Explosive Bolt Diagram	0	1	1	-1
Blacksmiths (Novigrad City)	Fifth essence	0	5	5	-1
Blacksmiths (Novigrad City)	Pure silver	0	1	2	-1
Blacksmiths (Novigrad City)	Split Bolt Diagram	0	1	1	-1
Blacksmiths (Novigrad City)	Blunt Sword	0	1	3	-1
Blacksmiths (Novigrad City)	Tracking Bolt Diagram	0	1	1	-1

Blacksmiths (Novigrad)	Long Steel Sword	5	1	1	1
Blacksmiths (Novigrad)	Nilfgaardian sword 1	8	1	1	1
Blacksmiths (Novigrad)	Nilfgaardian sword 1 Diagram	6	1	1	1
Blacksmiths (Novigrad)	Nilfgaardian sword 2	13	1	1	7
Blacksmiths (Novigrad)	No Mans Land sword 1	1	1	1	1
Blacksmiths (Novigrad)	No Mans Land sword 1 Diagram	1	1	1	1
Blacksmiths (Novigrad)	No Mans Land sword 1 q2	2	1	1	1
Blacksmiths (Novigrad)	No Mans Land sword 2	3	1	1	1
Blacksmiths (Novigrad)	No Mans Land sword 2 Diagram	2	1	1	1
Blacksmiths (Novigrad)	No Mans Land sword 3	16	1	1	7
Blacksmiths (Novigrad)	No Mans Land sword 3 Diagram	14	1	1	7
Blacksmiths (Novigrad)	Novigraadan sword 1	6	1	1	1
Blacksmiths (Novigrad)	Novigraadan sword 1 Diagram	4	1	1	1
Blacksmiths (Novigrad)	Novigraadan sword 2	11	1	1	7
Blacksmiths (Novigrad)	Rune dazhbog greater	15	1	1	2
Blacksmiths (Novigrad)	Rune dazhbog lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune dazhbog lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune devana greater	15	1	1	2
Blacksmiths (Novigrad)	Rune devana lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune devana lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune elemental greater	15	1	1	2
Blacksmiths (Novigrad)	Rune elemental lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune elemental lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune morana greater	15	1	1	2
Blacksmiths (Novigrad)	Rune morana lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune morana lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune perun greater	15	1	1	2
Blacksmiths (Novigrad)	Rune perun lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune perun lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune stribog greater	15	1	1	2
Blacksmiths (Novigrad)	Rune stribog lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune stribog lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune svarog greater	15	1	1	2
Blacksmiths (Novigrad)	Rune svarog lesser	13	1	1	1

Blacksmiths (Novigrad)	Rune svarog lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune triglav greater	15	1	1	2
Blacksmiths (Novigrad)	Rune triglav lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune triglav lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune veles greater	15	1	1	2
Blacksmiths (Novigrad)	Rune veles lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune veles lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Rune zoria greater	15	1	1	2
Blacksmiths (Novigrad)	Rune zoria lesser	13	1	1	1
Blacksmiths (Novigrad)	Rune zoria lesser Diagram	18	1	1	1
Blacksmiths (Novigrad)	Runestone lesser	15	2	5	1
Blacksmiths (Novigrad)	Runestone lesser Diagram	20	1	1	1
Blacksmiths (Novigrad)	Rusty Nilfgaardian sword	5	1	1	1
Blacksmiths (Novigrad)	Rusty No Mans Land sword	1	1	1	1
Blacksmiths (Novigrad)	Rusty Novigraadan sword	5	1	1	1
Blacksmiths (Novigrad)	Rusty Skellige sword	5	1	1	1
Blacksmiths (Novigrad)	Short Steel Sword	1	1	1	1
Blacksmiths (Novigrad)	Short sword 1	1	1	1	1
Blacksmiths (Novigrad)	Short sword 1 Diagram	0	1	1	1
Blacksmiths (Novigrad)	Short sword 2	5	1	1	1
Blacksmiths (Novigrad)	Short sword 2 Diagram	1	1	1	1
Blacksmiths (Novigrad)	Silver sword 1	1	1	1	1
Blacksmiths (Novigrad)	Silver sword 1 Diagram	0	1	1	1
Blacksmiths (Novigrad)	Silver sword 2	5	1	1	1
Blacksmiths (Novigrad)	Silver sword 2 Diagram	3	1	1	1
Blacksmiths (Novigrad)	Silver sword 3	9	1	1	1
Blacksmiths (Novigrad)	Silver sword 3 Diagram	7	1	1	1
Blacksmiths (Novigrad)	Silver sword 4	13	1	1	7
Blacksmiths (Novigrad)	Silver sword 4 Diagram	11	1	1	7
Blacksmiths (Novigrad)	Silver sword 5	15	1	1	7
Blacksmiths (Novigrad)	Silver sword 6 Diagram	17	1	1	7
Blacksmiths (Novigrad)	Skellige sword 1	7	1	1	1
Blacksmiths (Novigrad)	Skellige sword 1 Diagram	5	1	1	1
Blacksmiths (Novigrad)	Skellige sword 2	12	1	1	7
Blacksmiths (Novigrad)	Skellige sword 2 Diagram	10	1	1	7
Blacksmiths (Novigrad)	Wooden Axe 01	0	1	1	1

Blacksmiths (Novigrad)	Wooden Axe 02	0	1	1	1
Blacksmiths (Novigrad)	Wooden Axe 03	0	1	1	1
Blacksmiths (Novigrad)	Wooden Axe 04	0	1	1	1
Blacksmiths (Novigrad)	Wooden Axe 05	0	1	1	1
Blacksmiths (Novigrad)	Wooden Club	0	1	1	1
Blacksmiths (Novigrad)	Wooden Mace 01	0	1	1	1
Blacksmiths (Novigrad)	Wooden Mace 02	0	1	1	1
Blacksmiths (Novigrad)	Wooden Pickaxe	0	1	1	1
Blacksmiths (Novigrad)	Wooden Poker	0	1	1	1
Blacksmiths (Novigrad)	Weapon Repair Kit (Amateur)	0	1	3	-1
Blacksmiths (Novigrad)	Weapon Repair Kit (Diagram, Amateur)	13	1	1	-1
Blacksmiths (Novigrad)	Weapon Repair Kit (Diagram, Journeyman)	18	1	1	-1
Blacksmiths (Novigrad)	Weapon Repair Kit (Diagram, Master)	23	1	1	-1
Blacksmiths (Novigrad)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Blacksmiths (Novigrad)	Weapon Repair Kit (Master)	15	1	3	-1
Blacksmiths (Novigrad)	Whetstone dwarven	18	2	4	-1
Blacksmiths (Novigrad)	Whetstone elven	13	3	5	-1
Blacksmiths (Novigrad)	Whetstone gnomish	23	2	4	-1
Blacksmiths (Novigrad)	Wooden sword	0	1	1	1
Blacksmiths (Skellige)	Dwarven silver sword 1	37	1	1	6
Blacksmiths (Skellige)	Dwarven silver sword 1 Diagram	35	1	1	4
Blacksmiths (Skellige)	Dwarven silver sword 2	43	1	1	6
Blacksmiths (Skellige)	Dwarven silver sword 2 Diagram	41	1	1	4
Blacksmiths (Skellige)	Dwarven sword 1 Diagram	39	1	1	4
Blacksmiths (Skellige)	Dwarven sword 2 Diagram	44	1	1	4
Blacksmiths (Skellige)	Elven silver sword 1	23	1	1	6
Blacksmiths (Skellige)	Elven silver sword 1 Diagram	21	1	1	4
Blacksmiths (Skellige)	Elven silver sword 2	29	1	1	6
Blacksmiths (Skellige)	Elven silver sword 2 Diagram	27	1	1	4
Blacksmiths (Skellige)	Gnomish silver sword 1	41	1	1	6
Blacksmiths (Skellige)	Gnomish silver sword 1 Diagram	39	1	1	4
Blacksmiths (Skellige)	Gnomish silver sword 2	45	1	1	6

Blacksmiths (Skellige)	Gnomish silver sword 2 Diagram	44	1	1	4
Blacksmiths (Skellige)	Gnomish sword 1 Diagram	41	1	1	4
Blacksmiths (Skellige)	Gnomish sword 2 Diagram	46	1	1	4
Blacksmiths (Skellige)	Inquisitor sword 1	32	1	1	6
Blacksmiths (Skellige)	Inquisitor sword 1 Diagram	30	1	1	4
Blacksmiths (Skellige)	Inquisitor sword 2	36	1	1	6
Blacksmiths (Skellige)	Inquisitor sword 2 Diagram	34	1	1	4
Blacksmiths (Skellige)	Nilfgaardian sword 1	8	1	1	1
Blacksmiths (Skellige)	Nilfgaardian sword 1 Diagram	6	1	1	1
Blacksmiths (Skellige)	Nilfgaardian sword 2	13	1	1	1
Blacksmiths (Skellige)	Nilfgaardian sword 3	17	1	1	6
Blacksmiths (Skellige)	Nilfgaardian sword 4	31	1	1	6
Blacksmiths (Skellige)	Nilfgaardian sword 4 Diagram	29	1	1	4
Blacksmiths (Skellige)	No Mans Land sword 3	16	1	1	1
Blacksmiths (Skellige)	No Mans Land sword 3 Diagram	14	1	1	1
Blacksmiths (Skellige)	No Mans Land sword 4	2	1	1	6
Blacksmiths (Skellige)	No Mans Land sword 4 Diagram	20	1	1	4
Blacksmiths (Skellige)	Novigraadan sword 1	6	1	1	1
Blacksmiths (Skellige)	Novigraadan sword 1 Diagram	4	1	1	1
Blacksmiths (Skellige)	Novigraadan sword 2	11	1	1	1
Blacksmiths (Skellige)	Novigraadan sword 3	16	1	1	6
Blacksmiths (Skellige)	Novigraadan sword 4	26	1	1	6
Blacksmiths (Skellige)	Novigraadan sword 4 Diagram	24	1	1	4
Blacksmiths (Skellige)	Rune dazhbog greater	15	1	1	1
Blacksmiths (Skellige)	Rune dazhbog greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune dazhbog lesser	13	1	1	1
Blacksmiths (Skellige)	Rune dazhbog lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune devana greater	15	1	1	1
Blacksmiths (Skellige)	Rune devana greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune devana lesser	13	1	1	1
Blacksmiths (Skellige)	Rune devana lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune elemental greater	15	1	1	1
Blacksmiths (Skellige)	Rune elemental greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune elemental lesser	13	1	1	1

Blacksmiths (Skellige)	Rune elemental lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune morana greater	15	1	1	1
Blacksmiths (Skellige)	Rune morana greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune morana lesser	13	1	1	1
Blacksmiths (Skellige)	Rune morana lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune perun greater	15	1	1	1
Blacksmiths (Skellige)	Rune perun greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune perun lesser	13	1	1	1
Blacksmiths (Skellige)	Rune perun lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune stribog greater	15	1	1	1
Blacksmiths (Skellige)	Rune stribog greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune stribog lesser	13	1	1	1
Blacksmiths (Skellige)	Rune stribog lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune svarog greater	15	1	1	1
Blacksmiths (Skellige)	Rune svarog greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune svarog lesser	13	1	1	1
Blacksmiths (Skellige)	Rune svarog lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune triglav greater	15	1	1	1
Blacksmiths (Skellige)	Rune triglav greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune triglav lesser	13	1	1	1
Blacksmiths (Skellige)	Rune triglav lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune veles greater	15	1	1	1
Blacksmiths (Skellige)	Rune veles greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune veles lesser	13	1	1	1
Blacksmiths (Skellige)	Rune veles lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Rune zoria greater	15	1	1	1
Blacksmiths (Skellige)	Rune zoria greater Diagram	23	1	1	1
Blacksmiths (Skellige)	Rune zoria lesser	13	1	1	1
Blacksmiths (Skellige)	Rune zoria lesser Diagram	18	1	1	1
Blacksmiths (Skellige)	Runestone lesser	15	2	5	1
Blacksmiths (Skellige)	Runestone lesser Diagram	20	1	1	1
Blacksmiths (Skellige)	Rusty Nilfgaardian sword	5	1	1	1
Blacksmiths (Skellige)	Rusty Novigraadan sword	5	1	1	1
Blacksmiths (Skellige)	Rusty Skellige sword	5	1	1	1
Blacksmiths (Skellige)	Scoiatael sword 2 Diagram	26	1	1	4
Blacksmiths (Skellige)	Scoiatael sword 3 Diagram	31	1	1	4

Blacksmiths (Skellige)	Silver sword 2	5	1	1	1
Blacksmiths (Skellige)	Silver sword 2 Diagram	3	1	1	1
Blacksmiths (Skellige)	Silver sword 3	9	1	1	1
Blacksmiths (Skellige)	Silver sword 3 Diagram	7	1	1	1
Blacksmiths (Skellige)	Silver sword 4	13	1	1	1
Blacksmiths (Skellige)	Silver sword 4 Diagram	11	1	1	1
Blacksmiths (Skellige)	Silver sword 5	15	1	1	1
Blacksmiths (Skellige)	Silver sword 6	19	1	1	6
Blacksmiths (Skellige)	Silver sword 6 Diagram	17	1	1	1
Blacksmiths (Skellige)	Silver sword 7	27	1	1	6
Blacksmiths (Skellige)	Silver sword 7 Diagram	25	1	1	4
Blacksmiths (Skellige)	Silver sword 8	33	1	1	6
Blacksmiths (Skellige)	Skellige sword 1	7	1	1	1
Blacksmiths (Skellige)	Skellige sword 1 Diagram	5	1	1	1
Blacksmiths (Skellige)	Skellige sword 2	12	1	1	1
Blacksmiths (Skellige)	Skellige sword 2 Diagram	10	1	1	1
Blacksmiths (Skellige)	Skellige sword 4	27	1	1	6
Blacksmiths (Skellige)	Wooden Axe 01	0	1	1	1
Blacksmiths (Skellige)	Wooden Axe 02	0	1	1	1
Blacksmiths (Skellige)	Wooden Axe 03	0	1	1	1
Blacksmiths (Skellige)	Wooden Axe 04	0	1	1	1
Blacksmiths (Skellige)	Wooden Axe 05	0	1	1	1
Blacksmiths (Skellige)	Wooden Club	0	1	1	1
Blacksmiths (Skellige)	Wooden Mace 01	0	1	1	1
Blacksmiths (Skellige)	Wooden Mace 02	0	1	1	1
Blacksmiths (Skellige)	Wooden Pickaxe	0	1	1	1
Blacksmiths (Skellige)	Wooden Poker	0	1	1	1
Blacksmiths (Skellige)	Weapon Repair Kit (Amateur)	0	1	3	-1
Blacksmiths (Skellige)	Weapon Repair Kit (Diagram, Amateur)	13	1	1	-1
Blacksmiths (Skellige)	Weapon Repair Kit (Diagram, Journeyman)	18	1	1	-1
Blacksmiths (Skellige)	Weapon Repair Kit (Diagram, Master)	23	1	1	-1
Blacksmiths (Skellige)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Blacksmiths (Skellige)	Weapon Repair Kit (Master)	15	1	3	-1
Blacksmiths (Skellige)	Whetstone dwarven	18	2	4	-1

Blacksmiths (Skellige)	Whetstone elven	13	3	5	-1
Blacksmiths (Skellige)	Whetstone gnomish	23	2	4	-1
Blacksmiths (Velen - No Man's Land)	Long Steel Sword	5	1	1	1
Blacksmiths (Velen - No Man's Land)	Nilfgaardian sword 1	8	1	1	5
Blacksmiths (Velen - No Man's Land)	Nilfgaardian sword 1 Diagram	6	1	1	5
Blacksmiths (Velen - No Man's Land)	No Mans Land sword 1	1	1	1	1
Blacksmiths (Velen - No Man's Land)	No Mans Land sword 1 Diagram	1	1	1	1
Blacksmiths (Velen - No Man's Land)	No Mans Land sword 1 q2	2	1	1	1
Blacksmiths (Velen - No Man's Land)	No Mans Land sword 2	3	1	1	1
Blacksmiths (Velen - No Man's Land)	No Mans Land sword 2 Diagram	2	1	1	1
Blacksmiths (Velen - No Man's Land)	Novigraadan sword 1	6	1	1	5
Blacksmiths (Velen - No Man's Land)	Novigraadan sword 1 Diagram	4	1	1	5
Blacksmiths (Velen - No Man's Land)	Rune dazhbog lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune devana lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune elemental lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune morana lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune perun lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune stribog lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune svarog lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune triglav lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune veles lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Rune zoria lesser	13	1	1	1
Blacksmiths (Velen - No Man's Land)	Runestone lesser	15	2	5	1
Blacksmiths (Velen - No Man's Land)	Rusty Nilfgaardian sword	5	1	1	5
Blacksmiths (Velen - No Man's Land)	Rusty No Mans Land sword	1	1	1	1
Blacksmiths (Velen - No Man's Land)	Rusty Novigraadan sword	5	1	1	5
Blacksmiths (Velen - No Man's Land)	Rusty Skellige sword	5	1	1	5
Blacksmiths (Velen - No Man's Land)	Short Steel Sword	1	1	1	1
Blacksmiths (Velen - No Man's Land)	Short sword 1	1	1	1	1
Blacksmiths (Velen - No Man's Land)	Short sword 1 Diagram	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Short sword 2	5	1	1	1
Blacksmiths (Velen - No Man's Land)	Short sword 2 Diagram	1	1	1	1
Blacksmiths (Velen - No Man's Land)	Silver sword 1	1	1	1	1
Blacksmiths (Velen - No Man's Land)	Silver sword 1 Diagram	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Silver sword 2	5	1	1	5

Blacksmiths (Velen - No Man's Land)	Silver sword 2 Diagram	3	1	1	5
Blacksmiths (Velen - No Man's Land)	Silver sword 3	9	1	1	5
Blacksmiths (Velen - No Man's Land)	Silver sword 3 Diagram	7	1	1	5
Blacksmiths (Velen - No Man's Land)	Skellige sword 1	7	1	1	5
Blacksmiths (Velen - No Man's Land)	Skellige sword 1 Diagram	5	1	1	5
Blacksmiths (Velen - No Man's Land)	Wooden Axe 01	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Axe 02	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Axe 03	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Axe 04	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Axe 05	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Club	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Mace 01	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Mace 02	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Pickaxe	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Wooden Poker	0	1	1	1
Blacksmiths (Velen - No Man's Land)	Weapon Repair Kit (Amateur)	0	1	3	-1
Blacksmiths (Velen - No Man's Land)	Weapon Repair Kit (Diagram, Amateur)	13	1	1	-1
Blacksmiths (Velen - No Man's Land)	Weapon Repair Kit (Diagram, Journeyman)	18	1	1	-1
Blacksmiths (Velen - No Man's Land)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Blacksmiths (Velen - No Man's Land)	Whetstone dwarven	18	2	4	-1
Blacksmiths (Velen - No Man's Land)	Whetstone elven	13	3	5	-1
Blacksmiths (Velen - No Man's Land)	Wooden sword	0	1	1	1
Blacksmiths (White Orchard)	Long Steel Sword	5	1	1	2
Blacksmiths (White Orchard)	No Mans Land sword 1	1	1	1	6
Blacksmiths (White Orchard)	No Mans Land sword 1 Diagram	1	1	1	8
Blacksmiths (White Orchard)	No Mans Land sword 1 q2	2	1	1	6
Blacksmiths (White Orchard)	No Mans Land sword 2	3	1	1	6
Blacksmiths (White Orchard)	No Mans Land sword 2 Diagram	2	1	1	8
Blacksmiths (White Orchard)	Rusty No Mans Land sword	1	1	1	6
Blacksmiths (White Orchard)	Short Steel Sword	1	1	1	2
Blacksmiths (White Orchard)	Short sword 1	1	1	1	2
Blacksmiths (White Orchard)	Short sword 1 Diagram	0	1	1	8
Blacksmiths (White Orchard)	Short sword 2	5	1	1	2

Blacksmiths (White Orchard)	Short sword 2 Diagram	1	1	1	8
Blacksmiths (White Orchard)	Silver sword 1	1	1	1	6
Blacksmiths (White Orchard)	Silver sword 1 Diagram	0	1	1	8
Blacksmiths (White Orchard)	Wooden Axe 01	0	1	1	2
Blacksmiths (White Orchard)	Wooden Axe 02	0	1	1	2
Blacksmiths (White Orchard)	Wooden Axe 03	0	1	1	2
Blacksmiths (White Orchard)	Wooden Axe 04	0	1	1	2
Blacksmiths (White Orchard)	Wooden Axe 05	0	1	1	2
Blacksmiths (White Orchard)	Wooden Club	0	1	1	2
Blacksmiths (White Orchard)	Wooden Mace 01	0	1	1	2
Blacksmiths (White Orchard)	Wooden Mace 02	0	1	1	2
Blacksmiths (White Orchard)	Wooden Pickaxe	0	1	1	2
Blacksmiths (White Orchard)	Wooden Poker	0	1	1	2
Blacksmiths (White Orchard)	Weapon Repair Kit (Amateur)	0	1	3	-1
Blacksmiths (White Orchard)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Blacksmiths (White Orchard)	Whetstone dwarven	18	2	4	-1
Blacksmiths (White Orchard)	Whetstone elven	13	3	5	-1
Blacksmiths (White Orchard)	Wooden sword	0	1	1	2
Herbalist (any)	Alchemical paste	0	5	10	-1
Herbalist (any)	Alchemists powder	0	5	10	-1
Herbalist (any)	Alcohest	0	5	20	-1
Herbalist (any)	Allspice root	0	10	14	-1
Herbalist (any)	Arenaria	0	10	14	-1
Herbalist (any)	Balisse fruit	0	10	14	-1
Herbalist (any)	Bear fat	0	5	10	-1
Herbalist (any)	Bear pelt	0	5	10	-1
Herbalist (any)	Beggartick blossoms	0	10	14	-1
Herbalist (any)	Berbercane fruit	0	10	14	-1
Herbalist (any)	Bison Grass	0	1	2	-1
Herbalist (any)	Bloodmoss	0	10	14	-1
Herbalist (any)	Blowbill	0	10	14	-1
Herbalist (any)	Bryonia	0	10	14	-1
Herbalist (any)	Calcium equum	0	5	10	-1
Herbalist (any)	Celandine	0	10	14	-1
Herbalist (any)	Cortinarius	0	10	14	-1

Herbalist (any)	Crows eye	0	10	14	-1
Herbalist (any)	Dog tallow	0	5	10	-1
Herbalist (any)	Ducal water	0	5	10	-1
Herbalist (any)	Dwarven spirit	0	5	5	-1
Herbalist (any)	Elemental essence	0	5	10	-1
Herbalist (any)	Empty bottle	0	10	10	-1
Herbalist (any)	Ergot seeds	0	10	14	-1
Herbalist (any)	Fifth essence	0	5	10	-1
Herbalist (any)	Fools parsley leaves	0	10	14	-1
Herbalist (any)	Ginatia petals	0	10	14	-1
Herbalist (any)	Glyph quen lesser	0	5	10	-1
Herbalist (any)	Green mold	0	10	14	-1
Herbalist (any)	Han	0	10	14	-1
Herbalist (any)	Hellebore petals	0	10	14	-1
Herbalist (any)	Honeysuckle	0	10	14	-1
Herbalist (any)	Hop umbels	0	10	14	-1
Herbalist (any)	Hornwort	0	10	14	-1
Herbalist (any)	Longrube	0	10	14	-1
Herbalist (any)	Lunar shards	0	5	10	-1
Herbalist (any)	Mandrake root	0	10	14	-1
Herbalist (any)	Mistletoe	0	10	14	-1
Herbalist (any)	Moleyarrow	0	10	14	-1
Herbalist (any)	Nilfgaardian Lemon	0	15	20	-1
Herbalist (any)	Nostrix	0	10	14	-1
Herbalist (any)	Optima mater	0	5	10	-1
Herbalist (any)	Phosphorus	0	5	10	-1
Herbalist (any)	Pigskin puffball	0	10	14	-1
Herbalist (any)	Powdered pearl	0	5	10	-1
Herbalist (any)	Pringrape	0	10	14	-1
Herbalist (any)	Quicksilver solution	0	5	10	-1
Herbalist (any)	Ranogrin	0	10	14	-1
Herbalist (any)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (any)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (any)	Recipe for Mutagen 12	0	1	1	-1
Herbalist (any)	Recipe for Mutagen 13	0	1	1	-1
Herbalist (any)	Recipe for White Gull 1	0	1	1	-1

Herbalist (any)	Redanian Herbal	0	15	20	-1
Herbalist (any)	Ribleaf	0	10	14	-1
Herbalist (any)	Saltpetre	0	5	20	-1
Herbalist (any)	Sewant mushrooms	0	10	14	-1
Herbalist (any)	Stammelfords dust	0	5	10	-1
Herbalist (any)	Sulfur	0	5	10	-1
Herbalist (any)	Verbena	0	10	14	-1
Herbalist (any)	Water essence	0	5	20	-1
Herbalist (any)	White myrtle	0	10	14	-1
Herbalist (any)	Wine stone	0	5	10	-1
Herbalist (any)	Wolf liver	0	1	5	-1
Herbalist (any)	Wolfsbane	0	10	14	-1
Herbalist (any, Novigrad)	Alchemical paste	0	5	10	-1
Herbalist (any, Novigrad)	Alchemists powder	0	5	10	-1
Herbalist (any, Novigrad)	Allspice root	0	10	11	-1
Herbalist (any, Novigrad)	Arenaria	0	10	11	-1
Herbalist (any, Novigrad)	Balisse fruit	0	10	11	-1
Herbalist (any, Novigrad)	Beggartick blossoms	0	10	11	-1
Herbalist (any, Novigrad)	Berbercane fruit	0	10	11	-1
Herbalist (any, Novigrad)	Blowbill	0	10	11	-1
Herbalist (any, Novigrad)	Bryonia	0	10	11	-1
Herbalist (any, Novigrad)	Celandine	0	10	11	-1
Herbalist (any, Novigrad)	Cortinarius	0	10	11	-1
Herbalist (any, Novigrad)	Ducal water	0	5	10	-1
Herbalist (any, Novigrad)	Elemental essence	0	5	10	-1
Herbalist (any, Novigrad)	Fifth essence	0	5	10	-1
Herbalist (any, Novigrad)	Fools parsley leaves	0	10	11	-1
Herbalist (any, Novigrad)	Ginatia petals	0	10	11	-1
Herbalist (any, Novigrad)	Hellebore petals	0	10	11	-1
Herbalist (any, Novigrad)	Honeysuckle	0	10	11	-1
Herbalist (any, Novigrad)	Hornwort	0	10	11	-1
Herbalist (any, Novigrad)	Longrube	0	10	11	-1
Herbalist (any, Novigrad)	Lunar shards	0	5	10	-1
Herbalist (any, Novigrad)	Mandrake root	0	10	11	-1
Herbalist (any, Novigrad)	Mistletoe	0	10	11	-1

Herbalist (any, Novigrad)	Moleyarrow	0	10	11	-1
Herbalist (any, Novigrad)	Nostrix	0	10	11	-1
Herbalist (any, Novigrad)	Optima mater	0	5	10	-1
Herbalist (any, Novigrad)	Phosphorus	0	5	10	-1
Herbalist (any, Novigrad)	Powdered pearl	0	5	10	-1
Herbalist (any, Novigrad)	Pringrape	0	10	11	-1
Herbalist (any, Novigrad)	Quicksilver solution	0	5	10	-1
Herbalist (any, Novigrad)	Ranogrin	0	10	11	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 1	0	1	1	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 2	0	1	1	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 25	0	1	1	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 26	0	1	1	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 27	0	1	1	-1
Herbalist (any, Novigrad)	Recipe for Mutagen 28	0	1	1	-1
Herbalist (any, Novigrad)	Ribleaf	0	10	11	-1
Herbalist (any, Novigrad)	Sulfur	0	5	10	-1
Herbalist (any, Novigrad)	White myrtle	0	10	11	-1
Herbalist (any, Skellige)	Alchemical paste	0	5	10	-1
Herbalist (any, Skellige)	Alchemists powder	0	5	10	-1
Herbalist (any, Skellige)	Alcohest	0	5	20	-1
Herbalist (any, Skellige)	Allspice root	0	10	16	-1
Herbalist (any, Skellige)	Arenaria	0	10	16	-1
Herbalist (any, Skellige)	Balisse fruit	0	10	16	-1
Herbalist (any, Skellige)	Bear fat	0	5	10	-1
Herbalist (any, Skellige)	Bear pelt	0	5	10	-1
Herbalist (any, Skellige)	Beggartick blossoms	0	10	16	-1
Herbalist (any, Skellige)	Berbercane fruit	0	10	16	-1
Herbalist (any, Skellige)	Bloodmoss	0	10	16	-1
Herbalist (any, Skellige)	Blowbill	0	10	16	-1
Herbalist (any, Skellige)	Bryonia	0	10	16	-1
Herbalist (any, Skellige)	Calcium equum	0	5	10	-1
Herbalist (any, Skellige)	Celandine	0	10	16	-1
Herbalist (any, Skellige)	Cortinarius	0	10	16	-1
Herbalist (any, Skellige)	Crows eye	0	10	16	-1
Herbalist (any, Skellige)	Dog tallow	0	5	10	-1
Herbalist (any, Skellige)	Ducal water	0	5	10	-1

Herbalist (any, Skellige)	Dwarven spirit	0	5	5	-1
Herbalist (any, Skellige)	Elemental essence	0	5	10	-1
Herbalist (any, Skellige)	Empty bottle	0	10	10	-1
Herbalist (any, Skellige)	Ergot seeds	0	10	16	-1
Herbalist (any, Skellige)	Fifth essence	0	5	10	-1
Herbalist (any, Skellige)	Fools parsley leaves	0	10	16	-1
Herbalist (any, Skellige)	Ginatia petals	0	10	16	-1
Herbalist (any, Skellige)	Glyph quen lesser	0	5	10	-1
Herbalist (any, Skellige)	Green mold	0	10	16	-1
Herbalist (any, Skellige)	Han	0	10	16	-1
Herbalist (any, Skellige)	Hellebore petals	0	10	16	-1
Herbalist (any, Skellige)	Honeysuckle	0	10	16	-1
Herbalist (any, Skellige)	Hop umbels	0	10	16	-1
Herbalist (any, Skellige)	Hornwort	0	10	16	-1
Herbalist (any, Skellige)	Longrube	0	10	16	-1
Herbalist (any, Skellige)	Lunar shards	0	5	10	-1
Herbalist (any, Skellige)	Mandrake root	0	10	16	-1
Herbalist (any, Skellige)	Mistletoe	0	10	16	-1
Herbalist (any, Skellige)	Moleyarrow	0	10	16	-1
Herbalist (any, Skellige)	Nostrix	0	10	16	-1
Herbalist (any, Skellige)	Optima mater	0	5	10	-1
Herbalist (any, Skellige)	Phosphorus	0	5	10	-1
Herbalist (any, Skellige)	Pigskin puffball	0	10	16	-1
Herbalist (any, Skellige)	Powdered pearl	0	5	10	-1
Herbalist (any, Skellige)	Pringrape	0	10	16	-1
Herbalist (any, Skellige)	Quicksilver solution	0	5	10	-1
Herbalist (any, Skellige)	Ranogrin	0	10	16	-1
Herbalist (any, Skellige)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Insectoid Oil 1	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Mutagen 22	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Mutagen 23	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Mutagen 24	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Mutagen 3	0	1	1	-1
Herbalist (any, Skellige)	Recipe for Mutagen 4	0	1	1	-1

Herbalist (any, Skellige)	Recipe for White Gull 1	0	1	1	-1
Herbalist (any, Skellige)	Ribleaf	0	10	16	-1
Herbalist (any, Skellige)	Saltpetre	0	5	20	-1
Herbalist (any, Skellige)	Sewant mushrooms	0	10	16	-1
Herbalist (any, Skellige)	Stammelfords dust	0	5	10	-1
Herbalist (any, Skellige)	Sulfur	0	5	10	-1
Herbalist (any, Skellige)	Verbena	0	10	16	-1
Herbalist (any, Skellige)	Water essence	0	5	20	-1
Herbalist (any, Skellige)	White myrtle	0	10	16	-1
Herbalist (any, Skellige)	Wine stone	0	5	10	-1
Herbalist (any, Skellige)	Wolf liver	0	1	5	-1
Herbalist (any, Skellige)	Wolfsbane	0	10	16	-1
Herbalist (any, Velen - No Man's Land)	Alchemical paste	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Alchemists powder	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Alcohest	0	5	20	-1
Herbalist (any, Velen - No Man's Land)	Allspice root	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Arenaria	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Balisse fruit	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Bear fat	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Bear pelt	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Beggartick blossoms	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Berbercane fruit	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Bloodmoss	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Blowbill	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Bryonia	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Calcium equum	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Celandine	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Cortinarius	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Crows eye	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Dog tallow	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Ducal water	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Dwarven spirit	0	5	5	-1
Herbalist (any, Velen - No Man's Land)	Elemental essence	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Empty bottle	0	10	10	-1
Herbalist (any, Velen - No Man's Land)	Ergot seeds	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Fifth essence	0	5	10	-1

Herbalist (any, Velen - No Man's Land)	Fools parsley leaves	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Ginatia petals	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Glyph quen lesser	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Green mold	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Han	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Hellebore petals	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Honeysuckle	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Hop umbels	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Hornwort	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Longrube	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Lunar shards	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Mandrake root	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Mistletoe	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Moleyarrow	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Nostrix	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Optima mater	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Phosphorus	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Pigskin puffball	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Powdered pearl	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Pringrape	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Quicksilver solution	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Ranogrin	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Blizzard 1	5	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Mutagen 18	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Mutagen 19	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Mutagen 20	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Mutagen 5	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for Mutagen 6	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Recipe for White Gull 1	0	1	1	-1
Herbalist (any, Velen - No Man's Land)	Ribleaf	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Saltpetre	0	5	20	-1
Herbalist (any, Velen - No Man's Land)	Sewant mushrooms	0	10	11	-1
Herbalist (any, Velen - No Man's Land)	Stammelfords dust	0	5	10	-1

Herbalist (any, Velen - No Man's Land)	Sulfur	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Verbena	0	10	13	-1
Herbalist (any, Velen - No Man's Land)	Water essence	0	5	20	-1
Herbalist (any, Velen - No Man's Land)	White myrtle	0	10	14	-1
Herbalist (any, Velen - No Man's Land)	Wine stone	0	5	10	-1
Herbalist (any, Velen - No Man's Land)	Wolf liver	0	1	5	-1
Herbalist (any, Velen - No Man's Land)	Wolfsbane	0	10	11	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Alchemical paste	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Alchemists powder	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Alcohest	0	5	20	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Allspice root	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Arenaria	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Balisse fruit	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Bear fat	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Bear pelt	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Beggartick blossoms	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Berbercane fruit	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Bison Grass	0	1	2	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Bloodmoss	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Blowbill	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Bryonia	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Calcium equum	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Celandine	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Cortinarius	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Crows eye	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Dog tallow	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Ducal water	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Dwarven spirit	0	5	5	-1

Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Elemental essence	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Empty bottle	0	10	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Ergot seeds	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Fifth essence	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Fools parsley leaves	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Ginatia petals	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Glyph quen lesser	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Green mold	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Han	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Hellebore petals	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Honeysuckle	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Hop umbels	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Hornwort	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Longrube	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Lunar shards	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Mandrake root	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Mistletoe	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Moleyarrow	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Nostrix	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Optima mater	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Phosphorus	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Pigskin puffball	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Powdered pearl	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Pringrape	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Quicksilver solution	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Ranogrin	0	1	30	-1

Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Blizzard 2	12	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Cat 3	14	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Dancing Star 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Devils Puffball 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Dragons Dream 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Dwimeritium Bomb 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Full Moon 2	10	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Golden Oriole 1	5	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Grapeshot 2	5	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Killer Whale 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Maribor Forest 1	2	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Mutagen 10	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Mutagen 11	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Petris Philtre 1	2	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Samum 2	5	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Silver Dust Bomb 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Swallow 2	10	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Tawny Owl 2	10	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for Thunderbolt 1	3	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for White Gull 1	0	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for White Honey 2	15	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for White Raffards Decoction 1	10	1	1	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Recipe for White Raffards Decoction 2	10	1	1	-1

Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Ribleaf	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Saltpetre	0	5	20	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Sewant mushrooms	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Stammelfords dust	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Sulfur	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Verbena	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Water essence	0	5	20	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	White myrtle	0	1	30	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Wine stone	0	5	10	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Wolf liver	0	1	5	-1
Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	Wolfsbane	0	1	30	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Alchemical paste	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Alchemists powder	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Alcohest	0	5	20	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Allspice root	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Arenaria	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Balisse fruit	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Bear fat	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Bear pelt	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Beggartick blossoms	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Berbercane fruit	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Bison Grass	0	1	2	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Bloodmoss	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Blowbill	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Bryonia	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Calcium equum	0	5	10	-1

Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Celandine	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Cortinarius	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Crows eye	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Dog tallow	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Ducal water	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Dwarven spirit	0	5	5	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Elemental essence	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Empty bottle	0	10	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Ergot seeds	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Fifth essence	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Fools parsley leaves	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Ginatia petals	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Glyph quen lesser	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Green mold	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Han	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Hellebore petals	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Honeysuckle	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Hop umbels	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Hornwort	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Longrube	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Lunar shards	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Mandrake root	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Mistletoe	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Moleyarrow	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Nostrix	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Optima mater	0	5	10	-1

Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Phosphorus	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Pigskin puffball	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Powdered pearl	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Pringrape	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Quicksilver solution	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Ranogrin	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Black Blood 2	10	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Blizzard 1	5	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Blizzard 2	12	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Dancing Star 2	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Devils Puffball 2	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Dragons Dream 2	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Full Moon 2	10	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Golden Oriole 2	5	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Grapeshot 2	5	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Maribor Forest 2	2	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Necrophage Oil 2	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Petris Philtre 2	2	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Samum 2	5	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Silver Dust Bomb 2	0	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Swallow 2	10	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Tawny Owl 2	10	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for Thunderbolt 2	3	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for White Gull 1	0	1	1	-1

Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for White Honey 2	15	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Recipe for White Raffards Decoction 2	10	1	1	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Ribleaf	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Saltpetre	0	5	20	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Sewant mushrooms	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Stammelfords dust	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Sulfur	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Verbena	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Water essence	0	5	20	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	White myrtle	0	1	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Wine stone	0	5	10	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Wolf liver	0	1	5	-1
Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	Wolfsbane	0	1	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alchemical paste	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alchemical paste	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alchemists powder	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alchemists powder	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alcohest	0	5	15	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Alcohest	0	5	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Allspice root	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Arenaria	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Balisse fruit	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bear fat	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bear fat	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bear pelt	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Beggartick blossoms	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Berbercane fruit	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bison Grass	0	1	2	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bloodmoss	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Blowbill	0	1	20	-1

Herbalist (Kaer Trolde Harbor, Ard Skellig)	Bryonia	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Calcium equum	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Calcium equum	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Celandine	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Cortinarius	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Crows eye	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Dog tallow	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Dog tallow	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ducal water	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ducal water	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Dwarven spirit	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Dwarven spirit	0	5	5	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Elemental essence	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Empty bottle	0	10	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ergot seeds	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Fifth essence	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Fifth essence	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Fools parsley leaves	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ginatia petals	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Glyph quen lesser	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Green mold	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Han	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Hellebore petals	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Honeysuckle	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Hop umbels	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Hornwort	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Hybrid Monsters vol 1	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Hybrid Monsters vol 2	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Longrube	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Lunar shards	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Lunar shards	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Mandrake root	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Mistletoe	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Moleyarrow	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Nostrix	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Optima mater	0	1	20	-1

Herbalist (Kaer Trolde Harbor, Ard Skellig)	Optima mater	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Phosphorus	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Phosphorus	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Pigskin puffball	0	5	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Powdered pearl	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Powdered pearl	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Pringrape	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Quicksilver solution	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Quicksilver solution	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ranogrin	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for Drowner Pheromone Potion 1	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for Mutagen 13	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for Mutagen 14	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Recipe for White Gull 1	0	1	1	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Ribleaf	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Saltpetre	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Saltpetre	0	5	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Sewant mushrooms	0	5	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Stammelfords dust	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Stammelfords dust	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Sulfur	0	5	15	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Sulfur	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Verbena	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Water essence	0	5	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	White myrtle	0	1	20	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Wine stone	0	5	15	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Wine stone	0	5	10	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Wolf liver	0	1	5	-1
Herbalist (Kaer Trolde Harbor, Ard Skellig)	Wolfsbane	0	1	20	-1
Herbalist (Skellige)	Alchemical paste	0	5	10	-1
Herbalist (Skellige)	Alchemists powder	0	5	10	-1
Herbalist (Skellige)	Alcohest	0	5	10	-1
Herbalist (Skellige)	Alcohest	0	5	20	-1

Herbalist (Skellige)	Allspice root	0	1	4	-1
Herbalist (Skellige)	Arenaria	0	1	4	-1
Herbalist (Skellige)	Balisse fruit	0	1	4	-1
Herbalist (Skellige)	Bear fat	0	5	10	-1
Herbalist (Skellige)	Bear pelt	0	5	10	-1
Herbalist (Skellige)	Beggartick blossoms	0	1	4	-1
Herbalist (Skellige)	Berbercane fruit	0	1	4	-1
Herbalist (Skellige)	Bloodmoss	0	1	4	-1
Herbalist (Skellige)	Blowbill	0	1	4	-1
Herbalist (Skellige)	Bryonia	0	1	4	-1
Herbalist (Skellige)	Calcium equum	0	5	10	-1
Herbalist (Skellige)	Celandine	0	1	4	-1
Herbalist (Skellige)	Cortinarius	0	1	4	-1
Herbalist (Skellige)	Crows eye	0	1	4	-1
Herbalist (Skellige)	Dog tallow	0	5	10	-1
Herbalist (Skellige)	Ducal water	0	5	10	-1
Herbalist (Skellige)	Dwarven spirit	0	5	5	-1
Herbalist (Skellige)	Elemental essence	0	5	10	-1
Herbalist (Skellige)	Empty bottle	0	10	10	-1
Herbalist (Skellige)	Ergot seeds	0	1	4	-1
Herbalist (Skellige)	Fifth essence	0	5	10	-1
Herbalist (Skellige)	Fools parsley leaves	0	1	4	-1
Herbalist (Skellige)	Ginatia petals	0	1	4	-1
Herbalist (Skellige)	Glyph quen lesser	0	5	10	-1
Herbalist (Skellige)	Green mold	0	1	4	-1
Herbalist (Skellige)	Han	0	1	4	-1
Herbalist (Skellige)	Hellebore petals	0	1	4	-1
Herbalist (Skellige)	Honeysuckle	0	1	4	-1
Herbalist (Skellige)	Hop umbels	0	1	4	-1
Herbalist (Skellige)	Hornwort	0	1	4	-1
Herbalist (Skellige)	Longrube	0	1	4	-1
Herbalist (Skellige)	Lunar shards	0	5	10	-1
Herbalist (Skellige)	Mandrake root	0	1	4	-1
Herbalist (Skellige)	Mistletoe	0	1	4	-1
Herbalist (Skellige)	Moleyarrow	0	1	4	-1

Herbalist (Skellige)	Nostrix	0	1	4	-1
Herbalist (Skellige)	Optima mater	0	5	10	-1
Herbalist (Skellige)	Phosphorus	0	5	10	-1
Herbalist (Skellige)	Pigskin puffball	0	1	4	-1
Herbalist (Skellige)	Powdered pearl	0	5	10	-1
Herbalist (Skellige)	Pringrape	0	1	4	-1
Herbalist (Skellige)	Quicksilver solution	0	5	10	-1
Herbalist (Skellige)	Ranogrin	0	1	4	-1
Herbalist (Skellige)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (Skellige)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (Skellige)	Recipe for Mutagen 15	0	1	1	-1
Herbalist (Skellige)	Recipe for Mutagen 16	0	1	1	-1
Herbalist (Skellige)	Recipe for White Gull 1	0	1	1	-1
Herbalist (Skellige)	Ribleaf	0	1	4	-1
Herbalist (Skellige)	Saltpetre	0	5	20	-1
Herbalist (Skellige)	Sewant mushrooms	0	1	4	-1
Herbalist (Skellige)	Stammelfords dust	0	5	10	-1
Herbalist (Skellige)	Sulfur	0	5	10	-1
Herbalist (Skellige)	Verbena	0	1	4	-1
Herbalist (Skellige)	Water essence	0	5	20	-1
Herbalist (Skellige)	White myrtle	0	1	4	-1
Herbalist (Skellige)	Wine stone	0	5	10	-1
Herbalist (Skellige)	Wolf liver	0	1	5	-1
Herbalist (Skellige)	Wolfsbane	0	1	4	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Alchemical paste	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Alchemists powder	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Alcohest	0	1	5	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Allspice root	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Arenaria	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Balisse fruit	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Bear fat	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Bear pelt	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Beggartick blossoms	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Berbercane fruit	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Bison Grass	0	1	2	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Bloodmoss	0	1	14	-1

Herbalist (Tomira, near Sawmill, White Orchard)	Blowbill	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Bryonia	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Calcium equum	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Celandine	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Cortinarius	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Crows eye	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Dog tallow	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Ducal water	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Dwarven spirit	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Elemental essence	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Emerald dust	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Empty bottle	0	10	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Ergot seeds	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Fifth essence	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Fools parsley leaves	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Ginatia petals	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Glyph quen lesser	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Green mold	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Han	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Hellebore petals	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Honeysuckle	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Hop umbels	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Hornwort	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Longrube	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Lunar shards	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Mandrake root	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Mistletoe	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Moleyarrow	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Necrophage vol 1	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Nilfgaardian Lemon	0	15	20	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Nostrix	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Optima mater	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Phosphorus	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Pigskin puffball	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Powdered pearl	0	5	10	-1

Herbalist (Tomira, near Sawmill, White Orchard)	Pringrape	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Quicksilver solution	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Ranogrin	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Recipe for Alcohest 1	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Recipe for Dwarven spirit 1	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Recipe for White Gull 1	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Redanian Herbal	0	15	20	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Ribleaf	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Saltpetre	0	5	20	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Sewant mushrooms	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Specters vol 1	0	1	1	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Stammelfords dust	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Sulfur	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Verbena	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Water essence	0	5	20	-1
Herbalist (Tomira, near Sawmill, White Orchard)	White myrtle	0	1	14	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Wine stone	0	5	10	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Wolf liver	0	1	5	-1
Herbalist (Tomira, near Sawmill, White Orchard)	Wolfsbane	0	1	14	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Chicken	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Chicken leg	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Chicken sandwich	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Dijkstra Dry	0	5	10	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Fisstech	0	5	10	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Grilled pork	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gutted fish	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gwent Card: francesca bronze	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gwent Card: havekar nurse2	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gwent Card: impera brigade4	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gwent Card: scorch	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Gwent Card: young emissary	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Kaedwenian Stout	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Mahakam Spirit	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Nilfgaardian Lemon	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Pork	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Redanian Herbal	0	1	1	-1

Innkeep (Cunny of the Goose, Grassy Knoll)	Redanian Lager	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Rivian Kriek	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Roasted chicken	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Roasted chicken leg	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Temerian Rye	0	1	1	-1
Innkeep (Cunny of the Goose, Grassy Knoll)	Viziman Champion	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Alcohest	0	1	5	-1
Innkeep (Elsa, inside White Orchard Tavern)	Apple	0	1	15	-1
Innkeep (Elsa, inside White Orchard Tavern)	Baked apple	0	1	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Baked potato	0	1	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Bottled water	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Bread	0	1	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Cheese	0	1	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Cherry Cordial	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Chicken	0	1	5	-1
Innkeep (Elsa, inside White Orchard Tavern)	Chicken leg	0	1	5	-1
Innkeep (Elsa, inside White Orchard Tavern)	Cows milk	0	1	5	-1
Innkeep (Elsa, inside White Orchard Tavern)	Dwarven spirit	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Egg	0	5	20	-1
Innkeep (Elsa, inside White Orchard Tavern)	Grapes	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Gwent Card: blue stripes	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Gwent Card: catapult	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Gwent Card: crinfrid	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Gwent Card: dummy	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Gwent Card: foltest bronze	0	1	1	-1
Innkeep (Elsa, inside White Orchard Tavern)	Mahakam Spirit	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Mandrake cordial	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Nilfgaardian Lemon	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Plum	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Potatoes	0	5	10	-1
Innkeep (Elsa, inside White Orchard Tavern)	Redanian Herbal	0	1	5	-1
Innkeep (Elsa, inside White Orchard Tavern)	Redanian Herbal	0	5	10	-1
Innkeep (Harviken, Faroe)	Cherry Cordial	0	5	20	-1
Innkeep (Harviken, Faroe)	Cherry Cordial	0	5	20	-1
Innkeep (Harviken, Faroe)	Chicken	0	5	20	-1

Innkeep (Harviken, Faroe)	Dwarven spirit	0	5	20	-1
Innkeep (Harviken, Faroe)	Grilled pork	0	5	20	-1
Innkeep (Harviken, Faroe)	Gwent Card: fleder	0	1	1	-1
Innkeep (Harviken, Faroe)	Gwent Card: ghoul	0	1	1	-1
Innkeep (Harviken, Faroe)	Gwent Card: harpy	0	1	1	-1
Innkeep (Harviken, Faroe)	Gwent Card: nekker2	0	1	1	-1
Innkeep (Harviken, Faroe)	Mandrake cordial	0	5	20	-1
Innkeep (Harviken, Faroe)	Raw meat	0	5	20	-1
Innkeep (Harviken, Faroe)	Roasted chicken	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Cherry Cordial	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Chicken	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Dwarven spirit	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Grilled pork	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Mahakam Spirit	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Nilfgaardian Lemon	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Raw meat	0	5	20	-1
Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	Roasted chicken	0	5	20	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Baked apple	0	1	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Baked potato	0	1	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Bottled water	0	5	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Bread	0	1	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Cows milk	0	1	5	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Egg	0	5	20	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Mahakam Spirit	0	5	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Potatoes	0	5	10	-1
Innkeep (inside White Orchard Tavern, Epilogue only)	Redanian Herbal	0	1	5	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Bread	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Cherry Cordial	0	5	20	-1

Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Chicken	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Chicken leg	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Dwarven spirit	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Fried fish	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Fried meat	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Grilled chicken sandwich	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Grilled pork	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Gwent Card: botchling	0	1	1	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Gwent Card: earth elemental	0	1	1	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Gwent Card: eredin bronze	0	1	1	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Gwent Card: scorch	0	1	1	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Mahakam Spirit	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Mandrake cordial	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Raw meat	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Redanian Herbal	0	1	5	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Roasted chicken	0	5	20	-1
Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	Roasted chicken leg	0	5	20	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Bottled water	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Bread	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Erveluce	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Est Est	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Fish	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Fried fish	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Gutted fish	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Gwent Card: havekar nurse3	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Gwent Card: havekar support3	0	1	1	-1

Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Gwent Card: mahakam5	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Gwent Card: vrihedd brigade2	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Mandrake cordial	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Pepper	0	1	1	-1
Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	Redanian Herbal	0	1	5	-1
Innkeep (Seven Cats Inn, Gustfields)	Baked apple	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Baked potato	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Bottled water	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Cherry Cordial	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Chicken sandwich	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Chips	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Dijkstra Dry	0	5	10	-1
Innkeep (Seven Cats Inn, Gustfields)	Fried meat	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Grilled chicken sandwich	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Grilled pork	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gutted fish	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gwent Card: dummy	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gwent Card: havekar support	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gwent Card: impera brigade3	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gwent Card: mahakam3	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Gwent Card: young emissary2	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Ham sandwich	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Kaedwenian Stout	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Mahakam Spirit	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Mandrake cordial	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Nilfgaardian Lemon	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Pepper	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Redanian Herbal	0	1	5	-1
Innkeep (Seven Cats Inn, Gustfields)	Redanian Herbal	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Redanian Lager	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Rivian Kriek	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Roasted chicken leg	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Temerian Rye	0	1	1	-1
Innkeep (Seven Cats Inn, Gustfields)	Viziman Champion	0	1	1	-1

Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Apple juice	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Baked apple	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Baked potato	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Bottled water	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Bun	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Cherry Cordial	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Chicken	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Chicken leg	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Chicken sandwich	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Chips	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Dried fruit	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Dried fruit and nuts	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Fried fish	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Fried meat	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Grilled chicken sandwich	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Grilled pork	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Gutted fish	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Gwent Card: dol dwarf	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Gwent Card: horn	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Gwent Card: mahakam2	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Gwent Card: vrihedd brigade	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Ham sandwich	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Kaedwenian Stout	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Mahakam Spirit	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Mandrake cordial	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Mutton curry	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Mutton leg	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Nilfgaardian Lemon	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Pepper	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Pork	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Raspberry juice	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Redanian Herbal	0	1	5	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Redanian Herbal	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Redanian Lager	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Rivian Kriek	0	1	1	-1

Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Roasted chicken	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Roasted chicken leg	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Temerian Rye	0	1	1	-1
Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	Viziman Champion	0	1	1	-1
Innkeep (Svorlag tavern, Spikeroog)	Cherry Cordial	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Chicken	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Dwarven spirit	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Grilled pork	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Gwent Card: arachas3	0	1	1	-1
Innkeep (Svorlag tavern, Spikeroog)	Gwent Card: ekkima	0	1	1	-1
Innkeep (Svorlag tavern, Spikeroog)	Gwent Card: fogling	0	1	1	-1
Innkeep (Svorlag tavern, Spikeroog)	Gwent Card: ice giant	0	1	1	-1
Innkeep (Svorlag tavern, Spikeroog)	Raw meat	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Redanian Herbal	0	1	5	-1
Innkeep (Svorlag tavern, Spikeroog)	Redanian Herbal	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Roasted chicken	0	5	20	-1
Innkeep (Svorlag tavern, Spikeroog)	Temerian Rye	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Cherry Cordial	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Chicken	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Grilled pork	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Gwent Card: arachas	0	1	1	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Gwent Card: crone whispess	0	1	1	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Gwent Card: fiend	0	1	1	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Gwent Card: thaler	0	1	1	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Raw meat	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Redanian Herbal	0	1	5	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Roasted chicken	0	5	20	-1
Innkeep (tavern, Arinbjorn, Ard Skellig)	Map of Spikeroog	0	1	1	-1
Innkeep (Urialla Harbor, An Skellig)	Cherry Cordial	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Chicken	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Dwarven spirit	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Grilled pork	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Gwent Card: arachas2	0	1	1	-1
Innkeep (Urialla Harbor, An Skellig)	Gwent Card: elf skirmisher	0	1	1	-1
Innkeep (Urialla Harbor, An Skellig)	Gwent Card: scorch	0	1	1	-1
Innkeep (Urialla Harbor, An Skellig)	Gwent Card: werewolf	0	1	1	-1

Innkeep (Urialla Harbor, An Skellig)	Mahakam Spirit	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Nilfgaardian Lemon	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Raw meat	0	5	20	-1
Innkeep (Urialla Harbor, An Skellig)	Roasted chicken	0	5	20	-1
Innkeep at The Crossroads (Velen)	Bottled water	0	2	5	-1
Innkeep at The Crossroads (Velen)	Cherry Cordial	0	1	5	-1
Innkeep at The Crossroads (Velen)	Gwent Card: combat engineer	0	1	1	-1
Innkeep at The Crossroads (Velen)	Gwent Card: emhyr bronze	0	1	1	-1
Innkeep at The Crossroads (Velen)	Gwent Card: horn	0	1	1	-1
Innkeep at The Crossroads (Velen)	Gwent Card: impera brigade2	0	1	1	-1
Innkeep at The Crossroads (Velen)	Gwent Card: nausicaa2	0	1	1	-1
Innkeep at The Crossroads (Velen)	Mahakam Spirit	0	1	5	-1
Innkeep at The Crossroads (Velen)	Mandrake cordial	0	1	5	-1
Innkeep at The Crossroads (Velen)	Redanian Herbal	0	1	5	-1
Innkeep at The Crossroads (Velen)	Rotten meat	0	5	5	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Apple juice	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Baked apple	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Baked potato	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Bottled water	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Bun	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Cherry Cordial	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Chicken	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Chicken leg	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Chicken sandwich	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Chips	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Cows milk	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Dried fruit	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Dried fruit and nuts	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Fried fish	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Fried meat	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Goats milk	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Grilled chicken sandwich	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Grilled pork	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Gutted fish	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Gwent Card: barclay	0	1	1	-1

Innkeep, Golden Sturgeon Inn (Novigrad City)	Gwent Card: dol infantry	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Gwent Card: mahakam4	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Gwent Card: siege support	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Ham sandwich	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Kaedwenian Stout	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Mahakam Spirit	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Mandrake cordial	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Mutton curry	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Mutton leg	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Nilfgaardian Lemon	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Pepper	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Pork	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Raspberry juice	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Redanian Herbal	0	1	5	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Redanian Herbal	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Redanian Lager	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Rivian Kriek	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Roasted chicken	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Roasted chicken leg	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Temerian Rye	0	1	1	-1
Innkeep, Golden Sturgeon Inn (Novigrad City)	Viziman Champion	0	1	1	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Apple juice	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Baked apple	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Banana	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Beauclair White	0	5	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Blueberries	0	20	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Candy	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Cucumber	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Dried fruit	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Dried fruit and nuts	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Erveluce	0	5	20	-1

Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Est Est	0	5	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Goats milk	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Gwent Card: catapult2	0	1	1	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Gwent Card: dol archer	0	1	1	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Gwent Card: horn	0	1	1	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Gwent Card: mahakam	0	1	1	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Honeycomb	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Mettina Rose	0	5	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Olive	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Raspberries	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Raspberry juice	0	15	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Strawberries	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Toffee	0	20	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Very good honey	0	10	20	-1
Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	Vinegar	0	10	20	-1
Keira Metz (Velen)	Alchemical paste	0	1	5	-1
Keira Metz (Velen)	Alchemists powder	0	1	5	-1
Keira Metz (Velen)	Allspice root	0	10	10	-1
Keira Metz (Velen)	Arenaria	0	10	10	-1
Keira Metz (Velen)	Balisse fruit	0	10	10	-1
Keira Metz (Velen)	Beggartick blossoms	0	10	10	-1
Keira Metz (Velen)	Berbercane fruit	0	10	10	-1
Keira Metz (Velen)	Bloodmoss	0	10	10	-1
Keira Metz (Velen)	Blowbill	0	10	10	-1
Keira Metz (Velen)	Bryonia	0	10	10	-1
Keira Metz (Velen)	Calcium equum	0	2	5	-1
Keira Metz (Velen)	Celandine	0	10	10	-1
Keira Metz (Velen)	Clearing Potion	0	1	1	-1
Keira Metz (Velen)	Cortinarius	0	10	10	-1
Keira Metz (Velen)	Crows eye	0	10	10	-1

Keira Metz (Velen)	Ducal water	0	1	5	-1
Keira Metz (Velen)	Ergot seeds	0	10	10	-1
Keira Metz (Velen)	Fifth essence	0	1	5	-1
Keira Metz (Velen)	Fools parsley leaves	0	10	10	-1
Keira Metz (Velen)	Ginatia petals	0	10	10	-1
Keira Metz (Velen)	Green mold	0	10	10	-1
Keira Metz (Velen)	Han	0	10	10	-1
Keira Metz (Velen)	Hellebore petals	0	10	10	-1
Keira Metz (Velen)	Honeysuckle	0	10	10	-1
Keira Metz (Velen)	Hop umbels	0	10	10	-1
Keira Metz (Velen)	Hornwort	0	10	10	-1
Keira Metz (Velen)	Longrube	0	10	10	-1
Keira Metz (Velen)	Lore Book: Basics of Magic	0	1	1	-1
Keira Metz (Velen)	Lore Book: Conjunction of Spheres	0	1	1	-1
Keira Metz (Velen)	Lore Book: Elder Blood	0	1	1	-1
Keira Metz (Velen)	Lore Book: Lodge of Sorceresses	0	1	1	-1
Keira Metz (Velen)	Lore Book: Theory of Spheres	0	1	1	-1
Keira Metz (Velen)	Lunar shards	0	1	5	-1
Keira Metz (Velen)	Mandrake root	0	10	10	-1
Keira Metz (Velen)	Mistletoe	0	10	10	-1
Keira Metz (Velen)	Moleyarrow	0	10	10	-1
Keira Metz (Velen)	Nostrix	0	10	10	-1
Keira Metz (Velen)	Optima mater	0	1	5	-1
Keira Metz (Velen)	Phosphorus	0	1	5	-1
Keira Metz (Velen)	Pigskin puffball	0	10	10	-1
Keira Metz (Velen)	Powdered pearl	0	1	5	-1
Keira Metz (Velen)	Pringrape	0	10	10	-1
Keira Metz (Velen)	Quicksilver solution	0	1	5	-1
Keira Metz (Velen)	Ranogrin	0	10	10	-1
Keira Metz (Velen)	Recipe for Beast Oil 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Cursed Oil 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Czart Lure	0	1	1	-1
Keira Metz (Velen)	Recipe for Hanged Man Venom 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Hybrid Oil 1	0	1	1	-1

Keira Metz (Velen)	Recipe for Insectoid Oil 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Magicals Oil 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Quebrith	0	1	1	-1
Keira Metz (Velen)	Recipe for Specter Oil 1	0	1	1	-1
Keira Metz (Velen)	Recipe for Vampire Oil 1	0	1	1	-1
Keira Metz (Velen)	Ribleaf	0	10	10	-1
Keira Metz (Velen)	Rune dazhbog lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune devana lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune elemental lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune morana lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune perun lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune stribog lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune svarog lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune triglav lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune veles lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Rune zoria lesser Diagram	5	1	1	-1
Keira Metz (Velen)	Saltpetre	0	1	5	-1
Keira Metz (Velen)	Sewant mushrooms	0	10	10	-1
Keira Metz (Velen)	Stammelfords dust	0	1	5	-1
Keira Metz (Velen)	Sulfur	0	1	5	-1
Keira Metz (Velen)	Venom extract	0	1	10	-1
Keira Metz (Velen)	Verbena	0	10	10	-1
Keira Metz (Velen)	White myrtle	0	10	10	-1
Keira Metz (Velen)	Wine stone	0	1	5	-1
Keira Metz (Velen)	Wolfsbane	0	10	10	-1
Merchant (1 of 4, west of St. Gregory's Gate along the waterfront, Novigrad City)	Empty bottle	0	215	230	-1
Merchant (any that sells books, Novigrad)	Armor maintenance	0	1	1	-1
Merchant (any that sells books, Novigrad)	Beasts vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Boat vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Cursed Monsters vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Draconides vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Gear improvement	0	1	1	-1
Merchant (any that sells books, Novigrad)	Gear improvement	0	1	1	-1
Merchant (any that sells books, Novigrad)	Horse vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Horse vol 1	0	1	1	-1

Merchant (any that sells books, Novigrad)	Hybrid Monsters vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Insectoids vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Jacob of Varazze Chronicles	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Bells of Beauclair	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Fall pf Wyzima	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Fate of Temeria	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Last Wish	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Non Humans	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Novigrad	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Oxenfurt	0	1	1	-1
Merchant (any that sells books, Novigrad)	Lore Book: Summit of Loc Muinne	0	1	1	-1
Merchant (any that sells books, Novigrad)	Magical Monsters vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Necrophage vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Ogres vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Poems of Gonzal de Verceo	0	1	1	-1
Merchant (any that sells books, Novigrad)	Recipe for Mutagen 9	0	1	1	-1
Merchant (any that sells books, Novigrad)	Redanian Herbal	0	1	5	-1
Merchant (any that sells books, Novigrad)	Specters vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Theatre Glossary vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Vampires vol 1	0	1	1	-1
Merchant (any that sells books, Novigrad)	Weapon maintenance	0	1	1	-1
Merchant (any that sells books, Novigrad)	Wild Hunt	0	1	1	-1
Merchant (any that sells fish, Novigrad)	Cherry Cordial	0	5	20	-1
Merchant (any that sells fish, Novigrad)	Cherry Cordial	0	5	20	-1
Merchant (any that sells fish, Novigrad)	Dwarven spirit	0	5	20	-1
Merchant (any that sells fish, Novigrad)	Fish	0	15	20	-1
Merchant (any that sells fish, Novigrad)	Fried fish	0	7	20	-1
Merchant (any that sells fish, Novigrad)	Gutted fish	0	8	20	-1
Merchant (any that sells fish, Novigrad)	Mandrake cordial	0	5	20	-1
Merchant (any that sells fish, Novigrad)	Oil	0	3	10	-1
Merchant (any that sells fish, Novigrad)	Seashell	0	5	15	-1
Merchant (any that sells fish, Novigrad)	Shell	0	6	15	-1
Merchant (any that sells fish, Novigrad)	String	0	1	10	-1
Merchant (any that sells junk, Novigrad)	Candelabra	0	2	5	-1
Merchant (any that sells junk, Novigrad)	Candle	0	5	10	-1

Merchant (any that sells junk, Novigrad)	Casket	0	5	15	-1
Merchant (any that sells junk, Novigrad)	Child doll	0	1	2	-1
Merchant (any that sells junk, Novigrad)	Empty vial	0	4	9	-1
Merchant (any that sells junk, Novigrad)	Goblet	0	2	5	-1
Merchant (any that sells junk, Novigrad)	Inkwell	0	1	2	-1
Merchant (any that sells junk, Novigrad)	Melitele figurine	0	1	7	-1
Merchant (any that sells junk, Novigrad)	Mug	0	3	12	-1
Merchant (any that sells junk, Novigrad)	Perfume	0	1	3	-1
Merchant (any that sells junk, Novigrad)	Platter	0	5	10	-1
Merchant (any that sells junk, Novigrad)	Razor	0	1	8	-1
Merchant (any that sells junk, Novigrad)	Recipe for Mutagen 8	0	1	1	-1
Merchant (any that sells junk, Novigrad)	Silver candelabra	0	1	1	-1
Merchant (any that sells junk, Novigrad)	Silver mug	0	1	3	-1
Merchant (any that sells junk, Novigrad)	Silver pantaloons	0	1	1	-1
Merchant (any that sells junk, Novigrad)	Silver plate	10	1	5	-1
Merchant (any that sells junk, Novigrad)	Silver teapot	0	1	2	-1
Merchant (any that sells junk, Novigrad)	Smoking pipe	0	3	6	-1
Merchant (any, Novigrad)	Elemental essence	0	5	5	-1
Merchant (any, Novigrad)	Glyph quen lesser	0	5	6	-1
Merchant (any, Novigrad)	Optima mater	0	5	5	-1
Merchant (any, Novigrad)	Pure silver	0	5	5	-1
Merchant (any, Novigrad)	Recipe for Mutagen 10	0	1	1	-1
Merchant (any, Novigrad)	Specter dust	0	5	5	-1
Merchant (any, Novigrad)	Sulfur	0	5	5	-1
Merchant (any, Novigrad)	Twine	0	10	15	-1
Merchant (any, Skellige)	An Skellig Map	0	1	1	-1
Merchant (any, Skellige)	Ard Skellig Map	0	1	1	-1
Merchant (any, Skellige)	Chitin scale	0	5	5	-1
Merchant (any, Skellige)	Coal	0	10	15	-1
Merchant (any, Skellige)	Crystalized essence	0	1	1	-1
Merchant (any, Skellige)	Dwimeryte ingot	0	5	5	-1
Merchant (any, Skellige)	Dwimeryte ore	40	5	5	-1
Merchant (any, Skellige)	Elemental essence	0	5	5	-1
Merchant (any, Skellige)	Glyph aard lesser	0	1	1	-1
Merchant (any, Skellige)	Hardened timber	10	1	5	-1
Merchant (any, Skellige)	Horse Bag 1	6	1	1	-1

Merchant (any, Skellige)	Horse Saddle 2v4	16	1	1	-1
Merchant (any, Skellige)	Map of Faroe	0	1	1	-1
Merchant (any, Skellige)	Map of Hindarsfjall	0	1	1	-1
Merchant (any, Skellige)	Meteorite ingot	15	5	5	-1
Merchant (any, Skellige)	Meteorite ore	15	5	5	-1
Merchant (any, Skellige)	Oil	0	10	15	-1
Merchant (any, Skellige)	Optima mater	0	5	5	-1
Merchant (any, Skellige)	Powdered pearl	0	5	5	-1
Merchant (any, Skellige)	Recipe for Mutagen 7	0	1	1	-1
Merchant (any, Skellige)	Map of Spikeroog	0	1	1	-1
Merchant (any, Skellige)	Sulfur	0	5	5	-1
Merchant (any, Skellige)	Twine	0	10	15	-1
Merchant (any, Skellige)	Map of Undvik	0	1	1	-1
Merchant (any, Velen - No Man's Land)	Allspice root	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Balisse fruit	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Beggartick blossoms	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Berbercane fruit	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Blowbill	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Bottled water	0	1	1	-1
Merchant (any, Velen - No Man's Land)	Celandine	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Chicken leg	0	20	40	-1
Merchant (any, Velen - No Man's Land)	Cortinarius	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Empty bottle	0	1	3	-1
Merchant (any, Velen - No Man's Land)	Fools parsley leaves	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Ginatia petals	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Glyph igni lesser	13	1	1	-1
Merchant (any, Velen - No Man's Land)	Hellebore petals	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Honeysuckle	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Longrube	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Mandrake root	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Mistletoe	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Moleyarrow	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Nostrix	0	1	30	-1
Merchant (any, Velen - No Man's Land)	Optima mater	0	5	5	-1
Merchant (any, Velen - No Man's Land)	Powdered pearl	0	5	5	-1

Merchant (any, Velen - No Man's Land)	Pure silver	0	1	5	-1
Merchant (any, Velen - No Man's Land)	Rune stribog greater	15	1	1	-1
Merchant (any, Velen - No Man's Land)	Rune triglav lesser	13	1	1	-1
Merchant (any, Velen - No Man's Land)	Rune veles greater	15	1	1	-1
Merchant (any, Velen - No Man's Land)	White myrtle	0	1	30	-1
Merchant (Blandare, Ard Skellig)	An Skellig Map	0	1	1	-1
Merchant (Blandare, Ard Skellig)	Bottled water	0	1	5	-1
Merchant (Blandare, Ard Skellig)	Cotton	0	5	20	-1
Merchant (Blandare, Ard Skellig)	Empty bottle	0	1	5	-1
Merchant (Blandare, Ard Skellig)	Fish	0	5	20	-1
Merchant (Blandare, Ard Skellig)	Iron ore	0	5	20	-1
Merchant (Blandare, Ard Skellig)	Mandrake cordial	0	5	5	-1
Merchant (Blandare, Ard Skellig)	Oil	0	1	10	-1
Merchant (Blandare, Ard Skellig)	Old bear skin	0	1	5	-1
Merchant (Blandare, Ard Skellig)	Old goat skin	0	1	5	-1
Merchant (Blandare, Ard Skellig)	Old sheep skin	0	1	5	-1
Merchant (Blandare, Ard Skellig)	Rabbit pelt	0	1	6	-1
Merchant (Blandare, Ard Skellig)	String	0	1	10	-1
Merchant (Blandare, Ard Skellig)	Thread	0	1	10	-1
Merchant (Blandare, Ard Skellig)	Twine	0	10	20	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Beasts vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Boat vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Cursed Monsters vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Draconides vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Horse vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Hybrid Monsters vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Insectoids vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Lore Book: Last Wish	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Lore Book: Non Humans	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Lore Book: Oxenfurt	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Magical Monsters vol 1	0	1	1	-1

Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Necronomicon	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Necrophage vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Nilfgard arms and tactics	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Norther Kingdoms arms and tactics	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Ogres vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Relict Monsters vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Skelige arms and tactics	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Specters vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Theatre Glossary vol 2	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Vampires vol 1	0	1	1	-1
Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	Wild Hunt	0	1	1	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Alcohest	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Bottled water	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Cotton	0	5	20	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Dwarven spirit	0	2	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Empty bottle	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Mandrake cordial	0	5	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Old bear skin	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Old goat skin	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Old sheep skin	0	1	5	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Rabbit pelt	0	1	6	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Twine	0	10	20	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Weapon Repair Kit (Amateur)	0	1	3	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Whetstone dwarven	18	2	4	-1
Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	Whetstone elven	13	3	5	-1

Merchant (Downwarren Village)	Bottled water	0	1	5	-1
Merchant (Downwarren Village)	Bread	0	1	5	-1
Merchant (Downwarren Village)	Cherry Cordial	0	5	5	-1
Merchant (Downwarren Village)	Mandrake cordial	0	5	5	-1
Merchant (Downwarren Village)	Nilfgaardian Lemon	0	5	5	-1
Merchant (Downwarren Village)	Onion	0	1	5	-1
Merchant (Downwarren Village)	Rotten meat	0	2	5	-1
Merchant (Downwarren Village)	Temerian Rye	0	1	6	-1
Merchant (Faroe, Skellig)	Alcohest	0	1	5	-1
Merchant (Faroe, Skellig)	Cotton	0	5	20	-1
Merchant (Faroe, Skellig)	Fish	0	5	20	-1
Merchant (Faroe, Skellig)	Fried fish	0	5	20	-1
Merchant (Faroe, Skellig)	Gutted fish	0	5	20	-1
Merchant (Faroe, Skellig)	Horse Bag 3	0	1	1	-1
Merchant (Faroe, Skellig)	Lore Book: Skellige Heroes: broddr	0	1	1	-1
Merchant (Faroe, Skellig)	Lore Book: Skellige Heroes: grymmdjarr	0	1	1	-1
Merchant (Faroe, Skellig)	Lore Book: Skellige Island	0	1	1	-1
Merchant (Faroe, Skellig)	Oil	0	1	10	-1
Merchant (Faroe, Skellig)	Old bear skin	0	1	5	-1
Merchant (Faroe, Skellig)	Old goat skin	0	1	5	-1
Merchant (Faroe, Skellig)	Old sheep skin	0	1	5	-1
Merchant (Faroe, Skellig)	Rabbit pelt	0	1	6	-1
Merchant (Faroe, Skellig)	String	0	1	10	-1
Merchant (Faroe, Skellig)	Thread	0	1	10	-1
Merchant (Faroe, Skellig)	Twine	0	10	20	-1
Merchant (Fayrlund, Ard Skellig)	Bear pelt	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	Deer hide	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	Goat hide	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	Horse hide	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	Leather	0	5	20	-1
Merchant (Fayrlund, Ard Skellig)	Map of Faroe	0	1	1	-1
Merchant (Fayrlund, Ard Skellig)	Pig hide	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	Rabbit pelt	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	White bear pelt	0	5	30	-1
Merchant (Fayrlund, Ard Skellig)	White wolf pelt	0	5	30	-1

Merchant (Fayrlund, Ard Skellig)	Wolf pelt	0	5	30	-1
Merchant (Fyresdal, Ard Skellig)	Alcohest	0	1	5	-1
Merchant (Fyresdal, Ard Skellig)	Cotton	0	5	20	-1
Merchant (Fyresdal, Ard Skellig)	Fish	0	5	20	-1
Merchant (Fyresdal, Ard Skellig)	Fried fish	0	5	20	-1
Merchant (Fyresdal, Ard Skellig)	Gutted fish	0	5	20	-1
Merchant (Fyresdal, Ard Skellig)	Map of Hindarsfjall	0	1	1	-1
Merchant (Fyresdal, Ard Skellig)	Oil	0	1	10	-1
Merchant (Fyresdal, Ard Skellig)	Old bear skin	0	1	5	-1
Merchant (Fyresdal, Ard Skellig)	Old goat skin	0	1	5	-1
Merchant (Fyresdal, Ard Skellig)	Old sheep skin	0	1	5	-1
Merchant (Fyresdal, Ard Skellig)	Rabbit pelt	0	1	6	-1
Merchant (Fyresdal, Ard Skellig)	String	0	1	10	-1
Merchant (Fyresdal, Ard Skellig)	Thread	0	1	10	-1
Merchant (Fyresdal, Ard Skellig)	Twine	0	10	20	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Amethyst dust	0	1	1	50
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Arenaria	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Blowbill	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Boat vol 1	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Book: The Curious Case of Virtuous Vegga	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Clearing Potion	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Diamond dust	0	1	1	50
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Drum	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Emerald dust	0	1	1	50
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Fisstech	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Geralt Shirt	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Glyph igni lesser	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Horse Bag 2	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Horse vol 1	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Inkwell	0	1	1	-1

Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Lute	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Noble Statuette	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Old sheep skin	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	q310_wine	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Sapphire dust	0	1	1	50
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Skull	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Smoking pipe	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Stammelfords dust	0	1	5	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	Voodoo doll	0	1	1	-1
Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	White myrtle	0	1	1	-1
Merchant (Glinsk Village, Velen)	Bottled water	0	1	5	-1
Merchant (Glinsk Village, Velen)	Erveluce	0	1	6	-1
Merchant (Glinsk Village, Velen)	Gwent Card: archer support2	0	1	1	-1
Merchant (Glinsk Village, Velen)	Gwent Card: black archer	0	1	1	-1
Merchant (Glinsk Village, Velen)	Gwent Card: crinfrid2	0	1	1	-1
Merchant (Glinsk Village, Velen)	Gwent Card: puttkammer	0	1	1	-1
Merchant (Glinsk Village, Velen)	Gwent Card: sweers	0	1	1	-1
Merchant (Glinsk Village, Velen)	Horse Bag 2	0	1	1	-1
Merchant (Glinsk Village, Velen)	Kaedwenian Stout	0	1	6	-1
Merchant (Glinsk Village, Velen)	Mug	0	1	1	-1
Merchant (Glinsk Village, Velen)	Nilfgaardian Lemon	0	1	6	-1
Merchant (Glinsk Village, Velen)	Old bear skin	0	1	5	-1
Merchant (Glinsk Village, Velen)	Old goat skin	0	1	5	-1
Merchant (Glinsk Village, Velen)	Old sheep skin	0	1	5	-1
Merchant (Glinsk Village, Velen)	Redanian Lager	0	1	6	-1
Merchant (Glinsk Village, Velen)	Rivian Kriek	0	1	6	-1
Merchant (Glinsk Village, Velen)	Smoking pipe	0	1	1	-1
Merchant (Glinsk Village, Velen)	Temerian Rye	0	1	6	-1
Merchant (Glinsk Village, Velen)	Torch	0	1	5	-1
Merchant (Glinsk Village, Velen)	Viziman Champion	0	1	6	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Alchemical paste	0	1	1	-1

Merchant (Glory Lane, Novigrad, near Glory Gate)	Alchemists powder	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Alcohest	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Amethyst dust	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Bear fat	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Boat vol 2	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Calcium equum	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Coal	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Cotton	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Diamond dust	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Dog tallow	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Ducal water	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Dwarven spirit	0	5	5	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Emerald dust	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Fifth essence	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Hardened leather	10	1	10	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Horse Bag 3	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Horse vol 2	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Leather	0	5	10	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Linen	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Lunar shards	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Oil	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Optima mater	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Phosphorus	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Powdered pearl	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Quicksilver solution	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Saltpetre	0	1	1	-1

Merchant (Glory Lane, Novigrad, near Glory Gate)	Sapphire dust	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Silk	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Smoking pipe	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Stammelfords dust	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Sulfur	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Timber	0	5	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Torch	0	1	5	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Twine	0	1	20	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Venom extract	0	1	1	-1
Merchant (Glory Lane, Novigrad, near Glory Gate)	Wine stone	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Alchemical paste	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Alchemists powder	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Alcohest	0	5	20	-1
Merchant (Guslar's Hut, Heatherton)	Allspice root	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Arenaria	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Balisse fruit	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Bear fat	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Bear pelt	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Beggartick blossoms	0	2	10	10
Merchant (Guslar's Hut, Heatherton)	Berbercane fruit	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Bloodmoss	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Blowbill	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Bryonia	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Calcium equum	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Celandine	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Cortinarius	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Crows eye	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Dog tallow	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Draconide leather	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Ducal water	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Dwarven spirit	0	5	5	-1
Merchant (Guslar's Hut, Heatherton)	Elemental essence	0	5	10	-1

Merchant (Guslar's Hut, Heatherton)	Empty bottle	0	10	10	-1
Merchant (Guslar's Hut, Heatherton)	Ergot seeds	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Fifth essence	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Fools parsley leaves	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Ginatia petals	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Glyph quen lesser	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Green mold	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Han	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Hellebore petals	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Honeysuckle	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Hop umbels	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Hornwort	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Longrube	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Lunar shards	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Mandrake root	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Mistletoe	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Moleyarrow	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Nostrix	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Optima mater	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Phosphorus	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Pigskin puffball	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Powdered pearl	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Pringrape	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Quicksilver solution	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Ranogrin	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Recipe for Aether	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Recipe for Alcohest 1	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Recipe for Dwarven spirit 1	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Recipe for Nigredo	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Recipe for White Gull 1	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Ribleaf	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Saltpetre	0	5	20	-1
Merchant (Guslar's Hut, Heatherton)	Sewant mushrooms	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Stammelfords dust	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Sulfur	0	5	10	-1

Merchant (Guslar's Hut, Heatherton)	Torch	0	1	1	-1
Merchant (Guslar's Hut, Heatherton)	Verbena	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Water essence	0	5	20	-1
Merchant (Guslar's Hut, Heatherton)	White myrtle	0	2	10	-1
Merchant (Guslar's Hut, Heatherton)	Wine stone	0	5	10	-1
Merchant (Guslar's Hut, Heatherton)	Wolf liver	0	1	5	-1
Merchant (Guslar's Hut, Heatherton)	Wolfsbane	0	2	10	-1
Merchant (Holmstein's Port, Ard Skellig)	Alcohest	0	1	5	-1
Merchant (Holmstein's Port, Ard Skellig)	Cotton	0	5	20	-1
Merchant (Holmstein's Port, Ard Skellig)	Elven silver sword 1 Diagram	0	1	1	-1
Merchant (Holmstein's Port, Ard Skellig)	Fish	0	5	20	-1
Merchant (Holmstein's Port, Ard Skellig)	Fried fish	0	5	20	-1
Merchant (Holmstein's Port, Ard Skellig)	Gutted fish	0	5	20	-1
Merchant (Holmstein's Port, Ard Skellig)	Horse Bag 3	0	1	1	-1
Merchant (Holmstein's Port, Ard Skellig)	Horse Saddle 3v4	0	1	1	-1
Merchant (Holmstein's Port, Ard Skellig)	Lore Book: Skellige Heroes: modolf	0	1	1	-1
Merchant (Holmstein's Port, Ard Skellig)	Lore Book: Skellige Heroes: otkell	0	1	1	-1
Merchant (Holmstein's Port, Ard Skellig)	Oil	0	1	10	-1
Merchant (Holmstein's Port, Ard Skellig)	Old bear skin	0	1	5	-1
Merchant (Holmstein's Port, Ard Skellig)	Old goat skin	0	1	5	-1
Merchant (Holmstein's Port, Ard Skellig)	Old sheep skin	0	1	5	-1
Merchant (Holmstein's Port, Ard Skellig)	Rabbit pelt	0	1	6	-1
Merchant (Holmstein's Port, Ard Skellig)	String	0	1	10	-1
Merchant (Holmstein's Port, Ard Skellig)	Thread	0	1	10	-1
Merchant (Holmstein's Port, Ard Skellig)	Twine	0	10	20	-1
Merchant (Holmstein's Port, Ard Skellig)	Map of Undvik	0	1	1	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Candelabra	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Candle	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Casket	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Empty vial	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Horse Bag 1	0	1	1	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Inkwell	0	5	10	-1

Merchant (Junk Seller, Hierearch Square, Novigrad City)	Melitele figurine	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Mug	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Pickaxe head	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Platter	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Razor	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Rope	0	5	10	-1
Merchant (Junk Seller, Hierearch Square, Novigrad City)	Smoking pipe	0	5	10	-1
Merchant (Kaer Morhen)	Horse Bag 1	0	1	1	-1
Merchant (Kaer Morhen)	Horse Saddle 1	0	1	1	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Ard Skellig Map	0	1	1	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Bear pelt	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Bottled water	0	1	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Cotton	0	5	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Deer hide	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Empty bottle	0	1	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Goat hide	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Horse hide	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Iron ore	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Mandrake cordial	0	5	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Meteorite ore	15	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Oil	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Old bear skin	0	1	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Old goat skin	0	1	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Old sheep skin	0	1	5	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Pig hide	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Pure silver	0	1	10	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Rabbit pelt	0	1	6	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Rabbit pelt	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Silver mineral	0	1	10	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Silver ore	10	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Timber	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Twine	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Twine	0	10	20	-1

Merchant (Kaer Trolde Harbor, Ard Skellig)	White bear pelt	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	White wolf pelt	0	10	20	-1
Merchant (Kaer Trolde Harbor, Ard Skellig)	Wolf pelt	0	10	20	-1
Merchant (Larvik, Hindarsfjall)	Alcohest	0	1	5	-1
Merchant (Larvik, Hindarsfjall)	Cotton	0	5	20	-1
Merchant (Larvik, Hindarsfjall)	Fish	0	5	20	-1
Merchant (Larvik, Hindarsfjall)	Fried fish	0	5	20	-1
Merchant (Larvik, Hindarsfjall)	Gutted fish	0	5	20	-1
Merchant (Larvik, Hindarsfjall)	Horse Bag 2	0	1	1	-1
Merchant (Larvik, Hindarsfjall)	Oil	0	1	10	-1
Merchant (Larvik, Hindarsfjall)	Old bear skin	0	1	5	-1
Merchant (Larvik, Hindarsfjall)	Old goat skin	0	1	5	-1
Merchant (Larvik, Hindarsfjall)	Old sheep skin	0	1	5	-1
Merchant (Larvik, Hindarsfjall)	Rabbit pelt	0	1	6	-1
Merchant (Larvik, Hindarsfjall)	String	0	1	10	-1
Merchant (Larvik, Hindarsfjall)	Thread	0	1	10	-1
Merchant (Larvik, Hindarsfjall)	Twine	0	10	20	-1
Merchant (Loan Shark, near Southern Gate, Novigrad City)	Florens	0	500	1500	-1
Merchant (Loan Shark, near Southern Gate, Novigrad City)	Book: Change Your Life! A Handbook	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Apple juice	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Beauclair White	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Bottled water	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Candy	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Cows milk	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Dried fruit	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Dried fruit and nuts	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Erveluce	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Est Est	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Flowers	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Goats milk	0	1	1	-1

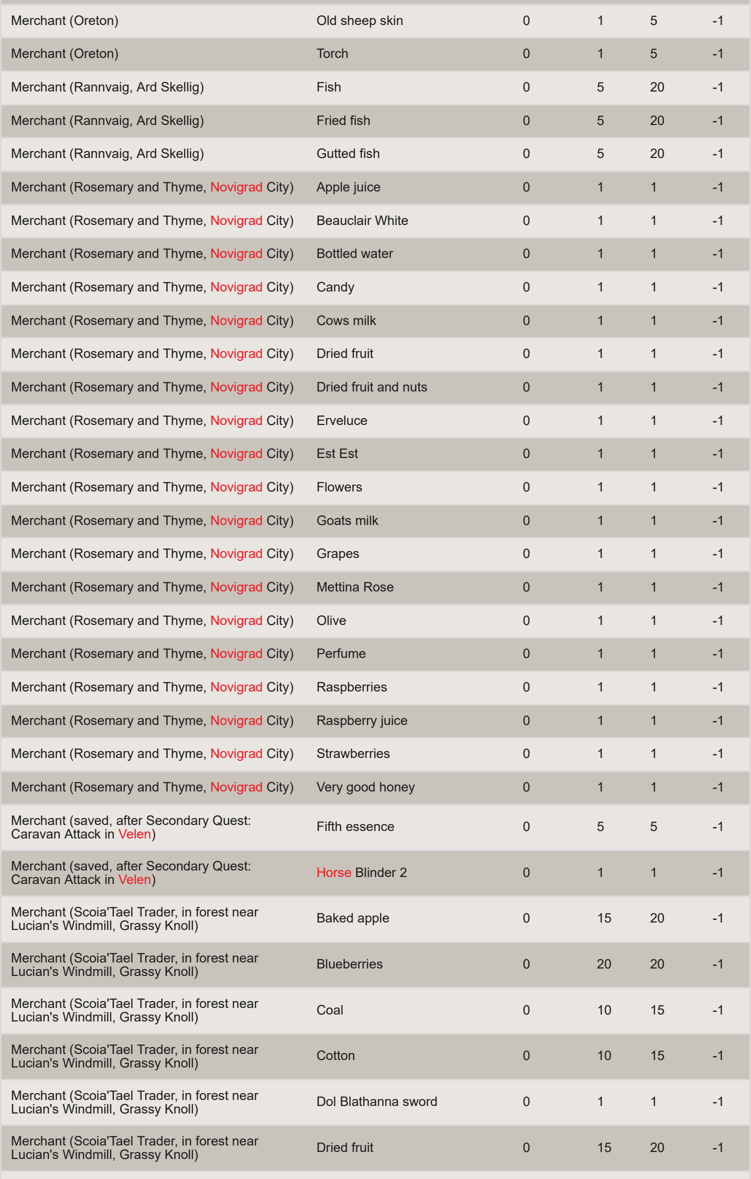
Merchant (Madame, Crippled Kate's, Novigrad City)	Grapes	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Mettina Rose	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Olive	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Perfume	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Raspberries	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Raspberry juice	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Strawberries	0	1	1	-1
Merchant (Madame, Crippled Kate's, Novigrad City)	Very good honey	0	1	1	-1
Merchant (Midcopse)	Bottled water	0	1	5	-1
Merchant (Midcopse)	Coal	0	10	15	-1
Merchant (Midcopse)	Cotton	0	5	20	-1
Merchant (Midcopse)	Cotton	0	10	15	-1
Merchant (Midcopse)	Empty bottle	0	1	5	-1
Merchant (Midcopse)	Hardened timber	10	2	4	-1
Merchant (Midcopse)	Iron ore	0	10	15	-1
Merchant (Midcopse)	Leather	0	10	15	-1
Merchant (Midcopse)	Leather straps	0	10	15	-1
Merchant (Midcopse)	Linen	0	10	15	-1
Merchant (Midcopse)	Mandrake cordial	0	5	5	-1
Merchant (Midcopse)	Oil	0	10	20	-1
Merchant (Midcopse)	Old bear skin	0	1	5	-1
Merchant (Midcopse)	Old goat skin	0	1	5	-1
Merchant (Midcopse)	Old sheep skin	0	1	5	-1
Merchant (Midcopse)	Rabbit pelt	0	1	6	-1
Merchant (Midcopse)	Silver mineral	0	5	5	-1
Merchant (Midcopse)	Steel ingot	0	5	10	-1
Merchant (Midcopse)	Steel plate	0	2	2	-1
Merchant (Midcopse)	String	0	10	15	-1
Merchant (Midcopse)	Thread	0	10	15	-1
Merchant (Midcopse)	Timber	0	10	15	-1
Merchant (Midcopse)	Torch	0	1	5	-1
Merchant (Midcopse)	Twine	0	10	20	-1
Merchant (Midcopse)	Twine	0	10	15	-1

Merchant (Midcopse, Velen)	Ashes	0	1	1	-1
Merchant (Midcopse, Velen)	Fifth essence	0	5	5	-1
Merchant (Midcopse, Velen)	Gold ruby ring	0	5	5	-1
Merchant (Midcopse, Velen)	Gwent Card: blue stripes2	0	1	1	-1
Merchant (Midcopse, Velen)	Gwent Card: crinfrid3	0	1	1	-1
Merchant (Midcopse, Velen)	Gwent Card: morteisen	0	1	1	-1
Merchant (Midcopse, Velen)	Gwent Card: poor infantry2	0	1	1	-1
Merchant (Midcopse, Velen)	Horse Bag 1	0	1	1	-1
Merchant (Midcopse, Velen)	Horse Blinder 1	0	1	1	-1
Merchant (Midcopse, Velen)	Rotten meat	0	2	5	-1
Merchant (Midcopse, Velen)	Silver amber necklace	0	1	5	-1
Merchant (Midcopse, Velen)	Silver amber ring	0	1	5	-1
Merchant (Midcopse, Velen)	Silver emerald ring	0	5	5	-1
Merchant (Midcopse, Velen)	Silver sapphire ring	0	5	5	-1
Merchant (Midcopse, Velen)	Skull	0	5	20	-1
Merchant (Midcopse, Velen)	Torch	0	1	5	-1
Merchant (Midcopse, Velen)	Weapon Repair Kit (Amateur)	0	1	3	-1
Merchant (Midcopse, Velen)	Weapon Repair Kit (Diagram, Amateur)	13	1	1	-1
Merchant (Midcopse, Velen)	Weapon Repair Kit (Diagram, Journeyman)	18	1	1	-1
Merchant (Midcopse, Velen)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Merchant (Midcopse, Velen)	Whetstone dwarven	18	2	4	-1
Merchant (Midcopse, Velen)	Whetstone elven	13	3	5	-1
Merchant (Novigrad City)	Apple	0	5	10	-1
Merchant (Novigrad City)	Apple juice	0	5	10	-1
Merchant (Novigrad City)	Bottled water	0	5	10	-1
Merchant (Novigrad City)	Bread	0	5	10	-1
Merchant (Novigrad City)	Bun	0	5	10	-1
Merchant (Novigrad City)	Cherry Cordial	0	5	10	-1
Merchant (Novigrad City)	Chicken	0	5	10	-1
Merchant (Novigrad City)	Chicken leg	0	5	10	-1
Merchant (Novigrad City)	Coal	0	5	15	-1
Merchant (Novigrad City)	Cows milk	0	5	10	-1
Merchant (Novigrad City)	Crows eye	0	1	5	-1
Merchant (Novigrad City)	Egg	0	5	10	-1

Merchant (Novigrad City)	Ergot seeds	0	1	5	-1
Merchant (Novigrad City)	Fish	0	5	10	-1
Merchant (Novigrad City)	Flowers	0	1	5	-1
Merchant (Novigrad City)	Green mold	0	1	5	-1
Merchant (Novigrad City)	Kaedwenian Stout	0	5	10	-1
Merchant (Novigrad City)	Mahakam Spirit	0	5	10	-1
Merchant (Novigrad City)	Mandrake cordial	0	5	10	-1
Merchant (Novigrad City)	Mushroom	0	5	10	-1
Merchant (Novigrad City)	Oil	0	1	5	-1
Merchant (Novigrad City)	Pepper	0	5	10	-1
Merchant (Novigrad City)	Potatoes	0	5	10	-1
Merchant (Novigrad City)	Silk	0	5	15	-1
Merchant (Novigrad City)	Timber	0	5	15	-1
Merchant (Novigrad City)	Twine	0	5	15	-1
Merchant (Novigrad City)	Wire	0	1	1	-1
Merchant (Novigrad)	Alcohest	0	5	20	-1
Merchant (Novigrad)	Allspice root	0	1	10	-1
Merchant (Novigrad)	Arenaria	0	1	10	-1
Merchant (Novigrad)	Balisse fruit	0	1	10	-1
Merchant (Novigrad)	Beggartick blossoms	0	1	10	-1
Merchant (Novigrad)	Berbercane fruit	0	1	10	-1
Merchant (Novigrad)	Bison Grass	0	1	2	-1
Merchant (Novigrad)	Bloodmoss	0	1	10	-1
Merchant (Novigrad)	Blowbill	0	1	10	-1
Merchant (Novigrad)	Bottled water	0	15	20	-1
Merchant (Novigrad)	Bryonia	0	1	10	-1
Merchant (Novigrad)	Candle	0	5	10	-1
Merchant (Novigrad)	Celandine	0	1	10	-1
Merchant (Novigrad)	Coal	0	5	5	-1
Merchant (Novigrad)	Cortinarius	0	1	10	-1
Merchant (Novigrad)	Cows milk	0	5	10	-1
Merchant (Novigrad)	Crows eye	0	1	10	-1
Merchant (Novigrad)	Empty bottle	0	10	10	-1
Merchant (Novigrad)	Ergot seeds	0	1	10	-1
Merchant (Novigrad)	Fools parsley leaves	0	1	10	-1
Merchant (Novigrad)	Ginatia petals	0	1	10	-1

Merchant (Novigrad)	Goats milk	0	5	10	-1
Merchant (Novigrad)	Green mold	0	1	10	-1
Merchant (Novigrad)	Han	0	1	10	-1
Merchant (Novigrad)	Hellebore petals	0	1	10	-1
Merchant (Novigrad)	Honeysuckle	0	1	10	-1
Merchant (Novigrad)	Hop umbels	0	1	10	-1
Merchant (Novigrad)	Hornwort	0	1	10	-1
Merchant (Novigrad)	Inkwell	0	5	10	-1
Merchant (Novigrad)	Leather	0	5	5	-1
Merchant (Novigrad)	Longrube	0	1	10	-1
Merchant (Novigrad)	Mandrake root	0	1	10	-1
Merchant (Novigrad)	Mistletoe	0	1	10	-1
Merchant (Novigrad)	Moleyarrow	0	1	10	-1
Merchant (Novigrad)	Necrophage vol 1	0	1	1	-1
Merchant (Novigrad)	Nostrix	0	1	10	-1
Merchant (Novigrad)	Olive	0	5	5	-1
Merchant (Novigrad)	Pigskin puffball	0	1	10	-1
Merchant (Novigrad)	Pringrape	0	1	10	-1
Merchant (Novigrad)	Ranogrin	0	1	10	-1
Merchant (Novigrad)	Raspberry juice	0	5	10	-1
Merchant (Novigrad)	Ribleaf	0	1	10	-1
Merchant (Novigrad)	Sewant mushrooms	0	1	10	-1
Merchant (Novigrad)	Verbena	0	5	10	-1
Merchant (Novigrad)	Verbena	0	1	10	-1
Merchant (Novigrad)	Very good honey	0	5	10	-1
Merchant (Novigrad)	Water essence	0	5	20	-1
Merchant (Novigrad)	White myrtle	0	1	10	-1
Merchant (Novigrad)	Wolf liver	0	1	5	-1
Merchant (Novigrad)	Wolfsbane	0	5	10	-1
Merchant (Novigrad)	Wolfsbane	0	1	10	-1
Merchant (Novigrad)	Fish	0	12	20	-1
Merchant (Novigrad)	Fried fish	0	7	14	-1
Merchant (Novigrad)	Gutted fish	0	10	15	-1
Merchant (Novigrad)	Amethyst dust	0	1	1	-1
Merchant (Novigrad)	Diamond dust	0	1	1	-1

Merchant (Novigrad)	Emerald dust	0	1	1	-1
Merchant (Novigrad)	Erveluce	0	1	1	-1
Merchant (Novigrad)	Est Est	0	1	1	-1
Merchant (Novigrad)	Fish	0	15	20	-1
Merchant (Novigrad)	Fried fish	0	15	20	-1
Merchant (Novigrad)	Gutted fish	0	5	9	-1
Merchant (Novigrad)	Mandrake cordial	0	1	1	-1
Merchant (Novigrad)	Onion	0	15	20	-1
Merchant (Novigrad)	Pepper	0	15	20	-1
Merchant (Novigrad)	Sapphire dust	0	1	1	-1
Merchant (Nowhere Inn)	Baked apple	0	1	1	-1
Merchant (Nowhere Inn)	Baked potato	0	1	1	-1
Merchant (Nowhere Inn)	Bottled water	0	1	1	-1
Merchant (Nowhere Inn)	Bread	0	1	1	-1
Merchant (Nowhere Inn)	Cherry Cordial	0	1	1	-1
Merchant (Nowhere Inn)	Chicken leg	0	1	1	-1
Merchant (Nowhere Inn)	Fried fish	0	1	1	-1
Merchant (Nowhere Inn)	Fried meat	0	1	1	-1
Merchant (Nowhere Inn)	Kaedwenian Stout	0	1	1	-1
Merchant (Nowhere Inn)	Mahakam Spirit	0	1	1	-1
Merchant (Nowhere Inn)	Mandrake cordial	0	1	1	-1
Merchant (Nowhere Inn)	Nilfgaardian Lemon	0	1	1	-1
Merchant (Nowhere Inn)	Pepper	0	1	1	-1
Merchant (Nowhere Inn)	Redanian Herbal	0	1	1	-1
Merchant (Nowhere Inn)	Redanian Lager	0	1	1	-1
Merchant (Nowhere Inn)	Rivian Kriek	0	1	1	-1
Merchant (Nowhere Inn)	Roasted chicken	0	1	1	-1
Merchant (Nowhere Inn)	Roasted chicken leg	0	1	1	-1
Merchant (Nowhere Inn)	Temerian Rye	0	1	1	-1
Merchant (Nowhere Inn)	Viziman Champion	0	1	1	-1
Merchant (Oreton)	Bottled water	0	1	5	-1
Merchant (Oreton)	Empty bottle	0	1	5	-1
Merchant (Oreton)	Horse Bag 2	0	1	1	-1
Merchant (Oreton)	Mandrake cordial	0	5	5	-1
Merchant (Oreton)	Old bear skin	0	1	5	-1
Merchant (Oreton)	Old goat skin	0	1	5	-1



Merchant (Oreton)	Old sheep skin	0	1	5	-1
Merchant (Oreton)	Torch	0	1	5	-1
Merchant (Rannvaig, Ard Skellig)	Fish	0	5	20	-1
Merchant (Rannvaig, Ard Skellig)	Fried fish	0	5	20	-1
Merchant (Rannvaig, Ard Skellig)	Gutted fish	0	5	20	-1
Merchant (Rosemary and Thyme, Novigrad City)	Apple juice	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Beauclair White	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Bottled water	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Candy	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Cows milk	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Dried fruit	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Dried fruit and nuts	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Erveluce	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Est Est	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Flowers	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Goats milk	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Grapes	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Mettina Rose	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Olive	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Perfume	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Raspberries	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Raspberry juice	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Strawberries	0	1	1	-1
Merchant (Rosemary and Thyme, Novigrad City)	Very good honey	0	1	1	-1
Merchant (saved, after Secondary Quest: Caravan Attack in Velen)	Fifth essence	0	5	5	-1
Merchant (saved, after Secondary Quest: Caravan Attack in Velen)	Horse Blinder 2	0	1	1	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Baked apple	0	15	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Blueberries	0	20	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Coal	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Cotton	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Dol Blathanna sword	0	1	1	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Dried fruit	0	15	20	-1

Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Dried fruit and nuts	0	15	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Elven silver sword 1	0	1	1	90
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Hardened timber	10	2	4	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Iron ore	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Leather	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Leather straps	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Linen	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Lore Book: Elven Ruins	0	1	10	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Lore Book: Elven Sages	0	1	10	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Oil	0	10	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Raspberries	0	10	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Scoiatael sword 2 Diagram	0	1	1	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Silver mineral	0	5	5	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Steel ingot	0	5	10	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Steel plate	0	2	2	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Strawberries	0	10	20	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	String	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Thread	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Timber	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Torch	0	1	5	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Twine	0	10	15	-1
Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	Very good honey	0	10	20	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Addandeith	0	1	1	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Bear pelt	0	5	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Coal	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Cotton	0	10	15	-1

Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Deer hide	0	5	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Elven silver sword 1 Diagram	0	1	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Elven silver sword 2 Diagram	0	1	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Hardened timber	10	2	4	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Iron ore	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Leather	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Leather straps	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Linen	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Lore Book: Elven Legends	0	1	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Oil	0	10	20	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Rabbit pelt	0	5	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Scoiatael sword 1	0	1	1	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Silver mineral	0	5	5	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Steel ingot	0	5	10	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Steel plate	0	2	2	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	String	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Thread	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Timber	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Torch	0	1	5	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Twine	0	10	15	-1
Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	Wolf pelt	0	5	10	-1
Merchant (Svorlag, Spikeroog)	Alcohest	0	1	5	-1
Merchant (Svorlag, Spikeroog)	Cotton	0	5	20	-1
Merchant (Svorlag, Spikeroog)	Fish	0	5	20	-1
Merchant (Svorlag, Spikeroog)	Fried fish	0	5	20	-1
Merchant (Svorlag, Spikeroog)	Gutted fish	0	5	20	-1
Merchant (Svorlag, Spikeroog)	Lore Book: Skellige Heroes: sove	0	1	1	-1

Merchant (Svorlag, Spikeroog)	Lore Book: Skellige Heroes: tyr	0	1	1	-1
Merchant (Svorlag, Spikeroog)	Oil	0	1	10	-1
Merchant (Svorlag, Spikeroog)	Old bear skin	0	1	5	-1
Merchant (Svorlag, Spikeroog)	Old goat skin	0	1	5	-1
Merchant (Svorlag, Spikeroog)	Old sheep skin	0	1	5	-1
Merchant (Svorlag, Spikeroog)	Rabbit pelt	0	1	6	-1
Merchant (Svorlag, Spikeroog)	String	0	1	10	-1
Merchant (Svorlag, Spikeroog)	Thread	0	1	10	-1
Merchant (Svorlag, Spikeroog)	Twine	0	10	20	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Geralt mask 01	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Geralt mask 02	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Geralt mask 03	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Geralt Shirt	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Nilfgaardian Casual Pants	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Nilfgaardian casual shoes	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Nilfgaardian Casual Suit 01	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Nilfgaardian Casual Suit 02	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Nilfgaardian Casual Suit 03	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Skellige Casual Pants 01	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Skellige Casual Pants 02	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Skellige casual shoes	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Skellige Casual Suit 01	0	1	1	-1
Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	Skellige Casual Suit 02	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Alchemical paste	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Alchemists powder	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Alcohest	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Beasts vol 1	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Calcium equum	0	1	5	-1

Merchant (The Bits, Novigrad, near Tretogor Gate)	Ducal water	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Fifth essence	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph aard lesser	10	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph axii lesser	10	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph igni lesser	10	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph infusion lesser	13	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph quen lesser	10	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Glyph yrden lesser	10	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Lore Book: Basics of Magic	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Lore Book: Conjunction of Spheres	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Lore Book: Monstrum	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Lore Book: Witchers	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Lunar shards	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Necrophage vol 1	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Optima mater	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Phosphorus	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Powdered pearl	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Quicksilver solution	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for Aether	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for Albedo	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for Alcohest 1	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for Dwarven spirit 1	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for Hydragenum	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Recipe for White Gull 1	0	1	1	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Stammelfords dust	0	1	5	-1
Merchant (The Bits, Novigrad, near Tretogor Gate)	Sulfur	0	1	5	-1

Merchant (The Bits, Novigrad, near Tretogor Gate)	Wine stone	0	1	5	-1
Merchant (Toderas Village, Velen)	Bottled water	0	1	5	-1
Merchant (Toderas Village, Velen)	Coal	0	10	15	-1
Merchant (Toderas Village, Velen)	Cotton	0	10	15	-1
Merchant (Toderas Village, Velen)	Cotton	0	5	20	-1
Merchant (Toderas Village, Velen)	Empty bottle	0	1	5	-1
Merchant (Toderas Village, Velen)	Hardened timber	10	2	4	-1
Merchant (Toderas Village, Velen)	Iron ore	0	10	15	-1
Merchant (Toderas Village, Velen)	Leather	0	10	15	-1
Merchant (Toderas Village, Velen)	Leather straps	0	10	15	-1
Merchant (Toderas Village, Velen)	Linen	0	10	15	-1
Merchant (Toderas Village, Velen)	Mandrake cordial	0	5	5	-1
Merchant (Toderas Village, Velen)	Oil	0	10	20	-1
Merchant (Toderas Village, Velen)	Oil	0	10	20	-1
Merchant (Toderas Village, Velen)	Old bear skin	0	1	5	-1
Merchant (Toderas Village, Velen)	Rabbit pelt	0	1	6	-1
Merchant (Toderas Village, Velen)	Silver mineral	0	5	5	-1
Merchant (Toderas Village, Velen)	Steel ingot	0	5	10	-1
Merchant (Toderas Village, Velen)	Steel plate	0	2	2	-1
Merchant (Toderas Village, Velen)	String	0	10	15	-1
Merchant (Toderas Village, Velen)	Thread	0	10	15	-1
Merchant (Toderas Village, Velen)	Timber	0	10	15	-1
Merchant (Toderas Village, Velen)	Torch	0	1	5	-1
Merchant (Toderas Village, Velen)	Triss mask	0	1	1	-1
Merchant (Toderas Village, Velen)	Twine	0	10	15	-1
Merchant (Toderas Village, Velen)	Twine	0	10	20	-1
Merchant (Toderas Village, Velen)	Twine	0	10	20	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Bear pelt	0	1	10	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Geralt Shirt	0	1	1	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Leather straps	0	1	10	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Oil	0	1	20	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Skellige Casual Pants 01	0	1	1	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Skellige Casual Pants 02	0	1	1	-1

Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Skellige casual shoes	0	1	1	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Skellige Casual Suit 01	0	1	1	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Skellige Casual Suit 02	0	1	1	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	String	0	1	20	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Thread	0	1	15	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Twine	0	1	20	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	White bear pelt	0	1	10	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	White wolf pelt	0	1	10	-1
Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	Wolf pelt	0	1	10	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Beggartick blossoms	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Berbercane fruit	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Clearing Potion	0	5	5	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Crows eye	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Ergot seeds	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Han	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Hellebore petals	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Hop umbels	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Moleyarrow	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Mushroom	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Nostrix	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Pringrape	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Ranogrin	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Black Blood 1	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Black Blood 3	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Blizzard 1	5	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Blizzard 2	12	1	1	-1

Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Blizzard 3	16	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Cat 3	14	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Dancing Star 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Devils Puffball 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Dragons Dream 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Dwimeritium Bomb 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Full Moon 2	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Full Moon 3	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Golden Oriole 1	5	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Golden Oriole 3	5	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Grapeshot 3	5	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Killer Whale 1	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Killer Whale 1	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Maribor Forest 1	2	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Maribor Forest 3	2	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 1	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 10	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 11	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 12	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 13	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 14	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 15	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 16	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 17	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 18	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 19	0	1	1	-1

Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 2	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 20	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 21	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 22	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 23	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 24	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 25	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 26	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 27	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 28	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 4	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 5	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 6	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 7	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 8	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Mutagen 9	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Petris Philtre 1	2	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Petris Philtre 3	2	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Samum 3	5	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Silver Dust Bomb 3	0	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Swallow 2	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Swallow 3	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Tawny Owl 2	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Tawny Owl 3	10	1	1	-1

Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Thunderbolt 1	3	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for Thunderbolt 3	3	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for White Honey 2	15	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for White Honey 3	15	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for White Raffards Decoction 1	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for White Raffards Decoction 2	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Recipe for White Raffards Decoction 3	10	1	1	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Ribleaf	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Verbena	0	5	20	-1
Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	Wolfsbane	0	5	20	-1
Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	Crowns	0	500	1500	-1
Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	Crowns	0	500	1500	-1
Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	Florens	0	500	1500	-1
Merchant of Blackbough (Velen)	Fifth essence	0	3	4	-1
Merchant of Blackbough (Velen)	Adalbert Kermith's Notes: Feline Witcher Gear	0	1	1	-1
Merchant of Blackbough (Velen)	Torch	0	4	10	-1
Merchant of Crow's Perch (Velen)	Book: Religion and Life	0	1	1	-1
Merchant of Crow's Perch (Velen)	Bottled water	0	5	5	-1
Merchant of Crow's Perch (Velen)	Bread	0	5	5	-1
Merchant of Crow's Perch (Velen)	Cherry Cordial	0	5	5	-1
Merchant of Crow's Perch (Velen)	Empty bottle	0	5	5	-1
Merchant of Crow's Perch (Velen)	Gwent Card: albrich	0	1	1	-1
Merchant of Crow's Perch (Velen)	Gwent Card: impera brigade	0	1	1	-1
Merchant of Crow's Perch (Velen)	Gwent Card: nausicaa3	0	1	1	-1
Merchant of Crow's Perch (Velen)	Gwent Card: zerri	0	1	1	-1
Merchant of Crow's Perch (Velen)	Horse Bag 1	0	1	1	-1
Merchant of Crow's Perch (Velen)	Mandrake cordial	0	5	5	-1
Merchant of Crow's Perch (Velen)	Oil	0	5	20	-1
Merchant of Crow's Perch (Velen)	Onion	0	5	5	-1
Merchant of Crow's Perch (Velen)	Torch	0	1	5	-1

Merchant of Crow's Perch (Velen)	Twine	0	10	20	-1
Merchant of Midcopse (Velen)	Alchemical paste	0	1	2	-1
Merchant of Midcopse (Velen)	Deer hide	0	1	2	-1
Merchant of Midcopse (Velen)	Fifth essence	0	5	5	-1
Merchant of Midcopse (Velen)	Goat hide	0	1	2	-1
Merchant of Midcopse (Velen)	Gwent Card: archer support	0	1	1	-1
Merchant of Midcopse (Velen)	Gwent Card: black archer2	0	1	1	-1
Merchant of Midcopse (Velen)	Gwent Card: heavy zerri	0	1	1	-1
Merchant of Midcopse (Velen)	Gwent Card: poor infantry3	0	1	1	-1
Merchant of Midcopse (Velen)	Gwent Card: rainfarn	0	1	1	-1
Merchant of Midcopse (Velen)	Horse Bag 1	0	1	1	-1
Merchant of Midcopse (Velen)	Rabbit pelt	0	1	2	-1
Merchant of Midcopse (Velen)	Recipe for Czart Lure	0	1	1	-1
Merchant of Midcopse (Velen)	Weapon Repair Kit (Amateur)	0	1	3	-1
Merchant of Midcopse (Velen)	Weapon Repair Kit (Diagram, Amateur)	13	1	1	-1
Merchant of Midcopse (Velen)	Weapon Repair Kit (Diagram, Journeyman)	18	1	1	-1
Merchant of Midcopse (Velen)	Weapon Repair Kit (Journeyman)	10	1	3	-1
Merchant of Midcopse (Velen)	Whetstone dwarven	18	2	4	-1
Merchant of Midcopse (Velen)	Whetstone elven	13	3	5	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Bun	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Chicken	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Chicken leg	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Chicken sandwich	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Chips	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Dried fruit	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Fifth essence	0	5	5	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Fried fish	0	10	21	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Glyph aard lesser	0	1	2	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Glyph axii lesser	0	1	3	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Glyph igni lesser	0	1	2	3

Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Glyph quen lesser	0	1	2	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Glyph yrden lesser	0	1	2	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Pure silver	0	1	10	-1
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune dazhbog greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune devana greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune elemental greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune morana greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune perun greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune stribog greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune svarog greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune triglav greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune veles greater	18	1	1	3
Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	Rune zoria greater	18	1	1	3
Quartermaster (Temerian Partisan Hideout)	Chitin scale	0	5	5	-1
Quartermaster (Temerian Partisan Hideout)	Elemental essence	0	5	5	-1
Quartermaster (Temerian Partisan Hideout)	Empty bottle	0	1	1	-1
Quartermaster (Temerian Partisan Hideout)	Fifth essence	0	5	5	-1
Quartermaster (Temerian Partisan Hideout)	Glyph quen lesser	0	5	6	-1
Quartermaster (Temerian Partisan Hideout)	Optima mater	0	5	5	-1
Quartermaster (Temerian Partisan Hideout)	Powdered pearl	0	5	5	-1
Quartermaster (Temerian Partisan Hideout)	Scoiatael trophies	0	1	5	-1
Quartermaster (Temerian Partisan Hideout)	Sulfur	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Baked potato	0	10	15	-1
Quartermaster Merchant, and Crow's Perch	Blunt Bolt Legendary	6	5	20	-1
Quartermaster Merchant, and Crow's Perch	Bottled water	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Bread	0	1	5	-1
Quartermaster Merchant, and Crow's Perch	Broadhead Bolt	10	10	30	-1
Quartermaster Merchant, and Crow's Perch	Cherry Cordial	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Crossbow 2	2	1	1	-1
Quartermaster Merchant, and Crow's Perch	Elemental essence	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Empty bottle	0	5	5	-1

Quartermaster Merchant, and Crow's Perch	Fifth essence	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Glyph quen lesser	0	5	6	-1
Quartermaster Merchant, and Crow's Perch	Gwent Card: blue stripes3	0	1	1	-1
Quartermaster Merchant, and Crow's Perch	Gwent Card: cynthia	0	1	1	-1
Quartermaster Merchant, and Crow's Perch	Gwent Card: dummy	0	1	1	-1
Quartermaster Merchant, and Crow's Perch	Gwent Card: nausicaa	0	1	1	-1
Quartermaster Merchant, and Crow's Perch	Mahakam Spirit	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Mandrake cordial	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Nilfgaardian Lemon	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Onion	0	1	5	-1
Quartermaster Merchant, and Crow's Perch	Optima mater	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Pure silver	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Sulfur	0	5	5	-1
Quartermaster Merchant, and Crow's Perch	Adalbert Kermith's Notes: Feline Witcher Gear	0	1	1	-1
Wandering Merchant (any)	Bear pelt	0	1	1	-1
Wandering Merchant (any)	Coal	0	1	5	-1
Wandering Merchant (any)	Deer hide	0	1	1	-1
Wandering Merchant (any)	Goat hide	0	1	1	-1
Wandering Merchant (any)	Hardened timber	10	1	1	-1
Wandering Merchant (any)	Horse hide	0	1	1	-1
Wandering Merchant (any)	Leather straps	0	1	1	-1
Wandering Merchant (any)	Pig hide	0	1	1	-1
Wandering Merchant (any)	Rabbit pelt	0	1	1	-1
Wandering Merchant (any)	Rune dazhbog lesser	13	1	1	-1
Wandering Merchant (any)	Rune devana lesser	13	1	1	-1
Wandering Merchant (any)	Rune morana lesser	13	1	1	-1
Wandering Merchant (any)	Rune perun lesser	13	1	1	-1
Wandering Merchant (any)	Rune stribog lesser	13	1	1	-1
Wandering Merchant (any)	Rune svarog lesser	13	1	1	-1
Wandering Merchant (any)	Rune triglav lesser	13	1	1	-1
Wandering Merchant (any)	Rune veles lesser	13	1	1	-1
Wandering Merchant (any)	Rune zoria lesser	13	1	1	-1
Wandering Merchant (any)	Steel plate	0	1	1	-1
Wandering Merchant (any)	Steel plate	0	1	1	-1
Wandering Merchant (any)	String	0	1	10	-1

Wandering Merchant (any)	Thread	0	1	10	-1
Wandering Merchant (any)	Torch	0	1	5	-1
Wandering Merchant (any)	White bear pelt	0	1	1	-1
Wandering Merchant (any)	White wolf pelt	0	1	1	-1
Wandering Merchant (any)	Wolf pelt	0	1	1	-1

Inventory Data

Item Locations

Included is a list of all shop definitions and the items sold at each.

CRAFTING

All Crafting Components are defined in one list at the top. It includes minimum level requirements, Quantity Range and Spawn Chance which uses -1 to indicate that an item should *always be listed. Values above zero indicate the % Chance an Item will be listed.*

BLACKSMITH

Blacksmiths use the shop definition based on the region they are located; White Orchard, Velen (No Man's Land), Novigrad and Skellige. For specific item placement, each Merchant also references a custom shop definition listed below the common includes.

ARMORER

Armorers use the shop definition based on the region they are located; White Orchard, Velen (No Man's Land), Novigrad and Skellige. For specific item placement, each Merchant also references a custom shop definition listed below the common includes.

MERCHANTS

All other Merchants types including Herbalists, Alchemists, Tailors, Wandering Merchants, etc. all reference a custom shop definition.

PLEASE NOTE! Certain items may not have the exact name as it appears in the merchant's shop menu, so you are wise to search by Merchant, as well as item, to pinpoint an item you're after.

ITEM LOCATIONS

ITEM NAME	SHOP DEFINITON	LEVEL	Q n	Q x	%
Adalbert Kermith's Notes: Feline Witcher Gear	Blacksmith of Blackbough (Velen)	0	1	1	-1
Adalbert Kermith's Notes: Feline Witcher Gear	Blacksmith of Midcopse (Velen)	0	1	1	-1
Adalbert Kermith's Notes: Feline Witcher Gear	Merchant of Blackbough (Velen)	0	1	1	-1
Adalbert Kermith's Notes: Feline Witcher Gear	Quartermaster Merchant, and Crow's Perch	0	1	1	-1

Addandeith	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	1	-1
Alchemical paste	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Alchemical paste	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	5	-1
Alchemical paste	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	5	15	-1
Alchemical paste	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Alchemical paste	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Alchemical paste	Herbalist (any)	0	5	10	-1
Alchemical paste	Herbalist (any, Novigrad)	0	5	10	-1
Alchemical paste	Herbalist (any, Skellige)	0	5	10	-1
Alchemical paste	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Alchemical paste	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Alchemical paste	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Alchemical paste	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Alchemical paste	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Alchemical paste	Herbalist (Skellige)	0	5	10	-1
Alchemical paste	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Alchemical paste	Keira Metz (Velen)	0	1	5	-1
Alchemical paste	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Alchemical paste	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Alchemical paste	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Alchemical paste	Merchant of Midcopse (Velen)	0	1	2	-1
Alchemists powder	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Alchemists powder	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	5	-1
Alchemists powder	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	5	15	-1
Alchemists powder	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Alchemists powder	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Alchemists powder	Herbalist (any)	0	5	10	-1
Alchemists powder	Herbalist (any, Novigrad)	0	5	10	-1
Alchemists powder	Herbalist (any, Skellige)	0	5	10	-1
Alchemists powder	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Alchemists powder	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1

Alchemists powder	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Alchemists powder	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Alchemists powder	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Alchemists powder	Herbalist (Skellige)	0	5	10	-1
Alchemists powder	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Alchemists powder	Keira Metz (Velen)	0	1	5	-1
Alchemists powder	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Alchemists powder	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Alchemists powder	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Alcohest	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	5	10	-1
Alcohest	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Alcohest	Herbalist (any)	0	5	20	-1
Alcohest	Herbalist (any, Skellige)	0	5	20	-1
Alcohest	Herbalist (any, Velen - No Man's Land)	0	5	20	-1
Alcohest	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	20	-1
Alcohest	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	20	-1
Alcohest	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	15	-1
Alcohest	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Alcohest	Herbalist (Skellige)	0	5	10	-1
Alcohest	Herbalist (Skellige)	0	5	20	-1
Alcohest	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	5	-1
Alcohest	Innkeep (Elsa, inside White Orchard Tavern)	0	1	5	-1
Alcohest	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Alcohest	Merchant (Faroe, Skellig)	0	1	5	-1
Alcohest	Merchant (Fyresdal, Ard Skellig)	0	1	5	-1
Alcohest	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Alcohest	Merchant (Guslar's Hut, Heatherton)	0	5	20	-1
Alcohest	Merchant (Holmstein's Port, Ard Skellig)	0	1	5	-1
Alcohest	Merchant (Larvik, Hindarsfjall)	0	1	5	-1
Alcohest	Merchant (Novigrad)	0	5	20	-1
Alcohest	Merchant (Svorlag, Spikeroog)	0	1	5	-1
Alcohest	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1

Allspice root	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Allspice root	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Allspice root	Herbalist (any)	0	10	14	-1
Allspice root	Herbalist (any, Novigrad)	0	10	11	-1
Allspice root	Herbalist (any, Skellige)	0	10	16	-1
Allspice root	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Allspice root	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Allspice root	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Allspice root	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Allspice root	Herbalist (Skellige)	0	1	4	-1
Allspice root	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Allspice root	Keira Metz (Velen)	0	10	10	-1
Allspice root	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Allspice root	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Allspice root	Merchant (Novigrad)	0	1	10	-1
Amethyst dust	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Amethyst dust	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	50
Amethyst dust	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Amethyst dust	Merchant (Novigrad)	0	1	1	-1
An Skellig Map	Merchant (any, Skellige)	0	1	1	-1
An Skellig Map	Merchant (Blandare, Ard Skellig)	0	1	1	-1
Apple	Innkeep (Elsa, inside White Orchard Tavern)	0	1	15	-1
Apple	Merchant (Novigrad City)	0	5	10	-1
Apple juice	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Apple juice	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Apple juice	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Apple juice	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Apple juice	Merchant (Novigrad City)	0	5	10	-1
Apple juice	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Arbitrator Diagram	Blacksmith (any Master-level)	0	1	1	-1
Ard Skellig Map	Merchant (any, Skellige)	0	1	1	-1
Ard Skellig Map	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Arenaria	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1

Arenaria	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Arenaria	Herbalist (any)	0	10	14	-1
Arenaria	Herbalist (any, Novigrad)	0	10	11	-1
Arenaria	Herbalist (any, Skellige)	0	10	16	-1
Arenaria	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Arenaria	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Arenaria	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Arenaria	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Arenaria	Herbalist (Skellige)	0	1	4	-1
Arenaria	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Arenaria	Keira Metz (Velen)	0	10	10	-1
Arenaria	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Arenaria	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Arenaria	Merchant (Novigrad)	0	1	10	-1
Armor maintenance	Merchant (any that sells books, Novigrad)	0	1	1	-1
Armor Repair Kit (Amateur)	Armorers (Novigrad)	0	1	3	-1
Armor Repair Kit (Amateur)	Armorers (Skellige)	0	1	3	-1
Armor Repair Kit (Amateur)	Armorers (Velen - No Man's Land)	0	1	3	-1
Armor Repair Kit (Amateur)	Armorers (White Orchard)	0	1	3	-1
Armor Repair Kit (Diagram, Amateur)	Armorer (Midcopse, Velen)	13	1	1	-1
Armor Repair Kit (Diagram, Amateur)	Armorers (Novigrad)	13	1	1	-1
Armor Repair Kit (Diagram, Amateur)	Armorers (Skellige)	13	1	1	-1
Armor Repair Kit (Diagram, Amateur)	Armorers (Velen - No Man's Land)	13	1	1	-1
Armor Repair Kit (Diagram, Journeyman)	Armorers (Novigrad)	18	1	1	-1
Armor Repair Kit (Diagram, Journeyman)	Armorers (Skellige)	18	1	1	-1
Armor Repair Kit (Diagram, Journeyman)	Armorers (Velen - No Man's Land)	18	1	1	-1
Armor Repair Kit (Diagram, Master)	Armorers (Novigrad)	23	1	1	-1
Armor Repair Kit (Diagram, Master)	Armorers (Skellige)	23	1	1	-1
Armor Repair Kit (Journeyman)	Armorers (Novigrad)	10	1	3	-1
Armor Repair Kit (Journeyman)	Armorers (Skellige)	10	1	3	-1
Armor Repair Kit (Journeyman)	Armorers (Velen - No Man's Land)	10	1	3	-1

Armor Repair Kit (Journeyman)	Armorers (White Orchard)	10	1	3	-1
Armor Repair Kit (Master)	Armorers (Novigrad)	15	1	3	-1
Armor Repair Kit (Master)	Armorers (Skellige)	15	1	3	-1
Ashes	Merchant (Midcopse, Velen)	0	1	1	-1
Bait Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Bait Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Bait Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Bait Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Bait Bolt Diagram	Blacksmiths (Novigrad City)	0	1	1	-1
Baked apple	Innkeep (Elsa, inside White Orchard Tavern)	0	1	10	-1
Baked apple	Innkeep (inside White Orchard Tavern, Epilogue only)	0	1	10	-1
Baked apple	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Baked apple	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Baked apple	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Baked apple	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Baked apple	Merchant (Nowhere Inn)	0	1	1	-1
Baked apple	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	15	20	-1
Baked potato	Innkeep (Elsa, inside White Orchard Tavern)	0	1	10	-1
Baked potato	Innkeep (inside White Orchard Tavern, Epilogue only)	0	1	10	-1
Baked potato	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Baked potato	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Baked potato	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Baked potato	Merchant (Nowhere Inn)	0	1	1	-1
Baked potato	Quartermaster Merchant, and Crow's Perch	0	10	15	-1
Balisse fruit	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Balisse fruit	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Balisse fruit	Herbalist (any)	0	10	14	-1
Balisse fruit	Herbalist (any, Novigrad)	0	10	11	-1
Balisse fruit	Herbalist (any, Skellige)	0	10	16	-1
Balisse fruit	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Balisse fruit	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1

Balisse fruit	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Balisse fruit	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Balisse fruit	Herbalist (Skellige)	0	1	4	-1
Balisse fruit	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Balisse fruit	Keira Metz (Velen)	0	10	10	-1
Balisse fruit	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Balisse fruit	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Balisse fruit	Merchant (Novigrad)	0	1	10	-1
Banana	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Bear fat	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Bear fat	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Bear fat	Herbalist (any)	0	5	10	-1
Bear fat	Herbalist (any, Skellige)	0	5	10	-1
Bear fat	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Bear fat	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Bear fat	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Bear fat	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Bear fat	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Bear fat	Herbalist (Skellige)	0	5	10	-1
Bear fat	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Bear fat	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Bear fat	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Bear pelt	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Bear pelt	Herbalist (any)	0	5	10	-1
Bear pelt	Herbalist (any, Skellige)	0	5	10	-1
Bear pelt	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Bear pelt	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Bear pelt	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Bear pelt	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Bear pelt	Herbalist (Skellige)	0	5	10	-1
Bear pelt	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Bear pelt	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Bear pelt	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1

Bear pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Bear pelt	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	10	-1
Bear pelt	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
Bear pelt	Wandering Merchant (any)	0	1	1	-1
Beasts vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Beasts vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Beasts vol 1	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Beauclair White	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	5	20	-1
Beauclair White	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Beauclair White	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Beggartick blossoms	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Beggartick blossoms	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Beggartick blossoms	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Beggartick blossoms	Herbalist (any)	0	10	14	-1
Beggartick blossoms	Herbalist (any, Novigrad)	0	10	11	-1
Beggartick blossoms	Herbalist (any, Skellige)	0	10	16	-1
Beggartick blossoms	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Beggartick blossoms	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Beggartick blossoms	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Beggartick blossoms	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Beggartick blossoms	Herbalist (Skellige)	0	1	4	-1
Beggartick blossoms	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Beggartick blossoms	Keira Metz (Velen)	0	10	10	-1
Beggartick blossoms	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Beggartick blossoms	Merchant (Guslar's Hut, Heatherton)	0	2	10	10
Beggartick blossoms	Merchant (Novigrad)	0	1	10	-1
Beggartick blossoms	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Berbercane fruit	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Berbercane fruit	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Berbercane fruit	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1

Berbercane fruit	Herbalist (any)	0	10	14	-1
Berbercane fruit	Herbalist (any, Novigrad)	0	10	11	-1
Berbercane fruit	Herbalist (any, Skellige)	0	10	16	-1
Berbercane fruit	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Berbercane fruit	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Berbercane fruit	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Berbercane fruit	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Berbercane fruit	Herbalist (Skellige)	0	1	4	-1
Berbercane fruit	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Berbercane fruit	Keira Metz (Velen)	0	10	10	-1
Berbercane fruit	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Berbercane fruit	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Berbercane fruit	Merchant (Novigrad)	0	1	10	-1
Berbercane fruit	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Bison Grass	Herbalist (any)	0	1	2	-1
Bison Grass	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	2	-1
Bison Grass	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	2	-1
Bison Grass	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	2	-1
Bison Grass	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	2	-1
Bison Grass	Merchant (Novigrad)	0	1	2	-1
Bloodmoss	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Bloodmoss	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Bloodmoss	Herbalist (any)	0	10	14	-1
Bloodmoss	Herbalist (any, Skellige)	0	10	16	-1
Bloodmoss	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Bloodmoss	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Bloodmoss	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Bloodmoss	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Bloodmoss	Herbalist (Skellige)	0	1	4	-1
Bloodmoss	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Bloodmoss	Keira Metz (Velen)	0	10	10	-1
Bloodmoss	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Bloodmoss	Merchant (Novigrad)	0	1	10	-1

Blowbill	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Blowbill	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Blowbill	Herbalist (any)	0	10	14	-1
Blowbill	Herbalist (any, Novigrad)	0	10	11	-1
Blowbill	Herbalist (any, Skellige)	0	10	16	-1
Blowbill	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Blowbill	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Blowbill	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Blowbill	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Blowbill	Herbalist (Skellige)	0	1	4	-1
Blowbill	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Blowbill	Keira Metz (Velen)	0	10	10	-1
Blowbill	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Blowbill	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Blowbill	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Blowbill	Merchant (Novigrad)	0	1	10	-1
Blueberries	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	20	20	-1
Blueberries	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	20	20	-1
Blunt Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Blunt Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Blunt Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Blunt Bolt Diagram	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	1	1	-1
Blunt Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Blunt Bolt Legendary	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	6	40	100	-1
Blunt Bolt Legendary	Blacksmith (any Master-level)	6	40	100	-1
Blunt Bolt Legendary	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	6	40	100	-1
Blunt Bolt Legendary	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	6	40	100	-1
Blunt Bolt Legendary	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	6	10	20	-1
Blunt Bolt Legendary	Blacksmith (Oreton)	6	40	100	-1
Blunt Bolt Legendary	Quartermaster Merchant, and Crow's Perch	6	5	20	-1

Blunt Sword	Blacksmiths (Novigrad City)	0	1	3	-1
Boat vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Boat vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Boat vol 1	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Boat vol 2	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Book: Change Your Life! A Handbook	Merchant (Loan Shark, near Southern Gate, Novigrad City)	0	1	1	-1
Book: Religion and Life	Merchant of Crow's Perch (Velen)	0	1	1	-1
Book: The Cult of Freya	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Book: The Curious Case of Virtuous Vegga	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Boots 01	Armorers (Novigrad)	2	1	1	1
Boots 01	Armorers (Velen - No Man's Land)	2	1	1	2
Boots 01	Armorers (White Orchard)	2	1	1	7
Boots 01 q2	Armorers (Novigrad)	5	1	1	1
Boots 01 q2	Armorers (Skellige)	5	1	1	1
Boots 01 q2	Armorers (Velen - No Man's Land)	5	1	1	4
Boots 02	Armorers (Novigrad)	7	1	1	1
Boots 02	Armorers (Skellige)	7	1	1	1
Boots 02	Armorers (Velen - No Man's Land)	7	1	1	4
Boots 03	Armorers (Novigrad)	9	1	1	1
Boots 03	Armorers (Skellige)	9	1	1	1
Boots 03	Armorers (Velen - No Man's Land)	9	1	1	4
Boots 04	Armorers (Novigrad)	11	1	1	2
Boots 04	Armorers (Skellige)	11	1	1	1
Boots 05	Armorers (Novigrad)	13	1	1	2
Boots 05	Armorers (Skellige)	13	1	1	1
Boots 06	Armorers (Novigrad)	15	1	1	2
Boots 06	Armorers (Skellige)	15	1	1	1
Boots 07	Armorers (Skellige)	17	1	1	2
Boots 1 Diagram	Armorers (Novigrad)	0	1	1	1
Boots 1 Diagram	Armorers (Velen - No Man's Land)	0	1	1	2
Boots 1 Diagram	Armorers (White Orchard)	0	1	1	9
Boots 2 Diagram	Armorers (Novigrad)	5	1	1	1
Boots 2 Diagram	Armorers (Skellige)	5	1	1	1

Boots 2 Diagram	Armorers (Velen - No Man's Land)	5	1	1	4
Boots 3 Diagram	Armorers (Novigrad)	7	1	1	1
Boots 3 Diagram	Armorers (Skellige)	7	1	1	1
Boots 3 Diagram	Armorers (Velen - No Man's Land)	7	1	1	4
Boots 4 Diagram	Armorers (Novigrad)	9	1	1	2
Boots 4 Diagram	Armorers (Skellige)	9	1	1	1
Boots 7 Diagram	Armorers (Skellige)	15	1	1	2
Bottled water	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Bottled water	Innkeep (inside White Orchard Tavern, Epilogue only)	0	5	10	-1
Bottled water	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Bottled water	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Bottled water	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Bottled water	Innkeep at The Crossroads (Velen)	0	2	5	-1
Bottled water	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Bottled water	Merchant (any, Velen - No Man's Land)	0	1	1	-1
Bottled water	Merchant (Blandare, Ard Skellig)	0	1	5	-1
Bottled water	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Bottled water	Merchant (Downwarren Village)	0	1	5	-1
Bottled water	Merchant (Glinsk Village, Velen)	0	1	5	-1
Bottled water	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Bottled water	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Bottled water	Merchant (Midcopse)	0	1	5	-1
Bottled water	Merchant (Novigrad City)	0	5	10	-1
Bottled water	Merchant (Novigrad)	0	15	20	-1
Bottled water	Merchant (Nowhere Inn)	0	1	1	-1
Bottled water	Merchant (Oreton)	0	1	5	-1
Bottled water	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Bottled water	Merchant (Toderas Village, Velen)	0	1	5	-1
Bottled water	Merchant of Crow's Perch (Velen)	0	5	5	-1
Bottled water	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Bread	Innkeep (Elsa, inside White Orchard Tavern)	0	1	10	-1
Bread	Innkeep (inside White Orchard Tavern, Epilogue only)	0	1	10	-1
Bread	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1

Bread	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Bread	Merchant (Downwarren Village)	0	1	5	-1
Bread	Merchant (Novigrad City)	0	5	10	-1
Bread	Merchant (Nowhere Inn)	0	1	1	-1
Bread	Merchant of Crow's Perch (Velen)	0	5	5	-1
Bread	Quartermaster Merchant, and Crow's Perch	0	1	5	-1
Broadhead Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Broadhead Bolt	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	10	40	100	-1
Broadhead Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Broadhead Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Broadhead Bolt	Quartermaster Merchant, and Crow's Perch	10	10	30	-1
Broadhead Bolt Diagram	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	1	1	-1
Broadhead Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Broadhead Bolt Diagram	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Broadhead Bolt Legendary	Blacksmith (Amateur, Fayrlund, Ard Skellig)	0	10	20	-1
Broadhead Bolt Legendary	Blacksmith (any Master-level)	10	40	100	-1
Broadhead Bolt Legendary	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	10	40	100	-1
Broadhead Bolt Legendary	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	10	40	100	-1
Bryonia	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Bryonia	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Bryonia	Herbalist (any)	0	10	14	-1
Bryonia	Herbalist (any, Novigrad)	0	10	11	-1
Bryonia	Herbalist (any, Skellige)	0	10	16	-1
Bryonia	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Bryonia	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Bryonia	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Bryonia	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Bryonia	Herbalist (Skellige)	0	1	4	-1
Bryonia	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Bryonia	Keira Metz (Velen)	0	10	10	-1
Bryonia	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1

Bryonia	Merchant (Novigrad)	0	1	10	-1
Bun	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Bun	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Bun	Merchant (Novigrad City)	0	5	10	-1
Bun	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Calcium equum	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Calcium equum	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Calcium equum	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Calcium equum	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Calcium equum	Herbalist (any)	0	5	10	-1
Calcium equum	Herbalist (any, Skellige)	0	5	10	-1
Calcium equum	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Calcium equum	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Calcium equum	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Calcium equum	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Calcium equum	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Calcium equum	Herbalist (Skellige)	0	5	10	-1
Calcium equum	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Calcium equum	Keira Metz (Velen)	0	2	5	-1
Calcium equum	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Calcium equum	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Calcium equum	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Candelabra	Merchant (any that sells junk, Novigrad)	0	2	5	-1
Candelabra	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Candle	Merchant (any that sells junk, Novigrad)	0	5	10	-1
Candle	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Candle	Merchant (Novigrad)	0	5	10	-1
Candy	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Candy	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Candy	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Casket	Merchant (any that sells junk, Novigrad)	0	5	15	-1

Casket	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Celandine	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Celandine	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Celandine	Herbalist (any)	0	10	14	-1
Celandine	Herbalist (any, Novigrad)	0	10	11	-1
Celandine	Herbalist (any, Skellige)	0	10	16	-1
Celandine	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Celandine	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Celandine	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Celandine	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Celandine	Herbalist (Skellige)	0	1	4	-1
Celandine	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Celandine	Keira Metz (Velen)	0	10	10	-1
Celandine	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Celandine	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Celandine	Merchant (Novigrad)	0	1	10	-1
Cheese	Innkeep (Elsa, inside White Orchard Tavern)	0	1	10	-1
Cherry Cordial	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Cherry Cordial	Innkeep (Harviken, Faroe)	0	5	20	-1
Cherry Cordial	Innkeep (Harviken, Faroe)	0	5	20	-1
Cherry Cordial	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Cherry Cordial	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Cherry Cordial	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Cherry Cordial	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Cherry Cordial	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Cherry Cordial	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	5	20	-1
Cherry Cordial	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Cherry Cordial	Innkeep at The Crossroads (Velen)	0	1	5	-1
Cherry Cordial	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Cherry Cordial	Merchant (any that sells fish, Novigrad)	0	5	20	-1
Cherry Cordial	Merchant (any that sells fish, Novigrad)	0	5	20	-1
Cherry Cordial	Merchant (Downwarren Village)	0	5	5	-1
Cherry Cordial	Merchant (Novigrad City)	0	5	10	-1

Cherry Cordial	Merchant (Nowhere Inn)	0	1	1	-1
Cherry Cordial	Merchant of Crow's Perch (Velen)	0	5	5	-1
Cherry Cordial	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Chicken	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Chicken	Innkeep (Elsa, inside White Orchard Tavern)	0	1	5	-1
Chicken	Innkeep (Harviken, Faroe)	0	5	20	-1
Chicken	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Chicken	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Chicken	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Chicken	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Chicken	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	5	20	-1
Chicken	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Chicken	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Chicken	Merchant (Novigrad City)	0	5	10	-1
Chicken	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Chicken leg	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Chicken leg	Innkeep (Elsa, inside White Orchard Tavern)	0	1	5	-1
Chicken leg	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Chicken leg	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Chicken leg	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Chicken leg	Merchant (any, Velen - No Man's Land)	0	20	40	-1
Chicken leg	Merchant (Novigrad City)	0	5	10	-1
Chicken leg	Merchant (Nowhere Inn)	0	1	1	-1
Chicken leg	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Chicken sandwich	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Chicken sandwich	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Chicken sandwich	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Chicken sandwich	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Chicken sandwich	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Child doll	Merchant (any that sells junk, Novigrad)	0	1	2	-1
Chips	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Chips	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Chips	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1

Chips	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Chitin scale	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Chitin scale	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Chitin scale	Armorer (Midcopse, Velen)	0	5	5	-1
Chitin scale	Blacksmith of Midcopse (Velen)	0	5	5	-1
Chitin scale	Merchant (any, Skellige)	0	5	5	-1
Chitin scale	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Clearing Potion	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	5	-1
Clearing Potion	Keira Metz (Velen)	0	1	1	-1
Clearing Potion	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Clearing Potion	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	5	-1
Coal	Merchant (any, Skellige)	0	10	15	-1
Coal	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Coal	Merchant (Midcopse)	0	10	15	-1
Coal	Merchant (Novigrad City)	0	5	15	-1
Coal	Merchant (Novigrad)	0	5	5	-1
Coal	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Coal	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Coal	Merchant (Toderas Village, Velen)	0	10	15	-1
Coal	Wandering Merchant (any)	0	1	5	-1
Cortinarius	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Cortinarius	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Cortinarius	Herbalist (any)	0	10	14	-1
Cortinarius	Herbalist (any, Novigrad)	0	10	11	-1
Cortinarius	Herbalist (any, Skellige)	0	10	16	-1
Cortinarius	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Cortinarius	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Cortinarius	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Cortinarius	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Cortinarius	Herbalist (Skellige)	0	1	4	-1
Cortinarius	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1

Cortinarius	Keira Metz (Velen)	0	10	10	-1
Cortinarius	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Cortinarius	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Cortinarius	Merchant (Novigrad)	0	1	10	-1
Cotton	Merchant (Blandare, Ard Skellig)	0	5	20	-1
Cotton	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	5	20	-1
Cotton	Merchant (Faroe, Skellig)	0	5	20	-1
Cotton	Merchant (Fyresdal, Ard Skellig)	0	5	20	-1
Cotton	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Cotton	Merchant (Holmstein's Port, Ard Skellig)	0	5	20	-1
Cotton	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Cotton	Merchant (Larvik, Hindarsfjall)	0	5	20	-1
Cotton	Merchant (Midcopse)	0	5	20	-1
Cotton	Merchant (Midcopse)	0	10	15	-1
Cotton	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Cotton	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Cotton	Merchant (Svorlag, Spikeroog)	0	5	20	-1
Cotton	Merchant (Toderas Village, Velen)	0	10	15	-1
Cotton	Merchant (Toderas Village, Velen)	0	5	20	-1
Cows milk	Innkeep (Elsa, inside White Orchard Tavern)	0	1	5	-1
Cows milk	Innkeep (inside White Orchard Tavern, Epilogue only)	0	1	5	-1
Cows milk	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Cows milk	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Cows milk	Merchant (Novigrad City)	0	5	10	-1
Cows milk	Merchant (Novigrad)	0	5	10	-1
Cows milk	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Crossbow 2	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	2	1	1	-1
Crossbow 2	Blacksmith (Amateur, Fayrlund, Ard Skellig)	2	1	1	-1
Crossbow 2	Blacksmith (Amateur, Svorlag, Spikeroog)	2	1	1	-1
Crossbow 2	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	2	1	1	-1
Crossbow 2	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	2	1	1	-1
Crossbow 2	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	2	1	1	-1

Crossbow 2	Blacksmith (Oreton)	2	1	1	-1
Crossbow 2	Quartermaster Merchant, and Crow's Perch	2	1	1	-1
Crossbow 3	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	4	1	1	-1
Crossbow 3	Blacksmith (Amateur, Fayrlund, Ard Skellig)	4	1	1	-1
Crossbow 3	Blacksmith (any Master-level)	4	1	1	-1
Crossbow 3	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	4	1	1	-1
Crossbow 3	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	4	1	1	-1
Crossbow 3	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	4	1	1	-1
Crossbow 3	Blacksmith (Oreton)	4	1	1	-1
Crossbow 4	Blacksmith (Amateur, Harviken, Faroe)	2	1	1	-1
Crossbow 4	Blacksmith (any Master-level)	8	1	1	-1
Crossbow 4	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	8	1	1	-1
Crossbow 4	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	8	1	1	-1
Crossbow 5	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	14	1	1	-1
Crossbow 5	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	14	1	1	-1
Crossbow 6	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	20	1	1	-1
Crossbow 7	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	25	1	1	-1
Crowns	Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	0	500	1500	-1
Crowns	Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	0	500	1500	-1
Crows eye	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Crows eye	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Crows eye	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Crows eye	Herbalist (any)	0	10	14	-1
Crows eye	Herbalist (any, Skellige)	0	10	16	-1
Crows eye	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Crows eye	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Crows eye	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Crows eye	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Crows eye	Herbalist (Skellige)	0	1	4	-1
Crows eye	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1

Crows eye	Keira Metz (Velen)	0	10	10	-1
Crows eye	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Crows eye	Merchant (Novigrad City)	0	1	5	-1
Crows eye	Merchant (Novigrad)	0	1	10	-1
Crows eye	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Crystalized essence	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Crystalized essence	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	1	1	-1
Crystalized essence	Armorer (any Master-level)	0	1	1	-1
Crystalized essence	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Crystalized essence	Blacksmith (any, Skellige)	0	1	1	-1
Crystalized essence	Blacksmith of Midcopse (Velen)	0	1	1	-1
Crystalized essence	Merchant (any, Skellige)	0	1	1	-1
Cucumber	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Cursed Monsters vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Cursed Monsters vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Deer hide	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Deer hide	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Deer hide	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	10	-1
Deer hide	Merchant of Midcopse (Velen)	0	1	2	-1
Deer hide	Wandering Merchant (any)	0	1	1	-1
Diamond dust	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Diamond dust	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	50
Diamond dust	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Diamond dust	Merchant (Novigrad)	0	1	1	-1
Dijkstra Dry	Innkeep (Cunny of the Goose, Grassy Knoll)	0	5	10	-1
Dijkstra Dry	Innkeep (Seven Cats Inn, Gustfields)	0	5	10	-1
Dog tallow	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Dog tallow	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Dog tallow	Herbalist (any)	0	5	10	-1
Dog tallow	Herbalist (any, Skellige)	0	5	10	-1
Dog tallow	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Dog tallow	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1

Dog tallow	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Dog tallow	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Dog tallow	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Dog tallow	Herbalist (Skellige)	0	5	10	-1
Dog tallow	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Dog tallow	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Dog tallow	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Dol Blathanna sword	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	1	-1
Draconide leather	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Draconides vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Draconides vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Dried fruit	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Dried fruit	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Dried fruit	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Dried fruit	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Dried fruit	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Dried fruit	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Dried fruit	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	15	20	-1
Dried fruit	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Dried fruit and nuts	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Dried fruit and nuts	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Dried fruit and nuts	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Dried fruit and nuts	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Dried fruit and nuts	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Dried fruit and nuts	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	15	20	-1
Drum	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Ducal water	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Ducal water	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Ducal water	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Ducal water	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1

Ducal water	Herbalist (any)	0	5	10	-1
Ducal water	Herbalist (any, Novigrad)	0	5	10	-1
Ducal water	Herbalist (any, Skellige)	0	5	10	-1
Ducal water	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Ducal water	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Ducal water	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Ducal water	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Ducal water	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Ducal water	Herbalist (Skellige)	0	5	10	-1
Ducal water	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Ducal water	Keira Metz (Velen)	0	1	5	-1
Ducal water	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Ducal water	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Ducal water	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Dwarven silver sword 1	Blacksmiths (Skellige)	37	1	1	6
Dwarven silver sword 1 Diagram	Blacksmiths (Skellige)	35	1	1	4
Dwarven silver sword 2	Blacksmiths (Skellige)	43	1	1	6
Dwarven silver sword 2 Diagram	Blacksmiths (Skellige)	41	1	1	4
Dwarven spirit	Alchemist (Henna, Rannvaig, Ard Skellig)	0	15	20	-1
Dwarven spirit	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	5	-1
Dwarven spirit	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Dwarven spirit	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Dwarven spirit	Herbalist (any)	0	5	5	-1
Dwarven spirit	Herbalist (any, Skellige)	0	5	5	-1
Dwarven spirit	Herbalist (any, Velen - No Man's Land)	0	5	5	-1
Dwarven spirit	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	5	-1
Dwarven spirit	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	5	-1
Dwarven spirit	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Dwarven spirit	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	5	-1
Dwarven spirit	Herbalist (Skellige)	0	5	5	-1
Dwarven spirit	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Dwarven spirit	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1

Dwarven spirit	Innkeep (Harviken, Faroe)	0	5	20	-1
Dwarven spirit	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Dwarven spirit	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Dwarven spirit	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Dwarven spirit	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Dwarven spirit	Merchant (any that sells fish, Novigrad)	0	5	20	-1
Dwarven spirit	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	2	5	-1
Dwarven spirit	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	5	-1
Dwarven spirit	Merchant (Guslar's Hut, Heatherton)	0	5	5	-1
Dwarven sword 1 Diagram	Blacksmiths (Skellige)	39	1	1	4
Dwarven sword 2 Diagram	Blacksmiths (Skellige)	44	1	1	4
Dwimeryte ingot	Merchant (any, Skellige)	0	5	5	-1
Dwimeryte ore	Merchant (any, Skellige)	40	5	5	-1
Edwin Greloff's Notes and Maps: Griffin Witcher Gear	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	1	1	-1
Edwin Greloff's Notes and Maps: Griffin Witcher Gear	Armorer (Midcopse, Velen)	0	1	1	-1
Edwin Greloff's Notes and Maps: Griffin Witcher Gear	Armorer (Midcopse, Velen)	0	1	1	-1
Edwin Greloff's Notes and Maps: Griffin Witcher Gear	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	0	1	1	-1
Egg	Innkeep (Elsa, inside White Orchard Tavern)	0	5	20	-1
Egg	Innkeep (inside White Orchard Tavern, Epilogue only)	0	5	20	-1
Egg	Merchant (Novigrad City)	0	5	10	-1
Elemental essence	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Elemental essence	Armorer (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Elemental essence	Armorer (any, Novigrad)	0	5	5	-1
Elemental essence	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Elemental essence	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Elemental essence	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Elemental essence	Armorer (Journeyman, near Oxenfurt Harbor, Oxenfurt)	0	5	5	-1
Elemental essence	Armorer (Midcopse, Velen)	0	5	5	-1
Elemental essence	Armorer (Mulbrydale Village)	0	5	5	-1
Elemental essence	Blacksmith (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Elemental essence	Blacksmith (any, Novigrad)	0	5	5	-1

Elemental essence	Blacksmith of Midcopse (Velen)	0	5	5	-1
Elemental essence	Herbalist (any)	0	5	10	-1
Elemental essence	Herbalist (any, Novigrad)	0	5	10	-1
Elemental essence	Herbalist (any, Skellige)	0	5	10	-1
Elemental essence	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Elemental essence	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Elemental essence	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Elemental essence	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Elemental essence	Herbalist (Skellige)	0	5	10	-1
Elemental essence	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Elemental essence	Merchant (any, Novigrad)	0	5	5	-1
Elemental essence	Merchant (any, Skellige)	0	5	5	-1
Elemental essence	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Elemental essence	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Elemental essence	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Elven silver sword 1	Blacksmiths (Skellige)	23	1	1	6
Elven silver sword 1	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	1	90
Elven silver sword 1 Diagram	Blacksmiths (Skellige)	21	1	1	4
Elven silver sword 1 Diagram	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Elven silver sword 1 Diagram	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	10	-1
Elven silver sword 2	Blacksmiths (Skellige)	29	1	1	6
Elven silver sword 2 Diagram	Blacksmiths (Skellige)	27	1	1	4
Elven silver sword 2 Diagram	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	10	-1
Emerald dust	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Emerald dust	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Emerald dust	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	50
Emerald dust	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Emerald dust	Merchant (Novigrad)	0	1	1	-1
Empty bottle	Alchemist (Henna, Rannvaig, Ard Skellig)	0	10	10	-1
Empty bottle	Herbalist (any)	0	10	10	-1
Empty bottle	Herbalist (any, Skellige)	0	10	10	-1
Empty bottle	Herbalist (any, Velen - No Man's Land)	0	10	10	-1
Empty bottle	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	10	10	-1

Empty bottle	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	10	10	-1
Empty bottle	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	10	10	-1
Empty bottle	Herbalist (Skellige)	0	10	10	-1
Empty bottle	Herbalist (Tomira, near Sawmill, White Orchard)	0	10	10	-1
Empty bottle	Merchant (1 of 4, west of St. Gregory's Gate along the waterfront, Novigrad City)	0	215	230	-1
Empty bottle	Merchant (any, Velen - No Man's Land)	0	1	3	-1
Empty bottle	Merchant (Blandare, Ard Skellig)	0	1	5	-1
Empty bottle	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Empty bottle	Merchant (Guslar's Hut, Heatherton)	0	10	10	-1
Empty bottle	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Empty bottle	Merchant (Midcopse)	0	1	5	-1
Empty bottle	Merchant (Novigrad)	0	10	10	-1
Empty bottle	Merchant (Oreton)	0	1	5	-1
Empty bottle	Merchant (Toderas Village, Velen)	0	1	5	-1
Empty bottle	Merchant of Crow's Perch (Velen)	0	5	5	-1
Empty bottle	Quartermaster (Temerian Partisan Hideout)	0	1	1	-1
Empty bottle	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Empty vial	Merchant (any that sells junk, Novigrad)	0	4	9	-1
Empty vial	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Ergot seeds	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Ergot seeds	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Ergot seeds	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Ergot seeds	Herbalist (any)	0	10	14	-1
Ergot seeds	Herbalist (any, Skellige)	0	10	16	-1
Ergot seeds	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Ergot seeds	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Ergot seeds	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Ergot seeds	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Ergot seeds	Herbalist (Skellige)	0	1	4	-1
Ergot seeds	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Ergot seeds	Keira Metz (Velen)	0	10	10	-1
Ergot seeds	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1

Ergot seeds	Merchant (Novigrad City)	0	1	5	-1
Ergot seeds	Merchant (Novigrad)	0	1	10	-1
Ergot seeds	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Erveluce	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Erveluce	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	5	20	-1
Erveluce	Merchant (Glinsk Village, Velen)	0	1	6	-1
Erveluce	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Erveluce	Merchant (Novigrad)	0	1	1	-1
Erveluce	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Est Est	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Est Est	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	5	20	-1
Est Est	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Est Est	Merchant (Novigrad)	0	1	1	-1
Est Est	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Explosive Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Explosive Bolt	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	25	40	100	-1
Explosive Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Explosive Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Explosive Bolt Diagram	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	0	1	1	-1
Explosive Bolt Diagram	Blacksmith (any Master-level)	0	1	1	-1
Explosive Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Explosive Bolt Diagram	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	0	1	1	-1
Explosive Bolt Diagram	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Explosive Bolt Diagram	Blacksmiths (Novigrad City)	0	1	1	-1
Explosive Bolt Legendary	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	25	40	100	-1
Explosive Bolt Legendary	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	25	40	100	-1
Fifth essence	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Fifth essence	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Fifth essence	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1

Fifth essence	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Fifth essence	Armorer (Amateur, Urialla Harbor, An Skellig)	0	5	5	-1
Fifth essence	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	5	5	-1
Fifth essence	Armorer (any Master-level)	0	5	5	-1
Fifth essence	Armorer (any, Skellige)	0	5	5	-1
Fifth essence	Armorer (any, Velen - No Man's Land)	0	5	5	-1
Fifth essence	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Fifth essence	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Fifth essence	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Fifth essence	Armorer (Master, Yoana, Crow's Perch, Velen)	0	5	5	-1
Fifth essence	Armorer (Midcopse, Velen)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Fayrlund, Ard Skellig)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Fyresdal, Ard Skellig)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Harviken, Faroe)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Svorlag, Spikeroog)	0	5	5	-1
Fifth essence	Blacksmith (Amateur, Urialla Harbor, An Skellig)	0	5	5	-1
Fifth essence	Blacksmith (any Master-level)	0	5	5	-1
Fifth essence	Blacksmith (any, Skellige)	0	5	5	-1
Fifth essence	Blacksmith (any, Velen - No Man's Land)	0	5	5	-1
Fifth essence	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	0	5	5	-1
Fifth essence	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Fifth essence	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Fifth essence	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	5	5	-1
Fifth essence	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	5	5	-1
Fifth essence	Blacksmith (Oreton)	0	5	5	-1
Fifth essence	Blacksmith (Quartermaster), Nilfgaardian Garrison	0	5	5	-1
Fifth essence	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	5	5	-1
Fifth essence	Blacksmith of Blackbough (Velen)	0	3	4	-1
Fifth essence	Blacksmiths (Novigrad City)	0	5	5	-1
Fifth essence	Herbalist (any)	0	5	10	-1

Fifth essence	Herbalist (any, Novigrad)	0	5	10	-1
Fifth essence	Herbalist (any, Skellige)	0	5	10	-1
Fifth essence	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Fifth essence	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Fifth essence	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Fifth essence	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Fifth essence	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Fifth essence	Herbalist (Skellige)	0	5	10	-1
Fifth essence	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Fifth essence	Keira Metz (Velen)	0	1	5	-1
Fifth essence	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Fifth essence	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Fifth essence	Merchant (Midcopse, Velen)	0	5	5	-1
Fifth essence	Merchant (saved, after Secondary Quest: Caravan Attack in Velen)	0	5	5	-1
Fifth essence	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Fifth essence	Merchant of Blackbough (Velen)	0	3	4	-1
Fifth essence	Merchant of Midcopse (Velen)	0	5	5	-1
Fifth essence	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	5	5	-1
Fifth essence	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Fifth essence	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Fish	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Fish	Merchant (any that sells fish, Novigrad)	0	15	20	-1
Fish	Merchant (Blandare, Ard Skellig)	0	5	20	-1
Fish	Merchant (Faroe, Skellig)	0	5	20	-1
Fish	Merchant (Fyresdal, Ard Skellig)	0	5	20	-1
Fish	Merchant (Holmstein's Port, Ard Skellig)	0	5	20	-1
Fish	Merchant (Larvik, Hindarsfjall)	0	5	20	-1
Fish	Merchant (Novigrad City)	0	5	10	-1
Fish	Merchant (Novigrad)	0	12	20	-1
Fish	Merchant (Novigrad)	0	15	20	-1
Fish	Merchant (Rannvaig, Ard Skellig)	0	5	20	-1
Fish	Merchant (Svorlag, Spikeroog)	0	5	20	-1
Fisstech	Innkeep (Cunny of the Goose, Grassy Knoll)	0	5	10	-1

Fisstech	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Florens	Merchant (Loan Shark, near Southern Gate, Novigrad City)	0	500	1500	-1
Florens	Merchant Bank (Vimme Vivaldi, Hierarch Square, Novigrad City)	0	500	1500	-1
Flowers	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Flowers	Merchant (Novigrad City)	0	1	5	-1
Flowers	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Fools parsley leaves	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Fools parsley leaves	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Fools parsley leaves	Herbalist (any)	0	10	14	-1
Fools parsley leaves	Herbalist (any, Novigrad)	0	10	11	-1
Fools parsley leaves	Herbalist (any, Skellige)	0	10	16	-1
Fools parsley leaves	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Fools parsley leaves	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Fools parsley leaves	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Fools parsley leaves	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Fools parsley leaves	Herbalist (Skellige)	0	1	4	-1
Fools parsley leaves	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Fools parsley leaves	Keira Metz (Velen)	0	10	10	-1
Fools parsley leaves	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Fools parsley leaves	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Fools parsley leaves	Merchant (Novigrad)	0	1	10	-1
Fried fish	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Fried fish	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Fried fish	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Fried fish	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Fried fish	Merchant (any that sells fish, Novigrad)	0	7	20	-1
Fried fish	Merchant (Faroe, Skellig)	0	5	20	-1
Fried fish	Merchant (Fyresdal, Ard Skellig)	0	5	20	-1
Fried fish	Merchant (Holmstein's Port, Ard Skellig)	0	5	20	-1
Fried fish	Merchant (Larvik, Hindarsfjall)	0	5	20	-1
Fried fish	Merchant (Novigrad)	0	7	14	-1
Fried fish	Merchant (Novigrad)	0	15	20	-1

Fried fish	Merchant (Nowhere Inn)	0	1	1	-1
Fried fish	Merchant (Rannvaig, Ard Skellig)	0	5	20	-1
Fried fish	Merchant (Svorlag, Spikeroog)	0	5	20	-1
Fried fish	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	10	21	-1
Fried meat	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Fried meat	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Fried meat	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Fried meat	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Fried meat	Merchant (Nowhere Inn)	0	1	1	-1
Gear improvement	Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	0	1	1	-1
Gear improvement	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	1	1	-1
Gear improvement	Merchant (any that sells books, Novigrad)	0	1	1	-1
Gear improvement	Merchant (any that sells books, Novigrad)	0	1	1	-1
Geralt mask 01	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Geralt mask 02	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Geralt mask 03	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Geralt Shirt	Armorers (Novigrad)	0	1	1	1
Geralt Shirt	Armorers (Velen - No Man's Land)	0	1	1	2
Geralt Shirt	Armorers (White Orchard)	0	1	1	7
Geralt Shirt	Blacksmith (any, Velen - No Man's Land)	0	1	1	-1
Geralt Shirt	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Geralt Shirt	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Geralt Shirt	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Ginatia petals	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Ginatia petals	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Ginatia petals	Herbalist (any)	0	10	14	-1
Ginatia petals	Herbalist (any, Novigrad)	0	10	11	-1
Ginatia petals	Herbalist (any, Skellige)	0	10	16	-1
Ginatia petals	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Ginatia petals	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Ginatia petals	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1

Ginatia petals	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Ginatia petals	Herbalist (Skellige)	0	1	4	-1
Ginatia petals	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Ginatia petals	Keira Metz (Velen)	0	10	10	-1
Ginatia petals	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Ginatia petals	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Ginatia petals	Merchant (Novigrad)	0	1	10	-1
Gloves 01	Armorers (Novigrad)	2	1	1	1
Gloves 01	Armorers (Velen - No Man's Land)	2	1	1	2
Gloves 01	Armorers (White Orchard)	2	1	1	7
Gloves 02	Armorers (Novigrad)	7	1	1	1
Gloves 02	Armorers (Skellige)	7	1	1	1
Gloves 02	Armorers (Velen - No Man's Land)	7	1	1	4
Gloves 03	Armorers (Novigrad)	10	1	1	1
Gloves 03	Armorers (Skellige)	10	1	1	1
Gloves 03	Armorers (Velen - No Man's Land)	10	1	1	4
Gloves 04	Armorers (Novigrad)	13	1	1	2
Gloves 04	Armorers (Skellige)	13	1	1	1
Gloves 1 Diagram	Armorers (Novigrad)	0	1	1	1
Gloves 1 Diagram	Armorers (Velen - No Man's Land)	0	1	1	2
Gloves 1 Diagram	Armorers (White Orchard)	0	1	1	9
Gloves 2 Diagram	Armorers (Novigrad)	5	1	1	1
Gloves 2 Diagram	Armorers (Skellige)	5	1	1	1
Gloves 2 Diagram	Armorers (Velen - No Man's Land)	5	1	1	4
Gloves 3 Diagram	Armorers (Novigrad)	8	1	1	1
Gloves 3 Diagram	Armorers (Skellige)	8	1	1	1
Gloves 3 Diagram	Armorers (Velen - No Man's Land)	8	1	1	4
Gloves 4 Diagram	Armorers (Novigrad)	11	1	1	2
Gloves 4 Diagram	Armorers (Skellige)	11	1	1	1
Glowing ore	Alchemist (chapel near Arette, in Gustfields)	30	1	1	-1
Glyph aard greater	Armorers (Novigrad)	15	1	1	2
Glyph aard greater	Armorers (Skellige)	15	1	1	1
Glyph aard greater Diagram	Armorers (Skellige)	23	1	1	2
Glyph aard lesser	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Glyph aard lesser	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	1	1	-1

Glyph aard lesser	Armorer (any Master-level)	0	1	1	-1
Glyph aard lesser	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Glyph aard lesser	Armorers (Novigrad)	13	1	1	1
Glyph aard lesser	Armorers (Skellige)	13	1	1	1
Glyph aard lesser	Armorers (Velen - No Man's Land)	13	1	1	1
Glyph aard lesser	Blacksmith of Midcopse (Velen)	0	1	1	-1
Glyph aard lesser	Merchant (any, Skellige)	0	1	1	-1
Glyph aard lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	10	1	1	-1
Glyph aard lesser	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	2	-1
Glyph aard lesser Diagram	Armorer (any, Novigrad)	13	1	1	-1
Glyph aard lesser Diagram	Armorers (Novigrad)	18	1	1	2
Glyph aard lesser Diagram	Armorers (Skellige)	18	1	1	1
Glyph axii greater	Armorers (Novigrad)	15	1	1	2
Glyph axii greater	Armorers (Skellige)	15	1	1	1
Glyph axii greater Diagram	Armorers (Skellige)	23	1	1	2
Glyph axii lesser	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Glyph axii lesser	Armorer (Amateur, Larvik, Hindarsfjall)	0	1	3	-1
Glyph axii lesser	Armorer (any Master-level)	0	1	1	-1
Glyph axii lesser	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Glyph axii lesser	Armorers (Novigrad)	13	1	1	1
Glyph axii lesser	Armorers (Skellige)	13	1	1	1
Glyph axii lesser	Armorers (Velen - No Man's Land)	13	1	1	1
Glyph axii lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	10	1	1	-1
Glyph axii lesser	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	3	3
Glyph axii lesser Diagram	Armorer (any, Velen - No Man's Land)	13	1	1	3
Glyph axii lesser Diagram	Armorers (Novigrad)	18	1	1	2
Glyph axii lesser Diagram	Armorers (Skellige)	18	1	1	1
Glyph igni greater	Armorers (Novigrad)	15	1	1	2
Glyph igni greater	Armorers (Skellige)	15	1	1	1
Glyph igni greater Diagram	Armorers (Skellige)	23	1	1	2
Glyph igni lesser	Armorers (Novigrad)	13	1	1	1
Glyph igni lesser	Armorers (Skellige)	13	1	1	1
Glyph igni lesser	Armorers (Velen - No Man's Land)	13	1	1	1
Glyph igni lesser	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	1	3	-1

Glyph igni lesser	Merchant (any, Velen - No Man's Land)	13	1	1	-1
Glyph igni lesser	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Glyph igni lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	10	1	1	-1
Glyph igni lesser	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	2	3
Glyph igni lesser Diagram	Armorer (any, Novigrad)	13	1	1	-1
Glyph igni lesser Diagram	Armorers (Novigrad)	18	1	1	2
Glyph igni lesser Diagram	Armorers (Skellige)	18	1	1	1
Glyph infusion lesser	Armorer (any, Novigrad)	13	1	1	-1
Glyph infusion lesser	Armorer (any, Velen - No Man's Land)	13	1	1	3
Glyph infusion lesser	Armorers (Novigrad)	15	1	1	1
Glyph infusion lesser	Armorers (Skellige)	15	1	1	1
Glyph infusion lesser	Armorers (Velen - No Man's Land)	15	1	1	1
Glyph infusion lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	13	1	1	-1
Glyph infusion lesser Diagram	Armorers (Novigrad)	20	1	1	2
Glyph infusion lesser Diagram	Armorers (Skellige)	20	1	1	1
Glyph quen greater	Armorers (Novigrad)	15	1	1	2
Glyph quen greater	Armorers (Skellige)	15	1	1	1
Glyph quen greater Diagram	Armorers (Skellige)	23	1	1	2
Glyph quen lesser	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Glyph quen lesser	Armorer (Amateur, Larvik, Hindarsfjall)	0	5	6	-1
Glyph quen lesser	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	6	-1
Glyph quen lesser	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	6	-1
Glyph quen lesser	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	6	-1
Glyph quen lesser	Armorer (Midcopse, Velen)	0	5	6	-1
Glyph quen lesser	Armorer (Mulbrydale Village)	0	5	6	-1
Glyph quen lesser	Armorers (Novigrad)	13	1	1	1
Glyph quen lesser	Armorers (Skellige)	13	1	1	1
Glyph quen lesser	Armorers (Velen - No Man's Land)	13	1	1	1
Glyph quen lesser	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	1	3	-1
Glyph quen lesser	Blacksmith of Midcopse (Velen)	0	5	6	-1
Glyph quen lesser	Herbalist (any)	0	5	10	-1
Glyph quen lesser	Herbalist (any, Skellige)	0	5	10	-1
Glyph quen lesser	Herbalist (any, Velen - No Man's Land)	0	5	10	-1

Glyph quen lesser	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Glyph quen lesser	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Glyph quen lesser	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Glyph quen lesser	Herbalist (Skellige)	0	5	10	-1
Glyph quen lesser	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Glyph quen lesser	Merchant (any, Novigrad)	0	5	6	-1
Glyph quen lesser	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Glyph quen lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	10	1	1	-1
Glyph quen lesser	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	2	3
Glyph quen lesser	Quartermaster (Temerian Partisan Hideout)	0	5	6	-1
Glyph quen lesser	Quartermaster Merchant, and Crow's Perch	0	5	6	-1
Glyph quen lesser Diagram	Armorer (any, Novigrad)	13	1	1	-1
Glyph quen lesser Diagram	Armorer (any, Velen - No Man's Land)	13	1	1	3
Glyph quen lesser Diagram	Armorers (Novigrad)	18	1	1	2
Glyph quen lesser Diagram	Armorers (Skellige)	18	1	1	1
Glyph yrden greater	Armorers (Novigrad)	15	1	1	2
Glyph yrden greater	Armorers (Skellige)	15	1	1	1
Glyph yrden greater Diagram	Armorers (Skellige)	23	1	1	2
Glyph yrden lesser	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Glyph yrden lesser	Armorer (Amateur, Larvik, Hindarsfjall)	0	1	3	-1
Glyph yrden lesser	Armorer (any Master-level)	0	1	1	-1
Glyph yrden lesser	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Glyph yrden lesser	Armorers (Novigrad)	13	1	1	1
Glyph yrden lesser	Armorers (Skellige)	13	1	1	1
Glyph yrden lesser	Armorers (Velen - No Man's Land)	13	1	1	1
Glyph yrden lesser	Merchant (The Bits, Novigrad, near Tretogor Gate)	10	1	1	-1
Glyph yrden lesser	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	2	3
Glyph yrden lesser Diagram	Armorer (any, Velen - No Man's Land)	13	1	1	3
Glyph yrden lesser Diagram	Armorers (Novigrad)	18	1	1	2
Glyph yrden lesser Diagram	Armorers (Skellige)	18	1	1	1
Gnomish silver sword 1	Blacksmiths (Skellige)	41	1	1	6
Gnomish silver sword 1 Diagram	Blacksmiths (Skellige)	39	1	1	4
Gnomish silver sword 2	Blacksmiths (Skellige)	45	1	1	6

Gnomish silver sword 2 Diagram	Blacksmiths (Skellige)	44	1	1	4
Gnomish sword 1 Diagram	Blacksmiths (Skellige)	41	1	1	4
Gnomish sword 2 Diagram	Blacksmiths (Skellige)	46	1	1	4
Goat hide	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Goat hide	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Goat hide	Merchant of Midcopse (Velen)	0	1	2	-1
Goat hide	Wandering Merchant (any)	0	1	1	-1
Goats milk	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Goats milk	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Goats milk	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Goats milk	Merchant (Novigrad)	0	5	10	-1
Goats milk	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Goblet	Merchant (any that sells junk, Novigrad)	0	2	5	-1
Gold ruby ring	Merchant (Midcopse, Velen)	0	5	5	-1
Grapes	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Grapes	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Grapes	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Green mold	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Green mold	Herbalist (any)	0	10	14	-1
Green mold	Herbalist (any, Skellige)	0	10	16	-1
Green mold	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Green mold	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Green mold	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Green mold	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Green mold	Herbalist (Skellige)	0	1	4	-1
Green mold	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Green mold	Keira Metz (Velen)	0	10	10	-1
Green mold	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Green mold	Merchant (Novigrad City)	0	1	5	-1
Green mold	Merchant (Novigrad)	0	1	10	-1
Grilled chicken sandwich	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Grilled chicken sandwich	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1

Grilled chicken sandwich	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Grilled chicken sandwich	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Grilled pork	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Grilled pork	Innkeep (Harviken, Faroe)	0	5	20	-1
Grilled pork	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Grilled pork	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Grilled pork	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Grilled pork	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Grilled pork	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Grilled pork	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	5	20	-1
Grilled pork	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Grilled pork	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gutted fish	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gutted fish	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Gutted fish	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gutted fish	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Gutted fish	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gutted fish	Merchant (any that sells fish, Novigrad)	0	8	20	-1
Gutted fish	Merchant (Faroe, Skellig)	0	5	20	-1
Gutted fish	Merchant (Fyresdal, Ard Skellig)	0	5	20	-1
Gutted fish	Merchant (Holmstein's Port, Ard Skellig)	0	5	20	-1
Gutted fish	Merchant (Larvik, Hindarsfjall)	0	5	20	-1
Gutted fish	Merchant (Novigrad)	0	10	15	-1
Gutted fish	Merchant (Novigrad)	0	5	9	-1
Gutted fish	Merchant (Rannvaig, Ard Skellig)	0	5	20	-1
Gutted fish	Merchant (Svorlag, Spikeroog)	0	5	20	-1
Gwent Card: albrich	Merchant of Crow's Perch (Velen)	0	1	1	-1
Gwent Card: arachas	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	1	-1
Gwent Card: arachas2	Innkeep (Urialla Harbor, An Skellig)	0	1	1	-1
Gwent Card: arachas3	Innkeep (Svorlag tavern, Spikeroog)	0	1	1	-1
Gwent Card: archer support	Merchant of Midcopse (Velen)	0	1	1	-1
Gwent Card: archer support2	Merchant (Glinsk Village, Velen)	0	1	1	-1
Gwent Card: barclay	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gwent Card: black archer	Merchant (Glinsk Village, Velen)	0	1	1	-1

Gwent Card: black archer2	Merchant of Midcopse (Velen)	0	1	1	-1
Gwent Card: blue stripes	Innkeep (Elsa, inside White Orchard Tavern)	0	1	1	-1
Gwent Card: blue stripes2	Merchant (Midcopse, Velen)	0	1	1	-1
Gwent Card: blue stripes3	Quartermaster Merchant, and Crow's Perch	0	1	1	-1
Gwent Card: botchling	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	1	1	-1
Gwent Card: catapult	Innkeep (Elsa, inside White Orchard Tavern)	0	1	1	-1
Gwent Card: catapult2	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	1	1	-1
Gwent Card: combat engineer	Innkeep at The Crossroads (Velen)	0	1	1	-1
Gwent Card: crinfrid	Innkeep (Elsa, inside White Orchard Tavern)	0	1	1	-1
Gwent Card: crinfrid2	Merchant (Glinsk Village, Velen)	0	1	1	-1
Gwent Card: crinfrid3	Merchant (Midcopse, Velen)	0	1	1	-1
Gwent Card: crone whispess	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	1	-1
Gwent Card: cynthia	Quartermaster Merchant, and Crow's Perch	0	1	1	-1
Gwent Card: dol archer	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	1	1	-1
Gwent Card: dol dwarf	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Gwent Card: dol infantry	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gwent Card: dummy	Innkeep (Elsa, inside White Orchard Tavern)	0	1	1	-1
Gwent Card: dummy	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gwent Card: dummy	Quartermaster Merchant, and Crow's Perch	0	1	1	-1
Gwent Card: earth elemental	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	1	1	-1
Gwent Card: ekkima	Innkeep (Svorlag tavern, Spikeroog)	0	1	1	-1
Gwent Card: elf skirmisher	Innkeep (Urialla Harbor, An Skellig)	0	1	1	-1
Gwent Card: emhyr bronze	Innkeep at The Crossroads (Velen)	0	1	1	-1
Gwent Card: eredin bronze	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	1	1	-1
Gwent Card: fiend	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	1	-1
Gwent Card: fleder	Innkeep (Harviken, Faroe)	0	1	1	-1
Gwent Card: fogling	Innkeep (Svorlag tavern, Spikeroog)	0	1	1	-1
Gwent Card: foltest bronze	Innkeep (Elsa, inside White Orchard Tavern)	0	1	1	-1
Gwent Card: francesca bronze	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gwent Card: ghoul	Innkeep (Harviken, Faroe)	0	1	1	-1
Gwent Card: harpy	Innkeep (Harviken, Faroe)	0	1	1	-1
Gwent Card: havekar nurse2	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gwent Card: havekar nurse3	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1

Gwent Card: havekar support	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gwent Card: havekar support3	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Gwent Card: heavy zerri	Merchant of Midcopse (Velen)	0	1	1	-1
Gwent Card: horn	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Gwent Card: horn	Innkeep at The Crossroads (Velen)	0	1	1	-1
Gwent Card: horn	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	1	1	-1
Gwent Card: ice giant	Innkeep (Svorlag tavern, Spikeroog)	0	1	1	-1
Gwent Card: impera brigade	Merchant of Crow's Perch (Velen)	0	1	1	-1
Gwent Card: impera brigade2	Innkeep at The Crossroads (Velen)	0	1	1	-1
Gwent Card: impera brigade3	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gwent Card: impera brigade4	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gwent Card: mahakam	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	1	1	-1
Gwent Card: mahakam2	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Gwent Card: mahakam3	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gwent Card: mahakam4	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gwent Card: mahakam5	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Gwent Card: morteisen	Merchant (Midcopse, Velen)	0	1	1	-1
Gwent Card: nausicaa	Quartermaster Merchant, and Crow's Perch	0	1	1	-1
Gwent Card: nausicaa2	Innkeep at The Crossroads (Velen)	0	1	1	-1
Gwent Card: nausicaa3	Merchant of Crow's Perch (Velen)	0	1	1	-1
Gwent Card: nekker2	Innkeep (Harviken, Faroe)	0	1	1	-1
Gwent Card: poor infantry2	Merchant (Midcopse, Velen)	0	1	1	-1
Gwent Card: poor infantry3	Merchant of Midcopse (Velen)	0	1	1	-1
Gwent Card: puttkammer	Merchant (Glinsk Village, Velen)	0	1	1	-1
Gwent Card: rainfarn	Merchant of Midcopse (Velen)	0	1	1	-1
Gwent Card: scorch	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gwent Card: scorch	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	1	1	-1
Gwent Card: scorch	Innkeep (Urialla Harbor, An Skellig)	0	1	1	-1
Gwent Card: siege support	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Gwent Card: sweers	Merchant (Glinsk Village, Velen)	0	1	1	-1
Gwent Card: thaler	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	1	-1
Gwent Card: vrihedd brigade	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Gwent Card: vrihedd brigade2	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1

Gwent Card: werewolf	Innkeep (Urialla Harbor, An Skellig)	0	1	1	-1
Gwent Card: young emissary	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Gwent Card: young emissary2	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Gwent Card: zerri	Merchant of Crow's Perch (Velen)	0	1	1	-1
Ham sandwich	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Ham sandwich	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Ham sandwich	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Han	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Han	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Han	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Han	Herbalist (any)	0	10	14	-1
Han	Herbalist (any, Skellige)	0	10	16	-1
Han	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Han	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Han	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Han	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Han	Herbalist (Skellige)	0	1	4	-1
Han	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Han	Keira Metz (Velen)	0	10	10	-1
Han	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Han	Merchant (Novigrad)	0	1	10	-1
Han	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Hardened leather	Merchant (Glory Lane, Novigrad, near Glory Gate)	10	1	10	-1
Hardened timber	Merchant (any, Skellige)	10	1	5	-1
Hardened timber	Merchant (Midcopse)	10	2	4	-1
Hardened timber	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	10	2	4	-1
Hardened timber	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	10	2	4	-1
Hardened timber	Merchant (Toderas Village, Velen)	10	2	4	-1
Hardened timber	Wandering Merchant (any)	10	1	1	-1
Heavy armor 01	Armorers (Skellige)	27	1	1	2
Heavy armor 02	Armorers (Skellige)	28	1	1	2
Heavy armor 03	Armorers (Skellige)	29	1	1	2
Heavy armor 04	Armorers (Skellige)	31	1	1	2

Heavy armor 05	Armorers (Skellige)	34	1	1	2
Heavy Armor 1 Diagram	Armorers (Skellige)	25	1	1	2
Heavy Armor 2 Diagram	Armorers (Skellige)	26	1	1	2
Heavy Armor 3 Diagram	Armorers (Skellige)	27	1	1	2
Heavy Armor 4 Diagram	Armorers (Skellige)	29	1	1	2
Heavy boots 01	Armorers (Skellige)	19	1	1	2
Heavy boots 02	Armorers (Skellige)	21	1	1	2
Heavy boots 03	Armorers (Skellige)	23	1	1	2
Heavy boots 04	Armorers (Skellige)	25	1	1	2
Heavy boots 05	Armorers (Skellige)	27	1	1	2
Heavy boots 06	Armorers (Skellige)	29	1	1	2
Heavy boots 07	Armorers (Skellige)	31	1	1	2
Heavy boots 08	Armorers (Skellige)	34	1	1	2
Heavy Boots 1 Diagram	Armorers (Skellige)	17	1	1	2
Heavy Boots 2 Diagram	Armorers (Skellige)	19	1	1	2
Heavy Boots 3 Diagram	Armorers (Skellige)	21	1	1	2
Heavy Boots 4 Diagram	Armorers (Skellige)	23	1	1	2
Heavy Boots 7 Diagram	Armorers (Skellige)	29	1	1	2
Heavy Boots 8 Diagram	Armorers (Skellige)	32	1	1	2
Heavy gloves 01	Armorers (Skellige)	17	1	1	2
Heavy gloves 02	Armorers (Skellige)	22	1	1	2
Heavy gloves 03	Armorers (Skellige)	27	1	1	2
Heavy gloves 04	Armorers (Skellige)	31	1	1	2
Heavy Gloves 1 Diagram	Armorers (Skellige)	15	1	1	2
Heavy Gloves 2 Diagram	Armorers (Skellige)	20	1	1	2
Heavy Gloves 3 Diagram	Armorers (Skellige)	25	1	1	2
Heavy Gloves 4 Diagram	Armorers (Skellige)	29	1	1	2
Heavy pants 01	Armorers (Novigrad)	16	1	1	2
Heavy pants 01	Armorers (Skellige)	16	1	1	1
Heavy pants 02	Armorers (Skellige)	20	1	1	2
Heavy pants 03	Armorers (Skellige)	29	1	1	2
Heavy pants 04	Armorers (Skellige)	31	1	1	2
Heavy Pants 1 Diagram	Armorers (Novigrad)	14	1	1	2
Heavy Pants 1 Diagram	Armorers (Skellige)	14	1	1	1
Heavy Pants 2 Diagram	Armorers (Skellige)	18	1	1	2

Heavy Pants 3 Diagram	Armorers (Skellige)	27	1	1	2
Heavy Pants 4 Diagram	Armorers (Skellige)	29	1	1	2
Hellebore petals	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Hellebore petals	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Hellebore petals	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Hellebore petals	Herbalist (any)	0	10	14	-1
Hellebore petals	Herbalist (any, Novigrad)	0	10	11	-1
Hellebore petals	Herbalist (any, Skellige)	0	10	16	-1
Hellebore petals	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Hellebore petals	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Hellebore petals	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Hellebore petals	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Hellebore petals	Herbalist (Skellige)	0	1	4	-1
Hellebore petals	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Hellebore petals	Keira Metz (Velen)	0	10	10	-1
Hellebore petals	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Hellebore petals	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Hellebore petals	Merchant (Novigrad)	0	1	10	-1
Hellebore petals	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Honeycomb	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Honeysuckle	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Honeysuckle	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Honeysuckle	Herbalist (any)	0	10	14	-1
Honeysuckle	Herbalist (any, Novigrad)	0	10	11	-1
Honeysuckle	Herbalist (any, Skellige)	0	10	16	-1
Honeysuckle	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Honeysuckle	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Honeysuckle	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Honeysuckle	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Honeysuckle	Herbalist (Skellige)	0	1	4	-1
Honeysuckle	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Honeysuckle	Keira Metz (Velen)	0	10	10	-1

Honeysuckle	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Honeysuckle	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Honeysuckle	Merchant (Novigrad)	0	1	10	-1
Hop umbels	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Hop umbels	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Hop umbels	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Hop umbels	Herbalist (any)	0	10	14	-1
Hop umbels	Herbalist (any, Skellige)	0	10	16	-1
Hop umbels	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Hop umbels	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Hop umbels	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Hop umbels	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Hop umbels	Herbalist (Skellige)	0	1	4	-1
Hop umbels	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Hop umbels	Keira Metz (Velen)	0	10	10	-1
Hop umbels	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Hop umbels	Merchant (Novigrad)	0	1	10	-1
Hop umbels	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Hornwort	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Hornwort	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Hornwort	Herbalist (any)	0	10	14	-1
Hornwort	Herbalist (any, Novigrad)	0	10	11	-1
Hornwort	Herbalist (any, Skellige)	0	10	16	-1
Hornwort	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Hornwort	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Hornwort	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Hornwort	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Hornwort	Herbalist (Skellige)	0	1	4	-1
Hornwort	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Hornwort	Keira Metz (Velen)	0	10	10	-1
Hornwort	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Hornwort	Merchant (Novigrad)	0	1	10	-1
Horse Bag 1	Armorer (any, Novigrad)	6	1	1	-1

Horse Bag 1	Armorer (Mulbrydale Village)	0	1	1	-1
Horse Bag 1	Merchant (any, Skellige)	6	1	1	-1
Horse Bag 1	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	1	1	-1
Horse Bag 1	Merchant (Kaer Morhen)	0	1	1	-1
Horse Bag 1	Merchant (Midcopse, Velen)	0	1	1	-1
Horse Bag 1	Merchant of Crow's Perch (Velen)	0	1	1	-1
Horse Bag 1	Merchant of Midcopse (Velen)	0	1	1	-1
Horse Bag 2	Armorer (any Master-level)	0	1	1	-1
Horse Bag 2	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	1	1	-1
Horse Bag 2	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Horse Bag 2	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Horse Bag 2	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Horse Bag 2	Merchant (Glinsk Village, Velen)	0	1	1	-1
Horse Bag 2	Merchant (Larvik, Hindarsfjall)	0	1	1	-1
Horse Bag 2	Merchant (Oreton)	0	1	1	-1
Horse Bag 3	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Horse Bag 3	Merchant (Faroe, Skellig)	0	1	1	-1
Horse Bag 3	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Horse Bag 3	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Horse Blinder 1	Armorer (any, Novigrad)	5	1	1	-1
Horse Blinder 1	Armorer (Master, Yoana, Crow's Perch, Velen)	0	1	1	-1
Horse Blinder 1	Merchant (Midcopse, Velen)	0	1	1	-1
Horse Blinder 2	Armorer (any, Skellige)	15	1	1	-1
Horse Blinder 2	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Horse Blinder 2	Merchant (saved, after Secondary Quest: Caravan Attack in Velen)	0	1	1	-1
Horse hide	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Horse hide	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Horse hide	Wandering Merchant (any)	0	1	1	-1
Horse Saddle 1	Merchant (Kaer Morhen)	0	1	1	-1
Horse Saddle 1v2	Armorer (Mulbrydale Village)	0	1	1	-1
Horse Saddle 1v4	Blacksmith of Midcopse (Velen)	0	1	1	-1
Horse Saddle 2v2	Armorer (any Master-level)	0	1	1	-1

Horse Saddle 2v3	Armorer (any, Novigrad)	14	1	1	-1
Horse Saddle 2v4	Merchant (any, Skellige)	16	1	1	-1
Horse Saddle 3v2	Armorer (any Master-level)	0	1	1	-1
Horse Saddle 3v2	Armorer (any, Skellige)	20	1	1	-1
Horse Saddle 3v3	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Horse Saddle 3v4	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Horse vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Horse vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Horse vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Horse vol 1	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Horse vol 2	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Hybrid Monsters vol 1	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Hybrid Monsters vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Hybrid Monsters vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Hybrid Monsters vol 2	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Ibrahim Savi's Maps: Ursine Witcher Gear	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Ibrahim Savi's Maps: Ursine Witcher Gear	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Ibrahim Savi's Maps: Ursine Witcher Gear	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Ibrahim Savi's Maps: Ursine Witcher Gear	Armorer (Journeyman, near Oxenfurt Harbor, Oxenfurt)	0	1	1	-1
Inkwell	Merchant (any that sells junk, Novigrad)	0	1	2	-1
Inkwell	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Inkwell	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Inkwell	Merchant (Novigrad)	0	5	10	-1
Inquisitor sword 1	Blacksmiths (Skellige)	32	1	1	6
Inquisitor sword 1 Diagram	Blacksmiths (Skellige)	30	1	1	4
Inquisitor sword 2	Blacksmiths (Skellige)	36	1	1	6
Inquisitor sword 2 Diagram	Blacksmiths (Skellige)	34	1	1	4
Insectoids vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Insectoids vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Iron ore	Merchant (Blandare, Ard Skellig)	0	5	20	-1
Iron ore	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1

Iron ore	Merchant (Midcopse)	0	10	15	-1
Iron ore	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Iron ore	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Iron ore	Merchant (Toderas Village, Velen)	0	10	15	-1
Jacob of Varazze Chronicles	Merchant (any that sells books, Novigrad)	0	1	1	-1
Kaedwenian Stout	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Kaedwenian Stout	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Kaedwenian Stout	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Kaedwenian Stout	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Kaedwenian Stout	Merchant (Glinsk Village, Velen)	0	1	6	-1
Kaedwenian Stout	Merchant (Novigrad City)	0	5	10	-1
Kaedwenian Stout	Merchant (Nowhere Inn)	0	1	1	-1
Leather	Merchant (Fayrlund, Ard Skellig)	0	5	20	-1
Leather	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	10	-1
Leather	Merchant (Midcopse)	0	10	15	-1
Leather	Merchant (Novigrad)	0	5	5	-1
Leather	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Leather	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Leather	Merchant (Toderas Village, Velen)	0	10	15	-1
Leather straps	Merchant (Midcopse)	0	10	15	-1
Leather straps	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Leather straps	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Leather straps	Merchant (Toderas Village, Velen)	0	10	15	-1
Leather straps	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
Leather straps	Wandering Merchant (any)	0	1	1	-1
Light armor 01	Armorers (Novigrad)	2	1	1	1
Light armor 01	Armorers (Velen - No Man's Land)	2	1	1	2
Light armor 01	Armorers (White Orchard)	2	1	1	7
Light armor 02	Armorers (Novigrad)	3	1	1	1
Light armor 02	Armorers (Velen - No Man's Land)	3	1	1	2
Light armor 02	Armorers (White Orchard)	3	1	1	7
Light armor 03	Armorers (Novigrad)	4	1	1	1
Light armor 03	Armorers (Velen - No Man's Land)	4	1	1	2

Light armor 03	Armorers (White Orchard)	4	1	1	7
Light armor 04	Armorers (Novigrad)	6	1	1	1
Light armor 04	Armorers (Skellige)	6	1	1	1
Light armor 04	Armorers (Velen - No Man's Land)	6	1	1	4
Light armor 06	Armorers (Novigrad)	8	1	1	1
Light armor 06	Armorers (Skellige)	8	1	1	1
Light armor 06	Armorers (Velen - No Man's Land)	8	1	1	4
Light armor 07	Armorers (Novigrad)	9	1	1	1
Light armor 07	Armorers (Skellige)	9	1	1	1
Light armor 07	Armorers (Velen - No Man's Land)	9	1	1	4
Light armor 08	Armorers (Novigrad)	11	1	1	2
Light armor 08	Armorers (Skellige)	11	1	1	1
Light armor 09	Armorers (Novigrad)	12	1	1	2
Light armor 09	Armorers (Skellige)	12	1	1	1
Light Armor 1 Diagram	Armorers (Novigrad)	0	1	1	1
Light Armor 1 Diagram	Armorers (Velen - No Man's Land)	0	1	1	2
Light Armor 1 Diagram	Armorers (White Orchard)	0	1	1	9
Light Armor 2 Diagram	Armorers (Novigrad)	1	1	1	1
Light Armor 2 Diagram	Armorers (Velen - No Man's Land)	1	1	1	2
Light Armor 2 Diagram	Armorers (White Orchard)	1	1	1	9
Light Armor 3 Diagram	Armorers (Novigrad)	2	1	1	1
Light Armor 3 Diagram	Armorers (Velen - No Man's Land)	2	1	1	2
Light Armor 3 Diagram	Armorers (White Orchard)	2	1	1	9
Light Armor 4 Diagram	Armorers (Novigrad)	4	1	1	1
Light Armor 4 Diagram	Armorers (Skellige)	4	1	1	1
Light Armor 4 Diagram	Armorers (Velen - No Man's Land)	4	1	1	4
Light Armor 5 Diagram	Armorers (Novigrad)	5	1	1	1
Light Armor 5 Diagram	Armorers (Skellige)	5	1	1	1
Light Armor 5 Diagram	Armorers (Velen - No Man's Land)	5	1	1	4
Light Armor 6 Diagram	Armorers (Novigrad)	6	1	1	1
Light Armor 6 Diagram	Armorers (Skellige)	6	1	1	1
Light Armor 6 Diagram	Armorers (Velen - No Man's Land)	6	1	1	4
Light Armor 7 Diagram	Armorers (Novigrad)	7	1	1	1
Light Armor 7 Diagram	Armorers (Skellige)	7	1	1	1
Light Armor 7 Diagram	Armorers (Velen - No Man's Land)	7	1	1	4

Light Armor 8 Diagram	Armorers (Novigrad)	9	1	1	2
Light Armor 8 Diagram	Armorers (Skellige)	9	1	1	1
Linen	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Linen	Merchant (Midcopse)	0	10	15	-1
Linen	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Linen	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Linen	Merchant (Toderas Village, Velen)	0	10	15	-1
Long Steel Sword	Blacksmiths (Novigrad)	5	1	1	1
Long Steel Sword	Blacksmiths (Velen - No Man's Land)	5	1	1	1
Long Steel Sword	Blacksmiths (White Orchard)	5	1	1	2
Longrube	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Longrube	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Longrube	Herbalist (any)	0	10	14	-1
Longrube	Herbalist (any, Novigrad)	0	10	11	-1
Longrube	Herbalist (any, Skellige)	0	10	16	-1
Longrube	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Longrube	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Longrube	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Longrube	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Longrube	Herbalist (Skellige)	0	1	4	-1
Longrube	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Longrube	Keira Metz (Velen)	0	10	10	-1
Longrube	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Longrube	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Longrube	Merchant (Novigrad)	0	1	10	-1
Lore Book: Basics of Magic	Keira Metz (Velen)	0	1	1	-1
Lore Book: Basics of Magic	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Lore Book: Bells of Beauclair	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Conjunction of Spheres	Keira Metz (Velen)	0	1	1	-1
Lore Book: Conjunction of Spheres	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Lore Book: Elder Blood	Keira Metz (Velen)	0	1	1	-1
Lore Book: Elven Legends	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	10	-1

Lore Book: Elven Ruins	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	10	-1
Lore Book: Elven Sages	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	10	-1
Lore Book: Fall pf Wyzima	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Fate of Temeria	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Last Wish	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Last Wish	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Lore Book: Lodge of Sorceresses	Keira Metz (Velen)	0	1	1	-1
Lore Book: Monstrum	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Lore Book: Non Humans	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Non Humans	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Lore Book: Novigrad	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Oxenfurt	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Oxenfurt	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Lore Book: Skellige Heroes: broddr	Merchant (Faroe, Skellig)	0	1	1	-1
Lore Book: Skellige Heroes: grymmdjarr	Merchant (Faroe, Skellig)	0	1	1	-1
Lore Book: Skellige Heroes: modolf	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Lore Book: Skellige Heroes: otkell	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Lore Book: Skellige Heroes: sove	Merchant (Svorlag, Spikeroog)	0	1	1	-1
Lore Book: Skellige Heroes: tyr	Merchant (Svorlag, Spikeroog)	0	1	1	-1
Lore Book: Skellige Island	Merchant (Faroe, Skellig)	0	1	1	-1
Lore Book: Summit of Loc Muinne	Merchant (any that sells books, Novigrad)	0	1	1	-1
Lore Book: Theory of Spheres	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	1	1	-1
Lore Book: Theory of Spheres	Keira Metz (Velen)	0	1	1	-1
Lore Book: Witchers	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Lore: Book: Cult of Freya	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	1	1	-1
Lunar shards	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Lunar shards	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Lunar shards	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Lunar shards	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1

Lunar shards	Herbalist (any)	0	5	10	-1
Lunar shards	Herbalist (any, Novigrad)	0	5	10	-1
Lunar shards	Herbalist (any, Skellige)	0	5	10	-1
Lunar shards	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Lunar shards	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Lunar shards	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Lunar shards	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Lunar shards	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Lunar shards	Herbalist (Skellige)	0	5	10	-1
Lunar shards	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Lunar shards	Keira Metz (Velen)	0	1	5	-1
Lunar shards	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Lunar shards	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Lunar shards	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Lute	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Magical Monsters vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Magical Monsters vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Mahakam Spirit	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Mahakam Spirit	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Mahakam Spirit	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Mahakam Spirit	Innkeep (inside White Orchard Tavern, Epilogue only)	0	5	10	-1
Mahakam Spirit	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Mahakam Spirit	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Mahakam Spirit	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Mahakam Spirit	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Mahakam Spirit	Innkeep at The Crossroads (Velen)	0	1	5	-1
Mahakam Spirit	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Mahakam Spirit	Merchant (Novigrad City)	0	5	10	-1
Mahakam Spirit	Merchant (Nowhere Inn)	0	1	1	-1
Mahakam Spirit	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Mandrake cordial	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Mandrake cordial	Innkeep (Harviken, Faroe)	0	5	20	-1

Mandrake cordial	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Mandrake cordial	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Mandrake cordial	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Mandrake cordial	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Mandrake cordial	Innkeep at The Crossroads (Velen)	0	1	5	-1
Mandrake cordial	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Mandrake cordial	Merchant (any that sells fish, Novigrad)	0	5	20	-1
Mandrake cordial	Merchant (Blandare, Ard Skellig)	0	5	5	-1
Mandrake cordial	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	5	5	-1
Mandrake cordial	Merchant (Downwarren Village)	0	5	5	-1
Mandrake cordial	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	5	5	-1
Mandrake cordial	Merchant (Midcopse)	0	5	5	-1
Mandrake cordial	Merchant (Novigrad City)	0	5	10	-1
Mandrake cordial	Merchant (Novigrad)	0	1	1	-1
Mandrake cordial	Merchant (Nowhere Inn)	0	1	1	-1
Mandrake cordial	Merchant (Oreton)	0	5	5	-1
Mandrake cordial	Merchant (Toderas Village, Velen)	0	5	5	-1
Mandrake cordial	Merchant of Crow's Perch (Velen)	0	5	5	-1
Mandrake cordial	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Mandrake root	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Mandrake root	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Mandrake root	Herbalist (any)	0	10	14	-1
Mandrake root	Herbalist (any, Novigrad)	0	10	11	-1
Mandrake root	Herbalist (any, Skellige)	0	10	16	-1
Mandrake root	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Mandrake root	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Mandrake root	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Mandrake root	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Mandrake root	Herbalist (Skellige)	0	1	4	-1
Mandrake root	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Mandrake root	Keira Metz (Velen)	0	10	10	-1
Mandrake root	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Mandrake root	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1

Mandrake root	Merchant (Novigrad)	0	1	10	-1
Map of Faroe	Merchant (any, Skellige)	0	1	1	-1
Map of Faroe	Merchant (Fayrlund, Ard Skellig)	0	1	1	-1
Map of Hindarsfjall	Merchant (any, Skellige)	0	1	1	-1
Map of Hindarsfjall	Merchant (Fyresdal, Ard Skellig)	0	1	1	-1
Map of Spikeroog	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	1	-1
Map of Spikeroog	Merchant (any, Skellige)	0	1	1	-1
Map of Undvik	Merchant (any, Skellige)	0	1	1	-1
Map of Undvik	Merchant (Holmstein's Port, Ard Skellig)	0	1	1	-1
Medium armor 01	Armorers (Novigrad)	14	1	1	2
Medium armor 01	Armorers (Skellige)	14	1	1	1
Medium armor 02	Armorers (Novigrad)	15	1	1	2
Medium armor 02	Armorers (Skellige)	15	1	1	1
Medium armor 03	Armorers (Novigrad)	16	1	1	2
Medium armor 03	Armorers (Skellige)	16	1	1	1
Medium armor 04	Armorers (Skellige)	17	1	1	2
Medium armor 05	Armorers (Skellige)	18	1	1	2
Medium armor 07	Armorers (Skellige)	20	1	1	2
Medium Armor 1 Diagram	Armorers (Novigrad)	12	1	1	2
Medium Armor 1 Diagram	Armorers (Skellige)	12	1	1	1
Medium armor 10	Armorers (Skellige)	24	1	1	2
Medium armor 11	Armorers (Skellige)	25	1	1	2
Medium Armor 2 Diagram	Armorers (Novigrad)	13	1	1	2
Medium Armor 2 Diagram	Armorers (Skellige)	13	1	1	1
Medium Armor 3 Diagram	Armorers (Novigrad)	14	1	1	2
Medium Armor 3 Diagram	Armorers (Skellige)	14	1	1	1
Medium Armor 4 Diagram	Armorers (Skellige)	15	1	1	2
Melitele figurine	Merchant (any that sells junk, Novigrad)	0	1	7	-1
Melitele figurine	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Meteorite ingot	Merchant (any, Skellige)	15	5	5	-1
Meteorite ore	Merchant (any, Skellige)	15	5	5	-1
Meteorite ore	Merchant (Kaer Trolde Harbor, Ard Skellig)	15	10	20	-1
Mettina Rose	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	5	20	-1
Mettina Rose	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1

Mettina Rose	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Mistletoe	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Mistletoe	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Mistletoe	Herbalist (any)	0	10	14	-1
Mistletoe	Herbalist (any, Novigrad)	0	10	11	-1
Mistletoe	Herbalist (any, Skellige)	0	10	16	-1
Mistletoe	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Mistletoe	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Mistletoe	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Mistletoe	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Mistletoe	Herbalist (Skellige)	0	1	4	-1
Mistletoe	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Mistletoe	Keira Metz (Velen)	0	10	10	-1
Mistletoe	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Mistletoe	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Mistletoe	Merchant (Novigrad)	0	1	10	-1
Moleyarrow	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Moleyarrow	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Moleyarrow	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Moleyarrow	Herbalist (any)	0	10	14	-1
Moleyarrow	Herbalist (any, Novigrad)	0	10	11	-1
Moleyarrow	Herbalist (any, Skellige)	0	10	16	-1
Moleyarrow	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Moleyarrow	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Moleyarrow	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Moleyarrow	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Moleyarrow	Herbalist (Skellige)	0	1	4	-1
Moleyarrow	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Moleyarrow	Keira Metz (Velen)	0	10	10	-1
Moleyarrow	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Moleyarrow	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Moleyarrow	Merchant (Novigrad)	0	1	10	-1
Moleyarrow	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1

Mug	Merchant (any that sells junk, Novigrad)	0	3	12	-1
Mug	Merchant (Glinsk Village, Velen)	0	1	1	-1
Mug	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Mushroom	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Mushroom	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Mushroom	Merchant (Novigrad City)	0	5	10	-1
Mushroom	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Mutton curry	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Mutton curry	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Mutton leg	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Mutton leg	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Necronomicon	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Necrophage vol 1	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Necrophage vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Necrophage vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Necrophage vol 1	Merchant (Novigrad)	0	1	1	-1
Necrophage vol 1	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Nilfgaardian Casual Pants	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Nilfgaardian casual shoes	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Nilfgaardian Casual Suit 01	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Nilfgaardian Casual Suit 02	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Nilfgaardian Casual Suit 03	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Nilfgaardian Lemon	Herbalist (any)	0	15	20	-1
Nilfgaardian Lemon	Herbalist (Tomira, near Sawmill, White Orchard)	0	15	20	-1
Nilfgaardian Lemon	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Nilfgaardian Lemon	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Nilfgaardian Lemon	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Nilfgaardian Lemon	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Nilfgaardian Lemon	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Nilfgaardian Lemon	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Nilfgaardian Lemon	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1

Nilfgaardian Lemon	Merchant (Downwarren Village)	0	5	5	-1
Nilfgaardian Lemon	Merchant (Glinsk Village, Velen)	0	1	6	-1
Nilfgaardian Lemon	Merchant (Nowhere Inn)	0	1	1	-1
Nilfgaardian Lemon	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Nilfgaardian sword 1	Blacksmiths (Novigrad)	8	1	1	1
Nilfgaardian sword 1	Blacksmiths (Skellige)	8	1	1	1
Nilfgaardian sword 1	Blacksmiths (Velen - No Man's Land)	8	1	1	5
Nilfgaardian sword 1 Diagram	Blacksmiths (Novigrad)	6	1	1	1
Nilfgaardian sword 1 Diagram	Blacksmiths (Skellige)	6	1	1	1
Nilfgaardian sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	6	1	1	5
Nilfgaardian sword 2	Blacksmiths (Novigrad)	13	1	1	7
Nilfgaardian sword 2	Blacksmiths (Skellige)	13	1	1	1
Nilfgaardian sword 3	Blacksmiths (Skellige)	17	1	1	6
Nilfgaardian sword 4	Blacksmiths (Skellige)	31	1	1	6
Nilfgaardian sword 4 Diagram	Blacksmiths (Skellige)	29	1	1	4
Nilfgard arms and tactics	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
No Mans Land sword 1	Blacksmiths (Novigrad)	1	1	1	1
No Mans Land sword 1	Blacksmiths (Velen - No Man's Land)	1	1	1	1
No Mans Land sword 1	Blacksmiths (White Orchard)	1	1	1	6
No Mans Land sword 1 Diagram	Blacksmiths (Novigrad)	1	1	1	1
No Mans Land sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	1	1	1	1
No Mans Land sword 1 Diagram	Blacksmiths (White Orchard)	1	1	1	8
No Mans Land sword 1 q2	Blacksmiths (Novigrad)	2	1	1	1
No Mans Land sword 1 q2	Blacksmiths (Velen - No Man's Land)	2	1	1	1
No Mans Land sword 1 q2	Blacksmiths (White Orchard)	2	1	1	6
No Mans Land sword 2	Blacksmiths (Novigrad)	3	1	1	1
No Mans Land sword 2	Blacksmiths (Velen - No Man's Land)	3	1	1	1
No Mans Land sword 2	Blacksmiths (White Orchard)	3	1	1	6
No Mans Land sword 2 Diagram	Blacksmiths (Novigrad)	2	1	1	1
No Mans Land sword 2 Diagram	Blacksmiths (Velen - No Man's Land)	2	1	1	1
No Mans Land sword 2 Diagram	Blacksmiths (White Orchard)	2	1	1	8
No Mans Land sword 3	Blacksmiths (Novigrad)	16	1	1	7
No Mans Land sword 3	Blacksmiths (Skellige)	16	1	1	1

No Mans Land sword 3 Diagram	Blacksmiths (Novigrad)	14	1	1	7
No Mans Land sword 3 Diagram	Blacksmiths (Skellige)	14	1	1	1
No Mans Land sword 4	Blacksmiths (Skellige)	2	1	1	6
No Mans Land sword 4 Diagram	Blacksmiths (Skellige)	20	1	1	4
Noble Statuette	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Norther Kingdoms arms and tactics	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Nostrix	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Nostrix	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Nostrix	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Nostrix	Herbalist (any)	0	10	14	-1
Nostrix	Herbalist (any, Novigrad)	0	10	11	-1
Nostrix	Herbalist (any, Skellige)	0	10	16	-1
Nostrix	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Nostrix	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Nostrix	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Nostrix	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Nostrix	Herbalist (Skellige)	0	1	4	-1
Nostrix	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Nostrix	Keira Metz (Velen)	0	10	10	-1
Nostrix	Merchant (any, Velen - No Man's Land)	0	1	30	-1
Nostrix	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Nostrix	Merchant (Novigrad)	0	1	10	-1
Nostrix	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Novigraadan sword 1	Blacksmiths (Novigrad)	6	1	1	1
Novigraadan sword 1	Blacksmiths (Skellige)	6	1	1	1
Novigraadan sword 1	Blacksmiths (Velen - No Man's Land)	6	1	1	5
Novigraadan sword 1 Diagram	Blacksmiths (Novigrad)	4	1	1	1
Novigraadan sword 1 Diagram	Blacksmiths (Skellige)	4	1	1	1
Novigraadan sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	4	1	1	5
Novigraadan sword 2	Blacksmiths (Novigrad)	11	1	1	7
Novigraadan sword 2	Blacksmiths (Skellige)	11	1	1	1
Novigraadan sword 3	Blacksmiths (Skellige)	16	1	1	6

Novigraadan sword 4	Blacksmiths (Skellige)	26	1	1	6
Novigraadan sword 4 Diagram	Blacksmiths (Skellige)	24	1	1	4
Ogres vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Ogres vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Oil	Merchant (any that sells fish, Novigrad)	0	3	10	-1
Oil	Merchant (any, Skellige)	0	10	15	-1
Oil	Merchant (Blandare, Ard Skellig)	0	1	10	-1
Oil	Merchant (Faroe, Skellig)	0	1	10	-1
Oil	Merchant (Fyresdal, Ard Skellig)	0	1	10	-1
Oil	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Oil	Merchant (Holmstein's Port, Ard Skellig)	0	1	10	-1
Oil	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Oil	Merchant (Larvik, Hindarsfjall)	0	1	10	-1
Oil	Merchant (Midcopse)	0	10	20	-1
Oil	Merchant (Novigrad City)	0	1	5	-1
Oil	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	20	-1
Oil	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	20	-1
Oil	Merchant (Svorlag, Spikeroog)	0	1	10	-1
Oil	Merchant (Toderas Village, Velen)	0	10	20	-1
Oil	Merchant (Toderas Village, Velen)	0	10	20	-1
Oil	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Oil	Merchant of Crow's Perch (Velen)	0	5	20	-1
Old bear skin	Merchant (Blandare, Ard Skellig)	0	1	5	-1
Old bear skin	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Old bear skin	Merchant (Faroe, Skellig)	0	1	5	-1
Old bear skin	Merchant (Fyresdal, Ard Skellig)	0	1	5	-1
Old bear skin	Merchant (Glinsk Village, Velen)	0	1	5	-1
Old bear skin	Merchant (Holmstein's Port, Ard Skellig)	0	1	5	-1
Old bear skin	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Old bear skin	Merchant (Larvik, Hindarsfjall)	0	1	5	-1
Old bear skin	Merchant (Midcopse)	0	1	5	-1
Old bear skin	Merchant (Oreton)	0	1	5	-1
Old bear skin	Merchant (Svorlag, Spikeroog)	0	1	5	-1

Old bear skin	Merchant (Toderas Village, Velen)	0	1	5	-1
Old goat skin	Merchant (Blandare, Ard Skellig)	0	1	5	-1
Old goat skin	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Old goat skin	Merchant (Faroe, Skellig)	0	1	5	-1
Old goat skin	Merchant (Fyresdal, Ard Skellig)	0	1	5	-1
Old goat skin	Merchant (Glinsk Village, Velen)	0	1	5	-1
Old goat skin	Merchant (Holmstein's Port, Ard Skellig)	0	1	5	-1
Old goat skin	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Old goat skin	Merchant (Larvik, Hindarsfjall)	0	1	5	-1
Old goat skin	Merchant (Midcopse)	0	1	5	-1
Old goat skin	Merchant (Oreton)	0	1	5	-1
Old goat skin	Merchant (Svorlag, Spikeroog)	0	1	5	-1
Old sheep skin	Merchant (Blandare, Ard Skellig)	0	1	5	-1
Old sheep skin	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	5	-1
Old sheep skin	Merchant (Faroe, Skellig)	0	1	5	-1
Old sheep skin	Merchant (Fyresdal, Ard Skellig)	0	1	5	-1
Old sheep skin	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Old sheep skin	Merchant (Glinsk Village, Velen)	0	1	5	-1
Old sheep skin	Merchant (Holmstein's Port, Ard Skellig)	0	1	5	-1
Old sheep skin	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Old sheep skin	Merchant (Larvik, Hindarsfjall)	0	1	5	-1
Old sheep skin	Merchant (Midcopse)	0	1	5	-1
Old sheep skin	Merchant (Oreton)	0	1	5	-1
Old sheep skin	Merchant (Svorlag, Spikeroog)	0	1	5	-1
Olive	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Olive	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Olive	Merchant (Novigrad)	0	5	5	-1
Olive	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Onion	Merchant (Downwarren Village)	0	1	5	-1
Onion	Merchant (Novigrad)	0	15	20	-1
Onion	Merchant of Crow's Perch (Velen)	0	5	5	-1
Onion	Quartermaster Merchant, and Crow's Perch	0	1	5	-1
Optima mater	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1

Optima mater	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Optima mater	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Optima mater	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Optima mater	Armorer (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Optima mater	Armorer (any, Novigrad)	0	5	5	-1
Optima mater	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Optima mater	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Optima mater	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Optima mater	Armorer (Midcopse, Velen)	0	5	5	-1
Optima mater	Blacksmith (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Optima mater	Blacksmith (any, Novigrad)	0	5	5	-1
Optima mater	Blacksmith of Midcopse (Velen)	0	5	5	-1
Optima mater	Herbalist (any)	0	5	10	-1
Optima mater	Herbalist (any, Novigrad)	0	5	10	-1
Optima mater	Herbalist (any, Skellige)	0	5	10	-1
Optima mater	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Optima mater	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Optima mater	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Optima mater	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Optima mater	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Optima mater	Herbalist (Skellige)	0	5	10	-1
Optima mater	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Optima mater	Keira Metz (Velen)	0	1	5	-1
Optima mater	Merchant (any, Novigrad)	0	5	5	-1
Optima mater	Merchant (any, Skellige)	0	5	5	-1
Optima mater	Merchant (any, Velen - No Man's Land)	0	5	5	-1
Optima mater	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Optima mater	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Optima mater	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Optima mater	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Optima mater	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Pants 01	Armorers (Novigrad)	2	1	1	1
Pants 01	Armorers (Velen - No Man's Land)	2	1	1	2

Pants 01	Armorers (White Orchard)	2	1	1	7
Pants 02	Armorers (Novigrad)	7	1	1	1
Pants 02	Armorers (Skellige)	7	1	1	1
Pants 02	Armorers (Velen - No Man's Land)	7	1	1	4
Pants 03	Armorers (Novigrad)	10	1	1	1
Pants 03	Armorers (Skellige)	10	1	1	1
Pants 03	Armorers (Velen - No Man's Land)	10	1	1	4
Pants 04	Armorers (Novigrad)	13	1	1	2
Pants 04	Armorers (Skellige)	13	1	1	1
Pants 1 Diagram	Armorers (Novigrad)	0	1	1	1
Pants 1 Diagram	Armorers (Velen - No Man's Land)	0	1	1	2
Pants 1 Diagram	Armorers (White Orchard)	0	1	1	9
Pants 2 Diagram	Armorers (Novigrad)	5	1	1	1
Pants 2 Diagram	Armorers (Skellige)	5	1	1	1
Pants 2 Diagram	Armorers (Velen - No Man's Land)	5	1	1	4
Pants 3 Diagram	Armorers (Novigrad)	8	1	1	1
Pants 3 Diagram	Armorers (Skellige)	8	1	1	1
Pants 3 Diagram	Armorers (Velen - No Man's Land)	8	1	1	4
Pants 4 Diagram	Armorers (Novigrad)	11	1	1	2
Pants 4 Diagram	Armorers (Skellige)	11	1	1	1
Pepper	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	1	-1
Pepper	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Pepper	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Pepper	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Pepper	Merchant (Novigrad City)	0	5	10	-1
Pepper	Merchant (Novigrad)	0	15	20	-1
Pepper	Merchant (Nowhere Inn)	0	1	1	-1
Perfume	Merchant (any that sells junk, Novigrad)	0	1	3	-1
Perfume	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Perfume	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Phosphorus	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Phosphorus	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Phosphorus	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Phosphorus	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1

Phosphorus	Herbalist (any)	0	5	10	-1
Phosphorus	Herbalist (any, Novigrad)	0	5	10	-1
Phosphorus	Herbalist (any, Skellige)	0	5	10	-1
Phosphorus	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Phosphorus	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Phosphorus	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Phosphorus	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Phosphorus	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Phosphorus	Herbalist (Skellige)	0	5	10	-1
Phosphorus	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Phosphorus	Keira Metz (Velen)	0	1	5	-1
Phosphorus	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Phosphorus	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Phosphorus	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Pickaxe head	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Pig hide	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Pig hide	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Pig hide	Wandering Merchant (any)	0	1	1	-1
Pigskin puffball	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Pigskin puffball	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Pigskin puffball	Herbalist (any)	0	10	14	-1
Pigskin puffball	Herbalist (any, Skellige)	0	10	16	-1
Pigskin puffball	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Pigskin puffball	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Pigskin puffball	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Pigskin puffball	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Pigskin puffball	Herbalist (Skellige)	0	1	4	-1
Pigskin puffball	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Pigskin puffball	Keira Metz (Velen)	0	10	10	-1
Pigskin puffball	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Pigskin puffball	Merchant (Novigrad)	0	1	10	-1
Platter	Merchant (any that sells junk, Novigrad)	0	5	10	-1

Platter	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Plum	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Poems of Gonzal de Verceo	Merchant (any that sells books, Novigrad)	0	1	1	-1
Pork	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Pork	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Pork	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Potatoes	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Potatoes	Innkeep (inside White Orchard Tavern, Epilogue only)	0	5	10	-1
Potatoes	Merchant (Novigrad City)	0	5	10	-1
Powdered pearl	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Powdered pearl	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Powdered pearl	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Powdered pearl	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Powdered pearl	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Powdered pearl	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Powdered pearl	Armorer (Midcopse, Velen)	0	5	5	-1
Powdered pearl	Blacksmith of Midcopse (Velen)	0	5	5	-1
Powdered pearl	Herbalist (any)	0	5	10	-1
Powdered pearl	Herbalist (any, Novigrad)	0	5	10	-1
Powdered pearl	Herbalist (any, Skellige)	0	5	10	-1
Powdered pearl	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Powdered pearl	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Powdered pearl	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Powdered pearl	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Powdered pearl	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Powdered pearl	Herbalist (Skellige)	0	5	10	-1
Powdered pearl	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Powdered pearl	Keira Metz (Velen)	0	1	5	-1
Powdered pearl	Merchant (any, Skellige)	0	5	5	-1
Powdered pearl	Merchant (any, Velen - No Man's Land)	0	5	5	-1
Powdered pearl	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Powdered pearl	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1

Powdered pearl	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Powdered pearl	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Pringrape	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Pringrape	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Pringrape	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Pringrape	Herbalist (any)	0	10	14	-1
Pringrape	Herbalist (any, Novigrad)	0	10	11	-1
Pringrape	Herbalist (any, Skellige)	0	10	16	-1
Pringrape	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Pringrape	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Pringrape	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Pringrape	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Pringrape	Herbalist (Skellige)	0	1	4	-1
Pringrape	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Pringrape	Keira Metz (Velen)	0	10	10	-1
Pringrape	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Pringrape	Merchant (Novigrad)	0	1	10	-1
Pringrape	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Pure silver	Armorer (Amateur, Larvik, Hindarsfjall)	0	1	2	-1
Pure silver	Armorer (Amateur, Urialla Harbor, An Skellig)	0	1	10	-1
Pure silver	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	1	10	-1
Pure silver	Armorer (any, Novigrad)	0	5	5	-1
Pure silver	Armorer (any, Skellige)	0	1	5	-1
Pure silver	Armorer (any, Velen - No Man's Land)	0	1	5	-1
Pure silver	Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	0	1	10	-1
Pure silver	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Pure silver	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Pure silver	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Pure silver	Armorer (Midcopse, Velen)	0	5	5	-1
Pure silver	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	0	1	5	-1
Pure silver	Blacksmith (Amateur, Fayrlund, Ard Skellig)	0	1	5	-1

Pure silver	Blacksmith (Amateur, Fyresdal, Ard Skellig)	0	1	10	-1
Pure silver	Blacksmith (Amateur, Harviken, Faroe)	0	1	10	-1
Pure silver	Blacksmith (Amateur, Larvik, Hindarsfjall)	0	1	10	-1
Pure silver	Blacksmith (Amateur, Svorlag, Spikeroog)	0	1	10	-1
Pure silver	Blacksmith (Amateur, Urialla Harbor, An Skellig)	0	1	10	-1
Pure silver	Blacksmith (any Master-level)	0	5	10	-1
Pure silver	Blacksmith (any, Novigrad)	0	1	5	-1
Pure silver	Blacksmith (any, Velen - No Man's Land)	0	1	5	-1
Pure silver	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	0	1	10	-1
Pure silver	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	0	1	10	-1
Pure silver	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	1	4	-1
Pure silver	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	1	10	-1
Pure silver	Blacksmith of Midcopse (Velen)	0	5	5	-1
Pure silver	Blacksmiths (Novigrad City)	0	1	2	-1
Pure silver	Merchant (any, Novigrad)	0	5	5	-1
Pure silver	Merchant (any, Velen - No Man's Land)	0	1	5	-1
Pure silver	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
Pure silver	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	0	1	10	-1
Pure silver	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
q310_wine	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Quicksilver solution	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Quicksilver solution	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Quicksilver solution	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Quicksilver solution	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Quicksilver solution	Herbalist (any)	0	5	10	-1
Quicksilver solution	Herbalist (any, Novigrad)	0	5	10	-1
Quicksilver solution	Herbalist (any, Skellige)	0	5	10	-1
Quicksilver solution	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Quicksilver solution	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Quicksilver solution	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Quicksilver solution	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Quicksilver solution	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1

Quicksilver solution	Herbalist (Skellige)	0	5	10	-1
Quicksilver solution	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Quicksilver solution	Keira Metz (Velen)	0	1	5	-1
Quicksilver solution	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Quicksilver solution	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Quicksilver solution	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Rabbit pelt	Merchant (Blandare, Ard Skellig)	0	1	6	-1
Rabbit pelt	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	6	-1
Rabbit pelt	Merchant (Faroe, Skellig)	0	1	6	-1
Rabbit pelt	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Rabbit pelt	Merchant (Fyresdal, Ard Skellig)	0	1	6	-1
Rabbit pelt	Merchant (Holmstein's Port, Ard Skellig)	0	1	6	-1
Rabbit pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	6	-1
Rabbit pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Rabbit pelt	Merchant (Larvik, Hindarsfjall)	0	1	6	-1
Rabbit pelt	Merchant (Midcopse)	0	1	6	-1
Rabbit pelt	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	10	-1
Rabbit pelt	Merchant (Svorlag, Spikeroog)	0	1	6	-1
Rabbit pelt	Merchant (Toderas Village, Velen)	0	1	6	-1
Rabbit pelt	Merchant of Midcopse (Velen)	0	1	2	-1
Rabbit pelt	Wandering Merchant (any)	0	1	1	-1
Ranogrin	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Ranogrin	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Ranogrin	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Ranogrin	Herbalist (any)	0	10	14	-1
Ranogrin	Herbalist (any, Novigrad)	0	10	11	-1
Ranogrin	Herbalist (any, Skellige)	0	10	16	-1
Ranogrin	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Ranogrin	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Ranogrin	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Ranogrin	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Ranogrin	Herbalist (Skellige)	0	1	4	-1

Ranogrin	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Ranogrin	Keira Metz (Velen)	0	10	10	-1
Ranogrin	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Ranogrin	Merchant (Novigrad)	0	1	10	-1
Ranogrin	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Raspberries	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Raspberries	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Raspberries	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Raspberries	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	20	-1
Raspberry juice	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Raspberry juice	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Raspberry juice	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	15	20	-1
Raspberry juice	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Raspberry juice	Merchant (Novigrad)	0	5	10	-1
Raspberry juice	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Raw meat	Innkeep (Harviken, Faroe)	0	5	20	-1
Raw meat	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Raw meat	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Raw meat	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Raw meat	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	5	20	-1
Raw meat	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Razor	Merchant (any that sells junk, Novigrad)	0	1	8	-1
Razor	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Recipe for Aether	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Aether	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Recipe for Aether	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for Albedo	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Recipe for Albedo	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Albedo	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for Alcohest 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1

Recipe for Alcohest 1	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (any)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (Skellige)	0	1	1	-1
Recipe for Alcohest 1	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Recipe for Alcohest 1	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Recipe for Alcohest 1	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for Beast Oil 1	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Recipe for Beast Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Beast Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Beast Oil 2	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Recipe for Beast Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Black Blood 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Black Blood 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	10	1	1	-1
Recipe for Black Blood 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Black Blood 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Blizzard 1	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Blizzard 1	Herbalist (any, Velen - No Man's Land)	5	1	1	-1
Recipe for Blizzard 1	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	5	1	1	-1
Recipe for Blizzard 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Blizzard 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	12	1	1	-1
Recipe for Blizzard 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	12	1	1	-1
Recipe for Blizzard 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	12	1	1	-1
Recipe for Blizzard 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	12	1	1	-1
Recipe for Blizzard 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	16	1	1	-1

Recipe for Blizzard 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	16	1	1	-1
Recipe for Cat 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	14	1	1	-1
Recipe for Cat 3	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	14	1	1	-1
Recipe for Cat 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	14	1	1	-1
Recipe for Cursed Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Cursed Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Cursed Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Czart Lure	Keira Metz (Velen)	0	1	1	-1
Recipe for Czart Lure	Merchant of Midcopse (Velen)	0	1	1	-1
Recipe for Dancing Star 1	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	2	1	1	-1
Recipe for Dancing Star 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Dancing Star 2	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Recipe for Dancing Star 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Dancing Star 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Dancing Star 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Devils Puffball 1	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	2	1	1	-1
Recipe for Devils Puffball 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Devils Puffball 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Devils Puffball 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Devils Puffball 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Dragons Dream 1	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Recipe for Dragons Dream 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Dragons Dream 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Dragons Dream 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Dragons Dream 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Drowner Pheromone Potion 1	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for Dwarven spirit 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1

Recipe for Dwarven spirit 1	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (any)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (Skellige)	0	1	1	-1
Recipe for Dwarven spirit 1	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Recipe for Dwarven spirit 1	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Recipe for Dwarven spirit 1	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for Dwimeritium Bomb 1	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Recipe for Dwimeritium Bomb 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Dwimeritium Bomb 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Dwimeritium Bomb 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Full Moon 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	10	1	1	-1
Recipe for Full Moon 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	10	1	1	-1
Recipe for Full Moon 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Full Moon 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Full Moon 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Golden Oriole 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	5	1	1	-1
Recipe for Golden Oriole 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Golden Oriole 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	5	1	1	-1
Recipe for Golden Oriole 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Golden Oriole 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Grapeshot 1	Blacksmith (any Master-level)	0	1	1	-1
Recipe for Grapeshot 1	Blacksmith (any Master-level)	0	1	1	-1
Recipe for Grapeshot 1	Blacksmith (Oreton)	0	1	1	-1
Recipe for Grapeshot 1	Blacksmith of Midcopse (Velen)	0	1	1	-1

Recipe for Grapeshot 2	Blacksmith (any Master-level)	4	1	1	-1
Recipe for Grapeshot 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	5	1	1	-1
Recipe for Grapeshot 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	5	1	1	-1
Recipe for Grapeshot 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Grapeshot 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Hanged Man Venom 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Hanged Man Venom 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Hanged Man Venom 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Hybrid Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Hybrid Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Hybrid Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Hydragenum	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	1	-1
Recipe for Hydragenum	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Hydragenum	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for Insectoid Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Insectoid Oil 1	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Insectoid Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Insectoid Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Killer Whale 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Killer Whale 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Killer Whale 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Magicals Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Magicals Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Magicals Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Maribor Forest 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	2	1	1	-1
Recipe for Maribor Forest 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	2	1	1	-1
Recipe for Maribor Forest 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	2	1	1	-1
Recipe for Maribor Forest 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	2	1	1	-1

Recipe for Maribor Forest 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	2	1	1	-1
Recipe for Mutagen 1	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 1	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 10	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Mutagen 10	Merchant (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 10	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 11	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Mutagen 11	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 12	Herbalist (any)	0	1	1	-1
Recipe for Mutagen 12	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 13	Herbalist (any)	0	1	1	-1
Recipe for Mutagen 13	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 13	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 14	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 14	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 15	Herbalist (Skellige)	0	1	1	-1
Recipe for Mutagen 15	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 16	Herbalist (Skellige)	0	1	1	-1
Recipe for Mutagen 16	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 17	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 17	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 18	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 18	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Mutagen 18	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 19	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Mutagen 19	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 2	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 20	Herbalist (any, Velen - No Man's Land)	0	1	1	-1

Recipe for Mutagen 20	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 21	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 22	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Mutagen 22	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 23	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Mutagen 23	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 24	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Mutagen 24	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 25	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 25	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 26	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 26	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 27	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 27	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 28	Herbalist (any, Novigrad)	0	1	1	-1
Recipe for Mutagen 28	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 3	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Mutagen 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 4	Herbalist (any, Skellige)	0	1	1	-1
Recipe for Mutagen 4	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 5	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Mutagen 5	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 6	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for Mutagen 6	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 7	Merchant (any, Skellige)	0	1	1	-1
Recipe for Mutagen 7	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 8	Merchant (any that sells junk, Novigrad)	0	1	1	-1
Recipe for Mutagen 8	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Mutagen 9	Merchant (any that sells books, Novigrad)	0	1	1	-1

Recipe for Mutagen 9	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Necrophage Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Necrophage Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Necrophage Oil 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Nigredo	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Nigredo	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Recipe for Ogre Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Ogre Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Petris Philtre 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	2	1	1	-1
Recipe for Petris Philtre 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	2	1	1	-1
Recipe for Petris Philtre 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	2	1	1	-1
Recipe for Petris Philtre 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	2	1	1	-1
Recipe for Petris Philtre 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	2	1	1	-1
Recipe for Quebrith	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Quebrith	Keira Metz (Velen)	0	1	1	-1
Recipe for Rebis	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Relic Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Relic Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Rubedo	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Samum 1	Blacksmith (any Master-level)	0	1	1	-1
Recipe for Samum 1	Blacksmith (any Master-level)	0	1	1	-1
Recipe for Samum 1	Blacksmith (Oreton)	0	1	1	-1
Recipe for Samum 1	Blacksmith of Midcopse (Velen)	0	1	1	-1
Recipe for Samum 2	Blacksmith (any Master-level)	4	1	1	-1
Recipe for Samum 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	5	1	1	-1
Recipe for Samum 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	5	1	1	-1
Recipe for Samum 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	5	1	1	-1
Recipe for Samum 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	5	1	1	-1

Recipe for Silver Dust Bomb 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for Silver Dust Bomb 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for Silver Dust Bomb 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Silver Dust Bomb 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Specter Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Specter Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Specter Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Swallow 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	10	1	1	-1
Recipe for Swallow 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	10	1	1	-1
Recipe for Swallow 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Swallow 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Swallow 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Tawny Owl 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	10	1	1	-1
Recipe for Tawny Owl 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	10	1	1	-1
Recipe for Tawny Owl 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Tawny Owl 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Tawny Owl 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for Thunderbolt 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	3	1	1	-1
Recipe for Thunderbolt 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	3	1	1	-1
Recipe for Thunderbolt 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	3	1	1	-1
Recipe for Thunderbolt 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	3	1	1	-1
Recipe for Thunderbolt 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	3	1	1	-1
Recipe for Vampire Oil 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for Vampire Oil 1	Keira Metz (Velen)	0	1	1	-1
Recipe for Vampire Oil 2	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Vermilion	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for Vitriol	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1

Recipe for White Gull 1	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	1	-1
Recipe for White Gull 1	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	1	-1
Recipe for White Gull 1	Herbalist (any)	0	1	1	-1
Recipe for White Gull 1	Herbalist (any, Skellige)	0	1	1	-1
Recipe for White Gull 1	Herbalist (any, Velen - No Man's Land)	0	1	1	-1
Recipe for White Gull 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	1	-1
Recipe for White Gull 1	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	1	-1
Recipe for White Gull 1	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Recipe for White Gull 1	Herbalist (Skellige)	0	1	1	-1
Recipe for White Gull 1	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Recipe for White Gull 1	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Recipe for White Gull 1	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	1	-1
Recipe for White Honey 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	15	1	1	-1
Recipe for White Honey 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	15	1	1	-1
Recipe for White Honey 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	15	1	1	-1
Recipe for White Honey 3	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	15	1	1	-1
Recipe for White Honey 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	15	1	1	-1
Recipe for White Raffards Decoction 1	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	10	1	1	-1
Recipe for White Raffards Decoction 1	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for White Raffards Decoction 2	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	10	1	1	-1
Recipe for White Raffards Decoction 2	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	10	1	1	-1
Recipe for White Raffards Decoction 2	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Recipe for White Raffards Decoction 3	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	10	1	1	-1
Redanian Herbal	Herbalist (any)	0	15	20	-1
Redanian Herbal	Herbalist (Tomira, near Sawmill, White Orchard)	0	15	20	-1
Redanian Herbal	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Redanian Herbal	Innkeep (Elsa, inside White Orchard Tavern)	0	1	5	-1
Redanian Herbal	Innkeep (Elsa, inside White Orchard Tavern)	0	5	10	-1
Redanian Herbal	Innkeep (inside White Orchard Tavern, Epilogue only)	0	1	5	-1

Redanian Herbal	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	1	5	-1
Redanian Herbal	Innkeep (Olivier, Kingfisher Inn, Hierarch Square, Novigrad City)	0	1	5	-1
Redanian Herbal	Innkeep (Seven Cats Inn, Gustfields)	0	1	5	-1
Redanian Herbal	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Redanian Herbal	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	5	-1
Redanian Herbal	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Redanian Herbal	Innkeep (Svorlag tavern, Spikeroog)	0	1	5	-1
Redanian Herbal	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Redanian Herbal	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	1	5	-1
Redanian Herbal	Innkeep at The Crossroads (Velen)	0	1	5	-1
Redanian Herbal	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	5	-1
Redanian Herbal	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Redanian Herbal	Merchant (any that sells books, Novigrad)	0	1	5	-1
Redanian Herbal	Merchant (Nowhere Inn)	0	1	1	-1
Redanian Lager	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Redanian Lager	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Redanian Lager	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Redanian Lager	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Redanian Lager	Merchant (Glinsk Village, Velen)	0	1	6	-1
Redanian Lager	Merchant (Nowhere Inn)	0	1	1	-1
Relic Heavy 3 Diagram	Armorers (Skellige)	28	1	1	2
Relict Monsters vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Ribleaf	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Ribleaf	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Ribleaf	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Ribleaf	Herbalist (any)	0	10	14	-1
Ribleaf	Herbalist (any, Novigrad)	0	10	11	-1
Ribleaf	Herbalist (any, Skellige)	0	10	16	-1
Ribleaf	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
Ribleaf	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Ribleaf	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Ribleaf	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Ribleaf	Herbalist (Skellige)	0	1	4	-1

Ribleaf	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Ribleaf	Keira Metz (Velen)	0	10	10	-1
Ribleaf	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Ribleaf	Merchant (Novigrad)	0	1	10	-1
Ribleaf	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Rivian Kriek	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Rivian Kriek	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Rivian Kriek	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Rivian Kriek	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Rivian Kriek	Merchant (Glinsk Village, Velen)	0	1	6	-1
Rivian Kriek	Merchant (Nowhere Inn)	0	1	1	-1
Roasted chicken	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Roasted chicken	Innkeep (Harviken, Faroe)	0	5	20	-1
Roasted chicken	Innkeep (House of Warriors tavern, Larvik, Hindarsfjall)	0	5	20	-1
Roasted chicken	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Roasted chicken	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Roasted chicken	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Roasted chicken	Innkeep (tavern, Arinbjorn, Ard Skellig)	0	5	20	-1
Roasted chicken	Innkeep (Urialla Harbor, An Skellig)	0	5	20	-1
Roasted chicken	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Roasted chicken	Merchant (Nowhere Inn)	0	1	1	-1
Roasted chicken leg	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Roasted chicken leg	Innkeep (Jonas, New Port Inn, Kaer Trolde, Ard Skellig)	0	5	20	-1
Roasted chicken leg	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Roasted chicken leg	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Roasted chicken leg	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Roasted chicken leg	Merchant (Nowhere Inn)	0	1	1	-1
Rope	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Rotten meat	Innkeep at The Crossroads (Velen)	0	5	5	-1
Rotten meat	Merchant (Downwarren Village)	0	2	5	-1
Rotten meat	Merchant (Midcopse, Velen)	0	2	5	-1
Rune dazhbog greater	Blacksmiths (Novigrad)	15	1	1	2
Rune dazhbog greater	Blacksmiths (Skellige)	15	1	1	1

Rune dazhbog greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune dazhbog greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune dazhbog lesser	Armorer (any, Skellige)	0	1	1	-1
Rune dazhbog lesser	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	13	1	1	-1
Rune dazhbog lesser	Blacksmith (Amateur, Svorlag, Spikeroog)	13	1	1	-1
Rune dazhbog lesser	Blacksmith (any, Velen - No Man's Land)	13	1	1	-1
Rune dazhbog lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune dazhbog lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune dazhbog lesser	Blacksmiths (Skellige)	13	1	1	1
Rune dazhbog lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune dazhbog lesser	Wandering Merchant (any)	13	1	1	-1
Rune dazhbog lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune dazhbog lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune dazhbog lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune devana greater	Blacksmiths (Novigrad)	15	1	1	2
Rune devana greater	Blacksmiths (Skellige)	15	1	1	1
Rune devana greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune devana greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune devana lesser	Blacksmith (Amateur, Urialla Harbor, An Skellig)	13	1	1	-1
Rune devana lesser	Blacksmith (any, Novigrad)	13	1	1	-1
Rune devana lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune devana lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune devana lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune devana lesser	Blacksmiths (Skellige)	13	1	1	1
Rune devana lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune devana lesser	Wandering Merchant (any)	13	1	1	-1
Rune devana lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune devana lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune devana lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune elemental greater	Blacksmiths (Novigrad)	15	1	1	2
Rune elemental greater	Blacksmiths (Skellige)	15	1	1	1
Rune elemental greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune elemental greater Diagram	Blacksmiths (Skellige)	23	1	1	1

Rune elemental lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune elemental lesser	Blacksmiths (Skellige)	13	1	1	1
Rune elemental lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune elemental lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune elemental lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune elemental lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune morana greater	Blacksmiths (Novigrad)	15	1	1	2
Rune morana greater	Blacksmiths (Skellige)	15	1	1	1
Rune morana greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune morana greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune morana lesser	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	13	1	1	-1
Rune morana lesser	Blacksmith (Amateur, Harviken, Faroe)	13	1	1	-1
Rune morana lesser	Blacksmith (Amateur, Larvik, Hindarsfjall)	13	1	1	-1
Rune morana lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune morana lesser	Blacksmith (any, Velen - No Man's Land)	13	1	1	-1
Rune morana lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune morana lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune morana lesser	Blacksmiths (Skellige)	13	1	1	1
Rune morana lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune morana lesser	Wandering Merchant (any)	13	1	1	-1
Rune morana lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune morana lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune morana lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune perun greater	Blacksmiths (Novigrad)	15	1	1	2
Rune perun greater	Blacksmiths (Skellige)	15	1	1	1
Rune perun greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune perun greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune perun lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune perun lesser	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	13	1	1	-1
Rune perun lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune perun lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune perun lesser	Blacksmiths (Skellige)	13	1	1	1
Rune perun lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune perun lesser	Wandering Merchant (any)	13	1	1	-1

Rune perun lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune perun lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune perun lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune stribog greater	Blacksmiths (Novigrad)	15	1	1	2
Rune stribog greater	Blacksmiths (Skellige)	15	1	1	1
Rune stribog greater	Merchant (any, Velen - No Man's Land)	15	1	1	-1
Rune stribog greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune stribog greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune stribog lesser	Armorer (any, Skellige)	0	1	1	-1
Rune stribog lesser	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	13	1	1	-1
Rune stribog lesser	Blacksmith (Amateur, Svorlag, Spikeroog)	13	1	1	-1
Rune stribog lesser	Blacksmith (any, Velen - No Man's Land)	13	1	1	-1
Rune stribog lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune stribog lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune stribog lesser	Blacksmiths (Skellige)	13	1	1	1
Rune stribog lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune stribog lesser	Wandering Merchant (any)	13	1	1	-1
Rune stribog lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune stribog lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune stribog lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune svarog greater	Blacksmiths (Novigrad)	15	1	1	2
Rune svarog greater	Blacksmiths (Skellige)	15	1	1	1
Rune svarog greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune svarog greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune svarog lesser	Blacksmith (Amateur, Urialla Harbor, An Skellig)	13	1	1	-1
Rune svarog lesser	Blacksmith (any, Novigrad)	13	1	1	-1
Rune svarog lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune svarog lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune svarog lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune svarog lesser	Blacksmiths (Skellige)	13	1	1	1
Rune svarog lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune svarog lesser	Wandering Merchant (any)	13	1	1	-1
Rune svarog lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune svarog lesser Diagram	Blacksmiths (Skellige)	18	1	1	1

Rune svarog lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune triglav greater	Blacksmiths (Novigrad)	15	1	1	2
Rune triglav greater	Blacksmiths (Skellige)	15	1	1	1
Rune triglav greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune triglav greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune triglav lesser	Blacksmith (Amateur, Larvik, Hindarsfjall)	13	1	1	-1
Rune triglav lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune triglav lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune triglav lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune triglav lesser	Blacksmiths (Skellige)	13	1	1	1
Rune triglav lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune triglav lesser	Merchant (any, Velen - No Man's Land)	13	1	1	-1
Rune triglav lesser	Wandering Merchant (any)	13	1	1	-1
Rune triglav lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune triglav lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune triglav lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune veles greater	Blacksmiths (Novigrad)	15	1	1	2
Rune veles greater	Blacksmiths (Skellige)	15	1	1	1
Rune veles greater	Merchant (any, Velen - No Man's Land)	15	1	1	-1
Rune veles greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune veles greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune veles lesser	Blacksmith (Amateur, Harviken, Faroe)	13	1	1	-1
Rune veles lesser	Blacksmith (any, Novigrad)	13	1	1	-1
Rune veles lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune veles lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune veles lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune veles lesser	Blacksmiths (Skellige)	13	1	1	1
Rune veles lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune veles lesser	Wandering Merchant (any)	13	1	1	-1
Rune veles lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune veles lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune veles lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Rune zoria greater	Blacksmiths (Novigrad)	15	1	1	2
Rune zoria greater	Blacksmiths (Skellige)	15	1	1	1

Rune zoria greater	Nilfgaardian Quartermaster (Main Quest: On Thin Ice only)	18	1	1	3
Rune zoria greater Diagram	Blacksmiths (Skellige)	23	1	1	1
Rune zoria lesser	Blacksmith (Amateur, Larvik, Hindarsfjall)	13	1	1	-1
Rune zoria lesser	Blacksmith (any, Skellige)	13	1	1	-1
Rune zoria lesser	Blacksmith (Journeyman, Kaer Muire, Ard Skellig)	13	1	1	-1
Rune zoria lesser	Blacksmiths (Novigrad)	13	1	1	1
Rune zoria lesser	Blacksmiths (Skellige)	13	1	1	1
Rune zoria lesser	Blacksmiths (Velen - No Man's Land)	13	1	1	1
Rune zoria lesser	Wandering Merchant (any)	13	1	1	-1
Rune zoria lesser Diagram	Blacksmiths (Novigrad)	18	1	1	1
Rune zoria lesser Diagram	Blacksmiths (Skellige)	18	1	1	1
Rune zoria lesser Diagram	Keira Metz (Velen)	5	1	1	-1
Runestone lesser	Blacksmiths (Novigrad)	15	2	5	1
Runestone lesser	Blacksmiths (Skellige)	15	2	5	1
Runestone lesser	Blacksmiths (Velen - No Man's Land)	15	2	5	1
Runestone lesser Diagram	Blacksmiths (Novigrad)	20	1	1	1
Runestone lesser Diagram	Blacksmiths (Skellige)	20	1	1	1
Rusty hammer head	Armorer (Midcopse, Velen)	0	1	1	-1
Rusty Nilfgaardian sword	Blacksmiths (Novigrad)	5	1	1	1
Rusty Nilfgaardian sword	Blacksmiths (Skellige)	5	1	1	1
Rusty Nilfgaardian sword	Blacksmiths (Velen - No Man's Land)	5	1	1	5
Rusty No Mans Land sword	Blacksmiths (Novigrad)	1	1	1	1
Rusty No Mans Land sword	Blacksmiths (Velen - No Man's Land)	1	1	1	1
Rusty No Mans Land sword	Blacksmiths (White Orchard)	1	1	1	6
Rusty Novigraadan sword	Blacksmiths (Novigrad)	5	1	1	1
Rusty Novigraadan sword	Blacksmiths (Skellige)	5	1	1	1
Rusty Novigraadan sword	Blacksmiths (Velen - No Man's Land)	5	1	1	5
Rusty Skellige sword	Blacksmiths (Novigrad)	5	1	1	1
Rusty Skellige sword	Blacksmiths (Skellige)	5	1	1	1
Rusty Skellige sword	Blacksmiths (Velen - No Man's Land)	5	1	1	5
Saltpetre	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Saltpetre	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	5	-1
Saltpetre	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Saltpetre	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1

Saltpetre	Herbalist (any)	0	5	20	-1
Saltpetre	Herbalist (any, Skellige)	0	5	20	-1
Saltpetre	Herbalist (any, Velen - No Man's Land)	0	5	20	-1
Saltpetre	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	20	-1
Saltpetre	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	20	-1
Saltpetre	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Saltpetre	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Saltpetre	Herbalist (Skellige)	0	5	20	-1
Saltpetre	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	20	-1
Saltpetre	Keira Metz (Velen)	0	1	5	-1
Saltpetre	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Saltpetre	Merchant (Guslar's Hut, Heatherton)	0	5	20	-1
Sapphire dust	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Sapphire dust	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	50
Sapphire dust	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Sapphire dust	Merchant (Novigrad)	0	1	1	-1
Scoiatael sword 1	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	1	-1
Scoiatael sword 2 Diagram	Blacksmiths (Skellige)	26	1	1	4
Scoiatael sword 2 Diagram	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	1	-1
Scoiatael sword 3 Diagram	Blacksmiths (Skellige)	31	1	1	4
Scoiatael trophies	Quartermaster (Temerian Partisan Hideout)	0	1	5	-1
Seashell	Merchant (any that sells fish, Novigrad)	0	5	15	-1
Sewant mushrooms	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Sewant mushrooms	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Sewant mushrooms	Herbalist (any)	0	10	14	-1
Sewant mushrooms	Herbalist (any, Skellige)	0	10	16	-1
Sewant mushrooms	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Sewant mushrooms	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Sewant mushrooms	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Sewant mushrooms	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Sewant mushrooms	Herbalist (Skellige)	0	1	4	-1
Sewant mushrooms	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1

Sewant mushrooms	Keira Metz (Velen)	0	10	10	-1
Sewant mushrooms	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Sewant mushrooms	Merchant (Novigrad)	0	1	10	-1
Shell	Merchant (any that sells fish, Novigrad)	0	6	15	-1
Short Steel Sword	Blacksmiths (Novigrad)	1	1	1	1
Short Steel Sword	Blacksmiths (Velen - No Man's Land)	1	1	1	1
Short Steel Sword	Blacksmiths (White Orchard)	1	1	1	2
Short sword 1	Blacksmiths (Novigrad)	1	1	1	1
Short sword 1	Blacksmiths (Velen - No Man's Land)	1	1	1	1
Short sword 1	Blacksmiths (White Orchard)	1	1	1	2
Short sword 1 Diagram	Blacksmiths (Novigrad)	0	1	1	1
Short sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Short sword 1 Diagram	Blacksmiths (White Orchard)	0	1	1	8
Short sword 2	Blacksmiths (Novigrad)	5	1	1	1
Short sword 2	Blacksmiths (Velen - No Man's Land)	5	1	1	1
Short sword 2	Blacksmiths (White Orchard)	5	1	1	2
Short sword 2 Diagram	Blacksmiths (Novigrad)	1	1	1	1
Short sword 2 Diagram	Blacksmiths (Velen - No Man's Land)	1	1	1	1
Short sword 2 Diagram	Blacksmiths (White Orchard)	1	1	1	8
Silk	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Silk	Merchant (Novigrad City)	0	5	15	-1
Silver amber necklace	Merchant (Midcopse, Velen)	0	1	5	-1
Silver amber ring	Merchant (Midcopse, Velen)	0	1	5	-1
Silver candelabra	Merchant (any that sells junk, Novigrad)	0	1	1	-1
Silver emerald ring	Merchant (Midcopse, Velen)	0	5	5	-1
Silver mineral	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
Silver mineral	Merchant (Midcopse)	0	5	5	-1
Silver mineral	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	5	5	-1
Silver mineral	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	5	-1
Silver mineral	Merchant (Toderas Village, Velen)	0	5	5	-1
Silver mug	Merchant (any that sells junk, Novigrad)	0	1	3	-1
Silver ore	Merchant (Kaer Trolde Harbor, Ard Skellig)	10	10	20	-1
Silver pantaloons	Merchant (any that sells junk, Novigrad)	0	1	1	-1
Silver plate	Merchant (any that sells junk, Novigrad)	10	1	5	-1

Silver sapphire ring	Merchant (Midcopse, Velen)	0	5	5	-1
Silver sword 1	Blacksmiths (Novigrad)	1	1	1	1
Silver sword 1	Blacksmiths (Velen - No Man's Land)	1	1	1	1
Silver sword 1	Blacksmiths (White Orchard)	1	1	1	6
Silver sword 1 Diagram	Blacksmiths (Novigrad)	0	1	1	1
Silver sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Silver sword 1 Diagram	Blacksmiths (White Orchard)	0	1	1	8
Silver sword 2	Blacksmiths (Novigrad)	5	1	1	1
Silver sword 2	Blacksmiths (Skellige)	5	1	1	1
Silver sword 2	Blacksmiths (Velen - No Man's Land)	5	1	1	5
Silver sword 2 Diagram	Blacksmiths (Novigrad)	3	1	1	1
Silver sword 2 Diagram	Blacksmiths (Skellige)	3	1	1	1
Silver sword 2 Diagram	Blacksmiths (Velen - No Man's Land)	3	1	1	5
Silver sword 3	Blacksmiths (Novigrad)	9	1	1	1
Silver sword 3	Blacksmiths (Skellige)	9	1	1	1
Silver sword 3	Blacksmiths (Velen - No Man's Land)	9	1	1	5
Silver sword 3 Diagram	Blacksmiths (Novigrad)	7	1	1	1
Silver sword 3 Diagram	Blacksmiths (Skellige)	7	1	1	1
Silver sword 3 Diagram	Blacksmiths (Velen - No Man's Land)	7	1	1	5
Silver sword 4	Blacksmiths (Novigrad)	13	1	1	7
Silver sword 4	Blacksmiths (Skellige)	13	1	1	1
Silver sword 4 Diagram	Blacksmiths (Novigrad)	11	1	1	7
Silver sword 4 Diagram	Blacksmiths (Skellige)	11	1	1	1
Silver sword 5	Blacksmiths (Novigrad)	15	1	1	7
Silver sword 5	Blacksmiths (Skellige)	15	1	1	1
Silver sword 6	Blacksmiths (Skellige)	19	1	1	6
Silver sword 6 Diagram	Blacksmiths (Novigrad)	17	1	1	7
Silver sword 6 Diagram	Blacksmiths (Skellige)	17	1	1	1
Silver sword 7	Blacksmiths (Skellige)	27	1	1	6
Silver sword 7 Diagram	Blacksmiths (Skellige)	25	1	1	4
Silver sword 8	Blacksmiths (Skellige)	33	1	1	6
Silver teapot	Merchant (any that sells junk, Novigrad)	0	1	2	-1
Skelige arms and tactics	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Skellige Casual Pants 01	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1

Skellige Casual Pants 01	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Skellige Casual Pants 01	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Skellige Casual Pants 02	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Skellige Casual Pants 02	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Skellige Casual Pants 02	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Skellige casual shoes	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Skellige casual shoes	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Skellige Casual Suit 01	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Skellige Casual Suit 01	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Skellige Casual Suit 01	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Skellige Casual Suit 02	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	1	1	-1
Skellige Casual Suit 02	Merchant (Tailor, Elihal, near Tretogor Gate in Farcorners)	0	1	1	-1
Skellige Casual Suit 02	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	1	-1
Skellige sword 1	Blacksmiths (Novigrad)	7	1	1	1
Skellige sword 1	Blacksmiths (Skellige)	7	1	1	1
Skellige sword 1	Blacksmiths (Velen - No Man's Land)	7	1	1	5
Skellige sword 1 Diagram	Blacksmiths (Novigrad)	5	1	1	1
Skellige sword 1 Diagram	Blacksmiths (Skellige)	5	1	1	1
Skellige sword 1 Diagram	Blacksmiths (Velen - No Man's Land)	5	1	1	5
Skellige sword 2	Blacksmiths (Novigrad)	12	1	1	7
Skellige sword 2	Blacksmiths (Skellige)	12	1	1	1
Skellige sword 2 Diagram	Blacksmiths (Novigrad)	10	1	1	7
Skellige sword 2 Diagram	Blacksmiths (Skellige)	10	1	1	1
Skellige sword 4	Blacksmiths (Skellige)	27	1	1	6
Skull	Alchemist (chapel near Arette, in Gustfields)	0	1	3	-1
Skull	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Skull	Merchant (Midcopse, Velen)	0	5	20	-1
Smithing tools dwarven	Armorers (Novigrad)	18	2	4	-1
Smithing tools dwarven	Armorers (Skellige)	18	2	4	-1
Smithing tools dwarven	Armorers (Velen - No Man's Land)	18	2	4	-1

Smithing tools dwarven	Armorers (White Orchard)	18	2	4	-1
Smithing tools elven	Armorers (Novigrad)	13	3	5	-1
Smithing tools elven	Armorers (Skellige)	13	3	5	-1
Smithing tools elven	Armorers (Velen - No Man's Land)	13	3	5	-1
Smithing tools elven	Armorers (White Orchard)	13	3	5	-1
Smithing tools gnomish	Armorers (Novigrad)	23	2	4	-1
Smithing tools gnomish	Armorers (Skellige)	23	2	4	-1
Smoking pipe	Merchant (any that sells junk, Novigrad)	0	3	6	-1
Smoking pipe	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Smoking pipe	Merchant (Glinsk Village, Velen)	0	1	1	-1
Smoking pipe	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Smoking pipe	Merchant (Junk Seller, Hierearch Square, Novigrad City)	0	5	10	-1
Specter dust	Armorer (any Master-level)	0	5	5	-1
Specter dust	Armorer (any, Novigrad)	0	5	5	-1
Specter dust	Armorer (Master, Yoana, Crow's Perch, Velen)	0	5	5	-1
Specter dust	Blacksmith (any, Novigrad)	0	5	5	-1
Specter dust	Merchant (any, Novigrad)	0	5	5	-1
Specters vol 1	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	1	-1
Specters vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Specters vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Split Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Split Bolt	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	20	40	100	-1
Split Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Split Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Split Bolt Diagram	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	0	1	1	-1
Split Bolt Diagram	Blacksmith (any Master-level)	0	1	1	-1
Split Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Split Bolt Diagram	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	0	1	1	-1
Split Bolt Diagram	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Split Bolt Diagram	Blacksmiths (Novigrad City)	0	1	1	-1
Split Bolt Legendary	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	20	40	100	-1

Split Bolt Legendary	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	20	40	100	-1
Stammelfords dust	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Stammelfords dust	Alchemist (Electors' Square, Temple Isle, Novigrad City)	0	1	5	-1
Stammelfords dust	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	5	15	-1
Stammelfords dust	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Stammelfords dust	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Stammelfords dust	Herbalist (any)	0	5	10	-1
Stammelfords dust	Herbalist (any, Skellige)	0	5	10	-1
Stammelfords dust	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Stammelfords dust	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Stammelfords dust	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Stammelfords dust	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Stammelfords dust	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Stammelfords dust	Herbalist (Skellige)	0	5	10	-1
Stammelfords dust	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Stammelfords dust	Keira Metz (Velen)	0	1	5	-1
Stammelfords dust	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	5	-1
Stammelfords dust	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Stammelfords dust	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Stammelfords dust	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Steel ingot	Merchant (Midcopse)	0	5	10	-1
Steel ingot	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	5	10	-1
Steel ingot	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	10	-1
Steel ingot	Merchant (Toderas Village, Velen)	0	5	10	-1
Steel plate	Merchant (Midcopse)	0	2	2	-1
Steel plate	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	2	2	-1
Steel plate	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	2	2	-1
Steel plate	Merchant (Toderas Village, Velen)	0	2	2	-1
Steel plate	Wandering Merchant (any)	0	1	1	-1
Steel plate	Wandering Merchant (any)	0	1	1	-1

Strawberries	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Strawberries	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Strawberries	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Strawberries	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	20	-1
String	Merchant (any that sells fish, Novigrad)	0	1	10	-1
String	Merchant (Blandare, Ard Skellig)	0	1	10	-1
String	Merchant (Faroe, Skellig)	0	1	10	-1
String	Merchant (Fyresdal, Ard Skellig)	0	1	10	-1
String	Merchant (Holmstein's Port, Ard Skellig)	0	1	10	-1
String	Merchant (Larvik, Hindarsfjall)	0	1	10	-1
String	Merchant (Midcopse)	0	10	15	-1
String	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
String	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
String	Merchant (Svorlag, Spikeroog)	0	1	10	-1
String	Merchant (Toderas Village, Velen)	0	10	15	-1
String	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
String	Wandering Merchant (any)	0	1	10	-1
Sulfur	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Sulfur	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Sulfur	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1
Sulfur	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Sulfur	Armorer (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Sulfur	Armorer (any, Novigrad)	0	5	5	-1
Sulfur	Armorer (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	0	5	5	-1
Sulfur	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	5	5	-1
Sulfur	Armorer (Journeyman, Kaer Muire, Ard Skellig)	0	5	5	-1
Sulfur	Armorer (Midcopse, Velen)	0	5	5	-1
Sulfur	Blacksmith (Amateur, Larvik, Hindarsfjall)	0	5	5	-1
Sulfur	Blacksmith (any, Novigrad)	0	5	5	-1
Sulfur	Blacksmith of Midcopse (Velen)	0	5	5	-1
Sulfur	Herbalist (any)	0	5	10	-1
Sulfur	Herbalist (any, Novigrad)	0	5	10	-1

Sulfur	Herbalist (any, Skellige)	0	5	10	-1
Sulfur	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Sulfur	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Sulfur	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Sulfur	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	15	-1
Sulfur	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Sulfur	Herbalist (Skellige)	0	5	10	-1
Sulfur	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Sulfur	Keira Metz (Velen)	0	1	5	-1
Sulfur	Merchant (any, Novigrad)	0	5	5	-1
Sulfur	Merchant (any, Skellige)	0	5	5	-1
Sulfur	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Sulfur	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Sulfur	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Sulfur	Quartermaster (Temerian Partisan Hideout)	0	5	5	-1
Sulfur	Quartermaster Merchant, and Crow's Perch	0	5	5	-1
Target Point Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Target Point Bolt	Blacksmith (Amateur, Arinbjorn, Ard Skellig)	15	40	100	-1
Target Point Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Target Point Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Target Point Bolt Diagram	Armorer (Journeyman, Hierarch Square, Novigrad City)	0	1	1	-1
Target Point Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Target Point Bolt Diagram	Blacksmith (Journeyman, near Hierarch Square in Fish Market, Novigrad City)	0	1	1	-1
Target Point Bolt Legendary	Blacksmith (any Master-level)	15	40	100	-1
Target Point Bolt Legendary	Blacksmith (Eibhear Hattori), near Portside Gate (Novigrad City)	15	40	100	-1
Target Point Bolt Legendary	Blacksmith (Journeyman, Bridge to Kaer Trolde, on northern battlements, Ard Skellig)	15	40	100	-1
Temerian Rye	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Temerian Rye	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Temerian Rye	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Temerian Rye	Innkeep (Svorlag tavern, Spikeroog)	0	5	20	-1
Temerian Rye	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1

Temerian Rye	Merchant (Downwarren Village)	0	1	6	-1
Temerian Rye	Merchant (Glinsk Village, Velen)	0	1	6	-1
Temerian Rye	Merchant (Nowhere Inn)	0	1	1	-1
Theatre Glossary vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Theatre Glossary vol 2	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Thread	Merchant (Blandare, Ard Skellig)	0	1	10	-1
Thread	Merchant (Faroe, Skellig)	0	1	10	-1
Thread	Merchant (Fyresdal, Ard Skellig)	0	1	10	-1
Thread	Merchant (Holmstein's Port, Ard Skellig)	0	1	10	-1
Thread	Merchant (Larvik, Hindarsfjall)	0	1	10	-1
Thread	Merchant (Midcopse)	0	10	15	-1
Thread	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Thread	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Thread	Merchant (Svorlag, Spikeroog)	0	1	10	-1
Thread	Merchant (Toderas Village, Velen)	0	10	15	-1
Thread	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	15	-1
Thread	Wandering Merchant (any)	0	1	10	-1
Thyssen Armor Diagram	Armorers (Skellige)	30	1	1	2
Timber	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	5	20	-1
Timber	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Timber	Merchant (Midcopse)	0	10	15	-1
Timber	Merchant (Novigrad City)	0	5	15	-1
Timber	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Timber	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Timber	Merchant (Toderas Village, Velen)	0	10	15	-1
Toffee	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	20	20	-1
Torch	Blacksmith of Blackbough (Velen)	0	4	10	-1
Torch	Blacksmith of Midcopse (Velen)	0	1	5	-1
Torch	Merchant (Glinsk Village, Velen)	0	1	5	-1
Torch	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	5	-1
Torch	Merchant (Guslar's Hut, Heatherton)	0	1	1	-1
Torch	Merchant (Midcopse)	0	1	5	-1

Torch	Merchant (Midcopse, Velen)	0	1	5	-1
Torch	Merchant (Oreton)	0	1	5	-1
Torch	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	1	5	-1
Torch	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	1	5	-1
Torch	Merchant (Toderas Village, Velen)	0	1	5	-1
Torch	Merchant of Blackbough (Velen)	0	4	10	-1
Torch	Merchant of Crow's Perch (Velen)	0	1	5	-1
Torch	Wandering Merchant (any)	0	1	5	-1
Tracking Bolt	Armorer (Amateur, Zoltan Chivay, Kaer Morhen, during Main Quest: The Battle for Kaer Morhen only)	0	10	40	-1
Tracking Bolt	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	20	40	-1
Tracking Bolt	Blacksmith (West of White Orchard, only if Redania wins with Nilfgaard)	0	10	40	-1
Tracking Bolt Diagram	Blacksmith (any, Skellige)	0	1	1	-1
Tracking Bolt Diagram	Blacksmiths (Novigrad City)	0	1	1	-1
Triss mask	Merchant (Toderas Village, Velen)	0	1	1	-1
Twine	Merchant (any, Novigrad)	0	10	15	-1
Twine	Merchant (any, Skellige)	0	10	15	-1
Twine	Merchant (Blandare, Ard Skellig)	0	10	20	-1
Twine	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	10	20	-1
Twine	Merchant (Faroe, Skellig)	0	10	20	-1
Twine	Merchant (Fyresdal, Ard Skellig)	0	10	20	-1
Twine	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	20	-1
Twine	Merchant (Holmstein's Port, Ard Skellig)	0	10	20	-1
Twine	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Twine	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Twine	Merchant (Larvik, Hindarsfjall)	0	10	20	-1
Twine	Merchant (Midcopse)	0	10	20	-1
Twine	Merchant (Midcopse)	0	10	15	-1
Twine	Merchant (Novigrad City)	0	5	15	-1
Twine	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	15	-1
Twine	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	10	15	-1
Twine	Merchant (Svorlag, Spikeroog)	0	10	20	-1
Twine	Merchant (Toderas Village, Velen)	0	10	15	-1

Twine	Merchant (Toderas Village, Velen)	0	10	20	-1
Twine	Merchant (Toderas Village, Velen)	0	10	20	-1
Twine	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Twine	Merchant of Crow's Perch (Velen)	0	10	20	-1
Vampires vol 1	Merchant (any that sells books, Novigrad)	0	1	1	-1
Vampires vol 1	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Venom extract	Alchemist (chapel near Arette, in Gustfields)	0	1	1	-1
Venom extract	Keira Metz (Velen)	0	1	10	-1
Venom extract	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Verbena	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Verbena	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Verbena	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Verbena	Herbalist (any)	0	10	14	-1
Verbena	Herbalist (any, Skellige)	0	10	16	-1
Verbena	Herbalist (any, Velen - No Man's Land)	0	10	13	-1
Verbena	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Verbena	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Verbena	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Verbena	Herbalist (Skellige)	0	1	4	-1
Verbena	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Verbena	Keira Metz (Velen)	0	10	10	-1
Verbena	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Verbena	Merchant (Novigrad)	0	5	10	-1
Verbena	Merchant (Novigrad)	0	1	10	-1
Verbena	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Very good honey	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1
Very good honey	Merchant (Madame, Crippled Kate's, Novigrad City)	0	1	1	-1
Very good honey	Merchant (Novigrad)	0	5	10	-1
Very good honey	Merchant (Rosemary and Thyme, Novigrad City)	0	1	1	-1
Very good honey	Merchant (Scoia'Tael Trader, in forest near Lucian's Windmill, Grassy Knoll)	0	10	20	-1
Vinegar	Innkeep, Merchant, Madame (Marquise Serenity), Passiflora, Novigrad City	0	10	20	-1

Viziman Champion	Innkeep (Cunny of the Goose, Grassy Knoll)	0	1	1	-1
Viziman Champion	Innkeep (Seven Cats Inn, Gustfields)	0	1	1	-1
Viziman Champion	Innkeep (Stjepan, Alchemy Inn, Oxenfurt)	0	1	1	-1
Viziman Champion	Innkeep, Golden Sturgeon Inn (Novigrad City)	0	1	1	-1
Viziman Champion	Merchant (Glinsk Village, Velen)	0	1	6	-1
Viziman Champion	Merchant (Nowhere Inn)	0	1	1	-1
Voodoo doll	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
Water essence	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
Water essence	Herbalist (any)	0	5	20	-1
Water essence	Herbalist (any, Skellige)	0	5	20	-1
Water essence	Herbalist (any, Velen - No Man's Land)	0	5	20	-1
Water essence	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	20	-1
Water essence	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	20	-1
Water essence	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	20	-1
Water essence	Herbalist (Skellige)	0	5	20	-1
Water essence	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	20	-1
Water essence	Merchant (Guslar's Hut, Heatherton)	0	5	20	-1
Water essence	Merchant (Novigrad)	0	5	20	-1
Weapon maintenance	Armorer (Joruneyman, Fergus Graem, Crow's Perch, Velen)	0	1	1	-1
Weapon maintenance	Blacksmith (Journeyman, near Western Gate, Oxenfurt)	0	1	1	-1
Weapon maintenance	Merchant (any that sells books, Novigrad)	0	1	1	-1
Weapon Repair Kit (Amateur)	Blacksmiths (Novigrad)	0	1	3	-1
Weapon Repair Kit (Amateur)	Blacksmiths (Skellige)	0	1	3	-1
Weapon Repair Kit (Amateur)	Blacksmiths (Velen - No Man's Land)	0	1	3	-1
Weapon Repair Kit (Amateur)	Blacksmiths (White Orchard)	0	1	3	-1
Weapon Repair Kit (Amateur)	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	0	1	3	-1
Weapon Repair Kit (Amateur)	Merchant (Midcopse, Velen)	0	1	3	-1
Weapon Repair Kit (Amateur)	Merchant of Midcopse (Velen)	0	1	3	-1
Weapon Repair Kit (Diagram, Amateur)	Blacksmiths (Novigrad)	13	1	1	-1
Weapon Repair Kit (Diagram, Amateur)	Blacksmiths (Skellige)	13	1	1	-1
Weapon Repair Kit (Diagram, Amateur)	Blacksmiths (Velen - No Man's Land)	13	1	1	-1
Weapon Repair Kit (Diagram, Amateur)	Merchant (Midcopse, Velen)	13	1	1	-1

Weapon Repair Kit (Diagram, Amateur)	Merchant of Midcopse (Velen)	13	1	1	-1
Weapon Repair Kit (Diagram, Journeyman)	Blacksmiths (Novigrad)	18	1	1	-1
Weapon Repair Kit (Diagram, Journeyman)	Blacksmiths (Skellige)	18	1	1	-1
Weapon Repair Kit (Diagram, Journeyman)	Blacksmiths (Velen - No Man's Land)	18	1	1	-1
Weapon Repair Kit (Diagram, Journeyman)	Merchant (Midcopse, Velen)	18	1	1	-1
Weapon Repair Kit (Diagram, Journeyman)	Merchant of Midcopse (Velen)	18	1	1	-1
Weapon Repair Kit (Diagram, Master)	Blacksmiths (Novigrad)	23	1	1	-1
Weapon Repair Kit (Diagram, Master)	Blacksmiths (Skellige)	23	1	1	-1
Weapon Repair Kit (Journeyman)	Blacksmiths (Novigrad)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Blacksmiths (Skellige)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Blacksmiths (Velen - No Man's Land)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Blacksmiths (White Orchard)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Merchant (Midcopse, Velen)	10	1	3	-1
Weapon Repair Kit (Journeyman)	Merchant of Midcopse (Velen)	10	1	3	-1
Weapon Repair Kit (Master)	Blacksmiths (Novigrad)	15	1	3	-1
Weapon Repair Kit (Master)	Blacksmiths (Skellige)	15	1	3	-1
Whetstone dwarven	Blacksmiths (Novigrad)	18	2	4	-1
Whetstone dwarven	Blacksmiths (Skellige)	18	2	4	-1
Whetstone dwarven	Blacksmiths (Velen - No Man's Land)	18	2	4	-1
Whetstone dwarven	Blacksmiths (White Orchard)	18	2	4	-1
Whetstone dwarven	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	18	2	4	-1
Whetstone dwarven	Merchant (Midcopse, Velen)	18	2	4	-1
Whetstone dwarven	Merchant of Midcopse (Velen)	18	2	4	-1
Whetstone elven	Blacksmiths (Novigrad)	13	3	5	-1
Whetstone elven	Blacksmiths (Skellige)	13	3	5	-1
Whetstone elven	Blacksmiths (Velen - No Man's Land)	13	3	5	-1
Whetstone elven	Blacksmiths (White Orchard)	13	3	5	-1
Whetstone elven	Merchant (Bram, west of Woesong Bridge, after rescue, White Orchard)	13	3	5	-1

Whetstone elven	Merchant (Midcopse, Velen)	13	3	5	-1
Whetstone elven	Merchant of Midcopse (Velen)	13	3	5	-1
Whetstone gnomish	Blacksmiths (Novigrad)	23	2	4	-1
Whetstone gnomish	Blacksmiths (Skellige)	23	2	4	-1
White bear pelt	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
White bear pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
White bear pelt	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
White bear pelt	Wandering Merchant (any)	0	1	1	-1
White myrtle	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1
White myrtle	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
White myrtle	Herbalist (any)	0	10	14	-1
White myrtle	Herbalist (any, Novigrad)	0	10	11	-1
White myrtle	Herbalist (any, Skellige)	0	10	16	-1
White myrtle	Herbalist (any, Velen - No Man's Land)	0	10	14	-1
White myrtle	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
White myrtle	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
White myrtle	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
White myrtle	Herbalist (Skellige)	0	1	4	-1
White myrtle	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
White myrtle	Keira Metz (Velen)	0	10	10	-1
White myrtle	Merchant (any, Velen - No Man's Land)	0	1	30	-1
White myrtle	Merchant (Gildorf, near St. Gregory's Gate, Novigrad City)	0	1	1	-1
White myrtle	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
White myrtle	Merchant (Novigrad)	0	1	10	-1
White wolf pelt	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
White wolf pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
White wolf pelt	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
White wolf pelt	Wandering Merchant (any)	0	1	1	-1
Wild Hunt	Merchant (any that sells books, Novigrad)	0	1	1	-1
Wild Hunt	Merchant (Bookseller, Marcus T.K. Hodgson, Hierarch Square, Novigrad City)	0	1	1	-1
Wine stone	Alchemist (Freya Priestess, Freya's Garden, Hindarsfjall)	0	2	5	-1
Wine stone	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	10	-1

Wine stone	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Wine stone	Herbalist (any)	0	5	10	-1
Wine stone	Herbalist (any, Skellige)	0	5	10	-1
Wine stone	Herbalist (any, Velen - No Man's Land)	0	5	10	-1
Wine stone	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	5	10	-1
Wine stone	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	5	10	-1
Wine stone	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	15	-1
Wine stone	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	5	10	-1
Wine stone	Herbalist (Skellige)	0	5	10	-1
Wine stone	Herbalist (Tomira, near Sawmill, White Orchard)	0	5	10	-1
Wine stone	Keira Metz (Velen)	0	1	5	-1
Wine stone	Merchant (Glory Lane, Novigrad, near Glory Gate)	0	1	1	-1
Wine stone	Merchant (Guslar's Hut, Heatherton)	0	5	10	-1
Wine stone	Merchant (The Bits, Novigrad, near Tretogor Gate)	0	1	5	-1
Wire	Merchant (Novigrad City)	0	1	1	-1
Wolf liver	Alchemist (Henna, Rannvaig, Ard Skellig)	0	1	5	-1
Wolf liver	Herbalist (any)	0	1	5	-1
Wolf liver	Herbalist (any, Skellige)	0	1	5	-1
Wolf liver	Herbalist (any, Velen - No Man's Land)	0	1	5	-1
Wolf liver	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	5	-1
Wolf liver	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	5	-1
Wolf liver	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	5	-1
Wolf liver	Herbalist (Skellige)	0	1	5	-1
Wolf liver	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	5	-1
Wolf liver	Merchant (Guslar's Hut, Heatherton)	0	1	5	-1
Wolf liver	Merchant (Novigrad)	0	1	5	-1
Wolf pelt	Merchant (Fayrlund, Ard Skellig)	0	5	30	-1
Wolf pelt	Merchant (Kaer Trolde Harbor, Ard Skellig)	0	10	20	-1
Wolf pelt	Merchant (Scoia'Tael, near Crossroads after rescue, Gustfields)	0	5	10	-1
Wolf pelt	Merchant and Barber (Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig)	0	1	10	-1
Wolf pelt	Wandering Merchant (any)	0	1	1	-1
Wolfsbane	Alchemist (Henna, Rannvaig, Ard Skellig)	0	5	20	-1

Wolfsbane	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	1	20	-1
Wolfsbane	Alchemist (Master, Gremist, Gedyneith, Ard Skellig)	0	5	20	-1
Wolfsbane	Herbalist (any)	0	10	14	-1
Wolfsbane	Herbalist (any, Skellige)	0	10	16	-1
Wolfsbane	Herbalist (any, Velen - No Man's Land)	0	10	11	-1
Wolfsbane	Herbalist (Halfling Herbalist, at Herbalist's Hut, Gustfields)	0	1	30	-1
Wolfsbane	Herbalist (Halfling, Portside Gate area in Lacehalls, Novigrad City)	0	1	10	-1
Wolfsbane	Herbalist (Kaer Trolde Harbor, Ard Skellig)	0	1	20	-1
Wolfsbane	Herbalist (Skellige)	0	1	4	-1
Wolfsbane	Herbalist (Tomira, near Sawmill, White Orchard)	0	1	14	-1
Wolfsbane	Keira Metz (Velen)	0	10	10	-1
Wolfsbane	Merchant (Guslar's Hut, Heatherton)	0	2	10	-1
Wolfsbane	Merchant (Novigrad)	0	5	10	-1
Wolfsbane	Merchant (Novigrad)	0	1	10	-1
Wolfsbane	Merchant and Herbalist (Yolan, Gedyneith, Ard Skellig)	0	5	20	-1
Wooden Axe 01	Blacksmiths (Novigrad)	0	1	1	1
Wooden Axe 01	Blacksmiths (Skellige)	0	1	1	1
Wooden Axe 01	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Axe 01	Blacksmiths (White Orchard)	0	1	1	2
Wooden Axe 02	Blacksmiths (Novigrad)	0	1	1	1
Wooden Axe 02	Blacksmiths (Skellige)	0	1	1	1
Wooden Axe 02	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Axe 02	Blacksmiths (White Orchard)	0	1	1	2
Wooden Axe 03	Blacksmiths (Novigrad)	0	1	1	1
Wooden Axe 03	Blacksmiths (Skellige)	0	1	1	1
Wooden Axe 03	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Axe 03	Blacksmiths (White Orchard)	0	1	1	2
Wooden Axe 04	Blacksmiths (Novigrad)	0	1	1	1
Wooden Axe 04	Blacksmiths (Skellige)	0	1	1	1
Wooden Axe 04	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Axe 04	Blacksmiths (White Orchard)	0	1	1	2
Wooden Axe 05	Blacksmiths (Novigrad)	0	1	1	1
Wooden Axe 05	Blacksmiths (Skellige)	0	1	1	1
Wooden Axe 05	Blacksmiths (Velen - No Man's Land)	0	1	1	1

Wooden Axe 05	Blacksmiths (White Orchard)	0	1	1	2
Wooden Club	Blacksmiths (Novigrad)	0	1	1	1
Wooden Club	Blacksmiths (Skellige)	0	1	1	1
Wooden Club	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Club	Blacksmiths (White Orchard)	0	1	1	2
Wooden Mace 01	Blacksmiths (Novigrad)	0	1	1	1
Wooden Mace 01	Blacksmiths (Skellige)	0	1	1	1
Wooden Mace 01	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Mace 01	Blacksmiths (White Orchard)	0	1	1	2
Wooden Mace 02	Blacksmiths (Novigrad)	0	1	1	1
Wooden Mace 02	Blacksmiths (Skellige)	0	1	1	1
Wooden Mace 02	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Mace 02	Blacksmiths (White Orchard)	0	1	1	2
Wooden Pickaxe	Blacksmiths (Novigrad)	0	1	1	1
Wooden Pickaxe	Blacksmiths (Skellige)	0	1	1	1
Wooden Pickaxe	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Pickaxe	Blacksmiths (White Orchard)	0	1	1	2
Wooden Poker	Blacksmiths (Novigrad)	0	1	1	1
Wooden Poker	Blacksmiths (Skellige)	0	1	1	1
Wooden Poker	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden Poker	Blacksmiths (White Orchard)	0	1	1	2
Wooden sword	Blacksmiths (Novigrad)	0	1	1	1
Wooden sword	Blacksmiths (Velen - No Man's Land)	0	1	1	1
Wooden sword	Blacksmiths (White Orchard)	0	1	1	2

PRIMA GAMES

Inventory Data

Alchemy

Alchemy components contain alchemical substances that allow them to be used in making oils, bombs and potions. You can acquire alchemy components by picking herbs that grow throughout the game's world, by defeating monters and harvesting their remains or by purchasing them from alchemists and herbalists you will encounter. While more expensive than harvesting items in the wild, it can save you a great time of time when needing specific materials to complete a recipe. Be aware that some monster remains function both as alchemy and crafting components.

MINERALS

Minerals are naturally occurring inorganic compounds which includes a range of materials from common sulfur to highly prized solutions and precious gems. During your adventure, minerals can be found by looting containers or purchasing them from alchemists and herbalists.

ALCOHOLS

Alcohols serve as a base component for low-level alchemical formulas. They are also used to replenish alchemical supplies including potions, decoctions and bombs. Strong alcohols like Cordials, Spirits and Vodkas should not be confused with lesser alcohols like Beer and Wine. Lesser alcohols are not used for crafting but rather recreational use only.

MONSTER REMAINS

Monster components are selected from the corpses of fallen enemies and function as base components for many alchemical recipes. Additionally, these items can be taken to a crafter who can prepare these items into powerful components used for crafting relic equipment.

SUBSTANCES

Substances are distillates and base chemical components required for high-level alchemical formulas. While these materials can be found in the world, all substances have recipes that allow you to craft them from other natural herbs and alcohols.

CRAFTING RECIPES

Loot a new recipe? Check your Alchemy tab it see if you can craft it right away. If not, keep those needed ingredients fresh in your mind so you can add the Alchemy item to your inventory as soon as possible. Loot a new recipe? Check your Alchemy tab it see if you can craft it right away. If not, keep those needed ingredients fresh in your mind so you can add the Alchemy item to your inventory as soon as possible.

BUYING RECIPES

Purchase alchemy recipes in shops as you find them and add those potions, oils, and bombs to your arsenal. You'll quickly gain more advantages over the beast and abominations during your adventures. Geralt's supply is automatically restocked when you meditate so the sooner you have these alchemy items at your disposal, the better.

VESEMIR'S LESSON

Keep a large stock of alcohol bases and meditate as often as you feel the need to. Meditating has no penalties outside of ingredient consumption so it's wise to ensure you're Alchemy Inventory is full at all times.

ALCHEMY

			PRICE	WEIGHT			RECIPE REQUIREMENTS					
REGION	CAT	Name	$	Kg	RATING	RARITY	#	ITEM 1	#	ITEM 2	#	ITE 3
TW3	MINERALS	Alchemy paste	30	0.2	Common	–	–		–	–	–	–
TW3	MINERALS	Alchemists' powder	25	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Bear fat	20	0.4	Common	–	–		–	–	–	–
TW3	MINERALS	Calcium equum	16	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Dog tallow	10	0.3	Common	–	–		–	–	–	–
TW3	MINERALS	Ducal Water	14	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Fifth Essence	60	0.1	Magic	–	–		–	–	–	–
TW3	MINERALS	Lunar shards	40	0.2	Magic	–	–		–	–	–	–
TW3	MINERALS	Optima mater	50	0.5	Magic	–	–		–	–	–	–
TW3	MINERALS	Phosphorus	15	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Quicksilver solution	27	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Saltpeter	10	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Stammelford's Dust	14	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Sulfur	8	0.1	Common	–	–		–	–	–	–
TW3	MINERALS	Wine Stone	38	0.7	Magic	–	–		–	–	–	–
TW3	ALCOHOLS	Empty bottle	1	0.2	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Alcohest	10	0.8	Common	–	1	Empty bottle	1	Cherry cordial	1	Nilfga lemon
TW3	ALCOHOLS	Cherry cordial	25	0.7	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Dwarven spirit	20	1	Common	–	1	Empty bottle	2	Mahakaman spirit	1	White myrtle petals
TW3	ALCOHOLS	Mahakaman spirit	8	0.7	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Mandrake cordial	45	1.1000000000000001	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Nilfgaardian lemon	40	0.7	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Homemade pepper vodka	2	0.7	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Redanian herbal	36	0.8	Common	–	–		–	–	–	–
TW3	ALCOHOLS	Temerian rye	32	0.8	Common	–	–		–	–	–	–
TW3	ALCOHOLS	White Gull	100	1.3	Common	–	1	Empty bottle	1	Redanian herbal	1	Cherry cordia
TW3	MONSTER REMAINS	Drowner brain	30	0.7	Master	–	1	Monstrous brain	1	Monstrous blood	–	–
TW3	MONSTER REMAINS	Ghoul's blood	30	0.2	Master	–	2	Monstrous blood	–	–	–	–
TW3	MONSTER REMAINS	Nekker blood	30	0.2	Master	–	2	Monstrous blood	–	–	–	–
TW3	MONSTER REMAINS	Rotfiend blood	45	0.3	Magic	Valuable	3	Monstrous blood	–	–	–	–
TW3	MONSTER REMAINS	Leshen resin	51	0.9	Magic	Valuable	3	Monstrous blood	3	Resin	–	–
TW3	MONSTER REMAINS	Devourer's blood	60	0.4	Magic	Valuable	4	Monstrous blood	–	–	–	–
TW3	MONSTER REMAINS	Alghoul bone marrow	30	1.1000000000000001	Master	–	1	Monstrous bone	1	Monstrous blood	–	–
TW3	MONSTER REMAINS	Nekker claw	30	0.4	Master	–	2	Monstrous claw	–	–	–	–
TW3	MONSTER REMAINS	Harpy talons	45	0.6	Magic	Precious	3	Monstrous claw	–	–	–	–
TW3	MONSTER REMAINS	Alghoul claw	60	0.8	Magic	Precious	4	Monstrous claw	–	–	–	–
TW3	MONSTER REMAINS	Specter Dust	30	0.2	Master	–	2	Monstrous dust	–	–	–	–
TW3	MONSTER REMAINS	Gargoyle dust	45	0.3	Magic	Valuable	3	Monstrous dust	–	–	–	–
TW3	MONSTER REMAINS	Grave hag's ear	30	0.2	Master	–	–	–	–	–	–	–
TW3	MONSTER REMAINS	Harpy eggs	30	0.6	Master	–	1	Monstrous egg	1	Monstrous feather	–	–
TW3	MONSTER REMAINS	Endrega embryo	45	0.95	Magic	Valuable	1	Monstrous egg	2	Monstrous essence	–	–
TW3	MONSTER REMAINS	Cockatrice egg	55	0.65	Magic	Valuable	1	Monstrous egg	2	Chitin scale	–	–
TW3	MONSTER REMAINS	Griffin's egg	60	0.9	Magic	Valuable	1	Monstrous egg	3	Monstrous feather	–	–
TW3	MONSTER REMAINS	Wyvern egg	70	0.85	Magic	–	1	Monstrous egg	1	Monstrous claw	2	Chitin
TW3	MONSTER REMAINS	Crystalized essence	75	1.25	Magic	Valuable	5	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Elemental essence	75	1.25	Magic	Valuable	5	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Dark Essence	45	0.75	Magic	Valuable	3	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Light Essence	30	0.5	Master	–	2	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Water essence	60	1	Magic	–	4	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Essence of wraith	45	0.75	Magic	Valuable	3	Monstrous essence	–	–	–	–
TW3	MONSTER REMAINS	Nekker eye	30	0.7	Master	–	2	Monstrous eye	–	–	–	–
TW3	MONSTER REMAINS	Arachas eyes	45	1.05	Magic	Valuable	3	Monstrous eye	–	–	–	–
TW3	MONSTER REMAINS	Erynia eye	45	0.65	Magic	Valuable	1	Monstrous eye	2	Monstrous feather	–	–
TW3	MONSTER REMAINS	Cyclops' eye	60	0.65	Magic	Valuable	1	Monstrous eye	3	Monstrous blood	–	–
TW3	MONSTER REMAINS	Fiend's eye	75	1.25	Magic	Valuable	3	Monstrous eye	2	Monstrous hair	–	–
TW3	MONSTER REMAINS	Harpy feathers	30	0.3	Master	–	2	Monstrous feather	–	–	–	–
TW3	MONSTER REMAINS	Griffin feathers	60	0.55000000000000004	Magic	Valuable	3	Monstrous feather	1	Monstrous dust	–	–
TW3	MONSTER REMAINS	Lock of lamia hair	60	0.4	Magic	Valuable	4	Monstrous hair	–	–	–	–
TW3	MONSTER REMAINS	Nightwraith hair	45	0.3	Magic	–	1	Monstrous hair	–	–	–	–
TW3	MONSTER REMAINS	Nekker heart	30	0.9	Master	–	1	Monstrous heart	1	Monstrous blood	–	–
TW3	MONSTER REMAINS	Endrega heart	30	1.6	Master	–	2	Monstrous heart	–	–	–	–
TW3	MONSTER REMAINS	Gargoyle heart	45	1.7	Magic	Valuable	2	Monstrous heart	1	Monstrous dust	–	–
TW3	MONSTER REMAINS	Golem's heart	45	1.85	Magic	Valuable	2	Monstrous heart	1	Monstrous essence	–	–
TW3	MONSTER REMAINS	Necrophage hide	162	4.4000000000000004	Magic	Valuable	1	Monstrous hide	2	Monstrous blood	–	–
TW3	MONSTER REMAINS	Troll hide	177	4.5	Magic	Valuable	1	Monstrous hide	2	Monstrous hair	–	–
TW3	MONSTER REMAINS	Werewolf hide	192	4.5999999999999996	Magic	Valuable	1	Monstrous hide	3	Monstrous hair	–	–
TW3	MONSTER REMAINS	Ekimmara hide	294	8.6	Magic	Valuable	2	Monstrous hide	–	–	–	–
TW3	MONSTER REMAINS	Berserker hide	309	8.8000000000000007	Magic	Valuable	2	Monstrous hide	1	Monstrous saliva	–	–
TW3	MONSTER REMAINS	Chort hide	324	8.8000000000000007	Magic	Valuable	2	Monstrous hide	2	Monstrous hair	–	–
TW3	MONSTER REMAINS	Cave troll liver	30	1.2	Master	–	1	Monstrous liver	1	Monstrous blood	–	–
TW3	MONSTER REMAINS	Nekker warrior's liver	45	1.3	Magic	Valuable	1	Monstrous liver	2	Monstrous blood	–	–
TW3	MONSTER REMAINS	Basilisk hide	544	9.8000000000000007	Magic	Valuable	1	Monstrous plate	1	Chitin scale	–	–
TW3	MONSTER REMAINS	Forktail hide	564	9.9	Magic	Valuable	1	Monstrous plate	2	Chitin scale	–	–
TW3	MONSTER REMAINS	Wyvern hide	604	10.1	Magic	Valuable	1	Monstrous plate	2	Chitin scale	–	–
TW3	MONSTER REMAINS	Vampire saliva	30	0.4	Master	–	2	Monstrous saliva	–	–	–	–
TW3	MONSTER REMAINS	Werewolf saliva	60	0.8	Magic	Valuable	4	Monstrous saliva	–	–	–	–
TW3	MONSTER REMAINS	Drowner tongue	30	0.7	Master	–	1	Monstrous tongue	1	Monstrous saliva	–	–
TW3	MONSTER REMAINS	Cockatrice stomach	45	0.5	Master	–	2	Monstrous blood	1	Monstrous saliva	–	–
TW3	MONSTER REMAINS	Foglet teeth	45	0.3	Magic	Valuable	3	Monstrous tooth	–	–	–	–
TW3	MONSTER REMAINS	Hag tooth	60	0.5	Magic	Valuable	3	Monstrous tooth	1	Monstrous saliva	–	–
TW3	MONSTER REMAINS	Water hag tooth	75	0.7	Magic	Valuable	3	Monstrous tooth	2	Venom extract	–	–
TW3	MONSTER REMAINS	Vampire fang	105	1.2	Magic	Valuable	2	Monstrous tooth	1	Vampire saliva	–	–
TW3	MONSTER REMAINS	Arachas venom	30	0.6	Master	–	2	Venom extract	–	–	–	–
TW3	MONSTER REMAINS	Basilisk venom	45	0.9	Magic	Valuable	3	Venom extract	–	–	–	–
EP2	MONSTER REMAINS	Centipede discharge	45	0.6	Magic	Valuable	2	Acid extract	–	–	–	–
EP2	MONSTER REMAINS	Kikimore discharge	45	0.9	Magic	Valuable	3	Acid extract	–	–	–	–
EP2	MONSTER REMAINS	Vampire blood	45	0.3	Magic	Valuable	3	Monstrous blood	–	–	–	–
EP2	MONSTER REMAINS	Sharley dust	45	0.3	Magic	Valuable	3	Monstrous dust	–	–	–	–
EP2	MONSTER REMAINS	Wight ear	30	0.2	Magic	Valuable	2	Monstrous ear	–	–	–	–
EP2	MONSTER REMAINS	Barghest essence	30	0.5	Magic	Valuable	2	Monstrous essence	–	–	–	–
EP2	MONSTER REMAINS	Wight hair	60	0.4	Magic	Valuable	4	Monstrous hair	–	–	–	–
EP2	MONSTER REMAINS	Sharley heart	45	1.85	Magic	Valuable	2	Monstrous heart	1	Monstrous essence	–	–
EP2	MONSTER REMAINS	Centipede mandible	60	1.6	Magic	Valuable	2	Monstrous pincer	2	Acid extract	–	–
EP2	MONSTER REMAINS	Dracolizard plate	480	5.6	Magic	Valuable	1	Monstrous plate	2	Dragon scales	–	–
EP2	MONSTER REMAINS	Wight stomach	45	0.6	Magic	Valuable	1	Monstrous stomach	2	Monstrous blood	–	–
EP2	MONSTER REMAINS	Archespore tendril	45	0.5	Magic	Valuable	2	Monstrous vine	1	Venom extract	–	–
EP2	MONSTER REMAINS	Archespore juice	30	0.6	Magic	Valuable	2	Venom extract	–	–	–	–
TW3	SUBSTANCES	Aether	23	0.1	Magic	–	1	White Gull	1	Verbena	1	Ergot
TW3	SUBSTANCES	Albedo	13	0.1	Magic	–	1	White Gull	1	Crow's eye	1	Allspic
TW3	SUBSTANCES	Hydragenum	34	0.1	Magic	–	1	White Gull	1	Verbena	1	Ergot
TW3	SUBSTANCES	Nigredo	35	0.1	Magic	–	1	White Gull	1	Crow's eye	1	Han fi
TW3	SUBSTANCES	Quebrith	18	0.1	Magic	–	1	White Gull	1	Verbena	1	Puffba
TW3	SUBSTANCES	Rebis	26	0.1	Magic	–	1	White Gull	1	Verbena	1	Ergot
TW3	SUBSTANCES	Rubedo	27	0.1	Magic	–	1	White Gull	1	Crow's eye	1	Han fi
TW3	SUBSTANCES	Vermilion	30	0.1	Magic	–	1	White Gull	1	Verbena	1	Ergot
TW3	SUBSTANCES	Vitriol	23	0.1	Magic	–	1	White Gull	1	Bloodmoss	1	Allspic
EP1	ITEMS	Formula: Cleansing mixture	10	10	Magic	–	1	Dwarven spirit	2	Rotfiend blood	2	Wolfsb
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - red to blue	80	0.1	Magic	–	1	Lesser mutagen red	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - red to green	80	0.1	Magic	–	1	Lesser mutagen red	1	Rebis	1	Holy b
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - green to red	80	0.1	Magic	–	1	Lesser mutagen green	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - green to blue	80	0.1	Magic	–	1	Lesser mutagen green	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - blue to red	80	0.1	Magic	–	1	Lesser mutagen blue	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Lesser mutagen transmutator - blue to green	80	0.1	Magic	–	1	Lesser mutagen blue	1	Rebis	1	Holy b
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - red to blue	88	0.1	Magic	–	1	Mutagen red	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - red to green	88	0.1	Magic	–	1	Mutagen red	1	Rebis	1	Holy b
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - green to red	88	0.1	Magic	–	1	Mutagen green	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - green to blue	88	0.1	Magic	–	1	Mutagen green	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - blue to red	88	0.1	Magic	–	1	Mutagen blue	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Mutagen transmutator - blue to green	88	0.1	Magic	–	1	Mutagen blue	1	Rebis	1	Holy b
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - red to blue	104	0.1	Magic	–	1	Greater mutagen red	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - red to green	104	0.1	Magic	–	1	Greater mutagen red	1	Rebis	1	Holy b
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - green to red	104	0.1	Magic	–	1	Greater mutagen green	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - green to blue	104	0.1	Magic	–	1	Greater mutagen green	1	Vitriol	1	Blue l
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - blue to red	104	0.1	Magic	–	1	Greater mutagen blue	1	Rubedo	1	Winte cherry
EP2	MUTAGEN COLOR CHANGES	Formula: Greater mutagen transmutator - blue to green	104	0.1	Magic	–	1	Greater mutagen blue	1	Rebis	1	Holy b

Armor

Armor

ARMOR

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	ARMOR CASUAL	Shirt	70	2.4	1	1	100	0	1	–
TW3	ARMOR CASUAL	Shirt	68	2.4	1	1	100	0	1	–
TW3	ARMOR CASUAL	Elegant courtier's doublet	80	1.0900000000000001	1	1	100	0	1	–
TW3	ARMOR CASUAL	Elegant courtier's doublet	82	1.0900000000000001	1	1	100	0	1	–
TW3	ARMOR CASUAL	Elegant courtier's doublet	72	1.0900000000000001	1	1	100	0	1	–
TW3	ARMOR CASUAL	Elegant Skellige shirt	122	1.25	1	1	100	0	1	–
TW3	ARMOR CASUAL	Skellige tunic	127	1.25	1	1	100	0	1	–
EP2	ARMOR CASUAL	Nilfgaardian_suit_Stats	114	1.2	1	1	100	0	1	–
TW3	ARMOR LIGHT	Cidarian gambeson	107	1.5	1	1	100	0	30	–
TW3	ARMOR LIGHT	Skellige gambeson	153	1.99	1	1	100	0	35	–
TW3	ARMOR LIGHT	Kaedweni gambeson	195	3.46	1	2	100	1	40	–
TW3	ARMOR LIGHT	Spikeroog aketon	224	3.62	1	2	100	1	50	–
TW3	ARMOR LIGHT	Verden archer's gambeson	241	3.89	1	3	100	1	60	–
TW3	ARMOR LIGHT	Bounty hunter's gambeson	249	4.51	1	3	100	1	65	–
TW3	ARMOR LIGHT	Ard Skellig aketon	248	5.28	1	3	100	1	90	–
TW3	ARMOR LIGHT	Freya's Warriors' armor	270	4.53	1	3	100	1	110	–
DLC 1	ARMOR LIGHT	Temerian Armor	238	12	4	4	100	0	50	–
EP1	ARMOR LIGHT	Ornate robe	204	4.32	2	2	100	0	–	–
EP1	ARMOR LIGHT	Ornate robe	204	4.32	4	4	100	2	–	–
EP1	ARMOR LIGHT	Ofieri tunic	242	6.19	3	3	100	1	200	–
EP1	ARMOR LIGHT	Ofieri tunic	242	6.19	2	2	100	0	–	–
EP2	ARMOR LIGHT	Toussaint Ducal Guardsman's armor	270	5.28	2	2	100	0	–	–
EP2	ARMOR LIGHT	Toussaint Ducal Guardsman's armor	336	7.08	3	3	100	1	–	–
EP2	ARMOR LIGHT	Toussaint Color Guardsman's armor	356	6.96	2	2	100	0	–	–
EP2	ARMOR LIGHT	Toussaint Color Guardsman's armor	380	8.1999999999999993	3	3	100	1	–	–
TW3	ARMOR MEDIUM	Kaer Morhen armor	98	3.12	1	1	100	0	22	–
TW3	ARMOR MEDIUM	Salmian brigandine	210	12.65	1	3	100	0	90	–
TW3	ARMOR MEDIUM	Cidarian cavalry armor	278	16.489999999999998	1	3	100	1	95	–
TW3	ARMOR MEDIUM	Redanian halberdier's armor	278	16.010000000000002	1	3	100	1	100	–
TW3	ARMOR MEDIUM	Angrenian cuirass	283	13.15	1	3	100	1	105	–
TW3	ARMOR MEDIUM	Belhaven brigandine	234	13.49	1	3	100	1	110	–
TW3	ARMOR MEDIUM	Kaedweni cuirass	296	13.96	1	3	100	2	120	–
TW3	ARMOR MEDIUM	Witch hunter's armor	421	11.48	1	3	100	2	140	–
TW3	ARMOR MEDIUM	Witch hunter's armor	575	12.11	4	4	100	2	166	–
TW3	ARMOR MEDIUM	Eternal Fire executioner's armor	630	12.73	1	3	100	3	165	–
DLC 5	ARMOR MEDIUM	Nilfgaardian Armor	100	12	4	4	100	0	80	–
DLC 10	ARMOR MEDIUM	Wolven armor	327	6.78	5	5	100	1	105	–
DLC 10	ARMOR MEDIUM	Enhanced Wolven armor	424	8.8000000000000007	5	5	100	2	140	–
DLC 10	ARMOR MEDIUM	Superior Wolven armor	938	9.5	5	5	100	3	180	–
DLC 10	ARMOR MEDIUM	Mastercrafted Wolven armor	1766	16.2	5	5	100	3	205	–
EP1	ARMOR MEDIUM	New Moon armor	899	17.079999999999998	4	4	100	2	–	–
EP1	ARMOR MEDIUM	New Moon armor	899	17.079999999999998	2	2	100	0	–	–
EP1	ARMOR MEDIUM	New Moon armor	899	17.079999999999998	3	3	100	1	–	–
EP1	ARMOR MEDIUM	New Moon armor	899	17.079999999999998	2	2	100	0	–	–
EP2	ARMOR MEDIUM	Toussaint Ducal Guard Officer's armor	460	9	2	2	100	0	–	–
EP2	ARMOR MEDIUM	Toussaint Ducal Guard Officer's armor	498	10.52	3	3	100	1	–	–
EP2	ARMOR MEDIUM	Toussaint Ducal Guard Captain's armor	540	11.96	2	2	100	0	–	–
EP2	ARMOR MEDIUM	Toussaint Ducal Guard Captain's armor	584	13.88	3	3	100	1	–	–
TW3	ARMOR HEAVY	Mag Deira cuirass	749	24.95	1	3	100	1	155	–
TW3	ARMOR HEAVY	Ban Ard breastplate	865	21.8	1	3	100	1	160	–
TW3	ARMOR HEAVY	Nilfgaardian guardsman armor	838	20.32	1	3	100	2	165	–
TW3	ARMOR HEAVY	Hindarsfjall heavy armor	843	30.2	1	3	100	3	175	–
TW3	ARMOR HEAVY	Mahakaman heavy armor	885	30.65	1	3	100	2	190	–
TW3	ARMOR HEAVY	Nilfgaardian guardsman armor	808	12.76	1	1	100	0	25	–
TW3	ARMOR HEAVY	Wild Hunt warrior's armor	344	8	1	3	100	0	90	–
DLC 14	ARMOR HEAVY	Undvik Armor	400	12	4	4	100	0	110	–
EP1	ARMOR HEAVY	Order of the Flaming Rose armor	736	22.4	3	3	100	1	4	–
EP1	ARMOR HEAVY	Order of the Flaming Rose armor	736	22.4	2	2	100	0	–	–
EP2	ARMOR HEAVY	Toussaint knight's armor	592	15.8	2	2	100	0	–	–
EP2	ARMOR HEAVY	Toussaint knight's armor	638	17.28	3	3	100	1	–	–
EP2	ARMOR HEAVY	Toussaint knight's tourney armor	648	14.68	2	2	100	0	–	–
EP2	ARMOR HEAVY	Toussaint knight's tourney armor	708	16.88	3	3	100	1	–	–
EP2	ARMOR HEAVY	Toussaint armor	572	16.98	3	3	100	1	–	–
EP2	ARMOR HEAVY	Sir Geralt of Rivia's armor	1406	14.85	2	2	100	0	–	–
EP2	ARMOR HEAVY	Ravix of Fourhorn's armor	510	17.600000000000001	2	2	100	0	–	–
EP2	ARMOR HEAVY	Tesham Mutna armor	1140	18.8	4	4	100	3	230	–
EP2	ARMOR HEAVY	Hen Gaidth armor	1558	23.4	4	4	100	3	–	–
RELIC ARMOR										
TW3	ARMOR LIGHT	Shiadhal's armor	632	6.21	4	4	200	1	130	–
TW3	ARMOR LIGHT	Cidarian gambeson	109	1.5	4	4	100	0	30	10
TW3	ARMOR LIGHT	Skellige gambeson	153	1.99	4	4	100	0	35	100
TW3	ARMOR LIGHT	Kaedweni gambeson	196	3.46	4	4	100	1	40	–
TW3	ARMOR LIGHT	Spikeroog aketon	224	3.62	4	4	100	1	50	–
TW3	ARMOR LIGHT	Verden archer's gambeson	241	3.89	4	4	100	1	60	–
TW3	ARMOR LIGHT	Bounty hunter's gambeson	250	4.51	4	4	100	1	65	–
TW3	ARMOR LIGHT	Ard Skellig aketon	300	7.88	4	4	100	1	90	–
TW3	ARMOR LIGHT	Freya's Warriors' armor	348	7.83	4	4	100	1	110	–
TW3	ARMOR MEDIUM	Salmian brigandine	270	14.85	4	4	100	0	90	100
TW3	ARMOR MEDIUM	Cidarian cavalry armor	368	19.79	4	4	100	1	95	100
TW3	ARMOR MEDIUM	Redanian halberdier's armor	345	18.21	4	4	100	1	100	100
TW3	ARMOR MEDIUM	Angrenian cuirass	381	16.45	4	4	100	1	105	100
TW3	ARMOR MEDIUM	Belhaven brigandine	332	16.79	4	4	100	1	110	100
TW3	ARMOR MEDIUM	Kaedweni cuirass	400	17.260000000000002	4	4	100	2	120	100
TW3	ARMOR MEDIUM	Witch hunter's armor	555	15.88	4	4	100	2	140	100
TW3	ARMOR MEDIUM	Eternal Fire executioner's armor	820	19.329999999999998	4	4	100	3	165	100
TW3	ARMOR MEDIUM	Thyssen armor	900	10.61	4	4	200	2	140	–
TW3	ARMOR MEDIUM	Oathbreaker Armor	1105	18.899999999999999	4	4	200	3	150	–
TW3	ARMOR HEAVY	Mag Deira cuirass	911	28.35	4	4	100	1	155	300
TW3	ARMOR HEAVY	Ban Ard breastplate	1050	26.2	4	4	100	1	160	400
TW3	ARMOR HEAVY	Nilfgaardian guardsman armor	1086	26.92	4	4	100	2	165	450
TW3	ARMOR HEAVY	Hindarsfjall heavy armor	1096	35.6	4	4	100	3	175	500
TW3	ARMOR HEAVY	Mahakaman heavy armor	1079	33.25	4	4	100	2	190	550
TW3	ARMOR HEAVY	Impera Brigade armor	1216	10.08	4	4	300	3	160	–
TW3	ARMOR HEAVY	Zireael armor	1394	11.58	4	4	200	3	170	–
TW3	ARMOR HEAVY	Great Sun armor	1905	16.03	4	4	300	3	180	–

Armor

Gloves

ARMOR: GLOVES

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VIT
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	GLOVES LIGHT	Hunting gauntlets	31	1.2	1	1	100	0	1	–
TW3	GLOVES LIGHT	Hunting gauntlets	59	1.08	1	1	100	0	5	–
TW3	GLOVES LIGHT	Tracker's gauntlets	101	2.08	1	3	100	1	18	–
TW3	GLOVES LIGHT	Assassin's gauntlets	120	2.48	4	4	200	1	50	–
DLC 1	GLOVES LIGHT	Temerian Gauntlets	104	5	4	4	100	0	11	–
EP2	GLOVES LIGHT	Toussaint Ducal Guardsman's gauntlets	48	1.08	2	2	100	0	–	–
EP2	GLOVES LIGHT	Toussaint Ducal Guardsman's gauntlets	52	1.1200000000000001	3	3	100	1	–	–
EP2	GLOVES LIGHT	Toussaint Color Guardsman's gauntlets	56	1.28	2	2	100	0	–	–
EP2	GLOVES LIGHT	Toussaint Color Guardsman's gauntlets	60	1.32	3	3	100	1	–	–
TW3	GLOVES MEDIUM	Cavalry gauntlets	76	1.48	1	2	100	0	10	–
TW3	GLOVES MEDIUM	Knight's gauntlets	114	5.45	1	3	100	1	20	–
DLC 5	GLOVES MEDIUM	Nilfgaardian Gauntlets	25	5	4	4	100	0	23	–
DLC 10	GLOVES MEDIUM	Wolven gauntlets	183	3.1	5	5	100	0	33	–
DLC 10	GLOVES MEDIUM	Enhanced Wolven gauntlets	296	6.8	5	5	100	0	47	–
DLC 10	GLOVES MEDIUM	Superior Wolven gauntlets	382	7.4	5	5	100	1	63	–
DLC 10	GLOVES MEDIUM	Mastercrafted Wolven gauntlets	549	6.2	5	5	100	1	73	–
EP1	GLOVES MEDIUM	New Moon gauntlets	100	2.3199999999999998	4	4	100	1	–	–
EP1	GLOVES MEDIUM	New Moon gauntlets	100	2.3199999999999998	2	2	100	1	–	–
EP1	GLOVES MEDIUM	New Moon gauntlets	100	2.3199999999999998	3	3	100	0	–	–
EP1	GLOVES MEDIUM	New Moon gauntlets	100	2.3199999999999998	2	2	100	0	–	–
EP2	GLOVES MEDIUM	Toussaint Ducal Guard Officer's gauntlets	74	1.73	2	2	100	0	–	–
EP2	GLOVES MEDIUM	Toussaint Ducal Guard Officer's gauntlets	78	1.77	3	3	100	1	–	–
EP2	GLOVES MEDIUM	Toussaint Ducal Guard Captain's gauntlets	88	2.02	2	2	100	0	–	–
EP2	GLOVES MEDIUM	Toussaint Ducal Guard Captain's gauntlets	92	2.06	3	3	100	1	–	–
TW3	GLOVES HEAVY	Axeman's gauntlets	86	4.5999999999999996	1	3	100	0	15	–
TW3	GLOVES HEAVY	Assault gauntlets	138	4.78	1	3	100	2	25	–
TW3	GLOVES HEAVY	Nilfgaardian guardsman's gauntlets	186	6.92	4	4	200	2	30	–
TW3	GLOVES HEAVY	Wild Hunt warrior's gauntlets	190	2.2999999999999998	1	3	100	0	0	–
DLC 14	GLOVES HEAVY	Undvik Gauntlets	250	5	4	4	100	0	39	–
EP1	GLOVES HEAVY	Order of the Flaming Rose gauntlets	200	4.3600000000000003	3	3	100	1	–	–
EP1	GLOVES HEAVY	Order of the Flaming Rose gauntlets	200	4.3600000000000003	2	2	100	0	–	–
EP2	GLOVES HEAVY	Toussaint knight's gauntlets	154	5.13	2	2	100	0	–	–
EP2	GLOVES HEAVY	Toussaint knight's gauntlets	158	5.17	3	3	100	1	–	–
EP2	GLOVES HEAVY	Toussaint knight's tourney gauntlets	226	5.27	2	2	100	0	–	–
EP2	GLOVES HEAVY	Toussaint knight's tourney gauntlets	230	5.31	3	3	100	1	–	–
EP2	GLOVES HEAVY	Toussaint gauntlets	518	6.31	3	3	100	1	–	–
EP2	GLOVES HEAVY	Gloves for picking mandrake	88	5.27	3	3	100	0	–	–
EP2	GLOVES HEAVY	Toussaint knight's gauntlets	144	4.32	2	2	100	0	–	–
EP2	GLOVES HEAVY	Tesham Mutna gauntlets	458	5.98	4	4	100	2	–	–
EP2	GLOVES HEAVY	Hen Gaidth gauntlets	481	6.16	4	4	100	2	–	–

Armor

Pants

ARMOR: PANTS

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	PANTS LIGHT	Hunting trousers	69	0.68	1	1	100	0	10	–
TW3	PANTS LIGHT	Hunting trousers	58	0.5	2	2	100	0	15	–
TW3	PANTS LIGHT	Cavalry trousers	74	0.94	1	3	100	0	15	–
TW3	PANTS LIGHT	Assassin's trousers	162	1.35	4	4	200	0	60	150
DLC 1	PANTS LIGHT	Temerian Trousers	78	5	4	4	100	0	15	–
EP1	PANTS LIGHT	Ofieri sharovary	176	2.52	3	3	100	1	–	–
EP1	PANTS LIGHT	Ofieri sharovary	176	2.52	2	2	100	0	–	–
EP2	PANTS LIGHT	Toussaint Ducal Guardsman's trousers	120	2.2799999999999998	2	2	100	0	–	–
EP2	PANTS LIGHT	Toussaint Ducal Guardsman's trousers	124	2.3199999999999998	3	3	100	1	–	–
EP2	PANTS LIGHT	Toussaint Color Guardsman's trousers	152	2.6	2	2	100	0	–	–
EP2	PANTS LIGHT	Toussaint Color Guardsman's trousers	156	2.64	3	3	100	1	–	–
EP2	PANTS LIGHT	Beauclair trousers	24	0.5	1	1	100	0	–	–
EP2	PANTS LIGHT	Elegant Beauclair trousers	80	0.5	1	1	100	0	–	–
EP2	PANTS LIGHT	Prisoner's trousers	10	0.5	1	1	100	0	–	–
TW3	PANTS MEDIUM	Hunting trousers	78	2.1	1	1	100	0	5	–
TW3	PANTS MEDIUM	Tracker's trousers	88	1.1100000000000001	1	3	100	1	25	–
TW3	PANTS MEDIUM	Sapper's trousers	126	2.85	1	3	100	0	30	–
TW3	PANTS MEDIUM	Nilfgaardian trousers	54	0.56000000000000005	1	1	75	0	2	–
TW3	PANTS MEDIUM	Skellige breeches	70	0.56000000000000005	1	1	75	0	2	–
TW3	PANTS MEDIUM	Skellige breeches	70	0.56000000000000005	1	1	75	0	2	–
DLC 5	PANTS MEDIUM	Nilfgaardian Trousers	50	5	4	4	100	0	27	–
DLC 10	PANTS MEDIUM	Wolven trousers	241	3.44	5	5	100	0	37	–
DLC 10	PANTS MEDIUM	Enhanced Wolven trousers	255	6.4	5	5	100	1	51	–
DLC 10	PANTS MEDIUM	Superior Wolven trousers	418	7.9	5	5	100	2	67	–
DLC 10	PANTS MEDIUM	Mastercrafted Wolven trousers	858	9	5	5	100	2	77	–
EP1	PANTS MEDIUM	New Moon trousers	114	1.71	4	4	100	2	–	–
EP1	PANTS MEDIUM	New Moon trousers	114	1.71	2	2	100	0	–	–
EP1	PANTS MEDIUM	New Moon trousers	114	1.71	3	3	100	1	–	–
EP1	PANTS MEDIUM	New Moon trousers	114	1.71	2	2	100	0	–	–
EP2	PANTS MEDIUM	Toussaint Ducal Guard Officer's trousers	146	3.28	2	2	100	0	–	–
EP2	PANTS MEDIUM	Toussaint Ducal Guard Officer's trousers	154	3.36	3	3	100	1	–	–
EP2	PANTS MEDIUM	Toussaint Ducal Guard Captain's trousers	178	3.6	2	2	100	0	–	–
EP2	PANTS MEDIUM	Toussaint Ducal Guard Captain's trousers	186	3.68	3	3	100	1	–	–
TW3	PANTS HEAVY	Axeman's trousers	115	5.05	1	2	100	0	25	–
TW3	PANTS HEAVY	Lyrian hardened leather trousers	156	6.62	1	3	100	1	40	–
TW3	PANTS HEAVY	Mahakaman trousers	348	5.47	4	4	200	2	80	150
TW3	PANTS HEAVY	Wild Hunt warrior's trousers	78	1.35	1	3	100	0	0	–
DLC 14	PANTS HEAVY	Undvik Trousers	350	5	4	4	100	0	35	–
EP2	PANTS HEAVY	Toussaint knight's trousers	260	7.34	2	2	100	0	–	–
EP2	PANTS HEAVY	Toussaint knight's trousers	284	8.94	3	3	100	1	–	–
EP2	PANTS HEAVY	Toussaint knight's tourney trousers	420	9.14	2	2	100	0	–	–
EP2	PANTS HEAVY	Toussaint knight's tourney trousers	444	10.74	3	3	100	1	–	–
EP2	PANTS HEAVY	Toussaint trousers	860	12.66	3	3	100	1	–	–
EP2	PANTS HEAVY	Toussaint knight's trousers	292	9.14	2	2	100	0	–	–
EP2	PANTS HEAVY	Tesham Mutna trousers	1129	14.84	4	4	100	2	87	–
EP2	PANTS HEAVY	Hen Gaidth trousers	1428	17.38	4	4	100	2	–	–

Armor

Boots

ARMOR: BOOTS

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VIT
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	BOOTS CASUAL	Elegant Nilfgaardian shoes	59	1.65	1	3	100	0	1	–
TW3	BOOTS CASUAL	Skellige festive slippers	91	0.76	1	1	100	0	1	–
EP2	BOOTS CASUAL	Beauclair shoes	24	0.48	–	–	100	0	–	–
EP2	BOOTS CASUAL	Elegant Beauclair boots	40	0.64	–	–	75	0	–	–
TW3	BOOTS LIGHT	Hunting boots	50	1.4	1	1	100	0	1	–
TW3	BOOTS LIGHT	Hunting boots	96	1	1	1	100	0	7	–
TW3	BOOTS LIGHT	Hunting boots	115	1.78	2	2	100	1	13	–
TW3	BOOTS LIGHT	Cavalry boots	90	1.28	1	2	100	0	17	–
TW3	BOOTS LIGHT	Hunting boots	104	1.64	4	4	100	0	15	–
TW3	BOOTS LIGHT	Cavalry boots	101	1	4	4	100	0	19	–
TW3	BOOTS LIGHT	Tracker's boots	615	1.28	4	4	100	1	23	100
TW3	BOOTS LIGHT	Trapper's boots	122	2.02	1	3	100	1	32	–
TW3	BOOTS LIGHT	Mountain Folk boots	181	3.02	4	4	200	1	40	–
EP1	BOOTS LIGHT	Ofieri boots	136	2.92	3	3	100	1	–	–
EP1	BOOTS LIGHT	Ofieri boots	136	2.92	2	2	100	0	–	–
EP1	BOOTS LIGHT	Ornate boots	156	2.3199999999999998	2	2	100	0	–	–
EP1	BOOTS LIGHT	Ornate boots	156	2.3199999999999998	4	4	100	1	–	–
TW3	BOOTS MEDIUM	Tracker's boots	101	1.52	1	3	100	1	21	–
TW3	BOOTS MEDIUM	Assassin's boots	117	1.52	4	4	100	1	27	–
TW3	BOOTS MEDIUM	Swordsman's boots	136	2.82	1	3	100	1	35	–
TW3	BOOTS MEDIUM	Reaver's boots	139	2.3199999999999998	1	3	100	0	49	–
TW3	BOOTS MEDIUM	Condottiere's boots	210	5.5	4	4	100	2	65	–
DLC 5	BOOTS MEDIUM	Nilfgaardian Boots	15	5	4	4	100	0	27	–
DLC 10	BOOTS MEDIUM	Wolven boots	102	3.4	5	5	100	0	37	–
DLC 10	BOOTS MEDIUM	Enhanced Wolven boots	212	5.6	5	5	100	0	51	–
DLC 10	BOOTS MEDIUM	Superior Wolven boots	384	7.5	5	5	100	1	67	–
DLC 10	BOOTS MEDIUM	Mastercrafted Wolven boots	549	7.2	5	5	100	1	77	–
DLC 12	BOOTS MEDIUM	Nekker hide boots	201	7.8	4	4	100	0	64	–
EP1	BOOTS MEDIUM	New Moon boots	135	2.62	4	4	100	1	–	–
EP1	BOOTS MEDIUM	New Moon boots	135	2.62	2	2	100	0	–	–
EP1	BOOTS MEDIUM	New Moon boots	135	2.62	3	3	100	1	–	–
EP1	BOOTS MEDIUM	New Moon boots	135	2.62	2	2	100	0	–	–
EP2	BOOTS MEDIUM	Toussaint Ducal Guard Officer's boots	277	1.62	2	2	100	0	–	–
EP2	BOOTS MEDIUM	Toussaint Ducal Guard Officer's boots	289	1.86	3	3	100	1	–	–
EP2	BOOTS MEDIUM	Toussaint Ducal Guard Captain's boots	273	2.02	2	2	100	0	–	–
EP2	BOOTS MEDIUM	Toussaint Ducal Guard Captain's boots	277	2.06	3	3	100	1	–	–
TW3	BOOTS HEAVY	Axeman's boots	138	2.36	1	3	75	1	41	–
TW3	BOOTS HEAVY	Guardsman's boots	118	3.22	1	3	100	0	45	–
TW3	BOOTS HEAVY	Executioner's boots	158	3.37	1	3	100	1	53	–
TW3	BOOTS HEAVY	Campaigner's boots	158	2.92	1	3	100	1	57	–
TW3	BOOTS HEAVY	Captain's boots	192	3.72	1	3	100	1	61	–
TW3	BOOTS HEAVY	Alder Folk boots	259	6.77	4	4	200	2	70	–
TW3	BOOTS HEAVY	Radovid's slippers	470	0.6	2	2	100	0	0	–
DLC 1	BOOTS HEAVY	Temerian Boots	102	5	4	4	100	0	15	–
DLC 14	BOOTS HEAVY	Undvik Boots	300	5	4	4	100	0	39	–
EP2	BOOTS HEAVY	Toussaint Ducal Guardsman's boots	92	2.12	2	2	100	0	–	–
EP2	BOOTS HEAVY	Toussaint Ducal Guardsman's boots	104	2.36	3	3	100	1	–	–
EP2	BOOTS HEAVY	Toussaint Color Guardsman's boots	100	2.3199999999999998	2	2	100	0	–	–
EP2	BOOTS HEAVY	Toussaint Color Guardsman's boots	72	1.56	3	3	100	1	–	–
EP2	BOOTS HEAVY	Toussaint knight's boots	292	5.76	2	2	100	0	–	–
EP2	BOOTS HEAVY	Toussaint knight's boots	312	6.64	3	3	100	1	–	–
EP2	BOOTS HEAVY	Toussaint knight's tourney boots	300	5.96	2	2	100	0	–	–
EP2	BOOTS HEAVY	Toussaint knight's tourney boots	320	6.84	3	3	100	1	–	–
EP2	BOOTS HEAVY	Toussaint boots	424	4.88	3	3	100	1	–	–
EP2	BOOTS HEAVY	Toussaint knight's boots	158	6.97	2	2	100	0	–	–
EP2	BOOTS HEAVY	Tesham Mutna boots	529	7.04	4	4	100	2	–	–
EP2	BOOTS HEAVY	Hen Gaidth boots	591	7.96	4	4	100	2	–	–

Armor (Crafted)

Crafted Armor

There are almost 150 different pieces of craftable armor, which are acquired after finding a diagram with the same name as the listed armor. These diagrams are then taken to an Armorer who, if competent enough, creates the armor from base components. The most common (and potent) armor of this type is the different "Witcher School" gear, which form the basis of the Scavenger Hunt quests.

CRAFTED ARMOR: ARMOR

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	LIGHT	Warrior's leather jacket	121	5.08	5	5	100	0	30	–
TW3	LIGHT	Cidarian gambeson	120	1.62	3	3	100	0	32	–
TW3	LIGHT	Skellige gambeson	157	1.99	3	3	100	0	38	–
TW3	LIGHT	Kaedweni gambeson	201	3.46	3	3	100	1	42	–
TW3	LIGHT	Spikeroog aketon	238	3.62	3	3	100	1	54	–
TW3	LIGHT	Shiadhal's armor	1445	15.2	4	4	100	1	150	–
TW3	LIGHT	Verden archer's gambeson	256	3.89	3	3	100	1	62	–
TW3	LIGHT	Bounty hunter's gambeson	272	4.51	3	3	100	1	67	–
TW3	LIGHT	Ard Skellig aketon	288	5.28	3	3	100	1	92	–
TW3	MEDIUM	Salmian brigandine	249	12.6	2	3	100	0	92	–
TW3	MEDIUM	Cidarian cavalry armor	330	16.399999999999999	3	3	100	1	97	–
TW3	MEDIUM	Redanian halberdier's armor	369	17	3	3	100	1	102	–
TW3	MEDIUM	Angrenian cuirass	501	12	3	3	100	1	107	–
TW3	HEAVY	Mag Deira cuirass	880	24.9	3	3	100	1	157	–
TW3	HEAVY	Ban Ard breastplate	1004	21.8	3	3	100	1	162	–
TW3	HEAVY	Nilfgaardian guardsman armor	1097	24.3	3	3	100	2	167	–
TW3	HEAVY	Hindarsfjall heavy armor	1135	34.200000000000003	3	3	100	3	177	–
TW3	HEAVY	Thyssen armor	1297	24	4	4	200	2	180	–
TW3	HEAVY	Impera Brigade armor	1574	11.2	4	4	300	3	180	–
TW3	FELINE	Feline armor	458	12.2	5	5	100	1	105	–
TW3	FELINE	Enhanced Feline armor	576	12.6	5	5	100	2	135	–
TW3	FELINE	Superior Feline armor	2014	15.3	5	5	100	3	165	–
TW3	FELINE	Mastercrafted Feline armor	2163	20.2	5	5	100	3	190	–
TW3	GRIFFIN	Griffin armor	446	6.67	5	5	100	1	75	–
TW3	GRIFFIN	Enhanced Griffin armor	547	7.39	5	5	100	2	110	–
TW3	GRIFFIN	Superior Griffin armor	2089	20.8	5	5	100	3	150	–
TW3	GRIFFIN	Mastercrafted Griffin armor	2591	20.100000000000001	5	5	100	1	190	–
TW3	URSINE	Ursine armor	414	8.36	5	5	100	1	120	–
TW3	URSINE	Enhanced Ursine armor	577	6.9	5	5	100	2	145	–
TW3	URSINE	Superior Ursine armor	2117	19.399999999999999	5	5	100	3	170	–
TW3	URSINE	Mastercrafted Ursine armor	2821	22.7	5	5	100	3	190	–
EP1	HUMAN	Ofieri scale armor	1057	17.2	4	4	100	3	225	–
EP1	HUMAN	Order of the Flaming Rose armor	832	25.8	4	4	100	3	215	–
EP1	VIPER	Viper armor	438	3.12	5	5	100	3	235	–
EP2	LIGHT	Toussaint Ducal Guardsman's armor	336	7.08	4	4	100	3	240	250
EP2	LIGHT	Toussaint Color Guardsman's armor	384	8.24	4	4	100	3	245	300
EP2	MEDIUM	Toussaint Ducal Guard Officer's armor	560	12.28	4	4	100	3	255	350
EP2	MEDIUM	Toussaint Ducal Guard Captain's armor	592	13.96	4	4	100	3	260	400
EP2	HEAVY	Toussaint knight's armor	664	21.08	4	4	100	3	270	450
EP2	HEAVY	Toussaint knight's tourney armor	856	22.88	4	4	100	3	275	500
EP2	HEAVY	Toussaint armor	1886	22.38	4	4	100	3	–	450
EP2	WITCHER	Grandmaster Feline armor	2738	18.3	5	5	100	3	240	–
EP2	WITCHER	Grandmaster Griffin armor	2723	16.350000000000001	5	5	100	3	240	–
EP2	WITCHER	Grandmaster Ursine armor	2708	15.55	5	5	100	3	240	–
EP2	WITCHER	Grandmaster Wolven armor	2708	15.7	5	5	100	3	240	–
EP2	WITCHER	Manticore armor	1716	15.5	5	5	100	3	240	–
EP2	WITCHER	Legendary Manticore armor	2708	15.9	5	5	100	3	390	–

Armor (Crafted)

Crafted Gloves

There are almost 150 different pieces of craftable armor, which are acquired after finding a diagram with the same name as the listed armor. These diagrams are then taken to an Armorer who, if competent enough, creates the armor from base components. The most common (and potent) armor of this type is the different “Witcher School” gear, which form the basis of the Scavenger Hunt quests.

CRAFTED ARMOR: GLOVES

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	LIGHT	Hunting gauntlets	74	1.32	3	3	100	0	4	–
TW3	LIGHT	Cavalry gauntlets	120	1.72	3	3	100	0	14	–
TW3	LIGHT	Tracker's gauntlets	168	2.3199999999999998	3	3	100	1	20	–
TW3	LIGHT	Assassin's gauntlets	227	1.92	4	4	100	1	28	–
TW3	HEAVY	Axeman's gauntlets	250	4.6399999999999997	3	3	100	0	34	–
TW3	HeAVY	Knight's gauntlets	405	5.48	3	3	100	1	45	–
TW3	HEAVY	Assault gauntlets	587	6.32	3	3	100	2	55	–
TW3	HEAVY	Nilfgaardian guardsman's gauntlets	955	4.88	4	4	100	2	65	–
TW3	FELINE	Feline gauntlets	298	4.8	5	5	100	0	33	–
TW3	FELINE	Enhanced Feline gauntlets	457	4	5	5	100	1	45	–
TW3	GRIFFIN	Griffin gauntlets	214	1.63	5	5	100	0	21	–
TW3	GRIFFIN	Enhanced Griffin gauntlets	392	3.46	5	5	100	1	35	–
TW3	URSINE	Ursine gauntlets	371	3.8	5	5	100	0	39	–
TW3	URSINE	Enhanced Ursine gauntlets	572	3.85	5	5	100	1	49	–
EP1	HUMAN	Ofieri gauntlets	511	4.8	4	4	100	2	81	–
EP1	HUMAN	Order of the Flaming Rose gauntlets	140	6.92	4	4	100	2	77	–
EP1	VIPER	Viper gauntlets	88	1.96	5	5	100	2	85	–
EP2	WITCHER	Grandmaster Feline gauntlets	872	6.85	5	5	100	2	87	–
EP2	WITCHER	Grandmaster Griffin gauntlets	872	5.75	5	5	100	2	87	–
EP2	WITCHER	Grandmaster Ursine gauntlets	872	5.25	5	5	100	2	87	–
EP2	WITCHER	Grandmaster Wolven gauntlets	872	5.75	5	5	100	2	87	–
EP2	WITCHER	Manticore gauntlets	534	5.0999999999999996	5	5	100	2	87	–
EP2	WITCHER	Legendary Manticore gauntlets	872	7	5	5	100	2	147	–
EP2	LIGHT	Toussaint Ducal Guardsman's gauntlets	48	1.08	4	4	100	2	87	250
EP2	LIGHT	Toussaint Color Guardsman's gauntlets	60	1.32	4	4	100	2	89	300
EP2	MEDIUM	Toussaint Ducal Guard Officer's gauntlets	118	2.77	4	4	100	2	93	350
EP2	MEDIUM	Toussaint Ducal Guard Captain's gauntlets	124	2.86	4	4	100	2	95	400
EP2	HEAVY	Toussaint knight's gauntlets	216	6.56	4	4	100	2	99	450
EP2	HEAVY	Toussaint knight's tourney gauntlets	284	6.66	4	4	100	2	101	500
EP2	HEAVY	Toussaint gauntlets	432	6.16	4	4	100	2	–	450

Armor (Crafted)

Crafted Pants

There are almost 150 different pieces of craftable armor, which are acquired after finding a diagram with the same name as the listed armor. These diagrams are then taken to an Armorer who, if competent enough, creates the armor from base components. The most common (and potent) armor of this type is the different “Witcher School” gear, which form the basis of the Scavenger Hunt quests.

CRAFTED ARMOR: PANTS

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	LIGHT	Hunting trousers	81	0.72	3	3	100	0	8	–
TW3	LIGHT	Cavalry trousers	101	0.98	3	3	100	0	18	–
TW3	LIGHT	Tracker's trousers	131	1.36	3	3	100	1	24	–
TW3	LIGHT	Assassin's trousers	455	1.4	4	4	100	2	30	350
TW3	HEAVY	Axeman's trousers	172	5.0999999999999996	3	3	100	1	37	–
TW3	HEAVY	Sapper's trousers	268	3.7	3	3	100	1	50	–
TW3	HEAVY	Lyrian hardened leather trousers	349	5.27	3	3	100	1	63	–
TW3	HEAVY	Mahakaman trousers	498	5.63	4	4	100	2	85	–
TW3	FELINE	Feline trousers	223	3.54	5	5	100	0	37	–
TW3	FELINE	Enhanced Feline trousers	268	4.84	5	5	100	2	49	–
TW3	GRIFFIN	Griffin trousers	219	2.59	5	5	100	0	25	–
TW3	GRIFFIN	Enhanced Griffin trousers	285	2.64	5	5	100	2	39	–
TW3	URSINE	Ursine trousers	246	3.44	5	5	100	0	43	–
TW3	URSINE	Enhanced Ursine trousers	313	4.24	5	5	100	2	53	–
EP1	HUMAN	Ofieri sharovary	508	2.44	4	4	100	2	85	–
EP1	VIPER	Viper trousers	176	2.52	5	5	100	2	89	–
EP2	WITCHER	Grandmaster Feline trousers	280	8.4499999999999993	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Griffin trousers	280	8.65	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Ursine trousers	280	7.95	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Wolven trousers	280	9.0500000000000007	5	5	100	2	91	–
EP2	WITCHER	Manticore trousers	110	7.7	5	5	100	2	91	–
EP2	WITCHER	Legendary Manticore trousers	280	9.4499999999999993	5	5	100	2	151	–
EP2	LIGHT	Toussaint Ducal Guardsman's trousers	124	2.3199999999999998	4	4	100	2	91	250
EP2	LiGHT	Toussaint Color Guardsman's trousers	156	2.64	4	4	100	2	93	300
EP2	MEDIUM	Toussaint Ducal Guard Officer's trousers	154	3.36	4	4	100	2	97	350
EP2	MEDIUM	Toussaint Ducal Guard Captain's trousers	186	3.68	4	4	100	2	99	400
EP2	HEAVY	Toussaint knight's trousers	286	8.99	4	4	100	2	103	450
EP2	HEAVY	Toussaint knight's tourney trousers	422	9.19	4	4	100	2	105	500
EP2	HEAVY	Toussaint trousers	860	10.01	4	4	100	2	–	450

Armor (Crafted)

Crafted Boots

There are almost 150 different pieces of craftable armor, which are acquired after finding a diagram with the same name as the listed armor. These diagrams are then taken to an Armorer who, if competent enough, creates the armor from base components. The most common (and potent) armor of this type is the different "Witcher School" gear, which form the basis of the Scavenger Hunt quests.

CRAFTED ARMOR: BOOTS

			PRICE	WEIGHT	QUALITY		DURABILITY	SOCKETS	ARMOR	VI
REGION	CAT	DISPLAY NAME	C	Kg	Min	Max	Min	#	Min	#
TW3	LIGHT	Boots 01_crafted	121	1.24	3	3	100	0	8	–
TW3	LIGHT	Boots 02_crafted	162	1.32	3	3	100	0	18	–
TW3	LIGHT	Boots 03_crafted	210	1.56	3	3	100	1	22	–
TW3	LIGHT	Boots 04_crafted	276	1.88	3	3	100	1	26	–
TW3	LIGHT	Boots 07_crafted	569	3.88	4	4	200	1	38	–
TW3	HEAVY	Heavy boots 01_crafted	503	2.86	3	3	100	0	42	–
TW3	HEAVY	Heavy boots 02_crafted	597	3.26	3	3	100	0	47	–
TW3	HEAVY	Heavy boots 03_crafted	654	2.46	3	3	100	1	50	–
TW3	HEAVY	Heavy boots 04_crafted	801	5.42	3	3	100	1	54	–
TW3	HEAVY	Heavy boots 07_crafted	1107	3.96	4	4	100	2	66	–
TW3	HEAVY	Heavy boots 08_crafted	1555	7.13	4	4	200	2	80	–
TW3	FELINE	Lynx Boots 1	461	4.3	5	5	100	0	37	–
TW3	FELINE	Lynx Boots 2	670	5.0999999999999996	5	5	100	1	49	–
TW3	GRIFFIN	Gryphon Boots 1	301	2.42	5	5	100	0	25	–
TW3	GRIFFIN	Gryphon Boots 2	611	4.0599999999999996	5	5	100	1	39	–
TW3	URSINE	Bear Boots 1	573	3.46	5	5	100	0	43	–
TW3	URSINE	Bear Boots 2	839	5.8	5	5	100	1	53	–
EP1	HUMAN	Ofieri boots	562	5.3	4	4	100	2	85	–
EP1	VIPER	Viper boots	136	2.92	5	5	100	2	89	–
EP2	WITCHER	Grandmaster Feline boots	872	6.15	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Griffin boots	872	5.25	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Ursine boots	872	5.15	5	5	100	2	91	–
EP2	WITCHER	Grandmaster Wolven boots	872	5.75	5	5	100	2	91	–
EP2	WITCHER	Manticore boots	594	5.9	5	5	100	2	91	–
EP2	WITCHER	Legendary Manticore boots	872	5.95	5	5	100	2	151	–
EP2	LIGHT	Toussaint Ducal Guardsman's boots	76	1.48	4	4	100	2	91	250
EP2	LIGHT	Toussaint Color Guardsman's boots	80	1.52	4	4	100	2	93	300
EP2	MEDIUM	Toussaint Ducal Guard Officer's boots	98	2.21	4	4	100	2	97	350
EP2	MEDIUM	Toussaint Ducal Guard Captain's boots	106	2.29	4	4	100	2	99	400
EP2	HEAVY	Toussaint knight's boots	247	7.2	4	4	100	2	103	450
EP2	HEAVY	Toussaint knight's tourney boots	292	6.5	4	4	100	2	105	500
EP2	HEAVY	Toussaint boots	457	6.42	4	4	100	2		450

Inventory Data

Bolts

Aside from the regular bolts for your trusty crossbow, there are 14 specialized bolt types you can equip. This chart allows you to compare the damage (both normal and special) they inflict, and any bonuses they give.

BOLTS

NAME	DESCRIPTION	$	Kg	QUALITY	RATING	RARITY	SPLIT COUNT	ARMOR REDUCTION	ARMOR REDUCTION %	BLUD DAMA
Bolts	Bodkin Bolt	0	0.1	1	18	MASTER	–	–	–	–
Bolts	Harpoon Bolt	0	0.1	1	820	MAGIC	–	–	–	–
Tracking bolt	Tracking Bolt	10	0.1	2	152	MASTER	–	100	100%	–
Bolt with bait	Bait Bolt	10	0.1	2	32	MASTER	–	100	100%	–
Blunt crossbow bolt	Blunt Bolt	10	0.1	2	42	MASTER	–	–	–	8
Broadhead bolt	Broadhead Bolt	5	0.1	2	47	MASTER	–	–	–	–
Precision bolt	Target Point Bolt	10	0.1	2	80.7	MAGIC	–	7	50%	–
Split bolt	Split Bolt	20	0.1	3	40	MAGIC	3	–	–	–
Exploding bolt	Explosive Bolt	50	0.1	3	72	MAGIC	–	–	–	–
Blunt crossbow bolt	Blunt Bolt Legendary	10	0.1	2	50	RELIC	–	–	–	10
Broadhead bolt	Broadhead Bolt Legendary	5	0.2	2	63	RELIC	–	–	–	–
Precision bolt	Target Point Bolt Legendary	10	0.25	2	49.5	RELIC	–	15	60%	–
Split bolt	Split Bolt Legendary	20	0.3	4	56	RELIC	3	–	–	–
Exploding bolt	Explosive Bolt Legendary	50	0.4	4	110	RELIC	–	–	–	–

Inventory Data

Bombs

A witcher's bomb is similar to a magical grenade; able to deal damage and inflict critical effects on all enemies caught within it's area of effect. A bomb can be quickly thrown at a group of onrushing enemies and is less likely to be interrupted by an enemy's attack.

DAMAGE EFFECTS

Bombs can inflict a wide range of damage effects on enemies including fire, frost and poison. Bombs that inflict damage and critical effects are at their most potent in the hands of an alchemist, who can spend talents on bonuses that increase the bomb's effectiveness.

PASSIVE EFFECTS

Some bombs have no direct effect on their own but become powerful when coupled with other abilities. Dragon's Dream creates a cloud of gas that can be ignited by Igni while Moon Dust sprays enemies with silver splinters that will prevent monsters from transforming. Builds focused on physical attacks will find Northern Wind's ability to freeze foes particularly useful. These passive attacks take time to set up but their combined effect can be devastating.

HOW TO MAKE

Bombs cannot be purchased and can only be crafted once the formula has been learned. Once this mastery is acquired, you can generate an unlimited suply using alchemical reagents whenever it's safe to meditate.

VESEMIR'S LESSON

All firecrackers pop. It's what comes next that determines a Witcher's fate. Craft and equip bombs with effects that augment your attack.

BOMBS

		PRICE	DAMAGE	DURATION	CHARGES	RECIPE REQUIREMENTS							
NAME	DESCRIPTION	$	#	sec	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Dancing Star	Produces a fiery explosion that can cause nearby opponents to start burning. Destroys monster nests.	10	100	4	2	1	Saltpeter	2	Sulfur				
Enhanced Dancing Star	Produces a fiery explosion that can cause nearby opponents to start burning. Enhanced effect. Destroys monster nests.	15	100	7	3	1	Stammelford's Dust	1	Dancing Star	1	Phosphorus	1	Sulfur
Superior Dancing Star	Produces a fiery explosion that ignites the surrounding area. Enhanced and extended effect. Destroys monster nests.	20	100	10	4	1	Alchemists' powder	1	Enhanced Dancing Star	2	Phosphorus	2	Sulfur
Devil's Puffball	Releases a cloud of poison when detonated.	10	100	10	2	1	Saltpeter	2	Sewant mushrooms				
Enhanced Devil's Puffball	Releases a cloud of poison when detonated. Enhanced effect.	15	100	30	3	1	Stammelford's Dust	1	Devil's Puffball	1	Calcium equum	1	Endrega heart
Superior Devil's Puffball	Releases a cloud of poison when detonated. Enhanced and extended effect.	20	100	30	4	1	Alchemists' powder	1	Enhanced Devil's Puffball	2	Calcium equum	2	Endrega heart
Dimeritium bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities.	10	0	15	2	5	Saltpeter	2	Optima mater				
Enhanced Dimeritium bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities.	15	0	30	3	1	Stammelford's Dust	1	Dimeritium bomb	1	Optima mater	1	Powdered pearl
Superior Dimeritium bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities. The blockade survives for a short time after the cloud dissipates.	20	0	30	4	1	Alchemists' powder	1	Enhanced Dimeritium bomb	2	Optima mater	2	Powdered pearl
Dragon's Dream	Releases a cloud of gas that explodes when ignited.	10	300	15	2	1	Saltpeter	2	Phosphorus				
Enhanced Dragon's Dream	Releases a cloud of gas that explodes when ignited. Enhanced effect and chance to apply Burning.	15	400	30	3	1	Stammelford's Dust	1	Dragon's Dream	1	Phosphorus	1	Optima mater
Superior Dragon's Dream	Releases a cloud of gas that explodes when ignited. Enhanced effect and chance to apply Burning. Foes it kills explode, wounding others nearby.	20	400	30	4	1	Alchemists' powder	1	Enhanced Dragon's Dream	2	Phosphorus	2	Optima mater
Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals a small amount of fire damage. Destroys monster nests.	20	350	0	2	2	Saltpeter	2	Calcium equum				
Enhanced Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals fire damage. Enhanced effect. Destroys monster nests.	30	600	0	3	1	Stammelford's Dust	1	Grapeshot	1	Calcium equum	1	Blowball
Superior Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals fire damage. Enhanced effect. Damage ignores enemy armor. Destroys monster nests.	40	600	0	4	1	Alchemists' powder	1	Enhanced Grapeshot	2	Calcium equum	2	Sulfur
Samum	Blinds opponents within its explosion radius. Destroys monster nests.	10	0	4	2	1	Saltpeter	2	Celandine				
Enhanced Samum	Blinds opponents within its explosion radius. Extended duration. Destroys monster nests.	15	0	6	3	1	Stammelford's Dust	1	Samum	1	Phosphorus	1	Foglet teeth
Superior Samum	Blinds opponents within its explosion radius. Extended duration. The first hit landed on a blinded opponent is always critical. Destroys monster nests.	20	0	8	4	1	Alchemists' powder	1	Enhanced Samum	2	Phosphorus	2	Foglet teeth
Moon Dust	Contains silver splinters that temporarily prevent monsters from transforming.	10	0	20	2	1	Saltpeter	2	Quicksilver solution				
Enhanced Moon Dust	Contains silver splinters that temporarily prevent monsters from transforming. Extended duration.	15	0	40	3	1	Stammelford's Dust	1	Moon Dust	1	Quicksilver solution	1	Sulfur
Superior Moon Dust	Contains silver splinters that permanently prevent monsters from transforming.	20	0	0	4	1	Alchemists' powder	1	Enhanced Moon Dust	2	Quicksilver solution	2	Sulfur
Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage.	10	0	4	2	1	Saltpeter	1	Ducal Water	1	Powdered pearl	2	Allspice
Enhanced Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage. Extended duration.	15	0	4	3	1	Stammelford's Dust	1	Northern Wind	2	Ducal Water	1	Powdered pearl
Superior Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage. Extended duration. Chance of instant kill.	20	0	4	4	1	Saltpeter	1	Enhanced Northern Wind	3	Ducal Water	2	Powdered pearl

Inventory Data

Books

Books can be obtained by purchasing them from merchants or by loot them from containers. Sometimes receiving a book signifies that you've progresssed the plot to a certain point. Note that all books have a weight 0.5 Kg, which may quickly over encumber you during early stages of the game. Information you read in many books is added to your in-game journal. You can then sell that book back to a merchant while keeping all of the knowledge you gained by reading it.

MONSTER TOMES

When read, these books add an entry to the Bestiary. The new entry provides information regarding specific lore, strengths and weakenesses including ways the Witcher can prepare to counter these abilities. You will only receive a monster entry the first time you read any particular title. Rereading the book, or any of it's copies, will provide no new information.

FUNCTIONAL BOOKS

These books describe locations, lore and mysteries to be discovered across the many regions Geralt will explore. When read, they add locations to your World Map and may trigger a Journal Entry related to the given objective.

COMMON BOOKS

There are a vast number of common books in the world. They provide stories, lore, advice on swordfighting, weapon repair and many other subjects that add depth and variety to your exploration. While some books may indicate specific points of interest that may be of interest to the player, these books do not provide a bonus; they are simply there to be enjoyed.

NOTES AND JOURNALS

In addition to the books, there are a wide variety of notes and journals that explain shorter, more intimate messages, ranging from the important to the trivial. Most will be found or received while exploring the various points of interest associated with the living world. While notes may not be tracked by the Journal, they are all worth a read when time permits.

VESEMIR'S LESSON

While hands-on experience is generally best, you should always make time to read up.

BOOKS

CAT	TYPE	$	Kg	ORIGIN	NAME
MONSTER TOMES	Perk	40	0.5	Novigraad	Fauna of the Northern Realms, Volume 1
MONSTER TOMES	Perk	80	0.5	Novigraad	Fauna of the Northern Realms, Volume 2
MONSTER TOMES	Perk	50	0.5	No Mans Land	In Beast's Clothing
MONSTER TOMES	Perk	75	0.5	No Mans Land	The Bear Legend
MONSTER TOMES	Perk	60	0.5	No Mans Land	A Few Remarks on Basilisks and Cockatrices
MONSTER TOMES	Perk	80	0.5	Novigraad	Death From Above
MONSTER TOMES	Perk	60	0.5	Skellige	Journey to the End of the World
MONSTER TOMES	Perk	82	0.5	Nilfgaard	Heraldic Animals
MONSTER TOMES	Perk	50	0.5	Nilfgaard	Wondrous World of Insectoids
MONSTER TOMES	Perk	88	0.5	Nilfgaard	The Illustrated Atlas of Insectoids
MONSTER TOMES	Perk	80	0.5	Nonhuman	Golem, or Man's Most Faithful Servant
MONSTER TOMES	Perk	91	0.5	Nonhuman	Of Fire and Stone
MONSTER TOMES	Perk	50	0.5	Nonhuman	Ghouls and Alghouls
MONSTER TOMES	Perk	62	0.5	No Mans Land	Of Water and Fog
MONSTER TOMES	Perk	55	0.5	Nonhuman	Beasts of the Tukaj Foothills
MONSTER TOMES	Perk	84	0.5	Nonhuman	The Heart of the Wilds
MONSTER TOMES	Perk	60	0.5	Nilfgaard	Of Sweat and Blood
MONSTER TOMES	Perk	70	0.5	Nonhuman	Behind the Great Veil
MONSTER TOMES	Perk	50	0.5	Nilfgaard	The World Underground
MONSTER TOMES	Perk	86	0.5	Skellige	An Ancient Ballad
MONSTER TOMES	Perk	73	0.5	Nonhuman	My Evening with a Vampire
MONSTER TOMES	Perk	85	0.5	Nonhuman	Katakans: A Monograph
MONSTER TOMES	Perk	60	0.5	Novigraad	The Wild Hunt
MONSTER TOMES	Perk	40	0.5	Nilfgaard	The Horse Whistler
MONSTER TOMES	Perk	90	0.5	Nonhuman	Gnomish Prankings
MONSTER TOMES	Perk	40	0.5	Nilfgaard	How to Avoid Colossal Vessels
MONSTER TOMES	Perk	68	0.5	Nilfgaard	Opposition in Nilfgaard
MONSTER TOMES	Perk	44	0.5	Novigraad	Do It Yourself
MONSTER TOMES	Perk	45	0.5	Nilfgaard	Care for Your Sword, Soldier!
MONSTER TOMES	Perk	57	0.5	Nilfgaard	Prayers to the Eternal Fire
MONSTER TOMES	Perk	64	0.5	Nilfgaard	Naransen, son of Gunnestad
MONSTER TOMES	Perk	41	0.5	Novigraad	Ballads and Hymns
MONSTER TOMES	Perk	56	0.5	Skellige	The Slaughter of Cintra
MONSTER TOMES	Perk	35	0.5	Novigraad	Ballads and Hymns
MONSTER TOMES	Perk	49	0.5	Novigraad	The Slaughter of Cintra
MONSTER TOMES	Perk	77	0.5	No Mans Land	The Chronicles of Redania
MONSTER TOMES	Perk	38	0.5	Skellige	The Collected Verse of Gonzal de Verceo
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Spy's notes
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Scrawled notes
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Message
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Pirate's notes
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Smuggler's notes
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Unsent letter
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Unsent letter
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Itinerant merchant's notes
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Blood-smeared notes
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Crumpled letter
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Bloodstained document
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Unsent letter
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Crumpled notes
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Marauder's notes
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Crumpled notes
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Letter
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Letter
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Letter
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Water-damaged letter
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	A frustrated warrior's notes
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Old, yellowed letter
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Note
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Cargo list
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Notes about treasure
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Nilfgaardian's notes
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Torn piece of paper
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Unsent letter
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Letter
FUNCTIONAL BOOKS	Quest	1	0.1	Novigraad	Letter
FUNCTIONAL BOOKS	Quest	1	0.1	No Mans Land	Blood-soaked military orders
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Traveler's notes
FUNCTIONAL BOOKS	Quest	1	0.1	Skellige	Poem
COMMON BOOKS	Lore	10	0.5	Nilfgaard	Emhyr Var Emreis: A Biography
COMMON BOOKS	Lore	10	0.5	Nilfgaard	His Imperial Highness, Emhyr var Emreis
COMMON BOOKS	Lore	10	0.5	Nilfgaard	The Nilfgaard Wars, or a History of Our Time
COMMON BOOKS	Lore	10	0.5	Nilfgaard	The Nilfgaard Wars
COMMON BOOKS	Lore	10	0.5	Nilfgaard	Nilfgaardian orders
COMMON BOOKS	Lore	123	0.5	Nonhuman	Journey into the Mind
COMMON BOOKS	Lore	66	0.5	Nonhuman	Necronomicon
COMMON BOOKS	Lore	10	0.5	Nonhuman	Introduction to Applied Magic
COMMON BOOKS	Lore	10	0.5	Nonhuman	Elven Sages
COMMON BOOKS	Lore	10	0.5	Nonhuman	Monumenta Elforum
COMMON BOOKS	Lore	10	0.5	Nonhuman	Lara Dorren and Cregennan of Lod
COMMON BOOKS	Lore	10	0.5	Nonhuman	Hydromancy, or The Art of Water Magic
COMMON BOOKS	Lore	10	0.5	Nonhuman	Necromancy, the Forbidden Magic
COMMON BOOKS	Lore	10	0.5	Nonhuman	Tyromancy, or the Noble Art of Cheese Divination
COMMON BOOKS	Lore	10	0.5	Nonhuman	Polymorphy
COMMON BOOKS	Lore	10	0.5	Nonhuman	Between Worlds
COMMON BOOKS	Lore	10	0.5	Novigraad	Pearls of the North - Novigraad
COMMON BOOKS	Lore	10	0.5	Novigraad	Pearls of the North - Oxenfurt
COMMON BOOKS	Lore	10	0.5	Skellige	Skellige: Its History and Geography
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Sove
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Tyr
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Otkell
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Modolf
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Broddr
COMMON BOOKS	Lore	10	0.5	Skellige	Heroes of Skellige: Grymmdjarr
COMMON BOOKS	Lore	44	0.5	Skellige	Illustrated Atlas of Insectoids - From Arachas to Zerrikanian Xanthogramma
COMMON BOOKS	Lore	54	0.5	No Mans Land	Temerian Dynasty
NOTES AND JOURNALS	Lore	5	0.5	Nilfgaard	Letter from an ambassador
NOTES AND JOURNALS	Lore	1	0.5	No Mans Land	Witcher experimentations - cont.
NOTES AND JOURNALS	Lore	10	0.5	Nilfgaard	Imperial Edict Number 283
NOTES AND JOURNALS	Lore	10	0.5	Nilfgaard	Imperial Decree Number 296
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Lodge of Sorceresses
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Lands of the North: Velen
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	What shall become of Temeria?
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	The Fall of Vizima
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Diary of a Fire Swallower
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	Redania: A Power on the Rise
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	Radovid V the Stern - The Hard Slog to Greatness
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	The Redanian Special Forces
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Kovir and Poviss
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Holy Tome of the Eternal Fire
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Beliefs of Skellige: Freya
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Beliefs of Skellige: Hemdall
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Beliefs of Skellige: Druids
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Witchers: Not Quite the Devils You Thought
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Monstrum, or a Portrayal of Witchers. Volume 1
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Radovid V - Defender of the North
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Report Number 1527
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Wild Hunt
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	A Portrayal of the Elder Races
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Ithlinne's Prophecy
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Conjunction of the Spheres
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Travel Between Worlds
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Elder Blood
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Aen Seidhe and the Aen Elle
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Royal Lineages of the North
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	A Sword for Witches
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Goetia
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Folk Magic and Superstitions Of Our Time
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Witcher Signs
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Last Wish
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Toussaint, a Duchy Out Of Tales of Fantasy and Wonder
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Wonders of Zerrikania
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	Naglfar: the Longship Made of Deadmen's Claws
NOTES AND JOURNALS	Lore	10	0.5	Nonhuman	The Final Age
NOTES AND JOURNALS	Lore	10	0.5	Skellige	The White Frost
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Notes from Undvik
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Journal
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Memoirs
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Guard captain's notes
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Notes
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Warrior's notes
NOTES AND JOURNALS	Lore	10	0.5	Skellige	Notes
NOTES AND JOURNALS	Lore	10	0.5	Nilfgaard	Nilfgaardian orders
NOTES AND JOURNALS	Lore	10	0.5	Nilfgaard	Yennefer's diary
NOTES AND JOURNALS	Lore	10	0.5	Nilfgaard	Intelligence report about Ciri
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	Unfinished war chronicle
NOTES AND JOURNALS	Lore	10	0.5	No Mans Land	The mage Alexander's notes
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	Vserad's journal
NOTES AND JOURNALS	Lore	10	0.5	Novigraad	She Who Knows
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Brother Adalbert's bestiary
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Angrily scrawled notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Inexpertly written letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Cultist's notes - part 1
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Cultist's notes - part 2
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Dead soldier's letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Recipe
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Fridebjorg the Bloody
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Bandit's notes
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Pirate's notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Pirate leader's notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Pirate's notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Bandit's notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Sodden note
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Trader's notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Soaked letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Highwayman's notes
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Dirt-smeared letter
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Mysterious note
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Highwayman's letter
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Letter from an alchemist
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Crumpled letter
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Orders
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Blood-covered letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Map fragment
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Map fragment
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Letter from a pirate leader
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Slavers' notes
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Highwayman's notes
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Alchemist's notes
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Unsent letter
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Bandit's notes
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Scoia'tael note
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Crumpled note
NOTES AND JOURNALS	Lore	1	0.1	Skellige	Short letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Scribbled document
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Strange note
NOTES AND JOURNALS	Lore	1	0.1	Novigraad	Old Letter
NOTES AND JOURNALS	Lore	1	0.1	No Mans Land	Witch Hunter's notes
NOTES AND JOURNALS	Lore	1	0.1	Nilfgaard	Quartermaster's Orders
EP2	BOOKS				
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Crayfish Soup Recipe
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Hare Pate recipe
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Gottfried and the Chessboard Knight
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Noble Alondra
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Ducal Guard's report on the death of the Beast's first victim
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Ducal Guard's report on the death of the Beast's second victim
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Ducal Guard's report on the death of the Beast's third victim
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	How Luis Alberni Became Golyat
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Document issued by the Ducal Chancellery
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Flyer touting Est Est
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Flyer touting Vermentino red
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Flyer touting Coronata cabernet
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	The History of Corvo Bianco
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	A Crayfisherman's Reminiscences
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Book about fighting vampires, by Heinrich Von Grott
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	The History of Est Est
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	A Short history of Pomino
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Case: One-Armed Adalard
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Written on a napkin
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Refusal letter
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Fragment of the script of a stage play
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Ole Lukoje's notes
FUNCTIONAL BOOKS	Quest	1	0.5	Beauclair	Letter from Dandelion
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Tourney scribe's notes
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Vivienne's notes
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter to Rainfarn
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Guillaume's scrap paper
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter to Palmerin
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter to Tailles
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Anséis' letter
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter to Donimir
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter to Horm
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter of condolence to Horm
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Short letter to Horm
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter on perfumed paper
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter from a female admirer
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter from a male admirer
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Beledal - The Story of a Genius Chicken Farmer
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	The Rules and Stipulations of Banking: Volume 15
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	The Lives of Famous Bankers: Amadeus Cianfanelli
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Sure Savings for Unsure Times
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Cianfanelli's Safe Deposit Boxes
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Hair balsam formula
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter from Edgard Lavalliere
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Advertising leaflet
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Letter from John of Blackforest
FUNCTIONAL BOOKS	Quest	10	0.5	Beauclair	Jean-Louis Ludovic's map
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	On Hunting Basilisks: A Compendium
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	The Civil War in Toussaint
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Noble Houses of Toussaint: Volume LVII
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	The Last Basilisk of its Kind: A Study in Ecology, by Borhis di Salvaress
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Gwent: A History
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	History of the Fortress of Dun Tynne, as written down by Le Papillon
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Guide to the Vineyards of Toussaint, Vol. I: The Sansretour Valley
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Guide to the Vineyards of Toussaint, Vol. II: The Valley of Blessure
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	The Tenebrous Wilderness of Caed Myrkvid
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Curious Customs of Toussaintois (an excerpt)
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Master Faramond's Thoughts on Elven Architecture
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Letter written in Elder Speech
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Letter to the ealdorman of Fox Hollow
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	Scroll from Crevan Carn
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	A Code Duello
NOTES AND JOURNALS	Lore	10	0.5	Beauclair	The Fall of Hubert Balaste
MONSTER TOMES	Perk	10	0.5	Beauclair	Journal of research into Archespores
MONSTER TOMES	Perk	10	0.5	Beauclair	The Wondrous World of Insectoids: A Supplement
MONSTER TOMES	Perk	10	0.5	Beauclair	Adventures of Spikey and Franconi the Wight
MONSTER TOMES	Perk	10	0.5	Beauclair	Van Grott's Amazing Solution against Fleders
MONSTER TOMES	Perk	10	0.5	Beauclair	Me, the Panther, and I, by Abigail Lette
MONSTER TOMES	Perk	10	0.5	Beauclair	Kikimores: Truths and Myths about the Insidious Insectoids
MONSTER TOMES	Perk	10	0.5	Beauclair	Dracolizards over the Ages
MONSTER TOMES	Perk	10	0.5	Beauclair	The So-Called Giant Centipedes, or My Only Comfort in Exile
MONSTER TOMES	Perk	10	0.5	Beauclair	Natural Born Killer. A Study of Garkain
MONSTER TOMES	Perk	10	0.5	Beauclair	Alp - A Dangerous Cousin of the Bruxa
MONSTER TOMES	Perk	10	0.5	Beauclair	Long-forgotten Species - Protofleder
MONSTER TOMES	Perk	10	0.5	Beauclair	On Sound Waves - Bats and Shaelmaars
MONSTER TOMES	Perk	10	0.5	Beauclair	Hellhounds - Harbingers of the End
MONSTER TOMES	Perk	10	0.5	Beauclair	Ladies of the Night
MONSTER TOMES	Perk	10	0.5	Beauclair	Monster Encounters of the Third Kind, by Arthur Bachman
MONSTER TOMES	Perk	10	0.5	Beauclair	The Ducal Chronicle, 1st Edition
MONSTER TOMES	Perk	10	0.5	Beauclair	The Ducal Chronicle, 2nd Amended Edition

Inventory Data

Crossbows

Including variants, expect to find 15 different crossbows on your adventures. This chart lists them all, along with the attack power, normal and special damage caused, and what items you receive if you recycle (dismantle) them.

CROSSBOWS

		PRICE	WEIGHT (Kg)	QUALITY	RATING	ATTACK POWER	ARMOR REDUCTION	CRITICAL HIT CHANCE	CRIT DAM BON
REGION	**NAME**	**$**	**Kg**	**#**	**#**	**#**	**#**	**%**	**%**
TW3	Crossbow	22	1.53	1	0.4	1.01	–	–	–
TW3	Death From Above	24	2.13	1	2.1800000000000002	1.25	–	–	–
TW3	Crossbow	28	2.6	2	0.47	1.45	–	–	–
TW3	Crossbow	34	2.21	4	0.54	1.5	–	–	–
TW3	Crossbow	42	3.91	2	0.6	1.7	–	–	–
TW3	Crossbow	61	1.94	2	0.94	1.8	5	–	–
TW3	Crossbow	68	1.24	3	1.2	1.9	5	–	–
TW3	Crossbow	73	2.4900000000000002	3	3.6	2	–	–	–
TW3	Feline crossbow	79	3.35	4	6.3	2.25	10	2%	–
TW3	Ursine Crossbow	94	3.6	5	7.24	2.1	–	5%	2%
DLC 13	Nilfgaardian crossbow	200	8	2	2.2000000000000002	1.25	–	–	–
DLC 13	Skellige crossbow	200	8	2	0.5	1.45	–	–	–
DLC 13	Elven crossbow	200	8	2	0.55000000000000004	1.65	–	–	–
EP1	Ofir Crossbow	73	2.64	2	0.6	1.65	–	–	–
EP1	Ofir Crossbow	73	2.64	4	3.3	2	–	–	–

Crafting Elements

Common Materials

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: COMMON MATERIALS

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCLED ITEM 3
ASHES	Ashes	1	0.05	Common	–	–	–	–	–	–	–
COTTON	Cotton	2	0.02	Common	–	–	–	–	–	–	–
COAL	Coal	2	0.2	Common	–	2	Ashes	–	–	–	–
DYE	Dye	5	0.1	Common	–	–	–	–	–	–	–
FEATHER	Feather	2	0.1	Common	–	2	Ashes	–	–	–	–
FIBER	Fiber	3	0.1	Common	–	3	Ashes	–	–	–	–
GLASS	Glass	2	0.1	Common	–	–	–	–	–	–	–
OIL	Oil	2	0.5	Common	–	–	–	–	–	–	–
SAP	Sap	1	0.1	Common	–	–	–	–	–	–	–
TIMBER	Timber	5	0.25	Common	–	5	Ashes	–	–	–	–
LEATHER	Leather straps	2	0.05	Common	–	–	–	–	–	–	–
PELT	Fur scrap	16	0.4	Common	–	2	Leather squares	–	–	–	–
CHITIN	Chitinous shell	20	0.1	Magic	Valuable	–	–	–	–	–	–
WAX	Wax	2	0.08	Common	–	–	–	–	–	–	–
GUNPOWDER	Zerrikanian powder	62	0.8	Magic	–	–	–	–	–	–	–

Crafting Elements

Crating Materials

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING:

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCLED ITEM 3
WHETSTONE	Elven whetstone	–	0.6	Common	–	–	–	–	–	–	–
WHETSTONE	Dwarven whetstone	–	1.2	Master	–	–	–	–	–	–	–
WHETSTONE	Gnomish whetstone	–	0.8	Magic	–	–	–	–	–	–	–
SMITH TOOLS	Elven armorer's tools	–	3	Common	–	–	–	–	–	–	–
SMITH TOOLS	Dwarven armorer's tools	–	4.25	Master	–	–	–	–	–	–	–
SMITH TOOLS	Gnomish armorer's tools	–	3.5	Magic	–	–	–	–	–	–	–
COTTON	Thread	4	0.04	Common	–	2	Cotton	–	–	–	–
COTTON	String	8	0.08	Common	–	2	Thread	–	–	–	–
COTTON	Linen	16	0.16	Common	–	4	Thread	–	–	–	–
COTTON	Silk	32	0.32	Common	–	2	Linen	–	–	–	–
FIBER	Twine	12	0.4	Common	–	4	Fiber	–	–	–	–
FIBER	Rope	26	1.2	Common	–	2	Twine	1	Resin	1	Resin
SAP	Resin	2	0.2	Common	–	2	Sap	–	–	–	–
IRON	Wire	6	1.7	Common	–	2	Iron ore	–	–	–	–
STEEL	Steel line	12	3.4	Common	–	2	Steel ingot	–	–	–	–

Crafting Elements

Metals and Alloys

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: METALS & ALLOYS

TYPE	MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYC ITEM 3
METALS	LEAD	Lead	1	2	Common							
METALS	GOLD	Gold nugget	10	0.1	Master	Valuable						
METALS	GOLD	Gold ore	100	1	Master	Valuable	10	Gold mineral				
METALS	IRON	Iron ore	2	0.75	Common							
METALS	IRON	Nails	2	0.75	Common		1	Iron ore				
METALS	IRON	Iron ingot	4	1.5	Common		2	Iron ore				
METALS	DARK IRON	Dark iron ore	23	0.8	Master	Valuable						
METALS	DARK IRON	Dark iron ingot	46	1.6	Master	Valuable	2	Dark iron ore				
METALS	DARK IRON	Dark iron plate	92	3.2	Master	Valuable	2	Dark iron ingot				
METALS	SILVER	Silver	5	0.1	Master	Valuable						
METALS	SILVER	Silver ore	25	0.5	Master	Valuable	5	Silver mineral				
METALS	SILVER	Silver ingot	50	1	Master	Valuable	2	Silver ore				
METALS	SILVER	Silver plate	100	2	Master	Valuable	2	Silver ingot				
ALLOYS	METEORITE	Meteorite ore	30	0.25	Master	Valuable						
ALLOYS	METEORITE	Meteorite ingot	60	0.5	Master	Valuable	2	Meteorite ore				
ALLOYS	METEORITE	Meteorite plate	120	1	Master	Valuable	2	Meteorite ingot				
ALLOYS	STEEL	Steel ingot	6	1.5	Master		2	Iron ore	1	Coal	1	Coal
ALLOYS	STEEL	Steel plates	12	3	Master		2	Steel ingot				
ALLOYS	DARK STEEL	Dark steel ingot	52	2	Magic	Valuable	1	Dark iron ingot	1	Steel ingot	1	Steel ingot
ALLOYS	DARK STEEL	Dark steel plate	104	4	Magic	Valuable	2	Dark steel ingot				
ALLOYS	METEORITE SILVER	Meteorite silver ingot	110	1.5	Magic	Valuable	1	Meteorite ingot	1	Silver ingot	1	Silver ingot
ALLOYS	M	Meteorite silver plate	220	3	Magic	Valuable	2	Meteorite silver ingot				
ALLOYS	GLOWING	Glowing ore	81	0.6	Relic	Precious						
ALLOYS	G	Glowing ore ingot	162	1.2	Relic	Precious	2	Glowing ore				
ALLOYS	DIMERITIUM	Dimeritium ore	162	1.2	Relic	Precious	2	Glowing ore				
ALLOYS	DIMERITIUM	Dimeritium ingot	324	2.4	Relic	Precious	2	Dwimeryte ore				
ALLOYS	DIMERITIUM	Dimeritium plate	648	5	Relic	Precious	2	Dwimeryte ingot				
METALS	NICKEL	Nickel mineral	4	0.04	Master	Valuable						
METALS	NICKEL	Nickel ore	20	0.25	Master	Valuable	5	Nickel mineral				
METALS	COPPER	Copper mineral	3	0.05	Master	Valuable						
METALS	COPPER	Azurite mineral	6	0.1	Master	Valuable						
METALS	COPPER	Malachite mineral	9	0.15	Master	Valuable	5	Copper mineral				
METALS	COPPER	Copper ore	15	0.25	Master	Valuable	5	Copper mineral				
ALLOYS	COPPER	Cupronickel ore	13	0.25	Master	Valuable	3	Copper mineral	1	Nickel mineral		
ALLOYS	COPPER	Copper ingot	30	0.5	Magic	Valuable	2	Copper ore				
ALLOYS	COPPER	Copper plate	60	1	Magic	Valuable	2	Copper ingot				
ALLOYS	GREEN GOLD	Green gold mineral	17	0.08	Master	Precious						
ALLOYS	GREEN GOLD	Green gold ore	68	0.8	Master	Precious	5	Green gold mineral				
ALLOYS	GREEN GOLD	Green gold ingot	136	1.6	Magic	Precious	2	Green gold ore				
ALLOYS	GREEN GOLD	Green gold plate	272	3.2	Magic	Precious	2	Green gold ingot				
ALLOYS	ORICHALCUM	Orichalcum mineral	20	0.1	Magic	Precious						
ALLOYS	ORICHALCUM	Orichalcum ore	80	0.5	Magic	Precious	5	Orichalcum mineral				
ALLOYS	ORICHALCUM	Orichalcum ingot	160	1	Relic	Precious	2	Orichalcum ore				
ALLOYS	ORICHALCUM	Orichalcum plate	320	2	Relic	Precious	2	Orichalcum ingot				
ALLOYS	DIMERITIUM	Dwimeryte enriched ore	256	1	Relic	Precious	1	Glowing ingot				
ALLOYS	DIMERITIUM	Dwimeryte enriched ore	256	1	Relic	Precious	1	Orichalcum ore				
ALLOYS	DIMERITIUM	Dwimeryte enriched ore 1	256	1	Relic	Precious	1	Green gold ore				
ALLOYS	DIMERITIUM	Dwimeryte enriched ingot	512	2	Relic	Precious	2	Dwimeryte enriched ore				
ALLOYS	DIMERITIUM	Dwimeryte enriched plate	1024	4	Relic	Precious	2	Dwimeryte enriched ingot				

Crafting Elements

Monster Remains

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: MONSTER REMAINS

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYC ITEM 3
BRAIN	Monster brain	15	1	Relic	Precious	–	–	–	–	–	–
BLOOD	Monster blood	15	0.1	Relic	Precious	–	–	–	–	–	–
BONE	Monster bone	15	1	Relic	Precious	–	–	–	–	–	–
CLAW	Monster claw	15	0.2	Relic	Precious	–	–	–	–	–	–
TISSUE	Powdered monster tissue	15	0.1	Relic	Precious	–	–	–	–	–	–
EAR	Monster ear	15	0.1	Relic	Precious	–	–	–	–	–	–
EGG	Monster egg	15	0.45	Relic	Precious	–	–	–	–	–	–
ESSENCE	Monster essence	15	0.25	Relic	Precious	–	–	–	–	–	–
EYE	Monster eye	15	0.35	Relic	Precious	–	–	–	–	–	–
FEATHER	Monster feather	15	0.15	Relic	Precious	–	–	–	–	–	–
HAIR	Monster hair	15	0.1	Relic	Precious	–	–	–	–	–	–
HEART	Monster heart	15	0.8	Relic	Precious	–	–	–	–	–	–
HIDE	Monster hide	147	4.3	Relic	Precious	2	Hardened leather	1	Monstrous blood	1	Monstrous bl
LIVER	Monster liver	15	1.1000000000000001	Relic	Precious	–	–	–	–	–	–
CARAPACE	Monster carapace	524	9.6999999999999993	Relic	Precious	2	Draconide leather	3	Chitin scale	3	Chitin scale
SALIVA	Monster saliva	15	0.2	Relic	Precious	–	–	–	–	–	–
TONGUE	Monster tongue	15	0.5	Relic	Precious	–	–	–	–	–	–
TOOTH	Monster tooth	15	0.1	Relic	Precious	–	–	–	–	–	–
VENOM	Venom extract	15	0.3	Relic	Precious	–	–	–	–	–	–
VENOM	Acid extract	15	0.3	Relic	Precious	–	–	–	–	–	–
CARAPACE	Monstrous carapace	15	1	Relic	Precious	–	–	–	–	–	–
PINCER	Monstrous pincer	15	0.5	Relic	Precious	–	–	–	–	–	–
SPORE	Monstrous spore	15	0.1	Relic	Precious	–	–	–	–	–	–
STOMACH	Monstrous stomach	15	0.4	Relic	Precious	–	–	–	–	–	–
VINE	Monstrous vine	15	0.3	Relic	Precious	–	–	–	–	–	–
WING	Monstrous wing	15	0.4	Relic	Precious	–	–	–	–	–	–

Crafting Elements

Miscellaneous

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

MISCELLANEOUS (OTHER)

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECY ITEM
COTTON	Doll	24	0.24	Common	–	1	String	1	Thread	1	Thread
COTTON	Bag of grain	31	0.66	Common	–	1	Linen	5	Fiber	5	Fiber
COTTON	Patched up vest	40	0.4	Common	–	1	Linen	3	String	3	String
FIBER	Note	3	0.1	Common	–	1	Fiber	–	–	–	–
FIBER	Flowers	6	0.2	Common	–	2	Fiber	–	–	–	–
FIBER	Black magic doll	13	0.34	Common	–	3	Fiber	1	Thread	1	Thread
FIBER	Jump rope	12	0.4	Common	–	1	Twine	–	–	–	–
FIBER	Fishing net	36	1.2	Common	–	3	Twine	–	–	–	–
SAP	Bag of weed	50	0.28000000000000003	Master	Valuable	2	Resin	4	Fiber	4	Fiber
ASHES	Skull	4	0.2	Common	–	4	Ashes	–	–	–	–
ASHES	Valuable fossil	10	0.5	Common	Collectible	10	Ashes	–	–	–	–
ASHES	Rotting flesh	2	0.1	Common	–	2	Ashes	–	–	–	–
WAX	Candle	10	0.16	Common	–	1	Wax	1	String	1	String
PEARL	Shell	4	0.05	Common	–	1	Pearl	–	–	–	–
BLACK PEARL	Sea shell	8	0.1	Common	–	1	Black pearl	–	–	–	–
GLASS	Vial	2	0.1	Common	–	1	Glass	–	–	–	–
GLASS	Inkwell	7	0.2	Common	–	1	Empty vial	1	Dye	1	Dye
GLASS	Perfume	4	0.6	Common	–	1	Empty vial	1	Oil	1	Oil
GLASS	Jar	4	0.2	Common	–	2	Glass	–	–	–	–
GLASS	Flask	6	0.3	Common	–	3	Glass	–	–	–	–
GLASS	Bottle	8	0.4	Common	–	4	Glass	–	–	–	–
GLASS	Jug	10	0.5	Common	–	5	Glass	–	–	–	–
JUNK	Fisstech	20	0.1	Master	Valuable	–	–	–	–	–	–
JUNK	Glamour	30	0.2	Master	Valuable	–	–	–	–	–	–
LEAD	Melitele figurine	1	1	Common	–	1	Lead ore	–	–	–	–
GOLD	Gold candelabrum	100	1	Master	Valuable	1	Gold ore	–	–	–	–
GOLD	Gold mug	104	1.25	Master	Valuable	1	Gold ore	1	Timber	1	Timber
GOLD	Gold plate	104	1.25	Master	Valuable	1	Gold ore	1	Timber	1	Timber
GOLD	Gold casket	108	1.5	Master	Valuable	1	Gold ore	2	Timber	2	Timber
IRON	Butter knife	2	0.75	Common	–	1	Iron ore	–	–	–	–
IRON	Goblet	2	0.75	Common	–	1	Iron ore	–	–	–	–
IRON	Rusty breadknife	2	0.75	Common	–	1	Iron ore	–	–	–	–
IRON	Saltpeter	2	0.75	Common	–	1	Iron ore	–	–	–	–
IRON	Razor	5	0.85	Common	–	1	Iron ore	1	Fiber	1	Fiber
IRON	Candelabrum	4	1.5	Common	–	1	Iron ingot	–	–	–	–
IRON	Lute	16	1	Common	–	2	Iron ore	2	Timber	2	Timber
STEEL	Axe head	6	1.5	Common	–	1	Steel ingot	–	–	–	–
STEEL	Pickaxe head	6	1.5	Common	–	1	Steel ingot	–	–	–	–
STEEL	Rusty hammer head	6	1.5	Common	–	1	Steel ingot	–	–	–	–
STEEL	Blunt axe	14	2	Common	–	1	Steel ingot	1	Haft	1	Haft
STEEL	Blunt pickaxe	14	2	Common	–	1	Steel ingot	1	Haft	1	Haft
STEEL	Chain	12	3	Common	–	2	Steel ingot	–	–	–	–
SILVER	Silver pantaloons	42	0.52	Master	Valuable	2	Silver mineral	1	Silk	1	Silk
SILVER	Silverware	25	0.5	Master	Valuable	1	Silver ore	–	–	–	–
SILVER	Silver teapot	25	0.5	Master	Valuable	1	Silver ore	–	–	–	–
SILVER	Silver mug	29	0.75	Master	Valuable	1	Silver ore	1	Timber	1	Timber
SILVER	Silver platter	29	0.75	Master	Valuable	1	Silver ore	1	Timber	1	Timber
SILVER	Silver casket	39	2	Master	Valuable	1	Silver ore	1	Casket	1	Casket
SILVER	Pure silver	50	1	Master	Valuable	1	Silver ingot	–	–	–	–
SILVER	Silver candelabrum	50	1	Master	Valuable	1	Silver ingot	–	–	–	–
SILVER	Ornate sword	52	1.05	Master	Valuable	1	Silver ingot	1	Leather straps	1	Leather stra
SILVER	Ornate shield	104	2.1	Master	Valuable	1	Silver plate	2	Leather straps	2	Leather stra
DIMERITIUM	Dimeritium shackles	162	1.2	Relic	Precious	2	Glowing ore	–	–	–	–
DIMERITIUM	Dimeritium chains	162	1.2	Relic	Precious	1	Glowing ingot	–	–	–	–
FEATHER	Peacock feather	6	0.2	–	–	2	Feather	–	–	–	–
METEORITE	Dull meteorite axe	72	1.4	–	–	2	Meteorite ore	1	Haft	–	–
	Broken meteorite pickaxe	100	1.55	–	–	2	Meteorite ore	1	Hardened timber	–	–
COPPER	Hotel silver breadknife	13	0.2	–	–	1	Cupronickel ore	–	–	–	–
COPPER	Hotel silver goblet	26	0.4	–	–	2	Cupronickel ore	–	–	–	–
COPPER	Hotel silver teapot	26	0.4	Master	Valuable	2	Cupronickel ore	–	–	–	–
COPPER	Hotel silver fruitbowl	26	0.4	Master	Valuable	2	Cupronickel ore	3	Copper mineral	–	–
COPPER	Hotel silver serving tray	26	0.4	Master	Valuable	3	Cupronickel ore	–	–	–	–
COPPER	Hotel silver wine bottle	26	0.4	Master	Valuable	2	Cupronickel ore	–	–	–	–
COPPER	Hotel silver cup	26	0.4	Master	Valuable	1	Cupronickel ore	–	–	–	–
COPPER	Copper salt pepper shaker	2	0.75	–	–	1	Copper ore	–	–	–	–
COPPER	Copper mug	15	0.25	Master	–	1	Copper ore	1	Timber	–	–
COPPER	Copper platter	20	0.5	Master	–	1	Copper ore	1	Timber	–	–
COPPER	Copper casket	27	1.5	Master	–	1	Copper ore	1	Casket	–	–
COPPER	Copper candelabra	4	1.5	–	–	2	Copper ore	–	–	–	–
COPPER	Cupronickel axe head	39	0.6	–	–	3	Cupronickel ore	–	–	–	–
COPPER	Cupronickel pickaxe head	52	0.8	–	–	4	Cupronickel ore	–	–	–	–
COPPER	Copper chain	60	1	–	–	2	Copper ingot	–	–	–	–
GREEN GOLD	Green gold ruby ring	226	0.26	Magic	Precious	2	Green gold mineral	1	Ruby	–	–
GREEN GOLD	Green gold sapphire ring	246	0.26	Magic	Precious	2	Green gold mineral	1	Sapphire	–	–
GREEN GOLD	Green gold emerald ring	276	0.26	Magic	Precious	2	Green gold mineral	1	Emerald	–	–
GREEN GOLD	Green gold diamond ring	326	0.34	Magic	Precious	2	Green gold mineral	1	Diamond	–	–
GREEN GOLD	Green gold amber necklace	189	0.34	Magic	Precious	3	Green gold mineral	1	Amber	–	–
GREEN GOLD	Green gold ruby necklace	252	0.42	Magic	Precious	4	Green gold mineral	1	Ruby	–	–
GREEN GOLD	Green gold sapphire necklace	272	0.42	Magic	Precious	4	Green gold mineral	1	Sapphire	–	–
GREEN GOLD	Green gold emerald necklace	302	0.42	Magic	Precious	4	Green gold mineral	1	Emerald	–	–
GREEN GOLD	Green gold diamond necklace	352	0.42	Magic	Precious	4	Green gold mineral	1	Diamond	–	–
GREEN GOLD	Touissant knife	26	0.16	–	Precious	2	Green gold ore	–	–	–	–
JUNK	Bottle caps	2	0.05	–	–	1	Iron ore	–	–	–	–
JUNK	Fake teeth	3	0.05	–	–	1	Ashes	–	–	–	–
JUNK	Corkscrew	26	0.08	–	–	1	Iron ore	–	–	–	–
JUNK	Gingerbread man	26	0.08	–	–	–	–	–	–	–	–
JUNK	Toys rich	26	0.08	–	–	–	–	–	–	–	–
JUNK	Teapot teacups	26	0.08	–	–	–	–	–	–	–	–
JUNK	Skeletal ashes	26	0.08	–	–	–	–	–	–	–	–
JUNK	Magic mirror shard	26	0.08	–	–	–	–	–	–	–	–
JUNK	Magic dust	26	0.08	–	–	–	–	–	–	–	–
JUNK	Fourleaf clover	26	0.08	–	–	–	–	–	–	–	–
JUNK	Magic gold	26	0.08	–	Precious	–	–	–	–	–	–
JUNK	Protofleder Mutagen	20	0.1	–	–	–	–	–	–	–	–
JUNK	Loot_Bottle caps	2	0.05	–	–	1	Iron ore	–	–	–	–
JUNK	Loot_Fake teeth	3	0.05	–	–	1	Ashes	–	–	–	–
JUNK	Loot_Corkscrew	26	0.08	–	–	1	Iron ore	–	–	–	–
JUNK	FT_Fisstech	20	0.1	Master _Stats	Valuable	–	–	–	–	–	–
JUNK	Garlic	20	0.1	Magic	Valuable	–	–	–	–	–	–
JUNK	Vampire Stake	20	0.1	Magic	Valuable	–	–	–	–	–	–
JUNK	Silver mirror	20	0.1	Magic	Valuable	–	–	–	–	–	–
JUNK	Golden ball	20	0.1	Magic	Precious	–	–	–	–	–	–
JUNK	Golden thread	20	0.1	Magic	Precious	–	–	–	–	–	–

Crafting Elements

Clutter

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: CLUTTER

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCLED ITEM 3
TIMBER	Flute	5	0.25	Common	–	1	Timber	–	–	–	–
TIMBER	Mug	5	0.25	Common	–	1	Timber	–	–	–	–
TIMBER	Ladle	5	0.25	Common	–	1	Timber	–	–	–	–
TIMBER	Smoking pipe	5	0.25	Common	–	1	Timber	–	–	–	–
TIMBER	Platter	10	0.5	Common	–	2	Timber	–	–	–	–
TIMBER	Fishing rod	13	0.33	Common	–	1	Timber	1	String	1	String
TIMBER	Casket	12	1.25	Common	–	2	Timber	1	Iron ore	1	Iron ore
TIMBER	Drum	23	0.95	Common	–	3	Timber	1	Leather squares	1	Leather squares
TIMBER	Haft	12	0.7	Common	–	1	Hardened timber	–	–	–	–
TIMBER	Broken oar	12	0.7	Common	–	1	Hardened timber	–	–	–	–
TIMBER	Broken rake	24	1.4	Common	–	2	Hardened timber	–	–	–	–
TIMBER	Rope ladder	62	3.1	Common	–	3	Hardened timber	1	Rope	1	Rope
TIMBER	Hardened timber	12	0.7	Magic	–	2	Timber	1	Resin	1	Resin

Crafting Elements

Leather, Hides and Pelts

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: LEATHER HIDES PELTS

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYC ITEM 3
LEATHER	Book	32	0.68	Common	–	1	Parchment	1	String	1	String
LEATHER	Cow hide	148	4.5999999999999996	Common	–	2	Hardened leather	2	Leather squares	2	Leather squa
LEATHER	Cured leather	32	0.8	Common	–	4	Leather squares	–	–	–	–
LEATHER	Deer hide	40	1	Common	–	1	Leather	4	Leather straps	4	Leather strap
LEATHER	Goat hide	32	0.8	Common	–	1	Leather	–	–	–	–
LEATHER	Hardened leather	66	2.1	Magic	–	2	Leather	1	Oil	1	Oil
LEATHER	Horse hide	140	4.4000000000000004	Common	–	2	Hardened leather	1	Leather squares	1	Leather squa
LEATHER	Leather scraps	8	0.2	Common	–	4	Leather straps	–	–	–	–
LEATHER	Nilfgaardian Special Forces insignia	10	0.13	Common	–	1	Leather straps	2	Thread	2	Thread
LEATHER	Old goat hide	24	0.6	Common	–	3	Leather squares	–	–	–	–
LEATHER	Old sheepskin	48	0.96	Common	–	4	Leather squares	2	String	2	String
LEATHER	Parchment	24	0.6	Common	–	3	Leather squares	–	–	–	–
LEATHER	Pig hide	34	1.3	Common	–	1	Leather	1	Oil	1	Oil
LEATHER	Redanian special forces insignia	10	0.13	Common	–	1	Leather straps	2	Thread	2	Thread
LEATHER	Temerian Special Forces insignia	14	0.17	Common	–	1	Leather straps	3	Thread	3	Thread
LEATHER	Worn leather pelt	16	0.4	Common	–	2	Leather squares	–	–	–	–
LEATHER	Squirrel tail	16	0.4	Common	–	1	Fur square	–	–	–	–
LEATHER	Rabbit pelt	16	0.4	Common	–	1	Fur square	–	–	–	–
LEATHER	Fox hide	32	0.8	Common	–	2	Fur square	–	–	–	–
LEATHER	Bear hide	130	3.7	Common	–	1	Hardened leather	4	Fur square	4	Fur square
LEATHER	White bear hide	146	4.0999999999999996	Common	–	1	Hardened leather	5	Fur square	5	Fur square
LEATHER	Wolf hide	48	1.2	Common	–	1	Leather	1	Fur square	1	Fur square
LEATHER	White wolf hide	64	1.6	Common	–	1	Leather	2	Fur square	2	Fur square
LEATHER	Old bear hide	80	2	Common	–	1	Leather	3	Fur square	3	Fur square

Crafting Elements

Chitin Scale

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CHITIN SCALE

MATERIAL	NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCLED ITEM 3
CHITIN	Endrega armor plates	60	0.3	Magic	Valuable	3	Chitin scale	–	–	–	–
CHITIN	Dragon scales	80	0.4	Magic	–	4	Chitin scale	–	–	–	–
CHITIN	Cured draconid leather	232	4.7	Relic	–	2	Hardened leather	5	Chitin scale	5	Chitin scale
CHITIN	Draconide infused leather	300	2.25	Relic	Valuable	2	Hardened leather	1	Dragon scales	3	Infused dust

Crafting Elements

Precious Gems

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: GEMS

MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCLED ITEM 3
PEARL	Powdered pearl	50	0.05	Master	Precious	–	–	–	–	–	–
	Pearl	100	0.1	Magic	Precious	2	Powdered pearl	–	–	–	–
BLACK PEARL	Black pearl dust	65	0.05	Master	Precious	–	–	–	–	–	–
	Black pearl	130	0.1	Magic	Precious	2	Black pearl dust	–	–	–	–
AMBER	Amber dust	75	0.05	Master	Precious	–	–	–	–	–	–
	Amber fragment	150	0.1	–	Collectible	2	Amber dust	–	–	–	–
	Amber	150	0.1	Magic	Precious	2	Amber dust	–	–	–	–
	Flawless amber	300	0.2	Relic	Precious	2	Amber	–	–	–	–
AMETHYST	Amethyst dust	60	0.05	Master	Precious	–	–	–	–	–	–
	Amethyst	120	0.1	Magic	Precious	2	Amethyst dust	–	–	–	–
	Flawless amethyst	240	0.2	Relic	Precious	2	Amethyst	–	–	–	–
DIAMOND	Diamond dust	150	0.05	Master	Precious	–	–	–	–	–	–
	Diamond	300	0.1	Magic	Precious	2	Diamond dust	–	–	–	–
	Flawless diamond	600	0.2	Relic	Precious	2	Diamond	–	–	–	–
EMERALD	Emerald dust	125	0.05	Master	Precious	–	–	–	–	–	–
	Emerald	250	0.1	Magic	Precious	2	Emerald dust	–	–	–	–
	Flawless emerald	500	0.2	Relic	Precious	2	Emerald	–	–	–	–
RUBY	Ruby dust	100	0.05	Master	Precious	–	–	–	–	–	–
	Ruby	200	0.1	Magic	Precious	2	Ruby dust	–	–	–	–
	Flawless ruby	400	0.2	Relic	Precious	2	Ruby	–	–	–	–
SAPPHIRE	Sapphire dust	110	0.05	Master	Precious	–	–	–	–	–	–
	Sapphire	220	0.1	Magic	Precious	2	Sapphire dust	–	–	–	–
	Flawless sapphire	440	0.1	Relic	Precious	2	Sapphire	–	–	–	–
INFUSED	Infused dust	30	0.01	Magic	–	–	–	–	–	–	–
	Infused shard	60	0.02	Magic	Valuable	2	Infused dust	–	–	–	–
	Infused crystal	120	0.04	Relic	Precious	2	Infused shard	–	–	–	–

Crafting Elements

Jewelry

With close to 300 different base materials and elements you can find to craft with, or recycle (dismantle) to component parts, this table provides invaluable data regarding the different types of crafting elements, and what recycled items you can claim as well.

CRAFTING: NECKLACES

TYPE	MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCL ITEM 3
SILVER	EMERALD	Silver emerald necklace	265	0.4	Magic	Precious	3	Silver mineral	1	Emerald	1	Emerald
SILVER	AMBER	Silver amber necklace	465	0.6	Magic	Precious	3	Silver mineral	3	Amber	3	Amber
SILVER	RUBY	Silver ruby necklace	615	0.6	Magic	Precious	3	Silver mineral	3	Ruby	3	Ruby
GOLD	SAPPHIRE	Gold sapphire necklace	250	0.4	Magic	Precious	3	Gold mineral	1	Sapphire	1	Sapphire
GOLD	DIAMOND	Gold diamond necklace	330	0.4	Magic	Precious	3	Gold mineral	1	Diamond	1	Diamond
GOLD	PEARL	Gold pearl necklace	330	0.6	Magic	Precious	3	Gold mineral	3	Pearl	3	Pearl

CRAFTING: RINGS

TYPE	MATERIAL	DISPLAY NAME	$	Kg	RATING	RARITY	#	RECYCLED ITEM 1	#	RECYCLED ITEM 2	#	RECYCL ITEM 3
SILVER	AMBER	Silver amber ring	160	0.3	Magic	Precious	2	Silver mineral	1	Amber	1	Amber
SILVER	SAPPHIRE	Silver sapphire ring	230	0.3	Magic	Precious	2	Silver mineral	1	Sapphire	1	Sapphire
SILVER	EMERALD	Silver emerald ring	260	0.3	Magic	Precious	2	Silver mineral	1	Emerald	1	Emerald
GOLD	GOLD	Gold ring	20	0.2	Master	Valuable	2	Gold mineral				
GOLD	RUBY	Gold ruby ring	220	0.3	Magic	Precious	2	Gold mineral	1	Ruby	1	Ruby
GOLD	SAPPHIRE	Gold sapphire ring	240	0.3	Magic	Precious	2	Gold mineral	1	Sapphire	1	Sapphire
GOLD	DIAMOND	Gold diamond ring	320	0.3	Magic	Precious	2	Gold mineral	1	Diamond	1	Diamond

Diagrams

Crafting Component Diagrams

DIAGRAMS: CRAFTING COMPONENTS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
LINEN	1	0.1	Diagram: Thread	Thread	–	–	–	Crafter	Journeyman	4	2	Cotton
LINEN	2	0.1	Diagram: String	String	–	–	–	Crafter	Journeyman	8	2	Thread
LINEN	3	0.1	Diagram: Linen	Linen	–	–	–	Crafter	Journeyman	16	4	Thread
LINEN	6	0.1	Diagram: Silk	Silk	–	–	–	Crafter	Journeyman	32	2	Linen
WOOD	2	0.1	Diagram: Hardened timber	Hardened timber	–	–	–	Crafter	Journeyman	12	2	Timber
WOOD	2	0.1	Diagram: Haft	Haft	–	–	–	Crafter	Journeyman	12	1	Hardened timber
LEATHER	2	0.1	Diagram: Leather scraps	Leather squares	–	–	–	Crafter	Journeyman	8	4	Leather straps
LEATHER	6	0.1	Diagram: Leather cured using the Rivian method	Leather	–	–	–	Crafter	Journeyman	32	4	Leather squares
LEATHER	8	0.1	Diagram: Hardened leather	Hardened leather	–	–	–	Crafter	Journeyman	12	2	Timber
LEATHER	36	0.1	Diagram: Draconid leather	Draconide leather	–	–	–	Crafter	Journeyman	12	2	Timber
EP2	63	0.1	Diagram: Infused draconide leather	Infused draconide leather	–	–	–	Crafter	Grand Master	315	1	Draconide leather
STEEL	1	0.1	Diagram: Iron ingot	Iron ingot	–	–	–	Crafter	Journeyman	4	2	Iron ore
STEEL	1	0.1	Diagram: Steel ingot	Steel ingot	–	–	–	Crafter	Journeyman	6	2	Iron ore
STEEL	1	0.1	Diagram: Tretogor-style steel ingot	Steel ingot	–	–	–	Crafter	Journeyman	6	1	Iron ingot
STEEL	2	0.1	Diagram: Steel plate	Steel plate	–	–	–	Crafter	Journeyman	12	2	Steel ingot
STEEL	9	0.1	Diagram: Dark iron ingot	Dark iron ingot	–	–	–	Crafter	Master	46	2	Dark iron ore
STEEL	18	0.1	Diagram: Dark iron plate	Dark iron plate	–	–	–	Crafter	Master	92	2	Dark iron ingot
STEEL	10	0.1	Diagram: Dark steel ingot	Dark steel ingot	–	–	–	Crafter	Master	52	2	Dark iron ore
STEEL	10	0.1	Diagram: Mahakam-style dark steel ingot	Dark steel ingot	–	–	–	Crafter	Master	52	1	Dark iron ingot
STEEL	21	0.1	Diagram: Dark steel plate	Dark steel plate	–	–	–	Crafter	Master	104	2	Dark steel ingot
SILVER	5	0.1	Diagram: Refined silver ore	Silver ore	–	–	–	Crafter	Journeyman	25	5	Silver mineral
SILVER	10	0.1	Diagram: Silver ingot	Silver ingot	–	–	–	Crafter	Journeyman	50	10	Silver mineral
SILVER	10	0.1	Diagram: Maribor-style silver ingot	Silver ingot	–	–	–	Crafter	Journeyman	50	2	Silver ore
SILVER	20	0.1	Diagram: Silver plate	Silver plate	–	–	–	Crafter	Journeyman	100	2	Silver ingo
SILVER	12	0.1	Diagram: Meteorite ingot	Meteorite ingot	–	–	–	Crafter	Master	60	2	Meteorite ore
SILVER	24	0.1	Diagram: Meteorite plate	Meteorite ingot	–	–	–	Crafter	Master	120	2	Meteorite ingot
SILVER	22	0.1	Diagram: Meteorite silver ingot	Meteorite silver ingot	–	–	–	Crafter	Master	110	1	Meteorite ingot
SILVER	44	0.1	Diagram: Meteorite silver plate	Meteorite silver plate	–	–	–	Crafter	Master	220	2	Meteorite silver ingot
DWIMERYTE	32	0.1	Diagram: Glowing ore ingot	Glowing ingot	–	–	–	Crafter	Master	162	2	Glowing ore
DWIMERYTE	32	0.1	Diagram: Refined dimeritium ore	Dwimeryte ore	–	–	–	Crafter	Master	162	1	Dark steel ingot
DWIMERYTE	65	0.1	Diagram: Dimeritium ingot	Dwimeryte ingot	–	–	–	Crafter	Master	324	1	Dwimeryte ore
DWIMERYTE	65	0.1	Diagram: Mahakam-style Dimeritium ingot	Dwimeryte ingot	–	–	–	Crafter	Master	324	2	Dwimeryte ore
DWIMERYTE	130	0.1	Diagram: Dimeritium plate	Dwimeryte plate	–	–	–	Crafter	Master	648	2	Dwimeryte ingot
MISC	1	0.1	Diagram: Resin	Resin	–	–	–	Crafter	Journeyman	2	2	Sap
MISC	12	0.1	Diagram: Zerrikanian powder	Blasting powder	–	–	–	Crafter	Journeyman	62	5	Saltpetre
EP2	4	0.1	Diagram: Nickel ore	Nickel ore	–	–	–	Crafter	Journeyman	20	5	Nickel mineral
EP2	3	0.1	Diagram: Cupronickel ore	Cupronickel ore	–	–	–	Crafter	Journeyman	13	3	Copper mineral
EP2	3	0.1	Diagram: Copper ore	Copper ore	–	–	–	Crafter	Journeyman	15	5	Copper mineral
EP2	6	0.1	Diagram: Copper ingot	Copper ingot	–	–	–	Crafter	Journeyman	30	2	Copper ore
EP2	12	0.1	Diagram: Copper plate	Copper plate	–	–	–	Crafter	Journeyman	60	2	Copper ingot
EP2	14	0.1	Diagram: Green gold ore	Green gold ore	–	–	–	Crafter	Grand Master	68	4	Green gol mineral
EP2	14	0.1	Diagram: Green gold ore	Green gold ore	–	–	–	Crafter	Grand Master	68	4	Gold mineral
EP2	27	0.1	Diagram: Green gold ingot	Green gold ingot	–	–	–	Crafter	Grand Master	136	2	Green gol ore
EP2	54	0.1	Diagram: Green gold plate	Green gold plate	–	–	–	Crafter	Grand Master	272	2	Green gol ingot
EP2	16	0.1	Diagram: Orichalcum ore	Orichalcum ore	–	–	–	Crafter	Grand Master	80	4	Orichalcu mineral
EP2	16	0.1	Diagram: Orichalcum ore	Orichalcum ore	–	–	–	Crafter	Grand Master	80	4	Green gol mineral
EP2	32	0.1	Diagram: Orichalcum ingot	Orichalcum ingot	–	–	–	Crafter	Grand Master	160	2	Orichalcu ore
EP2	64	0.1	Diagram: Orichalcum plate	Orichalcum plate	–	–	–	Crafter	Grand Master	320	2	Orichalcu ingot
EP2	51	0.1	Diagram: Encriched dimerite ore	Encriched dimerite ore	–	–	–	Crafter	Arch Master	256	1	Dwimeryte ore
EP2	102	0.1	Diagram: Encriched dimerite ingot	Encriched dimerite ingot	–	–	–	Crafter	Arch Master	512	2	Dwimeryte enriched ore
EP2	205	0.1	Diagram: Encriched dimerite plate	Encriched dimerite plate	–	–	–	Crafter	Arch Master	1024	2	Dwimeryte enriched ingot

Diagrams

Ranged Weapon Diagrams

DIAGRAMS: RANGED WEAPONS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING REC		
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1	
X-BOW	14	0.1	Diagram: Feline crossbow	Ursine Crossbow	Set Item	–	–	Smith	Master	68	3	Hardened timber	4
X-BOW	14	0.1	Diagram: Ursine crossbow	Feline crossbow	Set Item	–	–	Smith	Master	68	3	Hardened timber	4
BOLTS	8	0.1	Diagram: Bodkin bolt	Bolts	–	–	–	Smith	Journeyman	39	2	Fiber	1
BOLTS	8	0.1	Diagram: Blunt crossbow bolt	Blunt crossbow bolt	–	–	–	Smith	Journeyman	39	2	Fiber	1
BOLTS	11	0.1	Diagram: Broadhead bolt	Broadhead bolt	–	–	–	Smith	Journeyman	57	2	Fiber	1
BOLTS	9	0.1	Diagram: Precision bolt	Precision bolt	–	–	–	Smith	Journeyman	47	2	Timber	1
BOLTS	9	0.1	Diagram: Split bolt	Split bolt	–	–	–	Smith	Journeyman	47	2	Timber	1
BOLTS	27	0.1	Diagram: Exploding bolt	Exploding bolt	–	–	–	Smith	Journeyman	134	2	Hardened timber	1
BOLTS	12	0.1	Diagram: Bait bolt	Bolt with bait	–	–	–	Smith	Journeyman	62	2	Hardened timber	1
BOLTS	14	0.1	Diagram: Tracking bolt	Tracking bolt	–	–	–	Smith	Journeyman	72	3	Hardened timber	1

Diagrams

Repair Kit Diagrams

DIAGRAMS: REPAIR KITS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING RE	
CAT	**$**	**Kg**	**SCHEMATIC NAME**	**CRAFTED ITEM**	**TYPE**	**ORIGIN**	**VALUE**	**TYPE**	**LEVEL**	**COST**	**#**	**ITEM 1**
WEAPON	2	0.1	Diagram: Amateur's weapon repair kit	Amateur's weapon repair kit	–	–	–	Crafter	Journeyman	11	1	Whetstone elven
WEAPON	6	0.1	Diagram: Journeyman's weapon repair kit	Journeyman's weapon repair kit	–	–	–	Crafter	Journeyman	30	1	Whetstone dwarven
WEAPON	12	0.1	Diagram: Master's weapon repair kit	Master's weapon repair kit	–	–	–	Crafter	Journeyman	62	1	Whetstone gnomish
ARMOR	4	0.1	Diagram: Amateur's armor repair kit	Amateur's armor repair kit	–	–	–	Crafter	Journeyman	20	1	Smithing tools elven
ARMOR	12	0.1	Diagram: Journeyman's armor repair kit	Journeyman's armor repair kit	–	–	–	Crafter	Journeyman	60	1	Smithing tools dwarven
ARMOR	24	0.1	Diagram: Master's armor repair kit	Master's armor repair kit	–	–	–	Crafter	Journeyman	120	1	Smithing tools gnomish

Diagrams

Crafted Steel Weapon Diagrams

DIAGRAMS: CRAFTED STEEL WEAPON

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
HUMAN	3	0.1	Diagram: Koviri cutlass	Koviri cutlass	Master	–	–	Smith	Journeyman	16	1	Leather squares
HUMAN	2	0.1	Diagram: Temerian poniard	Temerian poniard	Master	–	–	Smith	Journeyman	10	1	Leather straps
HUMAN	2	0.1	Diagram: Velen longsword	Velen longsword	Master	No Mans Land	–	Smith	Journeyman	10	1	Leather straps
HUMAN	2	0.1	Diagram: Dorian sword	Dorian sword	Magic	No Mans Land	–	Smith	Journeyman	12	2	Leather straps
HUMAN	3	0.1	Diagram: Maribor sword	Maribor sword	Magic	No Mans Land	–	Smith	Master	16	2	Leather straps
HUMAN	3	0.1	Diagram: Bremervoord blade	Bremervoord blade	Magic	No Mans Land	–	Smith	Master	16	2	Leather straps
HUMAN	5	0.1	Diagram: Nilfgaardian longsword	Nilfgaardian longsword	Magic	Nilfgaard	–	Smith	Journeyman	24	1	Leather squares
HUMAN	22	0.1	Diagram: Gemmerian steel sword	Gemmerian steel sword	Magic	Nilfgaard	–	Smith	Master	108	2	Leather straps
HUMAN	4	0.1	Diagram: Novigrad longsword	Novigrad longsword	Magic	Novigraad	–	Smith	Journeyman	20	1	Leather squares
HUMAN	24	0.1	Diagram: Blade from the Bits	Blade from the Bits	Magic	Novigraad	–	Smith	Master	120	2	Leather squares
HUMAN	22	0.1	Diagram: Witch hunter's sword	Witch hunter's sword	Magic	–	–	Smith	Master	108	2	Leather straps
HUMAN	22	0.1	Diagram: Witch Slayer	Witch Slayer	Magic	–	–	Smith	Master	108	2	Leather straps
HUMAN	18	0.1	Diagram: Skellige longsword	Skellige longsword	Magic	Skellige	–	Smith	Journeyman	89	1	Leather
HUMAN	18	0.1	Diagram: Spikeroog longsword	Spikeroog longsword	Magic	Skellige	–	Smith	Master	89	1	Hardened leather
ELVEN	28	0.1	Diagram: Scoia'tael sword	Scoia'tael sword	Magic	Nonhuman	–	Smith	Master	140	2	Leather straps
ELVEN	28	0.1	Diagram: Elven steel sword	Elven steel sword	Magic	Nonhuman	–	Smith	Master	140	2	Leather straps
DWARVEN	36	0.1	Diagram: Mahakaman steel sword	Mahakaman steel sword	Magic	Nonhuman	–	Smith	Master	181	1	Leather
DWARVEN	145	0.1	Diagram: Dwarven blade	Dwarven blade	Magic	Nonhuman	–	Smith	Grand Master	725	1	Leather
GNOMISH	142	0.1	Diagram: Gnomish Gwyhyr	Gnomish Gwyhyr	Magic	Nonhuman	–	Smith	Grand Master	710	1	Leather
GNOMISH	185	0.1	Diagram: Tir Tochair blade	Tir Tochair blade	Magic	Nonhuman	–	Smith	Grand Master	925	1	Leather

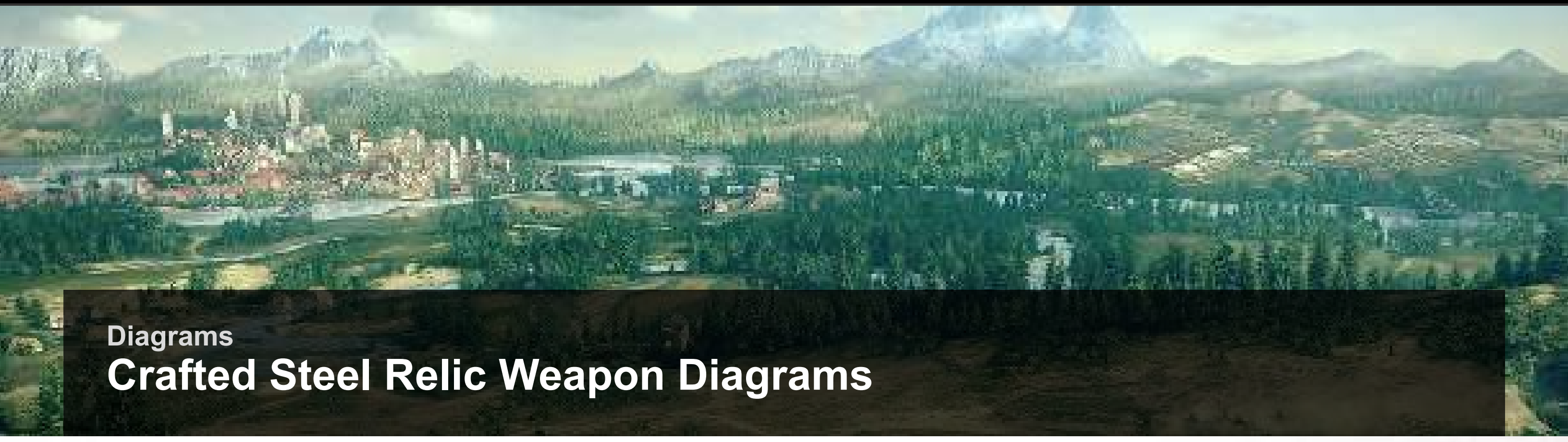
Diagrams

Crafted Silver Weapon Diagrams

DIAGRAMS: SILVER WEAPONS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	**$**	**Kg**	**SCHEMATIC NAME**	**CRAFTED ITEM**	**TYPE**	**ORIGIN**	**VALUE**	**TYPE**	**LEVEL**	**COST**	**#**	**ITEM 1**
HUMAN	30	0.1	Diagram: Disglair	Disglair	Magic	–	–	Smith	Journeyman	152	1	Leather straps
HUMAN	30	0.1	Diagram: Gven'nel	Gven'nel	Magic	–	–	Smith	Journeyman	152	1	Leather straps
HUMAN	31	0.1	Diagram: Mastercrafted silver sword	Mastercrafted silver sword	Magic	–	–	Smith	Journeyman	154	2	Leather straps
HUMAN	30	0.1	Diagram: Eirlithrad	Eirlithrad	Magic	–	–	Smith	Master	152	1	Leather straps
HUMAN	52	0.1	Diagram: Tor'haerne	Tor'haerne	Magic	–	–	Smith	Master	258	1	Leather squares
HUMAN	53	0.1	Diagram: An'ferthe	An'ferthe	Magic	–	–	Smith	Master	266	2	Leather squares
ELVEN	50	0.1	Diagram: Torlunn	Torlunn	Magic	Nonhuman	–	Smith	Master	251	2	Leather squares
ELVEN	50	0.1	Diagram: Melltith	Melltith	Magic	Nonhuman	–	Smith	Master	251	2	Leather squares
DWARVEN	59	0.1	Diagram: The Tamer	The Tamer	Magic	Nonhuman	–	Smith	Master	297	1	Leather
DWARVEN	145	0.1	Diagram: Steiger	Steiger	Magic	Nonhuman	–	Smith	Grand Master	725	1	Leather
GNOMISH	49	0.1	Diagram: The Digger	The Digger	Magic	Nonhuman	–	Smith	Grand Master	243	1	Leather squares
GNOMISH	136	0.1	Diagram: Faustino	Faustino	Magic	Nonhuman	–	Smith	Grand Master	680	1	Leather straps

PRIMA GAMES

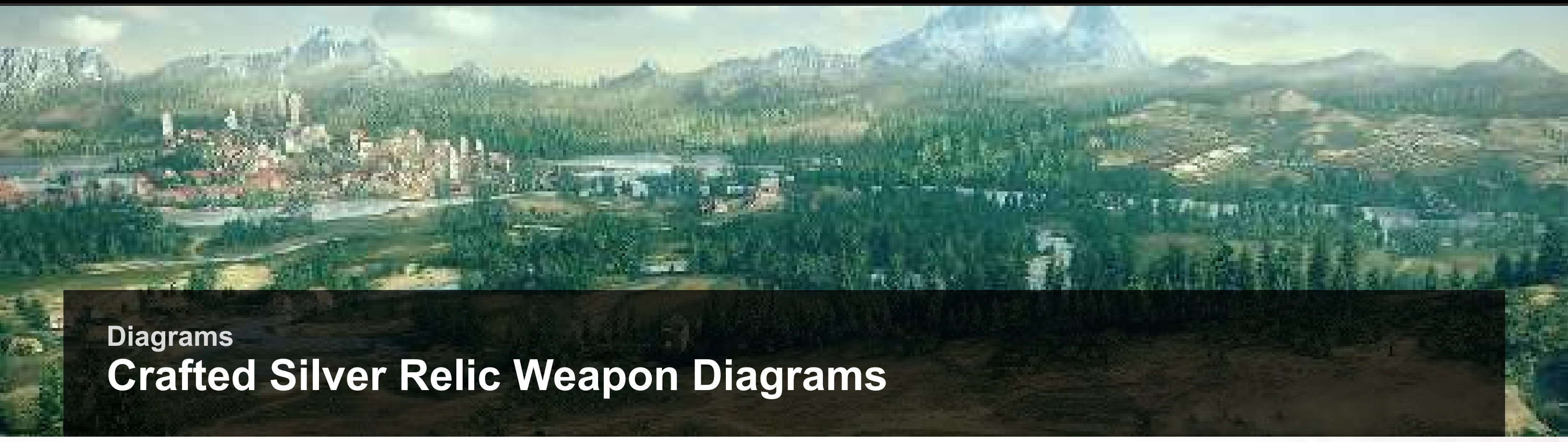


Diagrams

Crafted Steel Relic Weapon Diagrams

DIAGRAMS: STEEL RELIC WEAPONS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
RELIC	37	0.1	Diagram: Arbitrator	Abritrator	Relic	–	–	Smith	Master	185	1	Leather squares
RELIC	43	0.1	Diagram: Longclaw	Longclaw	Relic	–	–	Smith	Master	217	1	Monstrous feather
RELIC	183	0.1	Diagram: Beann'shie	Beann'shie	Relic	–	–	Smith	Grand Master	913	1	Monstrous feather
RELIC	218	0.1	Diagram: Black Unicorn	Black Unicorn	Relic	–	–	Smith	Grand Master	1091	1	Leather squares
VIPER	30	0.1	Diagram: Serpentine steel sword	Viper steel sword	Set Item	–	–	Smith	Journeyman	150	1	Leather straps
LYNX	27	0.1	Diagram: Feline steel sword	Feline steel sword	Set Item	–	–	Smith	Master	133	1	Leather straps
LYNX	45	0.1	Diagram: Feline steel sword - enhanced	Feline steel sword - enhanced	Set Item	–	–	Smith	Master	223	1	Lynx School steel sword
LYNX	76	0.1	Diagram: Feline steel sword - superior	Feline steel sword - superior	Set Item	–	–	Smith	Master	379	1	Lynx School steel sword 1
LYNX	216	0.1	Diagram: Feline steel sword - mastercrafted	Feline steel sword - mastercrafted	Set Item	–	–	Smith	Grand Master	1079	1	Lynx School steel sword 2
GRYPHON	10	0.1	Diagram: Griffin steel sword	Griffin steel sword	Set Item	–	–	Smith	Master	50	1	Leather squares
GRYPHON	28	0.1	Diagram: Griffin steel sword - enhanced	Griffin steel sword - enhanced	Set Item	–	–	Smith	Master	142	1	Gryphon School steel sword
GRYPHON	39	0.1	Diagram: Griffin steel sword - superior	Griffin steel sword - superior	Set Item	–	–	Smith	Master	194	1	Gryphon School steel sword 1
GRYPHON	142	0.1	Diagram: Griffin steel sword - mastercrafted	Griffin steel sword - mastercrafted	Set Item	–	–	Smith	Grand Master	709	1	Gryphon School steel sword 2
BEAR	9	0.1	Diagram: Ursine steel sword	Ursine steel sword	Set Item	–	–	Smith	Master	46	2	Leather straps
BEAR	30	0.1	Diagram: Ursine steel sword - enhanced	Ursine steel sword - enhanced	Set Item	–	–	Smith	Master	150	1	Bear School steel sword
BEAR	72	0.1	Diagram: Ursine steel sword - superior	Ursine steel sword - superior	Set Item	–	–	Smith	Master	362	1	Bear School steel sword 1
BEAR	139	0.1	Diagram: Ursine steel sword - mastercrafted	Ursine steel sword - mastercrafted	Set Item	–	–	Smith	Grand Master	694	1	Bear School steel sword 2

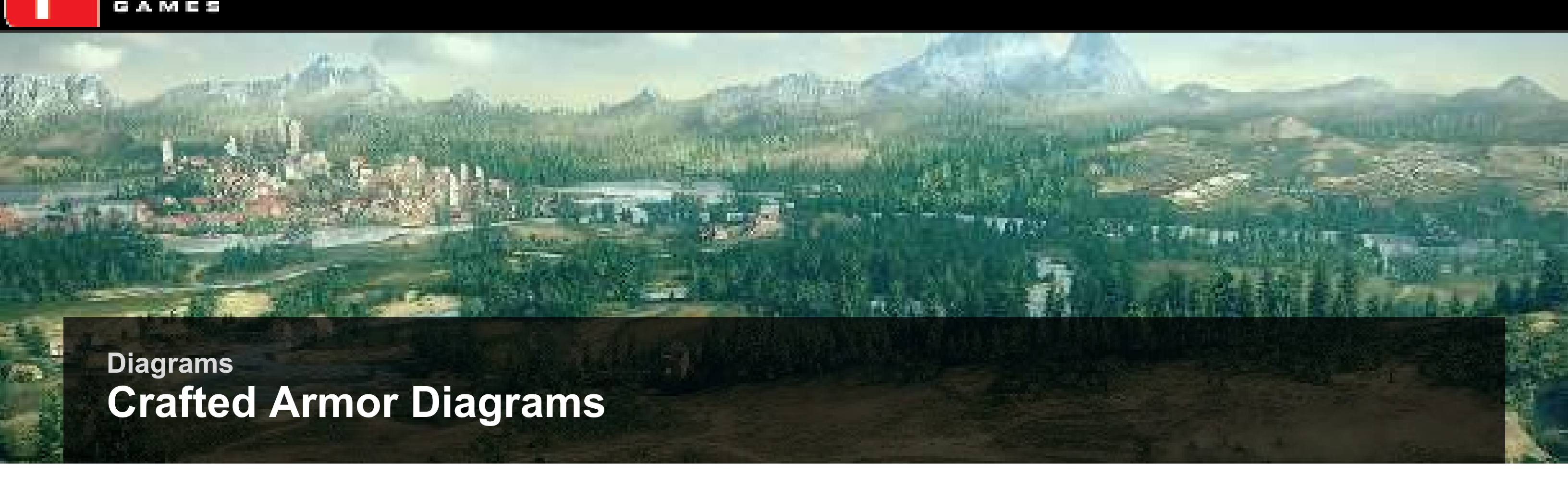


Diagrams

Crafted Silver Relic Weapon Diagrams

DIAGRAMS: SILVER RELIC WEAPONS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
RELIC	177	0.1	Diagram: Harpy	Harpy	Relic	–	–	Smith	Master	886	1	Leather squares
RELIC	202	0.1	Diagram: Negotiator	Negotiator	Relic	–	–	Smith	Master	1010	1	Leather
RELIC	151	0.1	Diagram: Weeper	Weeper	Relic	–	–	Smith	Master	755	1	Leather
VIPER	48	0.1	Diagram: Serpentine silver sword	Viper silver sword	Set Item	–	–	Smith	Journeyman	242	1	Leather straps
LYNX	44	0.1	Diagram: Feline silver sword	Feline silver sword	Set Item	–	–	Smith	Master	219	2	Leather straps
LYNX	69	0.1	Diagram: Feline silver sword - enhanced	Feline silver sword - enhanced	Set Item	–	–	Smith	Master	343	1	Lynx School silver sword
LYNX	109	0.1	Diagram: Feline silver sword - superior	Feline silver sword - superior	Set Item	–	–	Smith	Master	547	1	Lynx School silver sword 1
LYNX	225	0.1	Diagram: Feline silver sword - mastercrafted	Feline silver sword - mastercrafted	Set Item	–	–	Smith	Grand Master	1127	1	Lynx School silver sword 2
GRYPHON	47	0.1	Diagram: Griffin silver sword	Griffin silver sword	Set Item	–	–	Smith	Master	233	1	Leather squares
GRYPHON	51	0.1	Diagram: Griffin silver sword - enhanced	Griffin silver sword - enhanced	Set Item	–	–	Smith	Master	254	1	Gryphon School silver sword
GRYPHON	74	0.1	Diagram: Griffin silver sword - superior	Griffin silver sword - superior	Set Item	–	–	Smith	Master	370	1	Gryphon School silver sword 1
GRYPHON	139	0.1	Diagram: Griffin silver sword - mastercrafted	Griffin silver sword - mastercrafted	Set Item	–	–	Smith	Grand Master	694	1	Gryphon School silver sword 2
BEAR	36	0.1	Diagram: Ursine silver sword	Ursine silver sword	Set Item	–	–	Smith	Master	182	1	Leather straps
BEAR	53	0.1	Diagram: Ursine silver sword - enhanced	Ursine silver sword - enhanced	Set Item	–	–	Smith	Master	266	1	Bear School silver sword
BEAR	74	0.1	Diagram: Ursine silver sword - superior	Ursine silver sword - superior	Set Item	–	–	Smith	Master	368	1	Bear School silver sword 1
BEAR	146	0.1	Diagram: Ursine silver sword - mastercrafted	Ursine silver sword - mastercrafted	Set Item	–	–	Smith	Grand Master	729	1	Bear School silver sword 2



Diagrams

Crafted Armor Diagrams

DIAGRAMS: CRAFTED ARMOR

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
CRAFTED ARMOR												
LIGHT	22	0.1	Diagram: Cidarian gambeson	Cidarian gambeson	Magic	–	–	Armorer	Journeyman	108	4	Linen
LIGHT	28	0.1	Diagram: Skellige gambeson	Skellige gambeson	Magic	–	–	Armorer	Journeyman	142	4	Linen
LIGHT	37	0.1	Diagram: Kaedweni gambeson	Kaedweni gambeson	Magic	–	–	Armorer	Journeyman	184	4	Linen
LIGHT	42	0.1	Diagram: Spikeroog aketon	Spikeroog aketon	Magic	–	–	Armorer	Journeyman	212	5	Linen
LIGHT	256	0.1	Diagram: Shiadhal's armor	Shiadhal's armor	Magic	–	–	Armorer	Journeyman	1282	5	Linen
LIGHT	46	0.1	Diagram: Verden archer's gambeson	Verden archer's gambeson	Magic	–	–	Armorer	Journeyman	230	5	Linen
LIGHT	48	0.1	Diagram: Bounty hunter's gambeson	Bounty hunter's gambeson	Magic	–	–	Armorer	Journeyman	238	5	Linen
LIGHT	47	0.1	Diagram: Ard Skellig aketon	Ard Skellig aketon	Magic	–	–	Armorer	Master	236	5	Linen
MEDIUM	40	0.1	Diagram: Salmian brigandine	Salmian brigandine	Magic	–	–	Armorer	Master	198	5	Linen
MEDIUM	53	0.1	Diagram: Cidarian cavalry armor	Cidarian cavalry armor	Magic	–	–	Armorer	Master	266	4	Linen
MEDIUM	61	0.1	Diagram: Redanian halberdier's armor	Redanian halberdier's armor	Magic	–	–	Armorer	Master	306	6	Linen
MEDIUM	86	0.1	Diagram: Angrenian cuirass	Angrenian cuirass	Magic	–	–	Armorer	Master	428	4	Linen
HEAVY	147	0.1	Diagram: Mag Deira cuirass	Mag Deira cuirass	Magic	–	–	Armorer	Master	736	4	Leather
HEAVY	170	0.1	Diagram: Ban Ard breastplate	Ban Ard breastplate	Magic	–	–	Armorer	Master	852	5	Silk
HEAVY	186	0.1	Diagram: Nilfgaardian guardsman armor	Nilfgaardian guardsman armor	Magic	–	–	Armorer	Master	928	2	Hardened leather
HEAVY	186	0.1	Diagram: Hindarsfjall heavy armor	Hindarsfjall heavy armor	Magic	–	–	Armorer	Master	932	2	Hardened leather
HEAVY	215	0.1	Diagram: Thyssen armor	Thyssen armor	Magic	–	–	Armorer	Master	1076	2	Hardened leather
HEAVY	272	0.1	Diagram: Impera Brigade armor	Impera Brigade armor	Relic	–	–	Armorer	Master	1360	4	Silk
VIPER	22	0.1	Diagram: Warrior's leather jacket	Warrior's leather jacket	Magic	–	–	Armorer	Journeyman	108	1	Starting Armor
LYNX	80	0.1	Diagram: Feline armor	Feline armor	Set Item	–	–	Armorer	Master	399	1	Geralt Shirt
LYNX	96	0.1	Diagram: Enhanced Feline armor	Enhanced Feline armor	Set Item	–	–	Armorer	Master	478	1	Lynx Armor
LYNX	373	0.1	Diagram: Superior Feline armor	Superior Feline armor	Set Item	–	–	Armorer	Master	1866	1	Lynx Armor 1
LYNX	392	0.1	Diagram: Mastercrafted Feline armor	Mastercrafted Feline armor	Set Item	–	–	Armorer	Grand Master	1961	1	Lynx Armor 2
LYNX	27	0.1	Diagram: Feline gauntlets	Feline gauntlets	Set Item	–	–	Armorer	Master	133	2	Leather
LYNX	32	0.1	Diagram: Enhanced Feline gauntlets	Enhanced Feline gauntlets	Set Item	–	–	Armorer	Master	160	1	Lynx Gloves 1
LYNX	31	0.1	Diagram: Feline trousers	Feline trousers	Set Item	–	–	Armorer	Master	155	2	Silk
LYNX	31	0.1	Diagram: Enhanced Feline trousers	Enhanced Feline trousers	Set Item	–	–	Armorer	Master	155	1	Lynx Pants 1
LYNX	30	0.1	Diagram: Feline boots	Feline boots	Set Item	–	–	Armorer	Master	149	2	Hardened leather
LYNX	30	0.1	Diagram: Enhanced Feline boots	Enhanced Feline boots	Set Item	–	–	Armorer	Master	151	1	Lynx Boots 1
GRYPHON	82	0.1	Diagram: Griffin armor	Griffin armor	Set Item	–	–	Armorer	Master	412	1	Geralt Shirt
GRYPHON	96	0.1	Diagram: Enhanced Griffin armor	Enhanced Griffin armor	Set Item	–	–	Armorer	Master	479	1	Gryphon Armor
GRYPHON	392	0.1	Diagram: Superior Griffin armor	Superior Griffin armor	Set Item	–	–	Armorer	Master	1961	1	Gryphon Armor 1
GRYPHON	476	0.1	Diagram: Mastercrafted Griffin armor	Mastercrafted Griffin armor	Set Item	–	–	Armorer	Grand Master	2379	1	Gryphon Armor 2
GRYPHON	27	0.1	Diagram: Griffin gauntlets	Griffin gauntlets	Set Item	–	–	Armorer	Master	134	4	Leather squares
GRYPHON	38	0.1	Diagram: Enhanced Griffin gauntlets	Enhanced Griffin gauntlets	Set Item	–	–	Armorer	Master	188	1	Gryphon Gloves 1
GRYPHON	35	0.1	Diagram: Griffin trousers	Griffin trousers	Set Item	–	–	Armorer	Master	173	2	Silk
GRYPHON	38	0.1	Diagram: Enhanced Griffin trousers	Enhanced Griffin trousers	Set Item	–	–	Armorer	Master	191	1	Gryphon Pants 1
GRYPHON	26	0.1	Diagram: Griffin boots	Griffin boots	Set Item	–	–	Armorer	Master	129	1	Hardened leather
GRYPHON	47	0.1	Diagram: Enhanced Griffin boots	Enhanced Griffin boots	Set Item	–	–	Armorer	Master	236	1	Gryphon Boots 1
BEAR	67	0.1	Diagram: Ursine armor	Ursine armor	Set Item	–	–	Armorer	Master	335	1	Geralt Shirt
BEAR	91	0.1	Diagram: Enhanced Ursine armor	Enhanced Ursine armor	Set Item	–	–	Armorer	Master	455	1	Bear Armor
BEAR	389	0.1	Diagram: Superior Ursine armor	Superior Ursine armor	Set Item	–	–	Armorer	Master	1946	1	Bear Armor 1
BEAR	519	0.1	Diagram: Mastercrafted Ursine armor	Mastercrafted Ursine armor	Set Item	–	–	Armorer	Grand Master	2594	1	Bear Armor 2
BEAR	27	0.1	Diagram: Ursine gauntlets	Ursine gauntlets	Set Item	–	–	Armorer	Master	136	2	Leather
BEAR	38	0.1	Diagram: Enhanced Ursine gauntlets	Enhanced Ursine gauntlets	Set Item	–	–	Armorer	Master	190	1	Bear Gloves 1
BEAR	30	0.1	Diagram: Ursine trousers	Ursine trousers	Set Item	–	–	Armorer	Master	152	2	Silk
BEAR	34	0.1	Diagram: Enhanced Ursine trousers	Enhanced Ursine trousers	Set Item	–	–	Armorer	Master	171	1	Bear Pants 1
BEAR	30	0.1	Diagram: Ursine boots	Ursine boots	Set Item	–	–	Armorer	Master	150	2	Hardened leather
BEAR	38	0.1	Diagram: Enhanced Ursine boots	Enhanced Ursine boots	Set Item	–	–	Armorer	Master	190	1	Bear Boots 1
CRAFTED GLOVES												
LIGHT	12	0.1	Diagram: Hunter's gauntlets	Hunting gauntlets	Magic	–	–	Armorer	Journeyman	60	2	Leather squares
LIGHT	15	0.1	Diagram: Cavalry gauntlets	Cavalry gauntlets	Magic	–	–	Armorer	Journeyman	76	4	Leather squares
LIGHT	20	0.1	Diagram: Tracker's gauntlets	Tracker's gauntlets	Magic	–	–	Armorer	Journeyman	100	3	Leather squares
LIGHT	17	0.1	Diagram: Assassin's gauntlets	Assassin's gauntlets	Magic	–	–	Armorer	Master	84	4	Leather squares
HEAVY	16	0.1	Diagram: Axeman's gauntlets	Axeman's gauntlets	Magic	–	–	Armorer	Master	80	2	Leather
HEAVY	21	0.1	Diagram: Knight's gauntlets	Knight's gauntlets	Magic	–	–	Armorer	Master	107	2	Leather
HEAVY	27	0.1	Diagram: Assault gauntlets	Assault gauntlets	Magic	–	–	Armorer	Master	134	2	Leather
HEAVY	29	0.1	Diagram: Nilfgaardian guardsman's gauntlets	Nilfgaardian guardsman's gauntlets	Magic	–	–	Armorer	Master	144	1	Leather
CRAFTED PANTS												
LIGHT	12	0.1	Diagram: Hunter's trousers	Hunting trousers	Magic	–	–	Armorer	Journeyman	60	2	Linen
LIGHT	13	0.1	Diagram: Cavalry trousers	Cavalry trousers	Magic	–	–	Armorer	Journeyman	64	2	Linen
LIGHT	16	0.1	Diagram: Tracker's trousers	Tracker's trousers	Magic	–	–	Armorer	Journeyman	78	3	Linen
LIGHT	16	0.1	Diagram: Assassin's trousers	Assassin's trousers	Magic	–	–	Armorer	Master	80	2	Linen
HEAVY	20	0.1	Diagram: Axeman's trousers	Axeman's trousers	Magic	–	–	Armorer	Master	102	2	Linen
HEAVY	27	0.1	Diagram: Sapper's trousers	Sapper's trousers	Magic	–	–	Armorer	Master	136	2	Linen
HEAVY	35	0.1	Diagram: Lyrian hardened leather trousers	Lyrian hardened leather trousers	Magic	–	–	Armorer	Master	176	2	Linen
HEAVY	40	0.1	Diagram: Mahakaman trousers	Mahakaman trousers	Magic	–	–	Armorer	Master	198	3	Linen
CRAFTED BOOTS												
LIGHT	15	0.1	Diagram: Hunter's boots	Hunting boots	Magic	–	–	Armorer	Journeyman	76	1	Linen
LIGHT	12	0.1	Diagram: Cavalry boots	Cavalry boots	Magic	–	–	Armorer	Journeyman	60	1	Leather
LIGHT	14	0.1	Diagram: Tracker's boots	Tracker's boots	Magic	–	–	Armorer	Journeyman	72	1	Leather
LIGHT	18	0.1	Diagram: Assassin's boots	Assassin's boots	Magic	–	–	Armorer	Master	92	4	Leather squares
LIGHT	31	0.1	Diagram: Mountain Folk boots	Mountain Folk boots	Magic	–	–	Armorer	Master	156	2	Leather
HEAVY	21	0.1	Diagram: Axeman's boots	Axeman's boots	Magic	–	–	Armorer	Master	106	2	Leather
HEAVY	17	0.1	Diagram: Guardsman's boots	Guardsman's boots	Magic	–	–	Armorer	Master	86	1	Hardened leather
HEAVY	18	0.1	Diagram: Reaver's boots	Reaver's boots	Magic	–	–	Armorer	Master	90	1	Hardened leather
HEAVY	30	0.1	Diagram: Executioner's boots	Executioner's boots	Magic	–	–	Armorer	Master	150	4	Leather squares
HEAVY	28	0.1	Diagram: Condottiere's boots	Condottiere's boots	Magic	–	–	Armorer	Master	140	1	Hardened leather
HEAVY	41	0.1	Diagram: Alder Folk boots	Alder Folk boots	Magic	–	–	Armorer	Master	206	1	Leather

Diagrams

Runestone Diagrams

DIAGRAMS: RUNESTONES

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	IT 1
19	0.1	Diagram: Lesser runestone	Lesser runestone	–	–	Valuable	Crafter	Master	95	1	Black pearl dust	1
31	0.1	Diagram: Lesser Stribog runestone	Lesser Stribog runestone	–	–	Valuable	Crafter	Master	155	1	Lesser runestone	1
62	0.1	Diagram: Stribog runestone	Stribog runestone	–	–	Valuable	Crafter	Master	310	2	Lesser Stribog runestone	–
124	0.1	Diagram: Greater Stribog runestone	Greater Stribog runestone	–	–	Precious	Crafter	Master	620	2	Stribog runestone	–
34	0.1	Diagram: Lesser Dazhbog runestone	Lesser Dazhbog runestone	–	–	Valuable	Crafter	Master	170	1	Lesser runestone	1
68	0.1	Diagram: Dazhbog runestone	Dazhbog runestone	–	–	Valuable	Crafter	Master	340	2	Lesser Dazhbog runestone	–
136	0.1	Diagram: Greater Dazhbog runestone	Greater Dazhbog runestone	–	–	Precious	Crafter	Master	680	2	Dazhbog runestone	–
39	0.1	Diagram: Lesser Devana runestone	Lesser Devana runestone	–	–	Valuable	Crafter	Master	195	1	Lesser runestone	1
78	0.1	Diagram: Devana runestone	Devana runestone	–	–	Valuable	Crafter	Master	390	2	Lesser Devana runestone	–
156	0.1	Diagram: Greater Devana runestone	Greater Devana runestone	–	–	Precious	Crafter	Master	780	2	Devana runestone	–
41	0.1	Diagram: Lesser Zoria runestone	Lesser Zoria runestone	–	–	Valuable	Crafter	Master	205	1	Lesser runestone	1
82	0.1	Diagram: Zoria runestone	Zoria runestone	–	–	Valuable	Crafter	Master	410	2	Lesser Zoria runestone	–
164	0.1	Diagram: Greater Zoria runestone	Greater Zoria runestone	–	–	Precious	Crafter	Master	820	2	Zoria runestone	–
44	0.1	Diagram: Lesser Morana runestone	Lesser Morana runestone	–	–	Valuable	Crafter	Master	220	1	Lesser runestone	1
88	0.1	Diagram: Morana runestone	Morana runestone	–	–	Valuable	Crafter	Master	440	2	Lesser Morana runestone	–
176	0.1	Diagram: Greater Morana runestone	Greater Morana runestone	–	–	Precious	Crafter	Master	880	2	Morana runestone	–
49	0.1	Diagram: Lesser Triglav runestone	Lesser Triglav runestone	–	–	Valuable	Crafter	Master	245	1	Lesser runestone	1
98	0.1	Diagram: Triglav runestone	Triglav runestone	–	–	Valuable	Crafter	Master	490	2	Lesser Triglav runestone	–
196	0.1	Diagram: Greater Triglav runestone	Greater Triglav runestone	–	–	Precious	Crafter	Master	980	2	Triglav runestone	–
22	0.1	Diagram: Lesser Svarog runestone	Lesser Svarog runestone	–	–	Valuable	Crafter	Master	110	1	Lesser runestone	1
44	0.1	Diagram: Svarog runestone	Svarog runestone	–	–	Valuable	Crafter	Master	220	2	Lesser Svarog runestone	–
88	0.1	Diagram: Greater Svarog runestone	Greater Svarog runestone	–	–	Precious	Crafter	Master	440	2	Svarog runestone	–
22	0.1	Diagram: Lesser Veles runestone	Lesser Veles runestone	–	–	Valuable	Crafter	Master	110	1	Lesser runestone	1
44	0.1	Diagram: Veles runestone	Veles runestone	–	–	Valuable	Crafter	Master	220	2	Lesser Veles runestone	–
88	0.1	Diagram: Greater Veles runestone	Greater Veles runestone	–	–	Precious	Crafter	Master	440	2	Veles runestone	–
22	0.1	Diagram: Lesser Perun runestone	Lesser Perun runestone	–	–	Valuable	Crafter	Master	110	1	Lesser runestone	1
44	0.1	Diagram: Perun runestone	Perun runestone	–	–	Valuable	Crafter	Master	220	2	Lesser Perun runestone	–
88	0.1	Diagram: Greater Perun runestone	Greater Perun runestone	–	–	Precious	Crafter	Master	440	2	Perun runestone	–
22	0.1	Diagram: Lesser Chernobog runestone	Lesser Chernobog runestone	–	–	Valuable	Crafter	Master	110	1	Lesser runestone	1
44	0.1	Diagram: Chernobog runestone	Chernobog runestone	–	–	Valuable	Crafter	Master	220	2	Lesser Chernobog runestone	–
88	0.1	Diagram: Greater Chernobog runestone	Greater Chernobog runestone	–	–	Precious	Crafter	Master	440	2	Chernobog runestone	–
19	0.1	Diagram: Pyerog runestone	Pyerog runestone	–	–	Valuable	Crafter	Master	96	1	Lesser runestone	1
25	0.1	Diagram: Tvarog runestone	Tvarog runestone	–	–	Valuable	Crafter	Master	125	1	Lesser runestone	1

Diagrams

Glyph Diagrams

DIAGRAMS: GLYPHS

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CR
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#
Lesser Glyph of Infusion	20	Lesser Glyph of Infusion	–	–	Valuable	Crafter	Journeyman	99	1	Silk	1
Lesser Glyph of Aard	48	Lesser Glyph of Aard	–	–	Valuable	Crafter	Journeyman	239	1	Glyph infusion lesser	1
Glyph of Aard	96	Glyph of Aard	–	–	Valuable	Crafter	Journeyman	478	2	Lesser Glyph of Aard	–
Greater Glyph of Aard	191	Greater Glyph of Aard	–	–	Precious	Crafter	Journeyman	956	2	Glyph of Aard	–
Lesser Glyph of Axii	51	Lesser Glyph of Axii	–	–	Valuable	Crafter	Journeyman	254	1	Glyph infusion lesser	1
Glyph of Axii	102	Glyph of Axii	–	–	Valuable	Crafter	Journeyman	508	2	Lesser Glyph of Axii	–
Greater Glyph of Axii	203	Greater Glyph of Axii	–	–	Precious	Crafter	Journeyman	1016	2	Glyph of Axii	–
Lesser Glyph of Igni	41	Lesser Glyph of Igni	–	–	Valuable	Crafter	Journeyman	204	1	Glyph infusion lesser	1
Glyph of Igni	82	Glyph of Igni	–	–	Valuable	Crafter	Journeyman	408	2	Lesser Glyph of Igni	–
Greater Glyph of Igni	163	Greater Glyph of Igni	–	–	Precious	Crafter	Journeyman	816	2	Glyph of Igni	–
Lesser Glyph of Quen	46	Lesser Glyph of Quen	–	–	Valuable	Crafter	Journeyman	229	1	Glyph infusion lesser	1
Glyph of Quen	92	Glyph of Quen	–	–	Valuable	Crafter	Journeyman	458	2	Lesser Glyph of Quen	–
Greater Glyph of Quen	183	Greater Glyph of Quen	–	–	Precious	Crafter	Journeyman	916	2	Glyph of Quen	–
Lesser Glyph of Yrden	38	Lesser Glyph of Yrden	–	–	Valuable	Crafter	Journeyman	189	1	Glyph infusion lesser	1
Glyph of Yrden	76	Glyph of Yrden	–	–	Valuable	Crafter	Journeyman	378	2	Lesser Glyph of Yrden	–
Greater Glyph of Yrden	151	Greater Glyph of Yrden	–	–	Precious	Crafter	Journeyman	756	2	Glyph of Yrden	–
Lesser Glyph of Binding	32	Lesser Glyph of Binding	–	–	Valuable	Crafter	Journeyman	159	1	Glyph infusion lesser	1
Glyph of Binding	64	Glyph of Binding	–	–	Valuable	Crafter	Journeyman	318	2	Lesser Glyph of Binding	–
Greater Glyph of Binding	127	Greater Glyph of Binding	–	–	Precious	Crafter	Journeyman	636	2	Glyph of Binding	–
Lesser Glyph of Mending	32	Lesser Glyph of Mending	–	–	Valuable	Crafter	Journeyman	159	1	Glyph infusion lesser	1
Glyph of Mending	64	Glyph of Mending	–	–	Valuable	Crafter	Journeyman	318	2	Lesser Glyph of Mending	–
Greater Glyph of Mending	127	Greater Glyph of Mending	–	–	Precious	Crafter	Journeyman	636	2	Glyph of Mending	–
Lesser Glyph of Reinforcement	30	Lesser Glyph of Reinforcement	–	–	Valuable	Crafter	Journeyman	152	1	Glyph infusion lesser	1
Glyph of Reinforcement	61	Glyph of Reinforcement	–	–	Valuable	Crafter	Journeyman	304	2	Lesser Glyph of Reinforcement	–
Greater Glyph of Reinforcement	122	Greater Glyph of Reinforcement	–	–	Precious	Crafter	Journeyman	608	2	Glyph of Reinforcement	–
Lesser Glyph of Warding	31	Lesser Glyph of Warding	–	–	Valuable	Crafter	Journeyman	154	1	Glyph infusion lesser	1
Glyph of Warding	62	Glyph of Warding	–	–	Valuable	Crafter	Journeyman	308	2	Lesser Glyph of Warding	–
Greater Glyph of Warding	123	Greater Glyph of Warding	–	–	Precious	Crafter	Journeyman	616	2	Glyph of Warding	–

Diagrams

Runeword Diagrams

DIAGRAMS: CRAFTED RUNEWORDS

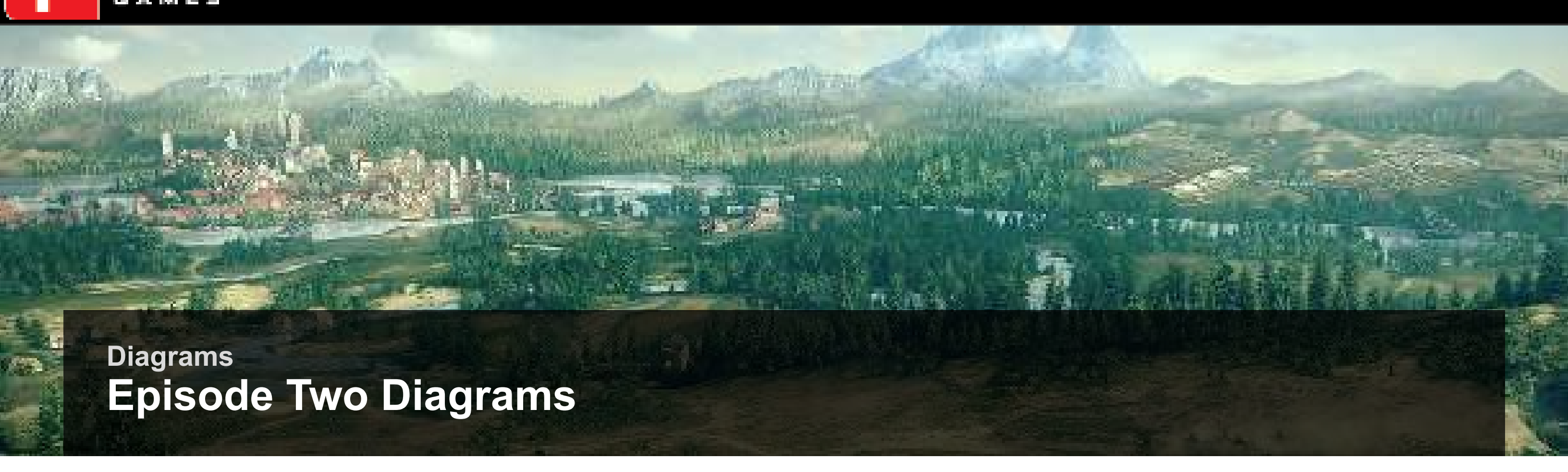
SCHEMATIC NAME	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	NOTES
Runeword: Replenishment	1	Greater Triglav runestone	1	Greater Morana runestone	1	Greater Dazhbog runestone	–	–	–	–	After you cast a Sign, an Adrenaline Point is consumed and your next sword attack is charged with the power of that Sign.
Runeword: Severance	1	Zoria runestone	1	Veles runestone	1	Perun runestone	–	–	–	–	Increases the range of Whirl by S yards and Rend by S yards.
Runeword: Invigoration	1	Greater Devana runestone	1	Greater Zoria runestone	1	Greater Perun runestone	–	–	–	–	When at maximum Vitality, any Vitality regeneration turns into added damage (up to +I%) on your next strike.
Runeword: Preservation	1	Lesser Svarog runestone	1	Lesser Devana runestone	1	Lesser Morana runestone	–	–	–	–	Armorer's Table and Grindstone bonuses never expire.
Runeword: Dumplings	1	Pyerog runestone	1	Tvarog runestone	1	Pyerog runestone	–	–	–	–	Any food consumed regenerates I% more Vitality, but everything tastes like pierogis.
Runeword: Placation	1	Lesser Devana runestone	1	Lesser Morana runestone	1	Lesser Stribog runestone	–	–	–	–	Once they reach their maximum level, Adrenaline Points steadily decline until they reach 0. During this time Vitality and Stamina regeneration are accelerated and Toxicity declines more quickly.
Runeword: Rejuvenation	1	Perun runestone	1	Svarog runestone	1	Stribog runestone	–	–	–	–	Each fatal blow dealt restores I% of your Stamina.
Runeword: Prolongation	1	Greater Morana runestone	1	Greater Perun runestone	1	Greater Svarog runestone	–	–	–	–	Each unblocked blow increases potion duration time by Ss.
Runeword: Elation	1	Dazhbog runestone	1	Veles runestone	1	Devana runestone	–	–	–	–	Fatal blows dealt with your sword give F to F Adrenaline Points.

Diagrams

Episode One Diagrams

DIAGRAMS: EPISODE ONE

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
CRAFTED STEEL RELIC WEAPONS	79	0.1	Diagram: Ofieri saber	Ofieri saber	–	Ofir	Valuable	Smith	Grand Master	226	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	312	0.1	Diagram: Viper venomous steel sword	Viper venomous steel sword	–	–	Legendary	Smith	Grand Master	890	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	142	0.1	Diagram: Order of the Flaming Rose sword	Order of the Flaming Rose sword	–	Ofir	Valuable	Smith	Master	404	1	Monstrous claw
CRAFTED STEEL RELIC WEAPONS	260	0.1	Diagram: Sarrim	Sarrim	–	–	Legendary	Smith	Grand Master	742	1	Leather
CRAFTED STEEL RELIC WEAPONS	364	0.1	Diagram: Viper venomous silver sword	Viper venomous silver sword	–	–	Legendary	Smith	Grand Master	1039	2	Leather squares
CRAFTED ARMOR	370	0.1	Diagram: Ofieri scale armor	Ofieri scale armor	–	Ofir	Valuable	Armorer	Grand Master	1057	3	Draconide Leather
CRAFTED ARMOR	327	0.1	Diagram: Order of the Flaming Rose armor	Order of the Flaming Rose armor	–	–	–	Armorer	Master	832	2	Hardened leather
CRAFTED ARMOR	154	0.1	Diagram: Viper armor	Viper armor	–	–	Legendary	Armorer	Grand Master	438	4	Linen
CRAFTED GLOVES	179	0.1	Diagram: Ofieri gauntlets	Ofieri gauntlets	–	Ofir	Valuable	Armorer	Grand Master	511	2	Leather
CRAFTED GLOVES	49	0.1	Diagram: Order of the Flaming Rose gauntlets	Order of the Flaming Rose gauntlets	–	–	Legendary	Armorer	Master	140	2	Hardened leather
CRAFTED GLOVES	31	0.1	Diagram: Viper gauntlets	Viper gauntlets	–	–	Legendary	Armorer	Grand Master	88	2	Linen
CRAFTED PANTS	178	0.1	Diagram: Ofieri sharovary	Ofieri sharovary	–	Ofir	Valuable	Armorer	Grand Master	508	2	Silk
CRAFTED PANTS	62	0.1	Diagram: Viper trousers	Viper trousers	–	Ofir	Valuable	Armorer	Grand Master	176	3	Linen
CRAFTED BOOTS	197	0.1	Diagram: Ofieri boots	Ofieri boots	–	Ofir	Valuable	Armorer	Grand Master	562	2	Hardened leather
CRAFTED BOOTS	48	0.1	Diagram: Viper boots	Viper boots	–	–	Legendary	Armorer	Grand Master	176	2	Linen
EQUIPMENT	22	0.1	Diagram: Concealment kit	Concealment kit	Common	–	–	Crafter	Journeyman	11	1	Ass ears



Diagrams

Episode Two Diagrams

DIAGRAMS: EPISODE 2

SCHEMATIC				CRAFTED ITEM CHARACTERISTICS				CRAFTSMAN			CRAFTING R	
CAT	$	Kg	SCHEMATIC NAME	CRAFTED ITEM	TYPE	ORIGIN	VALUE	TYPE	LEVEL	COST	#	ITEM 1
CRAFTED STEEL WEAPONS	86	0.1	Diagram: Toussaint Ducal Guardsman's steel sword	Guard lvl1 steel sword 3	–	–	–	Smith	Grand Master	429	1	Leather straps
CRAFTED STEEL WEAPONS	89	0.1	Diagram: Toussaint Ducal Guard Officer's steel sword	Guard lvl2 steel sword 3	–	–	–	Smith	Grand Master	446	2	Leather straps
CRAFTED STEEL WEAPONS	98	0.1	Diagram: Toussaint knight's steel sword	Knights steel sword 3	–	–	–	Smith	Grand Master	490	3	Leather straps
CRAFTED STEEL WEAPONS	118	0.1	Diagram: Viroledan blade	Hanza steel sword 3	–	–	–	Smith	Grand Master	592	1	Leather squares
CRAFTED STEEL WEAPONS	127	0.1	Diagram: Toussaint steel sword	Toussaint steel sword 3	–	–	–	Smith	Grand Master	636	1	Leather straps
CRAFTED STEEL RELIC WEAPONS	233	0.1	Diagram: Grandmaster Feline steel sword	Lynx School steel sword 4	–	–	–	Smith	Arch Master	1165	1	Lynx School steel sword 3
CRAFTED STEEL RELIC WEAPONS	214	0.1	Diagram: Grandmaster Griffin steel sword	Gryphon School steel sword 4	–	–	–	Smith	Arch Master	1070	1	Gryphon School steel sword 3
CRAFTED STEEL RELIC WEAPONS	214	0.1	Diagram: Grandmaster Ursine steel sword	Bear School steel sword 4	–	–	–	Smith	Arch Master	1070	1	Bear School steel sword 3
CRAFTED STEEL RELIC WEAPONS	231	0.1	Diagram: Grandmaster Wolven steel sword	Wolf School steel sword 4	–	–	–	Smith	Arch Master	1155	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	156	0.1	Diagram: Manticore steel sword	Red Wolf School steel sword 1	–	–	–	Smith	Arch Master	779	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	214	0.1	Diagram: Legendary Manticore steel sword	Red Wolf School steel sword 2	–	–	–	Smith	Arch Master	1070	1	Red Wolf School steel sword 1
CRAFTED STEEL RELIC WEAPONS	49	0.1	Diagram: Faramond's blade	Serpent Steel Sword 1	–	–	–	Smith	Grand Master	245	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	161	0.1	Diagram: Faithful Friend	Serpent Steel Sword 2	–	–	–	Smith	Grand Master	804	2	Leather squares
CRAFTED STEEL RELIC WEAPONS	255	0.1	Diagram: Belhaven blade	Serpent Steel Sword 3	–	–	–	Smith	Grand Master	1275	2	Leather squares
CRAFTED SILVER RELIC WEAPONS	255	0.1	Diagram: Grandmaster Feline silver sword	Lynx School silver sword 4	–	–	–	Smith	Arch Master	1275	1	Lynx School silver sword 3
CRAFTED SILVER RELIC WEAPONS	214	0.1	Diagram: Grandmaster Griffin silver sword	Gryphon School silver sword 4	–	–	–	Smith	Arch Master	1070	1	Gryphon School silver sword 3
CRAFTED SILVER RELIC WEAPONS	214	0.1	Diagram: Grandmaster Ursine silver sword	Bear School silver sword 4	–	–	–	Smith	Arch Master	1070	1	Bear School silver sword 3
CRAFTED SILVER RELIC WEAPONS	249	0.1	Diagram: Grandmaster Wolven silver sword	Wolf School silver sword 4	–	–	–	Smith	Arch Master	1243	2	Leather squares
CRAFTED SILVER RELIC WEAPONS	176	0.1	Diagram: Manticore silver sword	Red Wolf School silver sword 1	–	–	–	Smith	Arch Master	879	2	Leather squares
CRAFTED SILVER RELIC WEAPONS	214	0.1	Diagram: Legendary Manticore silver sword	Red Wolf School silver sword 2	–	–	–	Smith	Arch Master	1070	1	Red Wolf School silver sword 1
CRAFTED SILVER RELIC WEAPONS	72	0.1	Diagram: Fen'aeth	Serpent Silver Sword 1	–	–	–	Smith	Grand Master	361	2	Leather squares
CRAFTED SILVER RELIC WEAPONS	161	0.1	Diagram: Tah'rel	Serpent Silver Sword 2	–	–	–	Smith	Grand Master	804	2	Leather squares
CRAFTED SILVER RELIC WEAPONS	255	0.1	Diagram: Gesheft	Serpent Silver Sword 3	–	–	–	Smith	Grand Master	1275	2	Leather squares
CRAFTED ARMOR	67	0.1	Diagram: Toussaint Ducal Guardsman's armor	Guard Lvl1 Armor 3	–	–	–	Armorer	Grand Master	336	1	Geralt Shirt
CRAFTED ARMOR	77	0.1	Diagram: Toussaint Color Guardsman's armor	Guard Lvl1 A Armor 3	–	–	–	Armorer	Grand Master	384	1	Geralt Shirt
CRAFTED ARMOR	112	0.1	Diagram: Toussaint Ducal Guard Officer's armor	Guard Lvl2 Armor 3	–	–	–	Armorer	Grand Master	560	4	Linen
CRAFTED ARMOR	118	0.1	Diagram: Toussaint Ducal Guard Captain's armor	Guard Lvl2 A Armor 3	–	–	–	Armorer	Grand Master	592	4	Linen
CRAFTED ARMOR	133	0.1	Diagram: Toussaint knight's armor	Knight Geralt Armor 3	–	–	–	Armorer	Grand Master	664	4	Silk
CRAFTED ARMOR	171	0.1	Diagram: Toussaint knight's armor	Knight Geralt A Armor 3	–	–	–	Armorer	Grand Master	856	4	Silk
CRAFTED GLOVES	10	0.1	Diagram: Toussaint Ducal Guardsman's gauntlets	Guard Lvl1 Gloves 3	–	–	–	Armorer	Grand Master	48	1	Leather
CRAFTED GLOVES	12	0.1	Diagram: Toussaint Color Guardsman's gauntlets	Guard Lvl1 A Gloves 3	–	–	–	Armorer	Grand Master	60	1	Leather
CRAFTED GLOVES	24	0.1	Diagram: Toussaint Ducal Guard Officer's gauntlets	Guard Lvl2 Gloves 3	–	–	–	Armorer	Grand Master	118	1	Hardened leather
CRAFTED GLOVES	25	0.1	Diagram: Toussaint Ducal Guard Captain's gauntlets	Guard Lvl2 A Gloves 3	–	–	–	Armorer	Grand Master	124	1	Hardened leather
CRAFTED GLOVES	43	0.1	Diagram: Toussaint knight's gauntlets	Knight Geralt Gloves 3	–	–	–	Armorer	Grand Master	216	2	Hardened leather
CRAFTED GLOVES	57	0.1	Diagram: Toussaint knight's gauntlets	Knight Geralt A Gloves 3	–	–	–	Armorer	Grand Master	284	2	Hardened leather
CRAFTED PANTS	25	0.1	Diagram: Toussaint Ducal Guardsman's trousers	Guard Lvl1 Pants 3	–	–	–	Armorer	Grand Master	124	2	Leather
CRAFTED PANTS	31	0.1	Diagram: Toussaint Color Guardsman's trousers	Guard Lvl1 A Pants 3	–	–	–	Armorer	Grand Master	156	2	Leather
CRAFTED PANTS	31	0.1	Diagram: Toussaint Ducal Guard Officer's trousers	Guard Lvl2 Pants 3	–	–	–	Armorer	Grand Master	154	2	Leather
CRAFTED PANTS	37	0.1	Diagram: Toussaint Ducal Guard Captain's trousers	Guard Lvl2 A Pants 3	–	–	–	Armorer	Grand Master	186	2	Leather
CRAFTED PANTS	57	0.1	Diagram: Toussaint knight's trousers	Knight Geralt Pants 3	–	–	–	Armorer	Grand Master	286	2	Silk
CRAFTED PANTS	84	0.1	Diagram: Toussaint knight's trousers	Knight Geralt A Pants 3	–	–	–	Armorer	Grand Master	422	2	Silk
CRAFTED BOOTS	15	0.1	Diagram: Toussaint Ducal Guardsman's boots	Guard Lvl1 Boots 3	–	–	–	Armorer	Grand Master	76	1	Leather
CRAFTED BOOTS	16	0.1	Diagram: Toussaint Color Guardsman's boots	Guard Lvl1 A Boots 3	–	–	–	Armorer	Grand Master	80	1	Leather
CRAFTED BOOTS	20	0.1	Diagram: Toussaint Ducal Guard Officer's boots	Guard Lvl2 Boots 3	–	–	–	Armorer	Grand Master	98	1	Hardened leather
CRAFTED BOOTS	21	0.1	Diagram: Toussaint Ducal Guard Captain's boots	Guard Lvl2 A Boots 3	–	–	–	Armorer	Grand Master	106	1	Hardened leather
CRAFTED BOOTS	49	0.1	Diagram: Toussaint knight's boots	Knight Geralt Boots 3	–	–	–	Armorer	Grand Master	247	1	Dark steel plate
CRAFTED BOOTS	58	0.1	Diagram: Toussaint knight's boots	Knight Geralt A Boots 3	–	–	–	Armorer	Grand Master	292	1	Dark iron plate
WITCHER ARMOR	548	0.1	Diagram: Grandmaster Feline armor	Lynx Armor 4	–	–	–	Armorer	Arch Master	2738	1	Lynx Armor 3
WITCHER ARMOR	545	0.1	Diagram: Grandmaster Griffin armor	Gryphon Armor 4	–	–	–	Armorer	Arch Master	2723	1	Gryphon Armor 3
WITCHER ARMOR	542	0.1	Diagram: Grandmaster Ursine armor	Bear Armor 4	–	–	–	Armorer	Arch Master	2708	1	Bear Armor 3
WITCHER ARMOR	542	0.1	Diagram: Grandmaster Wolven armor	Wolf Armor 4	–	–	–	Armorer	Arch Master	2708	2	Draconide infused leather
WITCHER ARMOR	343	0.1	Diagram: Manticore armor	Red Wolf Armor 1	–	–	–	Armorer	Arch Master	1716	2	Draconide leather
WITCHER ARMOR	542	0.1	Diagram: Legendary Manticore armor	Red Wolf Armor 2	–	–	–	Armorer	Arch Master	2708	1	Red Wolf Armor 1
WITCHER ARMOR	174	0.1	Diagram: Grandmaster Feline gauntlets	Lynx Gloves 5	–	–	–	Armorer	Arch Master	872	1	Lynx Gloves 4
WITCHER ARMOR	174	0.1	Diagram: Grandmaster Griffin gauntlets	Gryphon Gloves 5	–	–	–	Armorer	Arch Master	872	1	Gryphon Gloves 4
WITCHER ARMOR	174	0.1	Diagram: Grandmaster Ursine gauntlets	Bear Gloves 5	–	–	–	Armorer	Arch Master	872	1	Bear Gloves 4
WITCHER ARMOR	174	0.1	Diagram: Grandmaster Wolven gauntlets	Wolf Gloves 5	–	–	–	Armorer	Arch Master	872	1	Draconide infused leather
WITCHER ARMOR	107	0.1	Diagram: Manticore gauntlets	Red Wolf Gloves 1	–	–	–	Armorer	Arch Master	534	1	Draconide leather
WITCHER ARMOR	174	0.1	Diagram: Legendary Manticore gauntlets	Red Wolf Gloves 2	–	–	–	Armorer	Arch Master	872	1	Red Wolf Gloves 1
WITCHER PANTS	280	0.1	Diagram: Grandmaster Feline trousers	Lynx Pants 5	–	–	–	Armorer	Arch Master	1399	1	Lynx Pants 4
WITCHER PANTS	280	0.1	Diagram: Grandmaster Griffin trousers	Gryphon Pants 5	–	–	–	Armorer	Arch Master	1399	1	Gryphon Pants 4
WITCHER PANTS	280	0.1	Diagram: Grandmaster Ursine trousers	Bear Pants 5	–	–	–	Armorer	Arch Master	1399	1	Bear Pants 4
WITCHER PANTS	280	0.1	Diagram: Grandmaster Wolven trousers	Wolf Pants 5	–	–	–	Armorer	Arch Master	1399	1	Draconide infused leather
WITCHER PANTS	175	0.1	Diagram: Manticore trousers	Red Wolf Pants 1	–	–	–	Armorer	Arch Master	873	1	Draconide leather
WITCHER PANTS	280	0.1	Diagram: Legendary Manticore trousers	Red Wolf Pants 2	–	–	–	Armorer	Arch Master	1399	1	Red Wolf Pants 1
WITCHER BOOTS	174	0.1	Diagram: Grandmaster Feline boots	Lynx Boots 5	–	–	–	Armorer	Arch Master	872	1	Lynx Boots 4
WITCHER BOOTS	174	0.1	Diagram: Grandmaster Griffin boots	Gryphon Boots 5	–	–	–	Armorer	Arch Master	872	1	Gryphon Boots 4
WITCHER BOOTS	174	0.1	Diagram: Grandmaster Ursine boots	Bear Boots 5	–	–	–	Armorer	Arch Master	872	1	Bear Boots 4
WITCHER BOOTS	174	0.1	Diagram: Grandmaster Wolven boots	Wolf Boots 5	–	–	–	Armorer	Arch Master	872	1	Draconide infused leather
WITCHER BOOTS	119	0.1	Diagram: Manticore boots	Red Wolf Boots 1	–	–	–	Armorer	Arch Master	594	1	Draconide leather
WITCHER BOOTS	174	0.1	Diagram: Grandmaster legendary Manticore boots	Red Wolf Boots 2	–	–	–	Armorer	Arch Master	872	1	Red Wolf Boots 1

Inventory Data

Decoctions

Decoctions work like Runestones and Glyphs, only they directly enhance Geralt's stats. When boosting your performance, it is important to remember that Geralt can only withstand a limited amount of toxicity. You will not be able to enhance your abilities beyond this threshold.

HOW TO USE

Decoctions are equipped by drinking them, the same as Potions.

HOW TO REMOVE

Once added, Decoctions can be removed by drinking White Honey.

HOW TO REFILL

Decoctions can be replenished during Meditation by using Strong Alcohols that refill all alchemical items.

WHERE TO FIND

Decoctions cannot be purchased. Instead, a Witcher must craft them using alchemical formulae found in containers or purchased from Alchemist and Herbalist shops throughout the world.

HOW TO CRAFT

Decoctions can be made at any time but may require rare herbs and monster mutagens that may be difficult to acquire during early stages of the game. Creating decoctions can crafted using the alchemy panel to combine components based on the given recipe.

DECOCTIONS

		PRICE	TOXICITY	DURATION	RECIPE REQUIREMENTS									
NAME	DESCRIPTION	$	#	min	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Katakan decoction	Increases critical hit chance.	10	80	30	1	Dwarven spirit	1	Katakan mutagen	1	Verbena	1	Arenaria	–	–
Arachas decoction	Reduces damage received based on armor and inventory weight: less weight carried and lighter armor means less damage is taken.	10	80	30	1	Dwarven spirit	1	Arachas mutagen	1	White myrtle petals	–	–	–	–
Cockatrice decoction	All alchemy creations can be used one additional time.	10	80	30	1	Dwarven spirit	1	Cockatrice mutagen	1	Crow's eye	–	–	–	–
Archgriffin decoction	If any Stamina is available, strong strikes consume all of it and reduce the struck foe's Vitality by 10% after their normal damage is calculated.	11	80	30	1	Dwarven spirit	1	Archgriffin mutagen	1	Ribleaf	1	Blowball	–	–
Water hag decoction	Damage dealt is increased when Vitality is at its maximum.	11	80	30	1	Dwarven spirit	1	Water hag mutagen	1	Berbercane fruit	–	–	–	–
Nightwraith decoction	Geralt's maximum Vitality is increased with each foe killed. This increase lasts until he meditates or fast travels.	11	80	30	1	Dwarven spirit	1	Nightwraith mutagen	1	Mistletoe	1	Sewant mushrooms	–	–
Ekimmara decoction	Damage dealt to foes regenerates Vitality.	12	80	30	1	Dwarven spirit	1	Ekimmara mutagen	1	White myrtle petals	1	Mandrake root	–	–
Chort decoction	Provides complete resistance to the Stagger effect and reduces the Knock-down effect to Stagger.	12	80	30	1	Dwarven spirit	1	Chort mutagen	1	Puffball	1	Cortinarius	–	–
Foglet decoction	Increases Sign Intensity during cloudy weather.	13	80	30	1	Dwarven spirit	1	Foglet mutagen	1	Fool's parsley leaves	1	Blowball	–	–
Wyvern decoction	Each blow landed increases Attack Power until either the fight ends or damage (other than that from potion Toxicity) is taken.	13	80	30	1	Dwarven spirit	1	Wyvern mutagen	1	Moleyarrow	1	Celandine	–	–
Doppler decoction	Increases critical hit damage when attacking from behind.	13	80	30	1	Dwarven spirit	1	Doppler mutagen	1	Han fiber	1	Longrube	–	–
Troll decoction	Regenerates Vitality during and outside of combat.	14	80	30	1	Dwarven spirit	1	Troll claw	1	Crow's eye	1	Honeysuckle	–	–
Noonwraith decoction	Provides complete immunity to the Knockdown, Hypnosis, Stun and Blindness effects.	14	80	30	1	Dwarven spirit	1	Noonwraith mutagen	1	Ginatia petals	1	Ergot seeds	–	–
Succubus decoction	Attack Power grows over the course of a fight until reaching a maximum threshold.	14	80	30	1	Dwarven spirit	1	Succubus mutagen	1	Green mold	1	Allspice	–	–
Alghoul decoction	Adrenaline Points are generated more quickly than normal until the first successful enemy attack.	15	80	30	1	Dwarven spirit	5	Lesser red mutagen	1	Alghoul bone marrow	1	Buckthorn	–	–
Fiend decoction	Increases the amount of weight the witcher can carry without being overburdened.	15	80	30	1	Dwarven spirit	1	Fiend mutagen	1	Hellebore petals	1	Fool's parsley leaves	1	Arenaria
Forktail decoction	Combining fast and strong attacks with Sign abilities increases Attack Power for melee attacks and Sign Intensity when casting.	15	80	30	1	Dwarven spirit	1	Forktail mutagen	1	Moleyarrow	1	Bryonia	–	–
Grave hag decoction	Each foe slain accelerates Vitality regeneration for the duration of the battle.	16	80	30	1	Dwarven spirit	1	Grave hag mutagen	1	Longrube	1	Cortinarius	–	–
Wraith decoction	Whenever a single hit drains more than a third of Vitality, a Quen shield is activated which protects against the next attack.	16	80	30	1	Dwarven spirit	1	Wraith mutagen	1	Blowball	1	Nostrix	–	–
Earth elemental decoction	Increases resistance to Vitality-depleting critical effects applied during combat. The resistance level rises the longer the critical effect is applied.	17	80	30	1	Dwarven spirit	1	Earth elemental mutagen	1	Balisse fruit	1	Pringrape	–	–
Ekhidna decoction	Performing actions that consume Stamina regenerates Vitality.	17	80	30	1	Dwarven spirit	1	Ekhidna mutagen	1	Ribleaf	1	Berbercane fruit	–	–
Ancient leshen decoction	Each Sign cast increases Stamina regeneration for the remainder of the fight.	17	80	30	1	Dwarven spirit	1	Ancient leshen mutagen	1	Mandrake root	1	Ginatia petals	1	Honeysuckle
Basilisk decoction	Applies a random beneficial effect at dusk and dawn. The effect lasts for six hours.	18	80	30	1	Dwarven spirit	1	Basilisk mutagen	1	Blowball	1	Fool's parsley leaves	1	Beggartick blossoms
Werewolf decoction	Running, sprinting and jumping outside combat does not use Stamina.	18	80	30	1	Dwarven spirit	1	Werewolf mutagen	1	Beggartick blossoms	1	Hop umbels	–	–
Nekker warrior decoction	Mounts never panic. 50% increase to mounted combat damage.	18	80	30	1	Dwarven spirit	1	Nekker warrior mutagen	1	Fool's parsley leaves	1	Ranogrin	–	–
Leshen decoction	A portion of the damage dealt by enemies is reflected back on the attacker.	19	80	30	1	Dwarven spirit	1	Leshen mutagen	1	Moleyarrow	1	Pringrape	–	–
Griffin decoction	Taking damage raises damage resistance (up to an upper limit) for the remainder of the fight.	19	80	30	1	Dwarven spirit	1	Griffin mutagen	1	Oil	1	Bryonia	1	Wolf's liver
Reliever's decoction	Increases damage dealt and decreases damage taken against wraiths.	20	80	30	5	Dwarven spirit	4	Lesser red mutagen	4	Lesser green mutagen	4	Lesser blue mutagen	1	Essence of wraith

Inventory Data

Dyes

Should you wish to make your Witcher Gear more colorful, there are a dozen different Dyes you can create, as well as a removal should you wish to change colors. This chart details the recipe requirements to concoct each dye

DYE

		RECIPE REQUIREMENTS										
AVAILABILITY	**DISPLAY NAME**	**$**	**#**	**ITEM 1**	**#**	**ITEM 2**	**#**	**ITEM 3**	**#**	**ITEM 4**	**#**	**ITEM 5**
COMMON	Dye Default	38	–	–	–	–	–	–	–	–	–	–
COMMON	Recipe Dye Gray	44	1	Dye Solution	1	Hydragenum	1	Ashes	1	Sewant mushrooms	1	Mandrake root
COMMON	Recipe Dye Turquoise	44	1	Dye Solution	1	Vitriol	1	Green mold	1	Ergot seeds	1	Allspice root
COMMON	Recipe Dye Brown	44	1	Dye Solution	1	Phosphorus	1	Pigskin puffball	1	Buckthorn	1	Bloodmoss
COMMON	Recipe Dye Green	41	1	Dye Solution	1	Rubedo	1	Beggartick blossoms	1	Berbercane fruit	1	Cortinarius
COMMON	Recipe Dye Blue	45	1	Dye Solution	1	Rebis	1	Fools parsley leaves	1	Ribleaf	1	Bison Grass
COMMON	Recipe Dye Orange	42	1	Dye Solution	1	Vitriol	1	Aether	1	Green mold	1	Blueberries
COMMON	Recipe Dye Pink	43	1	Dye Solution	1	Nigredo	1	Stammelfords dust	1	Coal	1	Crows eye
COMMON	Recipe Dye Yellow	34	1	Dye Solution	1	Albedo	1	Arenaria	1	Verbena	1	Mistletoe
RARE	Recipe Dye Black	38	1	Dye Solution	1	Vermilion	1	Han	1	Moleyarrow	1	Longrube
RARE	Recipe Dye White	34	1	Dye Solution	1	Rubedo	1	Ginatia petals	1	Honeysuckle	1	Raspberries
RARE	Recipe Dye Red	42	1	Dye Solution	1	Sulfur	1	Blowbill	1	Ranogrin	1	Celandine
RARE	Recipe Dye Purple	33	1	Dye Solution	1	Hellebore petals	1	Pringrape	1	Wolfsbane	1	Grapes

Inventory Data

Foods

DRINKS

Drinks can be consumed to quickly regain stamina. Natural drinks like Juices and Milk will provide the most hydration. The higher the number in the "Effect" column, the more potent the effect (for both Food and Drink).

FOOD

Food can be eaten to produce a small amount of Health regeneration. Wheat and Fruits will provide some amount of healing while Vegatables, Dairy, Meat and Fish produce the greatest amount of vitality.

ALCHEMY

Some edibles can also be used in alchemical formulas and to replenish potions.

COLLECTIBLE

Collectible food items can be sold for an additional price at herbalist and alchemist shops.

TOXICITY

While some Alcohols provide a hydration bonus, they also have a toxic effect on Geralt and may result in blurred vision for a short duration.

FOOD

TYPE	NAME	$	Kg	RATING	EFFECT	ALCOHOL	TOXICITY	DESCRIPTION
Alchemy	**Empty bottle**	**1**	**0.2**	**–**	**–**	**–**	**–**	**–**
Alchemy	Alcohest	10	0.8	–	–	Strong	–	–
Alchemy	Cherry Cordial	25	0.7	–	Drink 1	Strong	10 sec	–
Alchemy	Dwarven spirit	20	1	–	–	Strong	–	–
Alchemy	Mahakam Spirit	8	0.7	–	–	Strong	–	–
Alchemy	Mandrake cordial	45	1.1000000000000001	–	–	Strong	–	–
Alchemy	Nilfgaardian Lemon	40	0.7	–	–	Strong	–	–
Alchemy	Redanian Herbal	36	0.8	–	–	Strong	–	–
Alchemy	Temerian Rye	32	0.8	–	–	Strong	–	–
Alchemy	White Gull 1	100	1.3	–	–	Strong	–	–
Drinks	Beauclair White	18	1	Magic	Drink 1	Weak	10 sec	–
Drinks	Dijkstra Dry	12	1.2	Magic	Drink 1	Weak	10 sec	–
Drinks	Erveluce	35	0.8	Magic	–	Weak	–	–
Drinks	Est Est	40	0.7	Magic	–	Weak	–	–
Drinks	Kaedwenian Stout	7	0.5	–	–	Weak	–	–
Drinks	Mettina Rose	15	1.2	Magic	–	Weak	–	–
Drinks	Local pepper vodka	2	0.7	–	Drink 1	Strong	10 sec	–
Drinks	Redanian Lager	11	0.5	–	Drink 1	Weak	10 sec	–
Drinks	Rivian Kriek	6	0.5	–	Drink 1	Weak	10 sec	–
Drinks	Viziman Champion	7	0.5	–	Drink 1	Weak	10 sec	–
Sweets	Candy	1	0.1	–	Food 2	–	–	–
Fruits	Very good honey	30	0.6	–	Food 2	–	–	–
Sweets	Honeycomb	20	0.05	Collectible	Food 1	–	–	–
Sweets	Toffee	5	0.05	–	Food 3	–	–	–
Fruits	Vinegar	4	1	–	Food 1	–	–	–
Drinks	Sansretour Chardonnay	18	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Chateau Mont Valjean	15	1.2	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Sansretour Pinot Noir	19	1.2	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Saint Mathieu Rouge	12	1.2	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Duke Nicolas Chardonnay	16	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Guillaume du Bois' soulful wine	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Chateau d'Adam Chevalier Pinot Blanc Reserve	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Fiorano wine	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Count var Ochmann Shiraz	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Chateau de Conrad Cabernet	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Geralt of Rivia	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	White Wolf	14	1	Magic	Drink 1	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Drinks	Butcher of Blaviken	14	1	–	Drink 2	–	Alcohol toxicity	Edibles, Drinks, Alcohol
Dairy	Cheese	10	0.5	–	Food 1	–	–	–
Dairy	Fondue	15	1	–	Food 1	–	–	–
Drinks	Cows milk	3	1	–	Drink 2	–	–	–
Drinks	Goats milk	4	1	–	Drink 2	–	–	–
Dairy	Camembert	8	0.1	–	Food 2	–	–	Edibles, Dairy
Dairy	Chocolate soufflé	1	0.1	–	Food 1	–	–	Edibles, Dairy
Meat	Ham sandwich	6	0.1	–	Food 2	–	–	–
Meat	Fried meat	5	0.5	–	Food 2	–	–	–
Fish	Gutted fish	5	0.45	–	Food 1	–	–	–
Fish	Fried fish	7	0.05	–	Food 1	–	–	–
Dairy	Egg	1	0.05	–	Food 1	–	–	–
Meat	Raw meat	5	0.45	–	Food 1	–	–	–
Meat	Mutton curry	20	0.8	–	Food 1	–	–	–
Meat	Mutton leg	14	0.4	–	Food 1	–	–	–
Meat	Pork	11	1.6	–	Food 1	–	–	–
Meat	Grilled pork	15	0.4	–	Food 3	–	–	–
Meat	Wolf liver	10	0.9	–	Food 2	–	–	–
Meat	Chicken	15	1.9	–	Food 2	–	–	–
Meat	Chicken leg	5	0.6	–	Food 1	–	–	–
Meat	Roasted chicken	20	2	–	Food 3	–	–	–
Meat	Roasted chicken leg	8	0.6	–	Food 2	–	–	–
Meat	Chicken sandwich	7	0.2	–	Food 1	–	–	–
Meat	Grilled chicken sandwich	9	0.2	–	Food 1	–	–	–
Meat	Fish	7	0.95	–	Food 1	–	–	–
Meat	Gutted pheasant	18	0.9	–	Food 2	–	–	Edibles, Meat
Meat	Chicken liver pâté	5	0.1	–	Food 2	–	–	Edibles, Meat
Meat	Duck confit	6	0.05	–	Food 3	–	–	Edibles, Meat
Meat	Baguette with fish pâté	8	0.5	–	Food 2	–	–	Edibles, Meat
Meat	Fish tart	18	0.9	–	Food 3	–	–	Edibles, Meat
Meat	Boeuf bourguignon	10	0.5	–	Food 3	–	–	Edibles, Meat
Meat	Pork rillettes	12	1.1000000000000001	–	Food 2	–	–	Edibles, Meat
Meat	Roasted ham	18	0.9	–	Food 3	–	–	Edibles, Meat
Drinks	Bottled water	10	1	–	Drink 2	–	–	–
Fruits	Apple	1	0.05	–	Food 1	–	–	–
Drinks	Apple juice	6	1.2	–	Drink 3	–	–	–
Fruits	Baked apple	1	0.05	–	Food 2	–	–	–
Fruits	Banana	4	0.05	–	Food 1	–	–	–
Fruits	Blueberries	8	0.1	–	Food 1	–	–	–
Fruits	Butter Bandalura	5	0.1	Relic	Food 3	–	–	–
Fruits	Grapes	9	0.05	–	Food 1	–	–	–
Fruits	Pear	8	0.2	–	Food 1	–	–	–
Fruits	Plum	7	0.1	–	Food 1	–	–	–
Fruits	Potatoes	2	0.2	–	Food 1	–	–	–
Fruits	Raspberries	8	0.1	–	Food 1	–	–	–
Drinks	Raspberry juice	7	1	–	Drink 2	–	–	–
Fruits	Strawberries	8	0.1	–	Food 1	–	–	–
Fruits	Tirnalia potion	1	0.05	–	Food 1	–	–	–
Fruits	Dried fruit	4	0.05	–	Food 1	–	–	–
Fruits	Dried fruit and nuts	8	0.1	–	Food 1	–	–	–
Vegetables	Bell pepper	8	0.05	–	Food 1	–	–	–
Vegetables	Cucumber	1	0.3	–	Food 1	–	–	–
Vegetables	Mushroom	20	0.05	–	Food 1	–	–	–
Vegetables	Olive	2	0.1	–	Food 1	–	–	–
Vegetables	Onion	1	0.1	–	Food 1	–	–	–
Vegetables	Pepper	4	0.2	–	Food 1	–	–	–
Vegetables	Baked potato	1	0.2	–	Food 2	–	–	–
Vegetables	Chips	8	0.1	–	Food 1	–	–	–
Fruits	Tarte tatin	1	0.05	–	Food 2	–	–	Edibles, Fruits
Fruits	Tomato	8	0.1	–	Food 1	–	–	Edibles, Fruits
Vegetables	Ratatouille	7	0.04	–	Food 2	–	–	Edibles, Vegetables
Vegetables	Onion soup	8	0.6	–	Food 1, Drink 2	–	–	Edibles, Vegetables
Vegetables	Magic mushrooms	8	0.6	Magic	Drink 2	–	Alcohol toxicity	Edibles, Potion, Vegetables, Alcohol
Vegetables	Poisoned apple	8	0.6	Magic	Drink 1	–	High toxicity	Edibles, Potion, Vegetables, Alcohol
Wheat	Bread	4	0.6	–	Food 1	–	–	–
Wheat	Burned bread	1	0.5	–	Food 1	–	–	–
Wheat	Bun	2	0.1	–	Food 1	–	–	–
Wheat	Burned bun	1	0.1	–	Food 1	–	–	–
Wheat	Baguette with camembert	6	0.05	–	Food 2	–	–	Edibles, Wheat
Wheat	Honey croissant	2	0.05	–	Food 1	–	–	Edibles, Wheat
Wheat	Herb toast	4	0.1	–	Food 1	–	–	Edibles, Wheat
Wheat	Brioche	2	0.6	–	Food 1	–	–	Edibles, Wheat
Wheat	Flamiche	1	0.5	–	Food 2	–	–	Edibles, Wheat
Wheat	Magic food	2	0.1	–	Food 1	–	–	Edibles, Wheat
Wheat	Cookies	8	0.6	–	Food 1, Drink 2	–	–	Edibles, Wheat
Wheat	Gingerbread	8	0.6	–	Food 1, Drink 2	–	–	Edibles, Wheat

Inventory Data

Glyphs

Glyphs are the equivalent of Runestones but for armor. By placing a Glyph on a socketed piece of armor, a Witcher can enchant the item with a passive bonus that augments existing Sign abilities. Lesser glyphs may only provide relatively weak bonuses but can be combined with other lesser glyphs to create greater glyphs with significant boosts to Geralt's potential.

GLYPH OF INFUSION

In order to enchant a piece of armor, a Glyph of Infusion must be prepared first. The base component to all armor enchantments, Infusion Glyphs can be found by looting containers and corpses. Additionally, crafters like the Blacksmith and Armorer will sell Infusion Glyphs in their shop. For those who wish to extensively upgrade multiple pieces of gear, it is recommended you purchase the diagram for crafting Infusion Glyphs as soon as possible.

LESSER GLYPHS

Lesser Glyphs are specific enchantments you can place into armor upgrade slots in order to receive passive bonuses to Sign abilities. They may be found in containers, nests and the corpses of monsters. Additionally, these enchantments can be found in shops in later stages of the game. The most economical option is to learn the basic techniques and materials needed to craft your own Glyphs as needed.

GREATER GLYPHS

Students of advanced crafting techniques may learn Greater enchantments that can be used to combine multiple Lesser Glyphs into a single Greater Glyph. This is an excellent way to augment your equipment while keeping additional upgrade slots open for other enchantments. Be warned! Once an enchantment is in place, it is impossible to remove without destroying the item.

VESEMIR'S LESSON

A Glyph is the blessed right of a Witcher. Not as lethal as a runestone or as physical as silver. It is a lesser enchantment... leading to greater power.

GLYPHS

			PRICE	WEIGHT	RATING	AARD	AXXI	IGNI	QUEN	YRD
SIGN	ITEM NAME	DESCRIPTION	C	Kg	R	SIGNS				
GLYPH	Lesser Glyph of Infusion	Base component for crafting Lesser Glyphs.	99	0.5699999999999995	Master	–	–	–	–	–
AARD	Lesser Glyph of Aard	Increases Aard Sign Intensity.	239	0.05	Common	2%	–	–	–	–
AARD	Glyph of Aard	Increases Aard Sign Intensity.	478	0.1	Common	5%	–	–	–	–
AARD	Greater Glyph of Aard	Increases Aard Sign Intensity.	956	0.2	Common	10%	–	–	–	–
AXII	Lesser Glyph of Axii	Increases Axii Sign Intensity.	254	0.05	Common	–	2%	–	–	–
AXII	Glyph of Axii	Increases Axii Sign Intensity.	508	0.1	Common	–	5%	–	–	–
AXII	Greater Glyph of Axii	Increases Axii Sign Intensity.	1016	0.2	Common	–	10%	–	–	–
IGNI	Lesser Glyph of Igni	Increases Igni Sign Intensity.	204	0.05	Common	–	–	2%	–	–
IGNI	Glyph of Igni	Increases Igni Sign Intensity.	408	0.1	Common	–	–	5%	–	–
IGNI	Greater Glyph of Igni	Increases Igni Sign Intensity.	816	0.2	Common	–	–	10%	–	–
QUEN	Lesser Glyph of Quen	Increases Quen Sign Intensity.	229	0.05	Common	–	–	–	2%	–
QUEN	Glyph of Quen	Increases Quen Sign Intensity.	458	0.1	Common	–	–	–	5%	–
QUEN	Greater Glyph of Quen	Increases Quen Sign Intensity.	916	0.2	Common	–	–	–	10%	–
YRDEN	Lesser Glyph of Yrden	Increases Yrden Sign Intensity.	189	0.05	Common	–	–	–	–	2%
YRDEN	Glyph of Yrden	Increases Yrden Sign Intensity.	378	0.1	Common	–	–	–	–	5%
YRDEN	Greater Glyph of Yrden	Increases Yrden Sign Intensity.	756	0.2	Common	–	–	–	–	10%
BINDING	Lesser Glyph of Binding	Increases Bleeding resistance	159	0.05	Common	–	–	–	–	–
BINDING	Glyph of Binding	Increases Bleeding resistance	318	0.1	Common	–	–	–	–	–
BINDING	Greater Glyph of Binding	Increases Bleeding resistance	636	0.2	Common	–	–	–	–	–
MENDING	Lesser Glyph of Mending	Increases Vitality Regeneration	159	0.05	Common	–	–	–	–	–
MENDING	Glyph of Mending	Increases Vitality Regeneration	318	0.1	Common	–	–	–	–	–
MENDING	Greater Glyph of Mending	Increases Vitality Regeneration	636	0.2	Common	–	–	–	–	–
REINFORCEMENT	Lesser Glyph of Reinforcement	Increases Indestructibility	152	0.05	Common	–	–	–	–	–
REINFORCEMENT	Glyph of Reinforcement	Increases Indestructibility	304	0.1	Common	–	–	–	–	–
REINFORCEMENT	Greater Glyph of Reinforcement	Increases Indestructibility	608	0.2	Common	–	–	–	–	–
WARDING	Lesser Glyph of Warding	Increases Elemental Resistance	154	0.05	Common	–	–	–	–	–
WARDING	Glyph of Warding	Increases Elemental Resistance	308	0.1	Common	–	–	–	–	–
WARDING	Greater Glyph of Warding	Increases Elemental Resistance	616	0.2	Common	–	–	–	–	–

Inventory Data

Herbs

Herbs include a variety grasses, roots, fruits and flowers can all be found growing naturally in all regions of the world.

HERBS

REGION	NAME	$	Kg
TW3	Allspice	5	0.1
TW3	Arenaria	2	0.1
TW3	Balisse fruit	2	0.1
TW3	Beggartick blossoms	1	0.1
TW3	Berbercane fruit	3	0.1
TW3	Bison grass	1	0.1
TW3	Bloodmoss	4	0.1
TW3	Blowball	1	0.1
TW3	Bryonia	2	0.1
TW3	Celandine	2	0.1
TW3	Cortinarius	5	0.1
TW3	Crow's eye	4	0.1
TW3	Ergot seeds	3	0.1
TW3	Fool's parsley leaves	1	0.1
TW3	Ginatia petals	4	0.1
TW3	Green mold	2	0.1
TW3	Han fiber	4	0.1
TW3	Hellebore petals	5	0.1
TW3	Honeysuckle	8	0.1
TW3	Hop umbels	3	0.1
TW3	Hornwort	5	0.1
TW3	Longrube	4	0.1
TW3	Mandrake root	15	0.1
TW3	Mistletoe	2	0.1
TW3	Moleyarrow	4	0.1
TW3	Nostrix	7	0.1
TW3	Puffball	2	0.1
TW3	Pringrape	5	0.1
TW3	Ranogrin	6	0.1
TW3	Ribleaf	5	0.1
TW3	Sewant mushrooms	4	0.1
TW3	Verbena	5	0.1
TW3	White myrtle petals	2	0.1
TW3	Wolfsbane	3	0.1
TW3	Buckthorn	3	0.1
EP2	Winter cherry	10	0.1
EP2	Holy basil	10	0.1
EP2	Blue lotus	10	0.1

Inventory Data

Horse

Your faithful steed Roach has three enhancing items you can equip him with, and these are detailed in this chart.

BLINDERS

Upgrading the horse's blinders will decrease it's visibility during combat. This allows you to fight from horseback for a longer period of time before the horse becomes spooked and runs away.

SADDLE

Upgrading the saddle will increase the horses' natural endurance allowing the player to cover more ground before the animal tires.

SADDLE BAGS

Upgrading the saddle bags increases the number of items you can carry before becoming encumbered by the weight.

FAST-TRAVELING AND HORSES

Is it best to walk, fast travel or ride a horse to your destination? Generally, this depends on your personal playstyle and different modes of travel will provide different benefits as you progress through the game. With hundreds of locations to explore and encounters that arise along the way, choosing to walk or ride from one location to another may be as rewarding as the new destination. If you simply wish to head back to town or visit a major city, Fast Travel points will take you there in the shortest amount of time.

DON'T PANIC!

Fighting from horseback will eventually cause the horse to buck it's rider to the ground before running a safe distance away from the squirmish. To prevent this from happening, remember to keep moving, timing heavy attacks as you ride by.

VESEMIR'S LESSON

Don't forget your Witcher training. The Axii Sign ability can be used to keep the beast calm during intense situations. While it doesn't last forever, you may find it's just enough to escape when you're surrounded.

HORSE

REGION	CAT	NAME	$	Kg	RATING	PANIC
TW3	BLINDER	Horse blinders	100	0.1	2	20
TW3	BLINDER	Racing horse blinders	125	0.2	4	40
TW3	BLINDER	Zerrikanian blinders	150	0.4	6	60
DLC 1	BLINDER	Temerian Horse Blinders	100	0.4	2	20
DLC 5	BLINDER	Nilfgaardian Horse Blinders	125	0.4	4	40
DLC 14	BLINDER	Undvik Horse Blinders	350	0.4	6	60
EP1	BLINDER	Ofieri blinders	100	0.4	5.5	55
EP2	BLINDER	Toussaint horse blinders 1	150	0.4	6	60
EP2	BLINDER	Toussaint horse blinders 2	150	0.4	6	60
EP2	BLINDER	Toussaint horse blinders 3	150	0.4	6	60
EP2	BLINDER	Toussaint horse blinders 4	150	0.4	6	60
EP2	BLINDER	Toussaint horse blinders 5	150	0.4	6	60
EP2	BLINDER	Toussaint horse blinders 6	150	0.4	6	60
TW3	SADDLE	Saddle	100	10	8	20
TW3	SADDLE	Enhanced saddle	125	12	10	25
TW3	SADDLE	Superior saddle	150	13	12	30
TW3	SADDLE	Mastercrafted saddle	175	15	14	35
TW3	SADDLE	Racing saddle	200	12	16	40
TW3	SADDLE	Enhanced racing saddle	225	13	18	45
TW3	SADDLE	Superior racing saddle	250	15	20	50
TW3	SADDLE	Mastercrafted racing saddle	275	16	22	55
TW3	SADDLE	Zerrikanian saddle	300	13	24	60
TW3	SADDLE	Enhanced cavalry saddle	325	14	26	65
TW3	SADDLE	Superior cavalry saddle	350	16	28	70
TW3	SADDLE	Mastercrafted cavalry saddle	375	17	30	75
TW3	SADDLE	Cavalry saddle	400	16	32	80
DLC 1	SADDLE	Temerian Saddle	125	17	10	25
DLC 5	SADDLE	Nilfgaardian Saddle	250	150	20	50
DLC 14	SADDLE	Undvik Saddle	400	16	30	75
EP1	SADDLE	Ofieri stock saddle	100	10	34	85
EP2	SADDLE	Toussaint saddle 1	100	10	36	90
EP2	SADDLE	Toussaint saddle 2	100	10	36	90
EP2	SADDLE	Toussaint saddle 3	100	10	36	90
EP2	SADDLE	Toussaint saddle 4	100	10	36	90
EP2	SADDLE	Toussaint saddle 5	100	10	36	90
EP2	SADDLE	Toussaint saddle 6	100	10	36	90
EP2	SADDLE	Tourney Geralt Saddle	100	10	36	90
EP2	SADDLE	Tourney Ravix Saddle	100	10	36	90
TW3	BAG	Saddlebags	100	2.5	6	30
TW3	BAG	Rugged saddlebags	175	3	14	70
TW3	BAG	Zerrikanian saddlebags	350	3.5	20	100
DLC 1	BAG	Temerian Saddlebags	100	3.2	6	30
DLC 5	BAG	Nilfgaardian Saddlebags	175	1	14	70
DLC 14	BAG	Undvik Saddlebags	350	10	20	100
EP1	BAG	Ofieri saddlebags	100	10	20	100
EP1	BAG	Caparison of Lament	100	10	20	100
EP2	BAG	Toussaint horsebag	100	2.5	22	110

Inventory Data

Monsters

Know your foe. The Bestiary is your best friend. All of the critical information on the items that work against the hordes of creatures you'll face are at your personal disposal. Also, learn the creature categories (ex: Necrophages, Relics, Elementals, etc).

LEVELED STATS

The following statistics represent the base level of ability for each entity. While these values may be modified as you progress through the adventure, they make an excellent reference regarding the threat level of each entity and the types of damage it may deal.

LEVELED STATS

Additionally, unique variants of some creatures may be encountered during quests. Specific damage values may vary but each attack is based on the base type as described below.

MONSTER NESTS

Watch out for Monster Nests to clear them out and make use of the ingredients they carry. This is also serves as a source of ingredients for the Witcher gear armor and weapons for crafting those items at Blacksmiths.

VESSEMIR'S LESSON

When you have the chance to spot an enemy at a distance and you know what you're up against, you can pull up your inventory to apply the oils, down the potions, and slot the bombs that will help you quickly dispatch the dark denizens before you. If it's not a specific monster you've encountered before, but you think you know what type it is. Apply the oil for that enemy type and you'll conquer them in a flash.

MONSTERS

		ATTACK		DAMAGE					DR
TYPE	ANIMAL / MONSTER	ATTACK POWER	ARMOR REDUCTION	BLUDGEONING	ELEMENTAL	FIRE	POISON	RENDING	MIN
COMMON ANIMALS	Chicken	–	–	–	–	–	–	–	0
COMMON ANIMALS	Cow	–	–	–	–	–	–	–	0
COMMON ANIMALS	Deer	–	–	–	–	–	–	–	0
COMMON ANIMALS	Dog	–	–	–	–	–	–	–	0
COMMON ANIMALS	Fish	–	–	–	–	–	–	–	1
COMMON ANIMALS	Goat	–	–	–	–	–	–	–	0
COMMON ANIMALS	Goose	–	–	–	–	–	–	–	0
COMMON ANIMALS	Hare	–	–	–	–	–	–	–	0
COMMON ANIMALS	Horse	–	–	–	–	–	–	–	0
COMMON ANIMALS	Pig	–	–	–	–	–	–	–	0
COMMON ANIMALS	Sheep	–	–	–	–	–	–	–	0
COMMON ANIMALS	Whale	–	–	–	–	–	–	–	1
WILD ANIMALS	Bear	–	–	–	–	–	–	250	0
WILD ANIMALS	Grizzly Bear	–	–	–	–	–	–	250	2
WILD ANIMALS	White Bear	–	–	–	–	–	–	300	2
WILD ANIMALS	Bear Berserker	–	–	–	–	–	–	450	3
WILD ANIMALS	Wild Dog	–	–	–	–	–	–	150	0
WILD ANIMALS	Wolf	–	–	–	–	–	–	150	0
WILD ANIMALS	Alpha Wolf	–	–	–	–	–	–	250	1
WILD ANIMALS	White Wolf	–	–	–	–	–	–	200	0
MONSTER NESTS	Draconid Nest	–	–	–	–	–	–	–	3
MONSTER NESTS	Drowner Nest	–	–	–	–	–	–	–	3
MONSTER NESTS	Endriaga Nest	–	–	–	–	–	–	–	3
MONSTER NESTS	Ghoul Nest	–	–	–	–	–	–	–	2
MONSTER NESTS	Harpy Nest	–	–	–	–	–	–	–	3
MONSTER NESTS	Nekker Nest	–	–	–	–	–	–	–	4
MONSTER NESTS	Rotfiend Nest	–	–	–	–	–	–	–	5
MONSTER NESTS	Siren Nest	–	–	–	–	–	–	–	3
MONSTER NEST BOSSES	Draconid Nest Boss	–	–	–	–	–	–	–	4
MONSTER NEST BOSSES	Drowner Nest Boss	–	–	–	–	–	–	–	1
MONSTER NEST BOSSES	Endriaga Nest Boss	–	–	–	–	–	–	–	2
MONSTER NEST BOSSES	Ghoul Nest Boss	–	–	–	–	–	–	–	2
MONSTER NEST BOSSES	Harpy Nest Boss	–	–	–	–	–	–	150	4
MONSTER NEST BOSSES	Nekker Nest Boss	–	–	–	–	–	–	150	2
MONSTER NEST BOSSES	Rotfiend Nest Boss	–	–	–	–	–	–	–	5
MONSTER NEST BOSSES	Siren Nest Boss	–	–	–	–	–	–	–	2
MONSTERS	Arachas	270	–	–	–	–	–	35	1
MONSTERS	Armored Arachas	360	–	–	–	–	–	40	1
MONSTERS	Venomous Arachas	390	–	–	–	–	–	50	2
MONSTERS	Cyclops	–	–	250	–	–	–	–	2
MONSTERS	Czart	–	–	–	–	–	–	250	3
MONSTERS	Basilisk	190	–	–	–	–	–	300	3
MONSTERS	Cockatrice	160	–	–	–	–	–	250	3
MONSTERS	Forktail	220	–	–	–	–	–	250	3
MONSTERS	Wyvern	–	–	–	–	–	–	150	3
MONSTERS	Drowner	–	–	–	–	–	–	250	0
MONSTERS	Drowned Dead	–	–	–	–	–	–	250	1
MONSTERS	Endriaga Drone	–	–	–	–	–	–	100	0
MONSTERS	Endriaga Worker	310	–	–	–	–	–	50	1
MONSTERS	Endriaga Warrior	265	–	–	–	–	–	150	2
MONSTERS	Earth Elemental	–	–	250	–	–	–	–	3
MONSTERS	Fiend	–	–	–	–	–	–	250	2
MONSTERS	Foglet	–	–	–	–	–	–	250	2
MONSTERS	Gargoyle	–	–	–	–	–	–	850	1
MONSTERS	Ghoul	–	–	–	–	–	–	250	0
MONSTERS	Alghoul	–	–	–	–	–	–	650	2
MONSTERS	Giant	–	–	250	–	–	–	–	2
MONSTERS	Ice Giant	–	–	250	–	–	–	–	3
MONSTERS	Golem	–	–	550	–	–	–	–	3
MONSTERS	Ifrit	–	–	–	250	–	–	–	3
MONSTERS	Simulacrum	–	–	–	–	–	–	250	3
MONSTERS	Grave Hag	–	–	–	–	–	–	250	2
MONSTERS	Water Hag	–	–	–	–	–	–	250	2
MONSTERS	Greater Water Hag	–	–	–	–	–	–	250	3
MONSTERS	Griffon	100	–	–	–	–	–	250	6
MONSTERS	Archgriffin	190	–	–	–	–	–	150	5
MONSTERS	Harpy	–	–	–	–	–	–	250	0
MONSTERS	Erynia	250	–	–	–	–	–	250	2
MONSTERS	Ekimmara	–	–	–	–	–	–	250	3
MONSTERS	Katakan	–	–	–	–	–	–	250	3
MONSTERS	Leshen	–	–	–	–	–	–	250	2
MONSTERS	Leshen Ancient	–	–	–	–	–	–	250	3
MONSTERS	Botchling	–	–	–	–	–	–	250	3
MONSTERS	Nekker	–	–	–	–	–	–	250	1
MONSTERS	Nekker Large	–	–	–	–	–	–	350	2
MONSTERS	Nekker Warrior	–	–	–	–	–	–	400	1
MONSTERS	Rotfiend	–	–	–	–	–	–	150	0
MONSTERS	Devourer	–	–	–	–	–	–	150	0
MONSTERS	Fugas	–	–	–	–	250	–	250	3
MONSTERS	Siren	–	–	–	–	–	–	150	1
MONSTERS	Lamia	310	–	–	–	–	–	250	2
MONSTERS	Succubus	–	–	–	–	–	–	250	3
MONSTERS	Black Troll	–	–	750	–	–	–	–	2
MONSTERS	Rock Troll	–	–	650	–	–	–	–	2
MONSTERS	Werewolf	–	–	–	–	–	–	130	2
MONSTERS	Werewolf	–	–	–	–	–	–	250	3
MONSTERS	Whispess	–	–	–	–	–	–	400	3
MONSTERS	Brewess	–	–	–	–	–	–	400	3
MONSTERS	Weavess	–	–	–	–	–	–	400	3
MONSTERS	Wraith	–	–	–	160	–	–	–	1
MONSTERS	Nightwraith	–	–	–	150	–	–	–	2
MONSTERS	Noonwraith	–	–	–	230	–	–	–	2
MONSTERS	Pesta	200	–	–	210	–	–	–	3
MONSTERS	Hym	–	–	–	150	–	–	–	2
MONSTERS	Hound of the Wild Hunt	–	–	–	150	–	–	–	0
MONSTERS	Tangalore	–	–	–	–	–	–	150	1

Inventory Data

Mutagens

Mutagens are rare organic ingredients that can be obtained by boiling the mashed remains of defeated monsters with other alchemical components to extract the oils and volatile organic compounds used to create decoctions. Decoctions can used to increase your prowess in combat or to increase character stats. See Decoctions.

HOW TO USE

Mutagens can be equipped by selecting the desired mutagen slot in the Character Panel.

MUTAGEN PROGRESSION

You can reslot mutagens as needed making it possible to always keep the strongest mutagens you posses where they will have the greatest effect. Lesser mutagens are ideally sold to alchemists and herbalists or used as alchemical ingredients for mutagen potions you will craft. Great mutagens, should always be used whenever they enchance your build.

WHERE TO FIND

There are two types of mutagens, Lesser and Greater. Each type is obtained randomly and can be found by looting the corpses of monsters you've defeated. Greater mutagens can only be recovered from the corpse of unique monsters, generally those found when completing Monster Hunt objectives.

COLOR CODING

While mutagens can be used to craft decoctions, they can also be used to increase player statistics. When used in the character menu, mutagens will appear using one of three different colors; Red, Green and Blue.

VESEMIR'S LESSON

Getting weighed down by dozens of swords after slaughtering a batch of heartless Witch Hunters? Toss back a Fiend Decoction to grant you a bonus against your burden before visitng a Blacksmith to unload for Crowns.

MUTAGENS

			PRICE	WEIGHT	TOXICITY	ATTACK POWER	SIGN INTENSITY	VITALITY
CAT	NAME	DESCRIPTION	$	Kg	#	%	%	#
RED MUTAGEN	Lesser red mutagen	Lesser Red mutagen provides a boost to Attack Power.	20	0.1	80	0.05	–	–
RED MUTAGEN	Greater Red mutagens	Greater red mutagen provides largest boost to Attack Power.	–	–	–	–	–	–
RED MUTAGEN	Archgriffin mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Doppler mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Katakan mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Greater foglet mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Nekker warrior mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Water hag mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Wyvern mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Succubus mutagen		20	0.1	80	0.1	–	–
RED MUTAGEN	Werewolf mutagen		20	0.1	80	0.1	–	–
GREEN MUTAGEN	Lesser Green mutagen	Lesser Green mutagen provides a boost to Vitality.	20	0.1	80	–	–	50
GREEN MUTAGEN	Greater Green mutagens	Greater green mutagen provides the largest boost to Vitality.	–	–	–	–	–	–
GREEN MUTAGEN	Arachas mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Ekimmara mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Griffin mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Nightwraith mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Troll claw		20	0.1	80	–	–	150
GREEN MUTAGEN	Noonwraith mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Fiend mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Grave hag mutagen		20	0.1	80	–	–	150
GREEN MUTAGEN	Wraith mutagen		20	0.1	80	–	–	150
BLUE MUTAGEN	Lesser Blue mutagen	Lesser Blue mutagen provides a boost to Sign Intensity.	20	0.1	80	–	0.05	–
BLUE MUTAGEN	Greater Blue mutagens	Greater blue mutagen provides largest boost to Sign Intensity.	–	–	–	–	–	–
BLUE MUTAGEN	Cockatrice mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Chort mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Foglet mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Forktail mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Earth elemental mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Ekhidna mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Ancient leshen mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Basilisk mutagen		20	0.1	80	–	0.1	–
BLUE MUTAGEN	Leshen mutagen		20	0.1	80	–	0.1	–

Inventory Data

Oils

Oils can be applied to a Witcher's steel or silver blade to grant a temporary bonus. This bonus will either increase critical effects or increase damage dealt against a specific type of enemy while the effect lasts.

HOW TO CREATE

Oils must be prepared from alchemical formulas using the substances listed below. This is by far the most economical way to enhance your items and allows for a great deal of flexibility when preparing for multiple types of targets.

HOW TO USE

You can oil your blade from the inventory menu, so you can apply a bonus during the middle of a fight as desired.

GROUP TACTICS

If you know you're going to facing large groups of humans, slap some Hang Man's Venom on your Steel Sword. These are the most common enemies you'll face during quests inside the city walls of Novigrad, so it's a safe bet to keep this oil active as often as possible when you're not roaming the wilderness.

VESEMIR'S LESSON

If you enter a combat encounter and your sword doesn't have the Oil that would help you against your enemies, don't forget to use your potions and bombs. They may be all you need to make quick work of the enemy and disable their most devastating attacks.

OILS

RECIPE REQUIREMENTS														
NAME	DESCRIPTION	$	# CHARGES	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#
Beast oil	10% Attack power versus Beasts	10	20	1	Dog tallow	2	Wolf's liver	–	–	–	–	–	–	–
Enhanced beast oil	25% Attack power versus Beasts	15	40	5	Bear fat	1	Beast oil	1	Bear hide	1	Celandine	1	Puffball	1
Superior beast oil	50% Attack power versus Beasts	30	60	1	Alchemy paste	1	Enhanced beast oil	1	Cockatrice stomach	1	Celandine	1	Puffball	1
Cursed oil	10% Attack power versus Cursed Ones	10	20	1	Dog tallow	4	Wolfsbane	–	–	–	–	–	–	–
Enhanced cursed oil	25% Attack power versus Cursed Ones	15	40	1	Bear fat	1	Cursed oil	1	Ekimmara hide	1	Puffball	1	Wolfsbane	1
Superior cursed oil	50% Attack power versus Cursed Ones	30	60	1	Alchemy paste	1	Enhanced cursed oil	1	Ekimmara hide	1	Cave troll liver	1	Wolfsbane	1
Hanged Man's Venom	10% Attack power versus humans and nonhumans	10	20	1	Dog tallow	4	Arenaria	–	–	–	–	–	–	–
Enhanced Hanged Man's Venom	25% Attack power versus humans and nonhumans	15	40	1	Bear fat	1	Hanged Man's Venom	1	Ekimmara hide	1	Nekker eye	1	Fool's parsley leaves	1
Superior Hanged Man's Venom	50% Attack power versus humans and nonhumans	30	60	1	Alchemy paste	1	Enhanced Hanged Man's Venom	1	Ekimmara hide	1	Devourer's blood	1	Fool's parsley leaves	1
Hybrid oil	10% Attack power versus Hybrids	10	20	1	Dog tallow	4	White myrtle petals	–	–	–	–	–	–	–
Enhanced hybrid oil	25% Attack power versus Hybrids	15	40	1	Bear fat	1	Hybrid oil	1	Erynia eye	1	Ginatia petals	1	White myrtle petals	1
Superior hybrid oil	50% Attack power versus Hybrids	30	60	1	Alchemy paste	1	Enhanced hybrid oil	1	Erynia eye	1	Ginatia petals	1	White myrtle petals	1
Insectoid oil	10% Attack power versus Insectoids	10	20	1	Dog tallow	4	Ranogrin	–	–	–	–	–	–	–
Enhanced insectoid oil	25% Attack power versus Insectoids	15	40	1	Bear fat	1	Insectoid oil	1	Endrega heart	1	Puffball	1	Ranogrin	1
Superior insectoid oil	50% Attack power versus Insectoids	30	60	1	Alchemy paste	1	Enhanced insectoid oil	1	Endrega heart	1	Puffball	1	Hornwort	1
Elementa oil	10% Attack power versus Elementa	10	20	1	Dog tallow	4	Puffball	–	–	–	–	–	–	–
Enhanced elementa oil	25% Attack power versus Elementa	15	40	1	Bear fat	1	Elementa oil	1	Ekimmara hide	1	Puffball	1	Allspice	1
Superior elementa oil	50% Attack power versus Elementa	30	60	1	Alchemy paste	1	Enhanced elementa oil	1	Ekimmara hide	1	Essence of wraith	1	Allspice	1
Necrophage oil	10% Attack power versus Necrophages	10	20	1	Dog tallow	4	Beggartick blossoms	–	–	–	–	–	–	–
Enhanced necrophage oil	25% Attack power versus Necrophages	15	40	4	Bear fat	1	Necrophage oil	1	Rotfiend blood	1	Beggartick blossoms	1	Arenaria	1
Superior necrophage oil	50% Attack power versus Necrophages	30	60	5	Alchemy paste	1	Enhanced necrophage oil	1	Devourer's blood	1	Beggartick blossoms	1	Arenaria	1
Specter oil	10% Attack power versus Specters	10	20	1	Bear fat	4	Arenaria	–	–	–	–	–	–	–
Enhanced specter oil	25% Attack power versus Specters	15	40	1	Bear fat	1	Specter oil	1	Essence of wraith	1	Arenaria	1	Mistletoe	1
Superior specter oil	50% Attack power versus Specters	30	60	1	Alchemy paste	1	Enhanced specter oil	1	Essence of wraith	1	Longrube	1	Mistletoe	1
Vampire oil	10% Attack power versus Vampires	10	20	2	Dog tallow	4	Ducal Water	–	–	–	–	–	–	–
Enhanced vampire oil	25% Attack power versus Vampires	15	40	2	Bear fat	1	Vampire oil	1	Fifth Essence	1	Wine Stone	1	Cortinarius	1
Superior vampire oil	50% Attack power versus Vampires	30	60	2	Alchemy paste	1	Enhanced vampire oil	1	Fifth Essence	1	Wine Stone	1	Cortinarius	1
Draconid oil	10% Attack power versus Draconids	10	20	1	Dog tallow	4	Ergot seeds	–	–	–	–	–	–	–
Enhanced draconid oil	25% Attack power versus Draconids	15	40	1	Bear fat	1	Draconid oil	1	Cockatrice stomach	1	Nekker warrior's liver	1	Moleyarrow	1
Superior draconid oil	50% Attack power versus Draconids	30	60	1	Alchemy paste	1	Enhanced draconid oil	1	Cockatrice stomach	1	Nekker warrior's liver	1	Arenaria	1
Ogroid oil	10% Attack power versus Ogroids	10	20	1	Bear fat	4	Ginatia petals	–	–	–	–	–	–	–
Enhanced ogroid oil	25% Attack power versus Ogroids	15	40	2	Bear fat	1	Ogroid oil	1	Cave troll liver	1	Arenaria	1	Ranogrin	1
Superior ogroid oil	50% Attack power versus Ogroids	30	60	2	Alchemy paste	1	Enhanced ogroid oil	1	Cave troll liver	1	Arenaria	1	Ranogrin	1
Relict oil	10% Attack power versus Relicts	10	20	1	Dog tallow	5	Mistletoe	–	–	–	–	–	–	–
Enhanced relict oil	25% Attack power versus Relicts	15	40	1	Bear fat	1	Relict oil	1	Water hag tooth	1	Cave troll liver	1	Beggartick blossoms	1
Superior relict oil	50% Attack power versus Relicts	30	60	4	Alchemy paste	1	Enhanced relict oil	1	Devourer's blood	1	Hop umbels	1	Beggartick blossoms	1

Inventory Data

Potions

A Witcher can drink potions to temporarily alter stats. Potions that provide mild boosts to performance often present no drawbacks. Enhanced and Superior strength potions will greatly enhance your performance but come with penalties that significantly reduce others.

HOW TO USE

A Witcher can drink potions to temporarily alter the strength of your abilities. Some potions offer mild boosts with no drawbacks, while others dramatically boost a handful of stats and significantly reduce others. You can get the most benefit out of these potions by drinking them in combination with others that cancel out the drawbacks. While Geralt can drink up to three potions, he can only tolerate up to 100 points of toxicity before he becomes poisoned. While poisoned, you will experience a slow loss of health over time.

ACQUIRING POTIONS

While Potions cannot be purchased, shops are a great source for finding new recipes. By learning new recipes, you will be able to increase the strength of existing potions and unlock new effects to diversify your abilities. While it is very economical to brew potions from formulas. Most potions require alchemical substances, which are obtained from common components found in the environment and monster loot. Only a handful of high-end potions, like Tawny Owl, require any sort of rare alchemical substance like Sewant Mushrooms.

COMBINING POTIONS

Certain potions are designed to be used in conjunction with other potions. This is particularly true of potions that offer powerful buffs countered by inherent flaws. In these cases, a second potion can be used to compensate any negeative effects or eliminate them entirely.

VESEMIR'S LESSON

You might want to slot Swallow and save the rest. If you keep Swallow and some food handy in combat, you can always open your inventory to drink the other potions you need less often.

POTIONS

		PRICE	TOXICITY	DURATION	DOSES	RECIPE REQUIREMENTS						
NAME	DESCRIPTION	$	#	#	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#
Potion of Clearance	Returns all spent Ability Points to the available pool so that you can redistribute them.	–	–	–	–	–	–	–	–	–	–	–
Black Blood	Witcher's blood injures vampires and necrophages when they wound him.	100	15	30	3	1	Dwarven spirit	2	Sewant mushrooms	4	Ghoul's blood	–
Enhanced Black Blood	Witcher's blood injures and knocks back vampires and necrophages when they wound him.	150	15	45	4	1	Alcohest	1	Black Blood	1	Hellebore petals	5
Superior Black Blood	Vampires and necrophages start Bleeding when near the witcher. In addition, the witcher's blood injures and knocks them back when they wound him.	300	15	60	5	1	White Gull	1	Enhanced Black Blood	5	Hellebore petals	5
Blizzard	Slows target movement by 50%.	100	25	15	2	1	Dwarven spirit	5	White myrtle petals	1	Golem's heart	–
Enhanced Blizzard	Slows target movement. Duration and doses extended.	150	25	20	3	1	Alcohest	1	Blizzard	1	Celandine	5
Superior Blizzard	Slows target movement. Duration and doses doubled.	300	25	30	4	1	White Gull	1	Enhanced Blizzard	1	Celandine	4
Cat	Grants sight in total darkness.	100	15	240	3	1	Dwarven spirit	4	Berbercane fruit	2	Water essence	–
Enhanced Cat	Grants sight in total darkness and immunity to hypnosis. Extended duration.	150	15	480	4	1	Alcohest	1	Cat	5	Berbercane fruit	1
Superior Cat	Grants sight in total darkness and immunity to hypnosis. Extended duration.	300	15	720	5	1	White Gull	1	Enhanced Cat	4	Berbercane fruit	4
Full Moon	Increases maximum Vitality.	100	25	60	3	1	Dwarven spirit	2	Wolfsbane	1	Dark Essence	–
Enhanced Full Moon	Increases maximum Vitality. Extended duration.	150	25	90	4	1	Alcohest	1	Full Moon	2	Crow's eye	5
Superior Full Moon	Increases maximum Vitality. Extended duration. Heals Vitality by an amount equal to current Toxicity.	300	25	180	5	1	White Gull	1	Enhanced Full Moon	1	Mistletoe	1
Golden Oriole	Grants immunity to poisons, neutralizes the effects of poisons already in bloodstream.	100	20	60	3	1	Dwarven spirit	4	Blowball	1	Light Essence	–
Enhanced Golden Oriole	Grants immunity to poisons, neutralizes the effects of poisons already in bloodstream. Extended duration.	150	20	120	4	1	Alcohest	1	Golden Oriole	6	Blowball	1
Superior Golden Oriole	Grants immunity to poisons, neutralizes the effects of poisons already in bloodstream. Extended duration. Poisons now heal instead of doing damage.	300	20	180	5	1	White Gull	1	Enhanced Golden Oriole	4	Blowball	4
Killer Whale	Increases breath supply while underwater by 50% and improves vision while diving.	100	15	180	3	2	Dwarven spirit	5	Balisse fruit	6	Buckthorn	5
Maribor Forest	Accelerates the generation of Adrenaline Points.	100	20	30	3	1	Dwarven spirit	3	Berbercane fruit	1	Alghoul bone marrow	4
Enhanced Maribor Forest	Accelerates the generation of Adrenaline Points. Extended duration.	150	20	60	4	1	Alcohest	1	Maribor Forest	5	Berbercane fruit	1
Superior Maribor Forest	Accelerates the generation of Adrenaline Points. Extended duration. Grants 1 Adrenaline Point upon consumption.	300	20	90	5	1	White Gull	1	Enhanced Maribor Forest	4	Berbercane fruit	4
Petri's Philter	Increases Sign intensity.	100	25	30	3	1	Dwarven spirit	5	Arenaria	1	Specter Dust	–
Enhanced Petri's Philter	Increases Sign intensity. Extended duration.	150	25	60	4	1	Alcohest	1	Petri's Philter	6	Arenaria	1
Superior Petri's Philter	Increases Sign intensity. Extended duration. Signs always apply their special effects.	300	25	90	5	1	White Gull	1	Enhanced Petri's Philter	4	Arenaria	4
Swallow	Accelerates Vitality regeneration. Vitality regeneration pauses for 2 seconds upon receiving damage.	100	20	20	3	1	Dwarven spirit	5	Celandine	4	Drowner brain	–
Enhanced Swallow	Accelerates Vitality regeneration. Extended duration. Vitality regeneration pauses for 2 seconds upon receiving damage.	150	20	20	4	1	Alcohest	1	Swallow	6	Celandine	4
Superior Swallow	Accelerates Vitality regeneration. Extended duration. Vitality regenerates during combat.	300	20	20	5	1	White Gull	1	Enhanced Swallow	6	Berbercane fruit	6
Tawny Owl	Accelerates Stamina regeneration.	100	20	30	3	1	Dwarven spirit	2	Verbena	1	Arachas venom	–
Enhanced Tawny Owl	Accelerates Stamina regeneration. Extended duration.	150	20	45	4	1	Alcohest	1	Tawny Owl	4	Verbena	2
Superior Tawny Owl	Accelerates Stamina regeneration. Extended duration. Never expires at night.	300	20	60	5	1	White Gull	1	Enhanced Tawny Owl	4	Verbena	4
Thunderbolt	Increases Attack Power.	100	25	30	3	1	Dwarven spirit	2	Cortinarius	1	Endrega embryo	–
Enhanced Thunderbolt	Increases Attack Power. Extended duration.	150	25	60	4	1	Alcohest	1	Thunderbolt	2	Cortinarius	1
Superior Thunderbolt	Extended duration. Grants 100% critical hit chance during storms.	300	25	90	5	1	White Gull	1	Enhanced Thunderbolt	4	Cortinarius	4
White Honey	Clears Toxicity and cancels all active potion effects.	150	–	–	2	1	Dwarven spirit	1	Honeysuckle	–	–	–
Enhanced White Honey	Clears Toxicity and cancels all active potion effects.	300	–	–	2	1	Alcohest	1	White Honey	2	Honeysuckle	1
Superior White Honey	Clears Toxicity and cancels all active potion effects.	100	–	–	3	1	White Gull	1	Enhanced White Honey	4	Honeysuckle	4
White Raffard's Decoction	Immediately restores a portion of Vitality.	100	30	–	2	1	Dwarven spirit	2	Ribleaf	4	Nekker heart	–
Enhanced White Raffard's Decoction	Immediately restores a large portion of Vitality.	150	30	–	2	1	Alcohest	1	White Raffard's Decoction	4	Ribleaf	1
Superior White Raffard's Decoction	Restores Vitality immediately and fully. Grants immunity to damage for a short duration.	300	30	–	3	1	White Gull	1	Enhanced White Raffard's Decoction	4	Ribleaf	4
Bear pheromones	Bears will not attack the witcher.	300	19	90	2	1	Dwarven spirit	1	Berbercane fruit	1	Ergot seeds	1
Drowner pheromones	Drowners will not attack the witcher.	150	15	90	2	1	Dwarven spirit	1	Drowner brain	1	Sewant mushrooms	1
Nekker pheromones	Nekkers will not attack the witcher.	100	15	90	2	1	Dwarven spirit	1	Green mold	1	Drowner brain	1
Restoring Potion	Returns all spent Mutation Points to the available pool so that you can redistribute them.	1000	–	–	–	–	–	–	–	–	–	–

Inventory Data

Runestones

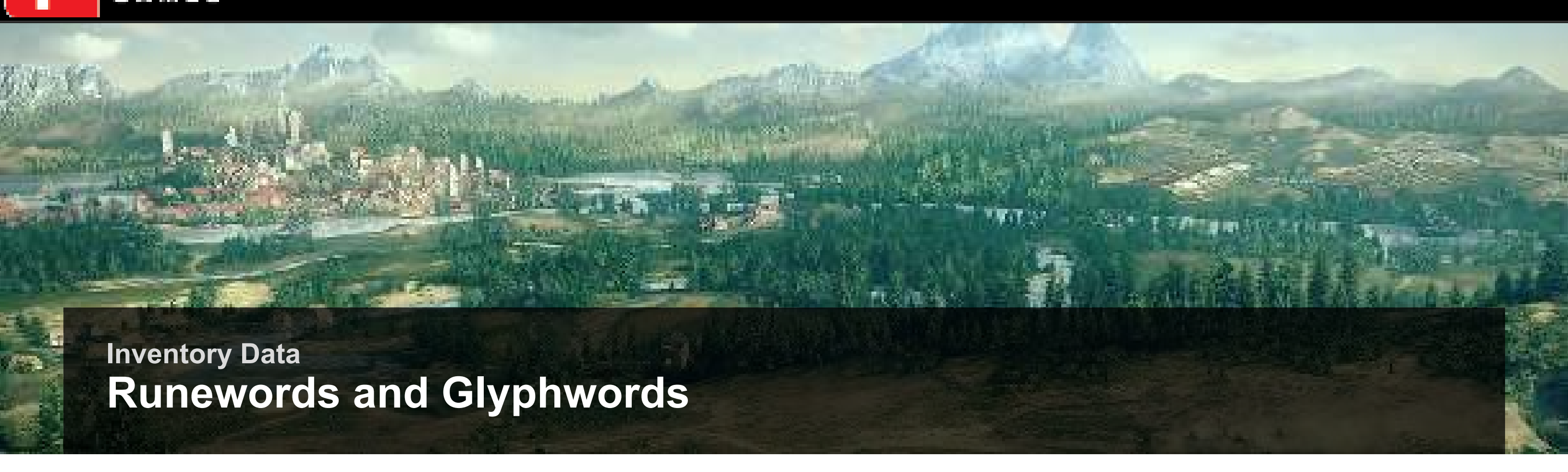
Runestones can be used to enhance a socketed steel or silver sword with a permanent enchantment that increases weapon damage, adds persistent conditions to enemies and augments spell power. Once a Runestone has been embedded, it cannot be removed without destroying the weapon. Runestones can be crafted from diagrams or purchased from merchants. Crafting lesser and greater Runestones will help reduce the cost of upgrading but requires assistance of higher-level craftsman that may be difficult to find early in the game.

VESEMIR'S LESSON

A Feline on the hunt may call upon the detriment of Morana's blessing. A Gryphon circling their prey may invoke the power Dazhbog's fire from a distance. While every Runestone is beneficial, a Witcher is strongest when their craft is focused.

RUNESTONES

						STAGGER	BURN	BLEED	FREEZE	POISON	
CATEGORY	DESCRIPTION	ITEM NAME	$	Kg	RATING	CONDITIONS					
RUNESTONES	Lesser runestone	Lesser runestone	95	0.05	Master	–	–	–	–	–	–
STRIBOG	STAGGER	Lesser Stribog runestone	155	0.06	Common	2%	–	–	–	–	–
STRIBOG	STAGGER	Stribog runestone	310	0.12	Common	3%	–	–	–	–	–
STRIBOG	STAGGER	Greater Stribog runestone	620	0.24	Common	5%	–	–	–	–	–
DAZHBOG	BURNING	Lesser Dazhbog runestone	170	0.06	Common	–	2%	–	–	–	–
DAZHBOG	BURNING	Dazhbog runestone	340	0.12	Common	–	3%	–	–	–	–
DAZHBOG	BURNING	Greater Dazhbog runestone	680	0.24	Common	–	5%	–	–	–	–
DEVANA	BLEEDING	Lesser Devana runestone	195	0.06	Common	–	–	2%	–	–	–
DEVANA	BLEEDING	Devana runestone	390	0.12	Common	–	–	3%	–	–	–
DEVANA	BLEEDING	Greater Devana runestone	780	0.24	Common	–	–	5%	–	–	–
ZORIA	FROST	Lesser Zoria runestone	205	0.06	Common	–	–	–	2%	–	–
ZORIA	FROST	Zoria runestone	410	0.12	Common	–	–	–	3%	–	–
ZORIA	FROST	Greater Zoria runestone	820	0.24	Common	–	–	–	5%	–	–
MORANA	POISON	Lesser Morana runestone	220	0.06	Common	–	–	–	–	2%	–
MORANA	POISON	Morana runestone	440	0.12	Common	–	–	–	–	3%	–
MORANA	POISON	Greater Morana runestone	880	0.24	Common	–	–	–	–	5%	–
TRIGLAV	CONFUSE	Lesser Triglav runestone	245	0.06	Common	–	–	–	–	–	2
TRIGLAV	CONFUSE	Triglav runestone	490	0.12	Common	–	–	–	–	–	3
TRIGLAV	CONFUSE	Greater Triglav runestone	980	0.24	Common	–	–	–	–	–	5
SVAROG	ARMOR REDUCTION	Lesser Svarog runestone	110	0.05	Common	–	–	–	–	–	–
SVAROG	ARMOR REDUCTION	Svarog runestone	220	0.1	Common	–	–	–	–	–	–
SVAROG	ARMOR REDUCTION	Greater Svarog runestone	440	0.2	Common	–	–	–	–	–	–
ELEMENTAL	RETURNED MONSTER DAMAGE	Lesser Chernobog runestone	110	0.05	Common	–	–	–	–	–	–
ELEMENTAL	RETURNED MONSTER DAMAGE	Chernobog runestone	220	0.1	Common	–	–	–	–	–	–
ELEMENTAL	RETURNED MONSTER DAMAGE	Greater Chernobog runestone	440	0.2	Common	–	–	–	–	–	–
PERUN	FOCUS GAIN	Lesser Perun runestone	110	0.05	Common	–	–	–	–	–	–
PERUN	FOCUS GAIN	Perun runestone	220	0.1	Common	–	–	–	–	–	–
PERUN	FOCUS GAIN	Greater Perun runestone	440	0.2	Common	–	–	–	–	–	–
VELES	SPELL POWER	Lesser Veles runestone	110	0.05	Common	–	–	–	–	–	–
VELES	SPELL POWER	Veles runestone	220	0.1	Common	–	–	–	–	–	–
VELES	SPELL POWER	Greater Veles runestone	440	0.2	Common	–	–	–	–	–	–
PYEROG	EASTER EGG	Pyerog runestone	96	0.1	Common						
TVAROG	EASTER EGG	Tvarog runestone	125	0.1	Common						



Inventory Data

Runewords and Glyphwords

Once the Ofieri Runewright makes an appearance, you have the ability to imbue your armor with a variety of powerful glyph and runewords.This chart reveals both Glyphwords and Runewords, their Tier, crafting component requirements, descriptions, and additional explanations and tips on their use.

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RUNEWORDS + GLYPHWORDS

NAME	COMPONENT 1	COMPONENT 2	COMPONENT 3	DESCRIPTION	ADDITIONAL EXPLANATION	TIPS
Runewords Tier 1						
Preservation	Lesser Svarog runestone	Lesser Devana runestone	Lesser Morana runestone	Armorer's Table and Grindstone bonuses never expire.	Armorer's Table increases your total armor by 20% for 15 minutes and Grindstone increases your Attack Power by 20% for 15 minutes as well. With this Runeword those bonuses last infinitely. Their internal timer still runs and if you unequip the Runeword they will stay on you for their remaining time.	
Dumplings	Lesser Pyerog runestone	Lesser Tvarog runestone	Lesser Pyerog runestone	Any food consumed generates 100% more Vitality, but everything tastes like pierogis.	The duration of regeneration buff gained by food increases by +100%.	
Placation	Lesser Devana runestone	Lesser Morana runestone	Lesser Stribog runestone	Once they reach their maximum level, Adrenaline Points steadily decline until they reach 0. During this time Vitality and Stamina regeneration are accelerated and Toxicity declines more quickly.	When the effect triggers no Adrenaline Points can be generated.	
Runewords Tier 2						
Severance	Zoria runestone	Veles runestone	Perun runestone	Increases the range of Whirl by 1.1 yards and Rend by 1.9 yards.		Whirl: Great to apply bleed (and other effects form your blades) to multiple enemies at the same time. Rend: When combined with crowd control (from bombs or signs) gives great opportunity to smash few enemies at the same time with one powerful strike.
Rejuvenation	Perun runestone	Svarog runestone	Stribog runestone	Each fatal blow dealt restores 25% of your Stamina.	This works only if you kill the enemy with sword.	
Elation	Dazhbog runestone	Veles runestone	Devana runestone	Fatal blows dealt with your sword give 0.1 to 0.25 Adrenaline Points.		For adrenaline users it's a good way to generate more adrenaline points when fighting with large groups of weaker enemies.
Runewords Tier 3						
Replenishment	Greater Triglav runestone	Greater Morana runestone	Greater Dazhbog runestone	After you cast a Sign, an Adrenaline Point is consumed and your next sword attack is charged with the power of that Sign.	Aard staggers with a change for knockdown, Axii confuses, Yrden slows down, Igni deals additional 100% of damage dealt as fire damage and Quen heals you for 50% of damage dealt.	Perk Rage Management can be used to maximize potential of this enchantment.
Invigoration	Greater Devana runestone	Greater Zoria runestone	Greater Perun runestone	When at maximum Vitality, any Vitality regeneration turns into added damage (up to +50%) on your next strike.	Extra vitality regeneration starts filling up a 'virtual' vitality pool. The percentage of this pool that is filled by extra regeneration is equal to the damage percentage bonus. So for example if you have 8000 maximum vitality, over-healing 1000 vitality points will grant you a 1/8th bonus to damage. This bonus is capped at +50%. The bonus will stay on your character either until you strike someone or your vitality drops below 100%.	You can use White Raffards Decoction when at > 50% of maximum vitality to instantly heal to maximum AND gain +50% damage bonus. Also having a Swallow will quickly build up your over-heal. Quen shield will also come in handy to preserve that buff and make sure you won't lose it due to being hit by enemies.
Prolongation	Greater Morana runestone	Greater Perun runestone	Greater Svarog runestone	Each unblocked blow increases potion duration time by 0.5s.	This also works with decoctions as they are potions as well. Each hit will increase duration of ALL active potions at once.	Valid choice for non-alchemy builds. Good for long fights with big enemies, also works very well against multiple enemies when combined with Blizzard Potion.
Glyphwords Tier 1						
Deflection	Lesser Glyph of Aard	Lesser Glyph of Warding	Lesser Glyph of Reinforcement	Armor deflects all arrows.	All bolts and arrows are automatically deflected. This will not however work with magic projectiles.	Good chocie for Signs-oriented builds, especially on higher difficulty levels where single arrow is able to chop huge amount of Geralt's vitality.
Usurpation	Lesser Glyph of Axii	Lesser Glyph of Binding	Lesser Glyph of Reinforcement	When an enemy affected by Axii dies, the effect transfers to the nearest target.	The duration of the effect on a new target is equal to the duration remaining from the initial target or 5 seconds, whichever is higher. So if the effect had 3.5 sec of remaining time at the moment of kill, the effect will be added to new target with 5 sec duration.	Charged Rend and strong bombs are great to trigger this enchant.
Ignition	Lesser Glyph of Igni	Lesser Glyph of Yrden	Lesser Glyph of Warding	Enemies set alight with Igni have a 25% chance to ignite other enemies within a 2 yard radius.	This check is done periodically as long as the target is on fire. The effect does not trigger itself (enemies ignited due to runeword will not trigger the runeword's effect) so there is no 'chain reaction' possible.	Quite usefull as crowd control with use of basic version of the Igni sign. Some enemies will be ignited by Igni itself while others being nearby can set ablaze from the Glyphword, creating a "firewall" in front of you.
Heft	Lesser Glyph of Quen	Lesser Glyph of Mending	Lesser Glyph of Reinforcement	All equipped armor items are treated as Heavy Armor.	This has all consequences of armor type: it will change stamina regeneration and will work with proper Perks. It affects all armor type items equipped: armor, gloves, pants and boots.	Use it with combination with Bear School Techniques Perk to get the perk bonus while wearing any armor.
Depletion	Lesser Glyph of Aard	Lesser Glyph of Axii	Lesser Glyph of Reinforcement	Hitting enemies with Aard reduces their Stamina by 50%.		When on low stamina enemies will be unable to counter of parry so even if you cannot knock down / stagger an enemy you might still find this usefull as a way of creating an opening for your strikes.
Glyphwords Tier 2						
Balance	Glyph of Axii	Glyph of Mending	Glyph of Reinforcement	All equipped armor items are treated as Medium Armor.	This has all consequences of armor type: it will change stamina regeneration and will work with proper Perks. It affects all armor type items equipped: armor, gloves, pants and boots.	Use it with combination with Griffin School Techniques Perk to get the perk bonus while wearing any armor.
Rotation	Glyph of Igni	Glyph of Binding	Glyph of Reinforcement	Igni's basic attack strikes all opponents in a 360-degree radius, but no longer applies the Burning effect.		Decent alternative for Aard Sweep, shines if your build lacks Skill Slots for Aard,
Beguilement	Glyph of Axii	Glyph of Igni	Glyph of Mending	Enemies affected by Axii will be affected for 2s longer for each blow they land.	Each successfull attack landed by a Hypnotised enemy will increase the duration of Hypnosis by 2 seconds.	You might want to attack the enemies first to bring down their health a bit and the use alternate mode of Axii to hypnotize an enemy. He will then be able to quickly dispose of already wounded foes and thus quickly build up additional duration of the Hypnosis.
Entanglement	Glyph of Yrden	Glyph of Axii	Glyph of Binding	When a trap set by Yrden hits an enemy, an Yrden glyph is placed at that position.	In the alternate mode Yrden places a trap that shoots lightning at enemies or incoming projectiles. When a hit is done Yrden Glyph (slowing area) is placed at the position of impact. The Glyph will use all extra effects of Yrden skill (so for example with Sustained Glyphs Skill you can place several Glyphs this way simultaneously).	With this Glyphword Yrden pretty much becomes a fire-and-forget mechanism. Trap will keep placing Yrden Glyphs so you will be able to use your stamina for other signs or skills in the meantime.
Protection	Glyph of Quen	Glyph of Yrden	Glyph of Warding	When you enter combat, there's a 100 percent chance you will automatically get a Quen shield without using any Stamina.	Whenever you start combat a basic Quen shield is applied for free.	
Glyphwords Tier 3						
Levity	Greater Glyph of Aard	Greater Glyph of Mending	Greater Glyph of Reinforcement	All equipped armor items are treated as Light Armor.	This has all consequences of armor type: it will change stamina regeneration and will work with proper Perks. It affects all armor type items equipped: armor, gloves, pants and boots.	Use it with combination with Cat School Techniques Perk to get the perk bonus while wearing any armor.
Retribution	Greater Glyph of Quen	Greater Glyph of Igni	Greater Glyph of Reinforcement	Gives a 30% chance of returning a portion of damage received to the attacker.	Returned damage is equal to 2/3rd of your total armor and ignores all resistances and armor of the attacker.	When an enemy is hit with this effect he will play a hit animation breaking his current action. This becomes especially handy with enemies that attack with flurry of blows as being hit will break their frenzy.
Possession	Greater Glyph of Axii	Greater Glyph of Aard	Greater Glyph of Binding	When an opponent incluenced by Axii dies, the effect transfers to a nearby target. The effect's duration increases by 2 seconds for each blow the affected target lands.	The duration of the effect on a new target is equal to the duration remaining from the initial target or 5 seconds, whichever is higher. So if the effect had 3.5 sec of remaining time at the moment of kill, the effect will be added to new target with 5 sec duration. Each successfull attack landed by a Hypnotised enemy will increase the duration of Hypnosis by 2 seconds.	You might want to attack the enemies first to bring down their health a bit and the use alternate mode of Axii to hypnotize an enemy. He will then be able to quickly dispose of already wounded foes and thus quickly build up additional duration of the Hypnosis.
Eruption	Greater Glyph of Igni	Greater Glyph of Quen	Greater Glyph of Reinforcement	Foes set alight by Igni explode when they die and ignite nearby foes.	All enemies in a 3 meters radius from killed enemy receive 50 fire damage (that scales up with your Spell Power) and have a 50% chance to be affected by Burning. This also triggers if enemy dies due to Burning effect applied by Igni.	Set enemies ablaze with Igni and then lure other enemies close to the burning ones so that all of them can experience some nice fire damage.

Inventory Data

Trophies

Strap trophies to your saddle to receive a bonus.

TROPHY

NAME	$	Kg	BONUS
King of Swineherd's crown	150	0	15% Bonus Money
Conserved shaelmaar trophy	150	2	5% Bonus Money
Cyclops Trophy	250	2	5% Bonus Non-Human Exp
Wight Trophy	250	2	5% Bonus Non-Human Exp
Garkain Trophy	150	2	5% Bonus Non-Human Exp
Spriggan Trophy	250	2	5% Bonus Herb
Griffin Trophy	250	2	10% Bonus Dismember
Zmora Trophy	250	2	5% Bonus Herb
Dracolizard Trophy	250	2	10% Bonus Dismember
White Basilisk Trophy	150	2	1% Bonus Herb, 1% Bonus Money, 1% Bonus Dismember, 1% Bonus Human Exp, 1% Bonus Non-Human Exp
Sharley Matriarch Trophy	250	2	5% Bonus Money
Camm Trophy	250	2	3% Bonus Money

Inventory Data

Steel and Silver Swords

WEAPONS: STEEL SILVER SWORDS

			PRICE	WEIGHT	QUALITY			UPGRADES	VITALITY	SPELL POWER
REGION	CAT	ITEM NAME	C	Kg	Min	Max	ORIGIN	#	#	%
TW3	HUMAN STEEL	Koviri cutlass	38	3.2	1	1	–	0	–	–
TW3	HUMAN STEEL	Temerian poniard	38	3.2	1	1	–	0	–	–
TW3	HUMAN STEEL	Steel shortsword	38	3.2	1	1	–	0	–	–
TW3	HUMAN STEEL	Witcher's steel sword	47	3.45	1	1	–	0	–	–
TW3	HUMAN STEEL	Rusty Velen sword	26	3.1	1	1	No Mans Land	0	–	–
TW3	HUMAN STEEL	Velen longsword	38	3.2	1	1	No Mans Land	0	–	–
TW3	HUMAN STEEL	Velen longsword	34	3.1	2	2	No Mans Land	1	–	–
TW3	HUMAN STEEL	Dorian sword	34	3.1	1	2	No Mans Land	0	–	–
TW3	HUMAN STEEL	Maribor sword	38	3.1	1	3	No Mans Land	1	–	–
TW3	HUMAN STEEL	Bremervoord blade	38	3.1	1	3	No Mans Land	1	–	–
TW3	HUMAN STEEL	Rusty Nilfgaardian sword	30	3.2	1	1	Nilfgaard	0	–	–
TW3	HUMAN STEEL	Nilfgaardian longsword	46	6.2	1	1	Nilfgaard	0	–	–
TW3	HUMAN STEEL	Mettina blade	38	3.1	1	2	Nilfgaard	1	–	–
TW3	HUMAN STEEL	Vicovaro blade	38	3.1	1	3	Nilfgaard	1	–	–
TW3	HUMAN STEEL	Gemmerian steel sword	134	4.2	1	3	Nilfgaard	1	–	–
TW3	HUMAN STEEL	Rusty Novigrad sword	30	3.2	1	1	Novigraad	0	–	–
TW3	HUMAN STEEL	Novigrad longsword	42	3.2	1	3	Novigraad	0	–	–
TW3	HUMAN STEEL	Gildorf sword	38	3.8	1	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Silverton sword	38	3.2	1	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Blade from the Bits	142	4.2	1	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Rusty Skellige sword	31	4.6399999999999997	1	1	Skellige	0	–	–
TW3	HUMAN STEEL	Skellige longsword	74	5.0999999999999996	1	2	Skellige	0	–	–
TW3	HUMAN STEEL	Spikeroog longsword	50	6.1	1	3	Skellige	1	–	–
TW3	HUMAN STEEL	Faroe blade	142	5.4	4	4	Skellige	1	–	–
TW3	HUMAN STEEL	Winter's Blade	612	5.0999999999999996	1	3	Skellige	2	–	–
TW3	HUMAN STEEL	Witch hunter's sword	38	4.6399999999999997	2	3	–	0	–	–
TW3	HUMAN STEEL	Witch Slayer	130	4.6399999999999997	3	3	–	1	–	–
TW3	HUMAN STEEL	Wild Hunt warrior's sword	164	4.2	1	3	–	1	–	–
TW3	HUMAN STEEL	Wild Hunt warrior's sword - enhanced	366	4.25	4	4	–	1	–	–
TW3	HUMAN STEEL	Wild Hunt warrior's sword - superior	930	5.4	1	3	–	2	–	–
TW3	HUMAN STEEL	Wild Hunt warrior's sword - mastercrafted	1162	5.8	1	3	–	3	–	–
TW3	NONHUMAN STEEL	Vrihedd Brigade sword	191	5.7	1	3	Non-Human	0	–	–
TW3	NONHUMAN STEEL	Scoia'tael sword	191	4.2	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Elven steel sword	191	4.25	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Red meteorite steel sword	191	5.4	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Mahakaman steel sword	211	5.8	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Dwarven blade	755	5.0999999999999996	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Gnomish Gwyhyr	714	5.4	1	3	Non-Human	2	–	–
TW3	NONHUMAN STEEL	Tir Tochair blade	933	5.7	2	3	Non-Human	2	–	–
DLC 10	STEEL	Wolven steel sword	46	3.3	5	5	–	1	–	5%
DLC 10	STEEL	Wolven steel sword - enhanced	148	4.5999999999999996	5	5	–	2	–	6%
DLC 10	STEEL	Wolven steel sword - superior	405	3	5	5	–	3	–	7%
DLC 10	STEEL	Wolven steel sword - mastercrafted	729	5.5	5	5	–	3	–	10%
DLC 15	STEEL	Teigr	16	3.2	5	5	–	3	–	–
EP1	STEEL	Fence board	0	0	1	1	–	0	–	–
EP1	STEEL	The Caretaker's spade	0	8	1	1	–	–	–	–
EP1	STEEL	Iris	16	8	4	4	–	3	–	–
EP1	STEEL	Ofieri decorated saber	106	4.05	2	2	–	0	–	–
EP1	STEEL	Ofieri decorated saber	106	4.05	3	3	–	1	–	–
EP1	STEEL	Ofieri kilij	106	4.05	4	4	–	2	–	–
EP1	STEEL	Order of the Flaming Rose sword	106	4.05	2	2	–	0	–	–
EP1	STEEL	Order of the Flaming Rose sword	106	4.05	3	3	–	1	–	–
TW3	HUMAN SILVER	Witcher's silver sword	147	2.2000000000000002	1	3	–	0	–	–
TW3	HUMAN SILVER	Disglair	144	2.0499999999999998	1	1	–	0	–	–
TW3	HUMAN SILVER	Gven'nel	144	2.0499999999999998	1	2	–	1	–	–
TW3	HUMAN SILVER	Mastercrafted silver sword	144	2.0499999999999998	1	3	–	1	–	–
TW3	HUMAN SILVER	Eirlithrad	194	3.05	1	3	–	1	–	–
TW3	HUMAN SILVER	The Adversary	203	3.1	1	3	–	1	–	–
TW3	HUMAN SILVER	Tor'haerne	203	3.1	1	3	–	2	–	–
TW3	HUMAN SILVER	An'ferthe	315	3.6	1	3	–	2	–	–
TW3	HUMAN SILVER	The Striga	743	5.6	1	3	–	2	–	–
TW3	NONHUMAN SILVER	Torlunn	279	3.4	1	3	Non-Human	0	–	–
TW3	NONHUMAN SILVER	Melltith	280	3.4	1	3	Non-Human	1	–	–
TW3	NONHUMAN SILVER	The Tamer	770	5.9	2	3	Non-Human	0	–	–
TW3	NONHUMAN SILVER	Steiger	770	5.9	1	3	Non-Human	1	–	–
TW3	NONHUMAN SILVER	The Digger	725	5.5	2	3	Non-Human	0	–	–
TW3	NONHUMAN SILVER	Faustino	752	5.8	1	3	Non-Human	1	–	–
DLC 10	NONHUMAN SILVER	Wolven silver sword	182	3.75	5	5	–	1	–	5%
DLC 10	NONHUMAN SILVER	Wolven silver sword - enhanced	254	3.7	5	5	–	2	–	6%
DLC 10	NONHUMAN SILVER	Wolven silver sword - superior	358	2.8	5	5	–	3	–	7%
DLC 10	NONHUMAN SILVER	Wolven silver sword - mastercrafted	767	5.15	5	5	–	3	–	10%

Inventory Data

Relic Weapons

WEAPONS: RELIC

	PRICE	WEIGHT	QUALITY			UPGRADES	VITALITY	SPELL POWER	SPELL POWER AARD	SPELL POWE IGNI
ITEM NAME	C	Kg	Min	Max	ORIGIN	#	#	%	%	%
Angivare	951	6.3	4	4	Legendary	3	–	–	–	–
Abritrator	196	3.6	4	4	Legendary	3	–	–	–	–
Ard'aenye	365	4.4000000000000004	4	4	Legendary	3	–	–	–	–
Barber-Surgeon	962	5.65	4	4	Legendary	3	–	–	–	–
Beann'shie	932	6.45	4	4	Legendary	3	–	–	–	–
Black Unicorn	1114	5.6	4	4	Legendary	3	–	–	–	–
Caerme	862	6.5	4	4	Legendary	3	–	–	–	–
The Emmentaler	416	7.2	4	4	Legendary	3	–	–	–	–
D'yaebl	1008	5.8	4	4	Legendary	3	–	–	–	–
Deireadh	246	4	4	4	Legendary	3	–	–	–	–
Hope	361	7.7	4	4	Legendary	3	–	–	–	–
Gwyhyr	427	4.6500000000000004	4	4	Legendary	3	–	–	–	–
Forgotten Vran Sword	394	6.85	4	4	Legendary	3	–	–	–	–
Harvall	363	6.6	4	4	Legendary	3	–	–	–	–
Hjalmar's steel sword	97	4.3	4	4	Legendary	1	–	–	–	–
Carabella	276	4.25	4	4	Legendary	3	–	–	–	–
Princess Xenthia's sword	481	3.45	4	4	Legendary	3	–	–	–	–
Superior Dol Blathanna sword	118	6.4	4	4	Legendary	3	–	–	–	–
Ashrune	323	3.9	4	4	Legendary	3	–	–	–	–
Longclaw	293	5.45	4	4	Legendary	3	–	–	–	–
Daystar	151	4.55	4	4	Legendary	3	–	–	–	–
Devine	327	3.6	4	4	Legendary	3	–	–	–	–
Bloed Aedd	416	5.45	4	4	Legendary	3	–	–	–	–
Inis	176	5.55	4	4	Legendary	3	–	–	–	–
Gwestog	477	5.35	4	4	Legendary	3	–	–	–	–
Winter Blade	421	8.3000000000000007	4	4	Legendary	3	–	–	–	–
Wolf	296	3.9	4	4	Legendary	3	–	–	–	–
Cleaver hood	254	5.6	4	4	Legendary	3	–	–	–	–
Dancer	833	7.05	4	4	Legendary	3	–	–	–	–
Headhunter	131	5.85	4	4	Legendary	3	–	–	–	–
Mourner	134	5	4	4	Legendary	3	–	–	–	–
Ultimatum	251	4.8499999999999996	4	4	Legendary	3	–	–	–	–
Caroline	607	6.25	4	4	Legendary	3	80	–	–	–
Lune	605	6.4	4	4	Legendary	3	–	–	–	–
Glory of the North	373	4.5999999999999996	4	4	Legendary	3	–	–	–	–
Tor Lara	1211	5.45	4	4	Legendary	3	50	–	–	–
Bleidd	632	3.35	4	4	Legendary	3	–	–	–	–
Addan Deith	510	2.35	4	4	Legendary	3	–	–	–	–
Moonblade	426	4.0999999999999996	4	4	Legendary	3	–	–	–	–
Maugrim	527	6.3	4	4	Legendary	3	–	–	–	–
Bloodsword	470	4	4	4	Legendary	3	–	–	–	–
Deithwen	458	5.3	4	4	Legendary	3	–	–	–	–
Fate	729	4.3	4	4	Legendary	3	–	–	–	–
Gynvael Aedd	499	4.3499999999999996	4	4	Legendary	3	–	–	–	–
Naevde Seidhe	481	4.2	4	4	Legendary	3	–	–	–	–
Blade of Ys	302	4.3	4	4	Legendary	3	–	–	–	–
Zerrikanterment	717	3.4	4	4	Legendary	3	–	–	–	–
Anathema	567	3.35	4	4	Legendary	3	–	–	–	–
Rose of Shaerrawed	770	4.3	4	4	Legendary	3	–	–	–	–
Reach of the Damned	851	3.45	4	4	Legendary	3	–	–	–	–
Azure Wrath	615	4.5	4	4	Legendary	3	–	–	–	–
Deargdeith	1299	6.3	4	4	Legendary	3	–	–	–	–
Arainne	943	6.15	4	4	Legendary	3	–	–	–	–
Hav'caaren	875	7.9	4	4	Legendary	3	–	–	–	–
Loathen	577	5.35	4	4	Legendary	3	–	–	–	–
Gynvael	680	3.8	4	4	Legendary	3	–	–	–	–
Anth	756	4.5999999999999996	4	4	Legendary	3	–	–	–	–
Weeper	407	7.3	4	4	Legendary	3	–	–	–	–
The Bride	951	7.5	4	4	Legendary	3	–	–	–	–
Negotiator	1041	6.05	4	4	Legendary	3	–	–	–	–
Harpy	938	6.1	4	4	Legendary	3	–	–	–	–
Tlareg	1093	7.2	4	4	Legendary	3	–	–	–	–
Breath of the North	251	3.95	4	4	Legendary	3	–	–	–	–
Tor Zireael	765	5.5	4	4	Legendary	3	50	–	–	–
Aerondight	276	3.9	4	4	Legendary	0	–	–	–	–

Inventory Data

Crafted Weapons

This section lists all of the weapons in the game and their properties.

CRAFTED WEAPONS

			PRICE	WEIGHT	QUALITY	ORIGIN	UPGRADES	VITALITY	BLUDGEON DAMAGE
REGION	CAT	NAME	C	Kg	Min	ORIGIN	#	#	#
TW3	HUMAN STEEL	Koviri cutlass	38	3.2	2	–	0	–	–
TW3	HUMAN STEEL	Temerian poniard	35	3.05	2	–	0	–	–
TW3	HUMAN STEEL	Velen longsword	37	3.05	3	No Mans Land	0	–	–
TW3	HUMAN STEEL	Dorian sword	42	3.1	3	No Mans Land	0	–	–
TW3	HUMAN STEEL	Maribor sword	146	3.1	3	No Mans Land	1	–	–
TW3	HUMAN STEEL	Bremervoord blade	212	3.1	3	No Mans Land	1	–	–
TW3	HUMAN STEEL	Nilfgaardian longsword	84	6.2	3	Nilfgaard	0	–	–
TW3	HUMAN STEEL	Gemmerian steel sword	447	4.0999999999999996	3	Nilfgaard	1	–	–
TW3	HUMAN STEEL	Novigrad longsword	65	4.7	3	Novigraad	0	–	–
TW3	HUMAN STEEL	Gildorf sword	103	3.2	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Silverton sword	165	3.4	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Blade from the Bits	377	4.4000000000000004	3	Novigraad	1	–	–
TW3	HUMAN STEEL	Witch hunter's sword	457	4.0999999999999996	3	–	0	–	–
TW3	HUMAN STEEL	Witch Slayer	535	4.0999999999999996	3	–	1	–	–
TW3	HUMAN STEEL	Skellige longsword	153	5.6	3	Skellige	0	–	–
TW3	HUMAN STEEL	Spikeroog longsword	195	4.0999999999999996	3	Skellige	1	–	–
TW3	HUMAN STEEL	Clan Hindar sword	270	4.0999999999999996	3	Skellige	1	–	–
TW3	HUMAN STEEL	Faroe blade	476	5.0999999999999996	3	Skellige	1	–	–
TW3	NONHUMAN	Vrihedd Brigade sword	356	4.62	3	Non-Human	0	–	–
TW3	NONHUMAN	Scoia'tael sword	432	4.42	3	Non-Human	2	–	–
TW3	NONHUMAN	Elven steel sword	515	4.42	3	Non-Human	2	–	–
TW3	NONHUMAN	Red meteorite steel sword	598	4.42	3	Non-Human	2	–	–
TW3	NONHUMAN	Mahakaman steel sword	751	5.0999999999999996	3	Non-Human	2	–	–
TW3	NONHUMAN	Dwarven blade	1414	6.1	3	Non-Human	2	–	–
TW3	NONHUMAN	Gnomish Gwyhyr	1314	6	3	Non-Human	2	–	–
TW3	NONHUMAN	Tir Tochair blade	1652	6.3	4	Non-Human	2	–	–
TW3	RELIC	Abritrator	362	3.7	4	Legendary	3	–	–
TW3	RELIC	Longclaw	719	3.45	4	Legendary	3	–	–
TW3	RELIC	Beann'shie	1601	7.25	4	Legendary	3	–	–
TW3	RELIC	Black Unicorn	1771	5.6	4	Legendary	3	–	–
TW3	VIPER	Viper steel sword	188	3.4	5	Legendary	1	–	–
TW3	FELINE	Feline steel sword	269	6.3	5	Legendary	1	–	–
TW3	FELINE	Feline steel sword - enhanced	421	4.3499999999999996	5	Legendary	2	–	–
TW3	FELINE	Feline steel sword - superior	611	4.5	5	Legendary	3	–	–
TW3	FELINE	Feline steel sword - mastercrafted	1451	5.8	5	Legendary	3	–	–
TW3	GRIFFIN	Griffin steel sword	166	3.4	5	Legendary	1	–	–
TW3	GRIFFIN	Griffin steel sword - enhanced	271	4.5	5	Legendary	2	–	–
TW3	GRIFFIN	Griffin steel sword - superior	374	4.4000000000000004	5	Legendary	3	–	–
TW3	GRIFFIN	Griffin steel sword - mastercrafted	1071	5.6	5	Legendary	3	–	–
TW3	URSINE	Ursine steel sword	191	4.5999999999999996	5	Legendary	1	–	–
TW3	URSINE	Ursine steel sword - enhanced	370	4.8	5	Legendary	2	–	–
TW3	URSINE	Ursine steel sword - superior	1008	5.8	5	Legendary	3	–	–
TW3	URSINE	Ursine steel sword - mastercrafted	1114	6.4	5	Legendary	3	–	–
EP1	HUMAN STEEL	Ofieri saber	226	4.75	4	–	3	–	–
EP1	HUMAN STEEL	Order of the Flaming Rose sword	404	4.3499999999999996	4	–	3	–	–
EP2	HUMAN STEEL	Toussaint Ducal Guardsman's steel sword	429	3.8	4	Beauclair	3	–	–
EP2	HUMAN STEEL	Toussaint Ducal Guard Officer's steel sword	446	4.2	4	Beauclair	3	–	–
EP2	HUMAN STEEL	Toussaint knight's steel sword	490	4.75	4	Beauclair	3	–	–
EP2	HUMAN STEEL	Viroledan blade	592	5	4	Beauclair	3	–	–
EP2	HUMAN STEEL	Toussaint steel sword	636	4.75	4	Beauclair	3	–	–
EP1	WITCHER STEEL	Viper venomous steel sword	890	5.0999999999999996	5	Legendary	3	–	–
EP2	WITCHER STEEL	Grandmaster Feline steel sword	1275	5.6	5	Legendary	3	–	–
EP2	WITCHER STEEL	Grandmaster Griffin steel sword	1070	5.75	5	Legendary	3	–	–
EP2	WITCHER STEEL	Grandmaster Ursine steel sword	1070	6.1	5	Legendary	3	–	–
EP2	WITCHER STEEL	Grandmaster Wolven steel sword	1255	5.75	5	Legendary	3	–	–
EP2	WITCHER STEEL	Manticore steel sword	779	5.45	5	Legendary	3	–	–
EP2	WITCHER STEEL	Legendary Manticore steel sword	1070	6.2	5	Legendary	3	–	–
EP2	WITCHER STEEL	Faramond's blade	245	4.75	4	Legendary	3	–	–
EP2	WITCHER STEEL	Faithful Friend	804	5.35	4	Legendary	3	–	–
EP2	WITCHER STEEL	Belhaven blade	1275	5.8	4	Legendary	3	–	–
TW3	HUMAN SILVER	Disglair	326	3.05	3	–	0	–	–
TW3	HUMAN SILVER	Gven'nel	341	3.05	3	–	1	–	–
TW3	HUMAN SILVER	Mastercrafted silver sword	383	3.1	3	–	1	–	–
TW3	HUMAN SILVER	Eirlithrad	428	3.05	3	–	1	–	–
TW3	HUMAN SILVER	The Adversary	620	3.25	3	–	1	–	–
TW3	HUMAN SILVER	Tor'haerne	661	3.4	3	–	2	–	–
TW3	HUMAN SILVER	An'ferthe	741	3.6	3	–	2	–	–
TW3	NONHUMAN	Torlunn	637	3.5	3	Non-Human	0	–	–
TW3	NONHUMAN	Melltith	706	3.5	3	Non-Human	1	–	–
TW3	NONHUMAN	The Tamer	736	4.0999999999999996	3	Non-Human	0	–	–
TW3	NONHUMAN	Steiger	1541	6.1	3	Non-Human	1	–	–
TW3	NONHUMAN	The Digger	710	3.3	3	Non-Human	1	–	–
TW3	NONHUMAN	Faustino	1478	5.25	3	Non-Human	1	–	–
TW3	RELIC	Harpy	1683	5.7	4	Legendary	3	–	–
TW3	RELIC	Negotiator	1744	7.3	4	Legendary	3	–	–
TW3	RELIC	Weeper	1399	7.3	4	Legendary	3	–	–
TW3	VIPER	Viper silver sword	312	2.4	5	Legendary	1	–	–
TW3	FELINE	Feline silver sword	440	2.35	5	Legendary	1	–	–
TW3	FELINE	Feline silver sword - enhanced	680	3.45	5	Legendary	2	–	–
TW3	FELINE	Feline silver sword - superior	1254	5.45	5	Legendary	3	–	–
TW3	FELINE	Feline silver sword - mastercrafted	1554	6.9	5	Legendary	3	–	–
TW3	GRIFFIN	Griffin silver sword	360	3.4	5	Legendary	1	–	–
TW3	GRIFFIN	Griffin silver sword - enhanced	473	3.2	5	Legendary	2	–	–
TW3	GRIFFIN	Griffin silver sword - superior	1108	5.6	5	Legendary	3	–	–
TW3	GRIFFIN	Griffin silver sword - mastercrafted	1323	5.6	5	Legendary	3	–	–
TW3	URSINE	Ursine silver sword	457	4.55	5	Legendary	1	–	–
TW3	URSINE	Ursine silver sword - enhanced	1088	6	5	Legendary	2	–	–
TW3	URSINE	Ursine silver sword - superior	1230	6	5	Legendary	3	–	–
TW3	URSINE	Ursine silver sword - mastercrafted	1371	6	5	Legendary	3	–	–
EP1	SILVER	Sarrim	742	7.9	4	Legendary	3	–	–
EP2	SILVER	Fen'aeth	361	3.75	4	Legendary	3	–	–
EP2	SILVER	Tah'rel	804	5.35	4	Legendary	3	–	–
EP2	SILVER	Gesheft	1275	5.8	4	Legendary	3	–	–
EP1	WITCHER SILVER	Viper venomous silver sword	1039	5.95	5	Legendary	3	–	–
EP2	WITCHER SILVER	Grandmaster Feline silver sword	1275	5.6	5	Legendary	3	–	–
EP2	WITCHER SILVER	Grandmaster Griffin silver sword	1070	6.45	5	Legendary	3	–	–
EP2	WITCHER SILVER	Grandmaster Ursine silver sword	1070	6.1	5	Legendary	3	–	–
EP2	WITCHER SILVER	Grandmaster Wolven silver sword	1243	5.3	5	Legendary	3	–	–
EP2	WITCHER SILVER	Manticore silver sword	879	5.9	5	Legendary	3	–	–
EP2	WITCHER SILVER	Legendary Manticore silver sword	1070	5.6	5	Legendary	3	–	–

Credits

Game Credits

Story
Gameplay
Quests
Marketing
Locations
Art

CD PROJECT RED

Anish Antony

Łukasz Babiel

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